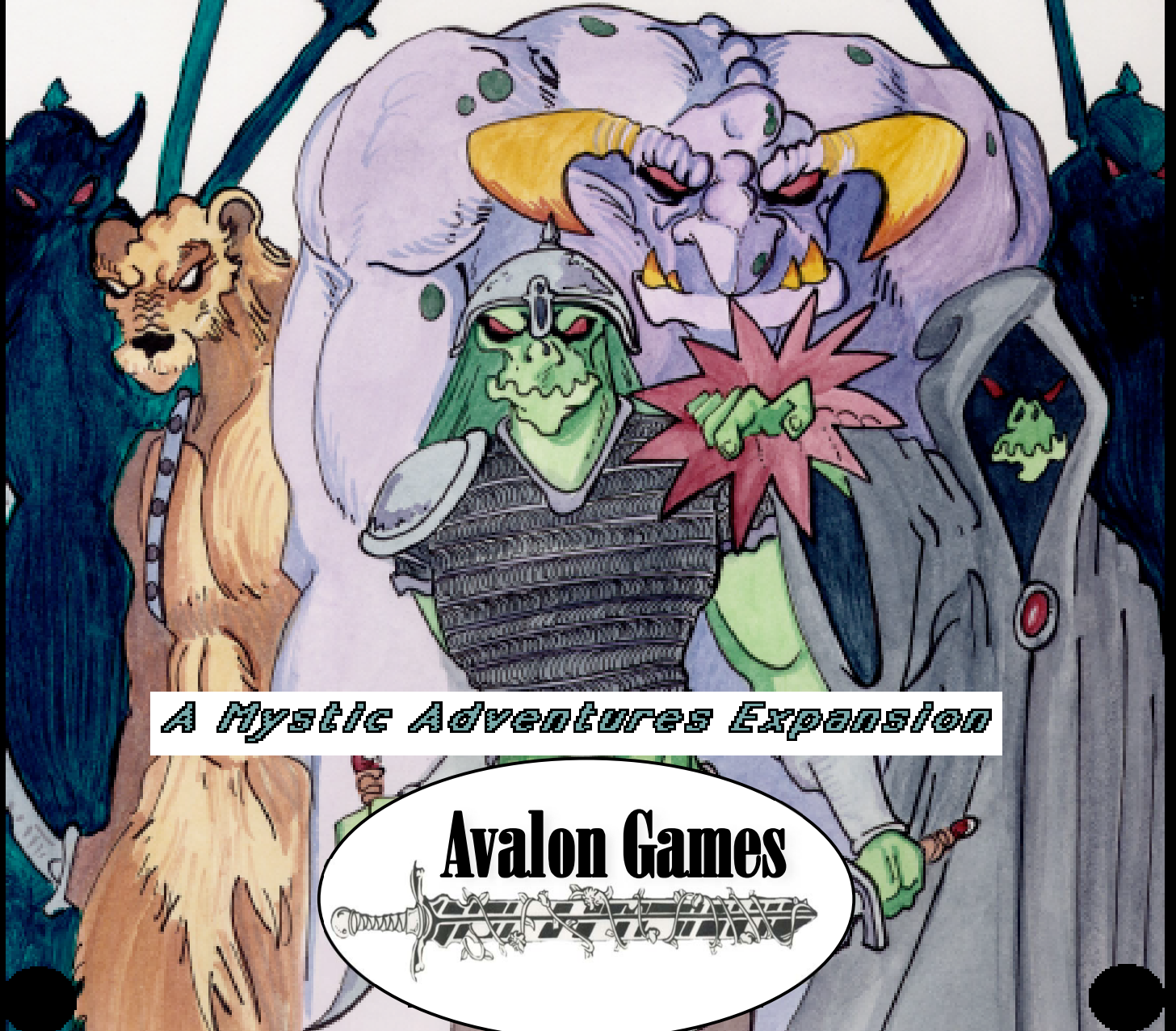


# MYSTIC ADVENTURES BATTLES



*A Mystic Adventures Expansion*

**Avalon Games**



This is the first of several expansions on the Mystic Adventures board game. The sound of swords clashing, the roar of the charging Minotaurs, the call of the horns for the elven warriors to release their bows. All of these can be heard on the battles fields of the mystic lands. No aspect of the Mystic Adventures game is more important then engaging your foes in battles. For defeating your enemies, and their followers, is the key to victory. Mystic Adventures, Battles, takes the existing battle system and expands upon it, adding several new and exciting rules and strategies. Players will find that their Mystic Adventures games beginning to take on more and more exciting conflicts as players try to out maneuver, and out think, their opponents.

