

Monster Bash

Bloods & Lupines



**A Game
of
Monstrous Fun**



Monster Bash

Franks & Ghouls



**A Game
of
Monstrous Fun**



Monster Bash

Psychos and Cosmics



**A Game
of
Monstrous Fun**



Bad Baby



Productions

The vampire screamed in agony as the werewolf ripped at its chest, dead blood flying everywhere. The vampire though, was a tough foe and with a puff of smoke, turned into mist and floated away, only to return to its true form several steps beyond. With a sly grin the blood drinker raised its clawed hand and out of the sewer drain swarmed a vast carpet of rats. The moving rug of vermin swarmed the savage were-creature and soon it fell to the ground, howls of agony rising from the mound of filthy rats as they devoured the were-beast.

This is Monster Bash, the newest game from Bad Baby Productions. Take on the role of a savage monster from classic horror tales, build gangs of these monsters and battle your foes as each tries to take control of the city's dark, horror filled underworld. Gangs of monster confront each other in deadly brawls as each tries to devour the fear filled humans that flee through the night.

Monster Bash is a fully expandable system, with each set offering two new types of monstrous gang, new Battle Tiles to fight upon and new, exciting special abilities and rules. So gather a few friends, sit down and have a ghoulish night filled with monstrous fun.

A Bad Baby Product, All rights reserved, Version 1.0, 2007

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

Bad Baby Productions, Hemdog560@hotmail.com

Or visit

Bad Baby Productions at...

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

Game design, artwork and layout by Robert Hemminger



Index

Introductions	Page 3
Game Construction	Page 3
Getting Started	Page 4
Monsters	Page 4
Stats	Page 5
Horror Points	Page 5
Monster Abilities	Page 5
Battle Tiles	Page 6
Objects	Page 7
Turn Order	Page 8
Monster Actions	Page 8
Movement	Page 12
Combat	Page 13
To Hit Rolls	Page 13
Damage	Page 13
Recording Damage	Page 13
Humans	Page 14
Scenarios	Page 15

Introductions

Monster Bash is a fast system for running monstrous battles among classic horror monsters, either in one on one fights, or involving large gang wars between several monsters and monstrous types.

Fully expandable, each set will offer players new monsters, new Battle Tiles, and new rules so that their games can expand into full-fledged wars of horror.

Game Construction

Once you are ready to play Monster Bash, 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 Monster Bash over and over again, and we 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 cards. 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, sheet of lamination. (Again available at most office supply stores).

Plastic or metal miniatures can of course be used to replace the paper counters we have supplied, so have fun looking for the right figure to match what you need.

Cards are supplied with a front and back, so just print up a copy and then fold them along the seam. Glue the two parts together and you have a nice card for use in the game. If you like, you may laminate these cards, or buy protective cards sleeves for them. As you may want to use a washable marker on these cards to record damage and other effects, this protective sheath is suggested.

Getting Started

Once you have the game parts ready for use, you are ready to start a game. First you will need to pick a scenario to play. Set up the game Battle Tiles as dictated in the scenario and buy your monsters as outlined for that game. Each player should then gather the needed counters and cards for the monsters they will play, and prepare to start the game.

Each player should then roll 1D6, with the highest roller getting to place one of their monsters on the Battle Tiles as dictated by the scenario. The second player then may place one of their monsters, and so forth, until each player has placed all of their monsters. (Note that some scenarios may have different rules for setting up, so read each carefully)

Monsters

The game revolves around players using classic monsters to battle their foes for control of the city and the food (Humans) that it holds. Each monster in the game has a series of stats that reflect just what the monster can do and how well it performs actions. Each monster in the game will come with a data card, showing these stats and other information for that monster.

