

HERO KIDS



SPACE ADVENTURE: TROUBLE AT THRESHOLD STATION

ENCOUNTERS: FOUR

DIFFICULTY: EASY

DURATION: 45 MINUTES

DESIGNED AND MAPPED

BY

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Hero Kids Adventure

This adventure requires a copy of the *Hero Kids* RPG to play, plus the *Hero Kids – Space Heroes* expansion. The core game, expansion, and this adventure include:

- Hero Cards for each player
- Monster Cards for the unique monsters (droids, raiders, viperwings, spine rats...)
- Print-outs of all of the encounter maps
- Stand-up minis for the heroes and monsters

Additionally, these extra materials are required:

- Six-sided dice (d6s)
- Pencil and eraser

Background

Your heroes live in Kali Outpost on the tiny planet Circa Prime, the main planet in the Volta system. The Volta system lies in the borderworlds, a loose federation of free systems sandwiched between the tyrannical Droid Authority and the lawless space of the Dark Nebula, home of the fearsome raiders.

Adventure Overview

In *Trouble At Threshold Station*, the kids travel to Threshold Station, avoiding a deadly meteor shower, then attempting to sell spare parts to a merchant.

However, once the trade is complete the kids are ambushed by raiders and must fight to escape.

Adventure Intro

Today's trouble starts in Kali Outpost when the kids are instructed to travel to Threshold Station – the space station in orbit above Circa Prime – to sell spare parts to a travelling merchant.

You are working at the scrap yard in Kali Outpost when the owner, old Jonty, calls you over with a special job.

“I’ve set up a trade with a parthi merchant to sell some of our spare parts. I need you to take the shuttle up to Threshold Station to make the trade.”

“Now the parts are worth two hundred credits, and this parthi drives a hard bargain, so ask for three hundred credits and don't accept anything less than two hundred for them. The trade is set for docking bay zero-three, so meet the parthi there.”

“One last thing, Threshold Station can be a dangerous place, so keep your eyes out for trouble.”

You quickly gather your equipment and load the spare parts into the shuttle.

As your shuttle lifts off, leaving Kali Outpost receding to a dot in the distance, your comlink blares a warning message:

“ALERT, ALERT, meteor shower detected. Prepare to take evasive action.”

Encounter 1: Into Orbit!

Encounter 1 covers the heroes' attempts to avoid the incoming meteors.

This encounter is played out through a series of ability tests to evade or destroy three meteors.

Encounter Intro

Read this introduction first:

The sky above you darkens as your shuttle climbs out of Circa Prime's atmosphere into the black of space. The shuttle's display blinks into life with three red target markers highlighting incoming asteroids.

The comlink squawks again:

"Collisions imminent! Shields activated! Shields activated! Collisions imminent!"

Ability Tests

To evade the asteroids, the hero or heroes must succeed at three ability tests to either evade or destroy each asteroid.

For each of the asteroids, the players must successfully evade the asteroid (using their Pilot skill) or destroy the asteroid (using their Gunnery skill):

- Dexterity (Gunnery) test at difficulty 4.
- Dexterity (Pilot) test at difficulty 4.

If the players try to simultaneously evade and destroy the asteroid (such as if there are two or more heroes), then increase the difficulty to 5 for each test.

If the kids succeed at evading an asteroid:

You steer the shuttle out of the way of the asteroid.

If the kids succeed at destroying an asteroid:

The shuttle's defensive guns reduce the asteroid to dust.

If they fail, the shuttle's shields repel the asteroid, but the heroes take 1 damage:

Despite your efforts, the asteroid glances off the shuttle's shields. The impact sends you flying across the cockpit into the bulkheads.

If the kids fail all three tests, they are KO'd and the shuttle is either destroyed or docks automatically:

You collapse unconscious to the floor of the cockpit as asteroid after asteroid pounds the shuttle into scrap.

