



# RUNES



Avalon Games



Jard gather the mystical runes stones into his hand and threw them out into the air before him. As the stones flew into the mist filled night they stopped their flight and hung before the young wizard, spinning about each other in a magical dance. With the Runes now ready, Jord called the spell to mind and began to chant the rites of summoning. With a blast of multi-colored light and a puff of foul smelling smoke, a green furred wolf leaped out of the magical doorway the Rune stones had opened. Standing nearly as tall as the short mage, the wolf growled and then bowed its head in obedience to its master.

Turning, Jord commanded the great wolf to leap at his foe, a minor conjurer who had challenged Jord to a duel. The young wizard only hoped that the wolf he had just summoned would be enough to finish the other mage off, as that was the last of Jord's Runes stones and so the end of his own magic.

This is Runes, a game of magical battle, spell casting and summoning. Can you out fight your foe, using the mystical Rune stones and your chosen field of magic. A new and innovative game system, the Rune's game system is fully expandable and compatible with other Runes games. So why wait, go out and find some adventure and play Runes.

**An Avalon Games Product, All rights reserved, Version 2.0, 2006**

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

**Avalon Games Company, [avalon@comstar-games.com](mailto:avalon@comstar-games.com)**

**Or visit**

**Avalon Games at...**

**[www.avalon-games.com](http://www.avalon-games.com)**

**Game design, artwork and layout by Robert Hemminger**

**Edited by Christi Monson**

**Cover art by Suzi Yee**





## Index



<b>Introduction</b>	<b>Page 3</b>
<b>Game Construction</b>	<b>Page 3</b>
<b>Getting Started</b>	<b>Page 4</b>
<b>Fields of Magic</b>	<b>Page 5</b>
<b>Rune Stones</b>	<b>Page 5</b>
<b>Types of Stones in Play</b>	<b>Page 5</b>
<b>Action Points of Initiative</b>	<b>Page 6</b>
<b>Casting a Spell</b>	<b>Page 6</b>
<b>Spell Trees</b>	<b>Page 7</b>
<b>Summoning</b>	<b>Page 8</b>
<b>Lingering Effects</b>	<b>Page 8</b>
<b>Combat</b>	<b>Page 9</b>
<b>Ranged Attacks</b>	<b>Page 9</b>
<b>Melee Attacks</b>	<b>Page 10</b>
<b>Defensive Spells</b>	<b>Page 10</b>
<b>Special Abilities</b>	<b>Page 10</b>
<b>Explosive Attacks</b>	<b>Page 10</b>
<b>Healing</b>	<b>Page 11</b>
<b>Winning the Game</b>	<b>Page 11</b>
<b>Spell Lists</b>	<b>Page 12</b>
<b>Player Mat</b>	<b>Page 14</b>
<b>Counters</b>	<b>Page 16</b>



### Introduction

Runes is a simple to play, fast game of magical combat. Players take on the role of a spell caster, as they challenge each other to magical duels. The victor of these duels is then declared the Arch mage and ruler of all the mages in the lands. This version of Runes is fully compatible with the other Runes games, and combining these different sets allows more choice in fields of magic and gaming fun. Each set comes with enough materials for two players, but adding sets together will allow games of unlimited number of players, so collect them all and have a blast.



### Game Construction

Once you are ready to play Runes, the first thing you will find necessary is to construct the game components. For the most part, the amount of time and extra expense you are willing to 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 though, a bit difficult to deal with, so if you wish to continue to play Runes 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 usable.

### Suggestions on Component's Construction and Printing

First off, you should, 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 parts with a clear, self-adhesive, sheet of lamination. (Again available at most office supply stores).

Plastic or metal miniatures can of course be used to replace the minion paper counters we have supplied, so have fun looking for the right figure to match what you need. You of course can also buy a set of runes stones off line or from a local stone. This will add even more fun to the game.

