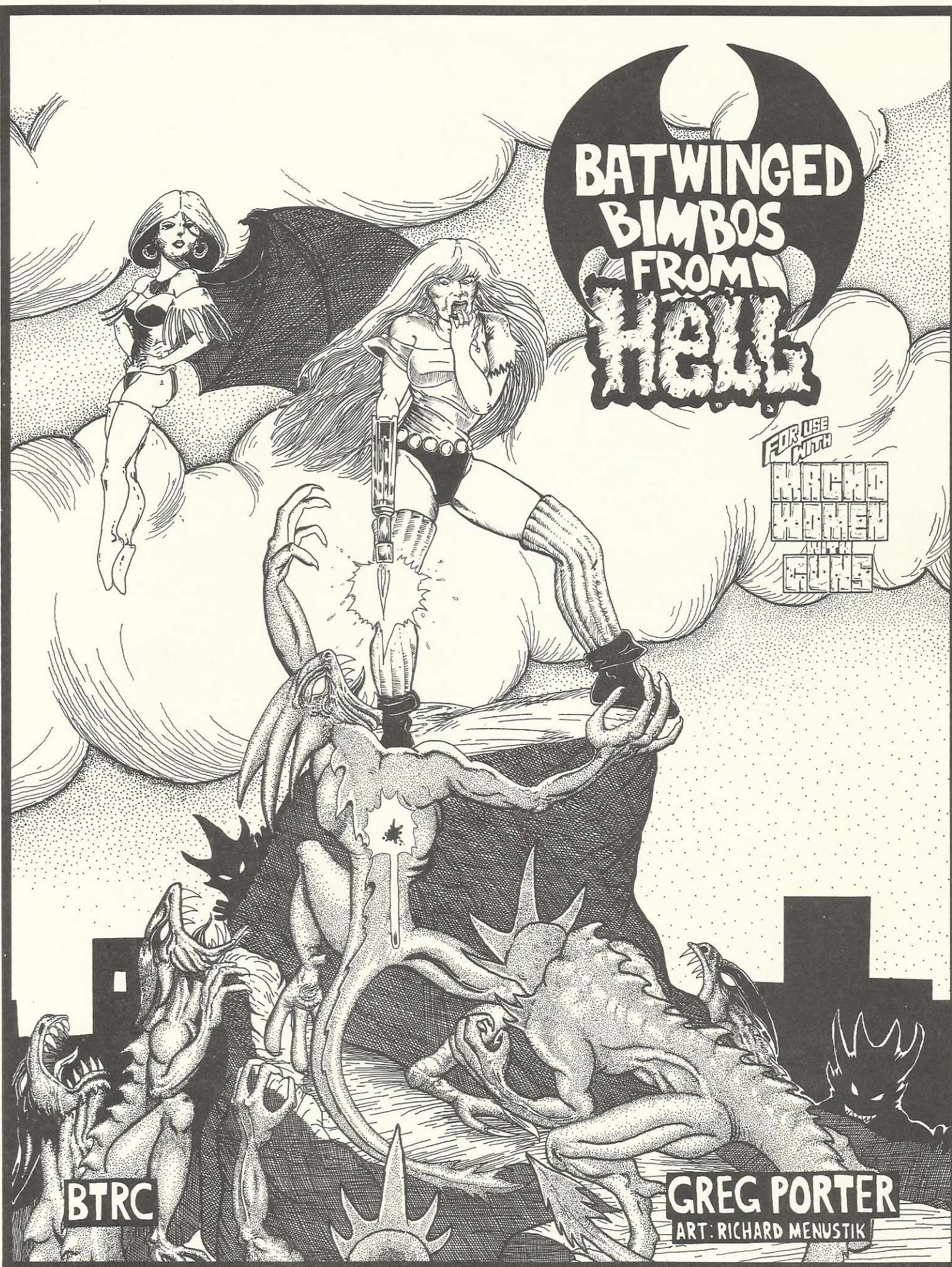


BATWINGED BIMBOS FROM HELL

FOR USE WITH
MAGNO
WOMEN
AND
GUNS

BTRC

GREG PORTER
ART: RICHARD MENUSTIK

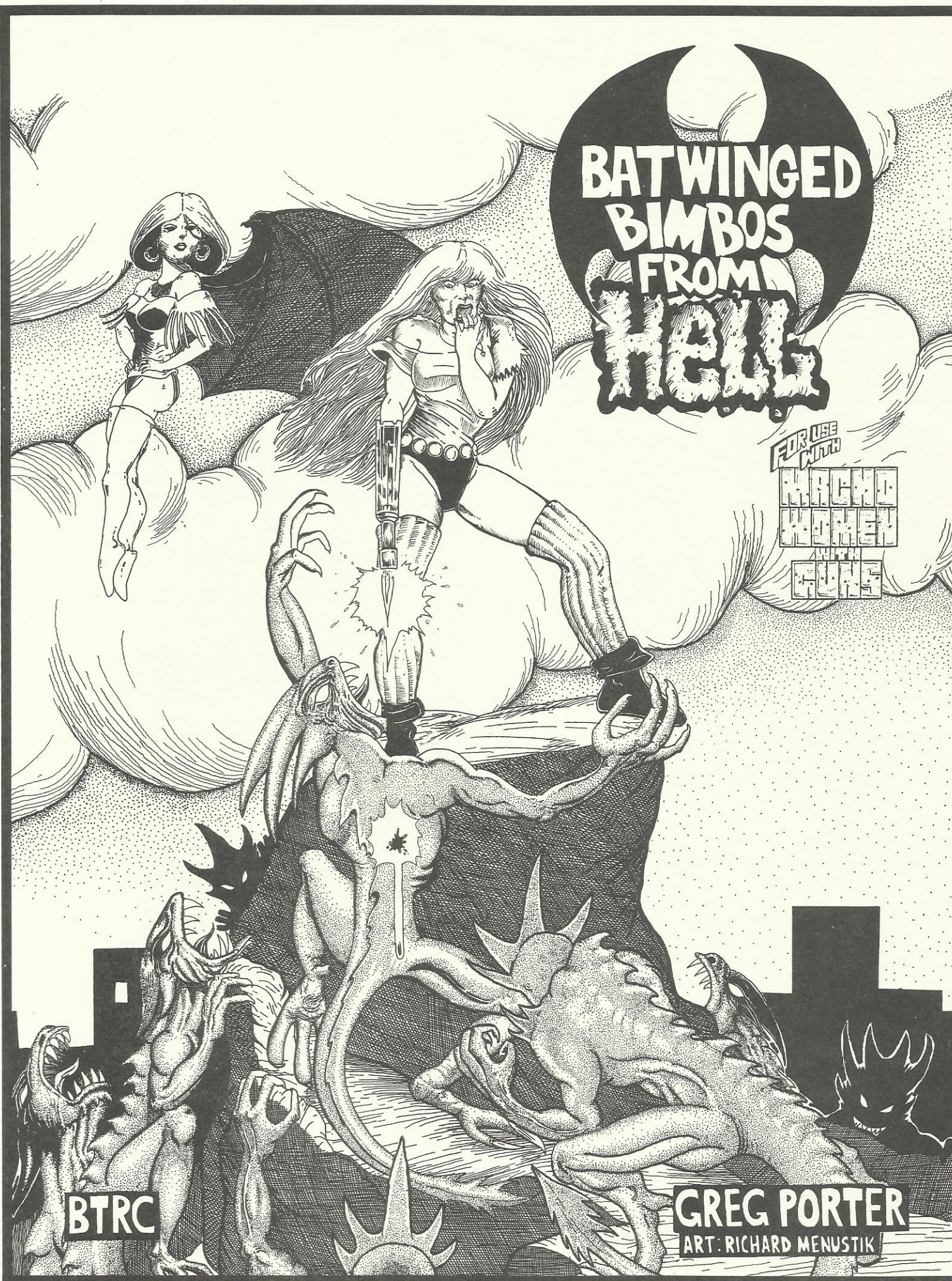


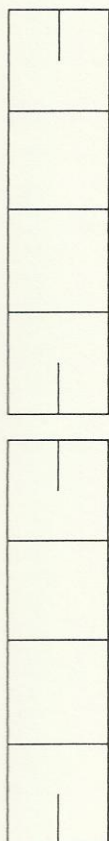
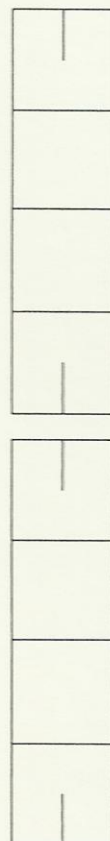
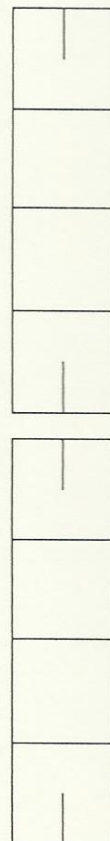
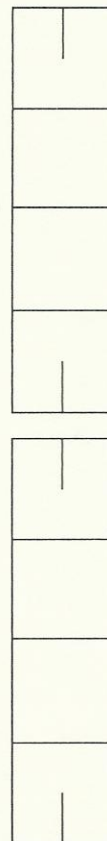
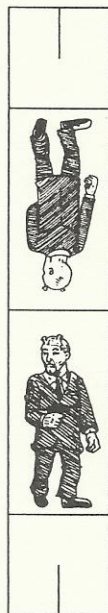
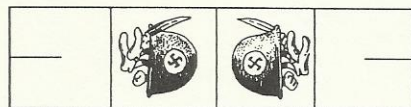
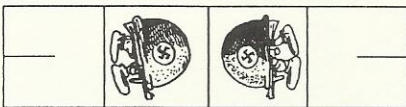
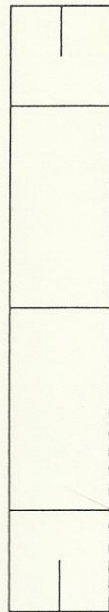
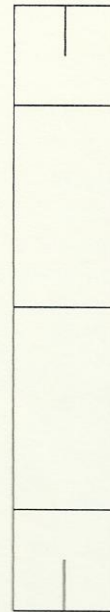
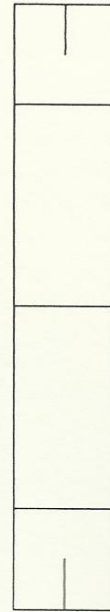
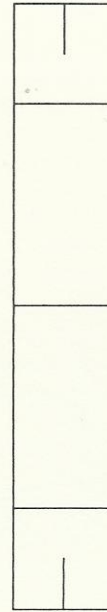
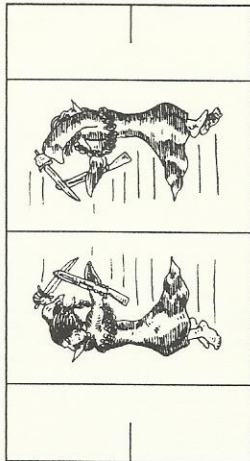
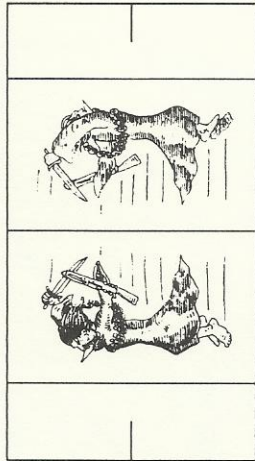
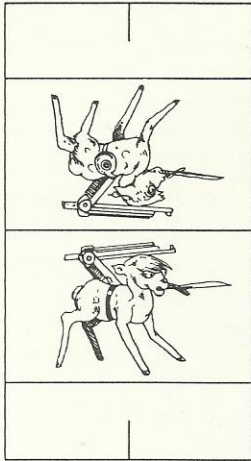
BATWINGED BIMBOS FROM HELL

