

Battle Axe



Elven
Death
Mistress



Avalon Games

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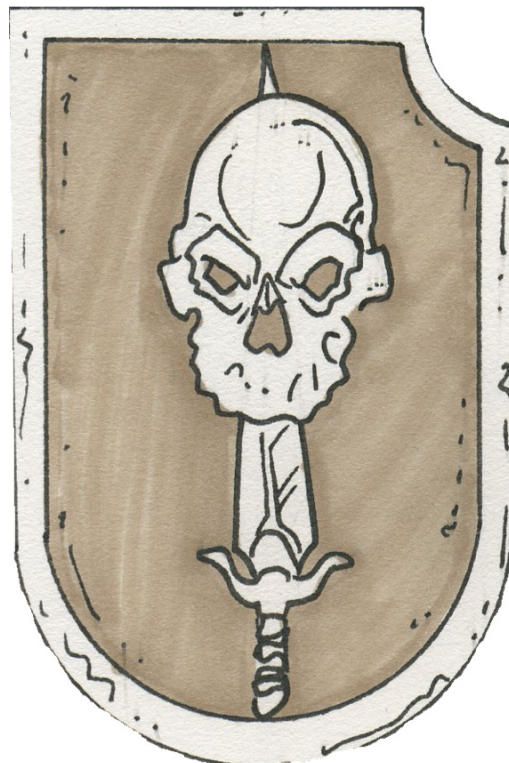
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Game design, artwork and layout by Robert Hemminger

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Death Mistress

Death Mistress and Blade Dancers are like night and day. While the Dancer has taken the art of the sword as her path, seeking to make the work in battle a dance, the focus of the effort, the Death Mistress has taken the killing itself to be the calling. Where one seeks to focus her efforts into the act itself, the Mistress seeks to make the end result the art onto itself. The killing is her calling, the ending of the life her goal. Thus while the Blade Dancer's movement across the battlefield will leave those that watch with a sense of wonder at her skill, the darker Death Mistress brings terror as she kills with effortless ease, leaving no wounded, none to see the end of the day. All die that come upon her blade. Thus one sister is the art of battle, while the other is the darkness that comes as a result of war.

Death Mistress

Base Cost: 30
Base Size: Medium
Combat Skill: 4
Health: 3
Will: Green 0 or Red 1
Factions: Elves, War

Armor:
Medium (Chainmail)

Equipment:
Dagger, Long Sword

Notes:

Death Dealer

The Death Mistress always adds +1 to the Damage she does with a successful hit

Options:

Long Bow ... 8 Points

Elven Lance ... 3 Points

Elven Great Sword ... 5 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

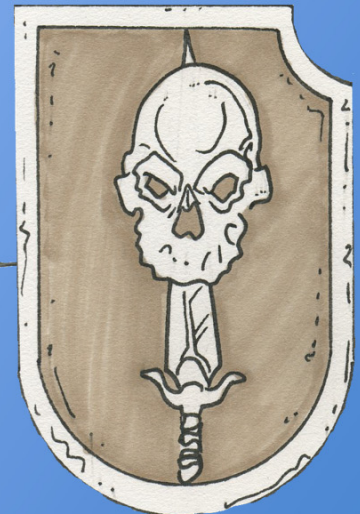
May use Blue Fate cards to "Bump" down attacks, but at -1 Value)

Golden Plate Mail of Kiva ... 15 Points

(Draw a Fate Card, if a Yellow Card is drawn, the attack misses outright)

Crystal Weapon ... 5 Points

(All attacks are magical in nature)



Death Mistress FAQs

Abilities and Options:

Death Dealer:

The Mistress always adds one to the damage she scores in combat. Note that the attack must have caused damage for this ability to apply.

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.

Golden Plate Mail of Kiva:

This magical plate armor is usually hidden within the war temple of Kiva. The Death Mistress tends this temple until called upon to ply her trade. When the need is greatest, she will wear the shining, golden armor into battle.

When an attack is made, before any modifiers are played out, draw a single Fate Card. If the card drawn is a Yellow Card, the attack misses outright. Any other card that is drawn has no effect and the attacks continues on as normal. Note that the Fate Card drawn is discarded after the attack.

Crystal Weapons:

These weapons are made of magical crystals and all attacks made by them are magical in nature.

Common Cards

Deep Cut:

Make an attack at +1 Category. Note that the attack made can be either a melee attack or ranged, depending upon the current weapon the Mistress is using.

Swift Sword:

Make an attack. Note that the attack made can be either a melee attack or ranged, depending upon the current weapon the Mistress is using. Pay the activation cost and you gain a bonus to the attack. Use the correct color Fate Card for the type of attack that is to be made.

Baneful Dance:

Make 4” move and then an attack. Note that the attack made can be either a melee attack or ranged, depending upon the current weapon the Mistress is using. Pay the activation cost and you gain a bonus to the attack. Use the correct color Fate Card for the type of attack that is to be made.

Uncommon Cards

Death Cry:

This card forces a foe character to make a Will Test. If the effected character fails the test they are forced to flee away from the Death Mistress, making a 5” move as per a failed Horror Test. Note that after the turn has ended this character falls out of the effect and may be activated as normal.

