

HERO KIDS



A FANTASY ROLE-PLAYING GAME FOR CHILDREN AGED 4 TO 10

BY

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INTRODUCTION

From their earliest years, the kids of Rivenshore are trained to survive in a wild and dangerous world.

While the warriors and sword-maidens of their clan are away from the Brecken Vale protecting it from distant threats, it's up to the kids to deal with any emergencies that arise in the vale.

Each of the kids specializes in a different area, training and practicing so that they are prepared for the regular calamities that plague the inhabitants of the town.

Whether they're exploring the foreboding Darkenwold Woods, rescuing lost miners from the abandoned Mines of Martek, saving their friend from the lair of giant rats, or exploring a minotaur's maze, the kids of Rivenshore are always ready for action and always the first to volunteer to help a friend who's in trouble.

These are Hero Kids!



The *Hero Kids* fantasy role-playing game contains everything you need to play a fun and interesting game with your kids, including:

- Heroes
- Monsters
- Rules
- Adventure ideas

Hero Kids comes bundled with an introductory adventure that is a great starting point for your kids. Further adventures and expansions are available, probably from wherever you got this core game.

Role-playing games are a unique and fun way of teaching our kids a huge number of skills, such as:

- Counting
- Math
- Probabilities
- Teamwork
- Problem solving
- Imagination
- Acting
- History

Younger kids can start with counting and as they grow up they can work their way through the more complicated skills that RPGs develop.

And while the kids are doing all this learning, you can spend time together playing a fun game that offers endless opportunities for excitement and adventure.

PINT-SIZED HEROES

Hero Kids isn't your average role-playing game. In fact, it's about two feet shorter than your average role-playing game because in this game, the kids are the heroes.

Big-Sized Problems

Hero Kids is set in the sort of world where grown-ups are constantly getting themselves into trouble, and where the kids are the ones who sort it out.

- When several greedy miners get lost in the old mine, it's the kids who rescue them.
- When a horde of goblins raid the village festival and steal the prize pig, the kids are there to fight them off.
- When rustlers steal their favorite horses and ponies, the kids set out to get them back.
- When the tavern basement is overrun by unusually large and ferocious rats (again!), the kids drive them back out.
- When a rare unicorn is seen in the woods, the kids rescue it from a mean witch.
- When an urgent message must be sent to a reclusive mage, the kids set out to deliver it.
- When ghost pirates attack the village and capture everyone, the kids have to rescue themselves!

Heroes of Shapes and Sizes

The hero kids include these scamps (and more):

Warrior



- Good melee attack
- Good armor

Hunter



- Good ranged attack
- Split shot attack

Healer



- Good magic attack
- Healing abilities

Warlock



- Good magic attack
- Flame burst attack

THE BRECKEN VALE

Hero Kids adventures take place in The Brecken Vale, an isolated valley that lies in the cold north of an ancient and dangerous medieval world.

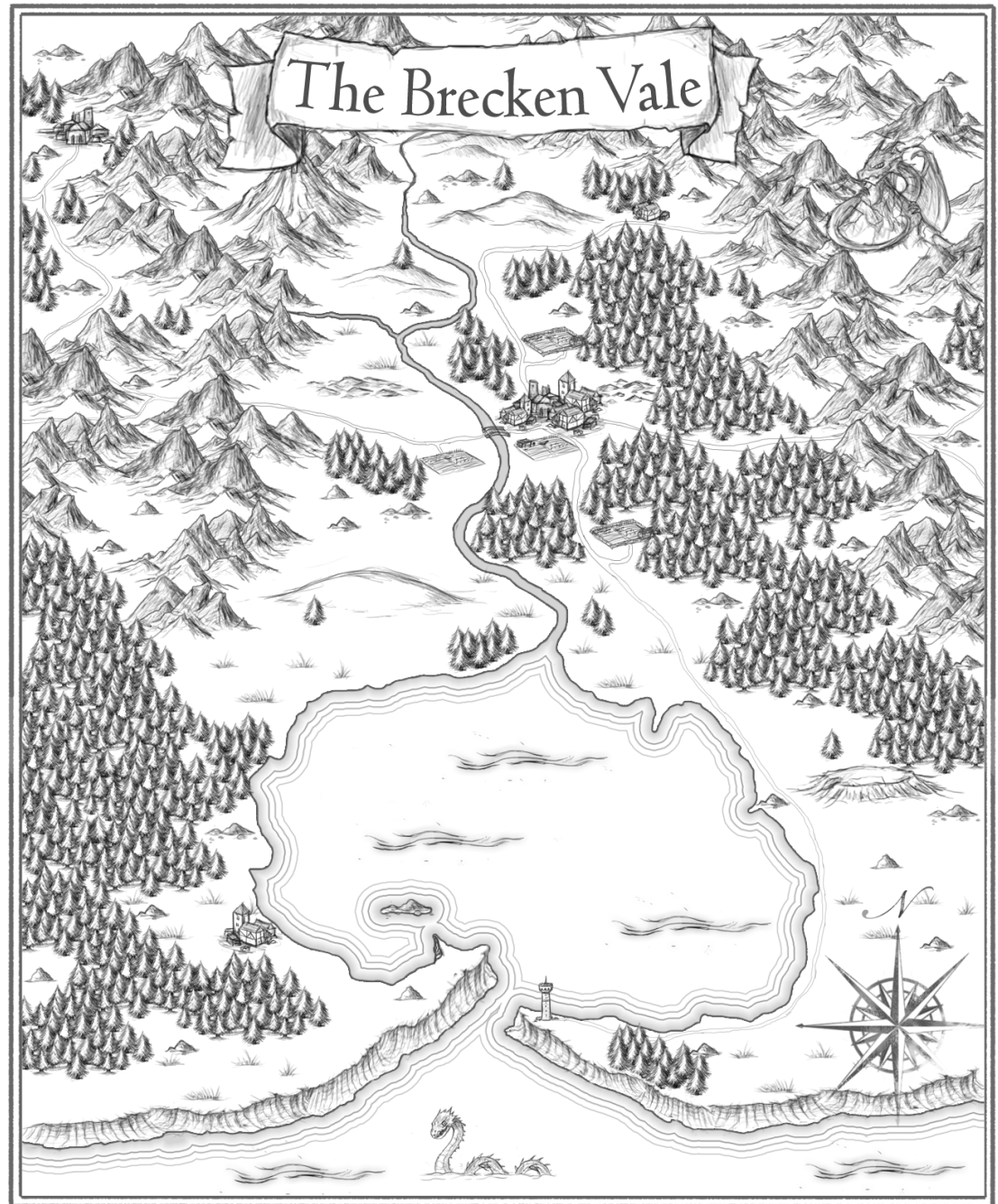
You live in a small village, Rivenshore, which is nestled in a tight valley beneath a range of towering mountains.

