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Heroes Inc

**A Great New
Adventure Waits
Our Heroes Inside
These Pages**



An S&G
Genre Game

What terrible plot does Master Mind
have in store for our heroes!

**A Heroes Inc
Expansion**

Avalon Games



Master Mind's green glowing brain floated above the view screen, his mad laughter echoing off the steel walls of his lair. He watched as his giant robot rampaged down Main Street, the puny heroes of the city trying in vein to stop his creation. Soon he would bring the city to its knees and then they would have no choice but to accept his demands to be crowned king of the world.

Master Mind's Revenge is the first in a series of linked scenarios for the Heroes Inc. game system. Play these linked games and live through an issue from the Heroes Inc. comic. See if your heroes can defeat Master Mind before he destroys the city.

Note that this is not a complete game, and will require that you have Heroes Inc. sets #1, #2 and #3.

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www.avalon-games.com

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Introductions

Master Mind's Revenge is a series of link scenarios for the Hero Inc. game system. Here you will be presented with a series of scenarios, who's outcomes will have dire effects on additional scenarios within the series. Thus what takes place in the first game may well have effects in later games. Designed to be played as if you were reading a comic (The 57th issue of Heroes Inc. to be exact), these scenarios should allow you hours of comic book fun with your Heroes Inc. games.

Getting Started

Players should determine which side they will play for the series of game, either the heroes or Master Mind and his allies (Or funkiest as he calls them). Once you have set which side each player will participate on, begin the first scenario in the series. Read each scenario carefully, and keep notes of events within the game. At the end of the game, determine who won, based on the conditions set in the scenario. Then continue on with the next game in the series, as outlines in the scenario you just completed. Note that you may end up not playing all of the scenarios in this series, based upon results of the games played. This will allow you to have several different outcomes from replays of the series, and thus increase your overall use of this product.



Scenario #1, Return of the Master

Master Mind levitated into the dark chamber and activated the lights with a mental pull of a switch. The lab brightened as dormant equipment came to life, all ready for the dreadful brain's needs. Robots walked, or scooted about the floor, preparing the Master's thrown, which was located amid a massive bank of computers and lab equipment. This was only one of several hidden lairs Master Mind had located about the city, each held enough equipment and raw materials for him to launch one of his foul plots. He would stay here a few days until the fury of the police pursuit calmed down. He had just escaped from prison, this the thirty-fourth time he had done so. With a mental shrug the master brain wondered why they could not build a prison to hold him, then again, they never seemed to have any real idea what he was, let alone what to do with him each time some super hero brought him in. Master Mind sort of thought of his times spent in jail as a vacation, time off from his plots to take over the world and the countless experiments he had running. No, he almost looked forward to those few months he would be in prison, thinking of it as some well dissevered down time. Then of course he would come up with a new master plan and brake out so he could achieve his dream, which had never changed over the years, world domination.

Taking a perch on the small golden thrown, he activated several viewing screens and took a quick inventory of his supplies. He had been a bit lacks in his book keeping it would seem, as he looked over the list of equipment and materials on hand. Yes, he had been a bit lazy, for his hidden off shore bank accounts were all low in funds, and there were a few bits of equipment he would have to acquire before he could start his newest plot. How though, to acquire the needed cash and gear, and not bring undue attention to himself in the process, after all, he was the most wanted criminal alive, or at least for the moment. No, he would require some help gaining the materials he would require. The only question then remaining, who to hire to steal what he needed.

The Heist

Overview:

Master Mind needs some cash to finance his latest dreadful plot. Not wanting to draw attention to himself, he has hired a super villain, and some cheep muscle, to rob the First City Bank. With the needed cash, he can continue on with the next part of his master plan

Villain Player:

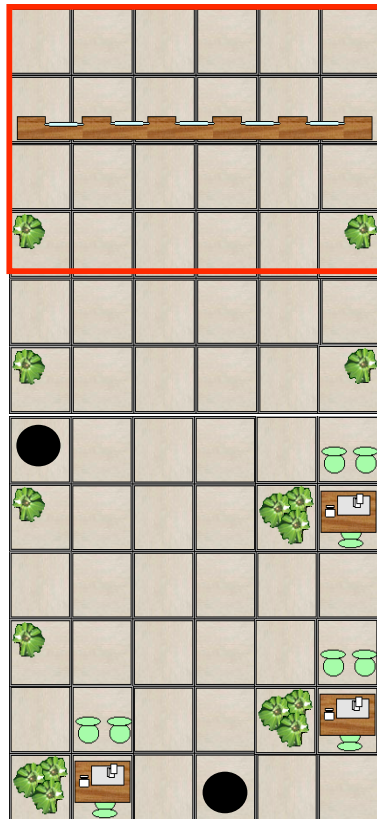
You have 25 points to spend on characters. You may though, only buy a single super villain character. All the rest of the points you have left can be used to buy henchmen. You may, if you wish, buy a solo character for this game.

Hero Player:

You may spend up to 25 points in heroes (as many as you want and can pay for), but no solos can be purchased. You may buy heroes from the same hero group if you like.

Map Board:

Set up the map as shown below.



The teller counter blocks movement and line of sight, although it can be climbed or jumped over. (3 movement rate cost)

Desks and chairs add two to the movement cost to enter that square, but do not block line of sight.

Potted plants cost one extra to move through that square, but do not block line of sight

Dots show the exit squares

Villains may set up anywhere in the red marked squares. Heroes, enter, on their first activation, through one of the two dot marked squares.

Game Set Up:

The villain play may set up his characters anywhere in the red marked area before the game begins. Then start the normal activation by speed process. On a hero character's first activation, they may enter the map board by either of the two dot marked doorways. Until they enter the game, a hero cannot take an action save to enter the map board.

Victory Conditions:

Each player gains a number of victory points based upon the cost of characters that you knocked out during the game.

If the Villain player gets away (By the exit), or if they are the last one standing after the fight, he or she gains 5 extra points

If the heroes are able to stop the villain for stealing the money, then you gains 5 extra victory points.

Total your victory points for this game and keep a record of your totals.

Post-Game Conditions:

If the villain was able to steal the money and escape, then go to Scenario #2

If the villain failed to steal the money, then go to scenario #3.

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If you like this product, try other games from Avalon Games

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 this game, then try one of Avalon Game's many Mini-Games, such as Star Fury.

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

The fighters swarmed the massive capital ship as their small missiles assailed her heavy armor. Adrenal Chad watched as the point defense systems of the massive ship blow each of the fighters into dust, their pilots' lives given in a vain attempt to reach a vital part of the enemies' great war ship.

"Another time, another battle," Chad swore as he ordered the rest of his fleet to turn and retreat, this battle already lost.

This is Star Fury, another great Mini-Game from Avalon Games. Star Fury is a simple to play, but complex system for running small to large-scale star ship battles. Design your own ships and fleets, or use the ready made ships supplied with this set and then launch your fleet in a desperate attempt to defeat your foe.



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.



Warlord Grom

2

4

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



Night Stalker



Major Glory



Lamia



Gyea

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.

