



# Campaign Game Roster



CG:			Side:			Player(s):				Victor:				
CG - = ≡	CG Date	CPP Start Repl Total	Weather (Mist Density)	Moon Phase	RG Purchased (RG ID; CPP cost)	SAN	CPP Spent Left#	Recon Loc	Init.	Current LVP CG	Win			

Reserves				FORTIFICATIONS													
ID	Unit(s)	Hex	CA	Hex	Mines				Misc. Fortifications			HIP Locations					
				Hex	Str.-Type	Hex	Str.-Type	Type	Hex	CA	Unit(s)	Hex	CA	Unit(s)	Hex	CA	
Total # of Factors				Squad:													
A-P:				HS:													
A-T:				Crew:													
				SMC:													