

Avalon Games



Chad hit the thrusters and pulled back on the flight controls as the massive asteroid hurled past the small ship. "Damn that was close," He cursed under his breath as he regained some control of the space ship, trying as he did to keep an eye on the other asteroid racers.

"Almost got turned into space junk there butt head," Called McCoven over the comm unit. Chad hated McCoven, the bastard cheated and because of that was always winning the asteroid race. "Well not this time," Chad swore, hitting his beam lasers and scorching the side of McCoven's ship. "See ya at the finish line, loser," Chad offered as he pushed the engines of his little ship to the red line and beyond.

This is Asteroid Racers, the fast and fun game of space ship racing and madness. Build you small space ship, arm it with futuristic weapons and gear, and then take off and see if you can win the prestigious asteroid race. Be careful though, because you foes will also be trying to win the race, and at any cost.

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Introduction

Asteroid Racers is a fast game of resource management and card play. The goal for each player is to be the first to traverse the deadly asteroid belt, racing at brake neck speeds so that you can be the first to cross the finish line and be declared the newest Asteroid Race champion. Be careful though, not only do you have to deal with the dangers of the asteroid belt, but also the other racers, for they will be armed with deadly weapons and missiles, each trying to shoot you down before you can win the race.

Game Construction

Once you are ready to play Asteroid Racers, 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 Asteroid Racers 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 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 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 parts with a clear, self-adhesive, sheet of lamination. (Again available at most office supply stores).

Cards are supplied with a front and back, so just print up a copy and then fold them along the seam. Glue the two parts together and you have a nice card for use in the game. If you like, you may laminate these cards, or buy protective cards sleeves for them.

Getting Started

Once you have the game parts printed up and ready to go, you can start to play the game.

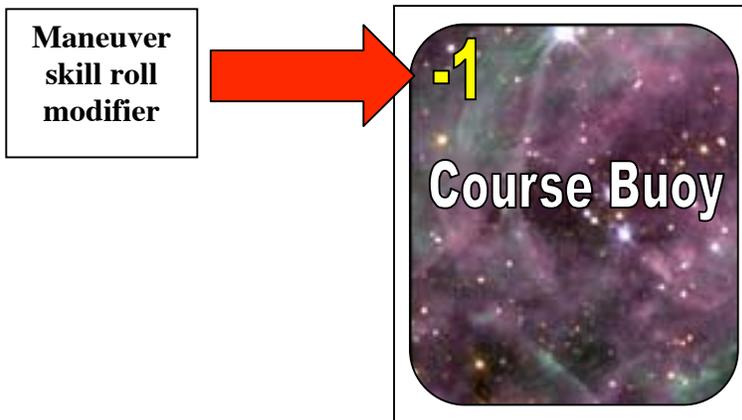
Take all the Asteroid Cards (Except for the Course Buoy cards) and shuffle them up. Place the Asteroid card deck in the middle of the table for all players to reach. Next have each players build a ship that they will pilot for the game.

After players have their ships constructed, have each player rolls a single 1D6. The players with the highest die roll then may draw five cards from the Asteroid deck. The player to the right then may draw five cards and so on until all players have drawn cards.

Each player then powers up their ship for the first turn at maximum ability. (As if they had rolled a 6 on their power die).

Next shuffle into the Asteroid Deck, a number of Course Buoy cards, as shown below.

2 Players	8 Course Buoy Cards
3 players	10 Course Buoy Cards
4 players	12 Course Buoy Cards
5 or more players	15 Course Buoy Cards



Starting with highest rolling player and then moving to their right, each player will begin their turn. Continue this process until a winner is declared.

