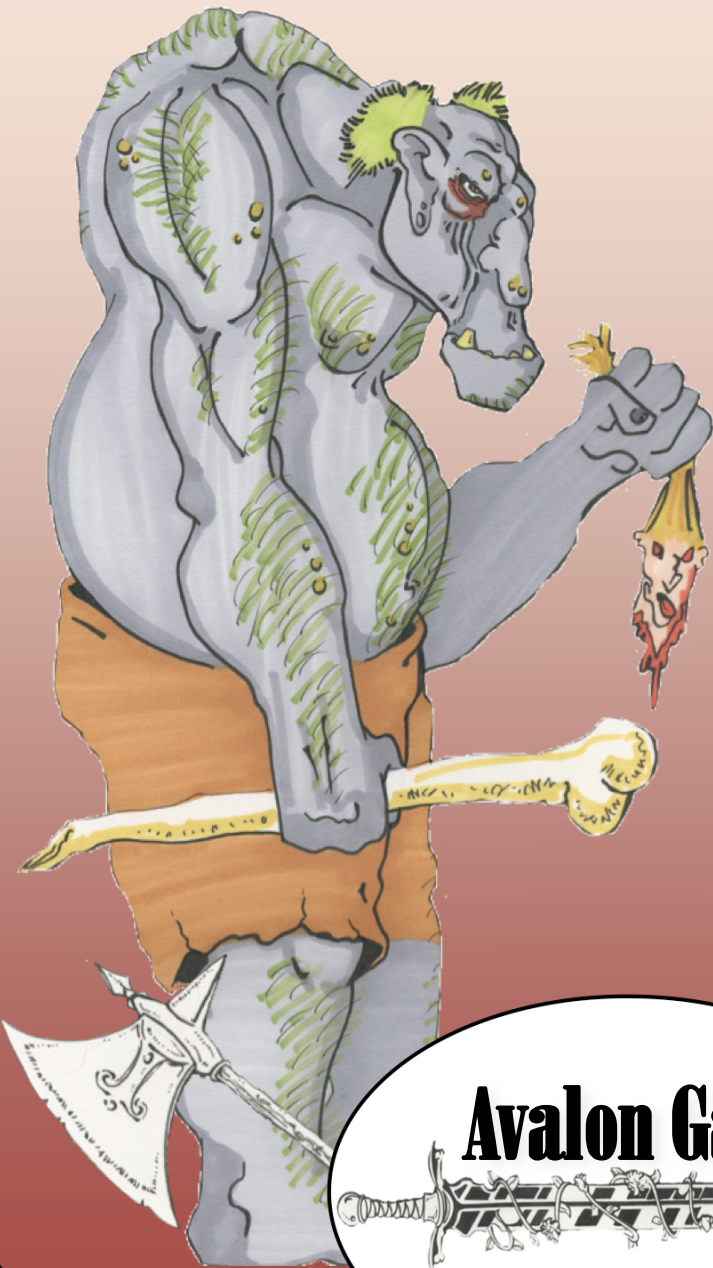


# Battle Axe



# Troll

**Avalon Games**



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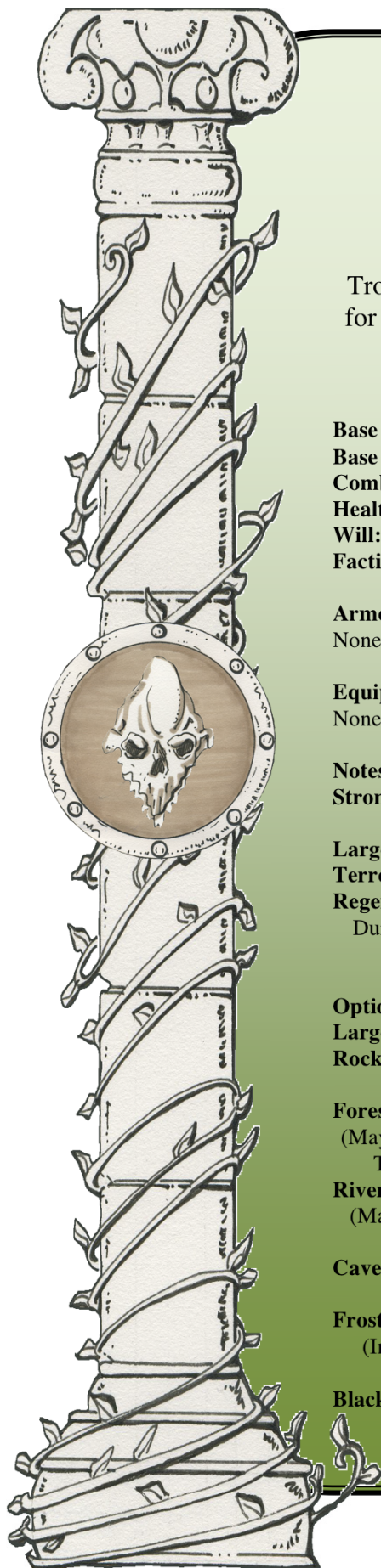
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**Game design, artwork and layout by Robert Hemminger**

