AWAYDAY -DU©K!
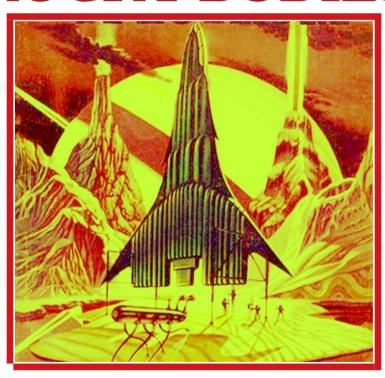
EXCURSIONS ONTO AND INTO ROCKY BODIES

BOOKLET 8 OF 8

A PRACTICAL APPROACH

Planetary excursions

defended planet

pillboxes and turrets among the landscape.

Complex ala spaceship underground.

Must find an entry point then clear complex.

Defenders reinforced by a helicopter or a ground vehicle maybe.

DEEP FREIGHT PEST CONTROL

SURFACE EXCURSIONS PROTOCOL

Tiles represent an area of ground.
Instead of doors the boundaries represent obstacles of tangled undergrowth or rock formations between open glades/clearings.

OR . Each tile may lead to another OR there is a gap of 'DEAD SPACE'/UNINTERESTING which is 1 to 6 tiles long...marker

So a group of tiles as an island is separated with stretches of uninteresting terrain.

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.

Us 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 amaeoba ? Small venemous 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. .