

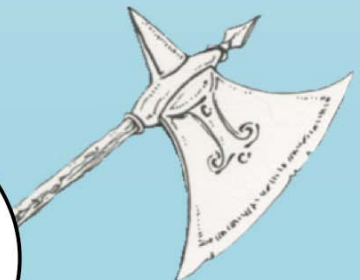
# Battle Axe

Realms

House Guard



**Avalon Games**



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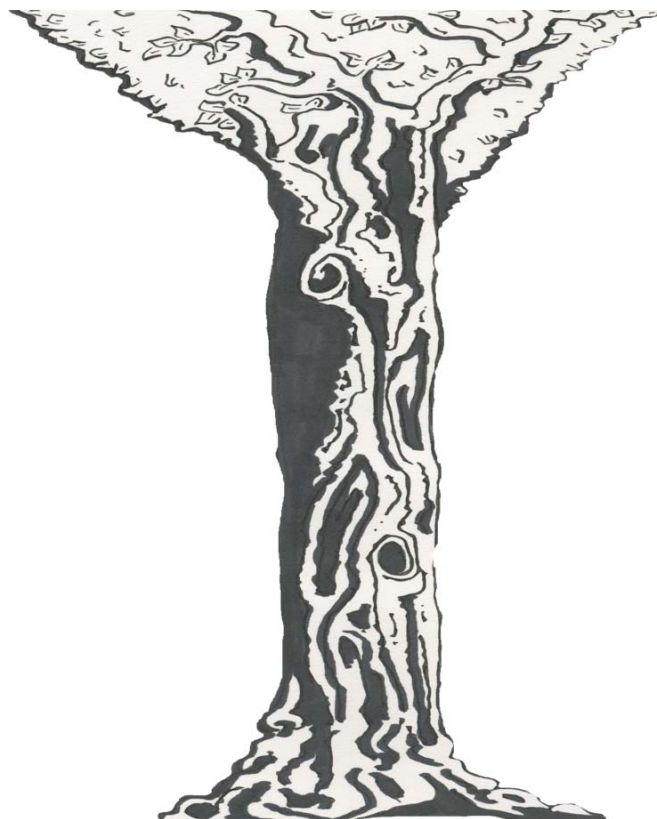
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**Game design, artwork and layout by Robert Hemminger**

# **Avalon Games**



# House Guard

Those that rise high within the lord's service may be honored with the position of house guard. These are professional warriors and solders, trained and equipped with the best their lord can afford. It rests upon these men that the protection of the lord, his family and his castle.

## House Guard

**Base Cost:** 19

**Combat Skill:** 2

**Health:** 4

**Will:** Green or Red 2

**Factions:** Realms

### **Armor:**

Medium (Chain Mail, Shield and Helm)

### **Equipment:**

Dagger and Broadsword

### **Notes:**

None

### **Options:**

**Great Sword** ... 4 Points

**Halberd** ... 7 Points

**Metal Shield** ... 1 Point

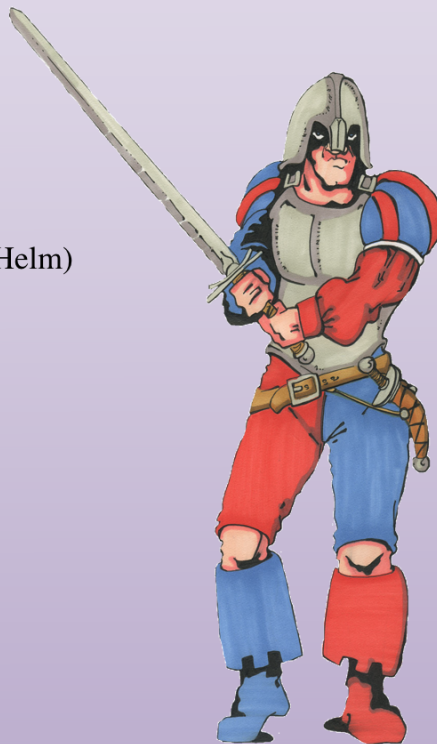
**Heavy Armor** ... 5 Points

**+1 Combat Skill** ... 3 Points

**Rank and File** ... 3 points per House Guard + 3 Points per House guard member that joins

**Boarder Realm** ... 5 Points

(Allows use of Boarder Realm Cards and +1 Combat Skill and +1 Health)



## **House Guard FAQs**

### **Common**

#### **King's Men:**

Make a 4" move and then play another War Band Card on this or another House Guard. The other option for this card allows the House Guard to make a melee attack.

The Rank and File option allows either a melee attack by the unit or a 4" move.

#### **Soldier:**

Make a melee attack, or pay the activation cost to make it at +1 Category.

