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Introduction

Song of Fur and Buttons is a kind of Sourcebook for Song of Blades and Heroes. It is presented differently from other Song of Blades games in that each scenario has an accompanying chapter with it. This means that you can play through the whole story arc.

Song of Fur and Buttons is great for introducing younger players to gaming. However, the setting and story aims to capture the imagination of young AND old. You can be just as happy playing through this with a good mate as you could be reading a chapter to your child and then play the accompanying scenario. It is a great way to give bedtime stories a real injection of fun or to just use these great models in a game.

The story itself follows the 'actual events' of what really happened in the adventures of Sir Maurice Fursworth, Sir William Cuddlesbury and Sir Uppity Paws. This means that if you lose a scenario, sometimes the story assumes you won it. This is simply to keep the continuity of the story and relay the actual events that occurred – as reported by the Teddies.

Remember that no one ever dies in this book! Sure, some stuffing can be lost, some stitches can pop... but a good needle and thread will always fix these Teddies up quick smart!

If you don't have kids, Song of Fur and Buttons still provides a lot of gaming 'meat' with not only a unique setting, but by presenting now 14 fun and interesting Narrative scenarios. Each scenario has been deliberately created to be different and unique and can be easily used with your own figures.

However you use this book, I sincerely hope that you enjoy it as much as I did writing it.

Ben Boersma, July 2010

Changes To This Edition

This is in fact the second edition of Song of Fur and Buttons. The book is now a stand alone volume. It includes all the rules you need to know to play any scenarios in the book. It also includes a few more profiles to help you design your own encounters.
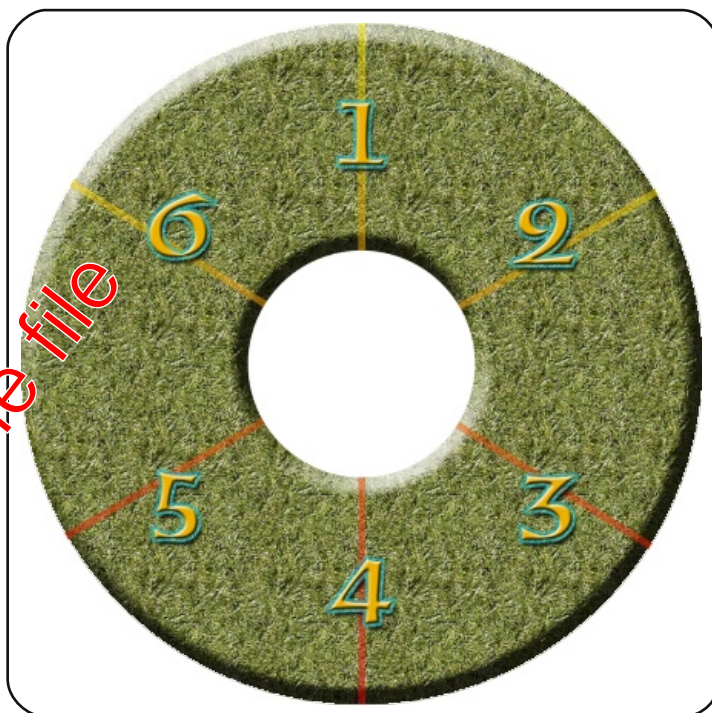
The Concept of Facing

"Facing" is not a concept usually used in SBH games, but it is necessary for some of the scenarios in this book. To make this as simple as possible, we have provided a template to lie over the model you are using. This template has the numbers 1-6 printed on it. The number 1 should always be lined up roughly with an agreed point on the miniature (usually where the miniature's head is looking). This point is said to be the direction that the model is "facing".

To determine a random direction, simply place the template over the miniature and roll a d6. The number that is rolled is the number the miniature turns to "face".

If you are given the opportunity to turn your model by a "point", simply place the template over the model, it should be "facing" the 1. To turn one "point" you may turn it to face either the 2 or the 6.

What do I need to play?

To play this game, you'll need 3 six sided dice, a few miniatures, three measuring sticks and a play surface of at least 90 x 90cm. You'll also need a few scenic material to represent the different areas found in Song of Fur and Buttons. These include hills, trees, marsh, rocks and the like (you can just use some paper or felt outlines laid out on the battlefield if you don't have well crafted terrain).

Game Length

Once you know the rules, a game requires 30-45 minutes, depending on the scenario (some are shorter, some are longer). This makes it possible to play several scenarios back to back (or to play the same scenario with swapped sides) in a single evening.

Scale and Conventions

Song of Fur and Buttons recreates the adventures of a band of intrepid Teddy Bears and the friends and foes they meet along the way. This game has been written for the 28mm Teddy Bear and Warrior Frog miniatures created by Eureka. The scenarios are generally written for two players, but it's possible to play with more.

The nominal ground scale with 28mm models is roughly 20mm = 1 yard. One figure represents one creature. One turn represents a few seconds. All distances and ranges are measured with three measurement sticks labeled Short, Medium or Long. Checking a range before declaring an attack or movement is allowed. Players may measure distances at any time. The recommended play area is 90 x 90cms with Eureka's 28mm models.

