

# Earth Vs. The Flying Saucers



## Avalon Games



General Stormgunden chewed on his cigar and grumbled under his breath. “Damn aliens have destroyed Chicago Mr. President,” he offered as he watched the president pale at the thought of the aliens making their way to D.C. Ever since the Hamster incident, the President had suffered bouts of doubt and indecision. Sure, the nukes used on the monster Hamster had laid waste to half the country, but hell, that still left the other half radiation free. In his option, the general thought, that was a good trade off.

Now the strange aliens had arrived, destroying ever city that lay in their path. Their flying saucers were damn near unbeatable.

“We got only one choice sir,” the General offered, “Nukes!”

This is the newest Mini-Game from Bad Baby Productions. The world has survived the rampage of the giant Hamster, Mr. Chips, but can it survive an invasion of aliens? Aliens armed with flying saucers and death rays. Only you can stop them. That or watch the world burn. The sequel to Bad Baby’s popular Hamster that Ate the World Mini-Game, Earth Vs. the Flying Saucers takes that great game system and stands it on its head. Have fun trying to take over the world or trying to defend it with the frail, weakling human forces.

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

**Avalon Games Company, [avalon@comstar-games.com](mailto:avalon@comstar-games.com)**

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

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### Introduction

Earth Vs. the Flying Saucers is a fast paced strategy game where one player takes on the role an invading fleet of alien flying saucers, while the other player controls the military forces trying to stop the aliens from destroying all Earth's cities.

Played in turn, the game is fun, fast and easy to learn, so enjoy yourself and have some great sci-fi fun.

### Game Construction

Once you are ready to play Earth Vs. the Flying Saucers, 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 out all of the needed 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 Earth Vs. the Flying Saucers 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 reusable.

### Suggestions on Component's Construction and Printing

First off, if you want to spend the money, you should 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 board. 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 pieces with clear self-adhesive lamination sheets. (Again available at most office supply stores.)

### Getting Started

Once the game is ready to play, lay out the map boards and pick who will play the aliens and who will play the military that is trying to stop them.

Once sides have been set up, the Alien player should place the first arrival marker anywhere on the map board, within the restrictions given below. The Human player then places the second marker. Switch back and forth until all markers have been placed.

All arrival markers must be placed, and no markers may be placed closer then two hexes to a Human city hex or within two hexes of another marker.

You are now ready to play.

### Flying Saucers

At the start of the game the Flying Saucer player should roll 1d6. Place a single Saucer counter on the arrival marker you just rolled for. This is your first flying saucer.

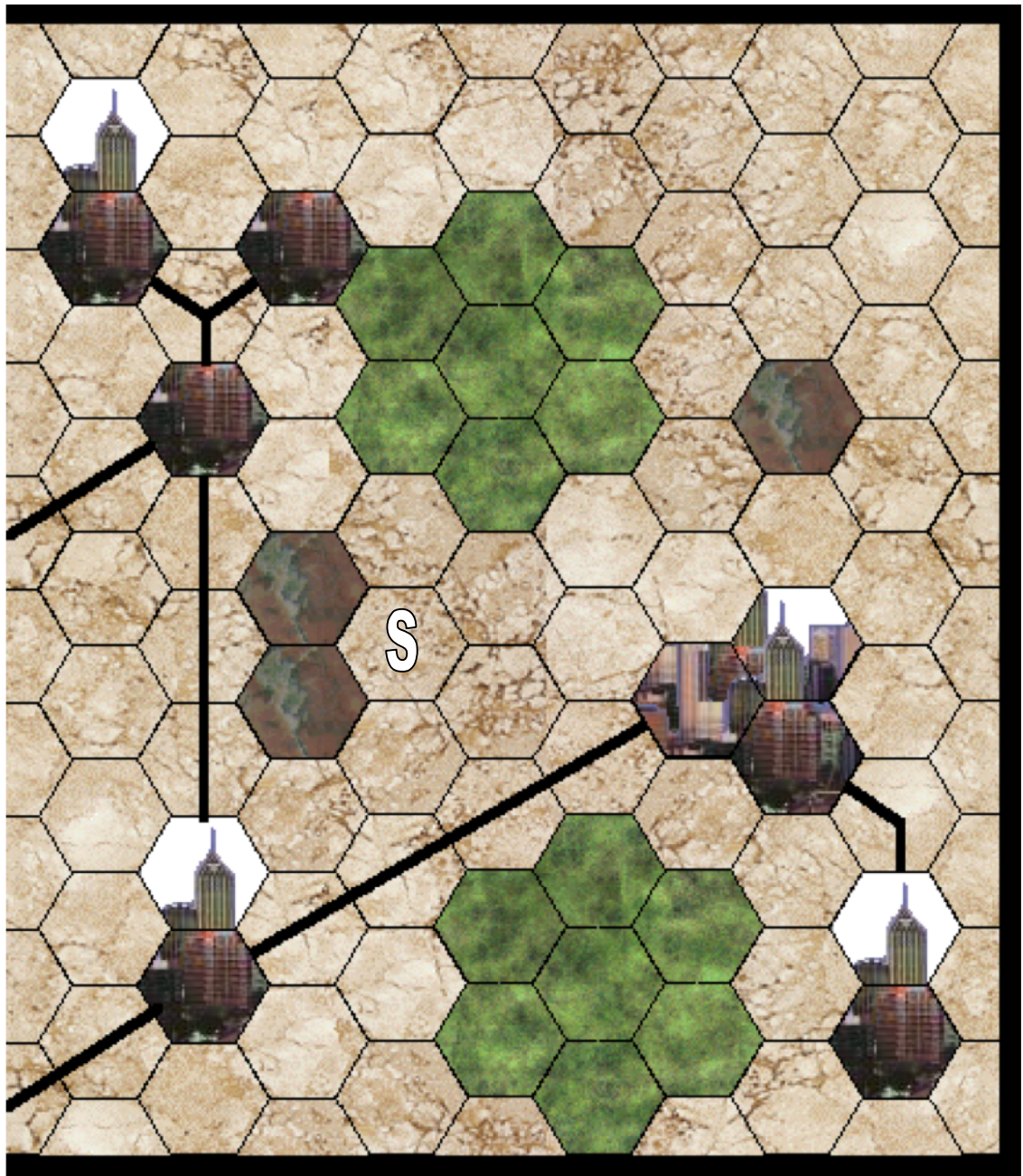
Each turn, a new saucer may arrive, as indicated by your arrival roll. When a saucer does arrive, roll to see which arrival marked hex it will appear in.

