

Song of Deeds and Glory

A Campaign System for *Song of Blades and Heroes*
Written by Mr. Bistro



Credits

Proofreading by Rich Spainhour

Illustrations by Ignazio Corrao and Andrea Sfiligoi

Front cover by Andrea Sfiligoi; back cover by Ignazio Corrao

Playtesting and helpful comments: Bob Applegate, Ulf Bengtsson, Thomas Calder, C. Brandon Dingess, Kelly Donahue, David Glassbrenner, Stephen Glassbrenner, Henrix Gudmundson, Torbjörn Hestad, Jeff Holland, Susan Holland, Daniel Klaminder, Henrik Landervik, William Lukash, Mark McCallister, Matt Miller, Steve Sifuentes, Tobias Witt.

Javascript calculator by Ray Forsythe. Special thanks to Lauren Wanveer.

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Sample file





The Concept of an Extended Campaign

The *Song of Blades and Heroes* game provides rules that allow players to run through a campaign in the course of a night. But many players enjoy running longer campaigns – campaigns that stretch for weeks or even months.

Campaigns give gaming groups reasons to meet regularly and enjoy each other's company. Campaigns let warbands grow from green groups of inexperienced fighters to grizzled veterans; heroes become mighty, mere foot soldiers can become heroes themselves, and warbands can swell to the size of large hosts.



This expansion will allow warbands to grow over time and participate in numerous exciting clashes. These rules readily make use of and make reference to the other expansions currently available for SBH, namely *Song of Gold and Darkness*, *Song of Wind and Water*, and *Song of Arthur and Merlin*. Players should also feel free to use these rules as they see fit, altering and changing things to suit their individual needs, provided all players agree.

Extended campaigns can also have fantastic advantages for players. The more players involved, the more terrain collections and miniatures can be pooled together. Some players even enjoy making their first couple of campaign sessions working sessions, where the entire group sits down and builds terrain together. A dedicated group can easily make more terrain in an evening than a single person can in a week! Likewise, some groups may prefer to chip in to a pool and buy professionally made terrain or specialty pieces that are difficult to make by hand.

Of course bragging rights are also always fun, and an extended campaign gives players much fodder, with its ongoing grudges and rivalries, moments of glorious victory, and moments of miserable, utter defeat.

SDG gives players the tools they need to run an extended campaign.

A campaign can have as few as two players, but the more the merrier. More players mean more variation in battles, and more complicated alliances, rivalries, and relationships. Also, some types of warbands may be disadvantaged when playing against certain other types. A large group of players ensures each warband is tested in a well-rounded and fair way.

Campaign Types

There are many ways to run a campaign and numerous types of rules players can make use of, depending on their tastes. Below are the most commonly used types, as well as their pros and cons.

Narrative Campaigns

Narrative campaigns are story-driven. They typically have a gamemaster who may or may not be playing a warband himself, but sometimes players opt to create the campaign collaboratively. Narrative campaigns have a stronger role-playing theme than most others. For instance, a player may suffer an embarrassing defeat and vow that his warband now hates the victors. The gamemaster may then concoct future scenarios between the two warbands to help develop their rivalry. While full of theme, these types of campaigns are usually less about winning overall than they are about keeping a story going. In fact the purpose of a narrative campaign may very well be to create a never-ending story that gives the players a motivation to fight.

Map-Based Campaigns

Map campaigns are focused on a map of the world or area in which a campaign takes place. Players may create the map themselves, purchase one, or print one they found online. These campaigns focus more on area control and which sections of the map are owned by the different players. Players can have great fun watching their territory grow and seeing their neighbors conquered. Map campaigns can get complicated at times, as players often want to have special rules governing the ownership of different land types and what rewards they yield. The primary drawbacks of map campaigns are space and player elimination. Maps on tables can have various miniatures moved across them, get in the way of using the table for other purposes, especially over a long campaign. Maps on walls work, but can deteriorate through the constant application of thumb tacks or other markers. And because map campaigns focus on the particulars of where players are on a map, it is possible to wipe other players out by seizing all of their land. Even if allowed to start again in unclaimed territory, these players may feel hard-pressed to stay in the game.

Flow Chart Campaigns

Flow chart campaigns provide logical structure. They provide a series of if/then situations much like a sports play-offs chart. Players are matched up, and depending on the outcome of the battle, the campaign proceeds in a particular direction.

For instance, if two players compete for ownership of a small keep, the flow chart may dictate that the winner of the conflict must defend themselves in a siege the next battle.

