

Steel and Glory

20

Math the Wizard

Barry

7

4

Strength	2	Health	6
Speed	6 / 3 / 1		
Movement	4		
Adrenal	2		
Will	2		

15

Grag the Bone dancer

Orc & Gable

4

4

Strength	3	Health	6
Speed	6 / 3 / 1		
Movement	4		
Adrenal	3		
Will	4		

20

Terra the Woodsinger

Elven Courts

3

5

Strength	5	Health	6
Speed	10 / 5		
Movement	5		

5

Fire Elemental

Summoned

3

5

Strength	5	Health	6
Speed	10 / 5		
Movement	5		



Steel and Glory, Magica is an expansion for the Steel and Glory game system. Now you can add magic to the mix and watch as the battle changes. Within you will find two new characters for each faction, rules on casting spells and a ton of magic cards to cast while your forces battle their foes on the fields of battle. This expansion is not a complete game, and you will need one or more of the Steel and Glory game sets to use this product.



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Introductions

Steel and Glory, Magica is a fast system for adding magic to your skirmish level battles. Inside you will find rules for the casting of spells, summoning of monsters and new characters to field. This is not a full game and will require that you have a copy of one or more of the Steel and Glory games sets.

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

Game Construction

Once you are ready to play Steel and Glory, Magica, 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 Steel and Glory, Magica 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.

Characters

This expansion offers several new characters for play, and a new class of character, the Summoned Creature. These new characters are used and played in the same manner as the characters from the base sets, although summoned creatures do not start the game fielded with your other forces.

A new set of skills and stats are also covered in this expansion, all dealing with magic and the skills needed to cast spells.

Magic

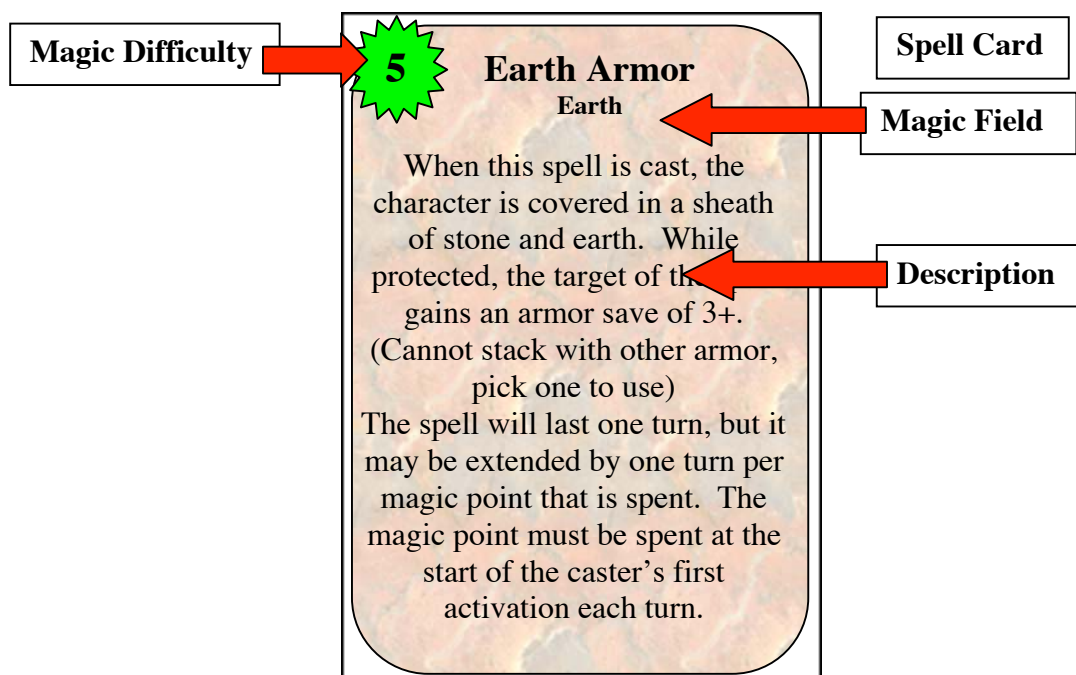
Several characters within the game now have the ability to cast spells. To cast a spell, the character must have a skill level of one, or more, in Magic, as listed on their character card. Characters without this magic skill, cannot cast spells of any sort.

