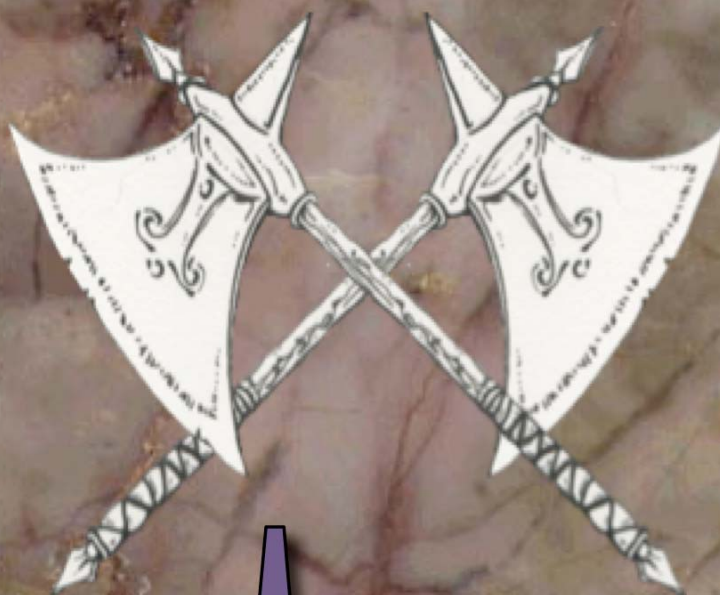


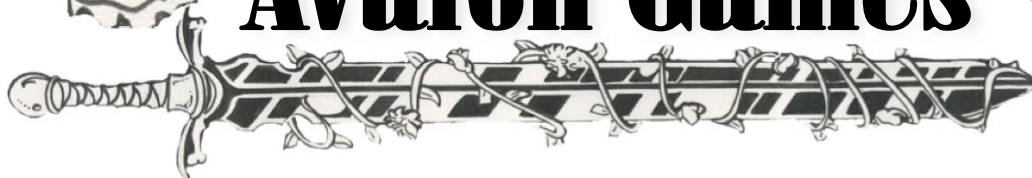
Battle



Axe



Avalon Games



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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Introduction

Battle Axe is a dice less skirmish system for tabletop miniature game play. The system is meant to give players a wealth of options and game play, but also offer them the experience of seeing their tactics and game play win the day, and not watch the dice determine who wins.

Game Construction

Once you are ready to play Battle Axe, the first thing you will find necessary is to construct the game components. For the most part, the amount of time and extra expense you are willing to put into the game's construction is up to you. The simplest format is to print up all the needed parts and then just cut them out and go to it. Paper cards are though, a bit difficult to deal with, so if you wish to continue to play Battle Axe over and over again, and we hope you do, then you may want to invest a bit of time and effort in making your game components more durable and usable.

Suggestions on Component's Construction and Printing

First off, you should, if you want to spend the money, buy some good quality paper. Use this to print out the various cards and handouts. High end paper will give you a better quality image and if you set your printer to its highest quality setting, you should get a nice set of counters and cards.

Cards are supplied with a front and back, so just print up a copy and then fold them along the seam. Glue the two parts together and you have a nice card for use in the game. If you like, you may laminate these cards, or buy protective cards sleeves for them. As you may want to use a washable marker on these cards to record damage and other effects, this protective sheath is suggested.

The figures you use are up to you, as there is a wealth of metal, plastic and even paper minis on the market, so have fun looking for the right figures to match the look of your War Band. Note that the game is based on 28 mm figures, so try to look for and use figures that are set to this scale. Terrain can be as simple as paper cutouts to elaborate metal and plastic kits, use what you want and have fun with it.

Getting Started

Once you have the cards and figures ready to go, each player will need to build a War Band and gather the cards needed to construct a War Band Deck. Terrain is then placed on a tabletop and the game is played. For the most part players will take turns playing cards, moving their figures about the battlefield and trying to either kill their foe's characters, or achieve some sort of objective. Games tend to run from 30 minutes to an hour, so get ready to have some fast fun.

War Band Construction

Before a game can be played, players must first pick a point total that both sides will have available for building their War Bands. As a general rule, 100 points is the standard point total, but fewer or more points can be thrown into the mix.

