

Fear and Faith

Horror Miniature Skirmish Rules



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INTRODUCTION

Fear and Faith (F&F) is a horror miniature game. It is a skirmish-scale game, in which every model in the game represents an individual creature or hero.

One player controls the forces of good, personified by witch hunters, clergymen, and helpless victims, a few good individuals seeking and fighting evil in all its manifestations. Such heroes come from all walks of life and are collectively known as “good” models or “good party” in these rules.

Their opponent plays witches, warlocks, devil-worshippers and other inhuman monsters such as vampires or werewolves. Evil takes many shapes and these Horrors are manifestations of it. From witches to fanatic cultists clad in black robes, winged demons, feral werewolves and man-made monsters – the list is nearly endless.

Both players may also employ “neutral” models-- such as animals or humans who are not morally aligned and will fight for both factions. When we refer to the “good” player or the “evil” player we are obviously referring to the type of models that the player is moving on the tabletop, and not to the player himself!

Another interesting option is to play battles between bands of monsters – vampires and werewolves struggling for control of an area, skirmishes between covens of witches belonging to different cults, and even mobs of zombies competing for food are possible. For example, in a scenario for three players, one player could run a group of survivors trying to get out of the tabletop while two other players could run competing zombie hordes trying to eat them!

Fear and Faith cannot keep house together; when one enters, the other departs.

—Vern McLellan



ABOUT THE RULES

The rules of F&F are based on the *Song of Blades* engine, first seen in the fantasy game *Song of Blades and Heroes (SBH)*. Players of SBH should take note that there are more differences than is obvious on a first read. This stand-alone game can be played as it is, although with a bit of creativity players may easily integrate it with other games using the *Song of Blades* engine.

☠ *Baron Frankenstein's Tip: Throughout all the rulebook, Baron Frankenstein will give you play tips and suggest modeling possibilities. He'll also suggest rules variants and clarifications.*

HISTORICAL PERIODS

Horror scenarios can be played in many different historical eras. Classic periods for horror gaming include the Victorian Age, the Twenties (especially for scenarios inspired by pulp novels and H.P. Lovecraft's stories) and Modern/Near Future times. The basic rules are the same, but the types of models available and the equipment carried will be different. With a few modifications, players may even pit ancient Romans or Egyptians against these monsters. After all, the fear of the supernatural remains the same through all human history. All it takes is some agreement between players upon what weapons and character types would be available in the chosen historical setting.

☠ *Baron Frankenstein's Tip: With a bit of common sense, you can mix these rules with other sets by Ganesha Games, for example pitting a squad of Napoleonic soldiers from *Song of Drums and Shakos* against a coven of witches in central Europe or mummies in Egypt, or a band of werewolves in the bleak post holocaust world of *Mutants and Death Ray Guns*.*

OBJECTIVE OF THE GAME

F&F is played in scenarios. Every scenario has different rules for placing terrain and models on the tabletop, and different victory conditions. In the simplest form, the objective of the game is simple to wipe away the opposition by rendering all models helpless, killing them or driving them off the table.

☠ *Baron Frankenstein's Tip: Horror is heavily dependent on scenarios and needs a cooperative attitude between participants to recreate the "feel" of the genre. Battles can be one sided if the players don't agree beforehand on what kind of monsters will be used. For example, a battle between a force of werewolf hunters and a co-*

ven of vampires would advantage the vampires immensely, as the werewolf hunters would not be carrying the crosses, holy water and stakes needed to kill the vampires. Players should alternate designing scenarios, or a third player may act as a game master (a sort of "referee") and scenario designer. Download our free webzine "Free Hack" for more scenarios, battle reports and ideas.

PLAY SPACE

The scenarios are designed to be played on a square or rectangular surface. We recommend a 60x60cm (2'x2') playing surface for 15mm models and a 90x90cm (3'x3') playing surface for larger models. Most available horror models are in the 25-28mm scale, and these were used to playtest the game.

GAME MATERIALS NEEDED

You'll need a playing surface, at least three regular six-sided dice, models (5 to 10 models per player in an average game, although the number may go up with low-cost figures like zombies and civilians) and terrain. You'll also need to print out your force roster to have all your models stats available at a glance. You'll also need the three measuring sticks described below.

MEASURING STICKS

All distances and ranges are measured with three measurement sticks labeled Short, Medium or Long. To make these sticks, you can use balsa wood laths from any hobby store, wooden skewers or even drinking straws.

If you play with 20/25/28mm models, the sticks should be 75mm, 120mm and 180mm.

If you play with 15mm miniatures, they should be 50mm, 80mm and 120mm.

☠ *Baron Frankenstein's Tip: You actually need three sticks, and not a single stick marked at intervals. All our games use the same sticks. They should be in three different colors so you know which one to pick up at a glance. Alternatively, a printable measurement gauge can be downloaded from the *Song of Blades* yahoo group.*

