

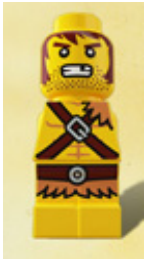
Heroica Houserules

Playing the game

The youngest player goes first. Play then continues clockwise. Each player should have a Hero Pack/Back Pack with 4 Health (4 red 1x1 round cone blocks)

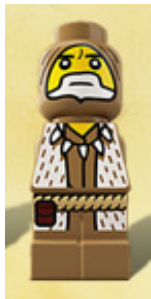
The Heroes

The player must choose a Hero before starting the game. Each Hero has a Class Power that he may use on the roll of a SHIELD. The description of each Hero and its Class Power are listed below.



Barbarian. Born and raised in the harsh ice plains of the north, the barbarian is a ruthless combatant and are great front-line warriors.

Class Power -Whirlwind Attack- Inflicts 2 points of damage to each adjacent enemy.



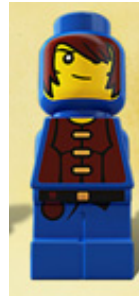
Druid. Raised deep in the thick of the forest the druid is a healer, alchemist, and a protector of the woods.

Class Power -Heal- The druid can restore 2 Health to himself OR an adjacent Hero.



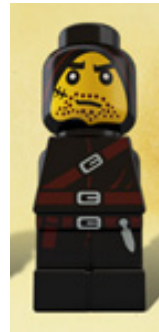
Knight. A soldier trained by the King's guard, he is both a vigilant fighter and a loyal ally on a quest to restore order.

Class Power -Charge- The knight charges forward 2 spaces and inflicts 2 damage to 1 Enemy.



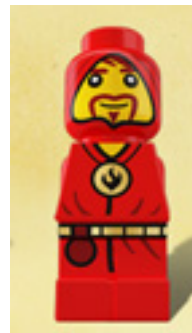
Ranger. A woodland dweller that seeks to help the less fortunate. He vanquishes his foes from a distance with his trusty bow.

Class Power -True Shot- The ranger shoots his bow and inflicts 1 point of damage to any enemy within 5 spaces and inline with the hero himself.



Rogue. The rogue is master in the art of stealth and thievery. He is also a competent fighter and ally.

Class Power -Trap Disarm- While opening a chest or disarming a trap, the rogue can only be injured if the player rolls a 1 (Sword/Skull). On rolls of 2 (Skull) the rogue is not hurt but receives no Gold.



Wizard. Raised in the towers of knowledge, the wizard is a master of the elements and a dangerous Hero.

Class Power -Fireball- The wizard fires a ball of fire that can inflict 1 point of damage to all creatures up to 3 spaces away and around corners.

Health and Death

All Heroes begin with 4 Health. If the Hero loses all his Health he is dead. There is NO rolling to recover health as per the original Heroica rules. Any Health that is lost during gameplay must either be healed by the Druid or heal himself through the use of a special skill, by drinking a Life potion, or by drinking from a Chalice of Life. If a Hero dies they may be resurrected if another Hero administers a Life Potion to the dead Hero OR if the Druid uses his heal skill on the dead Hero before the end of the game. Otherwise, the player may choose to start a new Hero at the start position on his next turn. This "new" Hero starts with 4 Health and no gold or items and is level 1. As Heroes progress through levels of the game, they can increase their Health points, indicating a tougher and more experienced Hero (see Hero Advancement at the end).

Weapons and the Shop

Before the game starts, Heroes may travel to the Shop where they can purchase items. All weapons are for sale for 5 Gold and can be sold back to the Shop or to another player for 3 Gold.

Weapons allow the Heroes to acquire new powers. Heroes may carry up to 3 weapons at a time but can only use one Weapon Power at a time.

- Powers gained from ownership of a weapon can only be used when the player rolls a Shield.
- If a Hero obtains a weapon that has the same skill as one of his own starting skills he gains a bonus as described below. For example, if the Ranger buys a Bow his range becomes 6 and inflicts +2 damage instead of a range of 5 and dealing only +1 damage. Heroes gain even more power when paired with a weapon that suits his class.

Here are the 6 weapons for sale and their descriptions:



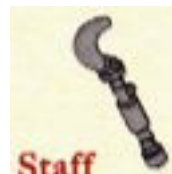
Axe- Inflicts +1 damage to all adjacent Enemies. (Barbarians with an axe inflict +2 damage to all adjacent Enemies.)



Bow- Inflicts +1 damage to an enemy up to 5 spaces away that is inline with the Hero. (Rangers with the Bow inflict +2 points of damage and can fire from 6 spaces away in a straight line.)



