CHILDHOOD

HALLOWEEN

HORRORS

CHILDHOOD HALLOWEEN HORRORS IS A STANDALONE FREE VERSION OF CHILDHOOD THE UPCOMING GAME OF CHILDHOOD ADVENTURES IN THE 1990s

CHILDHOOD

is a **28**mm miniatures agnostic game. **Y**ou can use any miniatures you already own or build custom minis for this game.

Grab some dice, some miniatures, a tape measure, a **2**ft by **2**ft table and you are ready to play.

MEASURING

Measurements are in inches and you can pre-measure.

DICE ROLLS

Dice **R**olls, abbreviated **DR**, are used to determine the outcome of actions you take. **W**hen a number appears after the abbreviation, it means you must roll at least that number to succeed. **T**ests in Childhood are generally **DR12** on a **D20**, meaning you must roll at least **12** to succeed with all modifiers taken into account.

MODIFIERS

Stats and weapons add modifiers to the result of the die roll. Modifiers in this game stack.
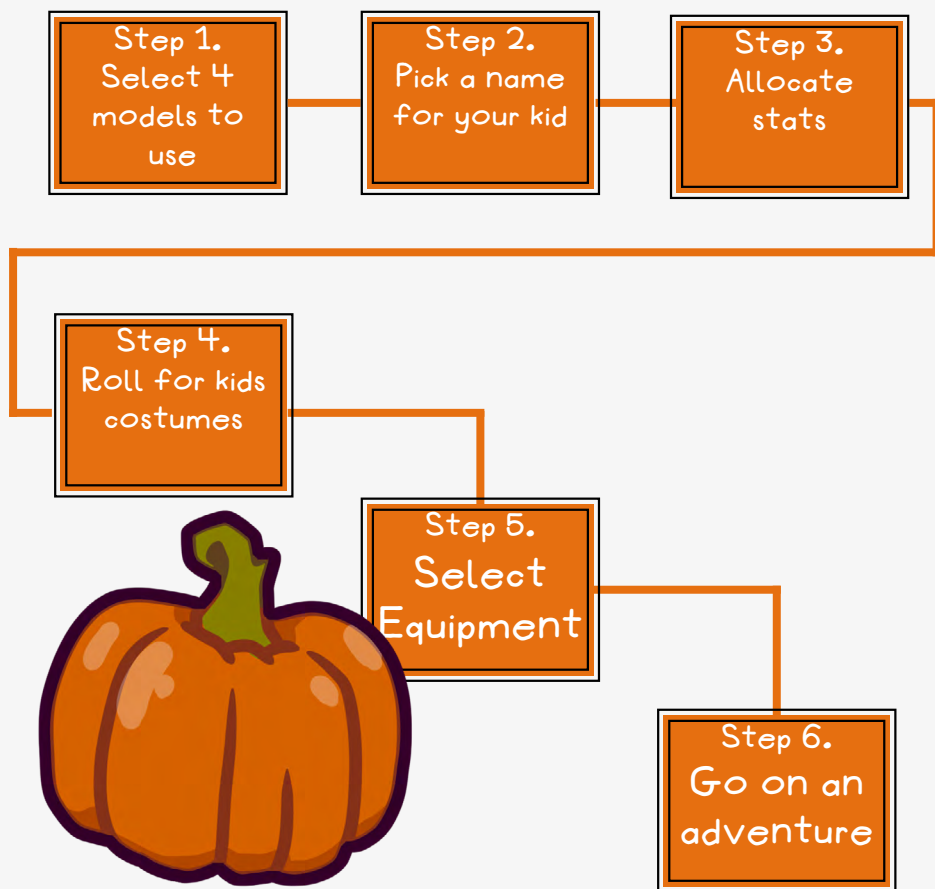
WHAT YOU WILL NEED 2 PLAY

TO PLAY CHILDHOOD YOU WILL NEED

* SOME MINIATURES TO REPRESENT YOUR KIDS

* MINAITURES TO REPRESENT THE BAD GUYS. DON'T WORRY IF YOU DON'T HAVE ANYTHING THAT FITS, JUST RESKIN BAD GUYS TO WHAT YOU HAVE

* A SET OF DICE: D20, D12, D10, D8, D6

* A 2FT BY 2FT SPACE

* SOME TERRAIN, USE WHAT A KID WOULD USE, BOXES AND TOYS, WHATEVER IS TO HAND.

