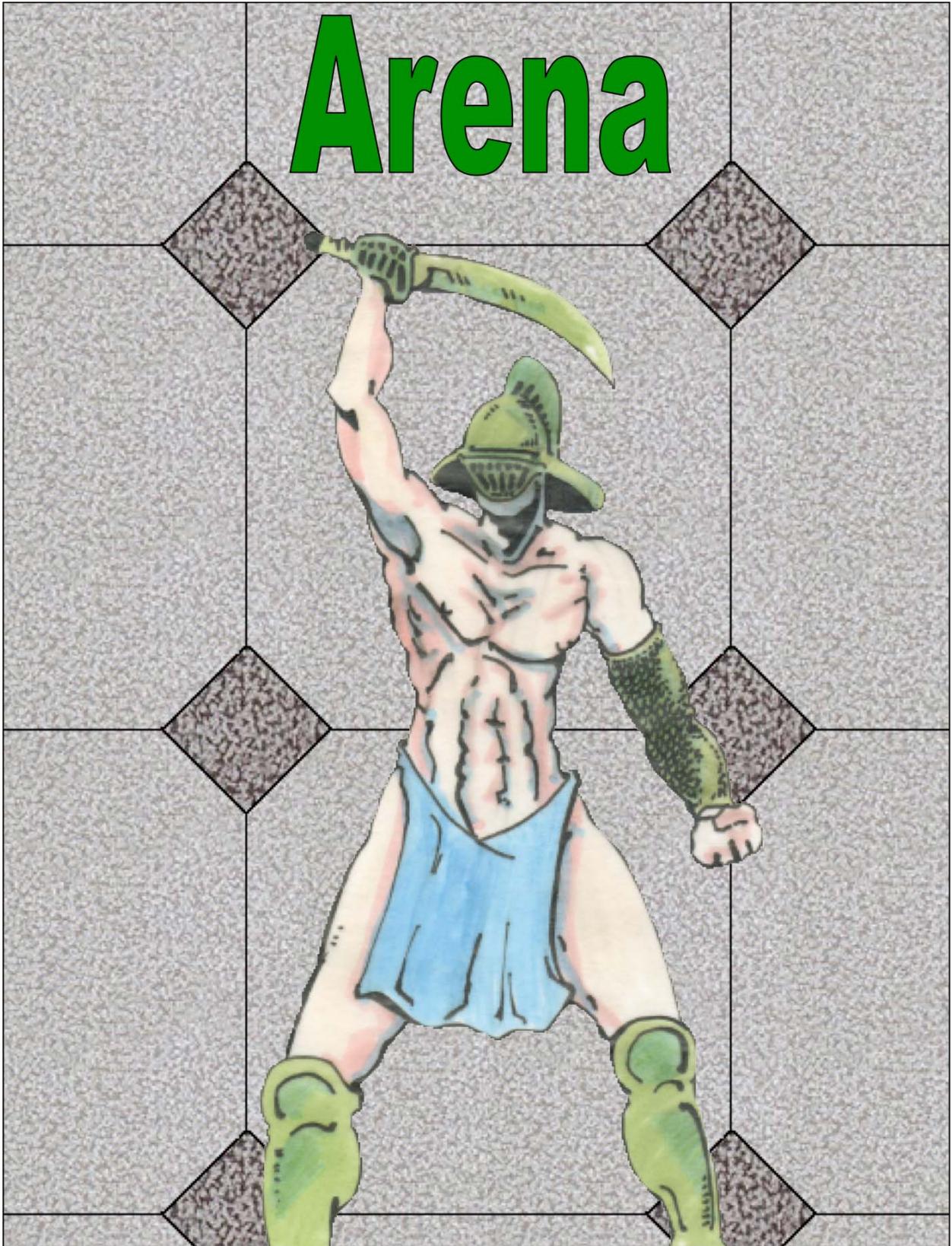


Arena



Avalon Games



As the Minotaur charged, Har gripped his battle axe tighter in his meaty hand. Swinging its club high into the air in anticipation of delivering a mighty blow, the mad half-man creature roared as it raced towards the small warrior standing his ground. With blinding speed, Har flipped his battle axe upwards and into the chest of the bull man. Staggering backwards, the great beast died as it spit blood and fell like a newly chopped tree. The crowds roared at the sudden defeat of the champion. No one had defeated the Minotaur before, but now there stood a new warrior for the fans to root for, a new lord of the bloody arena, a new master of the death sport.

