

13

BBP

Heroes Inc

Special Guest Stars The All Star Squad

Can our teen
heroes stop an
alien invasion all
by themselves?

An S&G
Genre Game

A Heroes Inc
Expansion

Avalon Games



The Brute swatted at the little girl covered in flames as she shot past his head, he thought her name was Firebug or something like that, some heroine that could make herself small and also could burst into flames. The Brute didn't care really what she called herself, he was going to squash her like the little bug she was.

Just then another girl ran up to him and hit him real hard with a flying kick. "Take that you bully," Called Liberty Lass as she did a back flip and came up in a combat stance. "The All Star Squad is here to stop you in your tracks," She cried out with a smart ass grin on her face. "Damn," The Brute thought to himself, "I hate heroes."

Overmind's Invasion is the latest in a series of linked scenarios for the Heroes Inc. game system. Play these linked games and live through an issue from the Heroes Inc. comic. See if your heroes can defeat Overmind before he takes over the world.

Note that this is not a complete game, and will require that you have Heroes Inc. sets #1, #2 and #3.

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Introductions

Overmind's Invasion is a series of link scenarios for the Hero Inc. game system. Here you will be presented with a series of scenarios, who's outcomes will have dire effects on additional scenarios within the series. Thus what takes place in the first game may well have effects in later game. Designed to be played as if you were reading a comic (The 13th issue of the All Star Squad to be exact), these scenarios should allow you hours of comic book fun with your Heroes Inc. games.

Getting Started

Players should determine which side they will play for the series of games, either the heroes or Overmind and his allies (Or slaves as he calls them). Once you have set which side each player will participate on, begin the first scenario in the series. Read each scenario carefully, and keep notes of events within the game. At the end of the game, determine who won, based on the conditions set in the scenario. Then continue on with the next game in the series, as outlined in the scenario you just completed. Note that you may end up not playing all of the scenarios in this series, based upon results of the games played. This will allow you to have several different outcomes from replays of the series, and thus increase your overall use of this product.



Scenario #1, The Brute

“Wow,” Tiffany exclaimed as she sat down at the lunch table across from her best friend Julie, “You hear about that volcano in Kansas?”

“Ya,” Julie replied over her ham and chesses sandwich, “I hear that all of the members of Hero Inc. took off this morning to deal with it. I never heard of volcanoes in the mid west though, you think it could be some arch villain behind it all?”

Tiffany frowned at the idea. “Could be, I wouldn’t put it past any of those crazies, but I wouldn’t have the foggiest idea who could pull off such a thing. Did you ask your sister before she took off with the rest of the Hero Inc. members?”

“Shush! You want to give away my secret identity or something!” Julie cautioned, looking around to see if anyone might have heard.

“Come on, who listens to us, we’re just too girls having lunch at school, who would ever think we were the super heroines, Firefly and Liberty Lass of the All Star Squad.”

”Still you should be more careful, “ Warned Julie.

Just then both heard the new as it came out over the television mounted in the wall in the cafeteria. “News Flash, the Brute has been spotted robbing an armored car near Star High.”

“Gee, with Hero Inc. out of town and the Guardians fighting that flood in Nevada, their is no one in the city to stop him,” Offer Tiffany.

“No one but the All Star Squad,” replied Julie as she took one last bite out of her lunch and then rushed off to get her costume.

Big Blue Smack Down

Overview:

The Brute is on another of his rampages and there are no heroes around to stop him, well, other then the All Star Squad.

Villain Player:

You will play the Brute in this battle.

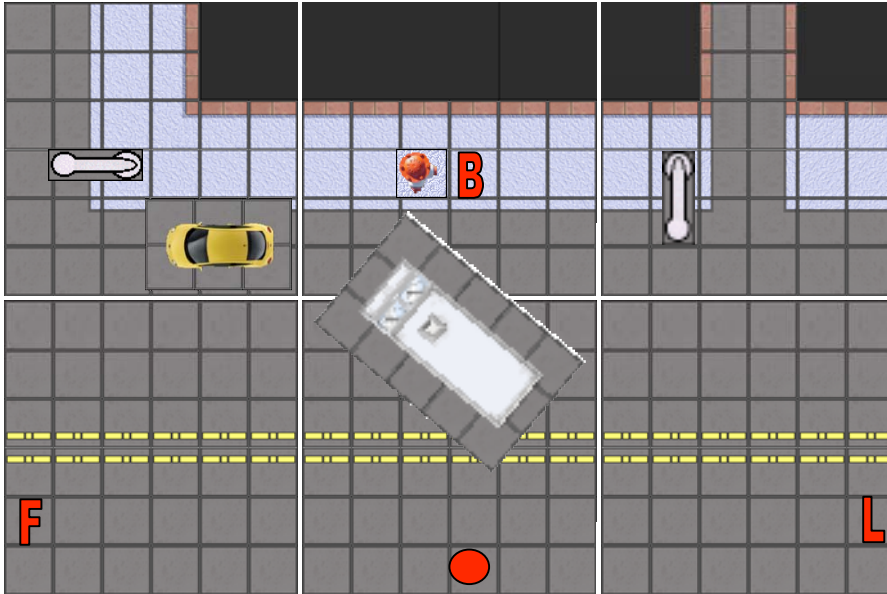
Hero Player:

