

## TEAM SHEET

STARTING TOKENS	Firearms		Medical Training (begin with med kit if box is ticked)	<input type="checkbox"/>
	Skill			

### MISSION 1: THE MAQUIS OF MORETTE

STATE TRACKER:										G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z
AGENTS	1. ....			2. ....			3. ....			4. ....			OBJECTIVE 1																
END OF MISSION STATUS	Survived	<input type="checkbox"/>	Survived	<input type="checkbox"/>	Survived	<input type="checkbox"/>	Survived	<input type="checkbox"/>	Success	<input type="checkbox"/>																			
	Killed	<input type="checkbox"/>	Killed	<input type="checkbox"/>	Killed	<input type="checkbox"/>	Killed	<input type="checkbox"/>	Partial Success	<input type="checkbox"/>																			
	MIA	<input type="checkbox"/>	MIA	<input type="checkbox"/>	MIA	<input type="checkbox"/>	MIA	<input type="checkbox"/>	Failure	<input type="checkbox"/>																			
TIME										OBJECTIVE 2																			
19th Oct			20th Oct						21st Oct			Success	<input type="checkbox"/>																
Night			Day			Night			Day			Partial Success	<input type="checkbox"/>																
<span style="border: 1px solid black; border-radius: 50%; padding: 2px;">Early</span>	Late	Early	Late	Early	Late	Early	Late	Early	Late	Failure	<input type="checkbox"/>																		
TRACKING POINTS:																													

### MISSION 2: THE TAILOR OF BRINAY

STATE TRACKER:										G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z
AGENTS	1. ....			2. ....			3. ....			4. ....			OBJECTIVES																
END OF MISSION STATUS	Survived	<input type="checkbox"/>	Survived	<input type="checkbox"/>	Survived	<input type="checkbox"/>	Survived	<input type="checkbox"/>	LACE	<input type="checkbox"/>	TWEED	<input type="checkbox"/>	NEEDLE	<input type="checkbox"/>															
	Killed	<input type="checkbox"/>	Killed	<input type="checkbox"/>	Killed	<input type="checkbox"/>	Killed	<input type="checkbox"/>	Success	<input type="checkbox"/>	Success	<input type="checkbox"/>	Success	<input type="checkbox"/>															
TIME										Partial Success	<input type="checkbox"/>	Partial Success	<input type="checkbox"/>	Partial Success	<input type="checkbox"/>														
<span style="border: 1px solid black; border-radius: 50%; padding: 2px;">23:00</span>	00:00			01:00			02:00			Failure	<input type="checkbox"/>	Failure	<input type="checkbox"/>	Failure	<input type="checkbox"/>														
TRACKING POINTS:																													

### MISSION 3: THE VIPER OF VAILLANT

STATE TRACKER:										G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z
AGENTS	1. ....			2. ....			3. ....			4. ....			PRIMARY OBJECTIVE																
END OF MISSION STATUS	Survived	<input type="checkbox"/>	Survived	<input type="checkbox"/>	Survived	<input type="checkbox"/>	Survived	<input type="checkbox"/>	Success	<input type="checkbox"/>																			
	Killed	<input type="checkbox"/>	Killed	<input type="checkbox"/>	Killed	<input type="checkbox"/>	Killed	<input type="checkbox"/>	Partial Success	<input type="checkbox"/>																			
TIME	If you circle a time that instructs you to turn to an entry or increase the Security level, do so as soon as you circle it.										Failure	<input type="checkbox"/>																	
8th Oct			9th Dec						10th Dec			SECONDARY OBJECTIVE																	
											Success	<input type="checkbox"/>																	
				<small>If M is not circled turn to 399</small>				+1 Security level	+1 Security level	Failure	<input type="checkbox"/>																		
SECURITY LEVEL: 20																													
TRAIN TERMINAL			Guards killed			<input type="checkbox"/>	Terminal building			<input type="checkbox"/>	Storage building			<input type="checkbox"/>															
PETROL STATION			Guards killed			<input type="checkbox"/>	Station building			<input type="checkbox"/>																			

CAMPAIGN SCORE	Mission 1	<input type="checkbox"/>	Mission 2	<input type="checkbox"/>	Mission 3	<input type="checkbox"/>	Envelope X	<input type="checkbox"/>	Total	<input type="checkbox"/>
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