This is Arena, another Mini-Game from Avalon Games. Create a gladiator, train him or her in the skills of killing and then equip them with the weapons and armor of your choice. Send them into the arena to battle other warriors and see who is the best... the toughest... the bravest warrior in the lands. Fully expandable, look for future expansions to the system, including a detailed magic system and more.

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

Avalon Games Company, avalon@comstar-games.com

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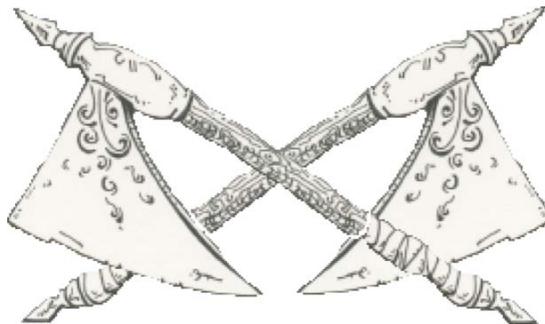
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Contents

Introduction	Page 4
Game Construction	Page 4
Getting Started	Page 4
Creating a Warrior	Page 4
Design Points	Page 5
Stats	Page 5
Figured Stats	Page 5
Skills	Page 6
Stunts	Page 6
Equipment	Page 6
Character Data Sheets	Page 7
Movement	Page 7
Combat	Page 8
Starting Combat	Page 8
Initiative	Page 8
Actions Possible in a Combat Round	Page 9
Facing	Page 10
Line of Sight	Page 10
Reach Weapons	Page 11
Ranged Weapons	Page 11
Cover and Concealment	Page 11
Taking Damage	Page 12
Combat Chart Result Descriptions	Page 12
Skill and Task Rolls	Page 13
Death and Injury	Page 14
Rewards for Winning a Battle	Page 14
Skill Charts	Page 15
Stunt Charts	Page 19
Equipment Charts	Page 21
Scenarios	Page 22



Introduction

Arena is a fast, easy to play combat system where players design and equip their warrior gladiators and then face their opponent's warriors in the deadly arena. The game is simple to play, but full of details which add to its complexity and test your skill. Fully expandable, be sure to look for other expansions to the system, which will add magic and other new areas to explore with your gladiators.

Game Construction

Once you are ready to play Arena, the first thing you will need to do is construct the game components. For the most part, the amount of time and extra expense you will put into the game's construction is up to you. The simplest format is to print out all the necessary parts and then just cut them out and go to it. Paper pieces are a bit difficult to deal with though, so if you wish to continue to play Arena over and over again, and we hope you do, then you may want to invest a bit of time and effort in making your game components more durable and reusable.

Suggestions on Component's Construction and Printing

First off, 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 cards. 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 pieces with clear self-adhesive lamination sheets. (Again available at most office supply stores).

Of course, plastic or metal miniatures can be used to replace the paper counters we have supplied, so have fun looking for the right figure to match what you need.

Getting Started

Once you have constructed the game components, you are ready to play. First, you will need to create a warrior to enter the arena. This process can be done ahead of time (recommended for new players, as it can take a bit of time) or right on the spot if you know the system well enough. Once you have a warrior, you can enter them into battle with other warriors. Those that win their battles may expand their skill and powers, becoming more deadly and difficult to defeat in their next battle to the death.

Creating a Warrior

To create a warrior for the arena, you will use a system of design points which are spent to buy the warrior's stats, skills, and to equip them with armor and weapons. What you buy and to what level is up to you, so think on the different warriors you can create and what they might be able to perform within the arena.

Generally, a starting warrior will be built on 25 design points (Called DSP from now on), but higher point totals can be used if you want more powerful warriors in a battle.

Design Points

Everything within the game is based on a point cost. Spending your initial points is your first task. More can be earned later through gameplay. Points cannot be traded or lost, as they belong only to the wizard that earned them. You should also keep track of your wizard's total DSPs, as they help you get a feel for the overall power of that wizard and act as a record of the many battles they have faced.

Stats

The basic abilities of your warrior are determined by their stats. There are five stats within the game, each covering the basic functions of a warrior. Each stat has a use, so you should be careful on just what levels of ability you set your stats at. Making your warrior super strong might allow them to kill a foe with a single blow, but the lost agility may make them so clumsy that they seldom, if ever, manage to hit their foe. Each stat must be increased with DSPs, although each warrior starts with a base level in all stats. (8 for most human warriors)

Strength: (Str)

This shows how physically strong the warrior is and how hard they can hit someone in combat. Strength is a primary stat and high levels are needed if you want to be a brawler.

