

Heroes For Hire

A Game of
Adventurous
Fun



Avalon Games



The magistrate leaned back from his desk and sighed. He had so much to do and little time or money to get it all done. In his hand was a report of goblin raiders attacking farms to the north. On his desk where other requests for aid, complaints about bandits along the high road, undead shambling about a local graveyard and many more calls for aid.

Leaning forward the high magistrate called in his assistant, a small, frail looking man with small eyeglasses perched on his thin nose. “Yes milord?” the small man asked with a swift bow.

Handing the report on the goblin raiders to the his assistant, the Magistrate told him to give the job to, “That dwarf, what was his name? You know, the one that help us out with the troll some weeks back. He and his band of adventurers did a good job on that assignment, let us see how they fair with goblins.”

With a bow, the bespectacled man turned and left, calling for a runner to go find the dwarf, who know doubt was drunk in some tavern, rewarding himself with the gold he had earned on his last job for the city’s chief trouble shooter.

This is Heroes for Hire, another great Mini-Game from Avalon Games. Take the role of a city bureaucrat, as you seek to solve one problem after another. Most of your day-to-day dealing though, has to do with adventurers, their hiring and then sending them off to solve one of the many problems that plagues your city. Can you build up a stable of reliable heroes who will slay the dragon you need dead, or find the grand treasure that you need to offer as a wedding present to the king’s third cousin. Seek glory through the blood and sweat of others, and rise to the top position within the realm.

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Introductions

Heroes for Hire is a fast, fun game of adventure and glory, but the risks are for others to take. Your job is to see that the quests gets completed, and in a reasonable time and at a reasonable cost. No, you are not the brave adventurer that seeks out dark passage to explore and undead beasts to slay, you are more important, for your task is to hire the foolish adventures and send them on their quest.

The game is meant to be fast, fun and full of exciting moments of adventurous fun, so sit back, gather some friends and have a blast of a good time.

Game Construction

Once you are ready to play Heroes for Hire, the first thing you will find necessary is to construct the game components. For the most part, the amount of time and extra expense you are willing to put into the game's construction is up to you. The simplest format is to print up all the needed parts and then just cut them out and go to it. Paper pieces are though, a bit difficult to deal with, so if you wish to continue to play Heroes for Hire over and over again, and we hope you do, then you may want to invest a bit of time and effort in making your game components more durable and usable.

Suggestions on Component's Construction and Printing

First off, you should, if you want to spend the money, buy some good quality paper. Use this to print out the various cards and handouts. High end paper will give you a better quality image and if you set your printer to its highest quality setting, you should get a nice set of counters and cards. Next, get your hands on some spray glue. (Available at most craft stores and office supply stores) Use this to mount the cards and counters onto thick card stock. This will make the parts easier to pick up and use, which generally creates a better over all experience. Should you wish, you can protect your many cards

with a clear, self-adhesive, sheets of lamination. (Again available at most office supply stores)

