

Steel and Glory



**An S&G
Genre Game**



Avalon Games

**A Game of
Fantasy Battles**

With a battle cry the dwarf warrior slammed his battle hammer into the skull of the skeleton before him. The animated bones flew part with the power of the dwarf's blow, as the momentum carried his hammer into the next skeleton with almost the same amount of might. All about him his battle brothers crushed the necromancer's undead soldier, the weak skeletons going down as fast as the foul magic could reanimate them. The dwarf began to sing a battle song, the words carried by his brother nearby as they works at the slaughter before them.

This is Steal and Glory, another great Mini-Game from Avalon Games. A fast paced skirmish game of battle, skill and guts, Steel and Glory allows players to field small bands of warriors, who will then fight bloody engagements. Each set within the system will cover two different forces, and also offer new battle tiles, new abilities and new excitement. So don't wait, gather your warriors to you and fight for the glory of your chosen lord.

Note that this is not a complete game, and requires that you have a copy of the master rules, available with the first set in this series.

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All comments, suggestions and contacts can be made at...

Avalon Games Company, avalon@comstar-games.com

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**Game design, artwork and layout by Robert Hemminger
Edited by Christi Monson**

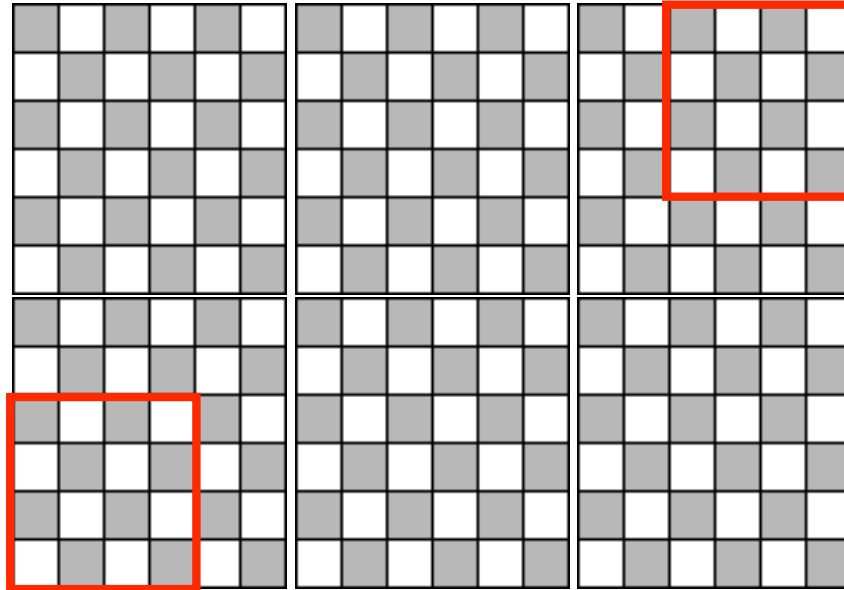
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Fight the battle for eight turns, then end the game. Total the point cost of the characters slain. The player with the most character points slain loses the battle.

Map Set Up:

You may use any Battles Tiles you wish.



Objects

Objects are set up in the following manner. Each player starts the game with 10 object points. Each player places one object at a time. Roll 1d6 to see who places first. When a player has placed all of his objects, he is done placing. Players do not have to spend all their points. Objects may not overlap each other.

One Square Object = 1 point
Two Square Objects = 2 points
Four Square Objects = 4 points
Buildings (Any size) = 5 points

Object Effects.

- * **Trees.** Trunks block line of sight. The foliage of trees do not, but any ranged attacks through foliage suffer a +2 to the Attack Score. Trees can be thrown and have strength of 10.
- * **Rocks** add +1 to the cost to move through the square. They do not block line of sight, although any ranged attack that draws a line of sight through a rock filled square suffers a +2 to the Attack Score. Rocks can be thrown and have a strength of 3.
- * **Boulders** cannot be pushed over, although they can be climbed over. They block line of sight, and can not be shot through at all with ranged weapons. They can be thrown and have a strength of 8.
- * **Building** walls block line of sight and walls cannot be moved through. Doors cost +1 movement to enter.
- * **Brush** adds +1 to the cost to move through the square. They do not block line of sight, although any ranged attack that draws a line of sight through a brush filled square suffers a +1 to the Attack Score.

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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.

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



loans that
change lives

If you liked this game then try one of Avalon Game's Mini-Games, such as Heroes Inc, a great super hero addition to the S&G game line.

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

Major Glory hit the Brute with a might upper cut, sending the villain high into the air to then crash into the bus across the street. The hero cringed at the damage being done in this brawl with the Brute, the Mayor would not be happy when he watched the news tonight. With a growl, the Brute climbed his way out of the wreckage of the city bus and charged Glory again. Someday, the hero thought to himself, as he once more grappled with the incredibly strong super villain, someday he would just have to find a new line of work, something simple, less destructive in nature.

This is Heroes Inc. another great Mini-Game form Avalon Games. Taking the S&G skirmish game system and adding a super hero twist, we have come up with a great comic book hero game. Take your heroes and battle their greatest foes for control of the city. See if you can match the villainous cunning of an arch-fiend, or the super strength charge of some alien menace.



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.



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





Wolf



Kir



Sie

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.

