

C001 - Prelude to War: NEXUS Flashpoint

--//CY 2657-2661 After Action Report, Nexus, Jovian 3 System//--

Our second Interstellar War came roughly 40 years after First Contact. We'd managed to rebuild and continue our expansion into the galaxy, when we encountered more Alien races. We were instantly the runt among giants, and they ran the show out there. We did our best to try and integrate, but 2 years after second contact, Hi-com received an anonymous tip: The Xenotypes that nearly wiped us out; they'd been sent. By one of those we'd hoped to call friends. We chased the lead down into tunnels beneath the Nexus hubs to try and confirm it. If it was true, the new kid was about to go pick a fight.

VPs Victory Level Table

0-15	Major Defeat
16-23	Minor Defeat
24-27	Tactical Victory
28-32	Major Victory
33+	Decisive Victory

CAMPAIGN LOG

#	ID	Mission Deck	Notes
1		A	ALERT LEVEL = 1
2		A	
3		A	
4		A	ALERT LEVEL = 2
5		B	
6		B	
7		B	ALERT LEVEL = 3 Add 1 AL3 Event to the Deck
8		B	

MISSION DECKS

Deck - A	Deck - B
S001	S005
S002	H004
H001	S006
S003	H005
H002	S007
H003	S008
AL 1 Events x 2	AL 1 Event AL 2 Event

STRATOPs

Reinforce	<input type="checkbox"/>	Beta Ammo	<input type="checkbox"/>	<input type="checkbox"/>
+1 Intel Resource	<input type="checkbox"/>	Plasma Gun	<input type="checkbox"/>	<input type="checkbox"/>
+2 Medkit Resources	<input type="checkbox"/>	Plasma Grenades	<input type="checkbox"/>	<input type="checkbox"/>
Max Resources = 9	<input type="checkbox"/>	Medical Support	<input type="checkbox"/>	<input type="checkbox"/>
+20 Squad Points	<input type="checkbox"/>	+2 Resources	<input type="checkbox"/>	<input type="checkbox"/>
Personal Favor	<input type="checkbox"/>	Scout Support	<input type="checkbox"/>	<input type="checkbox"/>
New ATV	<input type="checkbox"/>	Platoon HQ Support	<input type="checkbox"/>	<input type="checkbox"/>
Mortar Support FIRE....2/2/3/3	<input type="checkbox"/>	Experts	<input type="checkbox"/>	<input type="checkbox"/>
Heavy Battlesuit	<input type="checkbox"/>	Mines	<input type="checkbox"/>	<input type="checkbox"/>

- Assemble the STRATOP Deck from all NON RESTRICTED cards.
- Restricted STRATOPs require 3 Intel Resources to use.
- Draw 2 STRATOPs when setting up a NEW mission. Do not draw STRATOPs when setting up a mission you have just aborted.
- Play up to 2 STRATOP Cards per Mission, even when attempting a mission you have just aborted.

END MISSION PROCEDURE

- Recover units under Med. Treatment
- Promote Green Units
- Score Victory Points
- Check for Leader Awards
- Check for Incapacitated Units:
 - « 1 = Unit Killed
 - « 2-4 = Unit requires Med Treatment
 - « 3-6 = Unit recovers all wounds

VICTORY POINTS EARNED

VPs	Condition
3	Mission Success!
2	Aborted mission Success
1	Mission Aborted (No other VPs may be earned)
-1	Mission Failed: Any Units Alive
-3	Mission Failed: All Units KIA
1	10 Unspent Squad Points
1	Every 2 Unspent Resources
1	Only 1 STRATOP chosen
2	No STRATOPs Chosen
1	Mission Success by turn 14

C002 - Second Contact War: TUNNEL Fighting

-//CY 2661-2662 After Action Report, Jovian 3 System//-

The Second Contact War was bloody, brief, and almost entirely underground for the SI. The Nexus Hub was the tip of an iceberg, each location going further underground. When the Colonial Fleet slipped in system and started shooting, the entire galactic community rushed to condemn us. We needed to find proof of the enemies attempted Xenocide and STRATOPs had identified 6 targets in the Jovian 3 system that could provide answers. If not, the human race would find itself in the biggest hot war since First Contact.

