

HERO KIDS CREATOR'S GUILD

COMET BALL

DESIGNED AND MAPPED
BY
B DRONE GAMES

HERO KIDS CREATOR'S GUILD

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herokidsrpg.blogspot.com
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Hero Kids designed and written by Justin Halliday

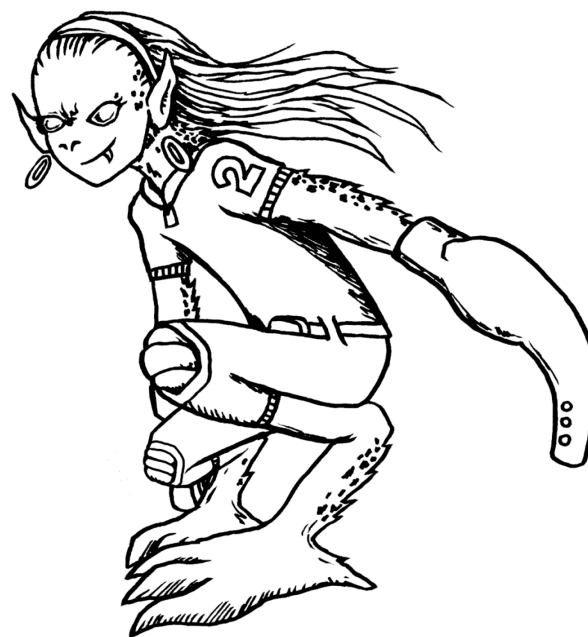
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Comet Ball

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Check out our other work on DriveThruRPG.

Version: 1.6

Comet Ball Rules

Overview

Object of the Game - Shoot the ball into the opposing team's goal to score. The first team to score 3 goals wins the match.

Teams - Comet Ball matches are between 2 opposing teams consisting of 4 players each. Players should pick a team color and color in their minis to match their team.

Hero Cards - Every player has a Hero Card that displays their attribute dice pools, Special Action, Bonus Ability, and position. Each of the 3 positions (Striker, Playmaker, Linebacker) have their own unique strengths and weaknesses.

Playing Field - Comet Ball is played on a rectangular shaped field with rounded corners. Gray lines divide the field into 3 zones, with each team having their own defensive zone containing their goal. The area between these is called the neutral zone. Obstacles are placed on the field and players cannot move, shoot or pass over them.

Equipment - Players will wear a "cesta" on their dominant arm. A cesta is a scoop-shaped glove used to pick-up, catch and shoot the ball at a very high velocity. On the player's other arm, they wear a "mitt." The mitt amplifies the player's arm strength and is used in tackling the ball carrier and blocking shots while on defense.

Setup

Possession and Field - A player from each team will roll a D6. The team with the highest result will start the game

with possession and get to choose which side of the field to start in. In the event of a tie, reroll until a winner is chosen. Once decided, the ball will start in front of the goal of the team with possession.

Player Placement - The team with possession will place their players on the field first followed by the team without. Teams can place their players anywhere inside their own defensive zone. After a goal is scored, the team scored on takes possession and sets up just like the start of game.

Game Play

Starting - At the start of the game, the team with possession will go first. After all the team's players have taken their turn, the other team will have their players take their turns. The teams will continue alternating in this fashion until a goal is scored.

Player Turns - Every player gets 1 movement and 1 action per turn in any order. A player can substitute their action for an extra movement.

Movement - Each player can move up to 4 squares in any direction (including diagonally). If the player is carrying the ball, they can move only up to 3 squares per movement turn. Players can move through teammates but not opponents or obstacles.

Actions - An action can be one of the following and uses the dice pool of the parenthesized attribute: tackle (melee), shoot (ranged), pass (magic) or Special Action.

Comet Ball Player Cards

How to Use Player Cards

Comet Ball uses the Hero Kids' Hero Card design. Not all aspects of the Hero Card are used in Comet Ball, but they are still included on the card to use for regular Hero Kids play. See the below image for specifics on how the Hero Cards are used in Comet Ball.

