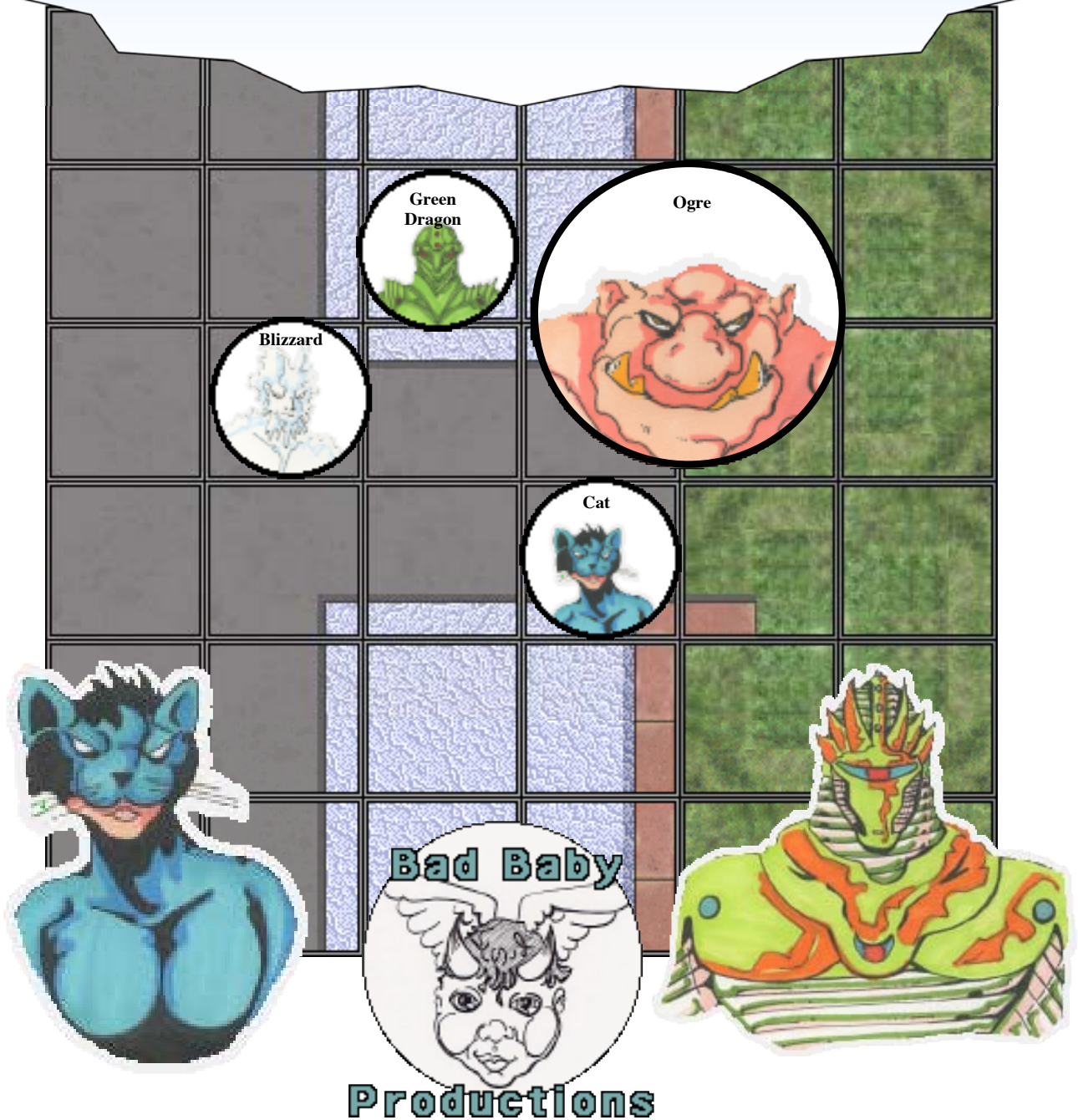# Heroes Inc

Green Dragon

Ogre

Blizzard

Cat

Bad Baby

Productions

Major Glory hit the Brute with a might upper cut, sending the villain high into the air, only to crash into the bus across the street. The hero cringed at the damage being done in this brawl with the Brute, the Mayor would not be happy when he watched the news tonight. With a growl, the Brute climbed his way out of the wreckage of the city bus and charged Glory again. Someday, the hero thought to himself as he once more grappled with the incredibly strong super villain, someday he would just have to find a new line of work, something simple, less destructive in nature.

