

CAMPAIGN NAME/TIME

(2656–2657) Jovvian War Prelude
Sector 0515.7011.9012 (Jovvian)

The Jovvian War was the first major intergalactic conflict that involved the human race. The struggle revolved around the control of a strategic Nexus. This Campaign focuses on the events leading up to open warfare.

VICTORY LEVEL TABLE

0–15 Victory Points: Major defeat
16–23 VP: Defeat
24–27 VP: Tactical victory
28–32 VP: Major victory
33+ VP: Decisive victory

CAMPAIGN LOG

#	ID	TABLE	NOTES
1		A	Alert level=1
2		A	
3		A	
4		A	Alert level=2
5		B	
6		B	
7		B	Alert level=3
8		B	

MISSIONS TABLE

RN	A	B
1-	S001	S005
2	S002	H004
3	H001	S006
4	S003	H005
5	H002	S007
6+	H003	S008

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
- New ATV
- Mortar Support (Fire [2][2][3][3])
- Heavy Battlesuit

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 2 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.