VPs Victory Level Table

0-9	Major Defeat
10 - 14	Minor Defeat
15 - 17	Tactical Victory
18 - 21	Major Victory
22+	Decisive Victory

CAMPAIGN LOG

#	ID	Mission Deck	Notes
1		A	ALERT LEVEL = 1
2		A	
3		A	
4		A	ALERT LEVEL = 2
5		A	

MISSION DECK

Deck - A

H001

H002

H003

H004

H005

H006

AI 1 Events x2

STRATOPs

Reinforce

+1 Intel Resource

+2 Medkit Resources

Max Resources = 9

+20 Squad Points

Personal Favor

- **NOTE:** Assemble the STRATOP Deck using **ONLY THE CARDS ABOVE!**
- Restricted STRATOPs require 3 Intel Resources to use.
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- Play up to 2 STRATOP Cards per Mission, even when attempting a mission you have just aborted.

END MISSION PROCEDURE

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2. Promote Green Units
3. Score Victory Points
4. Check for Leader Awards
5. Check for Incapacitated Units:
 - « 1 = Unit Killed
 - « 2-4 = Unit requires Med Treatment
 - « 3-6 = Unit recovers all wounds

VICTORY POINTS EARNED

VPs	Condition
3	Mission Success!
2	Aborted mission Success
1	Mission Aborted (No other VPs may be earned)
-1	Mission Failed: Any Units Alive
-3	Mission Failed: All Units KIA
1	10 Unspent Squad Points
1	Every 2 Unspent Resources
1	Only 1 STRATOP chosen
2	No STRATOPs Chosen
1	Mission Success by turn 14

C003 - The Exodus Raids: New Carthage Lagrange point

--//CY 2691 After Action Report, Cyber Frontier //--

A planetary disaster forced the colony on New Carthage to evacuate. The Cybers were waiting though. Nearly 3 million colonists were intercepted, pulled from captured ships and interned in live-ships before the Escort Fleet could intercept. By the time Earth had traced the Live-Ships back to the Cybers forward systems, dubbed the Cyber Frontier, the 8th 16th and 2nd Destroyer group had converged and things quickly spiraled out of control.

VPs Victory Level Table

0 - 15	Major Defeat
16 - 23	Minor Defeat
24 - 27	Tactical Victory
28 - 32	Major Victory
33+	Decisive Victory

CAMPAIGN LOG

#	ID	Mission Deck	Notes
1		A	ALERT LEVEL = 1 ENEMY = Cybers
2		A	
3		A	
4		A	ALERT LEVEL = 2 Add 1 AL2 Event tot he Deck
5		B	
6		B	
7		B	ALERT LEVEL = 3 Add 1 AL3 Event to the Deck
8		B	Add 1 AL3 Event tot he Deck

MISSION DECK

Deck - A	Deck - B
S001	S005
S002	H004
H001	S009
S003	H007
H002	H008
H006	S011
S006	S010
AL 1 Events x3	AL 2 Event AL 3 Event

STRATOPs

Reinforce	<input type="checkbox"/>	Beta Ammo	<input type="checkbox"/>	<input type="checkbox"/>
+1 Intel Resource	<input type="checkbox"/>	Plasma Gun	<input type="checkbox"/>	<input type="checkbox"/>
+2 Medkit Resources	<input type="checkbox"/>	Plasma Grenades	<input type="checkbox"/>	<input type="checkbox"/>
Max Resources = 9	<input type="checkbox"/>	Medical Support	<input type="checkbox"/>	<input type="checkbox"/>
+20 Squad Points	<input type="checkbox"/>	+2 Resources	<input type="checkbox"/>	<input type="checkbox"/>
Personal Favor	<input type="checkbox"/>	Scout Support	<input type="checkbox"/>	<input type="checkbox"/>
New ATV	<input type="checkbox"/>	Platoon HQ Support	<input type="checkbox"/>	<input type="checkbox"/>
Mortar Support FIRE....2/2/3/3	<input type="checkbox"/>	Experts	<input type="checkbox"/>	<input type="checkbox"/>
Heavy Battlesuit	<input type="checkbox"/>	Mines	<input type="checkbox"/>	<input type="checkbox"/>

