

Song of Blades and Heroes

Fourth Edition Free Update

This document contains all the rules changes from 2nd or 3rd edition to the 4th Edition. If you have this document, there's no need for you to purchase the 4th Edition of *Song of Blades and Heroes* or *Song of Gold and Darkness*.

To keep up-to-date with Ganesha Games' latest releases, errata and rules changes, please join the Song of Blades Yahoo Group: <http://games.groups.yahoo.com/group/songofblades/> or contact the author at: andreasfiligoi@gmail.com



Updated "Mounted" rule

Mounted models ride some sort of steed -- be it a horse or other riding creature. Mounted figures have +1 on their Combat score in hand to hand versus any non-mounted figure their size or smaller. Mounted figures have the Free Disengage rule against non-Mounted, non-Flying enemies.

Note that rider and horse are now treated as a single figure for purposes of the game. This is a change from previous editions of the rules. Many players complained that they didn't want to use two separate versions of the same character (mounted and on foot) and that the "thrown from horseback" rule was making cavalry actually weaker than infantry, so the rule was simplified.

Updated "Flying" rule

Flying models can freely move above obstacles such as trees, boulders and even non-flying enemy models. They now have the Free Disengage rule against non flying models. Flying models always land at the end of their move. Combat between flying and ground models is conducted as normal. A flying model takes no special damage when he falls during combat, even when the combat is between two aerial combatants -- the models have means to stop the fall.

Updated point cost system

The formula that is used to calculate the point value of models has been changed. The new formula is more complicated (i.e., it's not something most players will want to do in their heads!) but luckily board member and formula creator John Acar designed an Excel spreadsheet, available on the yahoo group, that does all the work for you. Just choose Quality and Combat values from a drop down menu, add special rules, and the spreadsheet works out your models' cost and your warband's total.

Here are the recalculated point values for ALL the profiles in SBH and SGD. New profiles appearing in Song of Wind and Water will use the same point system.

Models with a cost of 5 or less are considered "non-combatants" (villagers, victims, hostages, etc.) and therefore should be used only in specific scenarios.

Updated point values of troops from Song of Blades and Heroes

Undead

Skeleton human 26
Skeleton archer 24
Skeleton lion man 36
Skeleton Orc 27
Skeleton dwarf 30
Skeleton orc rider 51
Skeleton Boar 45
skeleton dwarf rider 48
skeleton wolf 38
Zombie 8
Zombie Lord 35
Ghoul 32
Vampire 116
Vampire lord 136
Mummy 43
Lich 86
Wraith Lord 92
Wraith 72
Wraith lord on undead manticores 114
Spectre 62
Ghost 32

Humans

Warrior 30
Barbarian warrior 36
light infantry 28
heavy infantry 26
archer 44
light cavalry 52
medium cavalry 62
heavy cavalry 72
light cavalry archer 60
Witch hunter 50
Cleric 60
Undead Hunter 50
Magic-User 40
Warmage 45
Druid 46
Wizard's Apprentice 30
Peasant or Villager 1
child 1
City militia 15
Hunter 15
Thief 26
Assassin 56

Orcs and Goblins

Orc warrior 23
Orc archer 29
Orc boar rider 47
Orc musician 60
Orc Warchief 100
Orc champion 76
Savage Orc warrior 27
Savage Orc heavy infantry 30
Orc Shaman 38
Goblin warrior 15
Goblin hero 45
Goblin commander 45
Goblin wolf rider 47
Goblin archer 21
Goblin light infantry 8
Goblin sneak 20
Bugbear warrior 35
Bugbear Guard 47
Bugbear chieftain 65
Bugbear shaman 57
Ogre warrior 50
Ogre warchief 72



Kobolds

Warrior 15
Commander 44
Hero 45
Shaman 33
Skirmisher 11
Infiltrator 17

Beast Lords

Bear Lord 69
Bear Warrior 39
Badger Lord 66
Badger Warrior 27

Minotaurs

Warrior 52
Guard 82
Commander 112
Skirmisher 62



Elves

Warrior 38
Archer 55
Wood Elf Warrior 36
Wood Elf Archer 50
Wizard 70
Hero 93
Commander 100
Wood Elf Commander 95
Sneak 53
Cavalry 60
Heavy Cavalry 52



Dwarves

Crossbowman 24
Thief 30
Magic-User 41
Orcslayer 40
Commander 95
Warrior 34
Elite warrior 46
Skirmisher 18
Cavalry 52
Trollslayer 40
Dragonlayer 56

Halflings

Spearman 11
Slinger 9
Archer 17
Villager 6
Thief 16
Rider 32
Veteran 18
Hero 54
Wisewoman 13



