

WORLDS OF HEROES & TYRANTS

Introductory Edition

Customizable Epic Adventure Game

Introduction:

Welcome to **The Worlds of Heroes & Tyrants** Introductory Role Playing Game. This free booklet contains all the basic rules and guidelines you will need in order to play this exciting and unique fantasy role-playing game.

The Worlds of Heroes & Tyrants RPG has been designed to be both easy to learn and fun to play. It has a free form system that allows the rules to be adapted to your liking and to fit nearly any adventure setting. With a skill based design you can customize the Worlds of Heroes & Tyrants RPG to meet the exact needs of your campaign. You can even design your own skills and spells using a simple point based system, outlined in these rules.

If you have never played a role playing game before, make sure to read the [What Is A Role Playing Game](#) section below, otherwise feel free to skip that section.

In addition to this rule booklet you will need the following materials before game play can begin:

- ? 1 Six sided die.
- ? Pen or pencil.
- ? Print out copies of as many character sheets as needed.
- ? An active imagination & desire for adventure.

What Is A Role Playing Game?

A role-playing game is a set of guidelines and rules that allow players to create interactive fantasy adventures powered by the joint creativity of all the players and the Realm Master. A theatrical experience with no set manuscript, where the Realm Master unfolds the storyline based upon the decisions and actions made by the players. In a role-playing game there are two types of players. The first are players, who by use of the rule booklet, draft fictional characters with the intent to guide those characters through a variety of quests and challenges. The second is the Realm Master; the person who utilizes the rules to design the adventures and challenges that the fictional characters will have to face. The Realm Master then outlines the scene the characters are in, the details of their surroundings and the events that unfold around them. The players in turn must decide how they wish to have their characters respond to the challenges and events presented to them by the Realm Master. As the players make choices not anticipated by the Realm Master he must improvise the initial story to compensate and in this fashion both the players and Realm Master interact to develop exciting and challenging adventures for the fictional characters.

Role playing games are social games conducted verbally. Both the players and Realm Master use descriptions to inform the others of their characters' actions and everyone uses their imagination to picture the scene and events as they unfold. Some players like to use props such as charts or maps of the scene/location of the adventure, plus miniature figurines to assist them in their visualization of the game as it proceeds. For ideas or help in selecting such props visit your local gaming hobby shop. You can find a shop near you by visiting the Guild of Blades Retail Locator. You can find a link to our Retail Locator on our web page.

<http://www.guildofblades.com/what.html>

Ok, so how exactly do you play?

Generally the first step in any role playing game will be for the players to generate their fictional

characters. Cops and Robbers, Cowboys and Indians, etc; it was as simple as picking one or the other. However the Worlds of Heroes and Tyrants game provides more structure. Each player may define the characteristics, personality, and abilities of the characters. Additionally the Realm Master must also spend some time designing the "adventure" that he will guide the players through. This booklet will only attempt to provide the Realm Master and players with all the basic information they will need to get started. The World of Heroes & Tyrants Realm Master Guide book will be fully dedicated towards assisting Realm Masters in the creation of new adventure materials and Realm Mastering in general. You will be able to purchase the Realm Master Guide at your local gaming retailer or here at the Guild of Blades web site.



Grunt 3rd Edition

Fantasy Miniature Battles

Core Rules

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Guild of Blades Publishing Group Presents:

Electronic Game Downloads Strategy Game Coupon Booklet

2007 Edition

What is this?

So what exactly is this booklet? Its not a game in and of itself, but it is a coupon booklet that will give you both a link to download the Button Wars Tactical Spaceship Combat Game, plus it provides you other valuable discount coupons for other electronic game downloads we offer for sale.

Who is the Guild of Blades?

The Guild of Blades Publishing Group is a small game design and publishing firm started in 1994. It has published hundreds of board games, strategy games, miniature games and role playing games in the years since. Some of the games we offer for sale are printed games available by mail order, others are electronic PDF game downloads for sale through our online retailers and immediately available for downloading.

Where to buy Guild of Blades print games?

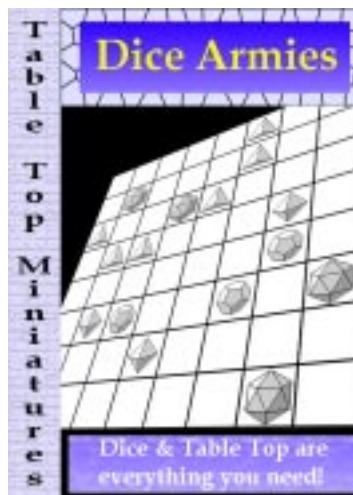
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Dice Armies

A Strategic Table Top Miniatures Game



A table top miniatures game that lets players with large collections of game dice to use them as the actual combat units for the game. So all you need is this game rules set plus a rather healthy collection of dice. These should include dice with the following number of sides to them. D4, D6, D8, D10, D20 and D30. Multiples of each are recommended.

