

# Zero - G

Warrior



Warrior



Captain



An S&G  
Genre Game

# Avalon Games



Jones ducked under the power claw that the Too-Nia warrior threw at him, the sharp edged weapon just missing taking the marine's head off. Pulling his plasma pistol, Jones burned the crab like bug down. Getting to his feet once more he jumped into a crater as another Too-Nia warrior threw a photon grenade his way. "You would think they were trying to kill us!" Barked the sergeant as he dove into the hole next to Jones. "Just another day in the Corps Sergeant," replied Jones as he ducked his head down, trying to keep the Too-Nia from blowing it off, "Just another glorious day."

This is Zero-G another great addition to the S&G system of game by Avalon Games. Taking the S&G skirmish game system and apply it to our Battle Armor universe, and your have a great game of aliens, power battle armor and futuristic warfare. Can your small squad of Terrain Marines bring down the Too-Nia invaders, or will the aliens rule the day with their superior technology. This and other sets within the Zero-G genre will expand the Battle Armor universe and bring even more fun to your table top games and S&G battles.

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**Avalon Games Company, [avalon@comstar-games.com](mailto:avalon@comstar-games.com)**

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### Introductions

Zero-G is a fast system for running Sci-Fi based battles and encounters, either in one on one fights, or involving large battles between Humans and alien groups.

Fully expandable, each set will offer players new characters, new Battle Tiles, and new rules so that their games can expand into full-fledged occult war fun.

### Game Construction

Once you are ready to play Zero-G, the first thing you will find necessary is to construct the game components. For the most part, the amount of time and extra expense you are willing to put into the game's construction is up to you. The simplest format is to print up all the needed parts and then just cut them out and go to it. Paper pieces are though, a bit difficult to deal with, so if you wish to continue to play Zero-G over and over again, and we hope you do, then you may want to invest a bit of time and effort in making your game components more durable and usable.

### Suggestions on Component's Construction and Printing

First off, you should, if you want to spend the money, 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 cards. 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 parts with a clear, self-adhesive, sheet of lamination. (Again available at most office supply stores).

Plastic or metal miniatures can of course be used to replace the paper counters we have supplied, so have fun looking for the right figure to match what you need.

Cards are supplied with a front and back, so just print up a copy and then fold them along the seam. Glue the two parts together and you have a nice card for use in the game. If you like, you may laminate these cards, or buy protective cards sleeves for them. As you may want to use a washable marker on these cards to record damage and other effects, this protective sheath is suggested.

### **Getting Started**

Once you have the game parts ready for use, you are ready to start a game. First you will need to pick a scenario to play. Set up the game Battle Tiles as dictated in the scenario and buy your characters as outlined for that game. Each player should then gather the needed counters and cards for the characters they will play, and prepare to start the game.

Each player should then roll 1D6, with the highest roller getting to place one of their characters on the Battle Tiles as dictated by the scenario. The second player then may place one of their characters, and so forth, until each player has placed all of their characters. (Note that some scenarios may have different rules for setting up, so read each carefully)

### **Characters**

The game revolves around players using characters from different factions to battle their foes. Each character in the game has a series of stats that reflect just what the character can do and how well they perform actions. Each character in the game will come with a data card, showing these stats and other information for that character.

For the most part, all characters in the game are individual and unique. No player may have more then one character of any given type (Unless otherwise stated on the character's data card), although two players can have the same character if they are playing the same faction.

All characters within the game come in two classes, faction based and solos. Faction based characters are part of an organization who often working together to overcome their foes or characters of like minded pursuits. Solo characters, are individual characters that will work with any faction, if they are paid well or offered some other incentive.

The status of the character thus may have effects within the scenario that you are playing, as outline in that scenario. Otherwise, there is no difference between the various character types, and all are played the same way and follow the same rules.

## **Stats**

All characters in the game have a series of stats that reflect their abilities. These stats have effects in the game as outlined below.

### **Attack and Defense**

These two stats show how well the character hits and how hard it is to hit the character in combat.

### **Strength**

This is how strong the character is and used in combat and when the character tries to throw objects.

### **Speed**

How fast the character is, the stat determines not only when the character gets to go in a turn, but how often.

Some characters will have a split speed, showing two or more numbers. This reflects characters that are very fast, and so are able to do more then one action in a turn. Each time the speed for that character comes up in the turn order, it may take two new actions.

### **Movement**

This reflects just how far the character can move on any given move action.

### **Health**

The amount of damage a character may take before they are knocked out (No one dies in this game) and removed from the game.

### **Will**

The overall willpower of the character and a sign of their courage.

### **Adrenal Points**

All characters have adrenal points, which reflects the amount of special abilities the character can perform in a game. The more adrenal points the character has, the more abilities they can use, and or, the more powerful those abilities might be. Each time a special ability is used, a set amount of adrenal points must be spent. When a character has used all of their adrenal points for the game, they cannot use any more of those special abilities.

