

Earth Vs. The Flying Saucers



Bad Baby



Productions

General Stormgunden chewed on his cigar and grumbled under his breath. “Damn aliens have destroyed Chicago Mr. President,” He offered as he watched the president pale at the thought of the aliens making their way to D.C. Ever since the Hamster incident, the President had suffered bouts of doubt and indecision. Sure the nukes used on the monster Hamster had laid waste to half the country, but hell, that still left the other half radiation free. In his option, the general thought, that was a good trade off.

Now though, the strange aliens had arrived, destroying ever city that lay in their path. Their flying saucers were damn near unbeatable.

“We got only one choice sir.” the General offered, “Nukes!”

This is the newest Mini-Game from Bad Baby Productions. The world has survived the rampage of the giant Hamster, Mr. Chips, but can it survive the invasion of aliens, aliens armed with flying saucers and death rays. Only you can stop them, that or watch the world burn. The sequel to Bad Baby’s popular Hamster that Ate the World Mini-Game, Earth Vs. the Flying Saucers takes that great game system and stands it on its head. Have fun trying to take over the world or try to defend it with the frail, weakling human forces.

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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



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Introduction

Earth Vs. the Flying Saucers is a fast paced strategy game where one player takes on the role an invasion fleet of alien flying saucers, while the other player controls the military forces trying to stop the aliens from destroying all their cities.

Played in turn, the game is fun, fast and easy to learn, so enjoy yourself and have some great sci-fi fun.

Game Construction

Once you are ready to play Earth Vs. the Flying Saucers, 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 Earth Vs. the Flying Saucers 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 ready to play, lay out the map boards and pick who will play the aliens and who will play the military that is trying to stop them.

Once sides have been set up, the alien player should place the first arrival markers anywhere on the map board, within the restrictions given below. The human player then places the second marker. Switch back and forth, until all markers have been placed.

All arrival markers must be placed, and no markers may be placed closer than two hexes to a human city hex or within two hexes of another marker.

You are now ready to play.

Flying Saucers

The Flying Saucer player should at the start of the game roll 1D6. Place a single Saucer counter on the arrival marker you have just rolled for. This is your starting flying saucer.

Each turn a new saucer may arrive, as indicated by your arrival roll. When a saucer does arrive, roll to see which arrival marked hex it will appear in.

Each saucer then may move and attack as you see fit. When all arrival markers have been destroyed, by the human player, no more saucers may appear, although all remaining saucers may still move and attack as normal.

Human Forces

The human player takes control of the military in their attempts to stop the monstrous aliens. Each turn new forces will be produced and those forces in play may move and attack the aliens. The game then becomes a race of sorts, can the military stop the aliens before they destroy all of the cities on the map.



Turn Order

Each turn is conducted in order, as follows. Each activity in the turn must be completed before the next activity can begin. Once all activities for the turn are completed, a new turn is started and it all begins again.

Turn Order:

Saucer Arrival
Human Productions
Saucers Moves
Human Forces Move and Fire
Radiation Effects
New Turn

Saucer Arrival

At the start of each turn roll 1D6, on a roll of 5+, a new alien flying saucer arrives. If the roll fails to have a saucer arrive, then the next turn you gain a +1 to this roll. Each turn that a saucer does not arrive, continue to add an additional +1 to the arrival roll.

Example:

Ted rolls to see if a saucer arrives, but rolls a three. On the next turn he rolls again, but adds one to the roll. He fails to bring in a saucer and so on the next turn will roll, but adds +2 to the roll.

When a new saucer arrives, roll 1D6, placing the saucer in the hex with the corresponding arrival marker. If a rolled for marker has been destroyed, then re-roll to find a new marker location.

Human Production

At this point in the turn the human player may generate new forces to battle the aliens with. Each city produces 1 to 5 points worth of military assets. These assets then can be spent to buy new tanks, troops and the like.

Forces that are produced this turn may be moved and used when the human forces are allowed to do so, later on in the turn.

Saucers Moves and Attack

The flying saucers now gets to move, with the alien player may move all, some or none of his or her saucers, as he or she sees fit.

All saucers move in a straight line, but may move as many hexes along that line as they wish. Saucers may move through hexes containing other counters, but may not

end their move in a hex that contains another saucer (They may though, end their move in a hex with a human unit in it.)

Any hex that a saucer ends its move on, which contains a human unit, then said human unit is destroyed outright.

After a flying saucer has moved, the alien player may make an attack with each saucer. Each saucer may make one of three types of attacks.

1. A saucer may pick one human unit, or city hex, and destroy it out right. The target of this attack must be within two hexes of the saucer.
2. A saucer may attack all human units in hexes next to it; roll 1D6 for each unit in a hex next to the flying saucer. On a roll of 3+, said unit is destroyed,
3. The saucer may attack city occupied hexes and human units within them that are next to the saucer. Roll 1D6 for each city hex and on a roll of 4+ it is destroyed. Human units within these hexes are destroyed on a roll of 5+.

Human Forces Move and Fire

All human military forces may now move, some, all or none of their movement rate.

Those units capable may make an attack on the saucer at this time as well.

