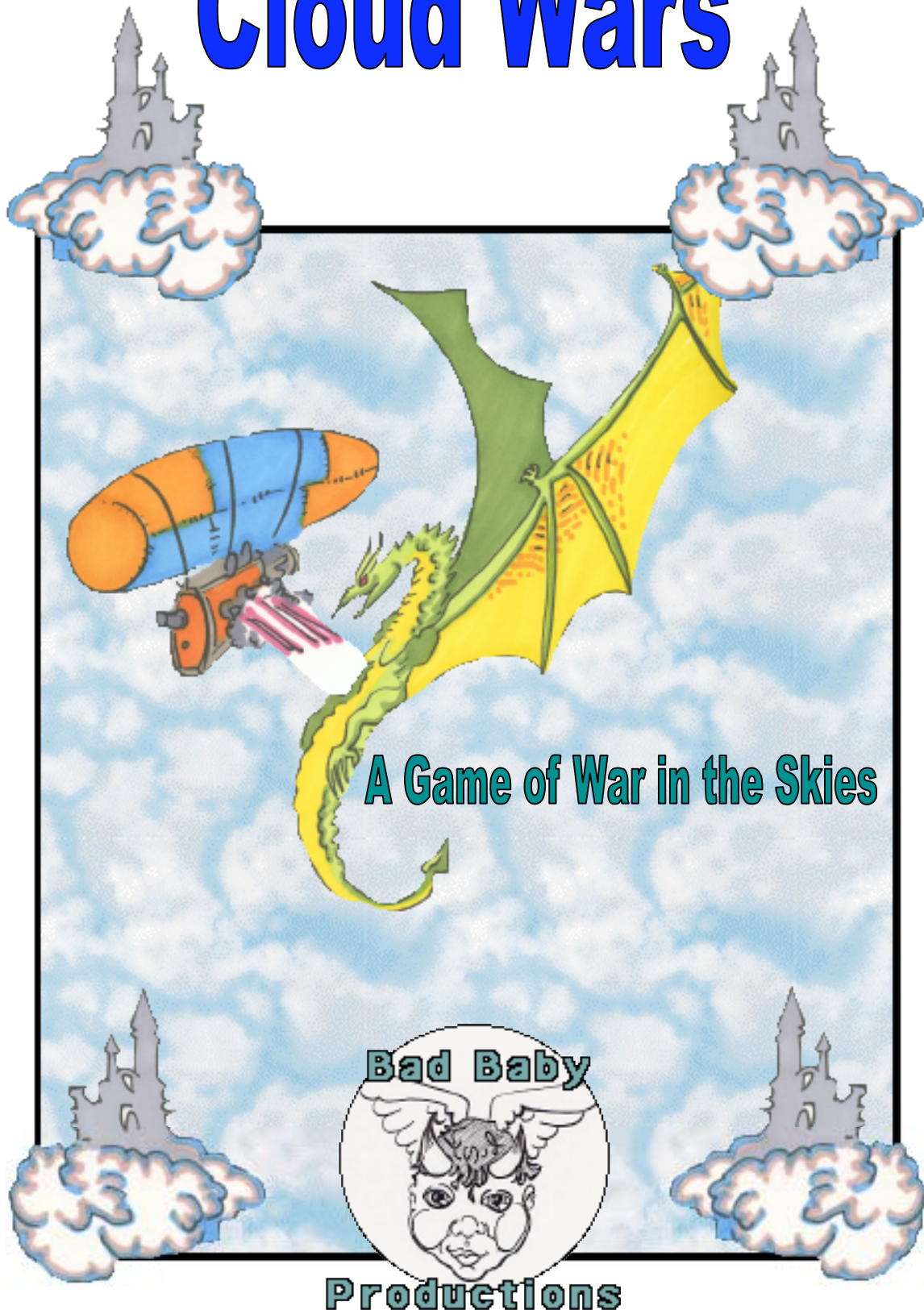


Cloud Wars



Vermix roared as the zeppelin's cannons blasted into him, the great dragon screaming in terrible pain as the cannon ball smashed into his armored hide. Any other dragon might have been blown from the skies with such a volley of lead shot, but Vermix was no weakling, but rather one of the true kings of the skies. The wizards of Tor thought they could take the dragon lord's territory without much of a fight from the mighty red dragon, but these wizards were fools, for Vermix never surrendered and had yet to lose a battle for control of the clouds that he called home.

