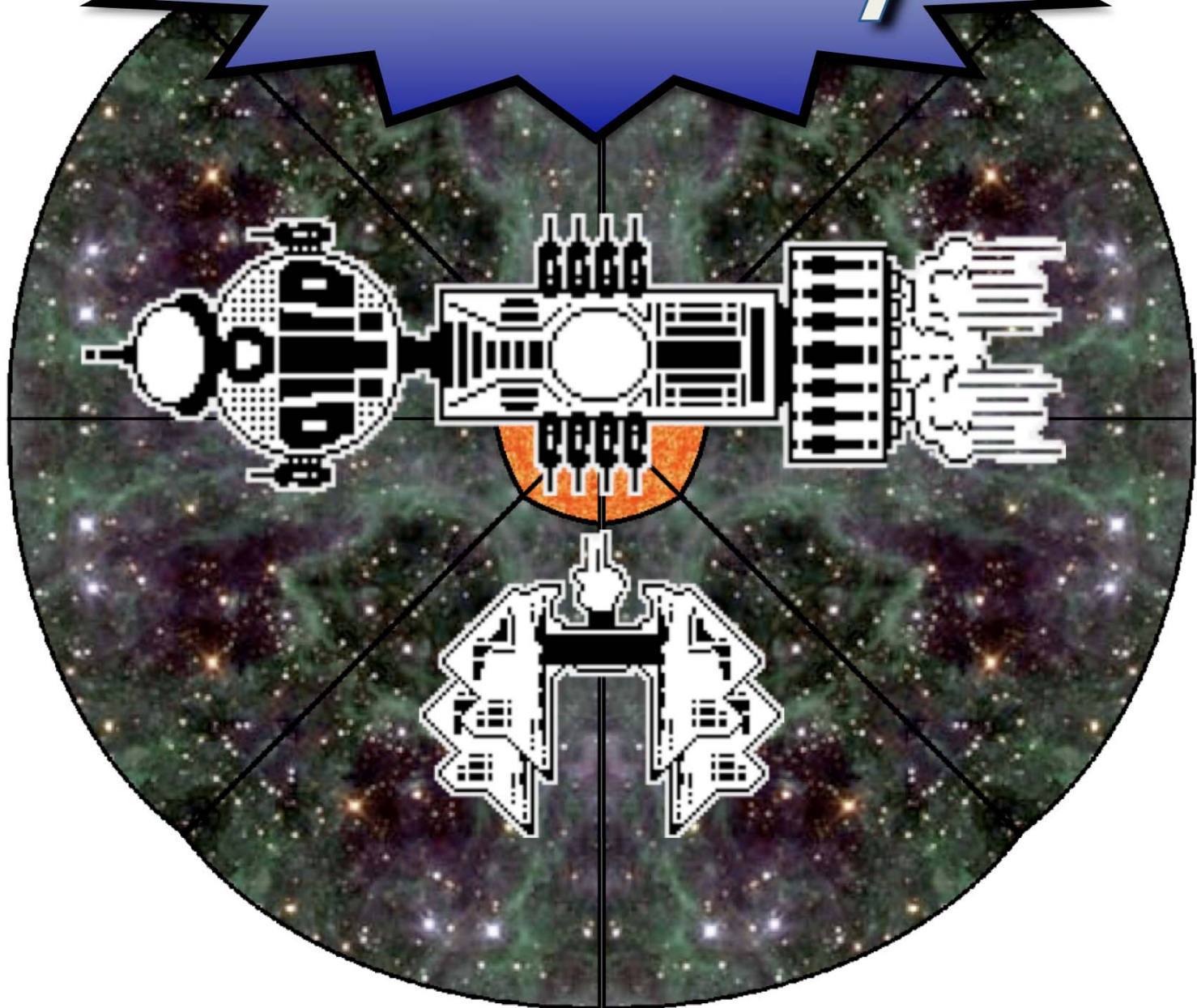


Star Fury



Avalon Games



The fighters swarmed the massive capital ship as their small missiles assailed her heavy armor. Adrenal Chad watched as the point defense systems of the massive ship blow each of the fighters into dust, their pilots' lives given in a vain attempt to reach a vital part of the enemies' great war ship.

