

War of the Psychic Gods



An S&G
Genre Game

Avalon Games



With a psychic scream the god of Reason struck down his foe and turned to watch as the other gods in his pantheon struggled with the lords of darkness. Reason gave a sign, for while the gods of the astral plan waged their war, the souls and minds of mortal men wept tears, their world suffering from the psychic backlash that flowed out of the heavens and into their moral simple minds. “Such as waste of time and energy,” He said to himself, launching another thought lance into the closest foe across from him.

This is War of the Psychic Gods, another great S&G Mini-Game from Avalon Games. Taking the S&G skirmish game system and add to it a super Meta physical world of astral travel, psychic powers and god like avatars, and you have a great action game of psychic powers and astral war. Psychic Gods is a great mix of astral war and psychic energy and elemental emotions, all creating the wild world of a mighty battles and high suspense.

An Avalon Games Product, All rights reserved, Version 2.0, 2009

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**



Contents

Introductions	Page 3
Game Construction	Page 3
Getting Started	Page 4
Characters	Page 4
Stats	Page 5
Character Abilities	Page 6
Battle Tiles	Page 7
Objects	Page 7
Turn Order	Page 7
Character Actions	Page 8
Strength and Will Test	Page 11
Size	Page 12
Movement	Page 12
Facing	Page 13
Combat	Page 14
To Hit Rolls	Page 14
Weapons and Armor	Page 14
Special Attacks	Page 15
Damage	Page 15
Recording Damage	Page 16
Converting to table-top games	Page 16
Scenarios	Page 17

Introductions

War of the Psychic Gods is a fast system for running psychic based battles and encounters, either in one on one fights, or involving large battles between heroes and villainous avatars.

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

Game Construction

Once you are ready to play War of the Psychic Gods, 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 War of the Psychic Gods 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 figures 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(s) if they are playing the same elemental faction.

All characters within the game come in two classes, elemental based and solos. Elemental based characters draw their power from a set elemental power (Or in some cases, several of the four powers) and who can often be found working together to overcome their foes or characters of like minded pursuits. Solo characters, are individual

characters that will work with any element power, 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 than 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.

Ego Points

All characters have Ego points, which reflects the amount of special abilities the character can perform in a game. The more Ego 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 Ego points must be spent. When a character has used all of their Ego points for the game, they cannot use any more of those special abilities.

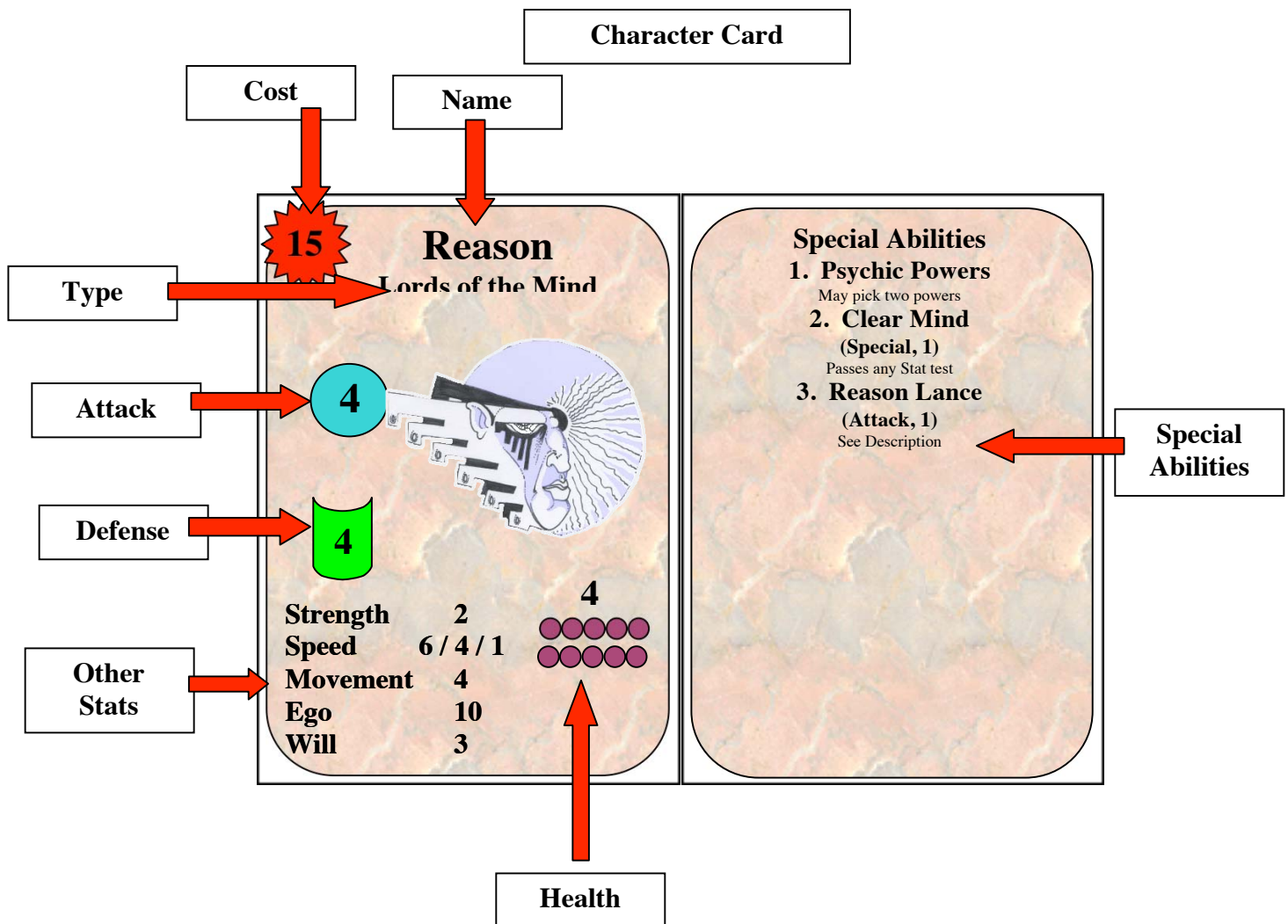
Ego points though, can be regenerated by various means, the most common being by resting.

