

# Dept. 13



An S&G Genre Game  
**Avalon Games**



Chucky tried to avoid the Gremlin's grasp, but was too slow. "Help," he cried as he tried to struggle free from the creature's iron like grip. Coming to his aid was his best friend Lester. "Common man!" Chucky's friend cried, the terror the boy felt clearly coming out in his voice, "We can't be fooling around with these little monsters, we got to stop the cultist before they complete their ritual!"

This is Dept. 13, Lincoln High, another Mini-Game from Avalon Games. Taking the S&G skirmish game system and add to it super spies, Nazi undead, occult horror and high tech science. Dept. 13 is a great mix of genres, all creating the wild world of a hidden war of occult and high tech suspense.

**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](mailto:avalon@comstar-games.com)**

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## Scenarios

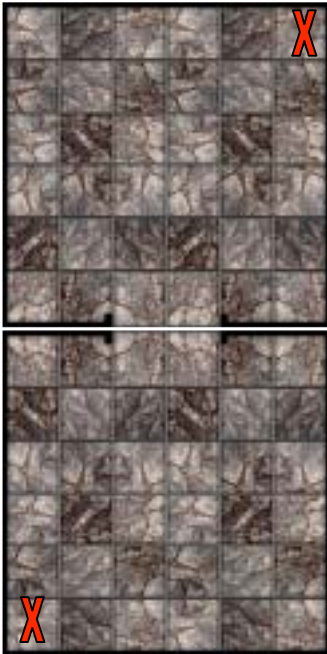
### One-on-One

In this scenario, two characters enter into a brawl, where only one will walk away.

#### Player's Characters:

Each player may pick one character of a cost of 10 points, or less.

#### Map Set Up



#### 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.

Walls block line of sight and cannot be move through.

### Small Skirmish

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

#### Player's Characters:

Each player may buy up to 30 points in characters, but all characters must be bought from the same faction. No solos are allowed.

#### Starting Positions:

Each player may pick one tile to start on. All of their characters must start the game on this tile, which must be at least one tile distant from the other players starting tile.

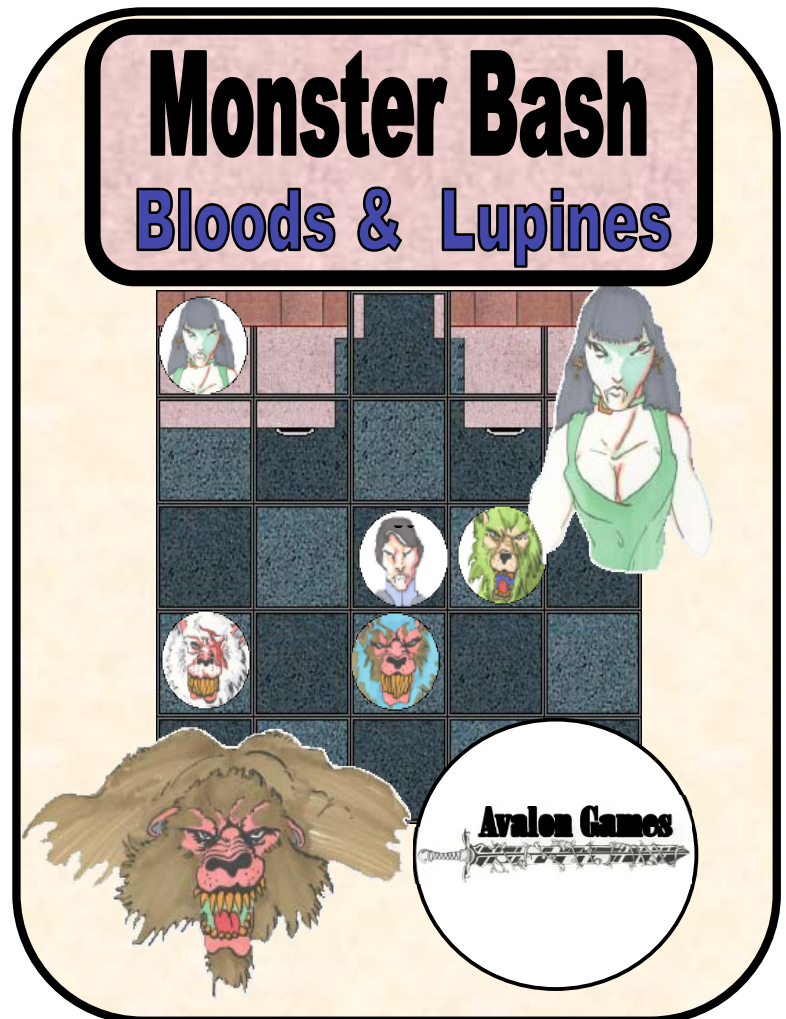
**If you liked this game then try one of Avalon game's Mini-Games,  
Such as **Monster Bash**, a great addition to the S&G game line.**

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

The vampire screamed in agony as the werewolf ripped at its chest, dead blood flying everywhere. The vampire though, was a tough foe and with a puff of smoke, turned into mist and floated away, only to return to its true form several steps beyond. With a sly grin the blood drinker raised its clawed hand and out of the sewer drain swarmed a vast carpet of rats. The moving rug of vermin swarmed the savage were-creature and soon it fell to the ground, howls of agony rising from the mound of filthy rats as they devoured the were-beast.

This is Monster Bash, another great game form Avalon Games. Take on the role of a savage monster from classic horror tales, build gangs of these monsters and battle your foes as each tries to take control of the city's dark, horror filled underworld. Gangs of monsters confront each other in deadly brawls as each tries to devour the fear filled humans that flee through the night.

Monster Bash is a fully expandable system, with each set offering two new types of monstrous gang, new Battle Tiles to fight upon and new, exciting special abilities and rules. So gather a few friends, sit down and have a ghoulish night filled with monstrous fun.



**An S&G Genre Game**





# Avalon Games



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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

# 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

## 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

- 1. 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)
- 2. 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.
- 3. 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.