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Bat-Winged Bimbos from Hell

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1 2 3 4 5 6 7 8 9 10



Credits - Certain individuals may be responsible for this game, but will probably deny it if asked. They include Greg Porter, who might have designed it, and Richard Menustik, who might be responsible for the artwork. John Kolb is mostly to blame for the Game Name Design tables. Darrell and Pat might admit to some ideas here and there, but you never know. Copyright 1989 by Greg Porter, but since when has any government agency admitted responsibility for anything?

Save the bimbos! Once numbering in the millions, bimbos were a common sight on streets and shopping malls throughout America. But now, due to economic pressure and the encroachment of intelligence into the upper classes, bimbos are becoming an endangered species. Sightings of 450SL convertibles are declining nationwide, and some bimbo species are on the verge of extinction. Specialty boutiques provide limited habitats for the dwindling bimbo population, but it is not enough. Your donations can help pay the bills on overextended gold cards, giving these rare creatures the opportunity to renew their plumage and engage in colorful courtship rituals on trendy Caribbean islands. Send your cash, check or money orders to "Save the Bimbos", c/o the above address. Thank you.

Bat-Winged Bimbos from Hell

Introduction - This is the third, and by God, hopefully last game in the unspeakably tasteless **Macho Women** trilogy of role-playing games. We've made fun of men, women, politicians, preachers, God and the Church, and now...we'll hit everyone who's left.

You are one of Hell's chosen (chosen for what, we don't want to know), sent back to Earth to restore law and order, so that organized sin can get back on its feet. Armed with wings, weapons and cleavage, you are here to triumph over those amateur pikers who think they know how to run the sin business, and have some ~~good, clean~~ really disgusting fun in the process.

Just like **Macho Women** and **Renegade Nuns**, some of these rules are repeats, so you don't *have* to own the other games to play this one. But, it doesn't hurt, either.

Character Generation - In BWBFH, all players will take the part of BWBFH, whether you want to or not.

Character Points - All bimbos start with 70 character points. These are used to buy attributes and skills, and may be split between the two in way way desired. This total may be increased by taking on character disadvantages, or reduced by taking certain character advantages (p.3).

Attributes - All characters have the 5 Attributes of Strength, Dexterity, Looks, Macho and Health. These are on a 3d6 scale, and their cost is as follows. Your average attribute level will give you an official rank in the Hierarchy of Hell, which you may list on your character sheet.

Attribute Level	Cost	HTH damage	Demonic Level
8	-5	0	Bootlicker
9	-2	0	Toady
10	+0	1	Snitch
11	+2	1	Backstabber
12	+5	1	Parasite
13	+10	2	Skullcracker
14	+15	2	Bloodthirsty bitch
15	+20	2	Succubus
16	+30	3	Baby eater
17	+40	3	Advertising exec.
18	+50	3	Lawyer
19+	+10 per	4	IRS auditor

Strength - A measure of the brute physical force you can deal out. The maximum load you can lift is equal to your Strength times 10 pounds. The maximum load you can fly with may be less. Most pieces of equipment are rated in Encumbrance points, or Enc, and 1 Enc is 10 pounds. The maximum speed you can run or fly is affected by how much you carry. Up to 1/4 your Strength (round down) in Enc is no penalty to running. Each point of Enc after that is a -1 to running speed, and *any* Enc at all subtracts from flying speed. HTH damage is how much bruising you can deal out with your fists. Kicks do HTH damage using a Strength of two points higher. Using some sort of weapon may increase this damage, or make it lethal instead of bruising.

Dexterity - How naturally coordinated you are. Most skills are based on Dexterity rolls. Intrigue and technical skills aren't really needed in BWBFH, and since you're all a bunch of bimbos, you wouldn't know how to operate anything more complex than a blow dryer, anyway.

A character's maximum running or flying speed is based on Dexterity. Movement is based on 1 yard hexes, and the maximum number of hexes you can move in a one-second turn is equal to your Dexterity.

Macho - This is how impressive you are, or at least how impressive you think you are. This attribute can be used to make Macho Attacks on your enemies, to cover them into submission so that you can conveniently blow them away. An impressive amount of Looks may not make your enemies cower, but against men, their open-mouthed stares have the same effect.



Looks - Your physical attractiveness to any race, sex or species that could possibly be affected by it (the law of consenting mammals). Useful persuasion tool vs. certain forms of life. (Looks x 3) is equal to your chest measurement in inches or the number of credit cards you have.

Health - Being a creature from another plane, you don't really get hurt (much), but you get fed up with being shot at rather quickly. I mean, after all, just think of how long it took to get that makeup on just so, or the cost for that expensive singe job on your hair. You can only put up with so much abuse before you give up in disgust and teleport back to your comfortable flat in the 2200°C district.

Damage taken is subtracted from Health. If a bimbo's Health goes to zero because of lethal attacks, they give up and retire. If it goes to zero because of non-lethal attacks, they just go back home and sulk a while. If the total of lethal and non-lethal damage drops the character to zero, they go directly to the nearest styling salon and/or shopping mall. Non-lethal damage is recovered at 1 point in a number of hours equal to the remaining damage on the character. Lethal damage is recovered in a similar number of days.

Example - Three points of non-lethal damage would recover one point after three hours at a spa, leaving two points. A point of this would be recovered in two hours at a salon, and last point would be recovered after an hour of shopping, for a total of six hours.

Bat-Winged Bimbos from Hell

Combat - Yes, what you've all been waiting for! You'd much rather be shopping, so the quicker you clean up the planet, the better!

Basics - Combat is basically the same as in **Macho Women**. Movement and combat are split into one-second turns. Within a turn, characters act in order of Dexterity, highest to lowest. Characters can, however, hold their action until any point in the turn, like if you want an opponent to act first. If everyone waits until the very end of the turn, trying to make someone else go first, actions are resolved in order of Dexterity, lowest to highest. If two people would act simultaneously, resolve as follows.

Who's on first?

- Person using little gun acts
- Person using big gun acts
- Person using HTH attack acts
- Person moving acts

If you do any movement in a turn, you are counted as moving for purposes of simultaneous action. If you haven't gotten to act yet, you are counted as doing what you were doing the previous turn.

Movement - Bimbos have two possible movement modes, running and flying. To run, you can move a number of hexes equal to your *Dex*, modified by how much you are carrying. Moving a hex counts as moving a hex (surprise, eh?), and turning 60° also counts as moving a hex. For visibility, characters can attack anywhere in their front 120° arc, and can shoot targets at any altitude within this arc.

Flying - Flying characters have an identical maximum move, but are more restricted by encumbrance, each point of *Enc* reducing your maximum move by 1. Flying characters can hover, and pivoting in place is counted as a normal turning movement.

You can either fly or run during a turn, but not both. If you touch the ground at any time in a turn, you have landed, and stop there for the rest of the turn. To maneuver while flying, you have to make a "Fly things" skill roll. If the roll is successful, you can change facing by 60°. Each consecutive turn takes a cumulative -1 penalty to the roll, and trying to turn more than once in a hex is an extra -3, regardless of when in the turn the hex is turned in again. If you fail a roll, you move forward a hex, if you have movement to do so. If your adjusted "Fly things" roll ever drops below 3, you must move straight for the rest of the turn.

Altitude - Altitude is based on levels. Each level is 5 hexes vertically, and altitude can only be changed in full level increments. Level 0 is the ground. It costs 5 hexes of movement to change altitude going up, but only 1 to go down. For range, each level adds 5 to the range. To represent altitude, place your piece on a die, with the current altitude on the upper face. The max height you can reach is based on the biggest die you can balance your piece on.

Line of sight - If it looks like you can hit it, you can. Ground obstacles have an height of 1 altitude level for each 5 contiguous hexsides of obstacle (round down). Objects with pointy tops cannot be landed on (and do +1 damage to anything trying to), but others can be used as resting points or sniper platforms. NPC's that start on such platforms will not jump to their deaths to chase characters. Vote on LOS if necessary. GM (or anyone with those initials) can overrule any vote, ties settled by outright bribery.

Fancy stuff - Normally, your field of fire is like that of a person on the ground. There are, however, some fancy maneuvers you can do to alter this. A few are below, and you should feel free to make up your own, unhindered by the laws of aerodynamics and good taste.

Immelperson - This is a special maneuver, and turns the character about-face in one maneuver, rather than three separate 60° pivots. If you make a "Fly things" roll with a -3, you may pivot 180° in one hex, and continue normal movement.

Belly up/down - On a successful maneuvering roll, you can alter your position to belly up, or belly down. The first lets you see *everything* at the same level or above you, and the latter lets you see *everything* at the same level or below you. (Note: Topheavy characters (MWWG) are always counted as belly down). Lay your piece face up or face down to represent this. You must be belly down or upright in order to land, otherwise you are dazed and cannot act for the rest of the turn.

Power turns - Every hex of potential movement that you sacrifice (including saved ones) can be used as a positive modifier to your "fly things" roll for maneuvering purposes.

