

# Song of Wind and Water

Wilderness Rules for *Song of Blades and Heroes*, 4th edition



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The SBH point system formula was created by John Acar. For free software and errata, join the Song of Blades yahoo group:

<http://games.groups.yahoo.com/group/songofblades/>

Blog: [songofblades.blogspot.com](http://songofblades.blogspot.com)

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15mm miniatures available from [www.splinteredlightminis.com](http://www.splinteredlightminis.com)

*Respectfully dedicated to the memory of E.Gary Gygax (1938-2008), the man who started it all.*



## Ganesha Games

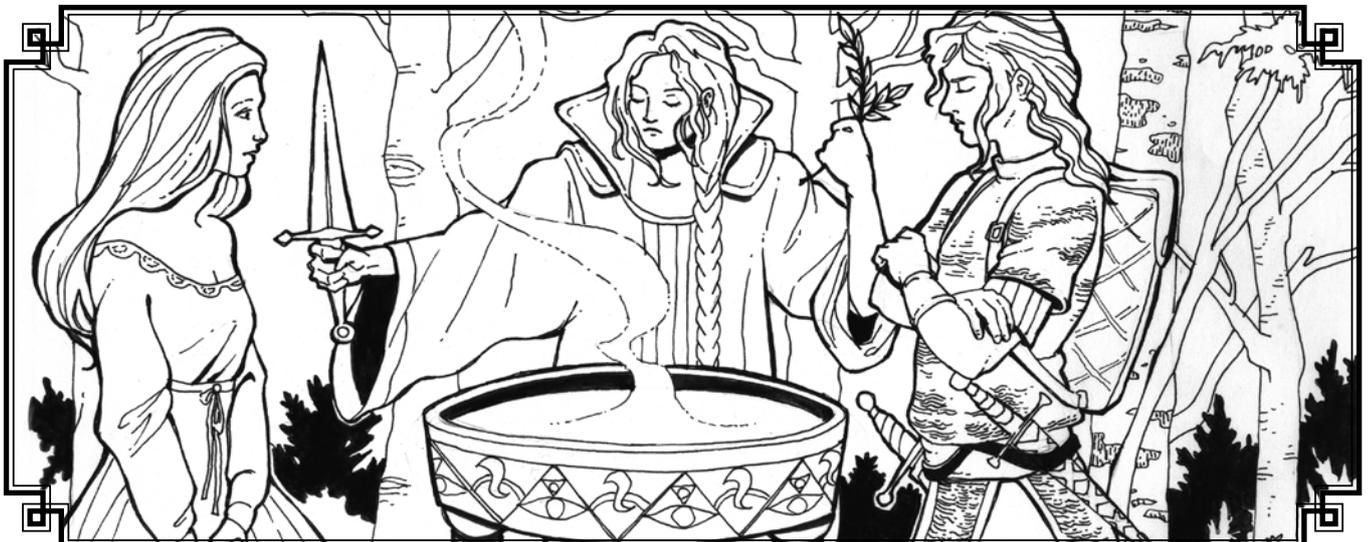
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# Introduction

This book is an expansion for the *Song of Blades and Heroes* fantasy skirmish rules. It contains new terrain types, special rules, troop rosters, weather rules and outdoor scenarios. All the rules in this book are **optional** – if you think they won't enhance your gaming experience, don't use them!

## Page References

Any page reference to the *Song of Blades and Heroes* rulebook is marked with a B, so page B12 means "page 12 of the basic book". References to *Song of Gold and Darkness* are marked with SGD.

