

**57**

BBP

# Heroes Inc

**A Great New  
Adventure Waits  
Our Heroes Inside  
These Pages**



**What terrible plot does  
Master Mind have in store for  
our heroes!**

**Bad Baby**  
**Productions**

Master Mind's green glowing brain floated above the view screen, his mad laughter echoing off the steel walls of his lair. He watched as his giant robot rampaged down Main Street, the puny heroes of the city trying in vain to stop his creation. Soon he would bring the city to its knees and then they would have no choice but to accept his demands to be crowned king of the world.

Master Mind's Revenge is the first in a series of linked scenarios for the Heroes Inc. game system. Play these linked games and live through an issue from the Heroes Inc. comic. See if your heroes can defeat Master Mind before he destroys the city.

Note that this is not a complete game, and will require that you have Heroes Inc. sets #1, #2 and #3.

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

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

**Game design, artwork and layout by Robert Hemminger**



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### Introductions

Master Mind's Revenge is a series of link scenarios for the Hero Inc. game system. Here you will be presented with a series of scenarios, who's outcomes will have dire effects on additional scenarios within the series. Thus what takes place in the first game may well have effects in later games. Designed to be played as if you were reading a comic (The 57<sup>th</sup> issue of Heroes Inc. to be exact), these scenarios should allow you hours of comic book fun with your Heroes Inc. games.

### Getting Started

Players should determine which side they will play for the series of game, either the heroes or Master Mind and his allies (Or funkiest as he calls them). Once you have set which side each player will participate on, begin the first scenario in the series. Read each scenario carefully, and keep notes of events within the game. At the end of the game, determine who won, based on the conditions set in the scenario. Then continue on with the next game in the series, as outlines in the scenario you just completed. Note that you may end up not playing all of the scenarios in this series, based upon results of the games played. This will allow you to have several different outcomes from replays of the series, and thus increase your overall use of this product.



# Scenario #1, Return of the Master

Master Mind levitated into the dark chamber and activated the lights with a mental pull of a switch. The lab brightens as dormant equipment came to life, all ready for the dreadful brain's needs. Robots walked, or scooted about the floor, preparing the Master's thrown, which was located amid a massive bank of computers and lab equipment. This was only one of several hidden lairs Master Mind had located about the city, each held enough equipment and raw materials for him to launch one of his foul plots. He would stay here a few days until the fury of the police pursuit calmed down. He had just escaped from prison, this the thirty-fourth time he had done so. With a mental shrug the master brain wondered why they could not build a prison to hold him, then again, they never seemed to have any real idea what he was, let alone what to do with him each time some super hero brought him in. Master Mind sort of thought of his times spent in jail as a vacation, time off from his plots to take over the world and the countless experiments he had running. No, he almost looked forward to those few months he would be in prison, thinking of it as some well dissevered down time. Then of course he would come up with a new master plan and brake out so he could achieve his dream, which had never changed over the years, world domination.

Taking a perch on the small golden thrown, he activated several viewing screens and took a quick inventory of his supplies. He had been a bit lacks in his book keeping it would seem, as he looked over the list of equipment and materials on hand. Yes, he had been a bit lazy, for his hidden off shore bank accounts were all low in funds, and there were a few bits of equipment he would have to acquire before he could start his newest plot. How though, to acquire the needed cash and gear, and not bring undue attention to himself in the process, after all, he was the most wanted criminal alive, or at least for the moment. No, he would require some help gaining the materials he would require. The only question then remaining, who to hire to steal what he needed.

## The Heist

### Overview:

Master Mind needs some cash to finance his latest dreadful plot. Not wanting to draw attention to himself, he has hired a super villain, and some cheep muscle, to rob the First City Bank. With the needed cash, he can continue on with the next part of his master plan

### Villain Player:

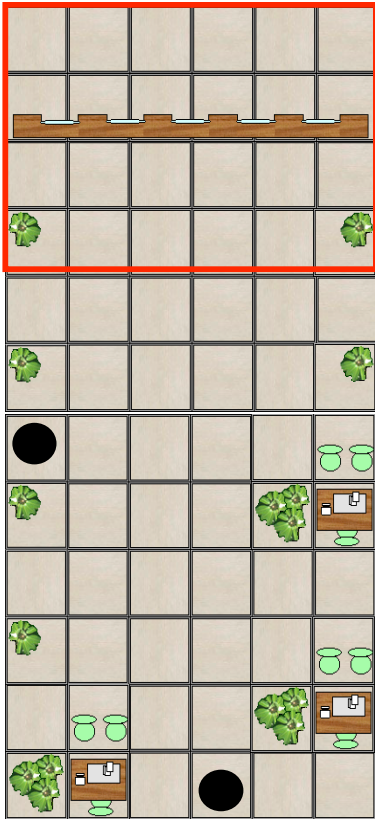
You have 25 points to spend on characters. You may though, only buy a single super villain character. All the rest of the points you have left can be used to buy henchmen. You may, if you wish, buy a solo character for this game.

### Hero Player:

You may spend up to 25 points in heroes (as many as you want and can pay for), but no solos can be purchased. You may buy heroes from the same hero group if you like.

## Map Board:

Set up the map as shown below.



The teller counter blocks movement and line of sight, although it can be climbed or jumped over. (3 movement rate cost)

Desks and chairs add two to the movement cost to enter that square, but do not block line of sight.

Potted plants cost one extra to move through that square, but do not block line of sight

Dots show the exit squares

Villains may set up anywhere in the red marked squares. Heroes, enter, on their first activation, through on of the two dot marked squares.

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### Game Set Up:

The villain play may set up his characters anywhere in the red marked area before the game begins. Then start the normal activation by speed process. On a hero character's first activation, they may enter the map board by either of the two dot marked doorways. Until they enter the game, a hero cannot take an action save to enter the map board.

### Victory Conditions:

Each player gains a number of victory points based upon the cost of characters that you knocked out during the game.

If the Villain player gets away (By the exit), or if they are the last one standing after the fight, he or she gains 5 extra points

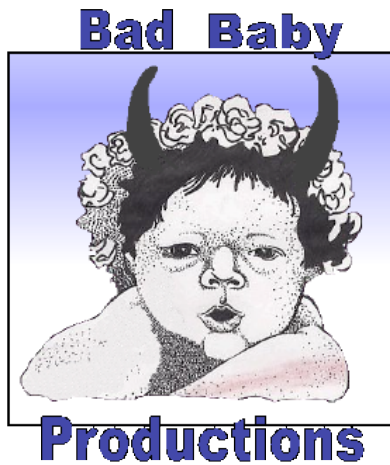
If the heroes are able to stop the villain for stealing the money, then you gains 5 extra victory points.

Total your victory points for this game and keep a record of your totals.

### Post-Game Conditions:

If the villain was able to steal the money and escape, then go to Scenario #2

If the villain failed to steal the money, then go to scenario #3.



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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 'em.

### **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 mighty 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 locations that will allow them to possibly draw more dragons.

The game comes with well over 350 2X2 inch cards, counters and a fully illustrated set of rules.

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 than 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 cheap, 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 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.

## **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.