Conclusion

After the three asteroids are destroyed or evaded:

You clear the final asteroid and breathe a well-earned sigh when the shuttle's display turns green.

Soon you approach Threshold Station, shining like a diamond in the inky blackness of space.

The station's traffic controller directs you to your bay:

"Threshold Station to shuttle, you are cleared to dock in bay zero-two, repeat, bay zero-two."

If the heroes have taken damage, they can take a short rest before the next encounter to remove 1 damage.

The next encounter is **Encounter 2: Negotiations**.

Encounter 2: Negotiations

Encounter 2 involves the trade negotiations with the merchant. As with the first encounter, this is played out through ability tests to agree to a price.

Encounter Intro

Read this introduction first:

You land your shuttle in bay two and leave the docking bay, pushing your levitating cargo crate onto the main concourse of Threshold Station.

The concourse curves out of sight to your left and right, docking bays on the outside of the donut-shaped station, shops and living quarters on the inside.

You push the cargo crate through the station's thick crowds of humans, parthi, gartheen, angonians, zerzo, kedai, and droids.

Shortly, you arrive at bay three, your meeting location.

Entering docking bay, you first see a light cargo hauler, still much larger than your tiny shuttle. The entire outer wall of the docking bay is open to the black reaches of space, a shimmering force-field separating the docking bay's breathable atmosphere from the vacuum beyond.

In front of the ship stands your appointment; the parthi merchant.

The parthi steps forward and speaks, his voice translated through a vocoder, "Hello small one. Have you bought the spare parts?"

Hopefully the players speak for their heroes, then continue with this to get the negotiations started:

"Excellent. How much do you want for all this junk?"

Ability Tests

The core aspect of this encounter is the negotiation for the price of the parts. If the players were paying attention, Jonty instructed them to start at 300 credits, and not take less than 200 credits.

The players need to succeed at two ability tests to get the parthi to increase his price to 200 credits. If the players fail at two tests before they succeed at two tests, the parthi will not budge from his current price.

When the heroes name their starting price, the parthi puts in a counter-offer of just 100 credits.

"That much! For all this junk. I'll give you one hundred for the lot."

To increase the parthi's offer, one of the heroes needs to negotiate through a successful ability test:

- Intelligence (Persuasion) test at difficulty 4.

If the negotiations succeed, the parthi ups his offer:

"You drive a hard bargain, especially for this junk. I'll give you one-fifty credits."

If the second test succeeds, the parthi relents again:

"Fine, I'll give you two-hundred credits for the lot."

If they fail, the parthi sticks to his current price:

"No way. That's all it's worth."

If they fail twice, the parthi sticks to his current price, with no further negotiation.

“Ha! You push too hard for such rubbish. I will not offer you any more. Take it or leave it.”

Conclusion

Once the negotiations are completed, a group of mean-looking raiders enter the docking bay and attempt to rob the heroes:

You pull out your c-card for the merchant to transfer the payment when you hear a whoosh behind you and the docking bay doors open.

A group of cloaked figures step into the bay. As the door clangs shut behind them, they throw off their cloaks, revealing their fearsome faces and weapons held ready.