Power dives - Anytime two or more levels of altitude are lost in the same hex, upon leveling off, a character must move in a straight line a distance equivalent to all but one of the levels, e.g. 5 hexes for a 2 level drop. This does not count towards their maximum movement.

Optional - Topheavy characters must roll on current Health to withstand the stress of a power dive. Failure means you nosedive into the ground, like a fall from the dive height.

Pursuits - Anyone within 5 hexes of someone else can declare a chase, forcing the chasee to move before the chaser. If a chase is declared, the chaser *must* attempt to catch the chasee. However, NPC's are immune to this sort of common sense.

Stacking - No more than two entities may be in a hex, except small critters, which have unlimited stacking with anything except really big critters, which never share a hex with anything except flying critters, which may pass through such a hex with no hindrance, but may not end their movement there. Is that clear?

Attacking - Attacks are resolved whenever a person acts in a phase. In order to hit, the character must roll less than the appropriate modified skill on 3d6. See below.

Little guns	Modifier
Every two hexes of range	-1
Big guns	
Every four hexes of range	-1

Any guns	
Taking a turn to aim	+2
Each hex moved that turn	-1
Each 2 hexes (round up) opponent moved	-1
Firing from hip (adds 2 to Macho attacks)	-2
Each 5 shots(d) in a burst (applies to all fire)	-1

Hitting things	Modifier
Each hex moved that turn	-1

Throwing things	
Every hex of range	-1

All attacks

Target is dodging (may only move half as far) -(Dex/4)(u)
 You are dodging (may only move half as far) -(Dex/2)(u)

Strafing runs - This is a special attack form limited to flying characters. Any attack which has multiple shots can be used on a strafing run. The character must start and end the run at an altitude of 1. The character flies straight for a number of hexes, and immediately afterward, makes an attack on an equal number of hexes on that path or directly in front of it. Rather than the normal -3 per extra target, a -1 per hex is taken, with the number of attacks split equally among the hexes. Flame weapons may also be used like this. In fact, flame weapons used in any other way from the air will only splash in the target hex, rather than affecting targets in between.

Smack'em on the head - Bimbos can dip down to brain ground-pounders while flying. Any character moving at an altitude of 1 may make a melee attack against ground units while moving, taking an additional -1 to hit. If hit, the target takes an additional point of damage for each 5 hexes moved so far that turn. If the roll is failed by 5 or more, you blew it, and have to land in the next available hex.

Melee combat - You can hit things in your hex or adjacent hexes. If you have a big thing to hit with, you can hit anyone within two hexes, but such long range attacks get a -3 to your chance. Flying creatures can only hit things on the same level. If a hand-to-hand attack is successful, the target may block the attack if they roll less than their skill, using the same skill they were attacked with. Blocking "Hit things with other things" attacks without a "thing" to block with means the attack will be blocked by the character's arm (or wing), which takes damage normally. Multiple attacks may be blocked, with a cumulative -3 modifier on each.

Multiple targets - Hand-to-hand weapons may attack more than once per turn, but take a -3 per attack, which also applies to any blocks the character has to try during that turn. Guns may attack a number of times equal to their rate of fire, usually in separate bursts. The number of hits is equal to 1, plus the amount the roll is made by, up to the number of shots fired at the target.

Called shots - Any attack may be a called shot to a specific location. This is a -3 to hit. If successful, the location specified is hit, doing an extra point of damage vs critters, or having the special effect of location for characters. Otherwise the attack missed. Additional -3 modifiers may be taken, allowing cumulative damage bonuses on successful called shots.

Macho Called Shots - See MWWG.

Shotguns, Reloading and any other stuff you can't find - See Macho Women with Guns.

Bombs and stuff - As for MWWG, but grenades may have different damages. They generally act the same, though, doing full damage in hex of detonation, and losing a point of damage or possible fragment per hex of distance.

Optional - Any thrown explosive device (placed or carried) can be set off with a flame touch attack made with a -3 (so don't annoy your friends).

Fiery death - Flame weapons have a maximum range of 10 hexes, but attack everything in any hex the line of fire passes through (cross two hexsides). Targets that happen to be in the line of fire are attacked separately, with an additional -3 to the hit chance. All other weapons ignore spurious targets in the line of fire.

Macho Attacks - As per MWWG, but in addition, Cupid and Plummeting Peasants are affected by Looks.

Damage - All weapons are given a damage they can do, like 1, 2, 3, etc. The bigger the number, the greater the damage (no kidding). When an attack strikes a character, any armor the character has subtracts directly from the attack. The remainder rips into the flesh the character. The amount of real or imagined damage the character takes is based on the location hit.

Location	Health lost per point
Head	1d2*
Torso	1d4
Legs, arms	1d4

*This isn't a vital area on bimbos. Everyone else uses 1d6.

Example - A weapon with a damage of 2 hitting an unarmored head would do 2d2 of damage. Hitting the torso would do 2d4, and an arm or leg hit would also do 2d4. Against an armor of 1, these attacks would have done 1d2 or 1d4, respectively.

Bat-Winged Bimbos from Hell

Wings are a separate item. Roll for a random side if wings are hit, damage being to either the right or left side. Wings take 1 point of damage per hit, regardless of the weapon, and this is *not* subtracted from Health. However, multiple grenade fragments are counted as multiple hits, as are multiple hits from an autofire burst.

Characters have as many "wing points" as their starting Strength, split between the two wings. When all wing points are gone on one side...well, it's time to join the plummeting peasants. You drop immediately to ground level, and take a lethal damage of 1 per level you fell (roll for random location). Your remaining wing points are shredded on impact, but what is left is still substantial enough to stop you from getting in a vehicle. Further wing hits are counted as arm hits (which *will* do Health damage).

Usually, other damage just subtracts from the Health of a character. If you want to take things more seriously, say that each point of Health lost subtracts one from the character's Strength and Dexterity as well. This involves summoning the evil spirits of record-keeping, and is not recommended.

Damage Location - When a character is hit, roll 3d6 on the following table to determine the location. Use the optional special effects table if desired, but decide before rolling hit location.

Roll	Location	Special Effects Bonus
3-7	Head	-2
8-9	Upper torso	-1
10-11	Lower torso	+0
12	Wings	+1
13	Arms	+2
14-18	Legs	+3

Special Effects Table(2d6)

Roll	Effect
2	Tiny particle of brain becomes lodged in your skull, causing total confusion. Fall down to the ground, you may not act for the rest of the turn.
3-4	Your perm deflects part of the blow, reduce damage of attack by 1 point.
5-6	In addition to normal damage, retaining straps on a random piece of armor are shot off. Catcalls from opponents may be appropriate. Roll 1d6 for presence of tan lines (even=yes, odd=no).
7-8	Pride damaged. Lose 1 point of Looks for the rest of the scenario and endure snide comments from other players.
9	Structural failure! Wing struts are clipped, lose 1d3 wing points on one side <i>in addition</i> to normal damage.
10-11	Your immaculately sculpted nails are creased. Make a Macho roll or drop the last weapon you used. However, you only take 1 point of damage from the attack, regardless.
12	High heels shot off (if worn), but you take no damage.

Random Scenario Generation - If the GM really wants to go through the effort of designing an adventure, by all means...but if you can't find a GM demented enough to run a campaign of **Bimbos**, use the following guidelines to play this as a board game instead, which lets you get things going a lot quicker.

Bimbos with guns - You were lounging around your flat, or sunning yourself in the pits when the call came from the Head Honcho. You arrive in His presence, fashionably late, and He is not pleased. He has (gasp!) a *job* for you. You'd really rather not risk actual work to keep your cushy position, but He produces those incriminating photos of you in the thrift shop...bargain hunting. Will that lapse of character haunt you forever? Probably. Anyway, in return for keeping your reputation intact, you reluctantly agree to go back to Earth and kick some plebian butts, provided you can go shopping in Paris afterwards. So, you arrive in the shopping mall with a puff of Chanel 666, and head immediately for the nearest ~~death-merchant~~ upscale department store. Grab a clerk by the throat and titter demonically to see how much stuff they will give you, just to make you go away. All characters make a roll on their "Demonic giggle" skill. The amount the roll is made by is the Enc total of equipment that they will bribe you with. If the GM is nice, they can assume the death merchants also accept credit cards and give modifiers to the roll. Or, the GM can be nasty and do the opposite. A character getting 0 Enc of equipment can shoplift 1d6 items that have 0 Enc. Other players can trade 1 Enc for a d6 of 0 Enc items as well, but you don't get to roll until after you make the decision.

