

Battle Axe

Minotaur



Avalon Games



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

Avalon Games Company, avalon@comstar-games.com

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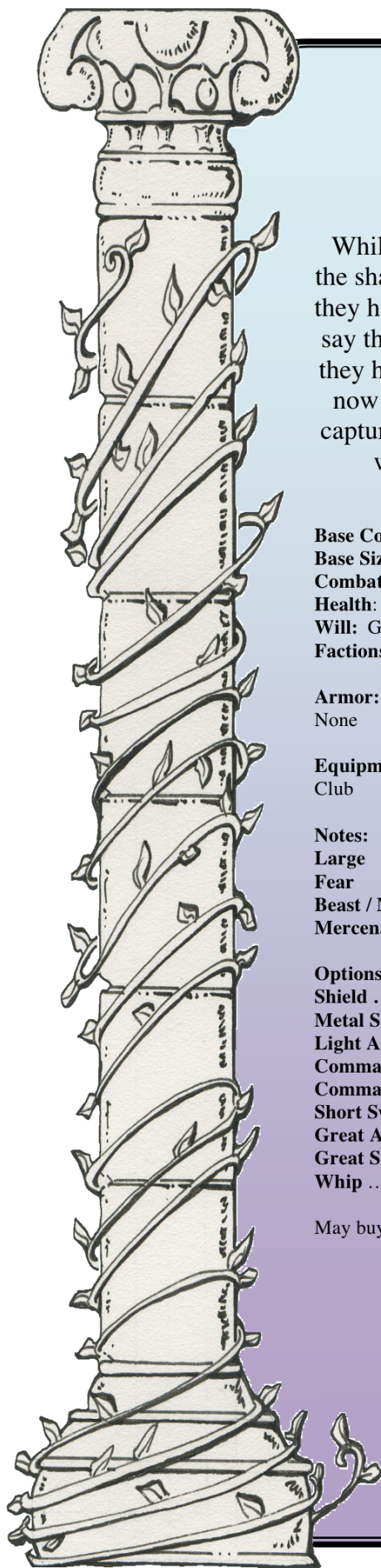
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Game design, artwork and layout by Robert Hemminger

Avalon Games





Minotaur

While the Minotaur may appear to be a brutal and savage creature, under the shaggy fur and sharp horns lies a cunning and proud mind. Few can say they have met a more noble creature than the Minotaur lord. Fewer still can say they have defeated one in battle. Many Minotaurs travel the world, for they have no true home, being once the beast masters of the Sky Kings, but now void of a lord and master. Many of these wandering Minotaurs still captures and train beasts and monsters as aids and companion, taking these wild creature onto the battlefield when the Minotaur goes to war.

Minotaur

Base Cost: 32 Per
Base Size: Large
Combat Skill: 2
Health: 7
Will: Green 2 or Red 2
Factions: Bad Lands or Forest

Armor:
None

Equipment:
Club

Notes:
Large
Fear
Beast / Monster Command 1
Mercenary

Options:
Shield ... 1 Point
Metal Shield ... 2 Points
Light Armor ... 3 Points
Command 2 ... 3 Point
Command 3 ... 5 Points
Short Sword ... 1 Point
Great Axe ... 6 Points
Great Sword ... 4 Points
Whip ... 3 Points



May buy one of the following Beast or Monsters as a Character in the War Band

Wolf ... At cost listed (Up to 6)
Bear ... At cost listed (Up to 2)
Lion ... At cost listed (Up to 2)
Great Eagle ... At cost listed (One only)
Great Serpent ... At cost listed (Up to 2)
Hunting Cat ... At cost listed (Up to 3)
Basilisk ... At cost listed (Up to 2)
Wyvern ... At cost listed (Up to 2)
Chimera ... At cost listed (One only)
Hydra ... At cost listed (One only)
Owlbear ... At cost listed (Up to 3)



Minotaur FAQs

Abilities and Options

Beasts / Monster Command:

This command ability only applies to the Minotaur's Beats and Monsters, but otherwise is used as normal.

Whip:

While armed with a whip the Minotaur may increase the Range of its Command Zone by 2"

Mercenary:

You may include up to one Minotaur per War Band per 100 points in play.

Common Cards

Beast Command:

Make a 4" move and play another War Band Card on this or another Minotaur, or have any one beast or monster under the Minotaur's command make a 6" move or a melee attack.

Minotaur's Rush:

Make a 6" move and then play another War Band Card on this or another Minotaur, or on one of the Minotaur's Beats / Monsters. The other options for this card allow the Minotaur to make a move and then an attack with one of its weapons. Note that the move portion of the action must be completed first. Pay the activation cost to move a bit further.

Minotaur's Strength:

Make a 6" move and then play another War Band Card on this or another Minotaur, or on one of the Minotaur's Beats / Monsters. Otherwise you may make an attack. Pay the activation cost to increase the Category and or to knock the target prone. Note that you may both buy the bonus Category and the Knock prone effects.

Uncommon Cards

Bull's Rage:

Make a 6" move and then an attack, or pay the activation cost to gain a bonus.

Minotaur's Companions:

Any beast or monster under the Minotaur's command may either make a 5" move or make a melee attack.

Minotaur's Stamina:

The Interrupt portion of this card allows you to void any one Sunned, Bash or Bleeding effect.

Rare Cards

Monster's Master:

While the card is in play, no monster will attack the Minotaur.

Command Monster:

All beasts and Monster within the Minotaur's command zone are affected.

Unique:

Beast Master:

This card affects all of the Minotaur's Beasts and monsters, whether they are in the command zone or not.

Beast Command
Minotaur



May make a move up to 4"
And
Play another War Band Card on another
Minotaur
Or
Have a beast or monster under the
Minotaur's Command make a 6" move or a
melee attack

Common
Battle



Battle



Axe

Beast Command
Minotaur



May make a move up to 4"
And
Play another War Band Card on another
Minotaur
Or
Have a beast or monster under the
Minotaur's Command make a 6" move or a
melee attack

Common
Battle



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.

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.

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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

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.) Grom 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.

Spirit Tiger



Wolf



Night Stalker



Major Glory




Lamia



Sie



Gyea



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.

