

# Steel and Glory

**20** Math the Wizard  
Bar 7

**7**

4

Strength 2  
Speed 6 / 3 / 1  
Movement 4  
Adrenal 2  
Will 2

Health

**15** Grog the Bone-dancer  
Orc & Goblins

4

4

Strength 3  
Speed 6 / 3 / 1  
Movement 4  
Adrenal 3  
Will 4

Health

**20** Terra the Woodsinger  
Elven Courts

**3**

**5**

Strength 5  
Speed 10 / 5  
Movement 4  
Adrenal 2  
Will 2

Health

**5** Fire Elemental  
Semi-Monster

3

Strength 5  
Speed 10 / 5  
Movement 4  
Adrenal 2  
Will 2

Health

An S&G  
Genre Game

## Avalon Games



Steel and Glory: Magica is an expansion for the Steel and Glory game system. Now you can add magic to the mix and watch as the battle changes. Within, you will find two new characters for each faction, rules on casting spells and a ton of magic cards to cast while your forces battle their foes on the fields of battle. This expansion is not a complete game, and you will need one or more of the Steel and Glory game sets to use this product.

**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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### Introductions

Steel and Glory, Magica is a fast system for adding magic to your skirmish level battles. Inside you will find rules for the casting of spells, summoning of monsters and new characters to field. This is not a full game and will require that you have a copy of one or more of the Steel and Glory games sets.

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, Magica, 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, Magica 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.

### Characters

This expansion offers several new characters for play, and a new class of character, the Summoned Creature. These new characters are used and played in the same manner as the characters from the base sets, although summoned creatures do not start the on the game field with your other forces.

A new set of skills and stats are also covered in this expansion, all dealing with magic and the skills needed to cast spells.

### Magic

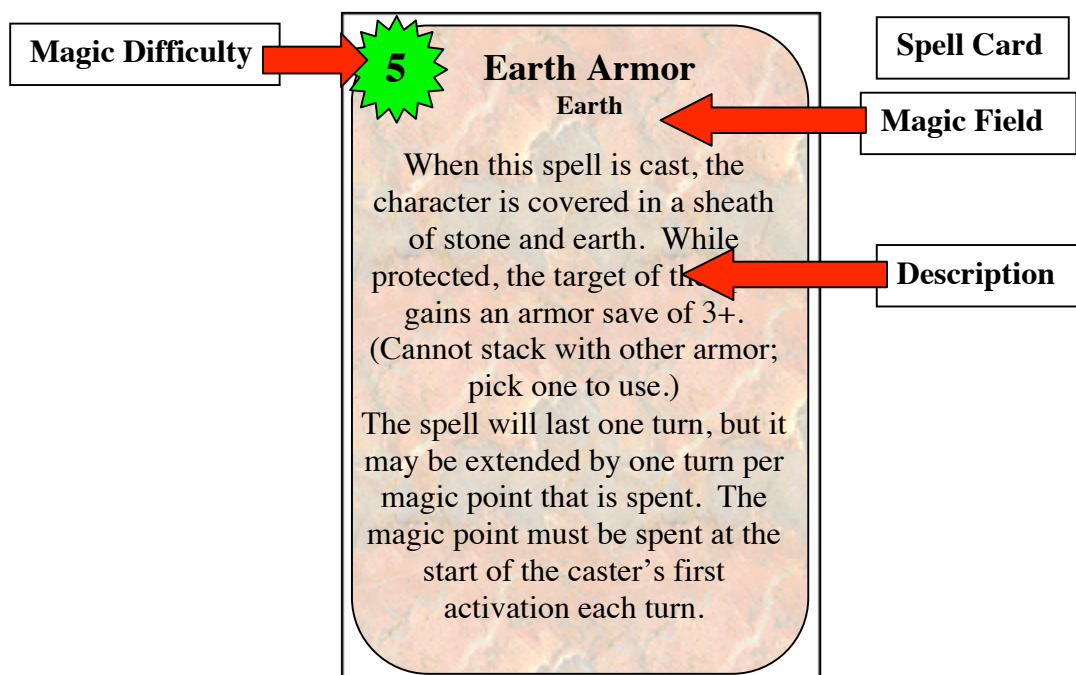
Several characters within the game now have the ability to cast spells. To cast a spell, the character must have a skill level of one or more in Magic, as listed on their character card. Characters without this magic skill, cannot cast spells of any sort.

### Casting Spells

To cast a spell, the character must use one of their actions during their activation. This special action allows the mage to pick a spell that they know and to make a spell casting skill roll to see if the spell is cast. Only characters with a magic skill can take a cast spell action and only one cast spell action can be taken during any single activation.

To cast a spell, the character rolls 1d6, adding their magic skill level to the roll. If the roll is equal to or greater than the spell difficulty, as printed on the spell card, the spell is cast and takes effect as noted on the card. The mage then spends one of their magic points for the casting of the spell.

If the roll fails to equal or beat the difficulty target number of the spell, then the spell fails, with the mage still having to spend one of their magic points for failure to cast the spell.



# Avalon Games



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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**

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### **Character Portraits**

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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,  
making loans that change lives.**



loans that  
change lives

**If you liked this game then try one of Avalon Game's Mini-Games, such as Heroes Inc, a great super hero addition to the S&G game line.**

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

Major Glory hit the Brute with a might upper cut, sending the villain high into the air to then crash into the bus across the street. The hero cringed at the damage being done in this brawl with the Brute, the Mayor would not be happy when he watched the news tonight. With a growl, the Brute climbed his way out of the wreckage of the city bus and charged Glory again. Someday, the hero thought to himself, as he once more grappled with the incredibly strong super villain, someday he would just have to find a new line of work, something simple, less destructive in nature.

This is Heroes Inc. another great Mini-Game form Avalon Games. Taking the S&G skirmish game system and adding a super hero twist, we have come up with a great comic book hero game. Take your heroes and battle their greatest foes for control of the city. See if you can match the villainous cunning of an arch-fiend, or the super strength charge of some alien menace.





# 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.

