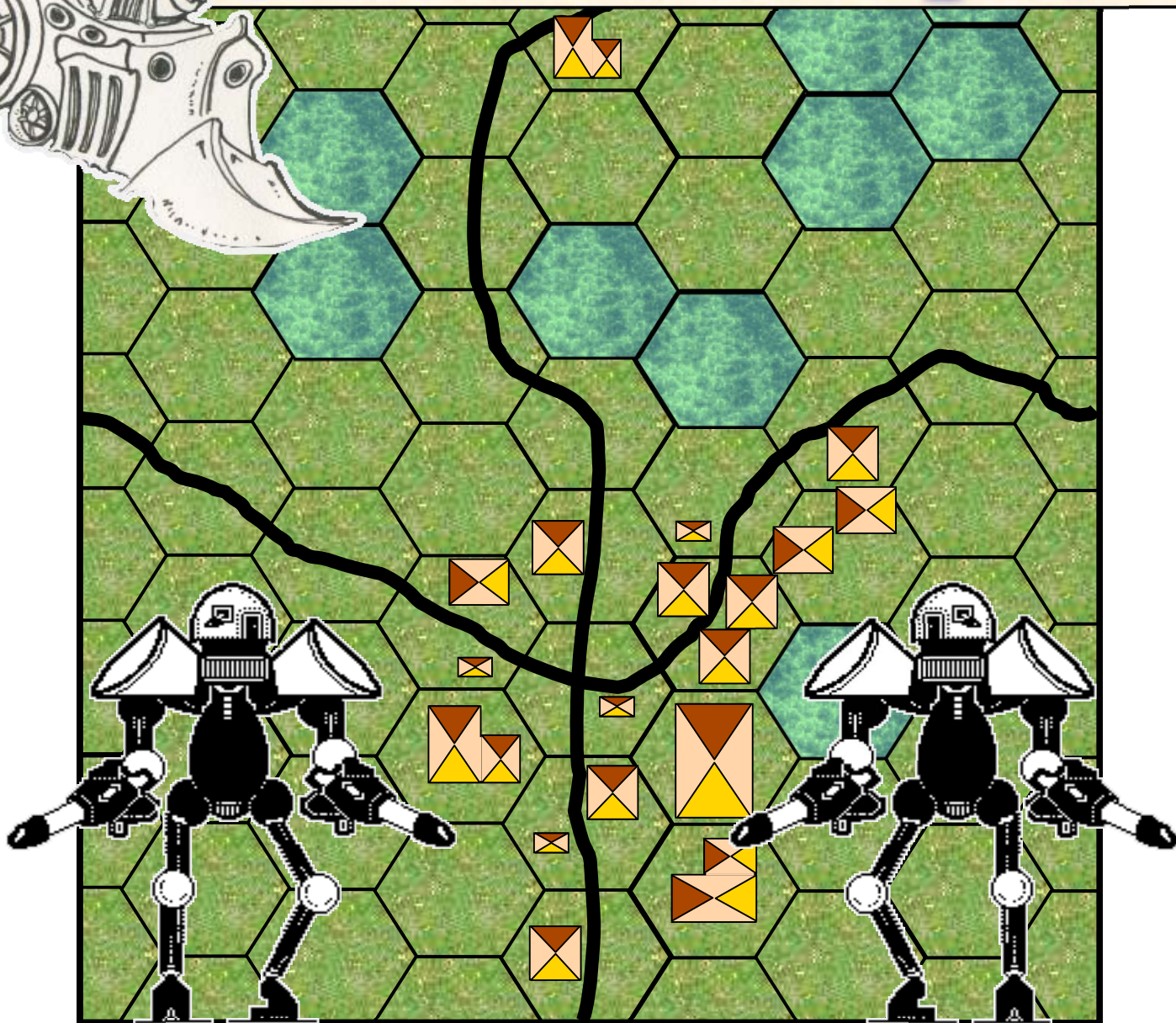
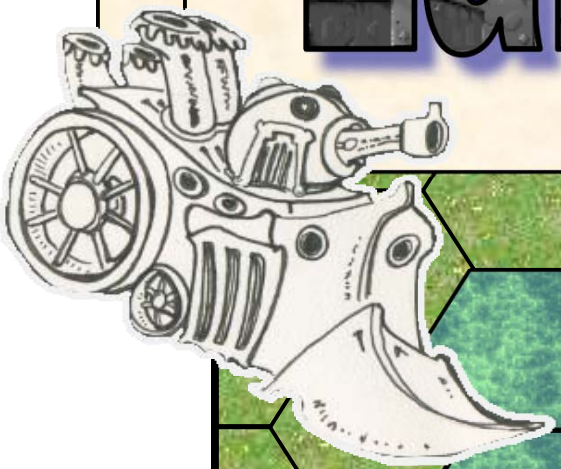