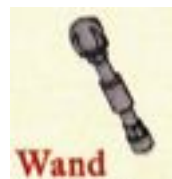
Dagger- Inflicts +1 damage. (Rogues wielding a dagger inflict +2 damage to an Enemy.)



Staff- The Hero can restore 2 of his own Health but cannot heal allies. (Druids with the staff can restore 4 of their own Health and can restore 3 Health to an adjacent ally,)



Sword- Heroes wielding a sword can move 2 spaces and then inflict +1 damage. (Knights with a sword can move 3 spaces and can inflict +2 points of damage.)



Wand- Inflicts 1 point of damage to all creatures up to 4 spaces away and around corners. (Wizards using the wand can deal 2 points of damage up to 4 spaces away and around corners)

Heroes must declare which weapon they are using before they make combat rolls.

Options on a Player's turn

Moving Heroes

On the player's turn they roll the LEGO Dice and move their Hero up to the number of spaces rolled.



Player can move up to 4 spaces.



Player can move up to 3 spaces.



Player can move up to 2 spaces.



Player can move 1 space.

- If the Hero ends his move in a space occupied by another Hero, then the Hero must move BACK to the next available space.
- The Hero picks up all items in his path and places them in his Hero Pack.
- If a Hero moves into ANY space adjacent to an Enemy, he MUST end his movement and commence battle with that Enemy.

Heros may not move diagonally.

Fighting Enemies

To begin a battle the player simply needs to roll the LEGO Dice to determine what happens to their Hero.



Inflict 2 points of damage OR use a Hero's special Class Power.



Inflict 2 points of damage.



Hero misses Enemy with attack. No damage to Enemy.



Inflict 1 point of damage.

- If the Hero defeats an Enemy, the player removes the Enemy from the board and places it in the Hero's Hero Pack.
- If the Hero is adjacent to two or more Enemies at once, the player must declare which Enemy he will attack first. The player must resolve a combat roll for each enemy during his turn.
Heros may not attack diagonally.

Other Actions

Instead of moving or engaging in combat, a Hero may:

- Use an item, like drinking a Potion
- Heal self or another adjacent Hero using the Druid Class Power or Staff.

The Enemies

Enemies in Heroica Houserules differ from the normal game in that they have Health like Heroes. This means that in some cases the Hero will have to hit the enemy multiple times in order to destroy him. When a Hero hits an Enemy, the player places a 1x1 round plate on the Enemies head to keep track of damage. Enemies act after the Heroes turn during the game and roll for combat damage as detailed below.

Enemy Movement and Combat

- One Enemy per Hero on the board can move on the Enemy's turn. That is, if there are 3 Heroes on the board, then 3 separate Enemies can move.
- No Enemy can be moved more than once in a single turn.
- Enemies always move in the direction of the Heroes current position.
- Enemies cannot pickup items or move past obstacles.
- If the Enemy being moved ends his turn in the space of another Enemy or an item then the Enemy shall be moved backward to the next free space.
- If the Enemy moves into a space adjacent to a Hero he MUST engage in combat by rolling the LEGO dice.



Enemy inflicts 2 points of damage to the Hero or activates a special Enemy Power.



Enemy inflicts 2 points of damage to the Hero.



Enemy misses its attack on the Hero. Hero suffers no damage.



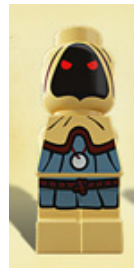
Enemy inflicts 1 point of damage on the Hero.

- Enemies may possess weapons or other items that they may be used against the Heroes. This can be added for additional interest/flavor or to create a special challenge in the game. For example, a Goblin Guardian might possess a sword that allows him to use the sword Weapon Power just as a Hero would or a Dark Druid might possess a wand that allows the Druid to use the wand Weapon Power. Simply place the weapon or other Item on top of the Enemy's head to keep track of which one has what. The Hero who defeats an Enemy with a weapon or other item gets to claim that item.



Bat-

1 Health.
+1 movement



Dark Druid

4 Health.

Enemy Power: Nature Attack - On a roll of Shield, the natural environment around the Dark Druid lashes out, causing 2 damage to all Heroes within 3 spaces and around corners.



Dragon, Young

6 Health.

Deals +1 point of damage during combat.

Enemy Power: Breath Weapon - On a roll of Shield, the Dragon breathes fire, causing 2 damage to all Heroes within 4 spaces and around corners.



Dragon, Elder

12 Health.

Deals +3 points of damage during combat.

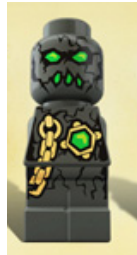
Enemy Power: Breath Weapon - On a roll of Shield, the Dragon breathes fire, causing 4 damage to all Heroes within 6 spaces and around corners.



