

# Game Geek



**Mage Wars  
New S&G Character  
And More**

**Avalon Games**





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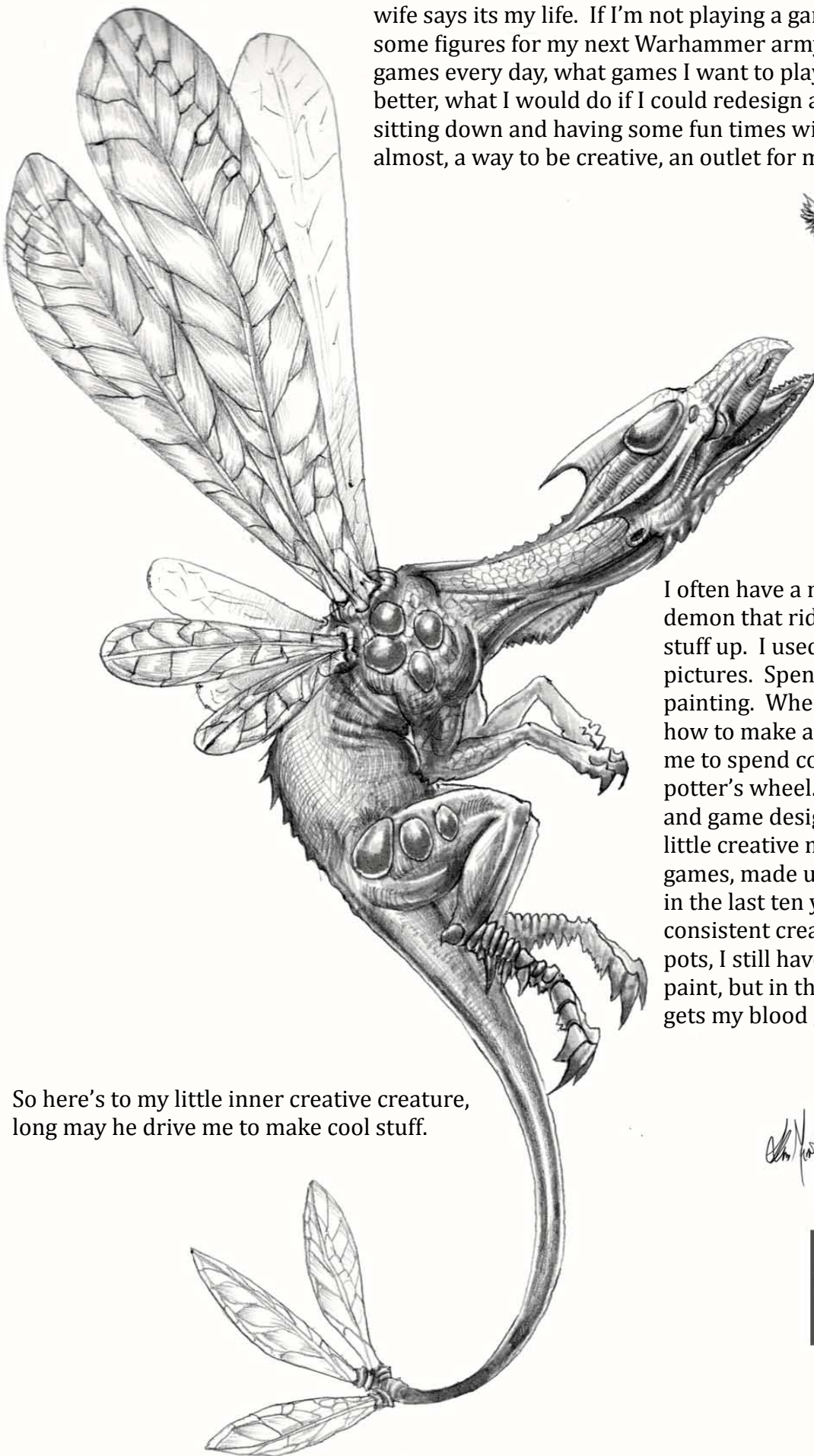
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# Avalon Games





I often talk about games, what I think makes a good game, what makes a good gamer, but gaming is more than just a past time for me. Gaming is my hobby, my wife says its my life. If I'm not playing a game, I'm designing one, or painting up some figures for my next Warhammer army. I spend hours thinking about games every day, what games I want to play next, which game I think would be better, what I would do if I could redesign a game. Gaming is more than just sitting down and having some fun times with your friends; nope it's a calling almost, a way to be creative, an outlet for my inner need to make and think.