This is Heroes Inc. the newest Mini-Game from Bad Baby Productions. Taking the S&G skirmish game system and adding a super hero twist, we have come up with a great comic book hero game. Take your heroes and battle their greatest foes for control of the city. See if you can match the villainous cunning of an arch fiend, or the super strength charge of some alien menace.

All comments, suggestions and contacts can be made at…

Bad Baby Productions, Hemdog560@hotmail.com

Or visit

Bad Baby Productions at…

host09.ipowerweb.com/~arcanump/ArcanumPBM/Page3001.html

Game design, artwork and layout by Robert Hemminger

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Introductions

Heroes Inc is a fast system for running comic book battles, either in one on one fights, or involving large battles between several hero and villainous groups.

Fully expandable, each set will offer players new characters, new Battle Tiles, and new rules so that their games can expand into full-fledged wars of comic book fun.

Game Construction

Once you are ready to play Heroes Inc, 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 Inc 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 components and counters. 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 components onto thick card stock or chipboard. 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 parts with a clear, self-adhesive, sheet of lamination. (Again available at most office supply stores).

Plastic or metal miniatures can of course be used to replace the paper counters we have supplied, so have fun looking for the right figure to match what you need.

Cards are supplied with a front and back, so just print up a copy and then fold them along the seam. Glue the two parts together and you have a nice card for use in the game. If you like, you may laminate these cards, or buy protective cards sleeves for them. As you may want to use a washable marker on these cards to record damage and other effects, this protective sheath is suggested.

Getting Started

Once you have the game parts ready for use, you are ready to start a game. First you will need to pick a scenario to play. Set up the game Battle Tiles as dictated in the scenario and buy your characters as outlined for that game. Each player should then gather the needed counters and cards for the characters they will play, and prepare to start the game.

Each player should then roll 1D6, with the highest roller getting to place one of their characters on the Battle Tiles as dictated by the scenario. The second player then may place one of their characters, and so forth, until each player has placed all of their characters. (Note that some scenarios may have different rules for setting up, so read each carefully)

Characters

The game revolves around players using characters (Either heroes or villains) to battle their foes. Each character in the game has a series of stats that reflect just what the character can do and how well they perform actions. Each character in the game will come with a data card, showing these stats and other information for that character.

For the most part, all characters in the game are individual and unique. No player may have more then one character of any given type (Unless otherwise stated on the character's data card), although two players can have the same character if they are playing the same faction.

All characters within the game come in two classes, faction based (Hero or Villain) and solos. Faction based characters are part of an organization who often working together to overcome their foes or characters of like minded pursuits. Solo

characters, are individual heroes and villains that will work with any faction, if they are paid well or offered some other incentive.

The status of the character thus may have effects within the scenario that you are playing, as outline in that scenario. Otherwise, there is no difference between the various character types, and all are played the same way and follow the same rules.

Stats

All characters in the game have a series of stats that reflect their abilities. These stats have effects in the game as outlined below.

Attack and Defense

These two stats show how well the character hits and how hard it is to hit the character in combat.

Strength

This is how strong the character is and used in combat and when the character tries to throw objects.

Speed

How fast the character is, the stat determines not only when the character gets to go in a turn, but how often.

Some characters will have a split speed, showing two or more numbers. This reflects characters that are very fast, and so are able to do more then one action in a turn. Each time the speed for that character comes up in the turn order, it may take two new actions.

Movement

This reflects just how far the character can move on any given move action.

Health

The amount of damage a character may take before it is destroyed and removed from the game.

Will

The overall willpower of the character and a sign of their courage.

Power Points

All characters have power points, which reflects the amount of special abilities the character can perform in a game. The more power points the character has, the more abilities it can use, and or, the more powerful those abilities might be. Each time a special ability is used, a set amount of power points must be spent. When a character has used all of their power points for the game, they cannot use any more of those special abilities.

