

## A001 - The Earth War: Earth-Gov Controlled Territory

-//CLASSIFIED //-

The Earth War tells the story of what happens when containment of XX121 is broken on Earth. XX121 escapes into the wild; it incubates, grows, and invades. XX121 then wages war without treaties or war goals, it is all-consuming and clinically meticulous in its violence. It does not end well, the vast majority of humanity on earth is extinguished by XX121. Though supported on off world colonies, the few who make it to orbit from the carnage harbor dreams of starting anew. Will you and your squad be among them?

## VPs Victory Level Table

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

## CAMPAIGN LOG

#	ID	Notes
1	A001	Enemy: Xenomorph XX121 Event Check
2	A002	Enemy: Xenomorph XX121
3	A003	Enemy: Xenomorph XX121 Event Check
4	A004	Enemy: Xenomorph XX121
5	A005	Enemy: Lasalle Bionational Event Check
6	A006	Enemy: Xenomorph XX121
7	A007	Enemy: Xenomorph XX121 Event Check
8	A008	Enemy: Xenomorph XX121
9	A009	Enemy: Xenomorph XX121 Event Check
10	A010	Enemy: Xenomorph XX121
11	A011	Enemy: Xenomorph XX121 Event Check
12	A012	Enemy: Xenomorph XX121
13	A013	Enemy: Xenomorph XX121 Do not Draw STRATOP
14	A014	Enemy: Xenomorph XX121 Do not Draw STRATOP
15	A015	Enemy: Xenomorph XX121 Do not Draw STRATOP

## SCENARIO SEQUENCE

### Event Deck

**Event Check:** After the Mission RN: 4+:  
Draw and Resolve an event card from the Event Deck.

**3x AL 1**  
**3x AL 2**

## STRATOPs

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

- Assemble the STRATOP Deck from all NON RESTRICTED cards.
- Restricted STRATOPs unavailable until unlocked via Scenario Card.
- 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
  - « 5-6 = 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 played
2	No STRATOPs played
1	Mission Success by turn 14