

Game Geek



Premier
First
Issue

Avalon Games



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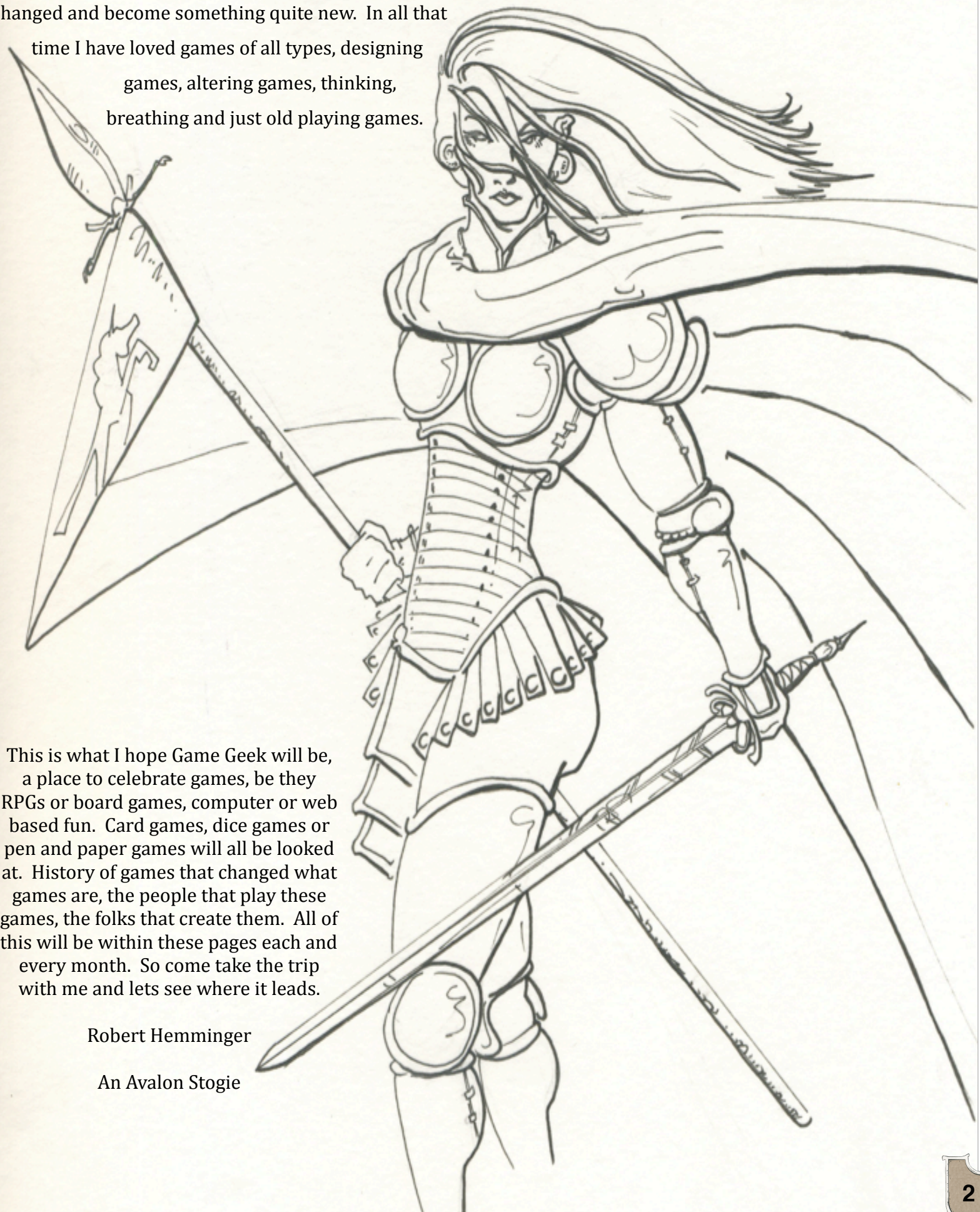
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Avalon Games



I started playing game, gee, almost 40 years ago, damn that's a long time to be addicted to something. Games have followed me throughout my life, moved with me around the world, they have grown old with me, changed and become something quite new. In all that time I have loved games of all types, designing games, altering games, thinking, breathing and just old playing games.



This is what I hope Game Geek will be, a place to celebrate games, be they RPGs or board games, computer or web based fun. Card games, dice games or pen and paper games will all be looked at. History of games that changed what games are, the people that play these games, the folks that create them. All of this will be within these pages each and every month. So come take the trip with me and lets see where it leads.

