

# Battle Axe

## Giant



**Avalon Games**



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**All comments, suggestions and contacts can be made at...**

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

# **Avalon Games**





# Giants

In times long past the giants were rulers of the world, called Sky Kings, their race rulers all about them with wise and kind guidance. Then the Dragon Princes rose to power and a long war was waged. The Giant's allies, the Dwarfs and Minotaur, fought besides their kings, with pride and valor, but in the end the war crushed both the Sky Kings and their foes. Now the giants are a dying race, fallen into barbarism and banditry. Some still know of their ancient past, and a few of the Sky Kings still rule in castles high atop mountains peaks, but the time of the giants is gone and a new age has risen, one that will see the giant race die in the end.

## Giants

**Base Cost:** 34 Per  
**Base Size:** Huge  
**Combat Skill:** 1  
**Health:** 10  
**Will:** Green 1 or Red 1  
**Factions:** None

**Armor:**  
 None

**Equipment:**  
 Club (With a ZOE of +3")

**Notes:**  
**Huge** (Base ZOE of 2")  
**Terror** (5")  
**Limited Card Use**  
**Mercenary**

**Options:**  
**Light Armor** ... 3 Points  
**Hill Giant** ... 0 Points

**Stone Giant** ... 2 Points

**Mountain Giant** ... 7 Points

**Fire Giant** ... 8 Points

**Frost Giant** ... 8 Points

**Cloud Giant** ... 17 Points

**Storm Giant** ... 24 Points

(Will Test on Green 2 or Red 2)

(May use Earth Faction Cards)

(May use Earth Faction Cards, +2 Health)

(May Use Fire Faction Cards, Immune to Fire based attacks)

(May use Water Faction Cards, Immune to Cold based attacks)

(May Use Earth and Air Faction Cards, Immune to Electrical attacks, Command of 2)

(May Use All Four Elemental Faction Cards and Arcane Weather Faction Cards, Command of 3)





## Giant FAQs

### Abilities and Options

#### Limited Card Use:

Giants may use cards from this set based on the type of giant they are.

Hill and Mountain Giants: Common Cards only

Stone, Fire and Frost Giants: Common and Uncommon Cards only.

Cloud Giants: Common, Uncommon and Rare cards only.

Storm Giants: Any Card in the set.

#### Mercenary:

You may include up to one Giant in a War Band per 50 points in play.

#### Command:

Note that this only works on Giants, Minotaurs and Dwarfs.

### Common Cards

#### Bashing Blow:

Make a move and then play another War Band Card on another Giant.

#### Lumber:

Characters that are pushed are moved from their current location as far as needed to move the giant through their location. Characters that cannot be moved for whatever reason, take 1 hit of damage and are knocked prone. This card will not affect huge characters.

#### Stomp:

Make a melee attack, or pay the activation to stun the foe as well. Pay the second activation cost to also knock them prone. You may buy both bonuses for a single attack.

### Uncommon Cards

#### Huge Monster:

The card allows you to increase the giants ZOE by 2".

#### Crushing Charge:

Each character that the Giants passes within ½" of takes a single hit of damage, this included friendly characters. This card will not affect huge creatures.

#### Throw Boulder:

Either make a single ranged attack using the Bash Charts, doing so up to 12", or place the boulder template and do a single hit to all that are touched.

### Rare Cards

#### Giant's Yell:

Each foe that is not fearless must take the test.

#### Command Giants:

Each giant within the command zone may either move or attack. The commanding giant is not included in this action.

### Unique:

#### Sky King:

Each giant must move before they can attack. This card includes the Storm Giant as well in this action.



**Bashing Blow**  
Giant



May make a move up to 6"  
**And**  
Play another War Band Card on another  
Giant  
**Or**  
Make a melee attack

**Common**  
**Battle**



**Battle**



**Axe**

**Bashing Blow**  
Giant



May make a move up to 6"  
**And**  
Play another War Band Card on another  
Giant  
**Or**  
Make a melee attack

**Common**  
**Battle**



**Battle**



**Axe**

# Avalon 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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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.



**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.



**Spirit Tiger**





**Wolf**



**Night Stalker**



**Major Glory**



**Lamia**



**Kir**



**Gyea**



**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.