Agility: (Agl)

This stat shows how agile and quick you are. It is your grace with a weapon and your ability to hit others with that weapon. A high agility will aid you in actually hitting your foes with your weapons.

Speed: (Spd)

This stat shows how fast you are. It determines your basic movement rate and initiative.

Health: (Hlth)

This shows how healthy you are and determines how much damage you can ultimately take.

Intelligence: (Int)

Indicating how smart you are, this stat determines the number of skills and stunts you may have.

Figured Stats

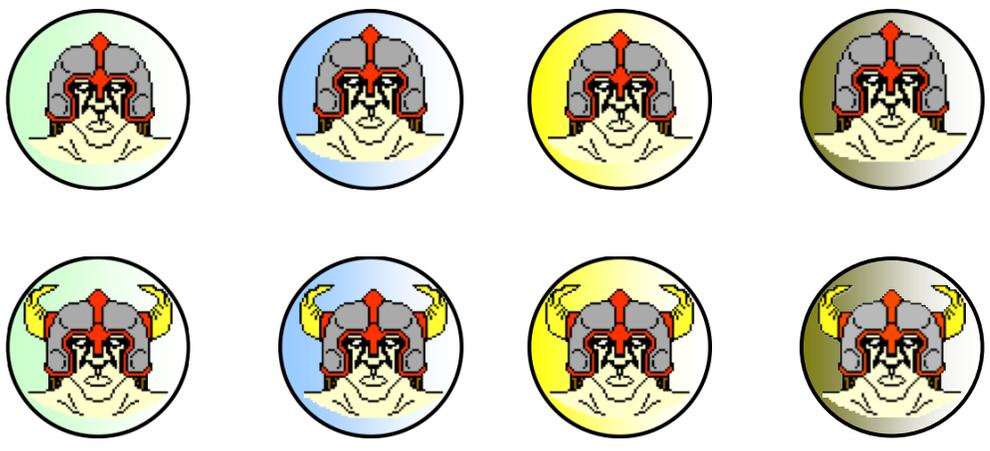
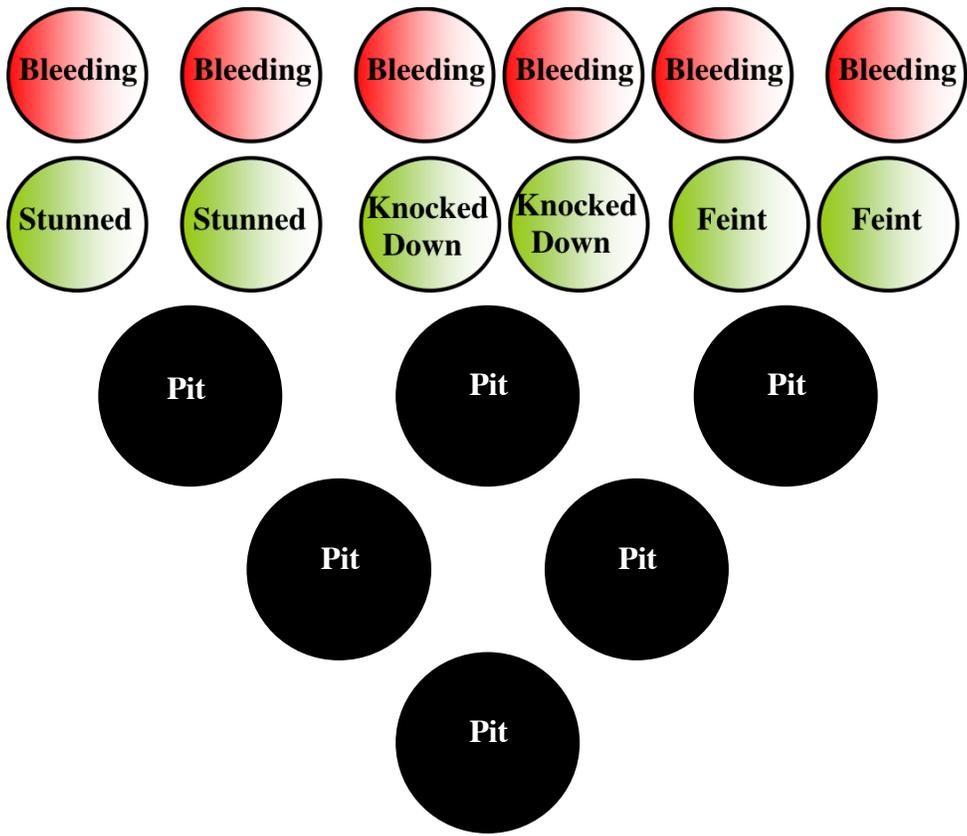
Some stats are not bought, but figured based upon your primary stats. These figured stats are then used in the game for various purposes.

