

# Monster Bash

## Bloods & Lupines



Anna



Vlad



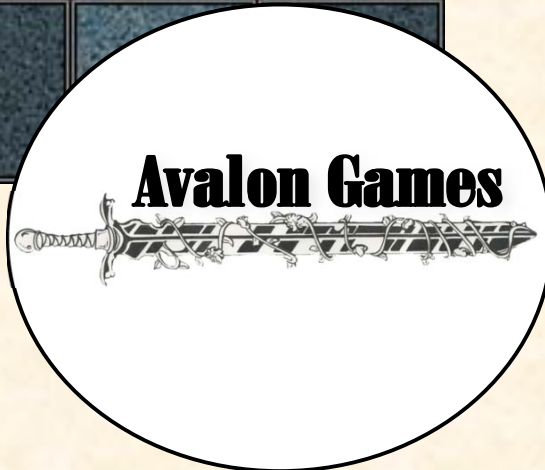
Vee



Ol



endigo



An S&G Genre Game

The vampire screamed in agony as the werewolf ripped at its chest, dead blood flying everywhere. The vampire though, was a tough foe and with a puff of smoke, turned into mist and floated away, only to return to its true form several steps beyond. With a sly grin the blood drinker raised its clawed hand and out of the sewer drain swarmed a vast carpet of rats. The moving rug of vermin swarmed the savage were-creature and soon it fell to the ground, howls of agony rising from the mound of filthy rats as they devoured the were-beast.

This is Monster Bash, another great game from Avalon Games. Take on the role of a savage monster from classic horror tales, build gangs of these monsters and battle your foes as each tries to take control of the city's dark, horror filled underworld. Gangs of monsters confront each other in deadly brawls as each tries to devour the fear filled humans that flee through the night.

Monster Bash is a fully expandable system, with each set offering two new types of monstrous gang, new Battle Tiles to fight upon and new, exciting special abilities and rules. So gather a few friends, sit down and have a ghoulish night filled with monstrous fun.

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## Contents

<b>\ Introductions</b>	<b>Page 3</b>
<b>Game Construction</b>	<b>Page 3</b>
<b>Getting Started</b>	<b>Page 4</b>
<b>Monsters</b>	<b>Page 4</b>
<b>Stats</b>	<b>Page 5</b>
<b>Horror Points</b>	<b>Page 5</b>
<b>Monster Abilities</b>	<b>Page 5</b>
<b>Battle Tiles</b>	<b>Page 6</b>
<b>Objects</b>	<b>Page 7</b>
<b>Turn Order</b>	<b>Page 8</b>
<b>Monster Actions</b>	<b>Page 8</b>
<b>Movement</b>	<b>Page 12</b>
<b>Combat</b>	<b>Page 13</b>
<b>To Hit Rolls</b>	<b>Page 13</b>
<b>Damage</b>	<b>Page 14</b>
<b>Recording Damage</b>	<b>Page 14</b>
<b>Humans</b>	<b>Page 14</b>
<b>Scenarios</b>	<b>Page 16</b>

### Introductions

Monster Bash is a fast system for running monstrous battles among classic horror monsters, either in one on one fights, or involving large gang wars between several monsters and monstrous types.

Fully expandable, each set will offer players new monsters, new Battle Tiles, and new rules so that their games can expand into full-fledged wars of horror.

### Game Construction

Once you are ready to play Monster Bash, 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 Monster Bash 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 paper counters we have supplied, so have fun looking for the right figure to match what you need.

Cards are supplied with a front and back, so just print up a copy and then fold them along the seam. Glue the two parts together and you have a nice card for use in the game. If you like, you may laminate these cards, or buy protective cards sleeves for them. As you may want to use a washable marker on these cards to record damage and other effects, this protective sheath is suggested.

### **Getting Started**

Once you have the game parts ready for use, you are ready to start a game. First you will need to pick a scenario to play. Set up the game Battle Tiles as dictated in the scenario and buy your monsters as outlined for that game. Each player should then gather the needed counters and cards for the monsters they will play, and prepare to start the game.

Each player should then roll 1D6, with the highest roller getting to place one of their monsters on the Battle Tiles as dictated by the scenario. The second player then may place one of their monsters, and so forth, until each player has placed all of their monsters. (Note that some scenarios may have different rules for setting up, so read each carefully)

### **Monsters**

The game revolves around players using classic monsters to battle their foes for control of the city and the food (Humans) that it holds. Each monster in the game has a series of stats that reflect just what the monster can do and how well it performs actions. Each monster in the game will come with a data card, showing the stats and other information for that monster.

