Steel and Glory

An S&G Genre Game

Avalon Games

A Game of Fantasy Battles

The elf waited until the right moment to release his arrow, taking the barbarian warrior in the eye with the long shaft of his arrow. The elf had killed many of the invading savages this day, but he knew the battle was already lost, there being just too many of the warriors of the northern wastes to possibly win the day. Turning at a new noise, the elf's heart rose in pride, for walking silently out of the brush to his right came a wood singer, one of the most powerful mages in the world. With her aid, and her magic, the day could still be won.

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.

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

One-on-One

In this scenario, two warriors enter into a deadly brawl,
were only one will survive.

Players' Characters:
Each player may pick one character at a cost of 15 points, or less.

Map Set Up:
Use any Battle Tiles you wish.

Starting Positions:
Each player may place their character on one of the squares marked with an X.

Victory Conditions:
The player that survives the fight wins the game. Characters may not flee the game map.

There are no objects in this game.

Small Skirmish

In this scenario two parties of foes encounter each other and go at it.
Only the strong will survive this engagement.

Players' Characters:
Each player may buy up to 40 points in characters, but all characters must be bought from the same faction. No solos are allowed.

Starting Positions:
Each player may place their characters on one of the squares marked by a red box. All characters from your faction must be set up on the same side of the map board.

Victory Conditions:

Avalon Games

All games available at
(Click on the name to visit their site)

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e23.sjgames.com

wargamedownloads.com

wargamevault.com

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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 Mini-Games, such as Land Ships.

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

With a shutter the massive land train lurched to the side as another of the enemy's cannon shells hit the iron platting.

The Admiral barked orders into the tube to the steam engineer deep in the bowels of the iron beast, "Give me more power Chief!" With a howl of frustration the chief protested back through the brass call tube, "Sir, she's about to burst now, I shovel any more coal into the furnace and she's going to explode!"

"Then damn you to hell Chief," Called back the Admiral, "We will just have to blast the enemy with what we got."

This is Land Ships, another great Mini-game from Avalon Games. Land Ships takes war in the Victorian age and stands it on its head. What if Jules Vern and H.G. Wells had gotten it right just a little bit closer to home, what if the great powers had taken steam power and used it to craft great engines of war and destruction. This is Land Ships, a world where an alternate reality exists, one where science has allowed kings and empires to forge massive war machines, tank like creations but on a massive scale.

Lead a grand army of steam powered behemoths made of iron and brass across the battlefield, while all the time trying to defeat you foe's own massive monsters of metal and steam.

Fully expandable, each set for this system will allow you to play forces from different factions, adding new war machines, map boards and exciting fun.

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.