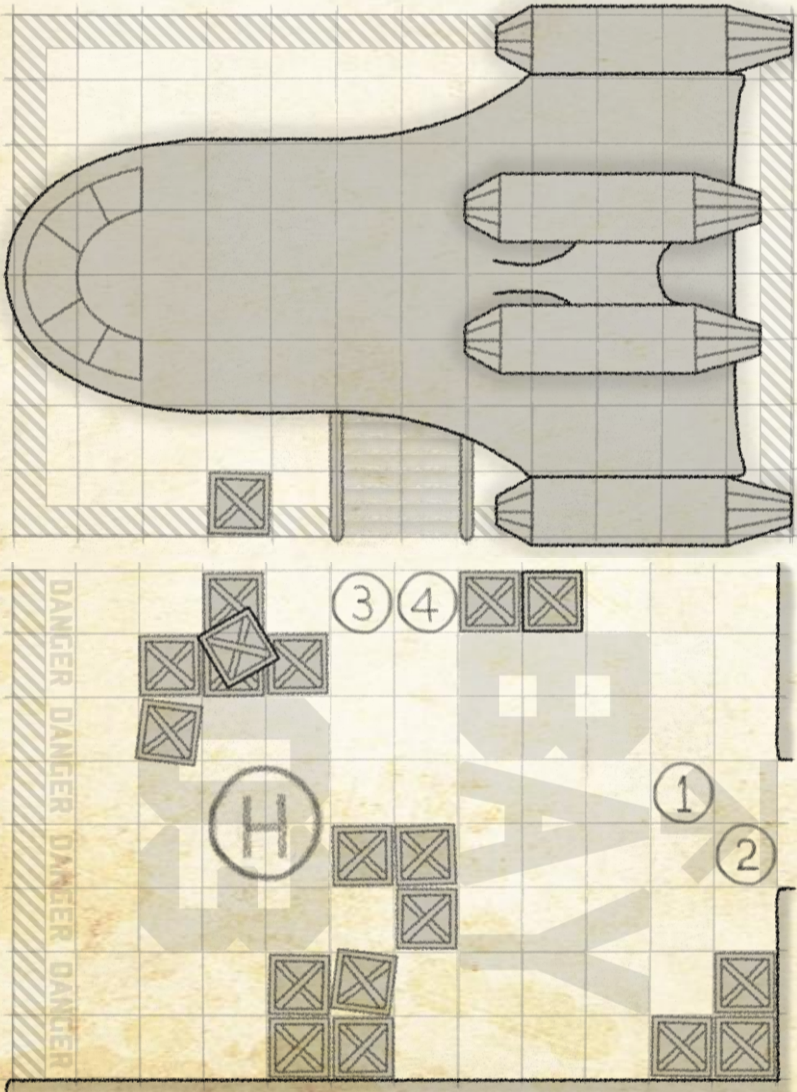
Proceed straight to **Encounter 3: Bay Zero-Three**.



Encounter 3: Bay Zero-Three

Encounter 3 features a battle with raiders in the docking bay before entering cargo hauler.

Maps



Encounter Intro

When the heroes enter this area, read this:

The leader of the raiders steps forward as his gang spread out around the docking bay.

“Hold it there a moment junior. I believe that cred-card is meant for me,” he says, “And parthi, I’m gonna need the codes for that ugly ship of yours.”

Before you can move, the parthi squeals and sprints up the cargo ship’s boarding ramp, disappearing inside.

The raider leader follows, shouting back to his gang.

“Get those kids!”

Encounter Features

The crates are obstacles that cost extra movement squares to climb over but offer cover from ranged attacks (gain 1 extra armor die when behind cover). The stacked crates (dark outlines) are solid walls.

The left edge of the docking bay is the opening into space, which is covered with a force field. Enemies can be pushed or blasted through the force field and out into space by cunning players.

Ability Tests

The players’ heroes can attempt these ability tests:

- Intelligence (Knowledge) tests at difficulty 5 to see that creatures can move through the force field.
- Opposed Strength tests to push enemies through the force field and out into space.

Monsters

This encounter features one raider for each of the heroes. These enemies shouldn't pose a great threat even to a single hero, so you can add additional raiders (such as the stunner raider) if the players are experienced.

