Comic Book Heroes

A Game of Super Powered Fun

Set 1

Avalon Games

The blue color of your cape leaves an azure streak across the city skyline as you fly above the buildings on patrol. It has been a peaceful night over all, only one bank robbery, and that you stopped with the help of Kid Zip. The explosion rolling out of the building below you then breaks the silence. You watch with your super eyesight as the green colored smoke rolls out of the window of one of Sonic Lab's windows. Then Doctor Death leaps into the air from that very window, a beaker of the hyper explosive, chemical Y, tightly held in his armed fist. You thought he was still in jail, serving a 300-year sentence for his last attempt at destroying the city. With a sigh, you dive into the coming fight, sure it will be another long night ahead. Who said being a super hero was all capes and fun?

Comic Book Heroes is a multi player card game where you take on the role of either a super powered hero or one of their many villainous foes. Streak through the skies in your hyper jet boots or crash through brick walls with your super strong muscles. All the thrills, excitement and goofy fun of classic comics are here within Comic Book Heroes. Struggle with and aid other players as they battle each other to see who will be the hero supreme.

So let the cosmic beams fuel your dreams of glory, the mutant genes turn you into a freak with a heart of gold or allow sinister plots fill you with a destiny for glory and dominance of all mankind. Play Comic Book Heroes and live the adventure.

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Introduction

Comic Book Heroes is a simple to play card game of endless fun. Players will take the role of either a comic book super hero or a villain, and through creative deck building, try to defeat their foes in super hero powered combat.

Game Construction

Once you are ready to play Comic Book Heroes, the first thing you will need to do is construct the game components. For the most part, the amount of time and expense you will put into the game's construction is up to you. The simplest format is to print up 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 playing Comic Book Heroes 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 are willing to spend the money, you should buy some good quality paper. Use this to print out the various cards and handouts. 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 cards. Next, get your hands on some spray glue. (Available at most craft stores and office supply stores) Use this to mount the cards onto thick card

stock. 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 cards with clear, self-adhesive lamination sheets. (Again available at most office supply stores)

Card sleeves can also be used, which will protect your newly printed cards, and also make them easier to use and play.

Getting Started

Once each player has their deck ready, they should shuffle those cards and begin the game. First, each player should lay before them their master character card and some sort of marker to record that character's current health (A dice, some glass beads, a bit of paper what not)

Next, each player should draw seven cards from their deck.

Note that if the player drew any disadvantage cards in this initial draw, they must reshuffle their hand and start again.

Each player should then roll 1D6, with the highest two players gaining the first action die rolls for the game (Note that if you are playing with just two players, then ignore this rule)

You are now ready to play.

Cards

Comic Book Heroes uses a series of cards to reflect the hero's, or villain's, abilities and actions within a game. The playing of these cards then becomes the focus of the game as players try to out-wit, out-last and out-fight their opponents. Within the game there are two basic types of cards, Character cards and Common cards.

Character cards reflect that particular character's special powers, abilities and possessions. These cards are solely used by that character. Of these character cards, one card, called the master character card, shows the character, gives their background and any special abilities that character might have throughout the game. This card is not included in your deck, but rather is placed on the playing area at the start of the game. It is here that you will record the character's current condition and health.

Action cards are special activates, events and locations that can be used by any player and represent the actions and events that come into play for any character.

Besides these cards, there are several other card types that fall within these two categories. These will be described in more detail within these rules.

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Major Glory

An orphaned from a different dimension, Brad Harmon was raised to be a good-hearted man, but when he turned 18 the truth of his past was reveled to him. Now he uses his great gifts to help humanity and to fight evil, in all its forms. He is the greatest hero alive, he is Major Glory.

Super Strong

Condition:	Power:	Skill:
Unhurt	4	1
Hurt	5	0
Injured	6	0

1

4

Super Strength

Super Strength

Major Glory's super powerful muscles allow astounding feats of strength. He may add one to the Power dice of any one Brawl attack he makes this turn.

1

4

Flight

Flight

Able to sour above the buildings of Star city, Major Glory may reduce the Skill, by one, of any Ranged attack made against him this turn.

1

5

Super Hearing

Super Hearing

Major Glory's super ears can pick up the slightest sound, miles away. Major Glory may reduce the Action Points of any one character, by one, for the turn.

0

5

Bullet Proof

Bullet Proof

Major Glory's super skin is so hard, even bullets bounce off him.

Defense vs. Ranged / Brawl attacks /All other attacks

Condition:	Power:	Skill:
Unhurt	1/1/1	2/2/1
Hurt	2/2/2	1/1/1
Injured	3	1

2

6

Super Punch

Super Punch

Few can stand up to the power of one of Major Glory's super punches.

Condition:	Power:	Skill:
Unhurt	6	0
Hurt	7	0
Injured	8	0

(Stuns on a natural six)

2

Avalon Games

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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 then 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.

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If you liked this game then try one of Avalon Game's Mini-Games, such as Heroes Inc, a great super hero addition to the S&G game line.

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

Major Glory hit the Brute with a might upper cut, sending the villain high into the air to then crash into the bus across the street. The hero cringed at the damage being done in this brawl with the Brute, the Mayor would not be happy when he watched the news tonight. With a growl, the Brute climbed his way out of the wreckage of the city bus and charged Glory again. Someday, the hero thought to himself, as he once more grappled with the incredibly strong super villain, someday he would just have to find a new line of work, something simple, less destructive in nature.

This is Heroes Inc. another great Mini-Game form Avalon Games. Taking the S&G skirmish game system and adding a super hero twist, we have come up with a great comic book hero game. Take your heroes and battle their greatest foes for control of the city. See if you can match the villainous cunning of an arch-fiend, or the super strength charge of some alien menace.

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.

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.