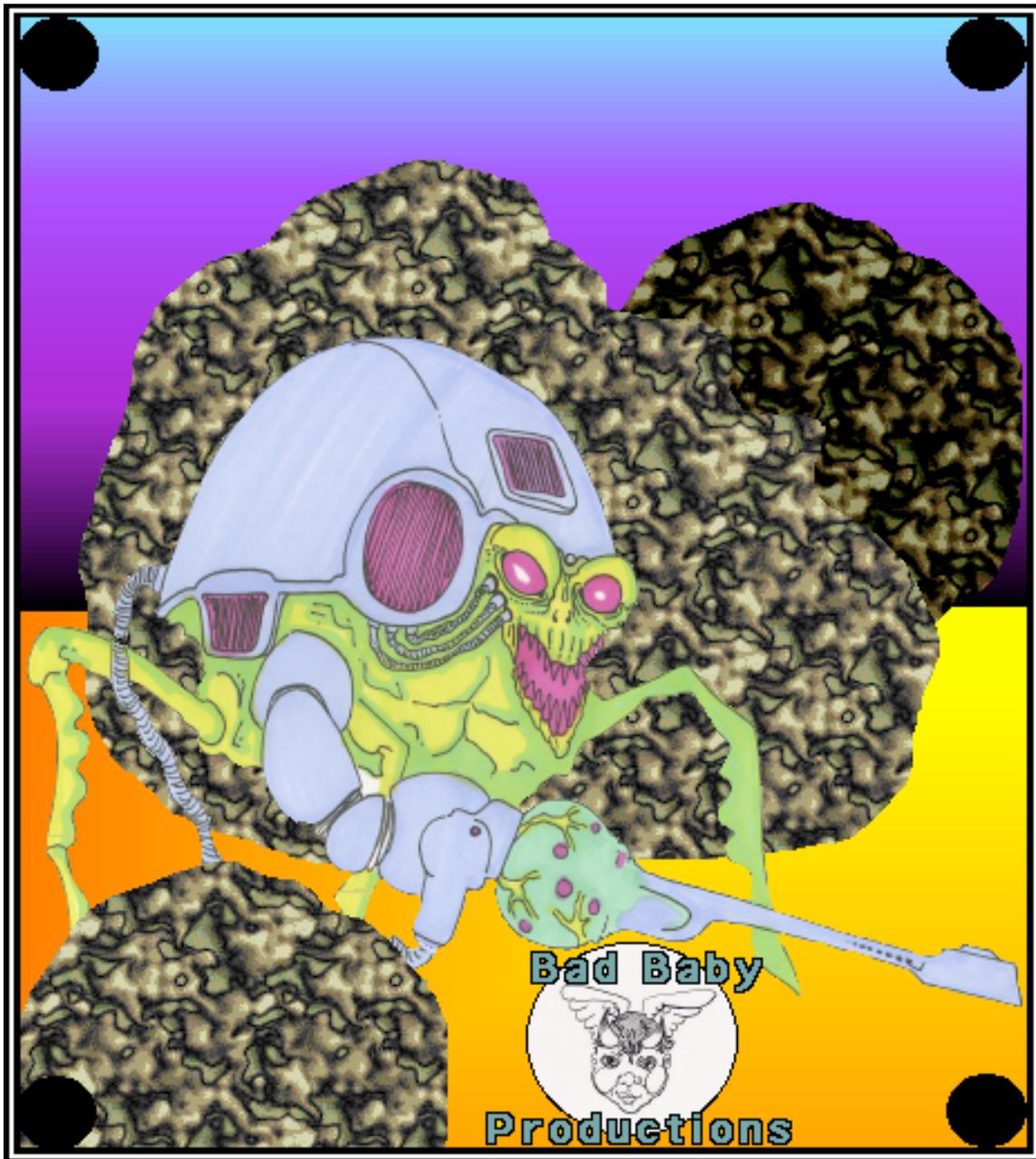


# Alien Incursion



Ford dived for cover as the Too-Nai photon grenade detonated near by, the bright flash of light the only visible sign of the deadly weapon's effects. Rolling out of the shallow crater Ford looked on as two men from his squad staggered about the burning landscape, half their bodies turned to little more the ash from the high intensity weapon the aliens had just used.

