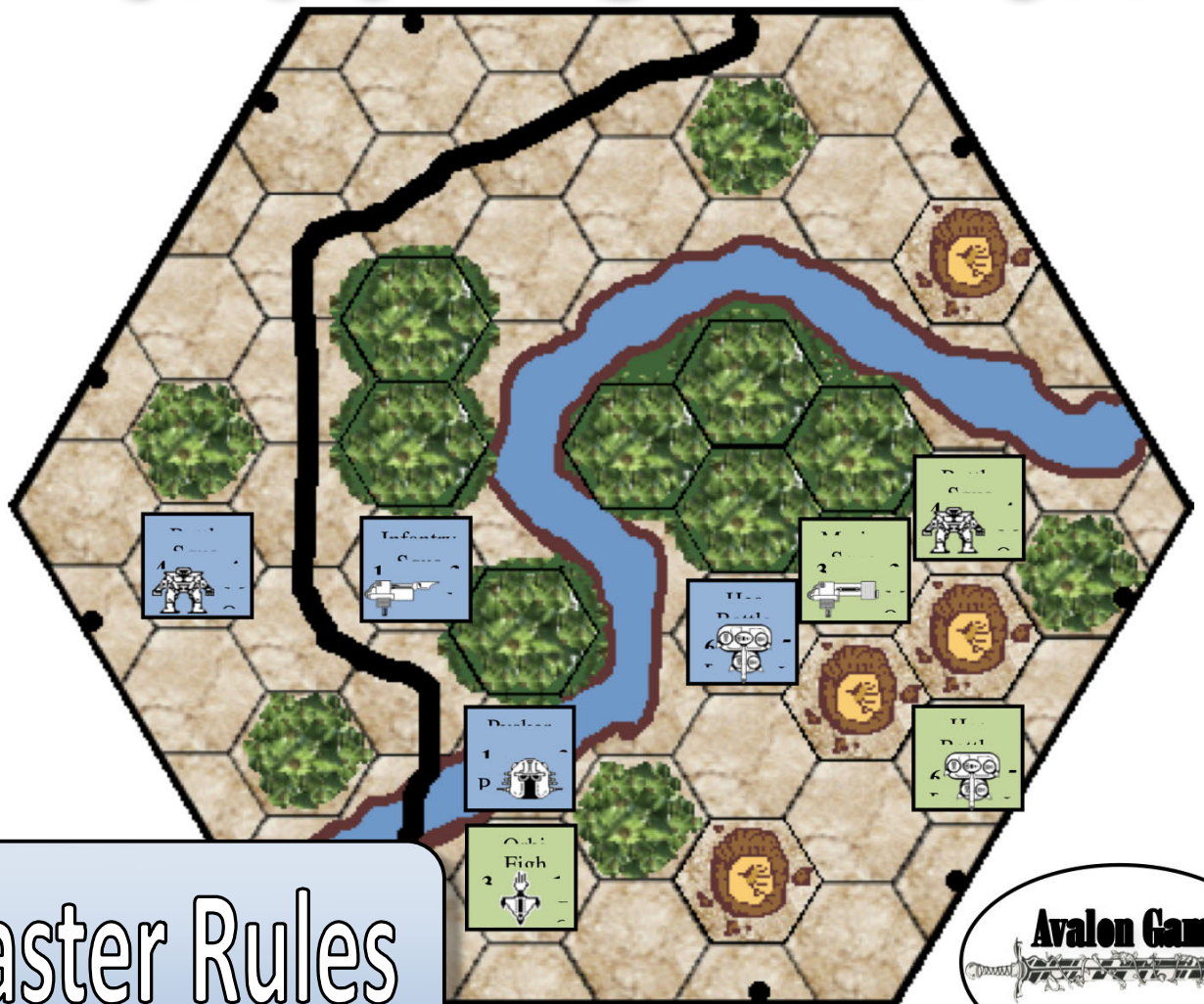




Future Wars



Master Rules



General Storm watched the hologrid's display trace lines across the field tent's durocloth wall. The Rebel forces had broken through his southern lines and were even now pushing their way towards his encampment and the orbital beacon. If the rebels captured the beacon the General would be unable to send requests to his orbiting fleet for more troops or supplies.