I often have a need to create stuff, some inner demon that rides my soul demanding that I make stuff up. I used to answer that demon by drawing pictures. Spent most of my youth drawing and painting. When I hit collage I spent years learning how to make a great pot, that little demon forcing me to spend countless hours hunched over a potter's wheel. After school it was figure painting and game design. This is my new version of that little creative monster, games. I've always loved games, made up games and played them, but only in the last ten years has that been my most consistent creative drive. I still draw, and make pots, I still have thousands of little toy figures to paint, but in the end it's the making of games that gets my blood going now.

So here's to my little inner creative creature, long may he drive me to make cool stuff.

*John M. Taylor* 2008.09.23

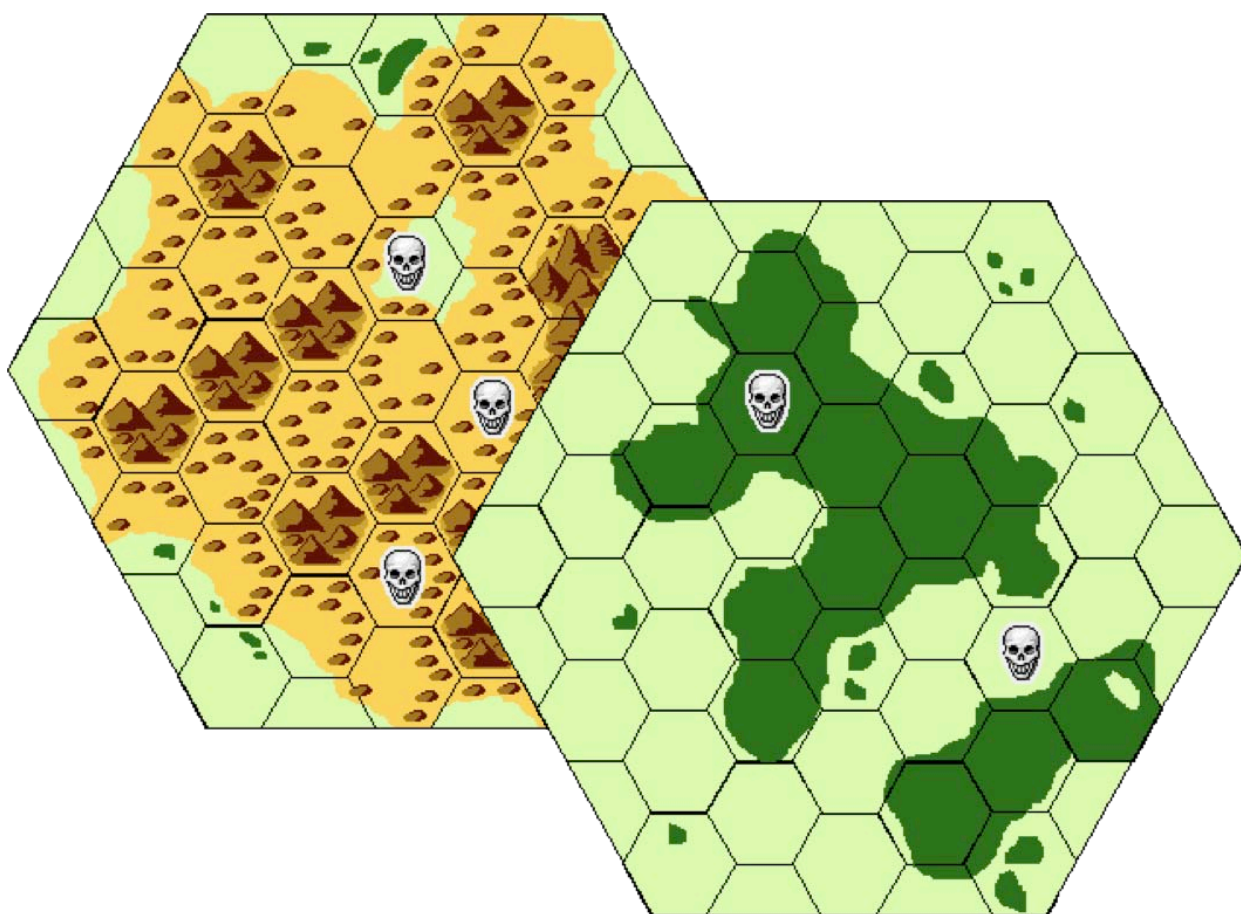


