

Field Research

a peaceful miniature wargame
written by Medora Games & illustrated by Melotyca



X @MedoraGames

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What you need to play

- A small game board
(at least 1ftx1ft)
- 1 Player Miniature
- At least 12 Critter Miniatures
(3 of each kind)
- A handful of d6
- A d10
- An inch ruler
- A standard deck of playing cards
- A copy of the field manual booklet

Setup

Before the game can begin, you must first populate the tabletop with critters for you to study. To do so, split the board up into four even quarters. Then, roll a d3 for every type of critter and gather miniatures of each type equal to the result. One after the other, place each gathered miniature in the center of one of these quarters and move it once, as detailed in the movement rules in the critter Turn section. Try to keep the amount of critters in each quarter as equal as possible, and keep regular movement rules in mind - fish have to be placed in the water, for example. If any initial placements don't make sense to you, simply change them until they do!

Take your deck of cards, remove the face cards and separate the rest into four piles, one of each suit. Shuffle these piles. If you want to use objectives, also shuffle all the face cards together into a separate pile. Place all card piles near your game board.

Then, choose one of the four corners of the board and set up your player miniature within 2" of that corner. Now you can begin playing.

Rules

Field Research is played over a series of 12 rounds, each consisting of a player turn and a critter turn. At the end of round 12, dusk sets in and you quickly rush home to report your findings to the druid.

Objectives (Optional)

If you wish to have a more specific goal, you can generate an objective at the start of the game, representing a specific mission given to you by the druid. To do so, shuffle the set aside face cards together and draw four cards. For each card drawn, you must catch one critter of a matching suit to complete the objective.

Player Turn

On your turn, you may take two actions in total from the list below, in any order. The same action can also be attempted twice.

Move:

You move up to 4" (inches). During your move, you may stop and change direction as many times as you wish. If at any point during your move you enter water or other difficult terrain, you get a -2" penalty for this move.

If your move would cross an obstacle, you must make a traversal roll by rolling a d6. On a 3+, you clamber over the obstacle and may continue moving – otherwise, your move ends immediately.

Study:

If you are in base contact with a critter, you can attempt to study it by rolling a d6. On a 4+, you have successfully studied the critter. If you are in base contact with multiple critters, you must take a separate study action for each one.

When you study a critter, draw a card from the deck with the matching suit and check your field notes for details on the critter. Then, remove the critter miniature from the board as it swiftly departs into the underbrush.

Critter Turn

For each critter, roll a scatter die (d10). The critter moves a number of inches equal to the result in the direction pointed towards by the tip of the dice above the result. If the result is 0, the critter does not move. Different types of critters behave differently, as detailed below:

Amphibians (Hearts):

Amphibians can traverse both ground and water, but always get a -2" penalty to their move. If their move would cross an obstacle, it ends immediately.

Insects (Diamonds):

Insects can only traverse ground. If their move would take them into water, it ends immediately.

Fish (Spades):

Fish can only traverse water. If their move would take them out of the water, it ends immediately.

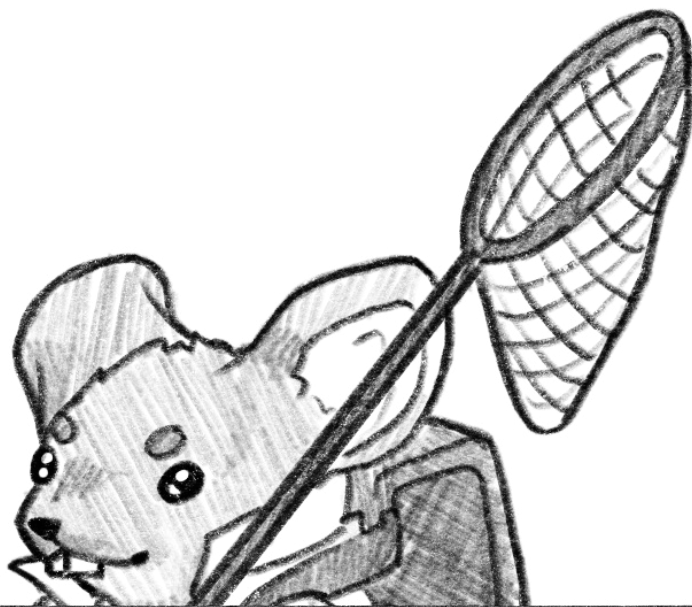
Mushrooms (Clubs):

Mushrooms are stationary and cannot move. During setup, scatter them as normal.

If a critter moves into base contact with another critter, its move ends immediately as the two critters interact. If a critter would move off the board, its move ends immediately instead.

Field Manual

critter collection



My dear apprentice,

I bestow upon you this booklet of my collected knowledge on the many curious critters that inhabit these lands.

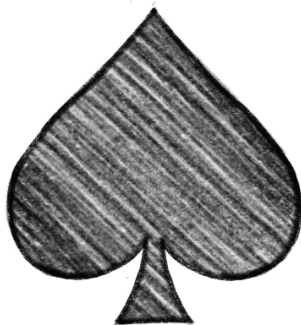
It shall serve you as a manual in your field research, but it is by no means

complete - in fact, I strongly encourage you to amend any additional findings you discover.

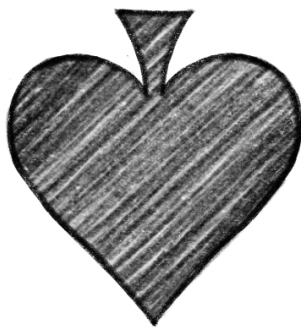
Most importantly, remember this - the critters are our friends, and you shall treat them as such!

I hope this booklet can accompany you on many a studious and enlightening field trip!

*Happy studies,
The Druid*



Spades
Mushrooms



2 of Spades *Wailcap*

Found growing around the roots of dying trees, Wailcaps get their name from the eerie wailing sound they emit when anything gets too close to them. To produce this sound, it stores air in a small pocket at the top of its cap.



Such a spooooooooohky mushrooooooooohm

3 of Spades *Moreye*

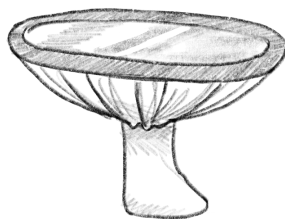
Distantly related to the common morel, most often found close to water. Primitive ocular receptors dot its surface, giving it the ability to detect changes in light levels. The eyes can cry acidic tears as a defensive mechanism.



Feels like it's still
watching me...

4 of Spades *Scryshroom*

According to legend, the flat, mirror-like surface of a scryshroom's cap shows you your deepest desires. The truth of these claims has been the focus of many impassioned debates among fungologists.



oh hey, it's me! Wait, where did that funny hat come from?!

5 of Spades *Gardener's Growth*

Commonly found growing on ailing plants, this peculiar fungal growth produces healing enzymes and disperses them into their hosts through their mycelium. Common ingredient in healing potions.



It's like a mushroom nurse! How lovely!

6 of Spades *Bulbshroom*

These small, circular fungi collect trace amounts of electricity from the air, with a constant inner spark giving them a faint glow that is especially noticeable at night. Many wizards use these to enhance their spells, so they usually fetch a pretty penny on market day.



Someone must have
forgotten to turn off the lights

7 of Spades *Crystal Bolete*

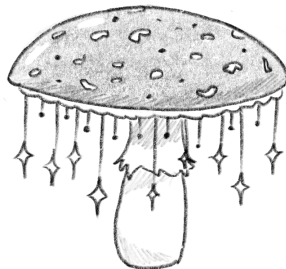
Most often found in damp caves and under lakeside cliffs, these hardened mushrooms resemble quartz-like crystals due to the thin layer of crystalline tissue that grows over their cap and stem to protect them from predators.



They reflect the light of my lantern
so nicely

8 of Spades *Glamourcap*

This incredibly rare cousin of the common toadstool grows only on full moon nights and dies again a mere day after. Its iridescent cap gently reflects light in a dazzling array of colours, and the spore-clusters hanging from it take on beautiful geometric shapes.



*Such a snazzy little mushroom!
I want a hat like that!*

9 of Spades *Corpsobello*

Also known as the Death's Head mushroom, this large fungus only grows in places touched by death, feeding on the latent necromantic energies lingering there. It is said that each Corpsobello contains a fragment of the soul of whichever being died where it grew.



For a second I thought I heard it whisper...

10 of Spades *Greater Corkcap*

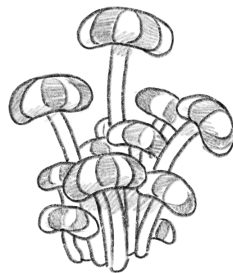
Originating from a wizard's experiment gone awry, the Greater Corkcap holds an uncanny resemblance to a tall glass potion bottle, complete with a cork-like cap. It is filled with a murky, reddish liquid that can be distilled into a potent healing balm.



