**FIRST SCENARIO**

1. **Collect Reserve Tokens**
   - Found at the top right of the Campaign Sheet.

2. **Set up first scenario**
   - When outlined for your campaign, roll for the optional “What If?” event.

3. **Reserve Roll**
   - Roll 2 Battle Dice to see what reserves you receive.
   - Remember any victory bonuses from the previous scenario.

4. **Deploy Reserve Unit(s)**
   - Deploy reserves on the battlefield or in the Staging Area.

5. **Draw Command Cards**

6. **Play Scenario**
   - Remember any special victory conditions for the scenario.

7. **Replenish Reserves**
   - Winner can withdraw Reserve Tokens (or units) from Staging Area back to Strategic Reserve Pool. Vanquished player loses Reserve Tokens (or units) from Staging Area.

8. **Bookkeeping & Score Tracking**
   - Record medals earned and results in the Objective Track.
   - Determine which scenario is played next in the Campaign by referring to the Campaign Sheet.

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**SUBSEQUENT SCENARIOS**

1. **Set up scenario**
   - Verify that you have followed the correct Campaign path.

2. **Victory Events Roll**
   - Roll 2 Battle Dice plus one additional die for each victory won so far in this campaign and resolve the Victory Events.
   - Remember any victory bonuses from the previous scenario.

3. **Reserve Roll**
   - Roll 2 Battle Dice to see what reserves you receive.
   - Remember any victory bonuses from the previous scenario.

4. **Deploy Reserve Unit(s)**
   - Deploy on the battlefield or in the Staging Area.

5. **Draw Command Cards**

6. **Play Scenario**
   - Remember any special victory conditions for the scenario.

7. **Replenish Reserves**
   - Winner can withdraw Reserve Tokens (or units) from Staging Area back to Strategic Reserve Pool. Vanquished player loses units and Reserve Tokens from Staging Area.

8. **Bookkeeping & Score Tracking**
   - Record medals earned and results in the Objective Track.
   - Determine which scenario is played next in the Campaign, unless it was the final battle.