# Behind the Game



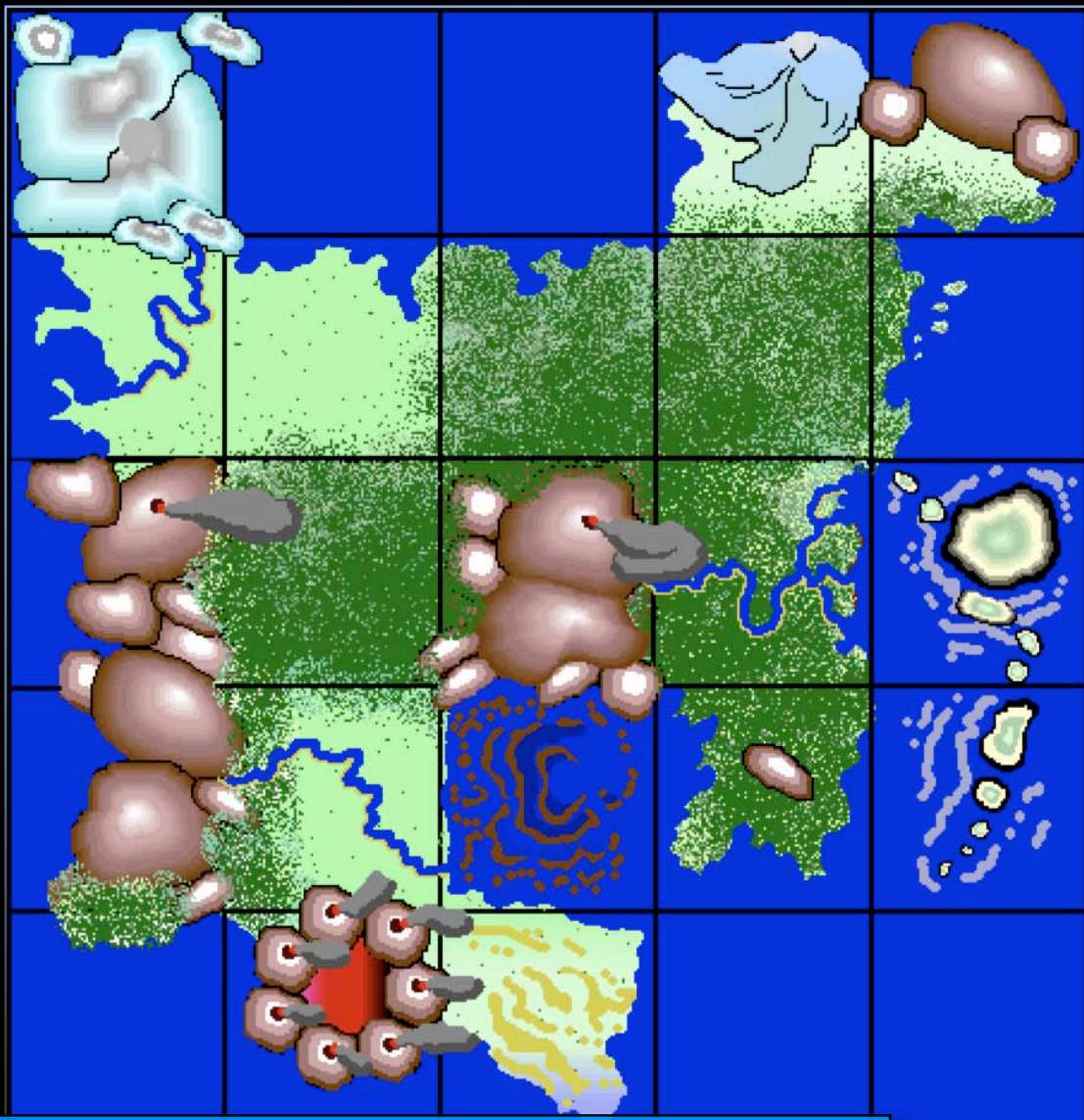
Over the years I have noticed that there's just not a lot of board games that deals with the fantasy war games genre. Sure there have been a few, but the key term is few. So seeing the need for such a game, back in the early 90's I put together a PBM called Mage Wars. The basic idea was to play a wizard, gather armies and beat your foes up. The game was fun, but I always thought it would make a great board game, and so put the idea on hold. When I was working on the Mini-Game series for Bad Baby (Now Avalon Games), Mage War came back up through the idea pile and turned into a great little system. The basics of the PBM stayed true, play a mage and beat your foes up. Course I had to come up with a few other ideas, such as unique spells and units for each mage and some other goodies, but in the end the system worked out to be real nice. Fast, fun, but full of tactical considerations.