Power points though, can be regenerated by various mean, the most common being by resting and collecting power markers.
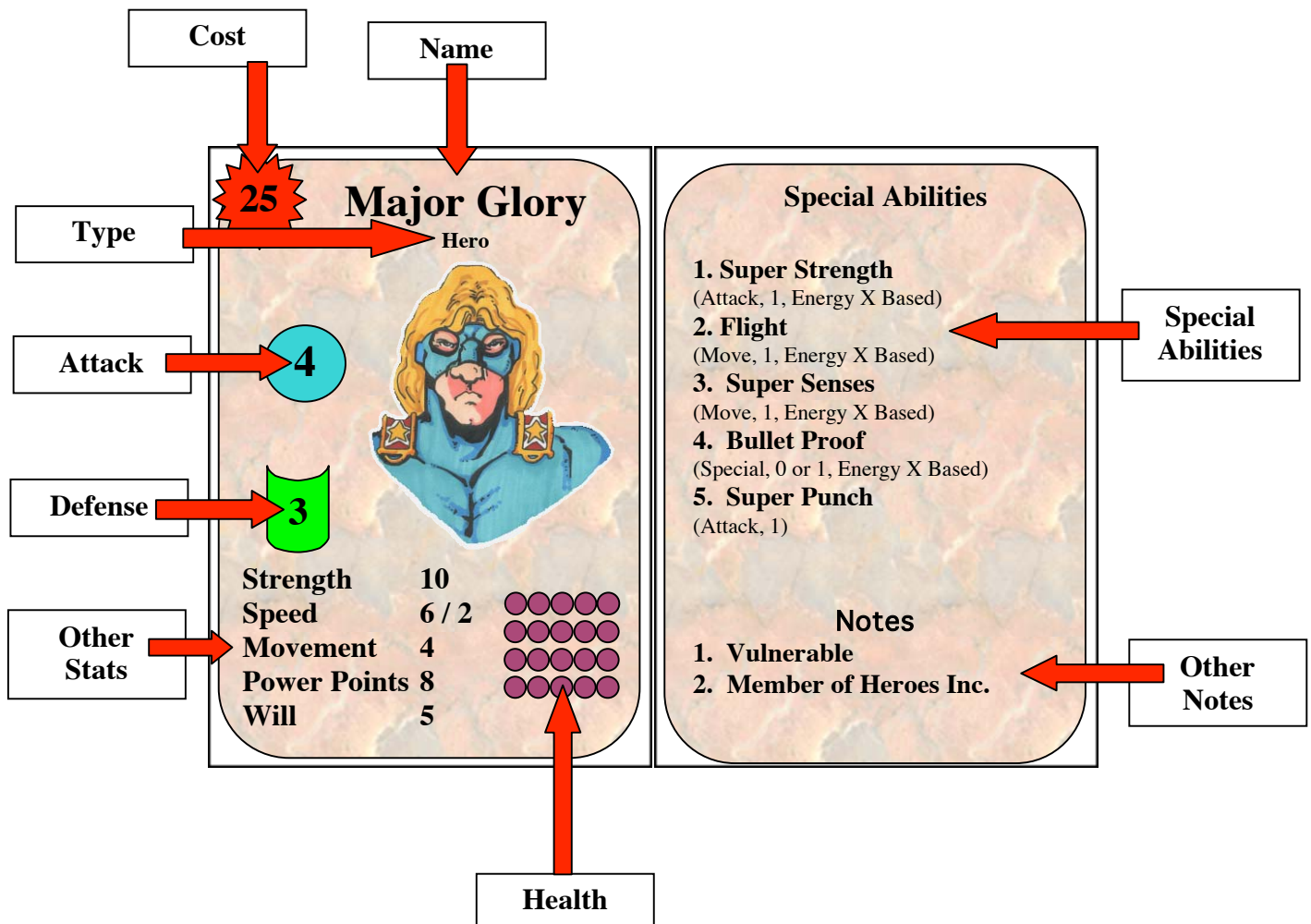
Character Abilities

All characters will have one or more special abilities that it may activate during the course of the game. Each ability will generally cost a set amount of power points to activate, so read each carefully to be sure on how the ability works and how mush it will cost.

Some abilities will activated during the movement action of a character's activation, while others are used only during the attack phase, so be sure to read each description to be sure when it is activated and used.

Details on each ability can be found in the character book.

Character Card

Cost

Name

Type

Attack

Defense

Other Stats

25   **Major Glory**

Hero

4

3

Strength	10
Speed	6 / 2
Movement	4
Power Points	8
Will	5

Special Abilities

1. Super Strength
(Attack, 1, Energy X Based)
2. Flight
(Move, 1, Energy X Based)
3. Super Senses
(Move, 1, Energy X Based)
4. Bullet Proof
(Special, 0 or 1, Energy X Based)
5. Super Punch
(Attack, 1)

Notes
1. Vulnerable
2. Member of Heroes Inc.

Special Abilities

Other Notes

Health

All games available at

RPGNow.com

Yourgamesnow.com

wargamedownloads.com

wargamingonline.com

Drivethrustuff.com

If you like this product, try other games from Bad Baby

Arcanum

        Is 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 two expansions.

