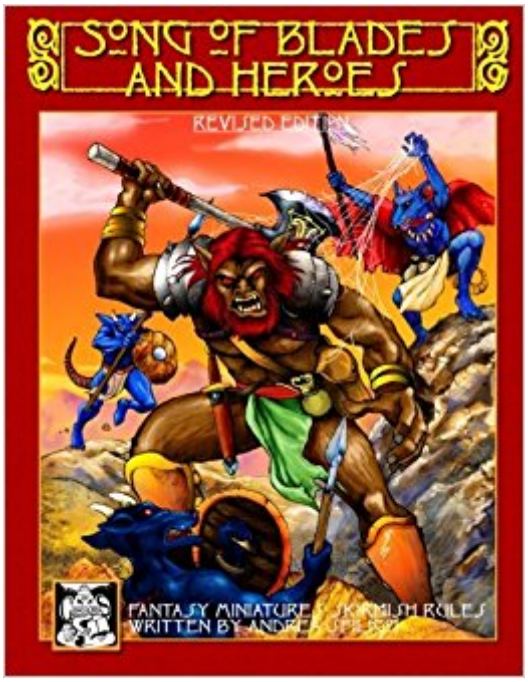
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Song Of Blades And Heroes - Revised Edition



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Synopsis

The Nominee for the 2008 Origins Award for Ã¢â ¬Å“Best Miniature RulesÃ¢â ¬Â• returns in an expanded Revised Edition. Song of Blades and Heroes is a set of fast play fantasy skirmish rules that can be played with your existing miniatures. EASY: learn the rules in one game; use 3 measuring sticks to measure all distances, no inches or centimeters; FAST: a game is 30-45 minutes. Play a campaign in an evening; INEXPENSIVE:5-10 models per player on a 3Ã¢â ¬â„¢x 3Ã¢â ¬â„¢ play area; MULTI-SCALE: any miniature, any scale; NO WEIRD DICE: standard dice only; READY TO PLAY: 180+ profiles included, and you can create your own. NO BOOK-KEEPING; HIGH SOLO PLAYABILITY; CAMPAIGN RULES; Six scenarios included; Designer notes; Optional rules to customize the game. Lots of examples and clarifications. The game has been scrutinized by a vibrant, creative community of thousands of players over a period of four years. Try it and see how it has brought back the fun in fantasy miniature wargaming.

Book Information

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Customer Reviews

A great set of rules to get you quickly and easily playing short but fun games in a fantasy setting.

Excellent value. Simple and fun rules. Byo minis is great, my son and I play with Lego men.

This game is simple to learn but provides enough complexity to make it hard to master. A perfect balance for new wargamers and veteran generals. Extreme enjoyment through and through.

Great Product, everything I had hoped for

This is a great way to get into miniature gaming if you already have a collection of miniatures or you and a friend are playing with miniatures from different systems. The rules are clearly laid out and the game gives a lot of variety.

I've been playing RPGs and tabletop wargaming since the early 80's (MERP, Red Box D&D, Battlesystem Skirmishes, etc.) and can say hands down this is the best game system for fantasy wargaming. I recently got into the Hobbit SBG (my first foray into Games Workshop's products) and while those models were nice and the rules weren't bad, GW as a company seemed to really want to charge for any little thing they could. I also really didn't like the fact those rules were limiting when it came to using my own non-GW minis. I searched around for a generic, open ruleset and SBH came highly recommended. For under $15 I figured I had nothing to lose. The rules are concise, fast, and very common-sense. The rulebook takes under an hour to read and is well organized. I like that it sets the framework for the game, but also makes it very easy to alter or add-on your own house rules. On top of that, the creator of the game runs a Yahoo! group to answer any questions. I've played numerous sessions with the rules already and absolutely love them.

My favorite light light skirmish game rules. The push your luck activation system is very clean and offers good choice and enough planning to be engaging with out over thinking it. Use any figure from your collection with a complete character and troop build system. Plenty of expansion material available, and an active Facebook community, great game system if you want o get away from closed " only buy our stuff" games.

Andrea Sfiligoi of Ganesha Games has resurrected Fantasy skirmish with the Song of Blades and Heroes game system. Games are easily completed in an hour. Typical force ratios are 8-12 miniatures per side. Simple and elegant, his rules allow any fantasy setting to be gamed and any figure to be used. The rules are quickly learned yet nuanced enough to provide long hours of play. The appendix contains many, many monsters and archetypical characters from various fantasy settings. There is a simple and fast campaign system.jThere are also three excellent supplements which although not required add much to the game from dungeoneering (Songs of Gold & Darkness), to overland adventures (Songs of Wind and Water) and more detailed campaigns (Songs of Deeds and Glory. The sytem is actively supported on line with many supplements and campaign books under development. There are also wo genre specific books are available: Song of

Arthue & Meriln (for gaming King Arthur) and Song of the Splintered Lands.

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