All monsters in the game are individual and unique. No player may have more than one monster of any given type, although two players can have the same monster. (Some monsters may be used more than once, but these are noted on their data card)

All monsters came in two classes, gangs and solos. Gang based monsters are part of a large group of organized monsters of a set type, and often working together to overcome their foes. Solo monsters, are individual nightmares that will work with any gang, if they are paid well or offered some other incentive. (Some nice juicy girl meat to eat)

The status of the monster thus may have effects within the scenario that you are player, as outline in that scenario. Otherwise, there is no difference between the various monsters types, and all are played the same way and follow the same rules.

## Stats

All monsters in the game have a series of stats that reflect their abilities. These stats have effects in the game as outlined below.

### Attack and Defense

These two stats show how well the monster hits and how hard it is to hit the creature.

### Strength

This is how strong the monster is and used in combat and when the monster tries to throw objects.

### Speed

How fast the monster is, the stat determines not only when the monster gets to go in a turn, but how often.

Some monsters will have a split speed, showing two or more numbers. This reflects monsters that are very fast, and so are able to do more than one action in a turn. Each time the speed for that monster comes up in the turn order, it may take two new actions.

### Movement

This reflects just how far the monster can move on any given turn.

### Health

The amount of damage a monster may take before it is destroyed and removed from the game.

### Horror Points

All monsters have horror points, which reflect the amount of special abilities the monster can perform in a game. The more horror points the creature has, the more abilities it can use, and or, the more powerful those abilities might be. Each time a special ability is used, a set amount of horror points must be spent. When a monster has used all of its horror points for the game, it cannot use any more of those special abilities.

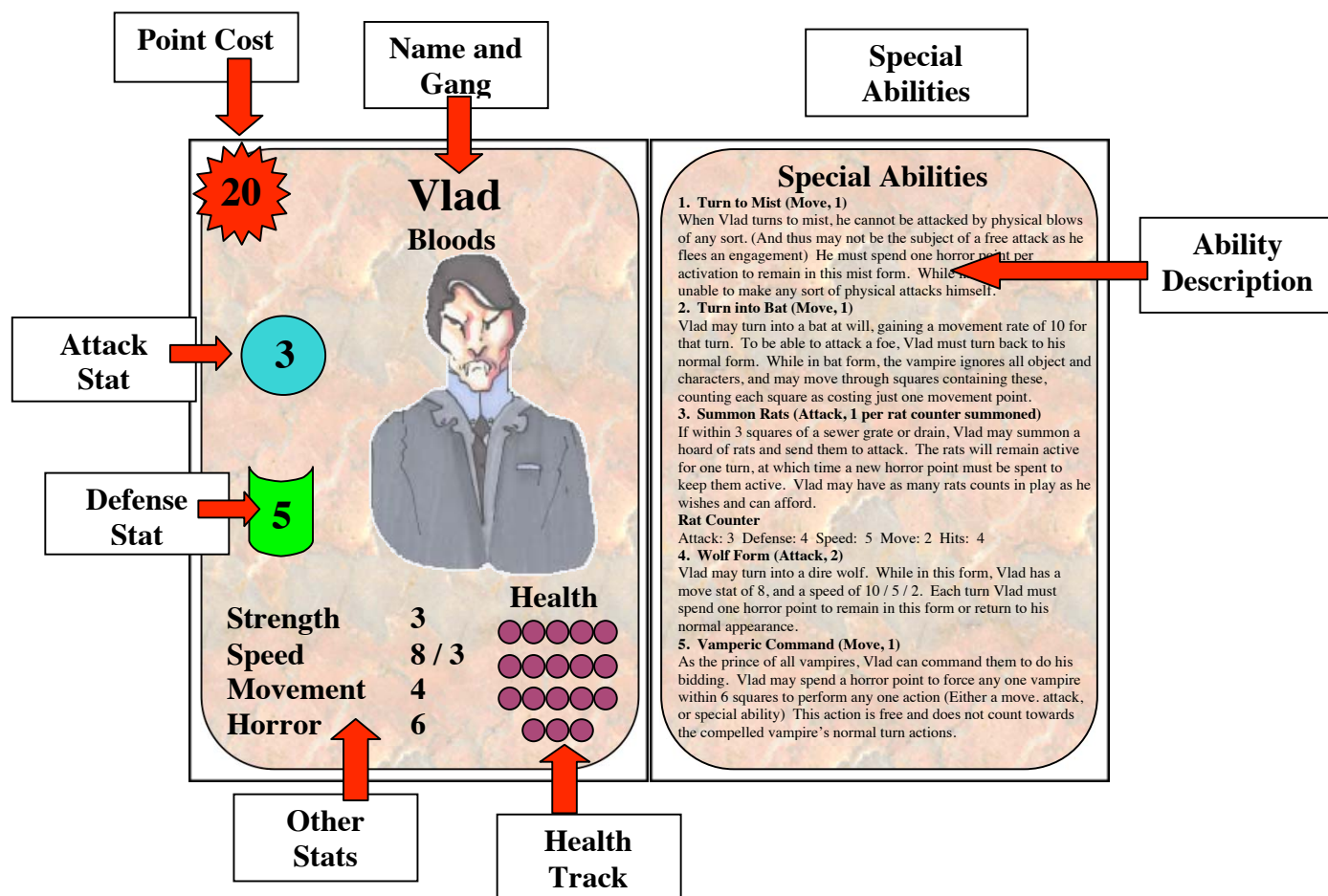
Horror points though, can be regenerated by various means, the most common being to eat humans. (See Humans for details)