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- Restricted STRATOPs require 3 Intel Resources to use.
- Draw 2 STRATOPs when setting up a NEW mission. Do not draw STRATOPs when setting up a mission you have just aborted.
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END MISSION PROCEDURE

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 - « 3-6 = Unit recovers all wounds

VICTORY POINTS EARNED

VPs	Condition
3	Mission Success!
2	Aborted mission Success
1	Mission Aborted (No other VPs may be earned)
-1	Mission Failed: Any Units Alive
-3	Mission Failed: All Units KIA
1	10 Unspent Squad Points
1	Every 2 Unspent Resources
1	Only 1 STRATOP chosen
2	No STRATOPs Chosen
1	Mission Success by turn 14

C004 - The Exodus Raids: Cyber Frontier

--//CY 2691 After Action Report, Cyber Frontier //--

While the Earth forces quarantined the Cyber Frontier, our name for the systems closest to earth space that were under Cyber control, the Commendum provided relief support to our remaining colonists. They also watched our Colonial Fleet for signs of aggression against sovereign Cyber territory. That left the SI to infiltrate the underground Cyber bases and get our people back. Nothing like plausible deniability to keep everyone happy.

VPs Victory Level Table

0 - 11	Major Defeat
12 - 17	Minor Defeat
18 - 21	Tactical Victory
22 - 25	Major Victory
26+	Decisive Victory

CAMPAIGN LOG

#	ID	Mission Deck	Notes
1		A	ENEMY = Cybers
2		A	You must select one of the "Hard" Variants for this mission
3		A	Use the Void Spiders for all 5+ /A Events
4		B	
5		B	Add 1 AL3 Event to the deck.
6		B	You must select one of the "Hard" Variants for this mission

MISSION DECK

Deck - A	Deck - B
H001	H003
H002	H007
H006	H008
H004	H005
Al 1 Events x2	Al 2 Events x2

STRATOPs

Reinforce	<input type="checkbox"/>	Beta Ammo	<input type="checkbox"/>	<input type="checkbox"/>
+1 Intel Resource	<input type="checkbox"/>	Plasma Gun	<input type="checkbox"/>	<input type="checkbox"/>
+2 Medkit Resources	<input type="checkbox"/>	Plasma Grenades	<input type="checkbox"/>	<input type="checkbox"/>
Max Resources = 9	<input type="checkbox"/>	Medical Support	<input type="checkbox"/>	<input type="checkbox"/>
+20 Squad Points	<input type="checkbox"/>	+2 Resources	<input type="checkbox"/>	<input type="checkbox"/>
Personal Favor	<input type="checkbox"/>	Scout Support	<input type="checkbox"/>	<input type="checkbox"/>
New ATV	<input type="checkbox"/>	Platoon HQ Support	<input type="checkbox"/>	<input type="checkbox"/>
Mortar Support FIRE....2/2/3/3	<input type="checkbox"/>	Experts	<input type="checkbox"/>	<input type="checkbox"/>
Heavy Battlesuit	<input type="checkbox"/>	Mines	<input type="checkbox"/>	<input type="checkbox"/>

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VICTORY POINTS EARNED

VPs	Condition
3	Mission Success!
2	Aborted mission Success
1	Mission Aborted (No other VPs may be earned)
-1	Mission Failed: Any Units Alive
-3	Mission Failed: All Units KIA
1	10 Unspent Squad Points
1	Every 2 Unspent Resources
1	Only 1 STRATOP chosen
2	No STRATOPs Chosen
1	Mission Success by turn 14

C005 - The First Contact War: Earth Controlled Space

--//CY 2621 - 2635 After Action Report //--

This is a recreation of the first contact war. The Invasion of an extra-sector alien organism that came very close to wiping out the human race. It was only the actions of the newly created Space Infantry division of the Colonial Fleet that prevented us from becoming another footnote in the Commendum's records. This campaign begins just as humanity has reached its furthest point in the race for empire. The Deep Periphery is in the process of slowly unraveling as a failed colonial experiment, too far from Sol's reach to control, when an outpost around Tau-12 went silent...

