

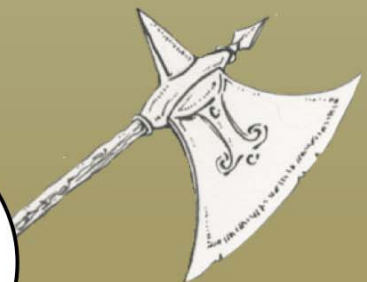
Battle Axe

Orc

Warlord



Avalon Games



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All comments, suggestions and contacts can be made at...

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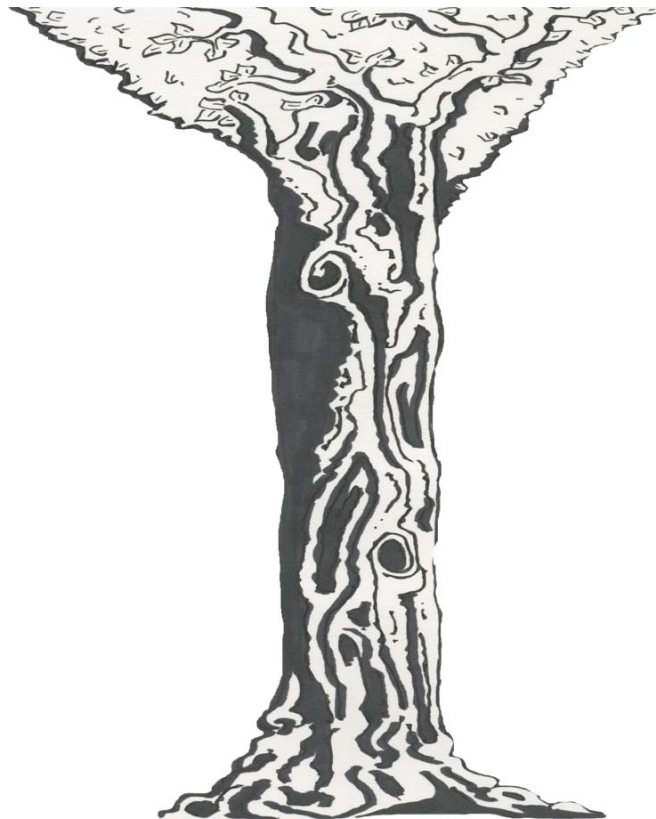
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Game design, artwork and layout by Robert Hemminger

Avalon Games



Orc Warlord

Orcs rule by strength, both of will and muscle and thus the strongest, most nasty of the orcs rise in power. Only one can rule though, and only as long as that Orc remains strong. The orc warlord is everything good and bad about the orc race, their need to dominate and their thirst for gold and terror.

Orc Warlord

Base Cost: 35
Base Size: Medium
Combat Skill: 3
Health: 6
Will: Green 1 or Red 1
Factions: Orc, War

Armor:

Heavy Armor (Plate mail, Shield and Helm)

Equipment:

Dagger and Broadsword

Notes:

Command 1

Big

(Ignore the size modifier for Large characters attacking the Orc)

Options:

Metal Shield ... 1 Point

Great Axe ... 2 Points

Maul ... 4 Points

Totum Fetish ... 3 Points

(Allows the Orc to hit as if he was a magical creature)

Bad Lands Orc ... 2 Points

(Allows use of Bad Land Faction cards)

Troll Highland Orc ... 2 Points

(Allows use of Troll Highland Orc cards)

Southern Orc ... 2 Points

(Allows use of Southern Orc cards)

Command 2 ... 3 Points

Command 3 ... 5 Points

Command 4 ... 8 points

+1 Health ... 3 Points per up to a max of 8

Ogre Lord ... 3 Points

(May use command skill on Ogres)

Troll Lord ... 5 Points

(May use command skill on Trolls)

Goblin Lord ... 3 Points

(May use command skill on Goblins)

Dark Faction ... 2 Points

(May use Dark Faction Cards)



Orc Warlord FAQs

Common

Command:

May move a number of orc, equal to the Warlord's Command skill, up to 4". All orcs must be in the Warlord's Command zone. This does not affect Mobs. Or as above but have the orcs make a melee attack.

Rally:

Rally a bunch of fleeing orc in the Warlord's command zone, or have a single Orc anywhere pass a Will Test.

Hateful Blow:

Make a melee attack at +1 Category, and play another War Band Card, or change the color of a Fate Card to Red or Yellow, but reduce its value by -1, to a limit of zero.

Uncommon

Crippling Blow:

Make a melee attack at +2 Category, and play another War Band Card, or add =1 to the damage of any attack that the Warlord just made which scored a hit.

Bark Orders:

Have a number of orcs equal to the Warlord's command skill, make a 4" move and then make a melee attack (They of course must complete the move before the attack can be made). Note that all of the orcs must be in the Warlord's command zone. You may instead change the color of a Fate Card to Red or Yellow.

Rare

Savage Call:

Have a number of orc Mobs, equal to the Warlord's command skill, make a 4" move and then make a melee attack (They of course must complete the move before the attack can be made). Note that all of the Mobs must be in the Warlord's command zone. You may instead change the color of a Fate Card to Red at +1 value, but the card cannot go higher then value 3.

Orcish Rage

Make a 6" move and a melee attack at +1 Category. Pay the activation cost to bump it to +2 or even +3.

Unique

Orcish Charge:s

Have all orcs anywhere on the battlefield to make a 4" move and then a melee attack. This ability includes orc Mobs.





Command Orc Warlord

May make a move up to 4"
And
Play another War Band Card on the Orc Warlord
Or
Move up to a number of orcs, each 4", equal to the Warlord's command value
Or
Yellow 1
Have a number of orcs make a single melee attack, equal to the Warlord's command value



Battle



Axe



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Battle



Axe

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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.

