



WEB OF TEARS

Web of Tears

Yiyia watched as the undead shambled through the broken gates of her soon to be defeated enemies. Long had she plotted and planned for this day, her dark heart pounding with pent up joy at hearing the screams of the dying on the other side of the high wall. Her house had finally crushed their greatest rivals. Now nothing and no one stood in their way of taking complete control of the city. A dark elf warrior casually walked up to her and bowed, as was the custom among her people. A lower caste member of the dark race must always pay respect to those of higher rank and birth. High born over lowborn. Nobles over all others. Females over males. That was the law of the Dark Elves. That was the way of the people of the Spider Queen.

This is the game Web of Tears, a game of politics, intrigue, struggle and conquest. Web of Tears allows players to take control of a Dark Elf noble house, where they must then 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?

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Contents



Introduction	Page 4
Game Components	Page 4
Game Construction	Page 4
Getting Started	Page 5
Matron Cards	Page 6
Noble Cards	Page 7
Skills	Page 7
Ranks vs. Level	Page 8
Training	Page 8
Special Abilities	Page 9
Noble House Sheets	Page 11
The Action Chart	Page 12
The Turn	Page 12
Upkeep	Page 13
Placement of characters and units	Page 13
Political Auctions	Page 14
City Council Control	Page 15
Event Cards	Page 15
Proclamations	Page 15
Council Influence	Page 15
Religious Leadership	Page 16
Edicts	Page 16
Temple Control	Page 16
War Master	Page 16
Recruitment Limitations	Page 16
Battles	Page 17
Academy Control	Page 17
Arcane Stewardship	Page 17
Flows of Mana	Page 18
Dark Tower Control	Page 18
Trade Overlord	Page 18
Setting Market Prices	Page 18
Market Cards	Page 19
Buying Goods and Upgrades	Page 20
Caravans	Page 20
Underearth Quests	Page 21
Roll for New Nobles	Page 21
Intrigue Master	Page 21
Infiltrations	Page 22
Spy Master Reactions	Page 22
Thefts and Assassination Attempts	Page 22
Serpentine Control	Page 22
Influence and its Uses	Page 22
Characters and Stacks	Page 23
House Duties	Page 23
Mistress	Page 23
House Mage	Page 24
Arms Master	Page 24
House Guard	Page 24
Steward	Page 24
Spy Master	Page 24
Spells and Spell Casting	Page 24
Gaining Spells	Page 25
Casting Spells	Page 25
Handing Out Spells	Page 25
Characters and Items	Page 26
Building Upgrades	Page 26
Spies, Theft, Assassinations and Informants	Page 27
Battles and Duels	Page 29

Ending a Battle	Page 31
Attacking a House	Page 31
Spoils of War	Page 31
Destroying a House	Page 32
Appendix A: Charts	Page 33
Appendix B: Victory Conditions	Page 37
Appendix C: Proclamations and Edicts	Page 38
Appendix D: Upgrades	Page 43
Appendix E: Dark Elves	Page 45



Introduction

Web of Tears is a game for two to six players, although it plays best with four or more. The game itself is simple to play, but many possible strategies may be called upon to win, or even simply, to survive.

The rules are simple to play and once players have completed a turn or two, they will have a handle on the game's overall systems. So sit back and get ready to have some fun.



Game Components

Web of Tears is composed of a number of card decks, counters and play mats, each of which offers information on characters, treasures, equipment, spells and monsters. The game also comes with several handy player information charts and a large mat that represents the Dark Elf city and all the activities that are possible within its dark walls.



Game Construction

Before playing Web of Tears, the first thing you will need to do is construct the game components. For the most part, the amount of time and extra expense you will put into the game's construction is up to you. The simplest format is to print up all the necessary parts and then just cut them out and go to it. Paper pieces are a bit difficult to deal with though, so if you wish to continue playing Web of Tears over and over again (and I hope you do), you may want to invest a bit of time and effort in making your game components more durable and reusable.

We at Avalon Games have tried to put as many of the cards and counters on as few pages as we possibly could. We know there is a lot to print out, but we figure that you don't want to play small games, so we won't make them.

Suggestions on Component's Construction and Printing

First off, if you're willing to spend the money, you should buy some good quality paper. Use this to print out the various components such as cards, mats 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 pieces. Next, get your hands on some spray glue. It is available at most craft stores and office supply stores. Use this to mount the cards and other 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 pieces with clear, self-adhesive lamination sheets, again available at most office supply stores. Last, but not least, if you like, you can print the backing sheets we have provided onto each card type. We have tried to line these

backing sheets up so you just have to flip the page over and print on the back, but if you wish, you can also print them out on a separate sheet and then glue them together.

Of course, you should run a test on cheap paper first to see if your printer will line up the backing sheet with the main card text correctly. Since different printers operate in different ways, we cannot set up a universal format to cover all situations.

All the player charts can be printed out on card stock paper and covered with lamination (if you want). Character counters can be printed out and either glued together with the folded stand provided, or plastic counter holders can be bought elsewhere to stand them up.

