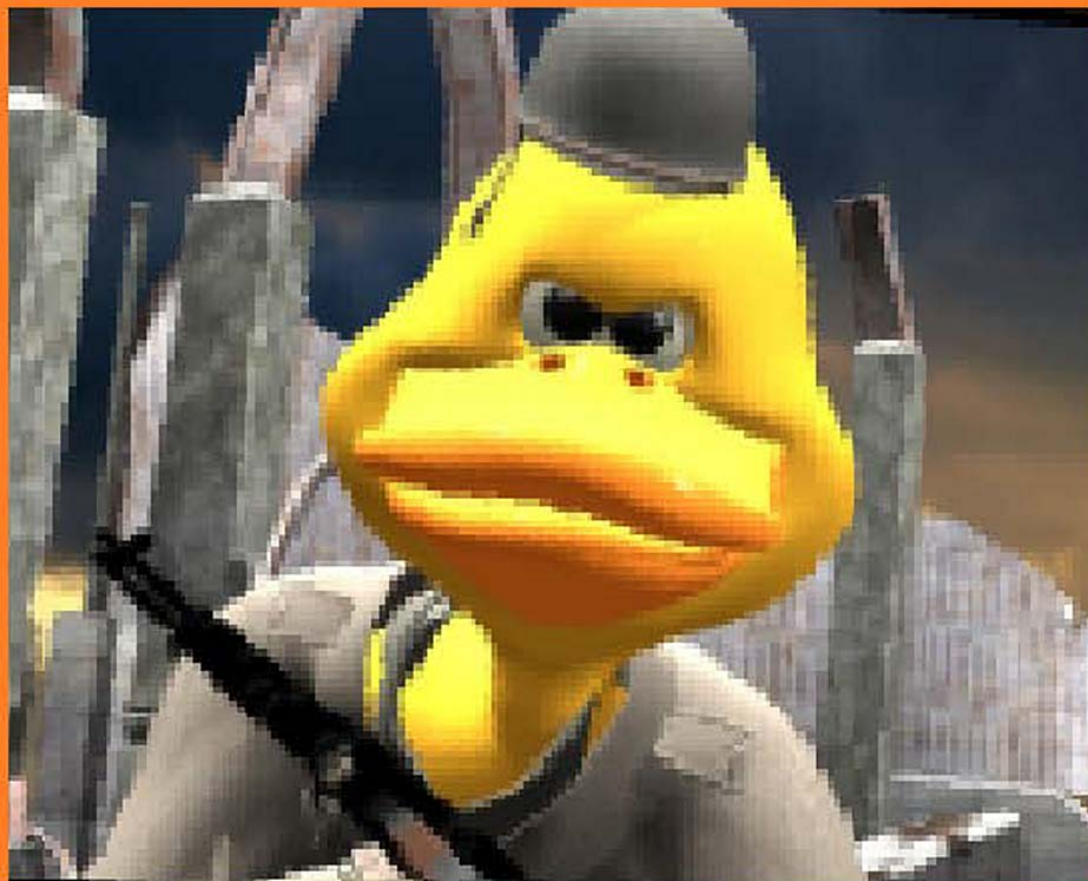


DUCK WARS



by Richard Tucholka

Tri Tac Games PDF

#9710

Scouts vs Mutant Monsters
Polywumpus



***Fantastic Combat
Between Scouts
and Mutant Monsters***

First in the Duck Wars

Scouts vs Mutant Monsters
Polywumpus



***Fantastic Combat
Between Scouts
and Mutant Monsters***

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Polywumpus

Index & Guide

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The Duck Wars



Design by Rich Tucholka Art by Bill Kuehl

POLYWUMPUS © 2001 by Richard Tucholka.

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INTRODUCTION

The end of the twentieth century was a time of shifting alliances, people finding freedom, and generally, the world's nations realizing how small and fragile the Earth was. Nuclear Armageddon just didn't happen. It would have been bad for business.

In the summer of 1999 many odd sightings of humanoid creatures were made by reliable people.

In Pennsylvania's Black Moshannon Forest a duck-like monstrosity made a snack of a Scout Troop leader.

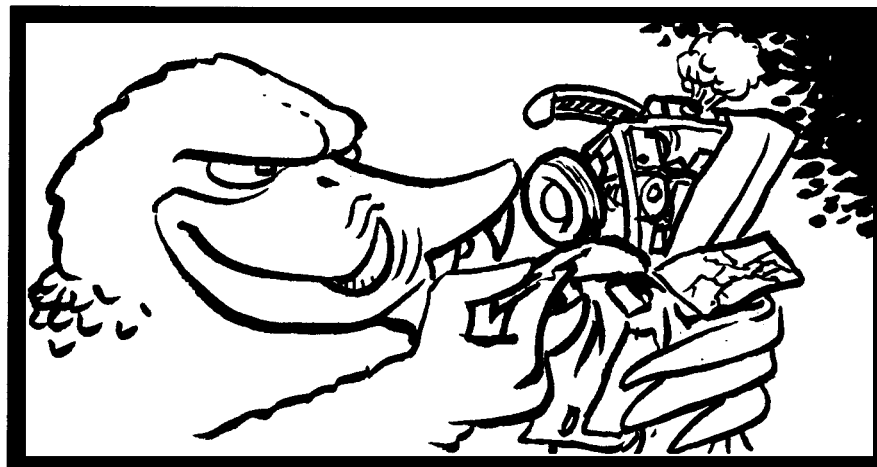
Hearing the loud squeal of tortured metal as it peeled the Scoutmasters Mini-Van into strips, the scouts took refuge in a cabin.

Being enthusiastic, and a little desperate, they decide to make the 'fowl' beast pay with its life. Grabbing any available weapons, they begin the hunt for the monster.

You are one of the hunters.

You are a Scout and have a **MISSION**. You will find the creature and exterminate it, no matter what the cost. Your weapons are few, your resources sparse, and the enemy powerful. It won't be easy, these monsters are cruel and lethal.

It's going to one heck of merit badge!



Polywumpus



Polywumpus

Polywumpus is a fast and easy tactical board game or miniatures battle. The goal of **Polywumpus** is simply to survive and exterminate the 1, or more Wumps.

MATERIALS NEEDED

For **Polywumpus** you need a small number of materials common to any game store or the floor under a gamer's bed.

DICE

Dice are a must. Get three pair of 6 sided dice. (6 Total) And a ten sided. A lot more die 6's would speed the game and be more helpful, but 6 will do in a pinch.

GAME BOOK

You will need at least one copy of **Polywumpus**. Don't even think of photocopying this to save a few bucks. We've got a gaming attorney that works cheap, and he **LOVES** copyright infringement cases. So there!

COPIES

Copy the counters and Hex Sheet if you need it. Make as many as you want. (There - you have our written consent, but **ONLY** for these specific items.)

MISCELLANEOUS

Paper, pens, pop, chips, maps, miniatures, buildings, toy cars, and whatever floats your boat. The more visual aids you use the better. Just look out for parents or spouses who think this sort of thing is a little off the wall. Have fun and try not to roll the dice off the table where the dog can eat them.

Polywumpus

SETTING UP THE GAME

- 01 Create a map, any size. Preferably use hexes but you can use squares. On the map designate trees and rocks, like the provided example.
- 02 Designate one single hex as a cabin, this is the starting point.
- 03 Add roads and water. Have fun with the design.

MEASUREMENT

The game board is in hexes or can be a miniatures battle used with inches. If you wish to use the metric system, use centimeters in place of inches.

SCOUTS UTILITY SHEET

Scouts have five attributes. These are generated by the use of a d6. These are:

CONSTITUTION

How healthy the character is. (d6 +1)

STRENGTH

How strong the character is. (d6 +1)

MOVEMENT or CLIMB

Distance travelled or climbed (CON+STR) Divide by 2

ACCURACY

Ability to hit a target (d6 +1)

LIFE POINTS

Total Body Points (CON x STR)

HOW MANY SCOUTS?

About 6-12 Scouts to the Polywumpus is a good ratio.

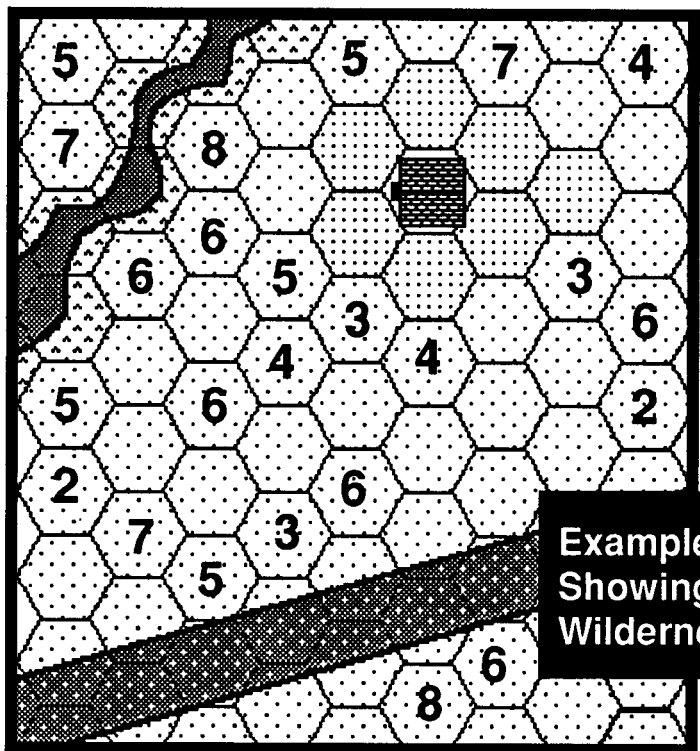
STICKING TO THE RULES

Nobody ever sticks to the rules so why should you? Modify or change them as the GM wishes. Games should be designed to be adaptable and fun. We've created the nucleus of what you can expand on, so please feel free to do so. Characters with statistics of 2 should add an extra point or two to help balance out their statistics.

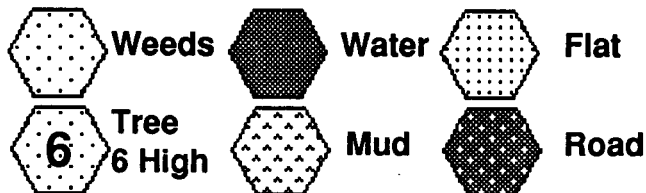
Polywumpus

THE ULTIMATE GAME PROP

Find a local sporting goods store and get a Duck Call. With a little practice you can drive your players up the wall and have a lot of fun making the neighbor's hunting dog paranoid. Use the call for the Wumps as they attack!



Example Map
Showing Natural
Wilderness Area



MAPPING

This is a simple and small example of a much larger playing map. See page 09 for Optional Terrain Modifiers. Counters are provided on the last page of the book.

Polywumpus

NON- PLAYER CHARACTERS

All Non-Player Characters (NPC's) have 16 Life Points and an Accuracy of 3. They move at a rate of 6 hexes or inches.

OPTIONAL COMBAT INITIATIVE

Roll initiative on a d10. The highest roll is the first player to act. The lower rolls wait their turn, as you count backwards from 10. With tie rolls, actions happen at the same time.



COMBAT: TO HIT A TARGET

To hit a target, roll 2d6. If the result is less than your Accuracy, you hit.

EXAMPLE:

Teddy swings at a Polywumpus, with a handy camping shovel. His accuracy is 7. Teddy hits if he rolls between 2 and 7 on 2d6.

The luckless scout rolls a 9 and misses the Wump. The creature counters Teddy's aggression with an attempted bite. It throws and rolls an 8. Since the Wumps's accuracy is 8, it hits Teddy. The scout takes damage.

THROW

Your strength limits your range of missile fire. If you have a strength of 7, you can throw an object 7 hexes or inches. Missiles that miss their intended target fall behind the target. These items fall d6 -1 hexes or inches. behind the intended target.

Polywumpus

WEAPONS

Roll a d6 +2 for number of carried weapons at the beginning of play. Other weapons are accumulated from other players or found in the destroyed Mini-Van or cabin by a search taking one turn. Roll a d6 for table, then a d10 for weapon.

01

01	Ceramics	A8
02	Bucket	A1
03	Toaster	A1
04	Light Bulbs	A7
05	Records	A8
06	Cans of Food	A
07	Cold Cereal	A8
08	Books	A7
09	Backpack	A8
10	Fork	A7

02

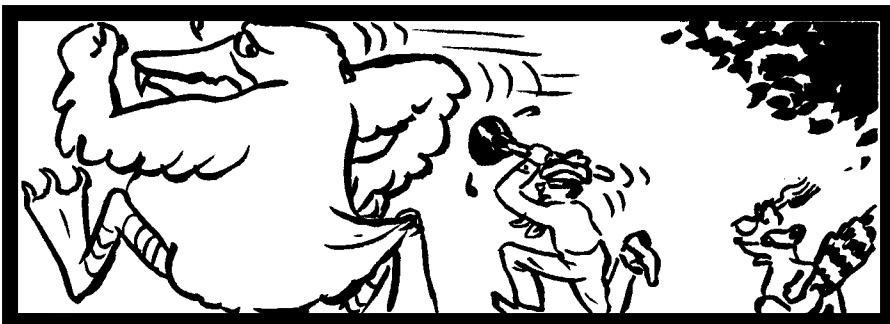
01	Slingshot	A
02	Small Appliance	A
03	Shovel	A4
04	Frozen Chicken	A
05	Portable Radio	A
06	Boiling Grease	C
07	Spear	A5
08	Chain Saw	D5
09	Toilet Plunger	A8
10	Laptop Computer	A6

03

01	Pet Raccoon	A1
02	Bow/Arrow	C6
03	Survival Knife	C1
04	Croquet Mallet	A
05	Sledgehammer	B7
06	.22 Rifle (10 shot)	D2
07	Hatchet	B2
08	Lead Pipe	A2
09	Machete	C6
10	Fireplace Poker	A3

04

01	Stick	A6
02	Cane	A
03	2 x 4 (wood)	A1
04	Aluminum Pan	A8
05	Iron Pan	A2
06	Rock (small)	A9
07	VHS	B
08	Brick	A2
09	Hammer	A3
10	Pocket Knife	A1



Polywumpus

05

01	Screwdriver	A6
02	Telephone	A1
03	Shoes	A8
04	Rake	A3
05	Tent Spikes	A1
06	Razor Blade	A6
07	Ice Pick	A
08	Broom	A7
09	Portable TV	C
10	Tree Limb	A3

06

01	Steak Knife	A2
02	Butcher Knife	B
03	Meat Cleaver	B6
04	Tire Iron	A3
05	Bottle, Empty	A6
06	Bottle, Full	A1
07	Bottle, Broken	A4
08	Scissors	A2
09	Hedge Trimmers	A6
10	Knitting Needle	A6

DAMAGE CODES

Letter and number combinations are equal to the damage of weapons in Polywumpus.

A= 1d6	1= +1	6= -1
B= 2d6	2= +2	7= -2
C= 3d6	3= +3	8= -3
D= 4d6	4= +4	9= -4
E= 5d6	5= +5	

NOTES ON DAMAGE

If any damage calculated is 0 or less, there is no damage from the attack. Firearms have a 10 hex range if not blocked by a tree.

EXAMPLE

Rock A7 = 1d6 -2

If you rolled a 1 on the d6, and then subtracted 2, you would get -1 points of damage. Since this is less than 0, no damage would be caused.

WEIGHT & WEAPONS

The previous section was a list of random types of weapons. Your strength is equal to the maximum number of weapons you can carry. (Be realistic in types carried. It is very difficult to carry 3 TV's and a home computer into combat.)

Polywumpus

THE ENEMY

Polywumpus

(Anas Platyrrhynchus Monstrous)

CON	10
STRENGTH	30
MOVE	10
ACCURACY	07
LIFE POINTS	250

DAMAGE

BITE	4d6
CLAW	3d6
CLAW	3d6
SLURP	6d6



WUMPUS TACTICS

These evil and hungry monsters could be a real menace if their brains were not the size of a walnut. What they can't immediately spot, they won't attack. They can't climb trees and they fear enclosed spaces, like small cabins. Cabins have a basic structure of 1000 points that the Wump can demolish to bring it down. Wumps are good at hiding in bushes and behind trees. They are invisible until a Scout is within 2 hexes of the hiding beast.

CLIMBING TREES

Humans find trees helpful for hiding until the Wump pushes it over. Every tree has a value from 1 to 10. The Wump forefits an attack turn to push a tree over. Roll 2d6 and any result over the value of the tree pushes it over. Scouts in the tree receive damage equal to the 1 point per height of the tree they have climbed and fallen from.

Polywumpus



TURN SEQUENCE

- 01 Move 1/2 Total Movement
- 02 Missile Fire
- 03 Complete Movement
- 04 Physical Combat , Tree Pushing
- 05 Close Physical Combat, Fall
- 06 Damage from Falling

OPTIONAL MOVEMENT MODIFIERS

Players move up to their movement limit. Picking up an object, searching, or close physical combat automatically ends movement. Movement cannot be accumulated for use in later rounds. You can turn a character 50% at the end of a movement turn. You can turn 100% if moving less than half of your total movement, or standing still.

TERRAIN	MOD	WEATHER	MOD
Road	+01	Rain	-01
Grass	+0	High Wind	-02
Weeds	+0	Light Snow	-01
Forest Thickets	-12	OTHER	
Stream (Shallow)	-02	Dead Players	-03
Mud	-01	Fallen Trees	-02

FALL

If a Scout decides to ignore terrain modifiers or attempts acrobatic stunts, there is a chance of a fall.

FALL CHANCE

01-05 No effect 06 Falls Flat

CAMPAIGN

Polywumpus can be played as a fast action game or an extended campaign game with the addition of a few basic rules.

FIREARMS

Most pistol type (d6 shots) firearms do C damage. Rifle type (2d6 shots) firearms do E damage.

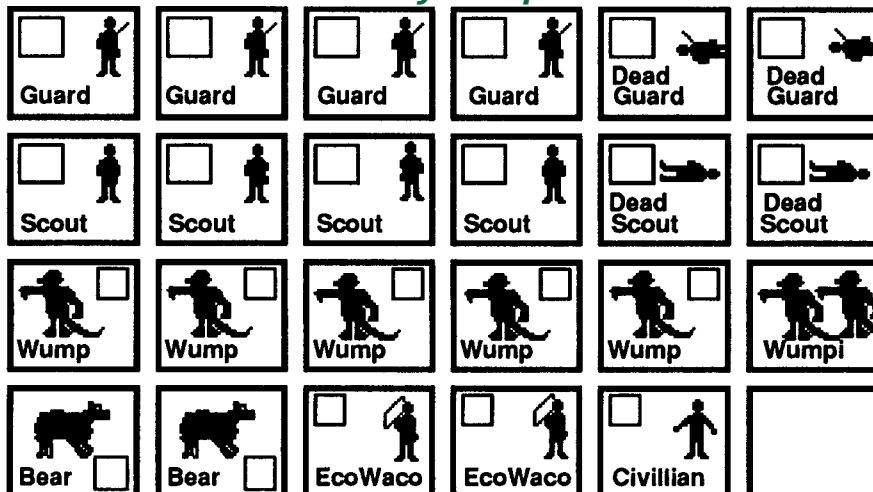
AUTOMOBILES

Most small electric cars of the 2000's do D damage if they hit a player.

MORE PEOPLE

You can add National Guard, Rangers, Bears, Hunters, or even a group of Environmentalist Wackos who try to protect the creature! The choices are endless!

Polywumpus



Scouts or Wumps

NAME	CON	STR	MOVE	ACC	LIFE
1	_____	_____	_____	_____	_____
2	_____	_____	_____	_____	_____
3	_____	_____	_____	_____	_____
4	_____	_____	_____	_____	_____
5	_____	_____	_____	_____	_____
6	_____	_____	_____	_____	_____

EPILOGUE

It was over. The last of the scouts crawled out of the woods and headed for a phone to call the State Police. As he finished the call he turned to see...



Polywumpus



The Duck Wars Have Begun

Polywumpus

The far back woods in Pennsylvania and a quack in the night start the nightmare of the opening days of what Mankind would call 'The Duck Wars'.

Polywumpus is a Micro Game of stealth, smarts and superior firepower.