Catfolk

Lion man Warrior 46
Lion Man commander 95
Lion Man champion 95
Lion centaur 60
Lynx Scout 30
Cougar Man Archer 38
Panther man Stalker 56
Cougar Man Shaman 40
Smilodon Warrior 58
Smilodon Hero 95
Lion 40

Dragons

Small dragon 80
Adult Dragon 218
Ancient Dragon 268
Wyvern 108
Hydra 124

Ratmen

Warrior 27
Champion 35
Scout 24
Hero 57
Crossbowman 30
Musketeer 38
Assassin 78
Leader 60
Wizard 46

Lizardmen

Warrior 52
Skirmisher 36
Leader 82
Champion 82
Shaman 42
Giant Lizard 44
Dragons
Small dragon 80
Adult Dragon 218
Ancient Dragon 268
Wyvern 108
Hydra 124



Hyena Men

Warrior 26
Archer 28
Guard 36
Chieftain 66

Gryphons

Warrior 50
Lord 80

Monsters

Basilisk 60
Cockatrice 70
Medusa 88
Unicorn 96
Tarrasque 150
Giant 86
Troll 41



Golems

Clay Golem 62
Flesh Golem 47
Stone Golem 54
Steel Golem 62

Elementals

Earth Elemental 82
Fire Elemental 50
Air Elemental 72
Water Elemental 48

Blobs, Molds and Fungi

Blob 19
Fungus man 13
Terror Mold 5
Shrieking Fungus 2

Mermen and Fishmen

Mermen warrior 27
Mermen wizard 50

Giant Bugs

Giant Spider 82
Giant Scorpion 58
Giant Ant 32
Giant Bee 72
Giant Centipede 62
Giant Wasp 66



Giant Animals

Giant Bat 56
Giant Frog 20
Giant Bear 40
Giant Wolf 50

Swarms

Swarm of Bats 34
Swarm of Bees or Wasps 40
Swarm of Ants 11
Swarm of Centipedes 15
Swarm of Frogs 6
Swarm of Rats 22



Song of Gold and Darkness - Errata

P. 5, under Mounted models, remove the reference to having two models to represent Mounted and dismounted models. Fourth edition rules treat Mount and Rider as one model.

P.5, under Swarms, remove “all the point costs of the old Swarm profiles go up by 6 points”.

P. 28, remove “Dismounting” from the Blessed Paladin on Warhorse profile. It’s a reference to an old rule.

P. 7-11, remove all point costs under the new Special Rules. To create models with these special abilities just use the Excel spreadsheet from the yahoo group.

Updated point values of troops from Song of Gold and Darkness

Dark Elves

Leader 88
Witch 36
Warrior 30
Crossbowman 50
Giant Lizard Rider 48
Witch Dancer 88
Sneak 48
Halberdier 38

Hobgoblins

Heavy Infantry leader 76
Sorcerer 40
Death Cultist 68
Warrior 27
Crossbowman 38
Heavy Infantry 35
Skirmisher 23

Snakemen

Warrior 36
Assassin 62
Brute 52
Archer 50
Mutant 42
Mutant Abomination 78
Cult Leader 90
Summoner 128
Magekiller 52
Skirmisher 34

Humans

Antipaladin 56
Acrobat Thief 35
Jester 30
Mutant Hunter 50
Exterminator 40
Evil Cleric 38
Demonologist 40
Crusader 44
Infantry Leader 70
Cavalry leader 92
Fanatic Peasant 29
Circus Strongman 38



Chaotic Humans

Heavy Infantry 42
Heavy Cavalry 68
Heavy Infantry Leader 86
Chaos Mage 56
Mutant 36
Fanatic 48

Artificial Creatures

Animated Object 38
Homunculus 1
Living statue 23
Wood Golem 18
Crystal Golem 46

Dungeon Dwellers

Brain Devourer 108
Brain Devourer Inquisitor 113
Disappearing Dog 74
Eye Monster 118
Hag 30
Invisible Hunter 28
Jelly Cube 22
Gargoyle 39

Benign Entities

Angel 195
Avatar 173
Holy Hermit 29
Blessed Paladin 96
Blessed Paladin on Warhorse 108

Undead

Apparition 57
Banshee 80
Crypt Guardian 48
Flying Skull 45
Poltergeist 21
Headless Horseman 98
Jack o'Lantern 62
Larva 4

Tormented Soul 2
Will o' the Wisp 14
Skeleton Goatman 32

Were Creatures

Werewolf 76
Werebear 62
Wereboar 57
Weretiger 52
Wereshark 35
Wererhino 60
Werefox 40
Werejackal 12
Weresnake 26

Dark Dwarves

General on boar 103
General on Horkun 110
General on Komodo Dragon 110
Sorcerer 26
Foot Commander 64
Warrior 34
Crossbow 17
Guard Infantry 40
Mutant 23
Corsair 10
Cultist 12
Stalker 52
Boartaur 66
Boartaur Brute 96
Cavalry Command 102
Guard Cavalry 59
Heavy Cavalry 59
Light Cavalry crossbowmen 60

