

# Heroes For Hire

A Game of  
Adventurous  
Fun



Bad Baby



Productions

The magistrate leaned back from his desk and sighed. He had so much to do and little time or money to get it all done. In his hand was a report of goblin raiders attacking farms to the north. On his desk where other requests for aid, complaints about bandits along the high road, undead shambling about a local graveyard and many more calls for aid.

Leaning forward the high magistrate called in his assistant, a small, frail looking man with small eyeglasses perched on his thin nose. "Yes milord?" the small man asked with a swift bow.

Handing the report on the goblin raiders to the his assistant, the Magistrate told him to give the job to, "That dwarf, what was his name? You know, the one that help us out with the troll some weeks back. He and his band of adventurers did a good job on that assignment, let us see how they fair with goblins."

With a bow, the bespectacled man turned and left, calling for a runner to go find the dwarf, who know doubt was drunk in some tavern, rewarding himself with the gold he had earned on his last job for the city's chief trouble shooter.

This is Heroes for Hire, the newest Mini-Game from Bad Baby Productions. Take the role of a city bureaucrat, as you seek to solve one problem after another. Most of your day-to-day dealing though, has to do with adventurers, their hiring and then sending them off to solve one of the many problems that plagues your city. Can you build up a stable of reliable heroes who will slay the dragon you need dead, or find the grand treasure that you need to offer as a wedding present to the king's third cousin. Seek glory through the blood and sweat of others, and rise to the top position within the realm.

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**Or visit**

**Bad Baby Productions at...**

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

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### Introductions

Heroes for Hire is a fast, fun game of adventure and glory, but the risks are for others to take. Your job is to see that the quests gets completed, and in a reusable time and at a reasonable cost. No, you are not the brave adventurer that seeks out dark passage to explore and undead beasts to slay, you are more important, for your task is to hire the foolish adventures and send them on their quest.

The game is meant to be fast, fun and full of exciting moments of adventurous fun, so sit back, gather some friends and have a blast of a good time.

### Game Construction

Once you are ready to play Heroes for Hire, 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 Heroes for Hire 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 cards and handouts. 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 cards and counters

onto thick card stock. 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 cards with a clear, self-adhesive, sheets of lamination. (Again available at most office supply stores)

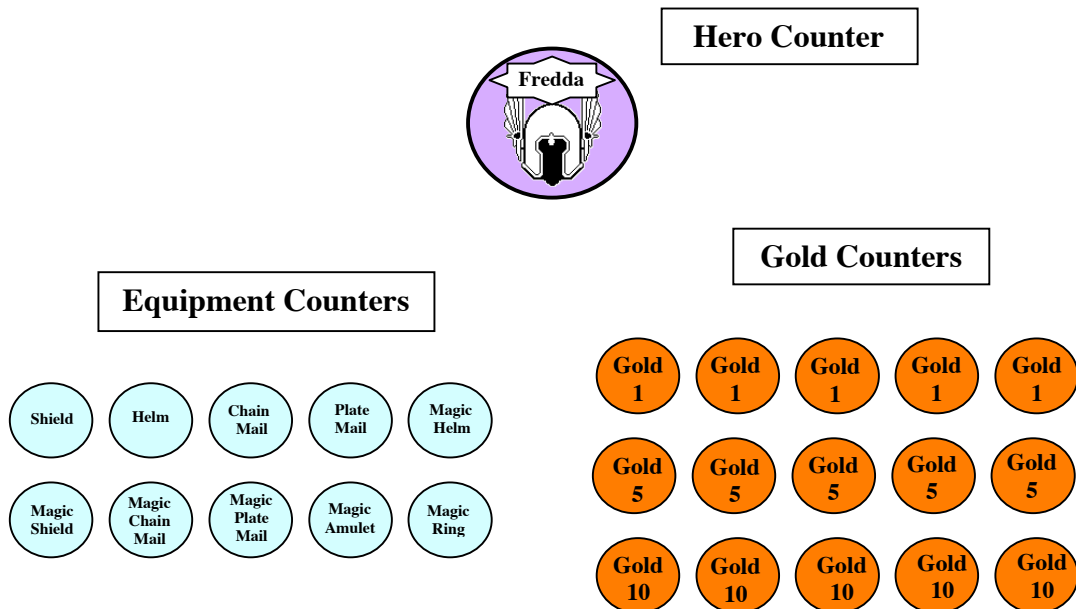
### Getting Started

Once you have generated the game components, you are ready to start playing. Start the game by taking the hero counters and placing them face down on the table. Shuffle the counters. This will be called the Hero Pool for now on. (If you wish, you can place them in a dice bag or cup). Each player then should roll 1D10, with the highest rolling player getting to go first. The turn order then passes to the player to the right, and continues on until all players have taken a turn.

When you know who will go first, that player should each draw two hero counters from the Hero Pool. Players, once they have drawn their starting heroes, should gather the advancement sheets for these heroes and a player mat. Place these, and the hero counters, on the table in front of you. Each player should also set his or her treasury to 10 gold.

Next pull out the event cards and set them to the side. Shuffle all the adventure cards together, then starting with the first player, have each player draw one adventure card. Place this card in the middle of the table, along with the other cards drawn at the start of the game. This will be known as the Adventure Pool. Once all players have drawn one card, shuffle the event cards back into the adventure card deck.

You are now ready to start the game.