- * Complete Game
- * Fast
- * Expandable
- * Bio Degradable
- * Dice Not Included

Tri Tac Games

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rpg@tritacgames.com

Duck Wars
Polywumpus

#9710

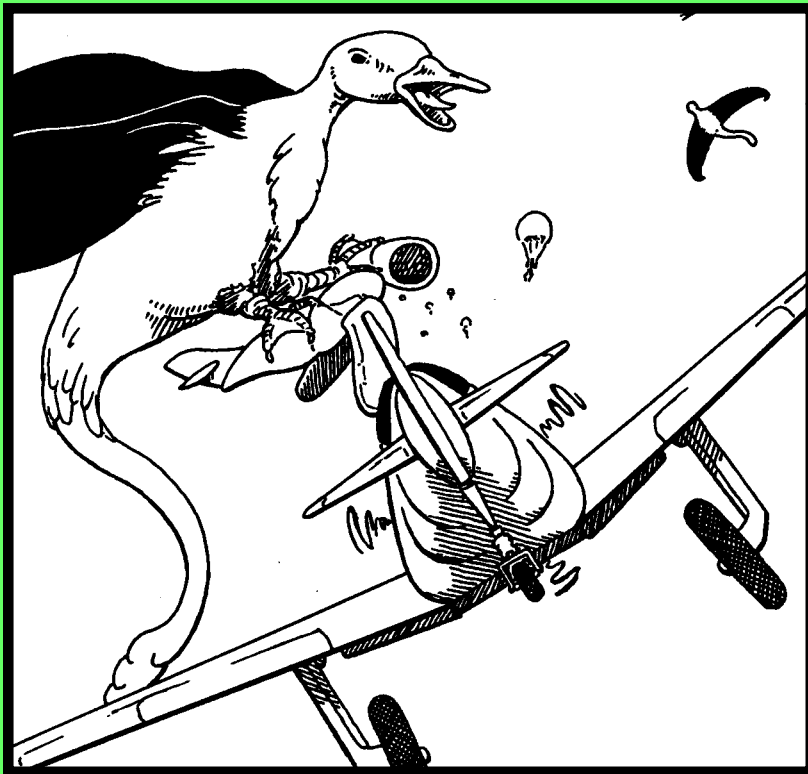
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#9720

Pterroductyl

Air Combat with Mutant Monsters

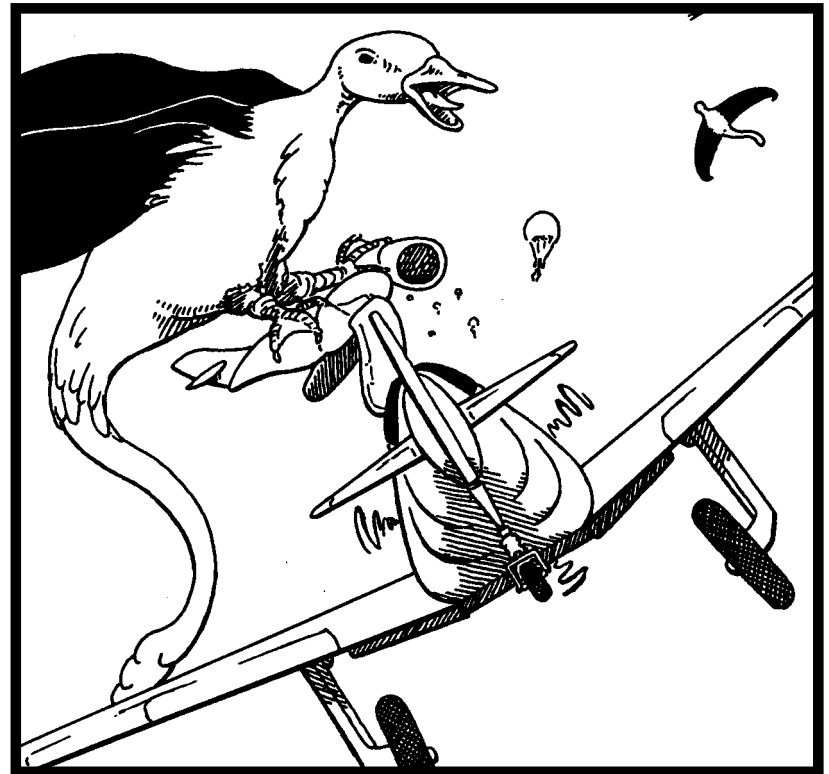


***Fantastic Combat
Between Vintage Aircraft
and Mutant Monsters***

Second in the Duck Wars

Pterroductyl

Air Combat with Mutant Monsters



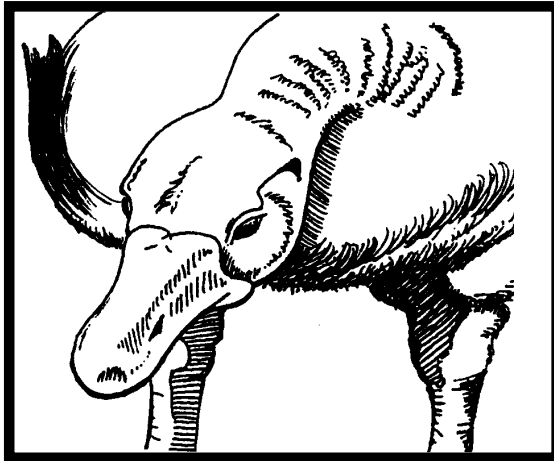
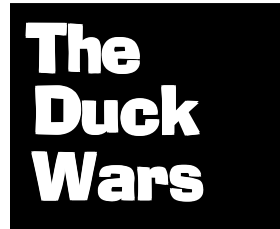
***Fantastic Combat
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Pterroductyl

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Statistics and Setup	03	Maneuvers	07
Combat	04	Pterroductyl	08
Mapping	04	Optional Movement	09



Design by Rich Tucholka Art by Bill Levy

PTERRODUCTYL © 2001 by Richard Tucholka.

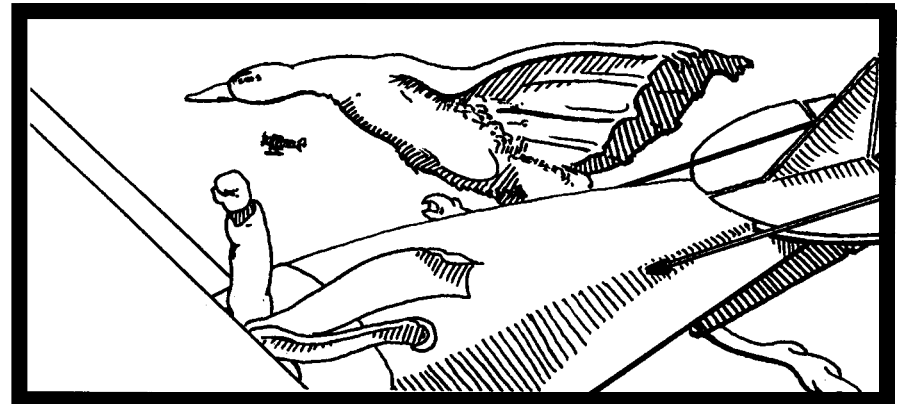
You are allowed to produce (12) copies of the rules for you players without charge to them. Any resale of these PDF files or transmittal by use of any data transfer device or the Internet is a violation of Copyright. You may not post this PDF in any manner, whole or partial on any WEB site. Original Edition ©1983 by Richard Tucholka

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Pterroductyl

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INTRODUCTION

The end of the twentieth century was a time of shifting alliances, people finding freedom, and generally, the world's nations realizing how small and fragile the Earth was. Nuclear armageddon just didn't happen. It would have been bad for business.

In the summer of 1999 many odd sightings of humanoid creatures were made by reliable people. Then gigantic things began to appear in the air.

Within a month of the first verified sighting the Pterroductyl was the undisputed master of the air. Hunting Jumbo Jets and Military aircraft, they destroyed any flying vehicle that moved.

High technology proved useless, within a mile range, the creatures produced an EMP burst that destroyed electronic systems.

During the destruction of the Dayton Air Show a suicidal pilot in a Tiger Moth shot one down with an antique machine gun. A grateful government gave him a \$50,000 bounty.

The scramble was on. Where technology had failed, human greed triumphed. Across America antique planes were recalled from museums, garages, and old airfields. Home-built aircraft taxied from urban street and country road. The Air Aces of WWI were reborn in their duck hating descendents.

This is the story of those legendary Duck aces, their heroic and maybe insane battle against the Pterroductyl.

And you are one of them!

Pterroductyl

Pterroductyl is a fast and easy **Tactical Board Game** or miniatures battle. The goal of **Pterroductyl** is simply to survive and exterminate the 1 or more Ductyl's.

MATERIALS NEEDED

For **Pterroductyl** you need a small number of materials common to any Game store or the floor under a Gamer's bed.

DICE

Dice are a must. Get three pair of 6 sided dice. (6 Total). You will also need a pair of ten sided die. The d10's are called a d100.

OTHER

Paper, Pencils, a bottle of Schnapps to toast the pilots victory. A box of birdseed to toast the Ductyl's victory. A second bottle of Schnapps to forget the game.

GAME BOOK

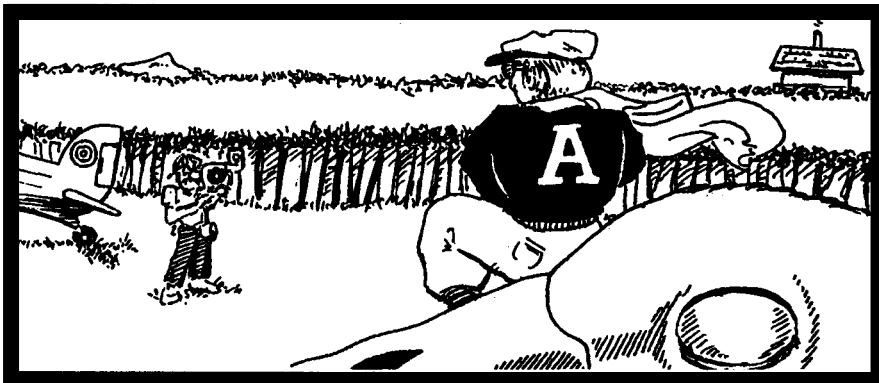
You will need at least one copy of **Polywumpus**. Don't even think of photocopying this to save a few bucks. We've got an attorney that works real cheap, and he **LOVES** copyright infringement cases.

COPIES

Copy the counters and Hex Sheet if you need it. Make as many as you want. (There -You have our written consent, but**ONLY** for these specific items.)

OPTIONAL

Pop, chips, maps, miniatures, buildings, toy cars, and whatever floats your boat. The more visual aids you use the better. Just look out for parents or spouses who think this sort of thing is a little off the wall. Have fun and try not to roll the dice off the table where the dog can eat them.



SETTING UP THE GAME

- 01 Create a map, any size. Preferably use hexes but you can use squares.
- 02 As an optional map create the countryside under the air battle.

MEASUREMENT

The game board is in hexes or can be a miniatures battle used with inches. If you wish to use the metric system, use centimeters in place of inches.

PILOT & DUCTYL UTILITY SHEET

Find them in the back of the book.

AIRCRAFT

All aircraft have structure points and movement. Choose or randomize your 6 plane squadron.

	TYPE	STRUCTURE	MOVE
01-03	Ultralight	10d6 -05	10
04-05	Antique Biplane	10d6 +10	15
06	Vintage Fighter	15d6 +10	20

Pilots have five attributes. These are generated by the use of a d6. These are:

CONSTITUTION

How healthy the character is. (d6 +1)

STRENGTH

How strong the character is. (d6 +1)

MOVEMENT or CLIMB

Distance travelled or climbed (CON + STR Divide by 2)

ACCURACY

Ability to hit a target (d6 +1)

LIFE POINTS

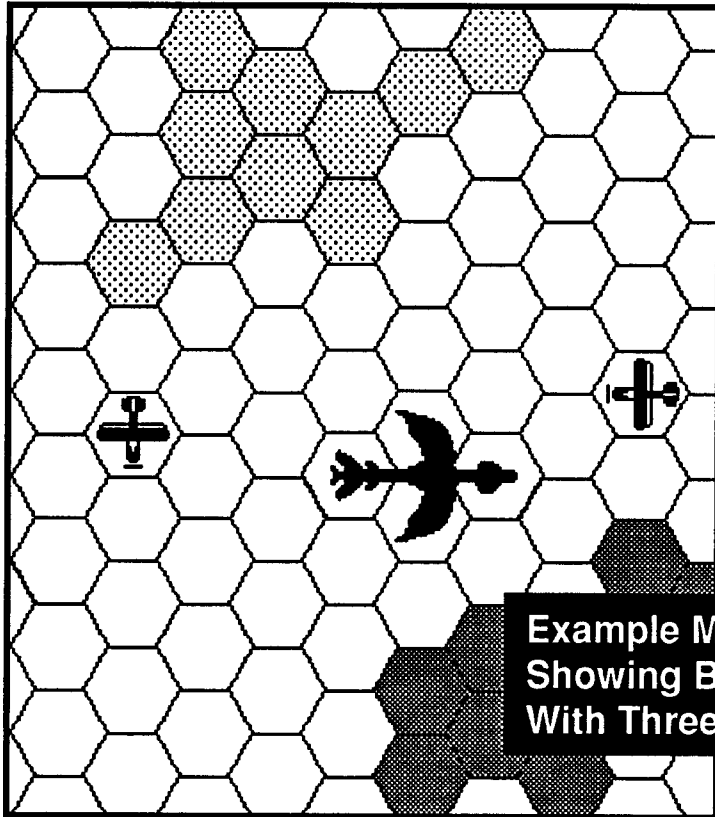
Total Body Points (CON x STR)

NOTES ON PILOT SATISTICS

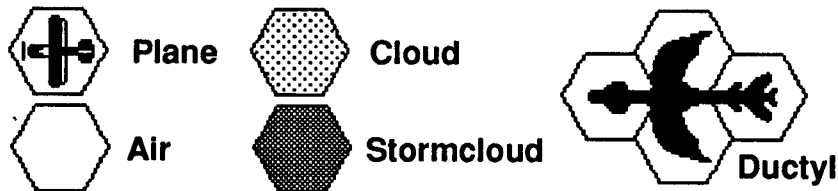
These statistics are useless for the game **Pterroductyl**, but can be used with **Polywumpus**. So buy the other game!

The Ultimate Game Prop

Buy a duck call from your local sporting goods store. Use it every time the Ductyl gets a hit.



Example Map Showing Battle With Three Planes



MAPPING

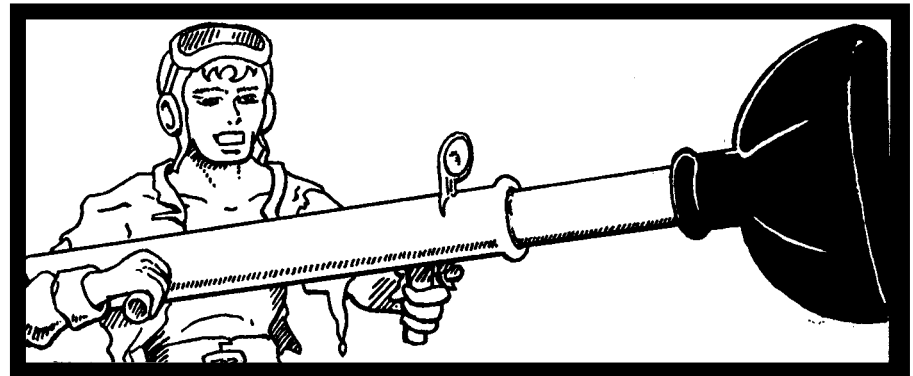
This is a simple and small example of a much larger playing map. See page 09 for Optional Weather Modifiers. Counters are provided on the last page of the book. While counters are not entirely necessary to play, they are fun.

OPTIONAL COMBAT INITIATIVE

Roll initiative on a d10. The highest roll is the first player to act. The lower rolls wait their turn, as you count backwards from 10. With tie rolls, actions happen at the same time.

STICKING TO THE RULES

Nobody ever sticks to the rules so why should you? Modify or change them as the GM wishes. Games should be designed to be adaptable and fun. We've created the nucleus of what you can expand on, so please feel free to do so.



TO HIT A TARGET

To hit a target, roll a d100. If the result is less than your Accuracy, you hit. Combat can only take place if the aircraft and Ductyl are in the same or adjacent hex.

WEAPONS

Roll a d6 for your aircrafts weapons and record them on your sheet.

ROLL	WEAPON	DAMAGE
01	Sub-Machine Gun Mounted	2d6
02-03	Machine Gun Mounted	4d6
04	Pair of Machine Guns Mounted	4d6 x2
05	Vintage Aircraft Machine Gun	6d6
06	Pair of Aircraft Machine Guns	6d6 x2

CRITICAL CHANCE

01-05	No Critical
06	Critical

CRITICAL DAMAGE

01-05	Double Damage
06	Kill

The Serious Rules

The following table generates your accuracy modifier for aerial maneuvers.

SIMPLE GAME

In the simple boardless game follow these steps.

- 01 Record your maneuver A-J, (in secret) and index to find your accuracy modifier.
- 02 Follow the following chart (rolling a d6) to see who is in the position to attack.

WHO IS IN POSITION?

- | | |
|-------|------------------------------------|
| 01 | Only Ductyl Can Attack |
| 02 | Only the Aircraft Can Attack |
| 03-06 | Both Planes and Ductyl can attack. |

- 03 Compare Maneuver and add or subtract the modifier from 50. Roll under this on a d100 for a successful hit.

REMEMBER

The Ductyl's attacks are all checked separately, but you use the same maneuver to index from.

THE REAL COMPLEX GAME

In the board game follow these steps.

- 01 Record your maneuver A-J, (in secret) and index to find your accuracy modifier.
- 02 Your maneuver costs movement points. A Tumble takes 10 off your move. You actually move with the remaining points. A movement point turns a plane one hex facing. or diagonal of using squares. Movement is also expended to fight weather and heavy winds. Dark turbulent clouds also cost to cross through.
- 03 Any planes adjacent to, or on an enemy aircraft hex can combat
- 03 Compare Maneuver and add or subtract the modifier from 50. Roll under this on a d100 for a successful hit.

MANEUVER S

ATTACKER

DEFENDER

- | | | |
|-----|---------------------|------|
| (A) | STREIGHT | (01) |
| (B) | 30 DEGREE BANK TURN | (02) |
| (C) | 60 DEGREE BANK TURN | (03) |
| (D) | WING OVER OR ROLL | (04) |
| (E) | STREIGHT OR CLIMB | (05) |
| (F) | STREIGHT DIVE | (06) |
| (G) | CLIMBING TURN | (07) |
| (H) | DIVING TURN | (08) |
| (I) | LOOP | (09) |
| (J) | TUMBLE | (10) |

ATTACKER MODIFIER CHART

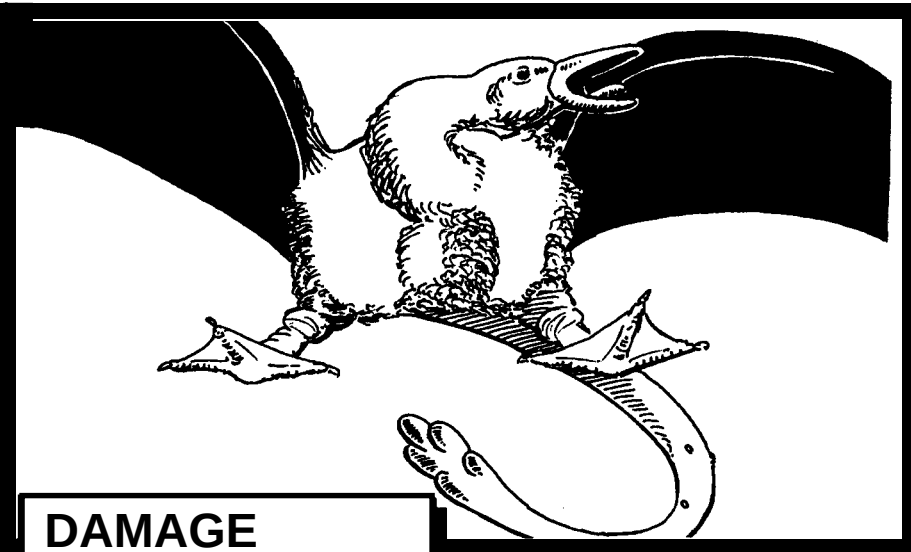
	01	02	03	04	05	06	07	08	09	10
A	+25	+20	+15	+10	+05	+0	-05	-10	-15	-20
B	+20	+15	+10	+05	+0	-05	-10	-15	-20	-25
C	+15	+10	+05	+0	-05	-10	-15	-20	-25	-20
D	+10	+05	+0	-05	-10	-15	-20	-25	-20	-15
E	+05	+0	-05	-10	-15	-20	-25	-20	-15	-10
F	+0	-05	-10	-15	-20	-25	-20	-15	-10	-05
G	-05	-10	-15	-20	-25	-20	-15	-10	-05	+0
H	-10	-15	-20	-25	-20	-15	-10	-05	+0	+5
I	-15	-20	-25	-20	-15	-10	-05	+0	+05	+10
J	-20	-25	-20	-15	-10	-05	+0	+5	+10	+15

EXAMPLE

Dave the pilot is maneuvering E/5, a streight at the flying monster. The beast decides to do a D/4 or Wing Over. As Dave fires he indexes his E against the birds 5 and discovers he has a -15 modifier to hit. Subtracted from his 50 accuracy, it gives him a 35% chance on a d100.

The Ductyl returns the attack indexing a D/4 against the planes E/5 and gets a -10 modifier on its accuracy of 50. It gets 4 chances to hit with a 40% chance on a d100.

KNOW YOUR ENEMY



DAMAGE

BITE	4d6
CLAW	3d6
CLAW	3d6
BLAST QUACK	6d6

Pterroductyl

LIFE POINTS	250
ACCURACY	50
MOVE	12

The Pterroductyl is basically a gigantic, mindless and savage duck. They range in size from the young hatchling (20 ft length) to the Old Bird which may reach a bill to tail span of 200 ft.

Like the pilot their accuracy starts at 50 and grows 1 point per plane or pilot they kill. When a Pterroductyl's accuracy reaches 95 the bird retires.

DUCTYL TACTICS

These evil and hungry monsters could be a real menace if their brains were not the size of a walnut. What they can't immediately spot, they won't attack. Cloud banks are great hiding places. Ductyls generally go for the closest target.

TURN SEQUENCE

- 01 Plot Maneuver
- 02 Use Remaining Movement
- 05 Combat
- 06 Damage
- 07 Bailout
- 08 Land Plane or Parachute Down

OPTIONAL MOVEMENT MODIFIERS

In the sky your only other enemy is bad weather. This simply reduces movement or limits accuracy.

TERRAIN	MOVE	ACCURACY
Clear Sky	+0	+0
Clouds	+0	-05
Storm Clouds	-01	-10
Rain	-01	-05
Heavy Rain	-02	-10
High Wind	-01	-05

CAMPAIGN

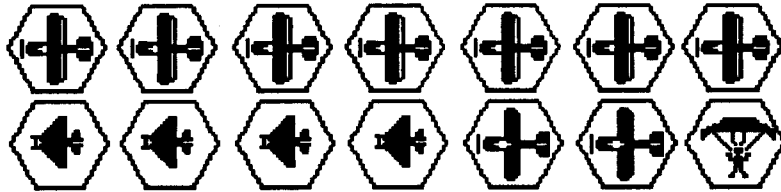
Pterroductyl can be played as a fast action game without a board, simply choose maneuver and combat, a board game where movement and maneuver count, or even an extended campaign game with the addition of Polywumpus and the RPG Duck Trooper..

MORE AIRCRAFT

You can add National Guard, Rangers, or even Environmentalist Wackos who try to fight you and protect the creature! The choices are endless!

