

Battle Axe



Goblin
Warg
Rider



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Warg Riders

Many goblin warriors train Wargs as snarling mounts, leaping into battle aside these vile beasts. The Goblin Warg rider is a fast foe, deadly and sure to bring fear and dread to nay foe they face.

Warg Rider

Base Cost: 30
Base Size: Large
Combat Skill: 2
Health: 6
Will: Green 2 or Red 2
Factions: Goblin

Armor:
Light (Leather Armor)

Equipment:
Dagger, Short Bow, Short Sword

Notes

Warg Mount
+1 Attack made at -1 Category

Wild Runner
Moves through Rough Terrain with no penalties and Difficult at -1

Options:

Shield ... 1 Point

Metal Shield ... 2 Points

Badland Warg ... 2 Points (May use Bad Land Faction Cards)

Forest Warg ... 2 Points (May use Forest Faction Cards)



Goblin Warg Rider FAQs

Abilities and Options:

Wild Runner:

The Warg is quite adept at moving through dense terrain as it chases its prey down. The Warg suffers no movement penalties from moving through Rough terrain and only a single -1 while in Difficult terrain.

Warg Mounted:

While mounted the goblin's Warg may make a free melee attack, on any foe in Base contact with the Warg. This is a separate attack that the Warg has made and uses the Claw / Bite Chart. This attack may be modified with Fate Cards as normal. This attack is conducted during the Maintenance Phase of the turn.

Common Cards

Savage Rush:

Make an 8" move and then play another War Band Card on either another Warg or a Goblin Warg Rider. You of course can choose to have the goblin make a melee attack or move two Warg Riders each up to 6".

Howling Advance:

Have the Rider make a 6" move and then make a melee attack. Note that the move portion of the action must be completed first. Pay the activation cost to gain a bonus to this attack.

Mounted Archer:

Make an 8" move and then play another War Band Card on either another Warg or a Goblin Warg Rider. You can also choose to make a ranged attack and even pay the activation cost to gain a +1 to the Category.

Uncommon Cards

Lunge:

This card allows the Warg to move through Medium sized characters or object as if they were not there. Note that the Warg Rider does not generate a free attack if it becomes unengaged during this movement. You may of course then make a melee attack with the goblin, or pay the activation cost to do so at +1 Category. The Interrupt portion of the card allows you to change a Fate Card's color to Red, but drops the Value by one. The max value this can be reduced to is Zero.

Steady Aim:

Make a ranged attack, or pay the activation cost to gain a bonus to this attack. The Interrupt portion of the card allows you to change a Fate Card's color to Blue, but drops the Value by one. The max value this can be reduced to is Zero.

Rare Cards

Combined Assault:

Make an 8" move and then play another War Band Card on either another Warg or a Goblin Warg Rider. The second option for this card allows the goblin to make a melee attack, and then the Warg itself can make an attack, on any foes in Base-to-Base contact. (Use the Claw / Bite Chart) Pay the activation cost and the Warg gains a bonus to this attack.

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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.

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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.

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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.



2

Warlord Grom





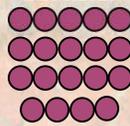
2



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

- 1. 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)
- 2. 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.
- 3. 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.



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.



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