Rivenshore would be a beautiful place to live, if it weren't beset by an endless series of calamities.

The village is on the eastern shore of the Camarva River. The river runs fast and crooked from the mountains, down through the valley, The Brecken Vale, and out into a small bay. To the east of the village are the dark and wild Darkenwold Woods, which have claimed many foolish travelers.

The Brecken Vale is bounded by the Druinhowe Mountains, their snow-covered peaks cloaked in cloud.

The vale should be a haven for its civilized inhabitants, but instead it keeps them in close proximity to no end of threats that offer boundless opportunities for adventure.



MATERIALS

Hero Kids requires some materials to play; most is included, some you'll need to find, and there's some extras you can add to make the game awesome.

Included Stuff

- **Heroes:** Warriors, hunters, and more are included here. There's a hero card for the player and a stand-up mini for the map. Cut and fold them.
- **Monsters:** Monster cards and stand-up minis are included in this pack. Cut out these minis too.
- **Adventure:** The included adventure – Basement O Rats - has instructions for play.
- **Maps:** Grid maps are used for combat; these are included with all *Hero Kids* adventures.

Stuff You Need to Find

- **GM:** If you're reading this, then we can assume that you are the game master (GM).
- **Players:** You'll need one or more of these.
- **Printer:** To print the cards, maps and stand-ups.
- **Dice:** You'll need at least one six-sided dice (d6).
- **Pencils:** To mark off damage and healing potions.
- **Erasers:** You'll also need to remove the damage and recover used healing potions.
- **Scissors:** For cutting out the hero cards and stand-up minis, of course. Watch out for little fingers!

Awesome Stuff

- **More Maps:** Apart from the included maps, you can use your own dungeon tiles, poster maps like the ones from recent *D&D* adventures, or even the large flip-map from the *Pathfinder Beginner Box*. For the more adventurous, you can even use *Duplo* blocks or *Lego Heroica* sets.
- **More Dice:** Three d6s is good, but six or more is better for the opposed rolls. Go raid your kids' *Yahtzee* set for a bunch of them, preferably in different colors.
- **Candy:** One fun way of tracking the health of the heroes and the monsters is to use candy to fill the damage boxes. When a hero damages a monster, that hero's player can eat the candy. But when a monster damages a hero, the GM gets the treat!



Downloadable Extras

- **Extras:** You can expand your *Hero Kids* experience with additional adventures and supplements from DriveThruRPG:

<http://rpg.drivethrustuff.com>

PLAYING THE GAME

Hero Kids can be played as a quick and simple single-encounter skirmish game, a multi-encounter delve, an adventure with combat, exploration, and role-playing or even as a proper campaign with persistent heroes, a plot, and a wider world to explore.

Skirmish

The simplest way to play *Hero Kids* is as a single-encounter skirmish, where a handful of heroes tackle a group of monsters in a pure tactical challenge. These skirmishes can be quick battles against minions, or more challenging battles against tougher monsters that require good teamwork, strategy, and resource management to overcome.

Delve

Delves are short combat-oriented adventures that string together a handful of encounters as a quick adventure. Delves are often structured like this:

- Adventure hook
- Introductory encounter
- Middle encounter
- Boss encounter

There's infinite variation in any format or style of adventure, so this structure is not carved in stone and the GM is empowered to color outside the lines.

Exploration

When the players are ready to branch out beyond just combat encounters, you can progressively introduce the following exploration elements to the game:

- Choices
- Secrets
- Gates
- Obstacles
- Puzzles
- Hazards
- Traps

The players need to use their brains and their heroes' capabilities, skills, and possessions to overcome these challenges.

You can find more details about these exploration elements in the Exploration section on page 16.

Role-Playing

The final ingredient for the full experience of role-playing games is actual role-playing. The incorporation of role-playing into *Hero Kids* can take a number of forms:

- Players using their heroes' appearance and characteristics to determine how they act or speak.
- A simple conversation between our heroes and the quest-giver at the start of an adventure to tease out important information.
- A climactic conversation with the adventure's baddie before, during, or after the final battle!


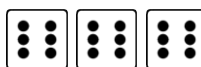






ROLLING FOR STUFF

The main thing you'll roll dice for in *Hero Kids* is combat. When in combat, there are three types of attacks; melee, ranged, and magic, as well as armor:



Heroes (and monsters) can only use an attack in which they have at least one dice in their pool.

Each hero and monster's strengths and weaknesses are represented by the 'pool' of six-sided dice they have in each area, such as these examples:

		Awesome
		Good
		None
		Mediocre

The example hero card on page 8 shows how all this looks for a real character.

Attacking and Defending

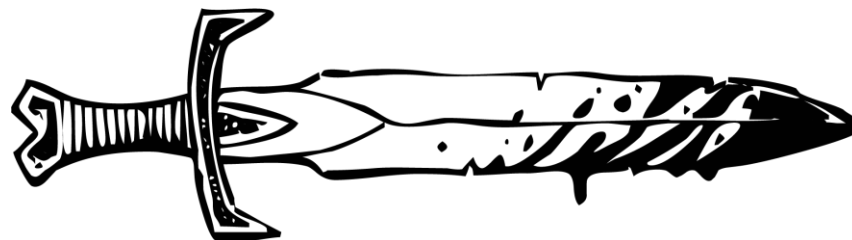
When attacking, the attacker rolls the dice pool for their chosen attack (melee, ranged, or magic) and the defender rolls their armor dice pool.

Compare the attacker's highest dice to the defender's highest dice, and the highest roll wins.

If they tie, then the attacker wins.

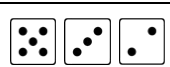
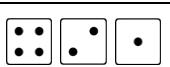
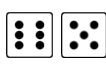
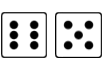
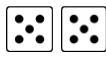



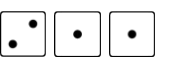

Special Attacks and Abilities

The number of dice rolled by the attacker and the defender can be modified by their special actions or bonus abilities, such as warriors who gain extra dice to attack an enemy that an ally has recently attacked.



