

Battle Axe

Undead
Vampire



Avalon Games



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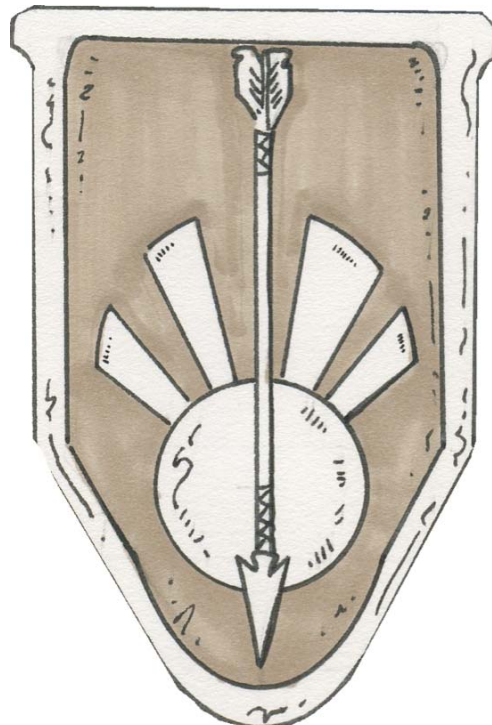
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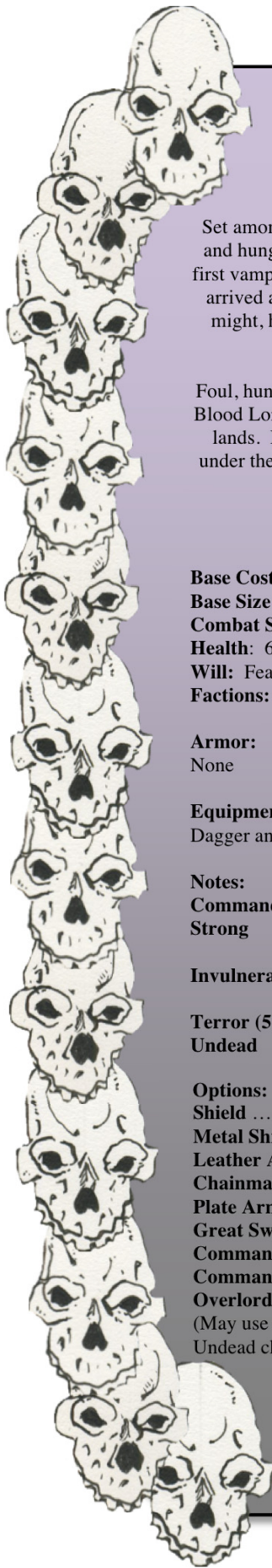
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Avalon Games





Vampire

Set among the lost isles and deep woods are the freeholds of the Blood Lords, vampires of great power and hunger. Many centuries ago, a curse of unlife fell upon these lands, coming with the arrival of the first vampire out of the far West, which lie across the vast sands of the western desert. Why this vampire arrived and for what cause is lost in history. But before this beast was slain by dwarven lords of great might, he gave his dark gift to others. Now these lands are held by the vampire kin of this long dead monster.

Foul, hungry for life and blood and constantly scheming to take lands and slaves for this undead kin, the Blood Lords fight a never-ending war among themselves, seeking to dominate those about their lairs and lands. It is often thought, that if they combined their might, they could sweep the lands of the living under their control. It is thus a favor to the world that these undead masters more often then not seek to slay their own kind instead of combining their strength.

Vampire



Base Cost: 43
Base Size: Medium
Combat Skill: 3
Health: 6
Will: Fearless
Factions: Undead

Armor:
None

Equipment:
Dagger and Broadsword

Notes:
Command 1
Strong

Invulnerable

Terror (5")
Undead

Options:
Shield ... 1 Point
Metal Shield ... 2 Points
Leather Armor ... 2 Points
Chainmail ... 3 Points
Plate Armor ... 8 Points
Great Sword ... 4 Points
Command 2 ... 3 points
Command 3 ... 5 Points
Overlord ... 3 Points
(May use Command Zone cards on none
Undead characters within the War Band)

Mounted on Nightmare ... 8 Points
(May use Nightmare mounted cards)

(Adds +1 to all Damage)

(No Bleeding or Stunned effects)

(Immune to Disease and Poison)

Dark Faction ... 2 Points

(May use Dark Faction Cards)

Arcane Faction ... 2 Points

(May use Arcane Faction Cards)

War Faction ... 2 Points

(May Use War Faction Cards)

May buy with your War band the following creatures...

Wolves ... At cost listed (Up to 10)

Chained Basilisk ... At cost listed (Up to two)

Chained Chimera ... At cost listed (One only)

Chained Wyvern ... At cost listed (One only)

Chained Hydra ... At cost listed (One only)



Vampire FAQ

Abilities and Options

Invulnerable:

The Vampire is immune to all bleeding and stun effects.

