

13

BBP

Heroes Inc

Special Guest Stars The All Star Squad



**Can our teen
heroes stop an
alien invasion
all by
themselves?**



Productions

The Brute swatted at the little girl covered in flames as she shot past his head, he thought her name was Firebug or something like that, some heroine that could make herself small and also could burst into flames. The Brute didn't care really what she called herself, he was going to squash her like the little bug she was.

Just then another girl ran up to him and hit him real hard with a flying kick. "Take that you bully," Called Liberty Lass as she did a back flip and came up in a combat stance. "The All Star Squad is here to stop you in your tracks," She cried out with a smart ass grin on her face. "Damn," The Brute thought to himself, "I hate heroes."

Overmind's Invasion is the latest in a series of linked scenarios for the Heroes Inc. game system. Play these linked games and live through an issue from the Heroes Inc. comic. See if your heroes can defeat Overmind before he takes over the world.

Note that this is not a complete game, and will require that you have Heroes Inc. sets #1, #2 and #3.

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Introductions

Overmind's Invasion is a series of link scenarios for the Hero Inc. game system. Here you will be presented with a series of scenarios, who's outcomes will have dire effects on additional scenarios within the series. Thus what takes place in the first game may well have effects in later game. Designed to be played as if you were reading a comic (The 13th issue of the All Star Squad to be exact), these scenarios should allow you hours of comic book fun with your Heroes Inc. games.

Getting Started

Players should determine which side they will play for the series of games, either the heroes or Overmind and his allies (Or slaves as he calls them). Once you have set which side each player will participate on, begin the first scenario in the series. Read each scenario carefully, and keep notes of events within the game. At the end of the game, determine who won, based on the conditions set in the scenario. Then continue on with the next game in the series, as outlined in the scenario you just completed. Note that you may end up not playing all of the scenarios in this series, based upon results of the games played. This will allow you to have several different outcomes from replays of the series, and thus increase your overall use of this product.



Scenario #1, The Brute

“Wow,” Tiffany exclaimed as she sat down at the lunch table across from her best friend Julie, “You hear about that volcano in Kansas?”

“Ya,” Julie replied over her ham and chesses sandwich, “I hear that all of the members of Hero Inc. took off this morning to deal with it. I never heard of volcanoes in the mid west though, you think it could be some arch villain behind it all?”

Tiffany frowned at the idea. “Could be, I wouldn’t put it past any of those crazies, but I wouldn’t have the foggiest idea who could pull off such a thing. Did you ask your sister before she took off with the rest of the Hero Inc. members?”

“Shush! You want to give away my secret identity or something!” Julie cautioned, looking around to see if anyone might have heard.

“Come on, who listens to us, we’re just too girls having lunch at school, who would ever think we were the super heroines, Firefly and Liberty Lass of the All Star Squad.”

”Still you should be more careful, “ Warned Julie.

Just then both heard the new as it came out over the television mounted in the wall in the cafeteria. “News Flash, the Brute has been spotted robbing an armored car near Star High.”

“Gee, with Hero Inc. out of town and the Guardians fighting that flood in Nevada, their is no one in the city to stop him,” Offer Tiffany.

“No one but the All Star Squad,” replied Julie as she took one last bite out of her lunch and then rushed off to get her costume.

Big Blue Smack Down

Overview:

The Brute is on another of his rampages and there are no heroes around to stop him, well, other then the All Star Squad.

Villain Player:

You will play the Brute in this battle.

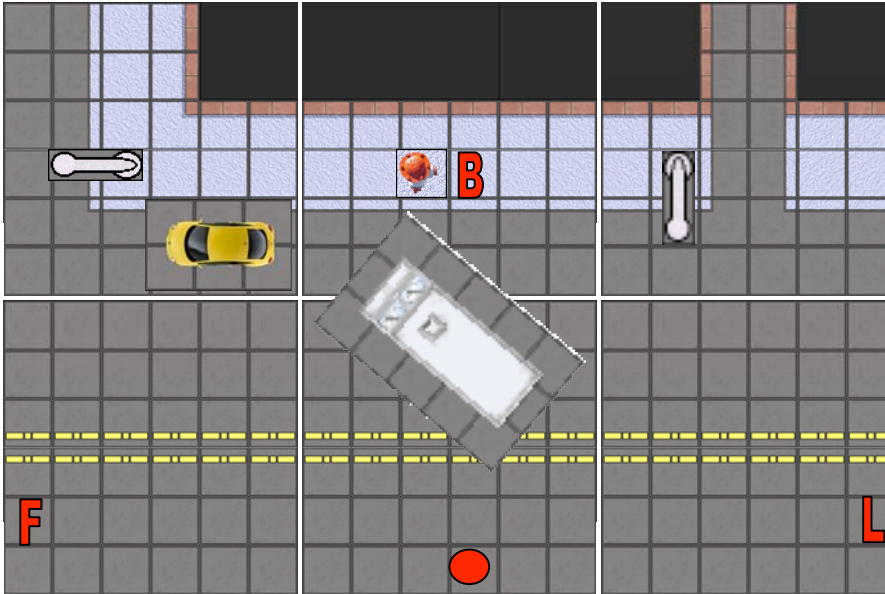
Hero Player:

You get to play Firefly and Liberty Lass.



