

Seven Note Sabbath

By Cat, A Asshole

The War Against Heaven

Heaven's Transgression

Fifteen years have passed since the first Angels descended to earth. At first, we called the Angels as a matter of convenience, struck by the staggering beauty of their rainbow, crystalline forms.

Now, it's a matter of fact. These alien creatures, like prisms of purest light, are Angels, come from Heaven to annihilate us, and it has been fifteen long years since the invasion began. Whole areas of the world have been soaked in Condemnation, a neurotoxin cloud in rainbow hues that brings a stop to all life it touches. Humans have been stolen and purified, turned into the hybrid Nephilim, who in turn oversee the destruction of the world they once called home.

Children exist who don't remember any other world.

Hymnal Units

Not long after the invasion, scientists created the first Hymnal Units. Mechanical battlesuits manifested from Gain, the force of emotional power in humanity's songs, the Hymnal units enabled young musicians to take the field as soldiers, to shatter the Angels, and defend humanity.

Most of them burned to the ground, exhausted, traumatized, or killed in the line of duty. A fully adult Hymnal pilot is a rare sight these days.

Thanks to the impact of the Lucifer meteor near Belfast, we have Line Devils now. And thanks to Type Faustus, we have a Hymnal unit capable of summoning and controlling those demons.

We are not done screaming.

And we will howl our curses until Heaven falls.

Blazing Hymn Tactics

What is Blazing Hymn?

Blazing Hymn, by Peach Garden Games, is a tactical action TTRPG built in the LUMEN engine by Spencer Campbell. It's a transparent anime fangame based on Neon Genesis Evangelion and Senki Zesshou Symphogear dealing with Hymnal Pilots and their struggles against an uncaring Heaven.

You can find Blazing Hymn at PeachGardenGames.Itch.io , including the expansions and the Ultimate Collection, which includes all expansions and supplemental material made for the game.

What is Seven Note Sabbath?

Seven Note Sabbath is a tactical skirmish game set in the world of Blazing Hymn, using some of the same terminology and ideas.

Players take the role of Type Faustus pilots, using their abilities to modify the battlefield and summoning demons to take advantage of the field they've set up.

Type Faustus pilots are less shock troops and more commanders, and while Blazing Hymn is a tactical game, Seven Note Sabbath is a more strategic game than the main series.

Importantly, though there is carryover of concepts, the mechanical framework is different and the games are not built to slot into one another.

Seven Note Sabbath and Blazing Hymn are separate games (there are rules for recruiting and deploying Hymnal units in this manual, however).

The Basics

You Will Need

- As few as two players, or as many as five.
- Four or five six-sided dice
- Some way to keep track of a shared hex map, including changing colors for particular hexes.
 - In person, you may want to use dry-erase markers and a laminated hex map.
 - Remotely, some of these may work:
 - A shared screen of image editing software
 - A Google Sheets document (There's an example at [LINK](#))
 - A website like <https://hextml.playest.net/> that lets people share and mutually edit a hex map.
- A way to keep track of player characters, summoned units, and enemy units on that hex map.
 - In person, small tokens, models, coins, or just about anything else will do.

Before You Begin

Decide who will be playing the role of the Angels. This person's role will be similar to the Game Master's role in the TTRPG, controlling the enemies and setting the mission parameters. (That said, there will be sample missions in this manual, so this person does not necessarily need to come up with the entire session themselves.)

Make sure, either out loud or anonymously, that everyone is comfortable with the game and its themes, which include:

- Blasphemy

- Civilian harm and death
- Young combatants
- Apocalyptic themes

While you're doing that, go over any triggers or pain points that would make the game unplayable for one of the players, including the Game Master.

Finally, using this information, establish safety tools. You can use whichever ones work best for your table, but if you've never used safety tools before, you should try and do the following things:

- Give players a way to signal if they're in distress and need to stop the game
- Give players a way to make sure that the game avoids things likely to put them in that degree of distress.

Type Faustus

Hymnal units are operated by the power of song, translating the passion and fury in the wearer's voice into a power source called Gain, which it can then use to augment the wearer's physical abilities and even manifest weapons and armor out of nothing. Classified by weapon type, they can manifest swords, gauntlets, guns, and more, and have been holding the line against Heaven for fifteen years.

The latest Hymnal model is elegant, barely bulkier than a normal suit of clothing, with a glistening visor and accompanying headset, which does most of the system's work. Type Faustus exists to protect its wielder from the instantly fatal touch of the Hymnals, and to translate their voice into Gain, projecting it outward to create Resonant Zones.

These Resonant Zones cause everything within a certain radius to harmonize, auto-generating Gain persistently. The Type Faustus allows the user to stain the world itself in the colors of their song, and use those colors to command manifest Line Devils.

A Line Devil is a manifestation of humanity's emotion, flowing through the world's Ley Lines and carrying trauma, fear, and hope with it. At first, these could only be awakened at particular places, but thanks to advances in artificial angel technology, crystalline bodies can be summoned for them by the Type Faustus, bringing them to the battlefield so that they can fight back against the oppressor that has been tormenting this planet for so long.

Previous Hymnal units were shock troops. This one is a commander.

Playing the Game

Telling a Story

Because this is a wargame, roleplay is an optional part of the game. If the players want to, they can narrate a short scene each here, giving them a chance to express who their character is outside the Faustus armor.

The player controlling the Angels can run a scene in which the players are briefed on their mission parameters before the battle starts, or they can just tell the other players directly.

