

# **A Battle Armor Expansion**



## **Armored Assault**

**Avalon Games**



Jones ducked back into the gravity tank as the communication link started blasting orders.

Damn Federation troopers were on their way, so he and the rest of the unit had been ordered to the front lines to meet them. Gee, five light gravity tanks against a small squad of power armored troopers, it just didn't seem fair. What had he ever done bad enough to deserve this?

Armored Assault is the first expansion for the Battle Armor game system. Within these pages you will find rules for adding heavy tanks and gravity-propelled vehicles to your futuristic battles fields.

One of many Mini-Games from Avalon Games, this and others like it will take you on short, fast paced gaming adventures, and for only a few bucks.

**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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**All comments, suggestions and contacts can be made at...**

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### Introduction

Armored Assault is an expansion for the Battle Armor game system so it is not a stand-alone game. You may use these rules to add more variety to your Battle Armor games, though, as well as all the other expansions for the system that are on the way.

### Vehicle Movement

Vehicles, regardless of their type, follow the same basic movement rules as do battle suits. Vehicles may have special advantages or restrictions imposed on them based on the propulsion they use.

#### Gravity Drives

Gravity drive based vehicles move along the ground on a cushion of charged electrons. This makes the vehicle “Float” above the ground at about a height of 4 feet. These vehicles are then often “Pushed” along in the direction they wish to go by heavy fans or even small rocket drives.

The following covers all gravity drive based movement.

A gravity based vehicle may pass over hindered terrain with no restrictions but may not enter blocked terrain.

#### Tracked Vehicles

Tracked vehicles use massive treads to push and pull themselves along the ground. They follow all the rules for ground-based movement but may pass through hindered terrain with some ease. Roll 1d6 each time the vehicle enters a hindered terrain. On a roll of 3+, it costs only one movement point to enter the hex. On a roll of 1-2, the cost remains the standard 2 movement points.

#### Wheeled Vehicles

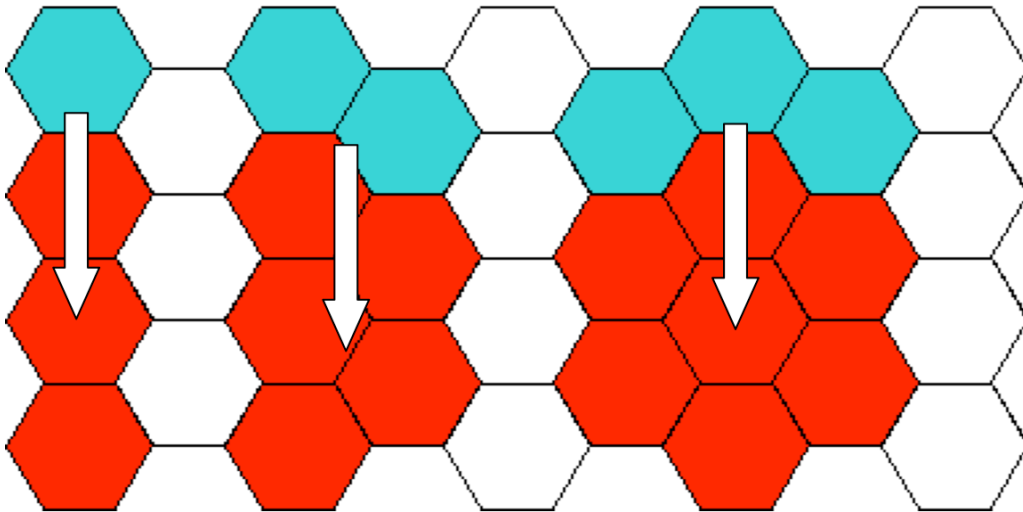
Wheeled vehicles use the standard movement rules for ground movement.

## Arcs of Fire

Some weapons set to a vehicle may have a limited field of fire. These arcs of fire will allow a weapon to fire only in a set direction, based on its position on the vehicle. Weapon systems that have an arc of fire may not fire outside this arc.

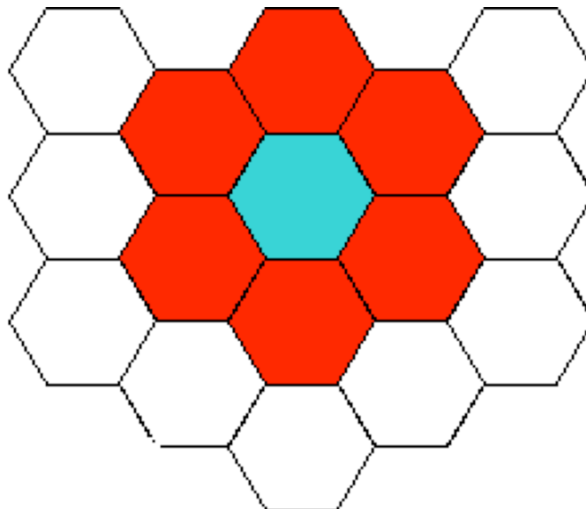
\* Note: A vehicle may fire all of its weapons in a given turn.

Small Arc, Medium Arc and Large Arcs



Blue shows the weapon placement and the red its arc of fire.

360 Arcs



# Avalon Games



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### **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 tones of gaming goodness, Free game, add on materials for many of Avalon's titles, and a monthly section dedicated to S&G, Battle Ax 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

**If you liked this game, then try one of Avalon Game's many Mini-Games, such as Star Fury.**

**(Click [here](#) to visit this product's page at RPGNow)**

The fighters swarmed the massive capital ship as their small missiles assailed her heavy armor. Adrenal Chad watched as the point defense systems of the massive ship blow each of the fighters into dust, their pilots' lives given in a vain attempt to reach a vital part of the enemies' great war ship.

"Another time, another battle," Chad swore as he ordered the rest of his fleet to turn and retreat, this battle already lost.

This is Star Fury, another great Mini-Game from Avalon Games. Star Fury is a simple to play, but complex system for running small to large-scale star ship battles. Design your own ships and fleets, or use the ready made ships supplied with this set and then launch your fleet in a desperate attempt to defeat your foe.





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



**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

- 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)
- 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.
- 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**





**Wolf**



**Kir**



**Sie**

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.

