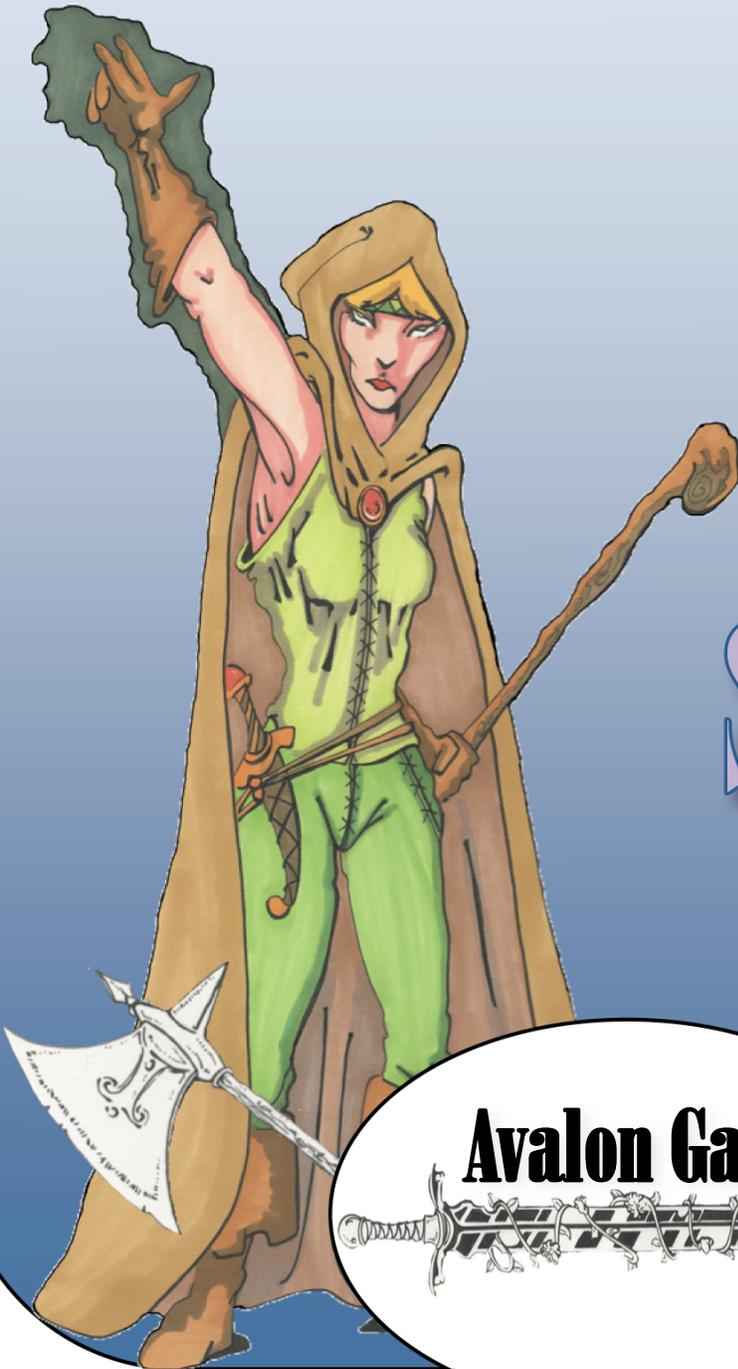


# Battle Axe

Elven  
Tree  
Singer



**Avalon Games**



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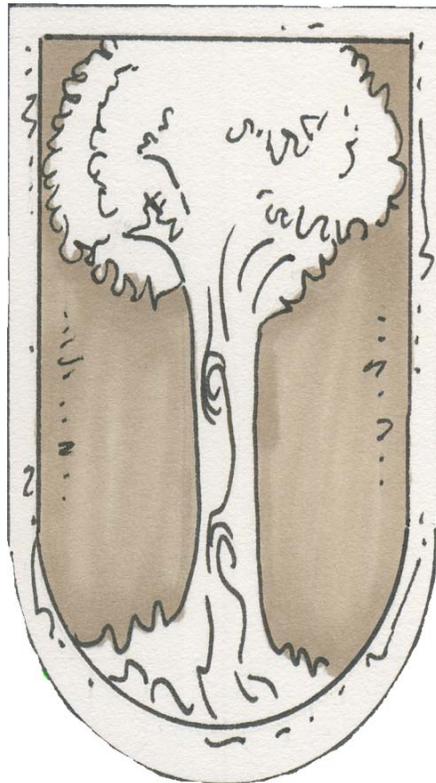
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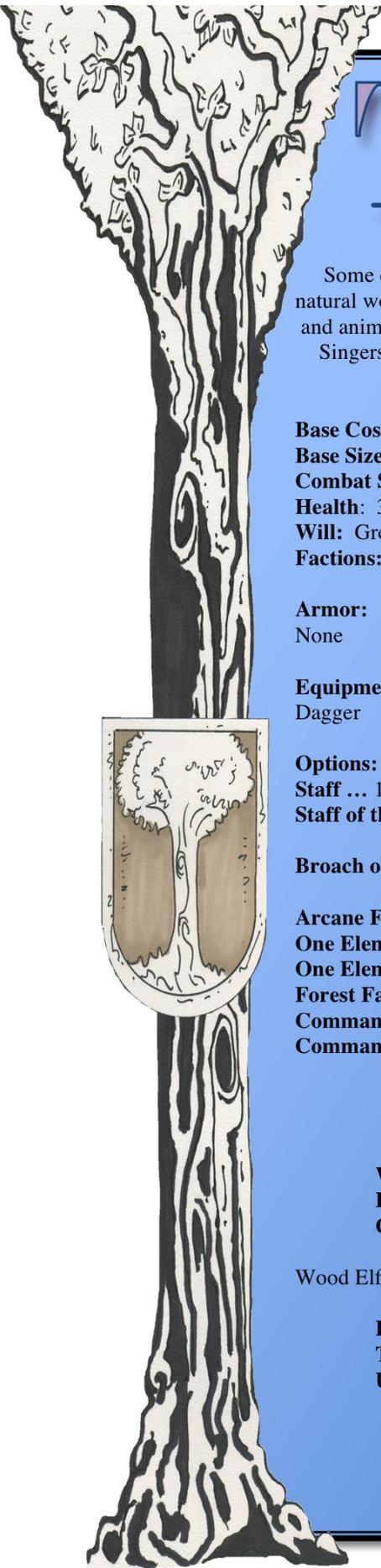
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**Game design, artwork and layout by Robert Hemminger**

# **Avalon Games**





# Tree Singer

Some elven spell casters sing and work the magic about them, some sing and work the natural world into new ways. Wood Singers are such women. Able to shape the trees, brush and animals to her will, the magic of their song making the world a better place. Most Tree Singers are wood elves, as the calling comes to them more often than to the other elves.

## Tree Singer

**Base Cost:** 13  
**Base Size:** Medium  
**Combat Skill:** 1  
**Health:** 3  
**Will:** Green 1 or Yellow 1  
**Factions:** Elves

**Armor:**  
None

**Equipment:**  
Dagger

**Options:**  
**Staff ...** 1 Point  
**Staff of the Forest ...** 8 Points  
(Permanent Yellow 0 Card, also hits as a magical weapon)  
**Broach of Protection ...** 10 Points  
(Magical Guard, Reduces all attacks by -1 Category)  
**Arcane Faction ...** 2 Points  
**One Elemental Faction ...** 2 Points  
**One Elemental Arcane Faction ...** 2 Points  
**Forest Faction ...** 2 Points  
**Command 1 ...** 3 Point  
**Command 2 ...** 5 Points



If you have a Tree Singer 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 Tree Singers may bring in the following creatures as a part of your War Band

