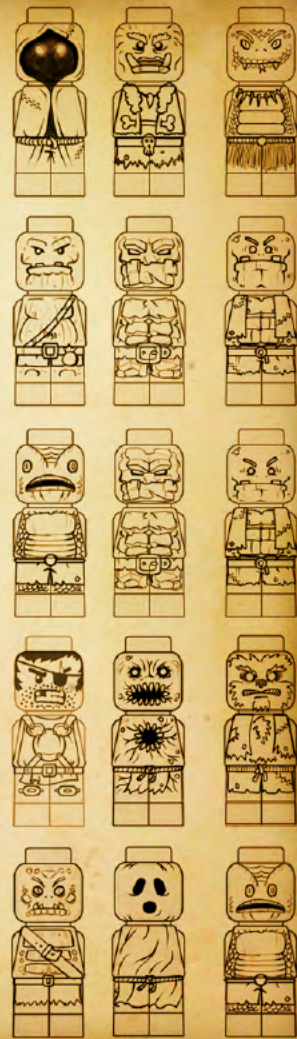
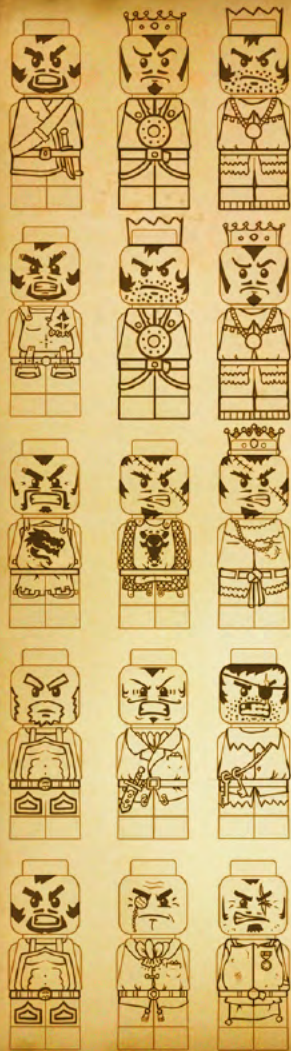