Adrenal points though, can be regenerated by various mean, the most common being by resting.



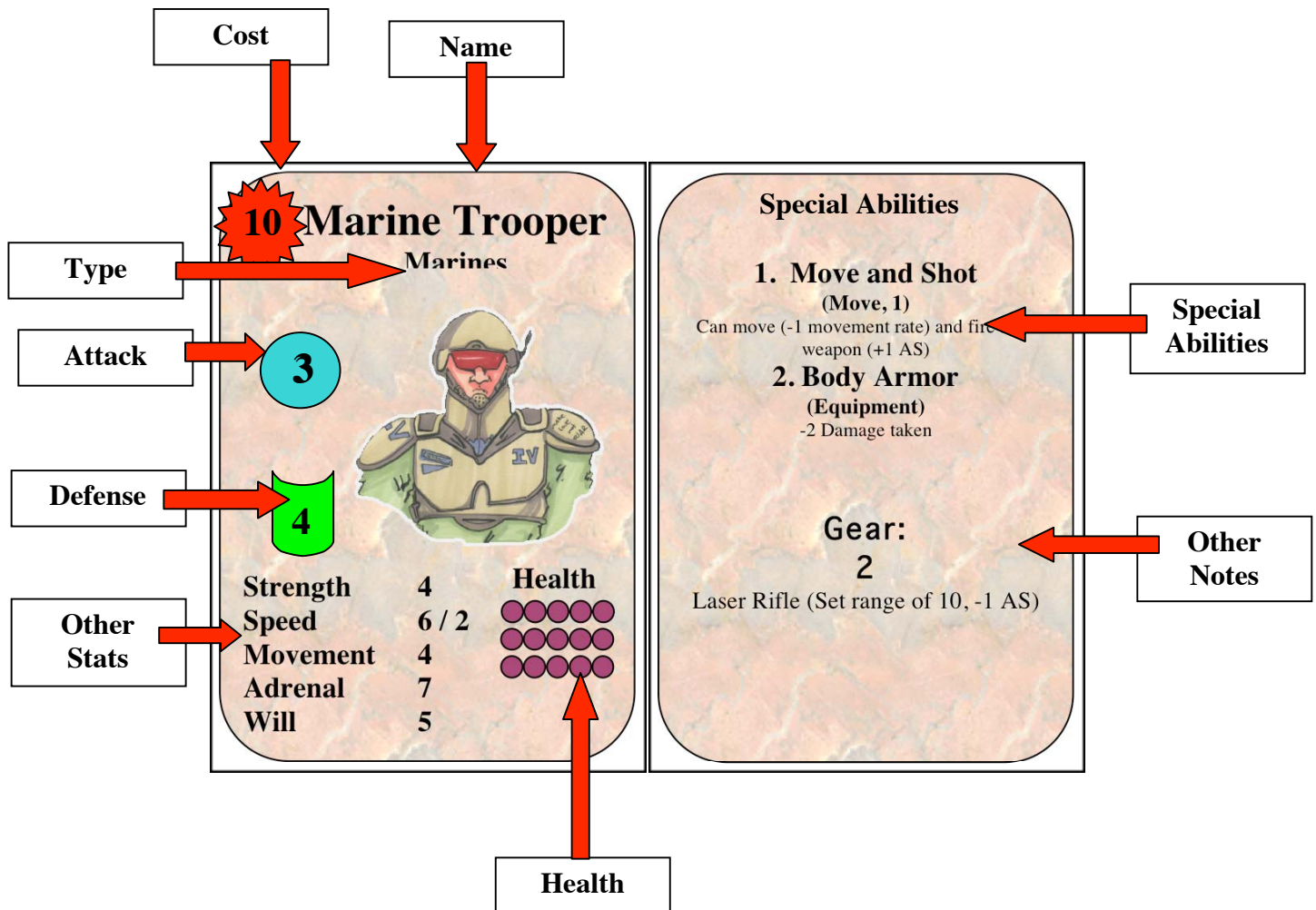
## Character Abilities

All characters will have one or more special abilities that it may activate during the course of the game. Each ability will generally cost a set amount of Adrenal points to activate, so read each carefully to be sure on how the ability works and how much it will cost.

Some abilities will be activated during the movement action of a character's activation, while others are used only during the attack phase, so be sure to read each description to be sure when it is activated and used.

Details on each of these abilities can be found in the character book.