If you use the attack portion of this card, you may buy the bonus using any sort of Fate card of value one or more.

Dodge:

The Interrupt portion of this card allows the Death Mistress to avoid outright any one attack. Note that the card must be played directly after the attack, before “Bump” are played.

Rare Cards**Counter Strike:**

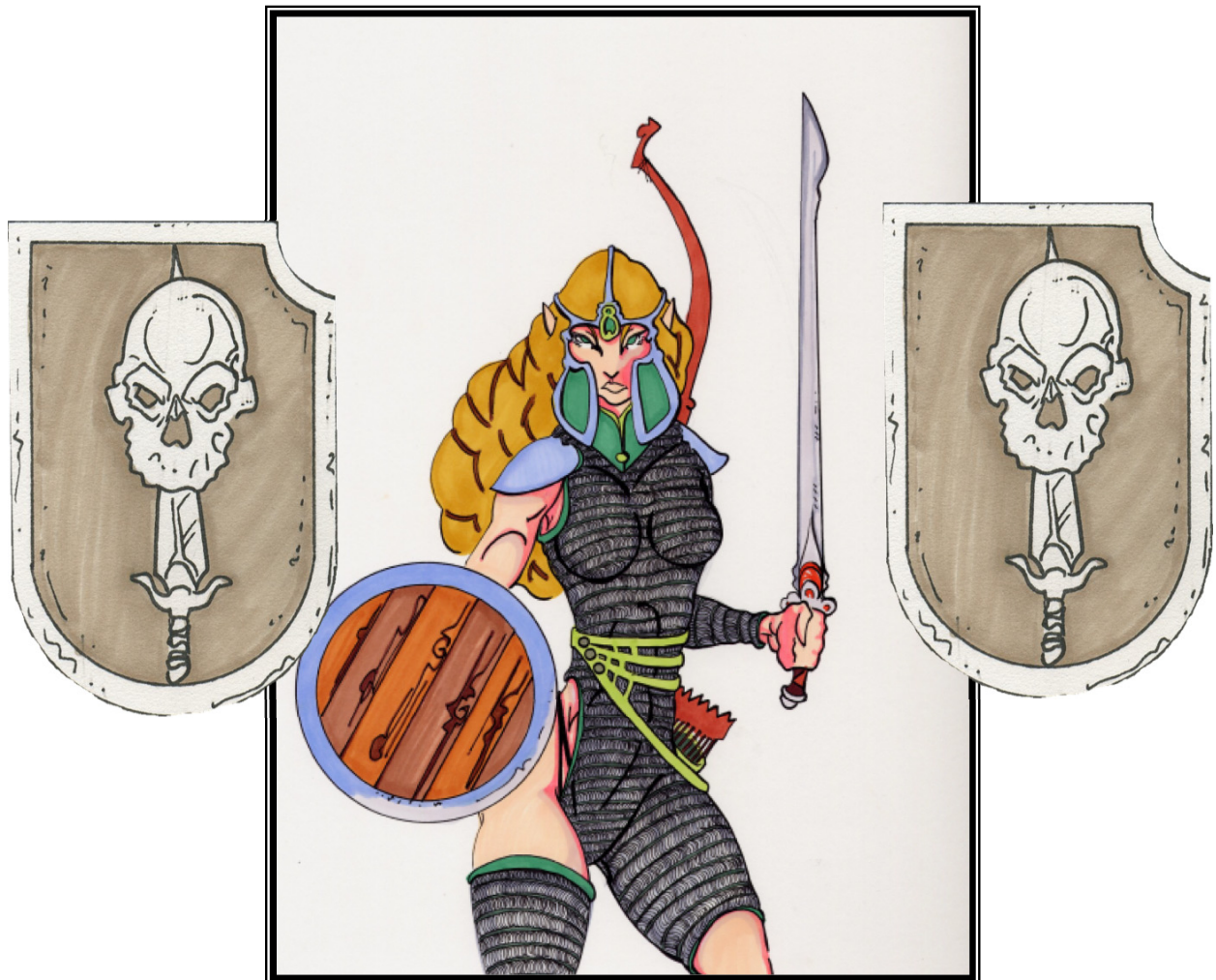
This card may be played only if the Elf is attacked with a melee attack. After the attack has been resolved, if the elf has survived the attack, then the Death Mistress may make a melee attack of her own. This attack must be against the foe that just finished attacking the Mistress.

Bleeding:

This card only works if the attack made scored a hit and did damage.

Unique:**Killing Blow:**

This card is played after the attack has been made, but before any “Bumps” are applied. Note that the initial attack must have scored a hit, which would have caused damage. Note that as the Fate Card is drawn before any modifiers are applied, this killing effect cannot be voided in any way.



Deep Cut
Death Mistress




May make a move up to 6"
And
 Play another War Band Card
 on another Death Mistress
Or
 Make an attack at +1 Category
And
 Play another War Band Card
 on another Death Mistress

Common
 Battle
 Axe



Battle
 Axe



Deep Cut
Death Mistress




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Common
 Battle
 Axe



Battle
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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.

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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.


**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.



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



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.

