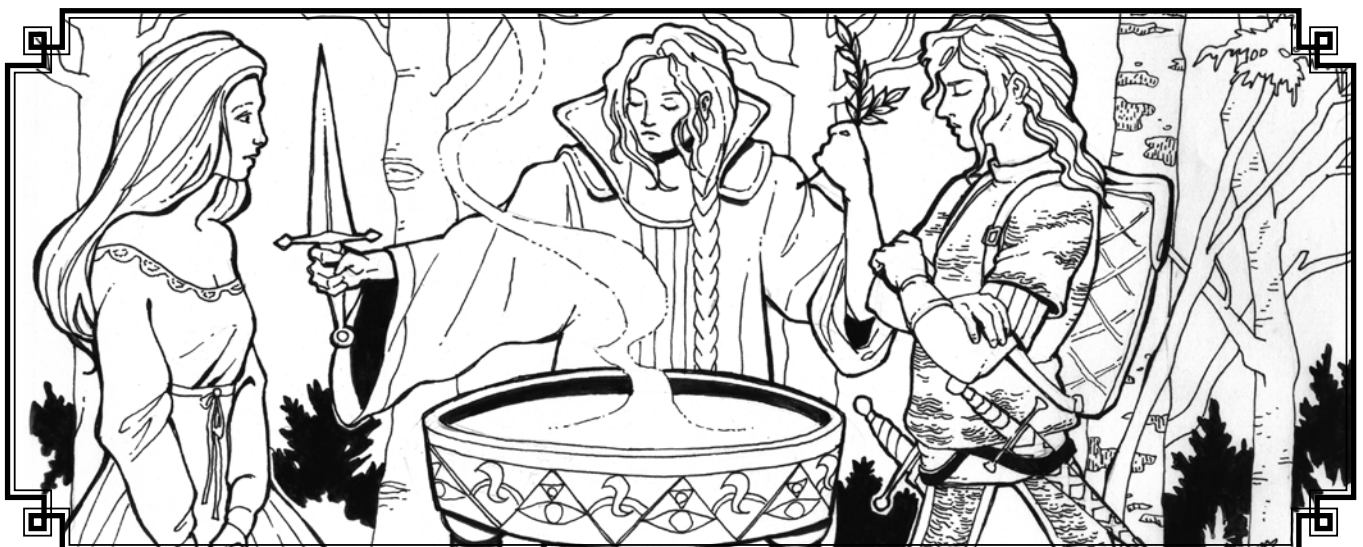


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Introduction

This book is an expansion for the *Song of Blades and Heroes* fantasy skirmish rules. It contains new terrain types, new special rules for models, new troop rosters, weather rules and outdoor scenarios. All the rules found 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