CREATE YOUR CLUB

In this game a each Player gets a club of 4 kids.

These represent your team of miniatures on the tabletop. Each player needs a club of 4 kids. To create your club take the following steps

Step 1.
Select 4 models to use

Step 2.
Pick a name for your kid

Step 3.
Allocate stats

Step 4.
Roll for kids costumes

Step 5.
Select Equipment

Step 6.
Go on an adventure

PROPERTIES

Here you will find the rules for weapons, items and other keywords rules.

Bad Guy: Term used for NPC monsters and hostiles.

Blind: Blind model cannot draw line of sight to other models.

Blind bad guys do not move instead spend a turn removing Blind condition.

Conditions: Represent the Kids Health. Once a Kid has taken a number of conditions equal to their Health they are removed from play.

Consumable: Item is lost when used.

Kid: Term for player controlled models.

Hard Plastic: Ignores all Armor.

Ranged: can be used to make an attack up to 12 inches away.

Ranged X: can be used to make an attack up to X inches away, where X is indicated by a number such

as 6 inches or 24 inches after the word Ranged.

Reload: model gives up movement to reload, and then can take an action.

Reload x: as above but can be fired a number of times equal to X before needing to be reloaded.

Return To Sender: When a kid with an item with this property is targeted by a thrown weapon they can make an attack roll. If they fail they are hit as normal by thrown weapon. If they pass the roll they redirect the thrown weapon back on the thrower. If the Thrower also has an item with return to sender they can also do the same. This can create rallys between kids like in tennis.

Thrown: Weapon can be thrown up to 6 inches without penalty.

Trapped: Kid cannot move for the rest of the round.

Soggy: An item that is soggy can be destroyed by an item with the property water. If a kid with an item with the soggy keyword is hit by an attack with the Water property they roll a D6 and on a result of a 4+ the item is lost.

Water: See soggy above. Water deals double damage to robots and Dirty keyword monsters.

STATS

To generate each kids stats, take one of the following stat lines:

CHOOSE OR ROLL A D6 FOR THE STATS

1-2) +2 0 0 -2

3-4) 0 0 0 0

5-6) +1 0 0 -1

and assign it to their four stats as you see fit. A stat can never be higher or lower than +5 or -5

This is the free version of childhood, with some of the bells and whistles removed. For the full game keep an eye out for the upcoming backerkit campaign for Childhood launching in 2025.

Mind

Used for working stuff out and lying to parents about where you have been all day.

Heart

Used for Health and being tough. Kids Hp is 5+Heart

Body

Used for tests of strength, jumping over stuff and bonking stuff on the head. Kids have Movement of 5+Body

Cool

Used for Cool tests and doing cool stuff.

HP = The amount of Health Your Kid has and how much damage they can take before they leave the table

Movement = How far your Kid can move when they are activiated in Inches.

1D99 HORRIBLE NAMES

1. Art
2. Ash
3. Baker
4. Baragon
5. Bateman
6. Bates
7. Billy
8. Seth
9. Cady
10. Chapman
11. Chop
12. Clover
13. Alfred
14. Daimajin
15. Dandrige
16. Angela
17. Franklin
18. Gigan
19. Gore
20. Graboid
21. Hoffman
22. Hoyt
23. Moth
24. Igor
25. Imhotep
26. Kong
27. kramer
28. Freddy
29. Lecter
30. Manda
31. Myers
32. Mike
33. Morgan
34. Nordstrom
35. Oliver
36. Orlok
37. Pearl
38. Pin
39. Slappy
40. Slender
41. Strange
42. Talbot
43. Thorn
44. Damien
45. Todd
46. Tiffinay
47. Valentine
48. Jason
49. Xeno
50. sadako
51. McGruder
52. Graham
53. Karras
54. Tree
55. Gelbman
56. Danny
57. Torrance
58. Richie
59. Wayne
60. Maud
61. Pale
62. Grace
63. Candy
64. Rose
65. Brody
66. Snipes
67. Helsing
68. Pazuzu
69. Pennywise
70. Griffin
71. Frank
72. Enstein
73. Carrier
74. White
75. Herbert
76. West
77. Thorn
78. Ben
79. Alucard
80. Sadako
81. Weir
82. Goodman
83. Woodhouse
84. Ripley
85. Rhodes
86. Jigsaw
87. Clarice
88. Starling
89. Jack
90. Ed
91. Bub
92. MacReady
93. Merrin
94. Bates
95. Peter
96. Alex
97. Will
98. Pierre
99. Jert