Nightmares:

The Vampire is mounted on a nightmare, and so may ignore all terrain effects on movement. While so mounted the Vampire gain +3 Health)

Common

Dread Lord:

Make a 4" move and then play another War Band Card on this or another Vampire.

Summon Bats:

When this card is played, place a Bat Counter or marker within 1" of the Vampire. (Use a Large base). During the Undead Player's Maintenance Phases, the Bats may move up to 12" (Flying) and make a melee attack on any character that is comes in Base-to-Base with. At all times that bats must remain within 12" of the vampire that summoned them. If for any reason they move, or the vampire moves, in a away that takes the Bats outside this 12" area, the bats are removed form the game.

The Bats has 3 Health, Light armor and used the Claw / Bite Charts in combat. They have a Combat Skill of 0.

Summon Rats:

When this card is played, place a Rat Counter or marker within 1" of the Vampire. (Use a medium base). During the Undead Player's Maintenance Phases, the Rats may move up to 8" and make a melee attack on any character that is comes in Base-to-Base with. At all times that bats must remain within 8" of the vampire that summoned them. If for any reason they move, or the vampire moves, in a away that takes the Rats outside this 8" area, the bats are removed form the game.

The Rats has 4 Health, no armor and used the Claw / Bite Charts in combat. They have a Combat Skill of 0. Note that the Rats may move through ZOEs without generating free attacks and may even move through space occupied by other characters, but they must end their move outside this space.

Uncommon

Mist Form:

When this card is played the Vampire turns into most and flats about the battlefield. While in this form the vampire ignore all movement penalties due to terrain, and may move through space occupied by other characters. The vampire though, must end his move outside the occupied space.

During the Undead Player's Maintenance Phases, the vampire may move up to 5" (Flying) and make a melee attack, doing 1 hit of damage automatically, on any character that is comes in Base-to-Base with.

While in this form the vampire cannot have any other cards played on him or her.

Bat Form:

While in this form the vampire ignore all movement penalties due to terrain (Flying after all), and may ignore all ranged attacks made against him or her.

During the Undead Player's Maintenance Phases, the vampire may move up to 12" (Flying) and make a melee attack on any character that is comes in Base-to-Base with. (Use the Claw / Bite Charts)

While in this form the vampire cannot have any other cards played on him or her.

Undead Lord:

Common command card, note that the undead affected must be within the vampire's line of sight.

Rare

Blood Drinker:

Make a melee attack. If the vampire scores a hit and does damage, then he or she heals a like amount of damage. Note that vampire cannot have a higher Health then he or she started the game with.

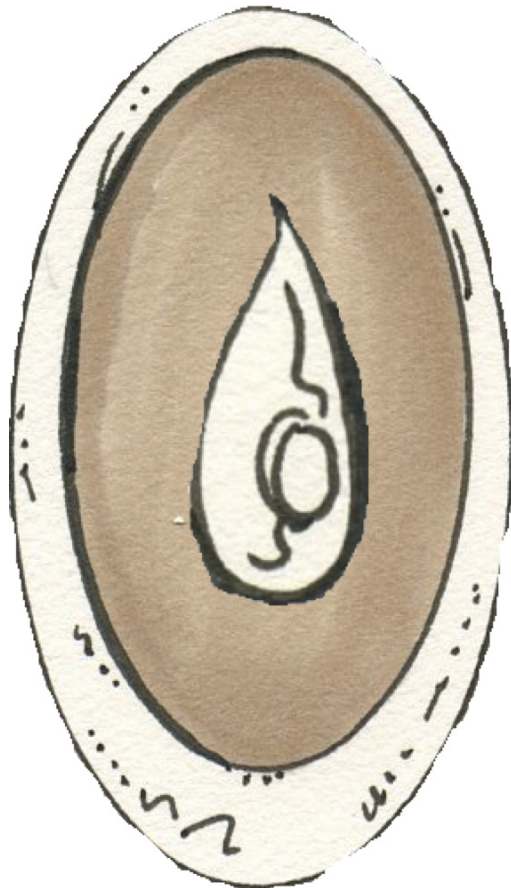
Death's Master:

Make a melee attack or pay the activation to move and then make an attack.

Unique

Horror Gaze:

Those that fail the test are affected by Horror. Those affected must be within the vampire's line of sight.



Dread Lord
Vampire




May make a move up to 4"

And

Play another War Band Card on a Vampire

Or

Make a melee attack

Or

Draw five War Band Cards and place them to the side

You may pay Green 1 to take one of those cards drawn and put in into play

Common
Battle
Axe




Battle
Axe



Dread Lord
Vampire




May make a move up to 4"

And

Play another War Band Card on a Vampire

Or

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Common
Battle
Axe




Battle
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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

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.

