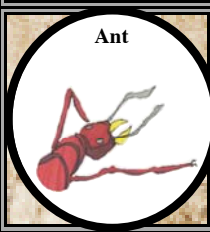
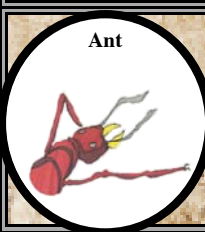
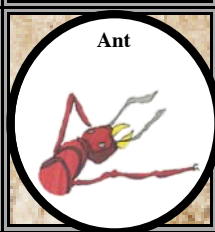


Dept. 13



An S&G Genre Game
Avalon Games



General Shultz ordered his men forward, “Come on Boyz, let go kill us some giant bugs,” He barked. As one the small squad of soldiers marched up the hill, rifles leaved and ready to fire. Thompson was the first to die, the giant ant exploding out of the soft sand under his feet, and taking him down under the ground in one swift motion. “Damn, I guess we should have listen to those boyz at Department 13 after all,” Mumbled the general as he ordered his men to fall back, a small army of giant ants hot on their boot heels.

This is Dept.13 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

Or visit

Avalon Games at...

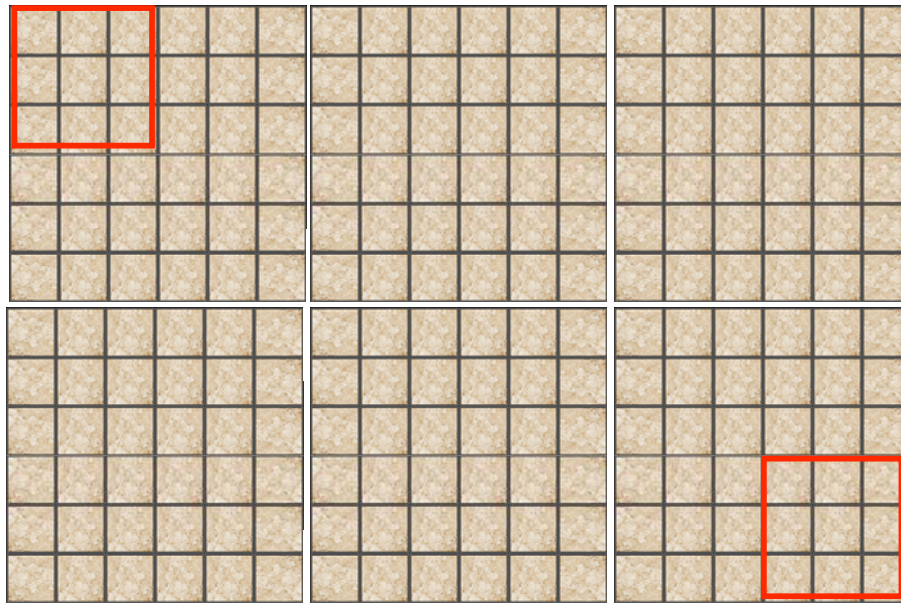
www.avalon-games.com

**Game design, artwork and layout by Robert Hemminger
Edited by Christi Monson**



Fight the battle for eight turns, then end the game. Total the point cost of those characters knocked out. The player with the most character points knocked out loses the battle.

Map Set Up



Objects are set up in the following manner. Each play starts the games with 15 object points. Each places one object at a time (Roll to see who places first). When a player has placed all of his points worth of object, he is done placing. Players do not have to spend all their point. Objects may not over lap each other

One Square Object = 1 point
Two Square Objects = 2 points
Four Square Objects = 4 points
Buildings (Any size) = 5 points

Objects Effects.

