

A COOPERATIVE SIEGE EXPANSION



SONG OF BLADES & HEROES

THE VILLAGE MUST STAND

0.5.0-ALPHA · RULEBOOK



CHAPTER ONE

WHAT THIS IS

The Village Must Stand is a cooperative or solo-compatible siege mode for **Song of Blades and Heroes**.

Use the normal SBH rules for activation, movement, combat, shooting, magic, morale, traits, and point costs unless this document says otherwise.

Players control a small party of heroes defending a village against escalating enemy waves. Between waves, they spend Supplies to repair buildings, build defenses, upgrade the village, and prepare for the next attack.

The players win by surviving the final wave.

The players lose if the Town Hall is destroyed.

CHAPTER TWO

WHAT YOU NEED

You need:

- ◆ the SBH rules,
- ◆ 2-4 hero models,
- ◆ enemy models,
- ◆ five village buildings,
- ◆ tokens for Supplies, Opportunities, fire, traps, and damage,
- ◆ terrain,
- ◆ a D6,
- ◆ a ruler or measuring sticks.

The default village buildings are:

- ◆ Town Hall
- ◆ Forge
- ◆ Temple
- ◆ Watchtower
- ◆ Stable

CHAPTER THREE

CORE TERMS

BUILDING

A village structure with Integrity. Buildings do not move, activate, attack, or make morale checks.

INTEGRITY

A building's damage capacity. Reduce Integrity when the building takes damage. A building at 0 Integrity is destroyed.

SUPPLIES

The village economy. Supplies repair buildings, build defenses, and upgrade buildings.

WAVE

One enemy attack. A game is a sequence of waves.

ENEMY GROUP

One or more enemies that share a Behaviour, spawn point, and activation roll.

BEHAVIOUR

The AI instruction for an Enemy Group.

OPPORTUNITY TOKEN

A risky event or reward outside the village.

VILLAGE DEFENDER

A simple non-hero friendly model granted by a village upgrade.

CHAPTER FOUR

SETUP

IV

4.1 CHOOSE GAME LENGTH

Choose a game length before setup.

GAME LENGTH	WAVES	USE FOR
Intro	5	First games or younger players
Standard	7	Default mode
Siege	10	Long campaign-style defense

4.2 CHOOSE HEROES

Choose 2-4 heroes.

Each hero counts as **100 wave points** for wave generation, regardless of exact SBH reference cost or equipment.

Party value:

HEROES	PARTY VALUE
2	200
3	300
4	400

Use the hero profiles in the Hero Compendium.

All heroes have the SBH **Tough** trait. Since all alpha heroes are Q3+, each hero can suffer 3 normal Tough wounds; a fourth normal kill defeats the hero. Gruesome kills still defeat heroes as normal for Tough models.

A wave is not a new SBH scenario for healing purposes. The whole defense is one scenario, so Tough wounds persist between waves until a healing rule removes them. Each normal Tough wound worsens the hero's Quality by 1, as in SBH; healing 1 wound improves it by 1. A fallen hero remains out of the game unless a rule revives them.

Heroes do not gain custom levels in this mode. They improve through village upgrades and, if used, separate Magic & Equipment rules.

4.3 PREPARE THE TABLE

Use a normal SBH-sized play area. For an alpha default, use a 3' x 3' table.

Place terrain as usual. Leave enough open routes for enemies to approach the village.

4.4 PLACE THE VILLAGE

Place the Town Hall near the center of the table.

Place the Forge, Temple, Watchtower, and Stable within 8" of the Town Hall. Buildings should not touch each other.

ALPHA DEFAULT

keep at least 3" between buildings where possible.

4.5 SET BUILDING INTEGRITY

BUILDING	STARTING INTEGRITY
Town Hall	6
Forge	3
Temple	3
Watchtower	3
Stable	3

All buildings begin at Level I.

4.6 SET STARTING SUPPLIES

The village begins with 0 Supplies.

4.7 PREPARE OPPORTUNITY TOKENS

Set aside one or more Opportunity Tokens before the game begins.

Do not place an Opportunity Token during initial setup unless a scenario says otherwise. Opportunities appear after waves, outside the village, so heroes must leave safety to claim them.

