

HERO KIDS



SPACE ADVENTURE: TYRANNY'S SHADOW

ENCOUNTERS: SIX
DIFFICULTY: NORMAL
DURATION: 60-90 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

This six-encounter adventure takes place in Kali Outpost where a mysterious cargo ship has landed at the space port. The heroes discover that the ship is full of droids in preparation for an attack.

Adventure Intro

Today's trouble starts when a huge freighter lands at Kali Outpost.

While working for Old Jonty at the scrap yard, a dark shadow falls over the yard as a huge interstellar cargo freighter passes overhead. The freighter's engines emit a deep whump whump whump that shakes the junk piles and sends pieces crashing to the ground.

You climb up a junk pile to watch the freighter as it slowly descends into a berth at the space port.

Later, after a hard day's work, you head into the office to say goodbye to Jonty. You're surprised to see him talking quietly to another man.

Jonty introduces you, "Kids, this is Brago, who's the master of the space port. He needs your help."

"That's right," says Brago. "You might'a noticed the big freighter that came to port this morning. Well, she's just sitting on the pad and it's making me nervous. Normally, crew of a hauler like that would be in a hurry to get unloaded then ship on out of a dust-hole like this, but they ain't making no move at all. I tried hailing the captain, and he told me it ain't none of my mind what they do, long as their fees are paid up. And that's technically correct, but it don't mean I gotta like it one bit."

"So I need your help to find out what's going on..."

Running This Adventure

This adventure runs over the two decks of the cargo freighter. The bottom deck is the cargo hold, while the upper deck is the crew quarters and bridge.

Cargo Deck

The players explore the cargo deck first, and may have to revisit the three areas of this level.

- Encounter 1: The heroes fight recon droids here, and discover that the crates contain Droid Control Scarabs, which they can use to control droids.
- Encounter 2: Appears to be stacks of cargo crates, but these hide scores of inactive combat droids. Expect the heroes to miss the hidden bays at first, then when they return here have droids emerge from the bays to alert the players.
- Encounter 3: Secure elevator to the crew deck, which must be hacked or unlocked by a droid.

Crew Deck

The crew deck encounters are more straightforward:

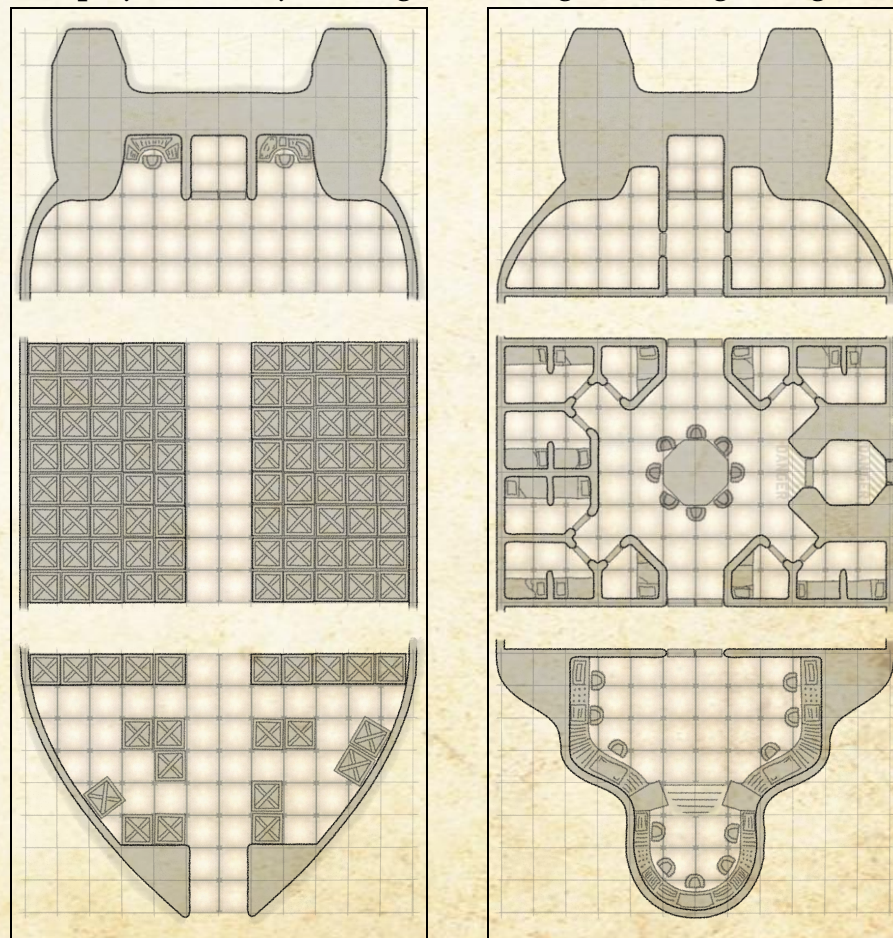
- Encounter 4: The elevator ascends to this area, and the heroes can bring some 'spare' droids up here.
- Encounter 5: The main crew quarters area is a combat against tougher droids.
- Encounter 6: The bridge is another combat area against the final boss and his droids.

There are multiple approaches to this adventure.

The hard way, is to run and gun through the freighter and assault the bridge.

The second option is to use the Droid Control Scarabs to take over droids and then use those droids to assault the freighter. Each time they lose a droid, the heroes can use their scarab to take over another.

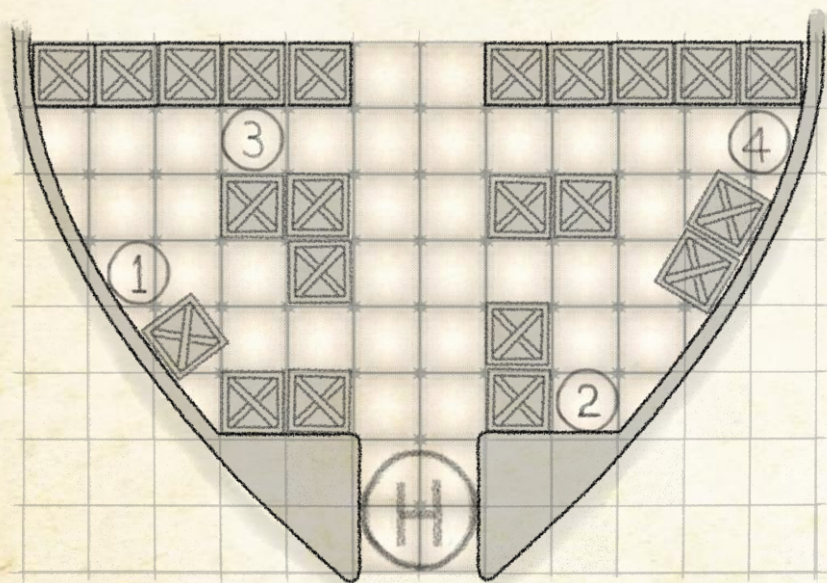
The final option is for the heroes to take over droids and role-play their way through the freighter: "roger-roger!"



Encounter 1: Cargo Hold Holds Cargo

In encounter 1 the heroes enter the cargo hold of the huge freighter and are ambushed by recon droids.

