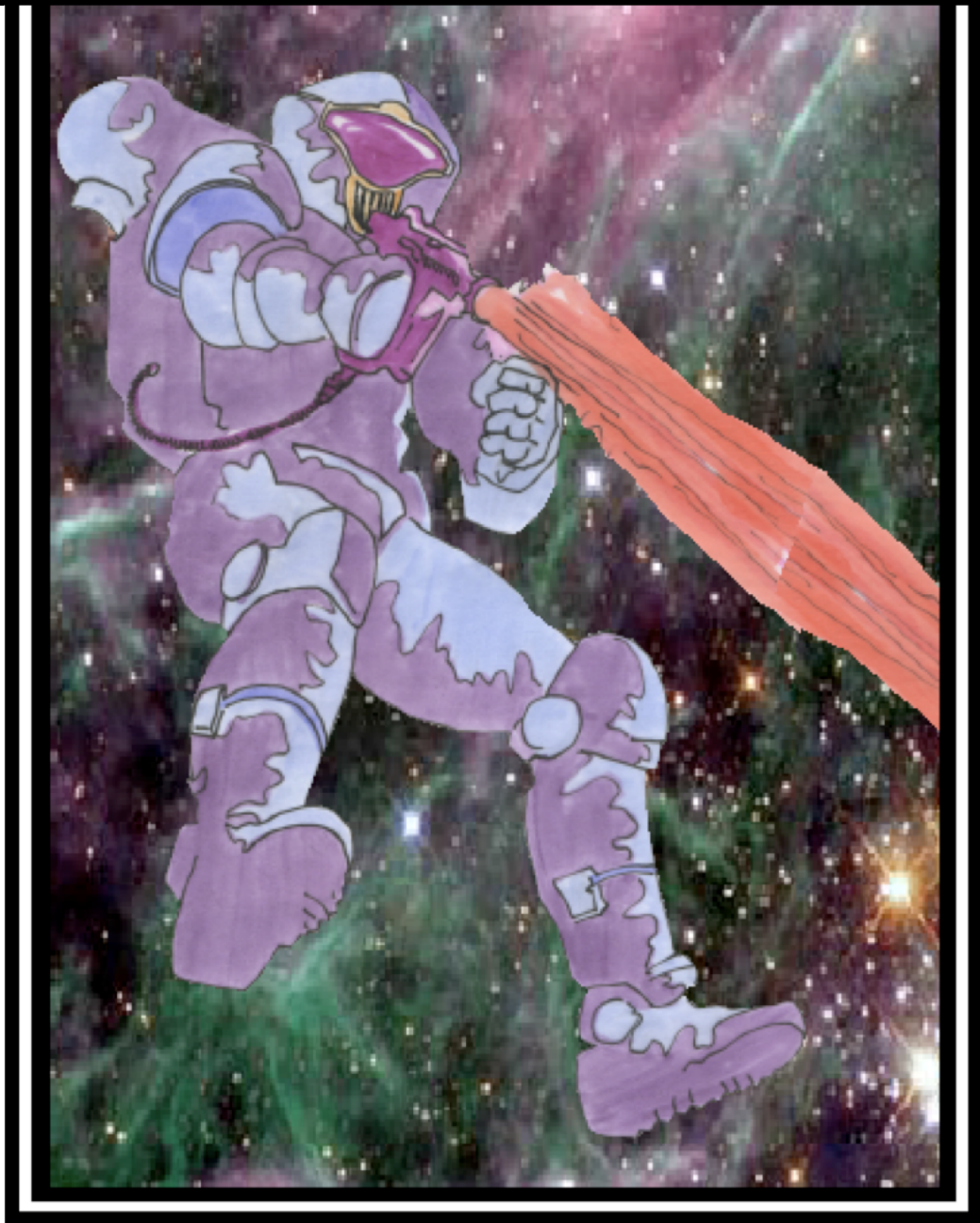


Battle Armor

Hive Invasion



Avalon Games



Captain Jones heard his squad open fire on the Hive swarms as the wave of flesh moved towards their position on the low hill. “Perkins”, Jones called out over his com link. “Lay down suppression fire to the north or the Hive will overrun our flank,” he ordered, seeing that the squad would be swallowed up by the Hive force if their flank fell.

As he and his men, all encased in battle armor, fired a wall of death into the Hive swarms, Jones called on his last ace in the hole. Sending a coded message through his uplink to the armada in orbit about the planet, he called to his men once more. “Take cover, bombardment on its way.” To a man, they took to the dirt as the sky lit up and hell fell from the clouds above, the ships in orbit dropping their payloads of atomic missiles down on the swarms.

This is Hive Invasion, the newest addition to the Battle Armor system. Now add the alien Hive collative to your game as well as new weapons, option and rules. This is not a full game, and requires that you have a copy of Battle Armor to play.

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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Introduction

Battle Armor: Hive Invasion is a turn based strategy game of single man and squad level combat, all set in the far future. Players pick a side to play and try to out maneuver and out fight their opponents. Playable in short pick up games or with pre designed set ups, the game is expandable, so look for future releases.