Combat Level: (CL)

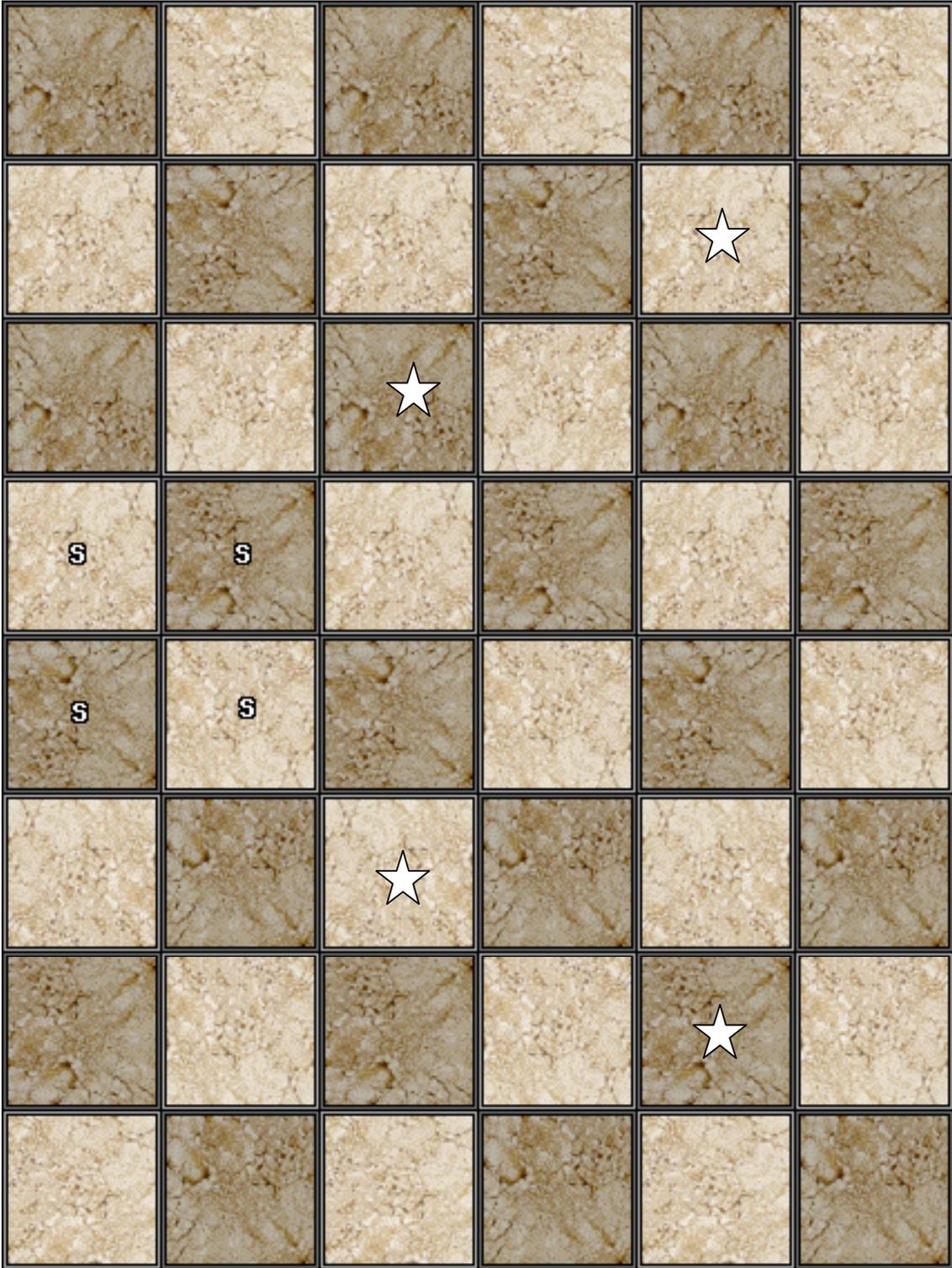
This is your basic skills and ability in combat. From this stat you will determine both how well you hit in combat and how hard it is to hit you. Your combat stat is a base of 1 + any skill modifiers. (See Skills for details)

Offensive Combat Level: (OCL)

This is how well you hit others in combat. This stat is compared to your foe's DCL to determine the final modifier to your attack rolls.