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

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### Introduction:

Mystic Adventures, Battles, introduces a few new rules for conducting battles within the game. These rules do not supercede the old rules, only add to them. Players should though, decide before a game begins, whether they will use the basic game's battles rule, or these expanded rules. You should not though, use both at the same time.

### Use of The Battle Mats:

The main expansion of the battle system for this supplement is the addition of different types of battle mats, one for each type of terrain in the game. When a battle takes place, lay out the correct type of battle mat on the table for the terrain the battle is to take place in.

Note that these mats have two different layouts, one for the defender and one for the attacker. The same rules apply for determining who is who, but now the defender tends to have an advantage in terrain bonus while the attack gains more units

on their battle line. Attacks now can be directed as indicated by the arrows on the battle mats, yellow showing the defender's possible targets and red the attack's targets.

Finally, if the defender is a region that contains a tower, town, city or castle, they may, should they wish, use the overlay mat to show the different terrains possible for these added settlements. Simply lay the overlay over the correct terrain mat and conduct the battle as normal.

A note should be made at this point of the map tiles themselves. Those tiles that contain a tower were not labeled, so use these battle mats for those map tiles as listed below.

Sunrise Tower Tile... Hills  
Shadowfell Tower Tile... Swamps  
Stoneheart Tower Tile...  
Mountains  
City of Mordenhelm Tile... Plains  
Tower of Light Tile... Plains  
Dark Tower Tile... Forest  
Tower of Madness Tile... Jungle

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## **If you like this product, try other games from Avalon Games**

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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.

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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.

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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.

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

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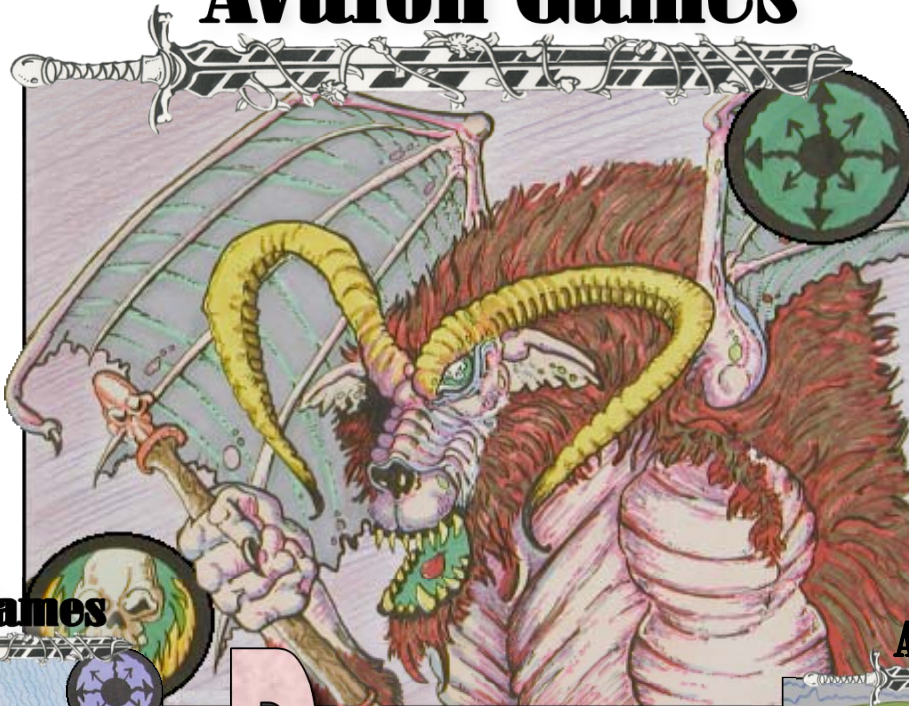
Orcus howled in fury as his front lines broke and the enemy demons poured through, his forces scattering to the four foul winds.

"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.

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# Demon Wars



**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.



**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

- 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)
- 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.
- 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**




**Night Stalker**



**Major Glory**



**Lamia**



**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.