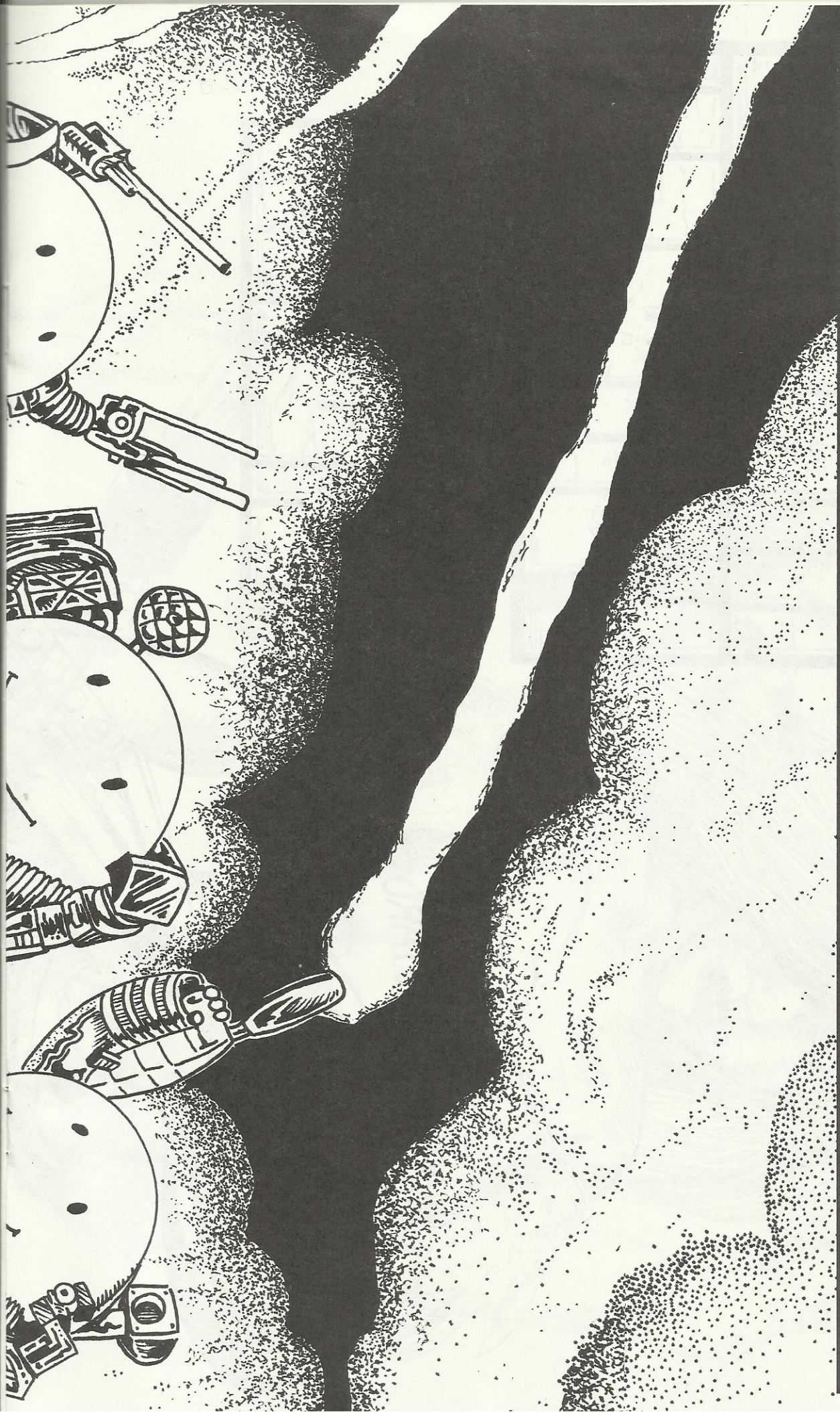
Dawn of the Demented - Make lots of copies of the map, and lay out as many as you think you'll need. Two is good for starters, otherwise the critters get spread too thin. Use the map included or make up your own. Define any terrain hazards, and throw out some random vertical obstacles. Roll 1d6 for each character to see the type of random critters that are assigned. There should preferably be a different type for each character.

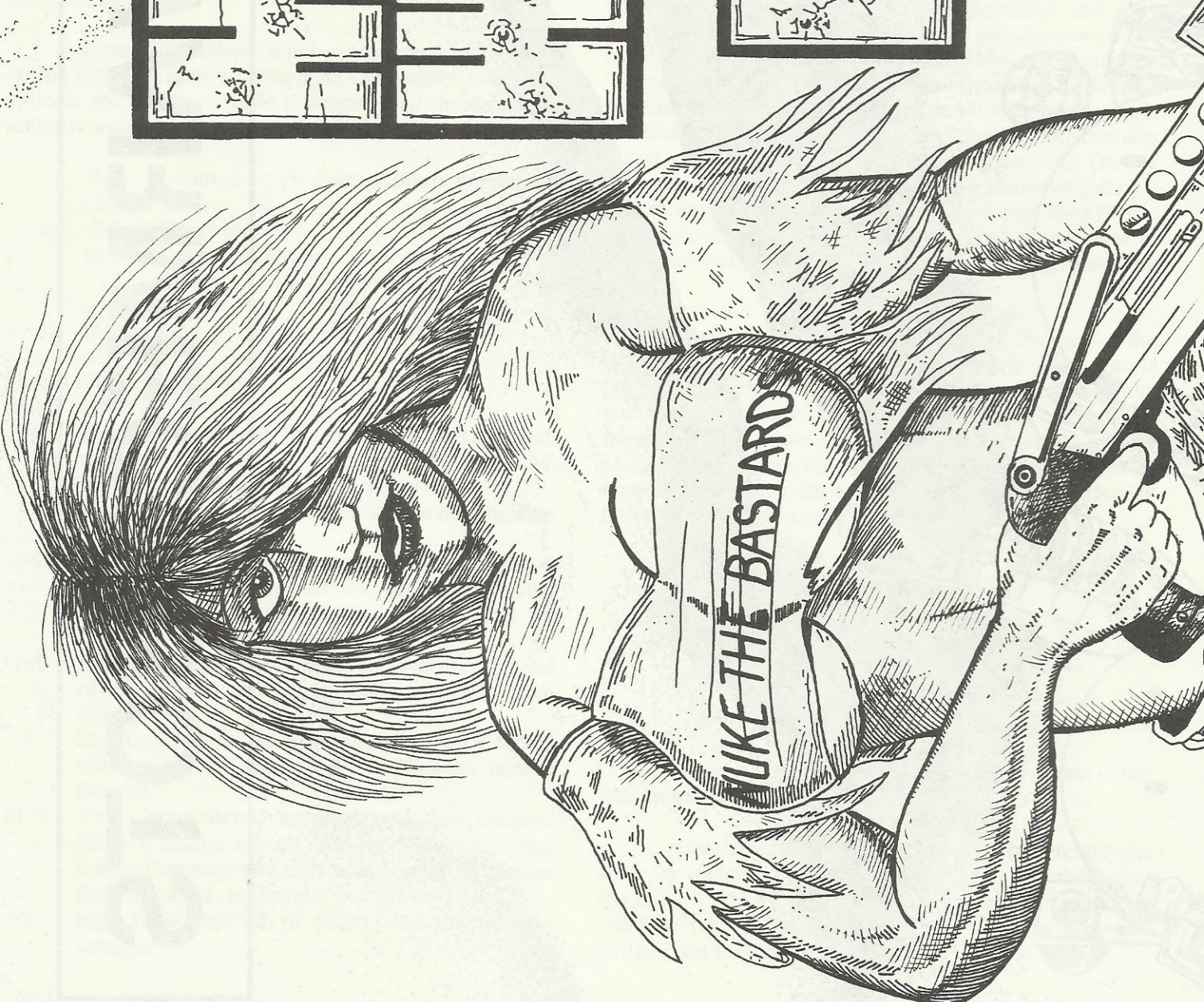
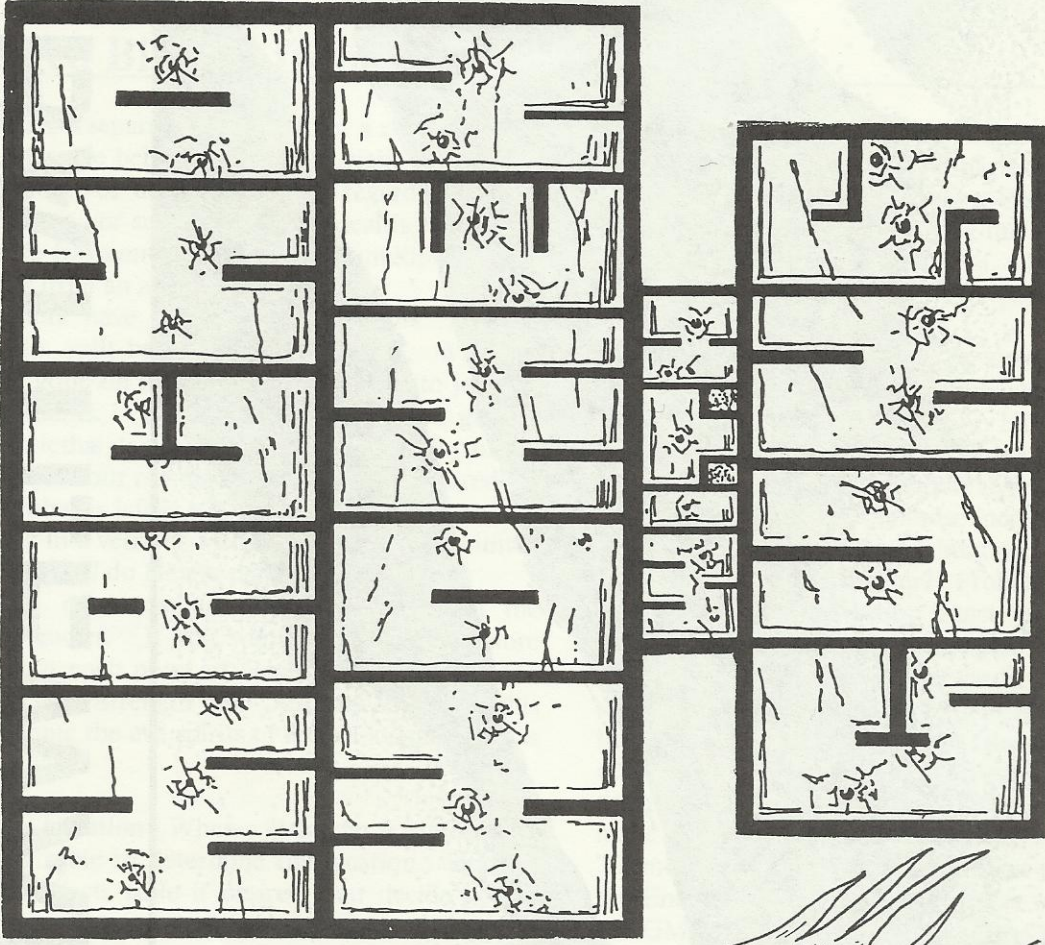
Roll	Critter type
1	Bambo
2	Plummeting peasants
3	Cupid
4	Slimy scalpers
5	Mental midgets
6	UFO's

