

THE RISE OF RED SKULL

CAMPAIGN LOG

PLAYER INFORMATION

Player #1's Identity:

Remaining hit points:
Obligations:

Tech Upgrade:

Basic Upgrade:

Rescued Allies:

Player #2's Identity:

Remaining hit points:
Obligations:

Tech Upgrade:

Basic Upgrade:

Rescued Allies:

Player #3's Identity:

Remaining hit points:
Obligations:

Tech Upgrade:

Basic Upgrade:

Rescued Allies:

Player #4's Identity:

Remaining hit points:
Obligations:

Tech Upgrade:

Basic Upgrade:

Rescued Allies:

SCENARIO 1

Experimental Weapons added to
encounter deck:

SCENARIO 2

Number of delay counters on main
scheme:

SCENARIO 4

Players engaged with minions:

Allies removed from the campaign:

NOTES