### Your Role as a Magistrate

Your role in the game is as one of the city's many magistrates, powerful bureaucrats who's job it is to deal with the many troubles and ills that befall the city and the surrounding lands. This king has too much to do to deal with petty difficulties like bandits and dragons, so it is your task, among many other jobs, to hire adventurers to then be paid to go out and solve these issues.

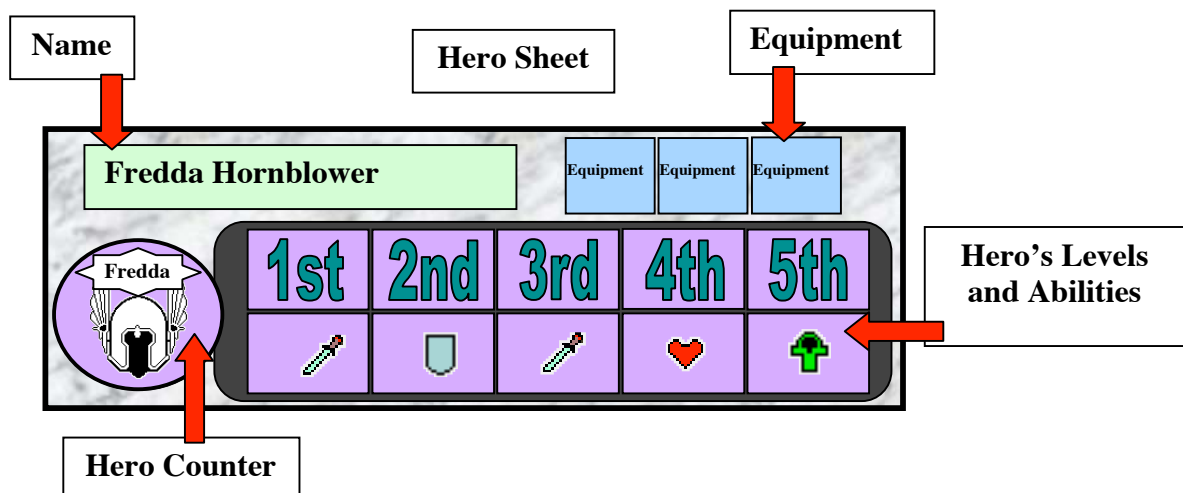
Unfortunately for you, there are always troubles in and around the city, and the other magistrates that work beside you are often seeking to deal with their own troubles and duties. Thus it becomes a sort of competition between you and the other city officials, who can deal most efficiently deal with the next disaster in waiting, who can gather the best adventurers to their cause, and who can look good before the watchful eye of the king himself. The magistrate that in the end performs the best, who gathers the most for the city's treasury and protects the city and king the best, well they are promoted and offered even more important duties and authority.

### Heroes

As a magistrate, you need those that can get the job done, and who better then some dumb adventurer to do it for you. There's no way after all, that you will be carrying a sword into some hellish dungeon, that's a job for some other poor fool. So to accomplish many of these more dangerous tasks, you need the help of well-trained warriors, mages and rogues.

As you hire these adventurers, it becomes import that you groom them, seeking out the best of the best, training them to do their jobs well, and to do it cheaply. Once you find a good adventurer, they are like gold in your hands; you dare only risk their lives in the most important of troubles that comes across your desk.

Thus while you are the one in charge, it is in the hands of these adventurers that your fate often rests.





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Rumors have reached your office that the fabled Rune Sword has been located just outside the city. You would be a fool not to try and gain this mighty treasure for the King's Army.

**Rune Sword**

A magical Rune Stone has been found deep in the haunted woods. Sending some adventurers out to investigate its power might be wise.

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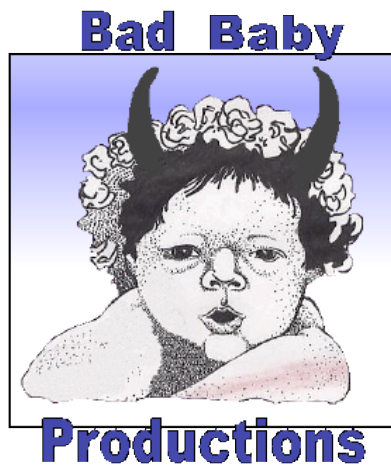
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2 0 0 1

Reports are stacking up on your deck about a band of nasty orcs that are raiding the small farmers to the east of the city. Something needs to be done about these orcs, and you know just the adventurers to teach them a lesson.

**Orc Raiders**

A game card titled "Demon" with a purple demon illustration. The card features a black background with skull icons in the corners. The demon has large wings and a long tongue. The card includes a yellow "0" at the top, a green "3" on the left, a purple "6" on the right, and a white "6" at the bottom left. Below the demon are icons for a sword, a cross, a flame, and a hand, each with a corresponding number: red "3", red "5", red "2", and blue "2". A text box at the bottom contains the following text: "Some fool wizard has summoned a demon and then lost control of the hellish thing. Now it is possessing innocent city folk and you have been tasked to stop its infernal rampage. Now all you need are a few foolish adventures to send after the monster."



**All games available at**

**RPGNow.com**

**wargamedownloads.com**

**wargamingonline.com**

**Drivethrustuff.com**

**If you like this product, try other games from Bad Baby**

**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'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 Bay 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 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.

### **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.