Each saucer then may move and attack as you see fit. When all arrival markers have been destroyed by the Human player no more saucers may appear, although all remaining saucers may still move and attack as normal.

### Human Forces

The Human player takes control of the military in their attempts to stop the monstrous aliens. Each turn, new forces will be produced and those forces in play may move and attack the aliens. The game then becomes a race, of sorts. Can the military stop the aliens before they destroy all of the cities on the map?





# Avalon Games



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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 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

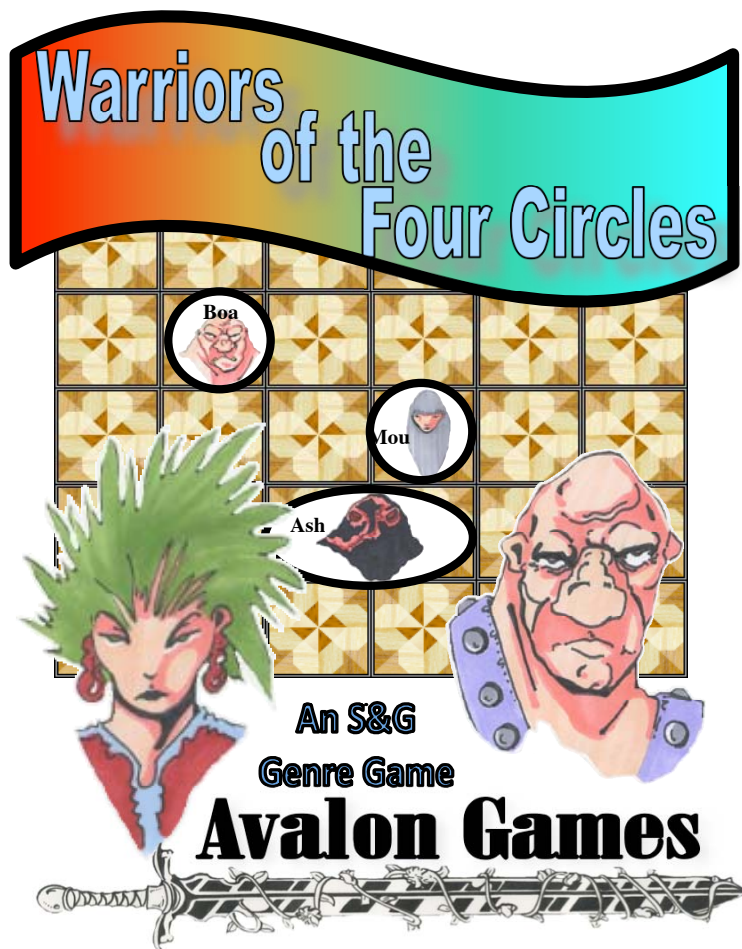
**If you liked this game, try one of Avalon Game's Mini-Games, such as Warriors of the Four Circles, a great addition to the S&G line of skirmish games.**

