Campaign:				Day:				Mission n°:											
TACTICAL SITREP				So Points available at start of m			nission	FLIGHT											
								SCOUT											
				Ordnance p			nance point cost 1/10	OUTWARD BOUND EVENT											
						g priority -1SO	ENGINE DAMAGE CHECK												
				Effect of event card			of event card	HOMEWARD BOUND EVENT											
						Effect o	f battalion card	SAR											
Stress	Dist	Scout Miss	Cool			Gain if	end of the day	JAN											
BATTALION STATUS VP			Guirii			end of the day	XP												
						Rer	maining SO	ΛΓ											
	В	ATALLION A	NAL	YSIS				Sequ	ence	of	pla ³	y	5	6	7	8	9	10	11
UNDAM	AGED						Po Up cou	nters											
DAMAGED							Enemy cove												
DESTROYED							Fast atta												
Turn	Pts on map	Status		No	tes		Enemy at	tack											
1							Slow atta												
2							Loiter cou												
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Campaig	on:			Day:				Mission	n°:										
Campaig		I CITDED		Day:	available :	at start of m	nission	Mission	n°:										
	gn: TACTICA	L SITREP			available a	at start of m	sission	Mission FLIGHT SCOUT	n°:										
		L SITREP			available a		nission	FLIGHT SCOUT OUTWARD	n°:										
		L SITREP			available a	Ordr	nance point cost 1/10	SCOUT OUTWARD BOUND EVENT ENGINE DAMAGE	n°:										
		L SITREP			available a	Ordr Fuelinį		SCOUT OUTWARD BOUND EVENT ENGINE DAMAGE CHECK HOMEWARD BOUND	n°:										
		L SITREP			available a	Ordr Fueling Effect	nance point cost 1/10	SCOUT OUTWARD BOUND EVENT ENGINE DAMAGE CHECK HOMEWARD BOUND EVENT	n°:										
	TACTICA		Cool		available a	Ordr Fueling Effect	nance point cost 1/10 g priority -150 of event card	SCOUT OUTWARD BOUND EVENT ENGINE DAMAGE CHECK HOMEWARD BOUND	n°:										
	TACTICA		Cool		available a	Ordr Fueling Effect Effect o	nance point cost 1/10 g priority -150 of event card	FUGHT SCOUT SCOUT OUTWARD BOUND EVENT ENGINE DAMAGE CHECK HOMEWARD BOUND EVENT SAR	n°:										
Stress	TACTICA Dist	Scout □Miss	Cool		available a	Ordr Fueling Effect Effect o	nance point cost 1/10 g priority -150 of event card f battalion card	SCOUT OUTWARD BOUND EVENT ENGINE DAMAGE CHECK HOMEWARD BOUND EVENT	n°:										
Stress	Dist STATUS	Scout Miss VP		So Points a	available a	Ordr Fueling Effect Effect o	nance point cost 1/10 g priority -1SO of event card f battalion card end of the day	FUGHT SCOUT SCOUT OUTWARD BOUND EVENT ENGINE DAMAGE CHECK HOMEWARD BOUND EVENT SAR			pla	у							
Stress	Dist STATUS	Scout □Miss		So Points a	available a	Ordr Fueling Effect Effect o	nance point cost 1/10 g priority -1SO of event card f battalion card end of the day	SCOUT SCOUT SOUTWARD BOUND EVENT ENGINE DAMAGE CHECK HOMEWARD BOUND SAR XP	ence		pla 3	y	5	6	7	8	9	10	11
Stress BATTALION	Dist STATUS	Scout Miss VP		So Points a	available a	Ordr Fueling Effect Effect o	priority -150 of event card f battalion card end of the day maining SO	FUGHT SCOUT OUTWARD BOUND EVENT ENGINE DAMAGE CHECK HOMEWARD BOUND EVENT SAR XP Sequ	ence	e of			5	6	7	8	9	10	11
Stress BATTALION UNDAMA	Dist STATUS BA	Scout Miss VP		So Points a	available a	Ordr Fueling Effect Effect o	priority -1SO of event card f battalion card end of the day maining SO Po Up coul	SCOUT OUTWARD BOUND EVENT ENGINE DAMAGE CHECK HOMEWARD BOUND EVENT SAR XP Sequenters	ence	e of			5	6	7	8	9	10	11
Stress BATTALION UNDAMA DAMAGE	Dist STATUS BAAGED ED	Scout Miss VP		So Points a	available a	Ordr Fueling Effect Effect o	priority -150 of event card f battalion card end of the day maining SO	FUGHT SCOUT OUTWARD BOUND EVENT ENGINE DAMAGE CHECK HOMEWARD BOUND EVENT SAR XP Sequenters Ser roll	ence	e of			5	6	7	8	9	10	11
Stress BATTALION UNDAMA	Dist STATUS BAAGED ED	Scout Miss VP		So Points a		Ordr Fueling Effect Effect o	priority -150 of event card f battalion card end of the day maining SO Po Up coul Enemy cove Fast atta	FUGHT SCOUT OUTWARD BOUND EVENT ENGINE DAMAGE CHECK HOMEWARD BOUND EVENT SAR XP Sequ nters er roll ack	ence	e of			5	6	7	8	9	10	11