Grabbing his laser rifle, Ford scrambled out of the hole and headed for his CO's position. Damn Crabs, he muttered to himself as he stumbled about the burning battlefield.

Welcome to Alien Incursion. This first of several alien additions to the Battle Armor game system. Now you can play the crab like Too-Nai in their battles with the forces of the human race. Can your alien technology out fight the amazing power of the powered armored human warriors.

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

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Or visit

Bad Baby Production at...

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

Game design, artwork and layout by Robert Hemminger



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### Introduction

Alien Incursion is the first of several expansions to the Battle Armor game system that will focus on alien forces and technology. The basic rules set forth in Battle Armor and Armors Assault, still apply to this expansion.

### Game Construction

Once you are ready to play Alien Incursion, 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 Alien Incursion over and over again, and I 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 components and counters. 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 a map board. Next, get your hands on some spray glue. (Available at most craft stores and office supply stores) Use this to

mount the components onto thick card stock or chipboard. 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 parts with a clear, self-adhesive, sheets of lamination. (Again available at most office supply stores)

### **The Too-Nai**

The Too-Nia are an ancient space faring race, and for the most part peaceful, they are though, very territorial. This intense desire to hold what is theirs has led to many battles with the Terra forces as the young race of man expands beyond their small part of the galaxy.

The Too-Nia generally are a crab like species, caste based and highly technological (Some say ever more so then the human's of Terra).

While no one has ever seen anything other then the Too-Nia warrior caste, they are assumed to have a leadership caste and some sort of worker caste that supports their hardy warriors.

### **Too-Nai Stealth Weapon Systems**

The Too-Nia are experts in stealth technology, and can even becomes invisible to the visual wavelengths of light. This capability to be unseen and to trick their foes into seeing what is not there has become a major factor in their basic tactical viewpoint. No Too-Nia commander would think to stand and fight a foe when a smaller, stealth armed force can do the same job, and with less loss of Too-Nia life.

In game terms, the Too-Nia has several new types of gear that allows them to take advantage of this stealth technology.

#### **Stealth Screens**

Small portable screen devices which when stitch on will bend the light waves around the small sphere of energy that is generated. These small stealth screens are then used by small squads and the leader caste to sneak up on their foes and to attack from ambush.

When a stealth screen is put into play, the unit, which is equipped with the generator, may become invisible. From that point on when the screen is active, remove the unit's counter from the map board and place a Stealth Screen Tile, of the correct size, on the board where the unit was located. The unit then may relocated to any hex within the screen tile, as the controlling player wishes.

Once each turn the unit may move to a new hex within the screen's area of effect, the controlling player making a note of which hex on a piece of paper. The hex moved to must still be within the screen, as noted on the diagram provided at the end of these rules.

Any time the unit moves out of the screen's field, they become visible and their counter returned to the map board.

Stealth screen generators cannot move when activated and must remain in place. Of course you can turn it off, move and then on the next turn it back on again should you wish. The generator though may not be turned on and off in the same turn.

Too-Nia units within the screen can see out of it as normal and may make attacks from the screen as normal.

When attacking into a screened area, make the attack as normal, but instead of attacking a unit's counter, the attacker must pick a hex within the screened area. All normal range and line of sight rules apply. Make the attack roll as normal, applying a -2 modifier to the to hit roll.

Once the attack is made, and if a hit is scored, the Too-Nia player should check their unit's location within the screened area. If they are in the hex that was attacked, and a hit was scored, then apply the damage as normal.

Thus while an attack can be made into the screened zone, the attacker will never truly know if they hit anything or not.

More than one unit may hide in a screened area, as long as they can all fit into the field's tile.

The screen does not affect units partially within a screen's area.

### **Hologram Generators**

These devices, used by the command caste of the Too-Nia, generated a holographic copy of the creature, making it more difficult to target said creatures as there are multiple copies of them running about the battlefield.