Map



Encounter Intro

Following the adventure intro, the heroes start at the entrance of the freighter's cargo hold:

Brago takes you to the space port and leads you to the freighter's berth, a deep cylindrical hole in the ground big enough to contain the huge freighter.

"There she is," he says.

You look down at the freighter. The ship has two decks, an upper crew deck and a lower cargo deck. The ship's cargo door, at its bow, is open.

You descend to the bottom of the berth and – seeing no movement near the ship – quickly approach the cargo door and climb up the ramp into the darkness.

Your eyes adjust to the lower light and you see that you are in a cavernous cargo bay.

Before you can move any further you head the tell-tale bleeps and scanning sweeps of a recon droid.

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.

Monsters

This encounter features fragile recon droids that use ranged attacks against the heroes.

- 1 Hero: 1 x Recon Droid ①
2 Heroes: 2 x Recon Droids ① ②
3 Heroes: 3 x Recon Droids ① ② ③
4 Heroes: 4 x Recon Droids ① ② ③ ④

Use these health boxes to mark off damage:

- | | |
|---------------|--------------------------|
| ① Recon Droid | <input type="checkbox"/> |
| ② Recon Droid | <input type="checkbox"/> |
| ③ Recon Droid | <input type="checkbox"/> |
| ④ Recon Droid | <input type="checkbox"/> |

Tactics

The recon droids use their flying ability to move over the obstacles. If the recon droids are outnumbered by heroes they use their double-shot ability to target multiple heroes.

Treasure

The plasma fire has destroyed some of the crates, exposing the Droid Control Scarab equipment (you can find the equipment cards later in this adventure).

As the smoke clears from the cargo hold, you see that one of the crates has been hit, spilling small crab-like robots onto the floor.

Heroes can only use one piece of equipment at a time.

There are enough pieces of equipment for each player to take one, and more here if their scarabs are destroyed during the adventure.

The players can use these scarabs to take control of enemy droids, which might require some explanation.

Conclusion

Read (or paraphrase) this:

Taking what you need, you head deeper into the freighter's cargo hold.

If they were damaged in this fight allow the players to rest to remove some damage from their heroes, then continue to **Encounter 2: Crate Canyon**.



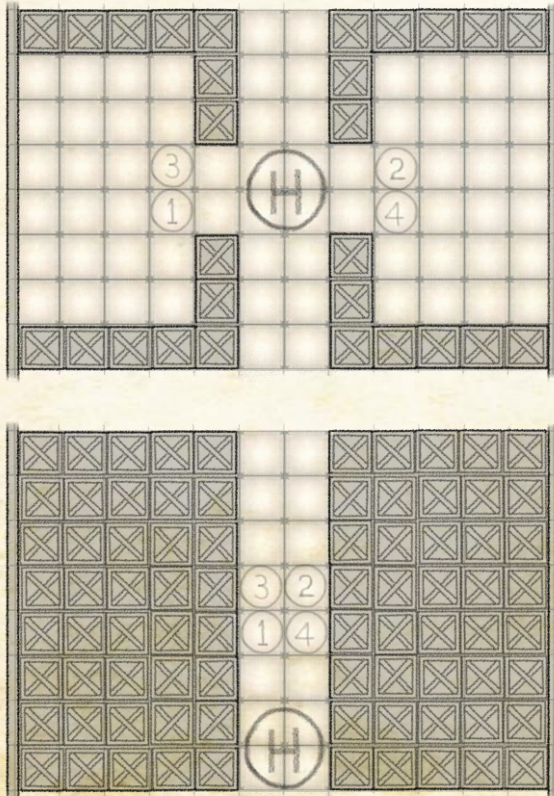
Encounter 2: Crate Canyon

Encounter 2 takes the heroes further into the cargo hold, where crates are stacked high on either side. The crates have hidden bays holding scores of droids.

If the heroes successfully discover the bays they are attacked by droids when they open the secret doors.

If they heroes fail to notice the secret bays, then they will likely return here after investigating the elevator in Encounter 3. When they return, have droids emerge from the secret bays, alerting the heroes.

Map



Encounter Intro

When the heroes enter this area, read this:

Moving deeper into the cargo deck, you enter a narrow corridor between two towering stacks of crates.

Encounter Features

The stacks of crates are solid walls. The middle two crates on either side of the corridor are actually secret doors that can be noticed with an Intelligence test.

Ability Tests

The players' heroes can attempt this ability test:

- Intelligence (Perception) test at difficulty 6 to notice the hidden doors in the crates.

Encounter Development

When the heroes discover the hidden bays:

The crates on either side of the corridor slide sideways and disappear into concealed slots, revealing secret bays hidden behind the façade of the stacks of crates. Scores of droids stand inside the bay. The eyeslots of the closest droid flash red; and it speaks "Intruders!"

If the heroes return from the elevator:

As you re-enter the crate-walled corridor, you see several of the crates on either side of the corridor slide sideways and disappear into concealed slots. A moment later, droids emerge from the hidden doorways and enter the corridor, their eyeslots flash red when they see you; "Intruders!"

Monsters

This encounter features combat droids that use ranged attacks against the heroes.

- 1 Hero: 1 x Combat Droid ①
2 Heroes: 2 x Combat Droids ① ②
3 Heroes: 3 x Combat Droids ① ② ③
4 Heroes: 4 x Combat Droids ① ② ③ ④

Use these health boxes to mark off damage:

① Combat Droid	<input type="checkbox"/>	<input type="checkbox"/>
	KO	Hurt
② Combat Droid	<input type="checkbox"/>	<input type="checkbox"/>
	KO	Hurt
③ Combat Droid	<input type="checkbox"/>	<input type="checkbox"/>
	KO	Hurt
④ Combat Droid	<input type="checkbox"/>	<input type="checkbox"/>
	KO	Hurt

Tactics

The combat droids are simple robots. If they are further than 2 squares from their target they move closer. They are not smart enough to take advantage of cover. They punctuate their ranged attacks with “target acquired”, and “system integrity compromised” when damaged.

Conclusion

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

The final droid lays scattered in smoking circuits and twisted metal on the floor.

You step carefully into the hidden bay and see row upon row of similar droids, luckily these are all inactive, their heads slumped and weapons hanging uselessly at their sides.

You realize that you can easily connect the droid control scarabs to these droids to bring them under your control.

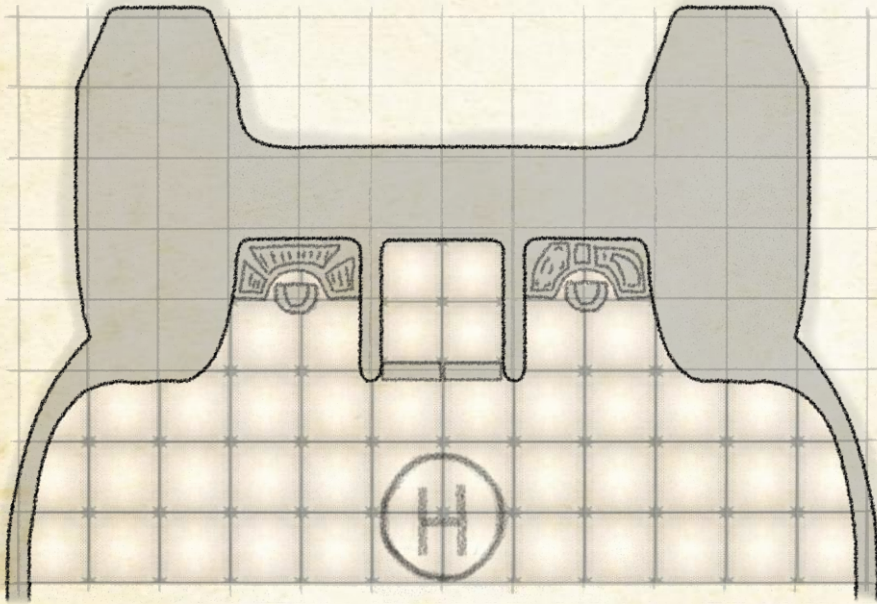
If they were damaged in this fight allow the heroes take a short rest to recover some damage.

