

Hero Kids Skirmish

Move: 4 squares Ranged Attack: 6 squares Magic Attack: 4 squares

KO ← Hurt ← Bruised ← Grazed

1. **Army Creation:** Choose any hero or monster character sheets from any Hero Kids book and summarize the information on the Army Tracking Sheet. Cross out any unneeded health boxes.
2. **Skirmish Values:** Determine the Skirmish Value for each character in the army, based on the number of dice used to create the character. Don't forget the first die in ranged and magic is worth 2 dice during character creation. Attacks, actions, equipment, and skills are ignored when determining Skirmish Values. A typical army has a Total Skirmish Value of 4 to 10.

Dice	Skirmish Value
3 or fewer	½
4	1
5 or 6	2
7 or more	3

3. **Rerolls:** Add the Skirmish Value for each character in the army and record that at the top of the sheet. The army with the smaller Total Skirmish Value starts the battle with 1 reroll per point of difference. *For example, Army A has a Total Skirmish Value of 5 while Army B has a Total Skirmish Value of 4. Army B starts the game with 1 reroll.* A reroll can be used at any time to reroll 1 entire dice pool for 1 character.
4. **How To Play:** Set up a battlefield and terrain with the armies no more than 10 squares apart. Each army rolls a die; the army with the higher result takes the first turn in the round, moving and taking 1 action (moving again, making a normal attack, taking a special action) with 1 character in any order. Indicate which characters have taken a turn with a marker of some kind. When all characters in both armies have taken a turn, the round is over. Remove all the turn markers on characters and begin the second round.
5. **Game End:** The game ends after 4 rounds, when all the characters in 1 army are KO'ed, or when the objective of the battle has been achieved (to reach a certain spot on the battlefield, to rescue another figure, etc.).
6. **Extended Combat:** To make battles last longer and to align the Hero Kids Skirmish rules with other popular game systems, make some or all of the following changes.
 - A. Defenders win ties.
 - B. Characters with melee or magic as their normal attack can make a ranged attack (throwing stones, etc.): they roll a maximum of 1 die and subtract -1 from the result.
 - C. Add +2 to all distances greater than 1 (so a character moves 6 instead of 4 and has a ranged attack distance of 8 instead of 6 – but can still only make a melee attack in an adjacent space).
 - D. Instead of using a map with squares, use a measuring tape or ruler with 1 inch representing 1 square.

Hero Kids Skirmish Army Tracking Sheet

Total Skirmish Value:

Rerolls:

Name:					Skirmish Value
Hero/Monster Type	Melee	Ranged	Magic	Defense	Health <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Normal Attack	<input type="checkbox"/> Melee <input type="checkbox"/> Ranged <input type="checkbox"/> Magic	Special Action:			
		Bonus Ability:			
Healing Potions		Skills and Equipment:			

Name:					Skirmish Value
Hero/Monster Type	Melee	Ranged	Magic	Defense	Health <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Normal Attack	<input type="checkbox"/> Melee <input type="checkbox"/> Ranged <input type="checkbox"/> Magic	Special Action:			
		Bonus Ability:			
Healing Potions		Skills and Equipment:			

Name:					Skirmish Value
Hero/Monster Type	Melee	Ranged	Magic	Defense	Health <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Normal Attack	<input type="checkbox"/> Melee <input type="checkbox"/> Ranged <input type="checkbox"/> Magic	Special Action:			
		Bonus Ability:			
Healing Potions		Skills and Equipment:			

Name:					Skirmish Value
Hero/Monster Type	Melee	Ranged	Magic	Defense	Health <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Normal Attack	<input type="checkbox"/> Melee <input type="checkbox"/> Ranged <input type="checkbox"/> Magic	Special Action:			
		Bonus Ability:			
Healing Potions		Skills and Equipment:			