This is Cloud Wars, yet another Mini-game from Bad Baby Production. In Cloud Wars, you and other players take on the role of a mighty air ship, eagle riders and lords of cloud castles as you battle for control of the skies above a fantasy world. The first expansion for the Dragon Wars game, now players can lead forces of wizard forged zeppelins and marshal squadrons of mighty eagle riders. Fully compatible with Dragon War, have fun and battle for the skies.

Using a fast turn based system; the combat is swift, the excitement nail biting and the strategy intense. Do you dare enter the world of dragons, wizards and cannons...

A Bad Baby Product, All rights reserved.

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

Bad Baby Production, Hemdog560@hotmail.com

Or visit

Bad Baby Production at...

host09.ipowerweb.com/~arcanump/ArcanumPBM/Page3001.html

Game design, artwork and layout by Robert Hemminger



Index:

Introduction	Page 3
Game Construction	Page 4
Getting Started	Page 4
Types of War Machines	Page 4
Data Sheets	Page 4
Action Tokens	Page 4
The Map Board	Page 5
Turn Order	Page 5
Movement	Page 5
Altitude	Page 6
Dives	Page 6
Mid Air Crashes	Page 7
Falling	Page 7
Turn Rates	Page 7
Movement off the map	Page 7
Line of Sight	Page 8
Combat	Page 8
Recording Damage	Page 10
Pre-Designed Games:	Page 11
Charts	Page 12
Data Sheets	Page 13
Maps	Page 14
Counters	Page 15

Introduction:

Cloud Wars is a strategy based game of combat between various flying machines, creatures and their minions. Each game will see two or more players taking control of one or several, of these flying warriors as they battle in the skies. A player must maneuver his foes into the right position to deliver the kill blow, all the while trying to avoid this fate themselves.

Game Construction:

Once you are ready to play Cloud Wars, 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 Cloud Wars 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)

Getting Started:

Once the game is put together, you are ready to play. Each player should pick a set of counters and either decide on a pre-designed game to play or design a pick up game of their own. Once the game has been constructed, players will take turns moving and attacking with their devices. This continues until one side has achieved its victory conditions or one side has been completely destroyed.

Types War Machines:

Cloud Wars revolves around the battles between might airships and other flying devices and creatures. Each device or creature in then game has its own abilities, cost and weakness, so the right combination of forces can often dictate the type of game you will end up playing.

Within the game there are three types of war machines that are open for play, the might cannon filled zeppelins, the fast eagle cavalier and the might cloud castles.

Zeppelin are gas filled balloons fitted with an undercarriage and a small prop motor. They are slow, but carry a battery of cannons to blast their foes.

Eagle Cavalry are highly train knights mounted on great eagles. Fast, deadly and cunning, they are weak in direct conflict and can take very little damage. They are though, capable in groups, of taking down any foe.

Cloud Castles. Slow, heavily fortified castles resting atop magical clouds, there fortresses are near impossible to defeat, but instead must be taken down by sheer weight of numbers and destruction.

Data Sheets:

All the information about your zeppelins, castles or mounts is recorded on its data sheet. Each flying device in the game should have a data sheet lying before the player that is controlling said device. As the device takes damage, the player should mark done the amount, and where, it has been taken. This data sheet is also used to record other information of the devices, its size, powers and etc.

Action Tokens:

Each turn players are given a set of action tokens. It is with these action tokens that each device is given an order, be it to move, attack, what not. As players spend these tokens, the device that they control will continue to perform these actions. When a player

has used up all their tokens for the turn, they cannot perform any more actions with their device.

