

Avalon Games



JUNKYARD WARS

Junkyard Wars

The Mech-bot turned the corner of the huge pile of old tires and office supplies to find a scene of carnage. Strewed about the ground were the bits and pieces of several bots, yellow and blue painted metal parts laying smoking after a recent battle. One bot though, was still active, a blue battle bot whose directional antenna had been damaged in the brawl. Now this mighty war machine could, it seems, only spin in slow turns to the left. Hours of driving in circles over and over again had formed a donut shaped grove in the hard packed dirt of the junkyard where the damaged bot continued its curved journey.

The Mech-bot sighed, (Well as much as a mechanical robot can sigh that is) this was the third time this week that the Motherboard has sent him out seeking to repair some damaged battle bot. If the stupid warrior bots would just stop getting themselves shot at so much, the Mech would not have to repair them so much. Course the factory was at war with the yellow bots across the junkyard and had been ever since the two factories had ganged up on the red bots. The alliance held for two days after that victory over those red devils, then the treacherous yellows had launched a secret raid on the blue's Chopper parts that it had won as spoils of victory over the reds.

With another sigh, the Mech began to work on the battle bot, all the while thinking this was its fate. War and repairing the damaged bots that fought that war, a war that would never end.

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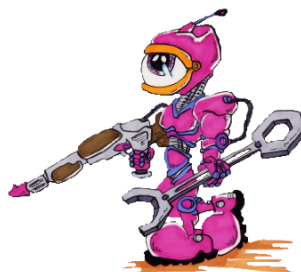
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Introduction

Junkyard Wars is a tactical game of battle and resources gathering where players take on the role of a robotic factory and the Bots that it manufactures to act as its slaves.

The game consists of players trying to both out maneuver their foes, while at the same time trying to gather the needed resources that are required to both upgrade their Bot slaves and to achieve total victory over their foes. Nothing short of the destruction of the enemy factory will see you winning the game, so play smart and be ruthless in your machine like drive to survive.

Game Components

Junkyard Wars consists of several decks of playing cards, counters to represent the players' bots and playing mats to keep track of all your recourses and upgrades. Enough components are supplied with this game for up to four players, but more can be added by printing up additional sets of counters, and maps, so that an unlimited number of players could enjoy then game.

Game Construction

Once you are ready to play Junkyard Wars, 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 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 Junkyard Wars 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.

We at Avalon Games have tried to put as many of the cards and counters on as few pages as we possible could. We know there is a lot to print up, but we figure that you don't want to play small games, so we won't make them.

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, map boards, cards 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 boards, 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 map boards and other counters onto thick card stock. 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 clear self-adhesive lamination sheets. (Again available at most office supply stores) Last, but not least, if you want, print up the backing sheets we have provided onto each card type. We have tried to line these backing sheets up so you just have to flip the page over and print on the back, but if you wish, you can also print it up on a separate sheet and then glue them both together. All the player charts can be printed up on card stock paper, and again, covered with lamination if you want.

As always, it's your game, so have fun in its construction.