# **Avalon Games**





# Troll

Trolls are grim, savage things of brutal strength and foul odor. They care for little other than killing all about them, feasting on the rotting flesh and causing as much pain and suffering as they can.

## Troll

**Base Cost:** 43  
**Base Size:** Large  
**Combat Skill:** 1  
**Health:** 10  
**Will:** Green 1 or Red 1  
**Factions:** None

**Armor:**  
None

**Equipment:**  
None (Use Bash Chart for attack)

**Notes:**  
**Strong**

Adds +1 damage to all attacks that score a hit

**Large** (Has Base a ZOE of 1")

**Terror** (4")

### Regeneration

During Player's maintenance Phase, regenerates one hit of damage. Cannot regenerate damage caused by Fire or Magic based attacks.

### Options:

**Large Club** ... 5 Points

**Rock Troll**... 2 Points

(May use Bad Land Faction Cards)

**Forest Troll** ... 8 Points

(May use Forest Faction Cards and -1 to be hit by ranged attacks while in Forest of Brush Terrain. May move through Forest of Brush Terrain without movement penalties)

**River Troll** ... 8 Points

(May move through Water terrain without any penalty and -1 to be hit by ranged attacks while in Water or March Terrain.)

**Cave Troll** ... 6 Points

(+3 Health and has Light Armor from tough scaled hide)

**Frost Troll** ... 11 Points

(Immune to Cold, X2 effect from Fire based attacks, Frost Breath, uses Small Breath Template and does a single hit on all foes)

**Black Mountain Troll** ... 2 Points

(May use Black Mountain Cards)



## Troll FAQs

### Abilities and Options

#### **Strong:**

The Troll is just plain strong. When the Troll scores a hit in melee combat, and that hit does damage, the Troll may add +1 to the total damage done.

#### **Large Club:**

The damage bonus for the club is added to the Strong ability for a total of +2 Damage.

### Common Cards

#### **Fearless Charge:**

Make a 3" move and play another card on the Troll. You can also make a 4" move and then a melee attack. Note that the move portion of the action must be completed first. The Card can be played as a Interrupt to pass a Will Test.

Pay the activation cost and you may play one of your Faction Cards on the Troll. Note that the card played must be a Command Card.

#### **Massive Bash:**

The attack portion of this card allows you to gain a free bash effect if you score a hit. Note that you must have done at least one hit of damage to gain the free "Bash" effect.

Pay the activation cost and you may play one of your Faction Cards on the Troll. Note that the card played must be a Command Card.

### Uncommon Cards

#### **Mighty Crush:**

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

Pay the activation cost and you may play one of your Faction Cards on the Troll. Note that the card played must be a Command Card.

#### **Thick Hide:**

Use the Interrupt portion of the card to apply a -1 Category to any one attack just made against the Troll.

### Rare Cards

#### **Mindless Killer:**

Make an attack at +2 Category, or pay the activation to gain a monstrous +3.

Pay the activation cost and you may play one of your Faction Cards on the Troll. Note that the card played must be a Command Card.





## Fearless Charge

Troll



May make a move up to 3"  
**And**  
Play another War Band Card on a Troll  
**Or**  
Move up to 4" and make a melee attack on  
any foe within your ZOE  
**Or**  
**Interrupt**  
Automatically pass any Will Test  
**Or**  
**Green 0**  
Play a Faction Card on a Troll

**Common**

**Battle**



# Battle



# Axe

## Fearless Charge

Troll



May make a move up to 3"  
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**Common**

**Battle**



# Battle



# Axe

# Avalon Games



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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.

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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.



**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

- 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**



**Night Stalker**




**Lamia**




**Kir**



**Major Glory**



**Sie**



**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.