Once they're finished here the heroes can return to the elevator (either personally or controlling droids) and **Encounter 3: Cargo Deck Elevator.**

Encounter 3: Cargo Deck Elevator

Encounter 3 brings the heroes to the end of the cargo deck, where they find an elevator up to the crew deck. Unfortunately, the elevator is locked so the heroes need to hack it or use a droid to access the security scanner.

Map



Encounter Intro

When the heroes enter this area, read this:

You emerge from between the towering stacks of crates into an open space at the rear of the deck.

A pair of doors stands closed directly in front of you, presumably the elevator to the crew deck. The elevator has computer consoles to either side, and a security scanner is mounted on the wall next to the doors.

Encounter Features

The key features of this area are the locked elevator doors, the computer consoles, and the security scanner. The security scanner will only unlock the elevator for droids, saying “Unauthorized access.”

Ability Tests

The players’ heroes can attempt this ability test:

- Intelligence (Technology) test at difficulty 6 override the security of the elevators.

Conclusion

If the heroes hack the elevators or use a droid to access the security scanner:

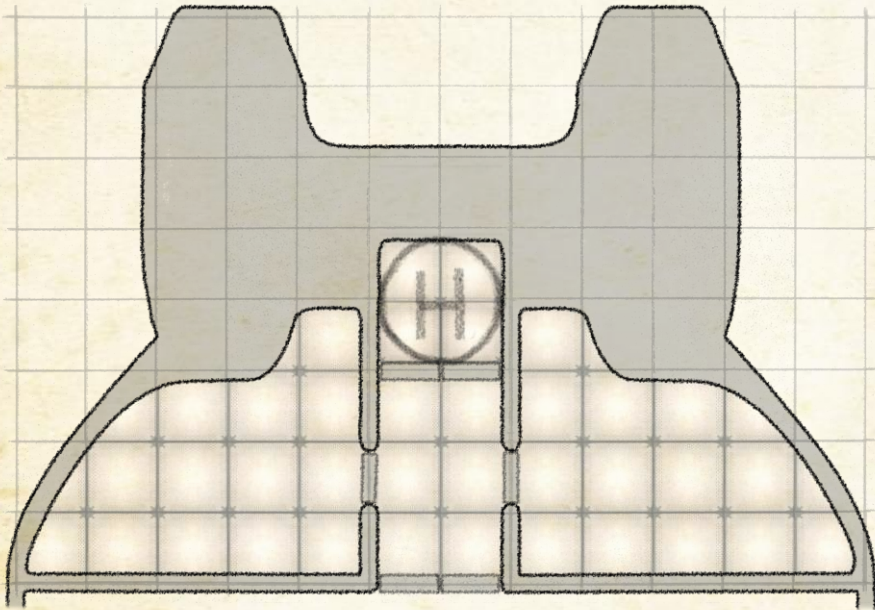
A cheerful ‘ding’ sounds and the elevator doors slide open. You step inside and see that there are only two buttons, one for this cargo deck, and above that a button for the upper crew deck.

Proceed to **Encounter 4: Crew Deck Elevator.**

Encounter 4: Crew Deck Elevator

Encounter 4 sees the heroes arrive up on the crew deck. While there are no enemies here (feel free to add some), the heroes could use this area for staging robots or there could already be more inactive robots in the side rooms.

Map



Encounter Intro

When the heroes enter this area, read this:

After a few moments the elevator doors slide open, revealing a short corridor that ends in another set of double-doors straight ahead and normal doors in the walls on either side.

Encounter Features

The key features of this area are the elevator, which by now will have been authorized or hacked, and the rooms to either side of the central corridor.

Conclusion

Once the heroes head to the south doors:

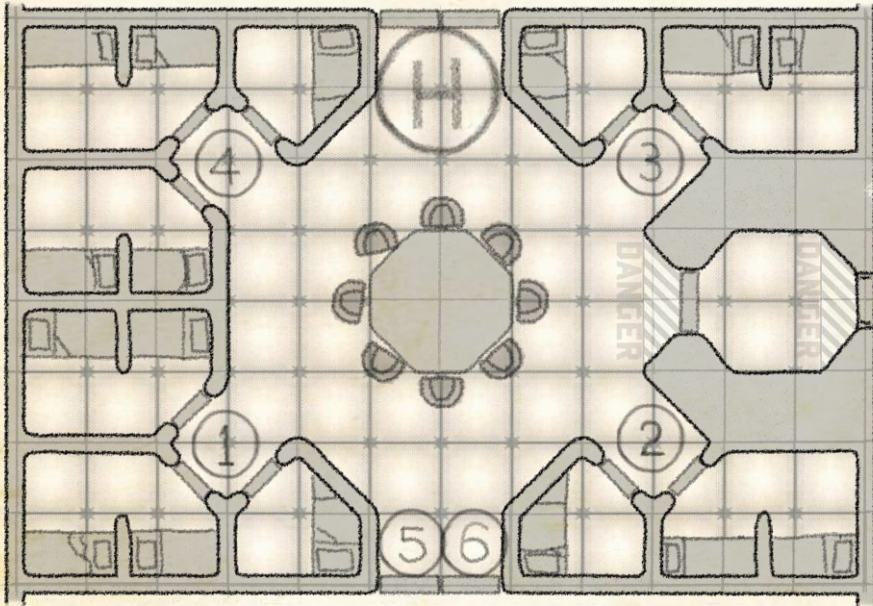
You move down the corridor. The double doors open with a 'whoosh' as you approach, revealing a darkened room beyond.

Proceed to **Encounter 5: Crew Quarters**.

Encounter 5: Crew Quarters

Encounter 5 is the crew quarters, which is the site of a firefight with multiple droids, including the powerful battle droid. Most of this area is given over to actual crew quarters, which the droids have no use for...

Map



Encounter Intro

Start with this intro:

The lights flicker into life as you step into this octagonal area. The room holds a large table and four short corridors open in each of the diagonal walls. Finally, a heavy airlock door is set in the left wall and another set of double-doors lie directly ahead of you.

If the heroes have entered this room:

Once the flickering lights settle down, you see that the room is not empty, droids stand in wait for you. Their eyes flash red as they prepare to attack.

If the heroes control droids instead:

Once the flickering lights settle down, your droids' sensors detect other droids in the room.

"Identify yourselves!" comes the order.

Encounter Features

This area's key feature is the large table which can be used as cover from ranged attacks (gain 1 extra armor die when behind cover). The various doors can be passed through with 1 extra square of movement.