- 1 Hero: 1 x Sawblade Raider ①
2 Heroes: 2 x Sawblade Raiders ① ②
3 Heroes: 2 x Sawblade Raiders ① ②
1 x Gauss-Gun Raider ③
4 Heroes: 2 x Sawblade Raiders ① ②
2 x Gauss-Gun Raiders ③ ④

Use these health boxes to mark off damage:

- | | | |
|--------------------|--------------------------|--------------------------|
| ① Sawblade Raider | <input type="checkbox"/> | <input type="checkbox"/> |
| | KO | Hurt |
| ② Sawblade Raider | <input type="checkbox"/> | <input type="checkbox"/> |
| | KO | Hurt |
| ③ Gauss-Gun Raider | <input type="checkbox"/> | <input type="checkbox"/> |
| | KO | Hurt |
| ④ Gauss-Gun Raider | <input type="checkbox"/> | <input type="checkbox"/> |
| | KO | Hurt |

Tactics

The sawblade raiders engage the heroes with melee attacks, while the gauss-gun raiders use ranged attacks. If necessary, the raiders can use the crates for cover to gain 1 extra armor die against ranged attacks.

Conclusion

Once all of the monsters are KO'd, read this.

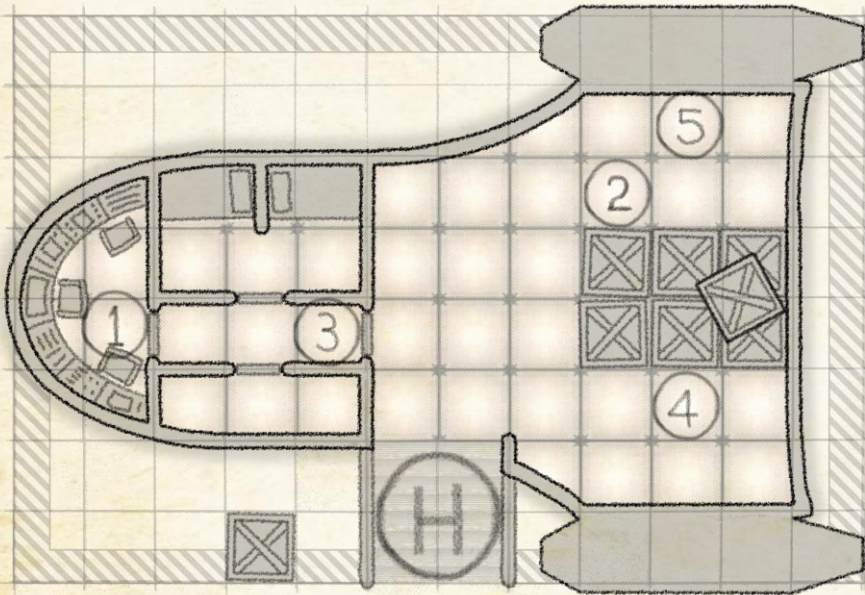
The final raider falls to the ground but before you have a moment to celebrate, you hear a frightened shriek from inside the cargo ship- the parthi!

Proceed straight to **Encounter 4: Cargo Showdown.**

Encounter 4: Cargo Showdown

The final encounter is the interior of the parthi's cargo hauler. This climactic battle sees the heroes defeat the raiders and protect the parthi merchant.

Map



Encounter Intro

When the heroes enter this area, read this:

You cautiously step up the ramp into the cargo bay of the parthi's cargo hauler. To your right you see stacks of cargo, on the left is a door, presumably through to the ship's cockpit and crew quarters.

Encounter Features

The crates are obstacles that cost extra movement squares to climb over but offer cover from ranged attacks (gain 1 extra armor die when behind cover). The stacked crates (dark outlines) are solid walls.

The doors cost extra movement to pass through and can be opened and closed manually.

Ability Tests

The players' heroes can attempt these ability tests:

- Intelligence (Perception) test at difficulty 5 to hear movement from the front of the ship.
- Intelligence (Technology) or Dexterity (Mechanic) tests at difficulty 5 to hack the doors to stay open or closed.

Monsters

This encounter features one raider for each hero. The raider leader is the strongest, but even he shouldn't trouble a single hero (as long as they remember to use their health packs when damaged). You can add additional raiders if the players are experienced.

