Steel and Glory

An S&G Genre Game

Avalon Games

A Game of Fantasy Battles

Lord John issued the order and his men-at-arms stepped forward, shields raised and swords drawn. Each man standing with his lord watched as the orcs gathered into an unruly mob, threats and swords rose in fury.

With a howl, the orc warlord Grom ordered his warriors to battle, the mob surging forward, each orc slobbering for the blood of the humans before them, each trying to be the first to draw blood and reap death among their foes.

Lord John ordered his men-at-arms to hold their line, for each man to gather his courage. As the mob of green orcs reached the armored line of men, the sounds of battle and the screams of the dying could be heard across the field.

This is Steal and Glory, another great Mini-Game from Avalon Games. A fast paced skirmish game of battle, skill and guts, Steel and Glory allows players to field small bands of warriors, who will then fight bloody engagements. Each set within the system will cover two different forces, and also offer new battle tiles, new abilities and new excitement. So don't wait, gather your warriors to you and fight for the glory of your chosen lord.

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Introductions

Steel and Glory is a fast system for running skirmish level battles among classic fantasy forces, either in one on one fights, or involving large war bands.

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

Game Construction

Once you are ready to play Steel and Glory, the first thing you will need to do is construct the game components. For the most part, the amount of time and extra expense you will put into the game's construction is up to you. The simplest format is to print out all the needed parts and then just cut them out and go to it. Paper pieces are a bit difficult to deal with though, so if you wish to continue to play Steel and Glory 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 reusable.

Suggestions on Component's Construction and Printing

First off, 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 pieces easier to pick up and use, which generally creates a better over all experience. Should you wish, you can protect your many parts with clear self-adhesive lamination sheets. (Again available at most office supply stores).

Of course, plastic or metal miniatures can 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 out 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 can 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 pieces assembled you are ready to start a game. First, you will need to pick a scenario to play. Set up the game's Battle Tiles as dictated in the scenario and buy your characters as outlined for that game. Each player should then gather the needed counters and cards for the faction 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 characters on the Battle Tiles as dictated by the scenario. The second player then places one of their characters, and so forth, until each player has placed all of their characters. (Note: Some scenarios may have different rules for setting up, so read each carefully.)

Characters

The game revolves around players using characters from different races and factions to battle their foes. Each character in the game has a series of stats that reflect just what the character can do and how well it performs actions. Each character in the game will come with a data card showing these stats and other information for that character.

For the most part, all characters in the game are individual and unique. No player may have more then one character of any given type, unless otherwise stated on the character's data card. Although, two players can have the same character if they are playing the same faction.

All characters within the game came in two classes, faction based and solo. Faction based characters are part of a race or organization who often work together to overcome their foes. Solo characters, are individual warriors that will work with any faction, as long as they are paid well or offered some other incentive.

The status of a character may have special effects within the scenario that you are playing, as outlined in that scenario. Otherwise, there is no difference between the various character types, and all are played the same way and follow the same rules.

Stats

All characters 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 character hits and how hard it is to hit the character in combat.

Strength

This is how strong the character is. It is used in combat or when the character tries to throw objects.

Speed

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

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

Movement

This reflects just how far the character can move on any given move action.

Health

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

Will

The overall willpower of the character and a sign of their courage.

Adrenal Points

All characters have adrenal points, which reflect the amount of special abilities the character can perform in a game. The more adrenal points the character 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 adrenal points must be spent. When a character has used all of their adrenal points for the game, they cannot use any more of those special abilities.

Adrenal points can be regenerated by various means, though. The most common are by magic and resting.

Character Abilities

All characters will have one or more special abilities that it may activate during the course of the game. Each ability will generally cost a set amount of adrenal 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 action of a character's activation, 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

Steel and Glory is played on a series of Battle Tiles which reflect different parts of the landscape that battles will take place on. Each tile is made up of a series of squares which the characters will move about and battle upon. Each square represents a 5' x 5' area and can be occupied by only a single character, monster or object.

Tiles are designed to butt up to each other so as to create large areas to battle upon. The scenario that is being played will tell you which tiles to use and the configuration they should be placed in.

All Battle Tiles must butt up to each other and fully connect to the tiles next to it. Tiles may not overhang other tiles or overlap other tiles when they are placed.

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 then 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.

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If you liked this game, then try one of Avalon Game's great games, such as

Arcanum

(Click here to visit this products page at RPGNow)

Your training in the great halls of magic is now over, the years of hard work and difficult study finally coming to an end. Tomorrow you will begin your long journey, one each graduate of the tower must take, a journey of adventure, danger and riches. You will need all your skills to survive this quest, but you are ready, for your magic is strong and your will is like iron.

Arcanum is a simple to play, but complex game of adventure and magic, a game where players seek out the destiny of their character as they travel about the many magical lands on a unique game board. Players will need to achieve a set of victory conditions if they wish to win the game, conditions that they have set for themselves before the game even begins. Encounter monsters, dangers and companions to aid you in your quest, and along the way you may even join other players as you each try to achieve some great deed. That or you may find that you have to battle these players as they seek to steal from you all your gathered magic and riches. Allies can turn into enemies with a blink of the eye, so you must walk your path with caution.

Arcanum uses a unique system of "Chips" to resolve all conflicts, so no dice are ever used. This creates a game where luck has no place in the final outcome, but rather your skills at thinking ahead and planning determining whether you will win the game or not.

***Arcanum comes with 15 fully illustrated, full color map tiles.**
***16 full color, stand up character counters, each an illustrated portrait of a different character.**
***Over 80 spells, from four different fields of magic.**
***Over 100 other game cards, each offering information on quests, treasures, equipment, companions and more.**
***A fully illustrated rules book of over 30 pages full of charts, rules and information on how to play the game.**
***Player charts, handouts and other game aids to make the experience a faster, smoother game.**

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.

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.