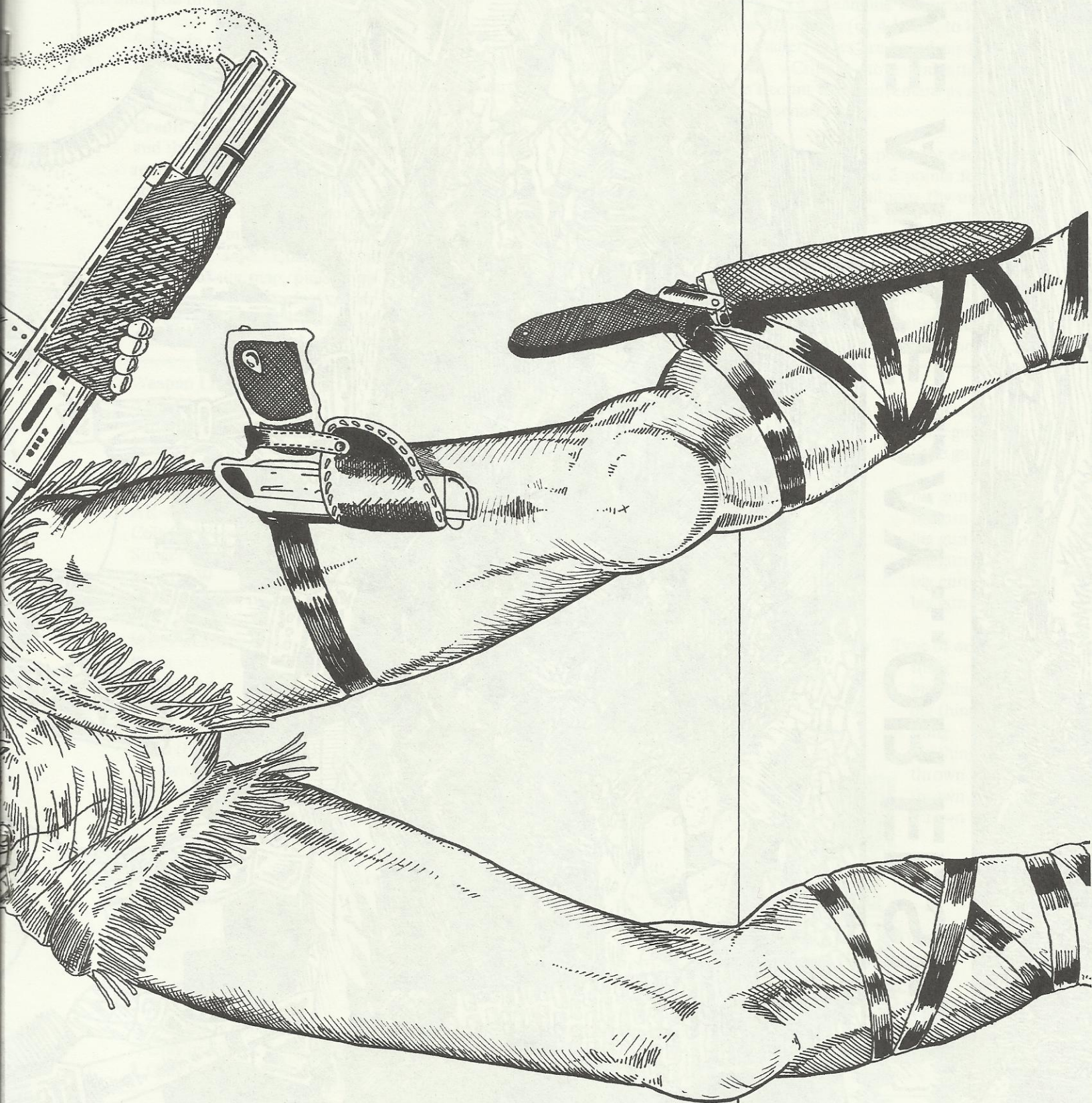
Then roll another d6 to see how many of that critter type appear to wreak havoc.

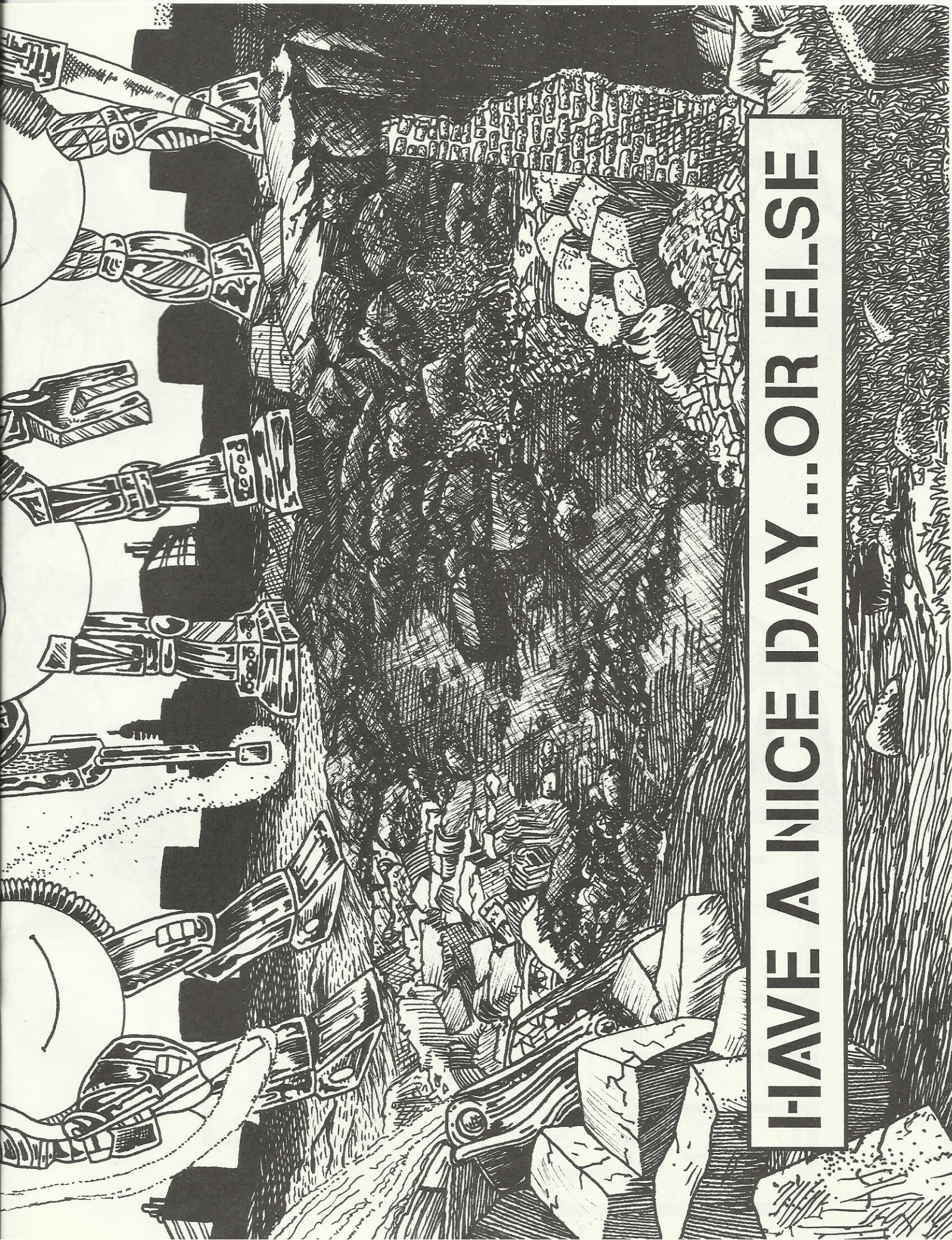
Get a counter for each critter in play, preferably the same for each critter type. Grab them and toss them onto the map. Take any misses and keep trying. Now, separate them so that no more than one critter is in each hex. Critters don't worry about facing.

BATTLE-FWARMECH-BOTS









HAVE A NICE DAY...OR ELSE

Place characters on the map at the predetermined entry point. Clear all critters away from the characters, so all of them are at least two hexes from the nearest critter.

Scenario Type - Roll 1d6 to determine the type of random scenario. If you don't like the scenario rolled, try again until you find one you like.

Roll Scenario type

- 1-3 **Kill, kill, kill.** Kill everything on the map except the other characters. (Not killing other characters is optional, but recommended).
- 4-5 **Credit crisis.** Someone has taken your gold cards, and there's going to be Hell to pay! Killed creatures remain in play until a character ends their turn adjacent. This person gets a point for recovering the magic plastic from the cooling corpse, not the person who made the actual kill.
- 6 **Clearance sale.** Characters must move to all four corners of the map, picking up 1 Enc at each, and leaving play after the last corner is reached. Anyone leaving after the first person loses 1 point per turn. Character with highest point total wins.

Then, start the carnage. Carnage continues until all of the critters are dead, victory conditions are met, or all bimbos are totally fed up with being shot at and go shopping. To avoid critter bookkeeping, each time a critter is hit, roll 1d6. If the roll is equal or less than the damage which penetrated any critter armor, the critter dies and disintegrates on the spot. To streamline critter movement, assume all critters move 1d6 hexes (or 4 hexes, to be quick) towards the nearest character. Ties are based on Looks, if applicable, or a die roll. Critters move and attack after characters, but you don't count their movement as a combat modifier if using random scenario rules.

Experience - Characters get 1 point for each critter killed (unless otherwise specified), and 2 points for killing the most critters (no ties). Worst soliloquy (by unpopular vote) gets 1 point. Retired characters have failed in their mission, and are reincarnated as Iranian convenience store clerks.

Experience points may be used to improve any character skills or attributes, or applied to buy new advantages or remove disadvantages, but the Bimbo disadvantage cannot be bought off. Once a bimbo, always a bimbo.

Weapon List

Name	Damage	Rate of fire	Weight	Shots per clip	Type of weapon
American 180, 1 extra drum	1	20	2 Enc	165	little gun
MAC-10, with 5 extra clips	2	20	1 Enc	30	little gun
Ruger M-77, 5 extra clips	7	1	1 Enc	4	big gun
AK-47, 3 extra clips	5	10	2 Enc	30	big gun
Colt CAW, with 4 extra clips	3	20	2 Enc	20	big gun
Stinger missile, 1 reload ^{1,2}	6/3	1	4 Enc	1	big gun
M72 LAW	10/3	1	1 Enc	1	big gun
Flamethrower, no extra fuel	5	1	5 Enc	10	big gun

Melee weapons, etc.

Name	Damage	Rate of fire	Weight	Shots per clip	Type of weapon
Knife	+1 dam	-	0 Enc	-	thing
Chain saw ³	+1 dam	3	2 Enc	-	big thing
Sword	+2 dam	-	1 Enc	-	big thing
Tear gas/hair spray ³	1	2	0 Enc	10	thing
Whip (baby seal leather)	+1 dam	-	1 Enc	-	big thing
Thrown wallet ⁴	+0 dam	-	0 Enc	-	thrown
Big rock (must use both hands)	+1 dam	-	1 Enc	-	thrown
Grenade, TNT lump	-	-	0 Enc	-	thrown

Armor

Name	Armor rating	Covers	Weight
Kevlar aerobics outfit	1	full torso	1 Enc
Swimsuit	0	nothing	0 Enc
Chainmail sweater	2	torso, arms	2 Enc
BP leg warmers	1	legs	1 Enc
Headset radio	1	head	1 Enc

1. Damage is impact/fragmentation.
2. Only usable vs. flying or flaming targets, +3 to hit heat sources.
3. Only takes -1 per consecutive attack.
4. One per person per scenario.