Map Board:

Set up the map as shown below.



Fire hydrants do not block line of sight, but do cost one point to move over. They have a strength of 5.

Streetlights have a strength of 8, and can be thrown or used in close combat, giving the character the reach ability.

Cars do block line of sight and block movement. They can be thrown and have a strength of 10 (13 for the armored truck).

Game Set Up:

The Brute starts the game in the square marked with the B. Liberty Lass in the square marked with the L, and Firefly in the square marked with the F.

Victory Conditions:

Each player gains a number of victory points based upon the cost of characters that you knocked out during the game.

If the Brute gets away (By the exit shown by the red dot), or if he is the last one standing after the fight, the villain player gains 5 extra points

If the heroes are able to stop the Brute from stealing the money, then the hero player gains 5 extra victory points.

Total your victory points for this game and keep a record of your totals.

Post-Game Conditions:

If the Brute won the battle, or he was able to flee the map board, then go to scenario #3.

If the two heroines are able to stop the Brute, then go to scenario #2.

Scenarios #2, Alien Scouts

As the two teenagers walked home, Jimmy Taylor worked up the courage to ask Tiffany if she would go with him to the dance on Friday. "So, um," He started, "I was thinking that, well, um, if you, you know, would like to, um, well go with me Friday to the..." Just as he was going to ask, a bright flash of light blazed about them and the great sound of a whining engines could be heard. Out of no where appeared an alien space craft, flames coming out of its exhaust ports, heading to crash in the field beyond the park.

"Gee, we had better call the other All Stars and check this out, " Called Tiffany as she turned small and burst into flames, heading off to investigate.

"Ya, I guess the dance can wait," Offered Jimmy.

"I don't see anything?"

Overview:

The alien conquer known as the Overmind has deemed that this planet will be his and all its inhabitants his slaves. This would be the twelfth invasion and he means to do it right this time around. First off he needed to find a way to get rid of all those super heroes that defend the planet. With some well timed diversions, he has left the city defenseless and ripe to be taken. Next he needs to scout out the area, making sure that all his greatest foes are absent.

Unfortunately, his scout ship has crash landed in a field and needs to be removed before his plans can be discovered.

Villain Player:

You will play the aliens in this battle. You will have five alien troopers to play.

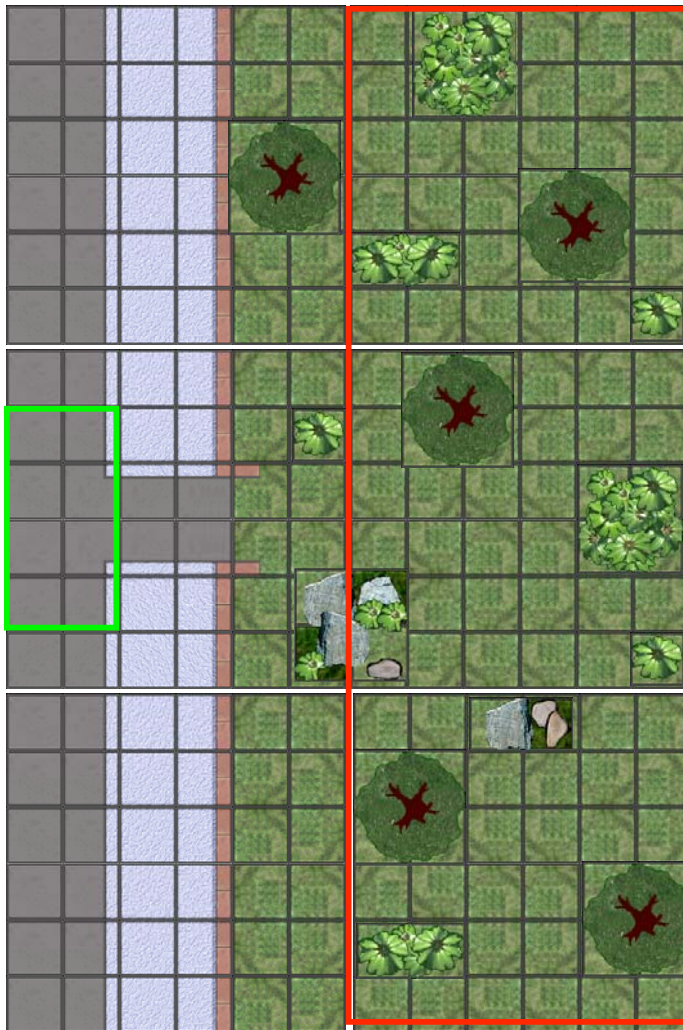
Hero Player:

You get to play any heroes that belong to the All Star Squad, and also buy abilities from that team's assets.