1D10 KIDS COSTUMES

Each kid has a costume. Roll 1D10 and assign.
If two kids end up with same Costume they both
suffer -1 cool. Copycats suck

1. VAMPIRE

Kid gains a Bite attack
Cool based deals 2
damage

2. GHOST

Kid cannot attack or be
attacked

3. ZOMBIE

Kid lose -1 mind gains
+2 HP

4. SPIDER-KID

Kid ignores terrain for
movement

5. THE MONSTER

Kid is immune to the
fear effect of bad guys

6. SKELETON

Kid gains a free bone
attack. Can throw arm
for 2 damage. Can
only do this twice per
scenario. Attack is Body
based.

7. WEREWOLF

Kid gains a Bite attack
Body based deals 2
damage

8. WITCH

Kid can hex an enemy as
an action. when they do
that enemy takes 1 extra
damage each time its
hit.

9. DEMON

Kid can summon extra
demonic luck. Rerolls
all rolls of 1

10. MUMMY

Kid gains +2 Body but -1
cool for being wrapped
In toilet paper.

ITEMS AND WEAPONS

each Kid can hold 5 + Body items, all items
take up 1 slot unless stated otherwise.

At character creation roll once for each kid
they gain an item, outfit and weapon

ITEMS 1D6

Name	What it does
1. Candy	Heals 1 Condition
2. Toffee Apple	Heals 2 conditions
3. Treat bag	Takes up 1 slot but gives 3 equipment slots
4. Bad Candy	Heals 1D6 HP but kid gains a condition
5. Jack'o'Lantern	Kid with this is immune to fear
6.Toothpaste	Removes one condition but kid with it suffers -1 cool

OUTFITS 1D6

On top of costumes these grant kids defense Value

1	Overcoat +1 Defense value -1 cool
2	Expensive Costume +1 Defense Value
3-6	Nothing extra

WEAPONS 1D6

Weapons have:

Name

The Stat you use to roll them with.

Keywords that tell you what they do.

Damage Value, how much damage you cause on a hit

Cost, You can ignore cost for now as its used in the full game.

1. Zombie Hand
Body
Keywords -
Damage Value, 2
Cost 4

2. Scythe
Body
Keywords Plastic
Damage Value, 4
Cost 20

3. Broom
Mind
Keywords -
Damage Value, 2
Cost 6
Special - User gains +1 movement

4. Stake
Heart
Keywords -
Damage Value, 2
Cost 4

5. Magic Cards
Mind
Keywords Ranged
Damage Value, 2
Cost 6

6. Plastic Knife
Body
Keywords -
Damage Value, 3
Cost 10

HOW TO PLAY

Here you will find the core rules for childhood.

Rule of imagination?

If a situation is unclear because rules conflict the kids get confused, in this situation you should always interpret the rule in the way that is least beneficial to the club.

Make a note of the issue and consult the rulebook after the game to see how the situation should be resolved.

PLAYING THE GAME

SETUP
1. Setup the Adventure
2. Deploy clubs per Adventure.
3. Determine who goes first (see Initiative).

EACH GAME ROUND
1. Determine Initiative for that round.
2. Take it in turns to spend Mood to activate kids until all players are out of Mood
3. Activate Bad Guys, if any in play.
4. End game round.

FUMBLES AND CRITICALS
Rolling a natural 1 is always a failure and is called a FUMBLE

Rolling a natural 20 before applying modifiers is CRITICAL

Critical's in both ranged and melee combat cause +1 damage.

MOOD

Mood represents how well the kids in the club are getting along, the better the Mood the more they can get done.

On the other hand, if the Mood is low then they will drag their feet and generally avoid doing much together.

In gameplay Mood represents how many Actions each player can perform each Round.

When the Club is founded it starts with a Mood of 8 since they are all excited to start having adventures. Some backgrounds and items can then raise or lower the Mood.

Mood can never go over 10, the kids just aren't that excited about the club.
If the Mood drops below 1 then the kids just can't stand each other anymore and the club disbands. You have lost the campaign and must start again from the beginning with a new Club.

