

Battle Axe

Orc Shaman



Avalon Games



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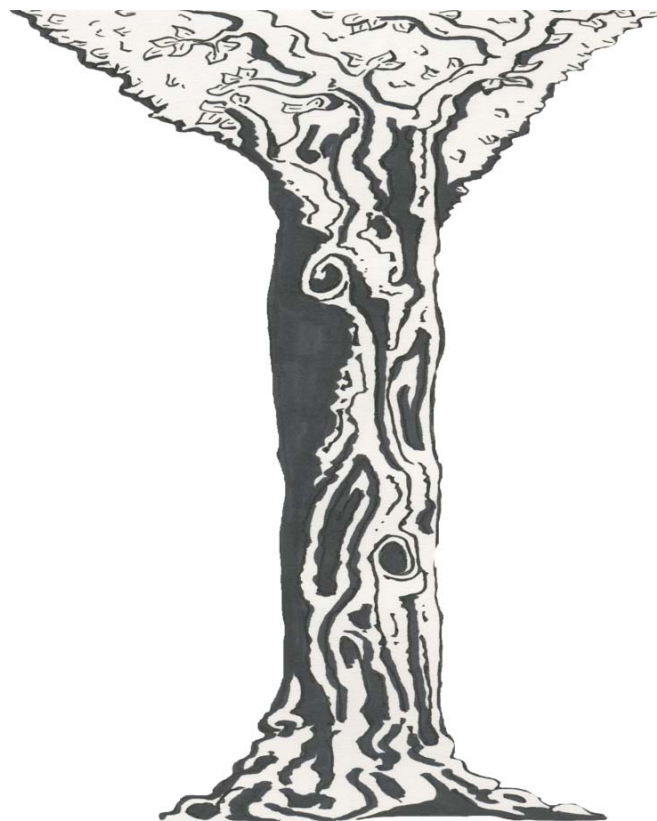
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Game design, artwork and layout by Robert Hemminger

Avalon Games



Orc Shaman

Called Bonedancers, the orcish shaman is the spiritual leader of the clan and the warlord's advisor and guide. It is to the shaman that the warlord seeks advice and council, and it is shaman that often devises the next cunning plan to kill a rival or to conquer a new land.

Orc Shaman

Base Cost: 19
Base Size: Medium
Combat Skill: 2
Health: 4
Will: Green 2 or Yellow 2
Factions: Orc

Armor:
 None

Equipment:
 Dagger and Staff

Notes:
Command 1
Big



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

Options:
Light Armor ... 2 Points
Totum Fetish ... 3 Points

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

Ancient Relic ... 2 Points
 (Draw one Fate Card at the start of the game. The Orc Shaman can play this card once as the card's normal value or change its color to Yellow at -1 value. You may buy multiples of this option. Once the card is used, it is discarded as normal)

One Elemental Faction ... 2 Points
One Elemental Arcane Faction ... 2 Points
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
+1 Health ... 3 Points per up to a max of 6
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)



If you include an Orc Shaman in your War band then you may buy the following creatures as part of that War Band

Wolf ... At listed Cost (Up to four)
Chained Bear ... At listed Cost (One only)
Hunting Cats ... At Listed Cost (Up to two)
Chained Basilisk ... At listed cost (Up to two)
Chained Wyvern ... At listed Cost (One only)
Chained Chimera ... At listed Cost (One only)

If a southern Orc, then the shaman may also allow the purchase of the following creature as part of the War Band

Hydra ... At listed Cost (One only)

Orc Shaman FAQs

Abilities and Options

Ancient Relic:

The Shaman buys these cards before the game begins, but after set up has been completed. Discard back into the deck any text card and non-Yellow zero values cards. Then when card is used, discard it as normal.

Common

Dark Bolt:

Make a magical ranged attack at 8, 10 or 14". All attacks must have a line of sight to the target. This is a spell Card.

Shaman's Dance:

This card allows you to either force your opponents to discard all of his or her current Fate Cards, or you may draw three Fate Cards. These three Cards must be played by the end of the turn or they are discarded. This card may allow you to have more than five Fate Cards in your Reserves.

Dark Lance:

The Spell creates a magical weapon that does +1 Damage. (Note that the weapon must score a hit to gain the bonus) If you already have the lance then the Shaman may make a melee attack at +1 Category. This is a spell Card.

Uncommon

Summon Serpent:

The spell summons a giant serpent (See summoned creatures for details). The card can also be used to play a War Band Card on the Shaman or a Giant Serpent. This is a spell Card.

Savage Aura:

While the spell is active all orcs within the zone gain +1 Damage to attacks that they make. Note that the attack must have scored a hit before the bonus is gained. While active though, the Shaman may not make attacks of his or her own, this included magical attacks. If the shaman makes an attack, the spell's affects end. This is a spell Card.

Rare

Dark Light:

Place the dark light template up to 8' away and within line of sight. The template if it touches any character adds a -1 Category to all attack they make while under the Dark Light's influence. The Dark Light template does block line of sight and is considered to be a darkness effect. This is a spell Card.

Fear Aura:

While active the spell allows the Shaman to cause fear. Pay the activation cost to play another card on the Shaman. This is a spell Card.

Unique

Blood Lust:

While the spell is active all orcs within the zone gain +1 Category and +1 Damage to attacks that they make. Note that the attack must have scored a hit before the bonus is gained. While active though, the Shaman may not make attacks of his or her own, this included magical attacks. If the shaman makes an attack, the spell's affects end. This is a spell Card.



Dark Bolt Orc Shaman

May make a move up to 4"
And
Play another War Band Card on a Shaman
Or
Yellow 0
Make a range attack up to 8"

doing 1 hit of damage
Or
Yellow 1
Make a range attack up to 10"
doing 1 hit of damage
Or
Yellow 2
Make a range attack up to 14"
doing 2 hits of damage

Common

Battle

Axe



Battle



Axe

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Common

Battle

Axe



Battle



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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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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.

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.

Spirit Tiger

Wolf

Kir

Sie

Lamia

Night Stalker

Major Glory

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.

