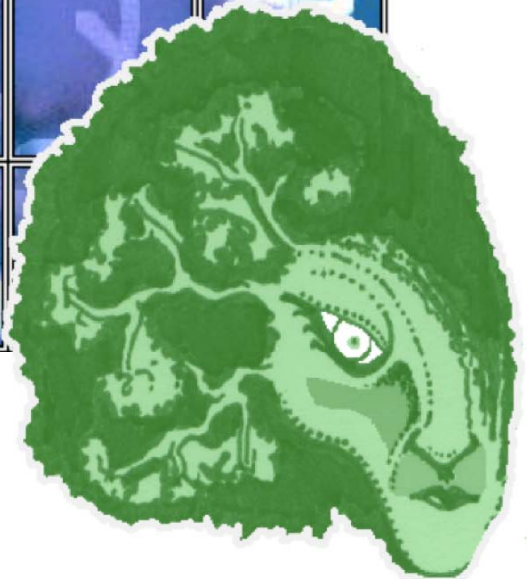
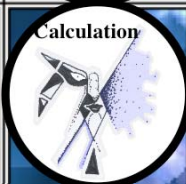


War of the Psychic Gods



An S&G
Genre Game

Avalon Games



The Demeon flailed at the fire elemental, but the creature was weak, and the elemental strong. As Gaea watched, her young elemental child burned the Demeon, turning it to dust. “Enough my child,” She called to the fire, “You have learned the ways of killing well. Now we shall take our war to the Demeon lords themselves, and teach them not to mess with Mother Nature.”

This is War of the Psychic Gods, another great Min-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.

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.

An Avalon Games Product, All rights reserved, Version 2.0, 2007

All comments, suggestions and contacts can be made at...

Avalon Games Company, avalon@comstar-games.com

Or visit

Avalon Games at...

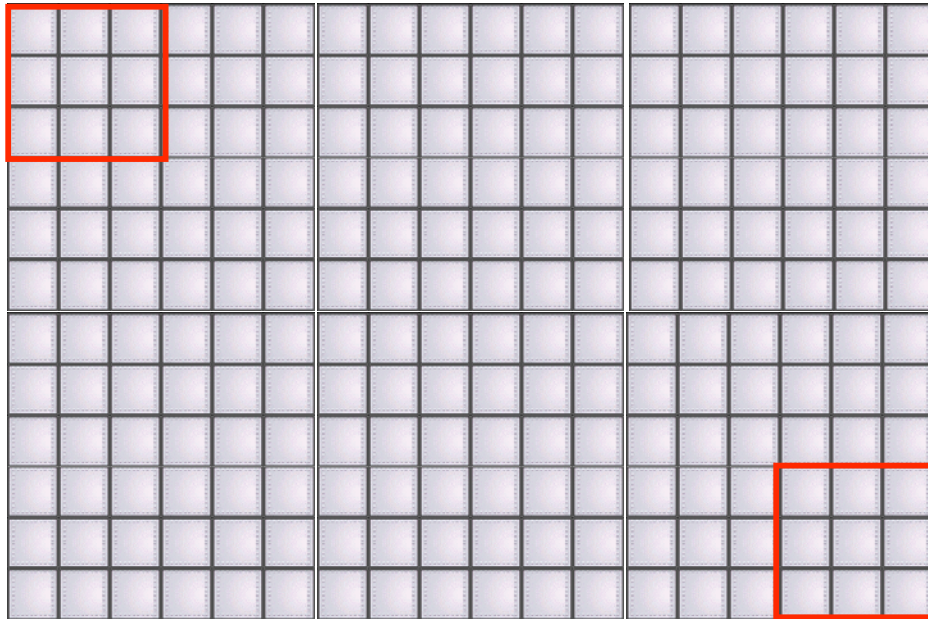
www.avalon-games.com

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



Victory Conditions:

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

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.



Ego Stones

At the start of the game, each player gets to set up a set number of ego stone, pathways of movement that float about the astral plane. Each player gets to start with 10 points of stones (Unless otherwise stated for that scenario) Roll 1D6 and the highest rolling player then may pick a stone and place it anywhere on the map board. Each stone has a cost set to it, based upon the stone's size. Astral pillars may also be set, and do not have be placed upon stones already in play. (Although they can if you want)

