

# DICE-tractions

## *Dice Racing*



**Avalon Games**



# ***DICE-tractions - Dice Racing***

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## Dice Racing

*“Brad, I tell my contact to meet me at the track.” Brian begins telling Brad about how he wants to not only find out some information from his contact, but also develop his character’s gambling habit.*

*Mike rolls his eyes while Julie quietly sighs. Brad notices the player’s lack of enthusiasm of Brian once again going off to do his own thing during game. Brad, however, is ready for this and handles this meeting at the table. “Ok, you get to the track; your contact is not here yet. What do you want to do while you are waiting?”*

*Confused by not going off into a different room, Brian pauses for a moment and asks, “Shouldn’t we discuss this privately?”*

*Brad smiles back and says, “Well you did say you went to the track, so we need racers. Mike. Julie. Would you two care to help us out?”*

## Introduction

Horse racing, auto racing, gladiator racing, whatever the kind of racing, watching something pushed to the edge of its endurance cross a finish line has been a past time of the human race throughout recorded time. Now you can do it at home with you dice.

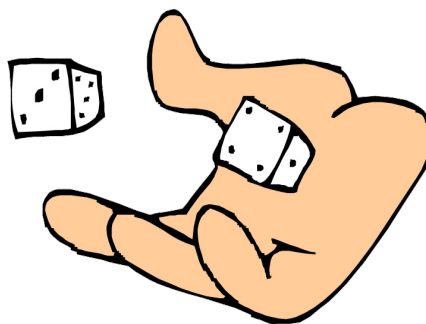
Dice Racing is a multiplayer dice game where everyone takes one race participant and shows how well they can roll with their dice. Not only is Dice Racing a fun standalone game, it works in conjunction with role playing games of any setting or system. Your gambling character now has a way to place a wager without just having the Game Master say, “You lost,” with no explanation.

## How to Play

- 1 Setup: Choose the number and kinds of dice being raced. Each player will need that many dice. A pen and paper is recommended for recording everyone’s results, but these are not required. Count up all the sides of the dice that one player rolls, then multiply that number by five. That number is the finish line.
- 2 Rolling: Roll your dice and record your total results. Roll your dice again add these results to your previous total. Keep rolling until someone meets or exceeds the finish line.
- 3 Winning: If two cross the line at the same time, the one with the higher final total wins. If both had the same final total, then it is a tie.

## Example

Mike, Brad, Brian and Julie are preparing for their dice race. Brad tells the others to use 2d6 dice. With a total of 12 sides, the finish line is 60. They roll their dice. Mike gets a 6 and a 2 (totaling 8); Brad rolls a pair of 3’s (totaling 6). Brian’s dice are a 3 and a 6 (totaling 9), and Julie rolls a 4 and a 1 (totaling 5). After the next round of rolling, they add their new total to their previous total. The total of each round with a running total in parentheses is shown below:



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### **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 tons of gaming goodness, free games, add on materials for many of Avalon's titles, and a monthly sections dedicated to S&G, Battle Axe and Arcana. Great game stuff each and every month.

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# 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 orcs, or blast off into the cold hard future with space marines and aliens.

2

## 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


- 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.







Wolf




Kir




Sie




Night Stalker



Major Glory



Lamia



Gyea

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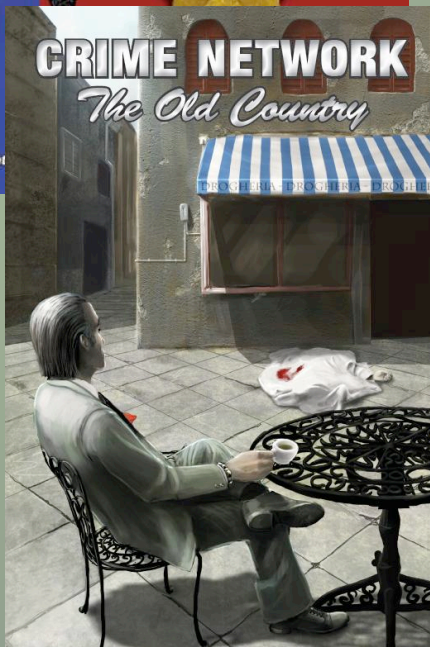
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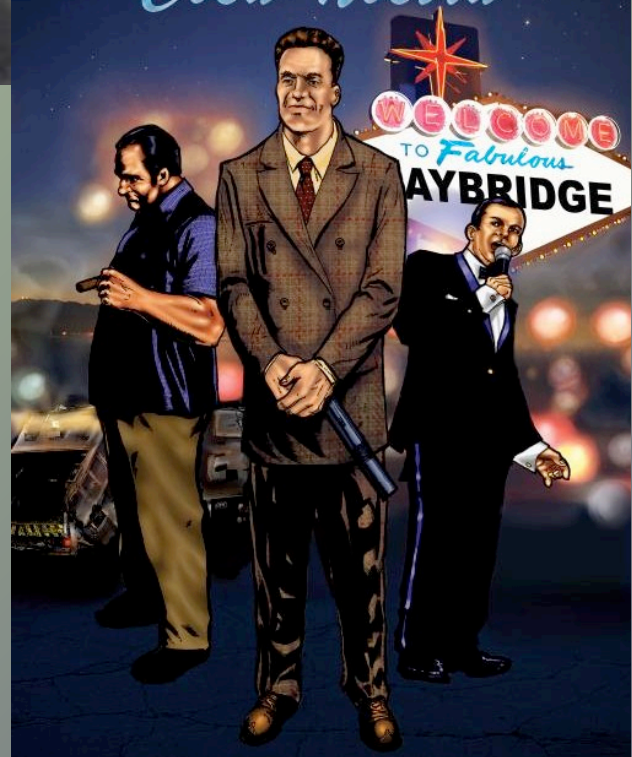
## CRIME NETWORK

The Old Country



## CRIME NETWORK

Cosa Nostra



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.

