

Expansion
#1

Avalon Games



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. This first expansion to the system offers new and exciting ways to play the game, including scenarios and various option for expanded game play.

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Introduction

This expansion to the Battle Axe system will offer players a new way to set up the game and add additional features to the game as a whole. It is advised that players use these rules in their Battle Axe game as it will aid in game balance and add excitement to each and every game you play.

New Command Rules

This expansion will allow the Command Skills of one or more characters to have effects not only on the characters around them, but also on the battlefield itself. War Bands with a high combined Command Skill will be able to dictate not only the type of game to be played, but also the terrain, objectives and conditions.

Game Set Up

Before the game begins each player should total the combined Command Skill of all characters within their War Band. This combined Command Skill is then used to purchase additional effects and conditions within the game. The player with the highest combined Command Skill will be known as the General.

Players will receive a number of purchase points equal to their combined Command Skill. Assets are then bought at a cost of one card, or terrain piece, per Command Skill point spent.

The General starts the game off by selecting a single piece of terrain and placing it as per a standard game set up. Each player starts the game with one piece of terrain for free, but additional pieces of terrain can be bought at a cost of one terrain piece per Command Skill point spent. When all terrain pieces are set, the General player may pick which side of the battlefield he or she will set up on, as outlined in the Scenario to be played.

Next the General may buy as many Faction Objectives, Tactical Advantages and Battlefield Condition Cards and as they may want and have points to spend. Each purchase allows this player to draw a single card from the appropriate deck. After the General has purchased and drawn his or her cards, the other player may buy whatever cards he or she wishes. (If you are playing in a multiple player game, the second highest Command Skill player buys his or her cards, and so on until all players have bought cards and or terrain.)

Last but not least the General may draw one Scenario Card. He or she may draw more than one by buying more cards, but only one Scenario Card will be used. The advantage to drawing more than one is you get to pick which one the game will use.

The General then may take the first turn or have his or her opponent go first. (In multiple player games order of turns is based on the Command Skill, with highest to lowest the order of game turns.)

Note that you do not have to play Tactical Advantage, Objective and Condition Cards you have drawn, and may always elect to discard these cards before the game begins.

Design Notes

Because neither player will know what the Scenario will be until the end of the set up phase of the game, it is suggested that well balanced War Bands be created, so that you can deal with just about any sort of situation that comes up. As many of the Scenarios call for set actions to be completed to win the game, just killing your opponent's characters will often not be enough. You could have killed your foe's entire War Band and still lose the game because the Scenario called for a different type of victory condition.

Faction Objectives offer players a Faction based set of minor victory conditions. These can turn the balance of the game one way or another if played the right way and can add quite a bit of excitement to the game as players try to achieve, or stop, these minor victories from taking place. Often a Faction Objective that is achieved can mean victory in a close game.

Tactical Advantages do just that; offer a player a set of minor advantages. None will throw the game out of balance, especially if both players play these sorts of cards. What these cards can do is add more fun to the game and offer additional challenges.

Battlefield Condition can change the nature of the game, in both minor and major ways. A well-balanced force can deal with these changes, while more dedicated forces might find that they have been dealt a bad condition and rendered more or less ineffective.

The point of these various Command Cards is to change the game's play so that it is always a challenge and never just the same game over and over again. It also forces players to build well balanced forces and stop the power gamer mentality, as those that build overly powerful War Bands may find that they are not as useful as they had hoped once these various conditions and objective are put into play.

Scenarios

There are several Scenarios that now can be played as part of the new Command Rules. Each Scenario is described in detail here so be sure to read each before you play a game.

Stand and Fight

Pitched battle with standard Victory Points awarded at the end of the battle.

Set Up:

Standard Command Skill purchase of terrain and cards is allowed.

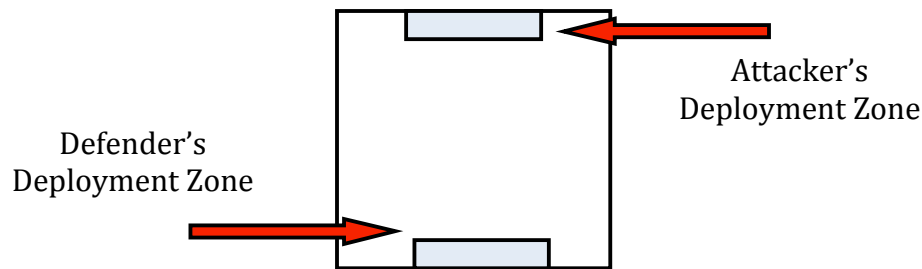
Points Total:

This game uses 150 points for each War Band involved in the game. All standard War Band creation rules apply.

Time Length:

The game will end when the last Fate Card is drawn from the Fate Card Deck.

Battlefield Example:



Winning the Game:

At the end of the game players will total the Victory Points gained by slain characters. Characters that have left the battlefield are also considered to have been slain for Victory Point purposes. (Unless allowed by a Faction Objective Card)

The player who has the most Victory Points at the end of the game is declared the winner.

Victory Points Awarded	
Characters Point Total	Victory Points
1 to 10	1 Point
11 to 20	2 Points
21 to 30	3 Points
31 to 40	4 Points
41 to 50	5 Points

Etc

Design Notes:

This is your typical knock down brawl, with both players trying to kill as many of their foes as possible. A hard list can do well in this sort of game, but battlefield conditions can of course bring that advantage close real fast. The player with the best skill and the most guts will often win the day.

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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.

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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.

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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.

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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.

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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.

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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.



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



Kir




Sie




Night Stalker



Major Glory



Lamia



Gyea

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