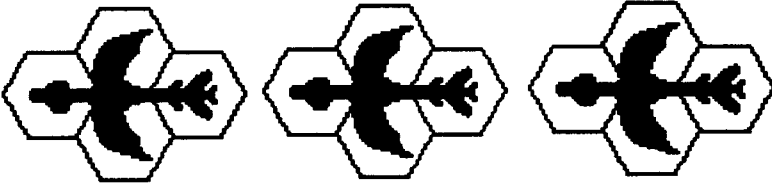


Bi-Planes



Untralights

Fighters



Pterroductyls

AIRCRAFT

	TYPE	PILOT ACC	WEAPON DAMAGE	AIRCRAFT STRUCTURE
01	_____	_____	_____	_____
02	_____	_____	_____	_____
03	_____	_____	_____	_____
04	_____	_____	_____	_____
05	_____	_____	_____	_____
06	_____	_____	_____	_____

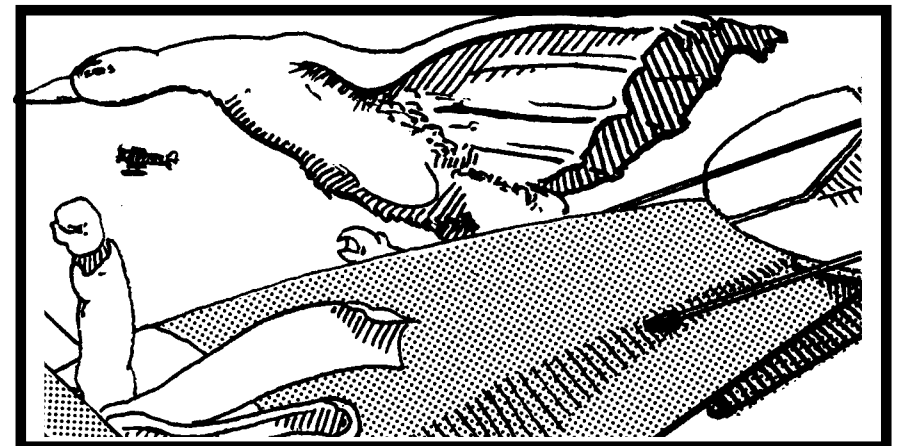
EPILOGUE

It was over. The last of the exhausted pilots landed and taxied back to the hanger to report another kill. The airstrip was silent, the crews gone. Only a single figure walked out of the tower door and raised a rifle. The pilot then realized it was a Duck.



The Duck Wars Continue in the Skies

Pterroductyl



The far back woods in Pennsylvania and a quack in the night start the nightmare of the opening days of of what Mankind would call 'The Duck Wars'.

Polywumpus is a Micro Game of stealth, smarts and superior firepower.

Complete Game

Fast

Expandable

Dice Not Included

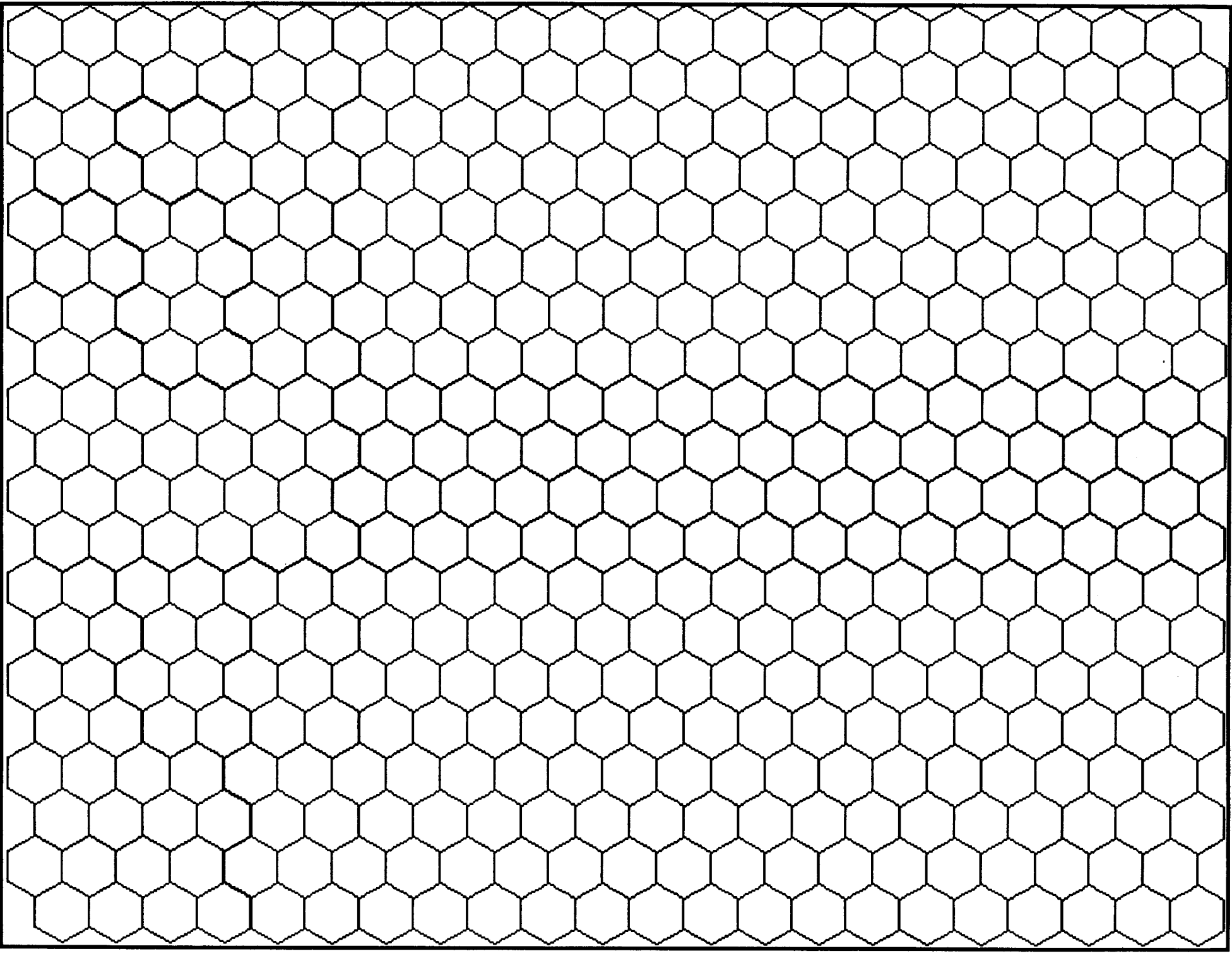
tritacgames.com

Duck Wars

Pterroductyl

#9720

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DUCK TROOPER™

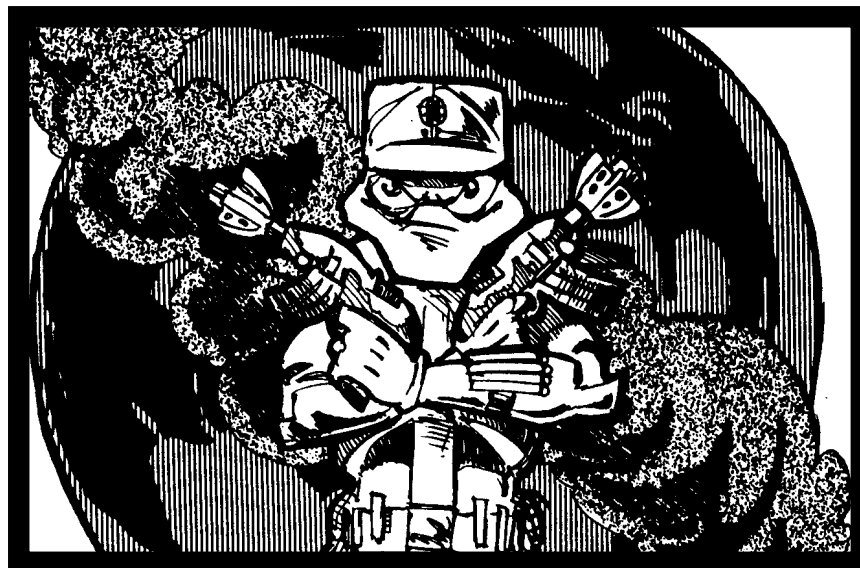
Leave No Quack in your Defences



*The Epic Battle for Survival Between
Humans and Invading Ducks from
Another Dimension*

DUCK TROOPER™

Leave No Quack in your Defences



*The Epic Battle for Survival Between
Humans and Invading Ducks from
Another Dimension*

by Rich Tucholka

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GAME DESIGN

Rich Tucholka

Art

Tom Dow

Editing

Brian & Karen Roe

This One's For:

Terry Williams

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Tri Tac Games

TriTacGames.com

Duck Trooper

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INTRODUCTION

The end of the twentieth century was a time of shifting alliances, people finding freedom, and generally, the world's nations realizing how small and fragile the Earth was. Nuclear armageddon just didn't happen. It would have been bad for business.

On September 13th, 2013 every nuclear reactor stopped functioning. To the horror of the scientists as well as the Military, it was discovered that every isotope known had decayed into a stable state. This also included nuclear weapons and industrial atomics.

The resulting chaos was the perfect cover for an overwhelming Alien attack from another dimension. The Portals opened and battalions of the invaders quickly swept mankind from their cities.

In a month, 90% of humanity has been exterminated or shipped through the Portals to some Alien World. The cities quickly filled with a race that has replaced humanity.

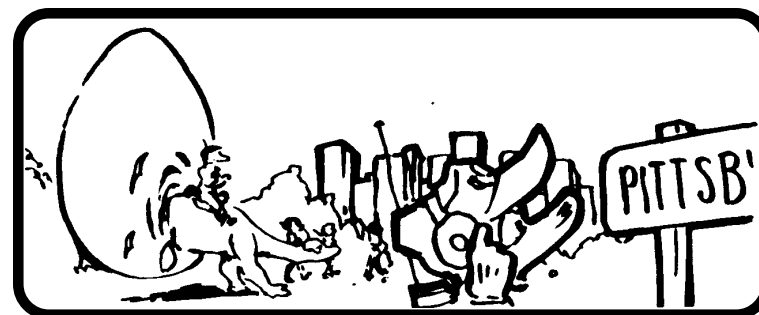
All is not lost. From the hills and suburbs, bands of Humans have struck back at the creatures who have colonized their world. Mankind has become the hunter of the night, striking terror into the heart of the Duck and their allies.

You are one of these survivors.

You are a True Human and have a **MISSION**. You will find the enemy and exterminate them no matter what the cost. Your weapons are few, your resources sparse, and the Enemy powerful. It won't be easy.

Remember the invaders are cruel and resourceful. They have begun to bring their best soldiers to Earth to help eliminate the last of the True Humans. These forces are the **Duck Troopers** from another dimension.

**You can save Mankind and free a World
... if you have the guts.**



1



DUCK TROOPER

Duck Trooper is a fast and easy RPG (Role Playing Game). The goal of **Duck Trooper** is simply to survive and exterminate the Ducks who have taken your World. You are a survivor and mercenary who will reclaim your planet no matter the time or cost.

MATERIALS NEEDED

For **Duck Trooper** you need a small number of materials common to any Game store or the floor under a Gamer's bed.

DICE

Dice are a must. Get a pair of 10 sided dice or a Gamescienceœ™ hundred sided dice known as a Zocchihedron™.

GAME BOOK

You will need at least one copy of **Duck Trooper**. Don't even think of putting this on the internet. We've got an outstanding attorney that works for Tri Tac Games, and he **LOVES** copyright infringement cases.

COPIES

Copy the Character, Equipment, and Hex Sheet if you need it. Make as many as you want. (There - You have our written consent, but **ONLY** for these specific items.)

MISCELLANEOUS

Paper, Pens, Pop, Chips, Maps, Miniatures, Buildings, Toy Cars, and whatever floats your boat. The more visual aids you use the better. Just look out for parents or spouses who think this sort of thing is a little off the wall. Have fun and try not to roll the dice off the table where the dog can eat them.

TERMS OF ROLE PLAYING

Do we need to cover this again? By this time we all know what a dice do and what a GM is. I really think you have the idea of what an RPG is if you're holding this book in your hands.

We've tried to stay away from a lot of fancy terms, silly jargon, and long winded directions for things you've done before. There - we saved about 3 pages, and cut \$2.00 off the price of this game!

TIME & MOTION

In **Duck Trooper** Time and Motion are relative. This is relative to what the GM decides constitutes a turn. Generally a couple of seconds is good for most things you do like pulling the pin on a grenade, firing a weapon, or falling over dead.

Some motion is taken for granted. If the GM says the night passes without incident, then don't worry about it.

MEASUREMENT

I honestly don't know what you're going to measure in this RPG, so I'll stick to the English (non-metric) system for general examples.

STICKING TO THE RULES

Nobody ever sticks to the rules so why should you? Modify or change them as the GM wishes. Games should be designed to be adaptable and fun. We've created the nucleus of what you can expand on, so please feel free to do so.

THE DUCK TROOPER CAMPAIGN

Duck Trooper is built to be a continuing campaign of sophisticated tactics and group interaction in the face of overpowering danger. We've thrown in a little comic relief too. Run it as a single nights entertainment or keep it running until you're sick of finding new and creative ways to scragg Ducks.

THE ULTIMATE GAME PROP

Find a local sporting goods store and get a Duck Call. With a little practice you can drive your players up the wall and have a lot of fun making the neighbor's hunting dog paranoid.

These are Quotes
There are lots of them.
Some make a lot of
sense and Pigs Can Fly.

*"Napalm really ruins the
delicate flavor..."*

C. Nickerson

HUMANS

(Homo Sapiens Sapiens)

POPULATION

Never So Few

WHERE FOUND

Forests, Cities, Under Rocks

TEMPERAMENT

Real Nasty

SIZE

Six Foot Average Height

STATISTICS

85	79
STR	CON
80	59
AGL	DEX
88	80
ACC	STL
93	
BODY	



Humanity

Humans were the masters of the Earth until the late Twentieth Century when they were rudely evicted from their planet by Hyper Dimensional Ducks. This eviction has given mankind a serious attitude problem. Now in small bands, they are sniping at their oppressors and hoping to send them back through their Warps to the wetlands that spawned them.

Humans are tough and resourceful, living off the land and their enemies. All believe there will be no truce in this conflict. Most would prefer death to slavery.

USUALLY HEARD SAYING

"You shoot the one on the left..."

DUCKS

Anas Platyrhynchos Sapiens

POPULATION

Far Too Many

WHERE FOUND

Where The Homo Sapiens Were

TEMPERAMENT

Cowardly to Fowl

SIZE

Four Foot Average Height



STATISTICS

35	57
STR	CON
65	35
AGL	DEX
58	29
ACC	STL
77	
BODY	

Ducks

The Ducks have fled an overpopulated and resourcefully bankrupt world. Using a simple technology to create Hyper-Dimensional Warps, they scouted Earth, and invaded. Liking what they found, they quickly learned the social patterns of the old race and simply moved into their work places and homes. Jobs and commerce were quickly reactivated as the Ducks learned the language and began the mass resettlement.

Now, two years after the invasion, the Ducks have adapted all too well. Along with human strengths, they have also adopted human weaknesses.

USUALLY HEARD SAYING

"Waughhhhhhhhhhhh" (oh hell!)



CHARACTER DESIGN

Creating a character for **Duck Trooper** is real easy. First you need a copy of a character sheet from the back of this book. If you don't have a copier handy, hand copy the design. Never use the sheet in the book. Use a pencil.

NAME

Create a name for your character. Make it realistic.

OCCUPATION

What did you do before the Ducks invaded the earth? Also place this in the first column of your skills.

AGE, SEX, HEIGHT,WEIGHT

Just fill it in. It's not really all that important, anyway.

STATISTICS

These statistics are your natural abilities. When you need to accomplish something just roll under your Statistic with a d100 for success.

STRENGTH

Strength is your ability to carry, push, or heft an object. Use this with reasoning and ask the GM before you try to throw an old Chevy. Figure 1 pound of equipment carried comfortably for every point of Strength you have.

CONSTITUTION

Your statistic of health. Use this to survive poison, gas, and torture. It regenerates at a rate of d10 +2 points per hour. At -1 Constitution your Character dies.

BODY POINTS

Your basic hit point score. This is the maximum damage you can take. It regenerates at a rate of d10 points per day. At -1 Body your Character dies.

AGILITY

Agility is your body coordination, your ability to move in a calculated and controlled manner. Use this to dodge slow moving objects but not bullets.

DEXTERITY

Dexterity is your hand to eye coordination, the ability to grab and throw, your ability to block or punch.

ACCURACY

Accuracy is your ability to use any general type of firearm.

STEALTH

Stealth is your ability to move silently, hide, and sneak.

WHAT PERCENTAGE DO I START THEM AT?

Your statistic percentages are found by a combination of random roll and point allocation.

REMEMBER

- 01 All statistics start with 4d10 points.
- 02 You also get an additional 100 points to place where you want.
- 03 Every year of age your character has over 21 gives you another point to be allocated where ever you wish.
- 04 No statistic can go over a maximum of 99
- 05 Statistics can be improved with use of experience points awarded by the GM. More on that later.

SKILLS

Skills are a must for your Character. Many are used and developed to aid in survival. Many skills are assumed to be natural to your Character, like reading, writing, and keeping their rifle clean. These the GM and player shouldn't worry about.

CHOOSING SKILLS

From the following list choose 10 additional skills for your character. Survival skills and combat skills are recommended, though you never know when knot tying and carpentry may come in handy for that special trap you want to set. You can always add more skills later.

USING SKILLS

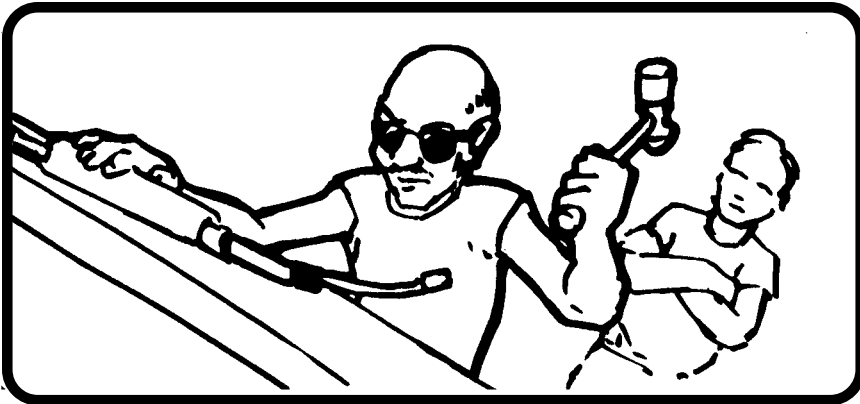
Skill use is easy. Roll under your skill level with a d100 for success.

WHAT LEVEL DO SKILLS START AT?

Skills percentages are found by a combination of random roll and point allocation.

REMEMBER

- 01 All skills Start with 4d10 points
- 02 You also get an additional 200 points to place where you want.
- 03 Every year of age your character has over 21 gives you another skill point to allocate where you wish. You can not use these points to increase Statistics.
- 04 No skill can go over a maximum of 99.
- 05 Skills can be improved with use of experience points awarded by the GM.
- 06 If you have two related skills that can be used on a roll, you're allowed one roll on each to find success.



UNIVERSAL MODIFIERS

Modifiers can always be used by the GM when he or she thinks there is a call for a little more realism or difficulty. This universal table should cover all your needs from skills to hit, dodge or whatever.

DUCK SOUP	+40
PIECE OF CAKE	+20
REAL EASY	+10
EASY	+05
AVERAGE	+0
SLIGHTLY DIFFICULT	-05
DIFFICULT	-10
VERY DIFFICULT	-20
IMPOSSIBLE	-40
YOU GOTTA BE KIDDING	-60

REGULAR SKILLS

The following is a list of possible skills. Pick the ones you want or create your own. Try to be at least a little specific with your skill.