Ability Tests

The players' heroes can attempt this ability test if they're controlling droids:

- Intelligence (Persuasion) test at difficulty 5 to convince the enemy droids that you're friendly.

Combat Intro

If and when combat begins, start with this:

The droids' eyeslots glow bright red as they ready their weapons to attack!

Monsters

This encounter features one battle droid for each hero, these are tougher versions of the normal combat droids. With three or four heroes, one or two extra combat droids are also introduced.

- 1 Hero: 1 x Battle Droid ①
2 Heroes: 2 x Battle Droids ① ②
3 Heroes: 3 x Battle Droids ① ② ③
1 x Combat Droid ④
4 Heroes: 4 x Battle Droids ① ② ③ ⑤
2 x Combat Droids ④ ⑥

Use these health boxes to mark off damage:

① Battle Droid	<input type="checkbox"/>	<input type="checkbox"/>
	KO	Hurt
② Battle Droid	<input type="checkbox"/>	<input type="checkbox"/>
	KO	Hurt
③ Battle Droid	<input type="checkbox"/>	<input type="checkbox"/>
	KO	Hurt
④ Combat Droid	<input type="checkbox"/>	<input type="checkbox"/>
	KO	Hurt
⑤ Battle Droid	<input type="checkbox"/>	<input type="checkbox"/>
	KO	Hurt
⑥ Combat Droid	<input type="checkbox"/>	<input type="checkbox"/>
	KO	Hurt

Tactics

As before, the combat droids are slow and single-minded. The battle droids are more intelligent, using cover and their special action against their enemies.

Conclusion

If the monsters are KO'd, read this:

The bulkheads, doors and furniture are scorched and smoking, and the floor is strewn with broken and burning droid parts.

The way to the bridge lies open.

If the monsters are bypassed, read this instead:

You casually pass the droids, who scan you with their dark eyeslots.

When you reach to doors to the bridge, you quickly step through and close the doors behind you.

If they were damaged in this fight, allow the heroes take a short rest to recover some damage.

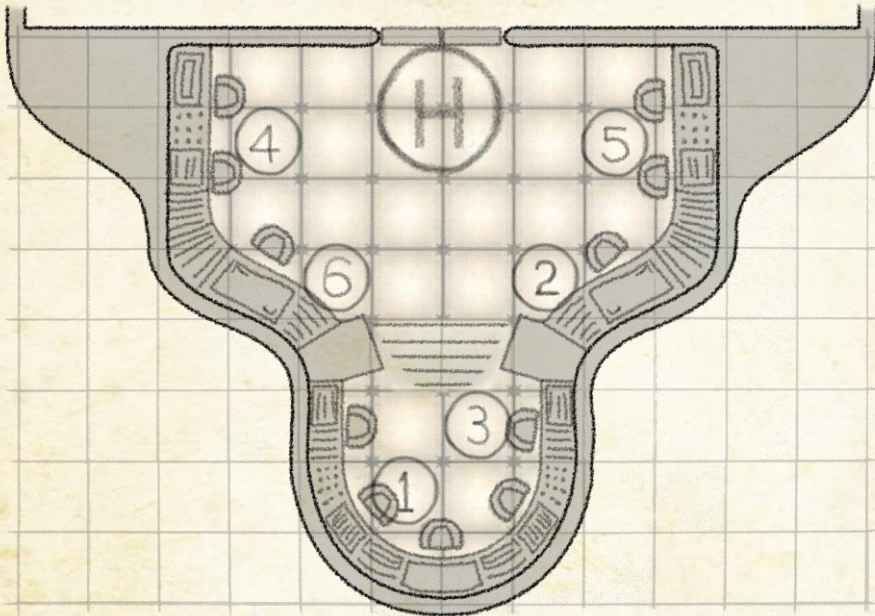
Then proceed to **Encounter 6: Bridge**.

Encounter 6: Bridge

The final encounter is on the freighter's bridge.

This climactic battle sees the heroes (or their droids) defeat the droids and an evil binder.

Map



Encounter Intro

When the heroes enter this area, read this:

The door hisses closed behind you, and as you step further into the bridge a dark-cloaked figure steps forward and speaks in a menacing whisper.

“So you think you can thwart the droid authority! We are the true masters of all space. We will bring Circa Prime under our control, and no meddling whelps will stop us!”

The figure’s ion sword hums with energy and its purple blade glows bright.

“Droids! Attack!”

Encounter Features

This area’s key features are the stairs down from the upper bridge to the lower bridge. The two bulkheads on either sides are can be used as cover from ranged attacks (gain 1 extra armor die when behind cover).

Monsters

This encounter features the dark binder and droids.

- 1 Hero: 1 x Dark Binder ①
 1 x Combat Droid ②
- 2 Heroes: 1 x Dark Binder ①
 1 x Combat Droid ②
 1 x Battle Droid ③
- 3 Heroes: 1 x Dark Binder ①
 2 x Combat Droid ② ④
 2 x Battle Droid ③ ⑤
- 4 Heroes: 1 x Dark Binder ①
 2 x Combat Droid ② ④
 3 x Battle Droid ③ ⑤ ⑥

Use these health boxes to mark off damage:

- | | | | | |
|----------------|----|------|---------|--------|
| ① Dark Binder | KO | Hurt | Bruised | Grazed |
| ② Combat Droid | KO | Hurt | | |
| ③ Battle Droid | KO | Hurt | | |
| ④ Combat Droid | KO | Hurt | | |
| ⑤ Battle Droid | KO | Hurt | | |

