

Comic Book Heroes



A Game of Super Powered Fun
Set 2

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.

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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Avalon Games





Night Stalker

With the bang of a gun Tom Wright's life was changed forever. His wife dead, he vowed then and there too use his life, and his vast fortune, to see that criminals paid the price for their crimes. Now he stalks the city at night, fighting an endless war of vengeance and justice.



Martial Arts



Condition:	Power:	Skill:
Unhurt	2	3
(Stuns on a natural six)		
Hurt	2	1
Injured	2	2

1

3

Cable Gun



Cable Gun

Able to swing about the city at night by using his famous cable gun, Night Stalker can be anywhere, at anytime.

When activated, Night Stalker may draw one card from his deck.

1

4

Swift Reflexes



Swift Reflexes

The Night Stalker is quite fast and agile, able to avoid many blows that would drop a normal man. When activated, you gain the defensive ability below.

Defense vs. Any attack

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

2

Side Kick



Side Kick

More often than not, Bird Boy has gotten in the way of the Night Stalker's work. Even so the hero just can't seem to be rid of the lad. Roll 1D6 at the start of each turn. On a 1 to 5, the Bird Boy reduces the Night Stalker's Actions Points by one. On a 6, the boy increases his Action Points by one.

5

Surprise Attack



Surprise Attack

Often the Night Stalker attacks his foes from the cover of shadows, gaining surprise.

When activated, the hero may attack as normal, but the target of his attack may not use a defense against this attack.



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

2

4

Great Wealth



Great Wealth

The Wright family fortune is one of the greatest riches in the world. The Night Stalker uses much of that wealth to battle evil in all its forms.

The Night Stalker may have, in his hand, one extra card, giving him a limit of eight cards, not the seven normally permitted.

Avalon Games



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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 Heroes for Hire.**

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

The magistrate leaned back from his desk and sighed. He had so much to do and little time or money to get it all done. In his hand was a report of goblin raiders attacking farms to the north. On his desk where other requests for aid, complaints about bandits along the high road, undead shambling about a local graveyard and many more calls for aid.

Leaning forward the high magistrate called in his assistant, a small, frail looking man with small eyeglasses perched on his thin nose.

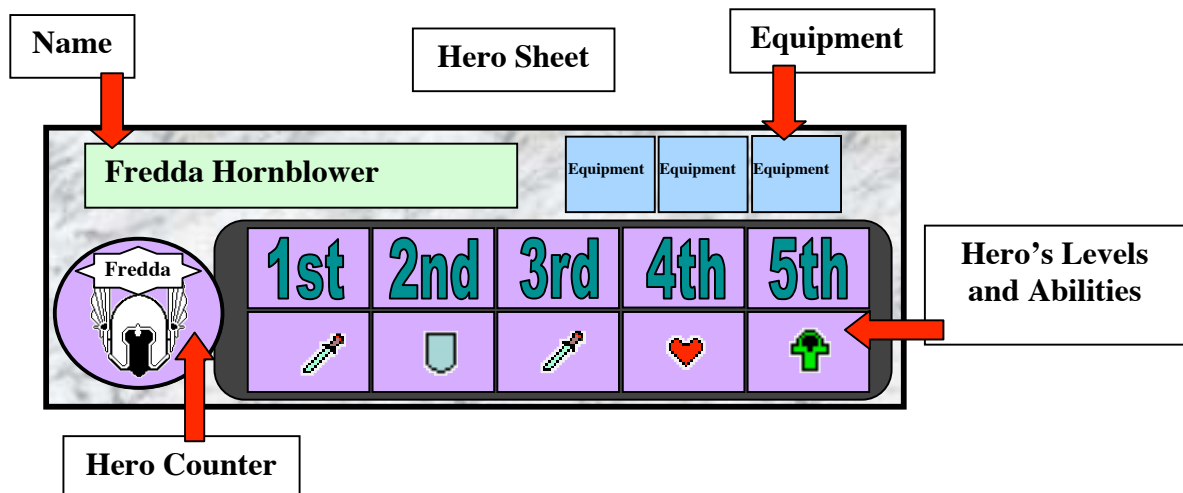
"Yes milord?" the small man asked with a swift bow.

Handing the report on the goblin raiders to the his assistant, the Magistrate told him to give the job to, "That dwarf, what was his name? You know, the one that help us out with the troll some weeks back. He and his band of adventurers did a good job on that assignment, let us see how they fair with goblins."

With a bow, the bespectacled man turned and left, calling for a runner to go find the dwarf, who know doubt was drunk in in some tavern, rewarding himself with the gold he had earned on his last job for the city's chief trouble shooter.


This is Heroes for Hire, another great Mini-Game from Avalon Games. Take the role of a city bureaucrat, as you seek to solve one problem after another. Most of your day-to-day dealing though, has to do with adventurers, their hiring and then sending them off to solve one of the many problems that plagues your city. Can you build up a stable of reliable heroes who will slay the dragon you need dead, or find the grand treasure that you need to offer as a wedding present to the king's third cousin. Seek glory through the blood and sweat of others, and rise to the top position within the realm.

Heroes For Hire



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

- 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.