The image shows a Hero Kids Creator's Guild card for a character named "Linebacker". The card is divided into several sections, each with a callout box explaining its use in Comet Ball:

- Melee – Tackling**: Points to the sword icon and two dice (3 and 4 pips).
- Ranged – Shooting**: Points to the gun icon and one die (3 pips).
- Magic – Passing & Intercepting Passes**: Points to the globe icon and one die (3 pips).
- Armor – Defending Against Tackles & Blocking Shots**: Points to the shield icon and two dice (3 and 4 pips).
- Health Boxes – Not used in Comet Ball**: Points to the heart icon and three boxes labeled "KO", "Hurt", and "Bruised".
- Normal Attack – Not used in Comet Ball**: Points to the "Normal Attack: Feedback Gloves" section.
- Special Action – Character's unique "special move" action**: Points to the "Special Action: Slide Tackle" section.
- Bonus Ability – Passive ability unique to the character**: Points to the "Bonus Ability: Enforcer" section.
- Inventory & Skills – Not used in Comet Ball**: Points to the "Inventory and Skills" section.

The card itself features the "HERO KIDS CREATOR'S GUILD" logo at the top, a character illustration of a Linebacker, and various icons and dice representing different abilities and stats.

Comet Ball Player Actions

Offense

Shooting - A player can shoot the ball if they are within 6 squares of the opponent's goal. Players can shoot over teammates and opponents (see Shot Blocking), but not obstacles.

The shooter will roll the number of dice from their Ranged dice pool. They will be successful if their highest single die result is greater than the distance to the goal in squares.

If their result is lower than the distance to the goal, the ball will only travel the distance of the shooter's highest die in the direction of the goal. The ball will be loose and can be picked up by any player from either team.

Passing - A player can pass the ball if they are within 6 squares of a teammate. They can pass over teammates and opponents (see Interceptions), but not obstacles.

The passer will roll the number of dice from their Magic dice pool. They will be successful if their highest single die result is greater than the distance to their receiver in squares.

If their result is lower than the distance to the receiver, the ball will only travel the distance of the passer's highest die in the direction of the intended receiver. The ball will be loose and can be picked up by any player from either team.

Loose Balls - A player can pick up a loose ball during their movement turn if they land on or pass through a square with a loose ball.

Defense

Tackling - Players can tackle the ball carrier if they are in an adjacent square from them. Only the ball carrier is allowed to be tackled.

The player attempting the tackle will roll the number of dice from their Melee dice pool and the ball carrier will roll the number of dice from their Armor dice pool.

The player with the highest single die result will take/retain possession of the ball. The player with the lower result will be knocked down and lose their next turn.

Shot Blocking - If a player is between a shooting opponent and the goal, they can attempt a block. They will roll their Armor dice pool. If their highest single die result is higher than the shooter's, they will block the shot and take possession. In the event of a tie, the shooter wins.

Interceptions - If a player is between a passing opponent and their receiver, they can attempt an interception. They will roll their Magic dice pool. If their highest single die result is higher than the passer's, they will take possession of the ball. In the event of a tie, the passer wins.

Advanced

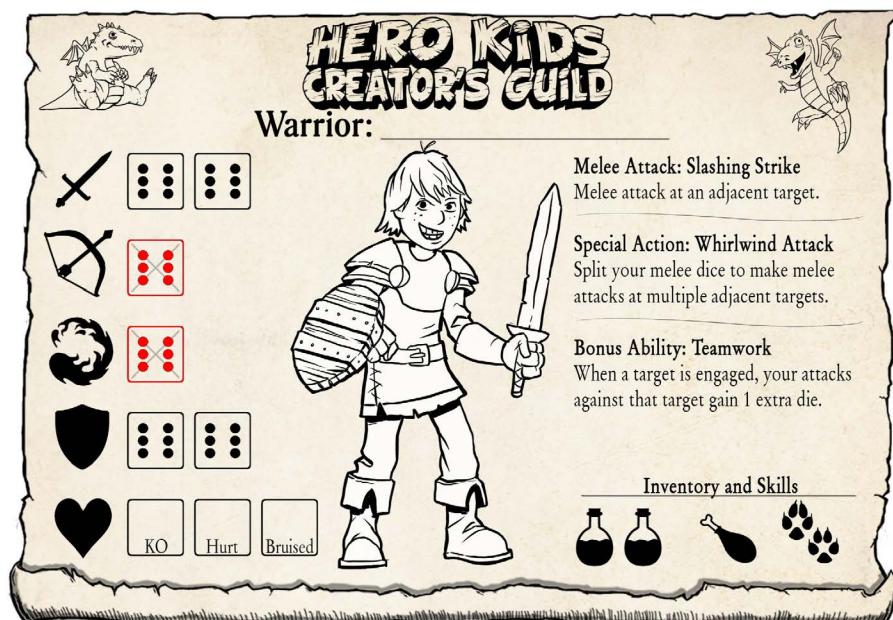
Special Actions (Optional) - Players have unique special actions detailed on their Hero Cards that can be performed as the action for their turn.