When activated the generator will produce six copies of the same unit, which for all purposes are identical copies. Able to interact independently of the real unit, these holograms will move, fire and interact with the environment as if they were normal Too-Nia. (Note that although they can move about the battlefield any attacks that are made by them is simply colorful displays of light and do no real damage.

When a Too-Nia activates the holograph generator, place seven holograph counters within 3 hexes of the original counter. The controlling player must then make a note of which counter is the real Too-Nia unit.

There after these units may move about the map as normal, but at all time they must stay within 3 hexes of the original generating unit.

When attacking a holographic protected unit, make the attack as normal, with range and line of sight rules still in effect. If the attack scores a hit and the unit is the real Too-Nia, and then apply damage as normal. If though the unit attacked is a holograph, after the attack is made, and a hit is scored, remove the holograph counter from play.

**EMC Effects**

Human EMC equipped units may reduce the to hit penalty of a stealth screen from -2 to 0.

EMC gear will also reduce the number of holographic units within its area by 1. When activated have the Too-Nia player remove one of the holograph counters from play. Note that only those counters within the EMC gears range are affected.

**Too-Nai Warrior Squads**

As a Too-Nia squad takes damage, its effectiveness is reduced. Each time a squad is hit, work out the damage as normal, the unit then loses damage circles as normal. Each time two damage circles are darkened end, a member of that squad is slain and the squad's stats are reduced as shown on the chart.

When a squad has taken enough damage to reduce it to zero members, remove the squad's counter from play.

**Too-Nai Weapons Lists**

Weapon System	Range S (+0)/M (-1)/L (-2)	Damage	Hit can take	Cost	Notes
Close Combat Claws	0/-/-	1 per member of the squad	-	Free	Standard
Vibronic Power Claw	0/-/-	3	1	2 per	Close Combat Weapon
Photonic Grenade	2/4/-	2 Mega	1	1 per Max of 3	Scatter if misses
Singularity Bomb	2/4/-	2D6 Mega	2	8 per Max of 3	Scatters if misses
Disruptor Rifle	5/10/15	Special	2	Free	Standard

## Too-Nai Gear List

Name	Cost	Max number per unit	Hits can take	Notes
Stealth Screen Generator Small	3	One screen generator per unit	N/A	Produces a small tile Stealth Screen
Stealth Screen Generator Medium	5	One screen generator per unit	N/A	Produces a medium tile Stealth Screen
Stealth Screen Generator Large	7	One screen generator per unit	N/A	Produces a large tile Stealth Screen
Holographic Generator	5	One per Leader Castle unit	N/A	See Holographic Generators

## Vehicle Weapons Lists

Listed here are the standard weapon systems for vehicles.

Weapon System	Range S (+0)/M (-1)/L (-2)	Damage	Hit can take	Cost	Secondary	Main	Primary	Notes
Disruptor	5/10/15	3	-	-	Y	Y	Y	Standard
Heavy Disruptor	5/10/15	5	-	-	-	Y	Y	Standard

## Standard Vehicles and Squads

Standard squad of Too-Nia warriors is five members each armed with disruptor rifles and a combat claw.

The unit is also equipped with a Small Stealth Screen Generator.

These units cost 5 points.

Per three Too-Nia units, be they troops or walkers, you must have a Leader Castle, armed with a Holographic Generator as well as a Disruptor Rifle and a Vibro Power Claw.

Cost 3 points.

### Small Walker

The standard support weapon for the Too-Nia, the small walker moves about the ground on three flexible limbs. All ground movement rules apply to the walker.

Standard equipment is two disruptors and one heavy disruptor.

The also come equipped with a small Stealth Screen Generator.