⑥ Battle Droid

KO	Hurt
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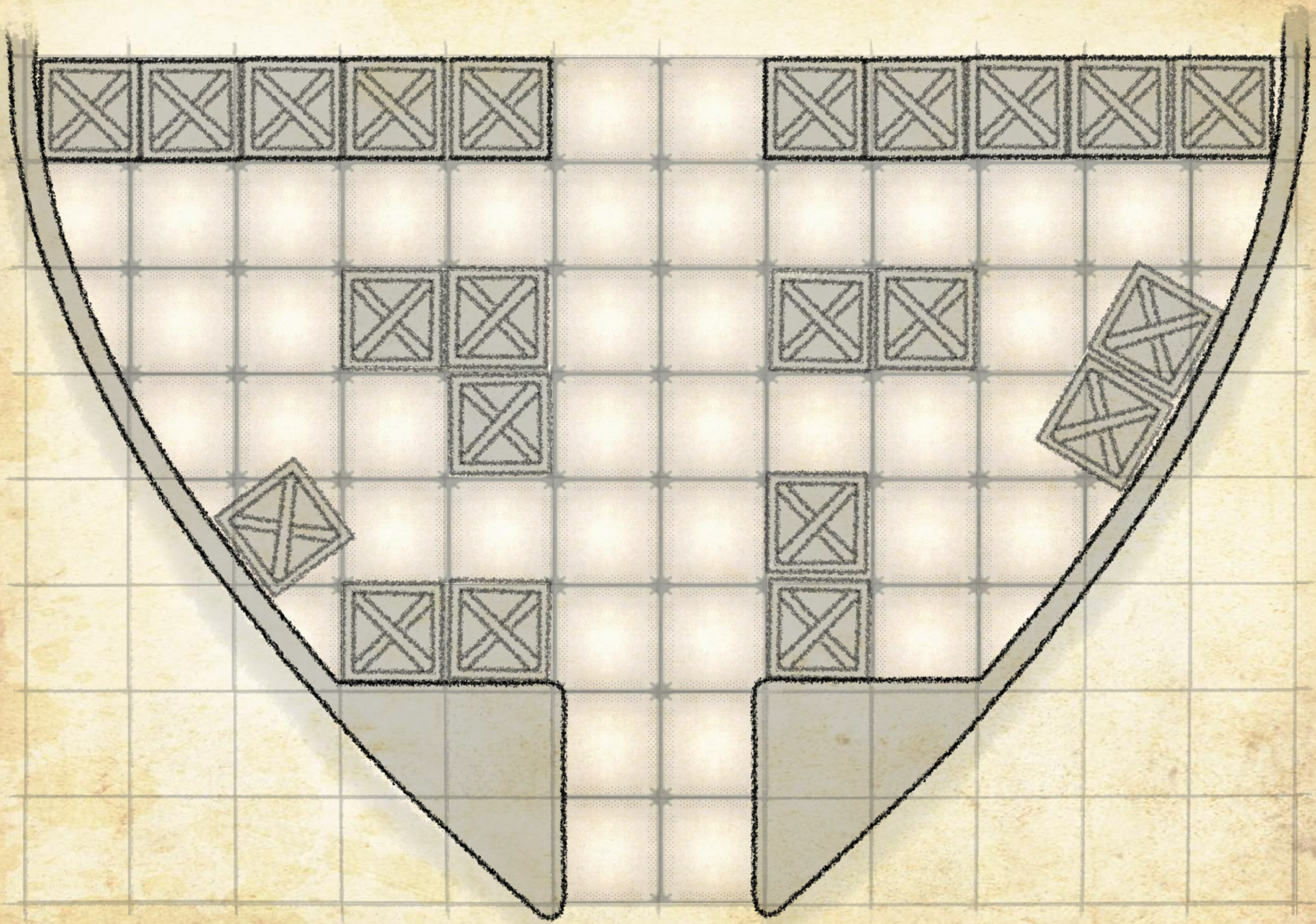
Tactics

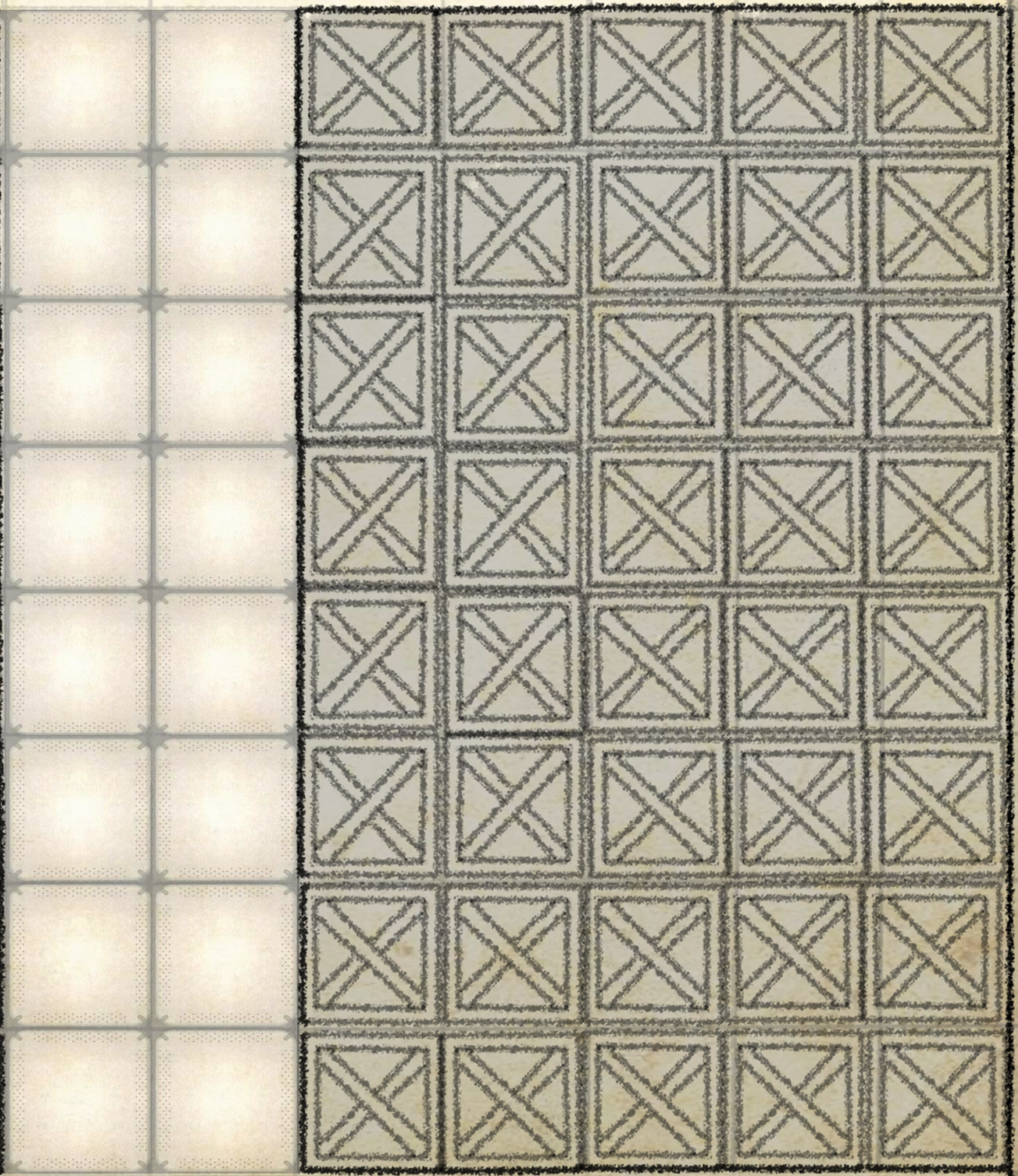
As before, the combat droids are single-minded while the battle droids are more intelligent. The dark binder uses melee and magic attacks.

