

Advanced Epic Battle

Heroica



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Edition, updates and expansions by Francisco Moreno.

Purpose of this Book

The purpose of this book is simple. To expand on the basic ideas set forth in the game Heroica by LEGO. My goal is to add depth to this simple game in order to make it more enjoyable for a more advanced audience. The first portion of this book re-writes most of the rules from all 4 Heroica sets and changes quite a few things and adds a bunch more. You decide for yourself if you want to follow all the rules or just use a few of the changes. This is a free product. I am essentially writing this for my own use and for use with my young daughters aged 5 & 6 who are both rather savvy game players already and seem bored by the simple play of Heroica out of the box. So enjoy and let me know what you think.

Note of the Editor

When I was little, I got these sets, and I immediately fell in love with them. After finding this manual the previous year, I've devoted a lot of my time in order to update it and give it optional expansions. Mostly for my friends, but also for a small and latent community that still loves this game's minimalistic and original gameplay.

Playing the game

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

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 shall move 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 the said enemy.

Moving diagonally counts as 2 moves.

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 Combat Skill.



Inflict 1 point of damage.



Hero loses 1 health.



Both the Hero and the enemy lose 1 health.

-If the Hero defeats an enemy, the player shall remove it from the board and place it in the Hero Pack. He also receives a free move, if he so chooses, into the space last occupied by the fallen enemy.

-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.

You may not attack diagonally.

The Heroes

The player must choose a Hero before starting the game. Each Hero has a special Combat Skill and a special Non-Combat Skill that he may use on the roll of a SHIELD. Below are listed each Hero and their special skills.

Some heroes also have a subclass. This subclass is usable after placing the needed weapon on top of the corresponding character. This change can be undone after a turn unless in combat.



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

Combat Skill - Whirlwind Attack - Inflicts 2 points of damage to each adjacent enemy.

Non-Combat Skill - Roar - The barbarian yells fiercely scaring the nearest enemy. Players can pick up and move the nearest enemy up to 3 spaces AWAY from the hero.

[REDACTED]



Druid. Raised deep in the thick of the Forest of Waldurk the druid is a healer and a protector of the woods.

Combat Skill - Tame - Instead of inflicting 2 points of damage the druid may instead tame the enemy (Spiders, Scorpions and Bats only). Tamed enemies remain tamed until death and are controlled by the player as if it were a separate Hero with only one Health. The druid may only tame one enemy at a time. Tamed enemies can battle other foes, but cannot pick up items or move more than 5 spaces away from the Hero. In case of the latter the tamed enemy resorts back to its old ways.

Non-Combat Skill - Touch of Life - The druid restores 2 health to himself OR can heal an adjacent ally for 1 Health. This also heals *Lycanthropy*.

Subclass - [REDACTED]



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

Combat Skill - Charge - The knight charges forward 2 spaces and inflicts 2 damage.

Non-Combat Skill - Bless - Can heal self 1 Health.

Subclass



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

Combat Skill - 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.

Non-Combat Skill (Passive) - Flight Feet - If the ranger starts his turn on a green, tan or brown tile he may move an additional space. This skill stacks with the use of a torch.

Subclass - Bandit-- If the Ranger acquires a dagger, he can become a Bandit, a complete Robin Hood, a Spanish Bandolero type character.

His **Combat Skill** becomes - True Assault -. Any enemy within 3 spaces can be assaulted and attacked for 1 Damage, and the character moves immediately by them. Then, they can roll to attack again.

His **Non-Combat Skill** becomes - Elven Feet -. If the ranger starts his turn on a green, tan or brown tile he may move an additional space. This skill stacks with the use of a torch.



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

Combat Skill - Picking Pockets - Not only does the rogue inflict 2 points of damage but he also burgles his foe and gains 1 Gold.

