

# Battle Axe



## Goblin Chief

**Avalon Games**



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# Goblin Chief

Often the most vile and nasty of the goblins within the tribe, the Chief more often than not gained his position through murder, poison of course being the preferred method. In battle the Goblin chief barks orders and bashes his warriors with a stout club or the lick of the whip.

## Goblin Chief

**Base Cost:** 20  
**Base Size:** Medium  
**Combat Skill:** 2  
**Health:** 4  
**Will:** Green 1 or Red 2  
**Factions:** Goblin

**Armor:**  
Medium (Helm, Chainmail, Shield)

**Equipment:**  
Dagger, Short Sword

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

**Options:**  
**Metal Shield** ... 1 Point  
**Plate Mail** ... 3 Points (Acts as Heavy Armor)  
**+1 Health** ... 3 Points per, up to 6 Health Max  
**+1 Combat Skill** ... 3 Points  
**Command 2** ... 3 Point  
**Command 3** ... 5 Points  
**Ogre Lord** ... 3 Points

**Troll Lord** ... 5 Points

(May use command skill on Ogres)

**Badland Tribe** ... 2 Points

(May use command skill on Trolls)

**War Faction** ... 2 Points

(May use Bad Land Faction Cards)

**Warg Mount** ... 13 Points

(May use War Faction Cards)

(Warg Mount, +3 Health, +1 Attack at -1 Category)

If mounted on a Warg, then may pick from these options was well

**Lance** ... 3 Points

**Short Bow** ... 4 Points

**Warg Brother** ... 2 Points

(May use Warg Brotherhood Faction Cards)

**Black Mountain Goblin** ... 2 Points (May use Black Mountain cards)

If from Black Mountain then may buy the following

**Dwarven Great Axe** ... 10 Points (+1 Damage)



## Goblin Chief FAQs

### Abilities and Options:

#### Command:

Standard command ability. The goblin chief starts at level 1, but may buy it up to level 3.

#### Health:

The goblin chief may buy up to three points of Health.

#### Ogre and Troll Lord:

When you buy this option, it allows you to play command card's effects on any ogre, or Troll, that is a part of your War band. A real must if you included these creatures.

#### Warg Mounted:

Mounted Chief gains a bonus of +3 Health and may use the Mounted Chief cards. Mounted chief is set on a Large Base. While mounted the chief may make a free melee attack, on any foe in Base contact with the chief. This is a separate attack that the Warg has made and uses the Claw / Bite tables. This attack may be modifier with Fate Cards as normal. This attack is conducted during the Maintenance Phase of the turn.

#### Dwarven Great Axe:

Acts like a normal Great Axe, but adds +1 Damage to any attack that scores a hit that dies damage.

### Common Cards

#### Command:

Typical Command card, either move a number of goblins equal to the command skill of the chief, or pay the activation cost to have a number of goblins make an attack. Note that all goblins affected by this card must have a Line of Sight to the Goblin Chief.

#### Rally:

Either have a number of goblins that are fleeing rally, the number equal to the command skill of the Chief, or have a single goblin anywhere, pass a Will test automatically.

#### Inspire Goblins:

Typical Command card, either move a number of goblins equal to the command skill of the chief, or pay the activation cost to have a number of goblins make an attack. Note that all goblins affected by this card must have a Line of Sight to the Goblin Chief. Played as an interrupt, the card allows you to change the color of a Fate card used by the Chief, to the Color Red. The value of the card does though, drop by one, to a max of Zero.

### Uncommon Cards

#### Sneaky Blow:

Move and make an attack (With whatever weapon you have ready) thereafter, doing so at +1 Category, or play the activation cost and do so at +2 Category. Either way, you may then play another War Band Card on any goblin, even the chief.

**Fearful Cut:**

Make an attack at +1 Category and if you score a hit that does damage, add one to the Damage delivered. Play the activation cost to do so at +2 Category and +1 Damage. Either way, you may then play another War Band Card on any goblin, even the chief.

**Rare Cards****Skilled Warrior:**

Either makes a 4" move and then make an attack (With whatever weapon you have ready), doing so at +2 Category, or play as an Interrupt and reduce the Category of an attack just made against the Chief by -1. Pay the activation and reduce the attack by -2 Category.

**Unique:****Wyvern Horn:**

When the horn is blown, it either removed from play all Remain in Play card that your opponent has in play, or it allows all the goblins on the Battle Field (Even opposing player's goblins) to make a 5" move. This is a Spell Card.