All monsters in the game are individual and unique. No player may have more than one monster of any given type, although two players can have the same monster. (Some monsters may be used more than once, but these are noted on their data card)

All monsters came in two classes, gangs and solos. Gang based monsters are part of a large group of organized monsters of a set type, and often working together to overcome their foes. Solo monsters, are individual nightmares that will work with any gang, if they are paid well or offered some other incentive. (Some nice juicy girl meat to eat)

The status of the monster thus may have effects within the scenario that you are player, as outline in that scenario. Otherwise, there is no difference between the various monsters types, and all are played the same way and follow the same rules.

Stats

All monsters in the game have a series of stats that reflect their abilities. These stats have effects in the game as outlined below.

Attack and Defense

These two stats show how well the monster hit and how hard it is to hit the creature.

Strength

This is how strong the monster is and used in combat and when the monster tries to throw objects.

Speed

How fast the monster is, the stat determines not only when the monster gets to go in a turn, but how often.

Some monsters will have a split speed, showing two or more numbers. This reflects monsters that are very fast, and so are able to do more than one action in a turn. Each time the speed for that monster comes up in the turn order, it may take two new actions.

Movement

This reflects just how far the monster can move on any given turn.

Health

The amount of damage a monster may take before it is destroyed and removed from the game.

Horror Points

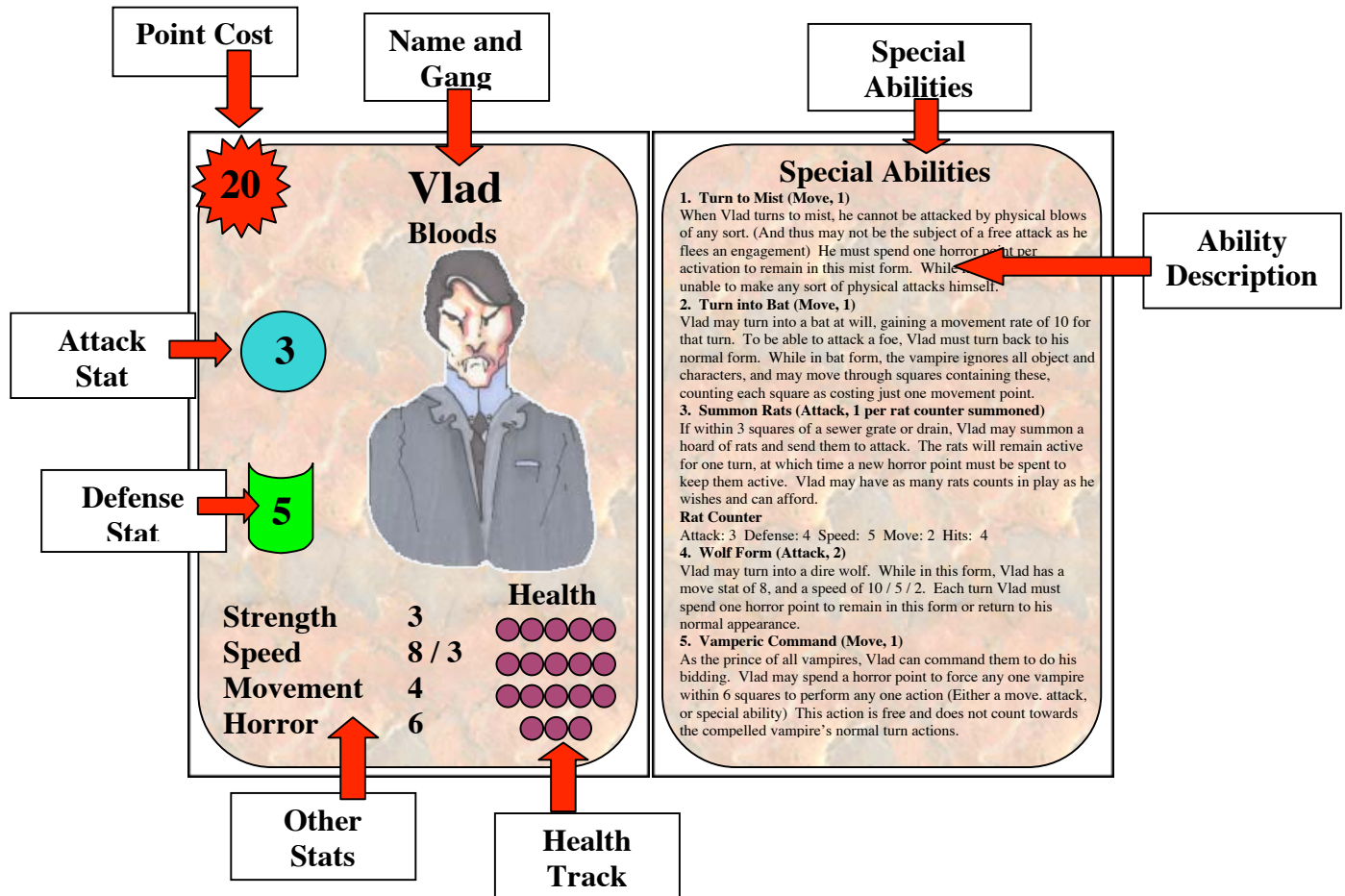
All monsters have horror points, which reflects the amount of special abilities the monster can perform in a game. The more horror points the creature has, the more abilities it can use, and or, the more powerful those abilities might be. Each time a special ability is used, a set amount of horror points must be spent. When a monster has used all of its horror points for the game, it cannot use any more of those special abilities.