**Elven Hell Cat...** At cost listed (One only)  
**Trent...** At cost listed (One only)  
**Unicorn...** At cost listed (One only)

## Tree Singer FAQs

### Options and Abilities:

#### Staff of the Forest:

The Staff of the Forest is not only a magical weapon but also supplies the Tree Singer with a permanent Yellow Fate Card of value Zero. This “Special” card may be played once a turn and only by and for abilities and “Bumps” that affect the Tree Singer. You should place the Special Yellow Fate Card next to your other Fate Cards, but do not discard it when used. Simply flip it over until the Maintenance Phase of your next turn when it is flipped over and ready for use again.

#### Broach of Protection:

This item allows the Spell Singer to apply a -1 Category to all attacks made against her, even magical attacks.

### Common Cards

#### Wood Lance:

Summons a magical lance, or if one is already in play, then adds a bonus of +1 Category to attacks made by this lance. Note that the Tree Singer cannot have a Lance and Staff active at the same time. This is a Spell Card.

#### Summon Wolves:

Allows you to summon one Wolf per Value +1 of the Yellow Card played.

Example:

Ted plays a Yellow Two Card and so may summon up to three wolves with this spell. (See Battle Axe Expansion 2 for details on summoned creatures. You will need this expansion to play this card.)

If you have already summoned wolves, then you may use this card to move any one wolf up to 8” and then make an attack with that wolf. This is a Spell Card.

#### Tree Walk:

This card allows you to shift the location of a wood or tree filled terrain a set distance. The terrain may not move into or over other terrain features, although characters in the path of the moving terrain will find themselves in said terrain after it has been shifted.