Measuring Sticks

Short	75mm
Medium	120mm
Long	180mm

Profiles

Every model is described in game terms by a profile. The profiles in Song of Fur and Buttons depict everything from our adventurous heroes, to small dinosaurs, to heroic Kermitians and villanous Picnic Bears.
Here is a sample:

Sir Uppity Paws - Personality
Points 56   Quality 4+   Combat 2
Special Rules   Coward, Distract, Hero, Shooter: Short

Points: this is the cost of the model. More powerful models cost more points. All of the profiles in this book are given a points value to help you determine roughly balanced sides. If something that you'd like to include isn't in the book, free software for calculating a model's point value is available on the Song of Blades Yahoo Group and www.ganeshagames.net

Quality: this is an overall indication of the model's willingness to fight, reaction speed, initiative and morale. It is the number to be rolled on a die to activate the model, so the lower the number, the better.

When it's your turn, you nominate a model that you're trying to activate. You can roll one, two or three activation dice - your choice. Every roll that is equal or better to the model's Quality is a success, every roll that is lower is a failure. You get to do one action for every success. **If you roll two or more failures, the turn passes to your opponent (after the model acts on its one success, if it had one), who gets to nominate one of his or her models and activate it.** It is generally wise to start acting with the models with the best (lowest) Quality target numbers.

Combat: this is a measure of how well the model fights. In a fight, this value is added to the roll of a die and compared to the opponent's Combat plus the roll of a die. The combat score takes into account factors such as armor, weapons, thickness of fur or shell, and weapon skill. Combat may be influenced by Special rules.

Special rules: this is a catch all category which includes all the extra abilities and special powers of a model. Every special rule describes something that the creature can do in addition to its basic profile. Some special rules are detrimental (for example, Turtle Riflemen are Slow, meaning that they move less frequently than others) and decrease the model's point value.

Basic Rules

Most of the scenarios in Song of Fur and Buttons are what we call "Narrative based" which means that everything you need to do for the scenario is listed in its description. The terrain, forces and objectives are all laid out for you already. Some scenarios may ask you to select a number of models equivalent to a certain number of points. This should be done secretly with

the total number of points not exceeding the number that is set out.

Once the scenario is set up, play then begins with rolling for initiative and activating their forces. Bear in mind, that some scenarios may alter some of these rules slightly. If a scenario rule breaks one of the rules for the core game, follow the scenario rule instead.

Activation

Both players roll a die. The high roller takes a first turn, nominating on of his figures, and rolling one, two or three dice to activate it. The player chooses how many dice to roll. The roll(s) is(are) made against the model's Quality. The model can act according to the number of successes rolled:

Successes rolled	Possible actions
1 failure	Model performs no action; player may nominate another model and try to activate it
1 success	Model performs one action, then player nominates another model and rolls to activate it
1 success, 1 failure	Model performs one action, then player nominates another model and rolls to activate it
1 success, 2 failures	Model performs one action, then play passes to the opponent
2 or 3 failures	Model performs no actions, play passes to the opponent
2 successes	Model performs 2 actions, then player nominates another figure and rolls to activate it
2 successes, 1 failure	Model performs 2 actions, then player nominates another figure and rolls to activate it
3 successes	Model performs 3 actions, then player nominates another figure and rolls to activate it

When making Quality rolls, a roll of 1 is always a failure, a roll of 6 is always a success.

The table is easier than it looks. Regardless of the number of dice you roll, you are entitled to one action per success rolled. But if at any point you roll two failures, play passes to the opponent. In all other cases, you can nominate another figure and try to activate it (unless all your figures have already been activated!)

When all of a player's models have been activated, or whenever the acting player rolls 2 or 3 failures, play passes to the opponent.

Ending the Game

Play continues until one side is wiped out (all models are out of action or run off the table) or until the specific scenario victory conditions are met.

Activated Figures

An activated figure can perform one, two or three actions. Actions can be used to move or to attack, but no model can make more than one attack per turn (unless a Special Ability allows them to do so). Models may spend one extra action on an attack (hand to hand or ranged) to reduce their opponent's Combat value by 1 (think of this as taking a few extra seconds to aim the blow or using all your strength in an all out attack).

Any figure can "spend" his or her actions as follows:

Action	Cost
Move once (walk)	1 action
Move twice (sprint)	2 actions
Move three times (run)	3 actions
Short Move through dense terrain	2 actions
Attack in hand-to-hand	1 action
Perform a powerful hand-to-hand attack (-1 on opponent's score)	2 actions
Attack with a ranged weapon	1 action
Aimed Shot with a ranged weapon (-1 on opponent's score)	2 actions
Disengage from hand-to-hand combat	2 actions
Break a "Transfix" spell	2 actions
Stand up after a fall	1 action
Cast a spell	1, 2 or 3 actions (see magic rules)

Movement

Most models in Song of Fur and Buttons have Medium move - it means they can move from one end to the other of a Medium stick by spending one action. A few models will be unusually slow or fast and be therefore able to move less or more. These models will have the Short Movement or Long Movement special rules in their profile. Gallimimus are a great example of figures that have Long Movement and the tiny Terrapin Spearmen with thier short legs are an example of figures that have Short Movement.

