

# Battle Axe



Elven

Ranger

**Avalon Games**



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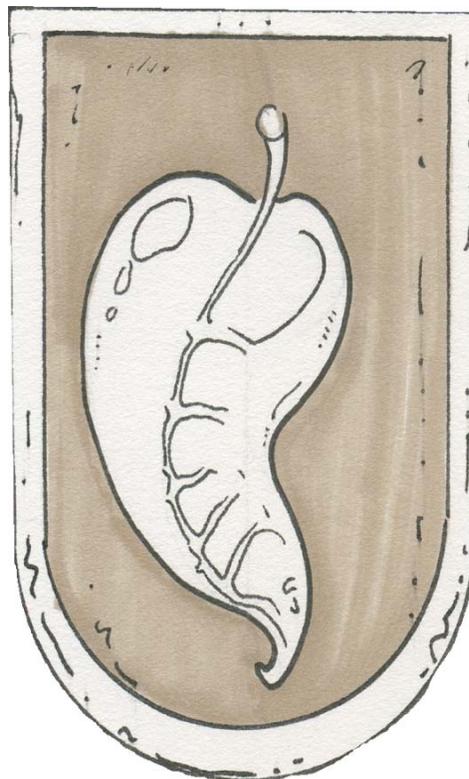
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**Game design, artwork and layout by Robert Hemminger**

# **Avalon Games**



# Ranger

Rangers are a shadowy figure, moving from one land to the next, seeking to aid the kings and queens of the elven realms. Their skills as hunters, scouts and archers are well known among the elves and their appearance is often most welcome to those elven lords that find they are in great need

Master of the natural world, the Ranger is most at home among the great trees and glades of the forest, but have been known to also call rolling hills and bogs home. Many of the best Rangers are Wood Elves, although all in the end forgo their former lives so as to seek out adventure and the protection of the elven way.

## Ranger

**Base Cost:** 30  
**Base Size:** Medium  
**Combat Skill:** 2 (With Long Bow)  
1 (With Long Sword)  
**Health:** 3  
**Will:** Green 1 or Blue 2  
**Factions:** Elves

**Armor:**  
Light (Leather)

**Equipment:**  
Dagger, Long Bow, Long Sword

**Notes:**  
**Stealth**

While in Rough or Difficult terrain, cannot be the target of a ranged attack

**Options:**  
**+1 Combat Skill (In Long Bow)...** 3 Points  
**+1 Combat Skill (In Long Sword) ...** 3 Points  
**+2 Combat Skill (In Long Sword)...** 5 Points  
**Pet**

Elven Hound ... 4 Points (One per Ranger)  
**Animal Friend ...** 5 Points

(Cannot be attacked by animals of any sort)

**Forest Faction ...** 2 Points  
**Bad Lands Faction ...** 2 Points  
**Fey Faction ...** 2 Points  
**Goblin Hater ...** 2 Points