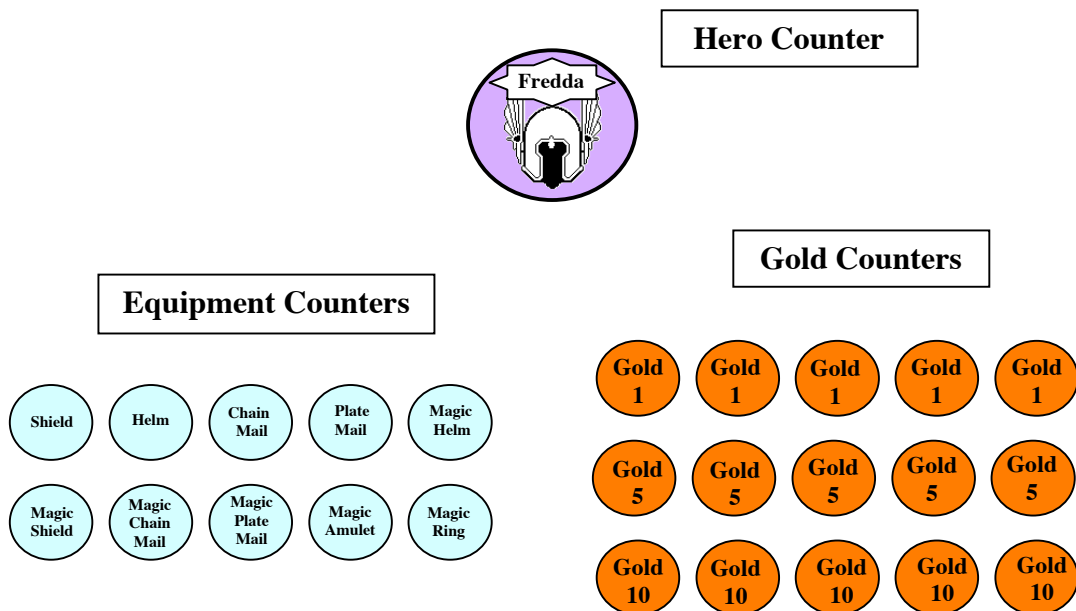
Getting Started

Once you have generated the game components, you are ready to start playing. Start the game by taking the hero counters and placing them face down on the table. Shuffle the counters. This will be called the Hero Pool for now on. (If you wish, you can place them in a dice bag or cup). Each player then should roll 1D10, with the highest rolling player getting to go first. The turn order then passes to the player to the right, and continues on until all players have taken a turn.

When you know who will go first, that player should each draw two hero counters from the Hero Pool. Players, once they have drawn their starting heroes, should gather the advancement sheets for these heroes and a player mat. Place these, and the hero counters, on the table in front of you. Each player should also set his or her treasury to 10 gold.

Next pull out the event cards and set them to the side. Shuffle all the adventure cards together, then starting with the first player, have each player draw one adventure card. Place this card in the middle of the table, along with the other cards drawn at the start of the game. This will be known as the Adventure Pool. Once all players have drawn one card, shuffle the event cards back into the adventure card deck.

You are now ready to start the game.



Your Role as a Magistrate

Your role in the game is as one of the city's many magistrates, powerful bureaucrats who's job it is to deal with the many troubles and ills that befall the city and the surrounding lands. This king has too much to do to deal with petty difficulties like bandits and dragons, so it is your task, among many other jobs, to hire adventurers to then be paid to go out and solve these issues.

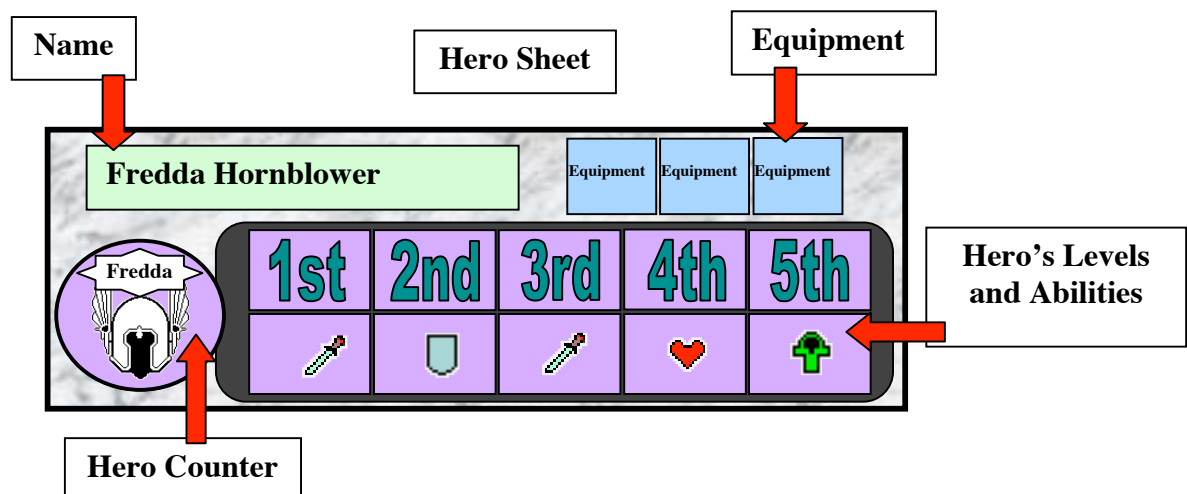
Unfortunately for you, there are always troubles in and around the city, and the other magistrates that work beside you are often seeking to deal with their own troubles and duties. Thus it becomes a sort of competition between you and the other city officials, who can deal most efficiently deal with the next disaster in waiting, who can gather the best adventurers to their cause, and who can look good before the watchful eye of the king himself. The magistrate that, in the end, performs the best, who gathers the most for the city's treasury and protects the city and king the best, well they are promoted and offered even more important duties and authority.