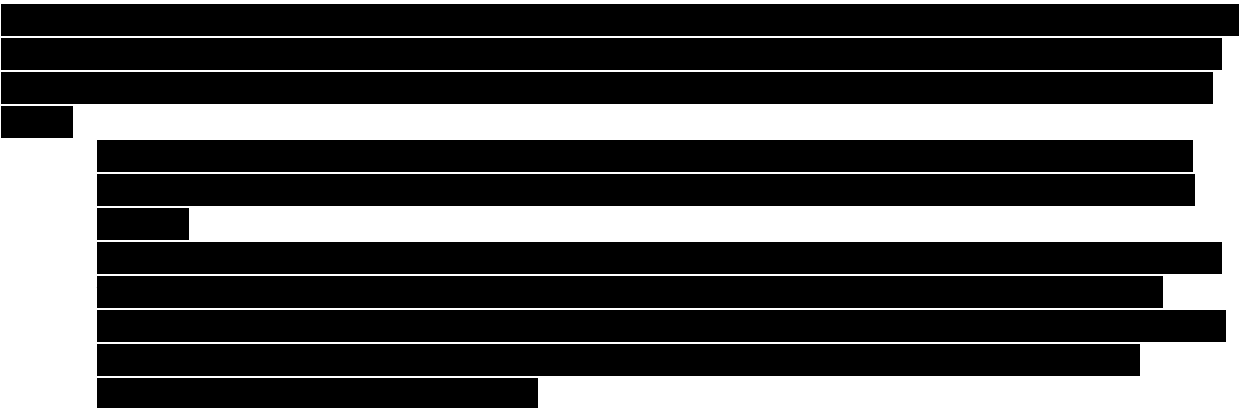
Non-Combat Skill - Trap Disarm - While opening a chest the rogue can only be injured by a trap if the player rolls a 1(Sword/Skull). On rolls of 2(Skull) the rogue is not hurt but receives no Gold.



Wizard. Raised in the Towers of Knowledge, the Wizard is a master of the elements and a dangerous Hero.

Combat Skill - Flash - The wizard fires a ball of lightning that can inflict 1 point of damage up to 3 spaces away and around corners.

Non-Combat Skill - Transmute - The Wizard can change 1 Gold into 1 Health.



Sage. Mentor of the prince, he's able to use his own experience to teach and reinforce his allies.

Combat Skill – Practical Knowledge – The Sage can sacrifice 2 stored enemies to permanently increase his damage against the same enemy type of enemy by 1. Then, he rolls the dice again. Types of enemies are:

- Golems, counting Golem Lord.
- Goblin enemies.
- Undead: Zombies, Mummies, Skeletons.
- Abominations: Werewolves, Vampire Lord, Dark Druid.
- Vermin: Spiders, Scorpions, Bats.

Non-Combat Skill – Teaching – You sacrifice 1 stored enemy to increase your or an ally's damage against the same type of mob by 1. This can be done just once per enemy type.

Subclass - Archsage - When the Sage has increased all his damage at least once per enemy type, he becomes an Archsage. His Teaching skill becomes free. His **Combat Skill** becomes - Axioma -, which consumes 1 Stored enemy to deal 1 damage.



Prince. Younger of the royal siblings, he has sworn to protect his kingdom and his allies.

Combat Skill - Vanguard - In the next turn against the mob, damage is received and denied.

Non-Combat Skill – Royal Guard – The prince shields an ally up to 3 spaces away against the next attack, taking damage instead of the ally.



Merchant. An opportunist who profits from every situation he's in. His playstyle is recommended for those who like to think ahead, so certain experience is required. Or, rather, for those who want to torture other players through complex economics and taxes. This may be related to sociopathic tendencies I cannot presume, because I'm a game manual, not a person with reasoning capabilities.

Passive - Black Market - Having the Merchant in game, or rescuing him from the desert, unlocks a small extra shop that offers potions for 3 gold each. Only the two upfront potions can be bought. The shop rotates 90° degrees every GM's turn. **Only the Merchant can buy said potions if he is being used as a Player's hero.**

Combat Skill - Pay Your Enemy Away - The Merchant can pay an equivalent of his enemy's health in gold to pass to the next tile. Said monster cannot attack the Merchant again.

Non-Combat Skill - Bargaining - The merchant can sell a monster or item in his inventory for extra gold. The amount depends on a dice throw. Shield will add 3 gold, Swords will add 2, Skulls and Skull/Sword will add 1.



Death Knight (DK). Dark and mischievous, he has mastered forbidden arts to reanimate and control the dead. This character is harder to use as he starts with three health and less movement.

Passive - Undeath - This character cannot be healed through spells or healing items. He can be buffed through other spells. The Death Knight is immune to poison and movement-impairing effects.

Combat Skill - Touch of Leech - The DK absorbs the life force of an enemy, dealing 2 damage and stealing 1 health.