The Abyss

        A game where players take on the role of a demon lord in their struggle to rule the entire Abyss. The game in played in fast turns, with each player collecting essence, and then spending it to increase their demon lord's power and to build massive armies. Players then may enter into quickly run battles to defeat their foes and conduct others nasty actions that will slow down or harm their many foes.

Battle Tiles

        Battle Tiles, by Bad Baby Productions, 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 roleplaying 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 then fifty cents a page, and hundreds of possible combination, you can't go wrong with Battle Tiles, so get started and have a battle to remember.

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'um.

Crystalmaner

Crystalmancer is a strategy card game of magic, power, luck and politics. A game where players struggle to be the first to hold enough of the mystic crystals to rule over the world, for he that holds enough of the mystic crystals is the only true Crystalmancer. Players will take on the role of a might wizard, one that seeks to collect the many mystic crystals that lay about the fantasy landscape.   These crystals hold magic power, power that will allow you to summon great magic, and to control mighty beasts. These crystals are thus used to wage mystical war on your foes, all in the hope of defeating them and their own goal of possessing the needed crystals to become your master instead of you becoming theirs.

Dragon Lords

Dragon Lords is an exciting and very different type of board game. Using a unique card based system to create the playing area, and so each game is both different from the next, and a challenge, for players will need to lay down a path that will gain them access to the many special location that will allow then to possibly draw more dragon.

The game comes with well over 350 2X2 inch cards, counters and a fully illustrated set of rule. Enjoy a night of bloody mayhem and adventure and play Dragon Lords.

Junkyard Wars

Is a game of tactical battle among programmable robots. Seek out valuable resources and battle your foes as you seek to dominate the Junkyard World and all the Junk it holds.

Using a unique system of program cards and a very different turn based system then anything else out there, Junkyard Wars seeks to make the typical strategy based war game, well something new.

So join the fun and jump into Junkyard Wars.

Mini-Games

Bad Baby 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 though, does not mean lame. No these are great gaming gems, just in small bite sized forms. Fun. fast and cheep, 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.

Mystic Adventures

A fast paced game of heroic adventure, war and struggle. Be the one to stand over the fallen bodies of your foes and rule the known world.

Mystic Adventures is a board game for 2 to 6 players, and comes now with five expansions to increase your gaming fun.

Web of Tears

Web of Tears is a game of politics, intrigue, struggle and conquest. Web of Tears allows players to take control of a Dark Elf noble house, where they then must compete with other Dark Elf houses as each tries to achieve multiple victory conditions and goals. Can you train your

nobles to their ultimate in skill, or will you need to amass a great army of slaves and skilled warriors. Maybe you will need to work the political side of the social order and have yourself proclaimed the queen of the city.

Web of Tears uses a unique system of influence peddling, intrigue, political plotting and all out war to allow players to interact in the nastiest of ways.

Can you out smart, out fight and out survive your foes?

Worlds of Wonder

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

After 30 some years of playing, running and designing games, be they RPG's or board games, we at Bad Baby have come to one conclusion. Its not the game's rules that make it enjoyable, but the people your 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 they spend together playing, well worth the time spent.

Yes Worlds of Wonder will offer you a detailed combat system, and several magic options, but the majority of the information presented will deal with the creation of your character and the many options that will be open to you.

What we have tried to present to you with Worlds of Wonder is a detail means of generating the kind of characters that you will both find enjoyable, and a system that will keep you thinking on just what to do next with those characters.

Worlds of Wonder offers players, and GMs, a fully developed RPG system. The core system rules comes with the following…
* A fully illustrated set of rules, completely booked marked for easy use.
* Rules for generating and running a game using the WoW System,
* An RPG system that is fully expandable, and easy to use.
* 15 Skill Sets, each with 4 skills and 10 levels of advancement within each skill.
* Over 100 Arcane spells, set within 5 schools of magic.
* Over 100 Divine spells, set within several generic faiths.
* 20 fully detailed monstrous foes to battle, with hundreds more coming soon.
* A full color character sheet.
* Lifetime updates should we upgrade and or revises the system in any way.
* A full copy of the core rules set in a print friendly format.

Besides the core system, we here at Bad Baby are also including, for free, a copy of out most popular Battle Tile sets, Dungeon Chambers. Use these full color battle tiles to liven up your RPG games and to run the many battles you will encounter while adventuring in Worlds of Wonder.

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.