

Battle Axe

Elven Hero



Avalon Games



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

Avalon Games Company, avalon@comstar-games.com

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Game design, artwork and layout by Robert Hemminger

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Hero

Among the elven realms there is a tradition of the lone hero seeking out adventures and defending the people of the lands from evil and foul threats. The stories told are many and the names written into songs and ballads, telling of great deeds and terrible dangers. When a realm faces war, often a hero will appear, when the time is most dire, to save the day.

Elven Hero

Base Cost: 24
Base Size: Medium
Combat Skill: 3
Health: 3
Will: Green 0 or Red 1
Factions: Elves

Armor:
 Medium (Chainmail)

Equipment:
 Dagger, Long Sword

Options:
Elven Lance ... 3 Points
Long Bow ... 8 Point
Elven Great Sword ... 5 Points
Great Axe ... 6 Points
Shield ... 1 Point
Metal Shield ... 2 Points
Elven Chainmail ... 5 Points

(May use Blue Fate cards to "Bump" down attacks, but at -1 Value)

Plate Mail ... 5 Points

Elven Plate Mail ... 12 Points

(May use Blue Fate cards to "Bump" down attacks, but at -1 Value)

Mounted ... 10 Points

(Elven Steed, +3 Health, May use Mounted Hero Cards)

Mounted on Elven War Horse ... 12 Points

(+1 Category on all melee attacks), +3 Health, May use Mounted Hero Cards)

+1 Health ... 5 Points

Command 1 ... 3 Point

Command 2 ... 5 Points

+1 Combat Skill ... 5 Points

Pet

Elven Hound ... 4 Points (Up to two)

Knight ... 10 Points

(May use Elven Knight Character cards)



Hero FAQs

Abilities and Options:

Elven Chain & Plate Armor:

Elven Chain and Plate allows you to use Blue Cards to “Bump” down melee attacks, but doing so reduces the value of the card by -1. No card may be lowered too less than zero.

Elven Hounds:

Elven Hounds may be taken as pets. Up to two such hounds may be bought. Hounds remain within 3” of the Elven Hero at all times, with the controlling player moving the hound’s figure when the Lord 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 Elven Hero, and the Hero takes a wound in combat, the Hero 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.

Mounted:

Mounted Heroes gain a bonus of +3 Health and may use the Mounted Hero Cards. Mounted Heroes are set on a Large Base. While mounted the Hero suffers double the movement penalties incurred from Terrain.

Common Cards

Command:

Your typical command card, this one allows you to have a number of elves either move based upon the command skill of the Elven Hero, or have the Hero make a single attack using one of his or her weapons. All affected elves must have line of sight to the hero.

Rally:

You can either rally all fleeing elves within the Hero’s Command Zone, or have the Hero make an attack using one of his or her weapons. All affected elves must have line of sight to the hero.

True Blood:

Make an attack using one of the Hero’s weapons, or pay the activation cost to gain a +2 Category bonus.



Uncommon Cards

Uncommon Valor:

Play this card as an Interrupt and pass a Will Test automatically, or use it to make an attack using one of the Hero's weapons.

Rally Call:

Either have all elves within the Hero's Command Zone rally from fleeing, or play the card as an Interrupt and have any elf, including the Hero, pass a Will Test automatically. All affected elves must have line of sight to the hero.

Rare Cards

Noble Blood:

Using this card by passes the normal combat rules. Instead, the attack hits automatically and does the indicated damaged. The attack cannot be "Bump" in any way, although the damage itself may be modified by weapons, and special conditions.



Command
Elven Hero




May make a move up to 5"
And
Play another War Band Card
on an Elven Hero
Or
Move up to a number of elves, each 4",
equal to the
Hero's Command value
Or
Make a single attack with
on of the Hero's weapons

Common
Battle
Axe



Battle
Axe




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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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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



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.