# Chapter One: Air

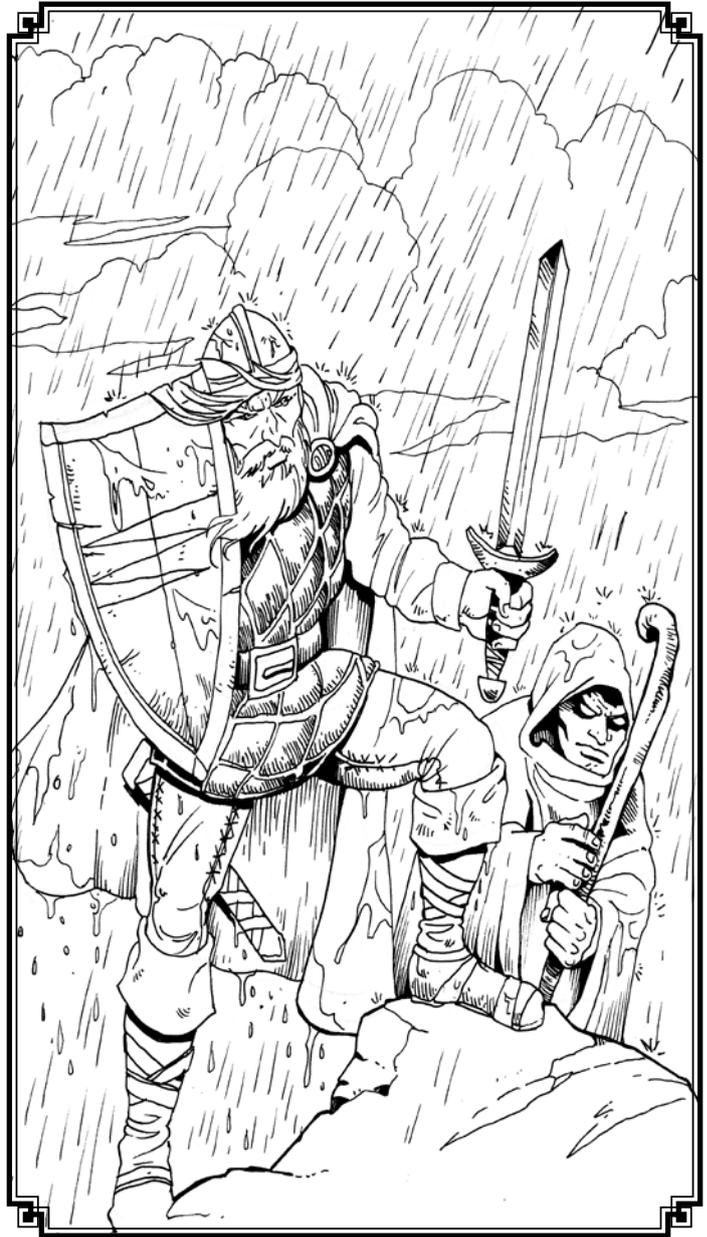
## Lighting

In SBH, we assume that all outdoor battles happen during the day and that lighting conditions don't affect combat. This is perfectly fine and the game works well without any extra complications. However, although most field battles would happen in the day, small skirmishes such as a raids on a camp or attempts to plunder a village would likely be carried out at night. Use the following optional guidelines for night actions.

Roll a die before any scenario, on a 1 or 2 the lighting will favor nocturnal creatures, on a 3 and 4 it will be indifferent (such as a dark overcast day or a clear night with a bright full moon), and on a 5 and 6 it will favor diurnal creatures.

In a night scenario, shooting is restricted to Short range and all models have -1 on ranged attacks. Nocturnal or subterranean races see well enough in the dark to offset these penalties. This as a Special Rule worth 0 points. Players should agree which races have it (default suggestion: Orcs, Dwarves, Kobolds, Vampires, Demons and Night Goblins have it). The catch? These creatures have -1 on all ranged attacks and are limited to Short range in normal lighting conditions. This will divide all creatures in two categories – diurnal and nocturnal.

Is an Orc nocturnal or diurnal? The choice is yours – it's not possible to offer hard-and-fast rules. Players may have different opinions about a certain creature depending on the background they chose or on their favorite fantasy novel. Decide beforehand and roll randomly for lighting conditions – this ensures a fair game for everybody.



