

# Age of Apocalypse

## CAMPAIGN LOG

### PLAYER INFORMATION

**Player #1's Identity:**

Remaining hit points:

**Player #2's Identity:**

Remaining hit points:

**Player #3's Identity:**

Remaining hit points:

**Player #4's Identity:**

Remaining hit points:

### Mission Side Scheme

### Setup

### Defeated

### Not Defeated

Liberate the Seattle Core

Set each copy of Desperate Measures upgrade aside.

For the rest of the campaign, each player may shuffle 1 copy of Desperate Measures into their deck at the start of each game. That card does not count against your minimum deck size.

Remove each copy of Desperate Measures from the campaign.

Evacuate Survivors

Each player shuffles a copy of Panicked Refugees into their deck.

Remove each copy of Panicked Refugees from the campaign. Each player chooses an upgrade from any aspect. They may include 1 copy of card in their deck for the rest of the campaign. That card does not count against your minimum deck size.

For the rest of the campaign, each player must shuffle a copy of Panicked Refugees into their deck at the start of each game.

Sabotage the Sea Wall

Shuffle the North American Sea Wall side scheme into the encounter deck.

Remove the North American Sea Wall side scheme from the campaign. Each player chooses a support from any aspect. They may include 1 copy of that card in their deck for the rest of the campaign. That card does not count against your minimum deck size.

For the rest of the campaign, shuffle the North American Sea Wall into the encounter deck during setup.

Find Lost Mutants

Set each campaign ally aside.

Each player chooses a campaign ally. They may include that ally in their deck for the rest of the campaign. That card does not count against your minimum deck size.

Remove each campaign ally from the campaign.

### Available Overseer minions:

☐ Mister Sinister ☐ The Shadow King ☐ Abyss ☐ Sugar Man ☐ Mikhail Rasputin