To highlight this great little game system we have two new map tiles for you, so you can expand you games and have new territory to fight over. So have some fun, and play a few games of Mage War.





# Map of the Month



X-32... 567,595.0  
6,787.9  
Y...99754,9.909  
Z... 5858,0.00 oTo

Here for you this month we have a fun little Sci-Fi map of a planetary system being explored. Some strange things going on with this planet though, lots of volcanic activates, strange land formation and instrument readings. Might have to send down a party of explorers to investigate.



# Artist Spotlight

## Brian Thomas

We have some great black and white art for you this month from an artist who has delved back into some old school gaming art.





# Infinite Futures

Those of you faithful readers that have been following our blog, or who have signed up for our Newsletter, will already know that Avalon Games is putting together a great Pathfinder compatible Sci-Fi system called Infinite Futures. Well we thought we would start offering some sneak peeks so you can get excited. So here you go, a look at one of the classes, the Trooper. Strap on your blaster and get some gaming on with this great system.

## Trooper

There is a truism which military history has proven over and over, “You can have the best weapons, the best intelligence, and the best technology, but you can't hold the territory without manpower.” That is why at all times, past and future there will be a need for troopers. These are the brave men and women trained in the art of close quarters combat. Troopers fill a number of military, civilian and even criminal roles. These are the paratroopers, state troopers, infantry soldiers, mafia enforcers, and storm troopers (call off the lawyers Lucas, we're talking about the WWII SS).

Be it the streets, the trenches, the halls of a derelict spaceship or strange alien jungles, trooper are experts at securing the territory through the controlled use of violence.

### Hit Die

d10.

### Starting Wealth

5d6 x 10 cr (average 175cr)

### Class Skills

The trooper's class skills are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Knowledge (engineering) (Int), Profession (Wis), Ride (Dex), Survival (Wis), and Swim (Str).

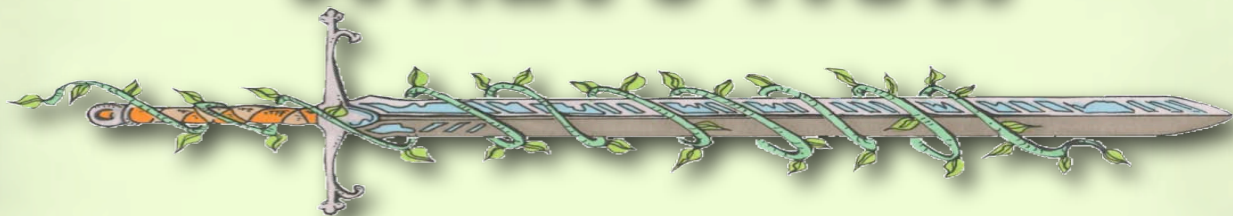
### Skill Ranks Per Level

2 + Int modifier.