CHAPTER FIVE

PLAYING A WAVE

5.1 WAVE SEQUENCE

Each wave follows this sequence:

1. Determine the wave's Escalation level.
2. Generate Enemy Groups.
3. Determine enemy spawn edge or edges.
4. Deploy heroes.
5. Deploy enemies.
6. Play the wave.
7. End the wave.

If the village does not have Watchtower III, spawn edges are determined before hero deployment but are not revealed to the players until enemies deploy.

If the village has Watchtower III, reveal enemy spawn edges before hero deployment.

5.2 ESCALATION

Escalation sets the enemy budget and unlocks new threats.

ESCALATION	BUDGET	NEW THREATS
I	25% of party value	Basic enemies
II	50% of party value	Torch Bearers
III	75% of party value	Mixed behaviours
IV	100% of party value	Elite enemies
V	125% of party value	Multiple spawn edges
VI	150% of party value	Bosses
VII	175% of party value	Final Assault

Round fractions normally.

5.3 ESCALATION BY GAME LENGTH

WAVE	INTRO	STANDARD	SIEGE
1	I	I	I
2	I	II	I
3	II	III	II
4	II	IV	III
5	III	V	III
6	—	VI	IV
7	—	VII	V
8	—	—	VI
9	—	—	VII
10	—	—	VII

Intro games scale slowly so players have time to earn Supplies, repair damage, and learn the village before facing late-game threats.

EXAMPLE

Four heroes have a party value of 400. At Escalation III, the enemy budget is 300 points.

5.4 GENERATING ENEMY GROUPS

Use the Bestiary & Wave Generator to build enemies up to the wave budget.

Build a wave by adding Enemy Groups until you reach the Escalation budget. Each Group takes one **Behaviour** and one matching enemy type — **Pure Mobs**, or **Mobs + 1 Elite** at Esc IV+ — filled with a random number of models (max 5). Boss waves (Esc VI–VII) always open with the Boss. Keep adding Groups while under budget; if the last Group overshoots the maximum, drop one model. Give each Group one spawn edge (§5.5).

A wave's **Difficulty** is an Easy / Normal / Hard label based on how close the final enemy total is to the budget.

5.5 RANDOM EDGES

Number the four table edges 1-4.

When a rule asks for a random edge, roll D6:

- ◆ 1-4: use that edge.
- ◆ 5-6: reroll.

Enemies deploy within 6" of their spawn edge unless a scenario says otherwise.

At Escalation V or higher, use at least two different spawn edges if there is more than one Enemy Group.

5.6 HERO DEPLOYMENT

If the village does not have Watchtower III, deploy all heroes within 6" of the Town Hall.

If the village has Watchtower III, deploy heroes within 6" of any village building.

CHAPTER SIX

COMBAT AND ENEMY AI

6.1 ROUND STRUCTURE

During a wave, the heroes are one SBH side and the enemies are the opposing SBH side. Heroes take the first turn of each wave unless a scenario says otherwise.

Enemy models are controlled by Behaviour instead of by an opposing player.

On the hero side's turn, players activate heroes and friendly models normally. The hero side's turn ends as in SBH: when all friendly models have activated, when the players pass, or when an activation roll causes turnover.

On the enemy side's turn, Enemy Groups activate as the enemy side's figures. Activate Groups in Group number order. If an Enemy Group rolls two or more activation failures, resolve any actions from successes, then the enemy side's turn ends and play passes back to the heroes.

6.2 ENEMY GROUPS AND ACTIVATION

Each Enemy Group has:

- ◆ one Behaviour,
- ◆ one activation dice value,
- ◆ one spawn edge,
- ◆ one or more enemy models.

When an Enemy Group activates:

1. Use the number of dice listed for its Behaviour.
2. Roll once for the whole Group, using the worst Quality in the Group.
3. Resolve successes and failures using normal SBH activation rules.
4. Each model in the Group receives the same number of actions.
5. Resolve one model's actions completely before moving to the next model.
6. Each model uses its actions according to the Group's Behaviour.

