

DICE-tractions

Dice Poker



DICE-tractions - Dice Poker

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Dice Poker

Julie sat there, ready for her the confrontation between her character and her arch-nemesis. She had worked for the past three sessions just to get the meeting setup in addition to countless sessions before searching for the smallest tidbits of information that might prove to be a weakness, discovering that he played poker avidly. She went out of her way to describe exactly how her character would dress, hoping for every kind of bonus that Mike would give her. And now, this was it.

"The walk in the large cigarette-smoke filled room and see at least a dozen round tables. Each table has several well dressed people contemplating their cards, staring at those around the table, or fiddling with their chip. Across the room, you see The Commander. He's in full dress suit and his right hand man whom you have come to know so well stands behind him, kind of flanking him." Mike narrated the scene.

Sitting on the edge of her seat, Julie kept her voice even, "Ok, I walk over and sit down." Brian and Brad quietly sat back and watched the evens unfold before them.

Mike began to weave a story of the interaction between her character and The Commander. Julie was not terribly interested in that. She came to gamble for the security of the area poor people. She wanted to get him to stop his exploitation of those that happen to live on his "turf." Mostly though, she wanted all the work that she put into this to not end with Mike just describing to her what transpired. "Enough talk, Commander. I came to play some high stakes poker. Are you to scared to play against me or are you ready to play?" She dropped her even tone for one of anticipation and excitement.

"Julie, he's about to agree to everything you wanted. You don't have to go through the whole conversation and card game and such."

Brian practically fell off his chair while Brad looked away. "I wanted to role play this out," said Julie.

Mike quickly spoke up, hoping to quell this before it became a problem. "I know, but it's not my fault. The game doesn't have rules for role playing through a card game and playing a real card game would take to long so ..."

Cutting him off, Julie interrupted, "So ... so ... so." She sighed and turned away frustrated.

"Mike, wait." Brad spoke up before Julie said anything else. "I happen to have something that will work." Mike's ears perked up and Julie turned towards Brad to hear his idea.



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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 tons of gaming goodness, free games, add on materials for many of Avalon's titles, and a monthly sections dedicated to S&G, Battle Axe and Arcana. Great game stuff each and every month.

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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 orcs, or blast off into the cold hard future with space marines and aliens.

Warlord Grom



2

4


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

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

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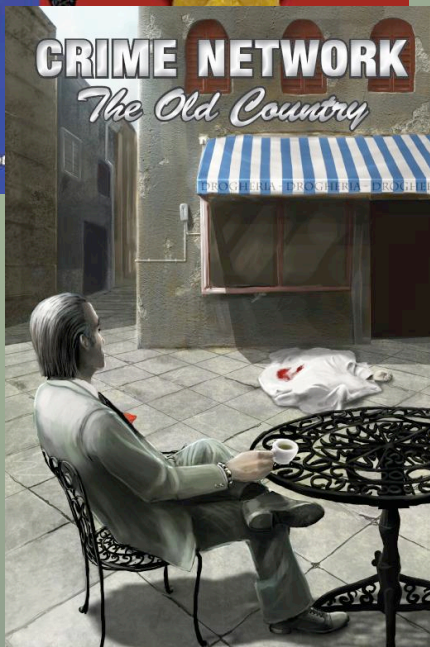
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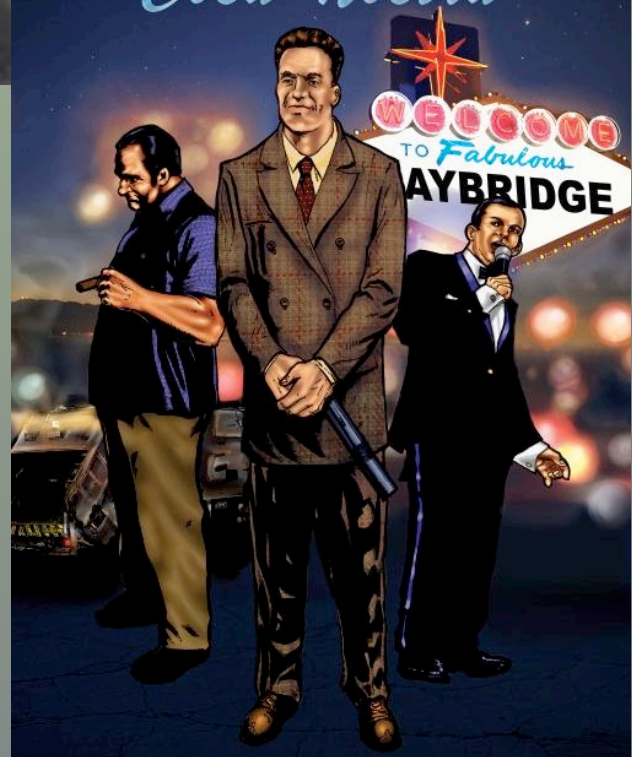
CRIME NETWORK

The Old Country



CRIME NETWORK

Cosa Nostra



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.

