

# Battle Axe



## Goblin Stalker

**Avalon Games**



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

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# Goblin Stalker

Often the best tracker, hunter and scout of a tribe is given the title of Stalker. The Stalker is the tribe's eyes and ears, the goblin that searches out ripe targets for raiders and weak victims for the taking. The Stalker is often the first goblin that reaches the battlefield, for he may well have been there for days, making ready for the battle to come.

## Goblin Stalker

**Base Cost:** 20  
**Base Size:** Medium  
**Combat Skill:** 2  
**Health:** 2  
**Will:** Green 2 or Blue 2  
**Factions:** Goblin

**Armor:**  
 Light (Leather Armor and Shield)

**Equipment:**  
 Dagger, Short Bow, Short Sword

**Notes:**  
**Stalker**  
 May move through Rough terrain without movement penalties

**Options:**  
**Command 1 ...** 3 Points  
**Battlefield Traps ...** 3 Points per trap (Up to three)  
**Badland Tribe ...** 2 Points  
 (May use Bad Land Faction cards)  
**Black Mountain Goblin ...** 2 Points (May use Black Mountain cards)  
**Warg Mount ...** 13 Points  
 (Warg Mount, +3 Health, (Warg Mount, +3 Health, +1 Attack at -1 Category)

If mounted on a Warg, then may pick from these options as well  
**Warg Brother ...** 2 Points  
 (May use Warg Brotherhood Faction Cards)

**Beast Master ...** 5 Points  
 You may buy one of the following Beasts or Monsters as a Character in the War Band  
**Hunting Cat ...** At cost listed (Up to Two)  
**Basilisk...** At cost listed (Up to Two)  
**Chained Wyvern...** At cost listed (One only)  
**Chained Chimera...** At cost listed (One only)



## **Goblin Stalker FAQs**

### **Abilities and Options:**

#### **Stalker:**

The Stalker is quite adapt at moving through hard terrain and suffer no movement penalties from Rough Terrain.

#### **Warg Mounted:**

Mounted Stalker gains a bonus of +3 Health and may use the Mounted cards. Mounted Stalker is set on a Large Base. While mounted the Stalker may make a free melee attack, on any foe in Base contact with the Stalker. This is a separate attack that the Warg has made and uses the Claw / Bite tables. This attack may be modifier with Fate Cards as normal. This attack is conducted during the Maintenance Phase of the turn.

#### **Beast Master:**

While the ability itself gives you nothing, if the Stalker buys this option, you may then include in your War Band one of the listed creatures. Note that rules for Chained monsters are dealt with in the third expansion to the game system and you will need that expansion to us those monsters.

#### **Battlefield Traps:**

Able to set small snares and traps about the battlefield, the Stalker thus can make the foe's life all that much more difficult. Before the game begins, but after both sides have deployed their characters, the Goblin player may place up to three trap markers. Each marker should be no bigger then a medium sized base. When the game begins, any foe characters that move within 1" of a trap marker must draw a single Fate Card with the effect taking place as listed below.

**Red Cards** ... Characters takes 1 hit of Damage, which cannot be stopped by armor or magical protection.

**Blue** ... Character suffers a -1 Category to all attacks they make for the rest of the game.

**Green** ... Character suffers a -2" to all Movement for the rest of the game.

**Yellow** ... Character is stunned for the turn.

Non colored based Fate Cards have no effect as the trap was a dud.

Traps remain in effect for the whole game. Goblins are not affected by the Trap unless the goblin moves directly over said trap, what which point they take the same effect.

Note that Traps cannot be set up within a foe's deployment zone. Traps do not block line of sight or movement over them.

### **Common Cards**

#### **Hunter:**

Either make a move and then play another War Band Card on any goblin (Including the Stalker himself), or make a move and then make an attack with one of the Stalker's weapons.



**Stalker:**

This card allows a 4" move and then an attack (Note that the attack must be made after the move portion of the action has been completed), or make a 6" move and play another War Band Card on any one goblin.

**Bow Shot:**

Make a ranged attack, one that may ignore all cover modifiers. Note that ranged modifiers still apply.

**Uncommon Cards****Stealth:**

The Remain in Play effect of this card takes effect in any terrain, and while the Stalker remains in the terrain, he cannot be the target of ranged attacks. The Stalker may move about the terrain as normal and keep the benefits of this card, but should he leave the terrain for any reason, the card is then removed.

The interrupt version of this card allows you to change a Yellow Card that the Stalker is playing, into a Red one, but at a -1 to its value. The card's value may never be brought lower than Zero.

**Covered Advance:**

The Card gives the Stalker a -1 Category to all Ranged attacks made against him this turn.

The interrupt version of this card allows you to change any Fate Card that the Stalker is playing, into a Red one, but at a -1 to its value. The card's value may never be brought lower than Zero.

**Rare Cards****Killer Shot:**

Make a ranged attack at +1 Category, or pay the activation cost to gain a +2.



**Hunter**  
**Goblin Stalker**



May make a move up to 4"  
**And**  
Play another War Band Card  
on a Goblin  
**Or**  
Move up to 4" and make an attack

**Common**  
**Battle**  
**Axe**



**Battle**



**Axe**

**Hunter**  
**Goblin Stalker**



May make a move up to 4"  
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**Common**  
**Battle**  
**Axe**



**Battle**



**Axe**

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### **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**

**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.