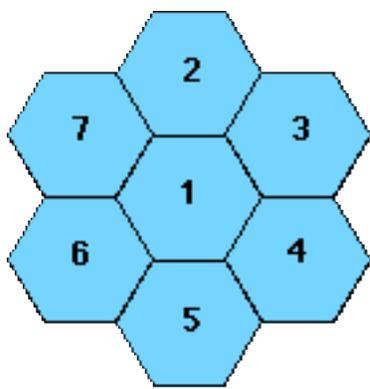
Costs 8 points

### Heavy Walker

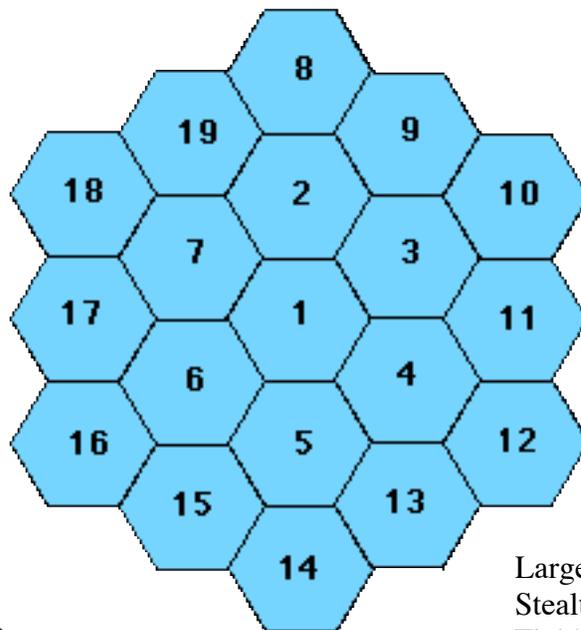
The largest support weapon that the Too-Nia produce, the heavy walker moves about the battle field on three flexible limbs and so must follow all ground movement rules.

Standard weapon nary are three disruptors and one heavy disruptor. The also come equipped with a Stealth Screen Generator.

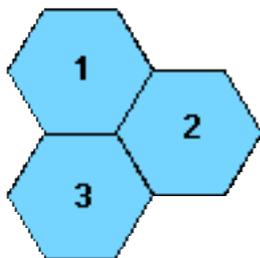
Costs 10 points



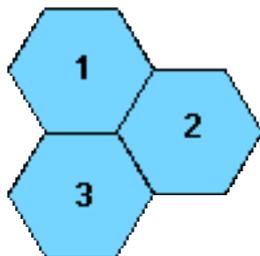
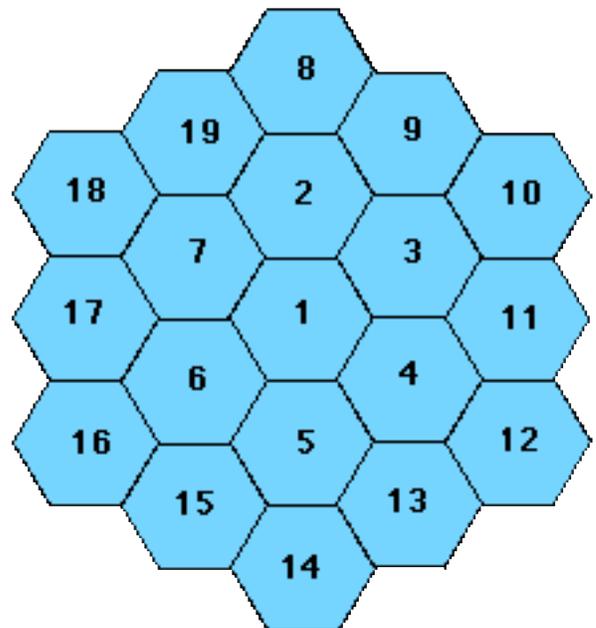
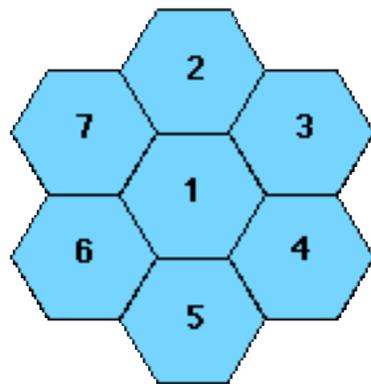
Medium  
Stealth  
Field