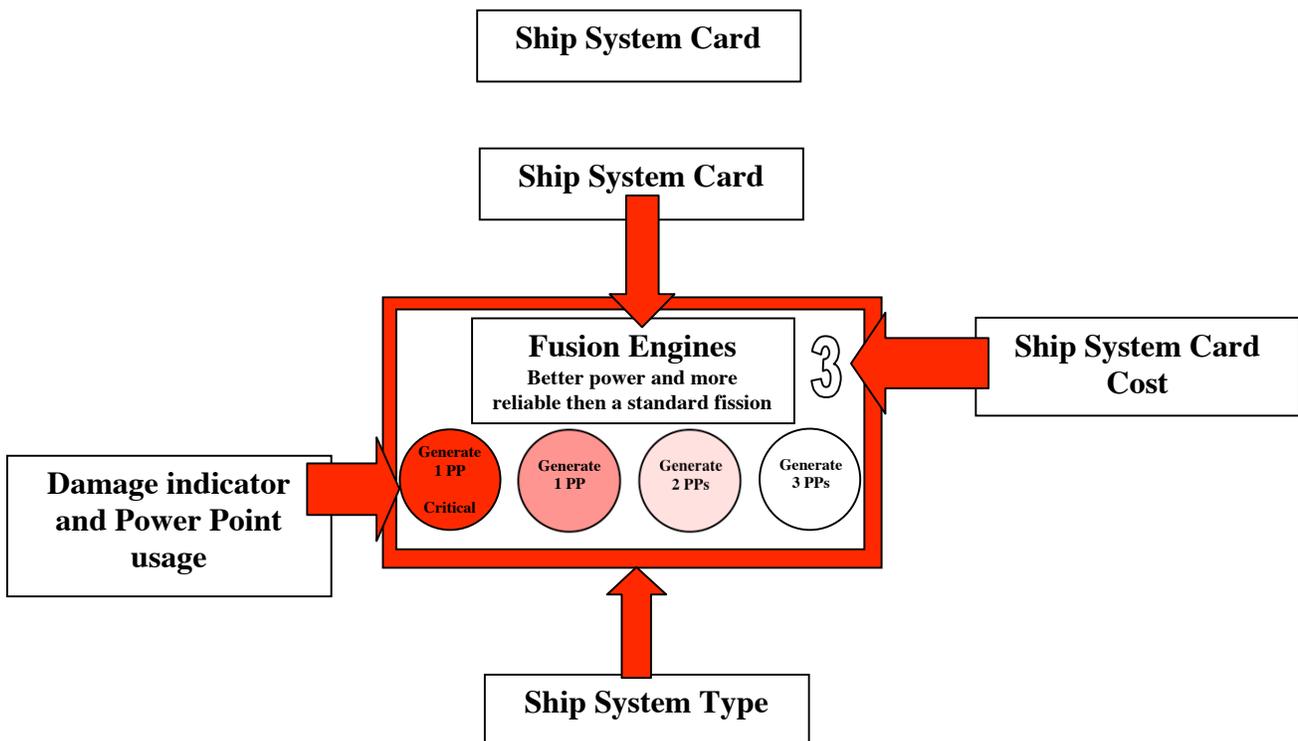
Building a Ship

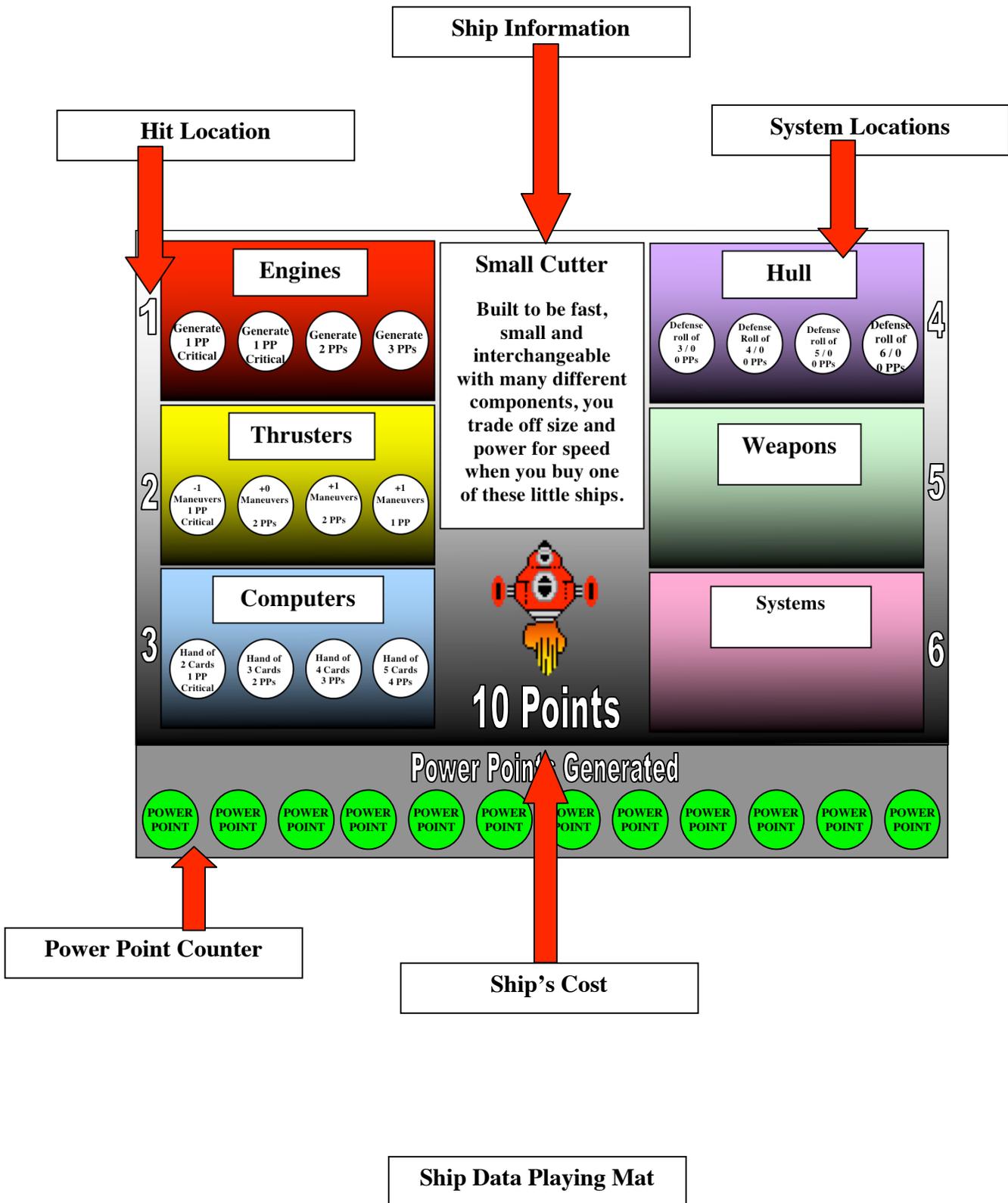
The first step to playing the game is for each player to build a ship. Each player gets 35 points to spend on the type of ship they want to play, as well as all the basic components fitting onto that ship. Extra goodies like weapons and computers can be purchased with your points.

At no time may you trade or steal another player's points. Those points not spent are lost, so try to spend them all if you can.

Components on a ship may be purchased for those areas that you wish to upgrade; otherwise the ship will operate at its standard configuration. Players may only buy a single component for a section of their ship, and thus you may not buy two different engine upgrades. Some aspects of your ship will hold more than one component, as indicated on your ship's basic configurations.

Components can only be placed in the correct location on your ship's playing mat, as shown by the color of that ship's location. Thus you may not place a blue colored component in a green colored location.





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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,
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If you liked this game then try one of Avalon Game's Mini-Games, such as Land Ships.

