

# Battle Axe

## Elven Fury



**Avalon Games**



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# **Avalon Games**



# Elven Fury

Some elven warriors, while on their path of life, become lost, and fall into the fury of battle. These lose their life to the sound of war and live for nothing more. Sad creatures, they wait in silence until called upon, and then enter the battle, mad with the lust to kill.

Furies are a rare and terrible thing among the elves, and never do they stay long within any realm, but travel the lands, seeking the lust of battle.

## Elven Fury

**Base Cost:** 30  
**Base Size:** Medium  
**Combat Skill:** 3  
**Health:** 4  
**Will:** Fearless  
**Factions:** Elves

**Armor:**  
None

**Equipment:**  
Dagger, Elven Great Sword

### Notes:

#### Killing Fury

+1 to all damage done by a successful hit

If an elf is slain in combat within 6" of the Fury, the Fury may play any War Band Card at this time as if it were an interrupt

### Options:

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



## **Elven Fury FAQs**

### **Abilities and Options:**

#### **Fearless:**

The Fury is fearless and never has to take Will Tests for any reason.

#### **Killing Fury:**

The Fury has two special abilities; one allows them to add one to the damage delivered with a successful attack. The attack has to have done damage to have this ability kick in. The second ability allows the Fury to activate out of turn. Any time an elf character is slain (Be they yours or your opponent's character) the Fury may play a single War Band Card. This card is played after the action is completed which killed the elf. (This ability can result in several Fury's flying around the battlefield, especially if both players are playing elven forces with Furies in their War Bands)

### **Common Cards**

#### **Rage:**

Make a move and then play another War Band Card, or make a move and then make a melee attack. Note that the attack must be conducted after the move portion of this action.

#### **Red Charge:**

Make a move and then play another War Band Card, or make a move and then make a melee attack. Note that the attack must be conducted after the move portion of this action. In addition, this attack may be "Bumped" with an activation cost.

#### **Elven War Cry:**

Interrupt portion of the card is used, the card is played during the Maintenance Phase of the turn, and Remains-in-Play until the end of your turn. All Elves that were within 6" of the Fury at the time the card was played, gain a +1 Category to their attacks this turn. An elf may move out of the area and still gain the benefits of the card, the card though, does not affect elves that move into the area after the card has been played.

### **Uncommon Cards**

#### **True Blow:**

The card adds +1 to the Damage done by an attack. This is in addition to the damage bonus gained by the fury and has the same restriction.

#### **Passing Charge:**

The Fury may move and as he does so, gains an attack on each character within 1/2" ZOE. The Fury still generates free attacks if he leaves a foe's ZOE, so each attack needs to be conducted separately.

### **Rare Cards**

#### **Baneful Blow:**

A truly deadly card, this one not only can "Bump" the category of the attack, but also its damage. The attack must have scored a hit and done damage to have its damage improved by this card.



Rage

Elven Fury



May make a move up to 6"

And

Play another War Band Card on a Fury

Or

Move up to 5" and make a melee attack at +1 Category

Common

Battle


Axe





Battle

Axe



Rage

Elven Fury



May make a move up to 6"

And

Play another War Band Card on a Fury

Or

Move up to 5" and make a melee attack at +1 Category

Common

Battle

Axe





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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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**

**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**



**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.





Wounds 	Wounds 	Song of Pain	Song of Pain	Prone	Staff
Bleeding 	Song of Fury	Broach of Protection	Stunned 	Fleeing	Magic Staff