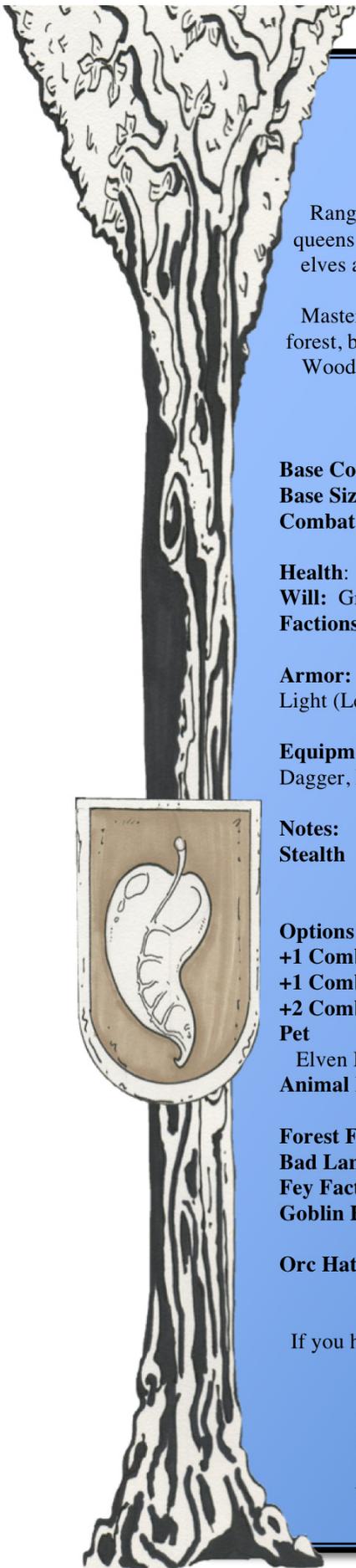
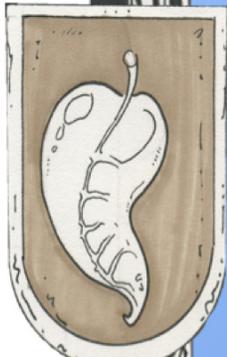
(+1 Damage on all hits that are scored on goblins with melee attacks)

**Orc Hater ...** 2 Points  
(+1 Damage on all hits that are scored on orcs with melee attacks)

If you have a Ranger in your War Band then you may also bring in the following creatures as part of that War Band

**Wolves...** At cost listed (Up to Five)  
**Bear...** At cost listed (One only)  
**Great Eagle...** At cost listed (One only)

Wood Elf Rangers may bring in the following creatures as a part of your War Band  
**Elven Hell Cat...** At cost listed (One only)



## Ranger FAQs

### Abilities and Options:

#### Stealth:

While the Ranger is fully within Rough or Difficult terrain, they cannot be seen and thus may not be targeted by ranged attacks of any sort. This includes magical spells and attacks which are cast at a distance. The Ranger can of course be attacked by melee attacks and caught in area of effect.

#### Elven Hounds:

Elven Hounds may be taken as pets. A single hound may be bought. Hounds remain within 3" of the Ranger at all times, with the controlling player moving the hound's figure when the Ranger is moved. Hounds may be placed anywhere within the 3" limit. At the start of the turn, during the Maintenance Phase, hounds that are in Base-to-Base contact with a foe character may make an attack, doing so at Combat Skill 1. This attack may be "Bumped" as normal.

Hound themselves have Light Armor and 1 Health.

If a hound is within 1" of the Ranger, and the Ranger takes a wound in combat, the Ranger may throw the damage onto a single hound. Only a single hit can be switched in this way, and thus attacks that do more than a single hit cannot be thrown off. The hound of course is slain when this action is taken.

Hounds may not hold objectives, nor do they count in any way for Victory Points or conditions.

#### Goblin and Orc Hater:

This ability is only used if the attack scored a hit and did damage, At this point the +1 bonus is applied.

#### Animal Friend:

This ability will affect any creature with access to the Beast faction and is noted as an animal.

### Common Cards

#### True Step:

Good movement card, the second option offers less distance, but better options. The card as a whole will get the Ranger where you need them.

#### Sure Shot:

Make a ranged attack at +1 Category, or pay the activation cost and gain a +2.

#### Sharp Sword:

Make a melee attack at +1 Category, or pay Red 1 and gain a +2.

### Uncommon Cards

#### Forest Runner:

Great movement card. Gain 10" of movement and if you started your activation in a woods of Brush filled terrain, then you can move without having to deal with terrain penalties.

**Guide:**

Great way to get elves into the fight, or out of a tight spot. Note that the Ranger is not effected by this card.

**Rare Cards**

**Dead Eye:**

The first option allows you to fire on anyone, anywhere, as long as you have Line of Sight on the target. Normal ranged modifiers still apply.

The second option offers a ranged attack at +3 Category. Few cards offer this high a bonus to an attack.