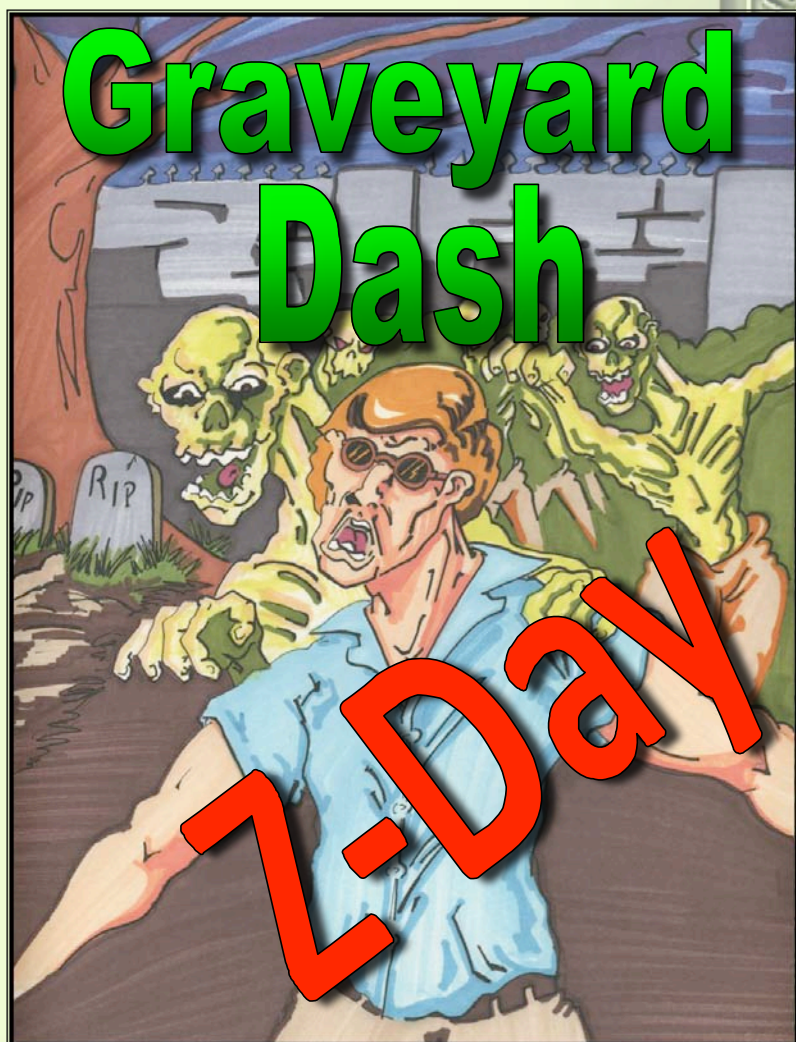
# What's New



In 2004 Bad Baby Productions began to produce small, fast, fun Print-to-Play board games, which we called Mini-Games. Fast-forward to 2010 and Bad Baby has become Avalon Games, but we have stayed committed to bring out every month a new Mini-Game. Board games, card games, dice games and more, covering all sorts of genres, from Fantasy, Sci-Fi and super heroes, Avalon Games is happy to announce the release of its 100<sup>th</sup> Mini-Game this month.

To celebrate this small milestone, Avalon Games will be doing several promotions. First off we are going all the way back to the first Mini-Game and take a new look at it in this 100<sup>th</sup> edition. Yep, Graveyard Dash will have a face-lift with a new map board and great new rules. To make it even better, this 100<sup>th</sup> Min-Game will be free, yep, free for everyone to have some great zombie fun.

In addition to all this great gaming fun, Avalon Games will be holding a 25% off sale for the whole month of September to celebrate its 100<sup>th</sup> Min-Game, so here is your chance to get all 100, and at a great low price.



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