

# Battle Axe

Undead  
Lich



**Avalon Games**



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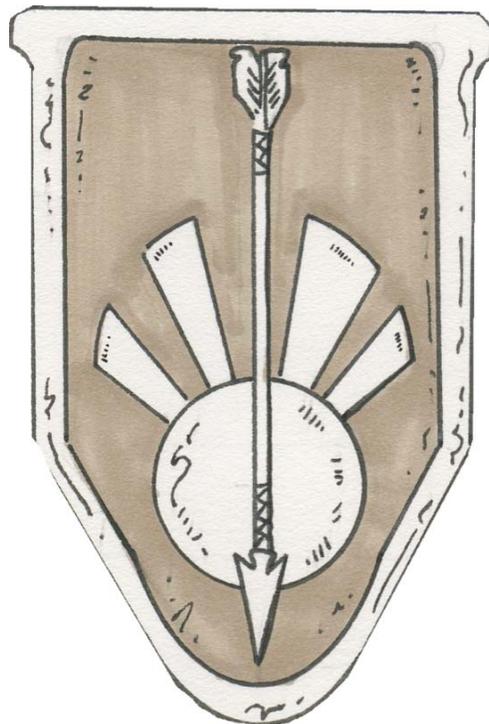
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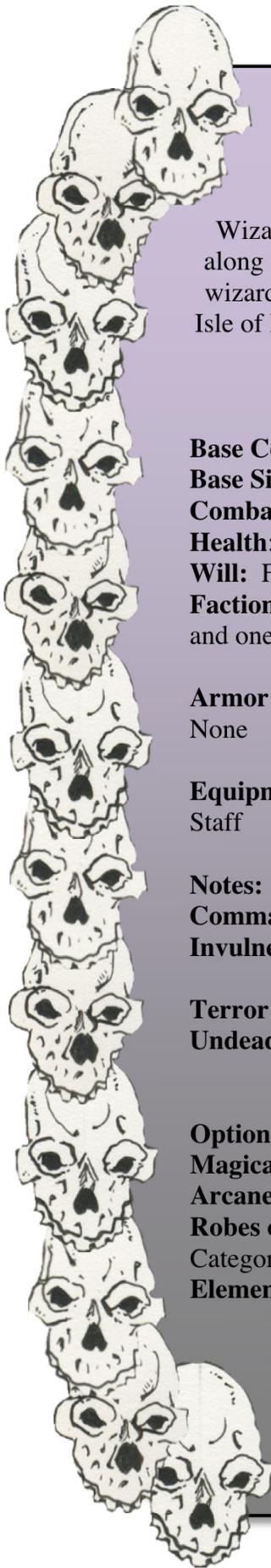
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**Game design, artwork and layout by Robert Hemminger**

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# Lich

Wizard slaves of the long dead Dragon Princes, these wizards were cursed along side their masters with eternal unlife. Unlike their masters though, the wizards were able to escape imprisonment in forgotten tombs and fled to the Isle of Mul. There they slowly rebuilt their power, forever more known as the Lich Kings.

## Lich

**Base Cost:** 38  
**Base Size:** Medium  
**Combat Skill:** 1  
**Health:** 5  
**Will:** Fearless  
**Factions:** Undead, Arcane  
and one Arcane Elemental Faction

**Armor:**  
None

**Equipment:**  
Staff

**Notes:**  
**Command 1**  
**Invulnerable**

**Terror (6'')**  
**Undead**

(No Bleeding or Stunned effects)

(Immune to Disease and Poison)

**Options:**  
**Magical Staff** ... 3 Points (Hits as a magic weapon)  
**Arcane Staff** ... 8 Points (Hits as a magical weapon and at +1 Category)  
**Robes of Protection** ... 10 Points (Magical Guard, Reduces all attacks by -1 Category)  
**Elemental Faction** ... 2 Points Per  
**Elemental Arcane Faction** ... 2 Points Per  
**Arcane School of Magic** ... 2 Points Per  
**Dark Faction** ... 2 Points  
(May use Dark Faction Cards)  
**Command 2** ... 3 Point  
**Command 3** ... 5 points



## Lich FAQ

### Abilities and Options

#### **Invulnerable:**

The Lich is immune to Bleeding or stunned affects.

#### **Common**

#### **Control Undead:**

Make a 4" move and then play another War Band Card on this or another Lich. You may instead use this card as a command card, but those undead affected must have the Lich within their line of sight.

#### **Arcane Powered:**

The spell only effects living creature, not undead, constructs and elementals.

#### **Undeath's Master:**

Those affected undead must have the Lich within their line of sight.

#### **Uncommon**

#### **Chill Touch:**

Make a normal melee attack, and if you score a hit you may pay the activation to also stun the foe.

#### **Undead Strength:**

Make a normal melee attack, and if you score a hit, which does one of more points of damage, you may pay the activation cost to gain a bonus.

#### **Killing Gaze:**

The attack can target any character within line of sight, who is also within the 4", 6" or 8" range.

#### **Rare**

#### **Deadly Howl:**

Those affected do not have to be within the Lich's line of sight. The spell only effects living creature, not undead, constructs and elementals.

#### **Dark Lore:**

The undead affected must complete their move action before the attack can be made.

#### **Unique**

#### **Magic's Master:**

All undead in the game are affected and make a 4" move (This includes your foe's Undead, which you can then move in the direction of your choice)



**Control Undead**  
Lich

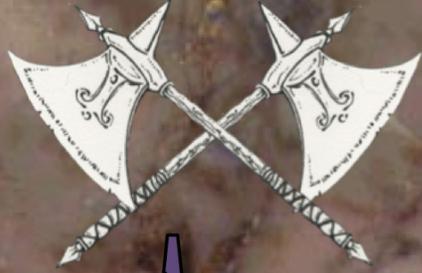


May make a move up to 4"  
**And**  
 Play another War Band Card on a Lich  
**Or**  
 Move up to a number of undead, each 4", equal  
 to the Lich's command value  
**Or**  
**Yellow 1**  
 Have a number of undead make a single melee  
 attack, equal to the Lich's command value

**Common**  
**Battle**  
**Axe**



**Battle**



**Axe**

**Control Undead**  
Lich

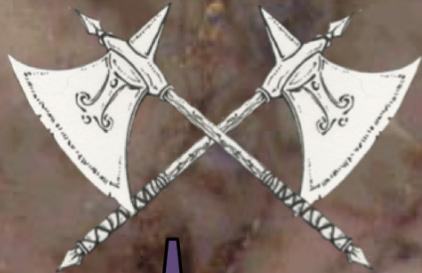


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**Common**  
**Battle**  
**Axe**



**Battle**



**Axe**

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### **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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making loans that change lives.**



loans that  
change lives

# 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.



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