ENVIRONMENTAL SURVIVAL

- Forest Survival
- Cold Survival
- Jungle Survival
- Desert Survival
- Wetland Survival
- City Survival
- Suburb Survival
- Rural Survival
- Arctic Survival

GENERAL SKILLS

Abnormal Psychology
Accounting
Administration
Air Sea Navigation
Aerodynamics
Agriculture
Aircraft Technology
Archaeology
Anthropology
Animal Husbandry
Animal Training
Aquatic Vehicles Technology
Aquatics (Diving)
Archery Technology
Archery
Art
Astronomy
Astrophysics
Atmospherics (Weather)
B
Banking
Balloon Technology
Barbering
Bartender
Biology
Blade Fighting
Blade Technology
Boating, Small
Boating, Large
Boating, Commercial
Botany
Brokering
Business Law
C
Calligraphy
Carousing
Ceramics
Chemistry, General
Chemistry, Analytical
Chemistry, Organic
Chemistry, Inorganic
Child Care

Civil Engineering
Civil Law
Commando Training
Communications Technology
Computer Operation
Computer Programming
Computer Technology
Corporate Management
Corporate Structure
Cosmetology
Criminal Investigation
Criminal Law
Criminal Psychology
Criminal Science
Cryptography
Crude Weapons
Cuisine
D
Dancing
Demolition
Diplomacy
Dog Psychology
Drama
E
Ecology
Education (Teaching)
Electronic Diagnosis
Electronic Technology
Electronics, Micro
Entertainment
Emergency Medical Care
Environmental Engineering
F
Fabrication, Metal
Fabrication, Wood
Fabrication, Plastic
Fashion Design
Fencing
Finance
Food Processing
Fusion Technology
Fluidic Systems

G

Geography
Geology
Glider Technology
Grenade Weapons
Guerrilla Tactics
Gymnastics
H
Hand-To-Hand Combat
Hand Weapons, Projectile
Hand Weapons, Other
Health Care
Heavy Equipment Operation
History
Horsemanship
Hunting
I
Improvised Weapons
Interrogation
J
Journalism
K
Knitting
L
Language, Additional
Laser Technology
Laser Weapons
Law Enforcement
Linguistics
Lifesaving
Marketing
M
Martial Arts
Mathematics, General
Mathematics, Higher
Mechanical Diagnosis
Metallurgy
Microwave Technology
Microwave Weapons
Mountain Climbing
Mining
Music Technology

Music Performance

N

Nuclear Physics
Nuclear Weapons Technology

Nursing

O

Oceanography
Optics, Fiber
Optics, Lens

P

Philosophy
Photography
Physical Surveillance
Physics
Pilot, Light Motor Vehicle
Pilot, Heavy Motor Vehicle
Pilot, Heavy Military Vehicle
Pilot, Ultralight Aircraft
Pilot, Fixed Wing
Pilot, Commercial
Pilot, Rotary Wing
Pilot, Fighter
Political Science
Projectile Weapons (Gunsmith)
Public Speaking
Psychology

Q

Quarter Staff Combat

R

Religion
Retail Science
Robotics

S

Sanitation Engineering
Security
Skiing
Sociology
Solar-Electric Technology
Skydiving
Swimming
Structural Engineering

T

Tax Law
Tactics
Tracking
Tunneling

U

Undersea Engineering
Undersea Survival
Ultralight Aircraft Technology

V

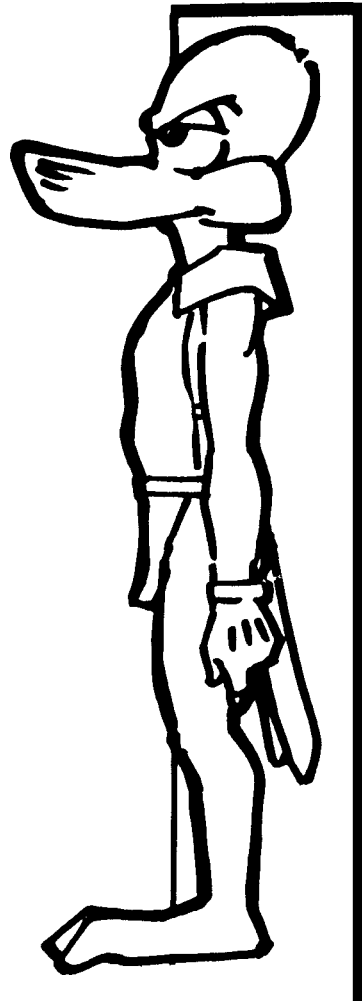
Vehicle Repair, Automobile / Truck
Vehicle Repair, Military
Vehicle Repair, Ultralight
Vehicle Repair, Fixed Wing
Vehicle Repair, Jet

W

Weapons, Military Light
Weapons, Military Heavy
Weapons, Surface to Air
Weapons, Military Explosives

CRIMINAL SKILLS

Espionage
Assault
Pickpocketing
Safe Cracking
Petty Theft
Breaking and Entering
Electronic Alarms
Assassination
Computer Crime
Counterfeiting
Fraud
Forgery
Smuggling
Terrorism
Blowing Ducks to Smitherines
Arson
Traps
Brawling



MEDICAL SKILLS

Anatomy	Microsurgery
Anesthesiology	Medical Technology
Autopsy	Neurosurgery
Bacteriology	Obstetrics
Behavior Modification	Oncology
Bionics	Orthopedics
Biochemistry	Ophthalmology
Bioplastic Surgery	Pathology
Botany	Parasitology
Burn Technology	Pharmacology
Chemistry, Any	Psychiatry
Dentistry	Radiology
Dermatology	Scan Technology
Drug Therapy	Surgery
Freezing / Cryosleep	Surgery, Field
Genetic Engineering	Toxicology
Immunology	Virology
Internal Medicine	

BASIC MEDICAL SKILLS

First Aid skills automatically give the user the ability to heal d10 damage points per day per person. This is only usable on a victim once. This takes 2d10 minutes. Consider this very basic field first aid.

HEAVY DUTY MEDICAL SKILLS

Doctors have the ability to heal 2d10 points of damage during an emergency. This is usable once per day on an individual and takes 4d10 minutes. In hospital situations the doctors healing or trauma repair skill goes up to 3d10 points.

NOTES TO THE GM

If a character is wounded below zero Body or Constitution points, give them a chance to be treated. Where medical care is immediate the characters condition stabilizes and requires immediate surgery or medical care.

EXAMPLE

Caught by grenade fragments from a treacherous Duck ambush, Andy is blown into (-6) Body points. Effectively, Andy is dead, but immediate medical attention holds his life in stasis until a GM set time has passed, or until a Doctor can operate. Any additional wounds at this point will kill him automatically. Depending on the nature and severity of the wound, the GM is advised to use d10 hours at best.

EXPERIENCE

Experience is a reward for doing the right thing. It's also the GM's crewel and heartless decision. We recommend the GM keeps a record of points awarded for the group and divide them accordingly except where someone has earned special recognition for bravery or creativity. The average awarded block of experience should be between 5 and 10 points per player.

Outstanding Reconnaissance	02 pts.
Good Judgment, Sound Reasoning	02 pts.
Outstanding Reasoning, Insight	02 pts.
Outstanding Planning	02 pts.
Disposal of a Hostile Camp	02 pts.
Effective Use of Weapons as Needed	02 pts.
Avoiding Traps / Setting Traps	02 pts.
Outsmarting a Superior Force	02 pts.
Outfighting a Superior Force	04 pts.
Outwitting Ducks	02 pts.
Playing in Character	02 pts.
Good Group Organization	02 pts.
Good Organization After Leadership Loss	02 pts.
Dealing Peacefully with Hostile Humans	02 pts.
Effective Use of Equipment	02 pts.
No Casualties	02 pts.
Working with Friendly Aliens	02 pts.
Saving Captured Humans	05 pts.
Successful Supply Raids	02 pts.
Blowing Ducks to Bits	02 pts.
Disposing of a Civilian Duck	01 pt.
Disposing of Duck Troopers	02 pts.
Disposing of Polywumpus	04 pts.
Disposing of Duck High Tech Hardware	04 pts.
Disposing of Pterroductyl	06 pts.
Disposing of Fuzz Balls	02 pts.

REMEMBER

Your gained experience points are used to increase your Statistics or Skill Percentages on a one to one basis. Divide them any way you want.

Even if your character's Statistics and Skills start out low, you can build them up with relative ease.

Really wondering what Polywumpus, Fuzz Balls, and Pterroductyl are? Caught your imagination? Read the section of Gene Engineering and you'll find out.

Duck Trooper

NAME

OCCUPATION

AGE SEX WEIGHT

STR

CON

AGL

DEX

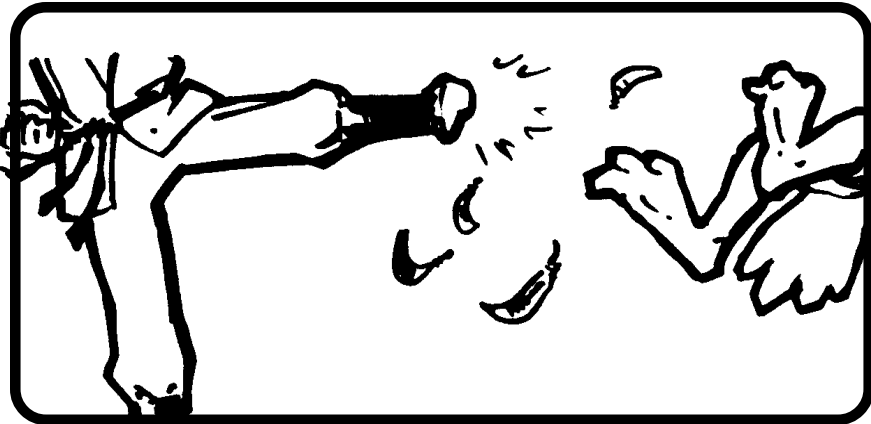
ACC

STL

BODY

UNIVERSAL MODIFIERS

Duck Soup	+40
Piece of Pie	+20
Real Easy	+10
Easy	+05
Average	+0
Slightly Difficult	-05
Difficult	-10
Very Difficult	-20
Impossible	-40
You Gotta Be Kidding	-60



COMBAT

Adventure and combat is the purpose of this game. As a survivor of the "**Massacre of Humanity**", it is your job to stand tall and teach your enemy a lesson in manners.

Combat comes in two forms, PHYSICAL and WEAPONS.

PHYSICAL COMBAT & MARTIAL ARTS

With Martial Arts or simple hand to hand fighting, use your Dexterity to grab, strike, chop, or kick at the opponent. Use your strength to throw or subdue. If using martial arts, you have a second attack at your martial arts percentage and a third attack at half your martial arts percentage.

ACTION	USE	DAMAGE
GRAB	Dexterity	1 If you wish
PUNCH	Dexterity	d10
KICK	Agility	d10 +1
CHOP	Dexterity	d10 +2
GRAB	Dexterity	None
THROW	Accuracy	See Falling Objects
KNEE	Agility	d10
ELBOW	Dexterity	d10
BLADE	Dexterity	Per Blade
DROPPED OBJECT	Accuracy	See Falling Objects

HAND WEAPONS

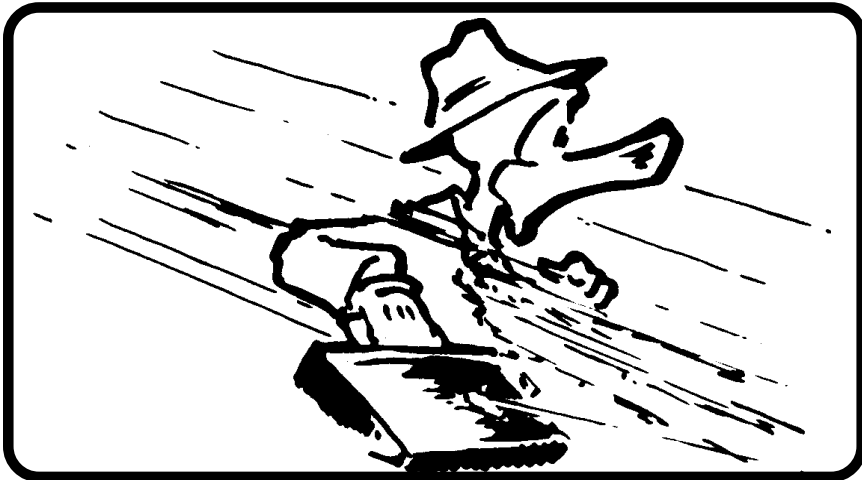
During physical combat, a hand weapon may be used or thrown. Calculate this damage separately as you would a firearm. If using a hand weapon, then the above damage does not apply. This also applies to weapons damage, like breaking a chair over an enemy. The term "hand weapon" does not apply to firearms.

DODGING

HAND WEAPONS & PHYSICAL COMBAT

- 01 Roll under your agility to dodge slow moving objects and punches.
- 02 You can dodge a punch or kick by using your Agility successfully, though you can not return an attack.
- 03 You can block an attack and take half damage from the strike. In this situation you can return the attack.
- 04 Blocking a hand weapon with your arms or body still results in full damage. You need an object to block or parry with.
- 05 To immobilize an opponent roll for a successful GRAB and then under your Strength. If the victim rolls under his or her strength, they are not immobilized.
- 06 When attempting to immobilize or knock an enemy unconscious, a successful strike with a heavy blunt weapon (to the head) does the trick.





FIREARMS

With any projectile weapon, roll under your accuracy for a successful hit. Some weapons may have inherent modifiers or special sights. The difficulty of the shot is always taken into consideration by the GM. Specific area shots, and shots to wing or immobilize should also have a minor to high negative modifier. In turn, close shots should have a positive modifier.

	USE	DAMAGE
FIREARM	Accuracy	Per Weapon
GRENADE	Accuracy	Per Grenade / Area
INDIRECT FIRE	Accuracy	Area Effect

INITIATIVE

In close combat situations simply ask the GM who goes first or roll a d100 and the highest side has the first combat action.

AMBUSH INITIATIVE

In cases of ambush, the attacker has the first two combat rounds if the victims are not at all expecting the attack. Ducks have little common sense and are rarely prepared for combat.

COMBAT DAMAGE

In **Duck Trooper** damage falls into two categories, Body and Constitution. Reduction of both of these statistics to (-1) or below can cost your Character their life. Damage from differing types of attacks will always have a B or a C code near to designate the area of damage. Where both are listed, roll each separate. Always use d10's when you roll.

ARMOR

Thought we forgot it? Boy were you wrong. Armor is simply any material that stops damage from physical or firearm attack. The heavier the armor, the generally higher the modifier to Agility. Armor of any type has two distinctive ratings. The first is it's ability to absorb low velocity damage from Brawling Weapons and its ability to stop or deflect high velocity projectiles fired from firearms. The designation (L) is low velocity, the (H) high.

Also included on this chart is a number of other structural materials and their general ability to withstand L and H damage.

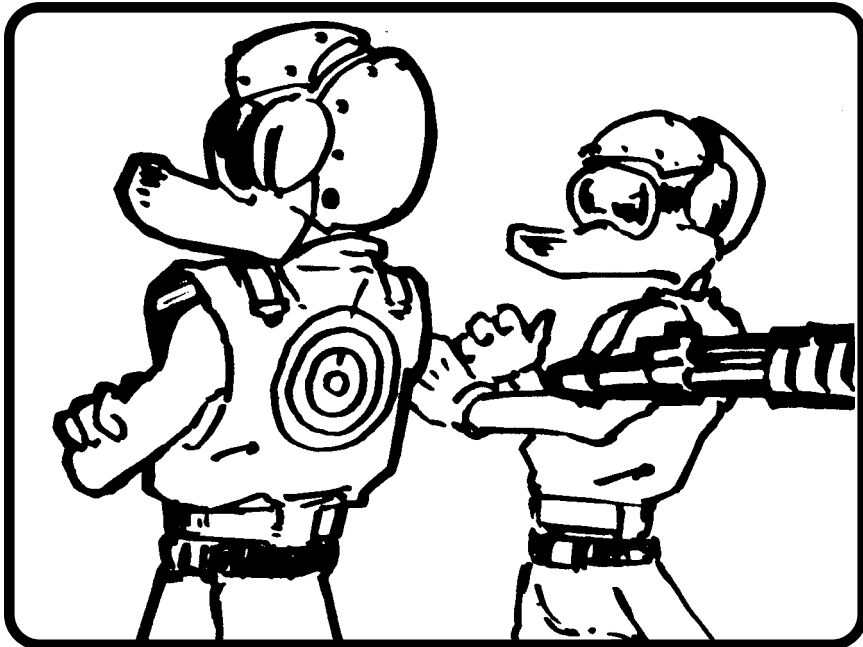
ARMOR TYPE	AGILITY MODIFIER	ARMOR (L)	ARMOR (H)	NOW USELESS
FABRIC				
-Heavy	—	-02	-01	15%
-Padded	-05	-03	-01	20%
NATURAL				
-Heavy Leather	-05	-05	-02	15%
-Hard Leather	-10	-10	-03	20%
-Polywumpus	—	-05	-01	—
-Pterroductyl	—	-15	-05	—
-Fur Ball	—	-03	-01	—
-Jacks	—	-02	-01	—
-Soft Wood (.25)	-05	-07	-02	35%
-Hard Wood (.25)	-05	-10	-03	25%
PLASTIC (.25)				
-Thin	-05	-05	-01	25%
-Chain	—	-08	-01	20%
-Heavy	-05	-10	-04	15%
-Carbon Fiber	-05	-12	-05	15%
METAL				
-Light	-05	-14	-02	15%
-Chain	-10	-16	-02	15%
-Plate	-05	-35	-06	15%
-Automobile	—	-15	-10	—
-APC Plate	—	-60	-45	—
-Tank Plate	—	-95	-250	—
BALLISTIC				
-Cloth	—	-15	-25	10%
-Layered	-10	-25	-30	10%
-Metal/Plastic	-15	-30	-40	10%
OTHER				
-Flack Vest	-10	-20	-30	10%
-Chitin	-05	-05	-02	—
-Stony Hide	-10	-05	-02	—

Duck Trooper

ARMOR TYPE	AGILITY MODIFIER	ARMOR (L)	ARMOR (H)	NOW USELESS
FABRIC				
-Bone	-05	-05	-02	—
-Inch of Fat	-01	-01	-01	—
-.25 Inch Glass	—	-02	-01	98%
PROTECTIVE				
-Light Suit	-05	-05	-02	20%
-Medium	-10	-10	-03	20%
-Heavy	-20	-15	-04	20%
POWER ARMOR				
-Light Exo	-10	-35	-20	05%
-Medium Exo	-20	-55	-40	05%
-Heavy Exo	-30	-75	-60	05%
DAAF ARMOR				
-Light	-10	-15	-20	10%
-Medium	-20	-25	-30	10%
-Heavy	-30	-35	-40	10%

REMEMBER

Armor stops damage but itself will deteriorate into uselessness given enough punishment. Have your GM take this fact into consideration. Roll on the Now Useless Percentage after every major firefight to see if your armor has survived.



Duck Trooper

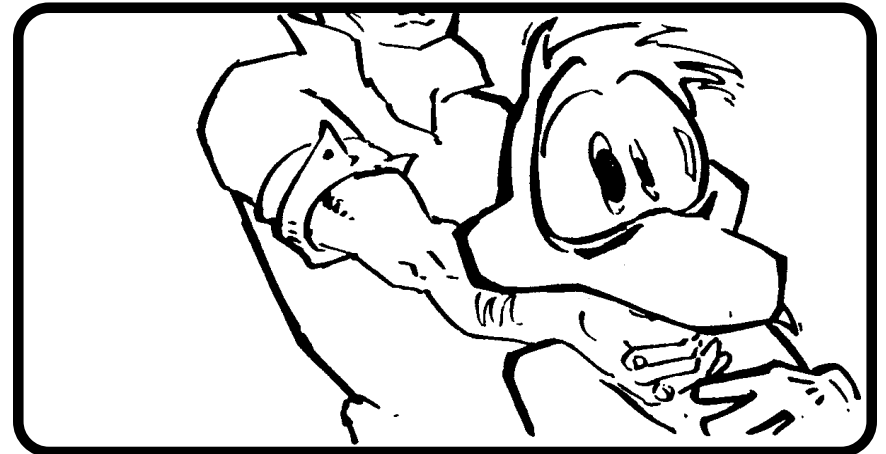
DAMAGE

Damage to a character can come from many different and unexpected sources. The following categories will cover most damage types you can imagine.

ANIMAL ATTACKS (B)

Animal attacks are numerous in type and nature. The GM should rate the damage in d10's or sub-d10's. As an example a pack of 20 rats attacking may do 2d10 damage to an individual.

EXAMPLE	BITE	CLAW	CRUSH
SMALL	1	1	1
MEDIUM	d10	d10	2
LARGE	2d10	2d10	2d10
GIGANTIC	4d10	3d10	4d10



ASPHYXIATION (C)

Asphyxiation is caused by design or accident. When you stop breathing, constitution is reduced 3d10 points per minute of attack.

ATMOSPHERIC (B & C)

Atmospheric damage is caused by any substance in the atmosphere that enters the body and upsets its delicate balance and function. A corrosive atmosphere will damage tissue. Toxic gasses will damage constitution. Any breathing of an atmospheric toxin is rated by the GM from 1 point to 20 d10 or more for constitution damage. Corrosive atmospheres generally do from 1 to 10 d10 damage to the body.

OPTIONAL BODY LOCATIONS

This is an optional and advanced feature of **Duck Trooper** used for specific hits or fast kills. Generally this is used for the disposal of Non Player Characters. All called shots or damage are rated **"Difficult"** to **"You Gotta be Kidding"**. When using this for your Characters, see the damage modifier.

RANDOM	AREAS
01-10	HEAD SHOT
11-25	UPPER CHEST SHOT
26-40	OUTER CHEST SHOT
41-50	LOWER CHEST SHOT
51-75	ABDOMINAL SHOT
75-85	ARM SHOT
86-95	LEG SHOT
96-00	HAND/FOOT SHOT

(A) HEAD SHOT

90% Kills
or Triple Damage
Reduce Skill, Agility, Accuracy Use

(B) UPPER CHEST SHOT

75% Kills
or Double Damage
Reduce Strength, Agility Use

(C) OUTER CHEST SHOT

30% Kills
Normal Damage
Reduce Dexterity, Agility Use

(D) LOWER CHEST SHOT

45% Kills
or Double Damage
Reduce Strength, Agility Use

(E) ABDOMINAL SHOT

30% Kills
or Double Damage
Reduce Strength, Agility Use

(F) ARM SHOT

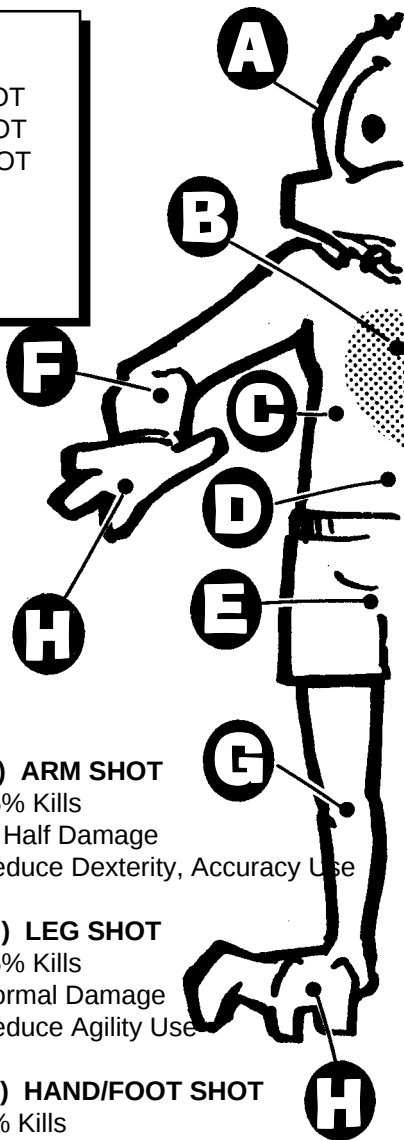
05% Kills
or Half Damage
Reduce Dexterity, Accuracy Use

(G) LEG SHOT

05% Kills
Normal Damage
Reduce Agility Use

(H) HAND/FOOT SHOT

0% Kills
Normal Damage



BONE BREAKAGE (B)

In cases where the GM suspects a bone may be stressed to breaking, roll on the following table. All bones take 4 to 6 weeks to heal. Compound fractures add another 2d10 damage to the victim. With freshly broken bones, reduce all Agility and Dexterity rolls by half when applicable.

DID IT BREAK?

