

# Dragon



# Ranchers

Farmer Tom rang the bell by the barn and watched as his herd came in for the evening meal. The goats which stood tied up near by bleated in nervous fear as the small dragons swooped in and began to feast. "Good herd this year," Tom said to himself, "Going to be a champion in there somewhere, you just watch."

Dragon Ranchers is the newest Mini-Game from Bad Baby Productions. Build a dragon and match it against your foe's best beast. Watch as they rip each other apart, to prove which is the best dragon in the lands. Fun, fast and full of thrills, Dragons Ranchers is a great little game for everyone.

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### Introduction

Dragon Ranchers allows players to build a dragon deck, made up of various cards. When both players have constructed a deck, they then battle each other, using attacks and defensive moves as they try to defeat their opponents.

Simple to play and full of fast fun, Dragon Ranchers will fill hours of your time, so be warned.

### Game Construction

Once you are ready to play Dragon Ranchers, 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 Dragon Ranchers 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 cards and handouts. 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 cards onto thick card stock. This will make the parts easier to pick up and use, which generally creates a better over all experience. Should you wish, you can protect your many cards with a clear, self-adhesive, sheets of lamination. (Again available at most office supply stores)

### Getting Started

Once the parts are ready to play with, each player will need to construct a deck for their dragon. (See Player's Decks) Once the decks are ready, each player rolls 1D6. The

highest roll goes first, drawing and playing cards in this order. Note that the die rolled is also the player's starting activation dice and the number rolled is used for their first turn of activity.

Each player deals to themselves, at the start of the game, two cards. These are laid face up on the table. These cards are considered to be in play at the start of the game.

Each player then deals to themselves three more cards, which they place into their hand. These cards are the players' starting hand.

Last but not least, each player should lay out a damage chart before them and use a token of some sorts (Not supplied) to record their dragon's current damage.

### **Cards**

Dragon Ranchers is composed of a set of cards, each card showing some sort of attack, defense or ability that their dragon may perform. As players draw cards from their deck, they will gain access to more abilities, but so to will their foe.

### **Player's Deck**

Each player in a game must construct a deck from the cards supplied. The deck's composition of cards is up to the player, although there are some rules that govern just what and how many cards can be included.

The following governs the construction of a robot deck.

- A.** All decks must have 20 cards, no more or less.
- B.** No deck may have more than 10 red attack cards, 10 blue defense cards or 10 yellow maneuver cards.
- C.** No deck may have more than five breed cards. If breed cards are included in a deck, then all breed cards must be of the same element. (You cannot have air dragon cards and water dragon cards in the same deck)
- D.** No deck may have more than the four of the same cards.

### **Player's Hand**

Each player may have up to five cards in their hand at any one time. If they, for some reason, end up with more than five cards, they must discard a number of cards to return them to the five card limit.

Cards, which are discarded are lost for the game and placed together in a discard pile.

### **Activation Dice**

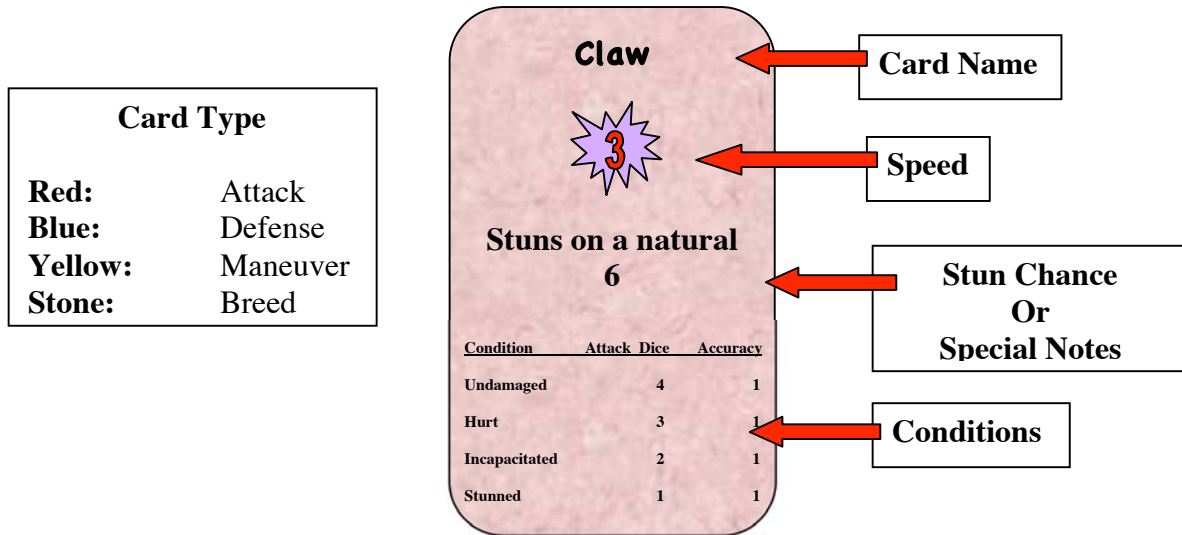
Each turn a player will roll, at the start of their turn, 1D6. This is their activation dice for the turn. The activation number thus rolled will remain in effect for that player until the start of their next turn.

