

EXPANSION
#6

Avalon Games



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. This Fourth expansion to the system offers new and exciting ways to play the game, including several monstrous creatures.

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Introduction

This expansion to the Battle Axe system will offer players several new characters to play, and alter the basic rules when they are included in your War Band.

Chained Beast

Some beasts and monster are difficult to train, or even to control. These near wild creatures are often chained and basted into submission. To represent this conditioning, those creatures which are termed Chained, may be bought and played as normal, but can never move further than 6" away from their controlling character. If the controlling character should move, which will then place the beast further than the 6" limit, the chained beast must disengage, if in combat, and move a number of inches necessary to place it back within the chained limit. This movement can generate free attack. (This movement is automatic and conducted right after the controlling character's movement)

If the controlling character is slain, or removed from the game for any reason, the chained beast goes wild, moving toward the closest character during each player's Maintenance Phase and attacking. (Make the correct attack at +1 Category) The creature will continue to attack the closest character until the game ends or the beast is slain.

Chained Creatures cannot count towards Victory Conditions or Points.

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Introduction

This expansion to the Battle Axe system will offer players several new characters to play, and alter the basic rules when they are included in your War Band.

Elementals

There are several different ways to bring an elemental into the game, either as a part of your War Band out right, or as a summoned creature. If bought outright, then they are free to move about the battlefield as normal.

If brought in as a summoned creature, then the elemental follows the basic rules for summoned creatures as outlined in the 2nd expansion for the game system.

All elementals though, use the same character cards, as given below. Elementals though differ from normal characters in a significant way. Elementals can only use a set type of card, based upon the size and power of that elemental, as outlined below.

Minor Elemental ... May use Common card only

Common Elemental ... May use Common and Uncommon cards only

Major Elemental ... May use Common Uncommon and Rare cards

Thus the size and power of the elemental determines the card type that they can use. This restriction also applies to the Elemental Faction that is open to that elemental. Thus a minor fire elemental can use only common cards from the elemental deck and the Fire Faction Deck.

Elemental Immunity

All elementals are immune to effects of their own power. Thus fire elemental cannot be burned, and so on. Below is given a general outline of this immunity, but players are of course encouraged to use common sense when the situation is needed.

Earth Elemental ... Immune to all crushes, bash effects and earth based attacks.

Fire Elemental ... Immune to all heat, burning and fire based effects.

Air Elemental ... Immune to all wind, lighting and air based effects.

Water Elemental ... Immune to all cold and water based effects.

Elemental Faction

Elementals

Minor Earth

Base Size:
Base Cost:
Base Size: Medium
Combat Skill: 1
Health: 4
Will: Fearless
Factions: Earth

Armor:
 Medium

Notes:
 Base to Base ZOE only

Minor Air

Base Size:
Base Cost:
Base Size: Medium
Combat Skill: 1
Health: 2
Will: Fearless
Factions: Air

Armor:
 None

Notes:
 Base to Base ZOE only
 Can Fly

Minor Fire

Base Size:
Base Cost:
Base Size: Medium
Combat Skill: 3
Health: 2
Will: Fearless
Factions: Fire

Armor:
 Light

Notes:
 Base to Base ZOE only

Minor Water

Base Size:
Base Cost:
Base Size: Medium
Combat Skill: 1
Health: 3
Will: Fearless
Factions: Water

Armor:
 Light

Notes:
 Base to Base ZOE only
 Can Swim

Common Earth

Base Cost:
Base Size: Large
Combat Skill: 1
Health: 2
Will: Fearless
Factions: Earth

Armor:
 Medium

Notes:
 Base to Base ZOE only

Common Air

Base Cost:
Base Size: Large
Combat Skill: 1
Health: 2
Will: Fearless
Factions: Earth

Armor:
 None

Notes:
 Base to Base ZOE only
 Can Fly

Common Fire

Base Cost:
Base Size: Large
Combat Skill: 1
Health: 2
Will: Fearless
Factions: Earth

Armor:
 None

Notes:
 Base to Base ZOE only
 Can Fly

Common Water

Base Cost:
Base Size: Large
Combat Skill: 1
Health: 2
Will: Fearless
Factions: Earth

Armor:
 None

Notes:
 Base to Base ZOE only
 Can Swim

Major Earth

Base Size:
Base Cost:
Base Size: Huge
Combat Skill: 1
Health: 2
Will: Fearless
Factions: Earth

Armor:
 Medium

Notes:
 Base to Base ZOE only

Major Air

Base Size:
Base Cost:
Base Size: Huge
Combat Skill: 1
Health: 2
Will: Fearless
Factions: Earth

Armor:
 None

Notes:
 Base to Base ZOE only
 Can Fly

Major Fire

Base Size:
Base Cost:
Base Size: Huge
Combat Skill: 1
Health: 2
Will: Fearless
Factions: Earth

Armor:
 None

Notes:
 Base to Base ZOE only
 Can Fly

Major Water

Base Size:
Base Cost:
Base Size: Huge
Combat Skill: 1
Health: 2
Will: Fearless
Factions: Earth

Armor:
 None

Notes:
 Base to Base ZOE only
 Can Swim

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.

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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.



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.



Spirit Tiger






Wolf



Kir




Sie




Night Stalker



Major Glory



Lamia



Gyea

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