- * Tree trunks block line of sight. Foliage of trees do not block line of sight, but any ranged attacks drawn through the foliage suffers a +2 to the Attack Score. They can be thrown, but have strength of 10
- * Rocks add +1 to the cost to move through the square. They do not block line of sight, although any ranged attack that draws a line of sight through a rock filled square suffers a +2 to the Attack Score.
- * Rocks can be thrown, and have a strength of 3.
- * Boulders cannot me moved over, although they can be climbed over. They block line of sight, and cannot be shot throw at all with ranged weapons. They can be thrown and have a strength of 8. They can be thrown.
- * Building's walls block line of sight and walls cannot be moved through. Doors cost +1 movement to enter.
- * Brush adds +1 to the cost to move through the square. They do not block line of sight, although any ranged attack that draws a line of sight through a rock filled square suffers a +1 to the Attack Score.
- * Crates have a strength of 2 and can be thrown. They do block line of sight and can be moved over at a cost of 2 movement points.

Avalon Games



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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 Graveyard Dash, our first Mini-Game ever.

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

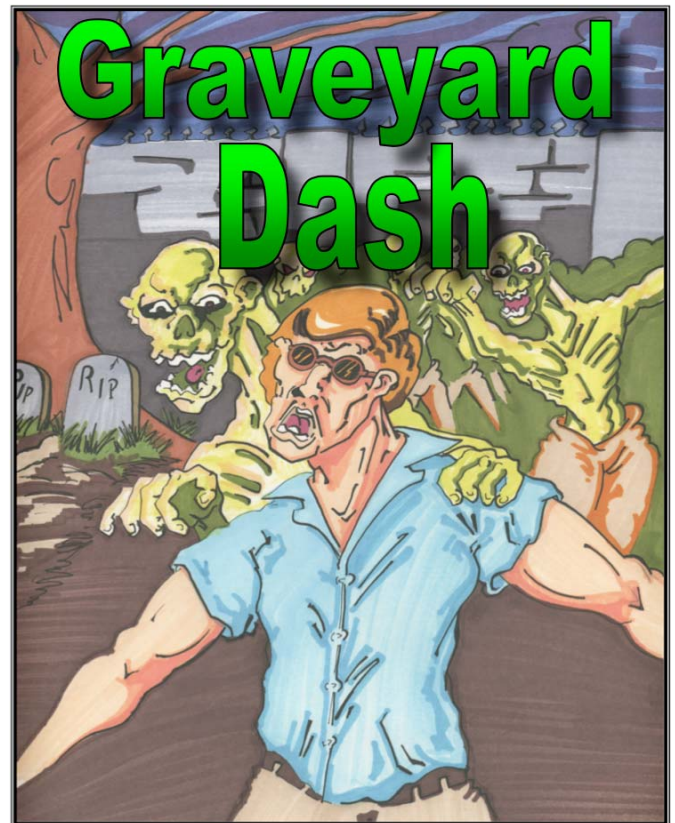
Chuck just stood there and watched as old Mrs. Johnson crawled out of her fresh grave. She had been dead two days, but here she was, dragging herself out of her hole, red eyes hungrily staring at Chuck. Suzy screamed again, but Chuck barely heard his girlfriend's cries of horror as more of the walking dead shambled towards the two of them.

Maybe it was the odd, green colored comet that had hurtled overhead a few hours ago, or perhaps it was the illegal biological and chemical weapons the government truck had spilled across the creek. Chuck thought it was the old voodoo woman's curse that had been placed on the town. Whatever the cause, the dead were walking again and they were hungry for human flesh.

Coming out of his shock, Chuck grabbed Suzy's hand as the two of them began to run. If they could just get out of the graveyard, if they could just reach the gates at the far end of the grave covered field....

This is Graveyard Dash, a fun, fast game of Zombie mayhem. A race between the walking dead and their human prey. Can the people trapped in the graveyard reach its gates and freedom before the ever-growing number of zombies drags them down?

The first of Avalon Games Mini-Games, this and other games like it will allow players to engage in fun, fast, easy to learn board games. Small and quick though, does not mean less fun. No, these games will take you into all sorts of gaming fun, so don't wait, get started today and have a blast of a time.



Avalon Games



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.



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.

