



army play rules

Intro

Duckhammer exists due to a series of recurring jokes¹ from an In the Home of the Elven Queen campaign. For this reason, Duckhammer is not a perfect parody of warhammer fantasy or 40k.

Basic Information

Math Rule: Whenever a partial number is created, round up (regardless of the closest number).

Supplies

Most important for players to have for a game of Duckhammer are all of the models in their armies, along with information cards for each model. In addition, Each player should have many (2-4 dozen) 12-sided dice (shortened as d12's) and measuring tools. If playing a campaign, players should also prepare tokens for each unit of their armies.

Players need a flat area to designate as a battle map. Though not required, it is highly advised to prepare many obstacles and other structures to fill and decorate the battle map.

Common Terminology

Ability: a mechanic that adds or changes how a model functions compared to others
Army: All of the models used by a player in a game. The models of an army may be changed between games.
Attribute: gameplay information shared between all models in Duckhammer (such as Bravery)
Battle/Game: synonymous terms for a match played between players with their armies
Battle Map: the area that a game is played on
XdY: a number (X) of (d)ice, with Y being the number of sides (such as 2d12 being two 12-sided dice).
Feather: a race or civilization of birds. Birds of a feather flock together.
Model: an object that is part of an army which has attributes. Every model has an information card, and all models have matching information (outside of campaign play).
Token: a marked base or facsimile model used to represent a model.
Unit: a collection of matching models treated as a group. Each model has a maximum size of unit it can form.

¹ For reference, an elven noble was randomly rolled up as being a military tactician, but having never been in a fight. The explanation became that she played a wargame acting as a proxy of warhammer 40,000, but with wooden ducks instead of pewter models. The noble played a faction like the imperium, while her noble friends played proxies of chaos, necrons, and orks.

Reading a Model

Model Grade (G): Every model has a numbered Grade ranging from 0 to 6. Grade describes the model's overall strength and defines any special rules that the model has to follow in army building. In addition, model Grades are compared when making attacks.

Grade	Restrictions
Conscripts (0)	This Grade has no army-building restrictions.
Soldiers (1)	This Grade has no army-building restrictions.
Officers (2)	This Grade has no army-building restrictions.
Vehicles (3)	You may only have up to 3 units of this Grade in your army.
Heroes (4)	You may only have up to 2 units of this Grade in your army. When your opponent destroys a unit of this Grade, they gain 2 Victory Points.
Leaders (5)	You may only have up to 1 unit of this Grade in your army. When your opponent destroys a unit of this Grade, they gain 2 Victory Points.
Legends (6)	You may only have up to 1 unit of this Grade in your army. When your opponent destroys a unit of this Grade, they gain 2 VP. Units of this Grade can only enter as reinforcements.

Points (Pt): The number of points that the model costs to add to the army.

Full Strength (FS): the maximum number of models in a unit of this model.

Movement Speed (MS): The maximum number of inches the model can move during the movement phase.

Charge Speed (CS): The model rolls this number in the charge phase to determine how many inches it can move across the battle map.

Flyer (Fl) and Swimmer (Sw) Type: The model's flight and swim speeds. These are defined on page 3 and displayed as **(N)**on-flyer/swimmer, **(S)**low flyer/swimmer, or **(F)**ast flyer/swimmer.

Health Points (HP): The model can take this number of points of damage before it is destroyed.

Armor (Ar): This number is subtracted from the damage a model takes. If a model has negative armor, it takes more damage from attacks.

Bravery (Br): this number is added to a unit's Morale roll and to reprisals against a unit taking the retreat action during the charge phase.

Abilities: the names of any abilities the model or its weapons have are given here.

Movement

A model's movement speed stat governs the maximum number of inches it can move, and can be thought of as a pool of inches to move. Each inch moved on land consumes one inch of movement speed. Other forms of movement use up this stat differently.

Flight

Fast flyers use one inch of their movement speed for every inch flown, while slow flyers use two inches for every inch flown. At the end of a phase, players may declare that their models return to the ground; otherwise, models return to the ground at the end of the round.

Models in flight are considered 3 inches above the ground for range and Line of Sight purposes. Attack rolls against mid-flight targets gain a bonus based on the flyer type. Attacks against fast flyers gain a +2 bonus, and attacks against slow flyers gain a +4 bonus.

Obstacles

Obstacles under 3 inches tall consume their height as movement, regardless of flyer type. Obstacles 3 inches tall or greater are traversed differently, based on a model's flyer type.

Fast flyers and slow flyers consume the rest of their movement to reach the top of an obstacle of this type, regardless of the actual height. Slow flyers must also have at least half of their movement left to do so. Non-flyers consume the obstacle's height as movement.

Swimming

Models in water either wade or dive. Fast swimmers consume 1 inch of movement for each inch waded, and 2 inches of movement for each inch dived. Slow swimmers consume 2 inches of movement for each inch waded or dived. Non-swimmers cannot willingly enter water, but when forced into it consume 3 inches of movement for each inch waded or dived.

Diving models cannot make ranged attacks or cast spells. However, attacks against diving models gain a penalty based on the model's swimmer type (-4 for fast swimmers, -2 for slow swimmers, and no penalty for non-swimmers).

Models switch from wading to diving as a unit. At the end of the round, all diving models return to wading. Non-swimmer and slow swimmer models must make a **Surface** roll, rolling a d12 before switching from diving to wading. The model is destroyed on a result of a 1.

A note on Flying and Swimming

It can be helpful to use tokens or markers of some sort to note when a model is mid-flight or diving. Tokens are especially recommended for diving models.

Range

All ranges are measured from the edge of a model's base to the edge of the target object. In the case of objects on different elevations, this is measured to the nearest edge of a surface the model can contact (such as base-to-base contact or placing the model on a higher surface).

Melee weapons, magic weapons, and spells only add the vertical distance between the attacker and target's bases to their horizontal distance if there is over an inch of vertical difference.

Ranged weapons are affected differently by the difference in height between bases. If the target is below the attacker, the vertical distance is subtracted from the horizontal distance; if the target is above, the vertical distance is added.

Line of Sight

Ranged attacks (and some spells) require **Line of Sight** (LoS) to their targets. If a targeted model can be seen from the view of a model, it has Line of Sight. Mid-flight models are considered to be 3 inches above their base for Line of Sight purposes.

If a model has LoS but the target is partially hidden by an object other than a friendly model or a model in the target's unit, it has **Cover**. Attack rolls against targets in Cover gain a -2 penalty.

If an attacking model has Line of Sight at least one model in a target unit, it is considered to have Line of Sight to that target's unit. If the targeted model has Cover, the target unit is considered to have Cover for that attacker.

Dice

Most rolls in Duckhammer are made with a 12-sided die (d12). Other dice can be created with a d12. A roll on a d12 before any modifiers are added is called **Natural** result, such as a Natural 1 or Natural 12. Players can pay 1 VP to turn a d12 roll's result into a Natural 1 or Natural 12.

- D2: **1** (1,2,3,4,5,6) **2** (7,8,9,10,11,12)
- D3: **1** (1,2,3,4) **2** (5,6,7,8) **3** (9,10,11,12)
- D4: **1** (1,2,3) **2** (4,5,6) **3** (7,8,9) **4** (10,11,12)
- D6: **1** (1,2) **2** (3,4) **3** (5,6) **4** (7,8) **5** (9,10) **6** (11,12)

Model Units

When a group of identical models act together, they are considered a **unit**. Units share morale and charge rolls, and are activated together when moving, attacking, or charging.

Models must be within 2 horizontal inches and 6 vertical inches of one or more models from their unit to maintain **unit coherency**. If a unit has 10 or more models, each model must be within this range to two or more models from their unit to maintain unit coherency. If a model does not maintain unit coherency, it is destroyed at the end of a round.

Preparing a Battle

1) Set the Scale

Before all other steps to preparing a battle, the players decide its scale. There are four sizes of battles, with different sizes of battle maps to match. The measurements listed below are not required to be exact, and are better thought of as minimum suggested sizes of maps.

Battle Scale	Map Size (Name)	Army Points	Victory Points
Small Skirmish	30 x 42 inches (small)	120 pt	12
Large Skirmish	42 x 60 inches (medium)	300 pt	14
Great Battle	42 x 84 inches (large)	420 pt	16
All-Out War	60 x 84 inches (giant)	600 pt	18

2) Muster Armies

Each player gathers their army before the start of the battle. Each model in an army costs a certain amount of Army Points (shortened as AP) that the player must account for in building their army. The maximum AP that an army can cost is determined by the battle's scale. An army can cost less AP than the battle's stated maximum, but not more.

In addition to Army Point requirements, there are other restrictions in building an army. Firstly, all models in an army must belong to the same Feather. In addition, to include a model in an army, the army must also have at least as many units of the same faction as the model's Grade². Lastly, regardless of model Grade, an army can only have up to 3 units of a model.

3) Roll-Off

Each player rolls a number of d12s based on the scale of the battle (1 for small skirmishes, 4 for all-out wars), adding together the dice. If a player has a lower total AP than their opponent, they add an additional die to the roll.

The player with the higher total roll decides which player will become the first Lead player, and which player chooses the sides of the map to deploy from (see Map Preparation). These cannot be the same player. The Lead is the first player to act in a phase, with the second player following. Every round, the title of Lead player switches between the players.

² For example, if a player wants to include a Leader (Grade 5) model, they must have at least five units from the same sub-faction in their army (including the Leader model).

4) Missions

Each player chooses a mission to follow for the game. Players do not have restrictions in which missions they may choose, and players can choose the same mission as each other.

Assassination: Destroying an opposing Soldier or Officer unit awards 1 VP. Destroying an opposing Leader or Legend model awards 3 VP. Destroying an opposing Vehicle or Hero model awards 1 VP.
Breakthrough: At the end of the round, gain 1 VP for each unit on the opposing side of the front line. In addition, gain 1 more VP at the end of the round for each unit within the opposing deployment zone specifically.
Hold the Fort: Your deployment zone is extended another 2 inches from the edge of the map. You score 1 VP at the end of the round if you have at least 1 unit in your deployment zone. In addition, you score 2 VP if there are no opposing units on your side of the front line. Defeating an Officer or Vehicle unit rewards 1 VP.
Outside Problem: a “Monster” unit (chosen from a list not yet written) is added to the battlefield. The unit is placed on your side of the front line by your opponent, and placed no less than two inches from your deployment zone. Each monster unit reduces the VP needed to win by 1. The unit is not controlled by either player, and acts before both players during each phase. When moving or charging, a d12 is rolled for its direction; 12 points towards the opposing deployment zone, 6 points towards your deployment zone. Other numbers point to matching angles on an analog clock.
Area Control: Add Points of Interest (PoI) to the map; the number added vary by the size of the map. 3 PoI are added to small maps, and 1 more PoI is added for each battle map size used larger than small. At least half of all PoI must be on the front line or the opposing side of the front line, and at least one be on the front line itself. Each PoI must be 1 foot from at least 2 other PoI's. Being within 2 inches of a PoI gives control of it. Holding uncontested control over a PoI awards 2 VP at the end of a round. Holding contested control awards 1 VP, while an opponent holding control of a PoI subtracts 1 VP. If both players choose this mission, VP are not removed from other players. In addition, the total number of PoI changes to [2 + plus 2 for each battle map size beyond small], and at least 2 PoI's must be on the front line itself.
Cock of the Rock: Define the highest-elevated point of the battle map. If you have a model on the highest point at the end of the round, score 3 VP. If control of the highest point is contested, score 2 VP. If an opponent controls the highest point of the map, lose 1 VP.

5) Map Preparation

Players set up the map. Any obstacles and mission-based objects are placed on the map; mission-based objects are placed as described in the rules of a given mission.

Extending 6 inches from the thinner edges of the battle map are each players' **deployment zones**. In addition, the middle of the map (long edge to long edge) is marked by a line known as the Frontline. Neither the deployment zones nor the Frontline may be completely obstructed by terrain or other objects.

6) Deploy Armies

Each player places models in their army within their deployment zone. If a unit cannot be completely placed within the deployment zone, it must be kept off of the battle map until it can be deployed as a reinforcement (described further in the Charge Phase).

Breakdown of a Battle

A battle is divided into rounds, themselves divided into phases. Starting with the lead player, each player takes a turn each phase. When both players have done all possible actions in a phase, play passes to the next phase in the round.

Models are **activated** to act as a unit during a given phase, regardless of the status of specific models³. A unit can only be activated once per phase, with the exception of the Pile In action. An activation is instantaneous, and all models in an activated unit act at the same time.

Quacktics

Any “start of the round” effects occur, beginning with the current lead player. If a player has no Quacktics active, they can activate one.

Movement

Units are activated to move up to their movement speed. Units must end the Movement phase either mid-flight or not; models out of flight can be any mix of on land, wading, or diving.

In addition to normal movement, units can be activated once for a **Pile In** action. When a unit Piles In, it performs a Charge action, but rolls with 1 less die. If a unit Piles in, it cannot be activated during the charge phase.

Combat

The Combat phase is subdivided into three steps: **Chant**, then **Shoot**, then **Fight**. Units can only be activated once during this phase. Players activate any number of units within a given phase before passing to the other player⁴.

Attacks and Damage

Shoot (ranged) and Fight (close range) **attacks** are made in the same way, and both are activated at the unit level. Each model within range to their target makes a d12 roll to attack them, dealing damage on a total roll 7 or higher. In addition to any other modifiers, attacking models add their Grade to this roll, but subtract their target's Grade from the roll as well.

Damage is rolled for each successful hit against a targeted unit. The targeted unit's Armor value is subtracted from each damage roll. If a unit takes damage exceeding a model's HP, any model from the unit is destroyed (even if it was out of range); damage is shared between the unit.

³ Example: If a player wants to move a model in the Movement phase, they must activate its entire unit to move at the same time. Even if an individual model is unable to move, it is considered to have been activated, and cannot be activated again in that phase.

⁴ Example: Player A activates 3 units during the Chant phase, then Player B activates 2 units. The Shoot phase begins, and Player A activates no units followed by Player B activating a third unit.

Chant Step

A unit with at least 1 spell can be activated to **Chant** (cast a spell) within their spell range. The spell's range of effect must be wholly within the spell range of all models Chanting.

Spells are cast with a d12 roll, adding the number of models Chanting to the roll. If the result is equal to or above the spell's Risk, the spell's effect occurs. If the roll is below the Risk, nothing occurs. Units Chanting within an opposing model's Fight range gain a -4 penalty to their roll.

Some spells are *resisted*. Models targeted by a resisted spell roll a d12 against a spell's Noise, adding their Bravery to the roll. If this roll is equal to or above the spell's Noise, the spell has no effect. If the roll is below the spell's Noise, the spell affects the model as described.

Shoot Step

Models can **Shoot** (make a ranged attack against) a unit within their ranged weapon's range that they have Line of Sight to. Models cannot Shoot if they are currently diving. If a model Shoots while within an opposing model's Fight range, its attack roll gains a -2 penalty.

Fight Step

Models can **Fight** (make a melee attack against) a unit within their melee weapon's range. In addition to models within their weapon's range, models making base-to-base contact with a model in their unit are considered within range of a target, so long as that allied model is itself making base-to-base with a targeted unit.

If a model has multiple melee weapons, the model selects which weapon it Fights with. If a *model* has the ability to make multiple attacks, it chooses which weapon to use each time. If a *weapon* has the ability to make multiple attacks, the same weapon is used each of those times.

Magic weapons can be used to Fight if the unit has not already Chanted this round. When used to Fight, magic weapons are treated identically to melee weapons.

Counters

If a unit is targeted during a given step, it can be activated to make a **Counter** action. If a unit Counters, it cannot be activated to make another action during the Combat phase. Counters are the same action types as what they counter, and occur at the same time. For example, a Fight action can only be countered by another melee attack.

Morale

Each unit makes a Morale roll, rolling a d12 and adding its Bravery against its Fear (half of the total models the unit has lost, plus the number of models the unit lost in the current round). If the total roll does not equal or exceed the Fear value, a model is destroyed at the end of the phase.

The number of rolls a unit makes is based on how many models it has at the start of the Morale phase. Units with 1 to 6 models make one roll. Units with 7 to 12 models make two rolls, while units with 13 to 24 models make three rolls.

Charge

Units can be activated to **Charge**, moving across the battle map. Charging units roll their charge speed to determine how many inches they can move; a single roll is made for the entire unit.

Units can be activated to **Retaliate** against units attempting to leave melee range. Retaliations are similar to Counters, and occur before the targets move. Retaliating models roll a d12; on a roll equal to or above the target unit's Fear, the attacking model deals damage.

Units kept off of the map at the start of the battle can be activated with a **Reinforce** action to move them into the player's deployment zone. This cannot be done until round 2 onwards, and only one unit can be activated in this way per round.

Report

Any "end of round" (such as mid-flight models landing or destroying models that break unit coherency) effects occur, beginning with the current lead player. If the conditions of a Quacktic are met and it has reached the end of its duration, it awards Victory Points.

The VP values of each player are then compared. If both players meet the VP threshold to win but are currently tied, play continues for another round of play (unless play would pass round 6).

Ending a Battle

There are two ways of winning a battle in Duckhammer: destroying every model in the opposing army, and gaining Victory Points (VP). Players also win in the event that their opponent forfeits.

The number of Victory Points needed to win varies by the scale of the battle (detailed in Setting the Scale). Victory Points are largely acquired through Missions (taken at the start of a battle) and Quacktics (taken at the start of a round). With the exception of Assassin missions, players are also awarded 2 VP whenever they destroy an opposing Hero, Leader, or Legend unit.

If a game lasts for 6 rounds, players add together the AP of all of their destroyed models. The player with a lower total AP from destroyed models wins the battle. In the event that these numbers are equal, the current Lead player wins the battle.



campaign play rules

Introduction to Campaigns

In addition to games on their own, players can host a **campaign**, a series of battles played with coherent stakes between matches. Campaign play has differences between it and army play. First and foremost is the presence of a referee who facilitates battles without playing in them.

Rations

Army Points are substituted with Rations, a resource with an equal rate of exchange to them. Wherever AP are mentioned in non-campaign rules, they become Rations in campaign play. Players each start with a number of rations decided before the campaign begins. Only up to two thirds of a player's starting Rations can be spent on their army itself at the start of the campaign.

Acquiring Rations

Each faction has different general means of generating rations. In addition, specific factions possess specific means of generating rations. At the start of a campaign, choose up to 3 means; the same means may be chosen multiple times. The number of times that a specific means has been chosen multiplies the rations that that means offers.

In addition, referees can offer challenge battles within a campaign which offer more rations when successfully cleared, or include rations as a reward for victory in certain games.

Recovering Models

After a battle ends, players roll to recover lost models. Players roll a d12 for each destroyed model, adding the model's Grade to the roll. Rations may also be spent to increase the result. If the result of the roll is equal to or above the model's maximum Health Points, the model is recovered. If a model cannot be recovered, their owner gains its Grade in rations.

Optional Rule: Desertion

The referee decides whether this rule is used at the start of the campaign. Whenever a model is destroyed by a Morale roll, it is tracked separately from other destroyed models. Recover half of all models destroyed by morale without rolling; the rest cannot be recovered.

Enlisting

Models are enlisted into an army by spending rations. They are enlisted at their Grade's minimum Level (described below). Leaders and some Heroes are **Characters** (noted by model names in quotes), and can only be enlisted once. Characters cannot be re-enlisted if destroyed.

Levels and Experience

Units are given **Levels** in campaigns. Levels are divisions of model Grades, and depicted in the table to the right. Models are first enlisted at the minimum level for their Grade, and when a unit raises its Level to a certain amount, its Grade increases.

After models are recovered after the end of a battle, both players gain Experience (shortened as XP). XP is a resource shared by the army and can be spent on any unit. When a unit's XP reaches a certain amount (shown on the right), it increases in level. Levels cannot be raised past Level 24.

Training

When a unit raises its level, players give it **Training**. If a model is enlisted into a trained unit, it must first be raised to the unit's level, and given the same Training.

- Increase maximum HP by 1 (2 at Grades 4 and higher). This Training can only be taken twice per Grade.
- Increase movement speed by 2" and charge speed by 1 step. This Training can only be taken once per Grade.
- Change Flyer or Swimmer type from Non- to Slow, or Slow to Fast. This Training can only be taken once per Grade.
- Increase Armor by 1, to a maximum of 3. This Training can only be taken once per Grade, and up to twice per unit.
- Increase Bravery by 1, to a maximum of the unit's current Grade. This Training can only be taken once per Grade.
- Gain a keyword ability or add an ability to a weapon. This Training can only be taken once per Grade.
- Add a small 0-cost weapon, or replace a wielded weapon with one of matching size and cost, as outlined by Faction Barracks. This Training can only be taken once per unit.
- Increase the damage of a weapon⁵. This Training can only be taken once for each weapon, and once per Grade.

Level	Total XP	Grade
0	0	0
1	1	1
2	4	1
3	9	2
4	16	2
5	25	2
6	36	3
7	49	3
8	64	3
9	81	3
10	100	4
11	121	4
12	144	4
13	169	4
14	196	4
15	225	5
16	256	5
17	289	5
18	324	5
19	361	5
20	400	5
21	441	6
22	484	6
23	529	6
24	576	6

⁵ d1 > d2 > d3 > d4 > d6 > 2d4 > 3d3 > 2d6

Model Abilities

Ability Name	Prerequisites	Notes
Bull Rush	2d3" Charge Speed	
Diver	Fast Swimmer	
Peregrine	Fast Flyer	
Precognition	Reactive	
Unflinching	Stubborn, Trained	Replaces Stubborn and removes Trained
Spell - [Name]	Grade 1 or Higher	
Pecking Order	Grade 3 or higher	
Sharpshooter	Has a Ranged weapon	
Trained	Grade 2 or higher	Can be taken again when removed
Quacktic	Grade 5 or higher	

Weapon Abilities

Ability Name	Prerequisites	Notes
Accurate	Does not have Inaccurate	Can be taken to remove Inaccurate
Average	Reliable	
Masterwork	Weapon cost 0 or higher	Can be taken again when removed
Point Blank	Does not have Inaccurate	
Shatter	Sunder, Masterwork	Replaces Cleave and removes Masterwork
Supercleave	Cleave, Masterwork	Replaces Cleave and removes Masterwork
Supercritical	Critical, Masterwork	Replaces Cleave and removes Masterwork
Supersonic	Swift, Masterwork	Replaces Cleave and removes Masterwork

Sources of Experience

At the end of a battle, each player scores Experience equal to the Victory Points they scored. If a player loses a match, they additionally gain Experience equal to half of their opponent's VP.

In addition, players check which units lost models in the battle. If a player destroys any models from an opposing unit, they gain Experience equal to the unit's Grade. If any of a player's own models are destroyed, they gain XP equal to the unit's Level. Grade 0 models are considered Level 1 (Grade 1) when calculating XP. Players only gain Experience once per unit each game.

Battle Map

The battle maps of a campaign may be set up independently of games played on them. In some cases, this can even extend to the setup involved in certain mission types, requiring that certain missions be taken in a given map.

Rather than battles having sizes set to Army Point maximums, maps are sized around a range of Rations the armies fall into. The map's size is tied to the highest Ration range of the armies present, while the VP requirements are tied to each army.

Armies worth below 210 Rations use maps and require 12 VP to win a match. Armies worth 210 to 359 Rations use medium maps and need 14 VP. Armies worth 360 to 509 Rations use large maps and require 16 VP. Armies worth 510 or more Rations use grand maps and need 18 VP.

Campaign Map

A campaign map exists between different games, representing a theater of war. This map holds **Key Locations** corresponding to the maps that games will be played on. As battles are waged, the campaign map changes, with some locations changing or becoming inaccessible.

Players depict each unit of their armies with a token on the campaign map; these do not have to be identical to the models of the unit, but should be clear to all players involved.

A token can move up to 24 inches between battles, and has army coherency with allied tokens within 2 inches of itself. Every 6 inches (rounded up) travelled represents a day (6 to 10 hours) of marching. Every day that a token travels costs Rations equal to the unit's Grade, plus the number of times that the model has traveled since the last battle.

When traveling through woodlands, tokens take a day to travel 4 inches, and tokens traveling through mountains take a day to travel 3 inches. Slow swimmers take a day to travel 2 inches through water, while fast swimmers take a day to travel 4 inches through it. Without Boats, non-swimmers cannot travel through water over an inch across (and take a day to do so).

When a token is within an inch of an opposing token and either are in a Key Location, its player may initiate a battle. Any tokens with army coherency to a targeted token can be included in a player's army. Tokens within 4 inches of a targeted token can be mustered as reinforcements.

Camps

At the start of a campaign, the campaign's referee places each army's tokens in a Key Location along with a **Camp**. When a player enlists a new unit into their army, they place its token within an inch of a camp they control.

If a token has at least 2 inches of movement remaining, it can set up a Camp instead of moving. Setting up Camp costs the token's Grade in rations. Players add a d12 for each Camp they have in a Key Location when making a roll-off in any battles there, and add 1 inch to the range of their deployment zone. At the end of a battle, a player can destroy a number of opposing Camps equal to the number of tokens the destroying player controls in the Key Location.

Duckheim

If a group wishes to run a roleplaying game using the Duckhammer campaign rules (why would you though?), several rules change. First and foremost, players are considered allies, and treat each other as sharing an army regardless of their models' factions.

Roll-Off

The players perform their roll-off together, and are considered one player when determining the Lead player. Within a round, players can act in any order within their side's turn. Regardless of the roll, the referee determines the mission and placement of the map features and deployment.

Attributes

Player Characters (PCs) gain several attributes for use outside of battles: [Leadership], Quackcumen, Logoostics, Duckplomacy, and [faith]. With a referee's permission, players can create additional attributes unique to their character specifically.

[Leadership]: used to leverage the power of troops or other allies at your disposal.
Quackcumen: used to gain information about the battlefield terrain, enemy patrols, or other hidden information
Logoostics: used to manage supplies and the flow of allies through an area
Duckplomacy: used when calming hostile non-player characters or bringing neutral ones to the players' side
[Faith]: used to find supernatural information or resist magical effects.

When creating a PC, each of these attributes begins at a value of 0. At the start of a campaign, players receive a pool of points equal to their Level; each point can be spent to increase an attribute's value by 1, up to the model's Grade.

Actions

Whenever a player wishes to take an action with a chance of failure, they roll a d12, succeeding on a result of a 7 or higher. If a PC's attribute ties to the action at hand, its value is added to the roll. Difficult actions receive a penalty to their roll ranging from -1 to -6. Actions made against non-player characters add the PC's Grade and subtract the target's Grade from the roll.

Sometimes, every Player Character might be involved in an action. In these cases, the referee may instead add together each PC's value in a specific attribute and the lowest Grade among the Player Characters and make a d12 roll. If the referee rolls equal to or above this value, their action (such as setting an ambush or affecting the entire group with magic) succeeds. If the referee rolls below this value, their action fails.

Bravery

Recovery and Wounds

When a player makes a Recovery roll for their Player Character model, it adds its Bravery value to the roll, in addition to its Grade. When a PC model fails their recovery roll, it gains a Wound instead of being permanently destroyed. Minor Wounds are removed after a week, while Major Wounds remain a permanent part of the PC.

When a model gains a Wound, it rolls for a Minor Wound. However, if the model rolled a Natural 1 when making a Recovery roll, roll for a Major Wound. If a PC model rolls a Natural 12 on its Recovery roll, it removes a single Minor Wound it has.

Minor Wounds	Major Wounds
1: Damaged Wing	1, 2: Missing Wing
2, 3: Damaged Foot - The PC reduces their Charge Speed by a step (for example, 2d3 to 2d2). If the model is a fast swimmer, it becomes a slow swimmer; slow swimmers become non-swimmers.	3, 4, 5: Missing Leg - the PC reduces their Movement Speed by 2 inches, and their Charge Speed by 2 steps. If the model is a fast swimmer, it becomes a slow swimmer; slow swimmers become non-swimmers.
4, 5, 6: Scars - whenever the PC is damaged, roll a d12. On a Natural 1, the PC takes their Grade as damage.	6, 7, 8: Unhealing Scars - whenever the PC is Damaged, roll a d12. The PC takes their Grade as damage on a roll of 6 or below.
7, 8, 9:	9, 10:
10, 11:	11:
12: Phobia	12: Trauma - Whenever a model of the same kind that dealt this wound is present, its Grade is subtracted from all rolls this PC makes that use Bravery.

Hirelings

Player Characters can enlist Hirelings using Rations; PCs can enlist up to a number of Hiring models equal to the total of their Bravery and Grade. For example, a Grade 3 PC with 2 Bravery can enlist up to 5 Hirelings. Hirelings require the same amount of XP to level up as PCs.

Once per battle, a player can add their PC's Bravery value to all Morale rolls a unit they control makes until the end of that round. In addition, one unit that the player controls adds the PC's Bravery to their Recovery rolls.

Experience

The referee assigns a Grade to the campaign, and each player chooses a non-character model from that Grade when making their player character (PC). As usual, PC models begin the campaign at the minimum level for their model's Grade. Similarly, Player character models cannot advance past Level 24.

The experience a PC needs to increase in Level is equal to the next Level's value (for example, going from 2 to 3 requires 3 Experience, and 6 XP in total). When opposing units are destroyed (either partially or in full), each player involved (by dealing damage, casting spells, etc.) gains half of the normal XP the unit provides.

Training

In addition to being able to increase their maximum Health Points through Training,

Player characters can Train to learn spells any number of times, independently of other keyword abilities. In addition, PCs don't need to level up to gain new weapons or replace equipped ones.

PCs can only wield weapons of the types normally equipped by their base model, but are not locked to the weapons of their faction's barracks. Players must pay a weapon's Ration cost (minimum cost of 0) to buy it, and the equipped weapon's cost cannot exceed the PC's Grade. Learning a new weapon type requires a Training that can be taken once per Grade.



Barracks

Impondium

Quack Marines

Armory

- **Axes:** lorem ipsum
- **Daggers:** lorem ipsum
- **Molter (Gun)** - Damage d6, Range 8"; Abilities: *Point Blank*

Models

Quack Marine		Soldier (Grade 1)	7 AP
MS: 6"	CS: 2d2"	FI: Slow	Sw: Slow
HP: 6	FS: 10	Ar: 1	Br: 3
Abilities			
Duty: If this model is destroyed, it is not removed from play until the end of the round.			
Weapons			
Molter	Damage: d6	Range: 8"	
Point Blank: Chant and Shoot actions do not take a -3 penalty when made within an opposing unit's melee range.			
Sword	Damage: 4	Range: 1"	
Reliable: This weapon deals a flat amount of damage on a successful attack.			

Thunder Kings

Armory

Models

Au'ks

Armory

Models



design nonsense

Syntax Notes

Triangular [+1,+2,+3 (aka 1,3,6)]

Square [$1^2, 2^2, 3^2$ (aka 1,4,9)]

Model Balance

Model Baseline

The baseline cost of a model is equal to its maximum Health Points. Baseline maximum HP is based on the size of a unit of the model at full strength.

Health Points

Maximum Health Points changes modify the model's cost triangularly. The effect of positive HP changes is doubled for Grades 3 and 4, and tripled for Grades 5 and 6. For example, two increases to the Health Points of a Grade 4 model raises the model's cost by 3 and raises its HP by 6.

Full Size	Base HP	Model Grades
1	21	3, 6
1	16	4, 5
2-3	12	4
4-6	9	2, 4
7-9	7	2
10-14	6	1, 2
15-19	5	1, 0
20-24	4	0

Model Size

If a model's base is twice the area of usual models, raise its point cost by +2. Extend this to all changes in size. If it is thrice the area, increase its cost by +3 (total); 4 times the area, +4 cost.

Unit Full Size

For every model short of their HP range's maximum, each model gets a free point to pay for modifications. For example, a model with a unit FS of 10 (range 10-14) gets 4 free points.

Armor and Bravery

Each model has +0 Armor and Bravery as a baseline; these are modified separately but use the same math. Increasing either raises the model's cost triangularly. Decreasing either below 0 lowers the model's cost by 3.

Armor cannot go above +3 or below -2. Slow flyers and swimmers generally cannot have higher than +2 Armor, and fast flyers and swimmers usually cannot have more than +1. Bravery cannot go above +4 or below -2.

Movement Speed

Each model has a speed of 6" (2d3" charge). Changes to movement speed are made in 2-inch increments, and each change has 2 AP change to the model's cost.

Charge Speed

Charge speed scales off of movement speed [0:0, 2:2, 4:2d2, 6:2d3, 8:2d4, 10:3d3, 12:2d6, 14+:4d3] (movement:charge). Changing charge speed by a step changes cost by 1 point.

Flight and Swimming

Models start out as slow flyers and slow swimmers. Changing flight or swimming speed to fast raises the cost by 2, while changing the model to a non-flyer or non-swimmer lowers cost by 2.

Weapons

Each model has either 2 small (daggers, swords, axes, hammers, crossbows, whistles, shields) weapons or 1 large weapon (spears, halberds, bows, guns, bells).

Weapons have a base cost of 0 added to the model equipping them. For that reason, if a model allows for different weapon options, the weapons should come at the same cost. Extra weapons come at a cost of 2 per weapon (such as a second large weapon wielded by a large model).

Like models, adding an ability to a weapon has a triangular cost. Large weapons have 1 ability added at no cost.

