FUNDAMENTAL -DU©K!
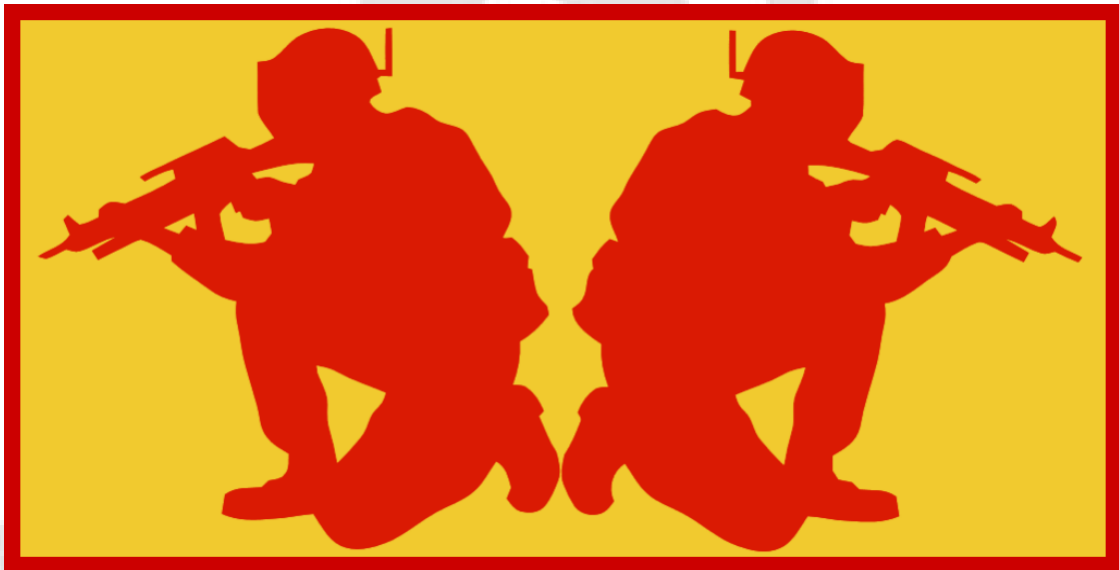
CORE RULES FOR COMBAT WITHIN CONFINES

SCI FI TABLETOP GAMING WITH 54mm FIGURES

SETTING UP A GAME

BOOKLET 1 OF 8

WHEN A DUCK SAYS DUCK! THEN YOU DUCK!
OBVIOUSLY TIME-WARNER's AND NOT MINE

SUMMARY

The game is based around a small team of explorers/attackers/defenders/ who must move around in a restricted environment such as a spaceship or a labyrinth of tunnels and fight numerous enemies whilst aiming to complete a mission.

Play is on a square grid and can use any scale figures but 1/35-54mm 'Army Men' scale is recommended to allow easy modelling and conversion.

The whole lot must fit on a tabletop so keep an eye on what space you have available or you will rarely get to play a game.

A basic tenet is that the playthings should be easily available and the tabletop arena created with as little expense as possible.

Ad Hoc imagination is the way.

<u>YOUR UNIVERSE ON THE TABLETOP</u>

The exact requirements of what you will assemble for the following sections are dependent upon your own universe.

Read Booklet 5 'The Universe according to -DUCK!' to help you establish what you are after.

THE KEY PRINCIPLE IS TO GET WHAT IS CHEAP AND TO-HAND RATHER THAN HUNT FOR STUFF. MODIFY SOME KIDS TOYS YOU FIND AT A LOCAL SUPERMARKET **NOW** RATHER THAN WAIT TO GET THE PERFECT FIGURES AT NEXT YEAR'S GAMING CONVENTION. GET A HANDFUL OF FIGURES AT A SECOND-HAND SHOP AND SOME OF THEM WILL SURELY BECOME FINE ALIENS OR ..SOMETHING. PLASTIC ARMY MEN RATHER THAN 54mm FINE SCULPTS IN TIN.

THE TEAM

These are the heroes of the game. One of them will be YOU, literally. About 12 figures are probably enough, equipped with various weapons found in Booklet 3 'Combat'. Booklet 9 'Figures and Models'.

54mm, 1/35 or 1/32 figures are recommended. Maybe 40mm is ok but 28/25/20mm are less identifiable and fiddly to handle. This scale allows easy painting or super-detailed if you want that. Or no painting (horror!). Personalise the figures for you must name them.

Each figure must be based to accept a changeable coloured sabot which will identify a character when he has different weapons or gear on.

