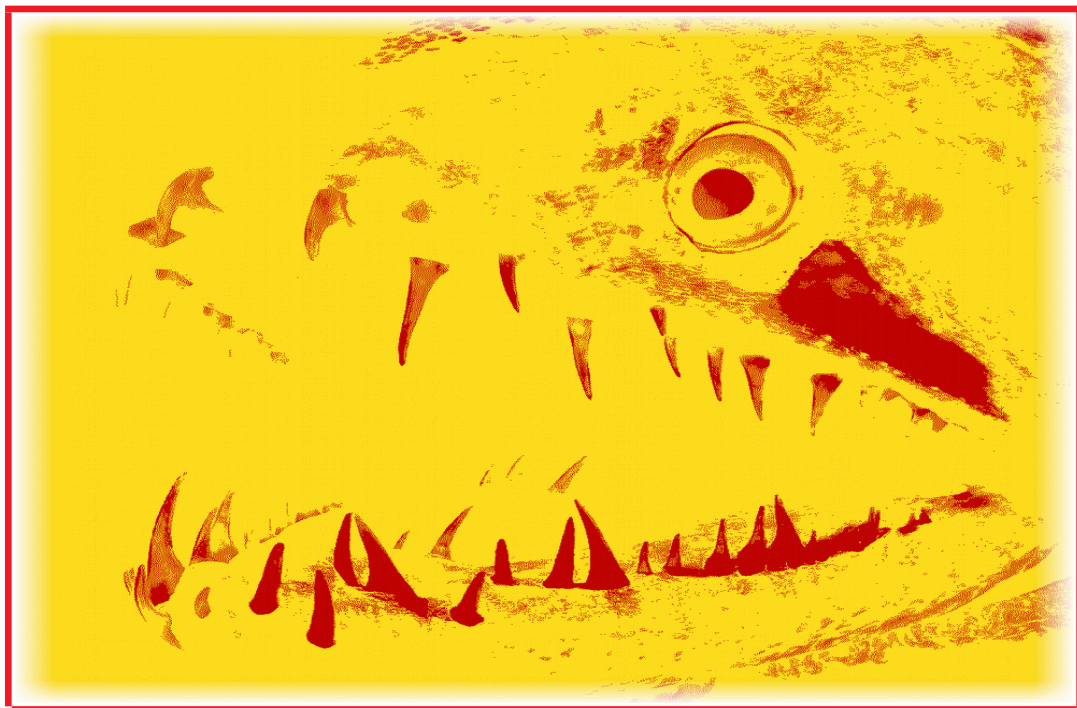


MONSTER -DUCK!

THE GALACTIC NATURAL HISTORIAN



BOOKLET 7 OF 8

A PRACTICAL APPROACH

DO NOT START IMAGINING CREATURES WITHOUT A PHYSICAL MODEL !

FIND A MODEL AND WORK WITH IT.

There are no standard creatures in -DU©K! This guide could be 500 pages long and be **less** helpful.

Remember, our aim is to find a few creatures to fight, NOT to build an ecosystem.

We ARE interested in how dangerous a creature is, how it attacks and fights, how to kill it.

The easiest route is to take an existing creature and create a new variety of that creature. (e.g a spider which jumps to attack instead of using a web)

Otherwise, find a model or 'thing'. It does not have to represent the whole creature. You could find something which you think looks like the mouthparts or sting or legs etc. of a creature.

If you have part of a creature you must fill the gaps.

(e.g. I decide a starfish will be the head of a new creature. How is it attached to the rest of the body ? What is the body like ?....)

The **essential** gaps to fill are details necessary to complete a creature record NOT how the creature mates or the noise it makes or if it prefers lettuce on Sundays. Add these later if you like.

Examine the details of the model and decide what characteristics this creature has by deciding what each feature of the creature is and what it does.

- Legs/tentacles ?
- Horns – are they hard or soft or poisoned ?
- Mouth – does it have teeth, does it spit...? etc.

Continue through the essential characteristics needed for playing a creature in the game.

Use the charts below to help.

Record your decisions.

NOVELTY

Easy ways to achieve a novel creature.

- Shift the environment – make a fish shaped creature move on land ?
- Shift size and scale – a giant amoeba ? Small venomous snakes in a swarm ?
- Shift the material – a slug with metallic scales ? A beetle with a diamond carapace ?
- Swap body parts between two creatures – Starfish on a giraffe body ? Tentacled crocodile ?
- Shift behaviours - Make herd/ swarm creatures solo and v.v. .

PRIMARY AND SECONDARY INFESTATIONS

Creatures occur in two modes of abundance.

PRIMARY INFESTATIONS

The creature dominates a drifting spaceship or abandoned base.

Work, research, daily life is impossible in such a situation.

Primary infestations are usually by larger creatures in larger numbers and multitudes of smaller ones.

