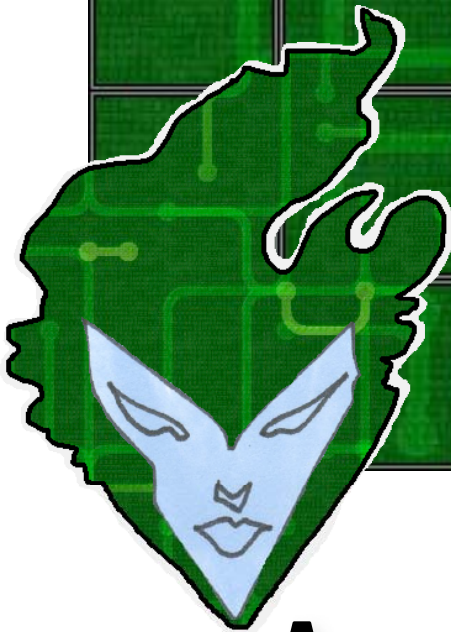


Net Warriors



An S&G

Genre Game

Avalon Games



Adam ducked under the virus's attack, the data claw leaving a path of destruction as it cleaved through the net wall. Adam had to get past this brutish virus if he was to have any chance of stopping its master virus, the code known as Thulu.

This is Net Warriors another great addition to the S&G line of Mini-games from Avalon Games. Taking the S&G skirmish game system and place it in a far future world of internet warriors and data goons, you and your friends can now engage in battles across the data fields of the web.

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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Scenarios

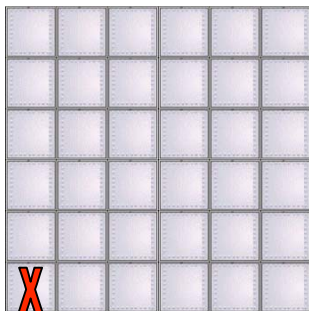
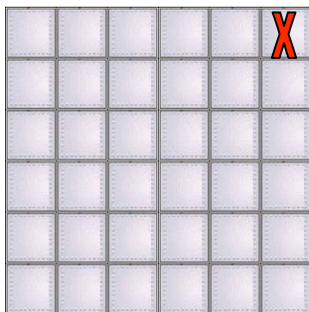
One-on-One

In this scenario, two characters enter into a brawl, where only one will walk away.

Player's Characters:

Each player may pick one character with a total cost of 20 points, or less.

Map Set Up



Starting Positions:

Each player may place their character on one of the squares marked with an X. Each player may pick one map board to place.

Victory Conditions:

The player that survives the fight wins the game. Characters may not flee the game map.

Walls block line of sight

Small Skirmish

In this scenario two parties of foes encounter each other and go at it. Only the strong will walk away from this engagement.

Player's Characters:

Each player may buy up to 40 points in characters, but all characters must be bought from the same faction. No solos are allowed.

Starting Positions:

Each player may place their characters on one of the squares marked by the red box. All characters from your faction must be set up on the same side of the map board.

Avalon Games



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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 on of Avalon Game's great Mini-Games, such as Conjurer.

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

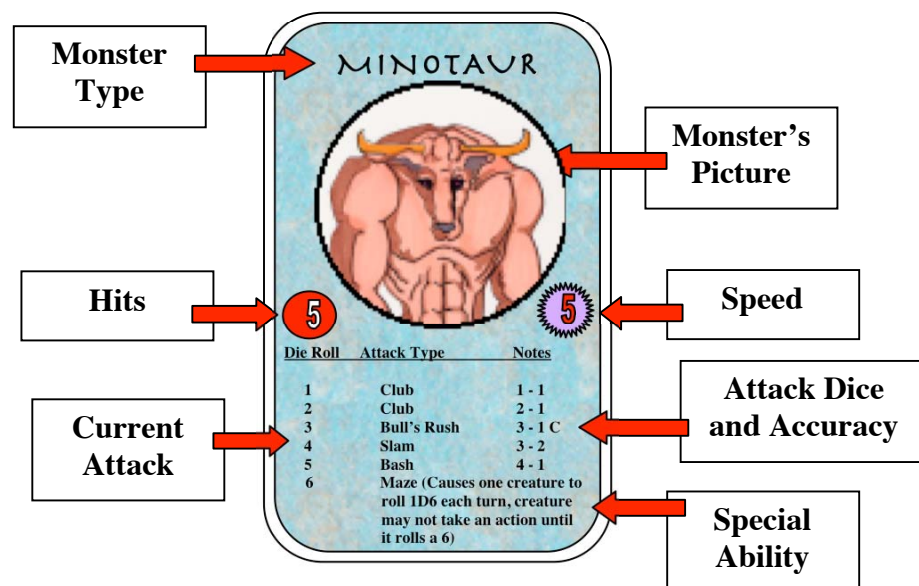
Julia watched as her foe summoned a Hydra with a flourish and a puff of green smoke. Jarrird had always been a bit of a show off, Julia thought as she watched the many-headed beast slither about on the ground before its new master.

No matter, she smiled, her enemy could be as showy as he wanted to be, it would not stop her from crushing him under her boot heel. Knowing the Hydra would still be a bit dazed from the summoning spell, and thus vulnerable, Julia quickly sent her Goblins in to kill it. The small green warriors each drew their short swords and rushed the larger creature, yelling a shrill battle cries as they charged. Julia knew the little green Goblins would have no chance against the many heads of the Hydra, but she hoped to at least hurt it a little bit so her Minotaur could finish the job. Once his last defender had been taken care of, well... Jarrird would be next.

This is Conjurer, another Mini-Games from Avalon Games. Play a skilled wizard as you battle other spell casters in a duel of summoning. Each magician has the skill to summon various monsters to their aid, monsters they then may send into battle in a desperate attempt to kill their foe before they themselves are dragged down. Skill, cunning and a little bit of luck is needed to be a successful conjurer and thus, master over all those that would stand against you.




Avalon Games



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.



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

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.

