

# Song of Gold and Darkness

Dungeon Rules for *Song of Blades and Heroes*, 4th edition, v.4.3



Written and illustrated ©2007 by Andrea Sfiligoi

Edited by John McBride

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# Introduction

This book is an expansion for the Song of Blades and Heroes fantasy skirmish rules. Here you'll find new terrain types, new special rules, troop rosters, dungeon-generation tables and scenarios for two or more players or solitaire play.

## Page References

Any page reference to the Song of Blades and Heroes rulebook is marked with a B, so page B15 means "page 15 of the basic book".

## Rules Clarifications and Additions Expanded Terrain Rules

There are four terrain types in the game: normal, broken (also called difficult or rough), obstacles and Special Terrain. Special Terrain types include deserts, snow-covered terrain, patches of magical flowers, fungi growths that make the ground slippery or poisonous, or areas that influence magic. Some special terrains pertaining to dungeons are described later in this book. More are added in *Song Of Wind and Water*, the second companion book detailing outdoor combat and scenarios.

Players should agree before the game on the classification of terrains. A useful method is putting a sticker under the terrain piece, saying "normal" or "broken" or "quicksand" or any other special rule that may apply. Treat the surface you play on (be it felt, painted/flocked MDF, polystyrene board, etc.) as normal terrain, and any other scenic items placed upon it as broken/special terrain.

**Normal** terrain has no effect on the game. It includes plains, any relatively flat terrain with light vegetation, arable fields, streets, roads, pavements, paths, clearings, and so on.

**Broken** terrain reduces movement by one category. It includes: hills when going uphill, woods, swamps, any form of thick vegetation (including crops and very tall grass), etc. Hills when going downhill count as normal terrain. If you are in doubt when classifying a terrain type, imagine yourself running on that terrain and another person of same athletic level running on a good, flat road beside you. If you think you'd lose ground, then the terrain is Broken!

**Hills** should have their crest marked in some way. This can be inconspicuous - you can use a line of vegetation, a few rocks etc. Knowing where the crest is makes it easier to determine who's standing on higher ground (remember the +1 modifier to Combat for that) or whether a model is running uphill or downhill. An alternative method is to put a dot (or a small rock, a bush etc) at the centre of the hill. The model closer to the dot is on higher ground.

**Obstacles** are things that cannot be normally crossed, such as walls, huge boulders, etc. Exercise your common sense and decide before the game whether a specific boulder is an impassable obstacle or can be climbed upon. As a rule of thumb, anything taller than twice the height of the figure is impassable. Measure height from head to foot for four legged creatures too. This means that Big or Huge models will sometimes be able to clear some obstacles that are impassable for normal beings - that's the way it should be.

Some obstacles (like a hedge or a fallen tree, the corner of a building or the entrance to a room) can be defended - i.e., if a model is adjacent to the obstacle and is attacked in hand to hand combat by an enemy on the other side of the obstacle, the model gets +1 in Combat. This modifier is already in the rules (it's on the table on page B6).

Any ranged attack against the model will be at -1 (cover modifier, see p. B8) if it comes from the other side of the obstacle.

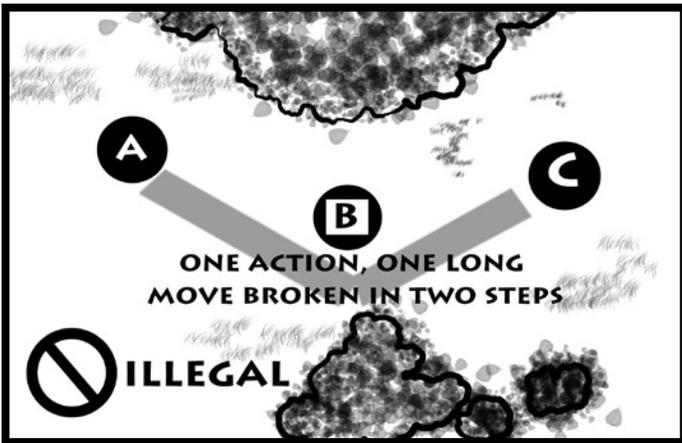
**Special Terrains.** Every special Terrain will have its own rules. Try them one at a time -no need to memorize all the information in one go.



