



CAMPAIGN LOG

PLAYER INFORMATION

Player #1's Identity:

Role: Remaining hit points:
(expert)

Player #2's Identity:

Role: Remaining hit points:
(expert)

Player #3's Identity:

Role: Remaining hit points:
(expert)

Player #4's Identity:

Role: Remaining hit points:
(expert)

SCENARIO 1

Frightened Police
Defeated

SCENARIO 2

Enemy of my Enemy
Defeated

SCENARIO 3

Find the Prisoners
Defeated

SCENARIO 4

Surprise Attack
Defeated

Future Past Cards in the Victory Display

Scenarios #1-4 (remove these from the campaign)

Future Past Cards in the Encounter Deck

Scenarios #1-4

SCENARIO 1

SCENARIO 2

SCENARIO 3

SCENARIO 4

Role Upgrades in Play

Scenarios #1-4 (remove these from the campaign)

Player #1

Player #2

Player #3

Player #4

Jubilee

Scenarios #2-4

SCENARIO 2

Jubilee in play

SCENARIO 3

Jubilee in play

Jubilee removed from campaign

SCENARIO 4

Jubilee in play

Jubilee removed from campaign

Allies from Abduction Protocols

Scenario #2

Allies under Rescue Captives or Find the Prisoners

Scenario #3 (remove these from the campaign)