The Rank and File action allows one member of the Rank and File to make a single melee attack, but he gains a +1 Category foe each and every member of the unit. (Excluding himself)

#### **Bash:**

Make a melee attack or pay the activation cost to also gain +1 Damage. (You of course must have scored a hit first to gain this bonus)

The Rank and File option allows either a melee attack by the unit or a 4" move.

### **Uncommon**

#### **Soldier's Advance:**

Either option, be it for a single House Guard or a whole unit, is to make a 4" move and then a melee attack (You of course must finish the move before that attack can be made.)

#### **Soldier's Assault:**

Make a melee attack, or pay the activation cost to make it at +1 Category or have the Unit make a 4" move and then a melee attack.

### **Rare**

#### **Soldier's Resolve:**

The interrupt portion of the card allows you to change the color of a Fate card into Red.

The Unit may make a melee attack. Each member at +1 Category

### **Rank and File**

You may buy and form members of the House Guard into small units of three or more warriors. These units use the Rank and File action provided on the House Guard card, or any Faction Cards that effect character.

The following rules govern the use of the Rank and File unit.

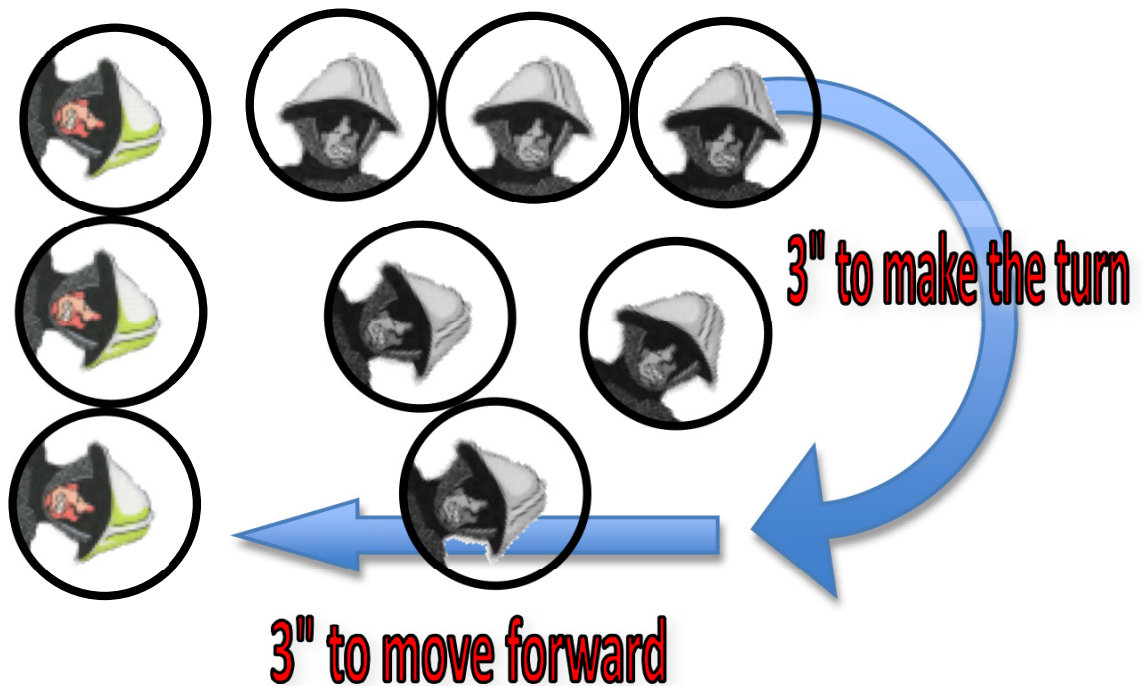
1. While a member of the unit all house guard must stand base to base, in a straight line, and move as a group in this formation.
2. A member may leave the Rank and File at any time (Just fill in the whole they leave), but may not re-join the unit at a later point.
3. Members of the unit use but a single Fate Card to pass all Will Tests, but if they fail, then the whole unit suffers the effects of the failed test.
4. Members may attack different targets, as long as the target is within that member's ZOE. Members may also be armed with different weapons and gear.

5. When turning a Rank and File unit, count the total distance that the unit must move to spin in place, as shown below. Instead of making a move, the unit as a whole can turn on its center, shifting to a new facing, but this will be the only movement it can make that turn.
6. Terrain effects on movement affect the whole unit, even if only one member is within that terrain.



When moving, always move the whole unit.

Spin the unit on its pivot, counting the movement needed to make the turn measuring from the outside character.





King's Men  
House Guard


May make a move up to 4"

**And**


Play another War Band Card on a House Guard  
or a unit of house Guard


**Or**


Make a melee attack

**Rank and File**

Have the Rank and File members make a melee  
attack

Common  
Battle


Battle

Axe

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# 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.

**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.



**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**



**Night Stalker**



**Major Glory**



**Lamia**



**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.