VPs Victory Level Table

0 - 15	Major Defeat
16 - 23	Minor Defeat
24 - 27	Tactical Victory
28 - 32	Major Victory
33+	Decisive Victory

CAMPAIGN LOG

#	ID	Notes
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		

SCENARIO SEQUENCE

Scenarios	Optional Mission
FE01	
FE02 / FE03	
FE04	
FE05	FE06
FE07 / FE09	FE08
FE10	FE08
FE12 / FE13	FE11
FE14	
FE15	
H101 / H103	
H102	
H104	

STRATOPs

Reinforce	<input type="checkbox"/>	Beta Ammo	<input type="checkbox"/>	<input type="checkbox"/>
+1 Intel Resource	<input type="checkbox"/>	Plasma Gun	<input type="checkbox"/>	<input type="checkbox"/>
+2 Medkit Resources	<input type="checkbox"/>	Plasma Grenades	<input type="checkbox"/>	<input type="checkbox"/>
Max Resources = 9	<input type="checkbox"/>	Medical Support	<input type="checkbox"/>	<input type="checkbox"/>
+20 Squad Points	<input type="checkbox"/>	+2 Resources	<input type="checkbox"/>	<input type="checkbox"/>
Personal Favor	<input type="checkbox"/>	Scout Support	<input type="checkbox"/>	<input type="checkbox"/>
New ATV	<input type="checkbox"/>	Platoon HQ Support	<input type="checkbox"/>	<input type="checkbox"/>
Mortar Support FIRE....2/2/3/3	<input type="checkbox"/>	Experts	<input type="checkbox"/>	<input type="checkbox"/>
Heavy Battlesuit	<input type="checkbox"/>	Mines	<input type="checkbox"/>	<input type="checkbox"/>

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VPs	Condition
3	Mission Success!
2	Aborted mission Success
1	Mission Aborted (No other VPs may be earned)
-1	Mission Failed: Any Units Alive
-3	Mission Failed: All Units KIA
1	10 Unspent Squad Points
1	Every 2 Unspent Resources
1	Only 1 STRATOP played
2	No STRATOPs played
1	Mission Success by turn 14

C006 - The Steel Bones: Cyber Controlled system LB33-X

--//CY 2691 After Action Report Steele Bones Testing//--

When the Colonial Fleet slipped into the Cybers Harvest processing system at LB33-X, saying they were unprepared was an understatement. A full Cyber Fleet and Garrison was guarding a huge manufacturing and conversion factory. By the time reinforcements came, the fleet would be debris and the colonists would be gone. A multi-part raid using the Colonial Guard's 105th, and 4 teams of SI was our only chance. The SI and 105th did their jobs, but it was the deployment of the prototype Steele Bones units that really evened the odds long enough to get the colonists out.

VPs Victory Level Table

0 - 15	Major Defeat
16 - 23	Minor Defeat
24 - 27	Tactical Victory
28 - 32	Major Victory
33+	Decisive Victory