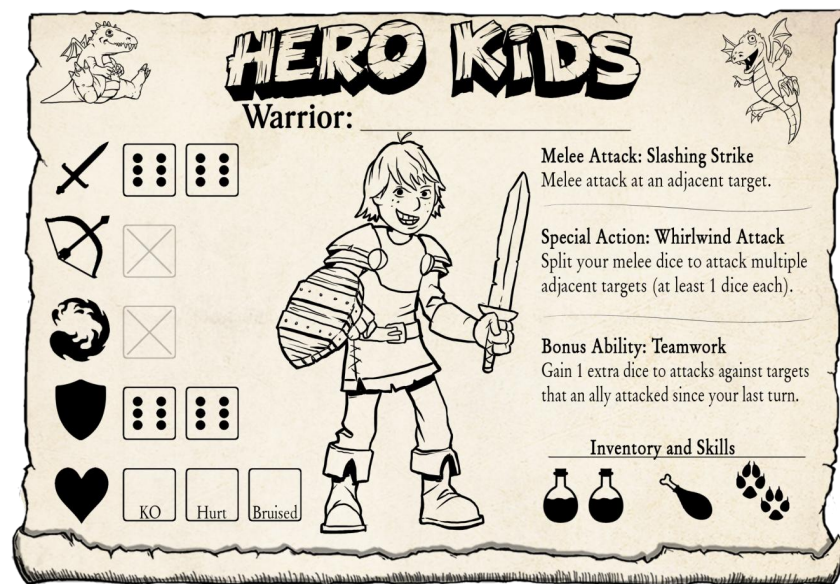
Examples, Exschamples...

Let's check out some examples of attack rolls:

<i>Attacker</i>	vs.	<i>Defender</i>	
			Attacker wins!
			Attacker wins!
			Defender wins!
			Attacker wins!
			Defender wins!

HERO CARDS


The heroes and monsters are neatly contained on hero cards, which have everything you need to play:




Heroes have the following characteristics:

- Melee Dice Pool
- Ranged Dice Pool
- Magic Dice Pool
- Armor Dice Pool
- Health Boxes
- Normal Attack(s)
- Special Action
- Bonus Ability
- Inventory
- Skills


Melee Dice Pool

 The melee dice pool shows the number of dice the hero or monster uses for melee actions.


Ranged Dice Pool

 The ranged dice pool shows the number of dice the hero or monster uses for ranged actions.


Magic Dice Pool

 The magic dice pool shows the number of dice the hero or monster uses for magic actions.

Armor Dice Pool

 The armor dice pool shows the number of dice the hero or monster uses to defend against attacks.

Health Boxes

 These boxes represent how much damage the heroes and monsters can take.

You can find more details about the heroes' health in the Health and Damage section on page 10.

Normal Attack

Each hero and monster has a normal attack action (and possibly more than one), which is a standard melee, ranged, or magic attack.

- **Melee Attack:** Melee attacks are made against an adjacent target and deal 1 damage.
- **Ranged Attack:** Ranged attacks are against targets with line of sight up to 6 squares away and deal 1 damage. Ranged attacks against adjacent targets roll 1 fewer dice, so characters with only 1 ranged dice cannot attack adjacent enemies.
- **Magic Attack:** Magic attacks are against targets with line of sight up to 4 squares away and deal 1 damage.

Special Action

In addition to their normal attack, heroes and monsters have a unique special attack or action. These special attacks and actions are more complicated than the normal attacks, so the younger players might need help.

Bonus Ability

Each hero's bonus ability is a passive ability that reflects their special training and abilities. These bonus abilities might offer extra dice for attacks or armor, or allow the hero a special action in specific circumstances.

Inventory

Heroes can hold a number of items in their inventories, which they can use as an action. Healing potions are useful in combat, but the other items are useful in exploration and role-playing encounters:



Healing potions heal heroes to full health and can also be used on a damaged or KO'd ally.



It's a rope. It's very versatile and useful for overcoming terrain obstacles.



Food is also very versatile, especially for distracting monsters.



Gold is useful for distracting intelligent enemies or game characters.



Herbs are used to make healing potions.

Skills

Heroes can have skills to use in exploration, adventuring, and role-playing, such as these:



The hero is learned and knows about history and lore and stuff.



The hero knows how to use disguises and to sneak around.



The hero can track people or animals.



The hero is good at talking and can win over hostile characters.

HEALTH AND DAMAGE

In the course of their battles the heroes deal damage, take damage, and recover health.

Health

All heroes have three health boxes, which means that they can take two hits without penalty, but the third hit knocks them out:

Hero health boxes:

KO	Hurt	Bruised
----	------	---------

Weaker monsters have less health, while tougher monsters can have even more health than the heroes:

Boss monster:

KO	Hurt	Bruised	Grazed
----	------	---------	--------

Tough monster:

KO	Hurt	Bruised
----	------	---------

Normal monster:

KO	Hurt
----	------

Weak monster:

KO

Damage

Generally speaking, all melee, ranged, and magic attacks deal 1 damage when they are successful. In certain cases the damage can be increased (or even negated), such as through a hero or a monster's special action or their bonus ability.

Each time a hero or a monster takes damage, their controller marks off one (or more) health boxes, starting with Bruised, then Hurt, then KO.

Some heroes and monsters have special abilities that only trigger when they take damage or when they are at a specific health level, such as Hurt.

When you mark off the final box, KO, the character is knocked out and out of the fight.

Knocked Out

When a hero is knocked out (KO'd), he or she has no actions until they are healed by an ally or their allies win the encounter (giving them a chance to rest and remove some damage).

OK



KO

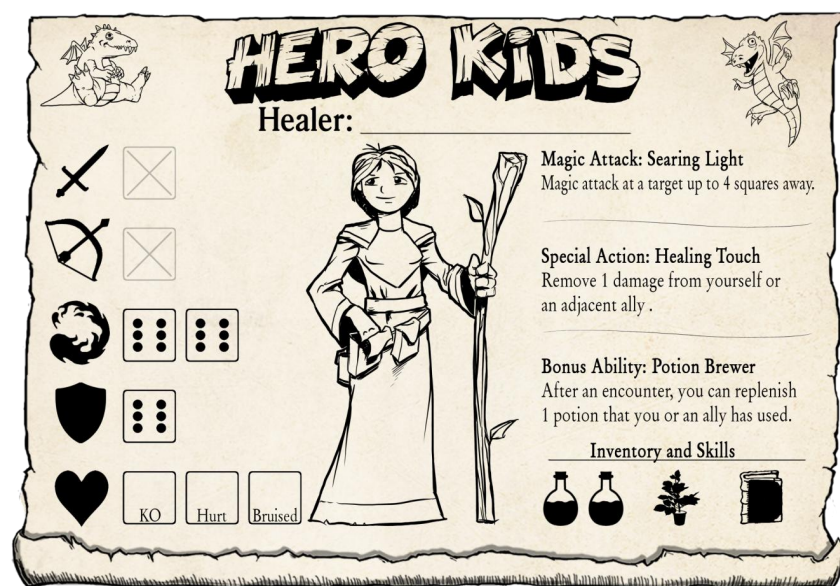


HEALING

The heroes have various methods of healing themselves and their allies during their adventures.