Horror points though, can be regenerated by various means, the most common being to eat humans. (See Humans for details)

Monster Abilities

All monsters will have one or more special abilities that it may use during the course of the game. Each ability will generally cost a set amount of horror points to activate, so read each carefully to be sure on how the ability works and how much it will cost.

Some abilities will activated during the movement phase of a monster's action, while others are used only during the attack phase, so be sure to read each description to be sure when it is activated and used.



Battle Tiles


Monster Bash is played on a series of Battle Tiles, which reflect different parts of the city, street, alleys, graveyards, etc. Each tile is made up of a series of squares, which the monsters will move about and battle upon. Each square represents a 5' x 5' area and can be occupied by only a single creature, monster or object.



15

Lamia

Bloo



4

7

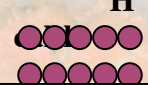
Strength 2

Speed 10

Movement 5

Horror 6

H




Special Abilities

1. **Stunning Kiss (Attack, 1)**
Lamia may make this special attack at any time instead of making a normal attack. She must declare the attack before the Attack Dice are rolled, and spend the required horror point. Lamia then makes an attack as normal, and should she score a hit, does no damage to the target, but instead reduces their Speed by the same amount of damage she would have done, +1. This lost speed will return, at a rate of one point a turn, until fully restored.
2. **Deadly Pale (Move, 1)**
Lamia is deadly pale and hard to see in the dark. When this ability is activated, she may reduce by 1, the Attack Dice of all ranged attacks made against her until her next activation.
3. **Great Claws (Move, 1)**
Lamia can grow the nails of her hand into great, long claws. She may attack any foe up to two squares away from her as if it was a normal attack. The claws may remain extended each turn by paying one horror point. Use the normal ranged attack rules for any attack made at two squares away (Thus interposing characters will block her ability to attack, objects, etc)