"Hell we could lose this whole continent for months if they take the beacon," he muttered under his breath.

"Captain Dobson, " call the general as he reached for his own laser rifle, "Get you battle armored equipped marines on the move, we are heading out."

"Sir?" Asked the Captain as the General walked past him, the question more in surprise then a question in itself.

"That's right Captain, we are going on the offensive," the General replied as he stepped out of the tent into the cold air of the open plain where they had placed their encampment, "Hit them rebels hard and nasty as they come in on our flank. Best go down fighting them crawl back home a coward."

This is Avalon Games Future Wars, a great expansion to our Battle Armor universe. Take the action of the battlefield and expand it into a strategic conflict with whole squads and companies of soldiers and futuristic weapon system. Call down orbital bombardments and your foe while they try to burry you in nuclear fire of their own missiles.

Fully expandable and a great game of futuristic war and struggle, you can't go wrong with this great game system.

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Or visit

Avalon Games at...

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Game design, artwork and layout by Robert Hemminger



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Introduction

Future Wars is a Sci-Fi war game system which allows players to take on the role of a futuristic army as it struggles to defeat their foes. The game is fast, fun and fully expandable, with each set coming with new counters, forces, options and information for adding two new factions to the game.

Game Construction

Once you are ready to play Future Wars, 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 Future Wars, 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 boards. 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

When you have all the parts ready for play, you can begin a game. First each player will need to pick a faction to play and gather the counters and hex board for that that game.

Next players should set up the map board as per the rules given in the scenario they will play. Each player should then set up his or her starting forces on the map boards as dictated by the scenario.

Last but not least, roll for initiative and start the game.

Player's Forces

Each player will have a set of units, items and abilities that they may use, as well as those that are common to all players. All players have the same types of resources, as described below.

Units:

The most common resource that you will have available, these resources represent troops that you have recruited to do battle for you. Expendable, they are often thrown into battles with your foe as you try to take territory and hold valuable locations.

Psychic Powers:

All Psyckers within the game can use these powers. Said powers come in three types. Battle Powers, which are used while the psycker is involved in combat, Area Powers, which effect large areas of the game board, and Astral Powers which are used on other psyckers in astral combat.

When a psycker is taken as part of your battle force, you will be directed to draw, from a common pile, one or more powers which the psycker will possess for the duration of that game. Simply place the power counter under the psycker's counter to show who has what powers.

Psyckers cannot trade, steal or barrow other psycker's powers, unless otherwise stated by a power's description.

Equipment:

These are gear and equipment (As noted by the **Eq** on the counter) that can be handed out to some units under your command. They aid your forces in combat and actions as described in their description.

Equipment cannot be stolen, traded to other players, or sold, and are lost if the unit holding them is slain. A single unit may carry but a single counter of equipment.

Stacks

All units that are used in the game are grouped together in stacks. These piles of counters then move together, fight together and perform actions together.

There is no limit to the number of stacks that a player can have, but no stack can have more than seven units in it at any one time. Any stack that is found to have more than this seven unit limit must reduce its size to seven, discarding all extra units (The units discarded are up to the controlling player), or split, if possible, into a new stack.

Units may join a stack, but only as long as joining that stack does not take it over its seven counter limit.

You may have no more than one stack in a hex at any one time, although a stack can move into an hex occupied by a friendly stack, they just cannot end their movement in the same hex.