THE THREAT

These are the baddies. The opponents of the Team and those who must be blown away to achieve a successful mission.

The Threat comprises 3 main elements.

Primary Infestations – These are dangerous invasive alien pest species which need to be eradicated. You will have one main primary pest in your universe. 25 or so individuals should be enough (hopes your Team).

Secondary Infestations – These are less pervasive and less numerous than your Primary Pest. They may be even more dangerous individually but they may just be a nuisance. Your imagination can run riot here. Use anything and everything you find, from polystyrene packaging pieces to farm animals or weird things from Christmas crackers. Dried jelly or old, curled biscuits can be alien species-imaginate! How many of each type is dependent on how many present a range of problems for your Team.

Competitors are also a varied range of threat. They are not pests in the true sense but will compete with your Team for the same stuff. Competitors are usually other humans, even from the same Megacorp, but can be sentient aliens. Or cybots !? Competitors come as teams so a set of 12 figures should suffice to field a variety of weapons for each type.

EVENT CARDS

These provide relief from the unending blasting of aliens. A special find, unwelcome news, mutiny among the Team etc.

Two sets of cards are needed.
Red Events happen as soon as the Team enters the new area.
Green Events happen after the Team has explored and stabilised the area from any Threat.

Both sets have identical backs.

To determine the event take a numbered chit or roll a dice and read-off from a numbered list of events.

Events can be made -up oif this becomes difficult just read through a scifi novel with similar situations and note them down or translate them to your Universe.

You probably need at least 20 events to stop the same one coming up too often.

THE ARENA

Your combatants meet in an environment which is usually confined to allow it to be modelled cheaply and easily.

Your universe will determine what the arena is.

Examples are caves and mines hacked out of polystyrene tiles, modular spaceships or bases made from interconnected cardboard boxes, plastic packaging elements etc..
Collect, imaginate and paint !

It is important you can mark a grid of 6cm squares on your scenery. The game relies on this for movement and combat.

A modular construction should allow the same elements to be put together in different ways. Squares with entrances in the middle of each side or some sides are the easiest option. Hexes work too. Or irregular shapes with variable joining bits which work as entrances or corridors/tunnels.

Make it simply. You will learn from your Mark I scenery and soon modify or renew it, I assure you. The key is to make it quickly and get gaming rather than plan a magnificent project which never gets onto the table.

My own is a simple grid of squares using interlocking foam tiles that are intended for use as underlay for gym machines.

WALLS OR NO WALLS (AND DOORS ?)

This is quite a decision to make.

PLANS
Many board games avoid using walls and when play is
done on a nice plan this looks fine. Even doors can
be marked on a plan rather than modelled in 3D. This
is the way to go to start quickly and easily.

3D
However, walls and doors give such a great
atmospheric feeling and look so good that you will
probably try them sooner or later.

Polystyrene or cardboard is the easiest to start
with. Again, a modular system is necessary with some
way of joining elements to make them stable in use.

I will outline my system as an example, with some
others.

I suggest 65-75mm height – too short and they look
wrong, too high and you will not be able to move
things around easily or see what is going on.

DOORS need to be removable. If you have no doors, in
a tunnel, for example, use some kind of small
vestibule to demarcate the module area.

REFERENCE MAP
It is an idea to have a small version of the arena
to set markers on or indicators which would
otherwise get in the way of play.

PLAYING AIDS AND DISPLAYS

To allow easy play and especially to allow solitaire or interrupted play, it is best to use displays for details rather than scribbles on paper.

Player consoles/monitors can be made with thick card or polystyrene tiles or foam-core board. They CAN be pieces of paper but that is less durable and easily moved.

Displays will show the status of the Team, Game Turn Sequence etc.

Variable values can be shown as counters or as dice at a specific place on the display. They are changed or turned as ammo is used up or wounds are acquired. It is possible to cut holes for dice in thick material so they cannot be accidentally displaced.

All monitors/displays can be easily made in a word processor or simple graphic program. Print them, stick them to card, cover them with clear film or acetate so they can be written-on and re-used.

In any case you can make them cheap and simple but looking good and as a complement to your figures and arena. I have a graphic theme based upon the logo for my Megacorp. This ties all the pieces together visually and makes the game feel more 'finished'.