Radiation Effects

Any unit in a hex with a radiation marker, including saucers, takes one hit of damage. This will kill human units, but saucers may survive, should their force fields hold.

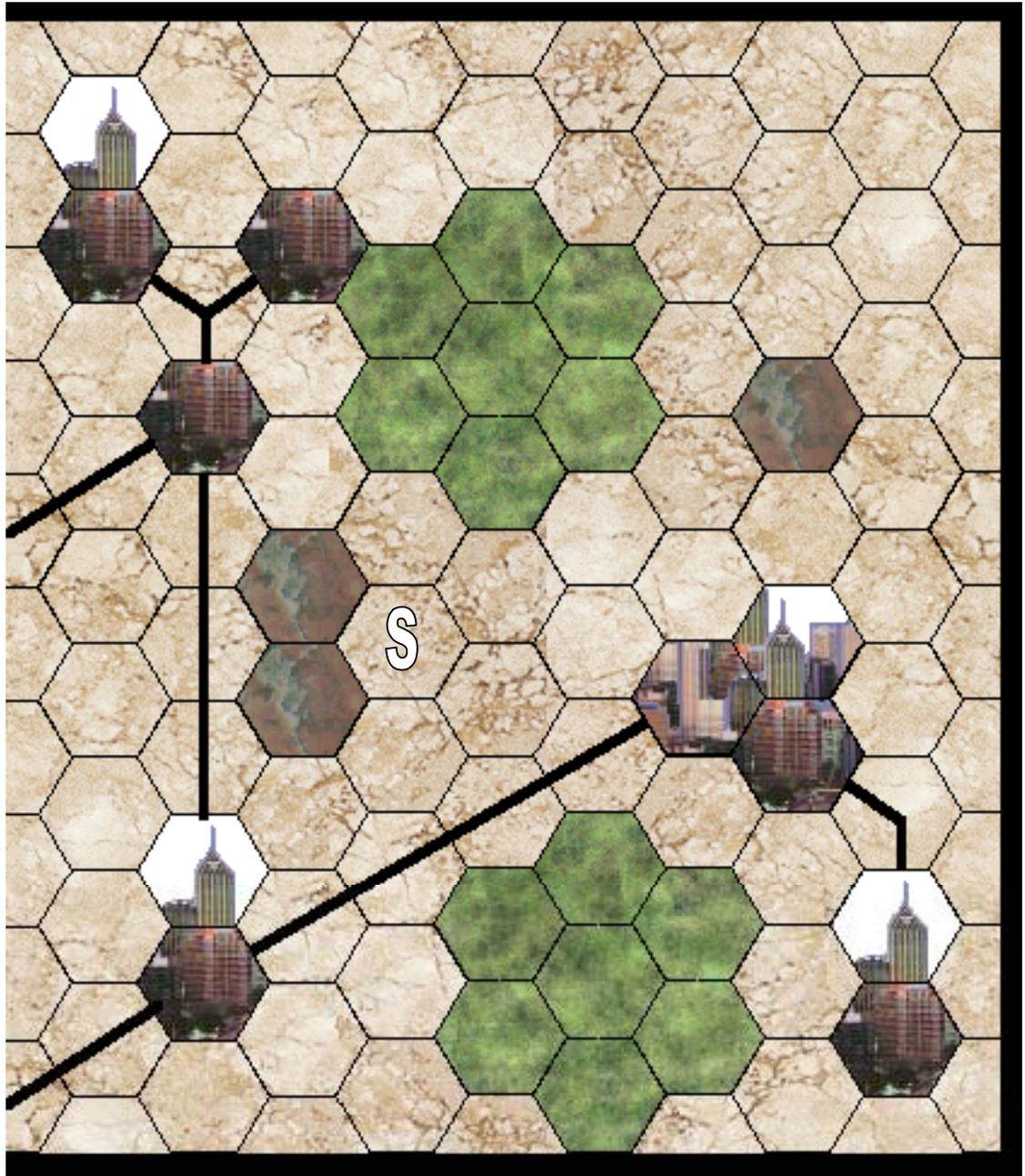
Radiation counters are produced each time a nuclear weapon is used on the hamster and remain in effect for the rest of the game.

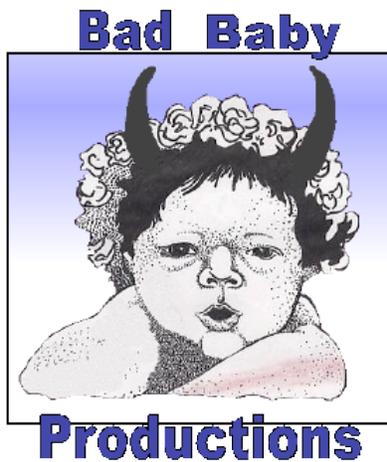
Movement

When a unit gets to move, be it human, or saucer, move the counter through a hex face into a new hex. Continue this movement until the unit has completed its move or run out of movement points.

Some terrain in the game will effect the movement of human units, as shown on the movement cost chart. If a unit does not have enough movement point to enter a new hex, it must remain outside that hex until the next turn.

Saucers fly over little things like a forest or mountain ranges, so ignore their effects on the saucer's movement.





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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 other 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 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 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.