

Campaign:					Day:					Mission n°:												
TACTICAL SITREP					So Points available at start of mission					FIGHT												
										SCOUT												
					Ordnance point cost 1/10					OUTWARD BOUND EVENT												
					Fueling priority -1SO					ENGINE DAMAGE CHECK												
					Effect of event card					HOMEWARD BOUND EVENT												
					Effect of battalion card					SAR												
Stress		Dist		<input type="checkbox"/> Scout		<input type="checkbox"/> Miss		Cool														
BATTALION		STATUS		VP		Gain if end of the day					XP											
					Remaining SO																	
BATALLION ANALYSIS										Sequence of play												
UNDAMAGED										Po Up counters		1	2	3	4	5	6	7	8	9	10	11
DAMAGED										Enemy cover roll												
DESTROYED										Fast attack												
Turn	Pts on map		Status		Notes					Enemy attack												
1										Slow attack												
2										Loiter counter												
3										Place bingo counter												
4										Notes :												
5																						
6																						
7																						
8																						
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