Some fun can also be found in substituting paper counters and the like with other tokens. My own gaming group uses small, plastic figures to depict characters and monsters. Wizards of the Coast has a good selection of cheap figures, although you can use just about anything. Have fun looking around for things that will fit the bill.

Glass drops can be substituted for influence counters. These are available at most craft stores in bulk bags and jars, or from your local game store. Swapping pennies for gold coins is a great way to add some flavor to the game as well. Our own gaming group has taken small fish tank rocks and spray painted them gold. They look great and are a lot of fun to use.

Again, it's your game, so feel free to make it as personalized in whatever way you like. Have fun! After all that's the point.



Getting Started

Once the game is ready to be played, follow the directions below and get started.

1. First, shuffle all the different card decks and set them aside.
2. Each player should then draw, at random, one noble house playing mat, one Matron card and three noble cards. Also, draw one spell card for each noble that is able to cast spells.
3. Next, each player should draw three Dark Elf footmen counters, and 5 gold.



Gold Counter

4. Players must then decide what length of game they will play: basic, expert or advanced.

Basic games will run for 10 turns and then end. These games use only the victory conditions set forth on each noble house playing mat and a few other conditions as outlined in Appendix B.

Expert games run for 20 turns and use both the victory conditions set forth on the noble house playing mats and on the Matron cards. See Appendix B for details.

Advanced games take 40 turns and use all three types of victory conditions. Again, see Appendix B for details.

That's it you are ready to start playing!



Matron Cards

Each player draws a Matron card at random. This Matron is the leader of the house that you will play and it is through her that all activities are directed. She never takes an active role in what is being done, she rather issues orders and then waits for them to be completed. Even so, the Matron is the heart and soul of the Dark Elf house, and it is from her that the nobles and lowborn draw strength, guidance and direction.

Each Matron comes with two major aspects that affect the game. One is a special ability that she can apply during the course of the game. This ability is different for each Matron, so look closely to see what she can do and where and when.

The other aspect of the Matron is a victory condition that she comes with. Used only in the Expert and Advanced games, this victory condition is spelled out in detail on her card.

Matrons themselves never perform actions and never leave the house itself. Thus, there is no counter for her to use. She cannot be attacked, assassinated or use items of any sort.

When drawn, place your Matron card where all can see, so they know who you are playing and what it is she can do and what sort of victory condition she must achieve.



Matron Card

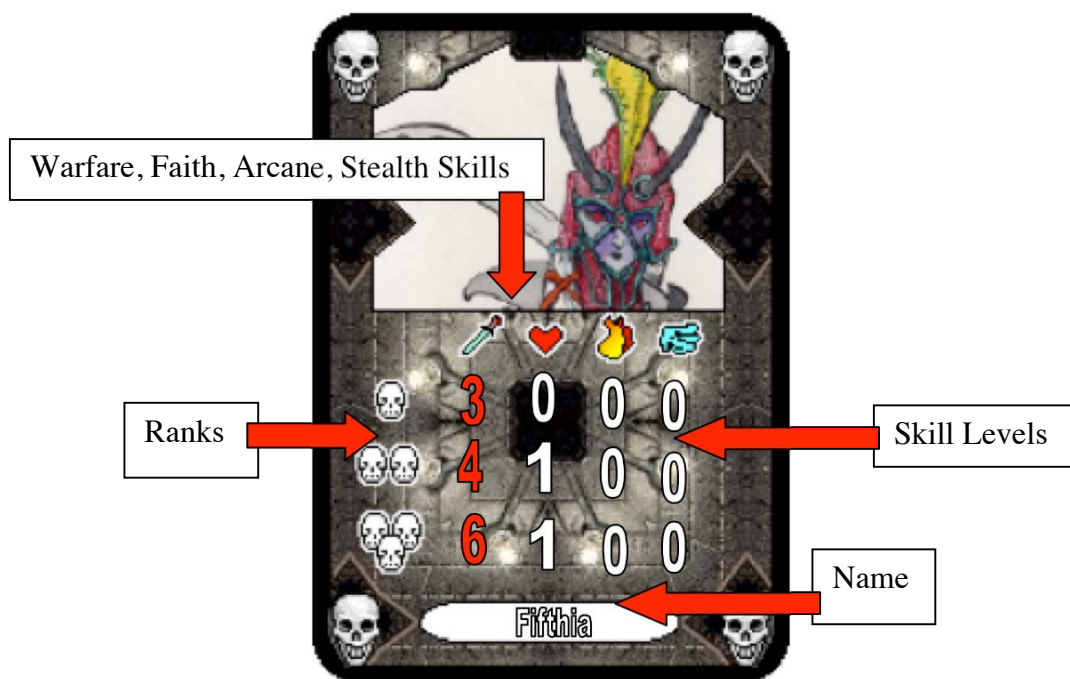


Noble Cards

Noble cards show the many different High Born within your house. Nobles are the backbone of the game, for it is through them that the Matron achieves her goals. Nobles are what you need to perform any actions within the game. Want to attack another player's forces? You will need a noble to lead the charge. Want to buy something at the market place? Well, you will need a noble to be there to negotiate the deal. Without nobles, you are unable to do most of the activities within the game. Therefore, you must protect and care for your nobles, as they are a precious commodity and difficult to replace.

