

**13**

BBP

# Heroes Inc

## Special Guest Stars The All Star Squad



**Can our teen  
heroes stop an  
alien invasion  
all by  
themselves?**



**Productions**

The Brute swatted at the little girl covered in flames as she shot past his head, he thought her name was Firebug or something like that, some heroine that could make herself small and also could burst into flames. The Brute didn't care really what she called herself, he was going to squash her like the little bug she was.

Just then another girl ran up to him and hit him real hard with a flying kick. "Take that you bully," Called Liberty Lass as she did a back flip and came up in a combat stance. "The All Star Squad is here to stop you in your tracks," She cried out with a smart ass grin on her face. "Damn," The Brute thought to himself, "I hate heroes."

Overmind's Invasion is the latest 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 Overmind before he takes over the world.

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

Overmind's Invasion 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 game. Designed to be played as if you were reading a comic (The 13<sup>th</sup> issue of the All Star Squad 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 games, either the heroes or Overmind and his allies (Or slaves 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 outlined 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, The Brute

“Wow,” Tiffany exclaimed as she sat down at the lunch table across from her best friend Julie, “You hear about that volcano in Kansas?”

“Ya,” Julie replied over her ham and chesses sandwich, “I hear that all of the members of Hero Inc. took off this morning to deal with it. I never heard of volcanoes in the mid west though, you think it could be some arch villain behind it all?”

Tiffany frowned at the idea. “Could be, I wouldn’t put it past any of those crazies, but I wouldn’t have the foggiest idea who could pull off such a thing. Did you ask your sister before she took off with the rest of the Hero Inc. members?”

“Shush! You want to give away my secret identity or something!” Julie cautioned, looking around to see if anyone might have heard.

“Come on, who listens to us, we’re just too girls having lunch at school, who would ever think we were the super heroines, Firefly and Liberty Lass of the All Star Squad.”

”Still you should be more careful, “ Warned Julie.

Just then both heard the new as it came out over the television mounted in the wall in the cafeteria. “News Flash, the Brute has been spotted robbing an armored car near Star High.”

“Gee, with Hero Inc. out of town and the Guardians fighting that flood in Nevada, their is no one in the city to stop him,” Offer Tiffany.

“No one but the All Star Squad,” replied Julie as she took one last bite out of her lunch and then rushed off to get her costume.

## Big Blue Smack Down

### Overview:

The Brute is on another of his rampages and there are no heroes around to stop him, well, other then the All Star Squad.

### Villain Player:

You will play the Brute in this battle.

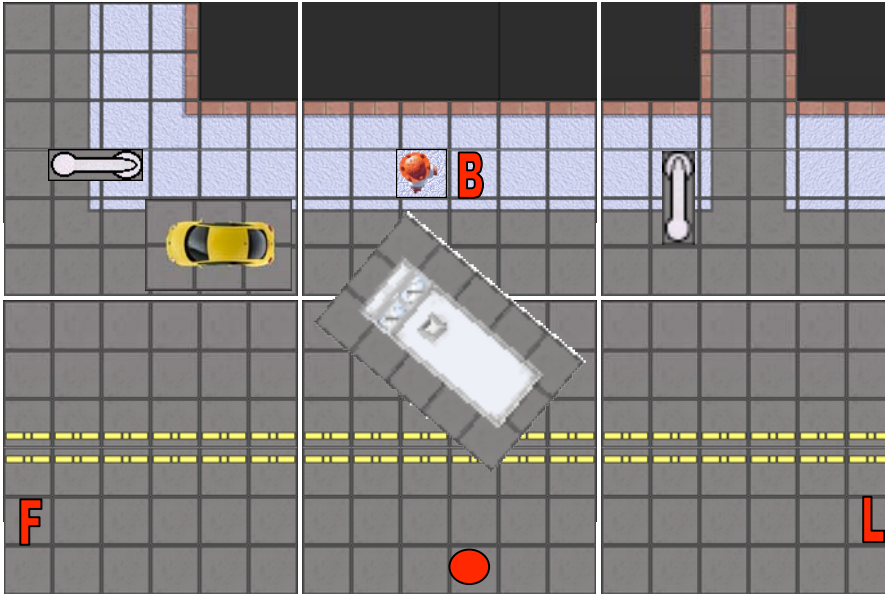
### Hero Player:

You get to play Firefly and Liberty Lass.



### Map Board:

Set up the map as shown below.



Fire hydrants do not block line of sight, but do cost one point to move over. They have a strength of 5.

Streetlights have a strength of 8, and can be thrown or used in close combat, giving the character the reach ability.

Cars do block line of sight and block movement. They can be thrown and have a strength of 10 (13 for the armored truck).

### Game Set Up:

The Brute starts the game in the square marked with the B. Liberty Lass in the square marked with the L, and Firefly in the square marked with the F.

### 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 Brute gets away (By the exit shown by the red dot), or if he is the last one standing after the fight, the villain player gains 5 extra points

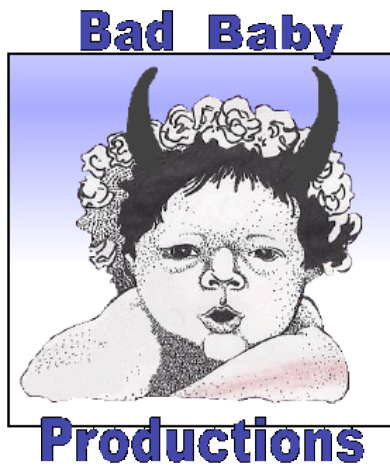
If the heroes are able to stop the Brute from stealing the money, then the hero player gains 5 extra victory points.

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

### Post-Game Conditions:

If the Brute won the battle, or he was able to flee the map board, then go to scenario #3.

If the two heroines are able to stop the Brute, then go to scenario #2.



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## **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 'em.

### **Crystalmaner**

Crystallmancer 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 Crystallmancer. 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 location that will allow them to possibly draw more dragon.

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 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 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.