If an enemy model cannot perform its Behaviour's preferred action, it performs the closest useful action.

6.3 ENEMY BEHAVIOURS

RAVAGERSELECT ON
1ACTIVATION DICE
2**GOAL – DESTROY BUILDINGS**

Ravagers move toward the nearest undestroyed building.

If adjacent to a building, they attack it.

Ravagers attack heroes only if a hero blocks their route or is the only adjacent enemy target.

HUNTERSELECT ON
2ACTIVATION DICE
2**GOAL – KILL HEROES**

Hunters move toward the nearest hero.

If several heroes are equally near, choose the wounded hero. If still tied, players choose.

Hunters ignore buildings unless they have no path to a hero.

RAIDERSELECT ON
3ACTIVATION DICE
3**GOAL – LOOT THE FORGE OR STABLE, THEN FLEE**

Raiders move toward the nearest economic building.

Economic buildings are:

- ◆ Forge
- ◆ Stable

Raiders attack their target building until it is destroyed. Once the target is destroyed, they move toward the nearest table edge and leave the battlefield.

Raiders attack heroes only if blocked or engaged.

MINDLESSSELECT ON
4ACTIVATION DICE
1**GOAL – ATTACK THE NEAREST VALID TARGET**

Mindless enemies move toward and attack the nearest valid target, hero or building.

They do not make clever choices. If two targets are equally near, choose the most direct route.

FANATICSELECT ON
5ACTIVATION DICE
3**GOAL – RUSH THE TOWN HALL**

Fanatics move toward the Town Hall.

They attack the Town Hall if possible. They attack heroes only if blocked or engaged.

Fanatics never voluntarily flee.

GUARDIAN

SELECT ON

6

ACTIVATION DICE

1

GOAL – HOLD AN ASSIGNED OBJECTIVE

Each Guardian Group is assigned one objective when it deploys.

Possible objectives:

- ◆ a building,
- ◆ an Opportunity Token,
- ◆ a scenario objective,
- ◆ a ritual point or terrain feature.

Guardians move until they are within 3" of their objective. They remain there and attack heroes who approach.

Guardians do not pursue heroes more than 3" away from their objective unless forced by SBH rules.

6.4 BUILDINGS IN COMBAT

Buildings are terrain pieces with Integrity.

Buildings:

- ◆ cannot move,
- ◆ cannot activate,
- ◆ cannot attack,
- ◆ do not make morale checks,
- ◆ can be attacked by adjacent enemies,
- ◆ are destroyed at 0 Integrity.

Use normal SBH combat unless a scenario says otherwise. Treat buildings as Combat 0 and unable to push back, knock down, or kill attackers.

Destroyed buildings lose all abilities and cannot be repaired or upgraded during the game.

If the Town Hall is destroyed, the players lose immediately.

6.5 FIRE

Torch Bearers appear from Escalation II onward.

A Torch Bearer adjacent to a building may ignite it instead of attacking.

Place a fire token on the building.

At the end of each wave, each burning building loses 1 Integrity.

A hero adjacent to a burning building at the end of a wave may extinguish it before fire damage is applied.

If there are multiple adjacent heroes and multiple burning buildings, each hero may extinguish one burning building.

CHAPTER SEVEN

POST-WAVE AND COUNCIL PHASE

7.1 ENDING A WAVE

A wave ends when all enemies have been defeated, have fled, or have left the battlefield.
After the wave ends:

1. Resolve burning buildings.
2. Gain Supplies equal to the wave number.
3. Gain any bonus Supplies from rewards or scenario rules.
4. Place one Opportunity Token, unless this was the final wave.
5. Resolve the Council Phase.

7.2 PLACING OPPORTUNITY TOKENS

At the end of each non-final wave, after gaining Supplies, place one Opportunity Token outside the village.

Place it on a random edge, at least 12" from the Town Hall if possible.

The token is unknown until a hero reaches it. If the village has Watchtower II, reveal it as soon as it is placed.

A hero reveals or claims an Opportunity Token by moving into contact with it.

Unless the result says otherwise, remove the token after resolving it.