Robert Hemminger
An Avalon Stogie

Behind the Game

A skinny kid stood in the hobby store, a fist full of birthday money ready to be spent on a new game. Already an addict, the kid was hooked on games, all games, be it Risk, Monopoly or any one of the new games he was looking at right now, big games, adult games with complex rules and all kinds of little counters and odd map boards. He had a few of these “Big” games already, Panzer Leader and Tactics II to name a few. He and his Dad had played them a few times, and now his best friend Steu was getting into the act and playing, hooked on them as well. The two of them would gobble up a new game when the skinny kid brought it home, play the hell out of it and then start coming up with alternate rules and scenarios of their own.

Times were a little rough this year though, gas was crazy and Carter was telling everyone to wear a sweater instead of turning up the heat. Birthday cash was in short supply this time around so those big games were all out of his price range. Looking around at the other games offered in the train and hobby store, the Kid spied a small, slim box. (Back then Hobby stores were the places that would sell these games, there was no dedicated game shops, no place in the mall that sold little metal figures)

The game was no bigger than a paperback book, a cardboard box made up of cheap, slim stuff.

The cover though, bright colors showing two robot like tanks blasting the hell out of each other. Rivets was the title across the top. The best thing though was the game was only two bucks and some change. Hell, the kid could buy two of these games and still have some cash left over.



Map of the Month

This month, and every month we will be bringing you a new map. What you do with this map is up to you, use it in your game in some way, create games around the map, or just look at them and move on. We hope to bring you all sorts of maps; Sci-Fi, Fantasy and Modern based genres will all be covered, so get ready for some map fun.

This month we have a nice fantasy tower. Set deep in the mountains along an inhospitable crag, the tower is clearly evil, filled with all sorts of nasty things, hell just look at the front doors, all demon mauled and all. This is a great location for some far off adventure, the home to a foul priest or evil cult. Maybe it's the lair of a dreadful lich or the prison of a capture demi-god. Whatever the history and use of this tower, it will be a dangerous place to explore, so have fun. A full color and grey scale version of this map can be found in the free section of this issue, along side all the other great handouts and free stuff in this issue of Game Geek.