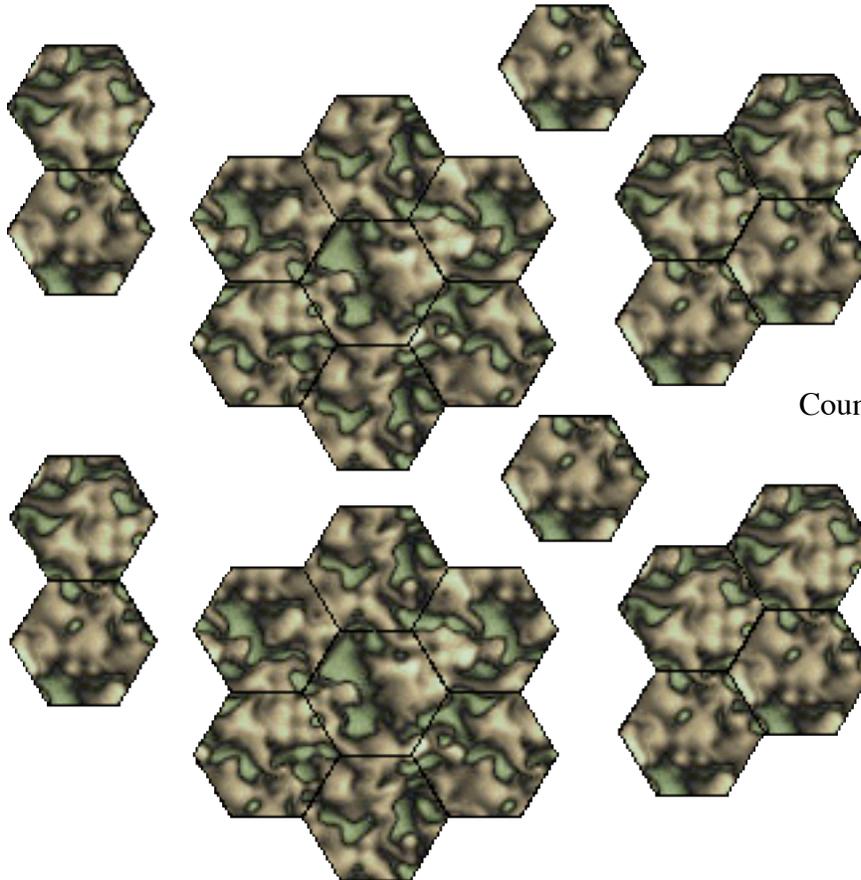
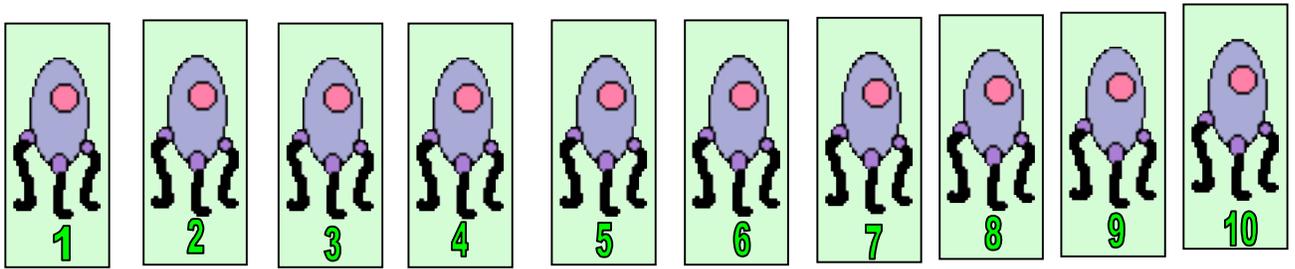
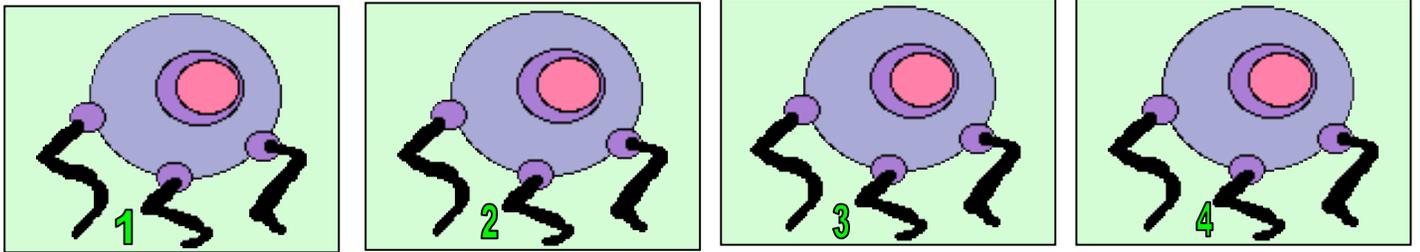
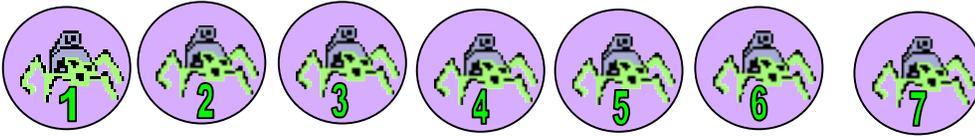
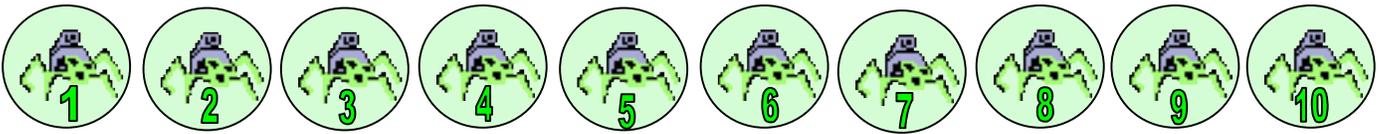


