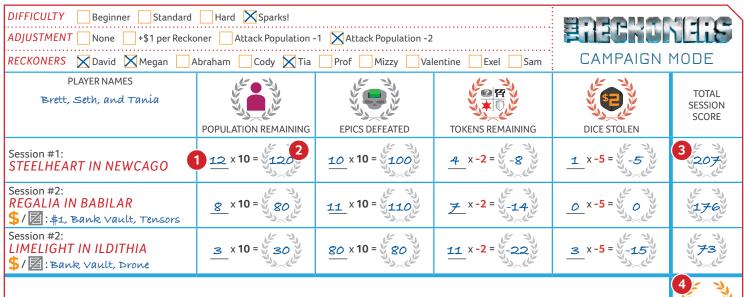
CAMPAIGN MODE SCORE SHEET

The back of this sheet contains multiple copies of the Campaign Mode scoring template. Use one for each campaign that you begin.

To record your score for a session, write the amount of the applicable item 1 above the underlined section in each column. Multiply the amount by the listed point value to determine your score in a particular cell 2. Sum all the columns in a row to determine your session score 3. Sum all of the rows in the final column to determine your total campaign score 4. Compare your total campaign score against the table shown to find your ranking 5.

After you have beaten the Campaign Mode, feel free to try again to beat your score. You may also try it again at a higher difficulty level or with the Difficulty Adjustments mentioned below.









COPPER



BRONZE



400-599 SILVER



600-799 **GOLD**



800 or more

PLATINUM

Difficulty Adjustments

The Difficulty Adjustments Variant is a great way to adjust the Campaign Mode's difficulty level to your group. Simply mark down the adjustment you wish to use. Do **NOT** change it during the campaign.

If playing more casually, begin Session #1 with +\$1 Money per Reckoner and carry over an additional \$1 Money per Reckoner to Session #2 and #3. If playing more intensely, add the Difficulty Adjustment Token as described on page 20 of *The Reckoners: Steelslayer* rulebook.

Writing on the Campaign Mode Sheet is permanent. You may wish to create copies of it before you begin.

Alternatively, you may print off more at www.nauvoogames.com/the_reckoners_steelslayer

DIFFICULTY Beginner Standard Hard Sparks! ADJUSTMENT None +\$1 per Reckoner Attack Population -1 Attack Population -2				ERECKONERS	
RECKONERS David Megan Abraham Cody Tia Prof Mizzy Valentine Exel Sam				CAMPAIGN MODE	
PLAYER NAMES	POPULATION REMAINING	EPICS DEFEATED	TOKENS REMAINING	DICE STOLEN	TOTAL SESSION SCORE
Session #1: STEELHEART IN NEWCAGO	x 10 =	x 10 =	x-2=	x-5=	A CAN
Session #2: REGALIA IN BABILAR \$ / 2 :	x 10 =	x 10 =	x-2=	x -5 =	Ser Silver
Session #3: LIMELIGHT IN ILDITHIA \$ / 2 :	x 10 =	x 10 =	x-2=	x-5=	
TOTAL CAMPAIGN SCORE: Copyright © 2021 Nauvoo Games. All rights reserved.					
DIFFICULTY Beginner Standard Hard Sparks! ADJUSTMENT None +\$1 per Reckoner Attack Population -1 Attack Population -2 RECKONERS David Megan Abraham Cody Tia Prof Mizzy Valentine Exel Sam				ERECKTNERS CAMPAIGN MODE	
PLAYER NAMES	POPULATION REMAINING	EPICS DEFEATED	TOKENS REMAINING	DICE STOLEN	TOTAL SESSION SCORE
Session #1: STEELHEART IN NEWCAGO	x 10 =	x 10 =	x-2=	x-5=	A CAN
Session #2: REGALIA IN BABILAR \$ / 2 :	x 10 =	x 10 =	x -2 =	x-5=	A STATE OF THE STA
Session #3: LIMELIGHT IN ILDITHIA \$ / 2 :	x 10 =	x 10 =	x -2 =	x -5 =	A CONTRACTOR OF THE PROPERTY O
TOTAL CAMPAIGN SCORE: Copyright © 2021 Nauvoo Games. All rights reserved.					
DIFFICULTY Beginner Standard Hard Sparks! ADJUSTMENT None +\$1 per Reckoner Attack Population -1 Attack Population -2 RECKONERS David Megan Abraham Cody Tia Prof Mizzy Valentine Exel Sam CAMPAIGN					MODE
PLAYER NAMES	POPULATION REMAINING	EPICS DEFEATED	TOKENS REMAINING	DICE STOLEN	TOTAL SESSION SCORE
Session #1: STEELHEART IN NEWCAGO	x 10 =	x 10 =	x -2 =	x -5 =	
Session #2: REGALIA IN BABILAR \$ / 2 :	× 10 =	x 10 =	x-2=	x-5=	A STATE OF THE STA
Session #3: LIMELIGHT IN ILDITHIA \$ / 2 :	× 10 =	x 10 =	x -2 =	x-5=	
TOTAL CAMPAIGN SCORE:					

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