

## Mystic Adventures, Battles

This is the first of several expansions on the Mystic Adventures board game. The sound of swords clashing, the roar of the charging Minotaurs, the call of the horns for the elven warriors to release their bows. All of these can be heard on the battles fields of the mystic lands. No aspect of the Mystic Adventures game is more important then engaging your foes in battles. For defeating your enemies, and their followers, is the key to victory. Mystic Adventures, Battles, takes the existing battle system and expands upon it, adding several new and exciting rules and strategies. Players will find that their Mystic Adventures games beginning to take on more and more exciting conflicts as players try to out maneuver, and out think, their opponents.

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

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**Introduction:**

Mystic Adventures, Battles, introduces a few new rules for conducting battles within the game. These rules do not supercede the old rules, only add to them. Players should though, decide before a game begins, whether they will use the basic game's battles rule, or these expanded rules. You should not though, use both at the same time.

**Use of The Battle Mats:**

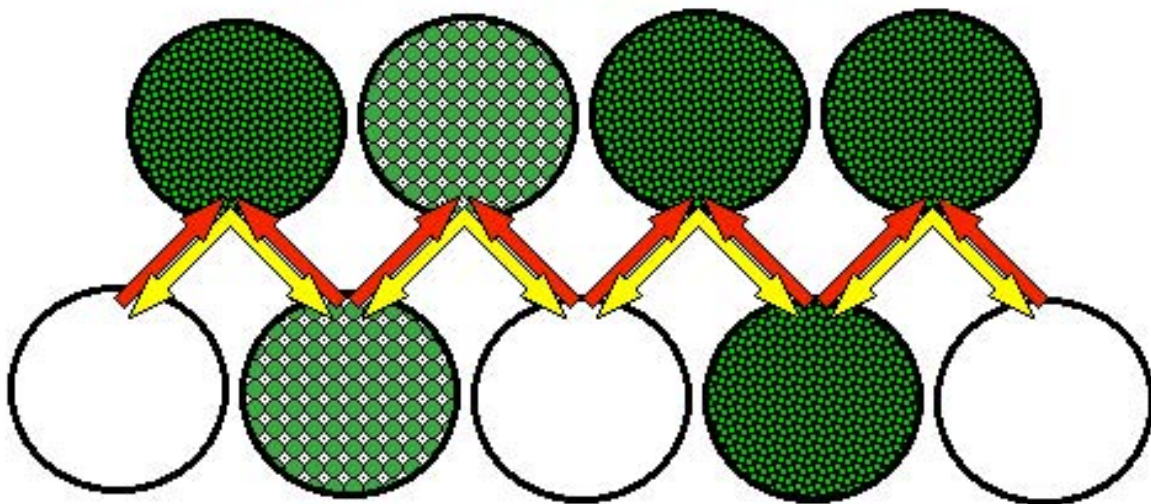
The main expansion of the battle system for this supplement is the addition of different types of battle mats, one for each type of terrain in the game. When a battle takes place, lay out the correct type of battle mat on the table for the terrain the battle is to take place in.

Note that these mats have two different layouts, one for the defender and one for the attacker. The same rules apply for determining who is who, but now the defender tends to have an advantage in terrain bonus while the attack gains more units on their battle line. Attacks now can be directed as indicated by the arrows on the battle mats, yellow showing the defender's possible targets and red the attack's targets.

Finally, if the defender is a region that contains a tower, town, city or castle, they may, should they wish, use the overlay mat to show the different terrains possible for these added settlements. Simply lay the overlay over the correct terrain mat and conduct the battle as normal.




Defender's Battle Line



Attacker's Battle Line



## The Duchess



**Lady Willow**      **Alignment: Neutral**

An ambitious woman, she sees no problem waging war, seducing men or hiring assassins to further her desires to rule the world.

LvL	Str	Skill	Lore	Aura	Special:
1st	2	0	1	3	Wealth
2nd	2	0	1	4	Bodyguard
3rd	2	1	2	4	Influence
4th	2	1	2	4	Noble Blood, Bribe
5th	2	1	2	4	Seduction, Spell
6th	2	2	2	4	Mercenary, Influence +2, Spell
7th	2	2	2	5	Bribe +2, Earth
8th	2	2	2	5	Loyalty, Great Wealth
9th	2	2	2	6	Levy Tax
10th	3	2	3	6	Hire Assassin

**Gold**  
2

**Mana**  
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 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.