Magic

Certain heroes – such as Healers – have the ability to magically heal themselves or their allies.



In combat, this ability is a special action, which means that the character can either heal someone *or* attack an enemy.

Outside of combat, magic healing can return all allies to full health (if this makes sense in the adventure).

Potions

Heroes start each adventure with potions that are shown on their hero cards, like this:



Using a potion is an action.

It can be taken by the hero who is using it or administered to an adjacent ally, and it returns the hero to full health.

The potion is the GM's best friend (not literally, 'cos that would be weird). With potions you can regulate the amount of healing that heroes have available to them. So if the heroes are having trouble, you can throw them extra potions as treasure after encounters.

Resting

The final method of healing is for our heroes to take a short rest after an encounter (again, assuming this makes sense in the adventure). When heroes rest after an encounter in which they've been damaged, they can remove 1 damage.

So KO'd heroes recover to Hurt, Hurt heroes become Bruised, and Bruised heroes fully recover.

ENCOUNTER SETUP

Encounters are described with the same details.

Encounter Intro

Each encounter has a short introduction that you should read out to the players. It's in a box like this:

You slowly enter the ruins, wary of the ghosts that inhabit them.

Map

Each combat encounter has a grid map that is used to stage the encounter. This map shows the terrain and starting positions for the heroes and monsters.

Heroes: (H) Monsters: (1) (2) (3) (4) (5) (6) (7) (8)

Encounter Features

Some encounter areas have unique elements, such as furniture or obstacles, which are described here.

Ability Tests

Optional ability tests and skills that the heroes can use are detailed here. Read more about Ability Tests in the Adventuring section on page 14.

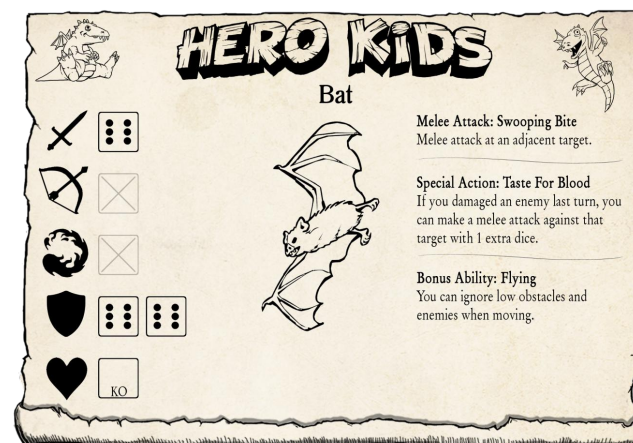
Monsters

This section lists the number and types of monsters in the encounter based on how many heroes there are:

1 Hero: 1 x King Rat (1)
1 x Giant Rat (2)
4 Heroes: 1 x King Rat (1)
4 x Giant Rats (2) (3) (4) (5)

The numbers are their starting position on the map.

Unique monsters have a monster card and stand-up included on the final pages of the adventure:



Tactics

The monsters' tactics and goals are detailed here.

Conclusion

The conclusion section tells you what happens once the heroes have defeated their enemies.

RUNNING ENCOUNTERS

Combat encounters have multiple parts:

- Preparation
- Initiative
- Rounds
- Turns
- Actions
- Movement
- Resolution
- Rewards

Preparation

First set up the map and hero and monster stand-ups.

Initiative

Once the map is set up, have one of the players roll a d6 for initiative and then you roll a d6 for the monsters. The side (heroes or monsters) with the highest roll wins and heroes win on a tie.

Rounds

Combat encounters are divided into rounds, during which each hero and each monster has a turn.

Either the monsters or the heroes will have initiative, so run through each group until everyone's had a turn then switch to the other side. Keep looping through until one of the groups is knocked out.

Turns

On each hero and each monster's turn they can take an action and a move, in any order.

Actions

Actions include the hero's normal attack, which is melee, ranged, or magic, their special action, and other actions; such as drinking a potion. The hero's action can be swapped for another move so they can take two move actions instead of just one.

The possible actions include:

- Normal attack (melee, ranged, magic)
- Special action (defined on the hero's card)
- Use item (such as a healing potion)

Movement

All heroes and monsters can move 4 squares with each move action (including diagonally). Characters can move through their allies, but not through enemies.

Walls and other solid objects block movement and line of sight. Smaller obstacles just block movement and may provide cover (you can add one dice to the target's armor dice pool).

Resolution

Combat is over when all of the members of a side are knocked out (hopefully this is the monsters).

Rewards

If you're running a longer adventure then you might reward the heroes with some gold or extra potions and allow them to rest and recover some health.

ADVENTURING

Children's abilities explode between 4 and 10, so there's a large gap between the capabilities of the younger and older players of *Hero Kids*.

If you've got older players (or well-practiced younger players) and want to challenge them a bit more, you can integrate some adventuring mechanics.

Adventuring has a number of elements, which you can pick and choose whether to include:

- Ability tests
- Inventory and Skills



Ability Tests

Once you've started integrating exploration (see Exploration on page 16) into your *Hero Kids* game, you can use ability tests to test whether the heroes' actions are successful. Ability tests allow the player to roll dice to determine the outcome of their action.

For an ability test, the players roll one dice, plus the dice pool from one of their hero's characteristics, plus one extra dice if they have a relevant skill or item.

If their highest dice roll is equal or higher than the difficulty, then they succeed at the test.

The hero's three main characteristics are used as strength, dexterity, and intelligence, like this:

- Bash a locked door
- Jump a crevasse
- Lift something heavy
- Climb a wall or tree
- Hide from or sneak past a monster
- Pick a lock
- Decode a message
- Break a magic lock
- Know about a location or group

While exploration challenges may have an obvious solution (such as using force to open a locked door), alternate solutions are encouraged, including those that utilize one of a hero's other characteristics or the clever use of an inventory item or a skill.

Inventory and Skills

While ability tests rely on the hero's fundamental characteristics (their strength, dexterity, and intelligence), more advanced players are encouraged to look to their hero's inventory and skills to see if they have anything in those areas to assist with their tasks. These areas are more important in exploration or full role-playing adventures where the players need to overcome obstacles, puzzles, hazards, and traps. More ideas for integrating these advanced challenges into your games are included in the Exploration section on page 16.