Bat-Winged Bimbos from Hell

Combined arms - The only way to really play this game is to put together a huge map, and invite a dozen friends over to play all three games at once, a project which will doubtless be amusing and confusing, but can be done.

Ground rules

1. Anyone can play any character type they choose (Macho Women, Renegade Nuns, Bat-winged Bimbos).
2. Everyone creates characters using *all* rules that apply. Nuns don't get to be Bad to the Bone, etc. If there is any question, take a vote on it. Figure this out *before* everyone starts designing characters.
3. No one can have more than 5 advantages or 5 disadvantages.
4. Equivalent skills (e.g. cavort about and combat genuflection) cannot be combined.
5. Initial equipment allowances are determined based on character type.
6. Equipment is not exchangeable or transferable. Dead creatures cannot be stripped of belongings, nor can characters. They both disintegrate upon their demise unless otherwise specified. Vehicles are exceptions, and remain in play. If a driver is killed, a vehicle instantly stops.
7. Any character next to a vehicle at the end of their movement can begin their next movement in the vehicle, if it has room, and the driver has given permission. Dead drivers automatically give permission.
8. Anyone can have a vehicle, but people with wings can't get in them. They can ride cycles, though.
9. Turn order goes clockwise instead of by Dex, and is based on the winner of a 2d6 roll.
10. There should be an average of at least six critters per 8 1/2 x 11 section of map. Everyone rolls for more if this is not the case.
11. Critters go towards characters from their own game, if given a choice between equidistant characters, and go towards the one with the lowest Macho on further ties.
12. Critters move in order of place on the map, north to south, and within that, from west to east.

Victory conditions are based on the following scenarios, rolled *after* everyone has designed characters.

Roll Result

- 1 **Kill, kill, kill.** Yes, carnage is always in style. Whoever survives the scenario with the most points wins. It is legal to kill other characters, but you don't get any points for them. Everyone places their piece on a board edge before critters are placed.
- 2 **Team totals.** Like kill, kill, kill, but players split into teams, every nth person around the table being on the same team. Teams start on different board edges, and place before critters are placed. Team with highest overall total wins.
- 3 **Teambreaker.** Just to stop people from arranging themselves around the table to form teams. Like, kill, kill, kill, but only the high score on each team can win, overall winner being the team winner with the *fewest* team members left alive. This gets real interesting.
- 4 **Meatwagon.** Like team totals, but killed creatures are placed on their sides instead of disintegrating. They count as 5 Enc, 1 Space objects. The team gets the most of these to their own map edge wins. Critters disintegrate upon reaching any map edge, accruing their points to that team's total.
- 5 **Breakout.** Everyone starts within 5 hexes of the center of the maps. All critters start outside this area. Divide the number of enemies killed by the number of turns it takes you to reach the edge of the map. Once there, you take a minus of this amount (round up) to all skill rolls, and must return to the starting area. Player with the highest fraction wins. No, it doesn't make a lot of sense, but it is interesting.
- 6 **Vendetta.** Roll again for scenario type. All players keep a running total of victory points. All creatures will prefer to attack characters who are within their point total in hexes, i.e. a character with 5 points of kills will automatically draw the fire of all creatures within 5 hexes. Ties are as previously explained. Otherwise, the creatures act normally.



Game Name Tables - Yes, what you've all been waiting for. The tables below are but a single page from the centuries-old *Maleficus Nomenclatura*, the evil tome of game names. Master game designers the world over know that you can sell ten thousand copies of *anything*, provided it has a fancy cover and a catchy title, and this listing lets them take care of the latter without ever having to go through the tedious process of designing a real game to go with it.

To use these tables, simply roll 1d6 for each column, rolling extra d6 to arrive at the specific item in a given category. Multiple-choice items are based on personal preference. A few items may need an extra roll within a category, but not many. This simple process lets you generate thousands of exciting names for your products, guaranteeing you a toehold in this cutthroat industry, and a significant advantage over your less informed rivals.

Roll			Roll			Roll				
1st	2nd	Adjective	1st	2nd	Subject	1st	Conjunction	2nd	Object/Place	Planets
1	1	Macho	1	1	Penguins	1	with	1	Guns	2 The sun
	2	Renegade		2	Bassalopes			2	Chainsaws	3 Mercury
	3	Surf(er)		3	Dolphins/Orcas			3	Battle tanks	4 Venus
	4	Alien		4	Kittens/Puppies			4	Fighter-bombers	5 Earth
	5	Biker		5	Pandas			5	Howitzers	6 the Moon
	6	Rebel		6	Pit bulls			6	Pointy things	7 Mars
										8 Jupiter
2	1	Undead	2	1	Engineers	2	with	1	Gold cards	9 Saturn
	2	Mutant		2	Doctors/Lawyers			2	Leprosy	10 Uranus
	3	Barely-dressed		3	Insurance salesmen			3	No necks	11 Neptune
	4	Killer		4	Pizza deliverymen			4	Bad taste	12 Pluto
	5	Obnoxious		5	Policemen/Firemen			5	Style and grace	
	6	Drunken		6	Stockbrokers/Bankers			6	Diplomatic immunity	
3	1	Technicolor	3	1	Game designers/Gods	3	from	1	Hell	Stars
	2	Electric		2	Boy/Girl/Cub scouts			2	Cleveland	1 Betelgeuse
	3	Concrete		3	TV evangelists/Con men			3	Outer space	2 Cygnus X
	4	Cyberpunk		4	Nuns/Priests/Agnostics			4	Hollywood	3 Sirius
	5	Cannibal		5	Catholics/Protestants			5	Next door	4 Andromeda
	6	Kamikaze		6	Anarchists/Terrorists			6	Planet X	5 A.Centauri
										6 Tau Ceti
4	1	Diseased	4	1	Muslims/Buddhists	4	from	1	Roll on planets	
	2	Head-hunting		2	Democrats/Republicans			2	Roll on stars	
	3	Pygmy		3	Senators/Congressmen			3	Antarctica	
	4	Midget		4	Street mimes/Jugglers			4	Africa	
	5	Giant		5	IRS agents/Slimemolds			5	Europe	
	6	Microscopic		6	Talk show hosts/Cretins			6	the Government	
5	1	Kindergarten	5	1	Spaniards/Italians	5	on	1	Wheels	
	2	Elementary school		2	French/Germans			2	Drugs	
	3	Grade school		3	Mexicans/Iranians			3	a Rampage	
	4	High school		4	Irishmen/Englishmen			4	Motorcycles	
	5	College		5	Chinese/Japanese			5	Water buffalos	
	6	Graduate		6	Poles/Czechs			6	Skateboards	
6	1	Poor	6	1	Hunters/Fishers	6	in	1	Space	
	2	Middle class		2	Campers/Hikers			2	Heat	
	3	Upper class		3	Golfers			3	Bondage	
	4	Rich		4	Shoppers			4	PBS documentaries	
	5	Royal		5	Motorists/Cyclists			5	Jail/Prison	
	6	Feral		6	Sunbathers			6	Deep sh*t	

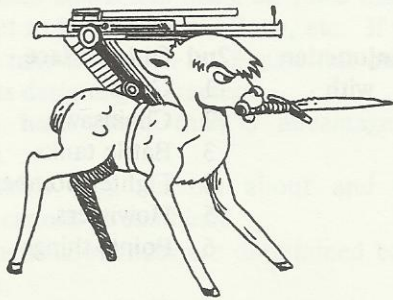
Other uses - There are other uses to which this table can be put. You can use it to design your own sequel to *MWWG*. Use it to design your own NPC opponents for a scenario. Take the initials of your favorite and least favorite game companies and see what hidden meanings they have by

comparing initials to the categories in the different columns. If there is no exact match, use the closest letter that looks good. Do the same with your friends, enemies and popular political figures. And last, rename this game so you can fool friends into coming over and playing it again.

Bat-Winged Bimbos from Hell

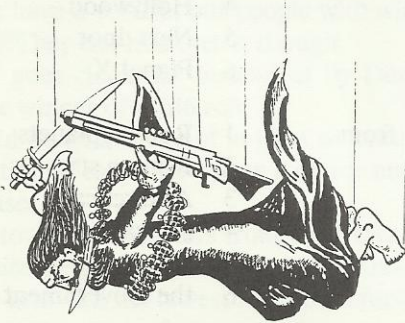
Bambo - His parents were murdered, his friends burned to a crisp, and now he's back for revenge! Bambo is armed with a *big* hunting knife (+2 damage), which he wields with +2 skill. He is also armed with a Stinger missile (unlimited ammo), which can only be used against flying objects or burning objects. He has a +2 skill, and it gets an additional +3 to hit any burning object (including characters with flame touch). Bambo has an inherent armor of 1.

Strength - 16
Dexterity - 12
Macho - 18



Plummeting Peasants - Fundamentalist kamikaze paratroops (without parachutes). They start at an altitude of 2d6, and fall one level per turn, moving up to 5 hexes from their current position. If they enter a hex with an occupant, there is an immediate collision, with a non-lethal damage of 2d6 to all parties involved. If they survive, they continue plummeting, exploding with a force of 6 upon impact with the ground. This blows a hole in the table, and anything entering that hex falls through and is removed from play.

Strength - 10
Dexterity - 8
Macho - 20



Cupid - A nasty little cherubic twerp armed with a mystical bow and arrows. He fires once per turn, with +3 skill. If he hits, he automatically does 1 point of lethal damage, *and* the character falls in love with the nearest enemy creature, and cannot attack it for the rest of the game. This mythical menace can fly, and is small, -3 to be hit because of his size.

Strength - 8
Dexterity - 12
Macho - 14



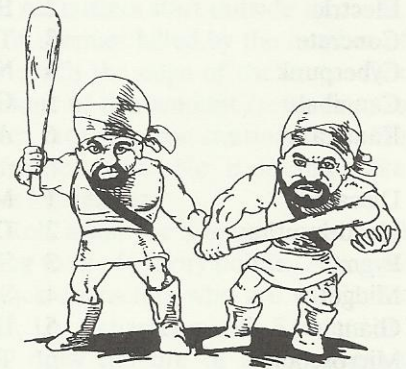
Slimy scalpers - Those miserable specimens of humanity that would dare to sell a game for more than double its retail price simply because it is out of print. They have no movement or attack, since their feet are encased in cement, and they are worth victory points only if you wound them (with a lethal weapon). If they don't survive the attack, you don't get any points. If playing in Washington, D.C., double the number of scalpers in play.