Golem Guardian

2 Health.

-1 movement

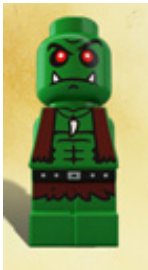


Golem Lord

4 Health.

-1 movement

Deals +2 points of damage during combat.



Goblin Warrior

1 Health.



Minotaur

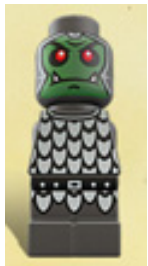
6 Health

+2 Movement

Deals +1 point of damage during combat.

Enemy Power: Whirlwind Attack - On a roll of Shield, the Minotaur

attacks like a Barbarian, inflicting 2 damage to all adjacent Heroes.



Goblin Guardian

2 Health.

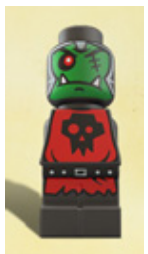


Mummy

6 Health

-1 Movement

Deals +1 point of damage during combat.



Goblin General

3 Health.

Deals +1 point of damage during combat.

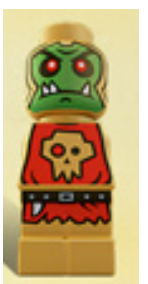


Scorpion

2 Health.

Enemy Power: Venom Attack - On a roll of Shield, the player must roll again to see if he is poisoned. If he rolls Skulls then he is poisoned and

remains poisoned until he drinks a Life Potion. A poisoned Hero subtracts 1 from all movement rolls. (If the Hero manages to avoid getting poisoned he still loses 2 Health)



Goblin King

4 Health.

Deals +2 points of damage during combat.



Skeleton

2 Health
+1 Movement

Attack - On a roll of Shield, the player must roll again to see if he is poisoned. If he rolls Skulls then he is poisoned and remains poisoned until he drinks a Life Potion. A poisoned Hero subtracts 1 from all movement rolls. (If the Hero manages to avoid getting poisoned he still loses 2 Health)



Skeleton, Giant

4 Health
+2 Movement
Deals +2 points of damage during combat.



Werewolf

2 Health
+1 Movement.

Enemy Power: Lycanthropy - On a roll of Skull, the player must roll again to see if he is turned into a Werewolf. If the Skull is

rolled a second time then the Hero will become a Werewolf if he survives the current battle. Once the Werewolf being fought is destroyed the player must switch his Hero's piece with that of the fallen werewolf. The player should also place a 1x1 round plate on top of his new Werewolf piece in order to distinguish it from any other Werewolves on the board. As a Werewolf the player's Health becomes 2 and cannot be raised higher. He can add 1 to all movements but only deals 1 damage no matter if the shield is rolled or not. He may not use any special skills belonging to his original Hero or use any items except potions. The Hero returns to his original self only if a Druid heals him, he drinks a Life Potion, or the Hero is simply killed. (If the Hero manages to avoid being turned into a Werewolf, he still loses 2 Health)



Snake

1 Health



Spider

1 Health.
Enemy Power: Venom Attack
- On a roll of Shield, the

player must roll again to see if he is poisoned. If he rolls Skulls then he is poisoned and remains poisoned until he drinks a Life Potion. A poisoned Hero subtracts 1 from all movement rolls. (If the Hero manages to avoid getting poisoned he still loses 2 Health)



Spider, Giant

4 Health.
Enemy Power: Venom Attack - On a roll of Shield, the player must

roll again to see if he is poisoned. If he rolls Skulls then he is poisoned and remains poisoned until he drinks a Life Potion. A poisoned Hero subtracts 1 from all movement rolls. (If the Hero manages to avoid getting poisoned he still loses 2 Health)



Viper

2 Health
+1 Movement
Enemy Power: Venom

Hero Rewards

Gold!

Gold is acquired by moving over a gold Lego piece during movement. Gold may be used between adventures in "Town" at the "Shop" to buy weapons and potions. Legendary Items are NEVER available at the Shop, they may only be purchased from a player who possesses them. Keys are NEVER available to buy at the Shop either.

Potions

The player may use one potion during his turn but can use it at any time. All potions are available for the cost of 3 Gold and can be sold back to the shop for 2 Gold. Once a potion is used it is gone and should be placed back into the shop.



Life Potion- Allows the player to restore Health. To restore Health the player simply needs to roll the LEGO dice. The Hero recovers Health equal to the number rolled. The roll of a Shield restores all of the Hero's life. Also can be used to cure Lycanthropy or Poison.



Luck Potion- Allows the player to re-roll a roll the player just made with the LEGO dice.



Speed Potion- Allows the player to move an additional 4 spaces on the next turn.



Strength Potion- Allows the player the ability to use their Hero's Class Power automatically without needing to roll a dice.

