Song of Blades and Heroes

Gauge v2.13
By Henrix

HTH Modifiers
Each extra foe: -1
Mounted: +1
Bigger: +1
Vs. Fallen /Transfixed: +2 & Quick Kill
Defending obstacle/higher ground: +1
Power attack (2 actions): opponent -1
Ambush: +1

Ranged Modifiers
Range x 2: -2
Range x 3: -4
Cover: -1
Aimed shot (2 actions): Target -1
Big or Huge: +1
Undead or Swarm: -2 unless Spell
Target Transfixed: +2 & Quick Kill
Target is Acrobat: -1 unless Transfixed
Target Fallen: ±0 & Quick Kill
Ambush: +1

Combat Results
Beaten ⚀⚁⚂: recoil
Beaten ⚃⚄⚅: knocked down
Doubled: killed
Trebled: Gruesome Death

Spellcasting Procedure
Activate on 1,2, or 3 dice. Every success can be used for 1 point of power.
Power is used as C in ranged combat, or n° of dice rolled vs. Q to resist Transfix.

Spell Ranges
Power 1: Short
Power 2: Medium
Power 3: Long

Song of Blades and Heroes

Gauge v2.13
By Henrix

Activation Procedure
Roll Q or more on 1,2 or 3 dice
Every success: one action
Two failures: turn over
1 always fails. 6 always succeeds

Action Costs
Move: 1 action
Attack: 1 action
Power attack or aimed shot: 2 actions
Leaving HTH combat: 2 actions
Stand up: 1 action
Break Transfix: 2 actions

Movement
Straight line only
Reduced by one category on broken terrain.
If less than short; two actions

Group Activation
Leader w/in Long pays 1 action.
2-5 figures in base contact activates, use worst Q

Group Actions
Regroup: Figures not in base contact move to end in base contact. No attacks/spells.
Concentrated Shooting: Target -1 Cbt/extra shooter.

When to Test Morale
Charged by Terrifying enemy
Loss of a Leader
Gruesome Death within Long distance
Warband reduced to 50%

Morale Test Procedure
Roll Q+ on 3 dice
3 successes: model stands
1 failure: 1 fleeing move
2 failures: 2 fleeing moves
3 failures: destroyed

Morale Modifiers
Coward: -1
Steadfast: +1
Undead: +2 (destroyed on any failure)