20

Big Frank

Fra



3

3


Strength 6

Speed 2

Movement 3

Horror 3

H

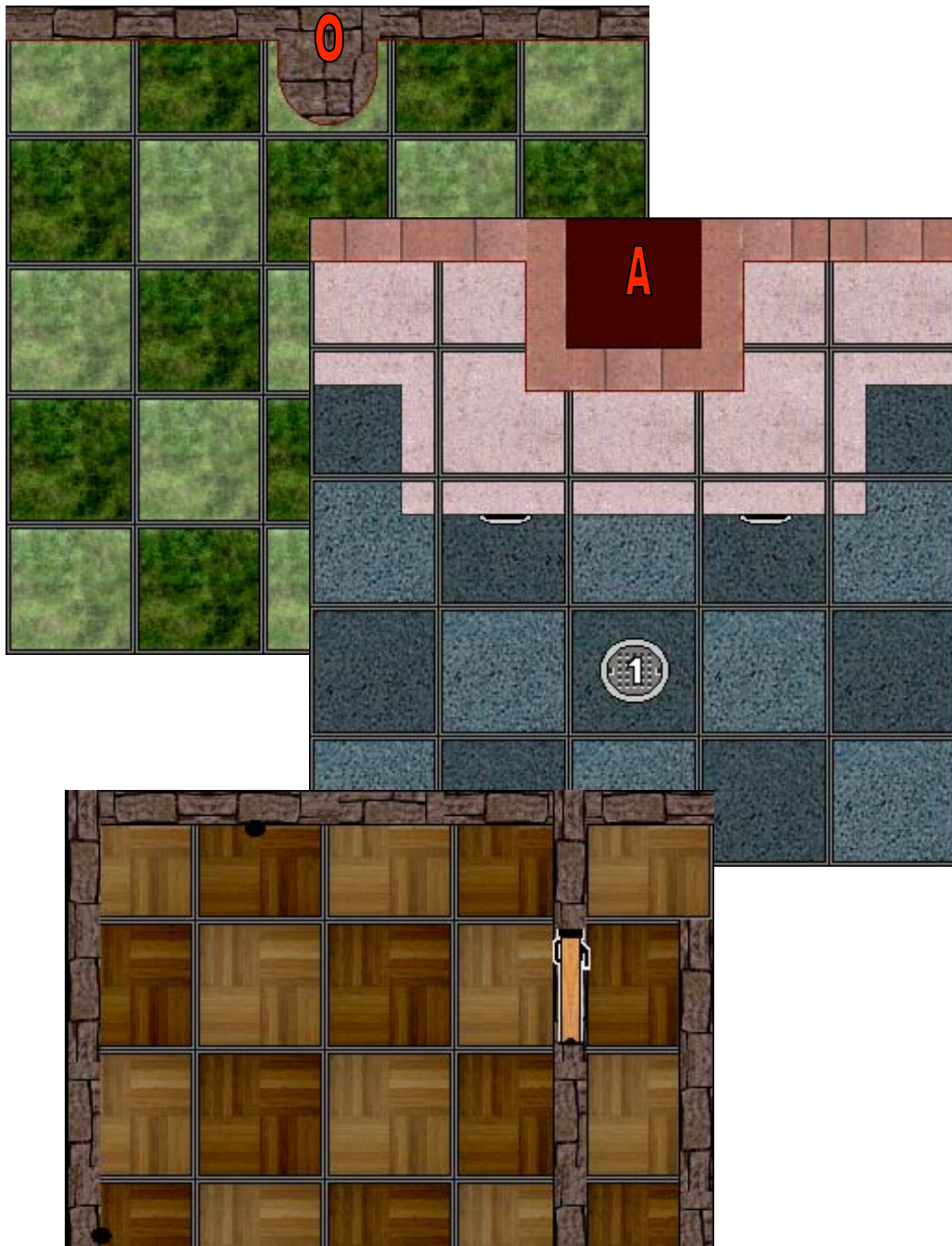


Special Abilities

1. **Mighty Blow (Attack, 1)**
The strength of the Frank is tremendous. When this ability is used the Frank may add +1 to the damage of the next attack he makes.
2. **Power Surge (Move, 1)**
When this ability is used, the Frank activates a hidden battery, adding to his electrical power. When used, the ability allows the Frank to take two additional actions for the turn.
3. **Horrifying Strength (Attack, 2)**
The Frank's strength is of legend. When this ability is used, the Frank may add +1 to the Attack Dice of their next attack. This ability must be declared before the attack dice are rolled.

Each set comes with 16 monster cards, fully detailing each monster and their powers. Each also comes with counter and additional goodies to make the game fun and easy to play

7



**Each set comes also comes with new battle
Tiles, streets, graveyards and abandoned
manner houses can be combined to create huge
playing areas to battle upon**

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 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.