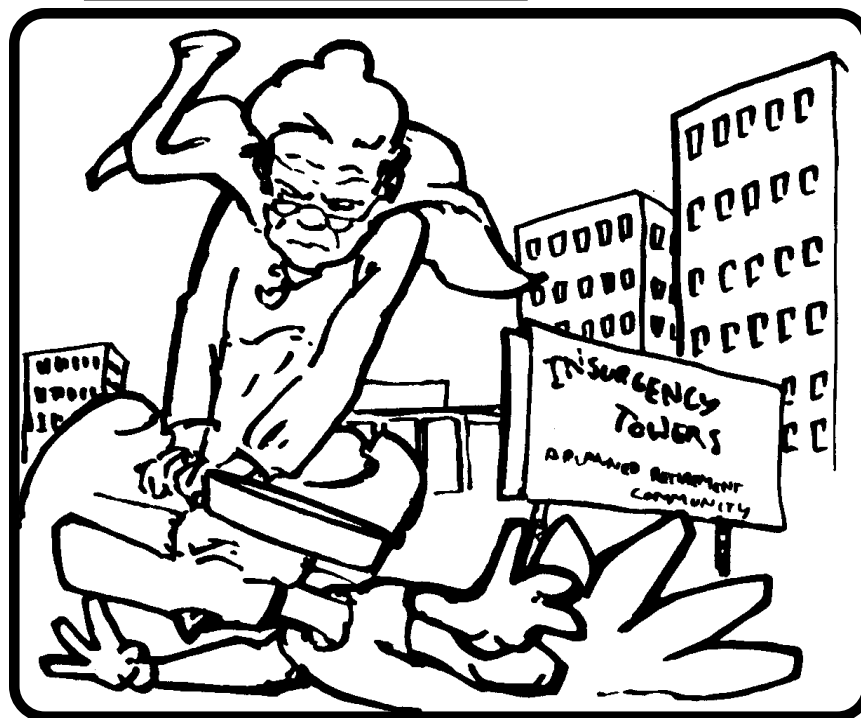
01-05	Just Bruised
06-07	Minor Fracture
08-09	Serious Fracture
10	Compound Fracture

COSHING (B)

Hitting a victim over the head for subdual does a d10 damage. Roll a d10 for the chance of subdual.

DID YOU COSH?

01-02	Didn't Work
03-04	Stunned but Awake
05-09	Knocked Unconscious
10	Concussion Kills Victim



DISEASE & INFECTION (C)

Disease and infection reduce constitution. Rate the diseases debilitating effects with a d10 for every day the Character is critically ill with it. Constitution will not regenerate while the character is sick. Antibiotics or proper health care reduce the critical time by half. Improper treatment or poor health conditions double the critical time.

COMMON

COLDS	d10 days
FLU	d10 days
PNEUMONIA	2d10 days

UNCOMMON

SMALLPOX	3d10 days
TYPHOID	2d10 days
CHOLERA	2d10 days
BUBONIC PLAGUE	2d10 days
PHEUMONIC	3d10 days
YELLOW FEVER	3d10 days
MALARIA	2d10 days
DENGUE FEVER	2d10 days
ANTHRAX	3d10 days
COLORADO TICK FEVER	3d10 days
MENINGITIS	3d10 days

FOOD POISONING

-BACTERIAL	d10 days
-SALMONELLA	2d10 days
-AMEBIASIS	2d10 days
-BOTULISM	4d10 days

WOUND INFECTION

-TETANUS	3d10 days
-LIGHT INFECTION	d10 days
-HEAVY INFECTION	2d10 days
-BLOOD POISONING	4d10 days
-GANGRENE	4d10 days
-GAS GANGRENE	5d10 days

CRITICAL TIME

d10 days
d10 days
2d10 days

3d10 days
2d10 days
2d10 days
2d10 days
3d10 days
3d10 days
2d10 days
2d10 days
3d10 days
3d10 days
3d10 days

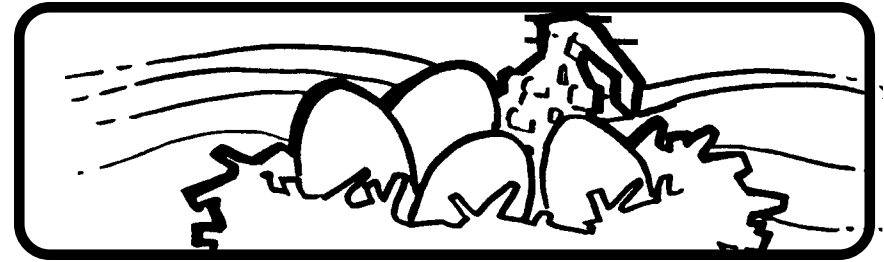
d10 days
2d10 days
2d10 days
4d10 days

3d10 days
d10 days
2d10 days
4d10 days
4d10 days
5d10 days



ELECTRICITY (B or C)

Electric shock is rated by the GM in d10's of damage. Every 10 seconds the character is in contact with the source, the damage repeats. For higher voltages double or even triple the damage. Both body and constitution are damaged and the rolls for damage should be kept separate for each.



EXPLOSION (B)

Blast damage comes with three modifiers. At the average damage distance the damage is rated to the grenade type. At close to the blast double the damage. If your Character is on top of the blast, triple the damage.

FIRE (B or C)

Fire damages body points. The more intense the fire or heat, the more d10 dice to use. A simple burn might be rated as a point of damage. For second degree burns double the damage and third degree burns, triple the damage. Smoke from fire can also damage constitution at a rate of d10 per minute of exposure. For very dense smoke, double the damage.

FALLING CHARACTERS (B)

For every 10 feet of fall beyond the first 5, add a d10 of damage. If the fall is over 50 feet in height, double the damage.

FALLING OBJECTS (B)

For every 10 feet of fall an object travels, use a d10 for damage. For every 10 pounds of weight, add another d10 damage to compound matters.

RADIATION (C)

Radiation destroys constitution. Permanently reduce the Character's constitution d10 points for every hour spent in a 100+ Rad contaminated area. For each additional 50 Rads, add another d10 to the score. This is a permanent loss that may only be rebuilt by experience point awards. After exposure all **constitution healing** and **body healing** stop for 2d10 days.

STARVATION (B & C)

For every day a character spends without food, reduce his or her body points and Constitution d10 -2 points. For every day without water, reduce Constitution by d10 -2 points. constitution and body points do not regenerate while a Character starves

TEMPERATURE (C)

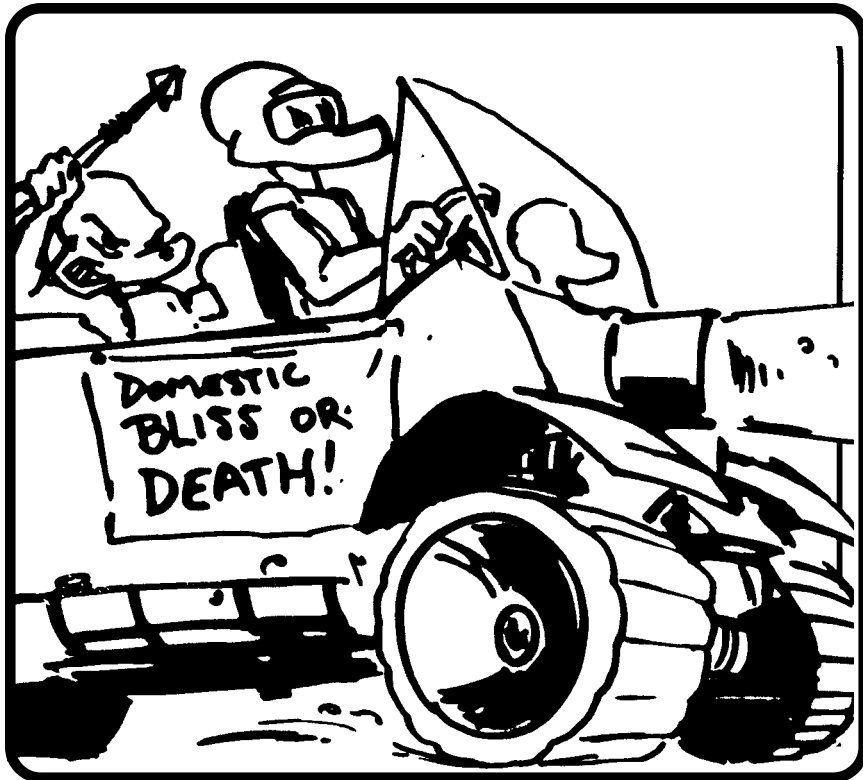
For every hour an unprotected Character spends in a hellishly hot or Arctic cold environment, reduce his or her body points and constitution d10 points.

TOXINS (B & C)

Toxins are any substance that enters the body and upsets its delicate balance and function. Corrosives damage tissue. Poison damages constitution. Any poison is rated by the GM from 1 point to 20 d10 or more for constitution damage. Corrosives generally do from 1 to 10 d10 damage to the body. Toxins can also come in the form of gas grenades, that reduce both strength and agility.

VEHICLE IMPACT (B)

Characters hit by a moving vehicle will incur 2d10 damage for every 10 MPH the vehicle is traveling. Passengers in the vehicle suffer d10 damage per 10 MPH if not wearing a safety restraint. If restrained, they suffer 1/d10 damage for every 10 MPH the vehicle is traveling over 20 MPH. Run overs and vehicle impact into immobile structures do double damage.



WEAPONS

Firearms are many and varied. In the U.S. alone, the number produced and in private hands is staggering. This does not even cover imports and Military stockpiles. It's all out there waiting for use against the Ducks. The hard part is to find ammunition.

WHAT WEAPONS CAN I HAVE?

Choose one weapon from the following lists. Pistol, Rifle or Shotgun, you have it. With your weapon, you have d100 +10 rounds. Any further weapons must be searched for, or stolen from the Ducks. The same goes for equipment, food, and medicine. More on that later.

THE TYPICAL WEAPON

All weapons have a capacity, or the number of rounds of ammunition that the weapon holds. Damage is the what that weapon's round does when it hits. Number is the number of times the weapon can be fired in a combat round or the number of rounds an automatic weapon can fire.

RIFLE	DAMAGE	CAPACITY	NUMBER
Duckwopper .475	4d10	6	1 or 2

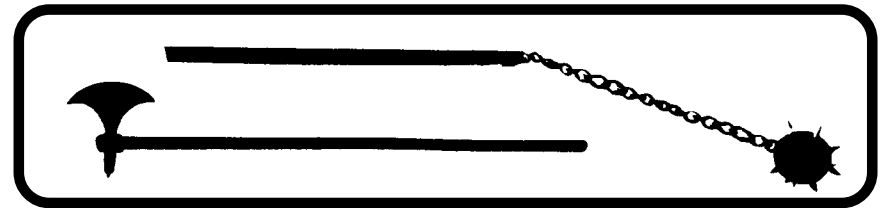
As the end came, this rifle was put into production by the military and scattered to bands of survivors. It is powerful and feared by ducks who believe it is a bad omen to hear the name.

FAST IMPROVISED WEAPONS

Most improvised weapons are used for damage and coshing. These are a few examples.

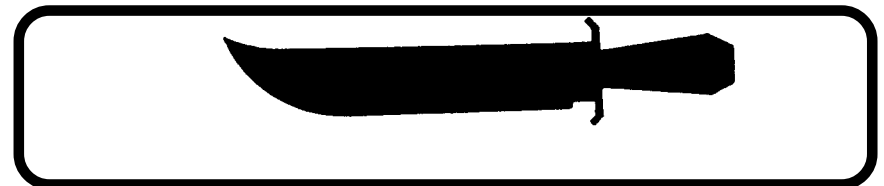
IMPROVISED

IMPROVISED	DAMAGE	CAPACITY	NUMBER
Rock	d10	—	1
IMPROVISED	DAMAGE	CAPACITY	NUMBER
Stick	d10	—	1
IMPROVISED	DAMAGE	CAPACITY	NUMBER
Bottle	d10 +2	—	1
IMPROVISED	DAMAGE	CAPACITY	NUMBER
Chain	d10 +3	—	1
IMPROVISED	DAMAGE	CAPACITY	NUMBER
Chair	d10	—	1
IMPROVISED	DAMAGE	CAPACITY	NUMBER
Heavy Pipe	d10 +5	—	1
IMPROVISED	DAMAGE	CAPACITY	NUMBER
Baseball Bat	d10 +3	—	1



ARCHAIC

ARCHAIC	DAMAGE	CAPACITY	NUMBER
Spear	3d10	—	1
ARCHAIC	DAMAGE	CAPACITY	NUMBER
Hand Axe	3d10	—	1
ARCHAIC	DAMAGE	CAPACITY	NUMBER
Great Axe	4d10	—	1
ARCHAIC	DAMAGE	CAPACITY	NUMBER
Sling	d10	1	1
ARCHAIC	DAMAGE	CAPACITY	NUMBER
BasicSlingshot	d10	1	1
ARCHAIC	DAMAGE	CAPACITY	NUMBER
Mace	3d10	—	1
ARCHAIC	DAMAGE	CAPACITY	NUMBER
Morning Star	3d10 +3	—	1
ARCHAIC	DAMAGE	CAPACITY	NUMBER
Halberd	4d10	—	1
ARCHAIC	DAMAGE	CAPACITY	NUMBER
Trident	3d10	—	1



BLADES

SWORD	DAMAGE	CAPACITY	NUMBER
Short Sword	3d10	—	1
SWORD	DAMAGE	CAPACITY	NUMBER
Sword	3d10 +3	—	1
SWORD	DAMAGE	CAPACITY	NUMBER
Long Swor	d4d10	—	1
SWORD	DAMAGE	CAPACITY	NUMBER
Two Handed	5d10	—	1
BLADE	DAMAGE	CAPACITY	NUMBER
Rapier	2d10	—	1

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BLADE	DAMAGE	CAPACITY	NUMBER
Saber	3d10	—	1
BLADE	DAMAGE	CAPACITY	NUMBER
Steak Knife	d10 +1	—	1
BLADE	DAMAGE	CAPACITY	NUMBER
Hunting Knife	2d10	—	1
BLADE	DAMAGE	CAPACITY	NUMBER
Survival Knife	2d10 +3	—	1
BLADE	DAMAGE	CAPACITY	NUMBER
Machete	3d10	—	1
BLADE	DAMAGE	CAPACITY	NUMBER
Butcher Knife	2d10	—	1
BLADE	DAMAGE	CAPACITY	NUMBER
Meat Cleaver	3d10	—	1
BLADE	DAMAGE	CAPACITY	NUMBER
Katana	4d10	—	1
BLADE	DAMAGE	CAPACITY	NUMBER
Razor Knife	d10 +1	—	1
BLADE	DAMAGE	CAPACITY	NUMBER
Pocket Knife	d10	—	1
BLADE	DAMAGE	CAPACITY	NUMBER
Cordless Carving	d10 +3	—	1



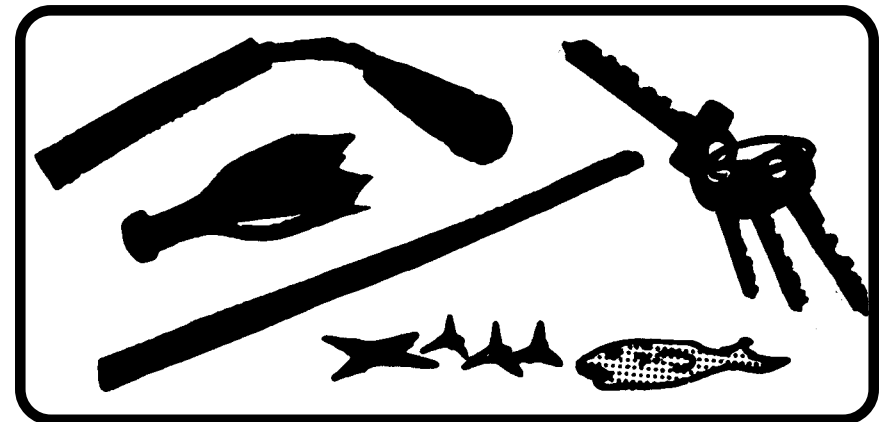
BOW WEAPONS

BOW WEAPONS	DAMAGE	CAPACITY	NUMBER
Wrist	2d10	—	1
CROSSBOW	DAMAGE	CAPACITY	NUMBER
Hand Crossbow	2d10	—	1
BOW WEAPONS	DAMAGE	CAPACITY	NUMBER
Short Bow	2d10 +2	—	1
BOW WEAPONS	DAMAGE	CAPACITY	NUMBER
Crossbow	3d10 +3	—	1
CROSSBOW	DAMAGE	CAPACITY	NUMBER
Spring Steel	4d10 +4	—	1
BOW WEAPONS	DAMAGE	CAPACITY	NUMBER
Compound Bow	3d10 +6	—	1
BOW WEAPONS	DAMAGE	CAPACITY	NUMBER
Long Bow	3d10 +3	—	1
BOW WEAPONS	DAMAGE	CAPACITY	NUMBER
Japanese Bow	3d10	—	1

Duck Trooper

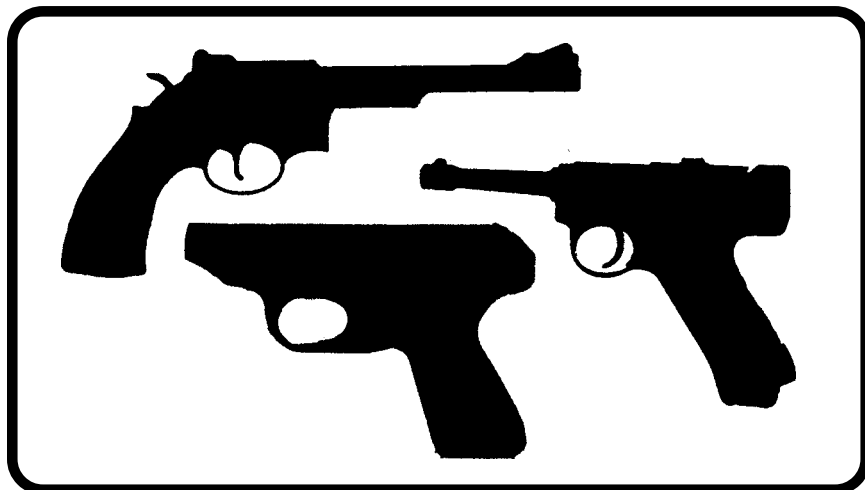
EXOTICS

EXOTICS	DAMAGE	CAPACITY	NUMBER
Trident or Fork	3d10	—	1
EXOTICS	DAMAGE	CAPACITY	NUMBER
Chainsaw	5d10 +5	—	1
EXOTICS	DAMAGE	CAPACITY	NUMBER
Garrote	2d10	—	1
EXOTICS	DAMAGE	CAPACITY	NUMBER
Bolas (entangle)	d10	—	1
EXOTICS	DAMAGE	CAPACITY	NUMBER
Whip	d10	—	1
EXOTICS	DAMAGE	CAPACITY	NUMBER
Net (entangle)	1 pt.	—	1
EXOTICS	DAMAGE	CAPACITY	NUMBER
Lasso (entangle)	1 pt.	—	1
ASIAN EXOTICS	DAMAGE	CAPACITY	NUMBER
Nunchaku	d10	—	1



ASIAN EXOTICS	DAMAGE	CAPACITY	NUMBER
Throwing Stars	d10	4	1 to 4
EXOTICS	DAMAGE	CAPACITY	NUMBER
Torch, Flaming	d10	1	1
EXOTICS	DAMAGE	CAPACITY	NUMBER
Electric Prod	d10 CON	—	1
EXOTICS	DAMAGE	CAPACITY	NUMBER
Quarterstaff	d10	—	1
EXOTICS	DAMAGE	CAPACITY	NUMBER
Boomerang	d10	—	1
EXOTICS	DAMAGE	CAPACITY	NUMBER
Hunting Slingshot	d10	1	1

Duck Trooper



PISTOLS & REVOLVERS

PISTOLS	DAMAGE	CAPACITY	NUMBER
Kentucky Flintlock	2d10 +2	1	1
PISTOLS	DAMAGE	CAPACITY	NUMBER
Navy Flintlock	2d10 +2	6	1
PISTOLS	DAMAGE	CAPACITY	NUMBER
Colt Peacemaker	3d10 +3	6	1 or 2
PISTOLS	DAMAGE	CAPACITY	NUMBER
Derringer	2d10 +2	2	1 or 2
PISTOLS	DAMAGE	CAPACITY	NUMBER
Colt M1911 .45	4d10 +4	7	1 or 2
PISTOLS	DAMAGE	CAPACITY	NUMBER
Luger 9mm	4d10 +4	8	1 or 2
PISTOLS	DAMAGE	CAPACITY	NUMBER
Browning .380	3d10 +3	12	1 or 2
PISTOLS	DAMAGE	CAPACITY	NUMBER
Walther PPK .380	3d10 +3	7	1 or 2
PISTOLS	DAMAGE	CAPACITY	NUMBER
Browning 9mm	4d10 +4	13	1 or 2
PISTOLS	DAMAGE	CAPACITY	NUMBER
Wildy Mag .45	5d10 +5	8	1 or 2
PISTOLS	DAMAGE	CAPACITY	NUMBER
Ruger .22	3d10 +3	10	1 or 2
PISTOLS	DAMAGE	CAPACITY	NUMBER
Wilkison AP 9mm	3d10 +3	32	1, 2, or 3
PISTOLS	DAMAGE	CAPACITY	NUMBER
Foster .577	9d10 +9	3	1 or 2
PISTOLS	DAMAGE	CAPACITY	NUMBER
Auto Mag .44	5d10 +5	6	1 or 2

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PISTOLS	DAMAGE	CAPACITY	NUMBER
Tucson .50	9d10 +9	3	1
PISTOLS	DAMAGE	CAPACITY	NUMBER
Beretta 9mm	4d10 +4	15	1 or 2
REVOLVERS	DAMAGE	CAPACITY	NUMBER
Police .38	3d10 +3	6	1
REVOLVERS	DAMAGE	CAPACITY	NUMBER
S&W Mag .357	4d10 +4	6	1
REVOLVERS	DAMAGE	CAPACITY	NUMBER
S&W M29 .44	5d10 +5	6	1
REVOLVERS	DAMAGE	CAPACITY	NUMBER
Snub Nose .38	3d +3	6	1
REVOLVERS	DAMAGE	CAPACITY	NUMBER
Jack .433	4d10 +4	8	1