Game Format: PDF Game Download

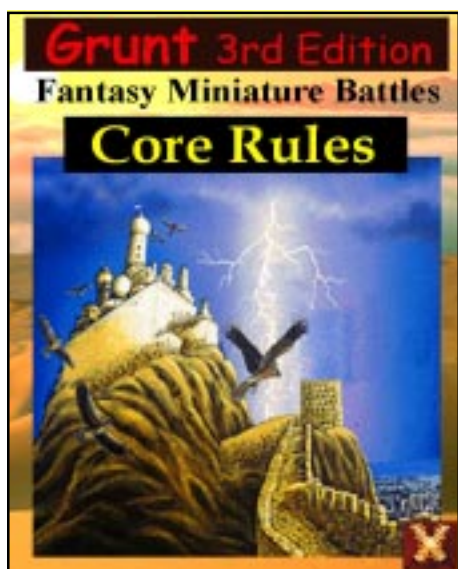
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Grunt 3rd Edition Fantasy Miniature Battles

A campaign based fantasy miniatures strategy game



First printed in 1996, in the years since Grunt has sold thousands and thousands of copies over four print versions (Original 1st edition, 2nd Edition, 2nd Edition: Deluxe and 2nd Edition: Deluxe 2 player Box Set). Now newly updated to Grunt 3rd Edition, this revised edition of Grunt has brought the game system back to its roots, a fast paced, easy to learn all purpose fantasy miniatures system that's extremely affordable.

Grunt is a unique miniatures system that focuses on army development, where you may recruit new units through the course of game play, plus have existing units gain ex-

perience points and levels. With expansion sets you can expand your army building options to include skills, abilities, expand your kingdom, customize your castles, add wizardry, monsters, magical items, develop heroes and immortals and more.

In this fashion, you strive to build up your army and kingdom over multiple battles (game sessions). You must weigh the costs to your army to achieve victory in your battle today against the gains victory can gain for your army for the long haul.

Grunt 3rd Edition is a complete miniatures game system, including game rules, 45 Battle Cards, a castle template, city template, assorted cut-out Battlefield Markers, plus cut-out army units enough to field two complete armies. And, of course, you can always print out more as needed!.

Grunt 3rd Edition Includes:

- Cover + 38 pages
- Game Rules
- 45 Battle Cards
- Castle Template
- City template
- 2 Cut-Out Armies
- Assorted Battlefield Markers that include Supply, Traps, Cavalry, Fortifications, Fortresses, Scaling Ropes, Ballisti, Siege Towers, Castle Defenses, and Catapults.

Also available for the Grunt 3rd Edition gaming system:

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Grunt Monster Summoning

Grunt Skills & Abilities

Grunt Kingdoms

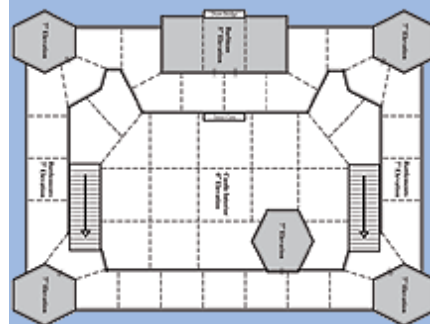
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*Grunt sourcebooks
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Includes 45 Grunt Battle Cards



2d Castle Print Out



2d City Template



Also Includes:

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- Assorted Battlefield Markers

Game Format: PDF Game Download

Regular Price: \$3.99

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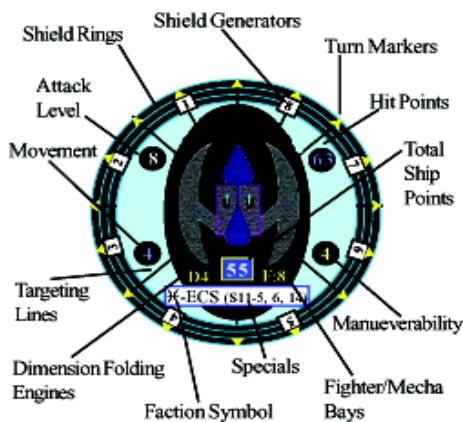
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Button Wars: Tactical Spaceship Combat Game



Button Wars is a tactical spaceship combat miniatures game. Button Wars is a fast paced, easy to play science fiction fleet combat game that utilizes full color, ready to play metal disks as miniatures. Additionally, the second edition of Button Wars includes complete rules for fighter and mecha units that come packaged as ready to play plastic tokens.



Based on the 5th Galactic War background set in the Empires & Overlords Universe, Button Wars presents ships for numerous galactic powers and rogue factions. This e-product gives you ships from four of those factions. Those being:

- 1) Elvesferran Federation
- 2) Thrash Empire
- 3) Earth Alliance
- 4) Folklonian Empire

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A 2 player turn based strategy game presenting the Greek and Persian armies at the infamous Battle of Thermopylae. Uses a unique bidding system to determine who plays each faction and victory condition. How much tail can your 300 Spartans kick?



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