

Kung Fu



Avalon Games



The Ninja watched as the young Samurai walked into the training arena. This would be the final exam for both of these warriors and only one would pass the class. With blinding speed, the Samurai drew his Katana and charged the black clad Ninja. Just as fast the Ninja was gone, swallowed up in a cloud of black smoke and nasty smelling vapor. All that could be heard were a few loud thuds, and as the smoke cleared, all looked down upon the Ninja warrior, who now stood over the fallen form of his foe.

This is Kung Fu U 2, the Sequel, the game of martial arts combat and fun times. Can you out fight your foe before they bring you down with a surprise attack? Can your Kung Fu out shine your foe's skills? Find out who is the best of the best with this exciting Mini-Game from Avalon Games. While a full game in an of itself, when combined with the first edition of Kung Fu U, these two game will expand the system and allow you to play even more fun games of Kung U madness.

Note that this is not a complete game, and requires that you have a copy of the master rules, available with the Mini-Game, Kung-Fu U.

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Damage Chart

Undamaged
Undamaged
Undamaged
Undamaged
Undamaged
Hurt
Hurt
Hurt
Incapacitate
Incapacitate
Knocked Out

Damage Chart

Undamaged
Undamaged
Undamaged
Undamaged
Undamaged
Hurt
Hurt
Hurt
Incapacitate
Incapacitate
Knocked Out

Palm Block



Condition	Defense Dice	Accuracy
Undamaged	2	4
Hurt	2	3
Incapacitated	2	2
Stunned	2	1

Forearm Block



Condition	Defense Dice	Accuracy
Undamaged	2	2
Hurt	2	1
Incapacitated	1	1
Stunned	1	0

Hip Block



If blocks all damage from one attack, may make a free throw attack if you have an active throw card in play

Condition	Defense Dice	Accuracy
Undamaged	6	2
Hurt	4	2
Incapacitated	2	2
Stunned	1	1

Duck Under



Condition	Defense Dice	Accuracy
Undamaged	2	1
Hurt	1	1
Incapacitated	1	0
Stunned	Unable	

Rabbit Punch



Stuns on a natural 6

Condition	Attack Dice	Accuracy
Undamaged	3	2
Hurt	2	2
Incapacitated	2	1
Stunned	1	1

Hard Elbow



Stuns on a natural 5 or 6

Condition	Attack Dice	Accuracy
Undamaged	3	3
Hurt	3	2
Incapacitated	2	2
Stunned	1	1

Throat Gauge



Stuns on a natural 4, 5 or 6

Condition	Attack Dice	Accuracy
Undamaged	1	3
Hurt	1	2
Incapacitated	1	1
Stunned	Unable	

Ankle Kick



Stuns on a natural 6
Knock Down if all attacks dice score a hit.

Condition	Attack Dice	Accuracy
Undamaged	4	4
Hurt	3	3
Incapacitated	2	2
Stunned	2	0

Soft Hold



Play with any flip or hug card. If you score a hit with any of those cards, you gain a hold on the foe. Foe is limited to playing only cards of speed 2 or less until the hold is broken. To break the hold, foe must discard a speed 4 or higher card.

Fast Counter



Play on any defense card. After the defense card is played, make an out of turn attack from those listed below.

Condition	Attack Dice	Accuracy
Undamaged	1	3
Hurt	1	2
Incapacitated	1	1
Stunned	1	0

Step Under



Play on any defense card. After the defense card is played, your next attack card played is at a +1 to hit. Discard after use.

Roll Up



You may stand up from a knock down and so avoid the knockdown's activation effect. Discard after use.

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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 Robot Jocks.**

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

Lopez struggled to regain his balance after the servo of missiles slammed into his robot.

The sheer force of the missiles' combined explosions nearly knocked him to his knees. Even so, his skill at the controls allowed him to not only stabilize the massive robot, but even to bring himself into a good position to use his own heavy weapon.

With a flick of his trigger finger, Lopez's robot fired the massive fusion cannon which belched forth a deadly stream of super heated gas. Johnson's robot took it full in the face and fell backwards, crashing to the arena floor with a mighty thud.

The crowd roared as Lopez took his victory lap around the arena, one more foe defeated by his superior robot driving skill and weaponry.

This is yet another great Mini-Game from Avalon Games. Take your mighty robot's weapon systems into the national arena and fight other robots. Try to out maneuver, out fight and just plain out last your foe in this unique, and fun, card based game.

Robot Jocks



Avalon Games




Avalon Games



**Try the expansion as well, and have a
great robot time.**

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.