# HEROICA™

CONCEPT ART AND VISUAL DEVELOPMENT





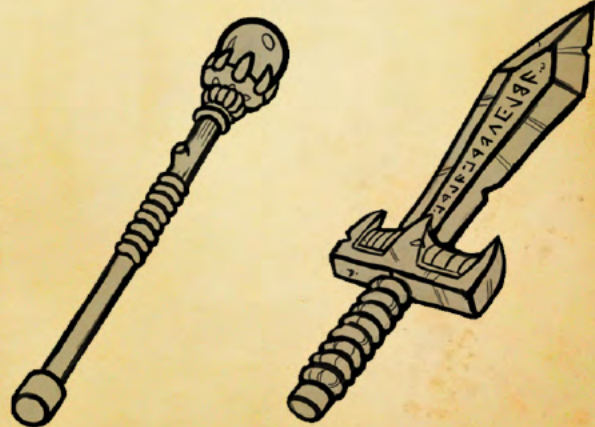
CHARACTER & MONSTER  
EARLY DEVELOPMENT SKETCHES



THE GOBLINS OF FORTAAN

# BARBARIAN CHARACTER DEVELOPMENT ART

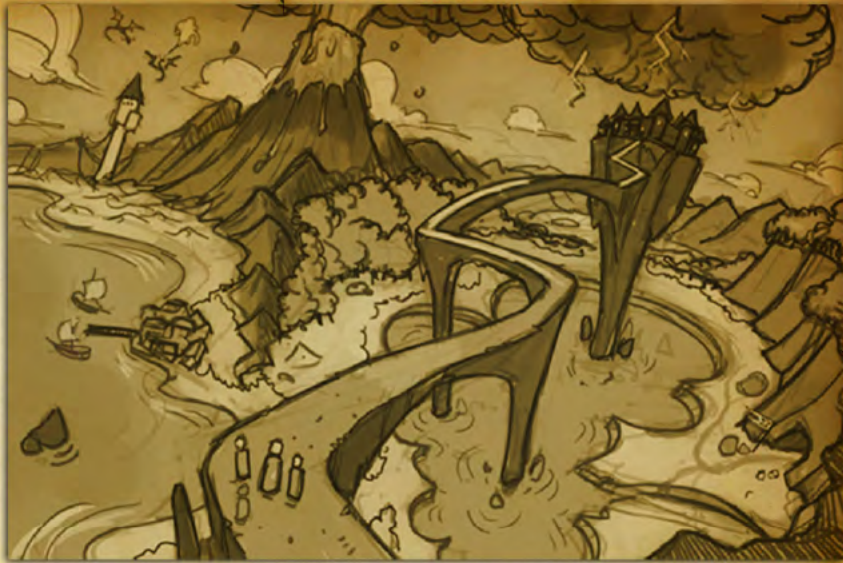




WEAPON AND ARMOUR DESIGNS

MAP OF  
THE  
KINGDOM  
OF ENNON





CONCEPT  
VISUALS



# HEROICA

THE BATTLE TO FREE ENNON





# HEROICA



SOME  
IDEAS  
FOR  
POSTER  
OR  
GAME  
BOX  
ART



## BOX AND LOGO CONCEPT DIRECTIONS EXPLORATION





EARLY COMIC PAGES THAT ALSO SHOWED SOME RULES

# EARLY DELUXE RULE BOOK

## Picking up Items

If you move onto or through a space with an item on it (gold, poison or a key) you pick them up and place them in, on or by your treasure chest on your character sheet.



## Doors

To move through a locked door you need a key in your possession. (you may only carry 1 key at a time) Your key is used up to open the door, place it in the top of the door to show the door is now open.



## Monsters

These are the creatures you will encounter on your missions. They have different strengths so some will cost you more health points if they wound you.



Goblin  
1 damage

Guard  
2 damage

Evil leader  
3 damage



## Fighting

If you move onto a space adjacent to a monster you must fight it. Roll the combat dice. You can only fight 1 monster per turn. If you defeat it place it on or by your treasure chest.



= Defeat one monster



= Monster wounds you  
**AND** Move Back 1 space



= Defeat one monster  
**AND** Monster wounds you



= Defeat one monster  
**AND** Use special ability



## Character Sheet

Your character sheet keeps track of how you are doing in the game.



## Health points

You start each new mission with 6 health points. you will lose health points when rolling red against monsters.

You can regain life points from blue health potions during a mission. You can only ever have a maximum of 6 health points at a time.

## Fallen heroes

If your hero loses all of their health points they are defeated, they immediately return to the beginning of the mission and get 6 health again. They may enter the mission again on their next turn. You keep any gold, potions and weapons you have collected.

## Characters

Choose your hero carefully from one of the four adventure class types shown below, each has their own special ability so pick the one that suits the way you like to play.



Rogue  
extra gold

Mage  
extra health

Barbarian  
extra attacks

Ranger  
extra moves



## Moving

At the start of your turn roll the move dice and move your hero forward up to the number of spaces rolled. Each space is one tile as shown here. You cannot move diagonally.

Movement dice:



If your move stops on the same space as another hero you move past them to the next available space.



## Gold and silver medals

Once you have completed the mission you allocate who wins the medals of valour.

1 gold medal to whoever completed the main mission task.

(e.g. defeating the goblin king)

1 silver medal to a hero who completed any secondary mission task.

1 silver medal to the hero who killed the most monsters.

(Return all monsters now to the box to use for the next mission.)

## Winning a game

When you decide to stop playing or you have completed all the missions you had planned, the one with the most Valour wins the game. Gold medals count for 2 valour and Silver count for 1 valour.



## Potions

If you use a poison place it back in the box afterwards.



= Gain 3 extra life



= Move 4 extra spaces



= Re-roll one die

