Comic Book Heroes

A Game of Super Powered Fun

Bad Baby

The blue color of your cape leaves an azure streak across the city skyline as you fly above the buildings on patrol. It has been a peaceful night over all, only one bank robbery, and that you stopped with the help of Kid Zip. The explosion rolling out of the building below you then breaks the silence. You watch with your super eyesight as the green color smoke rolls out of the window of one of Sonic Lab's windows. You watch as Doctor Death leaps into the air from that very window, a beaker of the hyper explosive, chemical Y, tightly held in his armed fist. You thought he was still in jail, serving a 300-year sentence for his last attempt at destroying the city. With a sigh you dive into the coming fight, sure it will be another long night ahead. Who said being a super hero was all capes and fun.

Comic Book Heroes is a multi player card game where you take on the role of either a super powered hero or one of their many villainous foes. Streaking through the skies in your hyper jet boots, or crash through brink walls with your super strong muscles. All the thrills, excitement and goofy fun of classic comics are here within Comic Book Heroes. Struggle with and aid with other players as they battle each other to see who will be the hero supreme.

So let the cosmic beams fuel your dreams of glory, the mutant genes turn you into a freak with a heart of gold or allow sinister plots fill you with a destiny for glory and dominance of all mankind. Play Comic Book Heroes and live the adventure.

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Introduction

Comic Book Heroes is a simple to play card game of endless fun. Players will take the role of either a comic book super hero, or a villain, and through creative deck building, try to defeat their foes in super hero powered combat.

Getting Started

Once each player has their deck ready, they should shuffle those cards, and begin the game. First each player should lay before them their master character card and some sort of marker to record that character's current health (A dice, some glass beads, a bit of paper what not)

Next each player should draw seven cards from their deck.

Note that if the player drew any disadvantage cards in this initial draw, they must reshuffle their hand and start again.

Each player should then roll 1D6, with the two highest players gaining the first action die rolls for the game (Note that if you are playing with just two players, then ignore this rule)

You are then ready to play.

Cards

Comic Book Heroes uses a series of cards to reflect the hero, or villain's, abilities and actions within a game. The playing of these cards then becomes the focus of the game as players try to out wit, out last and out fight their foes. Within the game there are two basic types of cards, Character cards and Common cards.

Character cards reflect that particular hero, or villain's, special powers, abilities and possessions. These cards are solely used by that character. Of these character cards, one card, called the master character card, shows the character, gives their background and any special abilities said character might have throughout the game. This card is not included in your deck, but instead placed on the playing area at the start of the game. It is here that you will record the character's current condition and health.

Action cards are special activates, event and locations that can be used by any player, and represent the actions and events that come into play for any character.

Beside these cards, there are several other card types that fall within these two categories. These will be described in more detail within these rules.

Player's Deck

Before the game begins, each player must build a "Deck", this being the cards they will use in the game. Each player must have a deck to play, and all decks must follow the same construction rules.

* **A deck must be build around one character, be they a hero or a villain. You cannot have two different types of character cards in the same deck**

* **A deck must have at least 10 character cards, and no more then 20. (This does not count disadvantage cards)**
* **A deck must have all four of the character's disadvantage cards.**
* **A deck cannot have more then four of any one card, or more then one of any unique card.**
* **All decks must be made of 40 cards in total, it cannot have more or less then this amount.**

Player's Hand

Player will draw, at the start of the game, seven cards, which is called the player's hand. Cards come in two conditions when the game starts, cards in play, and inactive cards which are either being held in the player's hand, resting in their deck or which have been used and discarded.

Of the cards in play, those cards, which have been activated (used), but are permanent (Usually character cards), are turned sideways and declared exhausted and thus not usable again until the start of that player's turn.

A player cannot have, at any time, more then seven cards in their hand. If they, as a result of play, find they have more then seven cards in their hand, they must discard cards, of their choice, until they return to their seven card limit.

Action Dice

Each turn players will roll an action dice. This dice not only determines who goes first each round of the game, but also what cards you can play and use.

Each round two players will each roll a single 1D6. The player with the highest die roll then goes first, followed by the player to their right. (If the dice rolled are a tie, then the player who rolled the action die, with the most character cards in play, of the two that rolled, goes first, followed by the player to the right. If they both have the same number of cards in play, then re-roll the action dice).

Each player then may take a turn, drawing cards and playing cards from their hand until each has gone for the turn. A new set of action dices are then rolled, with each dice shifting to the player to the right. (If you are in a two player game, then each just retains their dice from turn to turn)

Major Glory

26

An orphaned from a different dimension, Brad Harmon was raised to be a good-hearted man, but when he turned 18 the truth of his past was reveled to him. Now he uses his great gifts to help humanity and to fight evil, in all its forms. He is the greatest hero alive, he is Major Glory.

Super Strong

Condition:	Power:	Skill:
Unhurt	4	1
Hurt	5	1
Injured	6	0

1

4

Super Strength

Super Strength

Major Glory's super powerful muscles allow astounding feats of strength. He may add one to the Power dice of any one Brawl attack he makes this turn.

1

4

Flight

Flight

Able to sour above the buildings of Star city, Major Glory may reduce the Skill, by one, of any Ranged attack made against him this turn.

1

5

Super Hearing

U

Super Hearing

Major Glory's super ears can pick up the slightest sound, miles away. Major Glory may reduce the Action Points of any one character, by one, for the turn.

0

5

Bullet Proof

U

Bullet Proof

Major Glory's super skin is so hard, even bullets bounce off him.

Defense vs. Ranged / Brawl attacks /All other attacks

Condition:	Power:	Skill:
Unhurt	1/1/1	2/2/1
Hurt	2/2/2	1/1/1
Injured	3	1

2

6

Super Punch

U

Super Punch

Few can stand up to the power of one of Major Glory's super punches.

Condition:	Power:	Skill:
Unhurt	6	0
Hurt	7	0
Injured	8	0

(Stuns on a natural six)

2

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 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.

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 role-playing 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?

Bad Baby Mini-Games

Need a fast game to play, but you don't have a lot of money, time or both, well Bad Baby's Mini-games are the answer. Small though, does not mean cheep, no these games are fast, fun and inexpensive, just the trick to pass the time and have a good game. With well over 20 titles to choose from, you can help but find a game you will like, so have a look and see what you are missing.

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.

With more and more expansion coming out everyday for this system, you will find your options growing as well as the fun. Don't wait, find an adventure today with Worlds of Wonder.