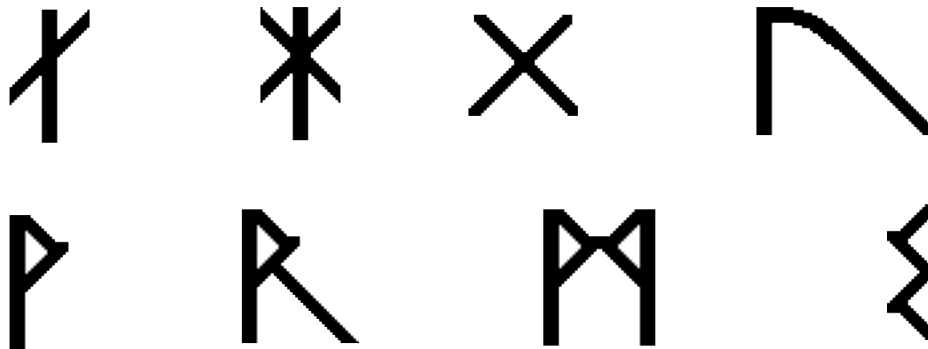


### Getting Started

Once you have the game printed up and ready to play, its time to get started. First each player should either pick a field of magic or shuffle the field of magic playing mats and draw one at random. Either way is fine, but all players should use the same method.

Next draw the counters needed for your field of magic and gather up a set of rune counters (There are 25, each player having their own set). Shuffle the rune counters, face down, on the table before you and draw five of these counters, placing them in the center of your playing mat, which is called the Hand. (You can, if you wish, place your rune counters in a cup, or dice bag)

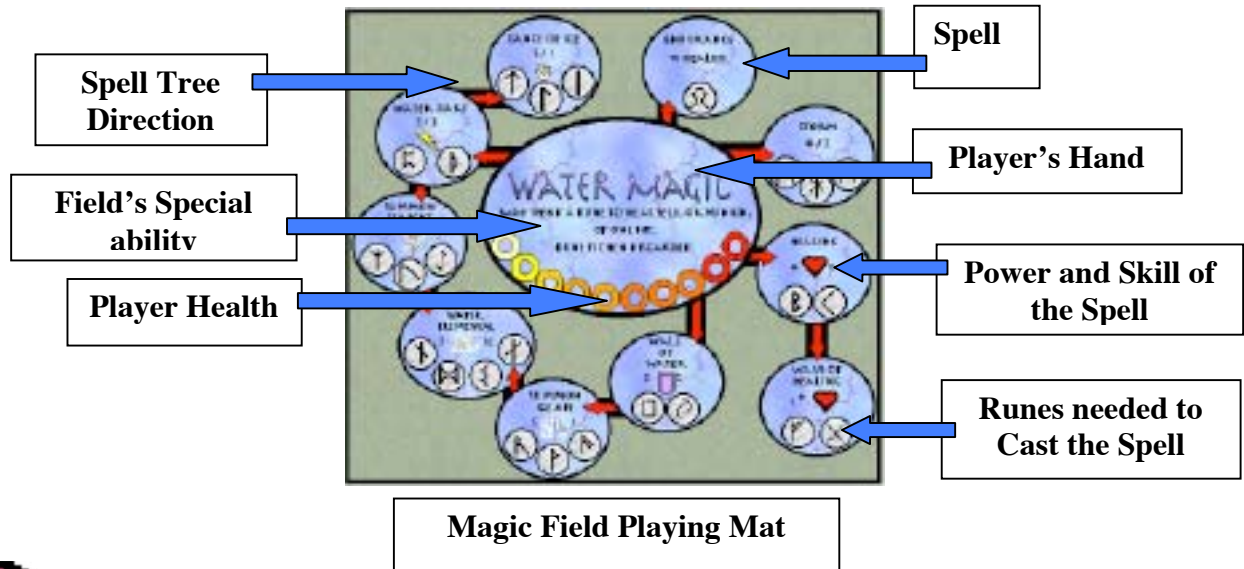
Next have each player rolls 1D6, with the highest roller going first, followed by the player to the right. If two or more players roll the same number, re-roll, but remember the initial die roll for action points (See initiative and action points for details)





## Fields of Magic

The game of Runes deals with the casting of magical spells from many different fields, or schools of magic. While these fields of magic may in fact have spells that are similar to each other, they also specialize in specific powers, elementals or abilities. Thus each field is different while at the same time comparable to each other.



