

# Dragon



# Ranchers

Farmer Tom rang the bell by the barn and watched as his herd came in for their evening meal. The goats, which stood tied up near by, bleated in nervous fear as the small dragons swooped in and began to feast. “Good herd this year,” Tom said to himself, “Going to be a champion in there somewhere, just you watch.”

Dragon Ranchers another great game form Avalon Games. Raise a dragon and match it against your foe’s best beast. Watch as they rip each other apart to prove which is the best dragon in the lands. Fun, fast and full of thrills, Dragon Ranchers is a great little game for everyone.

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### Introduction

Dragon Ranchers allows players to build a dragon deck made up of various cards. When both players have constructed a deck, they then battle each other, using attacks and defensive moves as they try to defeat their opponents.

Simple to play and full of fast fun, Dragon Ranchers will fill hours of your time, so be warned.

### Game Construction

Once you are ready to play Dragon Ranchers, 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 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 to play Dragon Ranchers over and over again, and we 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 cards and handouts. 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 cards. Next, get your hands on some spray glue. (Available at most craft stores and office supply stores) Use this to mount the cards onto thick card stock. 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 cards with clear self-adhesive lamination sheets. (Again available at most office supply stores)

### Getting Started

Once the parts are ready to play with, each player will need to construct a deck for their dragon. (See Player's Decks) Once the decks are ready, each player rolls 1d6. The highest roll goes first, drawing and playing cards in this order.

\* Note: The die rolled is also the player's starting activation die and the number rolled is used for their first turn of activity.

At the start of the game, each player deals two cards to themselves. These are laid face up on the table. These cards are considered to be in play at the start of the game.

Each player then deals three more cards to themselves, which they place into their hand. These cards are the players' starting hands.

Last but not least, each player should lay out a damage chart before them and use a token of some sorts (not supplied) to record their dragon's current damage.

### Cards

Dragon Ranchers is composed of a set of cards, each card showing some sort of attack, defense or ability that the dragon may perform. As players draw cards from their deck, they will gain access to more abilities, but so to will their foe.

### Player's Deck

Each player in a game must construct a deck from the cards supplied. The deck's composition of cards is up to the player, although there are some rules that govern just what and how many cards can be included.

The following governs the construction of a robot deck.

- A. All decks must have 20 cards, no more or less.
- B. No deck may have more than 10 red attack cards, 10 blue defense cards or 10 yellow maneuver cards.
- C. No deck may have more than five breed cards. If breed cards are included in a deck, then all breed cards must be of the same element. (You cannot have air dragon cards and water dragon cards in the same deck)
- D. No deck may have more than the four of the same card.

### Player's Hand

Each player may have up to five cards in their hand at any one time. If, for some reason, they end up with more than five cards, they must discard the number of cards that returns them to the five card limit.

Cards that are discarded are lost for the game and placed in a discard pile.

### Activation Dice

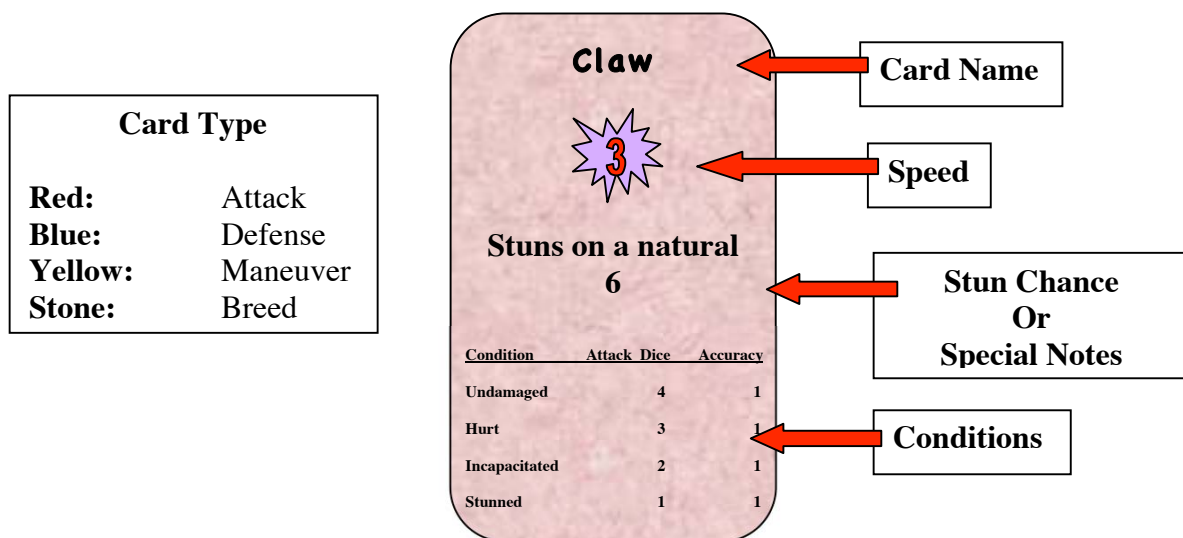
At the start of their turn, a player will roll 1D6. This is their activation die for the turn. The activation number rolled will remain in effect for that player until the start of their next turn.

When a player wishes to use a card that is in play, said card must have a speed that is equal to or less than the player's current activation number.

### Example:

Ted has three cards in play and rolls an activation roll of 3. Two of his cards have a speed of 2 and can be used this turn. One has a speed of 6 and so may not be used.

As you will note, both players may have different activation numbers, and thus be able to play different speed cards. Thus, the type of cards you build your deck with and their speed will determine your fate in the game. Building a deck with a lot of low number cards may allow you to go more often, but they will not do much damage when they are used. On the other hand, build a deck with a lot of high speed cards and you may never get to do anything while you wait for that 6 to come up. Of course, when you do roll that 6, watch out because these high-end cards can do a lot of damage.



### Card Sample

#### Active Cards vs. Playable Cards

Playable cards are any cards you have laid down on the table. These cards are ready to be used, should you roll an activation roll high enough to activate them.

Active cards are playable cards, which have a speed that is equal to or lower than your current activation number.

#### Turn Order

Each turn player will draw cards from their deck and then place cards into play, using active cards as needed. When a player has made all the actions they are able to complete that turn, their turn ends and the next player may take their turn. This continues until the game ends.

# Avalon Games



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### **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.

