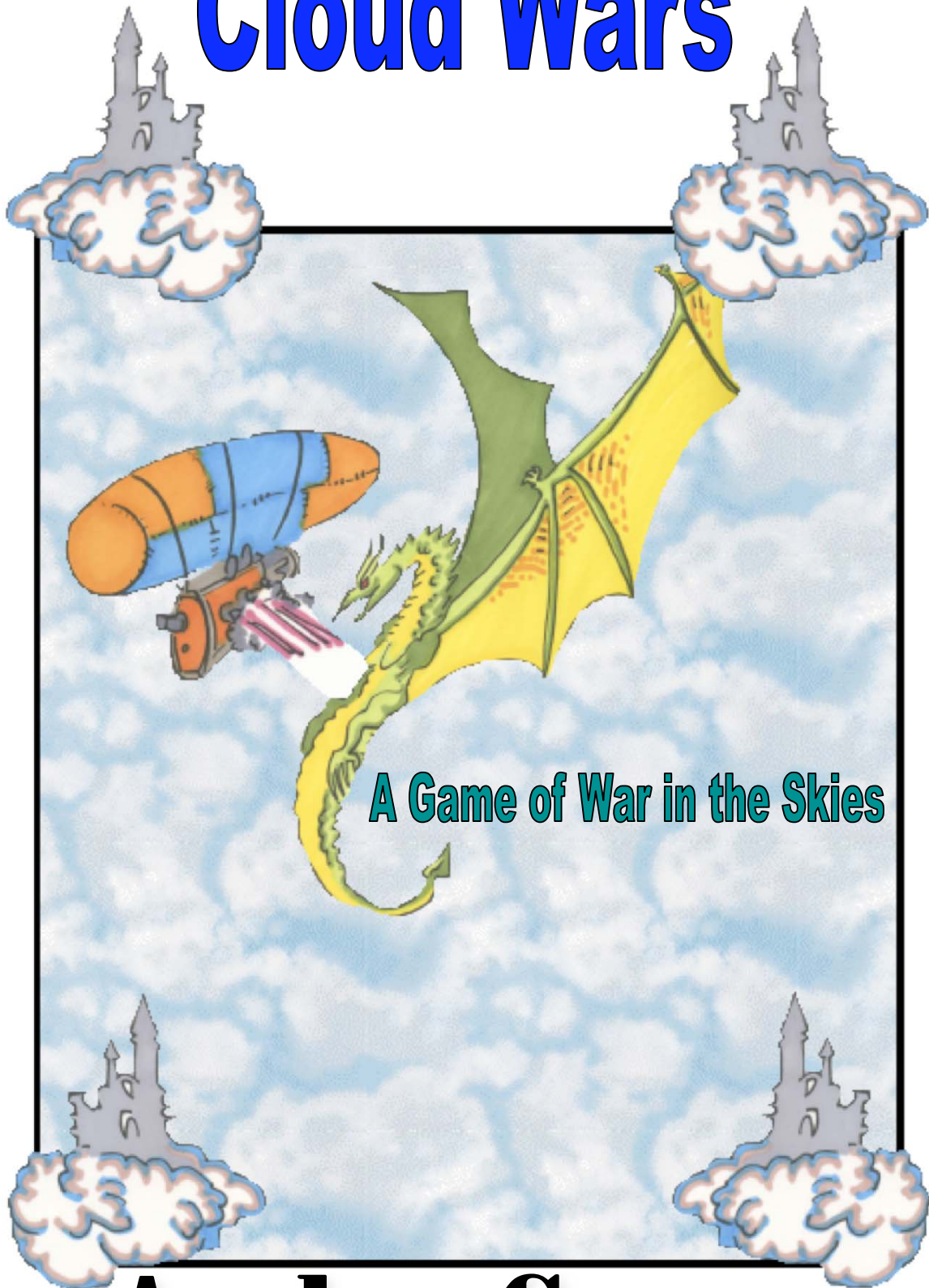
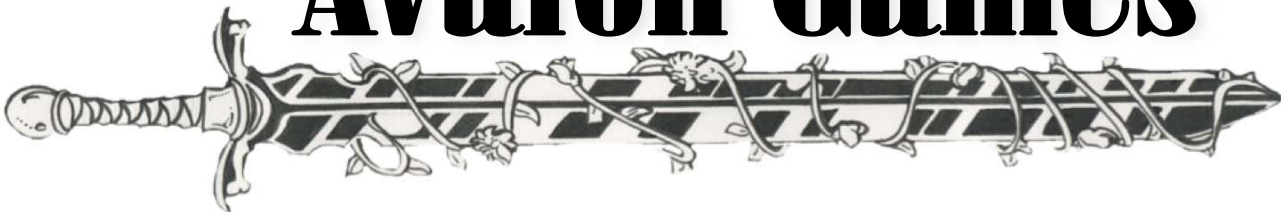


