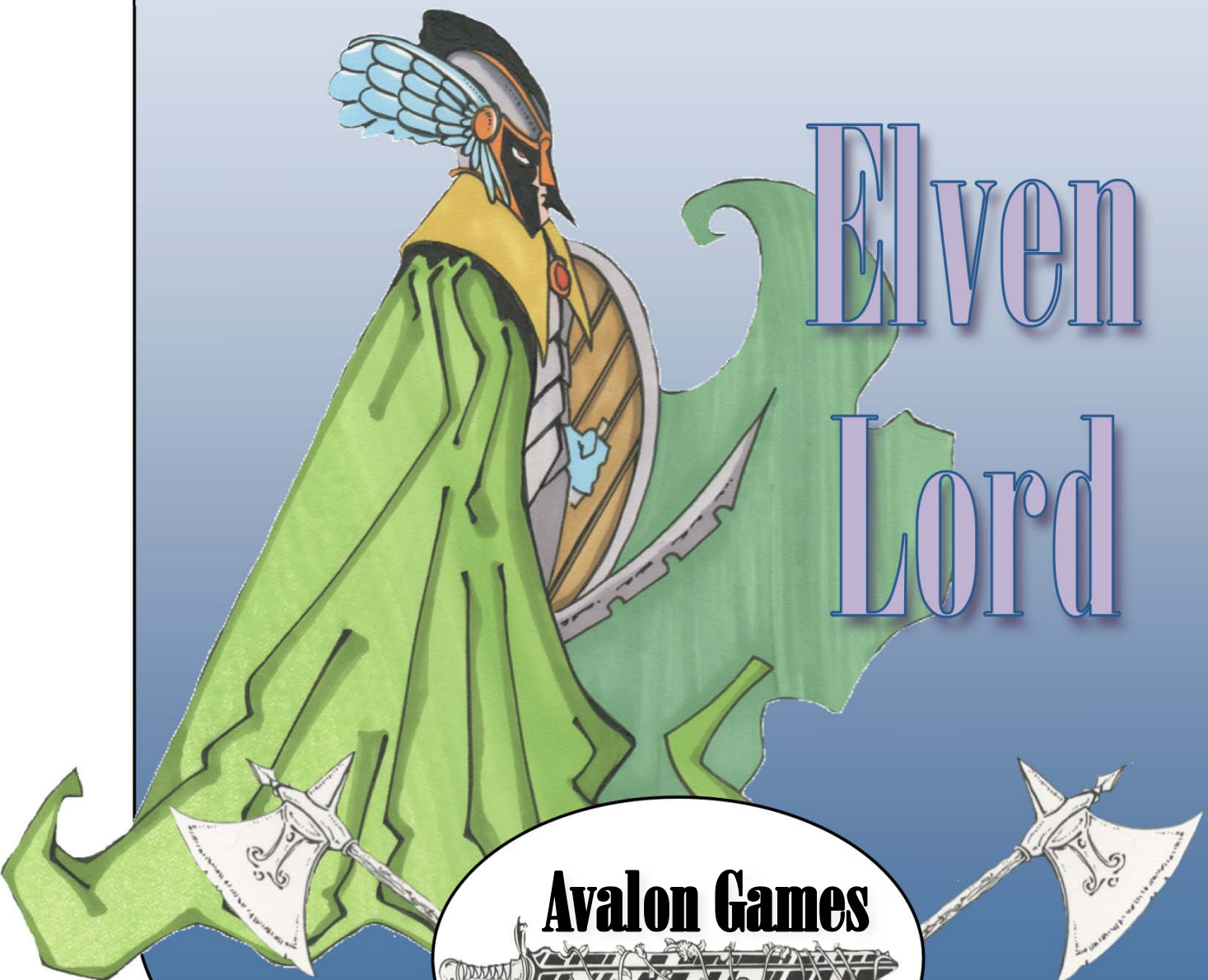


# Battle Axe

Elven  
Lord



**Avalon Games**



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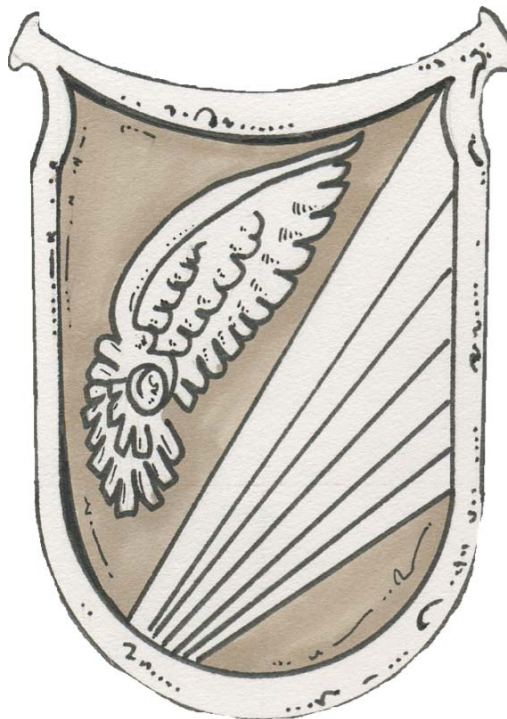
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**Game design, artwork and layout by Robert Hemminger**

# **Avalon Games**



# Elven Lord

Few warriors of the world are as deadly or feared as the Elven Lord. Countless years of training and endless battles have hardened this elven warrior to the highest skill and talent. Masters of strategy and tactics, few can hope to out maneuver or out wit a master warlord of the elven realms. All lords are kings and queens of their respective realms, and only the most dire of need will bring them armed and ready to the battlefield.

