



The elf waited until the right moment to release his arrow, taking the barbarian warrior in the eye with the long shaft of his arrow. The elf had killed many of the invading savages this day, but he knew the battle was already lost, there being just too many of the warriors of the northern wastes to possibly win the day. Turning at a new noise, the elf's heart rose in pride, for walking silently out of the brush to his right came a wood singer, one of the most powerful mages in the world. With her aid, and her magic, the day could still be won.

This is Steal and Glory, the newest Mini-Game from Bad Baby Productions. A fast paced skirmish game of battle, skill and guts, Steel and Glory allows players to field small bands of warriors, who will then fight bloody engagements. Each set within the system will cover two different forces, and also offer new battle tiles, new abilities and new excitement. So don't wait, gather your warriors to you and fight for the glory of your chosen lord.

A Bad Baby Product, All rights reserved, Version 1.0, 2007

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

Bad Baby Productions, [Hemdog560@hotmail.com](mailto:Hemdog560@hotmail.com)

Or visit

Bad Baby Productions at...

[host09.ipowerweb.com/~arcanump/ArcanumPBM/Page3001.html](http://host09.ipowerweb.com/~arcanump/ArcanumPBM/Page3001.html)

Game design, artwork and layout by Robert Hemminger



## Index

<b>Introductions</b>	<b>Page 3</b>
<b>Game Construction</b>	<b>Page 3</b>
<b>Getting Started</b>	<b>Page 4</b>
<b>Characters</b>	<b>Page 4</b>
<b>Stats</b>	<b>Page 5</b>
<b>Adrenal Abilities</b>	<b>Page 5</b>
<b>Battle Tiles</b>	<b>Page 6</b>
<b>Objects</b>	<b>Page 7</b>
<b>Turn Order</b>	<b>Page 8</b>
<b>Character Actions</b>	<b>Page 8</b>
<b>Strength and Will Test</b>	<b>Page 12</b>
<b>Panic Tests</b>	<b>Page 12</b>
<b>Size</b>	<b>Page 13</b>
<b>Movement</b>	<b>Page 13</b>
<b>Combat</b>	<b>Page 14</b>
<b>To Hit Rolls</b>	<b>Page 14</b>
<b>Weapons and Armor</b>	<b>Page 14</b>
<b>Special Attacks Types</b>	<b>Page 15</b>
<b>Damage</b>	<b>Page 16</b>
<b>Recording Damage</b>	<b>Page 16</b>
<b>Converting to table top games</b>	<b>Page 16</b>
<b>Scenarios</b>	<b>Page 17</b>

### **Introductions**

Steel and Glory is a fast system for running skirmish level battles among classic fantasy forces, either in one on one fights, or involving large war bands.

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 glory.

### **Game Construction**

Once you are ready to play Steel and Glory, 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 Steel and Glory 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 overall 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's 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 faction 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 from different races and factions 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 it performs 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 than 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 and solos. Faction based characters are part of a race or organization who often work together to overcome their foes. Solo characters, are individual warriors 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 outlined 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 than 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.

## **Adrenal Points**

All characters have adrenal points, which reflects the amount of special abilities the character can perform in a game. The more adrenal 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 adrenal points must be spent. When a character has used all of their adrenal points for the game, they cannot use any more of those special abilities.

