

# 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		<b>A</b>	Alert level=1
2		<b>A</b>	
3		<b>A</b>	
4		<b>A</b>	Alert level=2
5		<b>A</b>	

## 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.