Non-Combat Skill - Rise the Dead - The Death Knight sacrifices one health to raise one of the enemies (or a HERO!) in his inventory to summon it to the battlefield. It is to be controlled as any character and it keeps its base stats with +1 health. However, any enemies his minions kill are lost forever. They can pick up gold.

The Death Knight can sacrifice more health to keep his undead minions alive. He can summon a maximum of three characters to the battlefield.

The risen undead can use objects in the DK's inventory.



Heir Princess. Elder of the Royal Siblings, this woman is a political mastermind able to convince her enemies against themselves.

Combat Skill - Word of Her Highness - By rolling a shield, the Princess can block an enemies roll effect (Swords, Skulls, Shield) until the end of the combat. Only a single effect can be blocked at a time.

Non-Combat Skill - Territorial decree - The Princess summons a barrier on a zone a maximum of three tiles away that forces enemies to roll a dice when going through it. Swords allow the character to pass in the next turn, Shield allows them to pass and move to the next tile. Skull or Sword/Skull make the monster lose their turn.

The Enemies

Enemies in Heroica Advanced differ from the normal game in that they have health equal to their strength. This means that in some cases the Hero will have to hit the enemy multiple times in order to destroy him. If the Hero hits the enemy the player can place a 1x1 round plate on the enemies head to keep track of hits. In addition to this change the enemies only deal 1 point of damage to the Hero unless otherwise stated.



Bat- 1 Damage/1 Health. +1 movement (Battle Heroica)



Spider - 1 Damage/1 Health. *Venom Attack* (on a roll of Skull the player must roll again to see if he is poisoned. If he rolls skulls again then he is poisoned and remains poisoned until he drinks a Life Potion. A poisoned Hero subtracts 1 Health in all movement rolls. If the Hero manages to avoid getting poisoned he still loses 1 Health).



Scorpion* - 1 Damage/2 Health. *Venom Attack*.



Goblin - 1 Damage/2 Health. *Pick Pocket*

- On a roll of Skull the player must roll again to see if the goblin steals a gold. If a Skull is rolled a second time then the goblin steals a gold. The gold goes to the bank and is lost forever. If the Hero manages to avoid being burgled he still loses 1 Health.



Goblin Guardian - 2 Damage/3 Health.



Golem Guardian - 2 Damage/3 Health. -1 movement (Battle Heroica).



Werewolf - 2 Damage/2 Health. +1 Movement. *Lycanthropy*.

- On the 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 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 the druid heals him, he drinks a Life Potion, the Dark Druid is destroyed, or the Hero is simply killed.
- If the Hero manages to avoid being turned into a Werewolf, he still loses 1 Health.



Golem Lord - 2 Damage/4 Health -1 movement (Battle Heroica)



Dark Druid - 2 Damage/3 Health. *Lycanthropy* (see Werewolf)



Goblin General - 2 Damage/3 Health.



Goblin King - 3 Damage/4 Health. *Call of the Goblin Lord*.

- If the Goblin King rolls a shield, he summons a Goblin to battle, in the closest tile next to him. Said Goblin will immediately enter in combat against the Hero facing the Goblin King.



Zombie - 2 Damage/3 Health. *Infection*.

- On the roll of a Skull, a player must roll their dice again. If they roll a skull again, they become infected, which reduces their movement by 1 tile.
- This effect can be healed through a Health potion or the Guardian's - Purify - skill.



Vampire Lord - 3 Damage/8 Health. *Vampiric Transformation*

LEGO dice.



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



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



Defense Potion - Allows the player to ignore damage dealt against them in a turn.



Telepotion - Allows the player to move directly to each zone's starting point that has been passed through by another player.

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 springs a trap and loses 1 Health.



Hero springs a trap and loses 1 life, but also finds 1 gold.



Hero finds 1 gold.



Hero finds 2 gold.

Weapons and the Shop

At the beginning of a player's turn they may travel to the shop where they can purchase items. A torch can also be purchased for 3 Gold and can be sold for 2 Gold. All weapons are for sale for 5 Gold and can be sold for 3 Gold. Corpses of fallen enemies can also be sold for Gold equal to their starting Health (*example: A Goblin corpse is worth 1 Gold, while a Goblin general's is worth 3 Gold*).

Weapons allow the Heroes to acquire new skills. Heroes may carry more than one weapon but can only use one skill at a time. Skills acquired 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 instance if the Ranger buys a Bow his range becomes 6 and inflicts 2 damage instead of a range of 5 and deals only 1 damage. It makes no sense that he should not gain even more power when paired with a weapon that suits his class. Some Heroes also gain new Hero skills depending on the weapon they get.