Heroes

As a magistrate, you need those that can get the job done, and who better then some dumb adventurer to do it for you. There's no way after all, that you will be carrying a sword into some hellish dungeon, that's a job for some other poor fool. So to accomplish many of these more dangerous tasks, you need the help of well-trained warriors, mages and rogues.

As you hire these adventurers, it becomes import that you groom them, seeking out the best of the best, training them to do their jobs well, and to do it cheaply. Once you find a good adventurer, they are like gold in your hands; you dare only risk their lives in the most important of troubles that comes across your desk.

Thus while you are the one in charge, it is in the hands of these adventurers that your fate often rests.



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Arcanum

An exciting adventure game of magic, glory and exploration. Set for 2 or more players, the game uses a unique chip system to resolve all events and encounters. Now with four great expansions.

Board Games

Avalon makes some great board games, great games at a great price. Arcanum, Mystic Adventures, Dragon Lords and Junkyard Wars are but a few of our great titles.

Battle Tiles

Battle Tiles, Avalon Games, is a fun, and exciting way to improve your gaming experience. Use these high quality map tiles to create new and challenging battle arenas for your miniature gaming, or use them to create maps for role playing games of all types.

Each square is set to a 1" to 5 foot scale, and each tile is created so you can interconnect them with other tiles to create massive settings for adventure and battle.

At a cost of less than fifty cents a page, and hundreds of possible combinations, you can't go wrong with Battle Tiles, so get started and have a battle to remember.

Avalon Clip Art

Avalon has tons of artwork, all ready for you to use. Great art for a great price is our goal, so grab a handful right away.

Character Portraits

Need a fast picture of what your character looks like. These professional, full color works will fit the bill.

Each set comes with 10 full color portraits of different fantasy characters, each suitable for use in all of the most popular role-playing games.

Sets 1, 2, 3, 4, 5 and 6 are all ready for download, so go get 'em.

Mini-Games

Avalon Games is happy to offer tons of little games, that we like to call Mini-Games, and with over 30 titles, you are sure to find one or more games that will blow your mind. Little, however, does not mean lame. No, these are great gaming gems, just in small bite sized forms. Fun, fast and cheap, they are a great way to get some gaming fun into a short block of time. Have a look, you might be surprised at what you find.

Worlds of Wonder

Worlds of Wonder is a fast, simple to play RPG system designed for use by advanced players who wish to create detailed characters without having to roll on endless charts and deal with endless rules.

After 30+ years of playing, running and designing games, be they RPG's or board games, we at Avalon have come to one conclusion. Its not the game's rules that make it enjoyable, but the people you play with. With that in mind, Worlds of Wonder takes the most important aspect of any RPG, the character creation, and tries to offer players, and their GM, the tools needed to make the time spent playing together well worth the time spent creating the characters.

Worlds of Wonder Expansions

Want more Worlds of Wonder? Try one of the many expansions for the system. More monsters, foes, magic, skill sets and gaming stuff to keep you occupied for weeks, months, hell maybe for a lifetime. Ever expanding, the WoW system is made for gaming fun, so don't wait, have an adventure and enter Worlds of Wonder.

Arcana

Arcana is generic world, designed for use with any Fantasy RPG System, and so the information presented here and in other Arcana expansions will of course be a bit vague as to stats, levels and powers. The intention is to give the GM and players a world rich in personality, history and depth, one where they can seek adventure, but use any RPG system they feel most conferrable with.

The basics of the game world are presented here in the core book, but as expansions are released, the complexity of the world will grow as more and more of its history, dangers and wonders are explored. When it is all said and done, Arcana will become a vast world of detailed and expansive depth, one where that you and your friends can full explore.

Game Geek

Avalon's Monthly game magazine, inside you will find tones of gaming goodness, Free game, add on materials for many of Avalon's titles, and a monthly section dedicated to S&G, Battle Ax and Arcana. Great game stuff each and every month.