Map Board:

Set up the map as shown below.



Tree trunks block line of sight. Foliage of trees do not block line of sight, but any ranged attacks drawn through the foliage suffers a +2 to the Attack Score. They can be thrown, but has a strength of 10

Boulders cannot be moved over, although they can be climbed over. They block line of sight, and cannot be shot through at all with ranged weapons. They can be thrown and have a strength of 8.

Park walls block line of sight and walls cannot be moved through.

Brush adds +1 to the cost to move through the square. They do not block line of sight, although any ranged attack that draws a line of sight through a rock filled square suffers a +1 to the Attack Score.

Game Set Up:

The aliens are all set up in the squares within the Red highlighted area. The All Star members will enter the map board in the Green highlighted squares. All aliens are hidden at the start of the game and have the Stealth Ability (See the end of this scenario for details on this ability)

Pre-Game Conditions:

All of the aliens are hidden at the start of the game. Each turn the villain player may remove one alien of their choice, as the Overmind activates the self-destruct system in the alien's battle armor, vaporizing that alien on the spot. No aliens will be allowed to be captured and thus disclose the Overmind's plans.

If an alien can be knocked out, before his self-destruct can take place, he is captured and the alien device that would kill it disabled.

Victory Conditions:

Each player gains a number of victory points based upon the cost of characters that you knocked out during the game.

If all the aliens are slain or if they are the last ones standing after the fight, the villain player gains 5 extra points.

If the heroes are able to save one or more of the aliens, then the hero player gains 5 extra victory points.

Total your victory points for this game and keep a record of your totals.

Post-Game Conditions:

If the aliens won the battle, or they were all slain, then go to scenario #6.

If the heroes are able to save even one alien, then go to scenario #4.

Notes:

Use the alien stats given in Heroes Inc Set #2.

The Stealth ability details are given below

Stealth (Special, 1)

The character may sneak about the battlefield before the battle is engaged. If this ability is used before the game starts, spend the power point and place the character anywhere on the battle map, but at least three squares away for any foe counter. As long as the character does not attack he or she cannot be attacked or be seen by foe characters. Once he takes an attack action though, he or she becomes visible to all and may be engaged as normal. If the character remains three or more square away from all foes, he or she may move as normal and remain hidden.



Scenario #3, Mind Control

Jimmy held Tiffany in his arms as they danced around the gym floor. The home coming dance was turning out to be nice he thought. “Do you think those aliens have anything to do with the odd weather in California, or the volcanoes in the med west?” Tiffany asks as she tried to keep her toes out from under Jimmy’s feet. He might make a great super hero someday, but he couldn’t dance to save his life.

“Gee Tiffany,” Complained Jimmy, “Could we not be super heroes for just this one dance.”

“Sorry,” She offered, laying her head down on his shoulder, “You’re right, tonight is all about us, not super villains.” Just then the lights went out, not only in the gym at school, but all across the city.

“Well I guess our night off from being super is now officially over,” Sighed Jimmy as the two of them turn to leave.

Lights Out

Overview:

The alien conquer known as the Overmind has deemed that this planet will be his and all its inhabitants his slaves. This would be the twelfth invasion and he means to do it right this time around. First off he needed to find a way to get rid of all those super heroes that defend the planet. With some well timed diversions, he has left the city defenseless and ripe to be taken.

Now that the planet’s greatest heroes were occupied, he needed to find something to do with the planet’s less skilled defenders. As it happens, his secret ally in this invasion had a plan.

“Why not use them as infiltrators?” Offer the floating brain that was known as Master Mind.

“And just how would we do that?” Ask the great conquer.

“Well I have developed a device that will allow my mental control of individuals to be expanded to large groups. All I need is the time and materials to built it.”

“Very well freak, you will have what you need and then rule this planet as my governor.” Offers the Overmind as he looked down upon earth from his orbiting battle ship.

