

Vermix issued his challenge and then leaped into the clear skies that lay before his cave's entrance. The smaller air dragon returned the roar and beat its long wings as it began to gain altitude. Vermix was large, a fire dragon of both mighty age and size. With some amusement Vermix mused on the foolish air dragon and how it would perish under his talons and burn with his breath.

Beating his own great wings, the massive fire dragon rose slowly. Meanwhile the swifter air dragon had reached a great height overhead and with a shriek, folded its wings tightly against its sinuous body and dove into Vermix like some blue-grey spear, thrown by an angry god of war.

The two dragons crashed into each other with bone shattering force. Stunned by the impact, Vermix struggled to bite at his foe, but the smaller air dragon had gained a tight grip on the fire dragon's fore legs and was even now ripping at Vermix's armored hide with its own sharp talons.

Finally Vermix turned his great head and bit down on the neck of his foe. The air dragon screamed as Vermix crushed its throat, slaying the smaller dragon in one mighty snap of his jaws. Spitting the dead beast from his maul, Vermix turned his body as it fell, trying to scoop the air up with his wings and to either slow his fall or possibly even pull up from of the deadly plummet out of the skies.

As the ground below rushed up, Vermix began to flap his might pinions once more, beating the air with his massive chest muscles, like belts of iron these muscles struggled to gather the wind about him. Slowly he regained control and turned the headlong fall to his doom into a controlled swoop. As he passed mere inches from the tops of the trees of the forest below him, Vermix issued another roar, letting all that could hear that his was king of the dragons still, and would remain so until another dragon took his life and crown.

This is Dragon Wars, yet another Mini-game from Bad Baby Production. In Dragon Wars, you and other players take on the role of a might dragon, dragons that then launch themselves into the skies and battle for supremacy of all about them.

Using a fast turn based system; the combat is swift, the excitement nail biting and the strategy intense. Do you dare enter the world of dragons...

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### Introduction:

Dragon Wars is a strategy based game of combat between dragons and their minions. Each game will see two or more players taking control of one or several

dragons as they battle in the skies. A player must maneuver his foes into the right position to deliver the kill blow, all the while trying to avoid this fate themselves.

### **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 dragons. This continues until one side has achieved its victory conditions or one side has been completely destroyed.

### **Types of Dragons:**

There are four types of dragons within the game, each based on one of the four elemental power, earth, air, fire and water. Each type of dragon has its own abilities, strengths and weakness. The type of dragon you play will often dictate the type of strategy you will need to focus on, while a game with multiple dragons under you control will see you developing a mixture of strategies.

Besides the dragon's alignment to the powers, its age and size will also affect its abilities in the game, so look closely at the difference that these three factors will bring and their uses.

### **Elemental Alignment:**

There are four elemental powers within the game, earth, air, fire, and water. Each alignment affects the powers that the dragon can have, its abilities and so forth. When a game is started, each player should roll once for each dragon that they will have under their control. The chart below will tell you what each dragon's alignment will be.

#### **Roll 1D6**

- 1: Player's Choice**
- 2: Air**
- 3: Water**
- 4: Earth**
- 5: Fire**
- 6: Player's Choice**

### **Size:**

The dragon's size also affects its abilities. Generally most dragons in the game are of medium size, although they can be made smaller or larger as the player wishes. Each pre-designed game will tell players the number of points they can spend on their dragons(s).

### **Age:**

As a dragon grows in age, so too does its power and might. Just like size, players may either start as an adult, or buy up or down the dragon's ages that they are going to play.

### **Dragon Data Sheets:**

All the information about your dragon is recorded on its data sheet. Each dragon in the game should have a data sheet lying before the player that is controlling said dragon. As the dragon takes damage, the player should mark down the amount, and where, it has been taken. This data sheet is also used to record other information of the dragon, its size, age, powers and etc.

### **Action Tokens:**

Each turn players are given a set of action tokens. It is with these action tokens that each dragon is given an order, be it to move, attack, what not. As players spend these tokens, the dragon that they control will continue to perform these actions. When a player has used up all their tokens for the turn, they cannot perform any more actions with their dragons.

### **The Map Board:**

The game takes place, for the most part, on a hex grid map of the skies. Players will fly their dragons about this open expanse trying to gain position on their foes. For the most part these skies are uncluttered, although some games will call for the placing of mountain peaks to hamper line of sight and movement.

### **Turn Order:**

At the start of each game, players roll 1D6. The highest rolling player then gets to go first. Each turn players will gather up the number of action tokens they have available to them and conduct a single action, the first player taking one action, the next player then takes an action. This continues, with each player spending action tokens and performing a single action until all players have used their actions tokens for the turn.

A player must spend a token on their turn, and tokens may not be traded or saved from turn to turn.

If there are more than two players in the game, the player to the right of the highest rolling player will go second, and so on around the table until all players have had a turn playing an action token.

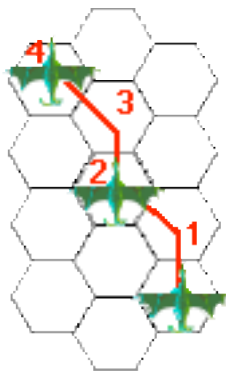
At the end of all players' turn, when they have used all of their action tokens, each dragon under their control must move forward one hex. This is a mandatory move, and all dragons must take this move at that time. (Note that dragons that are falling out of the skies, or that are on the ground, do not have to take this mandatory move.)

### **Movement:**

When an action token is spent to allow a dragon to move, the dragon may move one hex per movement point that it has. A dragon must move in a straight line with this move, passing through one hex side to another, in the straightest line possible.

Dragon may pass through a hex with another dragon, which is at the same altitude. If this occurs, then both dragons crash into each other. (See Mid Air Crashes and clutches.)

A dragon may, through the course of its move, shift its hex, by one. This is called a bank and allows the dragon to alter its flight path slightly as it flies. While performing this bank move, the dragon must still maintain its front facing. A dragon must move forward one hex before it can bank one hex.



**Example of a bank move**

#### **Altitude:**

When an action token is spent, a dragon may gain or lose altitude, as the controlling player wishes. There are four such levels of altitude within the game, Ground level, Low, Medium and High. Provided with the game are three markers to show a dragon's altitude, ground, low and high. Medium altitude is considered standard and so is not marked.

Per action token spent, a dragon may rise or lower, by one level its altitude.

A dragon may choose to land on the ground, as an action, which costs an action token to perform, which are called control landings.

To take off from the ground though, is a bit more difficult, and to do so the dragon must spend two action tokens. If the player does not have enough tokens to pay this cost, the dragon remains on the ground.

#### **Dives:**

Using an action token, a dragon may dive from a higher altitude, to a lower one, doing so swiftly. A dragon may dive, up to two levels of altitude, with this one action. When a dive is made, the controlling player must state how many levels of altitude the dragon will dive, one or two levels.

Such dives are dangerous, and any dragon that performs such an action must roll 1D6. On a roll of 3+, the dragon controls its dive and may pull out at any point along the way with little harm. On a roll of 1-2, the dragon cannot control its dive and falls an extra altitude level before gaining control. This may of course drop the dragon into the ground where it will then take damage from the fall.

Dives into combat allows the dragon to make a special dive attack and offers extra bonuses.

**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**

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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**

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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*.