- 1 Hero: 1 x Raider Leader ①
- 2 Heroes: 1 x Raider Leader ①
1 x Sawblade Raider ②
- 3 Heroes: 1 x Raider Leader ①
2 x Sawblade Raiders ② ③
- 4 Heroes: 1 x Raider Leader ①
2 x Sawblade Raiders ② ③
2 x Gauss-Gun Raiders ④ ⑤

Use these health boxes to mark off damage:

① Raider Leader	<input type="checkbox"/> KO	<input type="checkbox"/> Hurt	<input type="checkbox"/> Bruised
② Sawblade Raider	<input type="checkbox"/> KO	<input type="checkbox"/> Hurt	
③ Sawblade Raider	<input type="checkbox"/> KO	<input type="checkbox"/> Hurt	
④ Gauss-Gun Raider	<input type="checkbox"/> KO	<input type="checkbox"/> Hurt	
⑤ Gauss-Gun Raider	<input type="checkbox"/> KO	<input type="checkbox"/> Hurt	

Tactics

The sawblade raiders engage the heroes with melee attacks, while the gauss-gun raiders use ranged attacks. The raider leader is stronger than his gang, and he tries to get adjacent to his allies to aid their attacks. He will also use the doors to his advantage; such as opening the cockpit door to shoot down the corridor then closing it again at the end of his turn.

Conclusion

Once all of the monsters are KO'd, read this:

The deafening sound of blaster shots and the hum of energy weapons finally fade to an eerie silence.

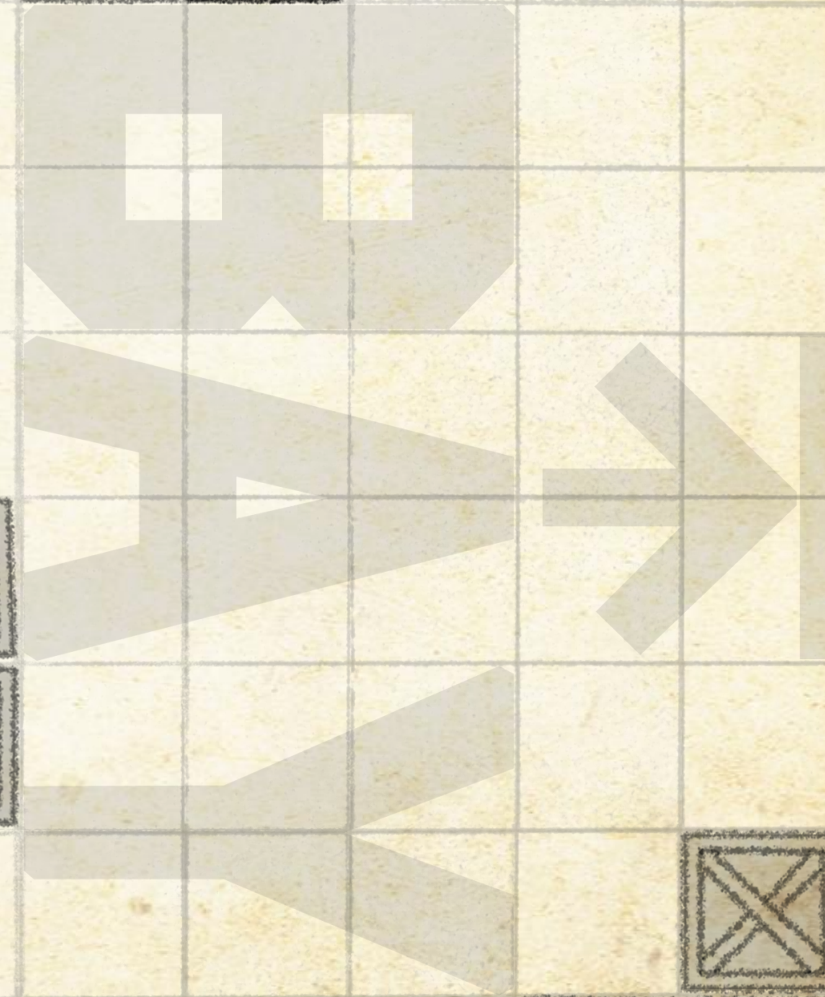
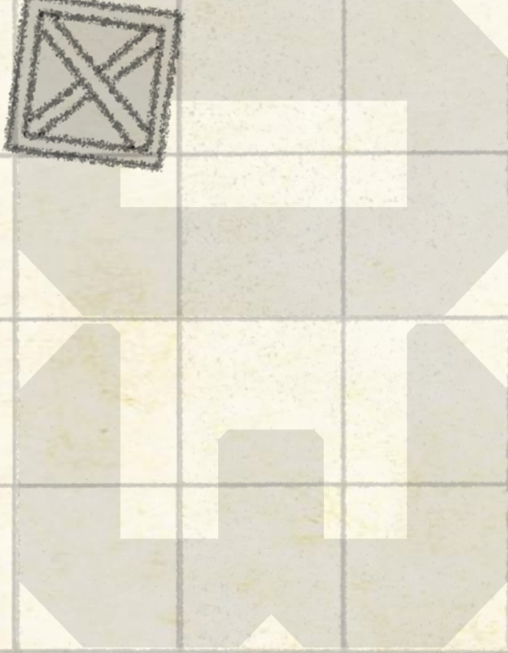
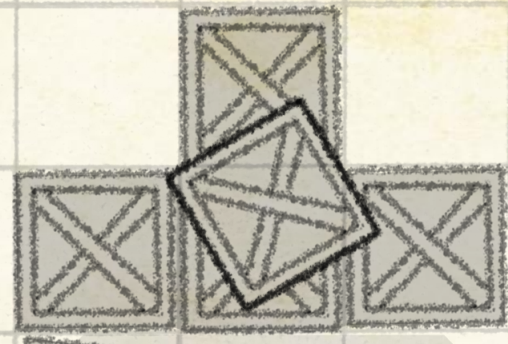
After a few moments you hear a hesitant cry from the cockpit, "Hello? Did we win?"