# Land Ships



**Avalon Games**



The Sergeant called out for the men to take cover as the black gleaming Horror Gaunt machine topped the hill. "Prey to God it doesn't fire a black smoke canister," One of the men offered, only to turn pale as the Land Ship belched a oblong metal can into the air, a scream of terror coming from the men in the trenches as the can filled with death fell to the earth.

This is Land Ships, a great addition to Avalon Game's line of products. Land Ships takes war in the Victorian age and stands it on its head. What if Jules Vern and H.G. Wells had gotten it right just a little bit closer to home, what if the great powers had taken steam power and used it to craft great engines of war and destruction. This is Land Ships, a world where an alternate reality exists, one where science has allowed kings and empires to forge massive war machines, tank like creations but on a massive scale.

Lead a grand army of steam powered behemoths made of iron and brass across the battlefield, while all the time trying to defeat you foe's own massive monsters of metal and steam.

Fully expandable, each set for this system will allow you to play forces from different factions, adding new war machines, map boards and exciting fun.

**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](mailto:avalon@comstar-games.com)**

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**Avalon Games at...**

**[www.avalon-games.com](http://www.avalon-games.com)**

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

# Avalon Games



### Horror Gaunts

The terror of the horror gaunt is non stop, for these black wizards and alchemist seek nothing short of world dominance. They send their sorcery powered engines of death out every winter, seeking to wage war and sow terror into the hearts of all men. Few care to fight these black metal monsters, for they are always armed with deadly, foul weapons that rip, burn and melt men in their boots.

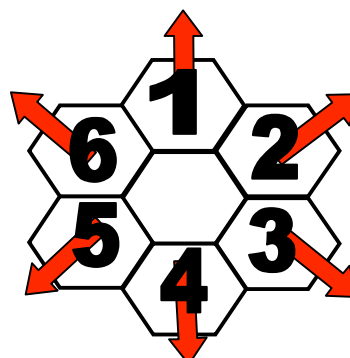
Unit Costs		
Unit	Type of Unit	Cost per Unit
Conscript Infantry	Infantry	1
Light Cavalry	Cavalry	2
Raiders	Cavalry	2
Light Artillery (Light Cannons)	Artillery	2
Medium Artillery (Medium Cannons)	Artillery	3
Dark Guns (Heavy Cannons)	Artillery	4
Skull Walker	Land Ship	37
Black Scorpion	Land Ship	57
The Beast	Land Ship	97
Terror Walker	Land Ship	127

### Special Rules:

One of the most feared weapons in the arsenal of the Horror Gaunts is the black smoke. This deadly gas seeps about the battlefield, withering men's flesh and turning soldiers into little more the desiccated husks. Even battle hardened soldiers, veterans of years of war, have been known to flee such terrible fates.

Any cannon mounted on a horror gaunt may, instead of firing a normal cannon ball, can fire a black smoke canister. No to hit roll is required; simply place the black smoke template on a target hex within range of the cannon. Each turn roll 1D6 on the chart below to find the direct that all black smoke counters will travel in that turn as the winds sweep across the landscape. After rolling for the direction, roll 1D6 for each smoke counter in play. This is the distance that that smoke template will travel. Any hex that contains a unit that the smoke passes over takes an automatic one hit of damage. Smoke, one deployed, will remain in play until the game ends, or the smoke template moves off the game map board as the winds blow it about.