ACTED

WAIT

READY

MOVE	HAR BURST	☐		VERMINATOR
MELEE	GRENADE	☐		TEAM ROSTER
FUMBLE	FLAME FUEL	☐	☐	
CARRY	HEMG BURST	☐	☐	
CARRY				

DF

MOVE	HAR BURST	☐		" FIND 'EM
MELEE	GRENADE	☐		BURN 'EM ! "
FUMBLE	FLAME FUEL	☐	☐	
CARRY	HEMG BURST	☐	☐	
CARRY				

DF

MOVE	HAR BURST	☐		" BOARD AND CLEAR
MELEE	GRENADE	☐		RECOMISSION
FUMBLE	FLAME FUEL	☐	☐	RECUPERATE
CARRY	HEMG BURST	☐	☐	RELOAD "
CARRY				

DF

CHECKLIST OF ITEMS REQUIRED

NOTES FOLLOW

•

- 12 or so **Team figures** to choose your team from.
- Each needs a **Character Display Card** and **3 I.D. markers**
- 12 or so **Locker** markers
- 24 **Locker Plunder** markers
- 12 **Burning Flame** markers
- 6 or so **Wound Markers** for each side
- 3 **Incapacitated Team Bodies**, or so.
- **Activation Board**
- **GAME TURN SEQUENCE TRACK**
- 24 **Primary Infestation Pest** Species individuals should be enough for the worst situation
- **Infestation Source** model e.g. nest of piled eggs.
- 12 **Biosensor Pings** – 2 White, 2 Yellow, 3 Green, 3 Blue, 2 Red
- 16 **Arena Plan** tiles
- 16 **Source location chits** – Biohazard symbol
- A range of different shaped **obstacles/furniture** for tiles. Both Full, High and Low height.
- Circa 10 Single Doors, 12 Cargo Doors
- **Boarding Bridge with adjacent Assembly Area**
- **Cargo**

DICE
These are used as indicators as well as being thrown. You will need about 24. A few of a different colour, preferably RED are also useful. In some cases you will be using the 'Average Dice' probability range but it is not necessary to have Average Dice because it is a simple thing to convert a D6 throw to a DAv score thus 1=2,2=3,3=3,4=4,5=4,6=5.

NOTES ON ITEMS REQUIRED

12 or so Team members to choose your team from. Each needs a Character Display Card and 3I.D. markers

24 Locker Plunder markers
For a random dip. These can be simply card counters with words or pictures on the reverse. Print. Stick, cut.

12 or so Locker markers
These represent lockers in the corners of rooms. I use a triangular model so that it takes up less space. You can also use a flat marker. Or solid pieces of painted and decorated polystyrene or wood. Or a matchbox suitably painted can even have the plunder counter inside it.

12 Burning Flame markers
To show which squares are affected by flame and continue to burn. Can be flat. e.g. perspex painted on on underside. I prefer 3D – use steel woool or cotton suitably painted or just ragged pieces of foam suitably painted.

6 or so Wound Markers for each side
These should be blood splats. Use small pools or glue-gun glue – allow it to cool then paint it. Also clear plastic furniture protection pads can be painted likewise. Red blood for Team, Green for pests.

3 Incapacitated Team Bodies, or so.
In generic gear, suitably prone,

Activation Board
Three zones to show which Verms are ready to act,
waiting or have acted.

24 Threat Species individuals
Should be on bases to make them stable.

Infestation source model e.g. nest of piled eggs.
The natural history of your primary pest will tell
you what this should be. My Harpies have a nest
entrance which is bursting through the deck plates
of the ship. Should be within a 6x6cm base.

12 Biosensor Pings
2 White, 2 Yellow, 3 Green, 3 Blue, 2 Red
These are used to mark where life forms are detected
by the Biosensor but have not been yet verified.

16 Playing Arena Plan tiles
The arena for the game. Modular and interlocking.
Cheap, solid and easily stored. 6cm grid.

16 Source location chits – Biohazard symbol
Flat counters with a cool front. One has an S or
symbol on reverse to indicate true Source.
Design, print, stick to card, cut-out, play.

For the following, read Booklet 6, 'Naval
Architecture for the hard of Learning':
    A range of different shaped obstacles/furniture
    for tiles. Both Full, High and Low height.
    Circa 10 Single Doors, 12 Cargo Doors

Boarding Bridge with adjacent Assembly Area
The Team enter the ship/base via an airlock-boarding
bridge. This can be a piece of tube suitably

enhanced. A small base is also useful to line-up the Team before it enters.

DICE
These are used as indicators as well as being thrown. You will need about 24. A few of a different colour, preferably RED are also useful. In some cases you will be using the 'Average Dice' probability range but it is not necessary to have Average Dice because it is a simple thing to convert a D6 throw to a DAv score thus 1=2,2=3,3=3,4=4,5=4,6=5.