Here are the 6 weapons for sale and their descriptions.



Axe - Inflicts 2 damage to all adjacent enemies. (Barbarians with an axe inflict 3 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 2 damage and the Hero burgles 1 Gold. (Rogues with the dagger gain 2 Gold).



Staff - The Hero can restore 2 of his own Health but cannot heal allies. (Druids with the staff can restore all their own health and can restore up to 2 health to an adjacent ally). Giving this to the Knight will unlock the Paladin subclass.



Sword - Heroes wielding a sword can move 2 spaces and then inflict 2 damage. (Knights with a sword can move 3 spaces and can inflict 3 points of damage). Giving this to the Wizard will unlock the Spellsword subclass.



Wand - Inflicts 1 point of damage from 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). Giving this to the Barbarian will unlock the Shaman subclass.

Other Items

Torch - 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 - At the beginning of a Hero's turn, if they have the Chalice of Life and have rolled a Shield, they can opt to restore 1 Health instead of moving. 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 they may have a total of 5 Health when fully healed. It may be sold for 3 Gold.

Scepter of Summoning - If a Hero rolls a Shield at the start of their turn, and is holding the Scepter of Summoning, they may take one defeated Golem-type enemy from their Hero Pack and place it on any open space on the board, instead of moving. It may be sold for 3 Gold.

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 sneak past the locked door. In the later case the door remains locked to other Heroes. Once a Locked Door is unlocked using a key the door remains unlocked forever.

Magic Doors - No player may move past a Magic Door, unless they happen to start their turn adjacent to a Magic Door and roll a Shield. In this case the player passed through the Magic Door to the first available space on the other side, but the door remains. To get past a Magic Door, Heroes must end their move on a Magic Space(think pressure plate) in order to move any Magic Door on the board to any open dark gray space.

Rocks - If a Hero moves into ANY space adjacent to Rocks he MUST end his turn in that space and explore the rocks by rolling the LEGO dice.



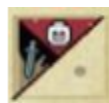
Pass though the Rocks to the first available space on the other side. Rocks remain in place on the board.



Hero destroys the Rocks. Rocks are removed from the board.



Or



Move back one space from the Rocks.

Moving sands - If a Hero moves into moving sands, they're forced to roll the dice to get out of them.



The hero gets out, moves to the next space and rolls the dice again.



The hero moves to the next space.



Or



The hero stays in the moving sand.

Role-Advanced Epic Battle Heroica

Any or all rules detailed up to this point can be used in the regular form of Heroica where all players control a Hero. Rules from this point on are for a hybrid system that we shall call Advanced Epic Battle Heroica or AEBH. This idea combines the idea of one player being in control of the enemies(Game Master or GM) and the board and the other players in control of a Hero and the idea of the game being longer and consisting of multiple levels. This is certainly not an attempt to turn Heroica into a traditional RPG. These are LEGOS we are talking about. Rather this is an attempt to build a slightly deeper and more enjoyable game for players a bit older than the average LEGO fan.

In this section we will look at many rules that will allow for Hero advancement, Shops or Towns, new ways of winning the game in a cooperative way, storytelling, and ways of playing Heroica without having to purchase a ton of LEGOS if any at all.

Rules for AEBH

Before play can commence players must choose a player to be the Game Master (GM) and the remaining players must choose a Hero to play. Heroes start with 4 Health.

Setup- Unlike standard Heroica where the entire board is put together before play, in AEBH the board is slowly put together as Heroes make their way through the level. This invokes drama and is much more realistic. The GM is in charge of this task. He should have the individual sections made up beforehand with enemies and treasures in place to keep the pace of the game reasonable.

Towns/Shops- In AEBH Heroes can simply not just deal with a merchant during their turn. They have to wait until the level is complete or perhaps a series of levels are complete before

heading to town where 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.

Merchants/Peddlers - In some cases there might be a traveling merchant in the level. The GM can simply use an unused Hero piece to indicate the Merchant on the board. Merchants buy and sell all items just like a Town, but the player must be standing adjacent to the Merchant in order to trade. However, Merchants can be killed by enemies and they need only be hit once and they are dead.

If using the Merchant Hero, the other heroes have to stay close to him as well to trade.