Bonus Ability (Optional) - Players have unique abilities detailed on their Hero Cards. Bonus Abilities are considered "passive" and typically effect player actions based on the situation.

Using Other Hero Cards

Using other Hero Kids Player Characters in Comet Ball

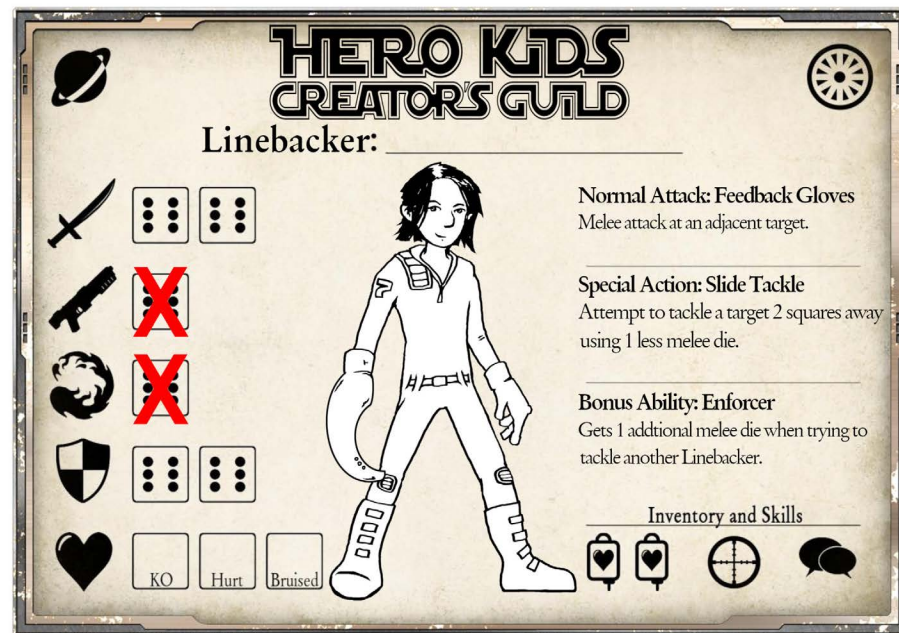
Hero Cards from other Hero Kids games can be used as players in Comet Ball with some adjustments.



- Give the hero 1 die for any attribute where they do not have a dice pool.
- (Optional) Pick a Special Action and a Bonus Ability from the list on the next page.
- (Optional) Create a unique Special Action and a unique Bonus Ability.
- Note: The Health Boxes, Normal Attack, Inventory and Skills are not used in Comet Ball.

Using Comet Ball Player Characters in other Hero Kids Adventures

Comet Ball Hero Cards can be used in other Hero Kids adventures with some adjustments.



- Remove the dice pools from the hero's 2 weakest attack attributes.
- (Optional) Create a unique Special Action and a unique Bonus Ability for normal Hero Kids play.

Special Actions

Melee Special Actions

- **Slide Tackle** - Attempt to tackle a target 2 squares away using 1 less melee die.
- **Break Out** - Attempt to tackle using 1 less melee die. Will get to move 2 squares after the tackle if successful.
- **Block Pass** - Attempt to block a shot using 1 less armor die. If successful, the ball can go to any teammate 6 squares or less away.

Ranged Special Actions

- **Picada** - Shoot around an opponent using 1 less ranged die. The opponent will not be able to attempt a shot block.
- **Put Back** - Can re-roll a failed shot attempt using 1 less die. Must forfeit their action on the next turn if 2nd shot attempt is unsuccessful.
- **From Downtown** - Shoot up to 8 squares away. Rolls that sum to 10 or above will succeed. Failed attempts will travel the distance of the lowest die result.