CAMPAIGN LOG

#	ID	Battledrone Available	Notes
1		Mk1A	ENEMY = Cybers
2		Mk2B	
3		Mk2B	Add 1 AL2 Event
4		Mk2B / Mk3D	

MISSION DECK

Deck - A

SB01

SB02

SB03

SB04

STRATOPs

Reinforce	<input type="checkbox"/>	Beta Ammo	<input type="checkbox"/>	<input type="checkbox"/>
+1 Intel Resource	<input type="checkbox"/>	Plasma Gun	<input type="checkbox"/>	<input type="checkbox"/>
+2 Medkit Resources	<input type="checkbox"/>	Plasma Grenades	<input type="checkbox"/>	<input type="checkbox"/>
Max Resources = 9	<input type="checkbox"/>	Medical Support	<input type="checkbox"/>	<input type="checkbox"/>
+20 Squad Points	<input type="checkbox"/>	+2 Resources	<input type="checkbox"/>	<input type="checkbox"/>
Personal Favor	<input type="checkbox"/>	Scout Support	<input type="checkbox"/>	<input type="checkbox"/>
New ATV	<input type="checkbox"/>	Platoon HQ Support	<input type="checkbox"/>	<input type="checkbox"/>
Mortar Support FIRE...2/2/3/3	<input type="checkbox"/>	Experts	<input type="checkbox"/>	<input type="checkbox"/>
Heavy Battlesuit	<input type="checkbox"/>	Mines	<input type="checkbox"/>	<input type="checkbox"/>

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VICTORY POINTS EARNED

VPs	Condition
3	Mission Success!
2	Aborted mission Success
1	Mission Aborted (No other VPs may be earned)
-1	Mission Failed: Any Units Alive
-3	Mission Failed: All Units KIA
1	10 Unspent Squad Points
1	Every 2 Unspent Resources
1	Only 1 STRATOP chosen
2	No STRATOPs Chosen
1	Mission Success by turn 14

C007 - The Devil Between: The Deep Periphery

--//CY 2632 After Action Report //--

As hard as it is for us to accept, we now have proof that there are things beyond our universe that have designs on us. And the Dark Faith knew it. It all started when a wave of nightmares rippled out through our Deep Periphery colonies, intense enough to drive many to suicide. MilSpecIntel picked up on it and sent the SI to investigate. What they found out there in the black isn't something we can fully explain yet, but the blasted hellscape of LX 247 and the collective night terrors of that region since go a long way to confirming my personal conclusion: Hell came calling, and we only just stopped it.

VPs Victory Level Table

0-29	Major Defeat
30-44	Minor Defeat
45-52	Tactical Victory
53-60	Major Victory
61+	Decisive Victory

CAMPAIGN LOG

#	ID	Deck	Notes
1		A	Enemy= Dark Faith
2		A	
3		A	Total VP > 8: Warp Field -1
4		A	Alert Level =2
5		A	Enemy= Mercenaries
6		A	Add Plasma Grenade STRATOPs
7		A	VP < 24, Note RN + 2 Units as -Cursed- until killed.
8		B	Enemy= Dark Faith

#	ID	Deck	Notes
9		B	Add Plasma Gun STRATOP
10		B	Type II/III Enemies have Fear (2) +3 VP
11		B	Enemy= Mercenaries
12		B	Total VP > 30: Warp Field -2
13		B	Alert Level = 3
14		B	Total VP > 50: Ignore T Range effects.
15		See Note	Enemy= Mission Sheet. Use Mission Card UT01. Cursed Units Permanently Shaken

SCENARIO SEQUENCE

Deck - A	Deck - B
S001	S005
S002	H004
H001	S006
S003	H012
H002	H008
H007	S011
S006	S010
S009	S012
AL 1 Events x6	AL 2 Event x 3 AL 3 Event x 2

STRATOPs

Reinforce	<input type="checkbox"/>	Beta Ammo	<input type="checkbox"/>	<input type="checkbox"/>
+1 Intel Resource	<input type="checkbox"/>	Plasma Gun	<input type="checkbox"/>	<input type="checkbox"/>
+2 Medkit Resources	<input type="checkbox"/>	Plasma Grenades	<input type="checkbox"/>	<input type="checkbox"/>
Max Resources = 9	<input type="checkbox"/>	Medical Support	<input type="checkbox"/>	<input type="checkbox"/>
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New ATV	<input type="checkbox"/>	Platoon HQ Support	<input type="checkbox"/>	<input type="checkbox"/>
Mortar Support FIRE....2/2/3/3	<input type="checkbox"/>	Experts	<input type="checkbox"/>	<input type="checkbox"/>
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1	Every 2 Unspent Resources
1	Only 1 STRATOP played
2	No STRATOPs played
1	Mission Success by turn 14