Goblin Clans

Night Runner 41
Night Runner Leader 84
Weasel Clan Slinger 24
Weasel Clan Rider 53
Weasel Clan Rider Leader 75
Bat Clan Warrior 20
Bat Clan Champion 42
Bat Clan on Giant Bat 82
Bat Clan Leader on Giant Bat 112
Wolf Clan Warrior 27
Wolf Clan Hero 50
Wolf Clan Wolf Rider 51



Demons and Devils

Hell Hound 54
Imp 24
Nightmare 100
Winged Devil 90
Winged Devil Leader 150
Major Demon 230
Succubus 95

Giants

Frost Giant 75
Hill Giant 78
Sea Giant 80
Cloud Giant 86

Centaur

Warrior 62
Archer 76
Leader 106
Shaman 50
Hero 102

Animals

Crocodile 40
Great Ape 42
Elephant 63
Panther 36
Tiger 46
Sabertooth Tiger 36
Wolverine 16
Fox 22
Rhino 45
Bull 40
Eagle 54
Hawk 55

Swarms

Pixies 50
Sprites 60
Gremlins 60

Gnomes

Warrior 15
Acrobat 20
Sneak 20
Illusionist 34
Leader 60
Hero 60
Pig rider 29
Slinger 28
Summoner 30
Champion 26
Ghost Hunter 18
Cleric 38
Archer 34
Mutant 26

Familiars

The RPG of magical pets - AVAILABLE NOW!

In a world where magic is a crime punishable with death, magic-users entrust their pets with their secrets -- and their own lives. Play a cat who walks through walls, a toad who can turn invisible, a raven who can call rain... Familiars is a simple, fast, role playing game that lets you play a magical animal working for a powerful wizard.

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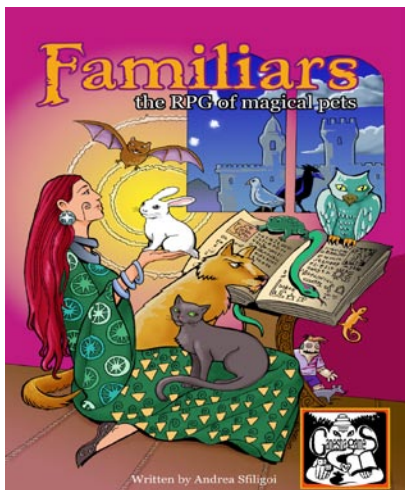
Select from: 40 magic powers;

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Foxfire

A sourcebook for the Familiars RPG, available end of March 2008, 36 pages, \$5 PDF or printed book.

Foxfire adds many animal types to play, magic powers to learn, dangers to brave and opponents to fight.

Play wild animals: foxes, ferrets, hawks, hedgehogs, turtles, blue jays, hares, weasels, badgers, squirrels, goats, wolves, wolverines, raccoons, skunks, moles, hamsters, and more. Fight Possessed Animals, Clairicants, Hobs; meet Nature Spirits, Will o' the Wisps, Druids, and many more.

The book includes a multi part adventure that can give you many sessions of fun. Can your city animals survive the hardship of the countryside and stop a nefarious plan that could change the world forever?

Song of Wind and Water

You can defeat a dragon, but can you take on mother nature? The second expansion in the *Song of Blades and Heroes* line introduces rules for fighting in inclement weather and hostile environments. From snow storms to cursed ruins, from rivers to volcanoes, your battlefield will never look the same. Includes a color map and a complete wilderness survival campaign.

MUTANTS AND DEATH RAY GUNS

After 200 years of war with nuclear and biochemical weapons, new races compete for supremacy over a scorched Earth. Pit your band of mutants, mutated plants, robots, androids, mutated animals and the zombie-like Wretched against the dangers of the post-holocaust world. MDRG is a set of fast-playing, campaign-based miniature rules based on the popular *Song of Blades and Heroes* mechanics.

Note: this is a complete, stand alone product. Purchase of Song of Blades is not necessary.

Fear and Faith

Monsters from mankind's worst nightmares come alive in this set of fast playing horror miniature rules based on the popular *Song of Blades and Heroes* mechanics. Fight vampires, ghosts, werewolves, witches and other monstrosities right off folklore books and horror movies.

Note: this is a complete, stand alone product. Purchase of Song of Blades is not necessary.

MIGHTY MONSTERS

A set of fast-playing giant monster combat rules in the tradition of the Japanese Kaiju Eiga (monster movies). Create your monsters and stomp the city, tear down buildings, destroy whole armies with your radioactive breath.

Note: this is a complete, stand alone product. Purchase of Song of Blades is not necessary.

<http://ganeshagames.blogspot.com>