Starting the Battle

Mark any terrain on an otherwise blank hex map. Players will be coloring the hexes to indicate their Resonant Zones, so make sure the colors will be visible. The player controlling the Angels defines the deployment area, where players will have to start the battle.

Next, place any objectives, civilians, or other neutral objects, and then place the starting wave of opponents.

Finally, players place their commander units and their starting Devil in the deployment area. They decide among themselves who goes first, or they roll a six-sided dice to see who takes the first turn.

Turns

On every player's turn, they may do the following in any order:

- Move their Commander
- Take an action with their Commander
- Spend Gain
- Move up to three other units
- Take actions for up to three other units

Then, after the player has acted, the Angels act.

Once the player controlling the Angels is finished, the turn passes to another player, who takes their actions before passing back to the Angels.

Song and Summoning

Every player starts the battle by choosing which song they will sing. They will sing the same song through the entire battle, and this will determine their actions and the types of Resonant Zones they can create.

At the start of their turn, the song determines how much Gain they can use before their turn ends. Gain can be used for one of three things:

- Creating a Resonant Zone, staining a hex a particular color for the rest of the battle.
- Summoning a Line Devil
- Increasing an adjacent unit's physical attack

A song can only create certain Resonant Zones. For example, a song with the color code “RRV” can create up to two Red zones and one Violet zone. It cannot create a Blue zone or a second Violet zone.

Every Faustus subtype excels at summoning a specific kind of Line Devil - without a Summoning Circle, these are the only kinds of Line Devils they can summon during their turn.

Movement

When a unit moves, it moves through one hex for every point in its Movement score. It cannot move through a hex occupied by an enemy unit or a barrier, like a wall or piece of rubble. (Barriers should be marked on the map in the beginning in a way that is clear to all players)

Attacking and Defending

When a unit attacks, it declares a target in its range. Ordinarily, this will mean an adjacent unit, but Resonant Zones and other effects can change this.

A unit has Attack Dice and an Attack Rating, as well as Defense Dice and a Defense Rating.

When the unit attacks, it deals its full Attack Rating to the target. Then, roll its Attack Dice.

For every 5 or 6 rolled, the unit deals its full Attack Rating in damage to the target again.

Before subtracting the total damage from the defender’s Hit Points, first reduce the damage by the defender’s Defense Rating. Then, roll the defender’s Defense Dice. For every 5 or 6 rolled, reduce the attack’s damage by the Defense Rating.

Then, subtract anything left over from the target’s Hit Points.

[[CAT: DO A FLOWCHART]]

Seven Notes

The astrological principle “as above, so below” links the seven notes of the common western heptatonic scale to the seven planets known to ancient philosophers, turning the number seven into a powerful esoteric symbol of completeness. These seven notes, color-coded for visual reference, are channelled by Type Faustus into seven different Harmonic Zones, each with different physical qualities.

[[CAT: DO DIAGRAMS]]

Red

A unit attacking from a Red Zone gets two automatic successes on its Attack Dice.

Orange

If a target in an Orange Zone is attacked, the damage is rolled as usual, but the same damage is dealt to every unit standing adjacent to the initial target.

Yellow

If a unit is attacked while standing in a Yellow Zone, it gets two automatic successes on its Defense Dice.

Green

An allied unit that ends its turn in a Green Zone regains 2 HP.

Blue

An allied unit standing next to a Blue Zone can make an attack as if they were standing on the Blue Zone.

Indigo

If a unit standing on an Indigo Zone is attacked, the attacker regains HP equal to the final amount of HP lost by the target.

Violet

Angel units cannot pass through or stop their movement on Violet Zones.

Harmonic Circles

[[CAT: DIAGWAMS]]

Summoning Circle

If the players create a circle of four hexes of the same color, the resulting Summoning Circle will allow them to spend their Gain to summon a common Line Devil of a different class than usual.

Any allied unit can make use of this Summoning Circle, but the summoned Devil always appears on one of the four hexes of the Circle.

Blooming Melody

If the players create a circle of seven hexes of the same color, the resulting Blooming Melody will summon three common Line Devils of any class at a cost of 1 Gain, or one Rare Devil at a cost of 3 Gain.

Any allied unit can make use of the Blooming Melody, but the summoned Devils always appear within the Blooming Melody hexes.

Corpse Flower

When a Commander completes a circle of seven hexes, each with a different color, the resulting Corpse Flower will summon a Rare Devil without the need to spend Gain.

After its completion, the Corpse Flower allows all allies to summon a Rare Devil at the cost of 1 Gain. The Rare Devil always appears in the centre of the Corpse Flower.

Angel Actions

Flow of Play

Commander Creation

Overview

Choosing Your Class and Gain Trigger

Class 1 - Enraged

Class 2 - Desolate

Class 3 - Exultant

Class 4 - Immovable

Class 5 - Terrorized

Writing Your Songs

Chorus of Devils

Rage Marauder

Desolate Specter

Exultant Tormenter

Immovable Titan

Terrorized Soul

Desperate Hulk

Shrieking Guardian

Meteoric Assassin

The Heavenly Army

First Chorus

Second Chorus

Third Chorus

Fourth Chorus

Fifth Chorus

Divine Leviathan

Nephilim Commander

Nephilim Infiltrator

Nephilim General

Humanity

Support Staff

Hymnal Recruits

Type 1 - Tsurugi

Type 2 - Huo Jian

Type 3 - Katar

Type 4 - Messer

Type 5 - Xyston

Type 6 - Pavise

Sample Missions

Scenario: A Land Twice Condemned