Cloud Wars



A Game of War in the Skies

Avalon Games



Vermix roared as the zeppelin's cannons blasted into him. The great dragon screamed in terrible pain as a cannon ball smashed into his armored hide. Any other dragon might have been blown from the skies with such a volley of lead shot, but Vermix was no weakling. Rather, he was one of the true kings of the skies. The wizards of Tor thought they could take the dragon lord's territory without much of a fight from the mighty red dragon, but these wizards were fools. Vermix never surrendered and had yet to lose a battle for control of the clouds that he called home.

This is Cloud Wars, yet another Mini-Game from Bad Baby Productions. In Cloud Wars, you and other players take on the role of mighty air ships, eagle riders and lords of cloud castles as you battle for control of the skies above a fantasy world. The first expansion for the Dragon Wars game, now players can lead forces of wizard forged zeppelins and marshal squadrons of mighty eagle riders. Fully compatible with Dragon Wars, have fun and battle for the skies.

Using a fast turn based system, the combat is swift, the excitement nail biting and the strategy intense. Do you dare enter the world of dragons, wizards and cannons...

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

Avalon Games Company, avalon@comstar-games.com

Or visit

Avalon Games at...

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

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Introduction

Cloud Wars is a strategy based game of combat between various flying machines, creatures and minions. Each game will see two or more players taking control of one, or several, of these flying warriors as they battle in the skies. A player must maneuver his enemy into the right position to deliver the killing blow, all the while trying to avoid this fate themselves.

Game Construction

Once you are ready to play Cloud Wars, 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 of 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 Cloud Wars 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, you should 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 a 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 pieces with clear self-adhesive lamination sheets. (Again available at most office supply stores)

Getting Started

Once the game is put together, you are ready to play. Each player should pick a set of counters and either decide on a pre-designed game to play or design a pick up game of their own. Once the game has been constructed, players will take turns moving and attacking with their devices. This continues until one side has achieved its victory conditions or one side has been completely destroyed.

Types of War Machines

Cloud Wars revolves around the battles between mighty airships and other flying devices and creatures. Each device or creature in the game has its own cost, abilities and weaknesses, so the right combination of forces can often dictate the type of game you will end up playing.

Within the game there are three types of war machines that are open for play: the deadly cannon filled zeppelins, the fast eagle cavalier and the mighty cloud castles.

Zeppelins are gas filled balloons fitted with an undercarriage and a small prop motor. They are slow, but carry a battery of cannons to blast their foes.

The Eagle Cavalry are highly trained knights mounted on great eagles. Fast, deadly and cunning, they are weak in direct conflict and can not take very much damage. In groups, though, they are capable of taking down any foe.

Cloud Castles are slow, heavily fortified castles resting atop magical clouds. These fortresses are next to impossible to defeat. They must be taken down by sheer weight of numbers and destructive power.

Data Sheets

All the information about your zeppelins, castles or mounts is recorded on data sheets. Each flying device in the game should have a data sheet lying before the player controlling that device. As the device takes damage, the player should mark down the

amount and where the damage has been taken. This data sheet is also used to record other information for the devices such as size, powers, etc...

Action Tokens

Each turn, players are given a set of action tokens. It is with these action tokens that each device is given an order to move, attack, or what not. As players spend these tokens, the devices that they control will continue to perform these actions. When a player has used up all their tokens for the turn, they cannot perform any more actions with their devices.