The Map Board:

The game takes place, for the most part, on a hex grid map of the skies. Players will fly their device about this open expanse trying to gain position on their foes. For the most part these skies are uncluttered, although some games will call for the placing of mountain peaks to hamper line of sight and movement.

Turn Order:

At the start of each game, players roll 1D6. The highest rolling player then gets to go first. Each turn players will gather up the number of action tokens they have available to them and conducts a single action, the first player taking one action, the next player then takes an action. This continues, with each player spending action tokens and performing a single action until all players have used their actions tokens for the turn.

A player must spend a token on their turn, and tokens may not be traded or saved from turn to turn.

If there are more then two players in the game, the player to the right of the highest rolling player will go second, and so on around the table until all players have had a turn playing an action token.

At the end of all players' turn, when they have used all of their action tokens, each device under their control must move forward one hex (Save Cloud Castles). This is a mandatory move, and all devices must take this move at that time. (Note that devices that are falling out of the skies, or that are on the ground, do not have to take this mandatory move.)

Movement:

When an action token is spent to allow a d device to move, the device may move one hex per movement point that it has. A device must move in a straight line with this move, passing through one hex side to another, in the straightest line possible.

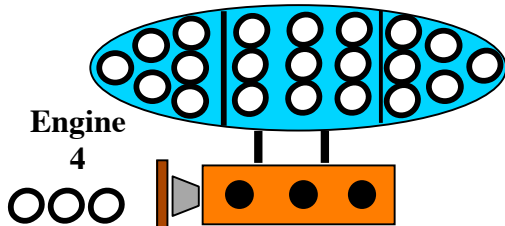
Devices may pass through a hex with another dragon or device, which is at the same altitude. If this occurs, both the device and the other figure crash into each other. (See Mid Air Crashes and clutches.)

A device may, through the course of its move, shift its hex, by one. This is called a bank and allows the device to alter its flight path slightly as it flies. While performing this bank move, the device must still maintain its front facing. A device must move forward one hex before it can bank one hex.

Zeppelin

Movement Rate: 2
Turn Rate: 4
Size: Medium
Cost: 3 points per

Gas Bags
1-3



Cannons

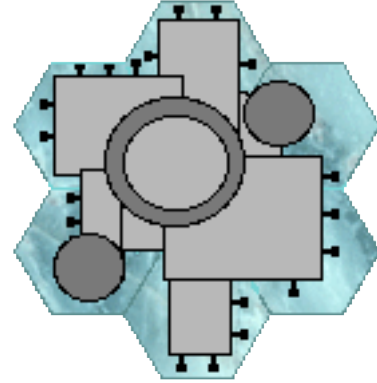
5 -6

(Side is based on direction of attack)

Right Side, X3 Cannons
 1 1 2 1 3 1
 Left Side, X3 Cannons
 1 1 2 1 3 1
 Front Side
 1 Cannon

Cloud Castle

Movement Rate: 1
Turn Rate: 0
Size: Huge
Cost: 5 points per

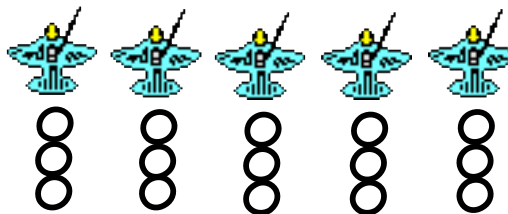


Structure

1-5 hits: 5 attacks a round
 6 -10 hits: 4 attacks a round
 11-15 hits: 3 attacks a round
 16 -20 hits: 2 attacks a round
 21 - 25 hits: 1 attack a round
 26 hits: Destroyed

Eagle Riders

Movement Rate: 4
Turn Rate: 2
Size: Small
Cost: 2 points per



Eagles Slain

Number of Eagles	Clutch Damage / +to Hit	Lance Damage / + to Hit
0	5 / +3	4 / +2
1	4 / +2	4 / +2
2	3 / +1	3 / +1
3	2 / +1	3 / +0
4	1 / +1	2 / +0
5	Unit Destroyed	

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*.