Even if the Club's Mood has sunk below 6 the players are still allowed to count it as 6 for an adventure. The situation might be grim in the clubhouse, but the kids will still pull out some energy for the adventure.

During a round all players take turns to activate one Kid at a time. When a Kid is activated they can perform one Action from the list of actions.

Once the Action is performed the next player activates one of their Kids and so on. The same Kid can be activated more than once per Round. They might be on a roll and really want to push their luck.

But if you activate the same Kid more than 4 times during the same Round the Kid must pass a Body Test after the activation or take a Condition.

ACTIVATING A KID

When you select a kid to activate, spend one Mood and it can perform any of the below actions. Take the one action and then pass play to another player, until all players have used all avaliable Mood.

ACTIONS:

* Make a **Move** action
* Make a **R**anged Attack.
* Make a **M**elee attack.
* **U**se a item or skill.
* **P**ickup and/or drop any number of items off the ground or off of knocked out bad guys within 1 inch of you.
* **I**nteract with **T**reasure or Adventure specific stuff within 1 inch of you.
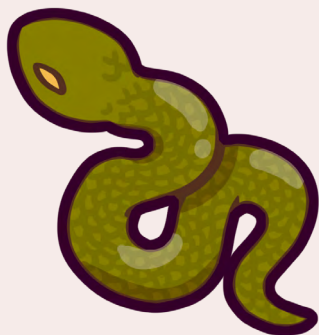
If a skill, status or other rule triggers when a kid is activated, you must trigger the effect at the start of the activation before you take your action.

DEPLOYMENT

Before the first round of the game, roll Initiative to determine who places a kid first. Then alternate between players, placing a kid one at a time until all kids are placed. kids must be placed within **6** inches of a board edge or based on Scenario rules.

INITIATIVE

Roll a **D20.** Highest number picks a model to activate first and take it in turns to activate models until both players are out of **Mood.** If a player has a disadvantage in mood left to use they can pass until both players have equal mood. Alternatively the youngest player should go first.

MAKING TESTS

All tests, unless specified otherwise, are **DR12.** This means you roll a **D20,** add the relevant modifiers and test the result. If, with the modifiers, you reach at least a **12,** you succeed.

movement

Kids can move a number of inches equal to 5+ their Body.

You can move in any direction or combination of directions up to the maximum movement of the kid.

Terrain smaller than 1 inch can be moved over for free.

Terrain over 1 inch must be climbed. Kids have a climb speed of 1/2 their movement speed. Kids must end their movement on a flat surface.

Kids can jump gaps 3 inches or less, but must pass an Body Test {DR 12} to do so. On a failure they fall and take a condition. On a Fumble they gain two conditions.

Kids that move off of a board edge are treated as having gone home and no longer participate in the Scenario.
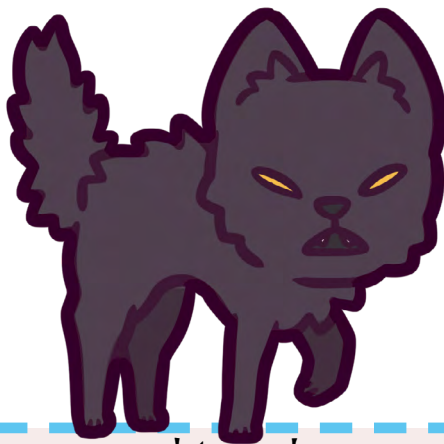
You are encouraged to make up your own rules in a way that is fun and chaotic for all players. Needless to say cheaters will have to do the dishes.

Combat

1. Test range.
2. Test Stat modifier to apply based on weapon.
3. Roll attacks.
4. Apply damage if hits are successful.

Close Combat
To perform a close combat attack, your kids must be within 1 inch of another model. Pick one weapon.

Make a DR 12 test using the appropriate modifier as determined by the weapon (see weapons page 21).

However, close combat is risky, and your opponent can also attack you back at the same time, but at -3 to their roll. Both roll to hit, and then roll for damage for any successful hits achieved.

This -3 is negated in close combat if another friendly model is also within 1 inch of the enemy attacker. On a Fumble you drop your weapon.

If the target of the attack survives and has not activated, it is still able to activate that round.

ranged

Ranged weapons have a maximum range of 12 inches.