Damage

Melee weapons have a baseline damage of d6, while ranged weapons have a d4 for baseline damage. Changing damage steps (d2,d4,d6,2d4,3d3,2d6) costs or rewards 2 per step. Models of grade 3 and 4 increase their weapon damage by one step for free, while models of grade 5 increase their weapon damage by two steps for free.

Range

The baseline range of melee and magic weapons is 2" (most melee and magic weapons are 1"). Changes to melee weapon range are made in 1" increments and have triangular cost changes. Chanting or shooting within an enemy's melee range imposes a -2 penalty to attack rolls.

The baseline range of ranged weapons is 12". Changes to ranged weapons are made in 4" increments and have triangular cost changes.

Magic weapons have a baseline spell range of 6". Changes are made in 6" increments, and have a triangular cost increase.

Weapons

A list of weapons and their usual associated tags is given below. Natural weapons such as the claws of monsters are not listed here, as they are much more variable.

Melee Weapons

- **Axes:** 1", small | Cleave, Momentum, Swift
- **Daggers:** 0", small | Blocker, Critical, Swift
- **Halberds:** 2", large | Cleave, Lofty, Reach
- **Hammers:** 1", small | Critical, Momentum, Reliable
- **Spears:** 2", small | Momentum, Piercing, Reach
- **Swords:** 1 1/2", small | Cleave, Piercing, Reliable

Ranged Weapons

- **Bows:** 16", large | Accurate, Lofty, Piercing
- **Crossbows:** 12", large | Inaccurate, Point Blank, Swift
- **Guns:** 8", large | Booming, Inaccurate, Point Blank

Magic Weapons

- **Bells:** 1 1/12", large | Booming, Lofty, Reach
- **Whistles:** 0 1/6", small | Booming, Critical, Point Blank

Shields

- **Shields:** 0", small, | Blocker, Reliable, Inaccurate

Abilities

Abilities have a triangular cost (the cost to add an ability is equal to how many abilities the model has, including the ability being added). Model abilities and weapon abilities are tracked separately (hence weapons having a cost). Negative abilities (marked in red) are tracked separately from positive ones, and reduce the model's cost in the same way.

When an ability is "upgraded", take the "upgrades to" ability as an additional ability; override the first ability. When an ability is "switched", replace the first ability with the second at no cost.

Model Abilities

Movement Abilities

- **Bloodlust:** When this unit makes a Charge roll, it gains a bonus equal to the highest-Grade model it destroyed this round.
- **Bull Rush:** When this unit makes a Pile-In action, it rolls the removed die as damage to any models they make base-to-base contact with.
- **Diver:** This model consumes one inch of movement for each inch moved while diving.
 - This ability requires that the model have Fast Swimmer.
- **Duck and Cover:** This model gains the benefit of Cover (even when fully visible) when it makes base-to-base contact with an obstacle at the end of a Pile-in action.
- **Enraged Run:** When this unit makes a Charge roll and rolls the minimum result, it gains a bonus equal to its Grade.
- **Guilt:** When this unit makes a Charge roll, it gains a bonus equal to the highest-Grade model it destroyed this round.
- **Peregrine:** This model only consumes half of its remaining movement when flying over an obstacle 3 or more inches in height.
 - This ability requires that the model have Fast Flyer.
- **Scout:** When this unit Charges, 1 model instead moves at the roll's maximum value.
 - Upgrades to **Vanguard:** When this unit makes a Charge roll, the result becomes how many models instead move at the roll's maximum value.
- **V Formation:** when flying in movement or charge, move 1 more inch if another model in the same unit is in front of this model.

Defensive Abilities

- **Courageous:** When this unit rolls a Natural 12 on an Morale roll, it heals 1 Health Point of damage. This cannot return destroyed models to the game.
- **Duty:** If this model is destroyed, it is not removed from play until the end of the round.
- **Gasp:** This model adds its Grade to all Surface rolls it makes.
 - This ability requires that the model have Non-Swimmer or Slow Swimmer; Switches to **Diver** if a model is turned into a Fast Swimmer.
- **Pragmatic:** This unit's Fear value is equal to the total models the unit has lost.
- **Reactive:** This model can Counter with the action of the current or following step.
 - Upgrades to **Precognition:** This model can Counter with the action of any step.
- **Stubborn:** When this unit makes a Morale roll, models are only lost on a result of a Natural 1. Failed rolls instead incur a stacking -1 penalty to all rolls the unit makes. Each successful roll removes one stack of this penalty.
 - If a model has both the Stubborn and Trained abilities, upgrade into Unflinching and remove Trained.
 - **Unflinching:** When this unit makes a Morale roll, models are only lost on a result of a Natural 1. Natural 1 results are cancelled by Natural 12 results made by models of the same unit in the same Morale phase.

Magic Abilities

- **Amphibious:** This model can make a Chant action while diving.
- **Hushed:** Spells cannot be countered when this unit rolls a Natural 12 while Chanting.
 - If a model has both the Hushed and Trained abilities, upgrade into Silent and remove Trained.
 - **Silent:** Whenever this unit Chants, it cannot be countered.
- **Mystic:** When this unit makes a Chant action, it adds its Grade to the roll.
- **Spell - [Spell]:** This unit can Chant the [Name] spell.

Offensive Abilities

- **Execution:** This model adds its Grade to damage rolls targeting a single-model unit.
- **Depth Hunter:** This model gains a +4 bonus to hit diving targets.
- **Pecking Order:** When this unit Chants, Shoots, Fights, or Counters, it acts first if it has the higher total result. If the roll is the lower result, attacks with Piercing go first.
- **Sharpshooter:** Ignore attack roll penalties from Cover when making a Shoot action.
- **Vampiric:** When this unit rolls a Natural 12 on an attack roll, it heals 1 Health Point of damage. This cannot return destroyed models to the game.

