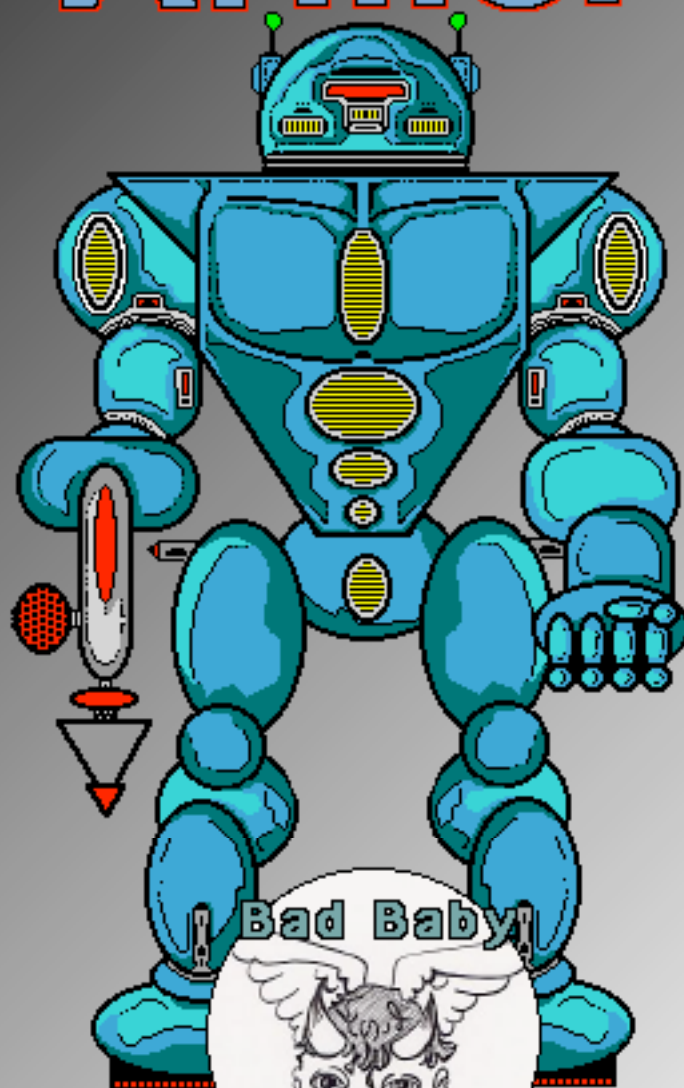


Battle Armor



Bad Baby

Productions

The plasma burst exploded too close for Chaves to feel comfortable and so he kicked in his jet booster to move to a new location before the enemy could pin point his position any closer. As he leaped into the sky, the booster jets sending him high over the alien trees, Sgt Chaves made a quick recon of the battlefield as it appear below him. Sensors marked on his heads up display where each of the other four in his squad where located and where the enemy troopers where positioned, or as best he could tell from what his scanners were telling him anyways.

As he leaped over the terrain, he became exposed and incoming fire began to pelt off his armor. Best to stay low he figured as he hit the ground running. Over his communication link the lieutenant was yelling at Private Jones to lay down suppression fire on the enemy set up on the low hill to the right. Another day in the Core, Chaves sighed, as he headed off to that same hill to kill more of the enemy.

This is Battle Armor, the second Mini Game by Bad Baby. Wars in the future will be fought by heavily armored warriors. Powered Battle Suits will rule to battlefield as each man can pack the firepower of a battalion. Mobile, heavily armored and capable of laying down a path of destruction like no other weapon ever made, the Powered Battle Suit will rule the future of warfare.

This is the game of Battle Armor. Take control of a single man, or a squad of battle suit armed warriors, as they fight their endless and bloody wars in the future.

Fast, easy to play and quick to learn, Battle Armor will supply you with endless hours of fun.

A Bad Baby Product, All rights reserved.

All comments, suggestions and contacts can be made at...

Bad Baby Production, Hemdog560@hotmail.com

Or visit

Bad Baby Production at...

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

Game design, artwork and layout by Robert Hemminger



Index:

Introduction:	Page 4
Game Construction:	Page 4
Getting Started:	Page 4
Battle Armor Data Sheets:	Page 4
Weapon Systems:	Page 5
Gear:	Page 5
The Map Board:	Page 5
Mega Hexes:	Page 5
Terrain:	Page 5
The Turn Order:	Page 6
Movement:	Page 6
Leaps:	Page 7
Terrain Effects of Movement:	Page 7
Combat:	Page 8
Ranged Fire:	Page 9
Line of Sight:	Page 9
Close Combat:	Page 10
Indirect Fire:	Page 10
Scatter Effects:	Page 10
Independent Weapons Systems:	Page 10
ECM Effects:	Page 11
Effects of Combat:	Page 11
Recording Damage:	Page 11
Radiation:	Page 11
Pre-Designed Game:	Page 12
Weapons Lists:	Page 13
Gear List:	Page 14
Counters:	Page 15
Charts:	Page 16
Terrain Tiles:	Page 17
Map Boards:	Page 18
Data Sheets:	Page 19

Introduction:

Battle Armor is a turn based strategy game of single man and squad level combat, all set in the far future. Players pick a side to play and try to out maneuver and out fight their opponents. Playable in short pick up games or with pre designed set ups, the game is expandable, so look for future releases.

Getting Started:

Once the game is put together, you are ready to play. Each player should pick a set of counters and either decide on a pre-designed game to play or design a pick up game of their own. Once the game has been constructed, players will take turns moving and attacking with their units. This continues until one side has achieved its victory conditions or one side has been completely destroyed.