Wind Direction



# Avalon Games



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games.**



## **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 then try one of Avalon Game's Mini-Games,  
such as Heroes for Hire.**

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

The magistrate leaned back from his desk and sighed. He had so much to do and little time or money to get it all done. In his hand was a report of goblin raiders attacking farms to the north. On his desk where other requests for aid, complaints about bandits along the high road, undead shambling about a local graveyard and many more calls for aid.

Leaning forward the high magistrate called in his assistant, a small, frail looking man with small eyeglasses perched on his thin nose.

"Yes milord?" the small man asked with a swift bow.

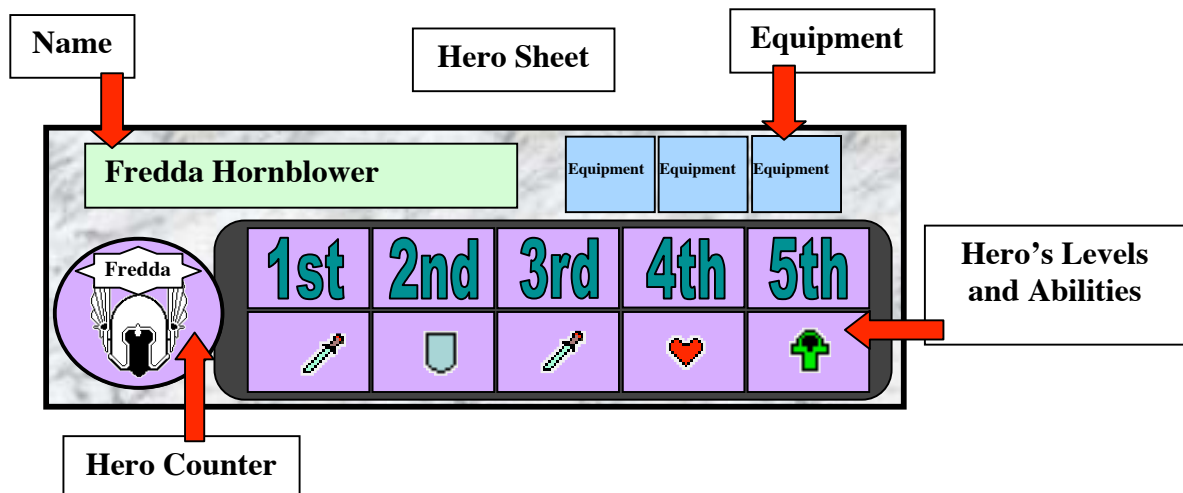
Handing the report on the goblin raiders to the his assistant, the Magistrate told him to give the job to, "That dwarf, what was his name? You know, the one that help us out with the troll some weeks back. He and his band of adventurers did a good job on that assignment, let us see how they fair with goblins."

With a bow, the bespectacled man turned and left, calling for a runner to go find the dwarf, who know doubt was drunk in in some tavern, rewarding himself with the gold he had earned on his last job for the city's chief trouble shooter.

This is Heroes for Hire, another great Mini-Game from Avalon Games. Take the role of a city bureaucrat, as you seek to solve one problem after another. Most of your day-to-day dealing though, has to do with adventurers, their hiring and then sending them off to solve one of the many problems that plagues your city. Can you build up a stable of reliable heroes who will slay the dragon you need dead, or find the grand treasure that you need to offer as a wedding present to the king's third cousin. Seek glory through the blood and sweat of others, and rise to the top position within the realm.

# Heroes For Hire

**A Game of  
Adventurous  
Fun**



# 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

## Warlord Grom

2

4

**Health**

**Strength** 3

**Speed** 8 / 1

**Movement** 4

**Adrenal** 4

**Will** 4

### Weapons and Armor

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

### Special Abilities

- 1. 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)
- 2. 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.
- 3. 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.