RIFLES

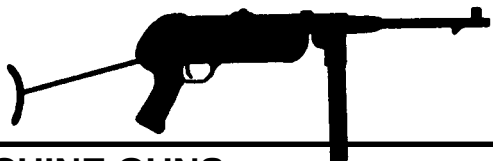
RIFLES	DAMAGE	CAPACITY	NUMBER
Weatherby .460	9d10 +9	3	1
RIFLES	DAMAGE	CAPACITY	NUMBER
Marlin 1894 .44 Mag	5d10 +5	10	1
RIFLES	DAMAGE	CAPACITY	NUMBER
M21 Sniper 7.62mm	7d10 +7	20	1 or 2
RIFLES	DAMAGE	CAPACITY	NUMBER
M1 Carbine .30	3d10 +3	5 or 15	1 or 2
RIFLES	DAMAGE	CAPACITY	NUMBER
Winchester .30-30	6d10 +6	6	1
RIFLES	DAMAGE	CAPACITY	NUMBER
Arisaka 99 7.7mm	7d10 +7	5	1
RIFLES	DAMAGE	CAPACITY	NUMBER
Mauser 98 7.92mm	7d10 +7	5	1
RIFLES	DAMAGE	CAPACITY	NUMBER
AKM (AK47) 7.62	7d10 +7	30	1 or 2
RIFLES	DAMAGE	CAPACITY	NUMBER
Garand 30-06	6d10 +6	8	1 or 2
RIFLES	DAMAGE	CAPACITY	NUMBER
Mini 14 Carb .223	2d10 +2	5 or 15	1 or 2
RIFLES	DAMAGE	CAPACITY	NUMBER
3000 Auto 30-06	6d10 +6	30	1
RIFLES	DAMAGE	CAPACITY	NUMBER
Thompson .45	5d10 +5	30	1
RIFLES	DAMAGE	CAPACITY	NUMBER
AR 15 .223	2d10 +2	5, 10, 30	1 or 2
RIFLES	DAMAGE	CAPACITY	NUMBER
Remington 30-06	6d10 +6	4	1

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ASSAULT RIFLES

ASSAULT RIFLES	DAMAGE	CAPACITY	NUMBER
M16 A2 5.56mm	4d10 +4	20,30,100	1 to 6
ASSAULT RIFLES	DAMAGE	CAPACITY	NUMBER
M14-A1 7.62mm	7d10 +7	20	1 to 25
ASSAULT RIFLES	DAMAGE	CAPACITY	NUMBER
AK-47 7.62mm	7d10 +7	30	1 to 20
ASSAULT RIFLES	DAMAGE	CAPACITY	NUMBER
H&K G3 7.62mm	7d10 +7	20,80	1 to 20
ASSAULT RIFLES	DAMAGE	CAPACITY	NUMBER
Galil 5.56mm	4d10 +4	35,50	1 to 21
ASSAULT RIFLES	DAMAGE	CAPACITY	NUMBER
FN-FAL 7.62mm	7d10 +7	20	1 to 22
ASSAULT RIFLES	DAMAGE	CAPACITY	NUMBER
AKS-74 5.45	4d10 +4	40	1 to 20
ASSAULT RIFLES	DAMAGE	CAPACITY	NUMBER
H&K G11 4.7mm	4d10 +4	50	1 to 20
ASSAULT RIFLES	DAMAGE	CAPACITY	NUMBER
Steyer AUG 9mm	4d10 +4	32	1 to 32
ASSAULT RIFLES	DAMAGE	CAPACITY	NUMBER
FN P90 5.7mm	4d10 +4	50	1 to 50
ASSAULT RIFLES	DAMAGE	CAPACITY	NUMBER
Steyer ACR 5.56mm	4d10 +4	24	1 to 24
ASSAULT RIFLES	DAMAGE	CAPACITY	NUMBER
H&K ACR 4.92	4d10 +4	50	1 to 50
ASSAULT RIFLES	DAMAGE	CAPACITY	NUMBER
Colt ACR 5.56	4d10 +4	30	1 to 30



SUB-MACHINE GUNS

SUB-MACHINE	DAMAGE	CAPACITY	NUMBER
Uzi 9mm	4d10 +4	30	1 to 20
SUB-MACHINE	DAMAGE	CAPACITY	NUMBER
Ingram M10 9mm	4d10 +4	30	1 to 30

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Duck Trooper

SUB-MACHINE	DAMAGE	CAPACITY	NUMBER
M61 Skorpion .32	3d10 +2	24	1 to 24
SUB-MACHINE	DAMAGE	CAPACITY	NUMBER
Grease Gun .45	5d10 +5	30	1 to 15
SUB-MACHINE	DAMAGE	CAPACITY	NUMBER
H&K P5K	4d10 +4	15,30	1 to 20
SUB-MACHINE	DAMAGE	CAPACITY	NUMBER
Beretta 93RR 9mm	4d10 +4	15/20	1 to 3



MACHINE GUNS

MACHINE GUNS	DAMAGE	CAPACITY	NUMBER
MG-82 5.56mm	4d10 +4	100	1 to 40
MACHINE GUNS	DAMAGE	CAPACITY	NUMBER
M60 B 7.62mm	7d10 +7	100	1 to 20
MACHINE GUNS	DAMAGE	CAPACITY	NUMBER
Soviet RPK 7.62mm	7d10 +7	40,75	1 to 35
MACHINE GUNS	DAMAGE	CAPACITY	NUMBER
Lewis 1912 7.7	7d10 +7	47 or 97	1 to 18
MACHINE GUNS	DAMAGE	CAPACITY	NUMBER
Japan Type 99 7.7	7d10 +7	30	1 to 8
MACHINE GUNS	DAMAGE	CAPACITY	NUMBER
BAR 7.62	7d10 +7	20	1 to 15
MACHINE GUNS	DAMAGE	CAPACITY	NUMBER
Stoner 5.56	4d10 +4	150 Belt	1 to 25
MACHINE GUNS	DAMAGE	CAPACITY	NUMBER
M134 Mini Gun 7.62	7d10 +7	1500	1 to 175



SHOTGUNS

SHOTGUNS	DAMAGE	CAPACITY	NUMBER
Sporting 12g	6d10 +6	2	1
SHOTGUNS	DAMAGE	CAPACITY	NUMBER
Police12g	6d10 +6	5	1
SHOTGUNS	DAMAGE	CAPACITY	NUMBER
Light Hunting 16g	4d10 +4	6	1 or 2

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SHOTGUNS	DAMAGE	CAPACITY	NUMBER
Roadblocker 10g	8d10 +8	2	1
SHOTGUNS	DAMAGE	CAPACITY	NUMBER
Spas 12 12g	6d10 +6	8	1
SHOTGUNS	DAMAGE	CAPACITY	NUMBER
Double Auto 12g	6d10 +6	16	2
SHOTGUNS	DAMAGE	CAPACITY	NUMBER
Benelli 12g	6d10 +6	7	1 or 2
SHOTGUNS	DAMAGE	CAPACITY	NUMBER
Striker 12g	6d10 +6	12	1 or 2
SHOTGUNS	DAMAGE	CAPACITY	NUMBER
Vanhoffen 12g	6d10 +6	24	1 to 4



ROCKET LAUNCHERS

LAUNCHER	DAMAGE	CAPACITY	NUMBER
M72-A2 LAW	2000	1	1
LAUNCHER	DAMAGE	CAPACITY	NUMBER
M47 Dragon	4500	1	1
LAUNCHER	DAMAGE	CAPACITY	NUMBER
Hellfire II	6700	1	1
LAUNCHER	DAMAGE	CAPACITY	NUMBER
RPG -9	1800	1	1
LAUNCHER	DAMAGE	CAPACITY	NUMBER
Stinger	1600	1	1
LAUNCHER	DAMAGE	CAPACITY	NUMBER
HAFLA 35L	1000	1	1
LAUNCHER	DAMAGE	CAPACITY	NUMBER
Armburst 300	2500	2	1
LAUNCHER	DAMAGE	CAPACITY	NUMBER
Orange X/7 Optical	2400	1	1
LAUNCHER	DAMAGE	CAPACITY	NUMBER
Winhaven Pod	340	10	1 to 10

HEAVY MILITARY

MACHINE GUN	DAMAGE	CAPACITY	NUMBER
M2-HB .50 Cal	9d10 +9	250	1 to 20
MINI GUN	DAMAGE	CAPACITY	NUMBER
SLMG 5.56	4d10 +4	5000	1 to 200

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Duck Trooper

FLAMETHROWER	DAMAGE	CAPACITY	NUMBER
M1A1B	8d10	10	1
LAUNCHER	DAMAGE	CAPACITY	NUMBER
M79 40mm	500	1	1
GRENADE	DAMAGE	CAPACITY	NUMBER
M203 40mm	500	1	1
GRENADE	DAMAGE	CAPACITY	NUMBER
Mk 19 40mm	500	50	1 to 5
MORTAR	DAMAGE	CAPACITY	NUMBER
US M29 81mm	2500	1	1
MORTAR	DAMAGE	CAPACITY	NUMBER
US M30 107mm	3400	1	1
HEAVY WEAPON	DAMAGE	CAPACITY	NUMBER
Tank Gun 75mm	2900	1	1
HEAVY WEAPON	DAMAGE	CAPACITY	NUMBER
Tank Gun 90mm	3500	1	1
HEAVY WEAPON	DAMAGE	CAPACITY	NUMBER
Tank Gun 105mm	4200	1	1
HEAVY WEAPON	DAMAGE	CAPACITY	NUMBER
Tank Gun 120mm	4700	1	1
HEAVY WEAPON	DAMAGE	CAPACITY	NUMBER
Tank Gun 155mm	5500	1	1

BLAST SHOCK & STUN

Remember that grenades and explosives do body damage and give you a roll on the cosh table for blast stun or shock situations.

GRENADES

GRENADES	DAMAGE	CAPACITY	NUMBER
MK 2 Pineapple	200	1	1
GRENADES	DAMAGE	CAPACITY	NUMBER
M33 Baseball	200	1	1
GRENADES	DAMAGE	CAPACITY	NUMBER
M26 A1	200	1	1
GRENADES	DAMAGE	CAPACITY	NUMBER
F1 Russian	180	1	1
GRENADES	DAMAGE	CAPACITY	NUMBER
Mini	120	1	1
GRENADES	DAMAGE	CAPACITY	NUMBER
Russian RGO	200	1	1
GRENADES	DAMAGE	CAPACITY	NUMBER
Russian RGN	220	1	1
GRENADES	DAMAGE	CAPACITY	NUMBER
Potato Masher	180	1	1

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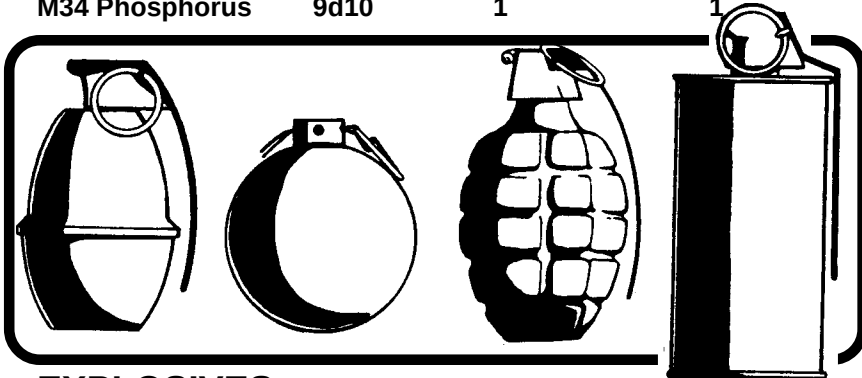
Duck Trooper

GRENADES	DAMAGE	CAPACITY	NUMBER
Stun Grenade	2d10	1	1

Remember these flash and shock grenades will stun a victim for 1 to 2 minutes at best.

GRENADES	DAMAGE	CAPACITY	NUMBER
Gas Cannister	d10	1	1

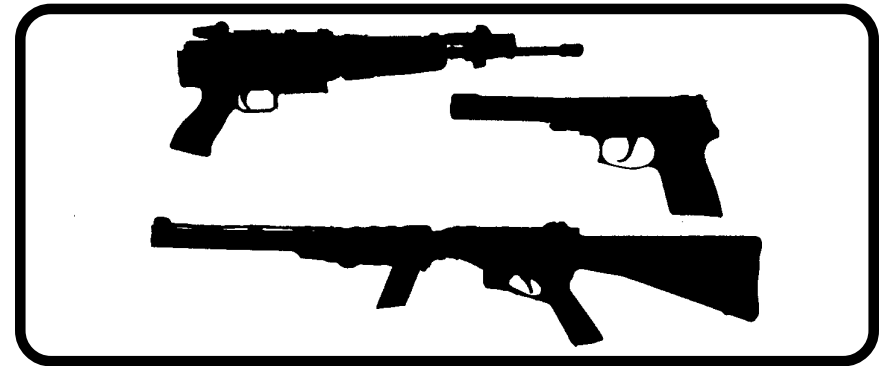
GRENADES	DAMAGE	CAPACITY	NUMBER
M34 Phosphorus	9d10	1	1



EXPLOSIVES

EXPLOSIVES	DAMAGE	CAPACITY	NUMBER
TNT Block	200	1	1
EXPLOSIVES	DAMAGE	CAPACITY	NUMBER
C4 Block	250	1	1
EXPLOSIVES	DAMAGE	CAPACITY	NUMBER
C6 Block	550	1	1
EXPLOSIVES	DAMAGE	CAPACITY	NUMBER
C4 Demo Pack	3000	1	1
EXPLOSIVES	DAMAGE	CAPACITY	NUMBER
C6 Demo Pack	5500	1	1
EXPLOSIVES	DAMAGE	CAPACITY	NUMBER
Military Dynamite	180	1	1
EXPLOSIVES	DAMAGE	CAPACITY	NUMBER
Civillian Dynamite	150	1	1
EXPLOSIVES	DAMAGE	CAPACITY	NUMBER
Black Powder	100	1	1
EXPLOSIVES	DAMAGE	CAPACITY	NUMBER
Nitro	200	1	1
EXPLOSIVES	DAMAGE	CAPACITY	NUMBER
Fuse	1 Per Inch	—	6 inches
EXPLOSIVES	DAMAGE	CAPACITY	NUMBER
Primer Cord	4 Per Inch	—	All

Duck Trooper



LASERS & BEAM WEAPONS

LASER PISTOL	DAMAGE	CAPACITY	NUMBER
Jack Hand Laser	1-7 d10	20 Shots	1 to 3
LASER RIFLE	DAMAGE	CAPACITY	NUMBER
Jack Laser Rifle	1-7 d10	60 Shots	1 to 3
LASER PISTOL	DAMAGE	CAPACITY	NUMBER
GE L-5 Hand	5d10	20 Shots	1 to 4
LASER RIFLE	DAMAGE	CAPACITY	NUMBER
HK ALR	7d10	25 Shots	1 to 2
LASER RIFLE	DAMAGE	CAPACITY	NUMBER
US ML 5 Rifle	6d10	30 Shots	1 to 3
LASER PISTOL	DAMAGE	CAPACITY	NUMBER
Ducko Exterminator	5d10	50	1 or 2
LASER RIFLE	DAMAGE	CAPACITY	NUMBER
Exterminator Mk II	7d10	75	1 to 3

BEAM WEAPONS

MICROWAVE RIFLE	DAMAGE	CAPACITY	NUMBER
Ducko Mk 3	4d10	100	1 or 2
MICROWAVE RIFLE	DAMAGE	CAPACITY	NUMBER
Telidyne	6d10	50	1
PARTICLE RIFLE	DAMAGE	CAPACITY	NUMBER
Jack 86	9d10	50	1 or 2
NEUTRON RIFLE	DAMAGE	CAPACITY	NUMBER
Jack X340	d100 +50	25	1
RADIATION RIFLE	DAMAGE	CAPACITY	NUMBER
Ducko Ionizer	d100 (CON)	100	1
BLASTER PISTOL	DAMAGE	CAPACITY	NUMBER
Starbeam Blaster	5d10	100	1 to 3
BLASTER RIFLE	DAMAGE	CAPACITY	NUMBER
Starbeam Blaster	8d10	100	1 to 3

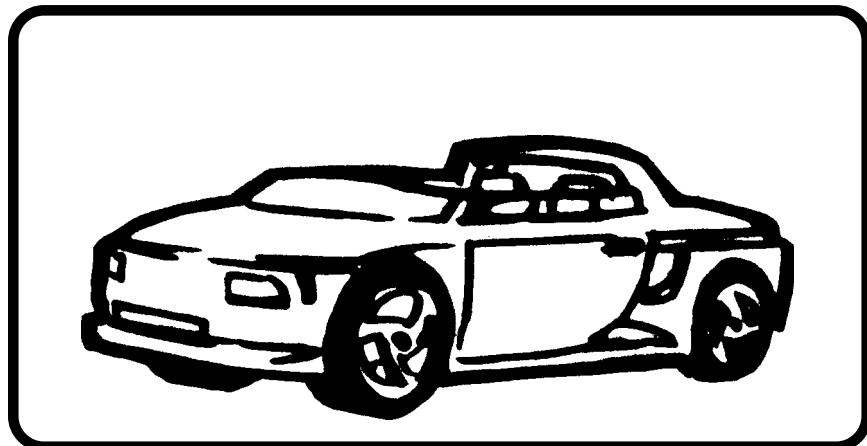
VEHICLES

Vehicles are as varied as their purpose. In Duck Trooper you may find vehicles both civilian and military. Use them to further your cause to destroy the Ducks but remember to avoid the dreaded Duck Highway Patrol.

DAMAGING VEHICLES

Weapons fire, lack of maintenance, bad driving, and running over Ducks can damage a vehicle. If the vehicles body points are exceeded by damage, the vehicle is damaged beyond use. For weapons fire (that exceeds 50 points) and bad roads, roll on the table below. For impact damage figure d10 points per every 5 miles per hour speed on impact. Double the damage if the vehicle hits a near immobile object or was an automobile built after 1978.

01-50	Keeps on Ticking
51-75	Runs, but needs d10 hours repair.
76-85	Dies, will run with d10 hours repair.
86-95	Dies, will run with 3d10 hours repair.
96-00	Forget it

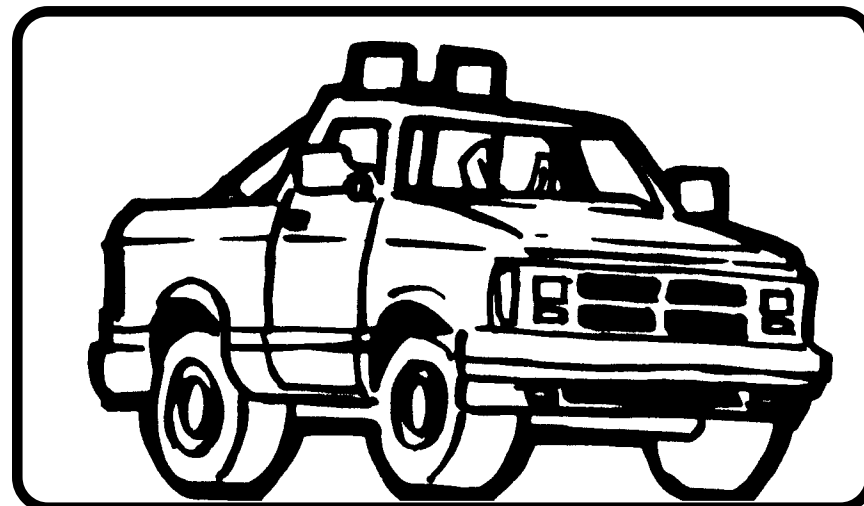


AUTOMOBILE

Driver	01	Passengers	03	Body	500
Speed	095	Miles Per Gallon	25	Weapons	
Range	300	Tankage	12	<i>Per Passengers</i>	

HOT CAR

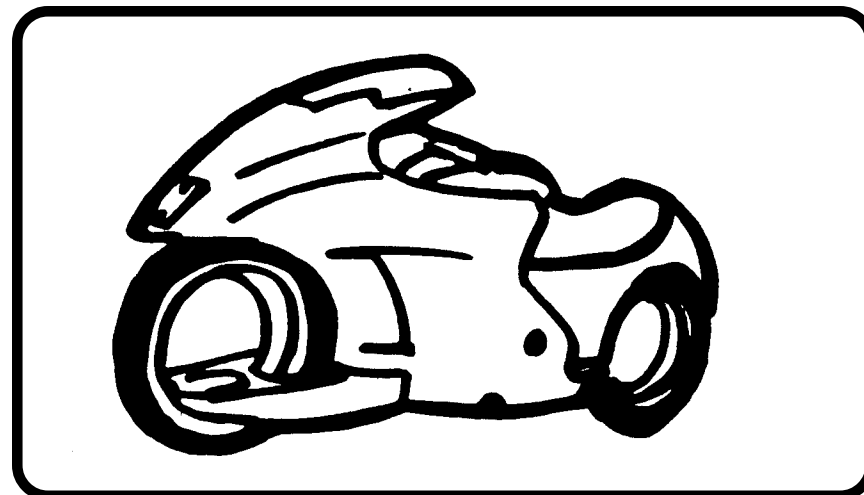
Driver	01	Passengers	03	Body	800
Speed	140	Miles Per Gallon	12	Weapons	
Range	240	Tankage	20	<i>Per Passengers</i>	



HEAVIER TRUCK

Driver	01	Passengers	02+	Body	1000
Speed	85	Miles Per Gallon	15	Weapons	
Range	450	Tankage	30	<i>Below</i>	

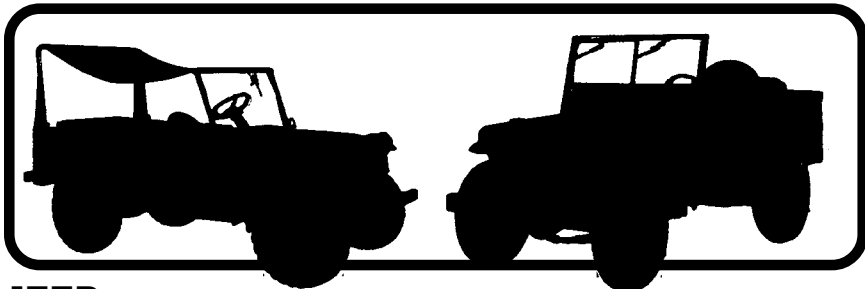
*Weapons Per Passengers, or Mounted on Truck
May Include Machine Gun or Launcher*



HEAVY CYCLE

Driver	01	Passengers	01	Body	300
Speed	140	Miles Per Gallon	50	Weapons	
Range	250	Tankage	05	<i>Per Passenger</i>	

Duck Trooper

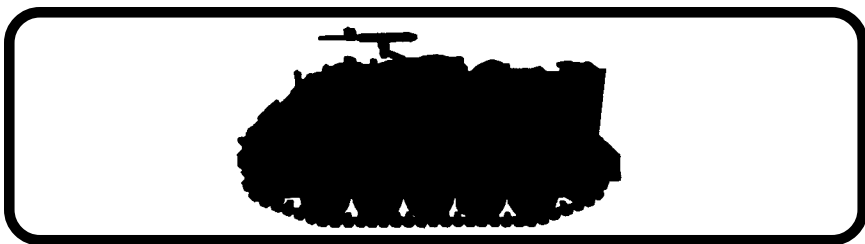


JEEP

Driver	01	Passengers	03	Body	700
Speed	75	Miles Per Gallon	15	Weapons	
Range	300	Tankage	20	<i>Below</i>	

Weapons Per Passenger s, or Mounted on Jeep

May Include Machine Gun or Launcher



APC

Driver	01	Passengers	12	Body	1500
Speed	75	Miles Per Gallon	06	Weapons	
Range	300	Tankage	50	<i>Below</i>	

Weapons Per Passenger, May Include Machine Gun or Launcher as well as a cannon under 100mm.



