

# “Song of Blades and Heroes” Summary (Basic and Dungeon Rules)

v. 1.01, August 24, 2015

## Activation

- Initiative: high roller takes first turn.
- Select a figure for activation. Throw 1-3 D6. Figure may take one action for each die  $\geq$  Quality number.  
*Note: only one attack per activation is allowed.*
- Failures: figure may act with any successes rolled. One failure: acting player selects another figure. Two-three failures: initiative passes to the other side.

## Range Table

Range	15mm	25mm	Hexes
Short	5cm (2")	7.5cm (3")	4
Medium	8cm (3")	12cm (5")	7
Long	12cm (5")	18cm (7")	13

## Action Table

Action	# Actions
1 straight-line move (walk) <sup>1</sup>	1
2 straight-line moves (sprint) <sup>1</sup>	2
3 straight-line moves (run) <sup>1</sup>	3
Short move through dense terrain <sup>1</sup>	2
Stand up after fall	1
Attack in hand-to-hand combat	1
Powerful hand-to-hand attack <sup>2</sup>	2
Attack with ranged weapon	1
Aimed shot with ranged weapon <sup>2</sup>	2
Disengage from hand-to-hand combat <sup>3</sup>	1
Break a “Transfix” spell	2
Cast a spell	1-3

<sup>1</sup> Human foot/horse move = medium/long distance. Dense terrain reduces move by one level (e.g., medium becomes short). More than one move/turn over broken ground requires 1D Quality roll to avoid falling.

<sup>2</sup> -1 to opponent’s roll.

<sup>3</sup> All non-Transfixed/fallen opponents get free attack.

## Ranged Combat Modifiers

Situation	Modifier
Target behind cover	-1
Shooting at double range	-2
Shooting at triple range	-4
Target is undead	-2
Target is big or huge	+1
Target is Transfixed	+2
Target is fallen	0
Aimed shot	Opp. -1

- Shooter must select closest target. May ignore fallen, hidden, protected foes, or foes worth  $< \frac{1}{2}$  the shooters point value. May always shoot at Big/Huge targets.
- Shooting within woods is limited to Short range at -1.
- If shooter rolls “1”, roll again. On another “1”, the shooter can’t make any further ranged attack during the game (bow broken, out of ammo, etc.)

## Hand-to-Hand Combat Modifiers

*Opponents roll 1 die + combat skill + modifiers*

Situation	Mod
Fighting more than one enemy	-1 <sup>1</sup>
Attacker “Transfixed” or fallen	+2
Performing powerful attack	-1 <sup>2</sup>
Ambush bonus	+1
Mounted attacking non-mounted	+1
Defending obstacle/fighting in elevated position	+1
Big figure vs. normal figure	+1
Huge figure vs. normal/Big figure	+1

<sup>1</sup> For each additional opponent.

<sup>2</sup> Penalty is to opponent.

## Damage Table

Loser State	Winner-to-Loser Combat Total Ratio		
	$< 2x$	2-3x	$\geq 3x$
Normal	See below	Kill	Gruesome Kill
Fallen	Kill	Gruesome Kill	Gruesome Kill

Die results 1/3/5: Loser retreats one base width.

Die results 2/4/6: Loser “falls”. Figure must use 1 action to recover.

## Morale Check Conditions

- Friendly Gruesome Kill within Long range.
- Charged by opponent with Terror ability.
- When any friendly Leader is killed.
- Warband is reduced to  $\leq \frac{1}{2}$  original numbers.

## Morale Checks

- Roll 3d6. On 1/2/3 failures: run away 1/2/3 moves. On 3 failures, figure never returns. Non-engaged figures use their first action to stand up.
- Must stay  $\geq$  Short move from active enemies or friendly Evil Leaders. (Figure is killed if this is not possible.)

## Magic

- Roll 1-3 dice. Number of successes is maximum power of spell. Caster may use some successes to move, or may abort spell and move instead.
- 2 failures: play passes to opponent; 3 failures: caster may cast no further magic!
- Range is short/medium/long for power 1/2/3.
- Ranged attack spells: normal range modifiers, but no undead penalty.
- Transfixing: opponent throws dice equal to number of casters successes. On *any* failure, target is Transfixed. Must activate with 2+ successes to break free. Automatically break free if caster is killed.