Nobles come with a set of skills and levels of ability within those skills. As the noble rises higher in rank, those skills will increase and so will the noble's usefulness.

Each character and noble within the game comes with a character counter, which will show where she or he is during the game. Use these counters to show where a noble or character is located from turn to turn.



Noble Card



Skills

Each noble and character within the game is defined by a set of four skills. The level of ability with those skills tells you what the character can do and just how well they can do it.

These skills each cover different aspects of what a character can do. Warfare reflects the character's ability to fight and lead others in battle. Faith covers the character's ability to cast Faith based spells and their belief and worship of the Spider Queen.

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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 tones of gaming goodness, Free game, add on materials for many of Avalon's titles, and a monthly section dedicated to S&G, Battle Ax and Arcana. Great game stuff each and every month.

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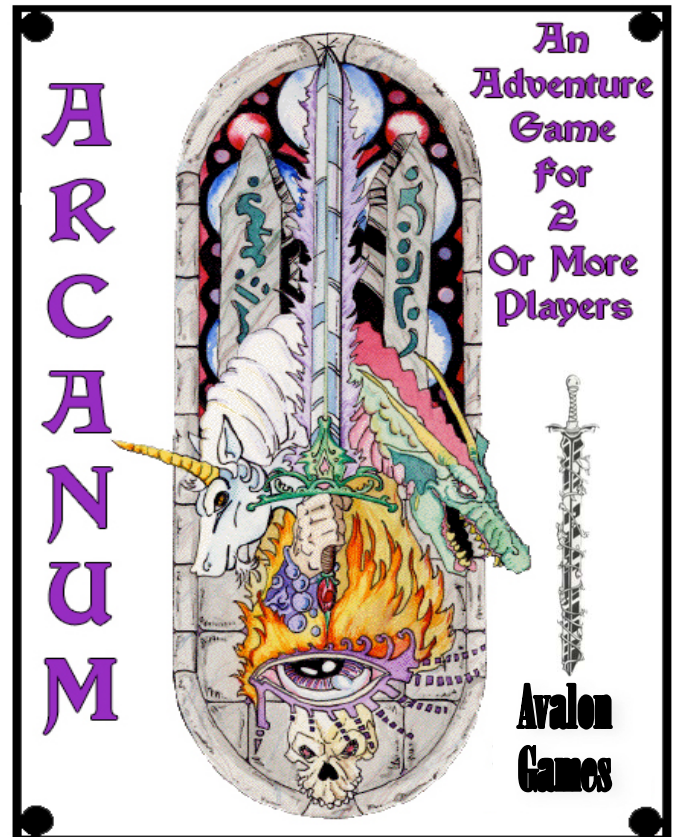
If you liked this game, then try one of Avalon Game's great games, such as
Arcanum

(Click [here](#) to visit this products page at RPGNow)

Your training in the great halls of magic is now over, the years of hard work and difficult study finally coming to an end. Tomorrow you will begin your long journey, one each graduate of the tower must take, a journey of adventure, danger and riches. You will need all your skills to survive this quest, but you are ready, for your magic is strong and your will is like iron.

Arcanum is a simple to play, but complex game of adventure and magic, a game where players seek out the destiny of their character as they travel about the many magical lands on a unique game board. Players will need to achieve a set of victory conditions if they wish to win the game, conditions that they have set for themselves before the game even begins. Encounter monsters, dangers and companions to aid you in your quest, and along the way you may even join other players as you each try to achieve some great deed. That or you may find that you have to battle these players as they seek to steal from you all your gathered magic and riches. Allies can turn into enemies with a blink of the eye, so you must walk your path with caution.

Arcanum uses a unique system of "Chips" to resolve all conflicts, so no dice are ever used. This creates a game where luck has no place in the final outcome, but rather your skills at thinking ahead and planning determining whether you will win the game or not.



***Arcanum comes with 15 fully illustrated, full color map tiles.**

***16 full color, stand up character counters, each an illustrated portrait of a different character.**

***Over 80 spells, from four different fields of magic.**

***Over 100 other game cards, each offering information on quests, treasures, equipment, companions and more.**

***A fully illustrated rules book of over 30 pages full of charts, rules and information on how to play the game.**

***Player charts, handouts and other game aids to make the experience a faster, smoother game.**

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.

2

Warlord Grom

2

4



Strength 3

Speed 8 / 1

Movement 4

Adrenal 4

Will 4

Health

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.) Grom 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.

Spirit Tiger




Wolf



Night Stalker




Major Glory




Lamia



Sie



Gyea



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.



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