"Another time, another battle," Chad swore as he ordered the rest of his fleet to turn and retreat, this battle already lost.

This is Star Fury, another great Mini-Game from Avalon Games. Star Fury is a simple to play, but complex system for running small to large-scale star ship battles. Design your own ships and fleets, or use the ready made ships supplied with this set and then launch your fleet in a desperate attempt to defeat your foe.

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Or visit

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Contents

Introductions	Page 3
Game Construction	Page 3
Getting Started	Page 4
Star Ships	Page 4
Star Field Regions	Page 4
Object within the Star Field	Page 6
Games Turns	Page 7
Allocate Power	Page 8
Movement	Page 8
Combat	Page 9
Damage Control	Page 9
Critical Hit Descriptions	Page 10
Winning a Game	Page 10
Ship Design System	Page 11
Forces of the Terrain Confederation	Page 19
Too-Nia Forces	Page 19
Scenarios	Page 20

Introductions

Star Fury is a simple to play, but complex game of starship and star fleet battles. Playing any one of several different factions and their unique sets of ships, or if you want to spend the time, you can build and design your own ships. The game is designed for easy use and fast, fun excitement.

Game Construction

Once you are ready to play Star Fury, 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 Star Fury over and over again, and I 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 a map board. 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, sheets of lamination. (Again available at most office supply stores)

Data Sheets are designed for you to write on, so you might want to protect them with clear sheet protectors and use a dry pen to make notes and to mark damage on your ships in play.

Getting Started

Once you have printed up and mounted your game components, you are ready to start playing. Players should pick a scenario, and then decide on the faction you will play or design your own faction using the ship construction rules.

Once you are ready, set up your ships on the Star Field map board and get your hands on a pile of six sided dice. You're now set to play, so have fun blowing your foe's fleet into stardust.

Star Ships

The main focus of the game is the use and destruction of various types of starships. Players will field small to huge fleets of these ships, each taking turns, moving and repositioning these ships, then firing their weapons. As the game progresses, some ships will be damaged, and others outright destroyed. The trick of course is to destroy your foe's ships before he does the same to you.

Each ship has a data sheet that corresponds to that ship. On this data sheet you will find (Or record if you make up your own ships) all of that ship's vital information as well as using the sheet to record damage and game effects that occur on this particular starship.