Flow chart campaigns are enjoyed for their obvious rewards and outcomes, and can quickly conclude with a clear winner. Ideal for short campaigns, flow charts can be difficult to create for long running or ongoing campaigns, as the sheer number of possible outcomes can be tedious to prepare for.

Abstract Campaigns

Abstract campaigns focus less on the specifics of location, and more on the growth of individual warbands. While they don't necessarily give the same level of detail the others provide, they are still able to incorporate elements of the other campaign types.

SDG is an abstract campaign system. Its primary concern is the individuals within each warband, their progression through numerous battles, and the rewards and penalties they receive. It is designed to be simple and satisfying, much in the spirit of SBH. However, players wishing to add elements of map and narrative campaigns can easily do so.



Warband Creation

Warband creation works very similarly to building warbands in the main SBH rulebook. However, players will want to give them special consideration, since they will be playing with these warbands for some time! Give each player a copy of the Warband Roster found at the back of this book in the Appendix.

Warband Theme

Each player must select a theme for his warband, and enter it on his roster. This theme can be anything the player desires. Some example themes are:

A dark cult seeking artifacts of power with which they can summon their dark master;

A band of grim elven wardens preserving a sacred wood from the threat of the unrighteous;

An outcast noble family and their retainers, seeking to carve out a safe haven in the wilds;

A group of brave halfling marshals seeking to guard the borders of their small town;

A foul necromancer extinguishing all life in an area in preparation for a new necropolis;

A band of adventurers seeking excitement and treasure in the wilderness.

Theme serves two functions. It provides players with a colorful background for their warbands, and it also serves as a general restriction for the types of new recruits they can receive.

For instance, it would be odd for a primarily Undead host to suddenly have an Angel and a Phoenix included in their number!

Warband Alignment

Each warband must have an alignment recorded on its roster. The three choices are Good, Neutral, or Evil. Alignment serves as a general compass for the group's morals, and can affect certain things during game play.

Select Models

Once theme and alignment have been determined, each player creates a warband using the standard rules found in SBH. Each player should take care to ensure the composition of their warband fits its theme and alignment. It makes little sense to have Zombies in a Good warband, or Elven Archers in one that is Evil (the Dark Elves

think they fill that niche, thank you very much).

Extended campaigns last far longer than those found in SBH; because of this, warbands created for SDG are small, representing the warbands starting out with dreams of conquest. They must be no bigger than 300 points, and at least one model must have the Leader special ability. Take care when creating Leaders! They are the voice of command within a warband and are very important. While it is perfectly fine to have multiple Leaders, if they are all weaklings, a player may quickly regret it. As in SBH, Personalities may only take up to 1/3 of the warband's total points cost.

Write down each model on the Warband roster, including its type (such as Frogman Warrior), name, statistics and special abilities, and check off the Personality box if it counts as a Personality. All models start with 0 experience points, and no equipment other than that listed in the rosters.

"Pure" Undead Warbands

Warbands composed entirely of Undead models may be lead by any Undead Personality or living Necromancer instead of a Leader. Treat situations that call for a Leader as calling for your Personality or Necromancer instead. In addition, Personalities in Pure Undead warbands earn double experience points from each battle, and the warband receives the Pure Warband advance for free prior to their first battle. See *Pure*, p.33.

"Pure" Artificial Warbands

Warbands composed entirely of Artificial models may be lead by a non-Artificial Elementalist instead of a Leader. Treat situations that call for a Leader as calling for your Elementalist instead. In addition, Personalities in pure Artificial warbands earn double experience points from each battle. If the only Personalities in your warband are Elementalists, they earn triple experience points from each battle. The warband also receives the Pure Warband advance for free prior to their first battle. See *Pure*, p.33.

"Pure" Animal Warbands

Warbands composed entirely of Animal models may be lead by a non-Animal Beastmaster in-

stead of a Leader. Treat situations that call for a Leader as calling for your Beastmaster instead. In addition, Animal Leaders and Beastmasters earn double experience points from each battle, and the warband receives the Pure Warband advance for free prior to their first battle. See *Pure*, p.33.

Name the Warband

Each warband should have a name. Choose something fun, intimidating, illustrative, or whatever you like!

Select a Territory

Each warband owns a territory which must be listed on the roster. First choose three types of battlefields found in that territory.