## Rune Stones

While players may wield great magical powers in the game, it is through the mystic rune stones that this power is drawn and focused. Without the rune stones you are unable to cast your magical spells. Thus the gathering of these stone is all important to winning the game.

Each player will have a set of 25 such rune stone counters, which will comprise their Rune Pool. It is from this pool that players will gather their stones, which then supplies the power for their magic.

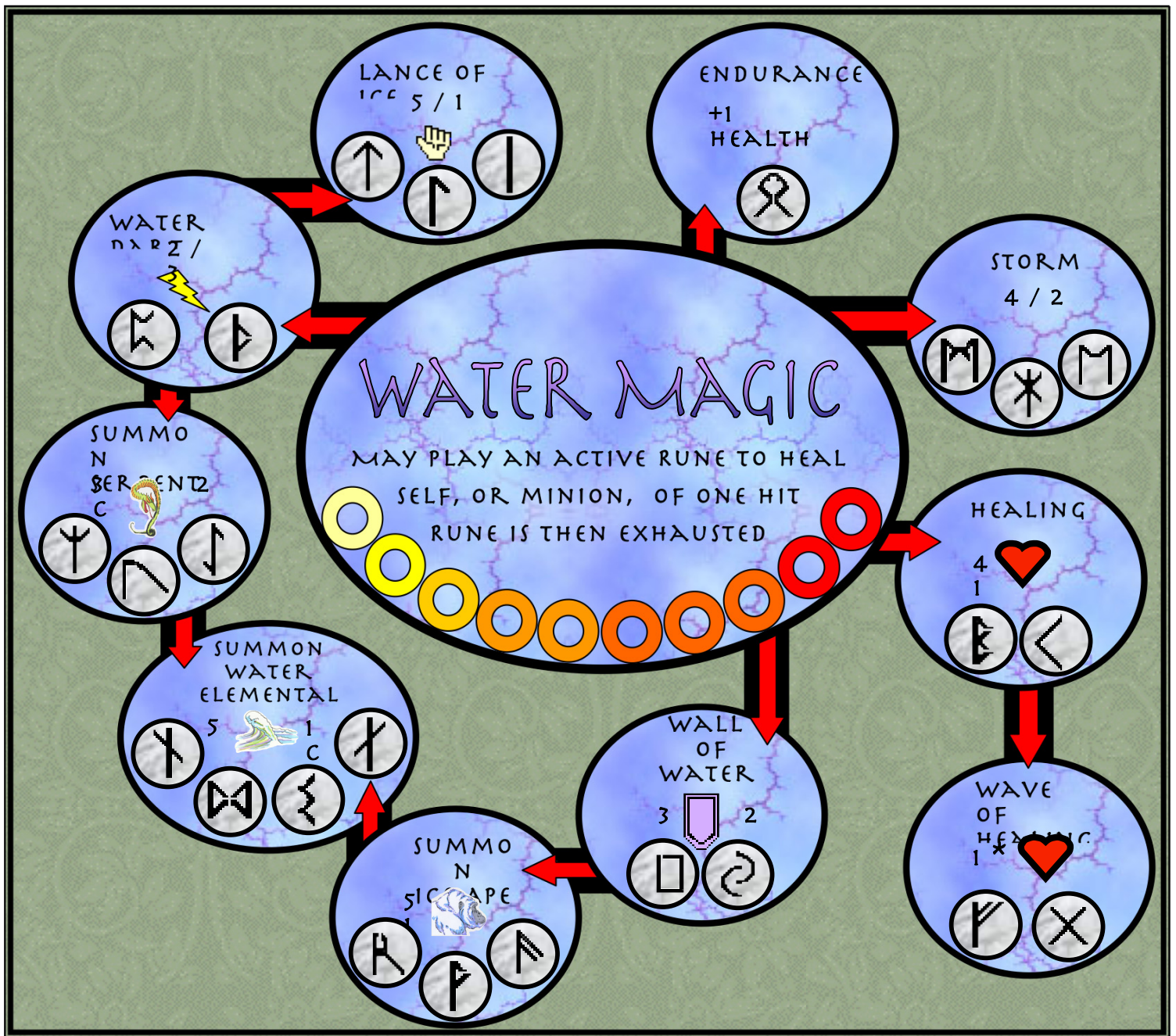
No player may trade, steal or sell their stones from this pool.