Treasure Chests

If the Hero moves into a space that contains a treasure chest, the Hero must end their move on that space and search it. Roll the LEGO dice again to find out what happens. Once the treasure chest has been searched, it should be removed and placed into the

box. Any gold retrieved shall be taken from the shop.



Hero finds 2 gold.



Hero finds 1 gold.



Hero springs a trap and loses 1 Health.



Hero springs a trap and loses 1 Health, but also finds 1 Gold.

Other Items

Torch- A torch can be purchased for 3 Gold and can be sold for 2 Gold. If the Hero is carrying a torch he may move an additional space on each turn. Heroes can only carry one torch at a time. If the Hero loses any health, for any reason, the torch is dropped and goes out.



Key- Keys are used to unlock locked doors. A Hero can only carry one key at a time and once used it should be removed from the Hero pack and placed into the hole atop the door. Unlocked doors remain unlocked.

Legendary Items

Chalice of Life- If a Hero has a Chalice of Life, they can choose to restore 1 Health instead of moving or attacking an Enemy. It may be sold for 3 Gold.

Crystal of Deflection- A Hero in possession of the Crystal of Deflection receives no damage when springing a trap while opening a treasure chest. It

may be sold for 3 Gold.

Helmet of Protection- A Hero that wears the Helmet of Protection gains an extra maximum Health, meaning a 1st Level Hero may have a total of 5 Health when fully healed. It may be sold for 3 Gold.

Wand of Paralysis - If a Hero rolls a Shield at the start of their turn, and has a Wand of Paralysis, they can force 1 adjacent Enemy to lose its movement and/or action for 1 turn. This power is useable up to 3 times per adventure. It may be sold for 3 Gold.

Rocks- Rocks slow down a Hero's movement through an area and make them vulnerable to ranged attacks from Enemies. Heroes moving into an area with Rocks must place their figure on each Lego stud of the rocky area as part of their movement for their turn.

Obstacles



Locked Doors- Locked doors can only be unlocked with a key, however if a Hero starts his turn next to a locked door and rolls a Shield, he may opt to force the locked door open. In the later case the door slams shut behind them and remains locked to other Heroes. Once a Locked Door is unlocked using a key the door remains unlocked forever.

Traps- If a Hero lands on a space occupied by a Trap, they must end their movement and roll again to see the outcome of the Trapped space:



Hero avoids the Trap completely.



Hero avoids the Trap but loses 1 turn to avoid it.



Hero springs the Trap and loses 2 Health.



Hero springs the Trap and loses 1 Health.

New Ideas for Playing the Game

Storytelling- It is understood that this system has many limits and again, the aim here is not to replace any traditional RPGs, but rather to make the game more enjoyable than as it stands out of the box. There is no reason that time cannot be spent to build an interesting story and to weave it into this game. Instead of the “defeat the boss” scenario that seems to be the only one you get with the game, try to come up with better plots. Perhaps a rescue mission of a member of the local clergy, or to free a dozen slaves from a goblin mine, or simply to retrieve an item and return back out of the dungeon alive with re-spawning Enemies. The game is quite modular in that the board can be built many different ways. The plots are really only limited by ones own imagination.

Cooperative Play- Players may choose to play together in a cooperative fashion, combining the efforts of their Heroes to both have fun and to be a better contributors to the Party. [A Party is a group of Heroes on an adventure together.] Goals like defeating bad guys and gathering gold get rather dull over time. Instead, working together to defeat the Goblin King and returning the Chalice of Life to the King, while having to battle your way back out of the dungeon as a team is just simply more rewarding and fulfilling.

Hero Advancement- Heroes in Heroica Houserules can advance in many ways by simply gathering potions or by purchasing new weapons, but they can also advance their Hero’s Maximum Health. At the end of a level the player counts up the total value of all the enemies he has defeated. Each Enemy

has a value equal to their starting Health. (example: A Goblin Warrior is worth 1 point and the Dark Druid is worth 4 points) The player and GM write this sum on a piece of paper with their name on it and set it aside. Once a certain Hero attains a certain number of points he goes up a level. Advancing a level does little more then add 1 additional Health to the Hero’s Maximum. Below is a simple chart that indicates the Points Required for each level and the Heroes new Maximum Health. No Hero can be higher then level 5 (for now at least).

Hero Level	Points Required	Maximum Health
1	0	4
2	20	5
3	50	6
4	90	7
5	150	8

Towns/Shops- In Heroica Houserules, Heros cannot simply just deal with a merchant during their turn; they have to wait until the level is completed or perhaps a series of levels are completed before heading to town were they can trade with the merchant. It is simply not realistic or reasonable that the Hero can trade gold for weapons in the middle of a mission. All Towns and or Shops sell all Weapons, Potions, and Torches, but no Keys.