## Monster Abilities

All monsters will have one or more special abilities that it may use during the course of the game. Each ability will generally cost a set amount of horror points to activate, so read each carefully to be sure on how the ability works and how much it will cost.



Some abilities will activate during the movement phase of a monster's action, while others are used only during the attack phase, so be sure to read each description to be sure when it is activated and used.



### Battle Tiles

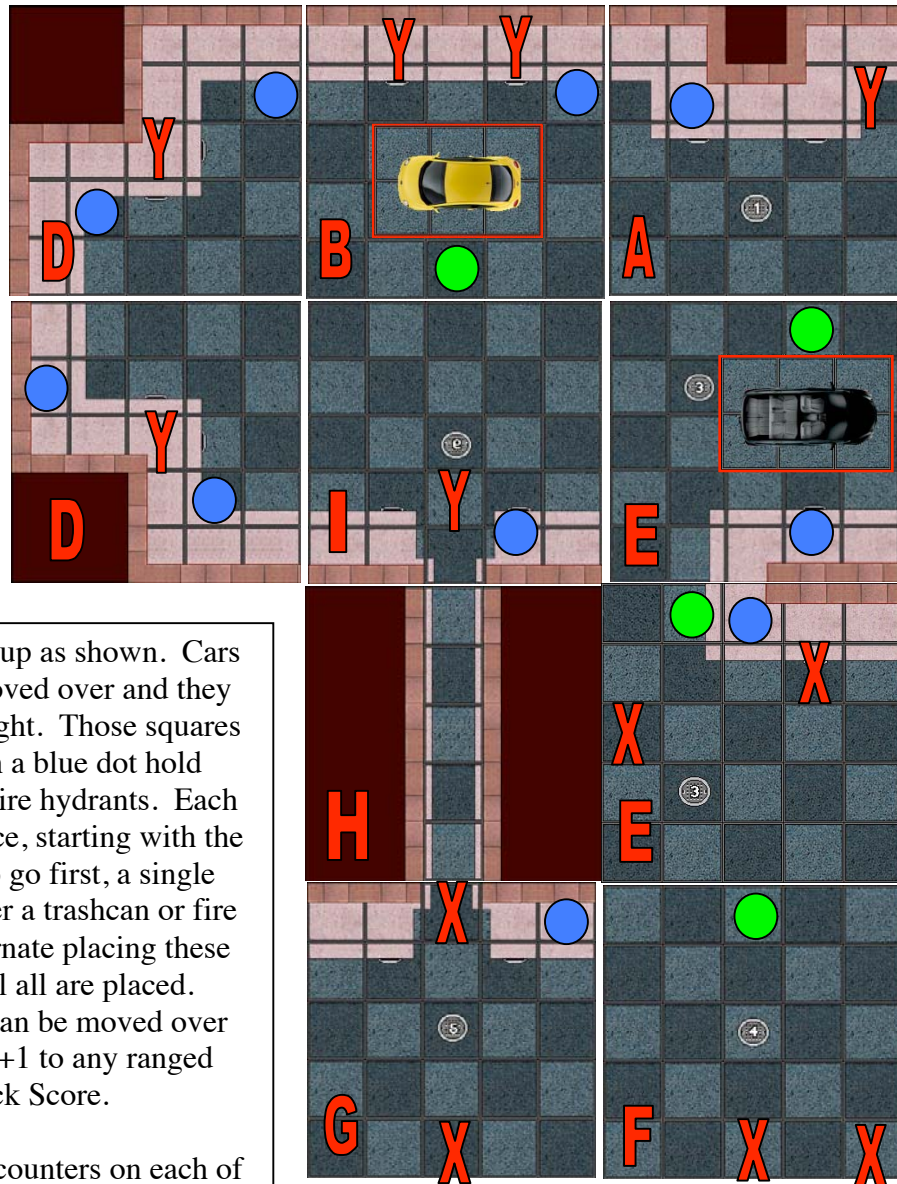
Monster Bash is played on a series of Battle Tiles, which reflect different parts of the city, street, alleys, graveyards, etc. Each tile is made up of a series of squares, which the monsters will move about and battle upon. Each square represents a 5' x 5' area and can be occupied by only a single creature, monster or object.