When the players identify an inventory item or a skill that can assist them in an ability test, allow them to add an extra dice to their pool.

Ability Test Difficulties

These difficulty numbers can be used for ability tests:

	Difficulty
Easy	4
Normal	5
Hard	6

Keep in mind that each hero usually takes the ability test separately, so there's more chance of at least one of them making the test when there are more heroes.





Ability Test Overview

Here are some example ability test dice pools.

First, tracking an animal:

Intelligence test (Tracking)


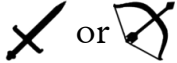




Base Dice + Characteristic + Inventory/Skills

Alternatively, crossing a broken bridge:

Strength or Dexterity test (Rope)







Base Dice + Characteristic + Inventory/Skills

Finally, intimidating a game character:

Strength test (Talking)

Base Dice + Characteristic + Inventory/Skills



EXPLORATION

When your players are ready to tackle adventuring and exploration challenges, try some of these.

Choices

Choices are the simplest form of exploration and allow players true interaction and agency:

- A simple t-intersection
- A room with multiple doors
- Several cave openings in a rocky cliff
- A choice of overland routes

Secrets

Secrets are bonuses that astute players can discover if they're paying attention. As the players won't know what to look for, they may need to be presented with something unusual or given a hint:

- A dead end corridor with a faint breeze
- An empty chest with a hidden compartment
- A different colored or textured section of wall

Gates

Gates are blockages that cannot be passed until the players have performed a specific action:

- An otherwise impassable locked door
- A drawbridge over a chasm with a hidden lever
- A character who withholds a vital clue

Obstacles

Obstacles are simple physical blockages that can be overcome with simple actions:

- A doorway or cave entrance high up on a wall
- A river with a broken bridge
- An open pit in a corridor

Puzzles

Puzzles are blockages that the players must solve:

- Shaped objects that must be matched to slots
- Levers that must be set to a specific pattern
- Tiles where only one color/icon can be stepped on

Hazards

Hazards are obstacles that involve physical danger, but the danger is apparent before it is tackled:

- An open pit in a corridor filled with snakes!
- A wobbly rope bridge over a deep ravine
- A room filling with poisonous gas

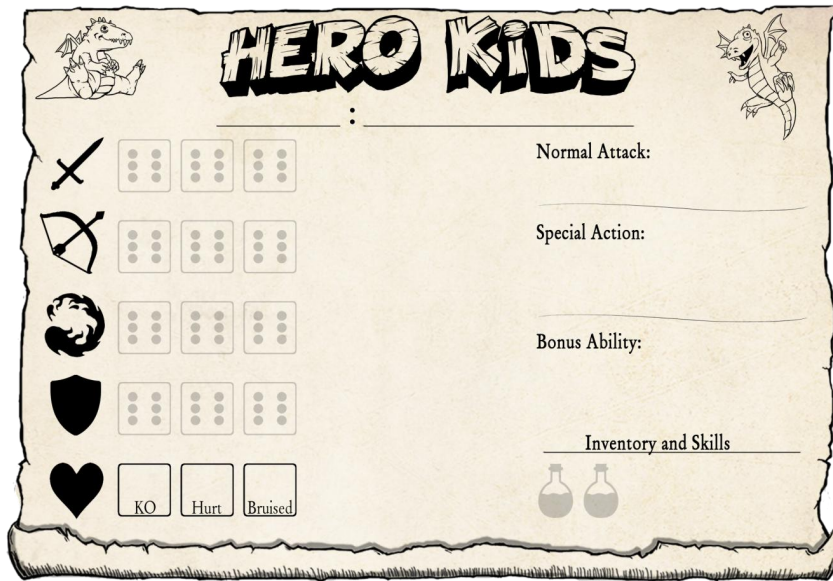
Traps

Traps are the most dangerous form of obstacle because they can trigger a hazard or can even damage the heroes without warning:

- A hidden pit trap that is lined with sharp spikes
- A chest that shoots a poisoned dart when opened
- Treasure that triggers a rolling boulder when taken

CREATING HEROES

In addition to the pre-made heroes that are included with *Hero Kids*, your kids can make up heroes of their own using a blank hero card, like this:



Blank cards are included with the pre-made heroes.

What Sort of Hero?

The first thing to consider is what sort of character they want; a melee fighter, a skillful archer or knife thrower, a well-armored warrior, a powerful warlock, or even a versatile hero who can use multiple attacks.

Allocating Dice

Each of the pre-made heroes in *Hero Kids* is built with a four dice method.

When using this method, the heroes are built by allocating the four dice amongst the character's four abilities; Melee, Ranged, Magic, and Armor. However, the first dice allocated to the Ranged and Magic abilities costs two dice, instead of one dice.

Normal Attacks

All heroes have normal attacks for each of their Melee, Ranged, and Magic abilities where they have at least one dice:

- Melee attack against an adjacent target
- Ranged attack against a target up to 6 squares away (1 fewer dice against adjacent targets)
- Magic attack against a target up to 4 squares away

Special Action

Each hero's special action is a unique attack or alternate action that reflects the hero's specialization.

Bonus Ability

The hero's bonus ability is something that happens automatically, such as added dice to attacks or armor during combat in specific circumstances.

Inventory and Skills

The last element of the heroes is their inventory and skills. Again, look to the character's specialization to think of appropriate items and skills in this area.

CONSIDERATIONS

When playing *Hero Kids* you need to carefully consider the sorts of game events that we take for granted with more mature players.

Other People's Children!

First, when playing with other people's children, make sure their parents approve of any content that will be in the game.

Violence

The core gameplay element of *Hero Kids* is combat, but this can be presented with more or less described violence, so adjust this for the age of the players. For example, when playing with younger players have the defeated enemies scamper away at the end of combat.