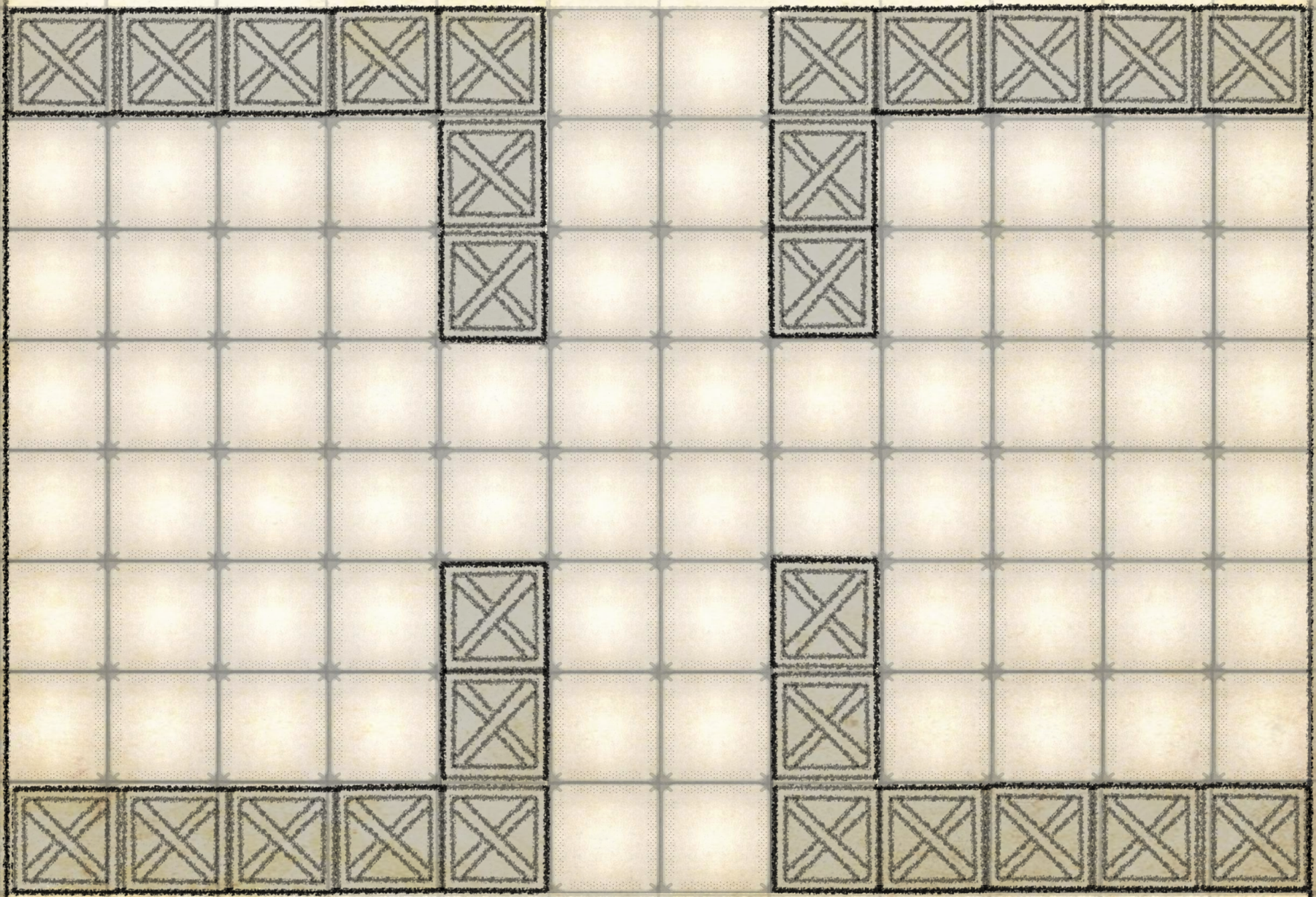
Conclusion

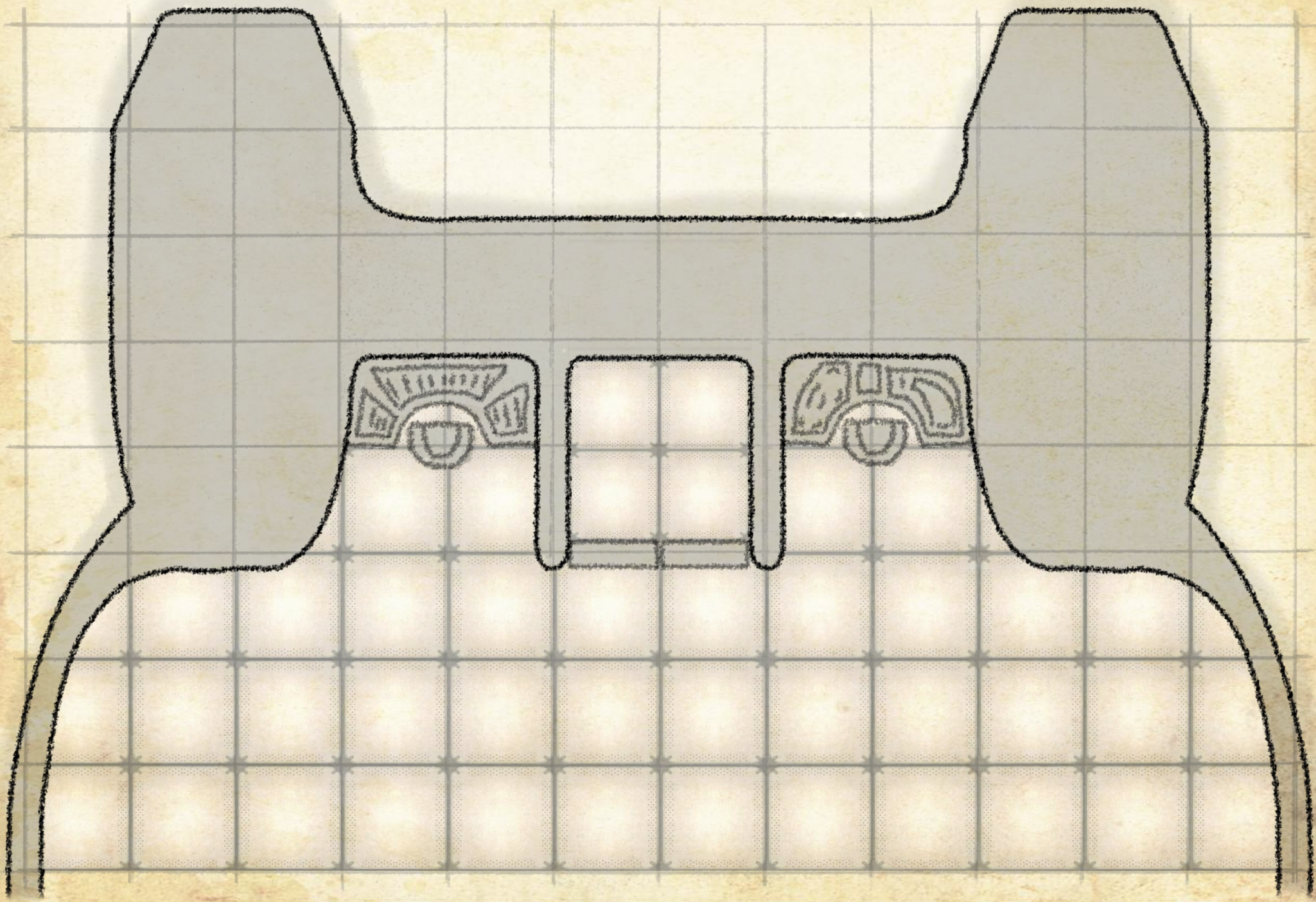
Once all of the monsters are KO'd, read this:

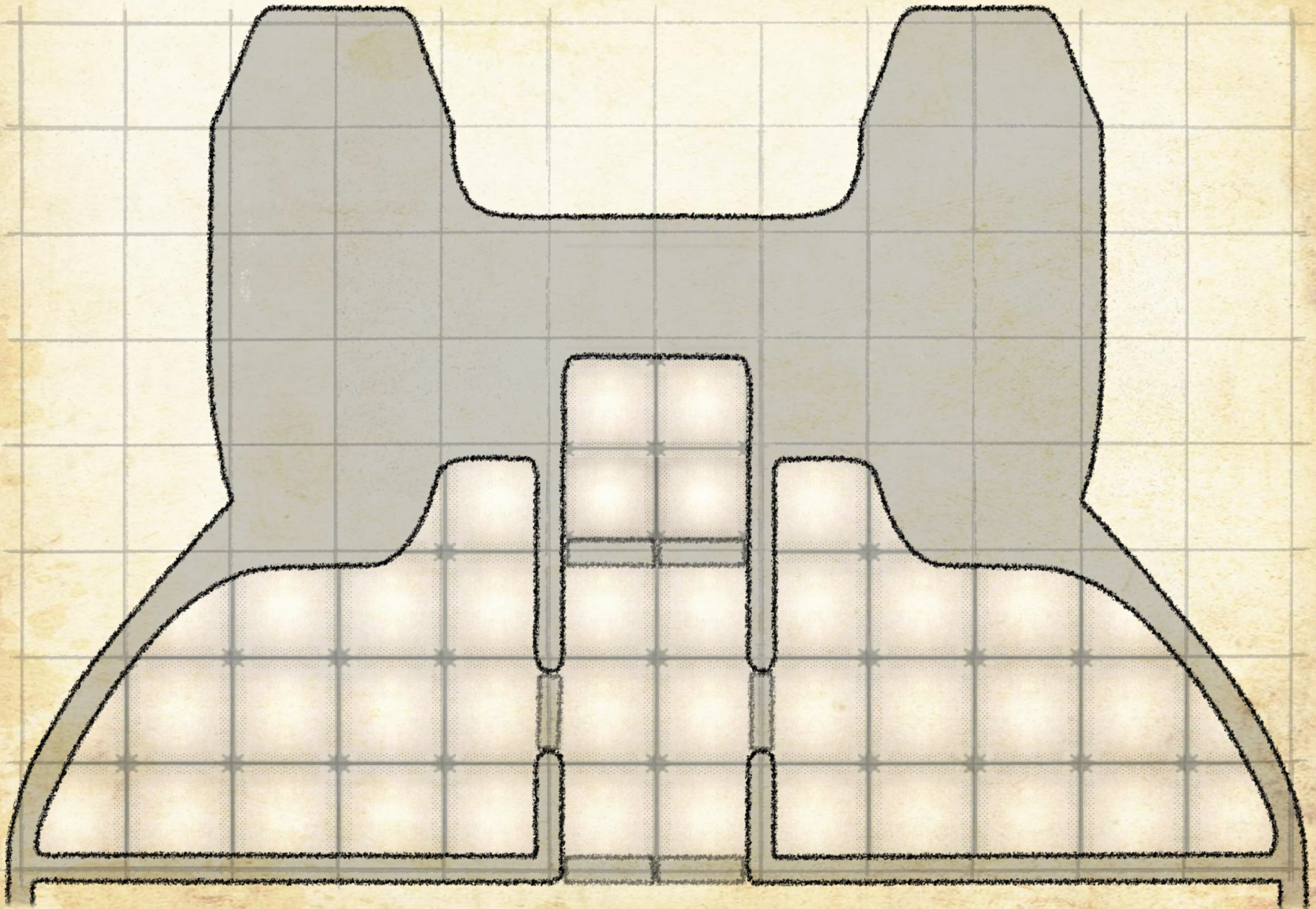
The dark binder coughs and splutters on the floor.
“You may have stopped us today, but more freighters are landing around Circa Prime, and soon this planet will kneel before the might of the authority.”
His mouth twists into a wretched smile as he slumps.
With the freighter’s droid crew neutralized, Brago arrives with Kali Outpost’s marshal, Langdon, in tow. They take command of the ship and order the destruction of the remaining droid invasion force.
Langdon sends word of the empire ships to the other outposts on Circa Prime, and you wait nervously before finally hearing that they have all been secured.
“Thanks kids,” Langdon says. “That was a big job for kids your age, but you really proved yourselves today, and I’m making you official deputy marshals.”
“If we run into trouble again, I’ll know who to call!”