Villain Player:

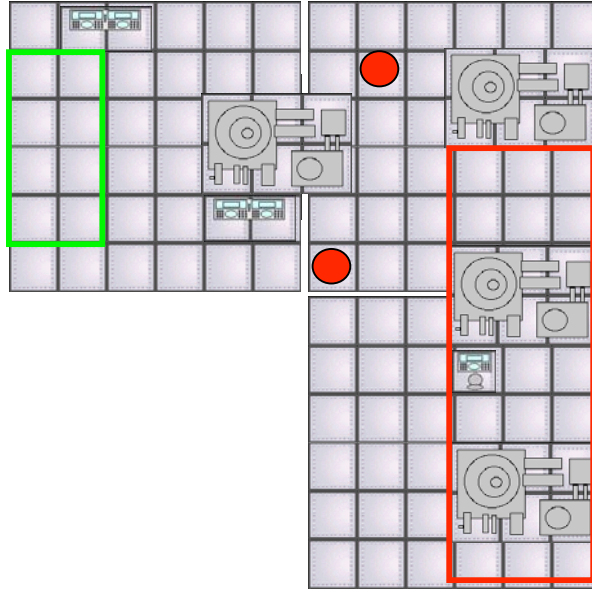
Having taken over several of the lesser heroes in the city, with Master Mind’s device, the Overmind has sent them out to spread chaos and havoc. Some have been sent to the city’s power plant to disrupt the flow of electricity, which has caused the black out which now covers the city in a blank of darkness. You may buy 40 points of heroes, but no hero can cost more then 10 points.

Hero Player:

You may buy 40 points of characters that belong to the All Star Squad. No Solos are available.

Map Board:

Set up the map as shown below.



Consoles have strength of 4, and block line of sight.

Machines have a strength of the size of the object in squares, plus 2. They block line of sight.

Place two random power up counters on the red dots.

Game Set Up:

The alien controlled heroes are all set up in the squares within the Red highlighted area. The All Star members will enter the map board on the Green highlighted squares.

Pre-Game Conditions:

None

Victory Conditions:

Each player gains a number of victory points based upon the cost of characters that you knocked out during the game.

Total your victory points for this game and keep a record of your totals.

Post-Game Conditions:

If the alien control heroes won the battle, then go to scenario #5.

If the heroes are able to defeat the alien controlled heroes, then go to scenario #4.

Scenario #4, Invasion

“Gee”, shouted Liberty Lass as she ducked the laser blast, “You would think by now they would give up, I mean, just how many times have they tried to invade earth?”

The Big Brawl

Overview:

With his plans discovered by young heroes of earth, the Overmind had no choice but to launch a desperate invasion, in the hope that he can take over the city before the planet’s real heroes responded and defeated him once more.

Villain Player:

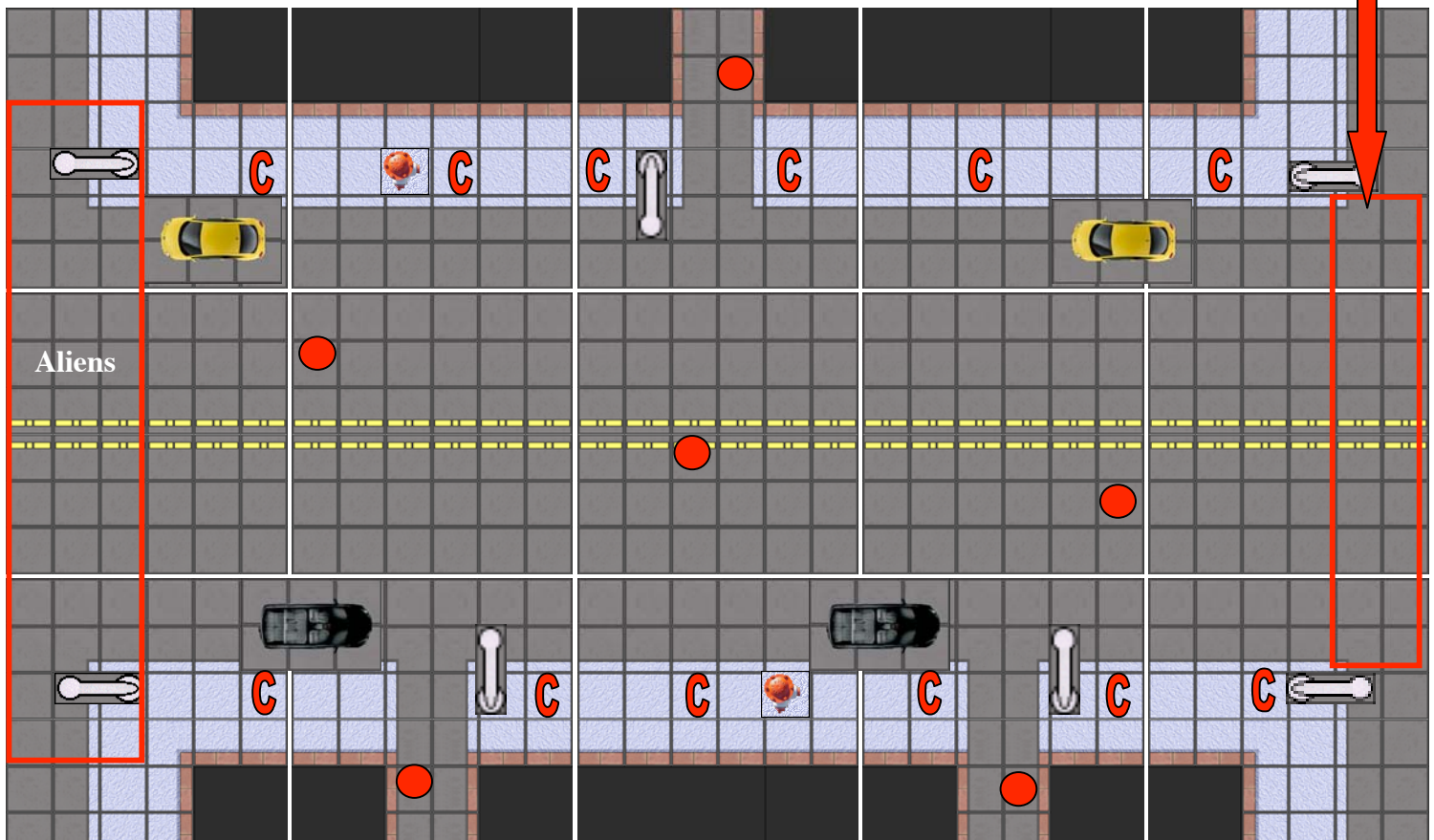
The Overmind can field up to 70 points in alien warriors.

