

THE GALAXY'S MOST WANTED

Player #1's Identity

Remaining
Hit Points
(Expert)

Unspent Units

Player #2's Identity

Remaining
Hit Points
(Expert)

Unspent Units

Market Cards in Player's Deck

May be added between scenarios. See page 5 for details.

Cards in The Collection

Victory for Scenario #2 - Infiltrate the Museum

Galactic Artifacts Side Schemes in the Victory Display

Victory for Scenario #3 - Escape the Museum

1

2

3

4

CAMPAIGN LOG

PLAYER INFORMATION

Player #3's Identity

Remaining
Hit Points
(Expert)

Unspent Units

Player #4's Identity

Remaining
Hit Points
(Expert)

Unspent Units

Market Cards in Player's Deck

May be added between scenarios. See page 5 for details.

Cards in The Collection

Victory for Scenario #2 - Infiltrate the Museum

Power Stone Control

Victory for Scenario #4 - Nebula

Headhunter Defeated?

Victory for Scenarios #1 - 4

Evasion Counters

Victory for Scenario #4 - Nebula

SCENARIO 1

Brotherhood
of Badoon

SCENARIO 2

Infiltrate the
Museum

SCENARIO 3

Escape the
Museum

SCENARIO 4

Nebula