Magic Special Actions

- **Lob Pass** - Pass over an opponent using 1 less magic die. The opponent will not be able to attempt an interception.
- **Hail Mary** - Pass to a teammate up to 8 squares away. Rolls that sum to 10 or above will succeed. Failed attempts will travel the distance of the lowest die result.

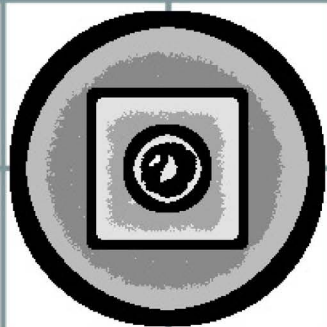
Bonus Abilities

Bonus Ability List

- **Posterize** - Gets 1 additional ranged die when shooting against a shot blocker.
- **Turnover** - Gets 1 additional melee die when attempting to tackle inside the neutral zone.
- **High Flyer** - Gets 1 additional magic die when attempting to intercept a pass inside the neutral zone.
- **Enforcer** - Gets 1 additional melee die when trying to tackle a Linebacker.
- **Outlet** - Gets 1 additional magic die when passing from inside own team's defensive zone.
- **Wiry** - Gets 1 additional armor die when a Striker is attempting to tackle them.
- **Power Forward** - Gets 1 additional armor die when defending against tackles while in the opponent's defensive zone.
- **Mutombo** - Gets 1 additional armor die when trying to block a shot.

Don't Forget...

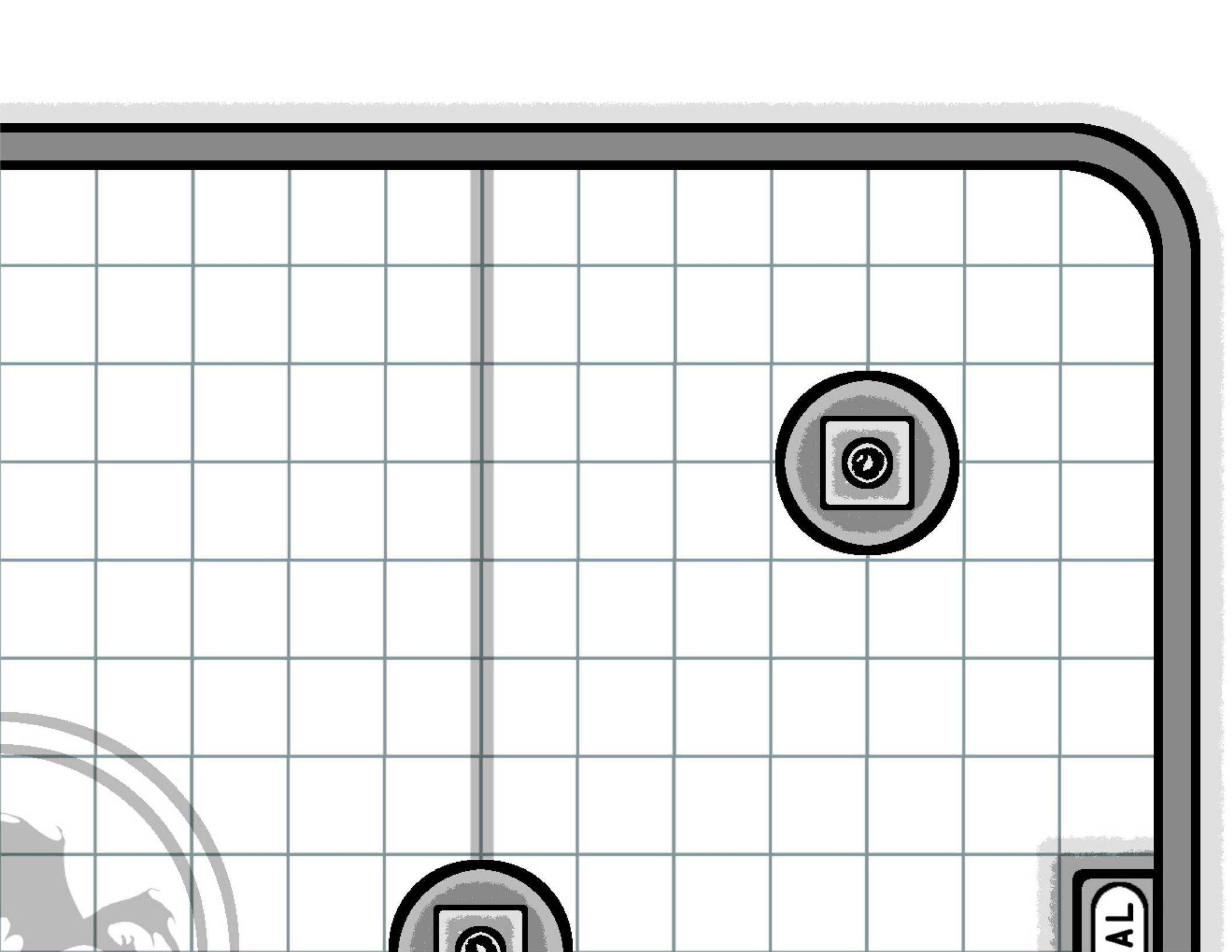
- If a player is carrying the ball, a movement turn is up to 3 squares (instead of 4).
- Players can substitute their action for a 2nd movement turn.
- Only the ball carrier can be tackled.
- Tackled players lose their next turn.
- Players cannot move, shoot or pass over obstacles.



