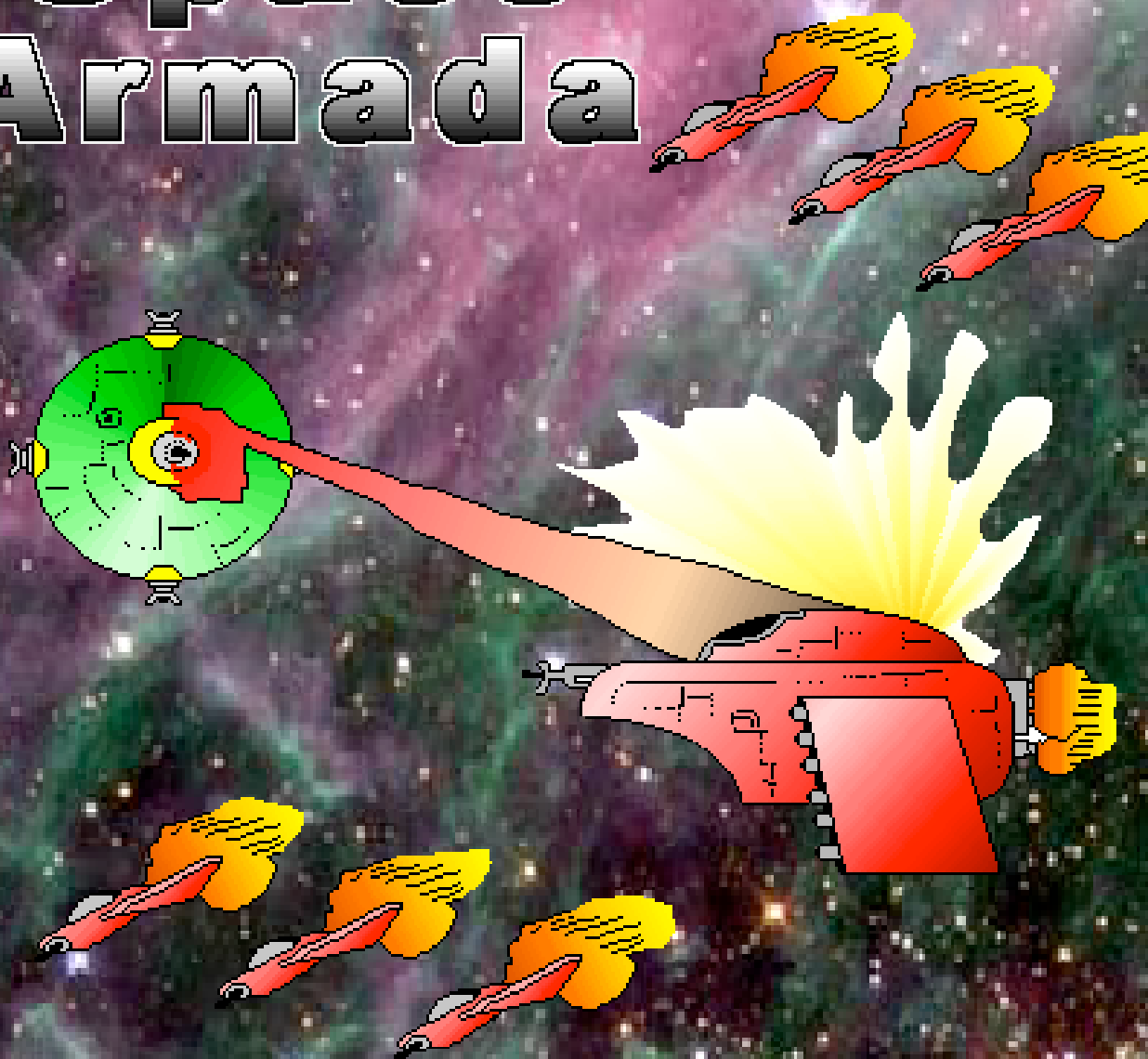


Space Armada



Avalon Games



Ensign Jones grabbed a handrail as the federation missile slammed into the aft hull of the ship. The explosion rocked the ship he and the others were encased in, shaking it like some small child playing with a toy.

“Damn”, he thought as he pulled himself along the passage tube. “Another hit like that and we might not survive this engagement.” With the gravity turned off for battle stations, Jones found it hard to reach his station. Still, he managed to make his way down the tube towards the beam weapon controls. The captain wanted to make a quick pass on the federation carrier before it could launch all of its fighters. Jones thought it was a suicide run at best but the captain had been lucky so far and she might just pull it off. “Might”, Jones thought as the next missile hit home...