Hero Player:

The hero player may buy up to 70 points in characters, but at least 30 of those points must be members of the All Star Squad. No heroes that have a group affiliation can be bought, (Other then All Stars) although Solos are open for play.

Map Board:

Set up the map as shown below.



Fire hydrants do not block line of sight, but do cost one point to move over. They have a strength of 5.

Streetlights have a strength of 8, and can be thrown or used in close combat, giving the character the reach ability.

Cars do block line of sight and block movement. They can be thrown and have a strength of 10.

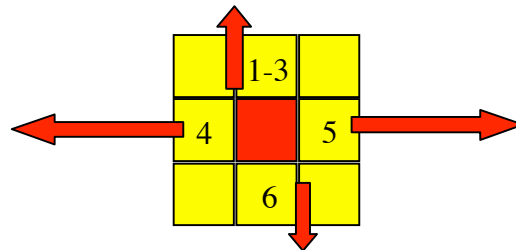
Place civilian counters at the Red C and a random Power Up counter at each of the red dots.

Game Set Up:

Each play rolls 1D6 with the highest roll getting to place one of their characters in the correct deployment zone.

The street is cluttered with scared civilians who will run around in a random way each turn. The aliens can kill a civilian. (Defense of 4, with 5 health)

At the start of each turn a civilian counter will move four squares in a random directions, as shown below. Those civilians that leave the street are considered safe. Heroes can escort a civilian counter off the street by moving next to the civilian counter and spending a power point. There after the civilian will move with the hero when they make a move action.



Direction of movement

Pre-game Conditions:

None

Victory Conditions:

Each player gains a number of victory points based upon the cost of character that you knocked out during the game.

Each civilian counter that is killed is worth 5 extra points for the villain player.

Each car that destroys gives the villain player another 5 extra points. (Defense of 2 with 10 health)

Each civilian counter that the heroes get to safety, or that survives the battle, gains the hero player 5 extra points.

Total your victory points for this game and keep a record of your totals.

Post-Game Conditions:

If the heroes are able unable to defeat the aliens, then go to the scenario #6.

If the heroes are able to knock out all of the aliens, then go to the End Game section.

Scenario #5, Take Over

“All I’m saying is we need help,” Offered Black Bolt as he stood near the collapsed wall. Firefly was unconvinced and Liberty Lass was just plain hostile to the whole idea.

“So you are suggesting that we turn to the very criminals we have been fighting?” Replied Liberty Lass.

“Well I’m not saying we need to trust them,” Returned Black Bolt as he stalked about the rubble, “But with all the other heroes in the city either gone or under the Overmind’s control, who else are we going to ask. I’m sure some of the villains in this city would be willing to help out.”

Strange Bed Fellows

Overview:

With most of the heroes in the city under his control, the Overmind launches his invasion, using the city’s own heroes as the vanguard of his attack. Seeing that they cannot defend the city by themselves, the teen wonders of the All Star Squad seek out some help from the villains of the city.

Villain Player:

The Overmind can field up to 100 points in alien warriors, and or heroes. Heroes that are taken may not have a group affiliation of any sort. You may buy up to 70 points of heroes for this game. No hero can cost more then 10 points.