Battle Armor Data Sheets

The core of the game revolves around the Data Sheets. Each sheet depicts one suit of battle armor and the warrior that lies encased within. Here all information on the armor, its weapons and gear, as well as the damage it has taken, is recorded. As damage and game effects occurs, make note of them on this data sheet.

(As you will be using these a lot, print up as many as you will need, but it is suggested that you do so on cheap paper.)

As a general rule, as a section of the armor takes damage, you will darken in one of the hit circles supplied for that location. Once a location has taken all its circles in damage, that part of the armor is disabled or destroyed.

In some cases you may have to add circles to show extra hits that the armor can take. Simply draw in the needed spots on your Data Sheet.

Weapon Systems:

As a suit of armor can be outfitted with all sorts of different types of weapons, space is provided on the Data Sheet to make note of each suit's weapons and the hits, said weapons can take.

Gear:

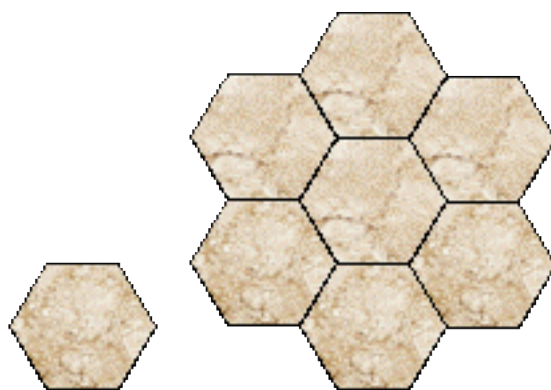
Like weapon systems, each suit can be outfitted with all sorts of extra equipment. Space again is provided on the data sheet to make note of this added gear and their number of hits.

The Map Board:

The game of Battle Armor is played out on a hex grid map board. These map boards represent a generic battlefield which players then can customize as they want or as a game dictates. All movement and activities take place on this map board.

Mega Hexes:

Some effects in the game do not take place within a single hex, but rather in mega hexes. A mega hex is a single hex and all the hexes surrounding it.



Single Hex

Mega Hex

Terrain:

Within the game there are all sorts of terrains that can be placed on the map. This terrain may effect movement, line of sight and or have other effects as dictated by a given game.

Terrain tiles are laid down on the map, either as shown by the game's set up or if the game is to be designed by the players, with the following restitutions in mind.

No terrain tile may be placed on top of, either fully, or in part, on another terrain tile.

No terrain tile may lay partially off the map, it must fully fit the map board to be used.

If the game is to be designed by the players, use the charts below to see the number and type of terrain allowed.

Roll 1D6

1:	2 points
2:	4 points
3:	6 points
4:	8 points
5:	10 points
6:	14 points

Each terrain tile has a set point cost. These points are rolled for and then split between the players, each being allowed to set one terrain tile at a time, until they have set up all the points worth of terrain allowed for that game. Players should roll 1D6, with the highest roll getting to place a terrain first.

Terrain Point Cost:

1 Hex size Terrain

1 Point

2 Hex Size Terrain	2 Points
3 Hex Size Terrain	3 Points
Mega Hex Sized Terrain	6 Points

The Turn Order:

Each turn players will conduct their actions, in the following order. One player performs his actions and then the second players perform their actions.

In most games each player should roll 1D6 to see who goes first, with the highest die roll moving and attacking first.

Turn Order:

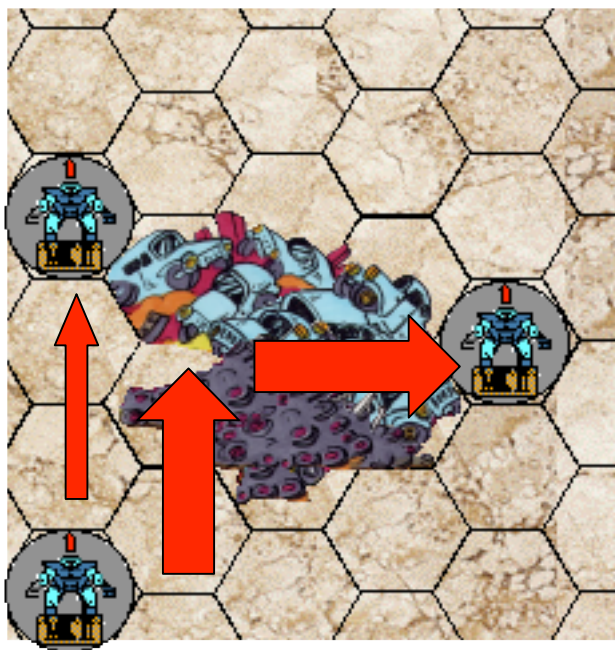
- A. Update all Data Sheets and add or remove counters as needed
- B. Conduct all Indirect fire to be made that turn.
- C. Move all units under your control.
- D. Make all Ranged attacks you wish to make.
- E. Make all Close combat attacks to be made.
- F. Record any effects on the Data Sheets.

Movement:

Movement is all conducted on the map board by counting hexes. Each unit that is to move must trace a line through a hex side, counting each hex that is entered as you go.

A unit may move, all, some or none of its movement allowance within a turn, but never more.

Moving units may not move through a hex with another unit within it or end their movement in a hex with another unit in that hex.



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

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 is 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.

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.

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.

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 than fifty cents a page, and hundreds of possible combinations, you can't go wrong with Battle Tiles, so get started and have a battle to remember.

Crystalmaner

Crystalmaner 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 Crystalmaner. 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 them 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 our 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*.