GO

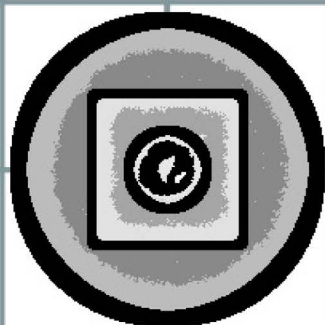


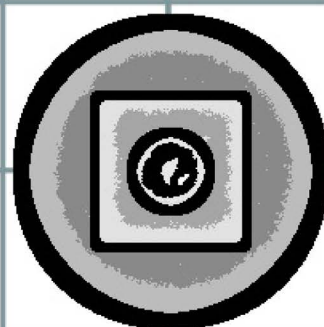
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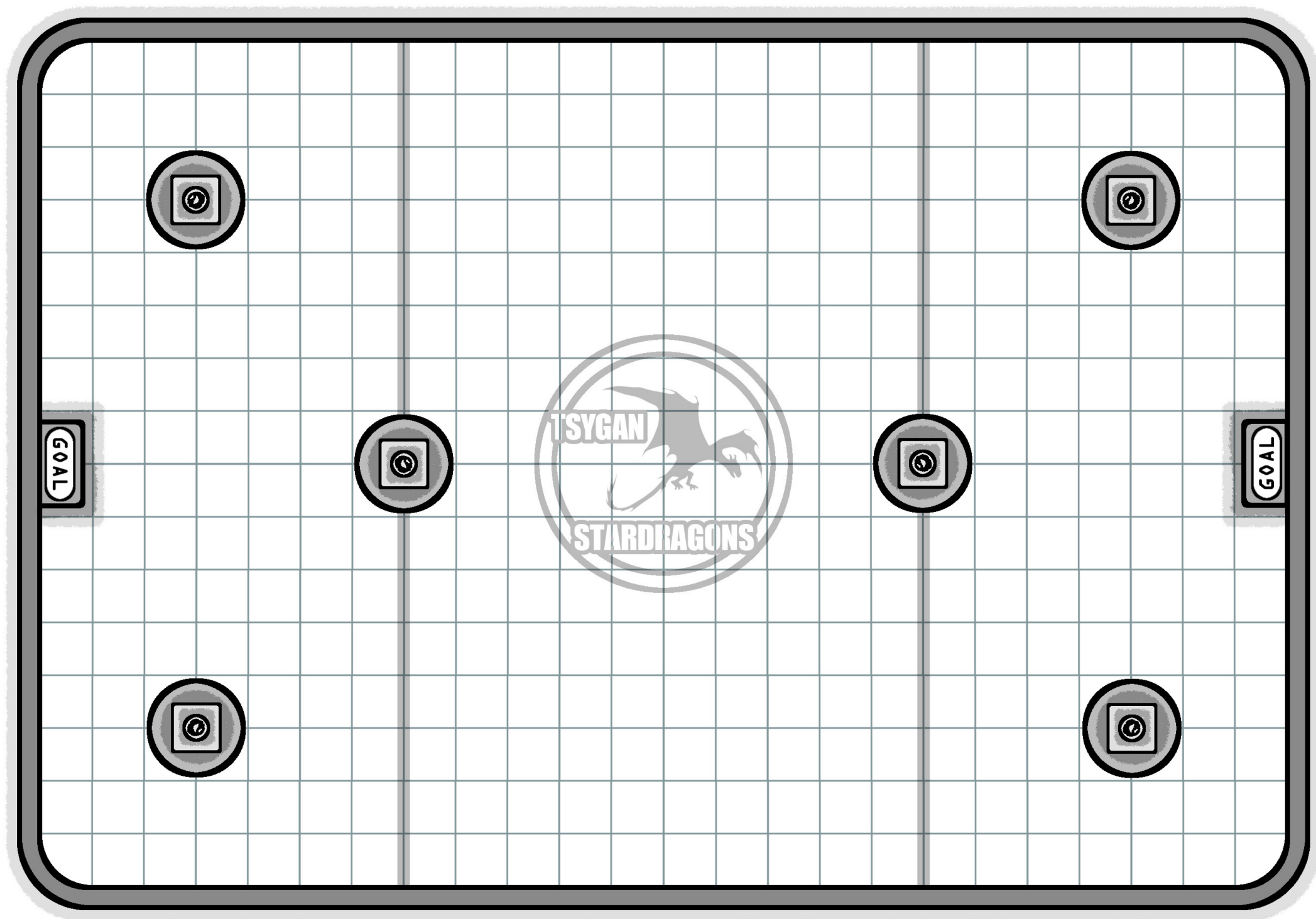