This is Space Armada, another great Mini-Game from Avalon Games. Across our solar system, in the distant future, battle two mighty space fleets. The imperialistic Federation means to bring the whole of the system under their sway. Meanwhile, the Colonial Fleets, a coalition of small, independent fleets in their own rights, have banded together to stop this move by the Federation. The fate of the human race now lies in your hands as you command one of those fleets. Will the Federation bring order and law to the solar system, or will the independent colonies and mining outposts remain free?

Space Armada is a fast past game of space fleet battles waged across the solar system. Players will need to be decisive in their game play, all the while trying to protect their fleets' ships, waiting for the right moment to strike.

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

Avalon Games Company, avalon@comstar-games.com

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**Game design, artwork and layout by Robert Hemminger
Edited by Christi Monson**

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Introduction

Space Armada is a space fleet battle system, both expandable and easy to play. The first edition of this game will cover the Federation and Colony forces as well as the basic rules for playing the game. Everything you will need to play is included, as well as rules for multi-player sessions.

Game Construction

Once you are ready to play Space Armada, 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 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 Space Armada 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)

Getting Started

Once you have the game ready to play, each player should pick a fleet and get started. Both players should roll 1d10, with the highest roll going first.

Each player then takes their fleet and flip the counters upside down (Save for the fighter counters, which are placed to the side for now). The counters are then shuffled. From now on, this will be called your Fleet. Players may, if they wish, place their counters in a cup or a bag of some sort instead of laying them on the table.

The System deck should also be shuffled at this time and placed between the players.

Each player then draws five counters from their Fleet, without looking at them or showing them to their opponent. These counters are the players' starting hand.

Space Armada is played in turns, with each player taking a turn pulling a new System card and battling over its control. This continues until the game is won (or in multi-players games, a draw is declared.)

Players' Forces

Each player gets a Fleet to play with. This Fleet holds all the available counters that the player may use during the game. A player may not use counters from another Fleet, nor add to the Fleet they are playing during the game.

When a ship is destroyed in battle, it is returned to the Fleet, ready to be drawn again for later use.

Players' Hands

Each turn, players will draw new counters and add them to their hand. Players may even discard unwanted counters. A player may have no more than seven counters at any one time in their hand. If, at any time, a player is found to have more than seven counters, the opposing player may pick, at random, enough counters from that hand to return back to the fleet.

System Cards

The game of Space Armada revolves around the collecting of System cards. The player to collect ten such cards first is the winner of the game. So, each time a new System card is brought into play, the players will battle for its control.

There are six types of System cards, each showing a different area within the solar system that these two fleets are battling over.

When a player takes control of a System card, the card should be placed next to that player, showing it is now under their control.

Once a System card has been taken, it cannot be lost, traded or stolen.

Patrol Zone

All ships within the game have a set patrol zone, as shown on each System card by that ship type icon at the bottom of the card. Ships that are used while in their patrol zone may gain bonuses to their combat rolls or some other benefit.

Only those units that are in the patrol zone of the card in play may be used in a battle. Some ships, however, can be played if you control a set number and/or type of System card, as shown below.

Deployment Chart

| Ship Type | Patrol Zone | System Cards Held | Battle Bonuses |
|---------------------|---------------|---------------------------------------|--|
| Corvette | Any | - | +1 to hit if capital ship is in the battle |
| Frigate | Outer System | Any if you hold 2 Outer System Cards | +1 to hit if in Outer System |
| Destroyer | Asteroid Belt | Any if you hold 3 Asteroid Belt Cards | +1 to hit if in Asteroid Belt |
| Carrier | Gas Giant | Any if you hold 3 Gas Giant Cards | +1 to hit if in Gas Giant or in Earth orbit |
| Battleship | Inner Planets | Any if you hold 3 Inner Planets Cards | +1 to hits that can be taken if in the Inner Planets or in Earth Orbit |
| Capital Ship | Earth Orbit | Any if you hold any 5 cards | +1 to hits that can be taken if in Earth Orbit |

Turn Order

Each turn, a player conducts a set number of actions, as they are given below.

A. Draw System Card: The player draws a new System card and places it between the two players.

B. Draw New Forces: A player may, if they wish, and if they have room within their hand, draw up to two counters from their fleet. These two counters are drawn at random and placed into the player's hand for later use.

* Note: You may have no more than seven counters within your hand at any one time.

C. Declare War: You may, at this point, try to take control of the currently active System card in play. Place whatever force you wish from your hand in front of you. The opposing player may then try to meet this fleet in battle by placing their own fleet or just let you take the card unopposed.