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## **Special Abilities**

Attribute	Rules
Acrobat	+1 Quality to climbing and avoiding falling damage. Missile attacks are at -1.
Amphibious	Cross bogs, swamps, and water with no movement penalty.
Animal	May not receive experience points.
Artificial	Immune to poison and gruesome kills. No Morale rolls required for gruesome kills or Terror.
Assassin	Score kills if they win in combat. Gruesome kills still require 3x score.
Big	+1 to hit smaller models in hand to hand, range attacked at +1.
Cleric	Lethal vs. any undead. May heal 1 point of Quality loss per Quality roll success. Two successes allows model to stand up. Three failures = diety displeased; no undead advantage or healing for remainder of the scenario.
Clinging	May want on walls, ceilings or trees. No damage from falls.
Coward	-1 Morale. Cowardly Leaders who fail a morale check cause their warband to rout.
Distract	As casting a Transfix spell, but does not work on Animal, Artificial, or Undead.
Entangle	Like Transfix spell, except Entangle is not broken if the entangler is killed.
Evil	May shoot into hand-to-hand combats (1-3 hits friends). Evil Leaders count as enemy models for fleeing hirelings. Non-evil hirelings must check morale if Evil Leaders kill friendly units.
Fearless	Immune to effects of Gruesome Deaths and Terror.
Flying	Free disengage vs. non-flying enemies. Flying model takes no special damage when falling.
Forester	No movement reduction in woods
Free Disengage	Opponent does not receive a free hack
Ghost Blade	Negates opponent's Free Disengage
Greedy	Must make a Quality roll after each kill or immediately begin looting the body. Requires 1 action to snap out of it.
Gregarious	+1 Quality when attempting group moves
Heavy Armor	Model does not recoil or fall if it is beaten in combat by a single point. Stealth rolls are not possible. Swimming and climbing is at Quality -2.
Hero	Always roll 1 automatic success. Once per game, may reroll one die roll.
Huge	As per Big. Huge attacks Big at +1

## **Special Abilities (cont.)**

Attribute	Rules
Leader	Friendly models in sight ≤ Long distance are +1 on Quality rolls. Leader bonus is negated if the Leader is on the ground.
Lethal	Kills by beating opponent in combat
Magic Resistance	May reroll resistance vs. Transfix spell or Distract special ability
Mutant	Model mutates on “6” roll if 2+ successes are rolled. Mutant counts as Transfixed during the mutation turn.
Necromancer	May resurrect the dead on 2+ successes. Resurrected model are Undead (at +1 Quality and -1 Combat) and fight on the necromancer's side.
Opportunistic	+1 Quality vs. Fallen or Transfixed foes within Short range
Paladin	Lethal vs. Evil. Must attack Evil opponents before any others. Will not serve with a warband with Evil models.
Poison	Roll D6 on each successful hit: on a “6”, opponent's quality increases by 1. If Quality = 7, model dies.
Savage	Causes Gruesome kill on 2x combat roll
Slow	Max 1 move per turn (2 moves if fleeing)
Sorcerer	Automatically Evil. May sacrifice an adjacent figure for 1 action. Sorcerer is +1 Quality (victim ≥ 30 pts.) or +2 (victim ≥ 50 pts.). Non-Evil friendly models within Long distance must make Gruesome Death morale check.
Steadfast	+1 Morale checks
Stealth	As long as model is adjacent to a covering scenic feature, the model cannot be targeted by ranged attacks or spells.
Summoner	May summon creatures (p. 9, SoG&D)
Tailslap	On a “1”, opponent falls instead of recoiling.
Teleport	Make Quality roll 1/2/3 dice to teleport over Short/Med/Long range (LOS not required). 3 failures = Transfixed in spot chosen by opponent.
Tough	Gruesome kills become normal kills. Normal kills cause +1 Quality.
Traps	Trained to open locks and disarm traps
Undead	Never flee from combat. +2 Morale, but crumble to dust if they fail.
Were	Permanently dead if killed by spell or magic weapon. When killed or knocked down by non-magical weapons, it turns into were form.

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## Room Content

Roll	Content	Items	Trap
1	Empty	–	–
2	Cluttered	Scenic	–
3	Cluttered	Scenic/model	–
4	Monster	Model	–
5	Minor Treasure	≤ 1/3 of models	4+
6	Main Treasure <sup>1</sup>	1-3: hoard, 4-6: treasure chest. All remaining models.	–

<sup>1</sup>There may be only 1 Main Treasure chamber per dungeon. Re-roll if this is the 1<sup>st</sup> or 2<sup>nd</sup> chamber placed.

## Number of Doors/Openings

- Room has D6–3 doors (minimum 1). *House rule: may want to use D6/2 rounded down.*
- Two chambers adjacent (D6): 1-3: door separates chambers, 4-6: opening separates chambers.

## Type of Doors

- Door type (D6): 1-2: open, 3-4: locked, 5: unlocked heavy door, 6: locked heavy door (1/6 chance of trap).
- Locked door difficulty: D6/2 rounded down.
- Pick lock: # Quality rolls ≥ lock difficulty. (3 failures = character can never successfully pick)
- Bash door. Roll D6 (+1 if Big, +2 if Huge, –1 if heavy door). Door is smashed open on 5+. More than one model may try if door is wide enough (+1).

## Wandering Monsters

- Roll 1D each time there is a fight: on a 6 a wandering monster or reserves arrive.

## Traps

1-4: mechanical trap, 5-6 magical trap.

Roll D6/2 for difficulty.

## Stairs/Ladders

- Count as broken terrain (stairs: only when moving up).
- If models make more than 1 move, roll Quality or fall.