SECONDARY INFESTATIONS

The creature may occur alongside a functioning ship or base. They are a nuisance which may be deadly but does not present an existential threat to an ongoing project.

Secondary infestations are more usually by smaller creatures and lone creatures.

MIXING

Depending on the desired difficulty of the game add Secondary Infestations to the basic scenario.

Ensure there is a justification for the creature's presence. A contaminated cargo or experiment gone wrong, for example.

Avoid the D&D cliché of bare rooms each with its own isolated creature, treat the ship as a whole problem.

CREATURE CHARACTERISTICS RECORD

PEST CHARACTERISTICS SHEET

PEST NAME [_____]

MOVE	PROTECTION	ATTACK	NOTES
TYPE	TYPE	TYPE	
RATE	RATING	STRATEGY	
		RATING	
VULNERABILITY			
GUNS			
FLAME			
EXPLOSION			
CUTLASS			
GRAPPLE			
DOPE			
SPECIAL	SPECIAL	SPECIAL	

n.b. It is unusual for a creature to have more than one attacking strategy and type of attack. Likewise, more than one special character will complicate the game and make the creature *less* interesting and *less* identifiable.

MOVEMENT

Some examples of how the Threat moves and how fast it moves.

FAST movers can cross a module in one move, not necessarily on every move.

e.g. D4v or D6 per turn

MEDIUM movers can get halfway across a module on a move.

e.g. D4, Dav-1

SLOW movers move 1 or 2 squares each move.

e.g.

SPORADIC movers can shift from halting to moving as fast as they can.

e.g. D6-2

INEXORABLE movers vary little in distance covered each move.

e.g. D2 or 1 per turn

MOVEMENT TYPE	SPEED	
SLITHER	SLOW TO MEDIUM	
AMBULATE	SLOW TO FAST	
HOP	SLOW TO FAST	
JUMP	SHORT TO LONG	
CREEP	SLOW TO FAST	
FLY	FAST	
DRIFT	SLOW	

PROTECTION

PROTECTION	TOUGHNESS LO-MED-HI	
EXOSLELETON	HIGH	
HIDE	HIGH	
MUCUS/JELLY	LOW	
FUR/BRISTLES	MED	
INORGANIC	HIGH	
SPIKES	MEDIUM-HIGH	
PLATES	MEDIUM-HIGH	
CARBUNCLES	MEDIUM-HIGH	

FORM OF ATTACK

ATTACK TYPE	DESCRIPTION	SUCCESS EFFECT		FAIL EFFECT ?
GRAPPLE		IMMOBILISED	-	
CUT		DAMAGE		
BITE		DAMAGE	CRUSH OR CUT	
SPRAY		DAMAGE		
PIERCE	No impact	DAMAGE	STING	
ENSNARE		IMMOBILISED PART OR WHOLE	TARGET AREA ?	
CLAW		DAMAGE		
RAM	Impact	DAMAGE		PROTECTION STOPS POINT OR EDGE BUT NOT CRUSH OR MASS
ENGULF		IMMOBILISED PART OR WHOLE DAMAGE FROM MATERIAL USED	TARGET AREA ? IF FUMBLE THEN IMMOBILISED ELSE PARTIAL	
IMPALE	Impact?	DAMAGE IMMOBILISED PART OR WHOLE	TARGET AREA ?	

ATTACK STRATEGIES

ATTACK STRATEGIES		
RUSH AND GRAPPLE		
RUSH AND TOPPLE		
CLOSE AND ATTACK		
ATTACK FROM DISTANCE		
LURK AND AMBUSH		
SET TRAP AND LURK		
IN SWARM		
IN SOLO		
IN PACK		
IN CONCERT		
DIVERT AND CLOSE		

VULNERABILITY

VULNERABILITY	SCORE FOR INSTANT KILL	EXTENT OF KNOCK-BACK	OTHER
BLADE			
GUN			
GRENADE			
FLAME			
DOPE			
SPECIAL			

AUTONOMOUS ACTIVITY GENERATOR

This is a table you must construct to give a random-within-limits activity for a Threat.

The AAG must cover

- STACKING – how many individuals per square maximum
- STIMULUS – what the Threat will react to.
- RESPONSE PROFILE – how the Threat will respond to a stimulus.

Possible responses include -

HIDE – Like a Teamer’s WAIT action. Go to a square unobserved by Teamers and wait until one comes into ATTACK range then attack

MASS – Move to achieve maximum stacking before attacking

GRAPPLE – Move to nearest teamer and attack IN SAME SQUARE.

ATTACK – Move to where MOST DISTANT ATTACK can be made and attack at that distance.

AVOID – Move away from nearest Teamer. Do not attack unless Teamer enters own square.

E.G.

A A G for Rebus Ant	
STACKING 2	RESPONSE PROFILE :
STIMULUS : SIGHT SOUND <5	1234 WAIT 56 Mass and Wait (make maximum stacking)

Well, this Book 7 of 9...

