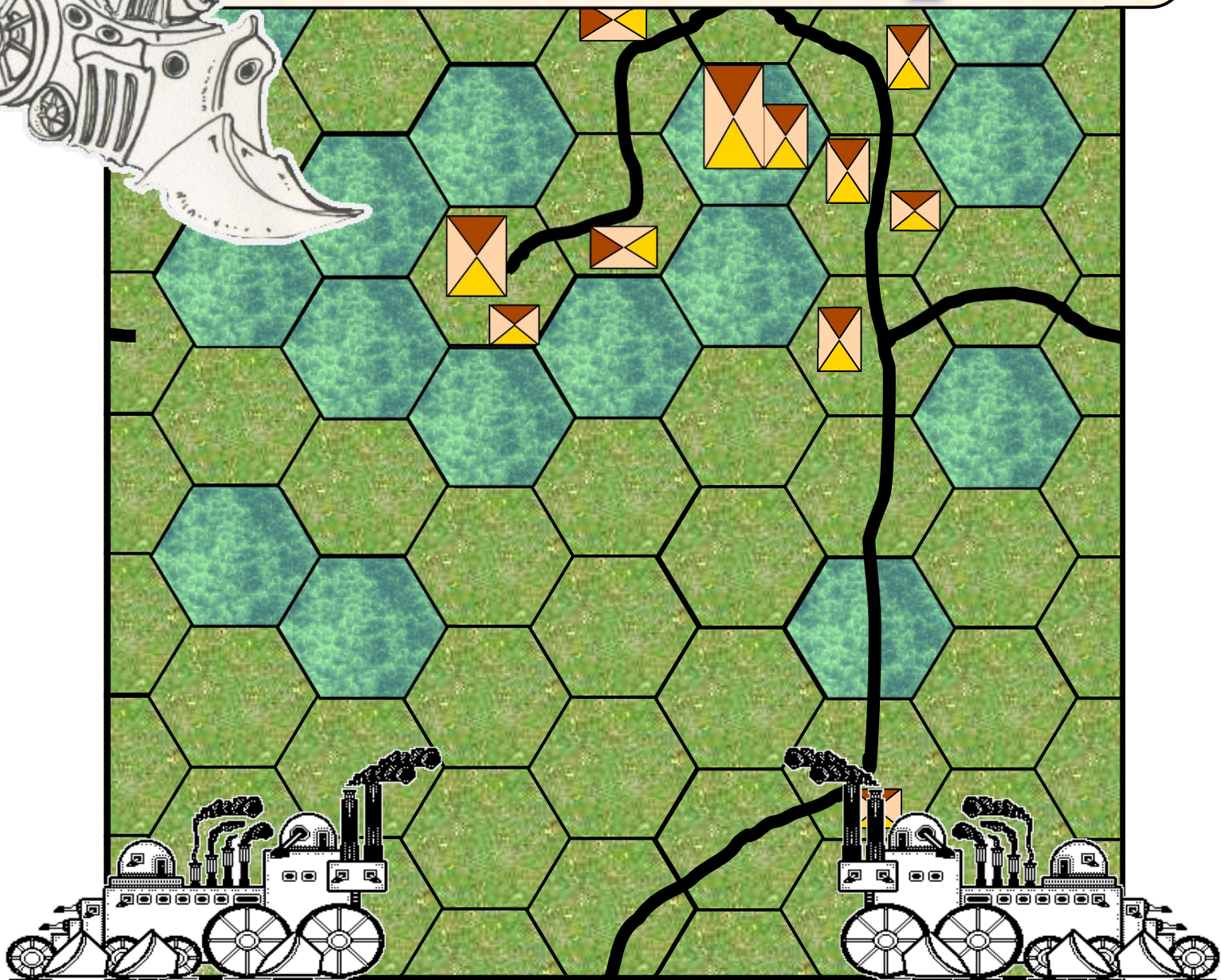
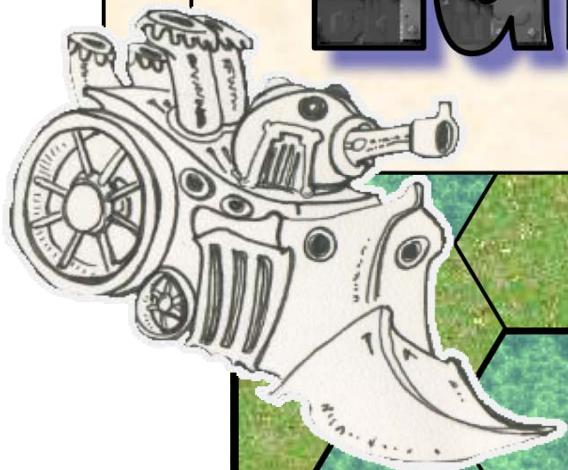


# Land Ships



**Avalon Games**



With a shutter the massive land train lurched to the side as another of the enemy's cannon shells hit the iron plating.

The Admiral barked orders into the tube to the steam engineer deep in the bowels of the iron beast, "Give me more power Chief!" With a howl of frustration the chief protested back through the brass call tube, "Sir, she's about to burst now, I shovel any more coal into the furnace and she's going to explode!"

"Then damn you to hell Chief," Called back the Admiral, "We will just have to blast the enemy with what we got."

This is Land Ships, another great Mini-game from Avalon Games. Land Ships takes war in the Victorian age and stands it on its head. What if Jules Vern and H.G. Wells had gotten it right just a little bit closer to home, what if the great powers had taken steam power and used it to craft great engines of war and destruction. This is Land Ships, a world where an alternate reality exists, one where science has allowed kings and empires to forge massive war machines, tank like creations but on a massive scale.