A model can move less than the full distance if desired, or not move at all. If movement passes through any sort of difficult ground, such as a marsh or wooded area, the model's speed is reduced by one category (Medium movement becomes Short, Long becomes Medium and Short needs two actions to move). Movement must always be performed in a straight line from any point of the measuring stick to any point of the measuring stick. Since all movement must be in a straight line, a model will often have to use more than one action to go round a corner or move past a foe.

Interpenetration

A model may move freely through friendly models as long as he has enough movement left to clear their bases. If he hasn't enough movement, he must stop in contact with the friend.

A model cannot move through enemies. His movement stops if he comes in contact with the base of an enemy, unless the model has Free Disengage or the enemy is fallen or transfixed.

Hand-to-Hand Combat

A model must be adjacent (in base-to-base contact) with another model to fight. Combat is simultaneous: either model involved in the fight may force someone out of action, push away or knock down the other.

Each model involved rolls one die and adds its Combat score. If the result is a tie, nothing happens - the models parried or dodged each other's blows.

Beating the opponent means that the opponent falls to the ground (if the winner's die score is even) or retreats by one base width directly away from the attacker (if the winner's die score is odd).

Remember that in Song of Fur and Buttons, no-one is ever killed. They are instead forced Out of Action (OOA) This represents the figure's stitches popping, losing their stuffing, bruises, scrapes or grazes that need to be fixed up before continuing to fight. If you want to mix these profiles with other SBH games, use **Out of Action** and **Killed** interchangeably. Do the same with **Gruesome Kill** and **Badly Out of Action**.

If an attacker doubles his opponent's score, he has forced them **Out of Action**. The opponent figure is removed from the tabletop. Trebling his score means a **Badly Out of Action**, which can potentially spread fear among his allies (see the Morale section).

Hand-to-Hand Combat Modifiers
Fighting against more than one enemy: -1 per every adjacent model above the first
Attacking a transfixed or fallen foe: +2 (and you force him Out of Action if you beat him by 1 or more)
Performing a powerful attack (costing 2 actions): -1 on the opponent's score
Ambush bonus: +1
Mounted model attacking a non-mounted model: +1
Defending an obstacle or fighting in elevated position: +1
Big model against a normal model: +1
Huge model against a Big or normal model: +1

Ambush

An ambusher is a model that starts the turn hiding (completely hidden, not just protected by some cover by woods or some other scenic feature. Ambushers have +1 on their Combat rolls if they shoot missiles from within cover. Ambushers also attack in close combat at +1 in any turn which they started hidden (they rush out of their hiding place to surprise their opponents).

Size in Hand-to-Hand Combat

Some models are bigger than your regular Teddy Bear size. They have the Big or Huge special rule. Huge creatures are larger than Big creatures. Whenever a larger creature attacks a smaller one (eg, a Terrashell Shambler that has the Huge ability attacks a Kermitian Knight that has the Big ability, or a Kermitian Knight attacks a Picnic Bear Popgunner that is of normal size), the larger model has +1 on its Combat score. Smaller than Teddy Bear sized creatures such as the Terrapins are treated as normal sized creatures for purposes of this rule.

Fallen Models

A model falls to the ground (lay the miniature on its back or use a token) when its opponent wins a Combat with an even result on the die. In other words, you fall if you lose a Combat in which the opponent has rolled a 2, 4 or a 6.

A fallen model is at the mercy of its enemies. The fallen model can attack normally in hand-to-hand any adjacent models. But it is attacked at +2 and, if it loses a combat even by one point, it is forced Out of Action. If a fallen model is doubled in combat, its opponent has scored a Badly Out of Action.
A fallen model may be activated as normal and spend one action to stand up.

Just remember that a fallen model doesn't always mean that it has tripped and is on the ground. It could also mean that a stitch has popped or they dropped their weapon. Sometimes in the case of a fallen Kermitian it simply means he has quickly nabbed a way-ward insect that flew into his vicinity. A fallen model basically means that it has left itself vulnerable for a moment.

Recoiling Models

A model must recoil when its opponent wins a Combat with an odd result on the die. In other words, you recoil if you lose a Combat in which the opponent has rolled a 1, 3 or a 5. The recoiling model is moved one base width directly away from the attacker. The owning player decides the exact direction of the recoil.

If the recoil brings the model in cantact with any active (ie. not transfixed) opponent, the enemy model gets one "free hack" attack against the recoiling model. This is rolled like a normal attack, but on ly the opponent can damage the recoiling model, and not vice versa.

A model that recoils from multiple opponents does not receive a Free Hack from all the opponents. In other words, a recoil represents a "fighting withdrawal" and not turning one's back to the enemy and running!

No Space to Recoil

If there is no space to recoil (for example if the model is completely surrounded by enemies, or is at the table edge, or is with its back against an impassable scenic feature such as a tree or a rocky wall), the recoiling model automatically falls to the ground.