With these points, players will buy the various characters they wish to included in their War Band, with each Faction having a set list of what characters are available for play and their points cost. Most characters have additional options that can be bought for these characters, and thus players can customize their War Bands to an almost endless degree.

Once you have figured out who and what is in your War Band, you must construct a War Band Deck for the game. Using cards open for play as indicated by your various characters and factions, you can add cards to this War Band Deck in whatever way you want, with but a few restrictions.

1. A War Band Deck must include at least 20 cards, but more can be used.
2. Each character included in your War Band must have two of their cards present in the War Band Deck. Which cards you include, is up to you, but each character must have at least two. If you have more than two of the same character, then each character must have two of their cards included, they cannot share a card. Faction Cards do not count towards this two card requirement.

Example:

Ted builds an Elven War Band and has a single Blade Dancer and Three Elven Warriors. The War Band Deck must have at least 20 cards; of which two must be Blade Dancer cards and six must be Elven Warrior Cards (X 3 Elven Warriors = 6 Elven Warrior Cards)

Card Rarity

War Band Cards come in one of four rarities, Common, Uncommon, Rare and Unique. The rarity of the card generally determines its overall power and effect in the game, but also the number of that card which can be included in your War Band Deck.

The number of a set card type and its rarity is shown below.

Common, 4
Uncommon, 3
Rare, 2
Unique, 1

War Band Cards can only be played on characters to which the card is set. Thus you cannot play an Elf Warrior card on a Goblin Thug. Faction Cards can be played on any character which has access to that Faction.

Example:

Ted is still building his Elven War Band Deck. He takes four Nimble Feet cards, as it is a common card, and two Forest Walk cards as it is a rare choice. (He would have taken more of the Forest Walk card, but its rarity limits him to only two of that card within his deck)

Setting Up the Battlefield

At the start of the game, both players will need to set up the Battlefield for the game to be played upon. As a general rule, all Battle Axe games are played on a flat 2' X 2' area, although if you want to you can increase the size of the battlefield to whatever you like. Note though, that increasing the size of the battlefield will increase the time it takes to play the game.

Each player, once the battlefield has been determined, should draw a single Fate Card from the Fate Deck. Each player may then place a number of terrain piece equal to the value +1 of the Fate Card drawn. (Text only cards have a 0 value)

Example:

Ted and Paul are going to play a game. Ted draws a Red 1 Fate Card and Paul draws a Green 3 card. Ted will be able to place two terrain pieces on the battlefield while Paul can place up to four.

Note that players do not have to place all the terrain they have open to them, and can stop at any time they wish. As a general rule, the player with the most terrain to place may place a single terrain piece first, with players trading off placing terrain until all terrain has been set.

Terrain once set cannot be moved, nor may it have other terrain set up on it. (Exceptions are buildings and ruins) Terrain may be placed so that it touches another piece of terrain.

Terrain Size and Type

The type of terrain and its overall size can be important in a game, so try to follow the guidelines given below.

Terrain Size

The shape of the terrain to be used in the game is up to you, but its overall size should not be larger than a 6" diameter per piece. Smaller pieces may be grouped together to form a single area of terrain.

Terrain Type

When a piece of terrain is placed, the player placing the terrain must declare the type of terrain that it will represent and its difficulty level.

Terrain types which are usable can be just about anything you want, ranging from brush to dense boulder fields and walls. A handy list is provided below.

Terrain Difficulty

The difficulty of the terrain can be one of four types. The difficulty of any set of terrain will have effects not only movement, but ranged combat and other factors in the game, so pick wisely.

