

Saloon Fights

Saloon Fights is a game of barroom brawls the way they really were in the western movies. It's the first in a series of games to cover Hollywood's version of life in the Old West. We hope you have as much fun playing it as we had designing it.



Layout & Design
Jack Reynolds
ComStar Media, LLC

Avalon Games



Saloon Fights

GAME SCALE AND GLOSSARY

The map is a floor plan of **Saloon Fights**, plus the wooden sidewalk and the street just outside. Each hex represents 2.5 feet. Each game turn consists of six impulses, and represents the period between camera cuts in a western movie, however long that might be in real terms.

The game turn, impulse, and number of offense points for both sides are kept track of by using the appropriate counters on the numeric track on the game map.

There are two concepts that are used throughout the rules. There are: "rolling against" a characteristic, and the "quality" of a roll.

Each man has a rating for both strength (STR) and dexterity (DEX), from 1 to 6.

When required to roll against a characteristic, roll one sixsided die, and compare the result to the rating for that characteristic. If the result is equal to or less than the rating, the action that required the roll is successful. The amount by which the die roll is lower than the rating is the quality of the roll.

Each man is represented by three countershead, torso, and legs All other individuals are represented by single counters.

There are certain terms used through the rules. They are: dead, prone, stunned, unconscious, and townsfolk.

Dead - when a man or townsfolk has both STR and DEX reduced to zero, he is dead, becomes prone, and can perform no further actions.

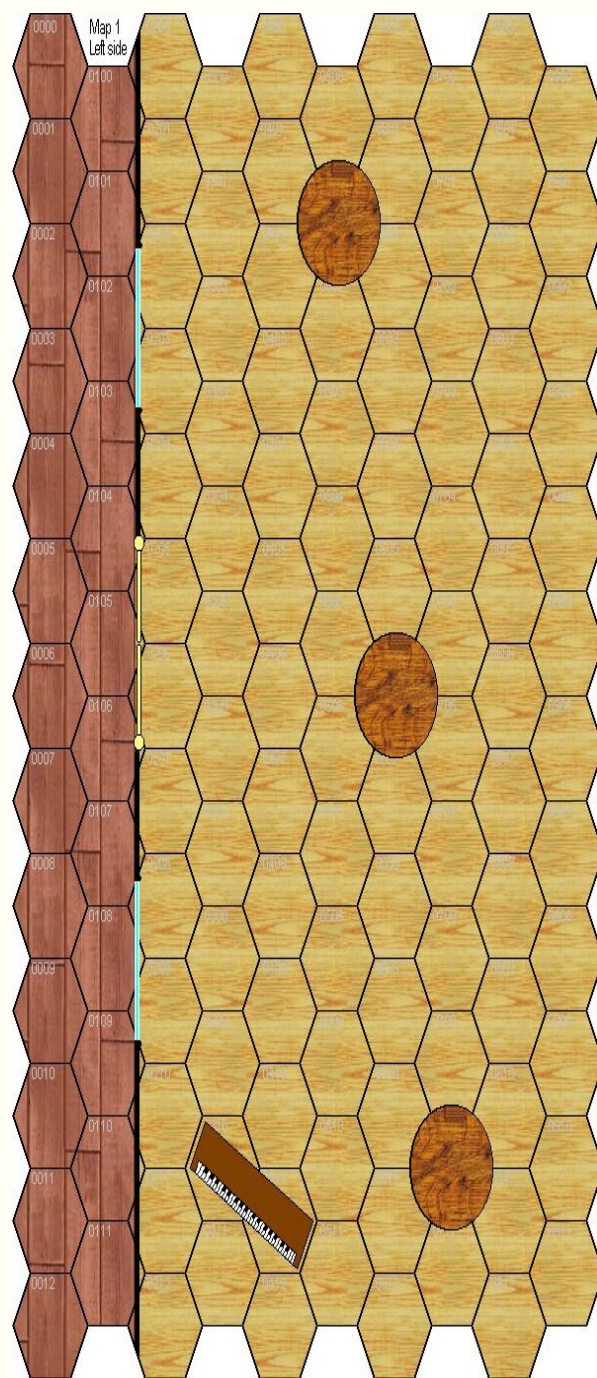
Prone - a prone man's torso is in one hex while his head is in an adjacent hex and his legs are in the opposite adjacent hex.

Stunned - a stunned man may take no action in the next impulse.

Townsfolk - all townsfolk, including the saloon girls, bartender and piano player, have STR and DEX of 3. Except for the bartender they may not initiate actions, but will always attempt to dodge attacks.

Any attack against atownsfolk that doesn't make him unconscious or dead has no effect.

Unconscious whena man or townsfolk has either STR or DEX, but not both,reduced to zero, he is unconscious, becomes prone, and can perform no furtheractions till he regains consciousness.