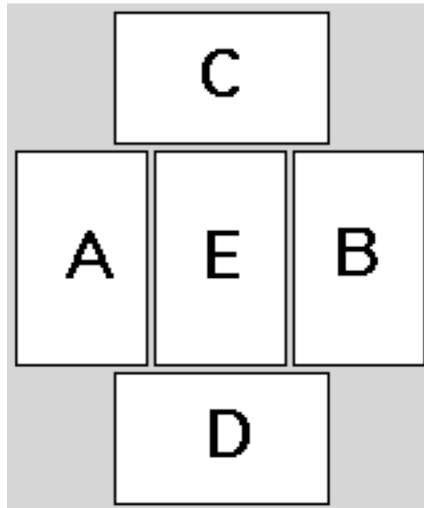
Getting Started

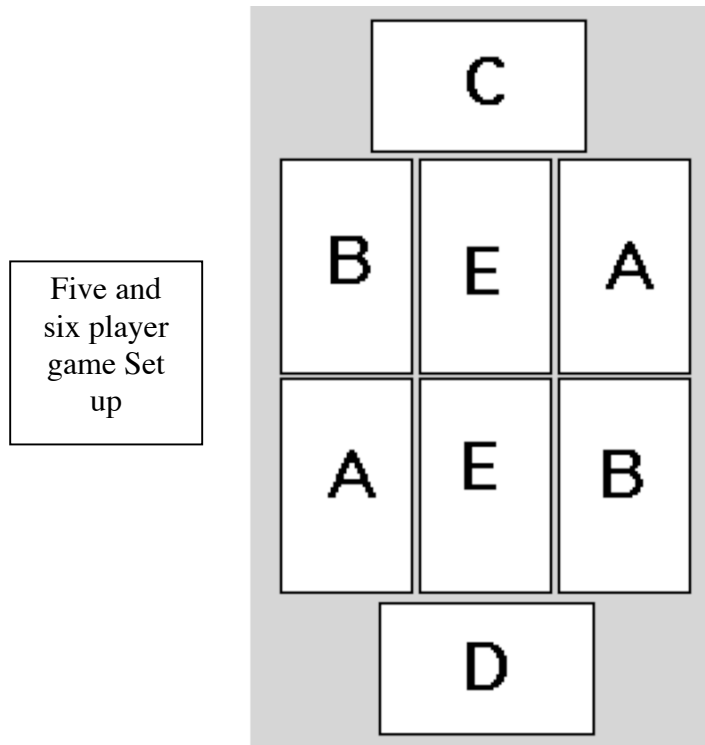
Once you are ready to start play, shuffle all the different cards decks and have each player pick a set of colored counters to play. Set the map boards up as show in the diagram below.

Two player
game Set
up



Three and
four player
game Set
up





Each player should roll 1D6, with the highest roll getting to pick which factory they will start in. Remaining players also pick their factory in descending order of the die rolls made.

Once each player has determined the factory they will start at, each player gains four general resource points to spend. These resource points can be used to generate the players starting force of Bots, and can even be saved if they wish, for later use in the game. Each player then places in one of his or her factory hexes a Bot that has been bought. Note that only one Bot can be placed in a hex at one time, thus there is a limit of three to the number of Bots that you can start the game with.

Once all bots are placed, each player draws five program cards from the program card deck.

The game then begins.

