

Armored Assault



Jones ducked back into the gravity tank as the communication link started blaster orders. Damn Federation troopers were on their way, so he and the rest of the unit had been ordered to the front lines to meet them. Gee, five light gravity tanks against a small squad of power armored troopers, it just didn't seem fair. What had he ever done bad to deserve this...

Armored Assault is the first expansion for the Battle Armor game system. Within these pages you will find rules for adding heavy tanks and gravity-propelled vehicles to your futuristic battles fields.

One of many Mini-games from Bad Baby, this and others like it will take you on short, fast paced gaming adventures, and for only a few bucks.

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Introduction

Armored Assault is an expansion for the Battle Armor game system, and thus it is not a stand-alone game. You may though, use these rules to add more variety to your Battle Armor games, as well as all the other expansions for the system that are on the way.

Vehicle Movement

Vehicles, regardless of their type, follow the same basic movement rules as do battle suits. Vehicles though, may have special advantages or restrictions imposed on them based on the propulsion they use.

Gravity Drives

Gravity drive based vehicles move along the ground on a cushion of charged electrons. This makes the vehicle “Float” above the ground at about a height of 4 foot. These vehicles are then often ‘Pushed” along in the direction they wish to go by heavy fans or even small rocket drives.

The following covers all gravity drive based movement.

A gravity based vehicle may pass over hindered terrain with no resections, but may not enter blocked terrain.

Tracked Vehicles

Tracked vehicles use massive treads to push and pull themselves along the ground. They follow all the rules for ground-based movement, but may pass through hindered terrain with some ease. Roll 1D6 each time the vehicle enters a hindered terrain. On a roll of 3+, it cost only one movement point to enter the hex. On a roll of 1-2, the cost remains the standard 2 movement points.

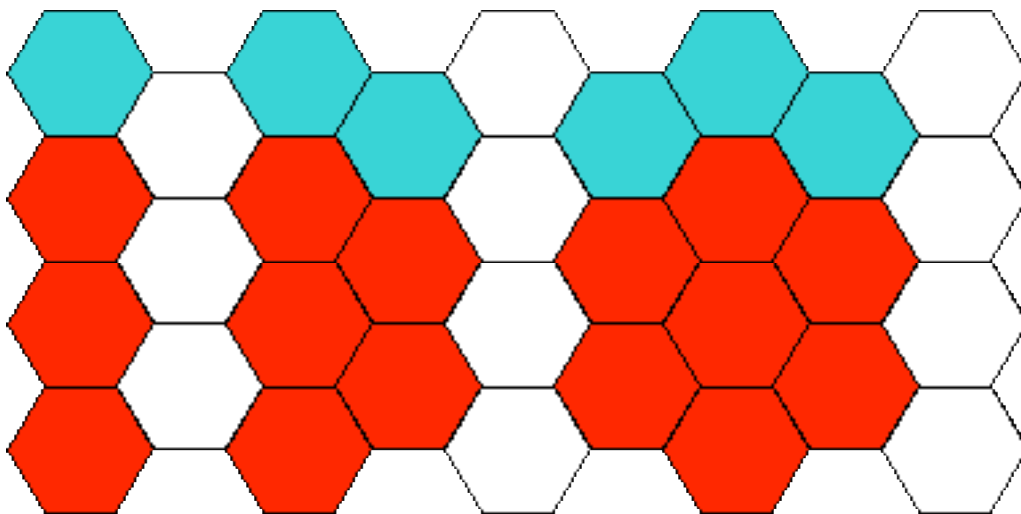
Wheeled Vehicles

Wheeled vehicle use the standard movement rules for ground movement.

Arcs of Fire

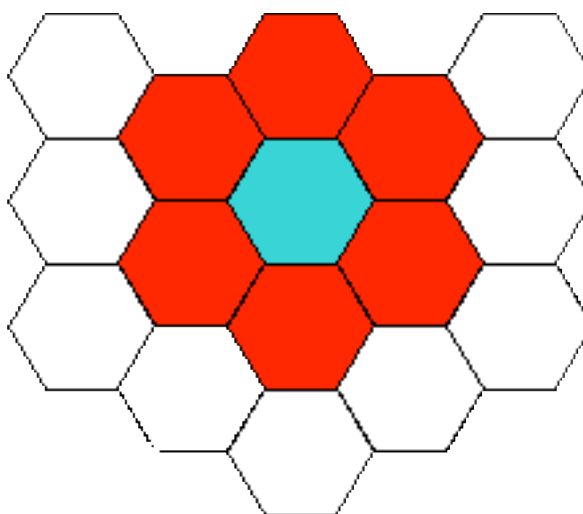
Some weapons that are set to a vehicle may have a limited field of fire. This arc of fire will allow a weapon to fire only in a set direction, based on its position on the vehicle. Such weapon systems that have an arc of fire may not fire outside this arc.