Lead a grand army of steam powered behemoths made of iron and brass across the battlefield, while all the time trying to defeat you foe's own massive monsters of metal and steam.

Fully expandable, each set for this system will allow you to play forces from different factions, adding new war machines, map boards and exciting fun.

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

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

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**[www.avalon-games.com](http://www.avalon-games.com)**

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### Introductions

Land Ships is a classic Hex and Counter system of tactical combat. Using counters to represent different units that you control, you must move your forces about the map board to gain an advantage over your opponent, all the while trying to survive the incoming fire that your foe is dishing out. Fully compatible with other sets within the system, each set will add to the forces that can be played, with more map boards and more options.

### Game Construction

Once you are ready to play Land Ships, 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 Land Ships 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 wanted to protect them with clear sheet protectors and use a dry pen to make notes and to mark damage on your Land Ships in play.

### Getting Started

When you have constructed the game and are ready to play, pick a scenario from those listed for this or other games within the system and set upon the map boards as outlined in the scenario. Pick your forces and buy whatever units you wish, once again, as outlined in the scenario you are playing. Once both players have bought their respective battle forces, set up your counters as stated in the scenario and play the game.

At the start of each turn, both players will roll a single 1D6 for each Land Ship they have in the game. Place the die rolled, on the data sheet for that Land Ship to show the amount of steam points it has generated this turn.

Steam points cannot be saved from turn to turn. (Unless otherwise stated by the type of Land Ship you are playing) Steam points not used for the turn are generally lost.

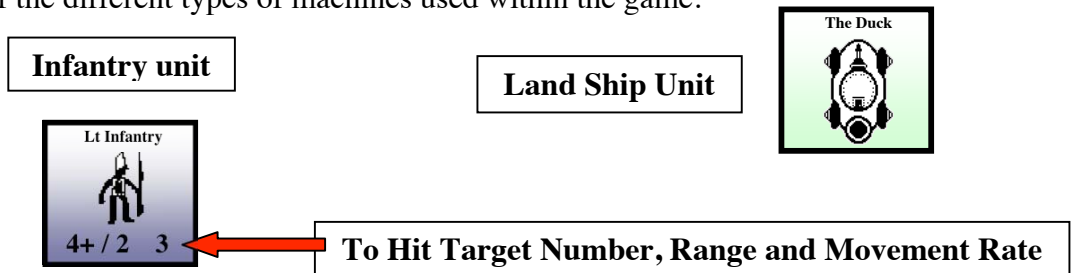
Players will then alternate moving and firing one of their units, and after all units have been activated, a new turn is started and new steam points generated. This continues until a victory is achieved as outlined in the game's scenario rules.

### Unit Types

Land Ships uses several different types of units within the game to represent different types of forces at your disposal. Of those units available to each player, you can brake down the different types of units into two categories, Infantry and Land Ships.

Infantry units are any none Land Ship unit in play. These counters can represent foot soldiers, cavalry or canon batteries. Each counter represents dozens of these small units, with groups of men, horses and cannons covered by a single counter.

Land Ship counters represent a single, monstrous Land Ship. The counter covers but a single one of these machines, with the term Land Ships being a general term to represent all of the different types of machines used within the game.





# Avalon Games



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## **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 The Hamster that Ate the World.**

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

General Stormgunden chewed on his cigar and grumbled under his breath. "Damn hamster has broken through our left flank," he finally told the president as the two of them watched the news footage on the television. Stormgunden watched as the small man next to him paled at the thought of the monstrous beast rampaging about the country.

"Ain't nothing now to stop the beastie. He'll be in the capital by nightfall," the vice president said over his fourth scotch. The man is drunk, Stormgunden thought with a sneer as he bit down on his cigar once more, twisting it about his mouth.

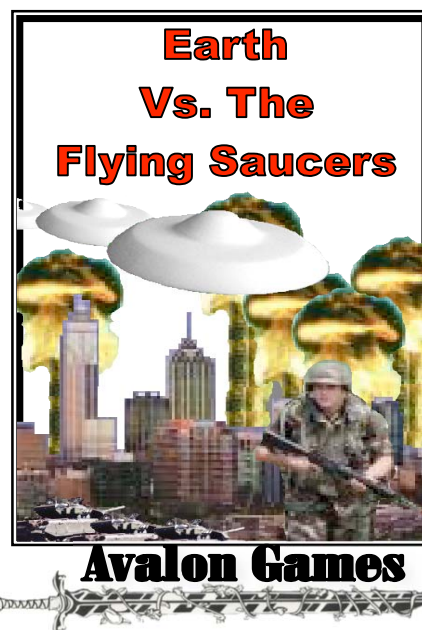
"We have only one hope sir," he spoke once more, turning to the president. "Nukes."

This another great Mini-Game from Avalon Games, The Hamster That Ate The World. Some mad scientist, somewhere, for some insane reason, has injected a small hamster, Mr. Chips, with who knows what. Now the hamster has escaped, grown and gotten hungry. Only the cities of the world can now feed this ravenous hamster.

A fast game of hamster rage and human desperation, can you stop the 200 foot hamster before he crushes the cities of man under his hamster feet? Can you play Mr. Chips, and try to end the rule of man, ushering in a new age of hamster domination?



**Also have a look at Earth Vs. the Flying Saucer, another great Mini Game with the same great Sci-Fi Horror feel of the 50's.**



# 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

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.) Grom 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




Major Glory




Lamia



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.



**Avalon Games**