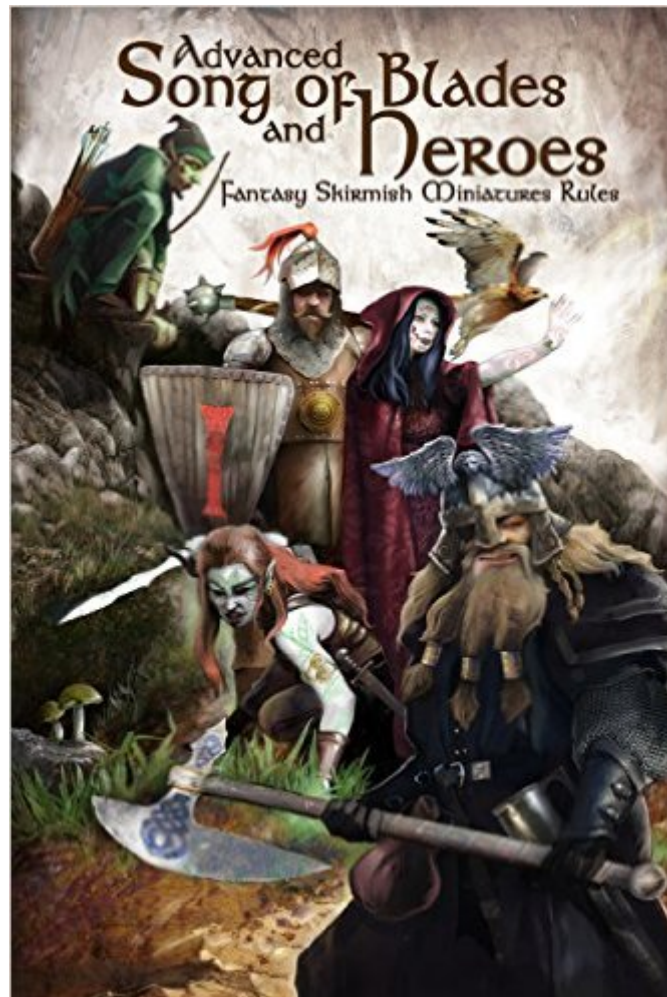


The book was found

Advanced Song Of Blades And Heroes: Fantasy Skirmish Miniatures Rules (Volume 1)



Synopsis

Advanced Song of Blades and Heroes is the updated incarnation of the award-winning Song of Blades miniatures system. Play fantasy skirmishes in any scale, with any models you already own. With an expanded magic system, an exciting turn sequence, an optional setting, weapon rules, an open-source point system, and combat mechanics that keep players involved at all times, there is no limit to the epic stories you can create. 88 full-color pages.

Book Information

Series: Advanced Song of Blades and Heroes

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Customer Reviews

If want a game system that easy to learn, yet complex enough to create elaborate strategies and warbands, then look no further. Andrea Sfiligoi makes this system so versatile that you can use any miniatures ranging anywhere from 15mm to 28mm depending on your scale preference. In Advance Song of Blades and Heroes the added element of reactions keeps the game interesting and players involved, instead of waiting around for your turn to come up. All you really need is a hand full of minis along with some 6-sided dice, and you should be able to smash through a game in about 45 minutes. So if you're a gamer that has miniatures stashed away collecting dust, then bring them out and have them go on epic adventures once again.

Advanced Song of Blades and Heroes is an easy to learn tabletop skirmish miniatures game, that is both fun and fast playing. Each side uses between 5 and 15 minis. After you get the rules down, you can play a normal game in around 45 minutes. This allows you to play an entire mini campaign in an afternoon or evening session. The game is based in Norindaal, a world name actually suggested by

a player in a contest. Although the game is based in this world, the rules and background are written in such a way as to allow you to easily transplant it to a place of your own creation. By easily, I mean no work involved whatsoever. The game is also miniature agnostic. Use whatever scale and type of minis that are available. Andrea and Co. have just recently started making some really fantastic miniatures to use, but have always avowed that any minis and basing styles are fine. The figures in the game have both a q score and a c score signifying their quality and combat ratings, and then they also have individual traits. You can literally stat up any figure in your collection that doesn't already have a profile in minutes! Also, don't think that just because its easy to play it lacks detail, because it doesn't. This game is chock full of options, from a fully realized spell system, to a reaction system that keeps both players in the action for the whole game! There is also a very friendly yahoo group and facebook group as well, that the author participates in, so if you have any questions or ideas they get answered really quickly. Pick up a copy today and enter the world of Song and Blades and Heroes!!!

I've never played a miniatures wargame before in my life, but after stumbling upon a box of old D&D minis I had packed away in the basement 25 years ago, I was curious enough to look into what rule set might be out there these days. I knew I didn't want to make the time or financial commitment to a "lifestyle" game like Warhammer, so I was excited to find "Advanced Song of Blades and Heroes," which allows you to have fun, short skirmishes with whatever minis you have on hand. The rules are rightly praised for being accessible, and the game's designer is very active in addressing questions in a variety of forums online. At forty-something years old, I played my first miniatures wargame with these rules and had a grand time leading my little band to glorious defeat. I haven't had this much fun playing a tabletop game of any sort in many years!

A very simplified combat mechanic makes this ruleset ideal for people who are just starting out in miniature wargaming or for more experienced gamers who are tired of super-complicated rules across multiple books. It also can serve as a streamlined combat engine for mass battles within a traditional RPG. I really enjoy it for the ability to run solo campaigns. The only downside for me is the organization of the content, and the art seems a little amateurish, but these are very superficial criticisms. Highly recommended.

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