Terrain Types and Difficulty

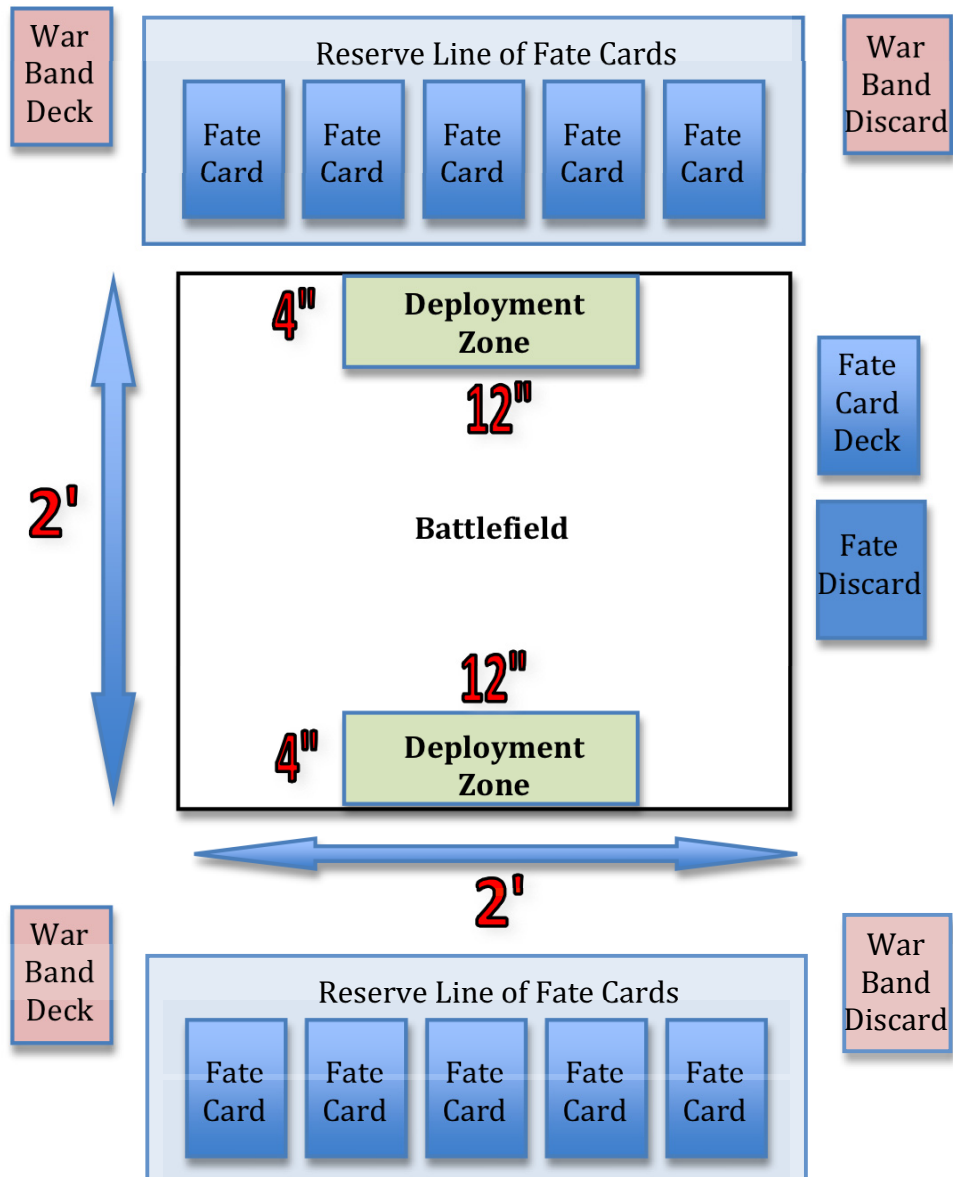
| Open | Rough | Difficult | Impassible |
|--|---|--|---|
| Open Fields Grasslands Streets and Roads Desert Hard Ground Open Topped Hills | Light Brush Light Rock Fields Plowed Fields Muddy Fields Marsh Bogs Light Woods Small Stands of Trees Snow Covered Fields Shallow Rivers Shallow Streams Low Walls and Hedges | Thick Brush Thick Woods Heavy Boulder Fields Deep Snow Ice Covered Fields Pools and Ponds Deep Streams Deep Rivers Buildings Ruins Rubble High Walls | Towering Walls Cliffs Heavy, Dense Woods Sheer Boulders & Rock Fields Swift Moving Rivers Lakes Sea Shores |

Deployment Zones

Once the Battlefield has been laid out, each player should draw a single Fate Card. The player with the highest value Fate Card gets to pick which side of the Battlefield they will deploy from. The losing player must then take the opposite side as his or her deployment zone.

A standard Deployment Zone is a 12" X 4" deep area set in the center of the edge of the Battlefield. All characters within your War Band will start the game within this area. No enemy characters, for whatever reason, may start the game in this zone.

Players should alternate placing a single character at a time until all characters have been placed.



Avalon Games



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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.

Character Portraits

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.



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

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