Language

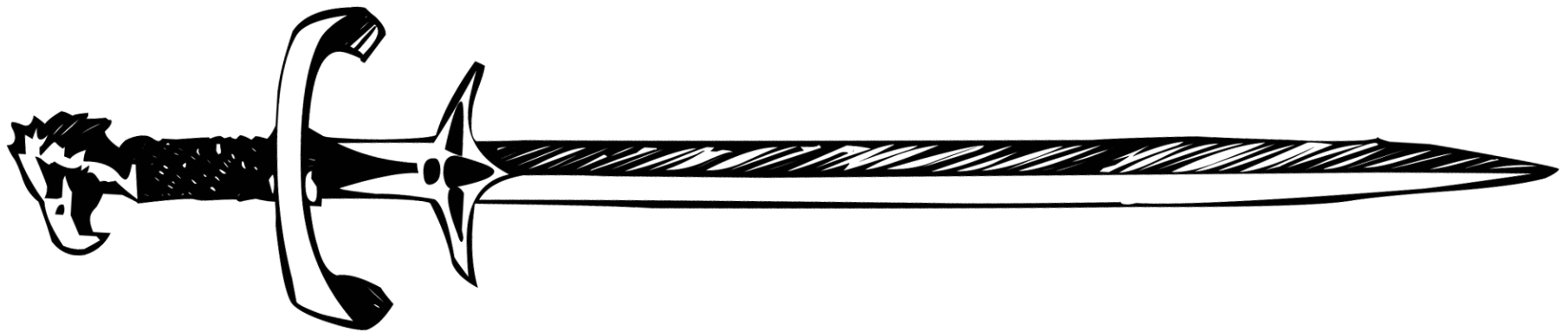
As with violence, make sure the language you're using is appropriate for the age of your players.

Religion

Role-playing games often take place in ancient worlds with polytheistic or pagan religions. This may be a sensitive area for the parents of some kids.

Morality

Adult players often explore more grey moral areas in role-playing games, but this game is for heroic kids who fight only for the good of their friends and community.



HINTS AND TIPS

Here are some hints for playing *Hero Kids* with real life kids:

- Your players are young, so be patient and help them when they're making decisions.
- Get into the fun with funny voices for the monsters, especially the bosses.
- Get the kids involved in coming up with scenarios and stories for their heroes' adventures.
- Encourage improvisation so the players can use their actions, movement, and the obstacles and terrain of the encounter in interesting ways.
- Make sure all the players get their share of the action and attention.
- You might be used to playing 3 or 4-hour sessions with adult players, but keep the kids' sessions shorter (up to an hour).
- The heroes can take their action and move in any order, so the kids may want to make an attack and then move away from a monster.
- Remind the kids about their hero's special action, bonus ability, and healing potions (except for younger players, where you can just ignore their hero's special action and bonus ability).

- The players probably don't know all the clichés and tropes of fantasy role-playing games yet, so feel free to use and abuse them!
- Add or remove monsters from the encounters to tune them for your players.
- Keep the monsters moving so the fights don't turn into toe-to-toe slugfests.
- Bend the rules if they're getting in the way of the players' fun.
- Don't be afraid to skip, add, or change encounters if the game's running short or long.
- The kids are little, so play nice and don't try too hard to defeat their heroes.



GLOSSARY

Action: Actions include normal attacks, special actions, and using healing potions

Adjacent: Characters are adjacent when they occupy squares that touch on an edge or a corner.

Adventure: A series of encounters that are linked together into a continuous story.

Ally: Any character that is fighting on the same side as the current character.

Attack: An action that uses one of the character's three attack characteristics to damage a target.

Bonus Ability: Each hero and some monsters have a bonus ability that happens automatically and gives them an advantage or an extra triggered action.

Boss: A tough monster with increased stats, often backed up by minions.

Bruised: The first damage state for most monsters and heroes.

Character: Any hero, monster, or game character.

Characteristics: The character's details, including their dice pools for melee, ranged, magic, and armor.

Combatant: Anyone fighting in a combat encounter.

Cover: A target has cover if there is an obstacle between them and their attacker, but they are not totally obstructed (such as by a solid wall that breaks line of sight). Targets with cover gain 1 extra dice to their armor pool.

Damage: Attacks that hit enemies deal 1 damage, but abilities or special actions can adjust this.

Dice: All rolls are done with d6s (six-sided dice).

Dice, Extra/More: To add dice to the pool.

Dice, Fewer/Less: To remove dice from the pool.

Encounter: A single combat engagement.

Enemy: Any character that is fighting in opposition to the current character.

Engaged: A character is engaged if they have been the target of a melee attack since their last turn.

Empty Square: Empty squares are devoid of characters, obstacles, or solid objects.

Equipment: Items that give heroes extra abilities.

Game Character: A character controlled by the GM.

Game Master: The Game Master (GM) is you.

Grazed: An additional damage state for bosses.

Hero: A character that is controlled by a player.

Hero Card: These cards have all of the hero's characteristics, actions, abilities, inventory and skills.

Healing: Special actions, potions, and rest after encounters can heal some or all damage that a character has taken.

Hit: An attack where the attacker's dice roll beats the defender's armor dice roll (either highest dice in normal play or the sum of all dice for advanced play).

Hurt: The last damage state before the character is knocked out.

Inventory: The items that characters hold.

Knocked Out: A character is knocked out (KO'd) when they take damage that fills their final damage box. Knocked out characters can take no actions, but can be healed by other characters (through magic or by administering a potion).

Line of Sight: Ranged attacks require line of sight to their targets, which means that the attacker must be able to see their target (or at least part of the target).

Map: Combat encounters take place on game maps, either one that is supplied or one you make yourself.

Magic: Magic attacks against enemies with line of sight up to 4 squares away.

Melee: Physical attacks against adjacent enemies.

Minion: A weak monster.

Monster: Baddies with bad breath and bad attitudes.

Move: Move actions allow characters to move up to 4 squares.

Normal Attack: Each hero and monster has one or more normal attacks, which are standard attacks using one of their characteristics and dealing 1 damage.

Obstacle: An object on the map that blocks movement but not line of sight.

Player(s): The real-life people who control the heroes in the game.

Pool: Most actions roll multiple dice, which is known as a dice pool.

Potions: Potions are inventory items that can be used as an action to heal a character to full health.

Pull: Pulling a target moves that target closer to the hero or monster that performed the action.

Push: Pushing a target moves it further from the hero or monster that performed the action.

Ranged: Physical attacks against distant enemies with line of sight up to 6 squares away. Ranged attacks against adjacent enemies roll 1 fewer dice.

Rest: Resting after encounters removes 1 damage.

Round: Combat encounters are divided into rounds, during which all combatants have a turn.

Skills: The things that characters are good at are skills, and are listed on the hero card.

Special Action: Each hero and most monsters have a special action that they can use instead of their normal attack action.

Split: Splitting the dice pool allows the character to divide the dice in their pool and make multiple attacks. Each attack must have at least 1 dice from the pool, and this can be subsequently modified by the character's special ability.

Stand-Up: These printable representations of the heroes and monsters are used on the map.