You may also use the card to move any one of your summoned creatures up to 6” at which time it may make a melee attack. This is a Spell Card.

### Uncommon Cards

#### Bark Shield:

This is a Remain-in-Play card, which can be cast on any character within your War Band, who is within 10” and also within line of sight. You may also use the card to move any one of your summoned creatures up to 6” at which time it may make a melee attack. This is a Spell Card.

#### Summon Bears:

Allows you to summon a Bear, or if you have already summoned a bear, then you may use this card to move any one bear up to 6” and then make an attack with that bear. (See Battle Axe Expansion 2 for details on summoned creatures. You will need this expansion to play this card.) This is a Spell Card.

### **Wild Growth:**

This spell allows you to increase the size of a wood filled terrain by 4". The terrain will expand by 2" on each side of the terrain feature, although this expansion will stop at other terrain. Characters caught in the expansion will find themselves in the woods.

You may also change the difficulty of a set Wood of Brush terrain, say from Rough to Difficult, or even into Impassible. This is a Spell Card.

### **Rare Cards**

#### **Summon Great Eagle:**

Allows your to summon a Great Eagle, or if you have already summoned an Eagle, then you may use this card to move any one Eagle up to 12" and then make an attack with that Eagle. (See Battle Axe Expansion 2 for details on summoned creatures. You will need this expansion to play this card.) This is a Spell Card.

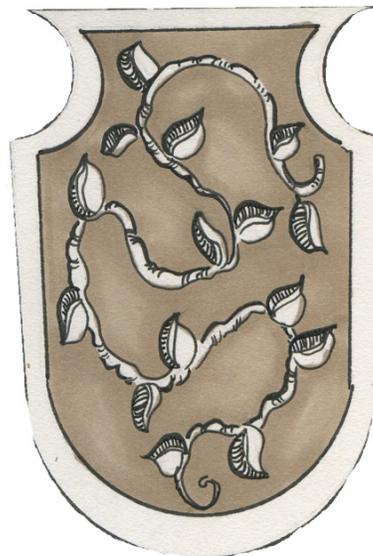
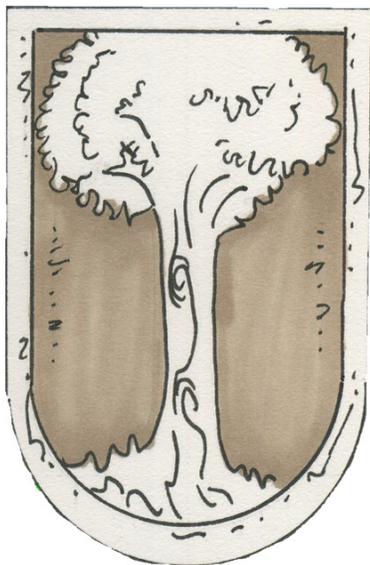
#### **Summon Trent:**

Allows your to summon a Trent, or if you have already summoned a Trent, then you may use this card to move any one Trent up to 4" and then make an attack with that Trent. (See Battle Axe Expansion 2 for details on summoned creatures. You will need this expansion to play this card.) This is a Spell Card.

### **Unique:**

#### **Summon Wood God:**

Allows your to Summon a Wood God, or if you have already summoned a Wood God, then you may use this card to move any and all Summoned Creatures under your control up to 6" and then make an attack. (See Battle Axe Expansion 2 for details on summoned creatures. You will need this expansion to play this card.) This is a Spell Card.



**Wood Lance**  
Tree Singer

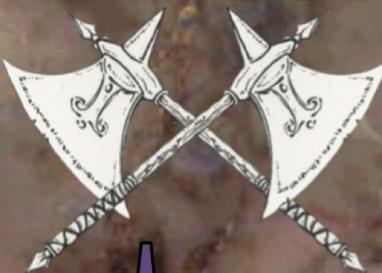


May make a move up to 4"  
Or  
**Yellow 1**  
**Remains in Play**  
Creates a magical lance, which adds +1  
Damage to any attack that scores a hit  
And  
Play another War Band Card  
on a Wood Singer  
Or  
If already a Wood Lance, then play this  
card to make an attack at +1 Category

**Common**  
**Battle**




**Battle**



**Axe**

**Wood Lance**  
Tree Singer

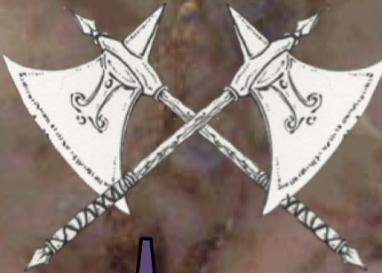


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**Common**  
**Battle**




**Battle**



**Axe**

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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.



**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

- 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.



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.



**Avalon Games**