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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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# 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**

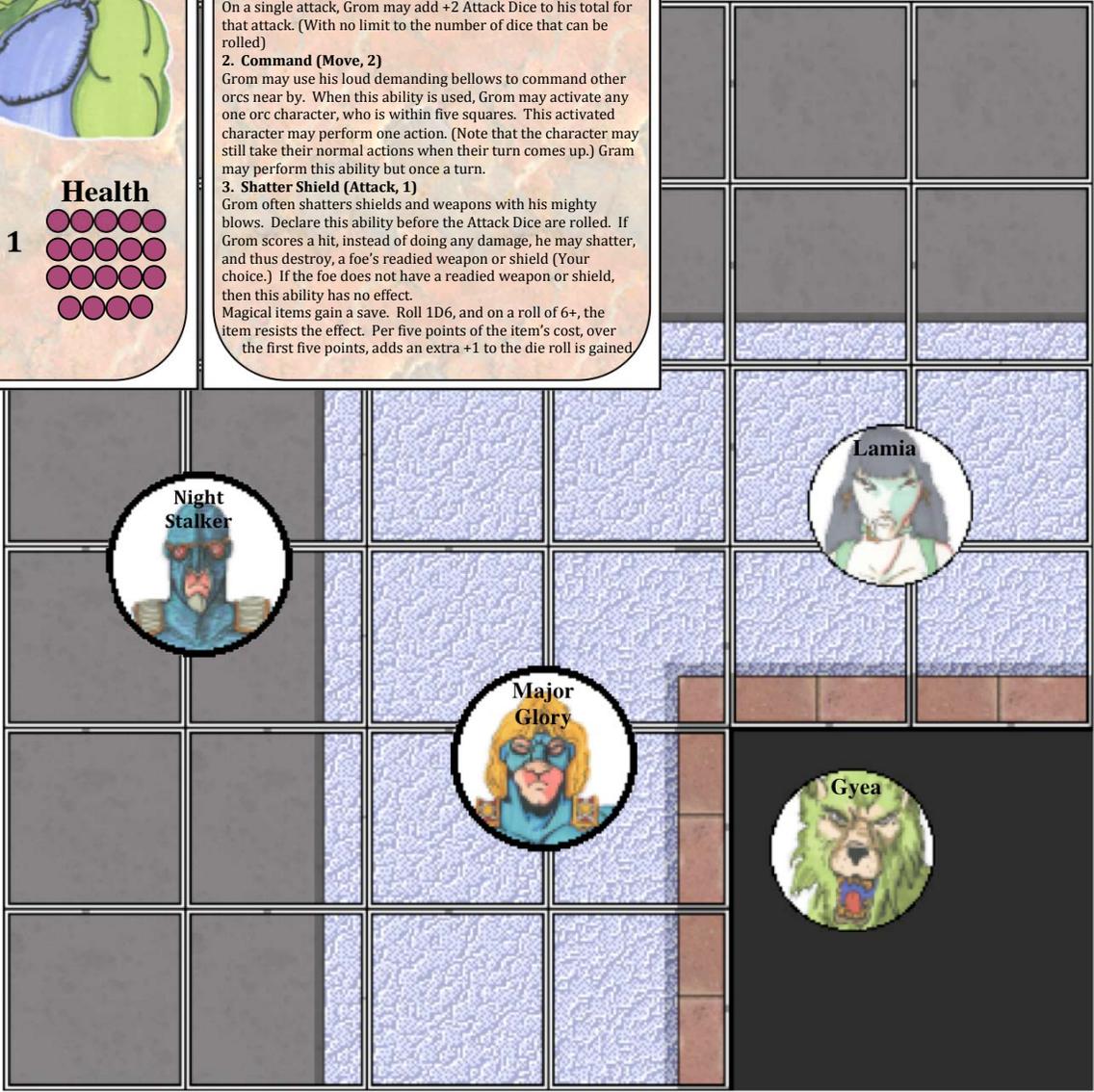


### Weapons and Armor

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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