ROSTER CARDS AND OTHER DISPLAY BOARDS
These can be sheets of card or even paper but are best made from thick card or foam board or polystyrene tile with card glued on front and back. Especially with solitaire games, this allows smooth play and recording.

These should be made to allow different markers and information to be secured to them. Use cut-outs or magnetic tape maybe.

Print the basic grids you need onto coloured card, cheaply available and saves on printer ink!

To make them durable you can cover them in adhesive film, laminate them before backing them, or you can give them several thin layers of cheap gloss spray varnish. (then keep coffee off the gaming table!)

THE SHIP / BASE

You should read Booklet 6,'-DUCK!s IN SPAAAACE'.

You can
EITHER use a ship map and set up each area as play
moves into it
OR lay out the whole ship.

PLAYING SPACE AND GAME LAYOUT

It is better to lay the whole game arena out before
you start to avoid breaking up the play. Generally,
this can be justified because the Team wil have
access to a lot of data, including plans, before
they arrive.

But do not put out the pests and surprises. Mark
them on the small-scale plan with counters and
activate them as the Team progress.

Each area on the ship map has a corresponding
tile/module. Tiles have a specific layout of
obstacles. Obstacles represent beds, machines,
ship's structure etc. You can see which type of
doors should be set up – single or double. As a rule
double/cargo doors never open into a non-cargo-bay
tile.

TILE LABELS AND STANDARD LAYOUTS
If you wish you can keep all tiles unlabelled and
with moveable furniture. You can then set them up
for the game from a set of maps. It may become less
trouble in set-up if you label tiles for each
specific use, Quarters, Bridge etc., and mark
lightly where a standard complement of furniture
should be located. This way you can easily assemble

a set of furniture that creates a good game
atmosphere.
e.g. For the Bridge one can assemble some consoles
and screens. For Propulsion one can construct some
power units and suitably technical elements.

THE SHIPS (Caves, etc)
Plans are given for various ships in Booklet 6)

The range of caves, bases, spaceships or hive-city
maps will be developed on the basis of your overall
Universe scenario(Booklet 5).

For example. I use 'Drifters' which are abandoned
spaceships.

I have a few lists of ship types encountered in
diferent areas of the galaxy. e.g.

OUTER CENTAURUS ARM HYPER-METAL MINING REGION
1,2   ORE SHUTTLE
3,4,5   JOBBING FREIGHTER
6,7,8   MAIL SHUTTLE
9,   HEAVY FREIGHTER
10   COLONY SHIP
The contents of the ship will be themed upon the
mining activities of the area.

LOCKER FINDS
The following chits are drawn from when a Team
rummages a locker.

Take the locker door marker away when this is done.

CARGO
Each cargo bay tile has 6 bays for a cargo lot.
Cargo items are many and various. You need a range of containers and wierd-looking stuff to be cargo elements. Gas-flasks, biological material holders, palletted goods, contruction materials etc.

A Truck or **LOADER RIG** is located in Cargo Central which would allow movement of items. This is a kind of vehicle or powered exoskelton

A Com-Trac vehicle is in one of the rearmost Cargo Bays if there are more than 4 Cargo Bays or if it is an exploration or military ship.

Events
EVENT CARDS – See Booklets 2 and 5.
Shuffle the Event Card Pack. This comprises 50/50 red and green cards. 1 of each colour for each module (taken from a larger pack). Add 3 red and 3 green '+ other' cards which mean an additional card of the opposite colour is set in that module.
Event cards can have instant effects or provide clues or warnings or trigger other events.

GAME SET-UP

<u>& 9 Steps to set up a game</u>
Notes follow

FIRST –   LAY OUT MAP OF SHIP OR SURFACE BASE

SECOND –   PLACE CARDS FOR PRIMARY AND SECONDARY
                  CONTAMINATIONS AND EVENTS
                  (ON MISSION DISPLAY)

THIRD –   SET OUT BIOSENSOR PINGS FOR 1° AND 2°
                  CONTAMINATION (ON SHIP MAP)

FOURTH –   LAY OUT CARGO THEN PLACE
                  HAZARD AND TAMPER CARDS
                  ON CARGO DISPLAY)

FIFTH –   PLACE VERMINATOR OBJECTIVE
                  (ON MISSION DISPLAY)

SIXTH –   SELECT YOUR TEAM

SEVENTH -   CHOOSE YOUR LOCK ENTRY POINT, PLACE LOCK
                  (This is point 7 of 9
                  You know what that means! See footnote)

EIGHTH -   PLACE TEAM IN ORDER OF ENTRY TO LOCK

NINTH –   USE GAME TURN SEQUENCE DISPLAY

                  'Let the games commence...'