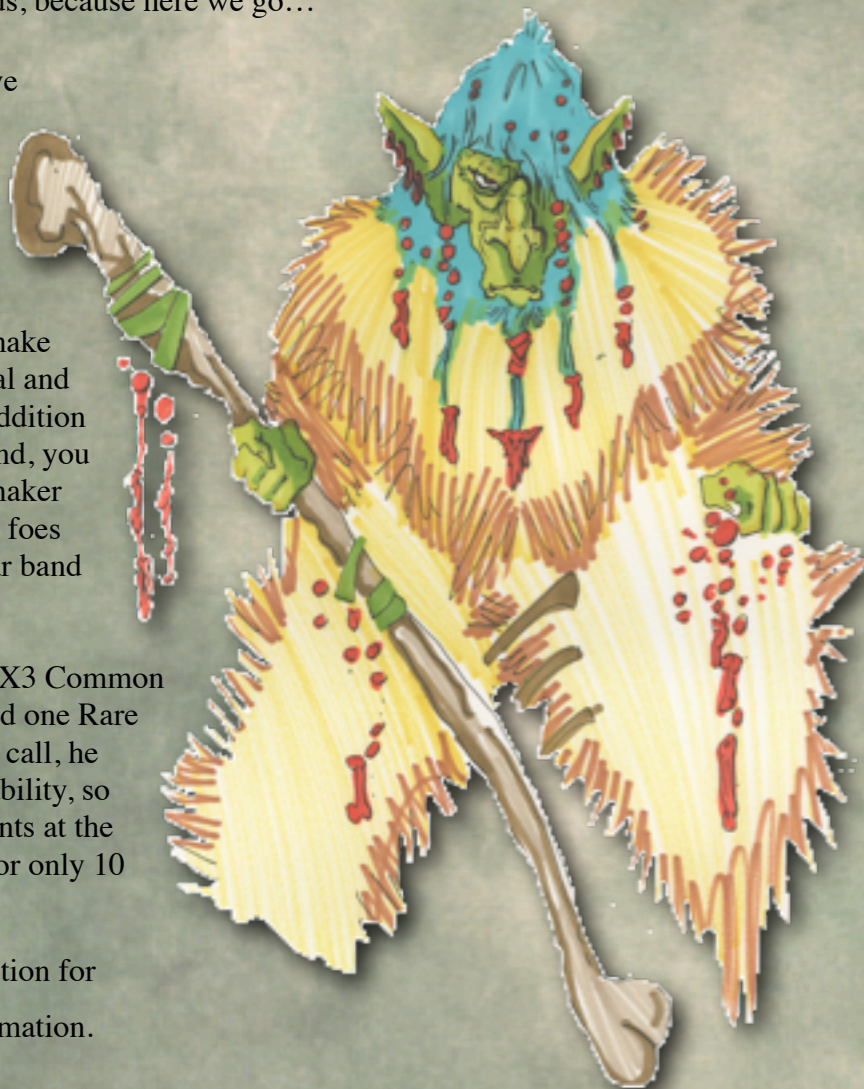
Battle Axe

Battle Axe for those of you that do not know, is Avalon Game's premier Table Top Skirmish System. The game uses cards and a unique Category system other than dice, so there is no luck involved in the game. Build your deck just like a CCG and move your figures around the tabletop. Each issue of Game Geek will see expansions to this system, new Force Lists, Characters and Scenarios. So hold on to your Fate Cards, because here we go...

First up this month we have the nasty Goblin Fetish Maker, a cross between a Witch Doctor and a priest. This little bugger will make your goblin War Bands sing with odd abilities, most of which make your goblins more fanatical and just plain mean. A great addition to any goblin based war band, you will find that the Fetish maker will counter a lot of your foes magic, and make your War band more flexible.

The character comes with X3 Common Cards, X2 Uncommon, and one Rare and unique card. Best of all, he comes with Command 1 ability, so you can deal out more points at the start of the game. and all for only 10 points.

See the Free Stuff Section for all his cards and information.



RPGNOW

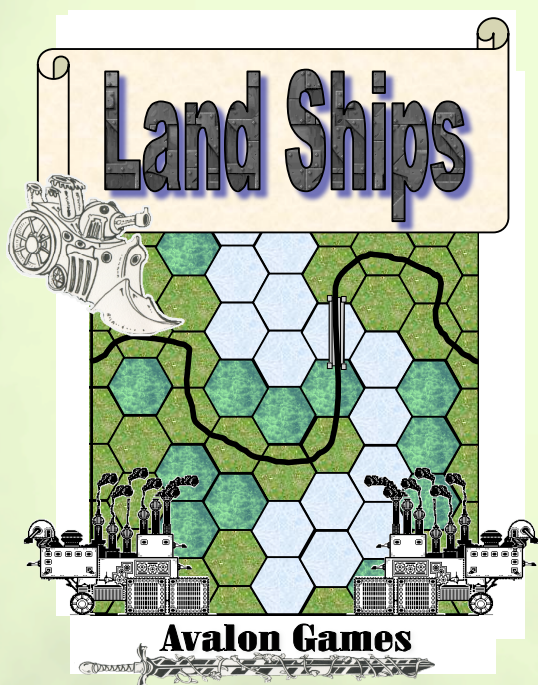
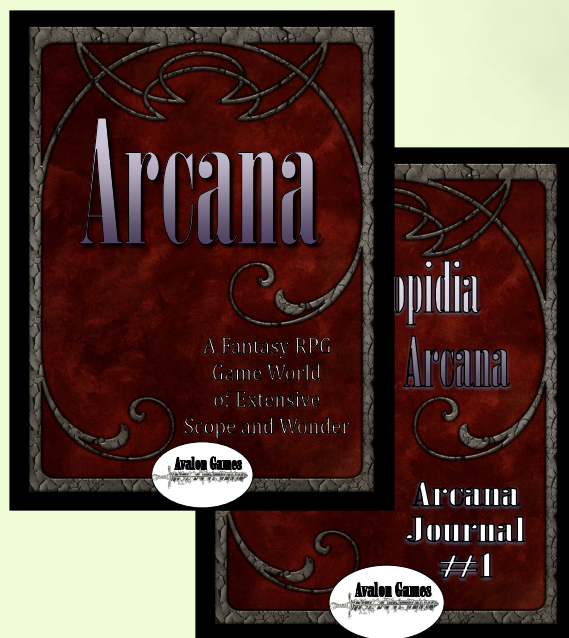
THE LEADING SOURCE FOR INDIE RPGS

What's New



Every issue of Game Geek we will try of let you know about upcoming products. We will for sure clue you in on new Avalon Games products, but we hope to have other publishers also highlight their upcoming releases so you can stay up to date on your gaming needs.