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

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

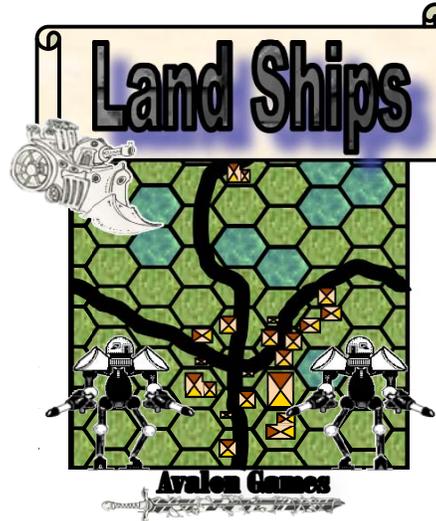
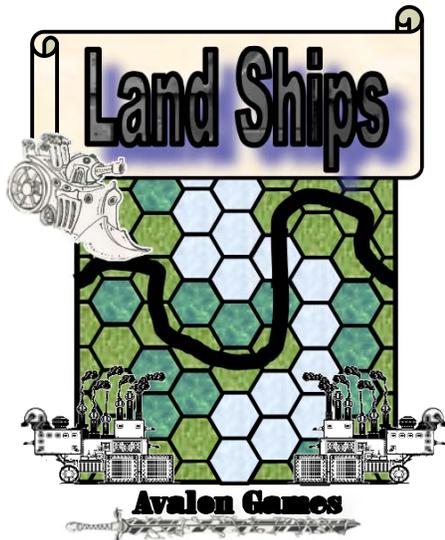
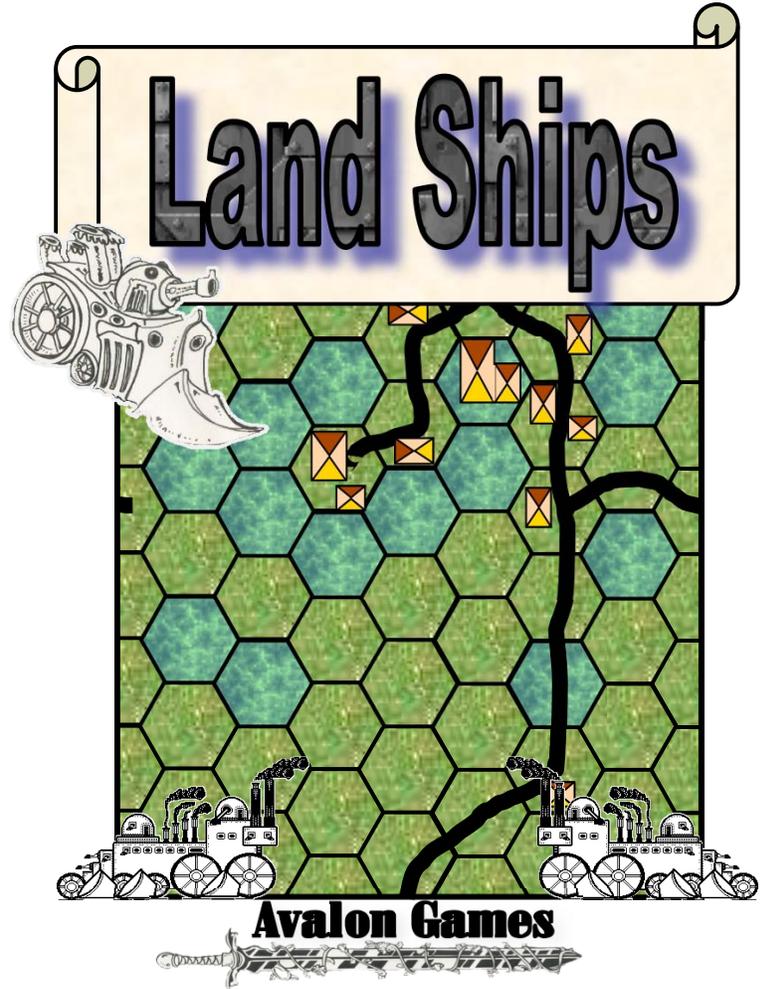
The Admiral barked orders into the tube to the steam engineer deep in the bowels of the iron beast, "Give me more power Chief!" With a howl of frustration the chief protested back through the brass call tube, "Sir, she's about to burst now, I shovel any more coal into the furnace and she's going to explode!"

"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.



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

- 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.



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.



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