Star Field Regions

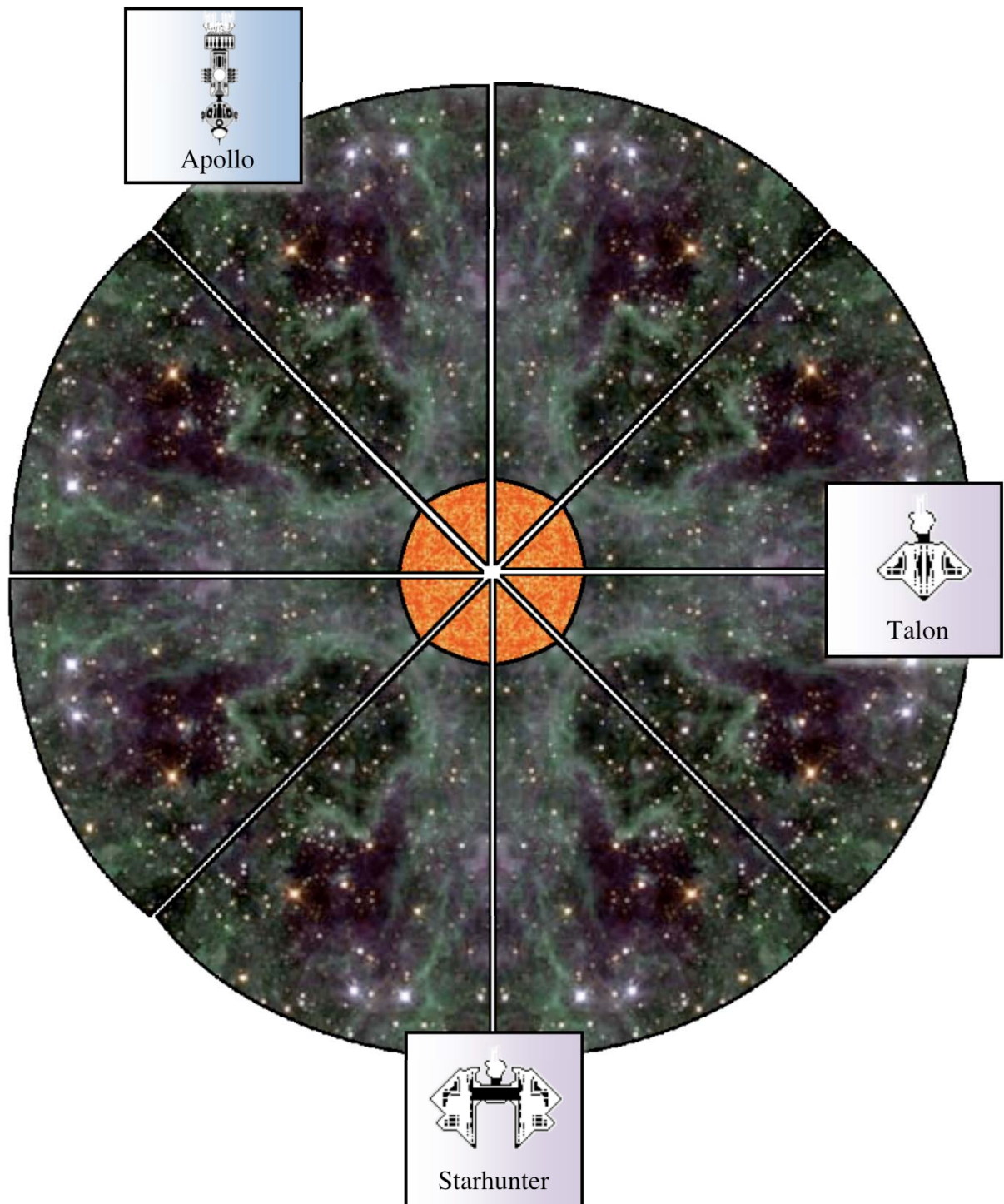
Star Fury is played on a map board called the Star Field. In space, battles are fought between forces that may be hundreds, if not thousands, of miles away from each other, and even across whole star systems, so movement is more strategic than tactical in Star Fury. Moving ships from one region to another may allow you to fire at different targets and or to close the range between you and your foe's armada. Each region thus is a separate part of the star system that the battle is being waged in, and not connected in real space, and thus not linked by their proximity to each other on the Star Map itself.

As a general rule, only ships in the same region on the Star Field may attack and be attacked by ships in the same region. To attack other ships on the Star Field map, you will have to move to a new region.



The Star Field map board is made up of eight pie shaped tiles.

Lay out the tiles in the orders shown below.



Object within the Star Field

When the game map board is set up, you may be directed by the scenario you are playing to place a set number, and type, of objects about the Star Field map. When an object is placed, it cannot be moved there after and remain in the region's range location for the rest of the game.

Object may or may not have an effect on the actions of a given ship, based upon the object as shown below. Any given range location may hold but a single object.

Planet:

Small solid planets and planetoids, these are scattered about most star systems, usually in the inner core of the system's gravity well. These planets, as a general rule, have little effect on the movement of ships about the Star Field, but can often be fought over, as they are often important strategic assets and desired objectives.

Gas Giants:

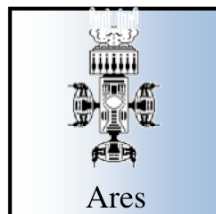
These are huge planets, made up mostly of gas and water vapor. They can cause navigations and targeting troubles for most ships and thus any ship that is in the same range location as a gas giant object must spend one extra power to energize a weapon or to move into or out of that location. (Eh, it will cost you two power to move into or out of this range location)

Asteroid Belts:

These regions are filled with large asteroids and meteorites, making travel in or out dangerous. Any ship that starts its activation in a location with an Asteroid Belt takes an automatic one hit of damage, which may not be stopped by any defenses other than Hull armor. In addition, torpedoes, missiles and mass based weapons may target no ships within such a location.