Small Arc, Medium Arc and Large Arcs



Blue shows the weapon and the red its arc of fire.

360 Arcs



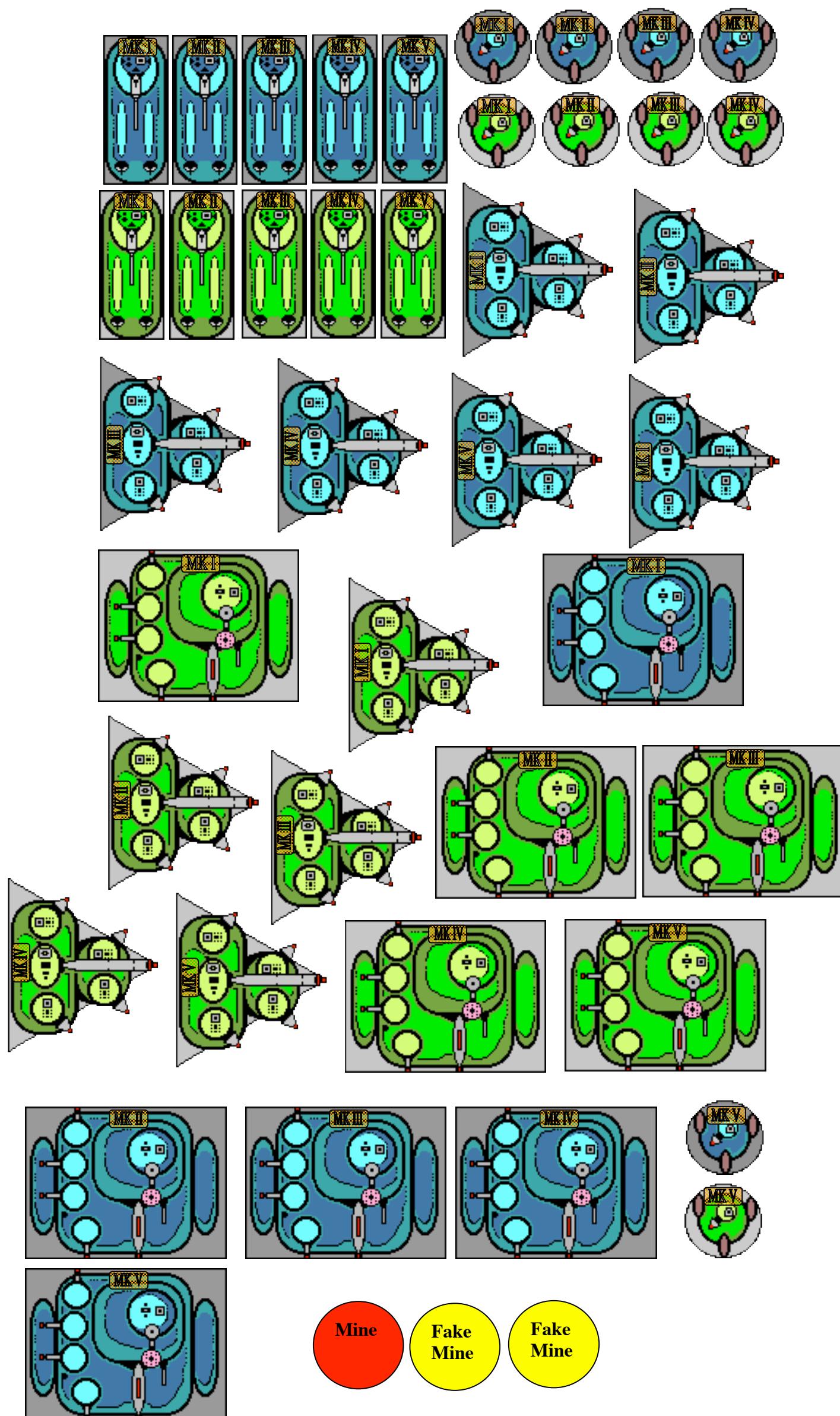
Mines

Mines may be bought at the start of the game and are placed during the terrain portion of the game set up. When set up, place a mine counter on any single hex you want, that is within 10 hexes of your starting position. These mine counters are placed face down.

As it is difficult to know just where a mine might be, for each mine counter that you buy, you also get two dummy mine counters. These are also placed, in the same manner as a normal mine.

When any ground unit enters a hex with a mine counter, flip the counter over to see whether it is a real mine or a fake.

If the mine counter is the real deal, conduct the mine's effects as normal.



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 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.