## Weather

Like lighting conditions, we can also assume that all battles happen in ideal weather. Alternatively, when running an outdoor battle (including the six scenarios in SBH and the additional scenarios in this book), roll a die. A result of 5 or 6 indicates a special weather condition. Make this roll after terrain has been placed and warbands deployed. Roll a die on the following table to see what special weather applies:

Weather Table (Temperate) Roll a die	
1	Strong winds
2	Heatwave
3	Heavy Rain
4	Thunderstorm
5	Snow
6	Magical storm

## Strong Winds

All ranged combat is at -1 for the duration of the battle. Flying troops have -1 on their Quality tests unless they decide to move on the ground (decide before the activation dice are rolled). Flying troops moving on the ground decrease their move allowance by one category (from Long to Medium move, for example). They still count broken terrain and obstacles as regular terrain though – regardless of the weather, they can still use their wings and powers of flight to hop around and avoid bad spots in the terrain.

## Heatwave

A heatwave will fatigue combatants. Any model that rolls a double 1 on any Quality test becomes fatigued. A fatigued Model has -1 on his Quality rolls. Models with the Artificial, Undead, or Desert-walk rules are immune to the effects of heat. All models are immune as long as they stay in water terrain-- once they are out of it, they fatigue normally. Fatigue can be healed by any special ability (such as the Cleric special rule) which restores Quality losses. In a campaign, the effects of heatwave carry on from one scenario to the next only if the heatwave is rolled again. In all other cases, fatigue losses due to heat are automatically healed between scenarios.

## Heavy Rain

Heavy rain restricts visibility and impedes movement. Missile fire will be at -1 and anytime a model rolls a 1 on any Quality test (including rolls to cast and resist spells), it becomes impeded by mud, slippery terrain, etc. Treat the model as fallen for the duration of the turn – the model automatically recovers at the start of his next activation, without having to spend any actions to do so. Swarms and flying models are unaffected. If the model is not activated, it still counts as Fallen until the player activates it.

## Thunderstorm

Thunderstorm combines the effects of strong winds and heavy rains above : -1 on ranged combat, restriction on flying moves, models get stuck on the roll of a 1. In addition, whenever Animal models roll a 1 on a Quality test, roll a die: on a 1-3 they become mired in mud as per Heavy rain, above; on a 4-6 they panic because of lightning and thunder and must make a Morale roll. Swarms are unaffected by Thunderstorms.

## Snow

If this condition is rolled, it's been snowing for some time before the battle and the ground is covered in snow. Snow can be represented by playing on a white polystyrene surface and maybe sprinkling some baking soda on scenic items.

Snow turns regular terrain into broken terrain. In addition, it takes two actions, not one, to stand up when a model falls on snowy terrain. Troops with the Snow-walk special rule are immune to these effects.

If Snow is rolled, there's a 1 in 6 chance that a heavy snowstorm will take place during the battle, reducing visibility to Short.

Any snow-covered obstacle that has to be climbed over becomes slippery – requiring one action and a Quality climbing roll to do so. Failure on this climbing roll means that the model's movement stops and the model counts as Fallen for the remainder of the turn. Models with Heavy Armor have -2 for purposes of this roll. Models with Clinging can climb normally with no die roll required.

## Magical Storm

During a Magical Storm, the energies of magic flow wildly. When a spell is cast, including any attempt to raise the dead, transfix, summon a creature or even cast a spell from a scroll, roll a die.

Magical Storm Table (Roll a die)	
1-3	Magical energies surge and all magic-using models have +1 on their Quality rolls.
4-5	Nothing happens. Roll again when the next spell is cast.
6	Magical energies decrease, and all Magic-Users have -1 on their Quality rolls. Roll again after another spell has been cast.

All bonuses and penalties are cumulative, so it would be possible to have +3 or -10 on magic-users' Quality rolls if the same conditions are rolled more times during a game. Remember that no matter the modifiers, a Quality roll always succeeds on a 6 and always fails on a 1.

Like weather, the flow of magic energies is reset between games.