Game Construction

Once you are ready to play Battle Armor: Hive Invasion, 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 Battle Armor: Hive **Invasion** over and over again, and I 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, you should 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 a map board. 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 pieces with clear self-adhesive lamination sheets. (Again available at most office supply stores)

The Hive

The Hive is a collective race, made up of millions of individual creatures, all of which share a single massive intelligence. Insectoid in form, they have evolved over the millennium into a vast, single willed creature. While the whole is comprised of a single intelligence, the parts act as the cells of this vast, interstellar being. The whole may not be aware of what a cell does, but the cell still operates, as it should, being “Programmed” to operate through its natural instincts.

This is a difficult thing for the human race to grasp, a single mind that controls such a vast empire of creatures. The Human Federation has been in conflict with the Hive almost from first contact, each race desiring the same thing: control of the galaxy.

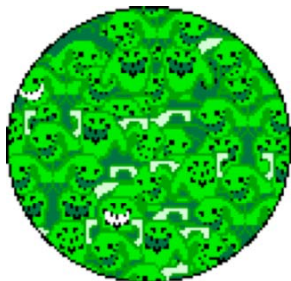
The Hive itself starts an invasion by infecting a planet with its smallest parts, little insects of marginal worth and ability. These then allow for more complex aspects of the Hive to be bred and to take root. Within a few short years a planet can be overrun by the Hive, as more and more advanced parts of its organism are grown and allowed to infect a planet. This continues until the planet is swarming with Hive life forms, all other living organisms having been replaced and devoured. That, or the Human Federation bombards the planet into a lifeless, radioactive hulk.

Unable to grasp the concept of “Building” anything, the Hive grows and creates all of its needs, for it is the master of bio-hardware, with DNA resources collected from countless worlds that it has absorbed.

No greater threat awaits the human race in the great vastness of space then the Hive, for only one race will survive the conflict hat rages between them.

Hive Swarms

The Hive will field forces as a mass of crawling, flying, leaping carpets of living weapons. These small creatures then move over a foe, devour them and move on. There is little tactical consideration when the Hive goes to war. It simply eats its foe and moves on to the next meal.



Swarm Counter Sizes
Large. Medium and Small.

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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 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

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.

**Avalon is a proud participant of Kiva,
making loans that change lives.**



loans that
change lives

**If you liked the game then try one of Avalon Game's Mini-Games,
such as Demon Wars.**

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

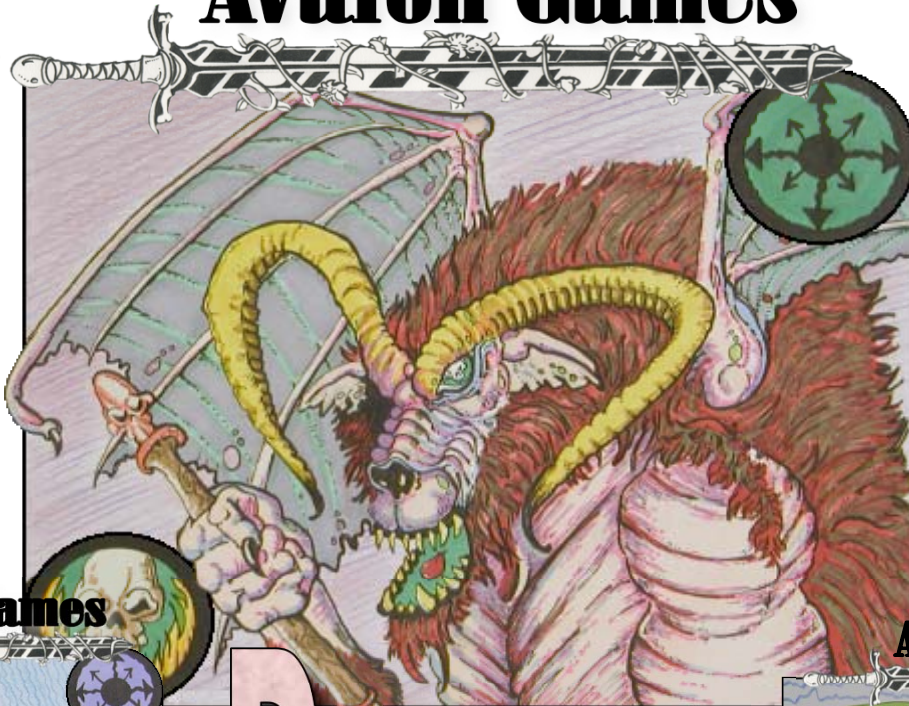
Orcus howled in fury as his front lines broke and the enemy demons poured through, his forces scattering to the four foul winds.

"You may have defeated me today Lilith, but the war is not yet over," Vowed the great demonlord Orcus.

This is Demon Wars, another great Mini-Game from Avalon Games.

Demon Wars is a fast, fun game of demonic conquest and war. Can your forces defeat your rivals before they grind you under their hellish boot? Fully expandable, the system will showcase two new Demon Princes with each edition, as well as new hex boards, troops, magic and more.

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Demon Wars



Demon Wars



Demon Wars

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.

