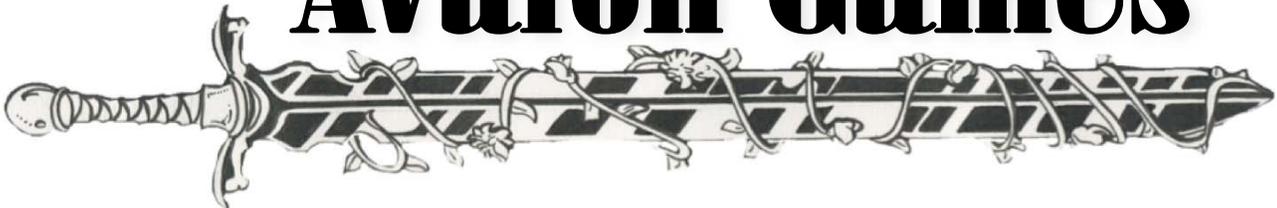


**EXPLANATION
#2**

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. This Second expansion to the system offers new and exciting ways to play the game, including an expansion to the magical rules.

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Introduction

This expansion to the Battle Axe system will offer players several new schools of magic and new forms of magic. The rules here are in addition to the basic rules, and should be used in all games.

New Magical Rules

Several new schools of magic are presented in this expansion, and along with them comes a few new systems for dealing with summoned creatures. As a general rule the cost to cast a spell is listed with the spell's card, but some magical cards also summon creatures on to the battlefield, and this brings new rules and situations that must be dealt with.

Summoned Creature

Several characters have the ability, through magical means, of summoning creatures to the battlefield. When this ability is used, the rules given below come into effect.

When a creature is "Summoned" by means of a magic War Band Card, or by way of a character's ability, the player should shuffle, into his or her War Band Deck, up to five of this creature's War Band Cards. It is suggested that if you are to include such summoning cards in your War Band Deck, that you pre-select the cards to be used before the game begins and set them off to the side until needed.

Once these cards have been shuffled into the deck, they are played as normal.

Note that creatures, which are summoned to the game in this manner, do not generate Victory Points when slain, nor can they be used to achieve a Victory Conditions or objectives during the game.

Example:

Ted summons a Wolf using a card his Wood Singer has available to her. One of the Objectives for the game says that if Ted can have a character reach a set point on the battlefield, he gains 3 Victory Points. Ted may not use the summoned wolf to gain these Victory Points.

It is important to keep clear which creatures are summoned and which are bought as part of your War Band, as they function in different ways. It is suggested that if you have the same type of creatures or characters, that you use different types of figures, or color schemes on these figures to show which is which and avoid confusion during the game.

Maintenance Costs

Some summoned creatures and effects will have a maintenance cost which must be paid each turn to keep the creature or effect active. During the Maintenance Phase of your turn, you must play the correct color and value (Or higher) Fate Card to maintain the given effect or summoned creature. Fail to do so and the effect or creature disappears and is lost from play.

If the lost effect was a summoned creature, you may discard its War Band Cards from you Hand as if it no longer was in play, and may discard any of its cards, which are then drawn from your War Band Deck, as per the normal rules.

Note that your foe can “Bump” down the value of a Fate Card you are trying to use to maintain a summoned creature or effect, so watch out for sneaky players and their Yellow Fate Cards.

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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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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 and Armor

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.) Gram 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.



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