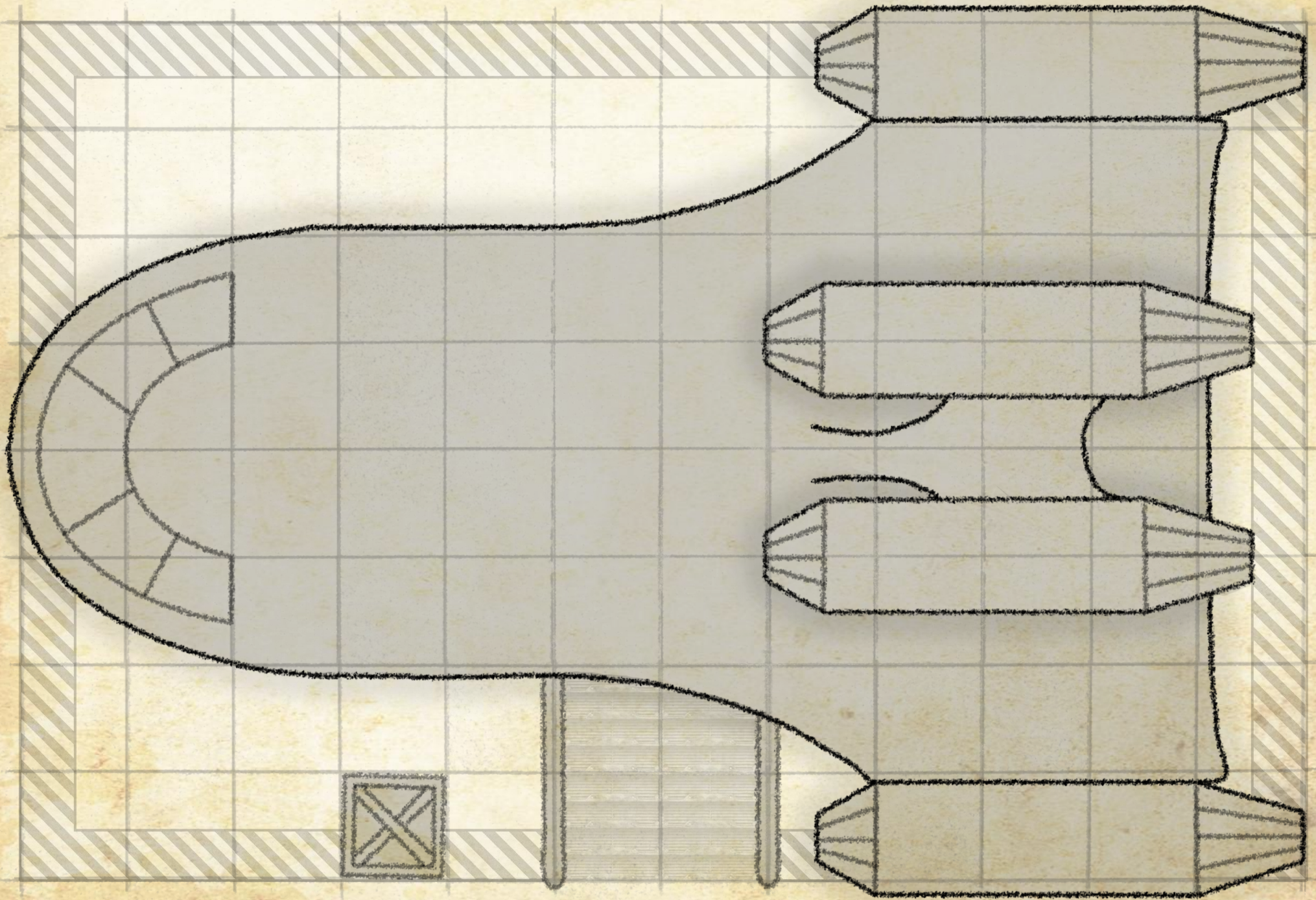
You help the parthi out from under the control panels and walk him through the ship, past smoking scorch marks in the walls and smoldering cargo crates.