You get to play Firefly and Liberty Lass.



Map Board:

Set up the map as shown below.



Fire hydrants do not block line of sight, but do cost one point to move over. They have a strength of 5.

Streetlights have a strength of 8, and can be thrown or used in close combat, giving the character the reach ability.

Cars do block line of sight and block movement. They can be thrown and have a strength of 10 (13 for the armored truck).

Game Set Up:

The Brute starts the game in the square marked with the B. Liberty Lass in the square marked with the L, and Firefly in the square marked with the F.

Victory Conditions:

Each player gains a number of victory points based upon the cost of characters that you knocked out during the game.

If the Brute gets away (By the exit shown by the red dot), or if he is the last one standing after the fight, the villain player gains 5 extra points

If the heroes are able to stop the Brute from stealing the money, then the hero player gains 5 extra victory points.

Total your victory points for this game and keep a record of your totals.

Post-Game Conditions:

If the Brute won the battle, or he was able to flee the map board, then go to scenario #3.

If the two heroines are able to stop the Brute, then go to scenario #2.

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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.

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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.

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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 the game then try one of Avalon Game's Mini-Games,
such as Demon Wars.**

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

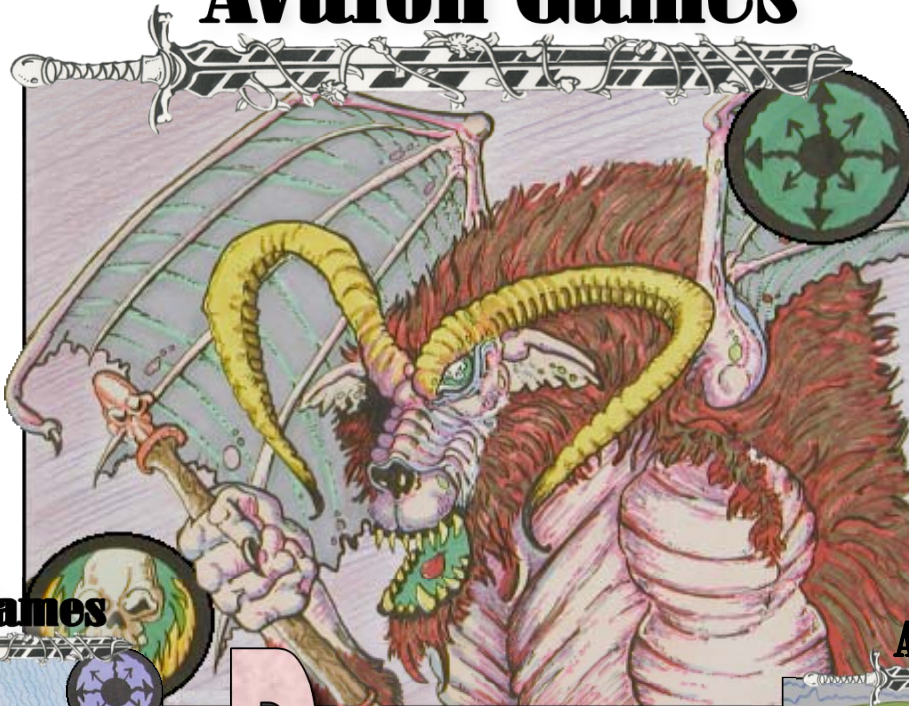
Orcus howled in fury as his front lines broke and the enemy demons poured through, his forces scattering to the four foul winds.

"You may have defeated me today Lilith, but the war is not yet over," Vowed the great demonlord Orcus.

This is Demon Wars, another great Mini-Game from Avalon Games.

Demon Wars is a fast, fun game of demonic conquest and war. Can your forces defeat your rivals before they grind you under their hellish boot? Fully expandable, the system will showcase two new Demon Princes with each edition, as well as new hex boards, troops, magic and more.

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Demon Wars



Demon Wars



Demon Wars

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






Wolf



Kir




Sie




Night Stalker



Major Glory



Lamia



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.