Print up two of these map boards



Name: _____

DPSs:

Ready Item

Strength:

Agility:

Speed:

Health:

Intelligence:

CL:
(1+ Skills)

Base OCL:
(CL+ Str Mod + Agl Mod + Skills)

Base DCL:
(CL+ Spd Mod + Agl Mod + Skills)

Initiative:
(CL+ Spd Mod + Skills)

Movement:
(Spd/2)

Total Hits:
(Str+Agl+Spd+Int+Hlth)

Right Arm Armor

Head

OOOOO

Head Armor

Left Arm Armor

Right Arm

OOOOO OOOOO

Body

OOOOO
OOOOO
OOOOO
OOOOO
OOOOO

Left Arm

OOOOO OOOOO

Ready Item

Right Leg Armor

Right Leg

O
O
O
O
O
O
O
O

Left Leg

O
O
O
O
O
O
O
O

Left Leg Armor

Other Gear

Other Gear

Other Gear

Combat Modifiers

- Attacking a Foe's Flank +1 to Hit
- Attack a Foe's Rear +2 to Hit
- Attacking a Prone Figure +4 to Hit
- Reach weapon used behind another figure -2 to Hit
- Charged Foe +1 to Hit, but also +1 to be hit
- Disengaging from Combat Free attack on you

Total Hits

OOOOO OOOOO
OOOOO OOOOO
OOOOO OOOOO
OOOOO OOOOO
OOOOO OOOOO
OOOOO OOOOO

Hit Location

- Roll 1D10:
- 1: Head**
 - 2-4: Arm**
Roll 1D10:
1-5: Right Arm
6-10: Left Arm
 - 5-7: Body**
 - 8-10: Leg**
Roll 1D10:
1-5: Right Leg
6-10: Left Leg

Skills /Level/Notes

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.
- 7.
- 8.
- 9.
- 10.
- 11.
- 12.
- 13.
- 14.
- 15.

Combat Chart

Roll 1D10	Slash	Hack	Bash	Pierce	Claw or Bite	Task
-3 or less	Free Strike	Free Strike	Free Strike	Knocked Down	Free Strike	
-2	Knocked Down	Knocked Down	Knocked Down	Knocked Down	Knocked Down	
-1	Stumble	Knocked Down	Stumble	Fumble	Stumble	
0	Fumble	Stumble	Stumble	Fumble	Fumble	
1	Fumble	Fumble	Stumble	Fumble	Fumble	
2	Miss	Fumble	Miss	Miss	Miss	
3	Miss	Miss	Fumble	Miss	Miss	
4	Miss	Miss	Miss	Miss	Miss	
5	Glancing Blow	Miss	Miss	Glancing Blow	Glancing Blow	
6	Miss	Hit	Miss	Miss	Glancing Blow	
7	Miss	Hit	Hit	Miss	Miss	
8	Shield Hit	Shield Hit	Shield Hit	Shield Hit	Shield Hit	
9	Hit	Hit	Hit & Stunned	Hit	Hit	
10	Hit & Bleeding	Severe Hit	Severe Hit	Hit & Bleeding	Hit & Frenzy	
11	Severe Hit	Deadly Hit	Deadly Hit	Severe Hit	Severe Hit	
12	Deadly Hit	Critical	Deadly Hit	Deadly Hit	Deadly Hit	
13 or more	Critical	Critical	Critical	Critical	Critical	

Actions Possible in a Combat Round

Disengage from Combat
Make an Attack
Defend
Stand
Ready an Item
Use an Item
Charge
Move

Stat Modifiers
 The modifier is
 given below for each
 stats

1-3: -2
4-7: -1
8-10: +0
11-13: +1
14-15: +2
16-17: +3
18-19 +4
20+ +5

Combat Modifiers

Attacking a Foe's Flank	+1 to Hit
Attack a Foe's Rear	+2 to Hit
Attacking a Prone Figure	+4 to Hit
Reach weapon used behind another figure	-2 to Hit
Charged Foe	+1 to Hit, but also +1 to be hit
Disengaging from Combat	Free attack on you

DPS Costs	
Stats (Each Starts at 8)	
8-10:	1 point per
11-13:	2 points per
14-16:	3 points per
17-20:	4 points per
21+:	5 points per
Skill:	See charts
Stunts:	See charts
Equipment:	See charts

Hits and location break downs per locations

Total Hits = Strength, Agility, Speed, Health, and Intelligence added together.