Square: Maps are divided into squares, each of which is about an inch square.

Target(s): Targets are the characters at which attacks are directed.

Turn: A combatant's opportunity to act in combat, during which they can take an action and a move.

HEROES!



HERO KIDS



Warrior: _____



Melee Attack: Slashing Strike

Melee attack at an adjacent target.

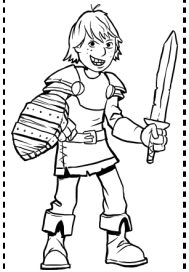
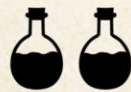
Special Action: Whirlwind Attack

Split your melee dice to attack multiple adjacent targets (at least 1 dice each).

Bonus Ability: Teamwork

Gain 1 extra dice to attacks against targets that an ally attacked since your last turn.

Inventory and Skills



HERO KIDS



Warrior: _____



Melee Attack: Crushing Strike

Melee attack at an adjacent target.

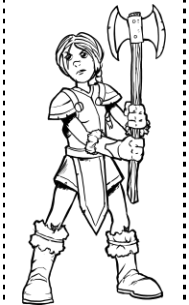
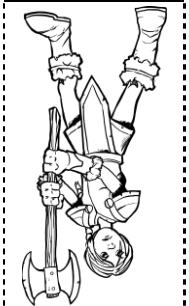
Special Action: Whirlwind Attack

Split your melee dice to attack multiple adjacent targets (at least 1 dice each).

Bonus Ability: Teamwork

Gain 1 extra dice to attacks against targets that an ally attacked since your last turn.

Inventory and Skills





HERO KIDS



Hunter:



Ranged Attack: Hairwhip Strike

Ranged attack at a target up to 6 squares away (1 fewer dice against adjacent targets).

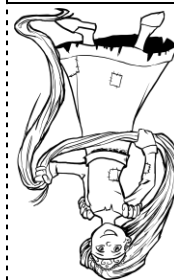
Special Action: Lasso Hair

Ranged attack at a target up to 6 squares away (but not adjacent); on a hit drag the target to an empty square closer to you.

Bonus Ability: Tangled

Enemies making melee attacks at you use 1 fewer dice.

Inventory and Skills



HERO KIDS



Hunter:



Ranged Attack: Arrow Shot

Ranged attack at a target up to 6 squares away (1 fewer dice against adjacent targets).

Special Action: Arrow-Split Shot

Split your ranged dice to attack multiple targets up to 6 squares away (cannot attack adjacent targets).

Bonus Ability: Evasive Maneuver

When you're damaged by an attack, you can immediately move 1 square.

Inventory and Skills





HERO KIDS



Warlock: _____



Magic Attack: Flaming Bolt
Magic attack at a target up to 4 squares away.

Special Action: Flame Burst
Make 1 dice attacks at all adjacent targets, enemies and allies.

Bonus Ability: Power Surge
Gain 1 extra dice to attacks you make when you are not at full health.

Inventory and Skills



HERO KIDS



Warlock: _____

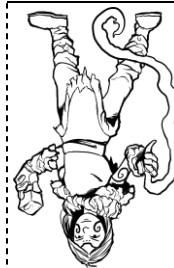


Magic Attack: Water Whip
Magic attack at a target up to 4 squares away.

Special Action: Waterwhip Strikes
Split your magic dice to attack multiple targets up to 4 squares away.

Bonus Ability: Freezing Strike
If you roll a 6 on an attack dice your target is frozen in place and cannot move during their next turn.

Inventory and Skills

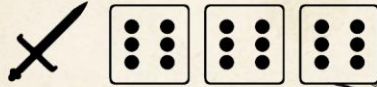




HERO KIDS



Brute:

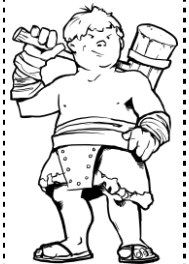


Melee Attack: Hammer Smash
Melee attack at an adjacent target.

Special Action: Knockback Attack
Melee attack at an adjacent target using 1 fewer dice, on hit the target is knocked back 4 squares.

Bonus Ability: Retaliation
You deal 2 damage to targets you hit that have damaged you since your last turn.

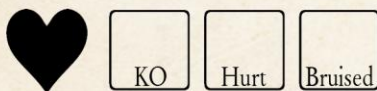
Inventory and Skills



HERO KIDS



Rogue:



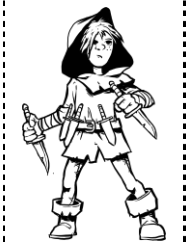
Melee Attack: Swift Dagger
Melee attack at an adjacent target.

Ranged Attack: Dagger Throw
Ranged attack at a target up to 6 squares away (cannot attack adjacent targets).

Special Action: Combat Roll
Move up to 4 squares, including through enemies.

Bonus Ability: Sneaky Attack
Gain 1 extra dice to attack a target that an ally attacked since your last turn.

Inventory and Skills





HERO KIDS



Healer:

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KO Hurt Bruised



Magic Attack: Searing Light
Magic attack at a target up to 4 squares away.

Special Action: Healing Touch
Remove 1 damage from yourself or an adjacent ally.

Bonus Ability: Potion Brewer
After an encounter, you can replenish 1 potion that you or an ally has used.

Inventory and Skills



HERO KIDS



Knight:

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KO Hurt Bruised



Melee Attack: Parrying Strike
Melee attack at an adjacent target.

Special Action: Strikeback Attack
If an enemy has attacked you since your last turn, you can attack that enemy with 1 extra dice.

Bonus Ability: Defender
When an adjacent ally is hit, you can choose to take the damage instead of the ally.

Inventory and Skills





HERO KIDS



Three dice icons for Normal Attack

Normal Attack:



Three dice icons for Special Action

Special Action:



Three dice icons for Bonus Ability

Bonus Ability:



Three dice icons for Inventory and Skills

Inventory and Skills



Three boxes labeled KO, Hurt, Bruised



Vertical dashed-line form with four horizontal sections



HERO KIDS



Three dice icons for Normal Attack

Normal Attack:



Three dice icons for Special Action

Special Action:



Three dice icons for Bonus Ability

Bonus Ability:



Three dice icons for Inventory and Skills

Inventory and Skills



Three boxes labeled KO, Hurt, Bruised



Vertical dashed-line form with four horizontal sections

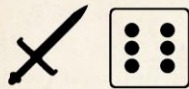
MONSTERS!



HERO KIDS



Giant Rat



Melee Attack: Horrid Bite
Melee attack at an adjacent target.