The Map Board

The game takes place, for the most part, on a hex grid map of the skies. Players will fly their device about this open expanse trying to gain position on their enemies. For the most part, these skies are uncluttered, although some games will call for the placing of mountain peaks to hamper line of sight and movement.

Turn Order

At the start of each game, players roll 1d6. The highest rolling player then gets to go first. Each turn, players will gather up the number of action tokens they have available to them and conduct a single action. One player takes the first action, the next player then takes an action, and so on. This continues, with each player spending action tokens and performing a single action at a time until all players have used all their action tokens for the turn.

A player must spend a token on their turn and tokens may not be traded or saved from turn to turn.

If there are more than two players in the game, the player to the right of the highest rolling player will go second, and so on counter-clockwise around the table until all players have had a turn playing an action token.

At the end of all players' turns, when everyone has used all of their action tokens, each device under their control must move forward one hex (Save Cloud Castles). This is a mandatory move and all devices must take this move at this time.

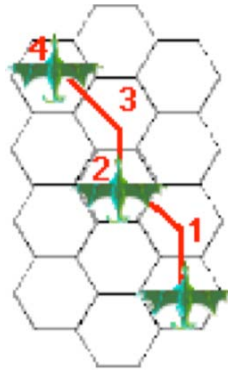
* Note: Devices that are falling out of the skies or that are on the ground do not have to take this mandatory move.

Movement

When an action token is spent allowing a device to move, the device may move one hex per movement point that it has. A device must move in a straight line, passing through one hex side to another in the straightest line possible.

Devices may pass through a hex with another dragon or device which is at the same altitude. If this occurs, both the device and the other figure crash into each other. (See Mid Air Crashes and clutches.)

A device may, through the course of its move, shift its hex by one. This is called a bank and allows the device to alter its flight path slightly as it flies. While performing this bank move, the device must still maintain its front facing. A device must move forward one hex before it can bank one hex. You may bank as many times as you are able in a move action.



Example of a bank move

Altitude

When an action token is spent, a device may gain or lose altitude, as the controlling player wishes. There are four such levels of altitude within the game, Ground level, Low, Medium and High. Provided with the game are three markers to show a device's altitude, ground, low and high. Medium altitude is considered standard and so it is not marked.

Per action token spent, a device may rise or lower its altitude by one level.

Some devices may choose to land on the ground as an action. This costs an action token to perform and is called a controlled landing. (Eagle Riders and Zeppelins)

To take off from the ground is a bit more difficult, though. The device must spend two action tokens to do so. If the player does not have enough tokens to pay this cost, the device remains on the ground.

Dives

Some devices may dive from a higher altitude to a lower one by using an action token, doing so swiftly. A device may dive from one or two levels of altitude (depending on the device), with this one action. When a dive is made, the controlling player must state how many levels of altitude the device will dive, one or two levels.

Such dives are dangerous and any device that performs such an action must roll 1d6. On a roll of 3+, the device controls its dive and may pull out at any point along the way with little harm. On a roll of 1-2, the device cannot control its dive and falls an extra altitude level before gaining control. This may, of course, drop the device into the ground where it will then take damage from the fall.

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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,
making loans that change lives.**



