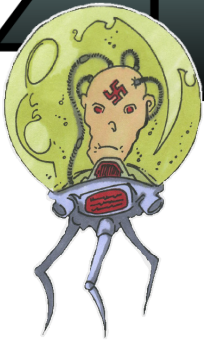


Dept. 13



Armageddon's Dance



Avalon Games



Agent D ducked under the Neco Ghouls grasping claws as she fired her pistol, blowing the undead Nazi's head clean off. "Damn nasty thing," she said as she took off at a run down the steel plated hall. She had to reach the ritual chamber before the madman Knonner set off events that would shatter the world.

Armageddon's Dance is the first in a series of linked scenarios for the Dept. 13 game system. Play these linked games and live through one of the exciting missions of the department's best agents. See if your heroes can defeat the mad Nazi's before they bring the downfall of mankind and return to the world the Elder Gods.

Note that this is not a complete game, and will require that you have Dept. 13 sets #1, #2 and #3.

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Introductions

Armageddon's Dance is a series of link scenarios for the Dept. 13 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 game.

Getting Started

Players should determine which side they will play for the series of games, either the heroes of Dept. 13 or the Nazi madmen and their allies (Or funkiest as they call 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 outlined 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, Mad House

Agent G sat in the plastic chair in front of an oak desk, as usual, alone in the room save for a metal speaker sitting on the desk before him. He hated these pre-mission briefings with the director of the department, hell all the information he needed was in the mission briefing folder sitting on his lap. Most of the agents found these meeting with a faceless voice to be a bit off putting. Everyone understood the need for security, and the identity of the Department's director had to be a tightly held secret, otherwise their occult enemies might well strike him or her down with some ancient spell or summoned nightmare. Still, he didn't understand why only a hand full of people in the whole world knew who the director was. You would think, he mused, that the agents of the department were trustworthy enough to know the truth.

"Mr. N, it is nice to speak with you again," Came a voice, neither male nor female in its tone. Agent N turned to the speaker, "Thank you for the new mission director," He replied, thankful to be in the field once more. "I assume then your injuries from your last mission have healed sufficiently for you to return to the field?" Ask the voice out of the speaker.

"Yes, I'm more then ready to get back to work director."

"Good, but I think you might need a little more time off, a stay in a mental hospital I think is in order," Offered the director, as agent N smiled at the ruse being played out.

The Mission

Overview:

The Department needs an agent to infiltrate a mental hospital in upstate Connecticut. Seems that patients there have begun to go missing, and the Department's psychic agents have begun to detect occult goings on in and near by the hospital. Seeing that the hospital is well guarded and security is high, the director has decided to commit one of the Department's agents as a patient, providing records that show the agent is a long time mental patient being transferred to the hospital for additional treatment.

The agent's mission is to find out what is happening to the hospital's patients and to discover what is going on.

5th Reich Player:

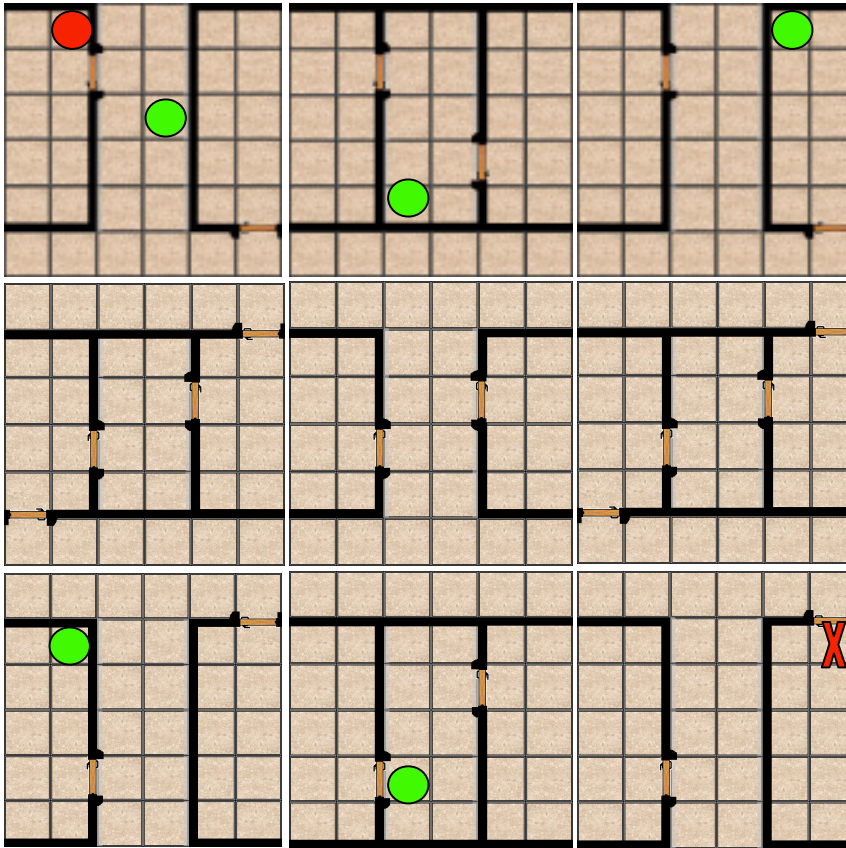
You have 25 points to spend on characters. You may though, only buy Nazi soldiers, which in this mission are all dressed as hospital orderlies. (Ya, it a bit comical watching these orderlies jack boot their way down the hallways, but then no one said they were bright) These Nazi guards have no equipment or weapons in this scenario.

Department 13 Player:

You may buy a single agent of 15 points or less in value. You may not buy high tech items, arcane items, spells or powers. You will have no equipment or weapons at the start of the game.

Map Board:

Set up the map as shown below.



The Agent starts on the square marked with the red X and the Nazi Guards start, one each, on the green dots.

It takes three move actions for the agent to open a door, and one move action for the guards (As they have keys)

If a guard is defeated by the agent, he or she can take that guard's keys and thereafter have to spend but a single move action to open doors.

Game Set Up:

The Agent has discovered the plot within the hospital and now must reach a telephone to call in his or her report. Escaping from their cell (eh, hospital room), the agent, in nothing but a hospital gown, must reach the telephone in the doctor's office down the hall.

Victory Conditions:

If the Agent can reach the red dot marked on the map, and do so without being stopped by one of the guards, then the agent has won the game. All the Nazi's have to do is stop the agent to win.

Post-Game Conditions:

It would seem that the Fifth Reich is using the patients at the hospital as sacrifices in some strange machine created by Heir Shomer. What they are doing with the machine is not known, but the agent has discovered its location. All he or she has to do is get the information to the Department and then making it out of the hospital alive.

If the Guards are able to stop the agent, then go to Scenario #2 and gain 5 points

If the Agent reaches the telephone, then go to scenario #3 and gain 5 points.

Total your victory points (Cost of characters defeated during the game) for this game and keep a record of your totals.

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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.

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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



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.