Large  
Stealth  
Field



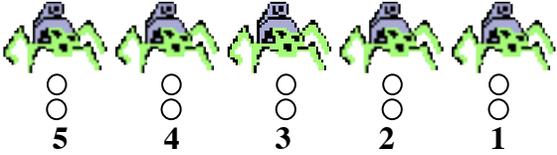
Small  
Stealth  
Field





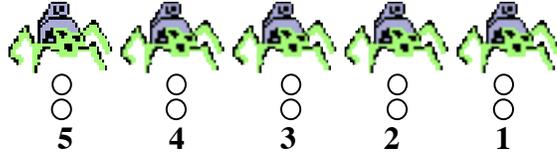
Counts as Impassable  
Terrain

Too-Nia Squad (Squad number )  
Cost 5 per squad



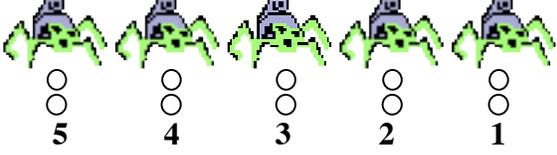
**Disruptor Damage**  
Disruptor Range    Hand-to-hand Damage  
5 / 10 / 15    1 per member of the unit

Too-Nia Squad (Squad number )  
Cost 5 per squad



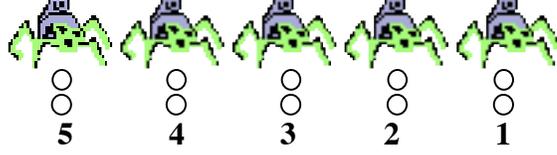
**Disruptor Damage**  
Disruptor Range    Hand-to-hand Damage  
5 / 10 / 15    1 per member of the unit

Too-Nia Squad (Squad number )  
Cost 5 per squad



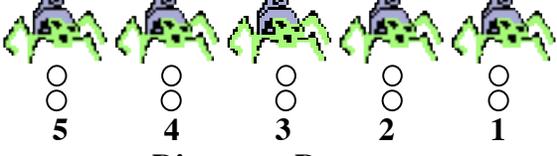
**Disruptor Damage**  
Disruptor Range    Hand-to-hand Damage  
5 / 10 / 15    1 per member of the unit