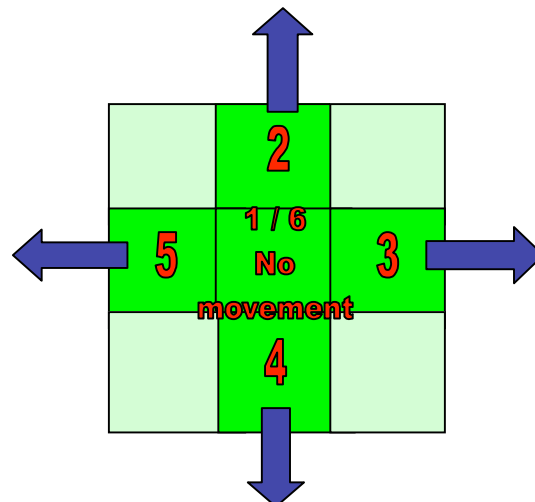
- 1 Square Stone... 1 Point
- 2 Square Stone... 2 point
- 3 Square Stone... 3 point
- 4 Square Stone... 4 Point
- 5 Square Stone... 5 Points
- 8 Square Stone... 6 Points
- Ego pillars... 2 points (Blocks line of sight)

Characters cannot move unless they do so along ego stones, although they may fly, if they have the ability. (or even leap onto them from other stones) Thus, the astral plane itself is a free falling area of little matter upon which characters may move about. Stones though, float on this astral stuff, and bump into each another all the time, allowing selected travels as the wind's permit. Stone that have come into contact with each other, may be crossed over, and thus movement across the battle field is achieved, in fits and starts.

Characters that fall off a stone are lost to the astral plane until they land upon another stone, which floats below them. In game terms, characters that are moved off an ego stone, which cannot fly, are removed from the game and considered slain for victory purposes.

Astral Winds:

The winds of the mind and psychic energy push the ego stones about the astral plan in random ways and patterns. At the start of each turn, roll on the chart below to find the current direction of these winds. Each stone then is rolled for, each moving 1D6 squares in the direction of the winds. If a stone comes into contact with another stone, it stops its movement. Characters on a stone move as it moves, and thus are carried along with the stone.



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 the game then try one of Avalon Game's Mini-Games,
such as Demon Wars.**

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

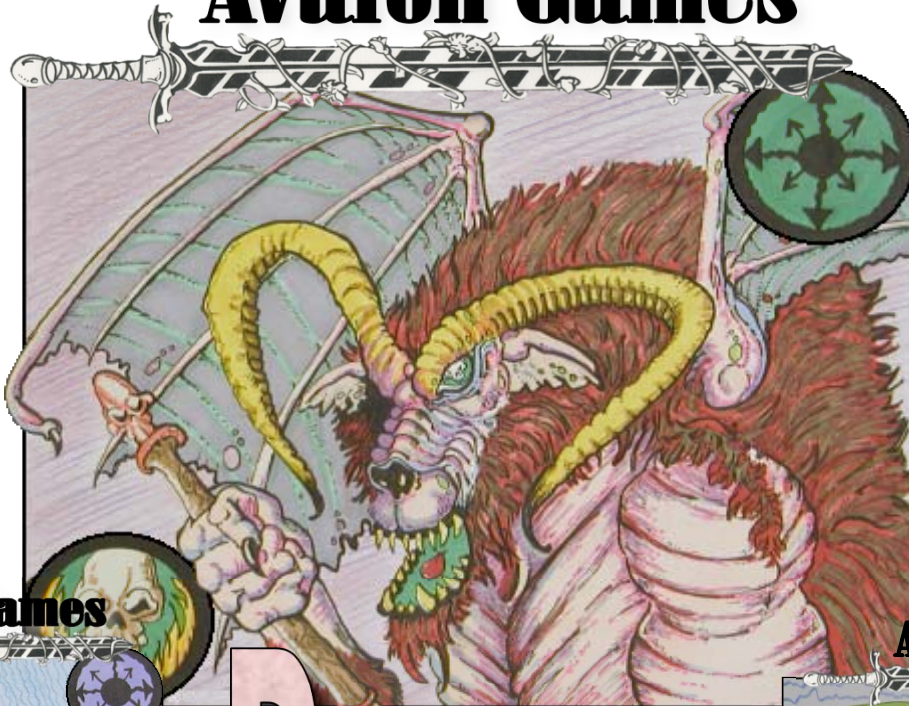
Orcus howled in fury as his front lines broke and the enemy demons poured through, his forces scattering to the four foul winds.

"You may have defeated me today Lilith, but the war is not yet over," Vowed the great demonlord Orcus.

This is Demon Wars, another great Mini-Game from Avalon Games.

Demon Wars is a fast, fun game of demonic conquest and war. Can your forces defeat your rivals before they grind you under their hellish boot? Fully expandable, the system will showcase two new Demon Princes with each edition, as well as new hex boards, troops, magic and more.

Avalon Games



Avalon Games



**Demon
Wars**

Avalon Games



**Demon
Wars**

Demon Wars

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

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

Wolf

Kir

Sie

Lamia

Night Stalker

Major Glory

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.

