

Battle Axe



Goblin
Warg



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Warg

Savage, wild and always hunger for the flesh of men, the Warg is a semi intelligent wolf like creature, but huge in size and vile in nature. Often the Warg can be found running in lose packs, or along side Goblin tribes. Goblins and Wargs have had a long tradition of cooperation, as the two creatures have like-minded views of the world and like-minded needs.

Warg

Base Cost: 23
Base Size: Large
Combat Skill: 1
Health: 3
Will: Green 2 or Red 2
Factions: Goblin & Beast

Armor:
Light (Fur)

Equipment:
None

Notes:
Animal
Wild Runner

May move though Rough terrain with no modifiers, and Difficult terrain at -1 movement rate.

Options:
Badland Warg ... 2 Points (May use Bad Land Faction Cards)
Forest Warg ... 2 Points (May use Forest Faction Cards)

Warg Pack Leader

One Warg may be upgrades to a pack leader ... 8 Points

Pack leaders are at +1 Health, +1 Combat Skill and have a poisoned bite, which if a hit is scored, places a -1 Category on all Fate Cards played by effect characters for the rest of the game



Warg FAQs

Abilities and Options:

Wild Runner:

The Warg is quite adept at moving through dense terrain as it chases its prey down. The Warg suffers no movement penalties from moving through Rough terrain and only a single -1 while in Difficult terrain.

Common Cards

Howl:

Make an 8" move and then play another War Band Card on either another Warg or a Goblin Warg Rider. You may of course use the other option and make a melee attack using the Claw / Bite chart on any foe within Base Contact of the Warg.

Savage Advance:

Make a move and then a melee attack (You must complete the move portion of the action first), or pay the activation cost to do so at +1 Category.

Snarl:

Either make a 6" move and then play another War Band Card on either another Warg or a Goblin Warg Rider, or give the Warg the Fear ability and forces a single foe within 3" to make a Fear Test. This is a special Remain-in-Play card that only affects the fearful character if they fail the Fear Test.

Uncommon Cards

Leaping Assault:

This card allows the Warg to move through Medium sized characters or object as if they where not there. Note that the Warg does not generate a free attack if it becomes unengaged during this movement.

You may of course use the card to make an attack, or pay the activation cost to do so at +1 Category.

Savage Bite:

Make a melee attack at +1 Category, or pay the activation cot to do so at +2. You may use the interrupt portion of the card to change any Fate Card used by the Warg into a Red Card, but doing so drops the card's value by -1, down to a max of value Zero.

Rare Cards

Warg's Fury:

Make an 8" move and then play another War Band Card on either another Warg or a Goblin Warg Rider. You may of course use the other option and make a 6" move and then make a melee attack using the Claw / Bite chart on any foe within Base Contact of the Warg, doing so at +1 Category. Pay the activation cost and you can increase this to a +2.



Howl
Warg



May make a move up to 8"
And
Play another War Band Card
on a Warg or Warg Rider
Or
Make a melee attack

Common


Battle
Axe



Battle
Axe



Howl
Warg




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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.

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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

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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.

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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

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



Kir



Sie



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.

