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Q*uactica* is a game that's been brewing for a long, long time. Even before *Aesop's Fables* and the ancient Greeks, Egyptians were telling "funny animal" stories with their hieroglyphics. There are funny animal references to the *Aesopica* in the margins of the Bayeaux Tapestry, the designer's editorial comments on the motives and actions of King Harold and Duke William. My own duck persona goes back more than 40 years to the time in high school when I taught myself to make a duck call by blowing into my fist the way a trumpet player blows into his mouthpiece.

While I served aboard the USS *Pogy*, one of my nicknames was "the Dink Duck," and I wrote pieces and drew cartoons under that nom-de-plume for the ship's paper. At the same time, I was first exposed to *Dungeons & Dragons* through my historical miniatures contacts. It wasn't long before I began developing my own set of fantasy miniatures rules, published as *Perilous Encounters* by Chaosium Inc. in 1978.

Ducks came into my miniatures experience when Neville Stocken of Archive Miniatures released an anthropomorphic duck figure that looked remarkably like the original incarnation of the Marvel Comics character Howard the Duck. Greg Stafford put Duck Point into Dragon Pass, inhabited by Neville's ducks, and I came up with the rationale for their existence. It would seem that during the DragonKill Wars, a minor hedge wizard decided that the best way to fight fire was with fire, so he conjured a horde of fire-

Q*uactica* is a funny animal fantasy miniatures game. To play it, you'll need at least one copy of the rules, some of the figures like those available from Lance & Laser Models Inc., some pencils and scratch paper or 3x5 cards, several 10-sided dice, and one or more rulers or tape measures.

You'll need the pencils and paper to customize your figures' characteristics before you start a game, but *Quactica* takes very little bookkeeping once you've got the game going.

In *Quactica*, the term "d10" refers to a 10-sided die. Most of the time, you'll be rolling d10s (read results of "0" as "10" if your dice are so marked) Unless some specific rule says otherwise, a score of 1 never succeeds and a score of 10 always does.

If you see a number with a "+" or "-" sign in front of it (like this, "+1" or "-2"), it usually means to add or subtract the indicated value from a Base Number. If you see a "+" sign after a number (like this, "8+"), it means you need to score that number or higher on a die roll in order to succeed.

This rulebook also includes a page with templates for "Fireballs" and "Firedrake's Breath" (p. 86). You can photocopy that page and, using rubber cement, glue the copy to a sheet of heavier stock. Carefully trim the templates from the sheet and they'll be ready for use. Color versions of these templates are also available for free download from the Skirmisher Publishing LLC Website (www.skirmisher.com) and its interactive Forum.

FIGURE CHARACTERISTICS

A number of characteristics define the qualities of each figure in *Quactica*. Some characteristics, such as Creature Type, Move Mode, Armor, and Weapons, should be obvious from the figure itself. You may want to note others — such as Morale, Shooting Skill, Fighting Skill, Saving Score, Troop Quality, and Level — on a piece of paper or 3x5 card so that you can refer to them as the game progresses.

Creature Type refers to the figure's kind (e.g., Duck, Pork, Feline, Dwarf, etc.) and to its profession (e.g., fighter, mage, peasant, knight, etc.).



Move Mode describes how the figure moves, such as whether it is infantry, cavalry, a flier, or something else.

Armor Types

Armor in *Quactica* is classified as being one of five different types.

None — No armor (or equivalent).

Light — Non-metallic, leather, or fabric reinforced with metal (or equivalent).

Good Guys (Usually)

Corkendrils — Crocodile-like critters who come from the land of Corkendril. During the height of the Quacedonian Empire, its legions were supplemented with auxiliary units made up of Corkendrils, and groups of the critters were thus stranded around Middle Aesopia when the old empire collapsed. Some of these groups helped turn the Porks back at the Gadwall Mountains. There are enclaves outside of Corkendril surviving to this day, especially in the Wild Wetlands. Corkendrils are medium-sized, have a Saving Score of 8+, and have characteristics that are usually Good.

Ducks — Ducks form a substantial portion of the population in Old Quacedonia and west of the Gadwall Mountains. The Ducks of Old Quacedonia are presently under the heel of their Pork overlords. Ducks are medium-sized, have a Saving Score of 8+, and have characteristics that are usually Good.

Ducks have innate swimming ability. Ducks can cross fordable water as if it were clear rather than difficult terrain, can cross water obstacles counted as impassable to other critters at half speed, and never need to make saving throws against taking wounds from drowning.