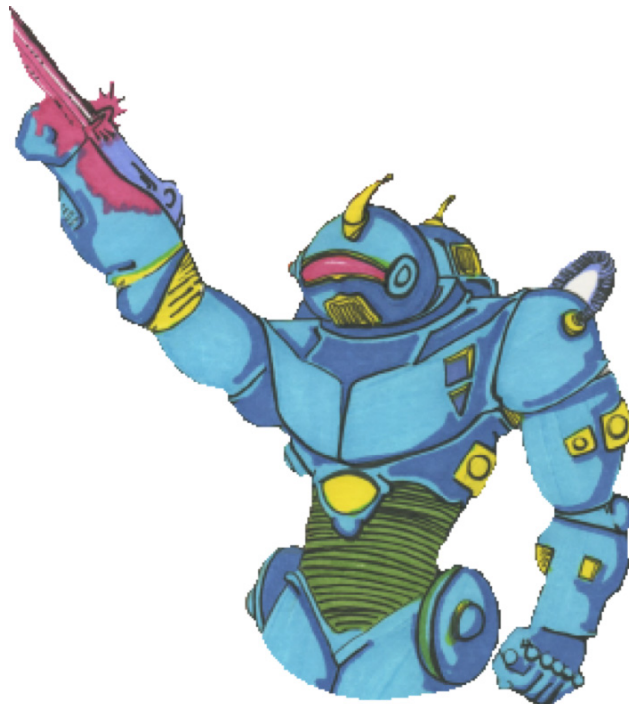
Stacks that are in the same hex may trade counters between them, as you see fit, and as long as no stack ends up with more than seven counters and one stack moves out of the hex.

A stack may split itself into smaller stacks, as you see fit, but one of the stacks must then move out of the hex.

When a stack or lone unit has taken its action for the turn, flip the counter over (Only the top counter on a stack need be flipped over). This will show that said stack, or unit has taken their action for the turn.

When a new turn starts, re-flip all turned over counters to show that they are now ready to take a new action.

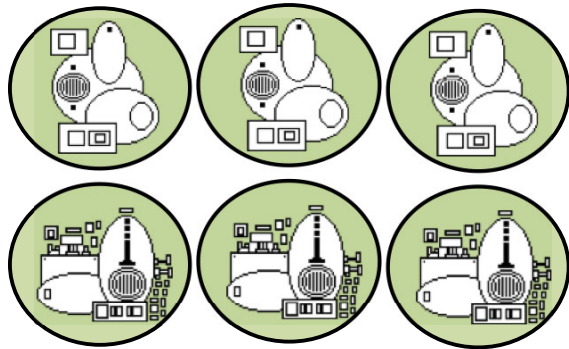
Players cannot look at another player's stack, but only look at the unit counter that lies on top.



Battle Armor Squad 4 4 M Od	Marine Squad 3 3 M Od	Infantry Squad 1 3 M	Hvy Weapon Squad 2 3 R M	Battle Car 3 6 V	Battle Tank 4 5 R V	Heavy Battle Tank 6 5 R V	Cyber Tank 8 5 Ex Do V
Battle Armor Squad 4 4 M Od	Marine Squad 3 3 M Od	Infantry Squad 1 3 M	Hvy Weapon Squad 2 3 R M	Battle Car 3 6 V	Battle Tank 4 5 R V	Heavy Battle Tank 6 5 R V	Cyber Tank 8 5 Ex Do V
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Battle Armor Squad 4 4 M Od	Marine Squad 3 3 M Od	Infantry Squad 1 3 M	Hvy Weapon Squad 2 3 R M	Battle Car 3 6 V	Battle Tank 4 5 R V	Heavy Battle Tank 6 5 R V	Cyber Tank 8 5 Ex Do V
Battle Armor Squad 4 4 M Od	Marine Squad 3 3 M Od	Infantry Squad 1 3 M	Hvy Weapon Squad 2 3 R M	Battle Car 3 6 V	Battle Tank 4 5 R V	Heavy Battle Tank 6 5 R V	Cyber Tank 8 5 Ex Do V

Orbital Fighter 3 10 F O	Orbital Bomber 6 6 B F O	Hvy Orbital Fighter 5 8 F O	Defense Shield +1 Eq	Defense Shield +2 Eq	Defense Shield +3 Eq -1	Defense Grid +3 Eq N/A	Defense Grid +5 Eq N/A
Orbital Fighter 3 10 F O	Orbital Bomber 6 6 B F O	Hvy Orbital Fighter 5 8 F O	Defense Shield +1 Eq	Defense Shield +2 Eq	Defense Shield +3 Eq -1	Defense Grid +3 Eq N/A	Defense Grid +5 Eq N/A
Orbital Fighter 3 10 F O	Orbital Bomber 6 6 B F O	Hvy Orbital Fighter 5 8 F O	Defense Shield +1 Eq	Defense Shield +2 Eq	Defense Shield +3 Eq -1	Defense Grid +3 Eq N/A	Defense Grid +5 Eq N/A

Missile Silos 3 L	Missile Silos 6 L B	Missile Silos 8 L N	Psyker 1 3 P
Missile Silos 3 L	Missile Silos 6 L B	Missile Silos 8 L N	Psyker 1 3 P
Commander 1 4 M Od	Commander 1 4 M Od	Commander 1 4 M Od	Commander 1 4 M Od



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If you like this product, try other games from Avalon Games

Arcanum

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 four great expansions.