7.3 OPPORTUNITY TABLE

D6	RESULT	EFFECT
1	Ambush	Spawn a small enemy Group immediately at the nearest table edge.
2	Supply Cache	Gain 2 Supplies.
3	Healing Herbs	Gain one Healing Herb token.
4	Repair Materials	During the next Council Phase, repair one building for free.
5	Lost Villager	Escort the villager to the Town Hall to gain 3 Supplies.
6	Ancient Relic	Gain 3 Supplies, or one free Magical Item if using Magic & Equipment rules.

HEALING HERBS

A hero may consume Healing Herbs during the Council Phase to heal 1 wound from one hero.

ALPHA OPTION

allow a hero to consume Healing Herbs during a wave by spending one action.

LOST VILLAGER

Place a villager model or token where the Opportunity Token was found.

A hero adjacent to the villager may escort them. The villager moves with that hero and cannot move independently.

If the escorting hero is knocked down, killed, or moves away, the villager remains in place.

When the villager reaches the Town Hall, remove the villager and gain 3 Supplies.

AMBUSH

Build an Ambush Group worth about 25% of the current wave budget.

The Ambush Group should use a Behaviour that fits the enemy type. If unsure, use Hunter.

Deploy the Ambush Group within 6" of the nearest table edge and activate it normally on the next enemy turn.

7.4 COUNCIL PHASE

Resolve the Council Phase after each wave.

During the Council Phase, players may:

- ◆ repair buildings,
- ◆ upgrade buildings,
- ◆ place Barricades,
- ◆ place Traps,

- ♦ use healing effects,
- ♦ resolve Opportunity rewards.

There is no limit on the number of Council Phase actions. Supplies are the limit.

7.5 BUILDING UPGRADES

Buildings begin at Level I.

During the Council Phase, players may spend Supplies to upgrade buildings.

UPGRADE	COST
Level I to Level II	4 Supplies
Level II to Level III	6 Supplies

A building must be Level II before it can become Level III.

Destroyed buildings cannot be upgraded.

VILLAGE BUILDING INTEGRITY
6

TOWN HALL

I HEART OF THE VILLAGE
If the Town Hall is destroyed, the players lose.

II ENGINEERING CORPS
During each Council Phase, choose one: repair 1 Integrity for free, or place one free Barricade.

III VILLAGE MILITIA
At the start of every wave, deploy two Village Archers within 6" of the Town Hall.

Village Archers are Village Defenders.

Village Defender profiles are:

DEFENDER	PROFILE	TRAITS	SBH COST
Village Archer	Q4+ / C2	Short Bow	23
Village Rider	Q4+ / C2	Long Move, Mounted	39

Village Defenders activate during the hero turn as normal friendly models.

Village Defenders are not heroes. They cannot claim Opportunity Tokens, use hero passives, or suffer campaign consequences.

VILLAGE BUILDING INTEGRITY
3

FORGE

I REPAIRS
Players may repair damaged buildings during the Council Phase.

II MASTER CRAFTSMEN
Each Supply spent on repairs restores 2 Integrity instead of 1.

III ENCHANTING
If using Magic & Equipment rules, players may buy Magical Equipment during the Council Phase.



VILLAGE BUILDING

TEMPLE

INTEGRITY

3

I HEALING
During the Council Phase, heal 1 wound from one hero.

II BLESSING
Once per wave, prevent all damage to one building during one enemy activation.

III RESURRECTION
Once per game, revive one fallen hero during the Council Phase. Place the hero within 3" of the Temple with 1 wound remaining.

VILLAGE BUILDING

WATCHTOWER

INTEGRITY

3

I OVERWATCH
Once per wave, one hero making a ranged attack from within 3" of the Watchtower gains +1 Combat for that attack.

II SCOUTS
Reveal Opportunity Tokens as soon as they are placed.

III ADVANCED DEPLOYMENT
Reveal enemy spawn edges before hero deployment. Heroes may deploy within 6" of any village building.

VILLAGE BUILDING

STABLE

INTEGRITY

3

I READY MOUNTS
Before each wave, move one hero up to Short distance.

II WARHORSE
At the start of each wave, choose one hero. Until the end of that wave, that hero has Long Move.

