

Comic Book Heroes



A Game of Super Powered Fun
Set 4

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

Avalon Games Company, avalon@comstar-games.com

Or visit

Avalon Games at...

www.avalon-games.com

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

Avalon Games





Iron Eagle

Chester Manfield was a rich, spoiled son of privilege and wealth. That is until his world came crashing down with the death of his genius brother at the hands of an industrial spy. Using his brother's latest invention, the "Iron Eagle" flew into the skies for the first time. Now all look to the skies for the golden hero as he soars overhead.



Iron Claws



Condition:	Power:	Skill:
Unhurt	4	2
Hurt	4	1
Injured	3	1

1

0

Vigilant

Vigilant

The Iron Eagle soars through the skies of the city, high above its building, searching for evil to battle.

Iron Eagle gains +1 Action Point.
Discard after use.



6

Whirlwind



Whirlwind

The Iron Eagle can spin around so fast in the air, that he creates mini whirlwinds about him.



Condition:	Power:	Skill:
Unhurt	8	0
(Stuns on a natural six)		
Hurt	6	0
Injured	4	0

2

5

Air Blast



Air Blast

The wings of the Iron Eagle can generate great blasts of wind.

Make a Power 8, Skill 0 attack. For each successful hit that is scored, you do no damage, but the foe must exhaust one card in play.

2

4

Buffet



Buffet

The wings of the Eagle can generate great blasts of wind and turbulence.

When this card is activated, force one character to discard, from their hand, one card of their choice.

2

6

Iron Claws



Iron Claws

The claws of the Iron Eagle are sharp and strong.



Condition:	Power:	Skill:
Unhurt	6	1
(Critical on a natural six)		
Hurt	5	1
Injured	4	1

2

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,
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loans that
change lives

If you liked this game then try one of Avalon Game's Mini-Games, such as The Hamster that Ate the World.

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

General Stormgunden chewed on his cigar and grumbled under his breath. "Damn hamster has broken through our left flank," he finally told the president as the two of them watched the news footage on the television. Stormgunden watched as the small man next to him paled at the thought of the monstrous beast rampaging about the country.

"Ain't nothing now to stop the beastie. He'll be in the capital by nightfall," the vice president said over his fourth scotch. The man is drunk, Stormgunden thought with a sneer as he bit down on his cigar once more, twisting it about his mouth.

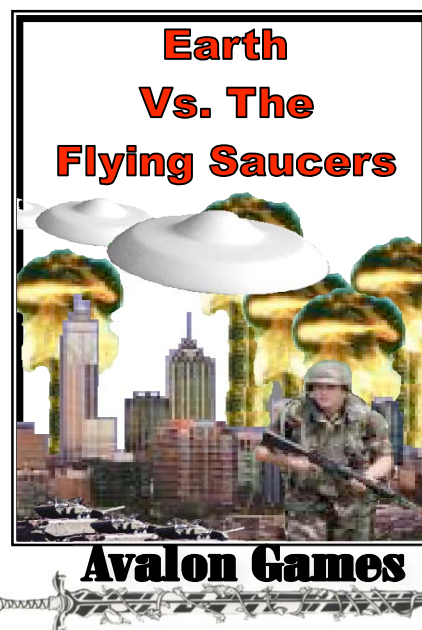
"We have only one hope sir," he spoke once more, turning to the president. "Nukes."

This another great Mini-Game from Avalon Games, The Hamster That Ate The World. Some mad scientist, somewhere, for some insane reason, has injected a small hamster, Mr. Chips, with who knows what. Now the hamster has escaped, grown and gotten hungry. Only the cities of the world can now feed this ravenous hamster.

A fast game of hamster rage and human desperation, can you stop the 200 foot hamster before he crushes the cities of man under his hamster feet? Can you play Mr. Chips, and try to end the rule of man, ushering in a new age of hamster domination?



Also have a look at Earth Vs. the Flying Saucer, another great Mini Game with the same great Sci-Fi Horror feel of the 50's.



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.