**Command**  
**Goblin Chief**





May make a move up to 5"  
Or  
Move up to a number of Goblins, each 4",  
equal to the Chief's command value  
Or  
**Yellow 0**  
Have a number of Goblins make a single  
melee attack, equal to  
the Chief's command value

**Common**  
**Battle**  
**Axe**

**Battle**



**Axe**

**Command**  
**Goblin Chief**





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**Common**  
**Battle**  
**Axe**

**Battle**



**Axe**

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### **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  
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**

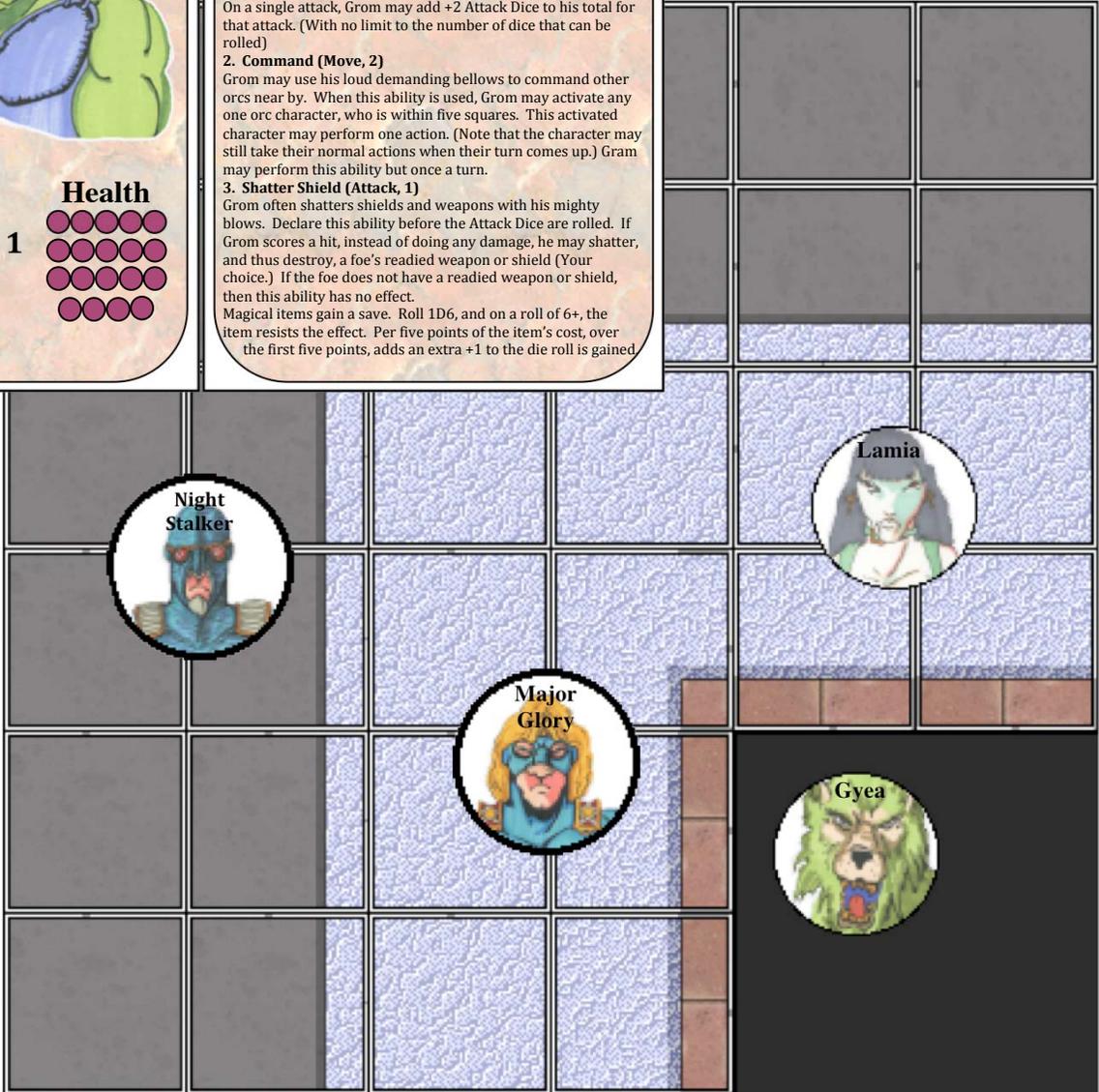


### Weapons and Armor

Weapons	As mod	Damage mod	Notes
Scimitar	-1	+1	-
Dagger	+0	-1	-

### Special Abilities

- 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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