Total Hits	Head	Body	Arms	Legs
32	2	14	4	5
33	2	15	4	5
34	2	15	4	5
35	2	16	4	5
36	2	16	4	6
37	2	17	4	6
38	2	17	4	6
39	2	18	4	6
40	2	18	4	6
41	2	19	5	6
42	2	19	5	6
43	2	20	5	6
44	2	20	5	7
45	2	21	5	7
46	2	21	5	7
47	2	22	5	7
48	2	22	5	7
49	2	23	5	7
50	3	23	5	7
51	3	24	6	8
52	3	24	6	8
53	3	25	6	8
54	3	25	6	8
55	3	26	6	8
56	3	26	6	8
57	3	27	6	9
58	3	27	6	9
59	3	28	6	9
60	3	28	6	9

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 Kung-Fu U.

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

John could not believe his luck. His first day at Kung Fu University and already he was involved in a duel. He had trained all his life to be able to test his skills in the martial arts and here he was already getting a chance.

As he stood his ground, his tiger claw held high and ready, John watched his opponent. She was a little thing, all dressed up in a bright floral dress with a blue ribbon in her hair. Maybe after the duel, they could go get a glass of milk he thought to himself.

That's when she hit him.

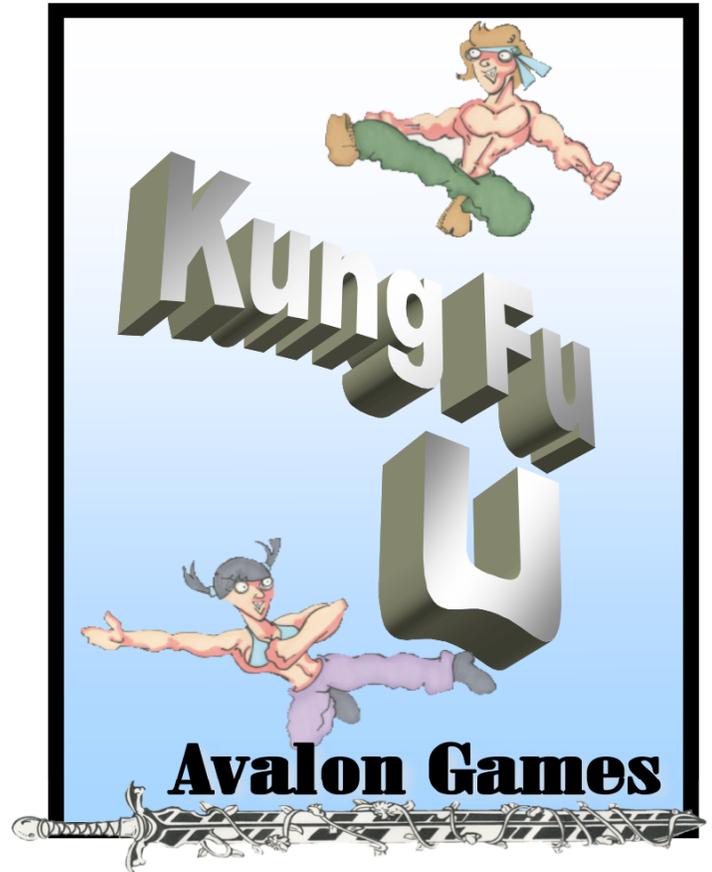
Waking up on the grass, John rubbed his chin where the girl in the flower dress had kicked him. She stood over him offering him a hand up.

"Your Kung Fu was good, but mine was better," she said with a smile as she walked away.

Maybe school would be a bit tougher than he thought, John mused, as he chased after her, asking if she could show him how she did that kick.

This is Kung Fu U, a game of martial arts combat and fun times. Can you out fight your opponent before they bring you down with a surprise attack? Can your Kung Fu out shine your opponent's skills? Find out who is the best of the best with this exciting Mini-Game from Avalon Games.

If you like it try the expansion, Kung-Fu U 2



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 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.



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