Hero Player:

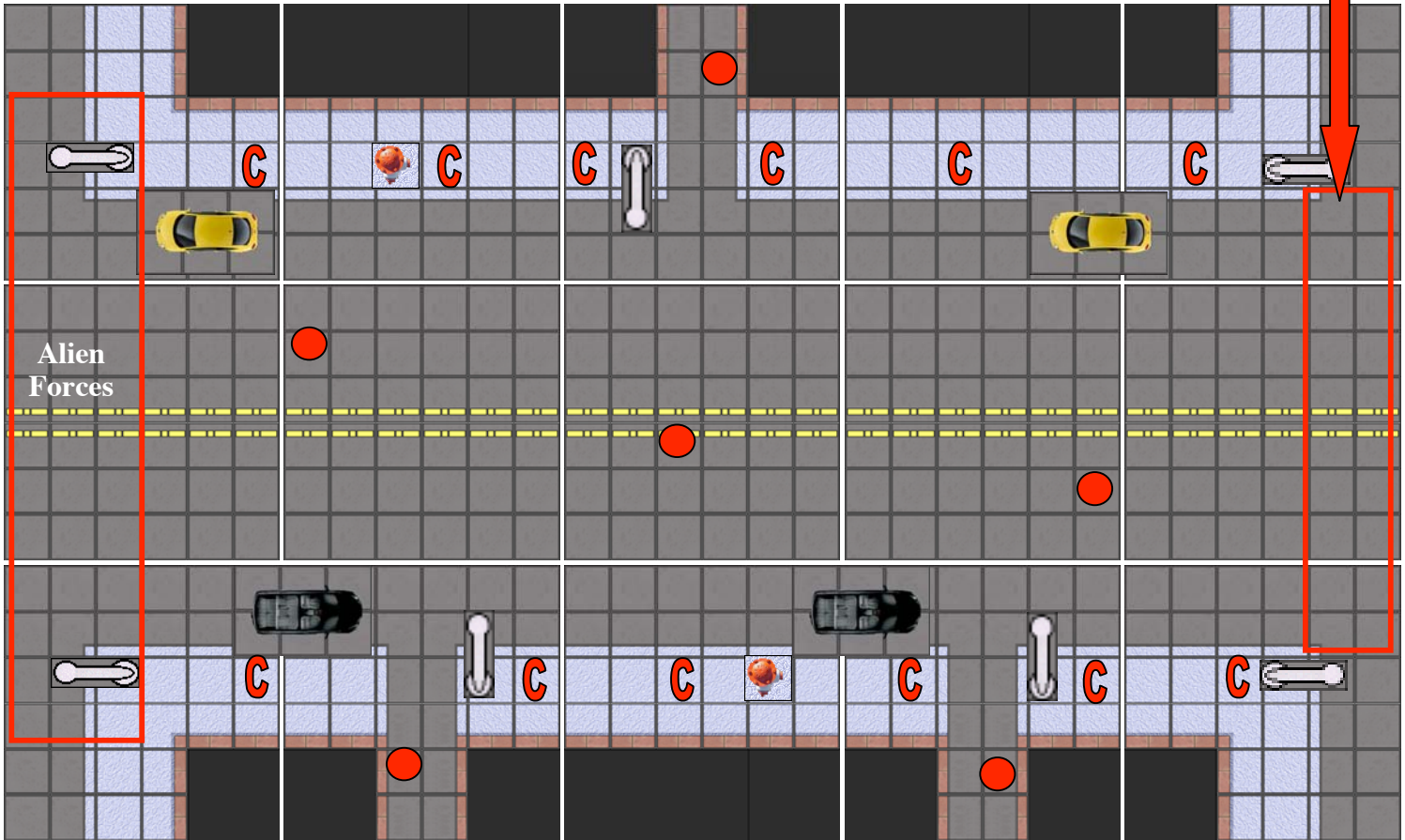
The hero player may buy up to 100 points in characters, of which 30 points must be members of the All Star Squad. You may buy Solos or villains. (Not though, arch villains)



Heroes

Map Board:

Set up the map as shown below.



Fire hydrants do not block line of sight, but do cost one point to move over. They have a strength of 5.

Streetlights have a strength of 8, and can be thrown or used in close combat, giving the character the reach ability.

Cars do block line of sight and block movement. They can be thrown and have a strength of 10.

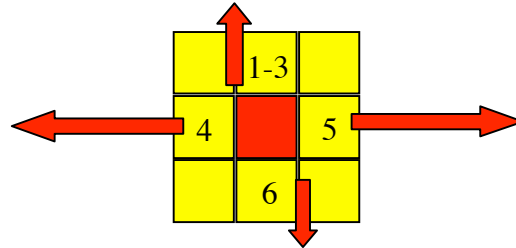
Place civilian counters at the Red C and a random Power Up counter at each of the red dots.

Game Set Up:

Each play rolls 1D6 with the highest roll getting to place one of their characters in the correct deployment zone.

The street is cluttered with scared civilians who will run around in a random way each turn. The aliens can kill a civilian. (Defense of 4, with 5 health)

At the start of each turn a civilian counter will move four squares in a random directions, as shown below. Those civilians that leave the street are considered safe. Heroes can escort a civilian counter off the street by moving next to the civilian counter and spending a power point. There after the civilian will move with the hero when they make a move action.