Turns - The youngest player gets to go first, then turns go in order clockwise with the GM always going last. Players move and take actions in the same manner as mentioned in the first section of this book.

Enemy Movement and Combat - On the GM's turn he can move only one enemy per Hero on the board. If there are 3 Heroes then the GM can move 3 separate enemies. No enemy can be moved more than once in a single turn. Enemies cannot pick up items or move through obstacles. If the enemy being moved ends his turn in the space of another enemy or an item then the enemy shall be moved forward 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.



Inflict Damage +1 points of damage to the Hero.



Inflict Damage points of damage to the Hero.



Enemy loses 1 Health.



Both Enemy and Hero lose 1 Health.

Death- When a Hero's Health drops to zero he is dead. Sorry, there is no sitting around and resting in AEBH. Once dead the Hero is removed from the game. The player controlling the now dead Hero can choose to get back into the action on his next turn by starting a new Hero at the start position of the level. This "new" Hero starts with 4 health and no gold or items and is level 1. **Death is permanent.**

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 be more enjoyable than the game 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 “kill the boss” scenario that seems to be the only one you get with the game, try and 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 respawning enemies. The game is quite modular in that the board can be built many different ways. The plots are really only limited by one's own imagination.

Cooperative Play - This is really up to the players, but I prefer a game where the players play together in a cooperative fashion, building up their Heroes to both have fun and to be a better contributor to the party. A Party is a group of Heroes on an adventure “together”. Games can be won if a certain task is completed cooperatively and not individually by the Hero that gets the most gold or slays the most enemies. Goals like killing bad guys and gathering gold get rather dull over time. Now, slaying 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 AEBH can advance in many ways by simply gathering potions or by purchasing new weapons, but they can also advance their Heroes max Health. At the end of a level the player counts up the total value of all the enemies he has slain. Each enemy has a value equal to their starting Health. (example: A Goblin is worth 1 point and the Dark Druid is worth 3 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 than add 1 additional Health to the Heroes max. Below is a simple chart that indicates the Points required for each level and the Heroes new max life. No Hero can be higher than level 5 (for now at least).

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

Playing with Less LEGOS

Now before I continue, I have to say I am a big fan of the job that LEGO has done with this system. The characters look great and the modular design is perfect as it allows for an endless amount of replay. However, they are not cheap. If you do buy a set I strongly suggest buying

the big box Castle Fortaan. It comes with 4 Heroes and 11 enemies along with every weapon and potion. Plus the doors and keys are really the best obstacle in the system. At 30 bucks it is not out of reach for most people. If 30 bucks is too much, then I suggest the Nathuz set for 20 dollars. It has a good deal of stuff and I like the game play a bit more. Anyways, I spent 85 dollars and bought them all. I am not made of money, but I do love RPGs and LEGOS and to be honest I have used LEGOs to play other RPGs including D&D 2nd edition.

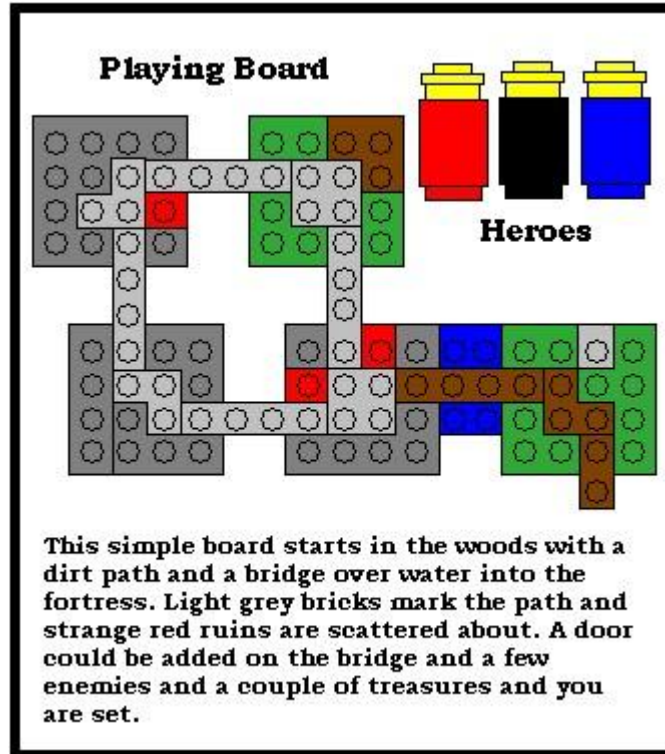


Here are two options for those who do not want to spend a lot of money or for those who want to spend none.