TANK

Driver	02	Passengers	03	Body	3500
Speed	65	Gallons Per Mile	03	Weapons	
Range	300	Tankage	120	<i>Below</i>	

Weapons Per Passenger, Always Includes Launcher, Heavy Weapon (Cannon), and one or more Machine Guns.

Duck Trooper

DUCK EXO ARMOR

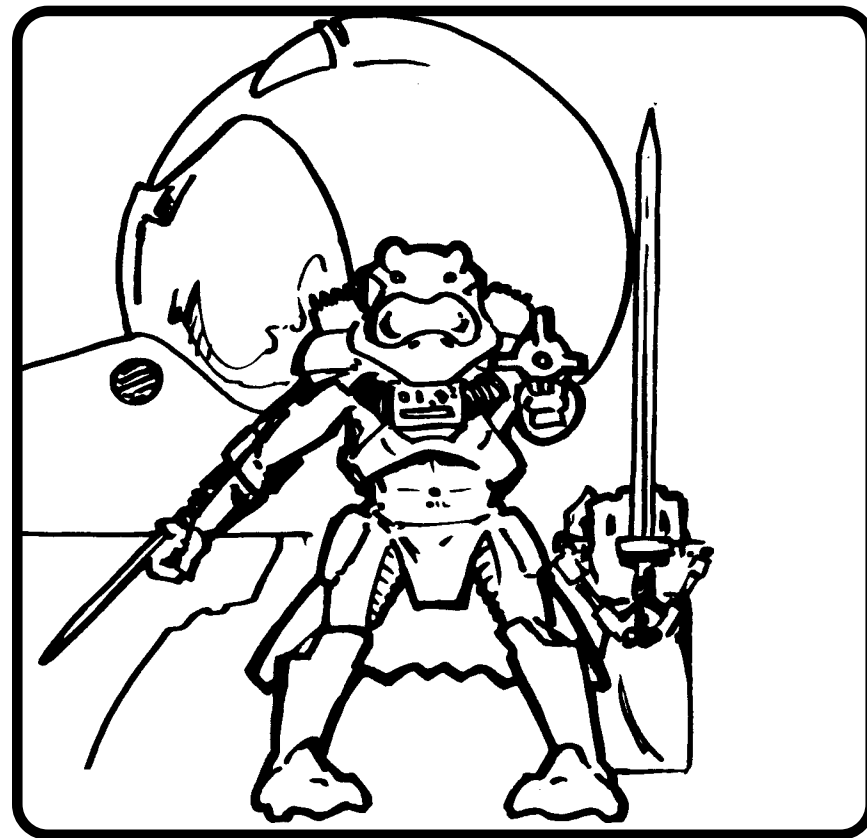
Another weapon used by the ducks was a high tech exo-skeletal armor that augmented their size, strength, and speed. These carriages also became weapons platforms for up to a half dozen types. While not as sophisticated as the Human varieties of high tech armor, they are numerous and often used on patrols.

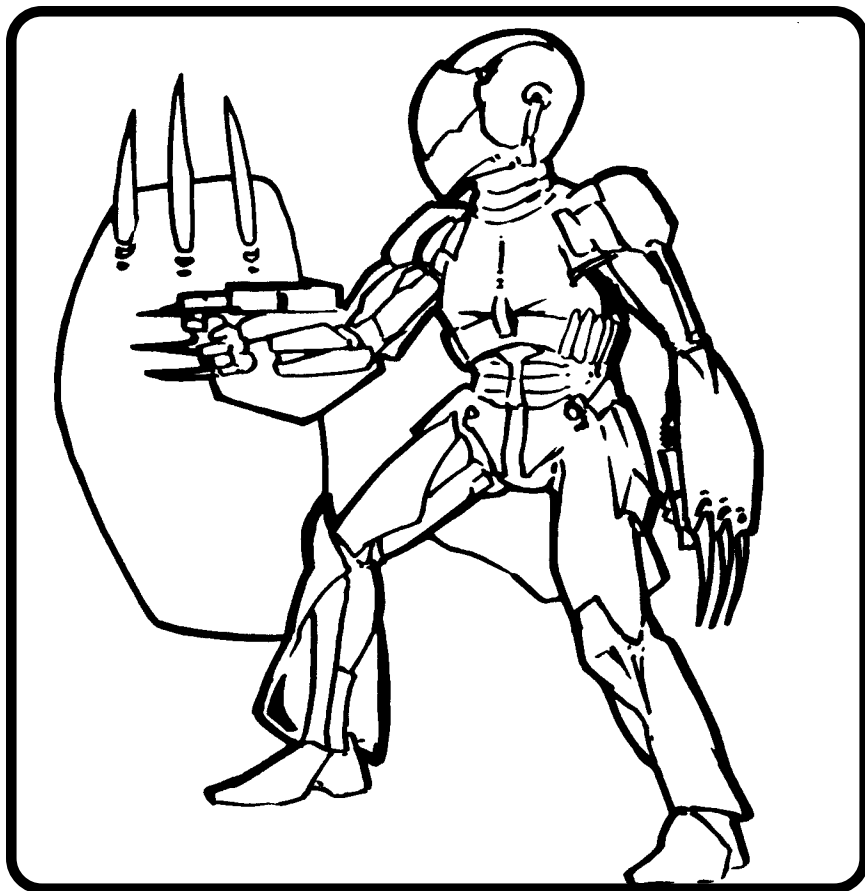
D.A.A.F. SUIT

Dynamically Assisted Armored Fowl

STRENGTH	99
DEXTERITY	45
AGILITY	45
ACCURACY	+20
STEALTH	05
BODY	350

HIGH STRENGTH	4d10
WEAPONS	
Rockets (20)	3d10 ea.
Machine Gun	Varied
Blade	4d10
Laser	7d10





HUMAN POWERED ARMOR

Humans were learning very fast when the Ducks finally over ran most military installations. One of the final high-tech items left behind and squirreled away were Powered Armor Suits. Now hidden or saved for special purposes, these suits are in hot demand by both humans and Jacks.

P.A.W.S.

Power Armor Weapons System

STRENGTH	99
DEXTERITY	65
AGILITY	65
ACCURACY	+25
STEALTH	15
BODY	450

HIGH STRENGTH	4d10
WEAPONS	
Rockets (40)	3d10 ea.
Machine Gun	Varied
Blade	4d10
Laser	6d10

GENE ENGINEERING

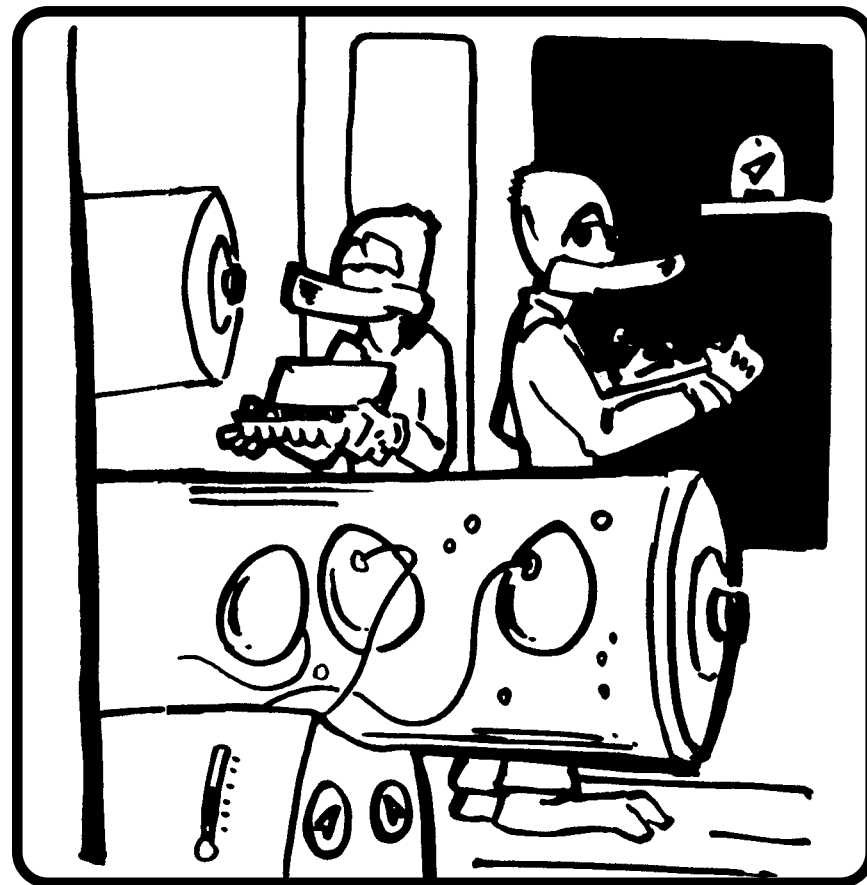
Along with their numbers and technologies, the Ducks have yet another special weapon up their sleeve.

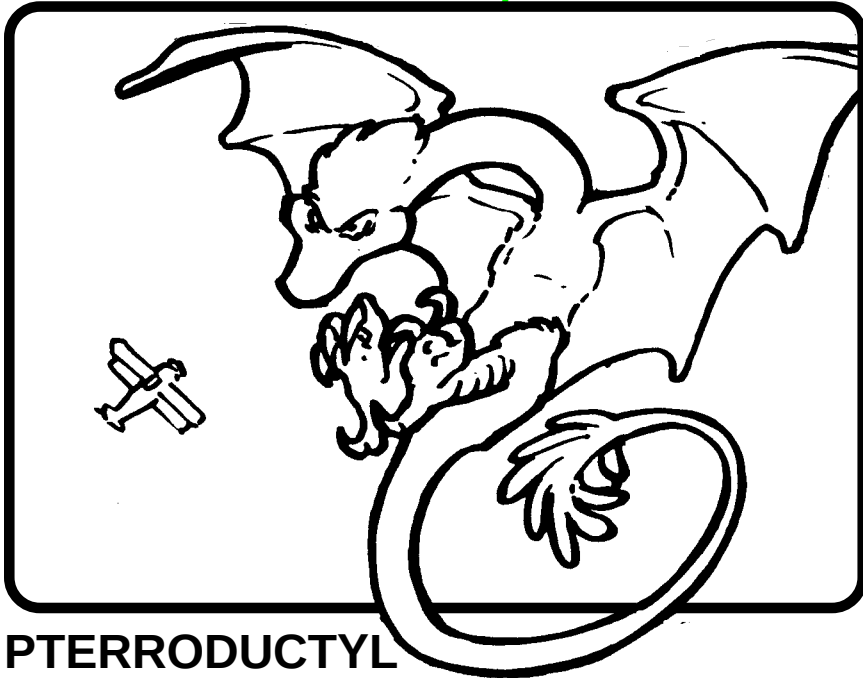
The invaders are masters of Genetic Engineering and the use of recombinant DNA. With little reasoning, they are mutating animal, duck, and human to create servant races and creatures to fight their wars.

While a number of these new creatures were human in size and shape, many were not. In wild recombinant experiments, wild animal and human genes were combined to create a new and genetically viable collection of species never dreamed possible.

Duck Gene Techs are unpredictable in their projects and results. Many of the new species are destroyed immediately. Though sloppy containment many have been released on the world. The results range from silly to horrible.

Most of these creatures are socially unstable.





PTERRODUCTYL

One of the first natural animals introduced to earth's ecology was the giant Pterroductyl. This 100 foot winged, carnivorous monster commands the skies and hunts for humans in the wild.

Fortunately, these Terror Ducks are clumsy and easy to hide from. Vehicles are not as lucky.

Ducks are protected by signal transmitters that ward the monster away from city, vehicle, and patrol. The soup can sized transmitters only have a lifespan of 3 months without repair by the Duck technicians. They self destruct (4d10 damage) if tampered with or the ring is pulled from the top. Yes, they double for grenades.

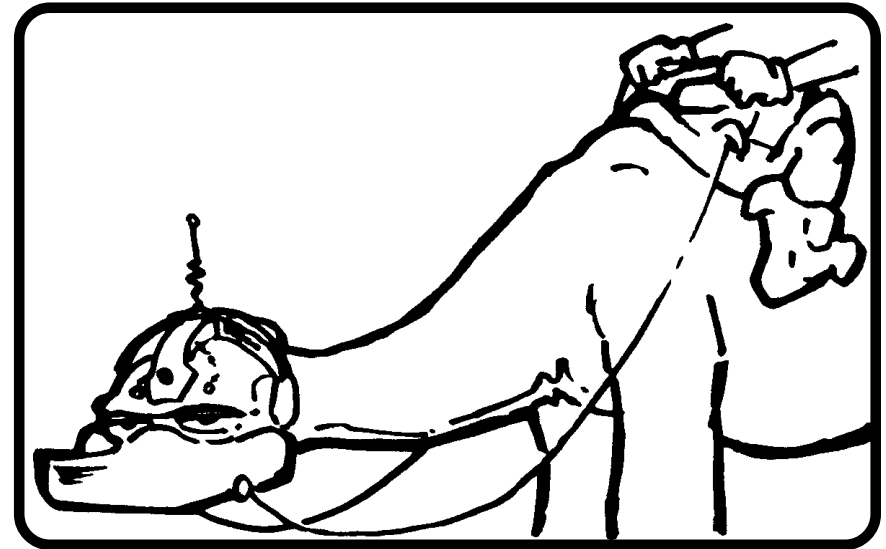
Many of the Pterroductyl are trained and fitted with Electronic Countermeasure Packs that disrupt aircraft and high tech telemetry within a thousand feet of their flight.

PTERRODUCTYL STATISTICS

STRENGTH 99
DEXTERITY 25
AGILITY 30
ACCURACY 10
STEALTH 20
BODY 850

NATURAL WEAPONS

Claw x2 d100
Bite d100
Great Strength d100 x3
Kick d100
Bite Off Limb (85%) 4d10+



WUMPS

One of the first successful creatures introduced to Earth were the Polywumpus, or Wump.

This massive creature is used for riding and special combat where a duck may be injured or great strength needed. Fortunately, the Wump falls real short in brains.

All Wumps are controlled by a simple mind control device. These matching helmets are also worn by the Duck controller. Each set of helmets is encoded for individual use.

Helmets are only usable by ducks. If players really want to try to master a helmet, give them a 5% chance per month.

WILD WUMPS

When you remove a Wump Controller Helmet you have a 500 pound killing machine free to wander the countryside. These monsters prey on human and duck alike. Wumps are relentless trackers and will only deviate their path for a tasty boy or girl scout.

WUMP STATISTICS

STRENGTH 95
DEXTERITY 40
AGILITY 50
ACCURACY 45
STEALTH 20
BODY 150

NATURAL WEAPONS

Claw x2 2d10
Bite d10
Great Strength 3d10
Kick d10
Tear Off Limb (5%) 4d10+

Don't shoot them in the head,
It only angers them!

Col. Jack Jones

DUCK TROOPERS

Another successful bit of genetic engineering was on the invaders own genes.

With a few tweaks here and there and a few human genes for size and shape, the Ducks have created an advanced version of themselves for use in their military.

These Duck Troopers are human in size and general structure. They share human statistics in all forms including intelligence.

Humans consider these few advanced guard a danger to the future of mankind due to their toughness, love of battle, and determination to eradicate mankind for their masters.

The Duck Trooper is still considered experimental experimental by the Duck hierarchy. For this reason, they are still produced as sterile males. They use any weapons and equipment.

TROOPER STATISTICS

STRENGTH	65	DEXTERITY	60
AGILITY	65	ACCURACY	50
STEALTH	60	BODY	90



FURBALLS

With their success in the creation of the Duck Trooper, the invaders began to fuse human genes with whatever they could find.

What they found were anything from aardvarks to zebras. As long as it was mammalian, it was reasonably viable and could be adapted to create Ani-Sapiens or as they were commonly called, Fur Balls.

Your average Fur Ball is a confused mass of loyalties and genes. While most of these creatures are handsome, most are none too bright. Some talk. Most drool. They tend to be cowards and hate crossing roads due to some lost racial memory.

High expectations for their future lead Duck leaders to equip them for service in the Duck Military. The results are never quite up to being the shock troopers of a human hunting army.

Some Fur Balls have talents and mannerisms like their gene ancestors. When found working for ducks the Fur Ball trooper is equipped in the latest armor and weapons.

FURBALL STATISTICS

STRENGTH	75
DEXTERITY	50
AGILITY	50
ACCURACY	65
STEALTH	70
BODY	75

NATURAL WEAPONS

Claw	d10
Bite	d10
Great Strength	d10
Kick	d10



JACKS

They came from Warps between the Worlds, a glimmer of hope for mankind. This hope is in the form of **Jack Warriors**, the survivors of another World also taken by the Ducks.

Your average Jack is a friendly Rabbit-like alien genetically similar to humans.. They stand 6 feet tall at the head (8 feet if you count the ears).

Jacks like humans and hate Ducks. They easily fit into rebel bands and can help supply humanity with highly advanced weaponry and a good sense of humor. They will often play games with cornered Ducks or use less than humane methods to extract information.

Jacks are omnivores and prefer roast Duck.

Sadly, only a few thousand Jacks have come through from their Duck ravaged planet. They believe humanity can be saved and returned to Earth from the world where they were taken.

These aliens have a fierce sense of loyalty to friends and are psychologically horrified of slavery and political stupidity.

Jacks always go by a human name.



JACK STATISTICS

STRENGTH	65
DEXTERITY	70
AGILITY	80
ACCURACY	75
STEALTH	90
BODY	75

NATURAL WEAPONS

Paw	d10
Bite	d10
Kick	d10
Leap (in feet)	d10 +10

DUCK PATROLS

The Duck Military Command believes that Patrols are the backbone of military preparedness and training. Duck Commanders know there's nothing like being shot at to help train a good trooper no matter what the attrition rate.

The following is a general organization chart for types of Duck Patrols, their Troop Strengths and equipment.

CLASS 4 PATROL

Your general Class 4 Patrol is a small unit of green troopers and a commander that's being punished for something. Used mostly to patrol safer areas, humans consider them a pushover in most cases.

CLASS 4 PATROL

COMMANDER	1	POLYWUMPUS	—
TROOPERS	3	FUR BALLS	1
DUCK TROOPERS	—		
WEAPONS	Rifles, Pistols, Maybe a grenade or two.		
VEHICLE	Foot, Bicycles, Automobile, Light Truck		
GUARDS	Fast Food Establishments, Neighborhoods, etc.		

CLASS 4 HEAVY PATROL

Your general Class 4 Heavy Patrol is a small unit of trained Ducks who hunt humans in secured areas. While resembling a light patrol, they are battle-ready, and less easily surprised.

COMMANDER	1	POLYWUMPUS	—
TROOPERS	3-5	FUR BALLS	—
DUCK TROOPERS	—		
WEAPONS	Assault Rifles, Lighter Military Hardware		
VEHICLE	Automobile, Light Truck		
GUARDS	Gas Stations, Small Factories, Urban Areas		



Duck Trooper



CLASS 3 PATROL

COMMANDER	1	POLYWUMPUS	1
TROOPERS	6	FUR BALLS	1
DUCK TROOPERS	—		
WEAPONS	Assault Rifles, Lighter Military Hardware		
VEHICLE	Automobile, Light Truck		
GUARDS	Used as Local Police Patrols		

CLASS 3 HEAVY PATROL

Your general Class 3 Patrol is a larger unit of better trained Ducks who hunt humans in unsecured areas. While resembling a lighter Class 3 patrol, they are battle hardened and prone to set an ambush.