loans that
change lives

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

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

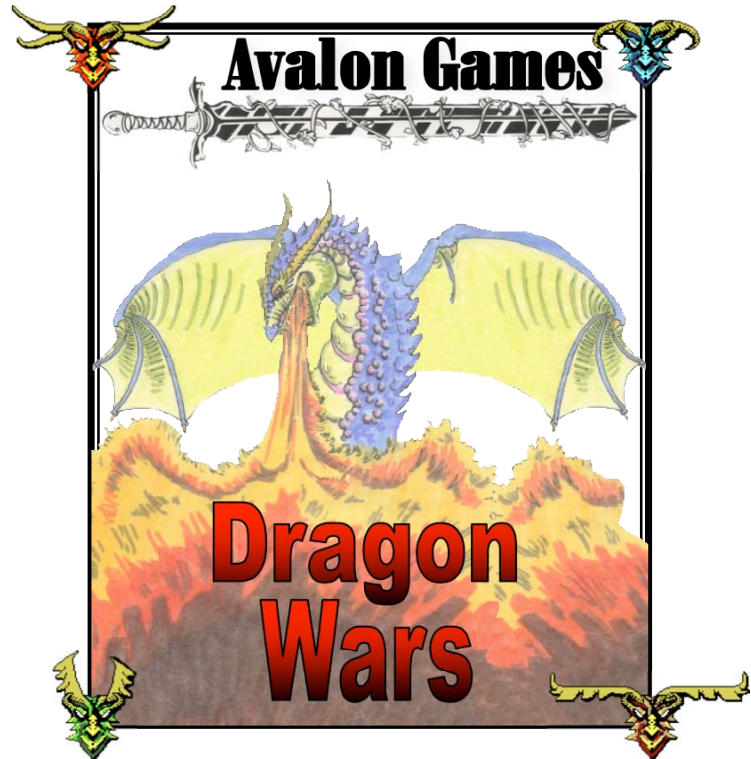
Vermix issued a challenge and then leapt into the clear skies that lay outside the entrance to his cave lair. The smaller air dragon returned the roar and beat its long wings to gain altitude. Vermix was large, a fire dragon of both great age and size. With some amusement, Vermix thought of the foolish air dragon and how it would perish, both under his talons and from the burn of his breath.

Beating his own great wings, the massive fire dragon rose slowly. Meanwhile, the swifter air dragon had reached a great height overhead. With a shriek, it folded its wings tightly against its sinuous body and dove into Vermix like a blue-grey spear thrown by an angry god of war.

The two dragons crashed into each other with bone shattering force. Stunned by the impact, Vermix struggled to bite at his foe, but the smaller air dragon had gained a tight grip on the fire dragon's fore legs and was even now ripping at Vermix's armored hide with its own sharp talons.

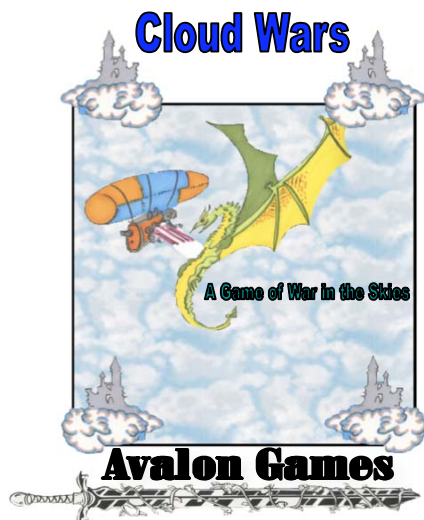
Finally, Vermix was able to turn his great head and bite down on the neck of his foe. The air dragon screamed as Vermix crushed its throat, killing the smaller dragon in one mighty snap of his jaws. Spitting the dead beast from his maw, Vermix turned his body as it fell. He needed to either slow his fall or, if possible, pull up from the deadly plummet.

As the ground below rushed at him, Vermix began to flap his mighty wings once more, beating the air using his massive chest muscles. Like belts of iron, these muscles struggled to gather the wind in his wings. Slowly, he regained control and turned a headlong fall to his doom into a gracefully controlled swoop. As he passed mere inches over the tops of the trees of the forest below him, Vermix issued another roar, letting all that could hear that he was king of the dragons still, and would remain so until another could dragon took his life and his crown.



This is Dragon Wars, yet another Mini-Game from Avalon Games. In Dragon Wars, you and other players take on the roles of mighty dragons, dragons that then launch themselves into the skies and battle for supremacy over all about them. Using a fast turn based system, the combat is swift, the excitement nail biting and the strategy intense.

Do you dare enter the world of dragons...?



**Also look at the expansion to this great
game, Cloud Wars**

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

Warlord Grom

2

4



Strength 3

Speed 8 / 1

Movement 4

Adrenal 4

Will 4

Health

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.

Spirit Tiger



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.