Going Micro-micro with the LEGOS- I mentioned above in my little rant that I have used LEGOS in the past to other RPGs and when I did this I did so on a Micro-micro level. What the hell is Micro-micro you ask?

Well, it is smaller than what LEGOS is using for Heroica, but it will demand that you use your imagination. If you need or want little cute figures that resemble your Hero then this idea will not be for you.

Instead of using the rare 2x2 plate LEGOS with a single knob that is the heart and soul of the Heroica system out of the box, simply use regular plate LEGOS. For the rooms use a 4x4 plate with either a 2x2 plate in the center or for "L" shaped rooms use a 2x2 L-shaped LEGO in the center. To connect rooms use 1x4 plates. The scale is very small to the eyes. In fact it is 1/2 scale of the regular game and that may be too small for some players, but you can use your own collection of LEGOS to play. For Heroes you can use a 1x1 round block with a 1x1 round plate for the head. Walls can be built anyway you see fit. Below is an illustration of what you can build. Note: Most common LEGO bricks can be bought individually at LEGO.com at their store. 4x4 plates go for 21 cents I believe and smaller bricks are less than 10 cents, so you can build the 30 dollar Fortaan set for about 10 bucks if you go small.



You can use 1x1 square blocks for enemies and obstacles. The game will feel a bit abstract, but can be a lot of fun on this Micro-micro scale.

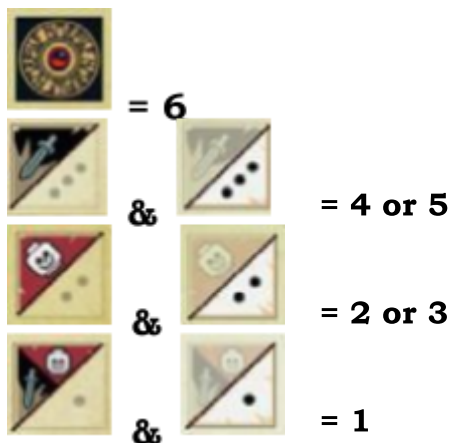
Another route using this Micro-micro setup would be to simply use a large green or gray plate (32x32) that cost about 5 dollars at the toy shop. Walls could be built using a pile of 1x2, 1x3, 1x4, and 1 x 6 standard LEGO bricks. Rooms are added as the players enter them. This system might be a little slower than using a modular design, but most people either have or can get their hands on a bunch of common LEGOS.

Playing Heroica Without Buying Anything

I am sure that LEGO will not have these ideas, but quite frankly this game can be played without buying a single LEGO. Pen, Paper, and one six-sided dice is all that is needed. Graph paper is a plus and the ability to design dungeons with a computer program is even better.



The Dice- The LEGO dice is an easy one to decipher. Players can simply use a standard d6 instead. Now, the LEGO dice is quite nice and has an exceptional bounce to it, but you have to spend at least 15 dollars to get one. Here is how to use the standard d6 in its place.



