

Alien Incursion



Avalon Games

Ford dived for cover as the Too-Nai photon grenade detonated near by, the bright flash of light the only visible sign of the deadly weapon's effect. Rolling out of the shallow crater, Ford looked on as two men from his squad staggered about the burning landscape, half their bodies turned to little more than ash from the high intensity weapon the aliens had just used.

Grabbing his laser rifle, Ford scrambled out of the hole and headed for his CO's position. "Damn Crabs", he muttered to himself as he stumbled about the burning battlefield.

Welcome to Alien Incursion. This is the first of several alien additions to the Battle Armor game system. Now you can play the crab like Too-Nai in their battles with the forces of the human race. Can your alien technology out fight the amazing power of the powered armored human warriors?

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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Introduction

Alien Incursion is the first of several expansions to the Battle Armor game system that will focus on alien forces and technology. The basic rules set forth in Battle Armor and Armors Assault, still apply to this expansion.

Game Construction

Once you are ready to play Alien Incursion, 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 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 Alien Incursion over and over again, and I 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 map board. 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 parts with clear self-adhesive lamination sheets. (Again available at most office supply stores)

The Too-Nai

The Too-Nia are an ancient space faring race, and for the most part peaceful, they are very territorial, though. This intense desire to hold what is theirs has led to many battles with the Terra forces as the young race of man expands beyond their small part of the galaxy.

The Too-Nia are generally a crab like species, caste based and highly technological (Some say even more so than the humans of Terra).

While no one has ever seen anything other than the Too-Nia warrior caste, they are assumed to have a leadership caste and some sort of worker caste that supports their hardy warriors.

Too-Nai Stealth Weapon Systems

The Too-Nia are experts in stealth technology and can even become invisible to the visual wavelengths of light. This capability to be unseen and to trick their foes into seeing what is not there has become a major factor in their basic tactical viewpoint. No Too-Nia commander would think to stand and fight a foe when a smaller, stealth armed force can do the same job, and with less loss of Too-Nia life.

In game terms, the Too-Nia have several new types of gear that allows them to take advantage of this stealth technology.

Stealth Screens

Small, portable screen devices which, when switched on, will bend light waves around the small sphere of energy that is generated. These small stealth screens are used by small squads and the leader caste to sneak up on their foes and to attack from ambush.

When a stealth screen is put into play, the unit that is equipped with the generator may become invisible. From that point on, when the screen is active, remove the unit's counter from the map board and place a Stealth Screen Tile of the correct size on the board where the unit was located. The unit may then relocate to any hex within the screen tile, as the controlling player wishes.

Once each turn the unit may move to a new hex within the screen's area of effect, the controlling player making a note of which hex on a piece of paper. The hex moved to must still be within the screen, as noted on the diagram provided at the end of these rules. Any time the unit moves out of the screen's field, they become visible and their counter returned to the map board.

Stealth screen generators cannot move when activated and must remain in place. Of course, you can turn it off, move and then on the next turn switch it back on again. The generator may not be turned on and off in the same turn, though.

Too-Nia units within the screen can see out of it as normal and may make attacks from behind the screen as normal.

When attacking into a screened area, make the attack as normal, but instead of attacking a unit's counter, the attacker must pick a hex within the screened area. All normal range and line of sight rules apply. Make the attack roll as normal, applying a -2 modifier to the to hit roll.

Once the attack is made, and if a hit is scored, the Too-Nia player should check their unit's location within the screened area. If they are in the hex that was attacked, and a hit was scored, then apply the damage as normal.

Thus while an attack can be made into the screened zone, the attacker will never truly know if they hit anything or not.

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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 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,
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If you liked this game then try one of Avalon Game's Mini-Games, such as The Hamster that Ate the World.

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

General Stormgunden chewed on his cigar and grumbled under his breath. "Damn hamster has broken through our left flank," he finally told the president as the two of them watched the news footage on the television. Stormgunden watched as the small man next to him paled at the thought of the monstrous beast rampaging about the country.

"Ain't nothing now to stop the beastie. He'll be in the capital by nightfall," the vice president said over his fourth scotch. The man is drunk, Stormgunden thought with a sneer as he bit down on his cigar once more, twisting it about his mouth.

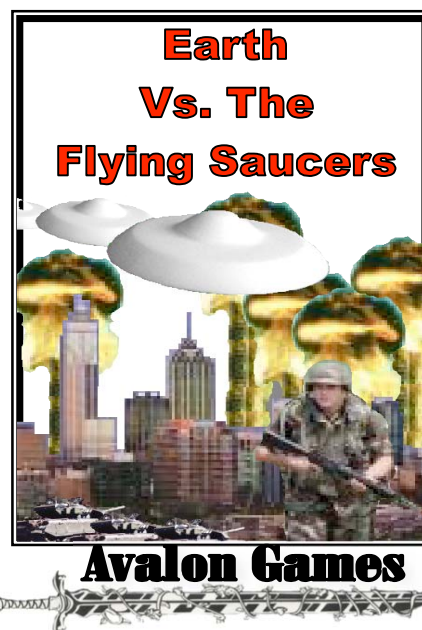
"We have only one hope sir," he spoke once more, turning to the president. "Nukes."

This another great Mini-Game from Avalon Games, The Hamster That Ate The World. Some mad scientist, somewhere, for some insane reason, has injected a small hamster, Mr. Chips, with who knows what. Now the hamster has escaped, grown and gotten hungry. Only the cities of the world can now feed this ravenous hamster.

A fast game of hamster rage and human desperation, can you stop the 200 foot hamster before he crushes the cities of man under his hamster feet? Can you play Mr. Chips, and try to end the rule of man, ushering in a new age of hamster domination?




Also have a look at Earth Vs. the Flying Saucer, another great Mini Game with the same great Sci-Fi Horror feel of the 50's.



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.



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



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.