Casting Spells

To cast a spell, the character must use one of their actions during their activation. This special action allows the mage to pick a spell that they know and to make a spell casting skill roll to see if the spell is cast. Only characters with a magic skill can take a cast spell action and only one cast spell action can be taken during any single activation.

To cast a spell, the character rolls 1D6, adding their magic skill level to the roll. If the roll is equal to, or greater than, the spell difficulty, as printed on the spell card, the spell is cast and takes effect as noted on the card. The mage then spends one of their magic points for the casting of the spell.

If the roll fails to equal or beat the difficulty target number of the spell, then the spell fails, with the mage still having to spend one of their magic points for the failure to cast the spell.



A mage has a set number of magic points. Each time a spell is cast, whether it is successful, or not, costs the mage one of their magic points. When a mage has used all of their magic points, they cannot cast any more spells that game. A mage though, can take a rest action to regain a single magic point, just as if it were an adrenal point.

Summoned Creatures

Some creature can be summoned into the game by casting a set spell. When the spell is cast, place the creature's counter on the Battle Tile, in any square next to the caster. Thereafter the creature can move and act as you see fit. If the mage that summoned the creature is slain, or remained from the game, the creature summoned will go wild, charging and attacking the closest character, be it friend or foe. It will continue to attack those closest to the creature until the game ends or it is slain.

Summoned creatures do not add to victory points. You may only have one summoned creature per caster active at any one time. If you have two or more mages and they each have a summoned creature, that is fine, but each may only have one creature active at any one time.

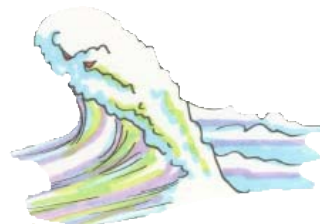
A caster can banish a summoned creature that they control. To do so the mage must use a cast spell action. At the end of the caster's activation, the creature disappears and is removed from the game. If the creature is then re-summoned, it will return with full Hearth and no affects placed upon it.

Learning Spells

At the start of a game, before characters are placed onto the battle field, each player with a mage will roll on the charts below to see what spell the mage has. Each mage has a set listed number and type of magical fields that they can cast spells from. Each mage should roll a number of times of any of the charts they have open to them, doing so until they have gathered the correct number of spells they will start the game with. A mage may not have more than one of the same spell, although two different mages can have the same spell.

When a mage rolls for a spell, place the correct spell card for that spell near by, so you can reference its affects.

Roll 1D6	Field of Earth	Field of Air	Field of Fire	Field of Water	Elven Magic	Faith	Nature Magic	Power of Darkness	Primal Magic
1	Earth Armor	Fly	Fire Blade	Cure	Stealth	Resist Fear	Wood Spirit	Summon Demon	Player's Choice
2	Quake	Lighting Bolt	Fire Dart	Resistance	Charm Beast	Courage	Tree Spirit	Terror	Summon Scorpion
3	Earth Strength	Fog	Fire Ball	Flowing Form	Call Beast	Healing Touch	Banish Beast	Raise Dead	Rage
4	Shatter	Swiftiness	Fire Blast	Cure Poison	True Aim	Bless	Hold Beast	Blindness	Bellow
5	Earth Bind	Push	Immunity of Flames	Aid	Avoidance	True Strike	Poisoned Blade	Summon Shadows	Dominate
6	Player's Choice	Player's Choice	Player's Choice	Player's Choice	Player's Choice	Player's Choice	Player's Choice	Player's Choice	Player's Choice





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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 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.