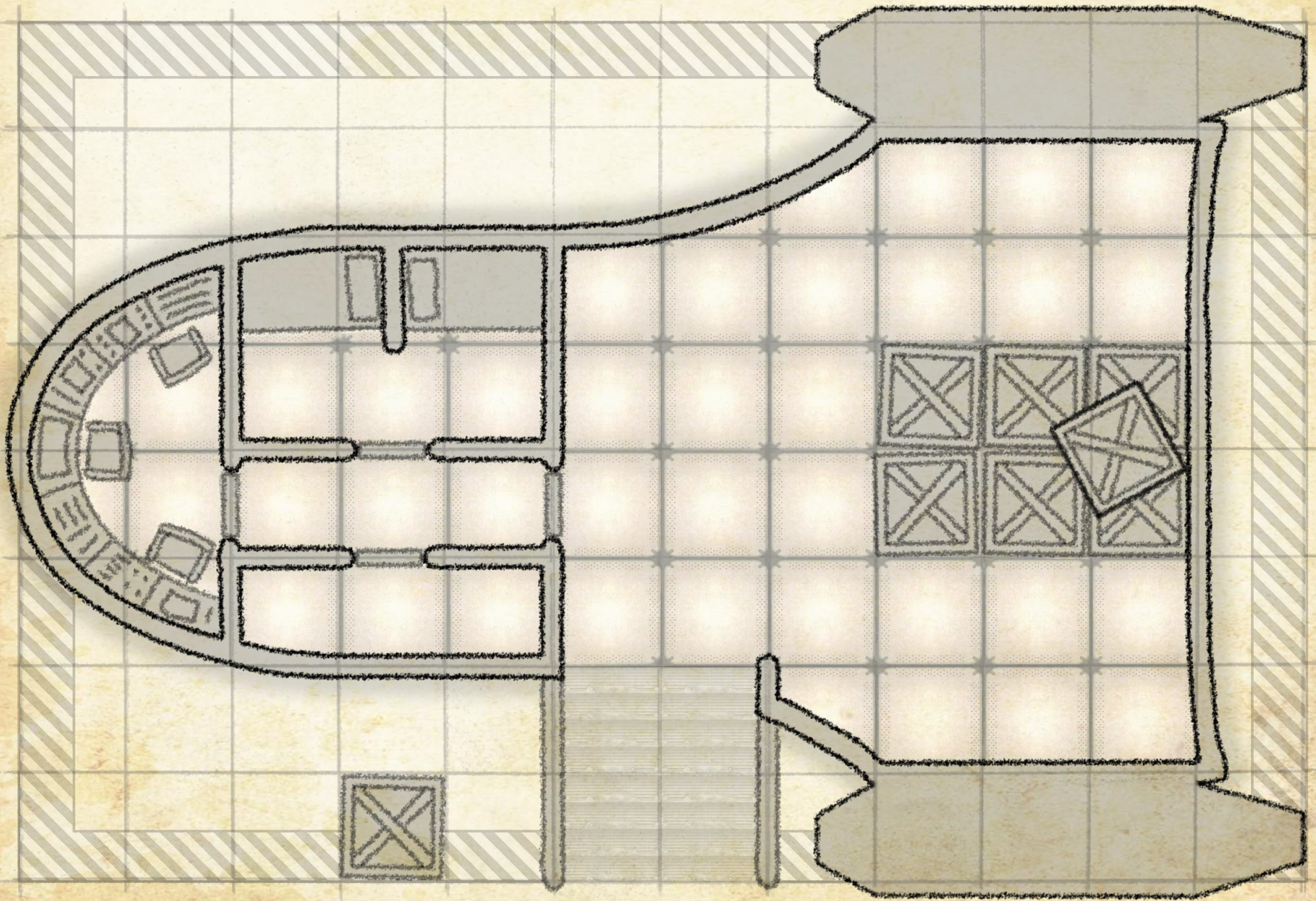
"Thank you for saving me and my ship. If your spare parts are still for sale, I'd be more than happy to pay the full three-hundred credits for your trouble. What do you think, have we got a deal?"

