

Battle Axe



Goblin
Witch
Doctor

Avalon Games



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Goblin

Witch Doctor

Goblins while not a magical learned race, as quite superstitious, and look to their Witch Doctors when they need magical protection from the forces of the mystic world.

Goblin Witch Doctor

Base Cost: 10

Base Size: Medium

Combat Skill: 0

Health: 2

Will: Green 2 or Yellow 2

Factions: Goblin

Armor:

None

Equipment:

Dagger

Notes:

Command Ability -1

Options:

Green Goo ... 2 Points per character

(Can smear the goo on a goblin weapon and make it hit as a magical weapon)

Badland Tribe ... 2 Points (May use Bad Land Faction cards)

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



Goblin Witch Doctor FAQs

Abilities and Options:

Green Goo:

Don't ask what its made from, it will just gross you out. Goblin beliefs can be strong, so strong that when told by the Witch Doctor that the goo will make their weapons magical, well, for some reason this allows the goblin to hit like it held a magical weapon. Only works on melee weapons though, and not on Wargs or other non-goblin creatures.

Common Cards

Poison:

This Remain-in-Play card only takes effect if the goblin Witch Doctor scores a hit in melee and does damage to his foe.

The type of poison is only known once the poison takes effect. Have the effected character draw a single Fate Card with the effect taking place as listed below.

Red or Non-Colored Cards ... Characters takes 1 hit of Damage, which cannot be stopped by armor or magical protection.

Blue ... Character suffers a -1 Category to all attacks they make for the rest of the game.

Green ... Character suffers a -2" to all Movement for the rest of the game.

Yellow ... Character is stunned for the turn.

Poisoned Cloud:

The Cloud will take effect in games that have the Wind Storm or Driving Rain Battlefield Conditions in play. The cloud will remain in effect until the next goblin maintenance phase and then disappear. Any character that moves into the cloud takes its effects.

Smoke Cloud:

The Cloud will take effect in games that have the Wind Storm or Driving Rain Battlefield Conditions in play. Line of Sight cannot be drawn into or through the smoke cloud. During the Goblin Maintenance Phase, draw a Fate Card. If a Blue card is drawn, the cloud disappears. If a Yellow card is drawn, the cloud moves 3" in the direction of the goblin player's choice. Any other card that is draw sees the cloud remain in play where it currently is located.

Uncommon Cards

Poisoned Blade:

This Remain-in-Play card only takes effect if the goblin scores a hit in melee and does damage to his foe. See Poison Card for details on the poison's effects.

Nasty Blow:

Common enough combat card, when used with the Poison Card this can have some nasty effects.

Rare Cards

Fire Bomb:

Place the large blast template within 6" of the Witch Doctor, who has to have a line of Sight with the center point of the template. Those caught on fire are affected just like a Bleeding result, but are on fire instead, and thus may use a move action to put themselves out, or take another hit.

Unique:

Viper's Spray:

Place the long Stream template so it touches the Witch Doctor's base. Any figure fully or partially touched by the template is affected by the poison.

The Poison takes effect during the goblin player's Maintenance Phases.

Poison

Goblin Witch Doctor



May make a move up to 6"

And

Play another War Band Card on a Goblin

Or

Interrupt

Play after a successful melee attack that was made by the Witch Doctor. The attack was poisoned.


Common






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Goblin Witch Doctor



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Common






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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.

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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

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.



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