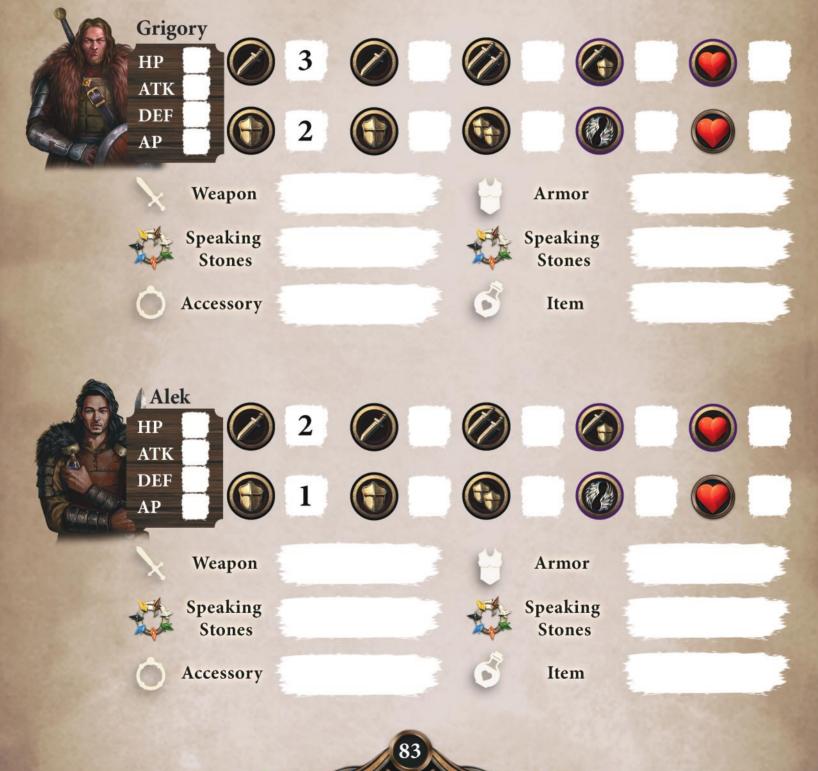
In this section, use a pencil to record information about the Guards at the end of each Campaign. These final stats **include** all chip bonuses and stats bonuses given by the Guards' equipment and unlocked Skill Tree bonuses. This information will be referenced at the start of Campaign 5 to continue the story. Any cards in the Guards' satchel slots at the end of a Campaign are recorded in the Fort Istra Stash. After all information has been recorded in this index, return all of the components back to their respective supplies for use in other campaigns.

# Campaign 1



# Campaign 2



84

# Campaign 3



85

# Campaign 4



86