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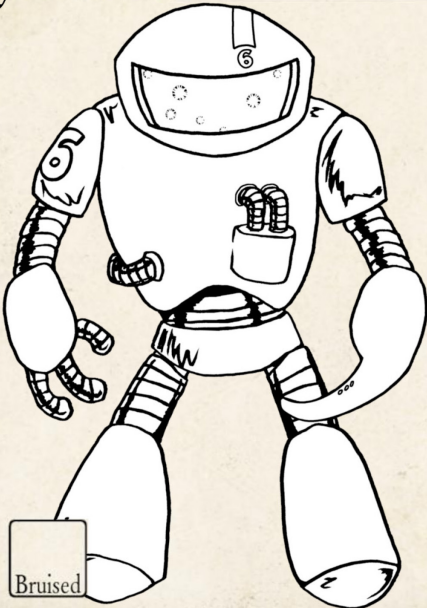


HERO KIDS CREATOR'S GUILD



Playmaker: _____










Normal Attack: Nadic Punch
Magic attack at a target up to 4 squares away.


Special Action: Lob Pass
Pass over an opponent using 1 less magic die. The opponent will not be able to attempt an interception.

Bonus Ability: Power Forward
Gets 1 extra die to armor when defending against tackles while in the opponent's defensive zone.


Inventory and Skills






HERO KIDS CREATOR'S GUILD




Linebacker: _____




● ● ●


● ● ●



● ● ●




● ● ●



● ● ●

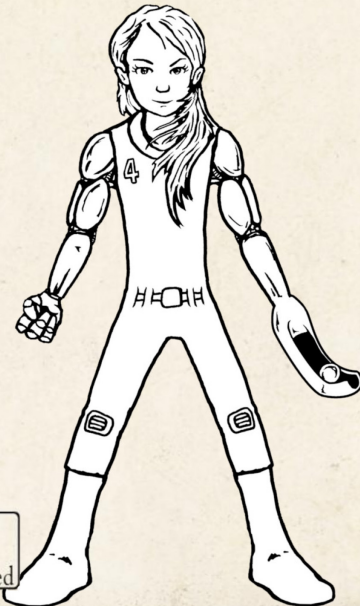
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KO

Hurt

Bruised








Normal Attack: Machine Fists
Melee attack at an adjacent target.