COMMANDER	1	POLYWUMPUS	0-2
TROOPERS	6-8	FUR BALLS	—
DUCK TROOPERS	1		
WEAPONS	Assault Rifles, Lighter Military Hardware		
VEHICLE	Light Truck, Jeep		
GUARDS	Important Industrial Plants, Lesser Officials		

Duck Trooper

CLASS 2 PATROL

COMMANDER	3	POLYWUMPUS	0-2
TROOPERS	12	FUR BALLS	0-1
DUCK TROOPERS	4		
WEAPONS	Assault Rifles, Heavier Military Hardware		
VEHICLE	Heavier Truck, Jeep, APC		
GUARDS	Critical Industrial Plants, Officials, Supply Centers		

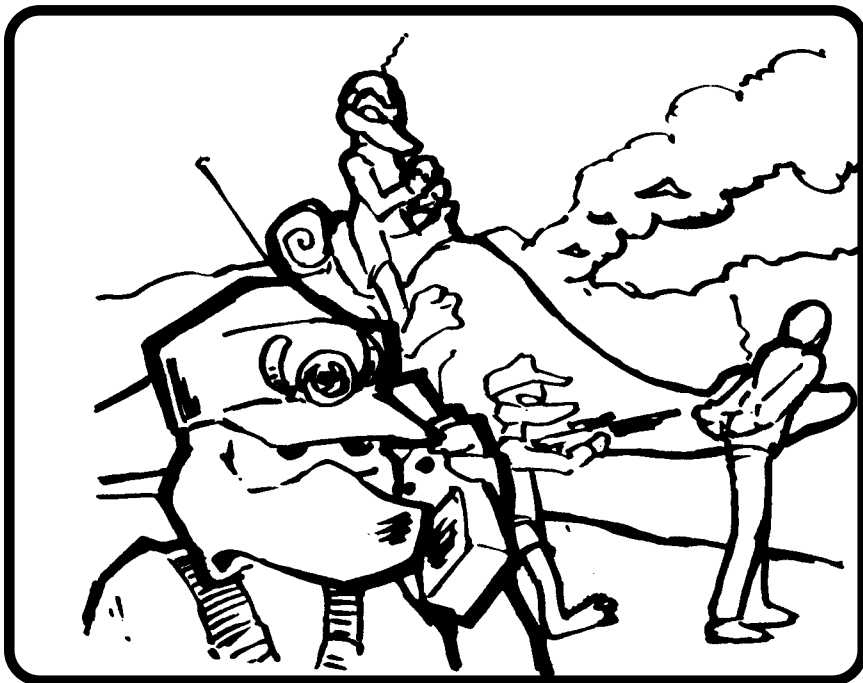
CLASS 2 HEAVY PATROL

Your general Class 4 Patrol is a small unit of trained Ducks who respond to local emergencies.

COMMANDER	3	POLYWUMPUS	0-4
TROOPERS	12	FUR BALLS	4-6
DUCK TROOPERS	6		
WEAPONS	Assault Rifles, Heavier Military Hardware		
VEHICLE	Heavier Truck (3) , Jeep (2), APC		
GUARDS	Critical Industrial Plants, Officials, Large Cities		



Duck Trooper



CLASS 1

COMMANDER	6	POLYWUMPUS	0-6
TROOPERS	24	FUR BALLS	6-8
DUCK TROOPERS	6		
WEAPONS	Assault Rifles, Heavier Military Hardware		
VEHICLE	Heavier Truck (4) , Jeep (2), APC, Tank		
GUARDS	Critical Military Plants, Officials, Very Large Cities		

CLASS 1 HEAVY PATROL

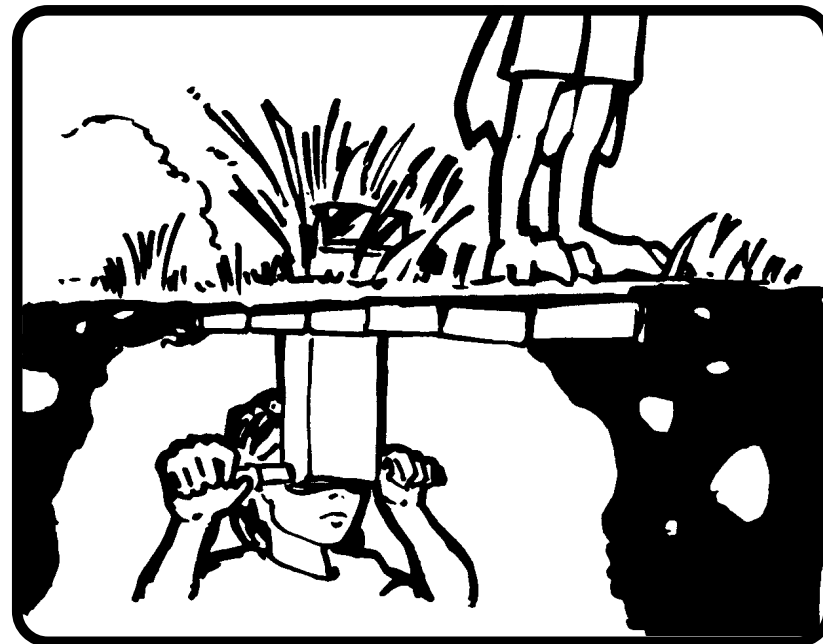
The Class 1 Heavy Patrol are the Special Forces of the Duck Military ICommand. They patrol areas of high rebel activity and guarding the few existing Interdimensional Warp Generators.

COMMANDER	3	POLYWUMPUS	—
TROOPERS	—	FUR BALLS	—
DUCK TROOPERS	12		
WEAPONS	Assault Rifles, Heavier Military Hardware		
VEHICLE	Jeep, Light Truck, APC		
GUARDS	Communication Centers, Military Bases		

Duck Trooper

"Can be a little Greasy Unless you Bake them Right"

- R. Tucholka



HIDE AND SNEAK

Your Players live off the land and whatever they take from the Duck invaders. Most often they will have a base of operations hidden from the enemy.

STEALTH

You can use your statistic of Stealth for two things.

01 *Hide from Enemies*

If you have the chance and the enemy isn't looking at you, there is a chance you can hide. In a 'chase' situation you can hide from an enemy and hope he, she or it passes you. The GM rules on the chance of this.

02 *Create Hidden Shelter*

Use your stealth to create a hidden base of operations. Your skill of Stealth is also the chance it stays hidden during a search by a patrol. This may be modified by the GM.

FINDS

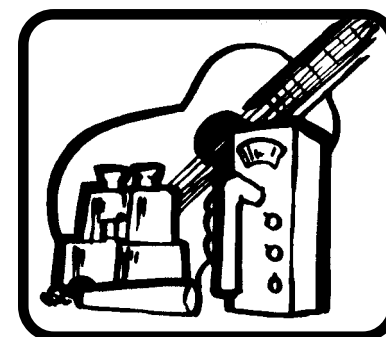
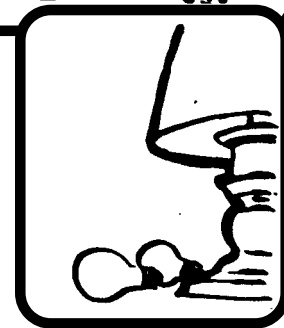
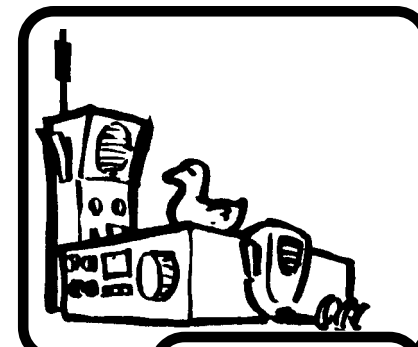
Any abandoned structures, contain Finds. These Finds can be anything from weapons, to food hidden by Ducks. In cities, give Players a 5%+ bonus. Searching also increases the Character's chance to be surprised and slows response to an ambush. Every Character can search. The GM always rolls the type of find.

SEARCH TYPE	CHANCE TO FIND	TIME NEEDED
GLANCING	05%	01 Minute
PASSING	10%	05 Minutes
CAREFUL	20%	10 Minutes
VERY CAREFUL	40%	15 Minutes
DETAILED	60%	30 Minutes
COMBING	80%	1 Hour

FINDS

- 01 ANTIBIOTICS (One Dose Heals d10 Constitution)
- 02 HEAVY WINTER JACKET
- 03 PLASTIC CUPS (d10)
- 04 HOUSEHOLD TOOL (Hammer, Screwdriver, etc.)
- 05 TOILET TISSUE (d10 Rolls)
- 06 CLOCK or WATCH
- 07 BLANKET
- 08 KNIFE (01-07) Small (08-09) Kitchen (10) Survival
- 09 SEWING SUPPLIES
- 10 SOCKS
- 11 WILD ANIMAL LAIR (Rabbit, Woodchuck, etc.)
- 12 CANNED FOOD (For 1 Day)
- 13 CANNED FOOD (For d10 Days)
- 14 CANNED FOOD (For 2d10 Days)
- 15 POTATOES (For d10 Days)
- 16 DRIED BEANS (For d10 Days)
- 17 HOME CANNED FOOD (For 2d10 Days)
- 18 COFFEE (5 Pounds)
- 19 PET FOOD (d10 Cans)
- 20 MILITARY RATION PACKS (For 2d10 days)
- 21 VIDEO TAPES (d10)
- 22 VHS or BETA MACHINE
- 23 CAMERA (35mm)
- 24 TV, LARGE
- 25 STEREO

- 26 CD PLAYER
- 27 RECORDS, CD'S, TAPES (d10)
- 28 CALCULATOR
- 29 ELECTRIC GENERATOR
- 30 TENT
- 31 WRITING SUPPLIES
- 32 BACKPACK
- 33 TOWELS
- 34 CB RADIO
- 35 ELECTRICAL JUNK
- 36 WALKIE TALKIE
- 37 KEROSENE HEATER
- 38 OIL HEATER
- 39 PRESCHOOL TOYS
- 40 ART SUPPLIES
- 41 LAMPS & LIGHTBULBS
- 42 SPICE RACK (2d10 Bottles)
- 43 FABRIC (d10 Yards)
- 44 FISHING EQUIPMENT
- 45 NAILS, GLUE & SHOP SUPPLIES
- 46 LUMBER
- 47 JEWELRY (d10 Pieces)
- 48 CANDLES
- 49 HARD CANDY (d10 oz.)
- 50 GARDEN SUPPLIES (d10 Packs Seeds)
- 51 FERTILIZER (d100 Lbs.)
- 52 MUSICAL INSTRUMENT
- 53 TIRE PUMP
- 54 AUTO OIL (10W40)
- 55 HUBCAPS
- 56 BINOCULARS
- 57 TOBACCO (d10 Packs)
- 58 RAD COUNTER
- 59 ROPE (d100 Ft.)
- 60 IMPROVISED WEAPON
- 61 ARCHAIC WEAPON
- 62 ARCHAIC WEAPON
- 63 EXPLOSIVES (d10 Blocks or Sticks)
- 64 EXPLOSIVES (2d10 Block or Sticks)
- 65 AMMUNITION (d10 Rounds)



Duck Trooper

- 66 AMMUNITION (2d10 Rounds)
- 67 AMMUNITION (3d10 Rounds)
- 68 AMMUNITION (4d10 Rounds)
- 69 AMMUNITION (5d10 Rounds)

HANDGUN AMMUNITION			
01	.38	06	.357
02	.45	07	10mm
03	.22	08	.577
04	.44	09	.32
05	9mm	10	7.62mm

RIFLE/SMG AMMUNITION			
01	.460	06	7.62
02	.44	07	5.56
03	.30-30	08	5.45
04	.30-06	09	9mm
05	.45	10	7.7

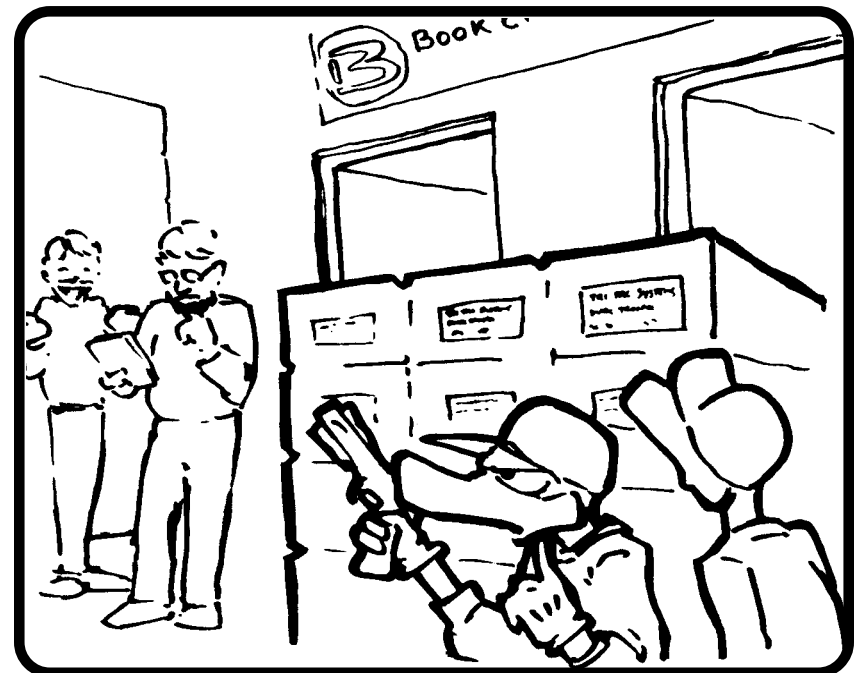
- 70 HANDGUN
- 71 HANDGUN
- 72 RIFLE
- 73 HANDGUN
- 74 SHOTGUN
- 75 SUB-MACHINE GUN
- 76 MACHINE GUN
- 77 ASSAULT RIFLE
- 78 GRENADE
- 79 LAUNCHER
- 80 LASER OR BEAM WEAPON



57

Duck Trooper

- 80 CANNED WATER (d10 Gallons)
- 81 CANNED SODA (d10 Cans)
- 82 CANNED BEER (2d10 Cans)
- 83 BOOZE (fifth)
- 84 WINE (d10 Bottles)
- 85 GASOLINE (1 or 2 Gallons)
- 86 DIESEL FUEL (d10 Gallons)
- 87 GASOLINE (d10 Gallons)
- 88 DIESEL FUEL (5d10 Gallons)
- 89 GASOLINE (5d10 Gallons)
- 90 WORKING AUTOMOBILE
- 91 WORKING CYCLE
- 92 AUTOMOBILE (Needs d10 Hours Repair)
- 93 AUTOMOBILE (Hopeless After d10 Hours Repair)
- 94 LIGHT TRUCK (Compact Pickup Truck)
- 95 MILITARY TRUCK (Heavy Transport)
- 96 JEEP or FAST ATTACK VEHICLE
- 97 HEAVY TRUCK
- 98 APC (Like an M113 or a V-150)
- 99 TANK (Like an Abrams MBT)
- 00 HUMAN EXO-ARMOR



58

FOR MOST STATISTICS & SKILL USE

DIFFICULTY

AS A MODIFIER

**AS A
MULTIPLIER**

- x 2.00
- x 1.75
- x 1.50
- x 1.25
- No Multiplier
- x 0.90
- x 0.75
- x 0.50
- x 0.25
- x 0.12

LEVEL OF DAMAGE

AS A MODIFIER

AS A MULTIPLIER

- x 0.25
- x 0.50
- x 0.75
- No Modifier
- x 1.25
- x 1.50
- x 2.00



Duck Trooper Universal Modifiers

[illegible]

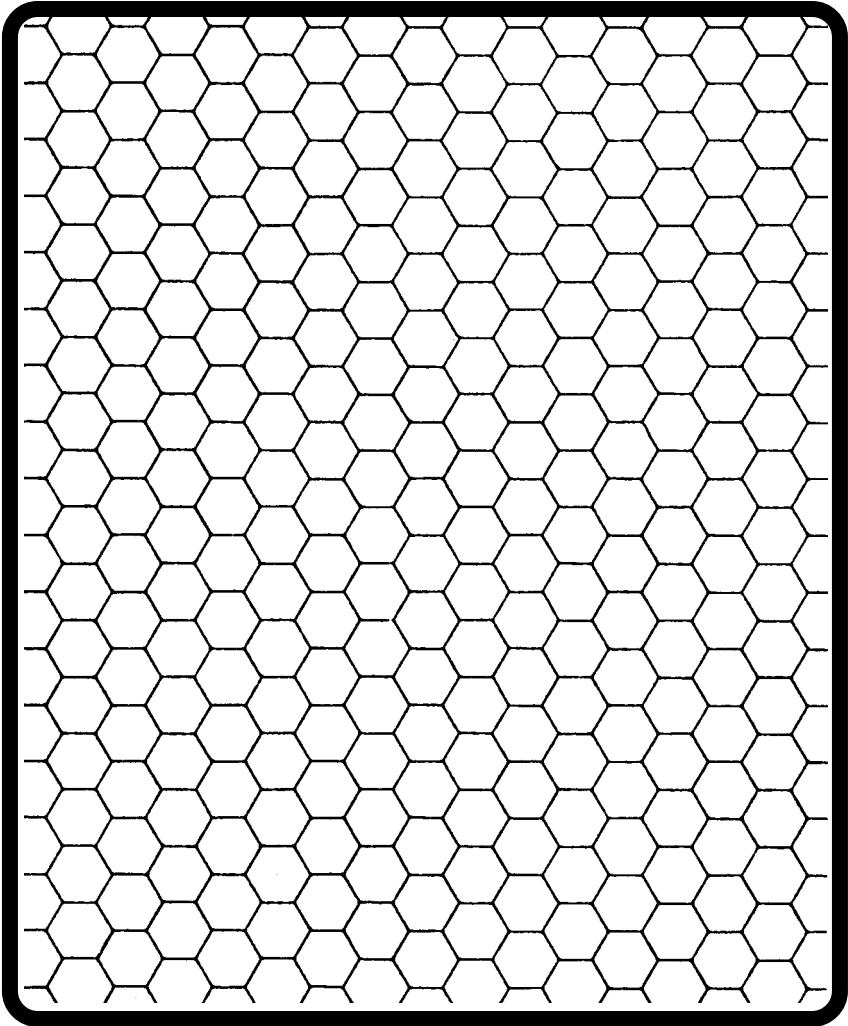
ARMOR STOPS

Food For

[illegible]

Duck Trooper Equipment Sheet

Duck Trooper



INFORMATION

Duck Trooper Area Map / Hex Sheet

NAME

OCCUPATION

AGE SEX WEIGHT

STR

CON

AGL

DEX

ACC

STL

BODY

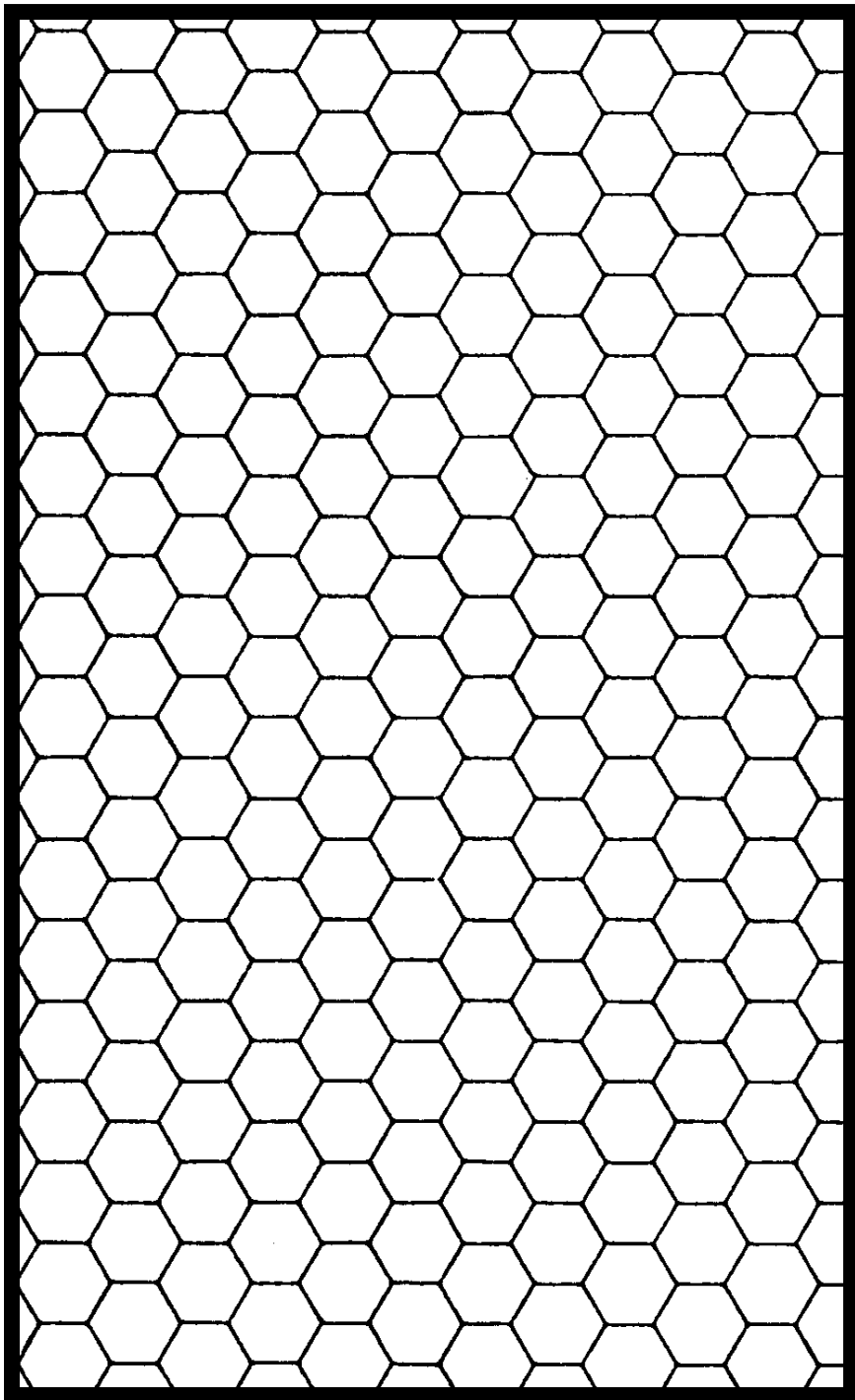
Duck Trooper

UNIVERSAL MODIFIERS

Duck Soup	+40
Piece of Pie	+20
Real Easy	+10
Easy	+05
Average	+0
Slightly Difficult	-05
Difficult	-10
Very Difficult	-20
Impossible	-40
You Gotta Be Kidding	-60

Duck Trooper Character Sheet

Duck Trooper



IN THE WAR RAVAGED FUTURE



At the start of the 21st Century humanity is no longer the master of the Earth. We have been conquered.

You are a survivor who is fighting the Duck Invaders from another dimension.

- * Hundreds of Skills
- * Vehicles, Vehicles & Powered Armor
- * Ducks, Aliens and Generic Constructs
- * Complete and Easy Game Rules
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