

CAMPAIGN NAME/TIME

(2657–2661) Inside Enemy Lines
Jovvian Nexus Sector

This Campaign covers some of the most critical underground operations during the Jovvian War. All missions in this Campaign are Hive missions.

VICTORY LEVEL TABLE

0–9 Victory Points: Major defeat
10–14 VP: Defeat
15–17 VP: Tactical victory
18–21 VP: Major victory
22+ VP: Decisive victory

CAMPAIGN LOG

#	ID	TABLE	NOTES
1		A	Alert level=1
2		A	
3		A	
4		A	Alert level=2
5		A	

MISSIONS TABLE

RN	A
1-	H001
2	H002
3	H003
4	H004
5	H005
6+	H006

END MISSION PROCEDURE

- Recover Any Unit under Medical Treatment
- Promote Green Units
- Score Victory Points
- Check for Leader Awards
- Check for Incapacitated Units (see below)

Incapacitated Units

- 1-: Unit killed
- 2–4: Unit requires medical treatment
- 5–6: Unit fully recovers from wounds

STRATEGIC OPTIONS

Line Recruit

Green Recruit

+2 Resources (Any)

+1 Intelligence Resource

Max Resources = 9

+20 Squad Points

One Free Specialist

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VICTORY POINTS

- 3** Mission successfully completed
- 2** Aborted mission successfully reattempted
- 1** Mission aborted (no other VP gained)
- 1** Mission failed (Turn 0/Failed reattempt)
- 3** Mission failed (Turn 0/Failed reattempt) with no survivors
- +1** For every 10 unspent Squad Points
- +1** For every two unspent Resources
- 1** Only one Strategic Option chosen
- 2** No Strategic Options chosen
- 1** Mission completed before turn 14

Up to 2 Strategic Options can be chosen per mission.
No Strategic Options can be chosen when reattempting an aborted mission.