



# JUNKYARD WARS

## Junkyard Wars

The Mech-bot turned the corner of the huge pile of old tires and office supplies to find a scene of carnage. Strwn about the ground were the bits and pieces of several bots, yellow and blue painted metal parts laying smoking after a recent battle. One bot though, was still active, a blue battle bot who's directional antenna had been damaged in the brawl. Now this mighty war machine could, it seems, only spin in slow turns to the left. Hours of driving in circles over and over again had formed a donut shaped grove in the hard packed dirt of the junkyard where the damaged bot continued its curved journey.

The Mech-bot sighed (well as much as a mechanical robot can sigh that is); this was the third time this week that the Motherboard has sent him out seeking to repair some damaged battle bot. If the stupid warrior bots would just stop getting themselves shot at so much, the Mech would not have to repair them so much. Course the factory was at war with the yellow bots across the junkyard and had been ever since the two factories had ganged up on the red bots. The alliance held for two days after that victory over those red devils, then the treacherous yellows had launched a secret raid on the blue's Chopper parts that it had won as spoils of victory over the reds.

With another sigh the Mech began to work on the battle bot, all the while thinking this was its fate, war and repairing the damaged bots who fought that war, a war that would never end.

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

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

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Game design, art work and layout by Robert Hemminger

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## Introduction

Junkyard Wars is a tactical game of battle and resources gathering where players take on the role of a robotic factory and the Bots that it manufactures to act as its slaves.

The game consists of players trying to both out maneuver their foes, while at the same time trying to gather the needed resources that are required to both upgrade their Bot slaves and to achieve total victory over their foes. Nothing short of the destruction of the enemy factory will see you winning the game, so play smart and be ruthless in your machine like drive to survive.

## Getting Started

Once you are ready to start play, shuffle all the different cards decks and have each player pick a set of colored counters to play. Each player should roll 1D6, with the highest roll getting to pick which factory they will start in. Remaining players also pick their factory in descending order of the die rolls made.

Once each player has determined the factory they will start at, each player gains four general resource points to spend. These resource points can be used to generate the players starting force of Bots, and can even be saved if they wish, for later use in the game. Each player then places in one of his or her factory hexes a Bot that has been bought. Note that only one Bot can be placed in a hex at one time, thus there is a limit of three to the number of Bots that you can start the game with.

Once all bots are placed, each player draws five program cards from the program card deck.

The game then begins.

## Bots

Bots are simple robots designed to be a cheep, but effective combat system during the early 22nd century. Smart enough to get the job done, they still needed programs sent to them by a master control computer, which was often referred to as a Motherboard. Self designing and based on robotic factories that could reproduce the battle bots as the need arose, these systems worked fine with human oversight, that is, until the humans were no more. People being weak and frail, they passed away in mass when a stray comet dropped into the planet's atmosphere. The comet carried a deadly virus; one never seen on the planet before,

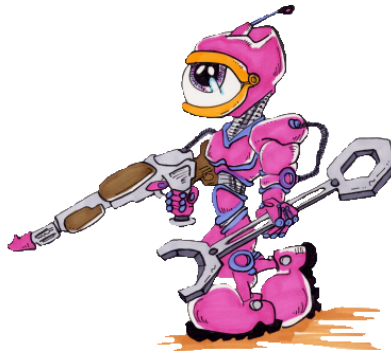
and with came a terrible pandemic. Within days the human race was gone, along with dogs, cats and most other animal life on the planet's surface.

There in the factories the robotic servants waited for orders that would never come from the now dead human master. Supplies and resources become scares and re-supply trucks never showed up for secheduled delivers. Some factories just shut down; others simply ran out of supplies and stopped. Still a few began to work outside their programming, seeking ways to maintain their robotic and mechanical needs. The world was one large junk pile now, and the Motherboards began to scavenge that pile of worldwide junk. Soon these too became scarce as competing factories used up easily gained materials. This compition of course quickly resulted in the first Bot factory wars.

These wars have never stopped.

Bots themselves are quite dumb, simply remote controlled war machines for the most part. Some designs have though evolved; those that require some brain power to accomplished their jobs. Mech-bots are a fine example of this. Capable of simple thoughts and planning, they can accomplish minor tasks given them without too much mishap.

### Mech-Bots



Mech-bots are the smartest of the Bots manufactured by the factory and often the most valued. These little Bots walk about the battlefield, repairing fallen bots and generally getting into the way. They are often seen complaining about their fate and role in the universe and are viewed by many as depressing, well, as depressing as a Bot can be.

#### **Armament:**

Mech-bots are armed with a small caliber rifle (1-1) and a toolbox.

#### **Special Rules:**

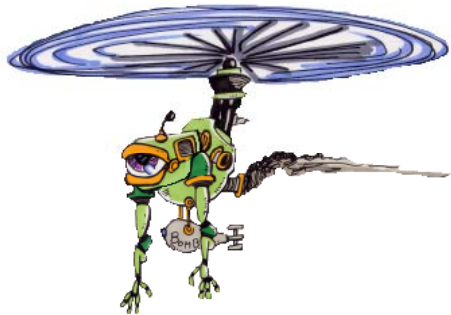
**Repair:**

Mech-bots can spend their action repairing damaged bots. If during the hardwired portion of the turn, a Mech-Bot is next to a damaged Bot, the Mech-bot may repair said Bot instead of taking its own hardwired program.

When a Mech-bot gets to repair another Bot, roll 1D6-2. This is the amount of damage that the Mech-bot has repaired. This damaged is then taken away from the repaired Bot.

**Double Hardwired:**

A Mech-bot can have set within its larger brain, two hardwired programs. The Mech-bot may then pick which of these two programs it will perform during the hardwired program portion of the turn.

**Chopper-Bots**

A Chopper-bot is a small, helicopter like Bot that flies about the battlefield. They are dumb, like most Bots, but capable when the right situation is present.

**Armament:**

A Chopper-Bot is armed with a single bomb. When the Chopper-bot wishes to, it can drop this bomb on a foe and then watch the fireworks begin. The bomb is a single use weapon, with an explosive attack of 6-0.

**Special Rules:****Flight:**

Chopper-bots fly, and thus may move over all obstacles, wrecked counter and ever through hexes containing another Bot. They are also very difficult to hit, and all attacks made on a Chopper-bot suffer a -1 to hit modifier.

**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 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**

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.