Board Games

Avalon makes some great board games, great games at a great price. Arcanum, Mystic Adventures, Dragon Lords and Junkyard Wars are but a few of our great titles.

Battle Tiles

Battle Tiles, Avalon Games, 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 role playing 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.

Avalon Clip Art

Avalon has tons of artwork, all ready for you to use. Great art for a great price is our goal, so grab a handful right away.

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.

Mini-Games

Avalon Games 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, however, 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.

Worlds of Wonder

Worlds of Wonder is a fast, simple to play RPG system designed for use by advanced players who wish to create detailed characters without having to roll on endless charts and deal with endless rules.

After 30+ years of playing, running and designing games, be they RPG's or board games, we at Avalon have come to one conclusion. Its not the game's rules that make it enjoyable, but the people you 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 spent playing together well worth the time spent creating the characters.

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.

Arcana

Arcana is generic world, designed for use with any Fantasy RPG System, and so the information presented here and in other Arcana expansions will of course be a bit vague as to stats, levels and powers. The intention is to give the GM and players a world rich in personality, history and depth, one where they can seek adventure, but use any RPG system they feel most conferrable with.

The basics of the game world are presented here in the core book, but as expansions are released, the complexity of the world will grow as more and more of its history, dangers and wonders are explored. When it is all said and done, Arcana will become a vast world of detailed and expansive depth, one where that you and your friends can full explore.

Game Geek

Avalon's Monthly game magazine, inside you will find tons of gaming goodness, free games, add on materials for many of Avalon's titles, and a monthly sections dedicated to S&G, Battle Axe and Arcana. Great game stuff each and every month.

**Avalon is a proud participant of Kiva,
making loans that change lives.**



loans that
change lives

S & G Battle System

Avalon's premier game system the S&G battle system allows you to play skirmish level engagements, and do so with a fast, easy to learn system that also allows for endless expansions and genres. With S&G you can fight battles between fantasy based elves and orcs, or blast off into the cold hard future with space marines and aliens.



2

Warlord Grom





2



4

Strength 3

Speed 8 / 1

Movement 4

Adrenal 4

Will 4

Health



Weapons and Armor

Weapons	As mod	Damage mod	Notes
Scimitar	-1	+1	-
Dagger	+0	-1	-

Special Abilities

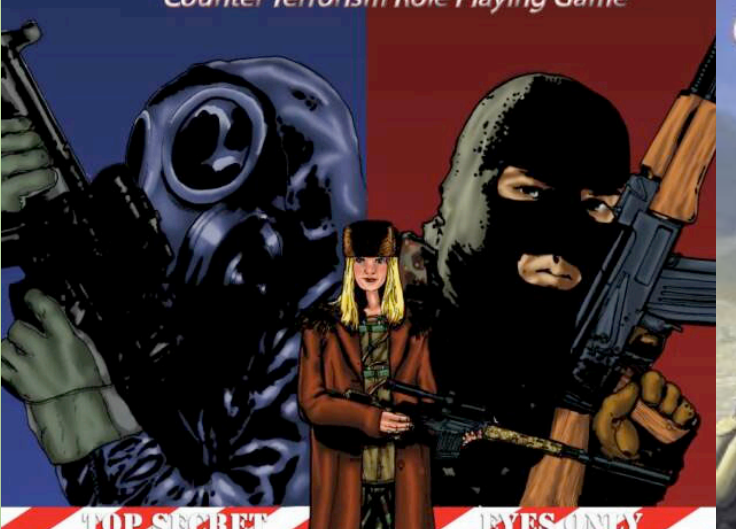
- 1. Savage Blow (Attack, 3)**
Grom can make a single savage attack, often killing a foe outright with a single blow of his deadly scimitar. You must declare this ability is being used before Attack Dice are rolled. On a single attack, Grom may add +2 Attack Dice to his total for that attack. (With no limit to the number of dice that can be rolled)
- 2. Command (Move, 2)**
Grom may use his loud demanding bellows to command other orcs near by. When this ability is used, Grom may activate any one orc character, who is within five squares. This activated character may perform one action. (Note that the character may still take their normal actions when their turn comes up.) Gram may perform this ability but once a turn.
- 3. Shatter Shield (Attack, 1)**
Grom often shatters shields and weapons with his mighty blows. Declare this ability before the Attack Dice are rolled. If Grom scores a hit, instead of doing any damage, he may shatter, and thus destroy, a foe's readied weapon or shield (Your choice.) If the foe does not have a readied weapon or shield, then this ability has no effect.
Magical items gain a save. Roll 1D6, and on a roll of 6+, the item resists the effect. Per five points of the item's cost, over the first five points, adds an extra +1 to the die roll is gained.