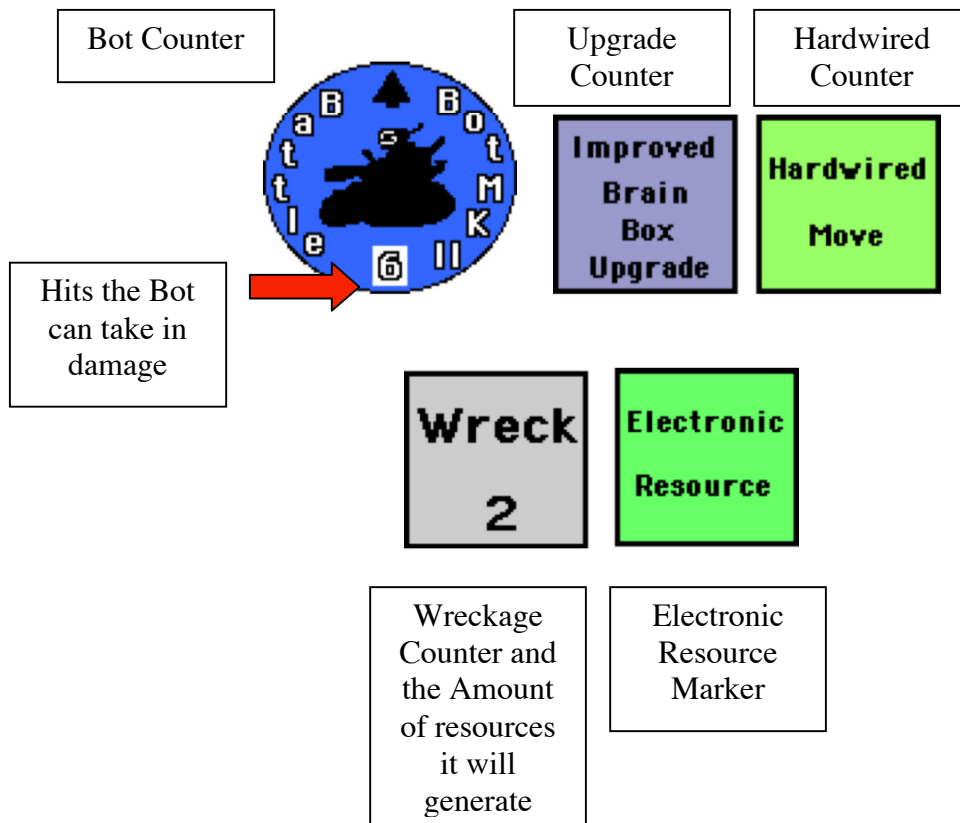
Bots

Bots are simple robots designed to be a cheap, but effective combat systems during the early 22nd century. Smart enough to get the job done, they still needed programs sent to them by a master control computer, which was often referred to as a Motherboard. Self designing and based on robotic factories that could reproduce the battle bots as the need arose, these systems worked fine with human oversight, that is, until the humans were no more. People being weak and frail, they passed away in mass when a stray comet dropped into the planet's atmosphere. The comet carried a deadly virus; one never seen on the planet before, and with it came a terrible pandemic. Within days the human race was gone, along with dogs, cats and most other animal life on the planet's surface.

There in the factories the robotic servants waited for orders that would never come from their now dead human master. Supplies and resources become scares and re-supply trucks never showed up for scheduled delivers. Some factories just shut down; others simply ran out of supplies and stopped. Still a few began to work outside their programming, seeking ways to maintain their robotic and mechanical needs. The world was one large junk pile now, and the Motherboards began to scavenge that pile of worldwide junk. Soon these too became scarce as competing factories used up easily gained materials. This competition of course quickly resulted in the first Bot factory wars.

These wars have never stopped.

Bots themselves are quite dumb, simply remote controlled war machines for the most part. Some designs have evolved, those that require some brain power to accomplish their jobs. Mech-bots are a fine example of this. Capable of simple thoughts and planning, they can accomplish minor tasks given them without too much mishap.



The Factory

The Bots themselves are linked to the factory that produced them. Most factories use distinctive coloring for their Bots, not of course out of any aesthetic desire, but because that was the color of paint it found on hand when its Bots were manufactured.

The factory is the home of the Bots, its heart if you will. From here all activities are conducted by and for the Bots, and it is here that all that precious junk is dragged to so it can be converted into nice new Bots. Most factories are large buildings, some made out of bricks, while other are fashioned from steal and metal. Regardless of the make, the factory is essential to the Bots survival.

The Motherboard

If the Bots are the hands off the machine intelligence that now rules the worlds, and the factory is its heart, then the Motherboard is the brains. Here the central computer system that makes up the Motherboard lies and directs the factory, and thus its Bots activities. The Motherboard issues orders to the factory and its Bots, and they then fulfill those orders as best they are able.

Thus the chief goal of the rival Motherboards is to destroy all the other Motherboard and thus destroy one more of the rivals that consumes your precious resources.

The Game Board

Junkyard Wars is played on a hex covered map of the vast junkyard that the world has become. Here the battle for power is fought between rival factories. Each hex on this board represents an area that a Bot may occupy, or by which range and area of effects can be determined. The number and direction of a given hex also governs movement.

As a general rule, only one Bot may occupy a hex at any one time, thus they cannot be stacked or crossed through. (See Movement for details)

Program Cards

Each Bot needs to have a program sent to it from the Motherboard before it can act. Players then allow their various Bots to move and fight across the map boards thus play program cards. If a Bot does not have a program cards played on it, it cannot do any action that turn other then those programmed into it by a hardwired program.

Thus the game is one of strategy and timing. Which Bot do you send a program to, and when, can make a vast difference in the outcome of the game and cunning playing of program cards is required by players if they wish to win.

Avalon Games



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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.

**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 Robot Jocks.**

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

Lopez struggled to regain his balance after the servo of missiles slammed into his robot.

The sheer force of the missiles' combined explosions nearly knocked him to his knees. Even so, his skill at the controls allowed him to not only stabilize the massive robot, but even to bring himself into a good position to use his own heavy weapon.

With a flick of his trigger finger, Lopez's robot fired the massive fusion cannon which belched forth a deadly stream of super heated gas. Johnson's robot took it full in the face and fell backwards, crashing to the arena floor with a mighty thud.

The crowd roared as Lopez took his victory lap around the arena, one more foe defeated by his superior robot driving skill and weaponry.

This is yet another great Mini-Game from Avalon Games. Take your mighty robot's weapon systems into the national arena and fight other robots. Try to out maneuver, out fight and just plain out last your foe in this unique, and fun, card based game.

Robot Jocks



Avalon Games



Avalon Games



**Try the expansion as well, and have a
great robot time.**

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







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.

