

Song of Blades and Heroes

Fast Play Fantasy Skirmish Miniature Rules - PREVIEW



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Miniatures available from www.splinteredlightminis.com

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Song of Blades and Heroes -- Preview

Introduction

This is a preview of the Song of Blades and Heroes tabletop rules. SBH is a fast play, skirmish level fantasy miniature system for two or more players. Using the SBH rules, players conduct battles between warbands of fantasy heroes and monsters using miniatures and dice. SBH was written for 15mm miniatures mounted on round bases but it can be played in any other scale – even with miniatures bought for other games or based on square bases, as long as the basing is consistent.

Easy Rules

SBH features simple and easy to understand rules that you learn in just one game. It's ideal to introduce new players to tabletop wargaming.

Easy Measuring

No counting inches or fiddling with centimetres. SBH uses three measuring sticks to measure all distances and ranges. You can make the measuring sticks yourself – wooden skewers or balsa wood laths from any DIY shop are just perfect.

Fast

A game lasts 30-45 minutes. You can play a mini campaign (3-5 scenarios) in a single evening.

Inexpensive

Only 5-10 models per player are needed. The rules can accommodate fighting with many more models if you want – just use the group action rules.

Convenient

The game needs little space -- a 60x60cm play area is enough. Bring all your armies in a shoebox! If you already play DBA or HOTT, any terrain or table you have can be used in SBH, too.

Multi-scale

You can play with any single based miniature, in any scale.

Hex-friendly

You can play on hex grids if you prefer.

No Weird Dice

SBH uses standard six-sided dice only. You'll need three dice to play.

Ready To Play

Stats for 180+ monsters and heroes are included, and you can create your own.

No Book-keeping

SBH is an action point system that requires NO book-keeping and always keeps players on their toes.

High Solo Playability

The SBH mechanics work well in solo play.

Campaign

With campaign rules, your warband grows more powerful after every battle.

Scenarios

Six different scenarios are included with the basic game.



An Example Of Play

To better understand how SBH plays, let's go through a sample combat between two small warbands.

A gang of Orcs is wreaking havoc on a forest. The Orc Warband is composed of two Orcs armed with shields and spears, led by a Bugbear chieftain. Here are their profiles:

Orc Warriors (shield and spear)		
Points 30	Quality 4+	Combat 3
Special rules		

Bugbear Chieftain (scale armor, two handed weapon)		
Points 90	Quality 4+	Combat 4
Special rules	Big, Long Move, Leader, Slow	

Two Human warriors and an Elf from the woods have joined forces to stop them.

Human Warriors (shield and sword)		
Points 35	Quality 3+	Combat 3
Special rules		

Wood Elf Warrior (sword, longbow, leather armor)		
Points 45	Quality 3+	Combat 3
Special rules	Forester, Shooter (Long)	

On turn one, the Woodlanders take the initiative (both players rolled a die and the Woodland player rolled higher).

The player activates one human warrior on a single die, rolling a 5. A success! The human closes with an Orc, ready to strike him next turn.

Models need to roll their Quality number or better on a die to act – this is called Activation and it's a key process in SBH. The die roll is made to see if your warriors seize the initiative and act quickly, or respond well to their leaders' orders.

The player realizes that with a little luck he'll be able to close in and attack in the same turn. He activates the second human warrior on two dice: a 6 and a 4. Two successes! The human warrior uses one action to close with the same Orc. Now it's time to use the second action to attack.

The model rolls a die and add its Combat score of 3. The die comes up 4, so his total is 7.

The Orc rolls a 2, plus his Combat score of 3, minus 1 for having already another enemy in base to base contact – for a total of 4.

The Orc loses the combat and falls on the ground with a gaping wound on his chest-- not enough to take him out of action, but enough to make him lose his balance. And to make him *mad*.



In game terms, the human warrior won a combat and rolled an even number on the die – this means that the opponent fell, or opened his guard too much, and will be attacked at +2 until it spends one action recovering. If you win a combat with an odd number on the die, your opponent is just pushed away (this can be deadly too, if you push him off a cliff or into a spearpoint).

Now the player tries to activate the Elf. He has several options – he could close in on the Orc and try to finish him off (it's easy to kill a fallen foe) but he prefers to use his bow and take care of the bad guys' leader – the Bugbear. If he manages to wound or kill the leader before he manages to give orders, the battle could be won quickly!



As you can see from the profiles, the Elf and Humans activate more easily than the Orcs – better reflexes and such. The presence of a leader is more crucial to low Quality troops like Orcs-- they need to be bullied into combat! Taking away their leader, it's likely that the Orcs would disband.

The Wood Elf's ability with a ranged weapon is listed in his profile as Shooter (Long).

The player rolls three dice for the Elf and – bad, bad luck strikes. He rolls a triple 1! This means that the Elf loses the initiative (he hesitated one second too much or tripped over a root). Play passes to the opponent.

Every time you roll two or three failures, the initiative passes to the other player – so you're never certain of how many actions you'll perform and whether you'll manage to activate all of your models every turn.

The Orc player rolls to activate the wounded Orc. Since he wants the Orc to fight, the player rolls two dice. This is risky because if both rolls fail, the initiative will revert to the Humans and the Elf.

Normally the Orc would need a 4+ but since his leader is close, he gets a success on a 3+. The dice come up 4 and 5, so the Orc gets two actions. He spends one to recover from the previous hit, and another to attack one of the Humans.

The Orc rolls a 6, +3 (His Combat score) -1 (for having more than one opponent in close combat), for a total of 8. The Human rolls a 1. $1 + 3 = 4$. Bad news. The Orc doubled his score and the Human falls to the ground, dying.

When you double your opponent's score, you kill him with one blow. It's rare but it happens, especially when you are facing inferior foes. In this case, the Orc got a lucky blow! Had the Human rolled a 2 or better, he would only recoil from the combat or fall.

Now the Orc player tries to activate the Bugbear. He decides to gamble on three dice – the Elf is powerful and his hesitation won't last much. Will he make it?

Play continues in **Song of Blades and Heroes** – the fast, furious game of fantasy combat.

Buy The Miniatures

Inexpensive skirmish packs of highly detailed 15mm fantasy miniatures are available from www.splinteredlightminis.com.

Every skirmish pack (Kobolds, Bugbears, Skeletons, Lion-Men, etc) contains enough models to build a large warband.

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Warband Record Sheet

Player: _____

Victory Points: _____

Notes: _____

Warband Advances: _____



Personalities:

Points	Quality	Combat
Special rules		

Points	Quality	Combat
Special rules		

Points	Quality	Combat
Special rules		

Points	Quality	Combat
Special rules		

Points	Quality	Combat
Special rules		

Points	Quality	Combat
Special rules		

Points	Quality	Combat
Special rules		

Points	Quality	Combat
Special rules		

Warriors

Points	Quality	Combat
Special rules		

Points	Quality	Combat
Special rules		

Points	Quality	Combat
Special rules		

Points	Quality	Combat
Special rules		

Points	Quality	Combat
Special rules		

Points	Quality	Combat
Special rules		

Points	Quality	Combat
Special rules		

Points	Quality	Combat
Special rules		

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