## Character Card



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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

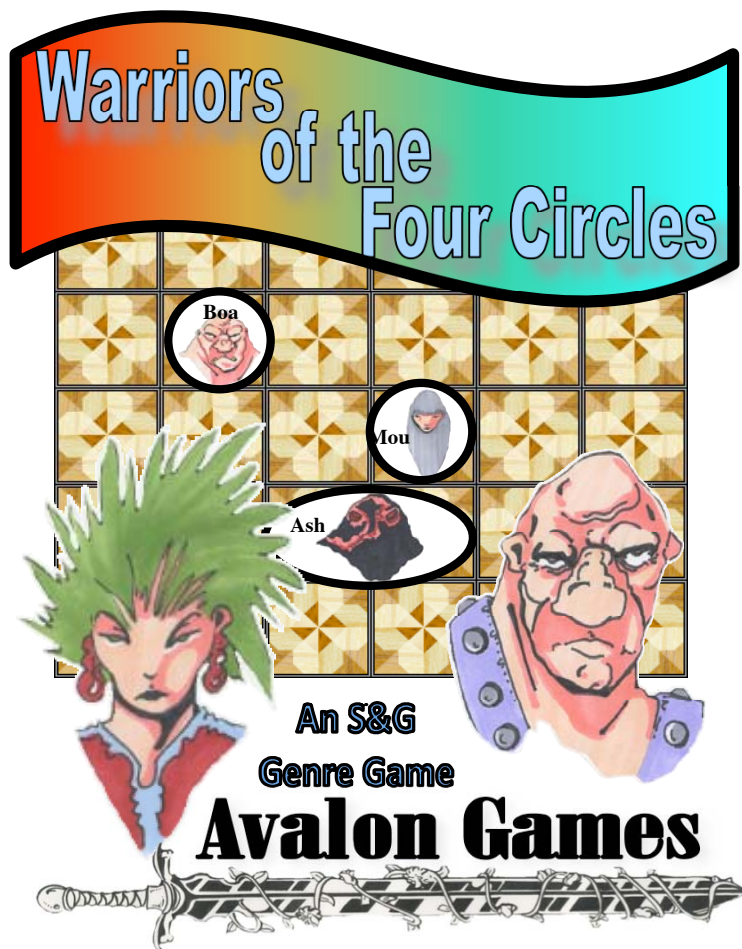
**If you liked this game, try one of Avalon Game's Mini-Games, such as Warriors of the Four Circles, a great addition to the S&G line of skirmish games.**

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

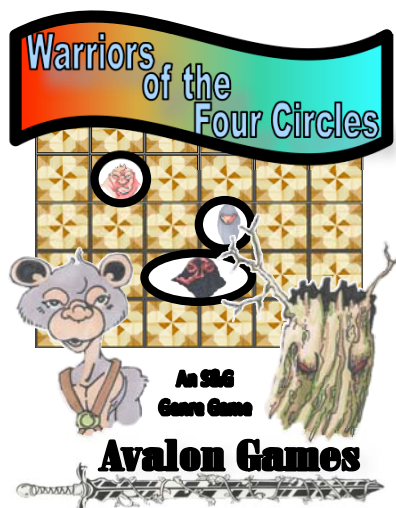
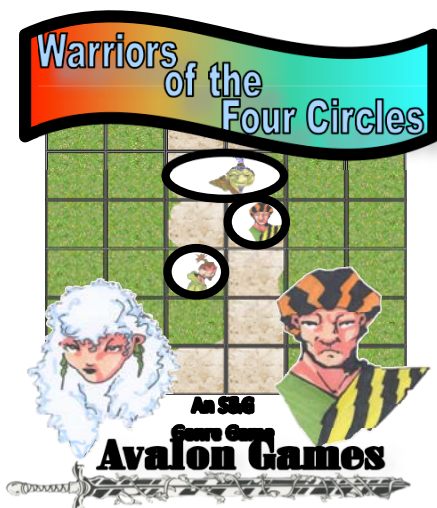
Dragon stopped along the bamboo trail as the four well armed men stepped out of the brush to either side of the trail. "We will require a toll for you to walk on our trail," Offered the lead bandit, a nasty smile on his face.

"Course a woman as pertly as you might have to pay with more then coins," He smirked to his friends. As the bandit turned his head back towards the Dragon, She lashed out with a mighty kick, knocking his head clean off his shoulders. The other three bandits screamed in fright as the warrior called the Dragon smiled her own grin and moved on them.

This is Warriors of the Four Circles, another from Avalon Games. Taking the S&G skirmish game system and add to it super Kung-Fu masters and martial arts experts and you have a great action game of flying kicks and mighty blows. Warriors of the Four Circles is a great mix of martial art action and elemental magic, all creating the wild world of a mighty battles and high suspense.



**The game comes with 18 characters. Full rules on martial arts and various style, battle tiles, counters and more. With two additional expansion and fully compatible with other S&G genre set, this is a wild, great game.**





# 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**

**4**

**Strength** 3

**Speed** 8 / 1

**Movement** 4

**Adrenal** 4

**Will** 4

**Health**

10 HP (represented by 10 purple circles)

### 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.