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

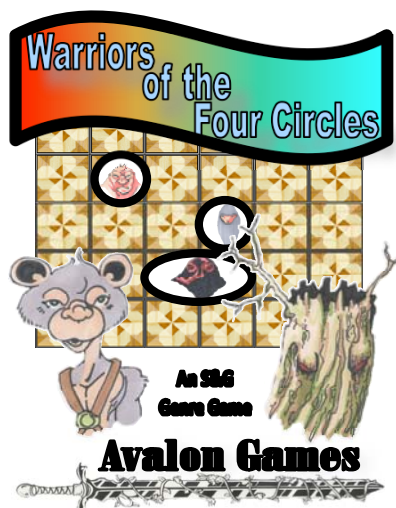
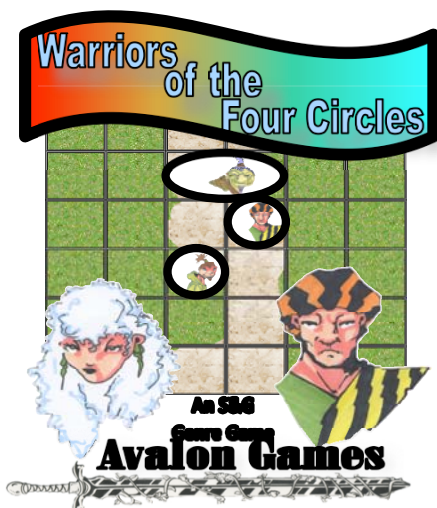
Dragon stopped along the bamboo trail as the four well armed men stepped out of the brush to either side of the trail. "We will require a toll for you to walk on our trail," Offered the lead bandit, a nasty smile on his face.

"Course a woman as pertly as you might have to pay with more then coins," He smirked to his friends. As the bandit turned his head back towards the Dragon, She lashed out with a mighty kick, knocking his head clean off his shoulders. The other three bandits screamed in fright as the warrior called the Dragon smiled her own grin and moved on them.

This is Warriors of the Four Circles, another from Avalon Games. Taking the S&G skirmish game system and add to it super Kung-Fu masters and martial arts experts and you have a great action game of flying kicks and mighty blows. Warriors of the Four Circles is a great mix of martial art action and elemental magic, all creating the wild world of a mighty battles and high suspense.



**The game comes with 18 characters. Full rules on martial arts and various style, battle tiles, counters and more. With two additional expansion and fully compatible with other S&G genre set, this is a wild, great 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.



**Warlord Grom**

**2**

**4**

**Strength** 3

**Speed** 8 / 1

**Movement** 4

**Adrenal** 4

**Will** 4

**Health**




### Weapons and Armor

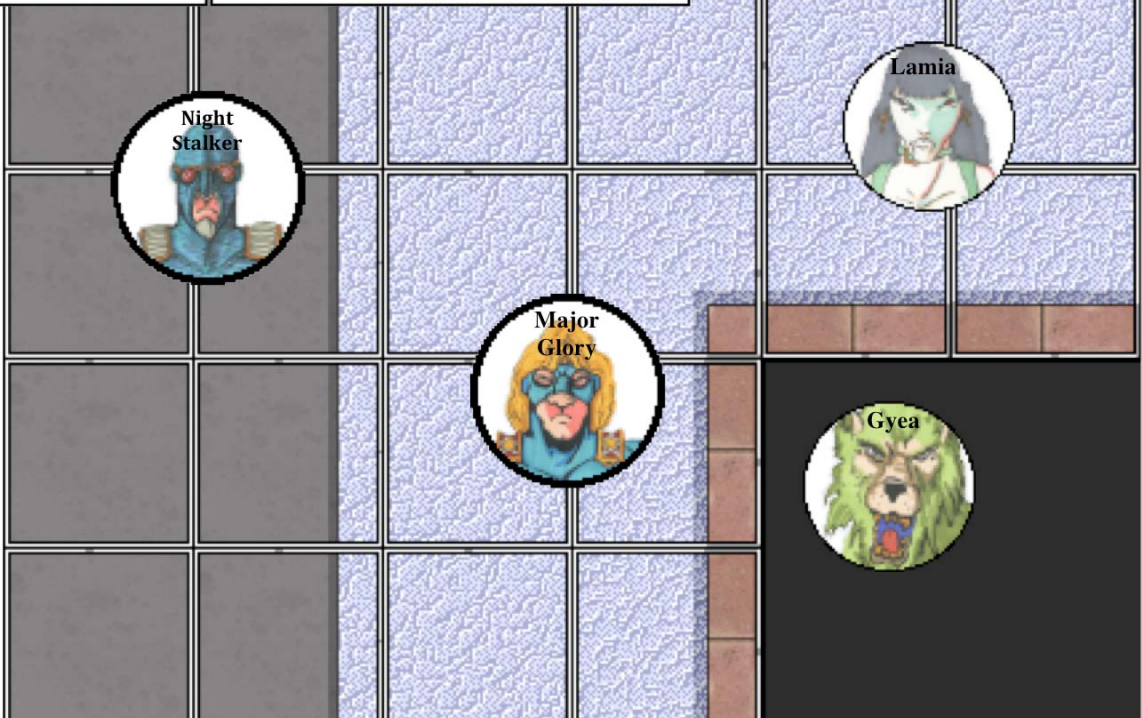
Weapons	As mod	Damage mod	Notes
Scimitar	-1	+1	-
Dagger	+0	-1	-

### 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.