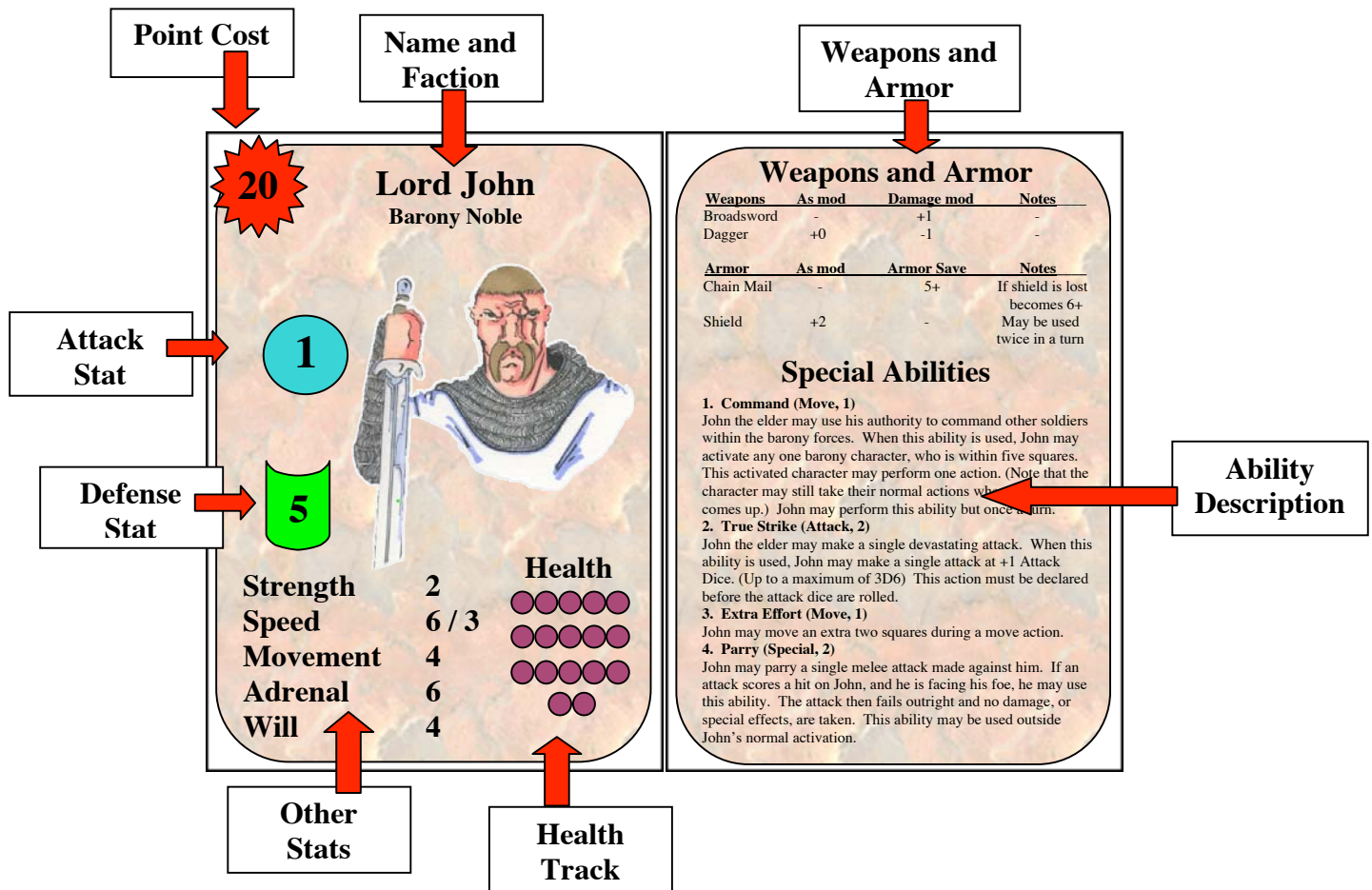
Adrenal points though, can be regenerated by various means, the most common being by magic and resting.

## **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 adrenal points to

activate, so read each carefully to be sure on how the ability works and how much it will cost.

Some abilities will be 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.



## Battle Tiles

Steel and Glory is played on a series of Battle Tiles, which reflect different parts of the landscape that battles will take place on. Each tile is made up of a series of squares, which the characters will move about and battle upon. Each square represents a 5' x 5' area and can be occupied by only a single character, monster or object.

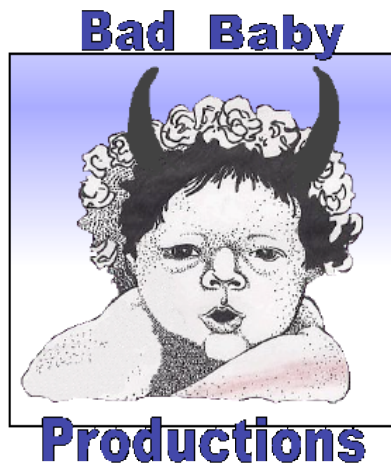
Tiles are designed to butt up to each other so as to create large areas to battle upon. The scenario that is being played will tell you which tiles to use and the configuration they will be placed in.

All Battle Tiles must butt up to each other and fully connect to the tiles next to it. Tiles may not overhang other tiles, or overlap tiles when they are placed.



Just a sample of some of the goodies you get with then game.





**All games available at**

**RPGNow.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 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.

**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.



### **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**

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 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 Bay 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.