Strength - 0
Dexterity - 0
Macho - 0



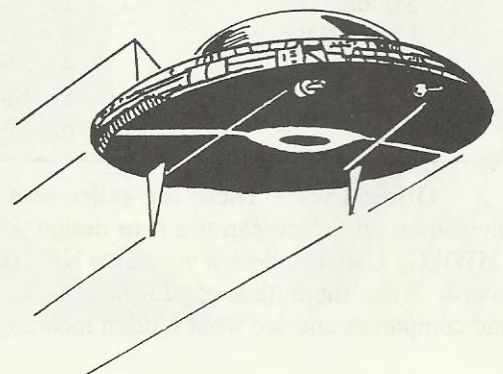
Mental midgets - Pint-sized psychics out to bash the shins of anyone who can see over a yardstick. They can attack once per turn with baseball bats (+2 lethal damage), having +1 skill, *or* can make a mental attack by rolling on Macho, -1 per hex of distance, whichever has the better chance to hit. A successful mental attack means the character is treated as an NPC on their next action.

Strength - 9
Dexterity - 13
Macho - 17



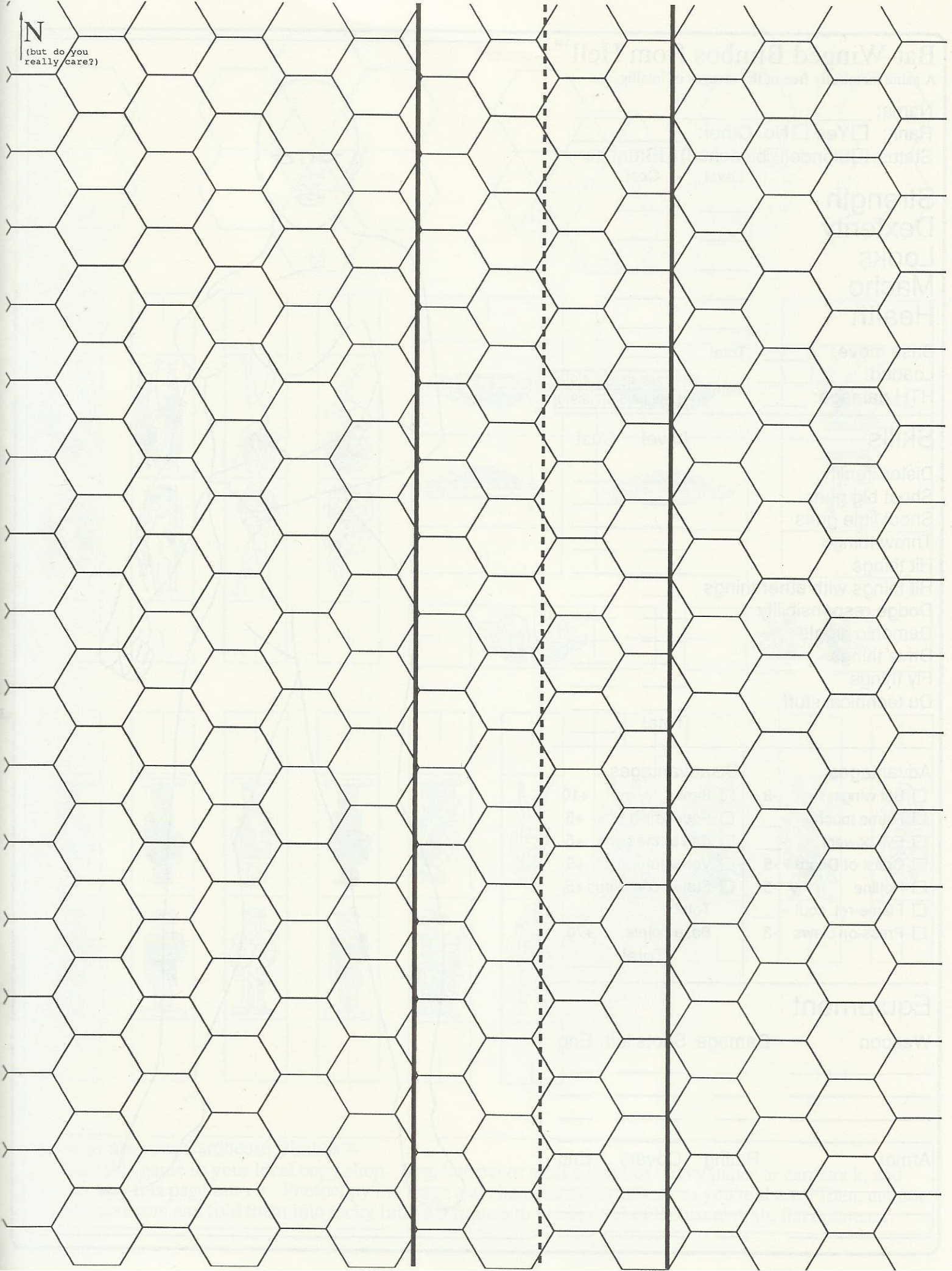
UFO's - Hostile aliens drawn to this planet in their search to seek out and destroy new life forms, wipe out new civilizations, etc. They can fly, and they are big, being +3 to hit, but have an inherent armor of 5. They attack once each turn with a damage of 6, and a +6 skill, or will split the skill and damage (round up) between equidistant opponents.

Strength - 20
Dexterity - 10
Macho - 25



N

(but do you really care?)



Bat-Winged Bimbos from Hell™

A game mercifully free of the ravages of intelligence

Name: _____

Rank: Yes No Other: _____

Status: Blonde (bleached) Brunette

	Level	Cost
Strength	_____	_____
Dexterity	_____	_____
Looks	_____	_____
Macho	_____	_____
Health	_____	_____

Base move: _____ Total _____

Loaded: _____ / _____

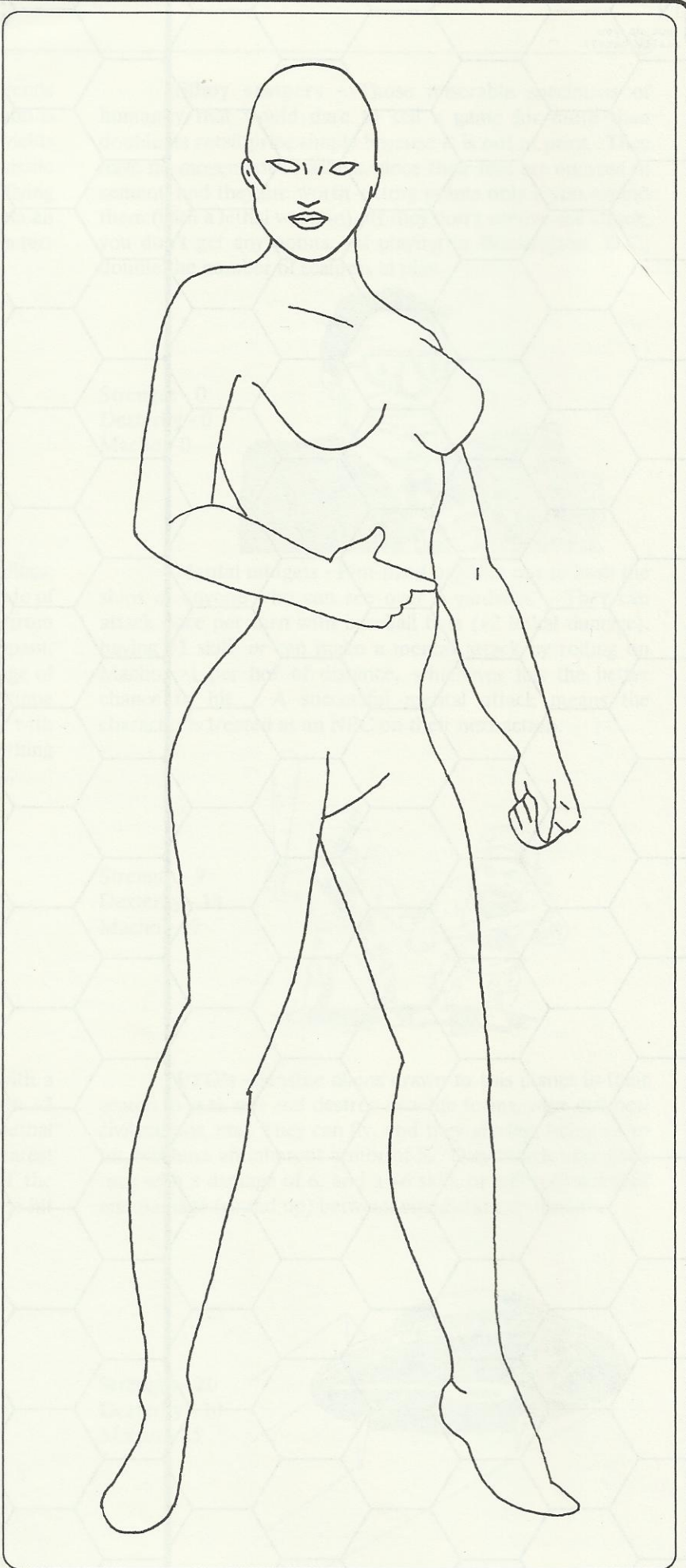
HTH damage: _____ Wings R 1 2 3 4 5 6 7 8 9 0
L 1 2 3 4 5 6 7 8 9 0