Special Action: Break Out
Can attempt to tackle using 1 less die.
Will get to move 2 squares after the tackle if successful.


Bonus Ability: Outlet
Gets 1 additional die to magic when passing from inside own team's defensive zone.

Inventory and Skills










HERO KIDS CREATOR'S GUILD



Striker: _____




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● ● ●


● ● ●



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KO

Hurt

Bruised








Normal Attack: Cesta Shot
Ranged attack at a target up to 6 squares away (1 fewer dice against adjacent targets).

Special Action: Put Back
Can re-roll a failed shot attempt using 1 less die. Must forfeit her action on the next turn if 2nd shot attempt is unsuccessful.


Bonus Ability: Wiry
Gets 1 additional armor die when another Striker attempts to tackle her.

Inventory and Skills















HERO KIDS CREATOR'S GUILD






Playmaker: _____






 



KO

Hurt

Bruised








Normal Attack: Nadic Punch
Magic attack at a target up to 4 squares away.

Special Action: Hail Mary
Pass to a teammate up to 8 squares away. Rolls that sum to 10 or above will succeed. Failed attempts will travel the distance of the lowest die result.


Bonus Ability: Turnover
Gets 1 additional melee dice when attempting to tackle inside the neutral zone.

Inventory and Skills
















HERO KIDS CREATOR'S GUILD





Striker: _____








KO

Hurt

Bruised








Normal Attack: Cesta Shot
Ranged attack at a target up to 6 squares away (1 fewer dice against adjacent targets).

Special Action: Picada
Shoot around an opponent using 1 less ranged die. The opponent will not be able to attempt a shot block.


Bonus Ability: High Flyer
Gets 1 additional die to magic when trying to intercept a pass in the neutral zone.

Inventory and Skills













HERO KIDS CREATOR'S GUILD



Linebacker: _____

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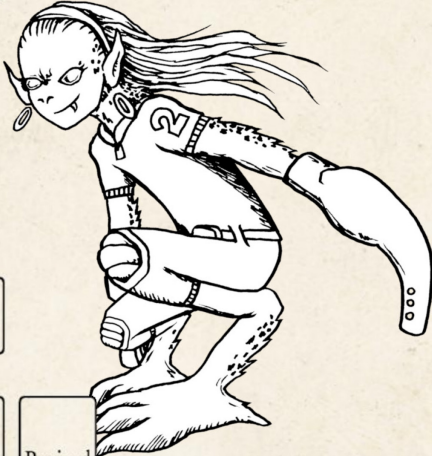
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KO

Hurt

Bruised








Normal Attack: Feedback Gloves
Melee attack at an adjacent target.

Special Action: Block Pass
Attempt to block a shot using 1 less armor die. If successful, the ball can go to any teammate 6 squares away or less.


Bonus Ability: Posterize
Gets 1 additional ranged die when shooting against a shot blocker.

Inventory and Skills













HERO KIDS CREATOR'S GUILD



Striker: _____

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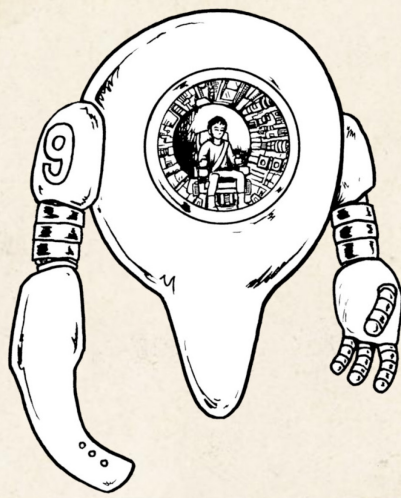
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KO

Hurt

Bruised



Normal Attack: Cesta Shot
Ranged attack at a target up to 6 squares away (1 fewer dice against adjacent targets).

Special Action: From Downtown
Shoot up to 8 squares away. Rolls that sum to 10 or above will succeed. Failed attempts will travel the distance of the lowest die result.

Bonus Ability: Mutombo
Gets 1 additional die to armor when trying to block a shot.

Inventory and Skills