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.



Avalon Games



**All games available at
(Click on the name to visit their site)**

RPGNow.com

e23.sjgames.com

wargamedownloads.com

wargamevault.com

Yourgamesnow.com

Drivethrustuff.com

**Click here for a free
catalog and coupon
book. Inside you will
find links to all of our
great games and some
coupons for 20% or
more off selected
games.**

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

If you liked this game then try one of Avalon Game's Mini-Games,
such as Heroes for Hire.

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

The magistrate leaned back from his desk and sighed. He had so much to do and little time or money to get it all done. In his hand was a report of goblin raiders attacking farms to the north. On his desk were other requests for aid, complaints about bandits along the high road, undead shambling about a local graveyard and many more calls for aid.

Leaning forward the high magistrate called in his assistant, a small, frail looking man with small eyeglasses perched on his thin nose.

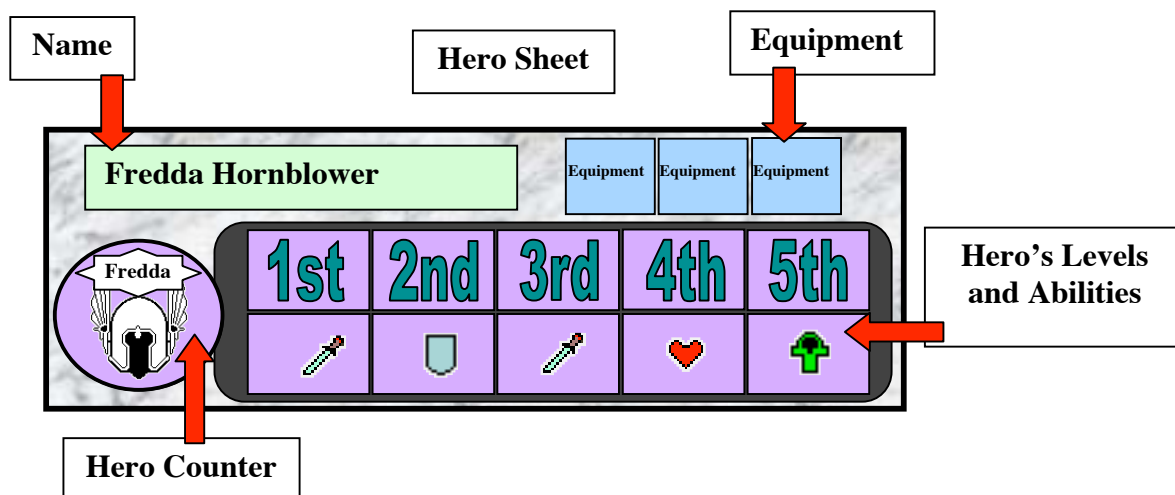
"Yes milord?" the small man asked with a swift bow.

Handing the report on the goblin raiders to his assistant, the Magistrate told him to give the job to, "That dwarf, what was his name? You know, the one that helped us out with the troll some weeks back. He and his band of adventurers did a good job on that assignment, let us see how they fare with goblins."

With a bow, the bespectacled man turned and left, calling for a runner to go find the dwarf, who no doubt was drunk in some tavern, rewarding himself with the gold he had earned on his last job for the city's chief trouble shooter.


This is Heroes for Hire, another great Mini-Game from Avalon Games. Take the role of a city bureaucrat, as you seek to solve one problem after another. Most of your day-to-day dealing though, has to do with adventurers, their hiring and then sending them off to solve one of the many problems that plague your city. Can you build up a stable of reliable heroes who will slay the dragon you need dead, or find the grand treasure that you need to offer as a wedding present to the king's third cousin. Seek glory through the blood and sweat of others, and rise to the top position within the realm.

Heroes For Hire



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.



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



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.