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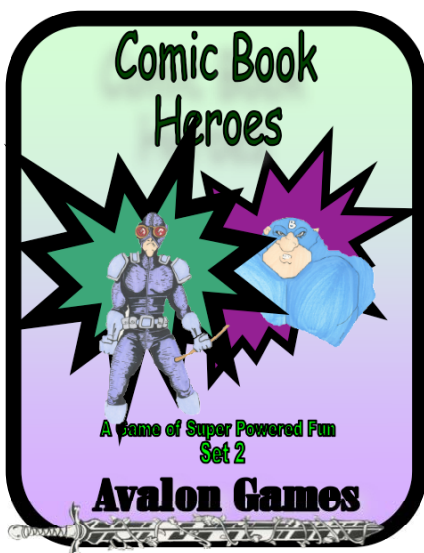
**If you liked this game, then try one of Avalon Game's Mini-Games,
such as Comic Book Heroes.**

(Click [here](#) to visit this product's page at RPGNow)

The blue color of your cape leaves an azure streak across the city skyline as you fly above the buildings on patrol. It has been a peaceful night over all, only one bank robbery, and that you stopped with the help of Kid Zip. The explosion rolling out of the building below you then breaks the silence. You watch with your super eyesight as the green colored smoke rolls out of the window of one of Sonic Lab's windows. Then Doctor Death leaps into the air from that very window, a beaker of the hyper explosive, chemical Y, tightly held in his armed fist. You thought he was still in jail, serving a 300-year sentence for his last attempt at destroying the city. With a sigh, you dive into the coming fight, sure it will be another long night ahead. Who said being a super hero was all capes and fun?

Comic Book Heroes is a multi player card game where you take on the role of either a super powered hero or one of their many villainous foes. Streak through the skies in your hyper jet boots or crash through brick walls with your super strong muscles. All the thrills, excitement and goofy fun of classic comics are here within Comic Book Heroes. Struggle with and aid other players as they battle each other to see who will be the hero supreme.

So let the cosmic beams fuel your dreams of glory, the mutant genes turn you into a freak with a heart of gold or allow sinister plots fill you with a destiny for glory and dominance of all mankind. Play Comic Book Heroes and live the adventure.



S & G Battle System

Avalon's premier game system the S&G battle system allows you to play skirmish level engagements, and do so with a fast, easy to learn system that also allows for endless expansions and genres. With S&G you can fight battles between fantasy based elves and rocs, or blast off into the cold hard future with space marines and aliens.



Strength 3

Speed 8 / 1

Movement 4

Adrenal 4

Will 4

Health



Weapons and Armor

Weapons	As mod	Damage mod	Notes
Scimitar	-1	+1	-
Dagger	+0	-1	-

Special Abilities

- Savage Blow (Attack, 3)**
Grom can make a single savage attack, often killing a foe outright with a single blow of his deadly scimitar. You must declare this ability is being used before Attack Dice are rolled. On a single attack, Grom may add +2 Attack Dice to his total for that attack. (With no limit to the number of dice that can be rolled)
- Command (Move, 2)**
Grom may use his loud demanding bellows to command other orcs near by. When this ability is used, Grom may activate any one orc character, who is within five squares. This activated character may perform one action. (Note that the character may still take their normal actions when their turn comes up.) Gram may perform this ability but once a turn.
- Shatter Shield (Attack, 1)**
Grom often shatters shields and weapons with his mighty blows. Declare this ability before the Attack Dice are rolled. If Grom scores a hit, instead of doing any damage, he may shatter, and thus destroy, a foe's readied weapon or shield (Your choice.) If the foe does not have a readied weapon or shield, then this ability has no effect.
Magical items gain a save. Roll 1D6, and on a roll of 6+, the item resists the effect. Per five points of the item's cost, over the first five points, adds an extra +1 to the die roll is gained.



Spirit Tiger





Wolf



Night Stalker



Major Glory



Lamia



Kir



Sie



Gyea

Battle Axe is a simple to play tabletop system for skirmish level battles. Using cards instead of dice, you will find the game to be less luck based and much more tactical in nature. The rules and cards provide here will be enough to get you started, and new characters and rule expansions are on the way so you can continue to increase both the size and composition of your War Bands.