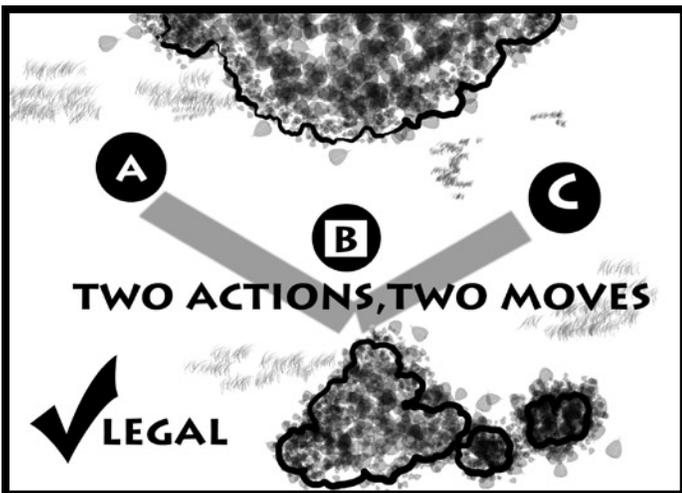
## Movement Can't Be Broken in Smaller Steps

Some players “break” a model’s movement in smaller steps, like you see in the first illustration below. In games measuring with centimetres or inches, this is possible: you move two inches forward, then you turn to the left, move two more inches forward and so on. **In SBH this is not allowed.** You can put the measuring stick down on the tabletop and move the model from where it is now to any point along the stick (you can move less than the maximum distance), but if you want to do any changes of direction you have to use up another action.

In practical play, the only case when this matters is when you need to run past a corner or a foe. Only fast-acting models with good reactions will be able to avoid being intercepted by enemies. See the illustrations below.



Model A cannot move adjacent to C with a single long Move because to avoid B he should break his move in two.



Model A uses two actions to run past B and moves adjacent to C.

## Movement of Models With Large Bases

Some models, because of their size (e.g. mounted models) must be mounted on larger bases. This means that they will move a little bit more than models on regular bases, as a model is allowed to move from one end to the other of the measuring stick. Again, this is intentional, do not “correct” it. It balances the fact that models on larger bases can be contacted by more opponents in melee. Remember the -1 modifier to Combat per every adjacent opponent above the first? When your base is very large, many opponents can gang up against you - and in some cases, as when fighting huge dragons, it’s the only chance they have!

## Basing Suggestions

SBH doesn’t use a standardized rule for basing, as players may already have models based for other gaming systems. Few things annoy more than having to rebase troops for a different set of rules. As long as all players use the same basing conventions, it won’t make much of a difference if your bases are round, square or hexagonal.

If you just bought models for this game, you’ll have to decide how to base them. For 28mm models, a convenient basing standard is 20 x 20mm square bases for man-sized models, 20 x 40mm rectangular bases for cavalry models (including other four legged creatures such as hounds, wolves etc.), and 25 x 25mm for Big models. Huge models will use whatever base size is needed.

If you are mounting 15mm models, a convenient way to base them is to use small coins (the author uses one Euro cent coins for all infantry models, and two or five cents coins for larger models). This is cheaper than many commercially produced bases and gives some weight to the figure. Coins can be painted and covered with flocking materials, such as sand or static grass. Another option is to use washers (the thick ones are heavier than coins). If the model is not big enough to cover the hole, you can fill it with a bit of putty.

## Movement of Flying Troops

If a flying model fails to activate, he counts as being on the ground. If he does one, two or three flying moves, he counts as on the ground before the movement and at the end of the last movement. To make things simple, all flying moves are treated as “leaps” - models land at the end of the turn. If a model is activated for three actions, he flies for three actions and lands at the end of the third action. This may seem unnecessary to point out but think what happens when a flyer has to clear a pool of boiling magma!