To perform a Ranged Attack, your model must be able to see at least part of the target model. Models in close combat cannot make Ranged Attacks. Models in close combat are -3 to hit with Ranged weapons.

If more than 50% of a model is obscured apply a -3 modifier to the to hit roll. The model has Cover. This includes if another model blocks line of sight.

Roll a DR 12 test, plus relevant modifiers, to see if you hit. On a success you roll the weapon's damage.

You can throw any weapon up to 6 inches, but you suffer a -3 to the roll and it is placed on the ground next to your target, regardless of if you hit or miss.

Ranged weapons count as One-Handed Makeshift weapons in Melee combat. .

Thrown weapons once thrown are placed next to the target of the attack even if the attack failed. Thrown weapons can be picked back up as an action by kids within 1 inch of them.

damage

When you successfully hit by a monster or weapon you apply the damage. When a kid takes damage they reduce thier HP by that amount of damage.

Deduct the model's outfit from the result.

Outfit always reduces damage unless otherwise stated.

Bad Guys have Health. This is how much damage they take before they leave the table.

Criticals cause +1 damage
armor is still applied.

Leaving combat

Kids within 1 inch of kids from other clubs and bad guys are in combat.

Kids are able to leave combat by spending 1 additional Mood {leaving combat therefore costs 2 Mood}

Bad Guys if forced to leave Combat for free.

Chicken test

Sometimes a Kid will be asked to make a cool test to test if they are a chicken or not.

On a failure they run away home, immediately moving their max movement towards the nearest board edge.

The next time they are chosen to activate they retake the test. On a pass they act as normal, on a failure they continue to move off of the board.

They retake this test every time they are chosen to activate until they pass or leave.

Fleeing combat due to Chicken tests does not trigger an enemy attack, nor cost any Mood.

If you wear sunglasses while playing you can reroll one cool test per game.

Models make a chicken test when:
*   they take a Critically hit.
*   whenever they are told to by an adventure
*   whenever any other kid takes the exhausted condition within 12 inches of them {this one only effects player controlled models}

DAMAGE

Damage lasts untill the end of the adventure.

After an advenutre HP resets.

Consequences last until a Kid has a Consequence removed by an item or leveling up, unless stated otherwise.

Whenever someone, a Kid, Chore or Bad Guy, makes a successful attack, roll a D3 + the Weapon Damage. That is the total Damage caused.
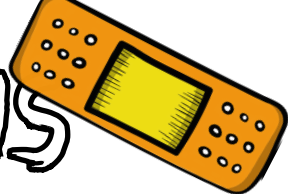
Check if the target Kid, Chore or Bad Guy has a Defence Value. Reduce the Damage by the Defence value. Any remaining Damage is taken from the targets HP.

When a Kid, Chore or Bad Guy reaches 0HP they run away and leave the table unless their special rules say otherwise.

Whenever a Kid runs home due to 0HP they gain a random Consequence.

CONDITIONS

1. Cool New Scar: Kid Gains +1 Cool
2. Knocked Out a Tooth: Kid suffers -1 Cool
3. Bad Stomach: Kid gains Fart attack skill.
4. Scared: Kid costs 2 Mood to Activiate
5. Saddened: -1 Mind
6. Tired: -1 Movement
7. Stomach Flu: -1 body
8. Moved away: Kid is replaced by a new Kid
9. Eye Boggie: Max range reduced by 3 inches for ranged attacks.
10. Mums Strength: +1 Body -2 Cool.
11. Fever: -1 to all rolls for the next adventure only.
12. Sprained Ankle: -1 Movement for the next Scenario only.
13. Bruised Eye: -1 Mind for the next/current Scenario only.
14. Scraped Elbows: -1 Body for the next/current Scenario only.
15. Brain Worms: Swap two stats at random.
16. Forgetful: Kid immediately misplaces one random piece of equipment or weapon (permanently lost).
17. Just Pretending: Nothing happens
18. Get lost on your way home: Club looses 1 Bottle.
19. Learned a painful lesson: Increase one stat by 1.
20. Reroll and take both!

BAD GUYS

After all kids have been activated by all players, bad guys are then activated. If there is more than 1 bad guy to activate, randomise them with a die roll.

To determine bad guys actions, follow the flow diagram overleaf.