BEDROCK GAMES™

TERROR NETWORK

Counter Terrorism Role Playing Game



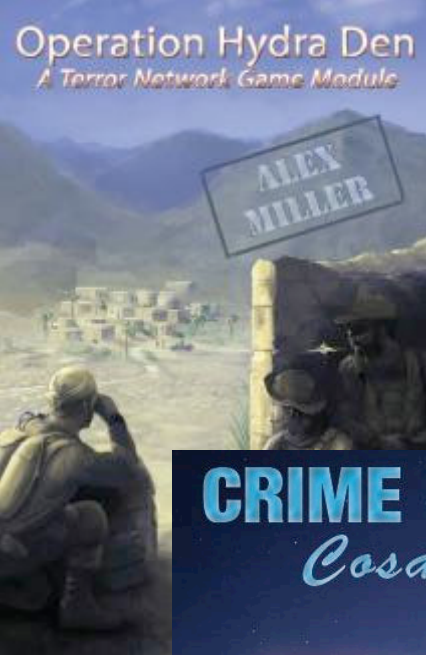
TOP SECRET EYES ONLY



Endorsed by
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Director of Training, Counter Terrorism Operations
Security Solutions International

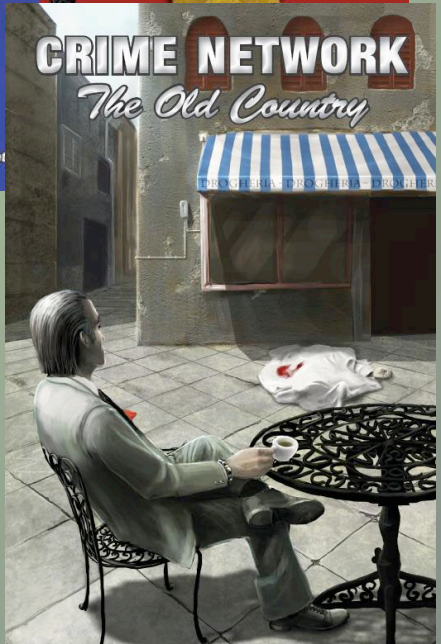
Operation Hydra Den

A Terror Network Game Module



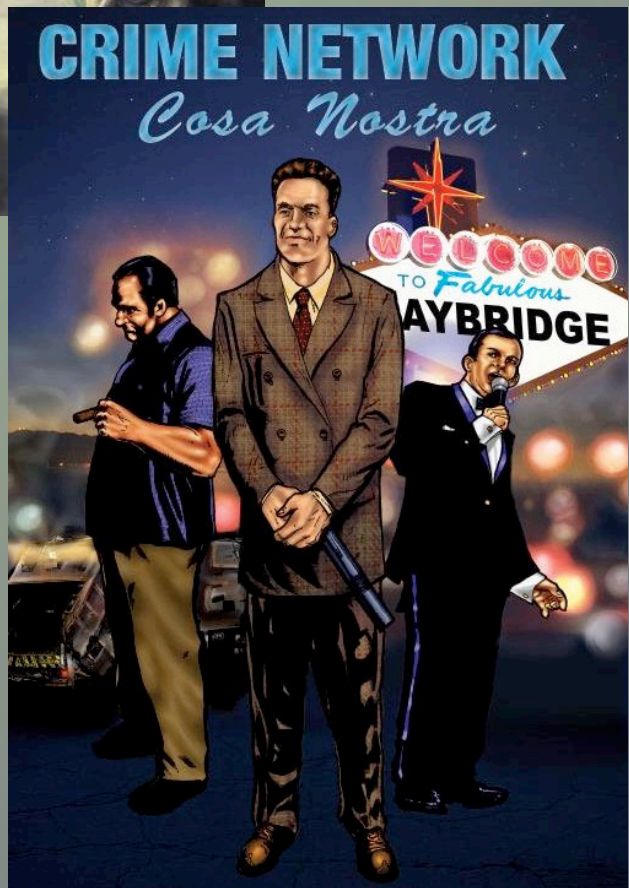
CRIME NETWORK

The Old Country



CRIME NETWORK

Cosa Nostra



WELCOME TO Fabulous MAYBRIDGE

Battle Axe is a simple to play tabletop system for skirmish level battles. Using cards instead of dice, you will find the game to be less luck based and much more tactical in nature. The rules and cards provide here will be enough to get you started, and new characters and rule expansions are on the way so you can continue to increase both the size and composition of your War Bands.



Avalon Games

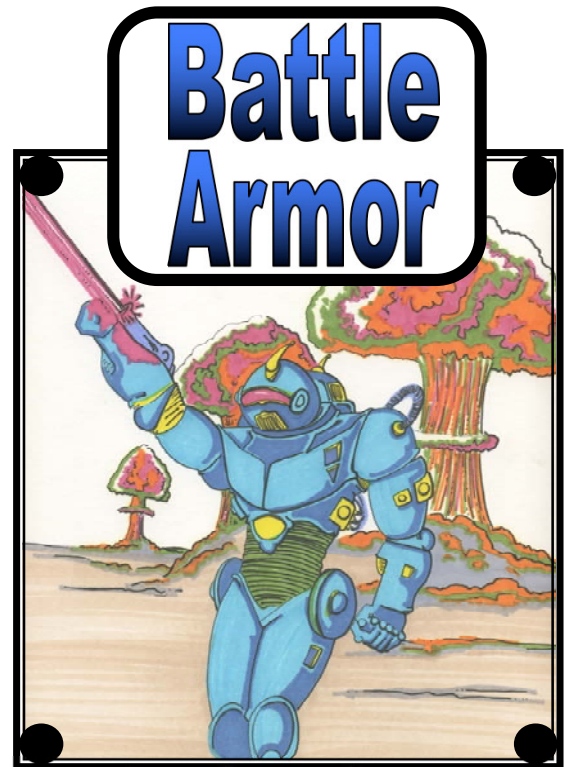
If you liked this game then try one of Avalon Game's many Mini-Games, such as Battle Armor, a great game of future war.

(Click here to visit this product's page at RPGNow)

The plasma burst exploded too close for Chaves' comfort. He kicked in his jet booster and moved to a new location before the enemy could pin point his position. As he leapt into the sky, the jets sending him high over the alien trees, Sgt. Chaves made a quick recon of the battlefield as it appeared below him. On his heads up display, sensors marked where each of the other four members of his squad were located and where the enemy troopers were positioned... or as best he could tell from what his scanners were telling him.

As he hopped over the terrain he became exposed and incoming fire began to pelt his armor. Best to stay low, he figured as he hit the ground running. Over his communication link, the lieutenant was yelling at Private Jones to lay down suppression fire on the enemy units set up on the low hill to the right. Another day in the Core, Chaves sighed, as he headed off to that same hill to kill more of the enemy.

This is Battle Armor, the second Mini-Game by Avalon Games. Wars in the future will be fought by heavily armored warriors. Powered Battle Suits will rule the battlefield since they allow each man to pack the firepower of a battalion. Mobile, heavily armored and capable of laying down a path of destruction like no other weapon ever made, the Powered Battle Suit will rule the future of warfare.



Avalon Games



Armored Assault

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Alien Incursion



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**Battle Armor
Hive Invasion**



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