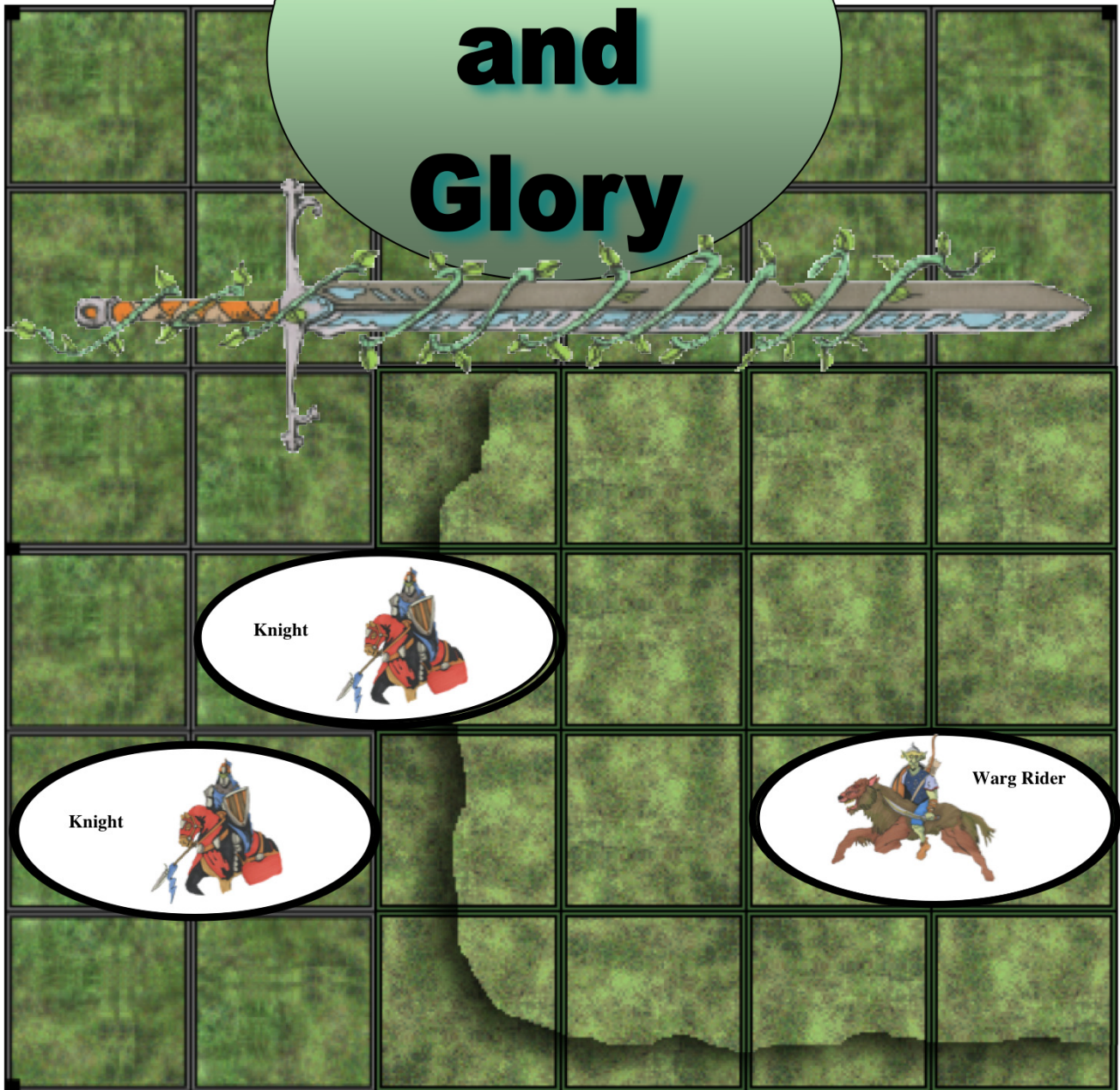


Steel and Glory



An S&G
Genre Game



Avalon Games

A Game of
Fantasy Battles

Steel and Glory: Road to Glory is the next expansion for the Steel and Glory game.
Within you will find rules for mounted characters, and a new terrain feature, hills.