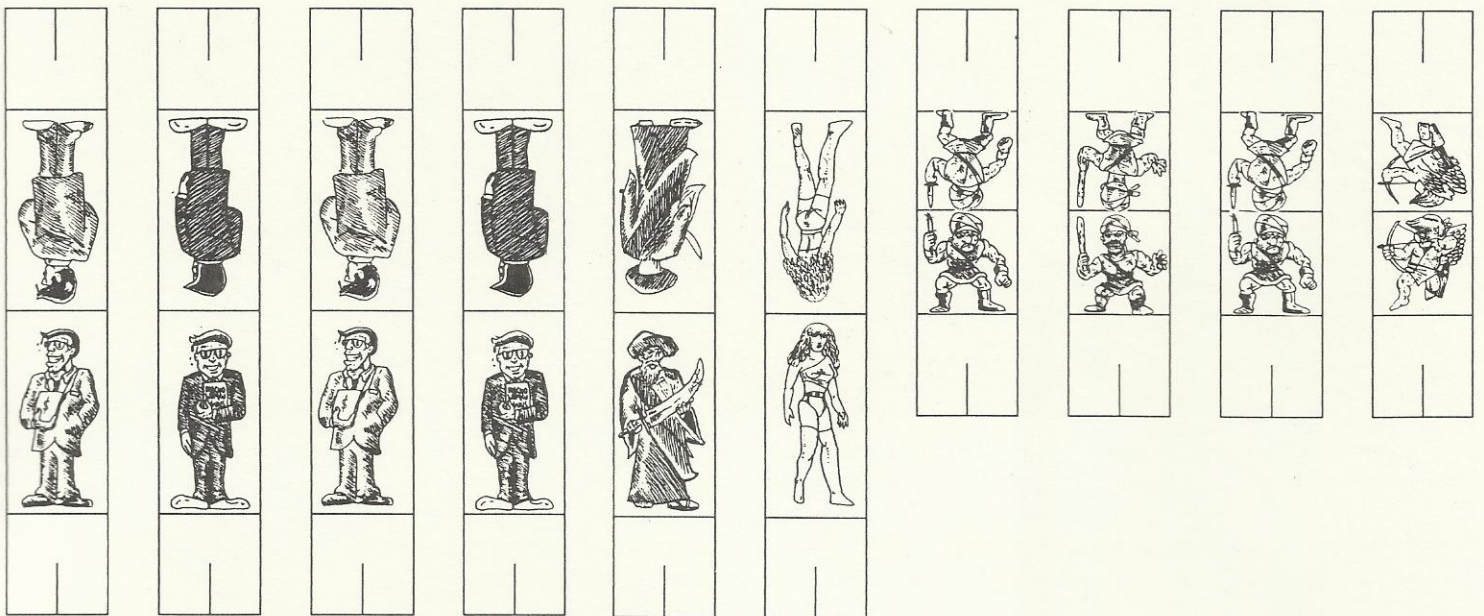
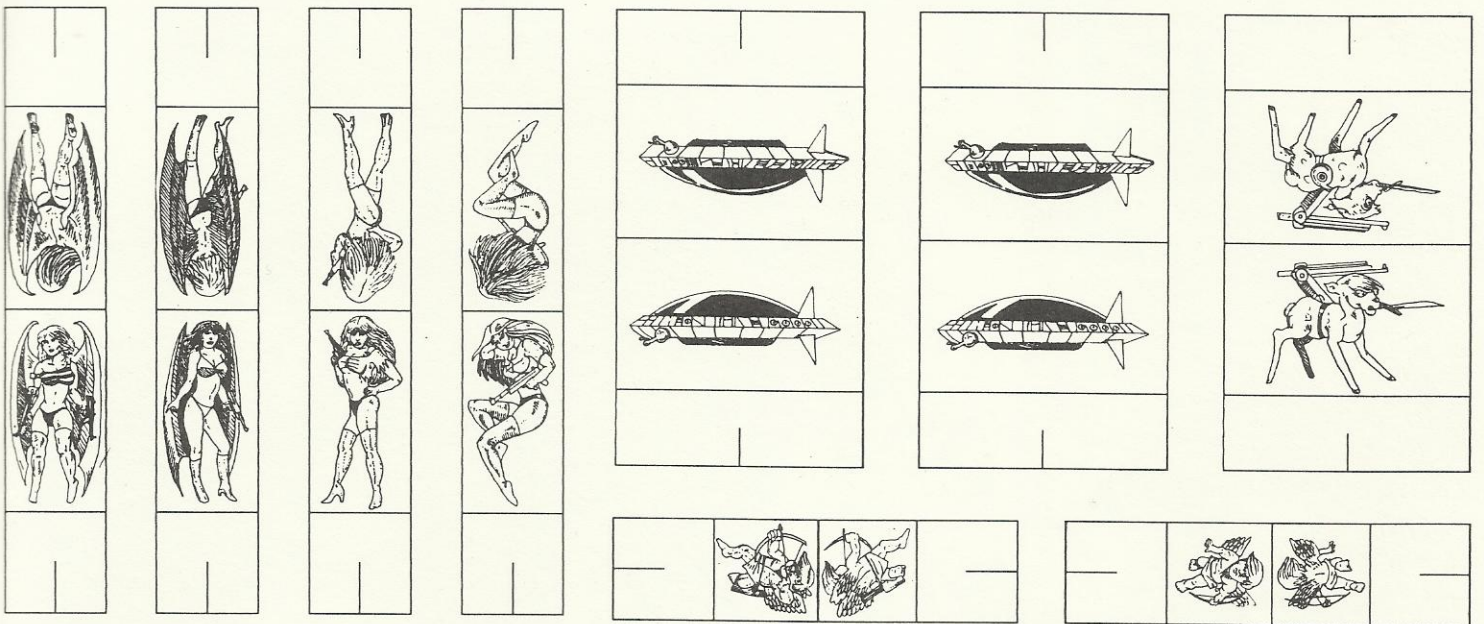
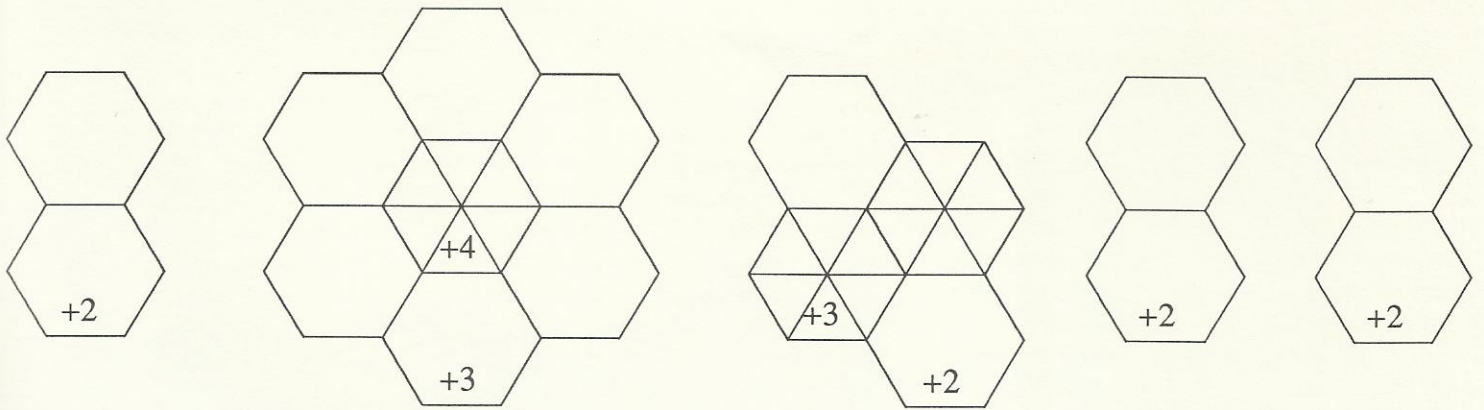
Skills	Level	Cost
Distort reality	_____	_____
Shoot big guns	_____	_____
Shoot little guns	_____	_____
Throw things	_____	_____
Hit things	_____	_____
Hit things with other things	_____	_____
Dodge responsibility	_____	_____
Demonic giggle	_____	_____
Drive things	_____	_____
Fly things	_____	_____
Do technical stuff	_____	_____
Total	_____	_____

Advantages	Disadvantages
<input type="checkbox"/> Bat wings -3	<input type="checkbox"/> Bimbo +10
<input type="checkbox"/> Flame touch -_____	<input type="checkbox"/> Squeamish +5
<input type="checkbox"/> Evil powers -_____	<input type="checkbox"/> Bad to the bone +5
<input type="checkbox"/> Crack of Doom -5	<input type="checkbox"/> Vengeful +5
<input type="checkbox"/> Hotline -5	<input type="checkbox"/> Status-conscious +5
<input type="checkbox"/> Flame-ret. soul -_____	Total _____
<input type="checkbox"/> Press-on claws -3	Base points +70
	Total _____

Equipment

Weapon	Damage	Shots left	Enc
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
Armor	Rating	Covers	Enc
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____





How to use your Cardboard Bimbos™

Take this game to your local copy shop. Beg, borrow or steal a sheet of heavy paper or cardstock, and photocopy this page onto it. Photocopy the maps and character sheet as long as you're there. Then, cut out all the counters and fold them into tacky little 3D figures to use instead of the usual drab, flat counters.

Hell is freezing over...

Civilization has totally collapsed. Not even the legions of renegade nuns on wheels could restore order, and now chaos and anarchy rule the country. And the Devil is not pleased. Big Business has collapsed, Big Politics has collapsed, and Big Religion has collapsed...in a word, all the big sinners are out of the picture, and things have gotten boring in the Netherrealms.

So, he decided to marshal his forces and set things right, to make the world a safe place for sinners of all types. No more anarchy and no more lawlessness, not unless he got a cut off the top, of course. But Old Scratch was almost too late. Moloch was busy opening a barbecue franchise, Mammon was still recovering from the stock market crash, and Beelzebub was involved in a Torturer's Union strike. Even the damned souls couldn't help. Genghis Khan was a New Age convert, Hitler had started writing science fiction, and Jimmy Hoffa was *still* missing.

Things looked grim. There was only one other hope left, and it was even worse. They're bad, they're brash, and they're mercifully free of the ravages of intelligence! Burying his head in his hands, Satan dredged up the bottom the barrel, and put the fate of the world in the hands of the **Bimbos from Hell**. Things will never be the same.



Yes, the final installment in the **Macho Women** trilogy is finally here, to close the book on gaming's answer to **The Satanic Verses**. Once more, we rehash old rules with new broads, and persuade you to part with your hard-earned dollars for what has got to be one of the most overhyped ideas of the year. But wait, there's more! **BWBFH** includes the aerial combat rules for the system, as well as new creatures, and combined arms rules to play all three games at once. You also get two (count'em) 11x17 pseudo-official **Macho Women** posters for your home or office (if you want fired). And last, the **BTRC** rips the veil of secrecy off the gaming industry and presents the long-secret **Game Name Design Tables**, which allow you, the gaming peasant, to go through the same process used by major game companies to name their products.

If you've come this far and retained your sanity, you might as well go for broke. **Bat-Winged Bimbos from Hell**, it's everything you expect it to be...and worse.