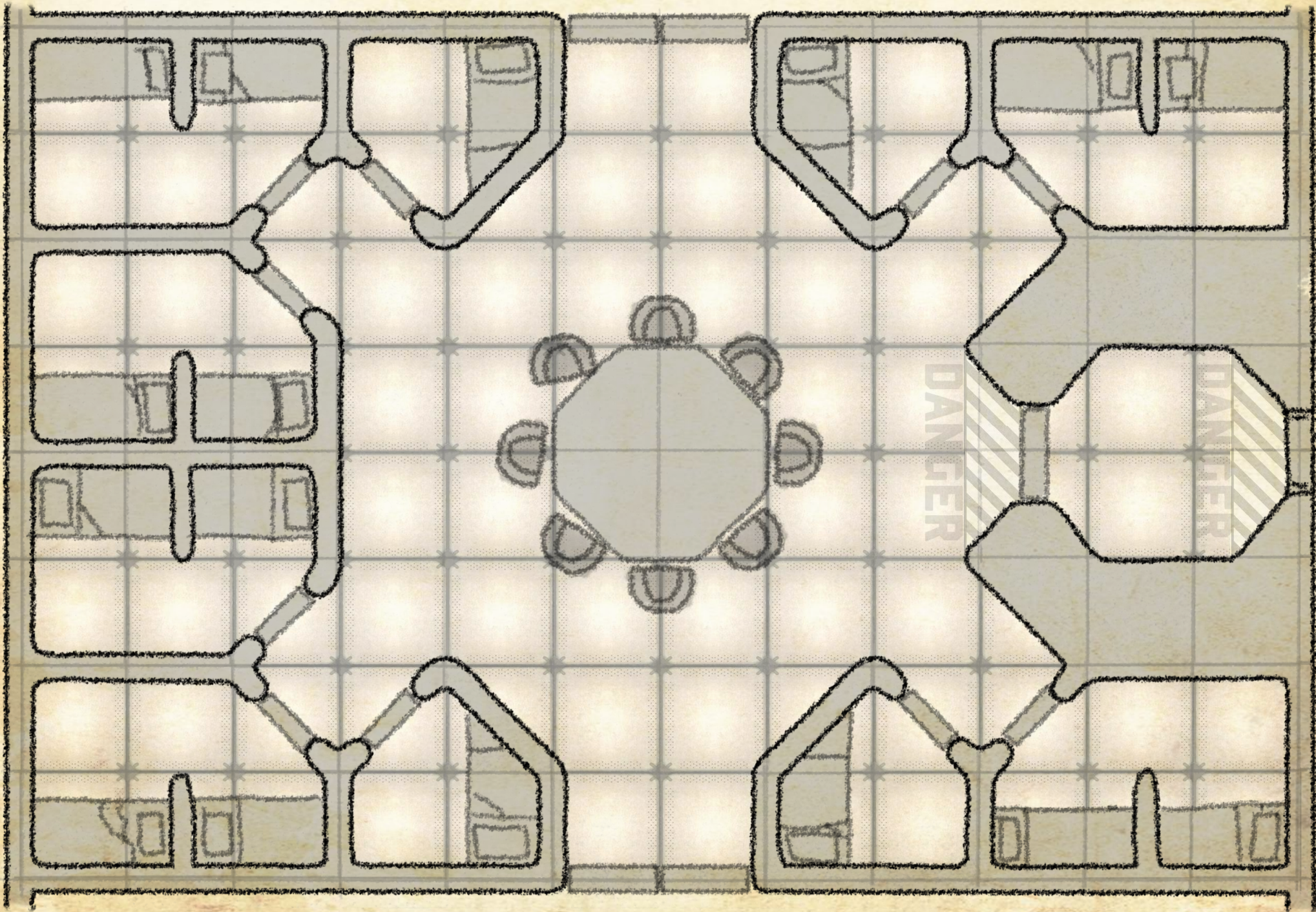


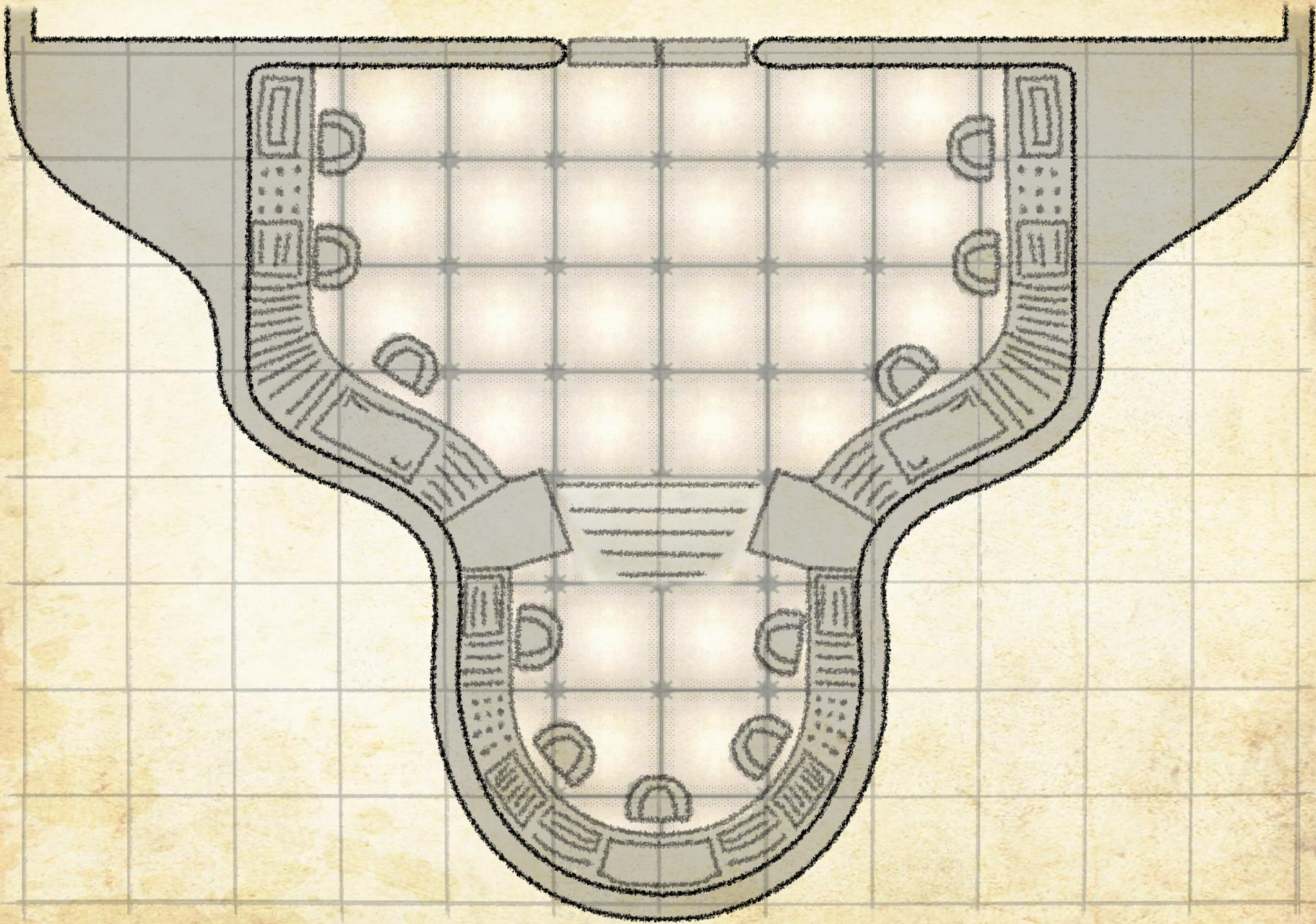














HERO KIDS



Recon Droid



Ranged Attack: Plasma Shot

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

Special Action: Double Shot

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

Bonus Ability: Flying

You can ignore low obstacles and enemies when moving.



HERO KIDS



Combat Droid



Ranged Attack: Plasma 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 has been attacked by an ally since your last turn, you can make a ranged attack at it with 1 extra die.

Bonus Ability: Awkward

Obstacles cost 2 additional movement squares to climb over (instead of 1 additional square).



HERO KIDS



Battle Droid



Ranged Attack: Plasma Shot

Ranged attack at a target up to 6 squares away.

Special Action: Precise Shot

If there are no enemies adjacent to you, you can make a ranged attack with 1 extra die.

Bonus Ability: Versatile

You can use your ranged attack against adjacent targets without penalty.



HERO KIDS



Dark Binder



Melee Attack: Ion Slice

Melee attack at an adjacent target.

Magic Attack: Nadic Bolt

Magic attack at a target up to 4 squares away.

Special Action: Nadic Grasp

Magic attack at a target up to 4 squares away, on hit you deal no damage but can push or pull the target up to 4 squares.

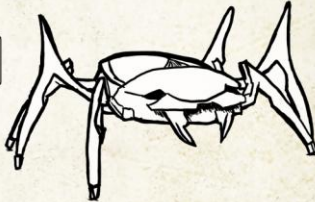
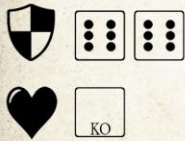
Bonus Ability: Phase Shift

When you take damage, you can immediately move up to 2 squares, ignoring obstacles and enemies.

HERO KIDS

Droid Control Scarab

Equipment



Remote Control

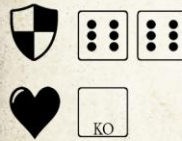
You can use your entire turn to control the scarab's move and action. If the scarab is adjacent to a droid, you can use its action to attach to that droid. When the scarab is attached to a droid, you control that droid. If the droid is KO'd, the scarab is immediately detached.

You can only use one piece of equipment at a time.

HERO KIDS

Droid Control Scarab

Equipment



Remote Control

You can use your entire turn to control the scarab's move and action. If the scarab is adjacent to a droid, you can use its action to attach to that droid. When the scarab is attached to a droid, you control that droid. If the droid is KO'd, the scarab is immediately detached.

You can only use one piece of equipment at a time.

HERO KIDS

Droid Control Scarab

Equipment



Remote Control

You can use your entire turn to control the scarab's move and action. If the scarab is adjacent to a droid, you can use its action to attach to that droid. When the scarab is attached to a droid, you control that droid. If the droid is KO'd, the scarab is immediately detached.

You can only use one piece of equipment at a time.

HERO KIDS

Droid Control Scarab

Equipment



Remote Control

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You can only use one piece of equipment at a time.