Stress BATTALION UNDAMA DAMAGE DESTROY Turn	Dist STATUS BAAGED ED YED	Scout Miss VP		So Points a		Ordr Fueling Effect Effect o	priority -1SO of event card f battalion card end of the day maining SO Po Up coul Enemy cove Fast atta Enemy at	SCOUT SCOUT SCOUT SCOUT SOUND EVENT ENGINE DAMAGE CHECK HOMEWARD BOUND EVENT SAR XP Sequ nters er roll ack	ence	e of			5	6	7	8	9	10	11
Stress BATTALION UNDAMA DAMAGE DESTROY Turn 1	Dist STATUS BAAGED ED YED	Scout Miss VP		So Points a		Ordr Fueling Effect Effect o	priority -150 of event card f battalion card end of the day maining SO Po Up cour Enemy cove Fast atta Enemy at: Slow atta	SCOUT OUTWARD BOUND EVENT ENGINE DAMAGE CHECK HOMEWARD BOUND EVENT SAR XP Sequ nters er roll ack tack ack	ence	e of			5	6	7	8	9	10	11
Stress BATTALION UNDAMA DAMAGE DESTROY Turn	Dist STATUS BAAGED ED YED	Scout Miss VP		So Points a		Ordr Fueling Effect Effect o	priority -1SO of event card f battalion card end of the day maining SO Po Up cour Enemy cove Fast atta Enemy atta Loiter cou	SCOUT SCOUT SCOUT SOUNDARD BOUND EVENT ENGINE DAMAGE CHECK HOMEWARD BOUND EVENT SAR XP Sequenters er roll ack tack ack nter	ence	e of			5	6	7	8	9	10	11
Stress BATTALION UNDAMA DAMAGE DESTROY Turn 1 2 3	Dist STATUS BAAGED ED YED	Scout Miss VP		So Points a		Ordr Fueling Effect Effect o	priority -150 of event card f battalion card end of the day maining SO Po Up cour Enemy cove Fast atta Enemy att Slow atta Loiter cou	SCOUT SCOUT SCOUT SOUNDARD BOUND EVENT ENGINE DAMAGE CHECK HOMEWARD BOUND EVENT SAR XP Sequenters er roll ack tack ack nter	ence	e of			5	6	7	8	9	10	11
Stress BATTALION UNDAMA DAMAGE DESTROY Turn 1 2 3 4	Dist STATUS BAAGED ED YED	Scout Miss VP		So Points a		Ordr Fueling Effect Effect o	priority -1SO of event card f battalion card end of the day maining SO Po Up cour Enemy cove Fast atta Enemy atta Loiter cou	SCOUT SCOUT SCOUT SOUNDARD BOUND EVENT ENGINE DAMAGE CHECK HOMEWARD BOUND EVENT SAR XP Sequenters er roll ack tack ack nter	ence	e of			5	6	7	8	9	10	11
Stress BATTALION UNDAMA DAMAGE DESTROY Turn 1 2 3 4 5	Dist STATUS BAAGED ED YED	Scout Miss VP		So Points a		Ordr Fueling Effect Effect o	priority -150 of event card f battalion card end of the day maining SO Po Up cour Enemy cove Fast atta Enemy att Slow atta Loiter cou	SCOUT SCOUT SCOUT SOUNDARD BOUND EVENT ENGINE DAMAGE CHECK HOMEWARD BOUND EVENT SAR XP Sequenters er roll ack tack ack nter	ence	e of			5	6	7	8	9	10	11
Stress BATTALION UNDAMA DAMAGE DESTROY Turn 1 2 3 4 5 6	Dist STATUS BAAGED ED YED	Scout Miss VP		So Points a		Ordr Fueling Effect Effect o	priority -150 of event card f battalion card end of the day maining SO Po Up cour Enemy cove Fast atta Enemy att Slow atta Loiter cou	SCOUT SCOUT SCOUT SOUNDARD BOUND EVENT ENGINE DAMAGE CHECK HOMEWARD BOUND EVENT SAR XP Sequenters er roll ack tack ack nter	ence	e of			5	6	7	8	9	10	11
Stress BATTALION UNDAMA DAMAGE DESTROY Turn 1 2 3 4 5 6 7	Dist STATUS BAAGED ED YED	Scout Miss VP		So Points a		Ordr Fueling Effect Effect o	priority -150 of event card f battalion card end of the day maining SO Po Up cour Enemy cove Fast atta Enemy att Slow atta Loiter cou	SCOUT SCOUT SCOUT SOUNDARD BOUND EVENT ENGINE DAMAGE CHECK HOMEWARD BOUND EVENT SAR XP Sequenters er roll ack tack ack nter	ence	e of			5	6	7	8	9	10	11
Stress BATTALION UNDAMA DAMAGE DESTROY Turn 1 2 3 4 5 6 7 8	Dist STATUS BAAGED ED YED	Scout Miss VP		So Points a		Ordr Fueling Effect Effect o	priority -150 of event card f battalion card end of the day maining SO Po Up cour Enemy cove Fast atta Enemy att Slow atta Loiter cou	SCOUT SCOUT SCOUT SOUNDARD BOUND EVENT ENGINE DAMAGE CHECK HOMEWARD BOUND EVENT SAR XP Sequenters er roll ack tack ack nter	ence	e of			5	6	7	8	9	10	11
Stress BATTALION UNDAMA DAMAGE DESTROY Turn 1 2 3 4 5 6 7	Dist STATUS BAAGED ED YED	Scout Miss VP		So Points a		Ordr Fueling Effect Effect o	priority -150 of event card f battalion card end of the day maining SO Po Up cour Enemy cove Fast atta Enemy att Slow atta Loiter cou	SCOUT SCOUT SCOUT SOUNDARD BOUND EVENT ENGINE DAMAGE CHECK HOMEWARD BOUND EVENT SAR XP Sequenters er roll ack tack ack nter	ence	e of			5	6	7	8	9	10	11