III RIDER MILITIA
At the start of every wave, deploy two Village Riders within 6" of the Stable.

Village Riders are Village Defenders.

Ready Mounts movement is free movement. It does not require an activation roll. Warhorse changes the hero's normal movement for the wave; it does not grant a free activation.

7.6 REPAIRS

During the Council Phase, players may spend Supplies to repair buildings.

Default repair rate:

1 Supply restores 1 Integrity.

With Forge II:

1 Supply restores 2 Integrity.

A building cannot be repaired above its starting Integrity unless a future upgrade says otherwise.

Destroyed buildings cannot be repaired.

7.7 BARRICADES

During the Council Phase, players may spend 1 Supply to place one Barricade.

Barricade rules:

- ◆ place within 3" of any village building,
- ◆ use a 3" long obstacle or equivalent terrain piece,
- ◆ Integrity 2,
- ◆ counts as Cover,
- ◆ counts as Difficult Terrain,
- ◆ can be attacked normally.

Treat Barricades as Combat 0 when attacked.

7.8 TRAPS

During the Council Phase, players may spend 1 Supply to place one Trap.

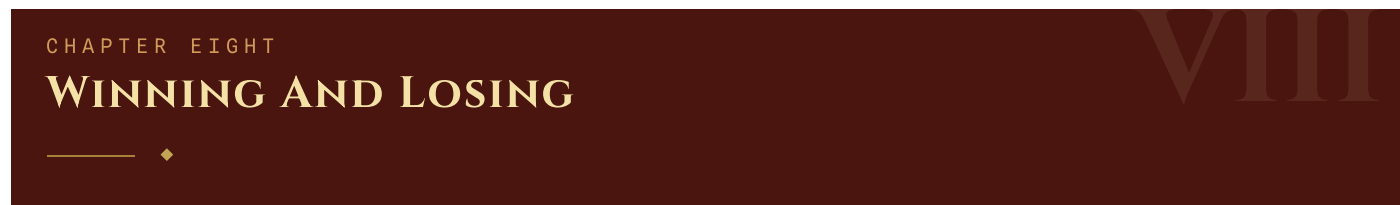
Trap rules:

- ◆ place within 6" of any village building,
- ◆ use a 2" diameter marker or a clearly agreed 2" area,
- ◆ mark secretly or place the marker face down,
- ◆ triggered by the first enemy that enters it,
- ◆ roll D6 when triggered.

Trap effect:

D6	EFFECT
1-3	Target takes 1 wound
4-6	Target takes 2 wounds

Remove the Trap after it triggers.



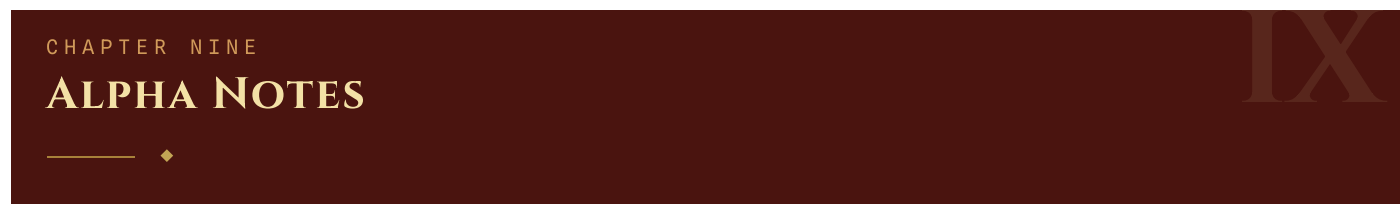
The players win if the Town Hall survives the final wave.

The players lose immediately if the Town Hall is destroyed.

Optional harder rule:

The players also lose if all heroes are fallen at the same time.

Use the optional rule only if the group wants a harsher game.



The following rules are playable defaults and still need playtesting:

- ◆ exact wave generation,
- ◆ Ambush size,
- ◆ Temple I healing,
- ◆ Watchtower I shooting bonus,
- ◆ Stable mobility balance,
- ◆ Village Defender balance.

Use the simplest ruling at the table, record what happened, and revise after play.