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Or visit

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Avalon Games



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Introductions

Steel and Glory: Road to Glory takes your Steel and Glory games to the next level with new characters, new rules and new terrain. Fully usable with other S&G games, use these new rule to expand your gaming fun.

Game Construction

Once you are ready to play Steel and Glory: Holy Blessings, the first thing you will need to do is construct the game components. For the most part, the amount of time and extra expense you will to put into the game's construction is up to you. The simplest format is to print out all the needed parts and then just cut them out and go to it. Paper pieces are a bit difficult to deal with though, so if you wish to continue to play Steel and Glory: Holy Blessings over and over again, and we hope you do, then you may want to invest a bit of time and effort in making your game components more durable and reusable.

Suggestions on Component's Construction and Printing

First off, if you want to spend the money, buy some good quality paper. Use this to print out the various components and counters. High end paper will give you a better quality image and if you set your printer to its highest quality setting, you should get a nice set of counters and cards. Next, get your hands on some spray glue. (Available at most craft stores and office supply stores) Use this to mount the components onto thick card stock or chipboard. This will make the parts easier to pick up and use, which generally creates a better over all experience. Should you wish, you can protect your many pieces with clear self-adhesive lamination sheets. (Again available at most office supply stores).

Of course, plastic or metal miniatures can be used to replace the paper counters we have supplied, so have fun looking for the right figure to match what you need.

Cards are supplied with a front and back, so just print out a copy and then fold them along the seam. Glue the two parts together and you have a nice card for use in the game. If you like, you may laminate these cards, or buy protective cards sleeves for them. As you may want to use a washable marker on these cards to record damage and other effects, this protective sheath is suggested.

Squire (Barony)

Young knights in training, the squire is part servant, aid, friend and warrior. Don't think that as a Youngman, the squire is an easy target, no, in the short few years that they have worked to earn his spurs, the squire has seen plenty of battle and more than enough bloodletting.

Cost: 20
Attack: 4
Defense: 4
Strength: 2 / 6
Speed: 6
Movement: 4 / 8
Adrenal: 3
Will: 5
Health: 15



Skills and Abilities:

1. Mounted (Special)

The Squire may make one extra move action each activation.

2. Charge (Attack, 2)

The Squire may make a special move action and then an attack. Make a move up to 8 squares and then a melee attack on a single target at + Attack Dice.

3. Strong Arm (Attack, 1)

The Squire may make a single attack at +1 Damage. Note that this ability must be declared before the attack dice are rolled)

Special Notes:

1. A Squire is not a unique character and you may take as many of these characters as you have points to spend.

Dark Knight

(Barbarians)

Mounted on great warhorses and armored in dark mail and plates of red, the Dark Knight is too be feared, for they are the toughest, the meanest warriors the tribes of the north have to offer.

Cost: 25
Attack: 3
Defense: 3
Strength: 3 / 6
Speed: 6 / 1
Movement: 4 / 6
Adrenal: 4
Will: 5
Health: 20



Skills and Abilities:

1. Mounted (Special)

The Dark Knight may make one extra move action each activation.

2. Charge (Attack, 2)

The Dark Knight may make a special move action and then an attack. Make a move up to 8 squares and then a melee attack on a single target at + Attack Dice.

3. Trample (Move, 2)

The Dark knight may ride over medium or small characters. Simply make a move action that passes through another character's occupied square. While doing so make a melee attack as normal. If a hit is scored, the Dark knight does the indicated damage, knocks the target prone and then may continue moving onwards. The Dark Knight may not end his move on an occupied square.

If the attack fails to score a hit, the ark knight's movement at activation ends then and there.

Special Notes:

1. A Dark Knight is not a unique character and you may take as many of these characters as you have points to spend.



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 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.

