

# Battle Axe



Elven

Hell Cat

**Avalon Games**



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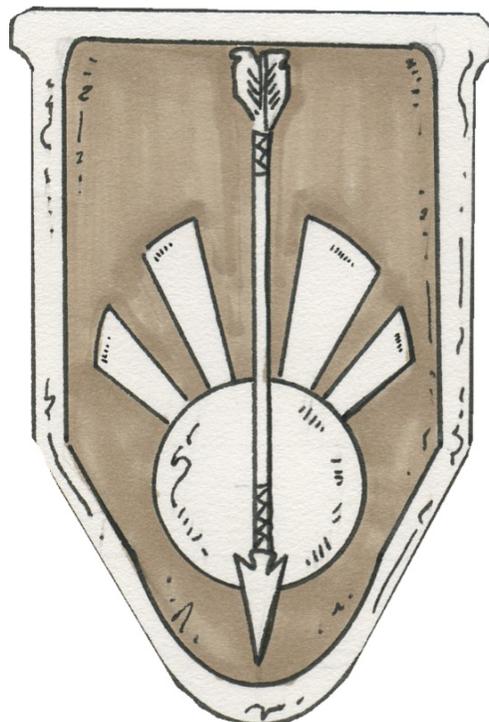
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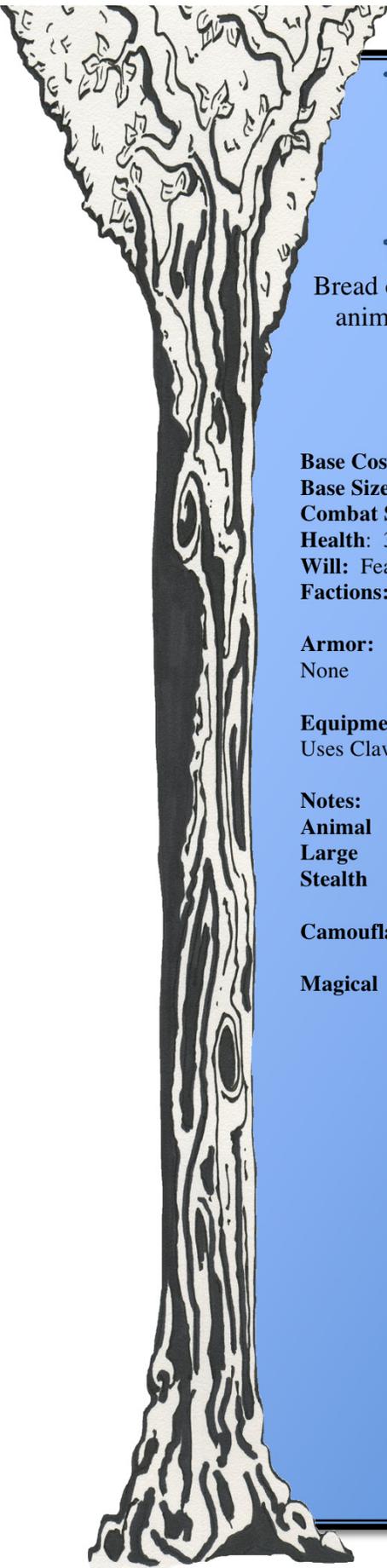
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**Game design, artwork and layout by Robert Hemminger**

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# Elven Hell Cat

Bred over the ages by the best elven beast masters, the Hell Cat is a fierce animal, more than willing to battle the greatest foes and to rip apart the enemies of its masters.

## Elven Hell Cats

**Base Cost:** 35  
**Base Size:** Large  
**Combat Skill:** 3  
**Health:** 3  
**Will:** Fearless  
**Factions:** Elven and Beast

**Armor:**  
None

**Equipment:**  
Uses Claw / Bites Charts with a base-to-Base ZOE

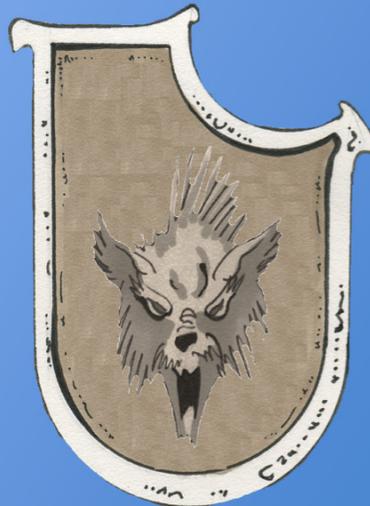
**Notes:**  
**Animal**  
**Large**  
**Stealth**

Cannot be the target of attacks from beyond 6"

**Camouflage**  
Cannot be the target of ranged attack if the Hell Cat is in a forest terrain

**Magical**

Hits as a magical Creature



## Elven Hell Cat FAQs

### Abilities and Options:

#### Stealth

Able to sneak about quite well, the Hell Cat cannot be the target of any attack that is more than 6" away from the Cat's base. Thus ranged attacks are limited in their use against this creature.

#### Camouflage

Acts just like Stealth, but as long as the creature remains in a woods, brush or forest terrain, it cannot be targeted at all by ranged attacks.

#### Magical

A magical creature after so many generation of magical experimentation being conducted on it, the Hell Cat hits as a magical creature and thus hits like a magical weapon.

### Common Cards

#### Hell Cat's Fury:

Make a short move and then play another War Band Card on this or another Hell Cat. You may also make a melee attack.

#### Hell Cat Leap:

The leap portion of the card allows the cat to move though other characters, doing so without generating a free attack. One of the few cases where you can move though another character's location without penalty. The leap will not allow you to move through Large or Huge characters.

### Uncommon Cards

#### Pounce:

Either makes a 6" move and play another card on another hell cat or on an elf, or may a 6" move and then a melee attack.

#### Stealth:

The remain in play portion of the card allows the cat to avoid being the target of any attack (Including melee attacks), this included magical attacks at range. This does not though protect the cat from area of effect attack that might catch the cat in their blast zone.

### Rare Cards

#### Passing Swipe:

Make a 4" move and make a single melee attack on each target character that is within ½' of the cat's final position. Pay the activation to move up to 6" and then make the attack. Note that each attack is made separately, and may be "Bumped" as normal.



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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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loans that  
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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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