With the raiders defeated and the spare parts sold to the parthi merchant, you return to your shuttle and set course for Kali Outpost where Jonty will be overjoyed to receive three hundred credits for the spare parts and for, hopefully, your safe return.

DANGER DANGER DANGER DANGER DANGER









HERO KIDS



Raider Leader



Melee Attack: Ion Slash

Melee attack at an adjacent target.

Special Action: Bullied Attack

If you have been attacked more than once since your last turn, you can make a melee attack with 1 extra die.

Bonus Ability: Leadership

Adjacent allies gain 1 extra die to their attacks.



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Sawblade Raider



Melee Attack: Tearing Cut

Melee attack at an adjacent target.

Special Action: Rending Sweep

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

Bonus Ability: Ferocious Rage

Your attacks gain 1 extra die when you're not on full health.



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Gauss-Gun Raider



Ranged Attack: Gauss 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 die.

Bonus Ability: Ambush Shot

Your attacks gain 1 extra die if your target has not had a turn yet.



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Stunner Raider



Melee Attack: Stunning Strike

Melee attack at an adjacent target.

Special Action: Energy Wall

Instead of attacking, you can gain 1 die to your armor pool until the start of your next turn.

Bonus Ability: Stunning Attacks

If you roll a 6 on an attack die your target is frozen in place and cannot move during their next turn.

