

Heroes Inc

A Game of Super Powered Fun

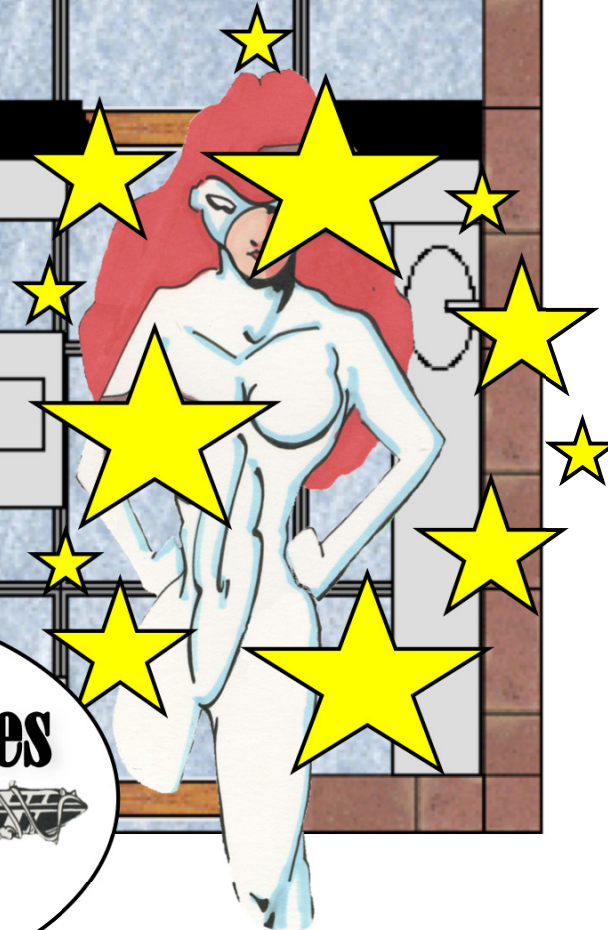
The Hammer



Red Rocket



Nova



Avalon Games



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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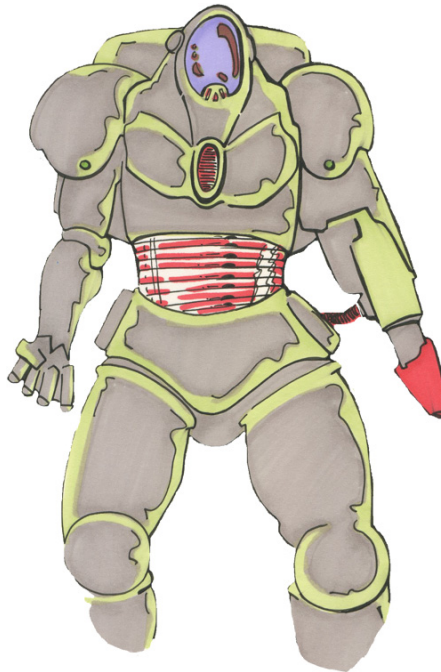
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Game design, artwork and layout by Robert Hemminger



Avalon Games



Star Girl

(Hero)

July Talbert is a nice girl, but she has a secret, she's a super hero. Able to generate strange star shaped forms of energy, she can use these stars to fly, shield herself from harm and to fling about like weapons. Using her powers she has begun a life as a crime fighter, while all the time attending a new school in a new city. Yep life at Star High is going to be interesting when this freshman steps through the front doors.

Cost:	10
Attack:	5
Defense:	5
Strength:	2
Speed:	6 / 4 / 2
Movement:	4
Power Points:	6
Will:	5
Health:	10



Powers and Abilities:

1. Star Power (Special, See Below)

Able to generate star shaped energy fields, the Star Girl has learned so far three different uses for these stars.

Star Shield (Attack, 1)

Able to form a shield in front of her, she can use the energy of the star to deflect incoming attacks and harm. When used, place a star counter in one square next to Star Girl. Any attack that can draw a line of sight through the square that is covered by the star counter automatically fails to hit. Only one Star Shield may be active at a time, and a star counter once placed may not be moved. If Star Girl moves away from the star counter for any reason the counter is removed. As long as she remains next to the counter she may move and it will remain in play.

Star Flight (Move, 1)

Able to form a star which she then rides about upon, the star will carry her high into the air. While active the Flying star allows Star Girl to fly with a movement rate of six.

Star Blast (Attack, 1)

Able to fling stars about her, she can use these to attack foes up to six squares away.

2. Dodge and Weave (Move, 1)

Star Girl is just damn hard to pin down and hurt. Any attack, be it a melee or ranged, may be avoid outright by Star Girl by rolling a 4+ on 1D6. The attack is avoided completely, which includes all additional effects carried by the attack. This ability may be used outside the hero's normal activation.

Storm Queen (Villain)

A villainess from an alternate universe, she ruled her world with a firm, iron hand, controlling the storms and weather with a villainous cunning. Her subjects finally revolted and she was forced to flee to a new world, one ready for her to conquer.

Cost:	20
Attack:	4
Defense:	6
Strength:	2
Speed:	8 / 5 / 3
Movement:	4
Power Points:	8
Will:	5
Health:	12

Powers and Abilities:

1. Storm Cloud (Attack, 1)

The Storm Queen can generate a cloud of rain and stormy weather. When generated place the storm cloud template anywhere in a square next to the Storm Queen. The Cloud will remain in this location for the rest of the game or until the Storm Queen is knocked out. Any character, other than the Storm Queen, which enters a square covered by the storm template takes 1 hit of damage which may not be avoided, and has their line of sight blocked and their movement reduced by 2 points.

2. Bolts of Lighting (Attack, 2)

The Storm Queen may fling bolts of lightning up to five squares. This is a spray attack.

3. Wind (Attack, 1)

When this ability is used, the Storm Queen calls up a great wind. All flying character within ten squares must land and may not fly further this turn. All range attacks within ten squares suffer a -1 to their Attack Rolls, and all range attacks within five squares suffer a -2 to their Attack Rolls.



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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

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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.

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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.

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.) Grom 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

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.

