Index

Introduction

This book is an expansion for the Song of Blades and Heroes fantasy skirmish rules. Here you'll find new terrain types, new special rules, troop rosters, dungeon-generation tables and scenarios for two or more players or solitaire play.

Page References

Any page reference to the Song of Blades and Heroes rulebook is marked with a B, so page B15 means "page 15 of the basic book".

Rules Clarifications and Additions

Expanded Terrain Rules

There are four terrain types in the game: normal, broken (also called difficult or rough), obstacles and Special Terrain. Special Terrain types include deserts, snow-covered terrain, patches of magical flowers, fungi growths that make the ground slippery or poisonous, or areas that influence magic. Some special terrains pertaining to dungeons are described later in this book. More will be added in *Song Of Wind and Water*, the second companion book detailing outdoor combat and scenarios.

Players should agree before the game on the classification of terrains. A useful method is putting a sticker under the terrain piece, saying "normal" or "broken" or "quicksand" or any other special rule that may apply. Treat the surface you play on (be it felt, painted/flocked MDF, polystyrene board, etc.) as normal terrain, and any other scenic items placed upon it as broken/special terrain.

Normal terrain has no effect on the game. It includes plains, any relatively flat terrain with light vegetation, arable fields, streets, roads, pavements, paths, clearings, and so on.

Broken terrain reduces movement by one category. It includes: hills when going uphill, woods, swamps, any form of thick vegetation (including crops and very tall grass), etc. Hills when going downhill count as normal terrain. If you are in doubt when classifying a terrain type, imagine yourself running on that terrain and another person of same athletic level running on a good, flat road beside you. If you think you'd lose ground, then the terrain is Broken!

Hills should have their crest marked in some way. This can be inconspicuous - you can use a line of vegetation, a few rocks etc. Knowing where the crest is makes it easier to determine who's standing on higher ground (remember the +1 modifier to Combat for that) or whether a model is running uphill or downhill. An alternative method is to put a dot (or a small rock, a bush etc) at the centre of the hill. The model closer to the dot is on higher ground.

Obstacles are things that cannot be normally crossed, such as walls, huge boulders, etc. Exercise your common sense and decide before the game whether a specific boulder is an impassable obstacle or can be climbed upon. As a rule of thumb, anything taller than twice the height of the figure is impassable. Measure height from head to foot for four legged creatures too. This means that Big or Huge models will sometimes be able to clear some obstacles that are impassable for normal beings - that's the way it should be.

Some obstacles (like a hedge or a fallen tree, the corner of a building or the entrance to a room) can be defended - i.e., if a model is adjacent to the obstacle and is attacked in hand to hand combat by an enemy on the other side of the obstacle, the model gets +1 in Combat. This modifier is already in the rules (it's on the table on page B6).

Any ranged attack against the model will be at -1 (cover modifier, see p. B8) if it comes from the other side of the obstacle.

Special Terrains. Every special Terrain will have its own rules. Try them one at a time -no need to memorize all the information in one go.