## Elven Lord

**Base Cost:** 28  
**Base Size:** Medium  
**Combat Skill:** 3  
**Health:** 3  
**Will:** Green 1 or Red 1  
**Factions:** Elves

**Armor:**  
 Medium (Chainmail)

**Equipment:**  
 Long Sword

**Notes:**  
**Command Ability -1**

**Options:**  
**Long Bow** ... 8 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** ... 8 Points  
 (Elven Steed, +3 Health, May use Mounted Cards)

**Mounted on Elven War Horse** ... 12 Points  
 (+1 Category on all melee attacks), +3 Health, May use Mounted Hero Cards)

**+1 Health** ... 5 Per, up to max of 5 Health

**Command 2** ... 3 Point

**Command 3** ... 5 Points

**Command 4** ... 8 Points

**Command 5** ... 10 Points

**+1 Combat Skill** ... 5 Points

**+2 Combat Skill** ... 8 Points

**Pet**

Elven Hound ... 4 Points Per, up to a max of three per Lord.

**War Faction** ... 2 Points

(May use War Faction Cards)

**Knight** ... 10 Points

(May use Elven Knight Character Cards)





## **Elven Lord FAQs**

### **Options and Abilities**

#### **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 to less than zero.

#### **Elven Hounds:**

Elven Hounds may be taken as pets. Up to three such hounds may be bought. Hounds remain within 3” of the Elven Lord 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 Lord, and the Lord takes a wound in combat, the Lord 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 Lords gain a bonus of +3 Health and may use the Mounted Lord cards. Mounted Lords are set on a Large Base. While mounted the Lord 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 or attack based upon the command skill of the Elven Lord. Note that an activation cost of Yellow 0 is required to use the attack option of this card.

#### **Rally:**

You can either rally all fleeing elves within the Lord’s Command Zone, or play the card as a Interrupt and have any elf, including the Lord, pass a Will Test automatically.

#### **Disarm:**

Not only does this Interrupt card allow you to drop the Category of any attack, but it also lets you Stun the foe afterwards. The activation portion of the card drops the Category by -2, with the same effect of Stunning.

### **Uncommon Cards**

#### **Long Shot:**

Good for getting that extra far off character. Note that while the range of the weapon is increased, the ranged modifiers are not, and so the Long Bow still has the long ranged modifier applied to any attack made at 11” or more.

The activation portion of the card allows you to play a War Band Card on any elf, even the Lord themselves.

**Parry:**

Either forces a melee attack (Cannot be used on ranged attacks), to miss outright, or for the cost of a Red 1 Card, to not only miss outright, but then get to also make free attack of your own. This free attack must be made against the foe that attacked the Elven Lord. This free attack can of course be “Bumped” as normal.

**Elven Charge:**

The Elven Lord may either make an 8” move and then a melee attack, or pay the activation cost and all elves within the Lord’s Command Zone may makes 4” move and a melee attack. The Elven Lord though, does not get to move or attack if this option is used.

**Rare Cards**

**Elven Spear Wall:**

Any Elven Warrior within the Command Zone of the Lord may move, for free, any distance needed to form the Spear Wall.

Line up these Elven Warriors, in a straight line, facing the enemy War Band. While formed up in the Spear Wall, these Elven Warriors may each make a single attack on a foe within their ZOE, each elf gaining one attack at the start of your turn. (Conducted during the Maintenance Phase)

The elves in the Spear Wall may move as a group, using any movement action provided by a War Band Card, but the movement must be in a straight line and cannot be more then 3”.

Once formed, elves may not leave the Spear Wall without the whole formation failing. This then removes the Remain-in-Play effect of the card and to reform the Spear Wall a new card must be played.

Elves slain while in the Spear Wall have no effect on its continued use.

**Elven Grace:**

A nice card that allows you to either move any one elf within your Command Zone, or drop the Category taken by any attack by -2.

**Unique:**

**Unicorn Horn:**

One of the most kick ass cards in the game, heal up to four Health on any one elf and also removes from play any poison, disease and bleeding effects. This is a Spell Card.






**Command**  
 Elven  
 Lord

The Lord may make a move up to 5"  
**And**  
**Green 2**  
 Play another War Band Card on any elf  
**Or**  
 Move up to a number of elves, each 4", equal to  
 the Lord's Command Value  
**Or**  
**Yellow 0**  
 Have a number of elves make a single melee  
 attack, equal to the Lord's Command Value

**Common**  
**Battle**



# Battle



# Axe




**Command**  
 Elven  
 Lord

The Lord may make a move up to 5"  
**And**  
**Green 2**  
 Play another War Band Card on any elf  
**Or**  
 Move up to a number of elves, each 4", equal to  
 the Lord's Command Value  
**Or**  
**Yellow 0**  
 Have a number of elves make a single melee  
 attack, equal to the Lord's Command Value

**Common**  
**Battle**



# Battle



# Axe

# Avalon Games



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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,  
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.



**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**



**Night Stalker**



**Major Glory**



**Lamia**



**Kir**



**Sie**



**Gyea**



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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