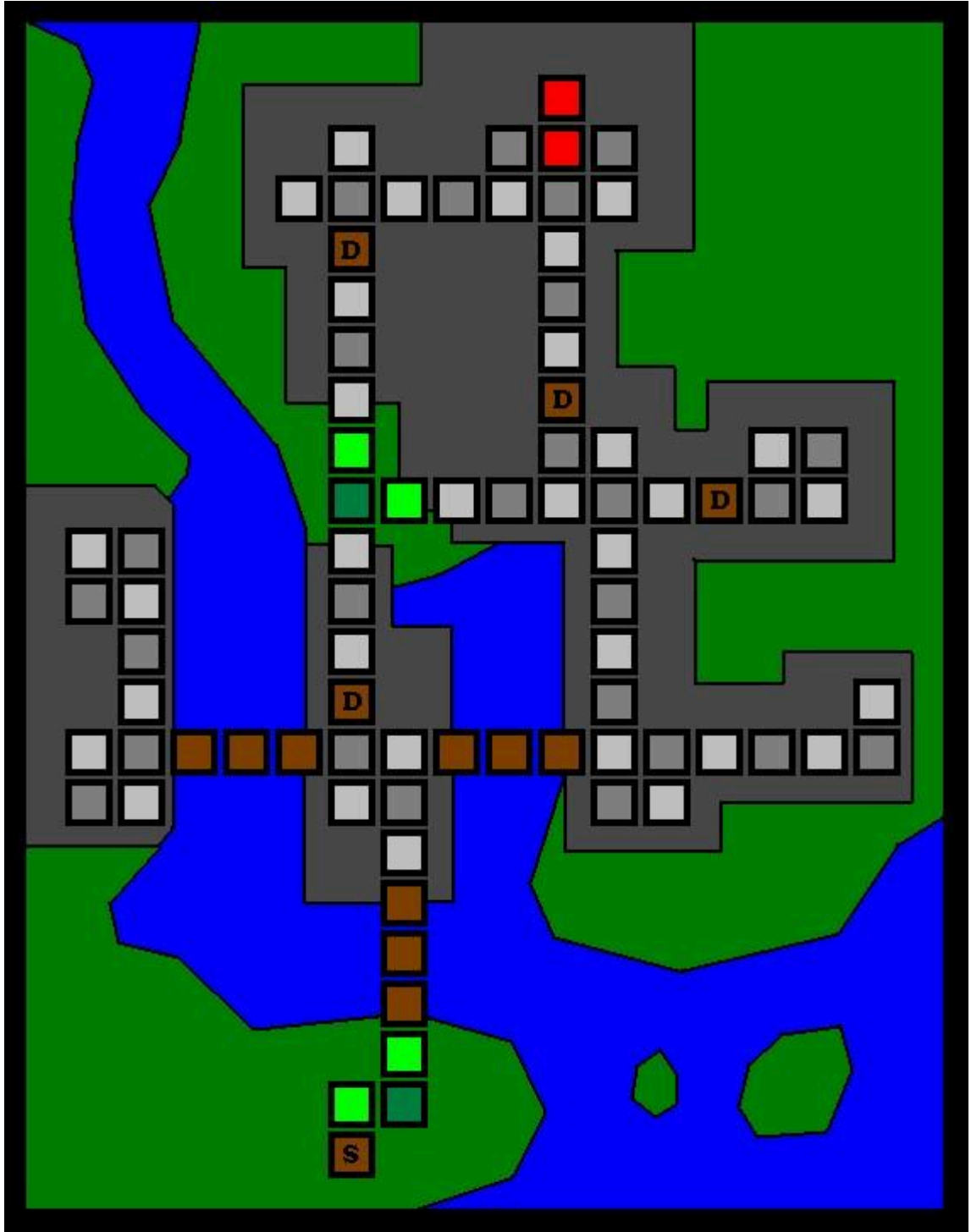
The Pieces- Now there are a number of ways to go about this. Because the board we are going to use is flat a player could use really anything they want to mark where their Hero is, a penny, a pawn from another game, a cutout folded character using a picture of one of the LEGO Heroes, a miniature from another RPG, or anything that can be moved and be distinguished from other player. On the last page I will give you some tokens that can be either printed on cardstock and cut out, or printed on regular paper and pasted to cardboard. Either way I will give you tokens for Heroes, Enemies, Potions, and other objects.

The Board- Again, not much is really needed. You can simply scratch out a map on a piece of paper with squares to move on and then color the squares with certain colors. Draw a dungeon wall or trees or whatever touch you want. You could make things easy on yourself and use graph paper. Just draw out a labyrinth and add tokens to represent enemies, treasures, doors, and other such things and you are ready to play. You can look at the layouts of the LEGO games and copy them if you want. You can easily find pictures and layouts of the original games online. I even have a picture of the LEGO game Fortaan a few pages back.

Another idea is to use a hexagon layout. If you are a person that really likes to use hexagon boards to play your games then by all means use it for this system. Nothing will be affected.

If playing AEBH you may find the best solution is to use tiles, that way the GM can simply lay the tiles out as the players enter new rooms. You can find a bunch of generic dungeon tiles online for free or very cheap. Most use a square grid format but some are hexagon if that is your flavor. Simply print out a bunch of tiles and paste them to foam-a-core or cardboard so you can use them over and over again.

If you are very ambitious you can find a program and make your own maps on a computer and then print them out. On the next page I have built Fortaan using Microsoft Paint, a program every PC has built into it.



I hope you enjoyed the read and I hope you came up with some good ideas for your next Heroica session. LEGO has really done a great job with this product and I hope they continue to make more expansions.

Tiles

