



# Steel and Glory



**Productions**

Steel and Glory, Dance of War and Magic is an expansion for the Steel and Glory game system. Now you can add new magic and characters to the mix and watch as the battles changes even more. Within you will find new characters for the Elves and Barbarian factions, rules on using items and other magics and tons of other new stuff. 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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**[host09.ipowerweb.com/~arcanump/ArcanumPBM/Page3001.html](http://host09.ipowerweb.com/~arcanump/ArcanumPBM/Page3001.html)**

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## Index

<b>Introductions</b>	<b>Page 3</b>
<b>Game Construction</b>	<b>Page 3</b>
<b>Items, Blessing and Fetishes</b>	<b>Page 4</b>
<b>Charts</b>	<b>Page 5</b>
<b>Game Fluff</b>	<b>Page 6</b>
<b>Map</b>	<b>Page 12</b>

### Introductions

Steel and Glory, Dance of War and Magic is a fast system for adding new magic to your skirmish level battles. Inside you will find rules for the use of magical items, talismans and other magics, as well as more 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, Dance of War and Magic, 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, Dance of War and Magic 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.

### **Items, Talismans and Hexes**

A new addition to the system are items and minor magics. These add-ons can be handed out to characters within your forces, each costing a set amount of points. There are though, restrictions to their use, which are generally described on the data card of the character that offers their use.

As a general rule, items, talismans and hexes cannot be traded once assigned to a character, nor stolen or lost. Once handed out at the start of the game, they remain with that character until they are slain, (and thus removed with the character) or the game ends.

A character cannot carry more than one item, talisman or hex as a general rule. (Although some characters may be able to be assigned more than one, based on the character's description) All items and talismans are assigned before the game begins, and paid for out of the player's total points available. (Note that some characters may be assigned such items for free, as described on their data card)

Hexes are assigned as the game is played, and once placed, cannot be removed save by magical means. (The type and number of hexes open for use are bought at the start of the game) To place a hex, the caster of the foul magic must have line of sight with the target of the magic. Make an attack roll, using the caster's Will and the target's Defense stats as the modifiers to the attack roll. If a hit is scored, the hex can be placed upon that character. Place the correct Hex counter on the target's data card to show the curse that they have suffered. Hexes may be placed upon characters within your own forces, as some are even designed for such use.

When a character is assigned an item, talisman or hex, place the correct counter on that character's data card to show their use of said item.

Items, talismans and hexes may only be assigned if you field the character that allows their use. Without this character in your force, you are unable to assign these items. See the character's data card for details and the number and cost of items they can assign when brought into battle.

As a general rule, magical weapons and armor replace the armor or weapon listed for that character who is given the magical item. Said magical item carries all the normal stats and abilities of the character's listed item, but now also has added to it the magical ability of that item bought.

Example.

If a character normally carried a broadsword, as listed on their data card, and is then given magical sword. The magical sword will be a broadsword, having all the broadswords stats, plus those gain be being magical.

Item	Faction	Cost	Description
		<b>Magical Items</b>	
<b>Magic Sword</b>	Any	3 Pts	Adds -1 Attack Score to all attacks made with this weapon
<b>Mystic Blade</b>	Any	5 Pts	Adds +2 to all Damage done with this weapon
<b>Killing Blade</b>	Any	10 Pts	Adds -1 to the Attack Score and +3 to the Damage done with this weapon.
<b>Magic Shield</b>	Any	2 Pts	Gains a +3 Attack Score on two attacks made against them per turn
<b>Magic Armor</b>	Any	5 Pts	Reduces the Armor Save of any character with a armor by 1
<b>Potion of Healing</b>	Any	2 Pts	One use only, takes an action to use. Heals 1D6 +2 lost Health
<b>Amulet Guarding</b>	Any	3 Pts	All ranged attacks made against the character suffer a +2 to the Attack Score of the attack.
<b>Boots of Fleetness</b>	Any	3 Pts	Adds + 2 to the character's Movement rate
<b>Amulet of Swiftiness</b>	Any	8 Pts	Ads +1 to the character's Speed scores. (Adds to each score if they have more then one)
<b>Cloak of Hiding</b>	Any	5 Pts	Allows the character to have the Stealth ability
		<b>Talismans</b>	
<b>Talisman of the Wind</b>	Elven Courts	8 Pts	Adds +1 to the Speed of the character and applies a +1 AS to all attacks made against them
<b>Talisman of the Earth</b>	Elven Courts	8 Pts	Adds +4 to the Health of the character
<b>Talisman of the Water</b>	Elven Courts	8 Pts	Adds -1 to the Will of the character and applies a +2 AS to all ranged attacks made against them
<b>Talisman of the Fire</b>	Elvin Courts	8 Pts	Adds +1 to the Strength of the character and applies a -1 Damage delivered by all attacks scored against them
<b>Talisman of the Woods</b>	Elvin Courts	10 Pts	Allows the character to move through all brush and terrain with no restrictions to their movement rate. Adds +2 to their Movement rate
<b>Talisman of the Spirit</b>	Elven Courts	15 Pts	Reduces the character's Combat and Will scores by 1 and increases their Defense score by 2
		<b>Hexes</b>	
<b>Hex of Pain</b>	Barbarians	5 Pts	Adds + 1 to all Die rolls the character must make
<b>Hex of Sloth</b>	Barbarians	5 Pts	Reduces the character's Movement rate by 2
<b>Hex of Rage</b>	Barbarians	8 Pts	Adds +2 to all Damage scored by this character At the end of the battle, make a Will test. If the test is failed, the character dies and is counted for victory conditions
<b>Hex of Change</b>	Barbarians	15 Pts	The character is turned into a werebeast under your control. If the werebeast survives the battle, make a Will test. If the test is passed, the character reverts to their true form and survives. If the Will test is failed, the werebeast dies and is counted for victory conditions.
<b>Hex of Fear</b>	Barbarians	10 Pts	Each turn the character must pass a will test at the start of their first activation, or flee towards the nearest map edge. If they flee off the map, they are considered slain for victory conditions and may not return to the battle.
<b>Hex of Confusion</b>	Barbarians	10 Pts	Each turn the character, at the start of their first activation, must make a Will test. If they fail the test, they attack the closet character, be it friend or foe. If more then one option is open to the confused character, then roll to see which target is attacked.





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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.