

STOP!

READ THIS BEFORE PLAYING THE CAMPAIGN MODE!!

Before playing the Campaign Mode, you will need to be familiar with the rules for both *The Reckoners* base game and *The Reckoners: Steelslayer*. If you are not, then stop now and read those rules first. We also recommend playing a few games of *The Reckoners: Steelslayer* with all of the expansion modules before beginning the Campaign Mode.

PLAYING CAMPAIGN MODE

Unlike a normal game of *The Reckoners*, the campaign mode is played sequentially in three distinct but connected sessions, where you will lead the Reckoners team from Newcago to Ildithia and attempt to defeat Steelheart, Regalia, and Limelight. Your performance each session will determine your total score.

GOAL: Win all three sessions while scoring as many points as possible.

Before beginning the campaign, you need to:

1. Read the End of a Session and Scoring sections to understand how the campaign is scored.
2. Decide which Reckoners to play. All ten Reckoners are available, but only up to six Reckoners may participate in the game.

On the Campaign Mode Score Sheet, write the names of the players and mark off your chosen Reckoners. Also, select the difficulty level that you wish play (see Difficulty Adjustments on the Campaign Mode Score Sheet). The chosen Reckoners and the difficulty level cannot be changed once you begin the campaign.

3. Read the Session #1 section on the back of this sheet to setup the game and begin playing.

END OF A SESSION

NEW END CONDITION

Campaign sessions end slightly differently than a normal game, concluding either:

- At the end of the *Reckoner Phase* where the Boss Epic is defeated, **OR**
- Immediately whenever the Population Track reaches 0.

VICTORY

If the Boss Epic is defeated, you now have a final Purchase Equipment step at the end of the session. Then, you will earn points as described in the Scoring section.

The purpose of this extra step is to provide an opportunity to maximize your score and to buy Equipment Cards that you want to carry over. Any leftover money from your current Session will be forfeited.

LOSS

If the Population Track reaches 0, you have lost the campaign. You may choose to either start a new campaign or finish your current one. The purpose of the latter option is to allow you to keep track of your progress as strive to beat the campaign. Keep in mind that you must win all three sessions to beat the campaign.

If you wish to play through the rest of your current campaign, then finish the final Epic Phase. Keep track of any negative amount on the Population Track. Then, earn points as described in the Scoring section. It is possible to have negative points if there are less than 0 Population Remaining.

SCORING



Each life remaining on the Population Track is worth **+10** points.



Each Copy Epic Action Token, Enforcement, Barricade, and Shield still on the Game Board is worth **-2** points.



Each Epic defeated (not including the Boss Epic) is worth **+10** points.

IMPORTANT: Epic Cards defeated should be kept separate until the end of the session.



Each die lost from Discover Reckoners base actions that has not been bought back is worth **-5** points.

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EQUIPMENT CARRY OVER

After scoring is complete, the Reckoners collectively may choose up to \$7 worth of Equipment Cards (that they own) to carry over into the next session. If the Reckoners choose to carry over less than \$7 in Equipment Cards, then they will begin the next session with the remaining amount on the Money Track.

NOTE: The Purchase Equipment step during the Prologue Phase will be skipped in Sessions #2 and #3.

IMPORTANT: The Reckoners can freely transfer Equipment Cards back and forth when between sessions. However, any Equipment Cards kept between sessions must be evenly distributed amongst the Reckoners, so that no Reckoner has 2 Equipment Cards before all Reckoners have at least 1 Equipment Card.

Make note of the Equipment Cards or Money kept in the \$/📄 section of the next session on the scoring template.

CLEAN-UP

Shuffle all Equipment Cards not kept (including those still face-up on the Equipment Market) and place them at the bottom of the Equipment Deck.

Shuffle all Epic Cards that are currently on the Game Board with any defeated Epic Cards. Then, place them at the bottom of the Epic Deck.

All Player Miniatures, Plan Tokens, and other components can be removed from the Game Board. The campaign will be reset for the next session.

STOP OR CONTINUE ON

If you wish to stop in between sessions, then now is the time to do so. If you're ready to begin/continue the campaign, then proceed to the appropriate session below to complete setup and play.



SESSION #1:

STEELHEART IN NEWCAGO

Setup *The Reckoners* with the following expansion modules: Epics, Equipment, and Newcago Cards. Then, perform Steelheart's Prologue Phase as normal and begin playing.



SESSION #2:

REGALIA IN BABILAR

Setup *The Reckoners* using the Regalia and Babilar expansion modules, as well as the new Epic and Equipment Cards as before. **Do NOT shuffle the Equipment or Epic Decks prior to beginning your next session.**

Perform Regalia's Prologue Phase as normal, except **the Reckoners do NOT purchase equipment.** You begin the session only with the Equipment Cards/Money that you chose to carry over. For clarity, begin with \$0 Money plus the Money carried over. Any Money carried over can only be used **after** the first Use Dice & Receive Rewards step.



SESSION #3:

LIMELIGHT IN ILDITHIA

Setup *The Reckoners* using the Limelight and Ildithia expansion modules, as well as the new Epic and Equipment Cards as before. **Again, do NOT shuffle the Equipment or Epic Decks.**

Perform the Limelight and Ildithia Prologue Phase as normal, but do **NOT** purchase Equipment until after the first Use Dice & Receive Rewards step. Begin only with the Equipment Cards/Money carried over.