Regardless of the outcome, the winner of the contest places the System card in play with other System cards that they have won.

D. Discard Counter: The last action a player may take in the turn is to discard one counter from their hand, returning it to their Fleet.

Special Counters

Some counters are not ships but rather special counters that may be used in a battle. To place a special counter, simply place the counter on top of the ship that is to use it. There are no restrictions to who can use these special counters other than a single ship cannot have more than one special counter active on it at any one time.

Once a special counter has been used up, it is returned to the player's hand and may not be used again that battle.

Special Counter Affects

Damage Control:

The ship's systems are well protected and active crews repair the damage it has taken in battle. Once during a battle, the ship may ignore the effects of any one hit it has taken in that current battle round.

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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.

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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.

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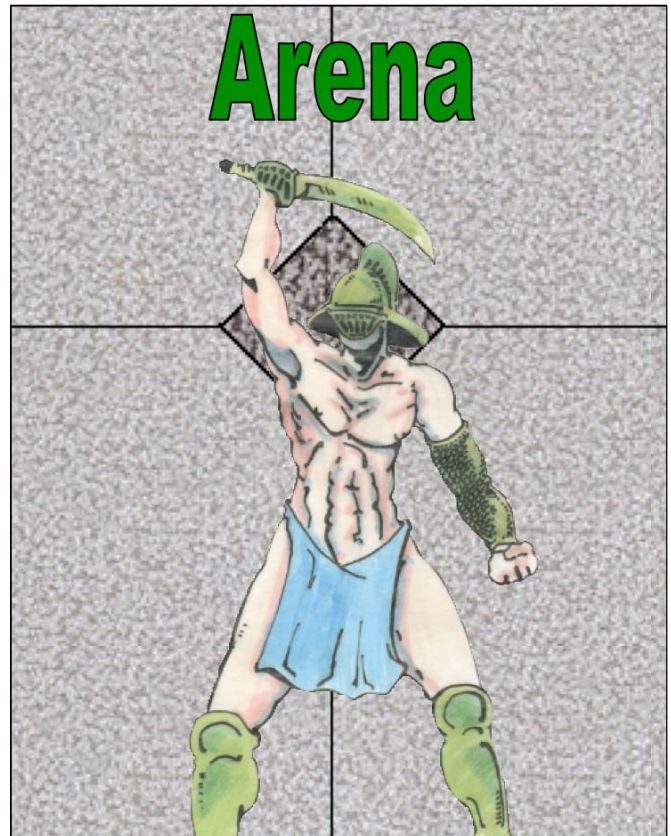
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If you liked this game, try one of Avalon Game's many Mini-Games, such as Arena, a great game of man-to-man combat.

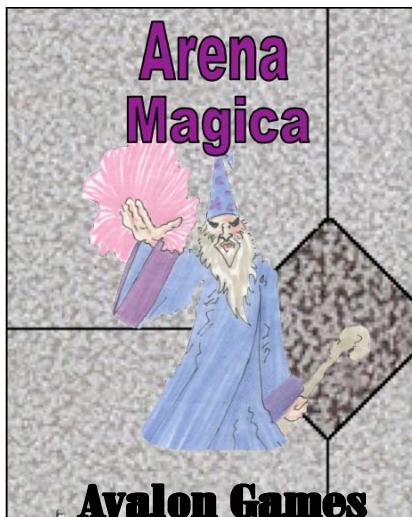
(Click [here](#) to visit this product's page at RPGNow)

As the Minotaur charged, Har gripped his battle axe tighter in his meaty hand. Swinging its club high into the air in anticipation of delivering a mighty blow, the mad half-man creature roared as it raced towards the small warrior standing his ground. With blinding speed, Har flipped his battle axe upwards and into the chest of the bull man. Staggering backwards, the great beast died as it spit blood and fell like a newly chopped tree. The crowds roared at the sudden defeat of the champion. No one had defeated the Minotaur before, but now there stood a new warrior for the fans to root for, a new lord of the bloody arena, a new master of the death sport.

This is Arena, another Mini-Game from Avalon Games. Create a gladiator, train him or her in the skills of killing and then equip them with the weapons and armor of your choice. Send them into the arena to battle other warriors and see who is the best... the toughest... the bravest warrior in the lands. Fully expandable, look for future expansions to the system, including a detailed magic system and more.



Avalon Games



Add some magic to the system with this expansion and see you games expand.

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.



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.) Gram 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.




Spirit Tiger







Wolf




Night Stalker



Lamia



Kir



Major Glory



Sie



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.

