

NICE THRONE ADVENTURES

CAMPAIGN SCORING SHEET (V0.1)

NOTE: THIS IS BETA AND IS SUBJECT TO CHANGE.

TEAM NAME	<input type="text"/>	DIFFICULTY LEVEL	EASY	SCENARIO SCORE	10
PLAYER NAMES	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
CHOSEN HEROES	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

	SESSION 1	SESSION 2	SESSION 3	SESSION 4	SESSION 5	SESSION 6	SESSION 7	SESSION 8	SESSION 9	SESSION 10	SESSION 11	SESSION 12	SESSION 13	SESSION 14	SESSION 15	SESSION 16	SESSION 17	SESSION 18	SESSION 19	SESSION 20
SCENARIO #	1	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
STARTING SALVES	2	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
REMAINING SALVES	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
UNSPENT GOLD	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
UNCLAIMED BOSS LOOT	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
EXPLORED ALL TILES	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
SCENARIO SCORE	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
TOTAL SESSION SCORE	WON	WON	WON	WON	WON	WON	WON	WON	WON	WON	WON	WON	WON	WON	WON	WON	WON	WON	WON	WON
	OR	OR	OR	OR	OR	OR	OR	OR	OR	OR	OR	OR	OR	OR	OR	OR	OR	OR	OR	OR
	LOST	LOST	LOST	LOST	LOST	LOST	LOST	LOST	LOST	LOST	LOST	LOST	LOST	LOST	LOST	LOST	LOST	LOST	LOST	LOST

SCENARIO #

STARTING SALVES
IF YOU WON: REMAINING SALVES OF PREVIOUS SESSION
IF YOU LOST: STARTING SALVES OF PREVIOUS SESSION +3

SESSION SCORE:

REMAINING SALVES
+1 FOR EVERY UNSPENT SALVE

UNSPENT GOLD
+1 FOR EVERY YOUR TEAM DIDN'T SPEND

UNCLAIMED BOSS LOOT
+1 FOR EVERY UNCLAIMED BOSS LOOT

EXPLORED ALL TILES
+5 IF YOU EXPLORED ALL ENVIRONMENT TILES

SCENARIO SCORE
VALUE SHOWN IN "SCENARIO SCORE" AT TOP OF SHEET

TOTAL SESSION SCORE
IF YOU WON, WRITE THE TOTAL OF THE GREEN BOXES IN THE "WON" BOX, OTHERWISE LEAVE IT BLANK.
IF YOU LOST, WRITE "-10" IN THE "LOST" BOX, OTHERWISE LEAVE IT BLANK.

NICE THRONE RULE CHANGES

- Any time you lose a scenario, you may choose to retry the same scenario OR mark a "-10" score and proceed to the next one.
- When a *First Strike* minion is spawned, all players may contribute to paying 2 to remove *First Strike* .
- When a *Salve* is used to revive a Hero, all negative status effects are also removed when their Health is reset to 1.
- Bosses and Minions do not gain or use *King's Hand* tokens.

TOTAL CAMPAIGN SCORE
AFTER DEFEATING THE MAD KING,
WRITE TOTAL OF ALL SESSION SCORES



SHARE YOUR SCORE AND ADVENTURE ON SOCIAL MEDIA, OR JOIN OUR COMMUNITY: [HTTP:// COMMUNITY.DICETHRONE.COM](http://community.dicethrone.com)

SUBMIT YOUR CAMPAIGN SCORE TO COMPARE IT TO OTHER GROUPS:
[HTTP:// MYSORE.DICETHRONE.COM](http://myscore.dicethrone.com)

