Graveyard
Dash
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Productions

Chuck just stood there and watched as old Mrs. Johnson crawled out of the fresh grave. She had been dead two days, but here she was, dragging herself out of her hole, red eyes hungrily staring at Chuck. Suzy screamed again, but Chuck barely heard his girlfriend's cries of horror as more of the waking dead shambled towards the two of them.

Maybe it was the odd, green colored comet that had hurled overhead a few hours ago, or the illegal biological and chemical weapons the government truck had spilled across the creek. Chuck thought it was the old voodoo woman's curse that had been placed on the town. Whatever the cause, the dead were walking again, and they were hungry for human flesh.

Coming out of his shock, Chuck grabbed Suzy's hand as the two of them began to run. If they could just get out of the graveyard, if they could just reach the gates at the far end of the grave covered field….

This is Graveyard Dash, a fun, fast game of Zombie mayhem, a race between walking dead and their human prey. Can the people trapped in the graveyard reach its gates and freedom, that is, before the ever-growing number of zombies drags them down.

The first of Bad Baby's Mini Games, this and other games like it will allow players to engage in fun, fast, easy to learn board games. Small and quick though, does not mean less fun. No, these games will take you into all sorts of gaming fun, so don't wait, get started today and have a blast of a time.

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Introduction:

Graveyard Dash is a race, a race between a terrified human trapped in a graveyard and the zombies that want to drag him down and devour him. Players take on the role of either the human being as he flees the graveyard, or the zombies that are trying to eat him. Played in fast turns, the game is fun, quick and easily to learn.

Getting Started:

After the game is constructed, players should lay the map out before them and pick a side, either the zombies or the human bait, eh, I mean, the poor fool that is running for his life. Once each side has been chosen, take one human counter and place it on any of the hexes marked with a large S. This is the human's starting position on the map board.

Following the turn order as it is given, each player will take turns moving their counters about the map board until either the Human player has been eaten, or they escape out the graveyard's gates at the other end of the board.

Turn Order:

Each turn is conducted in a set order, as given below. This turn order should be followed as it has been shown on the map board and in these rules.

Zombie Appearance:

The first thing to do in a turn is to see where a new zombie will appear. The zombie player should roll 1D6 and place a new zombie counter in the hex that was rolled on the die. Note that a zombie may not appear in a given hex if that hex already has another zombie, or a human counter, already within that hex.

Each turn a new zombie will arrive, thus as the game progresses more and more zombies will clutter the map board, making it harder and harder for the Human player to win.

At this point a single stun marker should be removed from each human and zombie that is in play. Only one stun marker though is removed from each character, as some may have more then one stun marker on them at any time in the game.

Human Movement:

Next the Human player can move their counter up to two hexes, in any direction they wish. See movement restrictions to details.

Zombie Movement:

After the Human player has moved, the Zombie player rolls 1D6. This is the movement for all of the active zombies on the map board for the turn. All zombies will move this distance during the turn. All zombies Must move and at their full movement. Where they go is up to the Zombie player, but all active zombies must move the full distance rolled.

Zombie Movement roll:

Roll 1D6:

1-3: 1 Hex
4-5: 2 Hexes
6: 3 hexes

Zombie Counter

Movement Restrictions:

The following restrictions apply to all movement within then game.

1. No zombie counter may move through another zombie counter, nor may there be two zombies in the same hex at any one time.
2. No counter may move through blocking terrain.
3. Zombies may not enter a safe haven. Human counters may enter a safe haven, but only though the door.

Blocking Terrain

Rolling to Hit:

During a player's movement turn, either before, or after a character has moved, that character may attack an opposing players counter that is next to it.

To make an attack, the target to be attacked must be in a hex next to the attacker. Roll 1D6, on the chart for that type of character and

read the results. The target then takes the hit type rolled and the attack is completed.

A character may make but one attack a turn, but this attack can be made either before it has moved or after a move has been completed.

Pushing through Zombies:

A special type of attack that the Human player can make is to push through a zombie. This does not count as the Human player's attack for the turn, so you can push through a zombie and still make an attack as normal.

To push through a zombie, the Human player must roll 1D6. If they roll a 3 or higher, they may move their counter though the hex that the target zombie is in, shoving the zombie out of that hex and into another hex next to it. The Human player chooses the hex the zombie is pushed into. No zombie may be pushed into a hex with blocking terrain. If, as the result of a push, a zombie cannot be placed into a new hex because it is occupied buy another zombie, human, or blocking terrain, then the pushed zombie is destroyed.

If the roll to push the zombie fails, then the human character loses one movement point and may continue their move as normal.

Human Counter

Graveyard Dash

Human Player to Hit Chart:
Roll 1D6
1-3: Miss
4-5: Stunned
6: Hit

Movement:
Each Human Player may move 2 hexes a turn.

Turn Order:
1. Roll for Zombie Placement
2. Human Players Move and Attack
3. Zombies Move and Attack

Zombie Player's to Hit Chart:
Roll 1D6
1-4: Miss
5: Stunned
6: Hit

Movement:
Roll 1D6
1-3: 1 Hex
4-5: 2 Hexes
6: 3 Hexes

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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.

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.

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.

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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.

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.

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.

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.