Worm Holes:

Small rifts in time and space, a wormhole allows instant travel from one location to another. Ships in the same range location as a wormhole may move, at a cost of one power, through that wormhole and appear in the same range location containing another wormhole object. Ships that move in this way enter the new region in the same range location as the worm hole they exit from, and are moved to the inactive section of the region.



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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 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.

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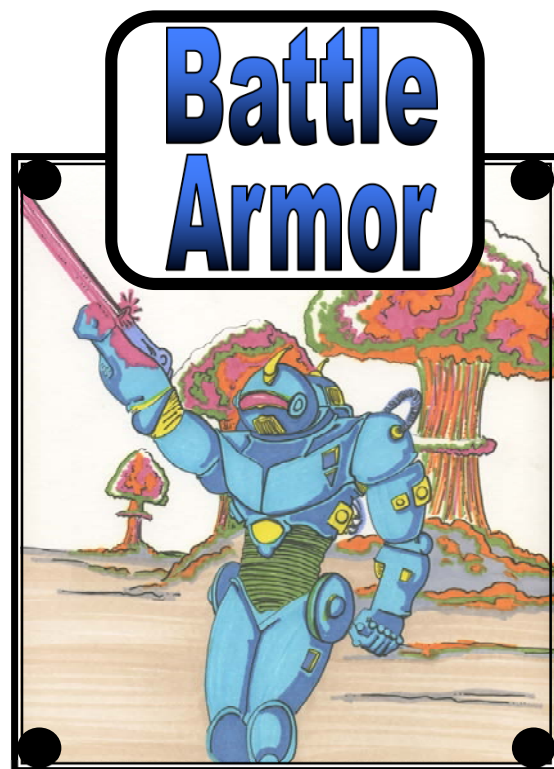
If you liked this game then try one of Avalon Game's many Mini-Games, such as Battle Armor, a great game of future war.

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

The plasma burst exploded too close for Chaves' comfort. He kicked in his jet booster and moved to a new location before the enemy could pin point his position. As he leapt into the sky, the jets sending him high over the alien trees, Sgt. Chaves made a quick recon of the battlefield as it appeared below him. On his heads up display, sensors marked where each of the other four members of his squad were located and where the enemy troopers were positioned... or as best he could tell from what his scanners were telling him.

As he hopped over the terrain he became exposed and incoming fire began to pelt his armor. Best to stay low, he figured as he hit the ground running. Over his communication link, the lieutenant was yelling at Private Jones to lay down suppression fire on the enemy units set up on the low hill to the right. Another day in the Core, Chaves sighed, as he headed off to that same hill to kill more of the enemy.

This is Battle Armor, the second Mini-Game by Avalon Games. Wars in the future will be fought by heavily armored warriors. Powered Battle Suits will rule the battlefield since they allow each man to pack the firepower of a battalion. Mobile, heavily armored and capable of laying down a path of destruction like no other weapon ever made, the Powered Battle Suit will rule the future of warfare.

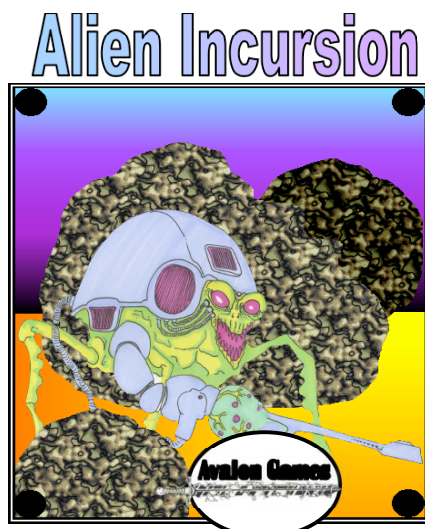


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Armored Assault

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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.



Warlord Grom

Strength 3
Speed 8 / 1
Movement 4
Adrenal 4
Will 4

Health: 10 hit points (represented by 10 purple circles)

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




Night Stalker



Lamia




Kir



Major Glory



Sie



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.



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