### Victory Conditions:

Fight the battle for ten turns, then end the game. Total the point cost of those monsters slain. The player with the most monsters slain loses the battle.

Map Set Up:



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### **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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change lives

**If you liked the game then try one of Avalon Game's Mini-games, such as Graveyard Dash, our first Mini-Game ever.**

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

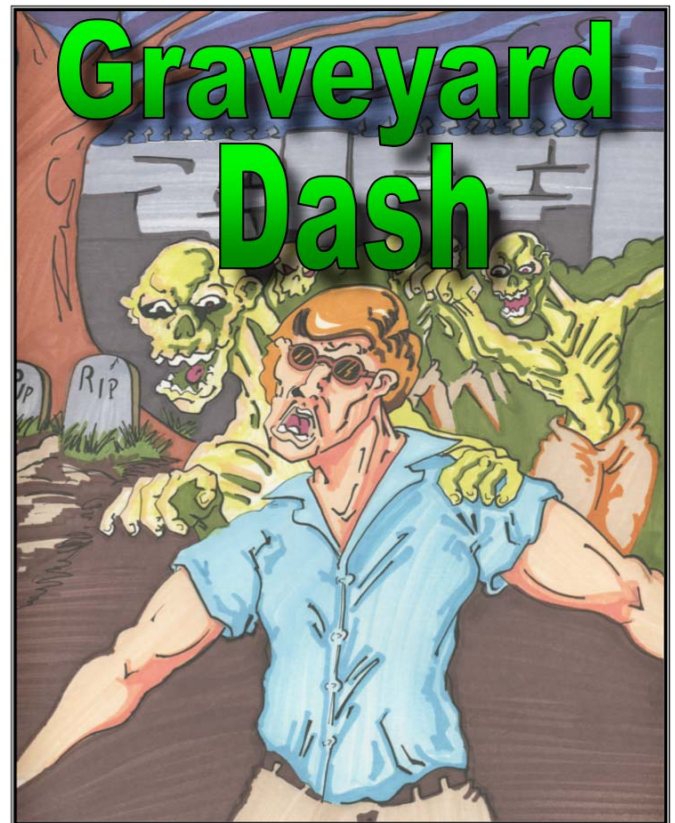
Chuck just stood there and watched as old Mrs. Johnson crawled out of her fresh grave. She had been dead two days, but here she was, dragging herself out of her hole, red eyes hungrily staring at Chuck. Suzy screamed again, but Chuck barely heard his girlfriend's cries of horror as more of the walking dead shambled towards the two of them.

Maybe it was the odd, green colored comet that had hurtled overhead a few hours ago, or perhaps it was the illegal biological and chemical weapons the government truck had spilled across the creek. Chuck thought it was the old voodoo woman's curse that had been placed on the town. Whatever the cause, the dead were walking again and they were hungry for human flesh.

Coming out of his shock, Chuck grabbed Suzy's hand as the two of them began to run. If they could just get out of the graveyard, if they could just reach the gates at the far end of the grave covered field....

This is Graveyard Dash, a fun, fast game of Zombie mayhem. A race between the walking dead and their human prey. Can the people trapped in the graveyard reach its gates and freedom before the ever-growing number of zombies drags them down?

The first of Avalon Games Mini-Games, this and other games like it will allow players to engage in fun, fast, easy to learn board games. Small and quick though, does not mean less fun. No, these games will take you into all sorts of gaming fun, so don't wait, get started today and have a blast of a time.




**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.



**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**





**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.

