

# 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