When a player wishes to use a card that is in play, said card must have a speed that is equal to, or less than, the player's current activation number.

### **Example:**

Ted has three cards in play and rolls an activation roll of 3. Two of his cards have a speed of 2 and so can be used this turn. One though, has a speed of 6 and so may not be used.

As you will note, both players may have different activation numbers, and thus be able to play different speed cards. Thus the type of cards you build your deck with and their speed will determine your fate in the game. Build a deck with a lot of low number cards may allow you to go often, but they will not do much damage when they are used. On the other hand, build a deck with a lot of high speed cards and you may never get to do anything while you wait for that 6 to come up. Of course when you do roll that 6, watch out because these high-end cards can do a lot of damage.



### Card Sample

#### Active Cards vs. Playable Cards

Playable cards are any cards you have laid down on the table. These cards are ready to be used, should you roll an activation roll high enough to activate them.

Active cards are playable cards, which have a speed that is equal to or lower, then your current activation number.

#### Turn Order

Each turn players will draw cards from their deck and then place cards into play and use active cards as needed. When a player has conducted all the actions they are able to complete that turn, their turn ends and the next player may take their turn. This continues until the game ends.

All turns are conducted in the following order.

1. Roll your activation dice for that turn. Roll 1D6 and place it in front of you to show your current activation number.
2. Draw one card from you deck. You may not draw a card if you have five cards in your hand. Place this card into your hand.
3. Play one card from your hand, placing it on the table.
4. Use any active cards you have in play. (Those cards with a speed that is equal to or less then the current activation number) Play the effects of each card, one at

a time, discarding each card as you use it. You do not have to play a card, and may hold it in reserve for some later turn's use.

**5.** Discard from your hand or from those cards in play before you, one card to your discard pile. This is an optional move.

### **Making an Attack**

During your turn you may activate an attack. To make an attack, roll a number of 1D6 equal to the current condition's attack dice as shown on the card. To each of these dice, apply the attack's accuracy modifier and any other modifiers that may apply. If the total roll, for each die, is a 6 or higher, a hit is scored and a single point of damage is done for each die that scores a hit.

Continue this process until you have used all the attack cards you want for that turn.

Note that each time you use a card it is discarded, be it an attack card, a defense card or a maneuver card.

### **Recording Damage**

Any time an attack does damage, apply the damage done to your damage chart.

When you have taken enough damage to place you in a new damage category, all cards in play must now use that new damage category as shown on each card.

### **Example:**

Tom has three attack cards in play. When he takes enough damage to place him in a hurt condition, he will have to use the hurt attack dice and accuracy that is shown on each of these cards.

When you are brought to the knocked out position on your damage chart, you have lost the game.

### **Special Conditions**

During the course of the game a player may find that a special condition has been activated on them. The following rules govern the conditions that may affect player.

#### **Stunned**

If an attack scores a stun effect on a player, not only does the attack do its normal damage, it also delivers a stun effect. Each die that scores a stun places one point of stun on the player, thus if a 6 dice attack has each of those six dice score a stun, then the target of the attack would take a total of six hit and six point of stun.

(Player should mark the number of stun points that they have with a token of some sort, a die, what not)

While stunned a player with one or more stun points must use the stun category for attacks and defense card as shown on those cards.

At the start of the stunned player's turn, they reduce the total number of stun points that have on them by one. A player may also, at the start of their turn, discard one or more cards in play or from their hand. Each card so discarded reduced the player's current stun total by one per card so sacrificed.

**Example:**

Ted has just been hit and has taken three hits. Two of those hits though also caused stun. Ted then starts his turn, reducing his stun total from two to one. He then discards one of his cards in play to reduce the stun total by one to zero.

**Knock Down**

If an attack results in you being knocked down, you must reduce your current activation number and all activation rolls you make thereafter by a -2 modifier.

You may stand up from a knock down result by discarding any card in play. This though can only be done on your turn.

**Example:**

Tom is knocked down. And so he reduces his current activation number by two. On his turn he rolls a 4 for activation, but has to reduce that by two as well. Then he starts his turn and when he begins to use his cards in play, he can discard one card to stand up. His activation number still remains at two for this turn though.

**Defense Cards**

When an attack is made against you, you may, if you wish, use any defense card you have in play. This card of course must have a speed that is equal to or lower than your current activation number.

When a defense card is used, roll the number of defense dice shown for your condition, and like an attack roll, apply the accuracy. For each roll that scores a 6+, you reduce the damage the attack card delivered to you by one point of damage.

You may pick which defense card you will use, after the attack card has made its rolls.

As with all cards, once used the defense card is discarded.

**Winning the Game**

To win the game, you must drop a foe's damage chart to the knocked out position.

Should a player's deck run out of cards, reshuffle all discarded cards and continue to play as normal.

## Damage Chart

Undamaged
Undamaged
Undamaged
Undamaged
Undamaged
Hurt
Hurt
Hurt
Incapacitate
Incapacitated
Knocked Out

## Damage Chart

Undamaged
Undamaged
Undamaged
Undamaged
Undamaged
Hurt
Hurt
Hurt
Incapacitate
Incapacitated
Knocked Out





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**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.

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**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 other 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 mighty 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.

### **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 than 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 Baby 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 cheap, 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 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.

## **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.