Footnote for the lost   PRESS HERE FOR HELP

NOTES

SECOND –   PLACE CARDS FOR PRIMARY AND SECONDARY
                   INFESTATION (ON MISSION DISPLAY)

The MISSION DISPLAY is simply an A4 sheet with places for the cards to be displayed.
Suitably enhanced with logos etc.

You will need decks of cards for Primary and Secondary infestations. Read Booklet 7, 'Monsters'.

FOURTH –   LAY OUT CARGO THEN PLACE
                HAZARD AND TAMPER CARDS
                ON CARGO DISPLAY)

The Cargo Display is the Part B of the Pink Slip. Again, at its simplest a piece of A4 with spaces for each cargo bay. 6 spaces can comfortably fit on each A5.

You need a deck of Cargo Hazard cards and a deck of Cargo Tampering Cards – see Booklet 6, 'Ships'.

FIFTH –   PLACE VERMINATOR OBJECTIVE
                (ON MISSION DISPLAY)

You need a deck of MISSION OBJECTIVE CARDS. These must be devised with reference to your Universe scenario.
See Booklet 5, 'The Universe According to -DUCK!'.

NINTH –   USE GAME TURN SEQUENCE DISPLAY

A simple grid – suitably decorated – with a token to show which phase of the turn is under way.

TEAM SELECTION

Your team is made up of …

YOU – a figure representing you.
Its loss ends the game at that instant. Start again.

CoGs – Citizens of the Galaxy.

CHARACTERISTICS

Each figure has a STATUS DISPLAY board which will show his capabilities, current ammo status and what he is carrying.

Figure capabilities are divided into two areas, PHYSICAL and TECHNICAL.

These characteristics come as a set on small card/counter whioch is set into the STATUS DISPLAY.

Deal out blind 5 pairs of 1 Physical, 1 Technical capabilities card. You may then look at the pairs and assign them to your figures. You may not switch the pairings of Physical and Technical cards you dealt out but you can adjust which figure has which pair until you are satisfied.

DIFFICULT GAME : Deal cards at random to figures and no switching allowed.

PHYSICAL			PHYSICAL			PHYSICAL	
MOVE	-		MOVE	-		MOVE	-
FUMBLE	5		FUMBLE	6		FUMBLE	5
CARRY	2		CARRY	3		CARRY	2
GRAPPLE	+1		GRAPPLE	+1		GRAPPLE	-

TECHNICAL			TECHNICAL			TECHNICAL	
SHOOT	+1		SHOOT	-1		SHOOT	-
GRENADE	+4		GRENADE	-		GRENADE	+4
QUALS	TS		QUALS	TC		QUALS	T

PHYSICAL CAPABILITIES
- MOVE: Normally a figure moves DAv squares.
- FUMBLE: D6 throw or higher which means a fumble
- BURDEN: Normally 4. How much a figure can carry.
- GRAPPLE: The figure's close combat value.

Each of these can be given a bonus or deduction.

TECHNICAL CAPABILITIES
- SHOOT: Any modifiers to basic weapon rolls.
- THROW: Modifiers to weapon throwing
- QUALS: Specific trained skills the figure has
  - T- Cargo truck license
  - L- Loader rig license
  - C- Comtrac license
  - F- Spaceship pilot's license
  - S- Science and Technology Technician
  - M- Medic

- E- Engineer
- W- Weapons Expert
- B- Biology Expert
- etc.

BINGE
The moral fibre of the figure. Starts usually at 6.
When it reaches 0 the figure has lost his head and
will act like a lunatic.
When Binge is 0 the figure gets a chicken marker
until he is recovered.

When the figures all have a STATUS DISPLAY card
laid-out with PHYS and TECH capabilities and
appropriate ammo for their weapon, along with any
extra items carried.

TEAMER STATUS DISPLAY BOARD : INFO DISPLAYED

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     FIGURE I.D.
                               TEAM I.D.


 BINGE LEVEL
 WOUND STATUS MARKED HERE


PHYSICAL                  TECHNICAL CAPABILITIES
CAPABILITIES
                          SHOOT
MOVE    AvD +/- 2         GRENADE - LAUNCHER/THROW
FUMBLE  4/5/6             SKILLS X/C/V+/B
CARRY   2  +2/-1
GRAPPLE  3 +2/-1



    BINGE D6  +/- 2           CARRIED ITEMS




    MAIN WEAPON               AMMO STATUS




    SIDE-ARM                  AMMO STATUS
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