Special Action: Pack Attack
If an adjacent target is engaged by an ally, you can make a melee attack at it with 1 extra dice.

Bonus Ability: Coward
Move up to 8 squares if you've been attacked since your last turn.

1



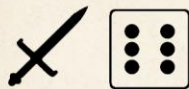
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HERO KIDS



Bat



Melee Attack: Swooping Bite
Melee attack at an adjacent target.

Special Action: Taste For Blood
If you damaged an enemy last turn, you can make a melee attack against that target with 1 extra dice.

Bonus Ability: Flying
You can ignore low obstacles and enemies when moving.

1



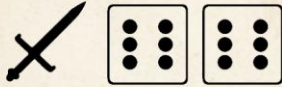
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HERO KIDS



Giant Snake



Melee Attack: Fang Bite
Melee attack at an adjacent target.

Special Action: Reaching Strike
Melee attack at a target 2 squares away.

Bonus Ability: Poisonous
Targets you damage can't move on their next turn.



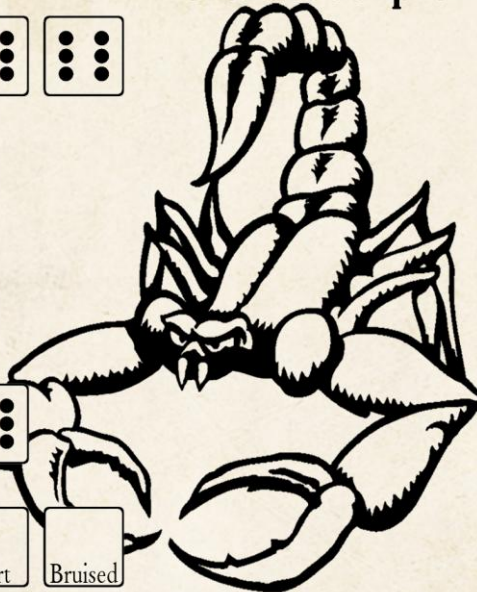
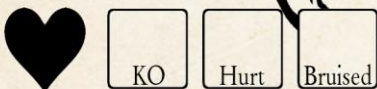
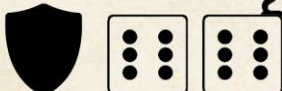
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HERO KIDS



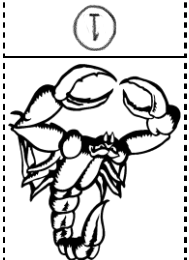
Giant Scorpion



Melee Attack: Stinging Stab
Melee attack at an adjacent target.

Special Action: Snap, Snap, Stab!
Split your melee dice to attack multiple adjacent targets (at least 1 dice each).

Special Ability: Grab 'Em
If you've damaged a target, you can hold that target in place until you decide to release them. When you grab a target, your melee pool has 1 fewer dice.



1



HERO KIDS



Pirate Swordsman

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	KO	Hurt



Melee Attack: Cutlass Slash
Melee attack at an adjacent target.

Special Action: Bullying Attack
If an adjacent target is engaged by an ally, you can make a melee attack at it with 1 extra dice.

Bonus Ability: Rattled
Your attacks have 1 fewer dice (at least 1) when you are not on full health.

①

①



HERO KIDS



Pirate Archer

	<input type="checkbox"/>	<input type="checkbox"/>
	KO	Hurt



Ranged Attack: Arrow Shot
Ranged attack at a target up to 6 squares away (1 fewer dice against adjacent targets).

Special Action: Distracted Shot
If a target within 6 squares is engaged by an ally, you can make a ranged attack at it with 1 extra dice.

Bonus Ability: Rattled
Your attacks have 1 fewer dice (at least 1) when you are not on full health.

①

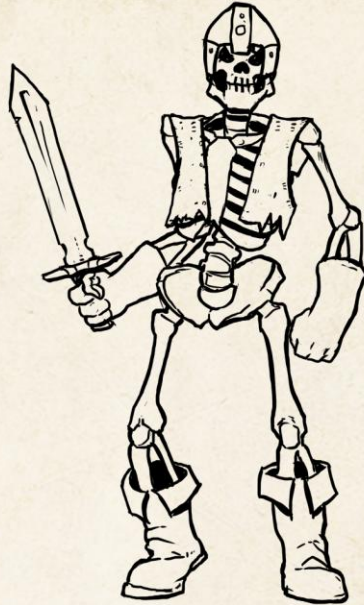
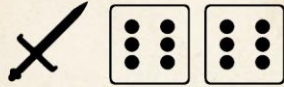
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HERO KIDS



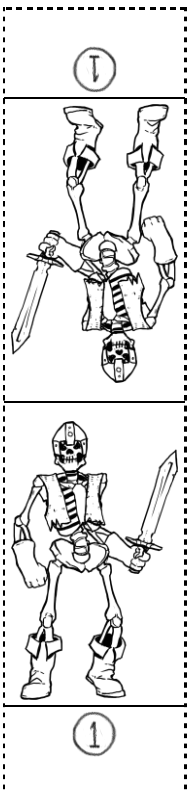
Skeleton Swordsman



Melee Attack: Slashing Strike
Melee attack at an adjacent target.

Special Action: Bullying Attack
If an adjacent target is engaged by an ally, you can make a melee attack at it with 1 extra dice.

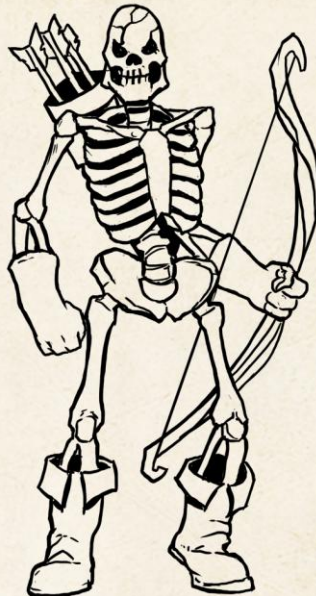
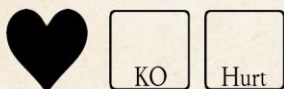
Bonus Ability: Rattled
Your attacks use 1 fewer dice when you're not on full health.



HERO KIDS



Skeleton Archer



Ranged Attack: Arrow Shot
Ranged attack at a target up to 6 squares away (1 fewer dice against adjacent targets).

Special Action: Distracted Shot
If a target within 6 squares is engaged by an ally, you can make a ranged attack at it with 1 extra dice.

Bonus Ability: Rattled
Your attacks have 1 fewer dice (at least 1) when you are not on full health.

