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.

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

THE RECKONERS
CAMPAIGN MODE

PLAYER NAMES Brett, Seth, and Tania	POPULATION REMAINING	EPICS DEFEATED	TOKENS REMAINING	DICE STOLEN	TOTAL SESSION SCORE
Session #1: *STEELHEART IN NEWCAGO*	12 x **10** = 120	10 x **10** = 100	4 x **-2** = -8	1 x **-5** = -5	207
Session #2: *REGALIA IN BABILAR* $ / ▨ : $1, Bank Vault, Tensors	8 x **10** = 80	11 x **10** = 110	7 x **-2** = -14	0 x **-5** = 0	176
Session #2: *LIMELIGHT IN ILDITHIA* $ / ▨ : Bank Vault, Drone	3 x **10** = 30	80 x **10** = 80	11 x **-2** = -22	3 x **-5** = -15	73
				TOTAL CAMPAIGN SCORE:	456

COPPER	BRONZE	SILVER	GOLD	PLATINUM
199 or less	200–399	400–599	600–799	800 or more

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.

THE RECKONERS — CAMPAIGN MODE

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

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* $ / 🗓 :	___ x **10** =	___ x **10** =	___ x **-2** =	___ x **-5** =	
Session #3: *LIMELIGHT IN ILDITHIA* $ / 🗓 :	___ x **10** =	___ x **10** =	___ x **-2** =	___ x **-5** =	

TOTAL CAMPAIGN SCORE:

THE RECKONERS — CAMPAIGN MODE

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

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* $ / 🗓 :	___ x **10** =	___ x **10** =	___ x **-2** =	___ x **-5** =	
Session #3: *LIMELIGHT IN ILDITHIA* $ / 🗓 :	___ x **10** =	___ x **10** =	___ x **-2** =	___ x **-5** =	

TOTAL CAMPAIGN SCORE:

THE RECKONERS — CAMPAIGN MODE

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

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* $ / 🗓 :	___ x **10** =	___ x **10** =	___ x **-2** =	___ x **-5** =	
Session #3: *LIMELIGHT IN ILDITHIA* $ / 🗓 :	___ x **10** =	___ x **10** =	___ x **-2** =	___ x **-5** =	

TOTAL CAMPAIGN SCORE: