

Cardstock Characters™

QUACTICA

Sample Pack



By Steve Lortz
and the Skirmisher Game Development Group

Stat Blocks

Note that the categories of Raw Recruit, Regular, Veteran, and Elite apply to whole units. Different members of the same unit would not normally have different troop qualities.

Loonar Imperial Heavy Infantry

Critter Type: Loonar Warrior
Move Mode: Infantry, 5" normal, 7 1/2" charge
Armor: Heavy (+1 modifier),
Shield (+1 modifier) total armor modifier +2
Missile Weapon: None
Shooting Skill: Not Applicable
Primary Melee Weapon: Spear
Secondary Melee weapon: Short Sword
Fighting Skill: Raw Recruit - Poor, Regular -
Good, Veteran - Excellent, Elite - Outstanding
Saving Score: 8+
Morale: Raw Recruit - Poor, Regular - Good,
Veteran - Excellent, Elite - Outstanding
Level: First

Loonar Imperial Archer

Critter Type: Loonar Warrior
Move Mode: Infantry, normal 7", charge 10 1/2"
Armor: Light (-1 modifier),
total armor modifier -1
Missile Weapon: Bow, 0"-5" effective range,
5"-15" long range (+1 modifier)
Shooting Skill: Raw Recruit - Poor, Regular -
Good, Veteran - Excellent, Elite - Outstanding
Melee Weapon: Dagger
Fighting Skill: Raw Recruit - Poor, Regular -
Good, Veteran - Excellent, Elite - Outstanding
Saving Score: 8+
Morale: Raw Recruit - Poor, Regular - Good,
Veteran - Excellent, Elite - Outstanding
Level: First

Gobbling Warrior

Critter Type: Gobbling Warrior
Move Mode: Infantry, 7" normal, 10 1/2" charge
Armor: Light (-1 modifier), Shield (+1 modifier), total armor modifier 0
Missile weapon: None
Shooting Skill: Not Applicable
Primary Melee Weapon: Spear
Secondary Melee Weapon: Dagger
Fighting Skill: Poor
Saving Score: 9+
Morale: Poor
Level: First

Gobbling Archer

Critter Type: Gobbling Warrior
Move Mode: Infantry, 7" normal, 10 1/2" charge
Armor: Light (-1 modifier) total armor modifier -1
Missile Weapon: Bow, 0"-5" effective range,
5"-15" long range (+1 modifier)
Shooting Skill: Poor
Melee Weapon: Dagger
Fighting Skill: Poor
Saving Score: 9+
Morale: Poor
Level: First

Pork Warrior

Critter Type: Pork Warrior
Move Mode: Infantry, 5" normal, 7 1/2" charge
Armor: Heavy (+1 modifier),
Shield (+1 modifier), total armor modifier +2
Missile Weapon: None
Shooting Skill: Not Applicable
Melee Weapon: Sword
Fighting Skill: Good
Saving Score: 8+
Morale: Good
Level: First



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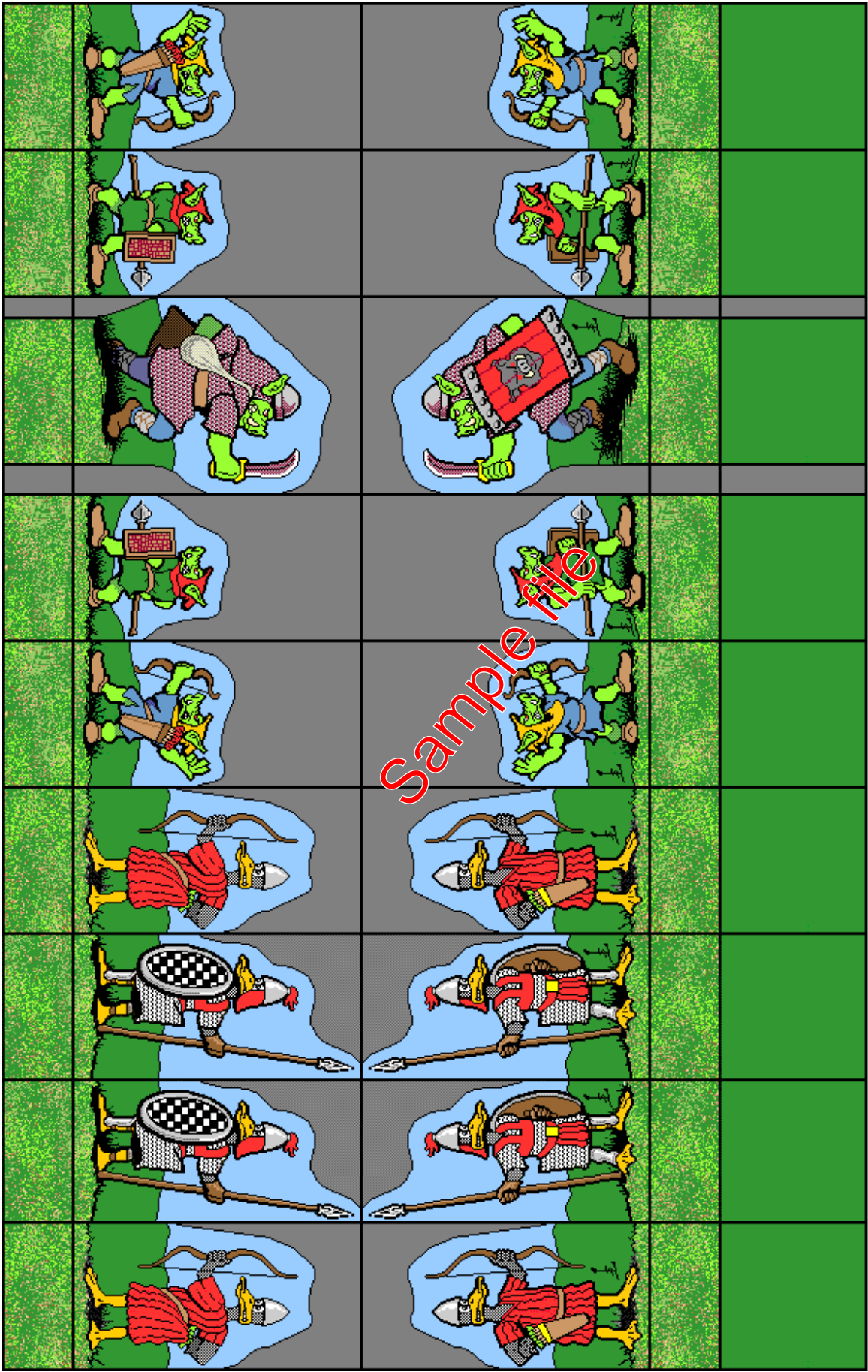
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Sample file

Instructions

1. Cut away the excess white cardstock around the rectangle that carries the figures.
2. Using an appropriate scoring tool and a straight edge, score the horizontal line that runs between the fronts and the backs of the figures. Fold in along that line so the images are facing out. I use a broad burnishing tool to put a sharp crease to the folds.
3. With the cardstock folded, score along the horizontal line that runs between the image panels and the base panels. I use a burnishing tool with a tiny ball on its tip to do this. Because I want both layers to be scored identically, I need to press hard. If you don't have a special tool, and you don't want to use the back of a knife for fear of cutting through the cardstock, a ballpoint pen works fine, especially one that has run out of ink. Fold the base flaps out.
4. Score along the horizontal line separating the bottom panels from the base panels. Fold the bottom panel under.
5. Open the cardstock out again and apply glue only to the backs of the panels that carry the fronts and backs of the figure images. I use gluesticks for this. Press the image panels together and let them dry for at least a half an hour. I like to press them in an old book while they're drying. This makes them good and flat. I put them in the book with the base flaps sticking out right at the edge. I separate the base panels to make sure I'm not gluing THEM together at this point. I like to slather on a lot of glue, because it stiffens the cardstock when it dries, like plywood. Just be careful not to have excess glue around the edges, or you might wind up gluing your figures into your pressing book.
6. After the glue has dried thoroughly, cut the figures apart along the vertical lines, then trim away the areas colored dark gray.
7. Put glue on the backs of the base panels and the bottom panels, and press them together. After they've dried, you have your cardstock characters!

There are a few other things I like to do. Using five-minute epoxy, I glue a steel washer, about 1/16th inch thick with an outside diameter of 1", to the bottom of each base. This gives the figures weight, and allows me to store and move them on pieces of plastic sheet magnet. If you don't care for square bases, you can clip the corners to make them octagonal. When you trim the dark gray areas away, sometimes the white of the cardstock shines through and detracts from the effect of the figure. I rub the edge of the figure against the side of a colored pencil point, light blue for sky, dark green for grass, medium brown for dirt, gray for stone, to solve this problem.

The join between the image and the base can be a weak spot. With use, the figure begins hinging back and forth, and no longer stands up properly. This problem can be solved by running a bead of Elmer's or a similar glue along each side of the join and allowing it to dry while the figure is standing up straight. I go ahead and glue the join while I'm putting the figures together.

Have fun!
Steve Lortz