Too-Nia Squad (Squad number )  
Cost 5 per squad



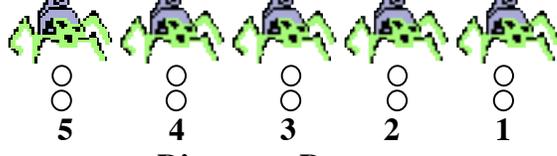
**Disruptor Damage**  
Disruptor Range    Hand-to-hand Damage  
5 / 10 / 15    1 per member of the unit

Too-Nia Squad (Squad number )  
Cost 5 per squad



**Disruptor Damage**  
Disruptor Range    Hand-to-hand Damage  
5 / 10 / 15    1 per member of the unit

Too-Nia Squad (Squad number )  
Cost 5 per squad



**Disruptor Damage**  
Disruptor Range    Hand-to-hand Damage  
5 / 10 / 15    1 per member of the unit

**Too-Nia Leader Castle**  
Cost 3  
(Must have 1 leader castle per three units of Too-Nia, be they squads or walkers)



**Disruptor**  
5 / 10 / 15  
Damage of 3

**Vibro Power Claw**  
Damage of 3

**Holographic Generator**

**Too-Nia Leader Castle**  
Cost 3  
(Must have 1 leader castle per three units of Too-Nia, be they squads or walkers)



**Disruptor**  
5 / 10 / 15  
Damage of 3

**Vibro Power Claw**  
Damage of 3

**Holographic Generator**

Too-Nia Small Walker (Unit Number )

X2  
Disruptors  
with 360  
arc of fire

5 / 10 / 15  
Damage of  
3



○○○○  
○○○○ Undamaged

○○  
○○ Reduce Movement by 2

○○  
○○ Reduce Movement by 5 and  
lose the use of both Disruptors

Cost  
**8**

○○  
○○ No further movement possible

○○  
○○ Destroyed

One Heavy  
Disruptors  
with 360  
arc of fire

5 / 10 / 15  
Damage of  
5

**Movement**  
**10**

Too-Nia Small Walker (Unit Number )

X2  
Disruptors  
with 360  
arc of fire

5 / 10 / 15  
Damage of  
3



○○○○  
○○○○ Undamaged

○○  
○○ Reduce Movement by 2

○○  
○○ Reduce Movement by 5 and  
lose the use of both Disruptors

Cost  
**8**

○○  
○○ No further movement possible

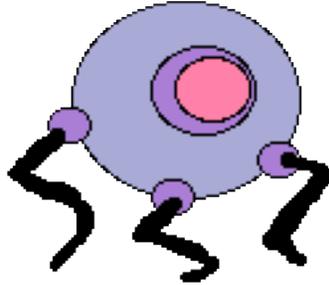
○○  
○○ Destroyed

One Heavy  
Disruptors  
with 360  
arc of fire

5 / 10 / 15  
Damage of  
5

**Movement**  
**10**

Too-Nia Small Walker (Unit Number )



X3  
Disruptors  
with 360  
arc of fire  
  
5 / 10 / 15  
Damage of  
3

One Heavy  
Disruptors  
with 360  
arc of fire  
  
5 / 10 / 15  
Damage of  
5

○○○○○○  
○○○○○○ Undamaged

○○○  
○○○ Reduce Movement by 2

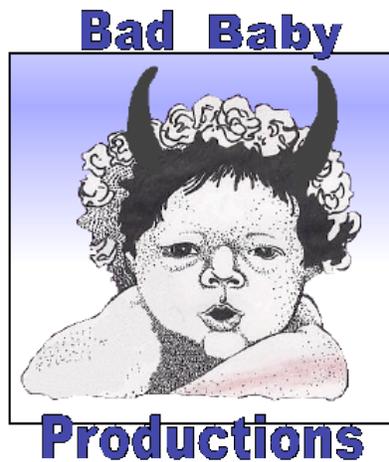
○○○  
○○○ Reduce Movement by 5 and  
lose the use of two Disruptors

○○○  
○○○ No further movement possible and  
lose the use of all three disruptors

Cost  
**10**

○○○  
○○○ Destroyed

**Movement**  
**10**



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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 combination, 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 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 then 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 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 cheep, 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.