- Scrub Land
- Open Plain
- Mountain
- Hill Land
- River Land
- Forest
- Border Town
- Swamp
- Beach
- Tundra
- Dungeon (can also be Ruin or Keep)

These battlefield types will effect what kind of terrain is used if a territory is ever invaded. Players should try to include terrain types beneficial to their warband, and not worry about including every type of terrain found there – just focus on the most common ones. Players are allowed to duplicate one of the battlefield types for their territory. On the roster, the three spaces for battlefield types have the numbers 1-2, 3-4, and 5-6 by them. Ignore these numbers for now.

Once the battlefield types have been chosen, each player should name their territory. Some examples names are:

- Illisyr's Forest Lands*
- The Ridgedback Mountains*
- Boss Thraka's Mashing Grounds*

Miscellaneous Records

Record the warband's precise points cost in the required space, and put 1 gold coin in the Warband Gold box for each point that went unspent in the creation of the warband. The warband's campaign points are also set to 0, as they have yet to win any fights. Ignore the spaces for properties. In the space for Max Size, count the number of models in your warband and double it. This is the maximum number of models your warband may ever have in it at one time.

Note: pure Undead, pure Artificial, and pure Animal warbands have no size limit.



Fighting Battles

Congratulations! The warbands are ready to start fighting! Now comes an important part of the fun in any campaign – setting the warbands loose and seeing who comes out on top.

Matching Up Warbands for Battle

Each player should write their warband's name down on the back of an index card, and then shuffle all of the cards together. Randomly separate the cards into piles of two, indicating which warbands will fight each other. If a group has room, everyone can play at once, or players can agree to meet up at different times with each other throughout the course of a week.

Sometimes a group will have an odd number of players, or some players will not be able to play due to other commitments – this is okay! Anyone left out will be able to participate in the next round of battles. The rules are flexible enough to allow some warbands to have less experience and benefit from it when fighting more seasoned opponents. Just make sure people who got left out of a round get included in the next one! It is also a good idea to re-match players who get paired up after having immediately fought each other. They can fight each other again, but it is always more fun to fight different people.

The Initiative Roll

When two players must do battle, they first roll for Initiative. Whoever rolls highest is the attacker, and the other player is the defender. For the first battle, ties are re-rolled. If the attacker has special circumstances, he can select a Raid Scenario to play. Otherwise, the attacker rolls on the Terrain Table and Scenario Table (see below) to determine what the fight will look like. After players have completed their first battle, the Initiative Roll will always be modified by various factors.

Warband won last battle: +1 to Initiative Roll.

Tie Roll: both players re-roll with the winner as the attacker. He may opt to select a Raid Scenario instead of rolling randomly.

Special: some items, hired help, and properties may affect Initiative. Add those modifiers as well.

Terrain & Weather

Before an attacker rolls for a scenario, he first rolls three dice and consults the Terrain Table below. If the attacker opts for a Raid Scenario, he instead rolls one die and consults the defender's roster to see the battlefield type. In most scenarios the defender places the terrain using the rules for the All-Out Battle scenario in SBH.

If the battle is not fought indoors (e.g., in a dungeon battlefield), the attacker then also rolls for weather using the table in SWW p.3. If there is an Elementalist in the attacker's warband, he may opt to add or subtract 1 from the weather roll. Battles fought in scrub land use the Hot Dry Climate table (SWW p.5) instead.

Terrain Table (Roll Three Dice)

Die Roll	Battlefield Type
3	Beach
4	River Land
5	Swamp
6-7	Forest
8-10	Standard
11-12	Hill Land
13	Open Plain
14	Border Town
15	Tundra
16	Scrub Land
17-18	Mountain
19-20	Dungeon

The sections below provide guidance for the types of terrain that should be set up on each battlefield. Players can then choose from the terrain in their own collection. In addition, when the defender sets up each battlefield he rolls a die. On a roll of 5 or 6, he adds 1 piece of Fantastic Terrain. Most Fantastic Terrain types are detailed in SWW (see SWW, p.6). Terrain setup rules in this book take precedence over the ones listed for individual scenarios, except in the case of Dungeons.

Beach

Most warbands, save those who are aquatic will avoid fighting across beaches as they tend to provide little cover. Each beach battlefield must have a waterline representing the ocean or sea along one of the table edges. A fair amount (either Short or Long distance) of ground along the waterline should be sand (use Desert rules from SWW, p.10), with the remainder being open grassland. Players may include woods sections (at least 2" Long distance from the water's edge), rivers (running into the ocean, and with at least 1 bridge or ford crossing them), broken rock or ruins, tall bushes where the grass and sand meet,