Direction of movement

Pre-game Conditions:

None

Victory Conditions:

Each player gains a number of victory points based upon the cost of character that you knocked out during the game.

Each civilian counter that is killed is worth 5 extra points for the villain player.

Each car that destroys gives the villain player gives another 5 extra points.

(Defense of 2 with 10 health)

Each civilian counter that the heroes get to safety, or that survives the battle, gains the hero player 5 extra points.

Total your victory points for this game and keep a record of your totals.

Post-Game Conditions:

If the heroes are able unable to defeat the aliens, then go to the End Game section.

If the heroes are able to knock out all of the aliens, then go to the scenario #6.section.



Scenario #6, Overmind

“Damn!” Grumbled the Overmind as he watched the defeat of his forces once more by this planet’s defenders.

“I had not anticipated such a turn of events,” Offered the gross floating brain before the star conquer. The Overmind was beginning to think his partnership with this foul creature was just about at its end.

“I think we are just about done here Master Mind, I have no choice now but to retreat.” Sighed the Overmind, his dreams of taking this planet once more crushed.

“Why quite now?” Offered Master Mind, “We just need to adjust the plan a bit. If we capture the leadership of the resistance, the forces of this world will still fall before your superior technology. All we need do is capture the All Star Squad and we still can snatch victory out of the jaws of defeat.”

“But they are dangerous foes?” Replied the Overmind, confused, but interested in the new plan.

“Then leave it to me,” Returned the great brain of crime.

Master Mind

Overview:

With the invasion going poorly and their plot discovered, Master Mind and the Overmind have one more evil plot to try. Taking some of the advanced technology of the aliens, Master Mind constructs a teleportation device and beams the All Star Squad off of the Earth and into flagship of the invaders.

Villain Player:

Taken by surprise, the All Star Squad is captured by Master Mind. But while gloating over his victory, the young heroes are able to escape their energy cell and now are making a brake for freedom. You may play Master Mind and up to 20 points of alien warriors.

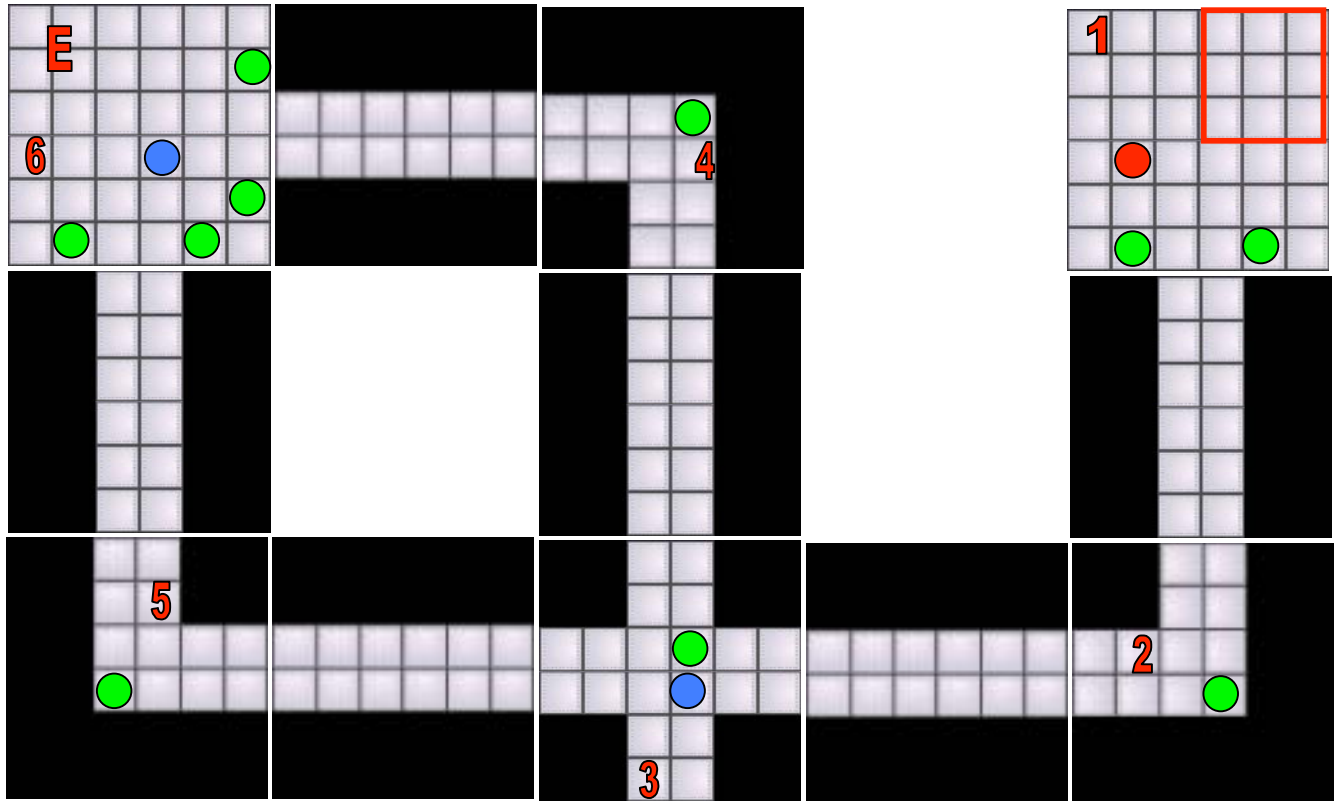
Hero Player:

Desperate to gain their freedom, the All Star Squad seeks a way off the alien flagship. You may play up to 40 points of heroes, but all of them must belong to the All Star Squad.

If you have already played scenario #5, then you may include one villain you have already used in that scenario.

Map Board:

Set up the map as shown below.



Game Set Up:

Place the heroes in the red marked squares and one aliens in each of the green dots. Each turn a new alien may enter from one of the squares rolled. (Roll 1D6 and place the aliens in that square, but only if it is unoccupied) Place Master Mind in the Red dot.

Finally, place two random power up counters in the Blue dot marked squares.

Pre-game Conditions:

Each hero that can reach the E marked squares is considered to have escape by way of the one of the ship's escape pods. Once the escape square has been reached, that character is out of play for the rest of this scenario.

Victory Conditions:

Each player gains a number of victory points based upon the cost of character that you knocked out during the game.

Total your victory points for this game and keep a record of your totals.

If the heroes are able to escape the space ship, then the hero player gains an extra 5 victory points. If though, they are re-captured, then the villain player gains an extra 5 points.

Post-Game Conditions:

If the heroes are able unable to defeat the aliens, then go to scenario #7.

If the heroes are able to knock out all of the aliens, then go to the End Game section.

Scenario #7, Overmind

“I’m telling you, we need to teach this scum bag a lesson,” Shouted Liberty Lass, as she dusted off her uniform. “I’ve just about had enough of this guy and his constant invasions of our planet.”

“What do you suggest,” Asked Snow Blind as she toyed with her freeze gun.

“Lets take the fight to him for a change.”

Dual

Overview:

Seeking to put an end to the Overmind’s plan, the All Star Squad heads for his command deck seeking to end this invasion.

Villain Player:

You may buy the Overmind, Master Mind and up to 10 alien warriors.

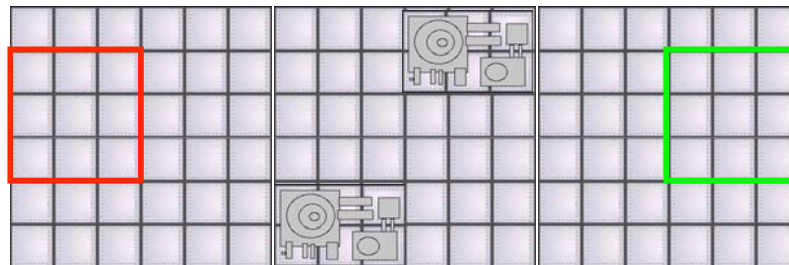
Hero Player:

You may play up to 50 points of heroes, but all of them must belong to the all Star Squad.

If you have already played scenario #5, then you may include one villain you have already used in that scenario.

Map Board:

Set up the map as shown below.



Note that machines block line of sight and movement and cannot be thrown.

Game Set Up:

Each player rolls 1D6 with the highest roll getting to place one of their characters in the correct deployment zone. Place heroes in the green deployment area and villains in the red area.

Pre-game Conditions:

None

Victory Conditions:

Each player gains a number of victory points based upon the cost of character that you knocked out during the game.

Total your victory points for this game and keep a record of your totals.

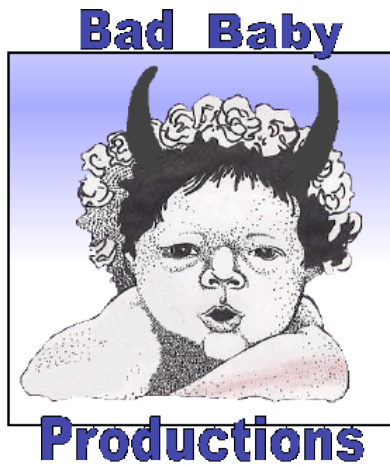
Post-Game Conditions:

Regardless of who wins the game, go to the End game section.

End of Game

To determine the overall winner of the series, total the victory points earned by both players. The player with the most victory points wins.

Civilian Counters



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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.

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 'em.

Crystalmaner

Crystallmancer 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 Crystallmancer. 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 rules.

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 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.