



# CHILDRICOD

PRESS START

## Civilia Thanks

CHILDHOOD
GIVING THANKS
IS A SCENARIO
YOU CAN PLAY
USING THE FREE
HALLOWEEN
HORROR
CHILDHOOD RULES

IN GIVING THANKS EACH KID INSTEAD OF A COSTUME GETS

# FANCY CLOTHING +1 FRMOR

EACH KID GETS ONE WEAPON FROM THE LIST OF WEAPONS ROLLED RANDOMLY



## **GIVING THANKS**

In Cardisota Giving thanks is celebrated for all to give thanks for what they have to give thanks for each year

And to celebrate Cardisotians give each other 'Thanks' gifts. Gifts that can sometimes be good but can also be gifts that make you say 'thanks' passive aggresively. You know like Socks one size to small or gift cards for a shop you hate.

What Gift did your kid get? Roll for each kid overleaf to find out what weapon they got. 1. FUNGUS FALCHION BODY KEYWORDS -DAMAGE VALUE 2 COST 4

2. WET CARDBOARD SWORD BODY KEYWORDS -DAMAGE VALUE 1 COST 1

3. CUTE HAT
MIND
KEYWORDS SPECIAL: USER SUFFERS
-1 COOL
DAMAGE VALUE 1
COST 0

4. CANDY CORN ON THE COB BODY KEYWORDS - DAMAGE VALUE 2 COST 3

5. KNOTTED YOYO
BODY
KEYWORDS: RANGED 6
SPECIAL: AFTER USING
ONCE MUST SPEND AN
ACTION TO UNTABGLE IT.
DAMAGE VALUE 2
COST 3

6. SUPER POWER
SWORD 8000
BODY
KEYWORDS:
HARD PLASTIC
DAMAGE VALUE 4
COST 10

7.SOCKS
CANNOT BE USED
AS A WEAPON!
OH NO

8. GREENS
BODY
KEYWORDS SPECIAL: CAN
BE EATEN TO
REMOVE 1
CONDITION
DAMAGE VALUE 1
COST 0



## ROBO TURKEY II

Each year to celebrate Giving thanks, Cardisota grants one turkey a pardon. Well that has backfired it would appear. Those turkeys have created a ROBO turkey and its now up to you to save Giving Thanks from its ROBOTIC machinations



#### GOAL

Deafet the ROBO TURKEY and Save Giving Thanks.

#### **REWARD**

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

## SETUP AND TREASURE

The table should be setup to resemble a forest where the Turkeys have created a workshop to make the ROBO Turkey. For each defeated turkey Kids can search them for a random Gift. The Turkeys Have been stealing people's Gifts!

In the Center of the Table place The ROBO Turkey and for each Club taking park place within 4 inches of them a Turkey. This is a straight Fight to ROBO Turkey death.

#### **DEPLOYMENT**

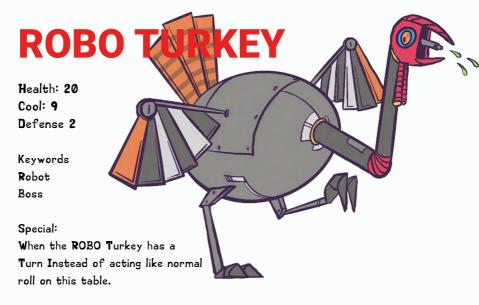
Youngest player picks deployment area. Players take it in turns to place a kid in their deployment. To deploy players place their kids along their deployment edge.

#### **BAD GUYS**

Each Round if there are less than 3 Turkey's on the Board spawn 1 Turkey per Club taking part.

### Game End

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



- 1. Moves towards Nearest Kid and Makes a Peck attack 1D6 damage
- 2. Gravey Spray. Makes a ranged Attack against Nearest Kid 1D8 Damage
- 3. Fly. Remove Turkey From board. Place it back on the Board at the start of the Bad Guy phase next round next to a random Kid.
- 4. Gobble: All Kids on Board take 1 damage
- 5. Short circuit: Roll twice and take both results
- 6. Summons a Normal Turkey to a random board edge.

## REGULAR TURKEY

Health: 6 Cool: 9 Peck 1D4 Defense 1

Keywords Bird. Animal.



## FROM THE CREATIVE TEAM

WILL RAHMĀN-DAULTREY ALEXANDER WINBERG & PIERRE MORTEL GUEST STAR ART PENZILLA

HTTPS://PENZILLA.ITCH.IO/

## COMING TO BACKERKIT IN Q1 2025

- FULL GAME CONTAINS
  - MUCH MORE AMAZINGART
    - FULL NARRATIVECAMPAIGN
  - ■OVER 100 WEAPONS. ITEMS AND PIECES OF EQUIPMENT
    - GOBLIN JUICE