Bad guys make all tests at DR 12 with no modifiers unless specified. This includes if they are attacked.

bad guys with only Ranged Attacks, if in close combat, make unarmed attacks dealing 1 damage unless otherwise stated.

bad guy chicken

If a Monster is Critically hit it makes a chicken roll.

Roll 2D6. If the result is greater than its Cool, it flees the field, moving 2D6 inches per round until it leaves the field or is beaten. If Monsters Cool is '-' they ignore cool rules.

• Bad Guy

* Health - How much damage a Bad Guy takes before they leave the table. When a Bad guy;s health reaches 0 it runs away, unless stated otherwise on its profile.
* Cool - What you use when they make a chicken test
* Attack - This is given as a type, i.e. claws, slam or other, followed by the damage it deals on a succesful hit.
* Defense- How much the Bad guy reduces damage by.
* Special - Any special attacks or features the bad guy has.

Spawning Random Bad Guys

When you spawn a random bad guy, place them as instructed in the adventure. Place them on the board edge indicated by the adventure. Place them close to the centre of the board edge they spawn on.

Bad Guys and Fumbles

If a bad guy rolls a 1 they drop their weapon, (anything like claws are not dropped). If a bad guy has no weapon it takes its action to pick up any dropped weapons.

Looting Bad Guys

Bad guys drop any items and weapons they carry when they flee the table and these can be picked up as an action when within 1 inch of where they last where.

Bad Guys Vs Bad Guys

Bad guys treat other bad guys not of the same type as them as hostile and will fight them.

Keywords

Keywords are used to make it clear what a bad guy is and what items or weapons effect them. For example adult bane work on all bad guys with the adult keyword. If a Bad guy shares a Keyword they treat each other as friendly.

Check Bad Guys Special rules

Can the Bad Guy see a Model of a different type?

no

Bad Guy Does Nothing

yes

Bad guys moves towards the target

BAD GUYS FLOW CHART

is the Bad Guy within 1" of the model?

— yes — **Immediately attack as per comabt rules**

no

Does the Bad Guy have a ranged Attack?

no

yes

If Bad Guy is within range to shoot it shoots. Otherwise it moves towards the target.

TRICK OR TREAT

It's Hallween and the time to get your load of free candy. The Goal is simple knock on doors and get that free suger hit. But nothing in life is ever that simple right? Some of these other kids are actually ghouls! oh no time to get candy and kick some butt.

GOAL

The kids must knock on doors to see if there is a trick or treat waiting for them.

When a kid reaches a door they can knock on it, if they pass a cool test They gain a treat and gain 1 Hallween candy. On a failure a Ghoul Appears! You cannot knock the same door until the Ghoul that spawned is defeated.

REWARD

The Kids gain 10 Bottles which can be spent to buy new items.

SETUP AND TREASURE

Setup 3 houses per club taking part in the adventure.
Each house needs a door and should be placed 3 inches from each other.
When a Ghoul is defeated you can search it as an action to gain a roll of a random item that it had in its pockets.

DEPLOYMENT

Youngest player picks deployment area. Players take it in turns to place a kid in their deployment. To deploy players place their kids along their deployment edge.

BAD GUYS

Starting on turn 1, D3 Mangy Cats will appear on the board, no doubt attracted by the sweets. For each subsequent turn roll a D3 and that many new Mangy Cats appear. If there are ever 6 Mangy Cats on the board at the same time a Great Satanic Cat appears.

SOLO PLAY

Instead of rolling a D3 only spawn 1 Mangy cat a round.

Game End

Game Ends after 8 Rounds Club with most Candy is the Winner.

BAD GUYS

Ghoul

Special: Ghouls cause Fear. Any kid within 1 inch of a Ghoul must pass a Chicken Test or run away. Once they pass this test once they are immune to the Fear effect.

Keywords Demonic, Undead, Fear.

| Health:8 | Cool:9 | Claws:3 | Defense:1 |

MANGY CAT

Special: Will not get within 3 inches of a ghoul.

Keywords
Animal
cat
minion

| Health:6 | Cool:6 | Claws:2 | Defense:0 |

COMING SOON

CHILDHOOD

FROM THE CREATIVE TEAM OF
WILL RAHMAN-DAULTREY ALEXANDER WINBERG & PIERRE MORTEL
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