## Types of Stones in Play

The rune stones in the game come in three uses, inactive, active and in play. Inactive runes are those rune counters that have yet to be drawn from your rune pool. They are out of play and not usable until they have been drawn and placed into your hand.





# Avalon Games



**All games available at  
(Click on the name to visit their site)**

**RPGNow.com**

**e23.sjgames.com**

**wargamedownloads.com**

**wargamevault.com**

**Yourgamesnow.com**

**Drivethrustuff.com**

**Click here for a free  
catalog and coupon  
book. Inside you will  
find links to all of our  
great games and some  
coupons for 20% or  
more off selected  
games.**

## **If you like this product, try other games from Avalon Games**

### **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

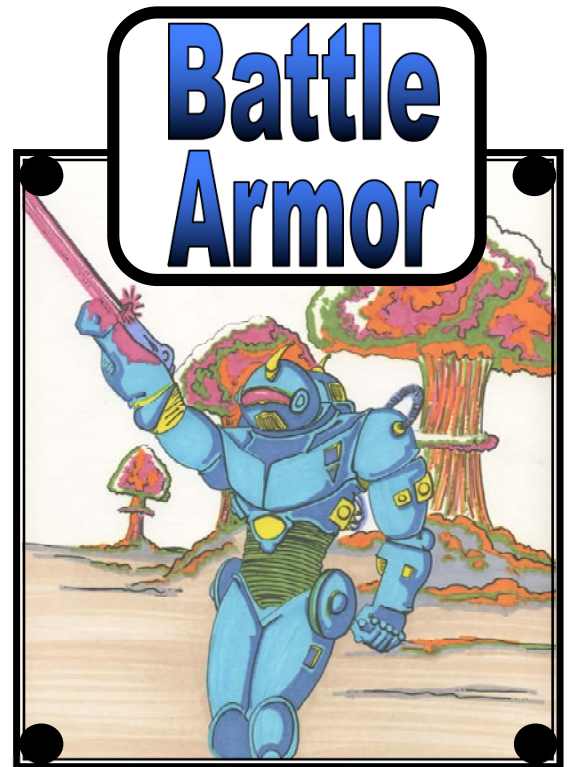
If you liked this game then try one of Avalon Game's many Mini-Games, such as **Battle Armor**, a great game of future war.

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

The plasma burst exploded too close for Chaves' comfort. He kicked in his jet booster and moved to a new location before the enemy could pin point his position. As he leapt into the sky, the jets sending him high over the alien trees, Sgt. Chaves made a quick recon of the battlefield as it appeared below him. On his heads up display, sensors marked where each of the other four members of his squad were located and where the enemy troopers were positioned... or as best he could tell from what his scanners were telling him.

As he hopped over the terrain he became exposed and incoming fire began to pelt his armor. Best to stay low, he figured as he hit the ground running. Over his communication link, the lieutenant was yelling at Private Jones to lay down suppression fire on the enemy units set up on the low hill to the right. Another day in the Core, Chaves sighed, as he headed off to that same hill to kill more of the enemy.

This is Battle Armor, the second Mini-Game by Avalon Games. Wars in the future will be fought by heavily armored warriors. Powered Battle Suits will rule the battlefield since they allow each man to pack the firepower of a battalion. Mobile, heavily armored and capable of laying down a path of destruction like no other weapon ever made, the Powered Battle Suit will rule the future of warfare.



**Avalon Games**



**Armored Assault**

**Avalon Games**



**Avalon Games**

**Battle Armor**  
**Hive Invasion**




**Avalon Games**





# 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**

**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.

