

# Battle Axe

Dwarven  
Rune Smith



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

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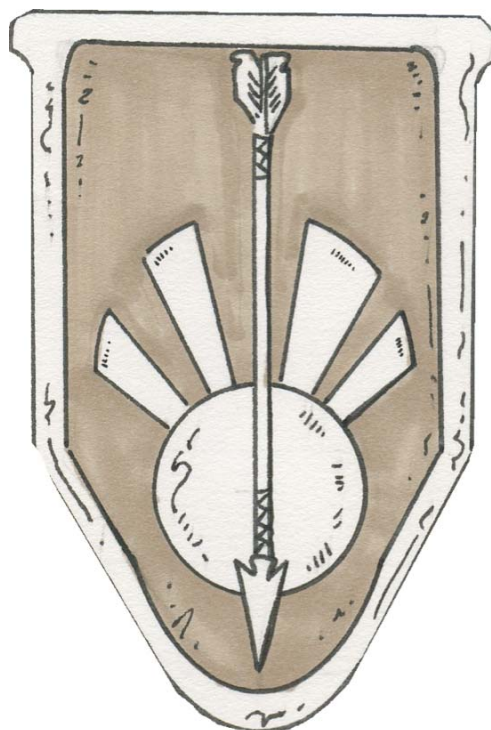
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**Game design, artwork and layout by Robert Hemminger**

# **Avalon Games**



# Rune Smith

Although a magically dead race, the dwarfs have learned from their ancient allies, the Sky Kings, the lost art of Runes. With these magical runes the dwarfs are able to forge magical weapons and armor, and to imbed magical power into carved runes of might and power.

## Rune Smith

**Base Cost:** 24  
**Base Size:** Medium  
**Combat Skill:** 2  
**Health:** 4  
**Will:** Fearless  
**Factions:** Dwarf and Arcane Earth

**Armor:**  
None

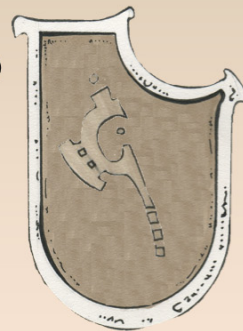
**Equipment:**  
Dagger and Staff

**Notes:**  
**Command 1**

**Options:**  
**Command 2** ... 3 Point  
**Command 3** ... 5 Points  
**Mountain Runner** ... 2 Points  
(May use Mountain Runner Faction Cards)  
**Earth Bound** ... 2 Points  
(May use Earth Faction Cards)  
**Arcane Faction** ... 2 Points  
(May use Arcane Faction Cards)  
**Arcane Water Faction** ... 2 Points  
(May use Arcane Water Faction Cards)  
**Arcane Fire Faction** ... 2 Points  
(May use Arcane Fire Faction Cards)  
**Giant Friend** ... 3 Points  
(Allows Command Zone cards to be used on Giants)

If a Rune Smith is included in your War Band, then you may also buy the following creatures.

**Bear** ... At cost listed (Up to two)  
**Minor Earth Elemental** ... At cost listed (One only)  
**Minor Fire Elemental** ... At cost listed (One only)





## Rune Smith FAQs

### **Runes:**

All Runes follow the following rules.

To place a rune the smith must be within 1" of the targeted dwarf. Once placed it remains in play and will stack with all other card effects.

The Rune is considered a magical spell for all intents and purposes.

### **Common**

#### **Rune of Courage:**

The Rune smith may make a 4" move and then play another War Band Card on himself or another Dwarf. When the Rune is placed upon a dwarf, said dwarf then will pass all required Will Test for the rest of the same.

#### **Rune of Might:**

This Rune adds +1 Category to all melee attacks the dwarf makes. This also makes the weapon magical in nature.

#### **Defender:**

The Dwarf to be protected must be within the Smith's line of sight.

### **Uncommon**

#### **Rune of Accuracy:**

This Rune adds +1 Category to all ranged attacks the dwarf makes. The Rune may be placed on War Machines. This also makes the weapon magical in nature.

#### **Rune of Smithing:**

The Rune adds +1 Damage to any hit that the dwarf scores and which does one or more hits of damage. This also makes the weapon magical in nature.

### **Rear**

#### **Rune of Iron:**

The Rune reduces by -1 Category all attacks, even magical one, that the dwarf suffers.

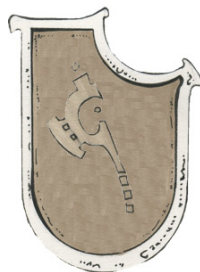
#### **Command:**

Typical command card, note that all effected dwarfs must be within the Smith's line of sight.

### **Unique**

#### **Dwarven Runes:**

When you draw the three Fate Cards, place them to the side so as to not mix them up with your normal Fate Cards held in your Reserves. If these cards are not played by the end of your turn, they are discarded as normal.



## Rune of Courage

Rune Smith



May make a move up to 4"

And

**Green 1**

Play another War Band Card on a Dwarf

Or

**Remain in Play**

Place on a single Dwarf, who now will pass  
all Will Tests automatically

**Common**

**Battle**

**Axe**

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# 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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# 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.



**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.