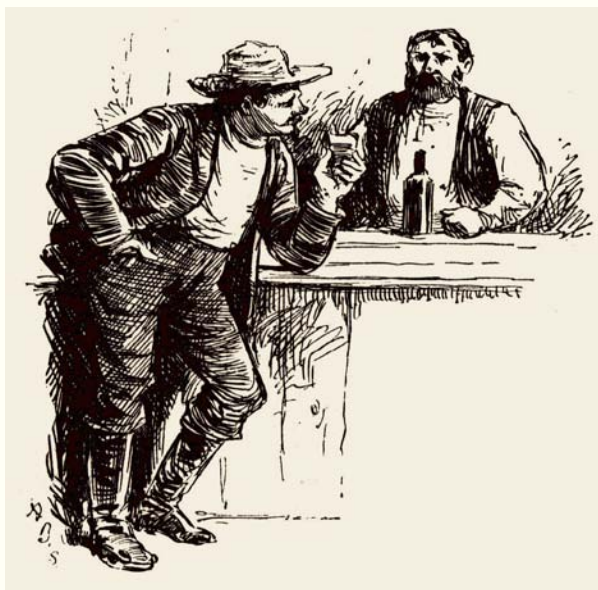


INITIAL SETUP

The players each get a crew of six men. One player represents a group of cowhands who've come to town to spend their pay. His men are Amos, Bill, Cal, Dan, Earl, and Fred. The other player represents a local group of ne'er-do-wells just looking for trouble. His men are Gabe, Hank, Ike, Jack, Ken, and Luke. Each player has 50 points that he must allocate to STR and DEX for each man. STR and DEX for each man must each be between 1 and 6.

After the points have been allocated, the players alternate placing their men on the map with the ne'er-do-well player starting. Men can be placed anywhere except behind the bar. Only one man or townsfolk may be in a hex at a time. After all men are placed, the players alternate placing the townsfolk till they've all been placed. Then the piano player and the bartender are placed in their indicated (on the map) starting positions.

Each player rolls a die to determine which of his men is involved in the altercation that starts the brawl. The die roll is counted against the order of the men listed above to pick the man. Both of these men must move directly toward each other and attempt to grapple or punch as soon as possible. No other man may move till they grapple, or the first punch is thrown.



SEQUENCE OF PLAY

Each turn consists of six impulses. On the first impulse of a turn, each player may roll a die for any unconscious man; on a roll of 1 whichever characteristic had reached zero is set to one, and the man thereby regains consciousness. In each impulse, every man may perform one action. Actions are performed in the order of decreasing DEX; the man with the highest DEX performs his action, then the man with the next highest DEX, etc. When more than one man has the same DEX, their order is determined randomly. This order is modified by the dodge rules (explained in the next section) and the following rule. If the man who is to perform his action next is adjacent to an enemy man or men, one die is rolled for each man and the result is subtracted from his DEX. These men then perform actions in the order of these adjusted DEXes. When their actions have been performed, sequencing returns to the normal DEX order.

Avalon Games



**All games available at
(Click on the name to visit their site)**

RPGNow.com

e23.sjgames.com

wargamedownloads.com

wargamevault.com

Yourgamesnow.com

Drivethrustuff.com

**Click here for a free
catalog and coupon
book. Inside you will
find links to all of our
great games and some
coupons for 20% or
more off selected
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 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.

**Avalon is a proud participant of Kiva,
making loans that change lives.**



loans that
change lives

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.



Warlord Grom

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.



Spirit Tiger



BEDROCK GAMES™

TERROR NETWORK

Counter Terrorism Role Playing Game



Endorsed by
Sol Bradman
Director of Training, Counter Terrorism Operations
Security Solutions International

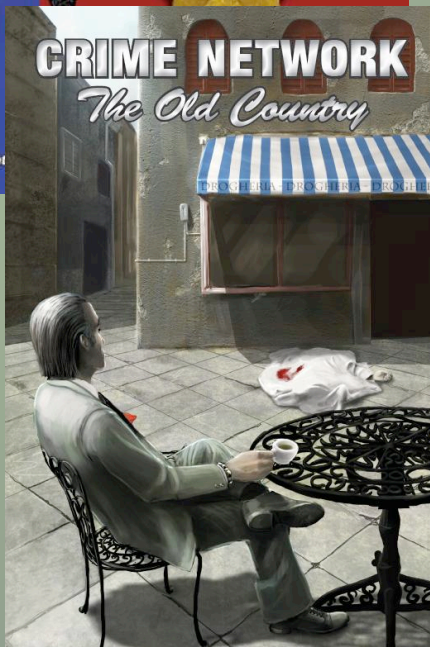
Operation Hydra Den

A Terror Network Game Module



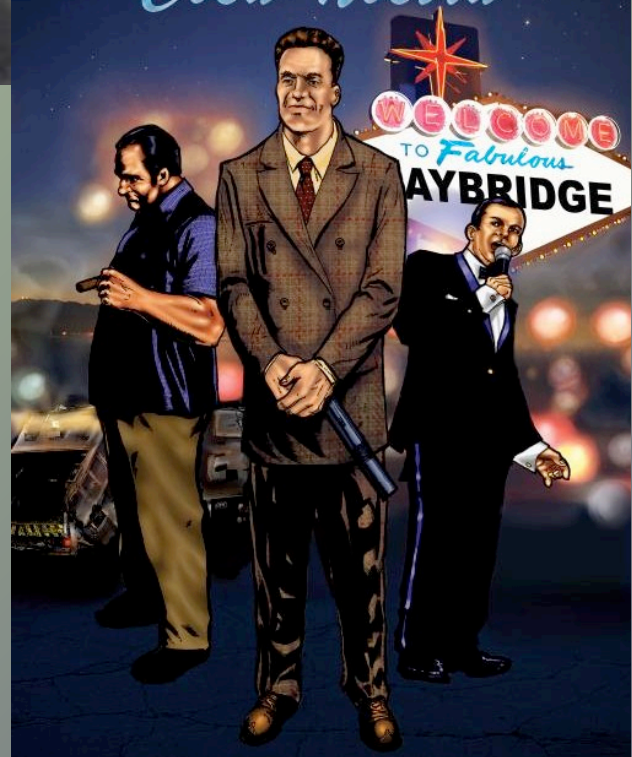
CRIME NETWORK

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.

