

Monster Bash

Franks & Ghouls



An S&G Genre Game

Avalon Games



The Frank crushed the skull of the ghoul with an easy grip of he's massive hand. Still as one died, five more appeared and rushed the mighty monster. With a howl of delight they began to rip at the Frank's flesh with chipped teeth and dirty claws. One ghoul the Frank could handle, but five was a bit too much. With a mighty crash the ghouls brought the huge monster down to his knees, each feeding on his flesh as he screamed in rage.

This is Monster Bash, another great Min-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 monster 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.

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 at...

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Scenarios

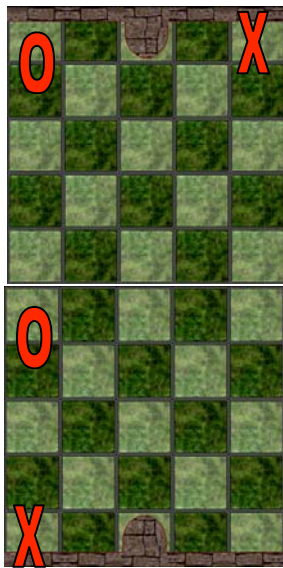
One-on-One

In this scenario, two monsters enter into a deadly brawl, where only one will survive.

Player's Monsters:

Each player may pick one monster of a cost of 15 point, or less.

Map Set Up:



Starting Positions:

Each player may place their monster on one of the squares marked with an X.

Victory Conditions:

The player that survives the fight wins the game. Monsters may not flee the game map.

There are no objects in this game.

Gang Fight

In this scenario two monster gangs go at it. Only the strong will survive this engagement.

Player's Monsters:

Each player may buy up to 40 points in monsters, but all monsters must be bought from the same gang. No solos are allowed.

Starting Positions:

Each player may place their monsters on one of the squares marked with an X. All monsters from your gang must be set up on the same side of the park.

Victory Conditions:

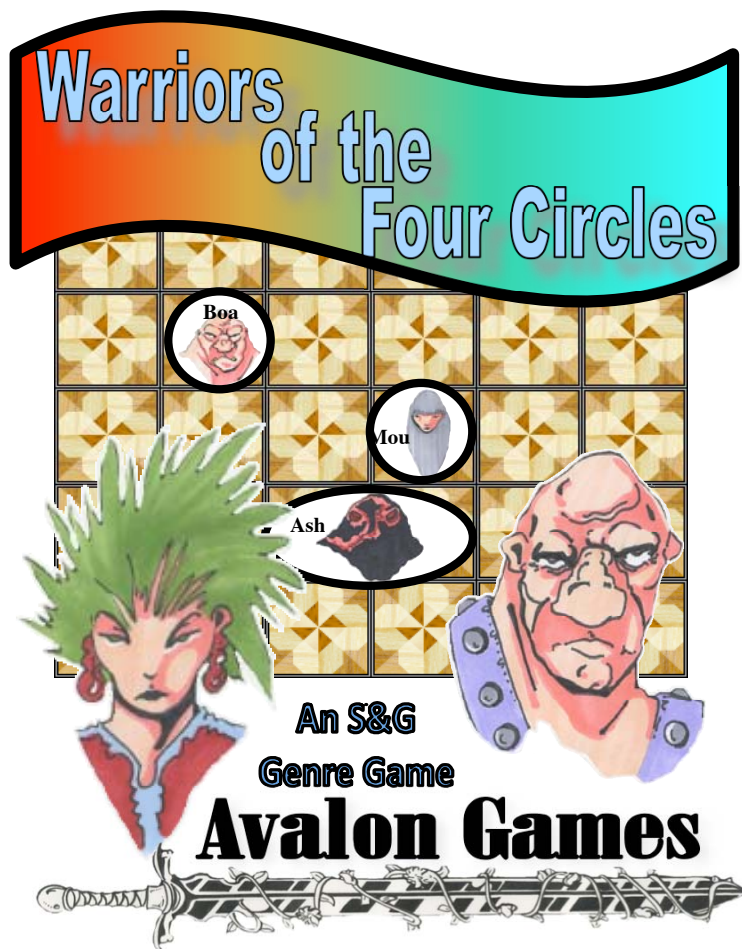
If you liked this game, try one of Avalon Game's Mini-Games, such as Warriors of the Four Circles, a great addition to the S&G line of skirmish games.

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

Dragon stopped along the bamboo trail as the four well armed men stepped out of the brush to either side of the trail. "We will require a toll for you to walk on our trail," Offered the lead bandit, a nasty smile on his face.

"Course a woman as pertly as you might have to pay with more then coins," He smirked to his friends. As the bandit turned his head back towards the Dragon, She lashed out with a mighty kick, knocking his head clean off his shoulders. The other three bandits screamed in fright as the warrior called the Dragon smiled her own grin and moved on them.

This is Warriors of the Four Circles, another from Avalon Games. Taking the S&G skirmish game system and add to it super Kung-Fu masters and martial arts experts and you have a great action game of flying kicks and mighty blows. Warriors of the Four Circles is a great mix of martial art action and elemental magic, all creating the wild world of a mighty battles and high suspense.



The game comes with 18 characters. Full rules on martial arts and various style, battle tiles, counters and more. With two additional expansion and fully compatible with other S&G genre set, this is a wild, great game.