Miscellaneous Abilities

- **Chain of Command:** You must also have a Grade 2, 4, 5, or 6 model of the same sub-faction to include this model in your army.
- **Massive:** This model cannot dive.
- **Rank and File:** If this model is within 2 inches of a model with **Chain of Command**, that model may treat its Grade as equal to this model.
- **Trained:** When a model in this unit rolls a Natural 1, change the result of a model in the unit with a successful roll to a Natural 12.
 - This ability can be taken again when removed in the upgrading process. This is counted as taking a new ability when done.
 - Upgrades into **Paragon:** This model can activate twice during the Combat phase.
- **Quacktician - [Quacktic]:** When [Quacktic] is used, it awards 1 additional VP.
 - This ability can only be taken by models Tier 5 or higher.

Weapon Abilities

Cleave, Critical, and Reliable are mutually exclusive to one another. In addition, Cleave cannot be taken with Sunder or Swift. Upgraded abilities retain their mutual exclusivities.

- **Accurate:** Attack rolls with this weapon do not subtract the target's Grade as a penalty.
- **Average:** The player may forgo a d12 roll when attacking, treating the attack as if the model rolled a Natural 7. This ability must be used before any rolls are made.
- **Blocker:** Attack rolls against the model wielding this weapon gain a -2 penalty.
- **Booming:** Targets of this weapon add their Bravery to incoming damage instead of subtracting their Armor from the damage roll.
- **Cleave:** On a Natural 12 when attacking with this weapon, damage is dealt to all targets within this weapon's range. Damage is rolled once for every target.
 - If a model has both the Cleave and Masterwork abilities, upgrade this ability into Supercleave and remove Masterwork.
- **Critical:** On a Natural 12 when attacking with this weapon, the maximum damage roll is dealt (before any modifiers are added).
 - If a model has both the Critical and Masterwork abilities, upgrade this ability into Supercritical and remove Masterwork.
- **Flaming:** When this weapon deals damage, roll an additional dice for when rolling a Natural 1. This effect applies to any additional dice rolled from this ability.
- **Inaccurate:** Attack rolls with this weapon do not add the model's Grade as a bonus.
- **Lofty:** This weapon cannot be used to Chant, Shoot, or Fight while flying.
- **Long Range:** This weapon can Chant or Shoot beyond its stated range. However, rolls to Chant or Shoot gain a -1 penalty for every 2 inches (rounded up) past this weapon's range that the furthest target is.
- **Momentum:** This ability can be activated to replace this weapon's damage roll with the unit's charge roll. This ability cannot be used if the unit Piled In this round, and the unit cannot charge if this ability is activated.
- **Masterwork:** When an attack with this weapon rolls a Natural 1, change the result of a model in the unit with a successful roll to a Natural 12.
 - This ability can be taken again after removed by the upgrading process. This is counted as taking a new ability when done.
- **Piercing:** Damage rolls with this weapon ignore the target's Armor value.

- **Point Blank:** Chant and Shoot actions do not take a penalty when made within an opposing unit's melee range.
- **Reach:** Fights and Counters with this weapon occur before attacks by the opposing unit. If both the Fighting and Countering units have weapons with Reach, the Fights happen at the same time.
- **Reliable:** This weapon deals a flat amount of damage on a successful attack, based on the weapon's base damage.
- **Sunder:** On a Natural 12 when attacking with this weapon, choose a weapon the target model has equipped. Attack rolls that model makes with the affected weapon gain a -2 penalty. This effect does not stack on the same weapon.
 - If a model has both the Sunder and Trained abilities, upgrade to Shatter and remove Trained.
- **Swift:** This weapon Shoots or Fights twice; these must be the same attack type. However, each attack made with this weapon gains a -3 penalty.
 - If a model has both the Swift and Trained abilities, upgrade into Supersonic and remove Trained.
- **Unwieldy:** Models wielding this weapon roll 1 less die when they Charge or Pile-in.
 - "Upgrades" into Superheavy

Weapon Abilities - Upgrades

- **Shatter:** On a Natural 12 when attacking with this weapon, choose a weapon the target model has equipped. That weapon cannot be used for attack rolls.
- **Supercleave:** When attack rolls with this weapon are successful, the weapon deals damage to all targets within this weapon's range. Damage is rolled once for every target.
- **Supercritical:** When attack rolls with this weapon are successful, the maximum damage roll is dealt (before any modifiers are added).
- **Superheavy:** Models wielding this weapon are unable to Charge or Pile-in.
- **Supersonic:** This weapon may Shoot or Fight multiple times per round; these must be the same attack type. However, each attack roll the model makes in the round incurs a stacking -2 penalty.

Quacktics

Basic idea: make a gamble (such as “defeat a model/unit” or “unit loses no models”), gaining VP at the end of the round. If the Quacktic lasts multiple rounds, or imposes a restriction on the player using it, it awards more VP.

Baseline VP reward (rounds:VP) - 1:1, 2:3, 3:6

Restriction Ideas

- Choose a unit you control. Shoot and Fight rolls made by that unit succeed on a result 10+.

Example modifier breakdown

-2 a model you control will be destroyed

-1 a unit you control will be destroyed

0 you will destroy an enemy model; destroy unit on own side of front line

+1 no units you control will be destroyed; you will destroy an enemy unit; destroy unit in own deployment; destroy unit in opposing side of front line; you must score [rounds x 2] nat 12s; you must score [rounds] nat 1s

+2 no models you control will be destroyed; you will not destroy an enemy model; destroy unit in enemy deployment; you must score [rounds x 3] nat 12s; you must score [rounds x 2] nat 1s

Quacktic planning

Each mission has a quacktic. Each Feather has a quacktic. Each faction has a quacktic. Each faction leader gives a bonus to one of those three (as such, each)