Avalon Games of course has a ton of stuff coming up. First off we have our new Fantasy RPG Game World, Arcana. Generic in setting so you can use it with any gaming system its a wonderful bit of gaming fun, something we have been working for years now and look to offer stuff for the next decade, so get ready to fall in love with Arcana. The core book will be out this month as well as the first issue of the Arcana Journal, a great way to expand this gaming world and doing so at a real great price.



Of course we have more Mini-Games for you, the third set for Land Ships will be out this month. More monster stream powered warfare is here for your greed gaming needs. This is a very popular game and a hell of a lot of fun.



**All games available at
(Click on the name to visit their site)**

RPGNow.com

e23.sjgames.com

wargamedownloads.com

wargamevault.com

Yourgamesnow.com

Drivethrustuff.com



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find links to all of our
great games and some
coupons for 20% or
more off selected
games.**

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 rocs, or blast off into the cold hard future with space marines and aliens.



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

- 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)
- 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.
- 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.



Spirit Tiger

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.



If you liked the game then try one of Avalon Game's Mini-games, such as Graveyard Dash, our first Mini-Game ever.

(Click [here](#) to visit this product's page to RPGNow)

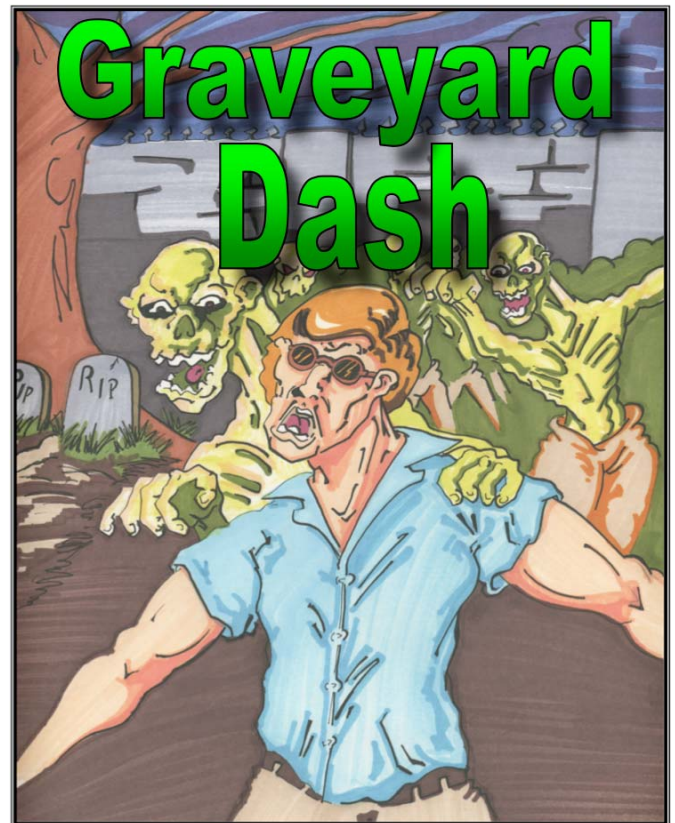
Chuck just stood there and watched as old Mrs. Johnson crawled out of her fresh grave. She had been dead two days, but here she was, dragging herself out of her hole, red eyes hungrily staring at Chuck. Suzy screamed again, but Chuck barely heard his girlfriend's cries of horror as more of the walking dead shambled towards the two of them.

Maybe it was the odd, green colored comet that had hurtled overhead a few hours ago, or perhaps it was the illegal biological and chemical weapons the government truck had spilled across the creek. Chuck thought it was the old voodoo woman's curse that had been placed on the town. Whatever the cause, the dead were walking again and they were hungry for human flesh.

Coming out of his shock, Chuck grabbed Suzy's hand as the two of them began to run. If they could just get out of the graveyard, if they could just reach the gates at the far end of the grave covered field....

This is Graveyard Dash, a fun, fast game of Zombie mayhem. A race between the walking dead and their human prey. Can the people trapped in the graveyard reach its gates and freedom before the ever-growing number of zombies drags them down?

The first of Avalon Games Mini-Games, this and other games like it will allow players to engage in fun, fast, easy to learn board games. Small and quick though, does not mean less fun. No, these games will take you into all sorts of gaming fun, so don't wait, get started today and have a blast of a time.



Avalon Games

