Warriors of the Four Circles

An S&G

Genre Game

Avalon Games

The Monkey King laughed as his student tried to defeat the Ash elemental that had ambushed them.

"No, no, no," he laughed all the harder, "You can't defeat the monster with your hands, think!" He offered his luckless apprentice.

"But Master," Called out the young man, "Just how do you defeat a monster made of nothing but ash?"

"Why with a broom and pail," Snorted the Monkey King from his perch on the tree above.

"Your advice is of no help Master," Called the young warrior as he ducked under the ash beast's clubbing punch.

This is Warriors of the Four Circles, another Mini-Games 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.

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

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

Map Set Up

Objects

Objects are set up in the following manner. Each play starts the games with 10 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
Larger then five squares = 5 points

Objects Effects.

* Pools covered squares cost two extra movement points to enter.
* Pillars have a strength of 8 and block both movement and line of sight.

All Out War

In this fight, its all out war for control of the world.

Player's Characters:

Each player may buy up to 75 points in characters, but all characters must be bought from the same faction. Solos are allowed.

Starting Positions:

Each player may place their characters on one of the squares at the furthest end of a cave passage, away from the center battle tiles. (Players must start up on different tiles) All characters from your faction must be set up on the same side of the map board.

Victory Conditions:

It's a race to the casting circle. The first player to move a character onto the casting circle tile, and have that character remain there for three turns, wins the game. The character must remain, alive, for three consecutive turns. If after twelve turns, no one has won the game, its is a draw.

Map Set Up:

Use the set up for scenarios #2.

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 then 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.

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If you liked this game then try one of Avalon Game's Mini-Games, such as Heroes Inc, a great super hero addition to the S&G game line.

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

Major Glory hit the Brute with a might upper cut, sending the villain high into the air to then crash into the bus across the street. The hero cringed at the damage being done in this brawl with the Brute, the Mayor would not be happy when he watched the news tonight. With a growl, the Brute climbed his way out of the wreckage of the city bus and charged Glory again. Someday, the hero thought to himself, as he once more grappled with the incredibly strong super villain, someday he would just have to find a new line of work, something simple, less destructive in nature.

This is Heroes Inc. another great Mini-Game form Avalon Games. Taking the S&G skirmish game system and adding a super hero twist, we have come up with a great comic book hero game. Take your heroes and battle their greatest foes for control of the city. See if you can match the villainous cunning of an arch-fiend, or the super strength charge of some alien menace.

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.

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.