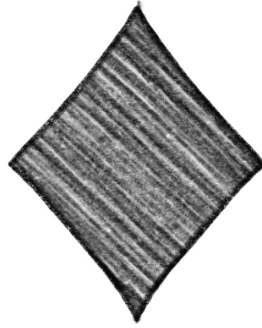
*I wonder if it tastes like
strawberry syrup*

Ace of Spades *Sweettooth Mushroom*

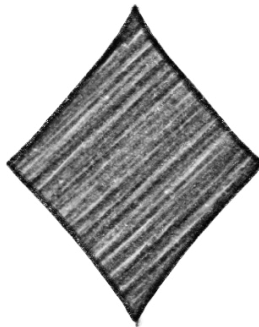
Aptly named, the Sweettooth Mushroom has incredibly high sugar contents and tastes like a piece of hard candy. Unfortunately, it is a common haunting ground for tooth fairies, a small fey parasite that feeds on calcium.



*Worth the tooth fairies
These things are delicious!*



Diamonds
Insects



2 of Diamonds *Milleniumpede*

Though it closely resembles other millipedes, the Milleniumpede can be identified by its unusual length and the barely visible runes etched into its carapace. These mysterious insects can grow infinitely old and grow a new segment for each year they have lived.



That's one, two... so many years!

3 of Diamonds *Masquerade Butterfly*

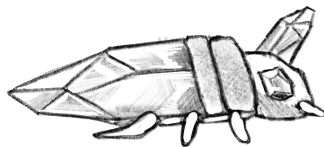
Masquerade Butterflies get their name from their uncanny ability to mimic faces through tiny chromatophores on their wings. They take a strange joy in landing on people's noses and taking on their appearance, which they can henceforth call upon at will.



I wonder if it can mimic glasses...

4 of Diamonds *Crystal Roach*

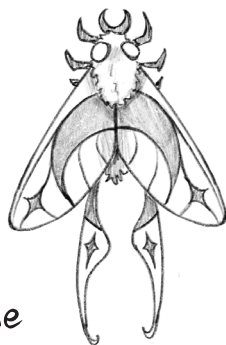
These peculiar, palm-sized roaches are most often found near geodes and similar crystal formations, their primary food source. As they age, their crystalline diet causes a thick shell of hardened crystal to form on their abdomen.



Rock on little fella!

5 of Diamonds *Moon Moth*

Commonly found around ancient meteorite impact sites, the Moon Moth has an otherworldly, ethereal nature. Its gentle wings glow with a faint sheen of moonlight and whenever it flies across water, small waves grace the liquid underneath the moth.



When it was flying around me
I felt like a little planet!

6 of Diamonds *Bumblebig*

Having long lost the ability to fly, the small, buzzing wings on the Bumblebig's back are purely vestigial. This cat-sized insect has adapted well to its terrestrial lifestyle, feasting on grass instead of nectar. They are very curious and friendly, with many keeping them as pets or familiars.



I want to take a nap on one of those

7 of Diamonds *Plier Bug*

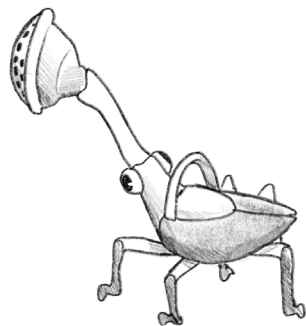
Although initially seeming closer to a common household tool than a mouth, this insect's plier-like mandibles are simply adapted to its preferred prey - ticks. It uses them to quickly and effortlessly detach the little parasites from their hosts, able to devour over ten ticks per minute.



Wonder if this guy could help me get that damned nail out of my wall...

8 of Diamonds *Watering Weevil*

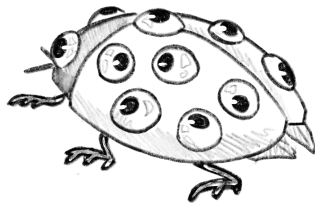
The anatomy of this peculiar weevil has confused biologists for decades, with its long snout capable of storing a sizeable amount of water. In an uncanny display of agricultural prowess, it uses this water to nourish fields of small flowers, intent on feasting on their nectar once they are fully grown.



Such a great pet
for a gardener!

9 of Diamonds *Ladeyebug*

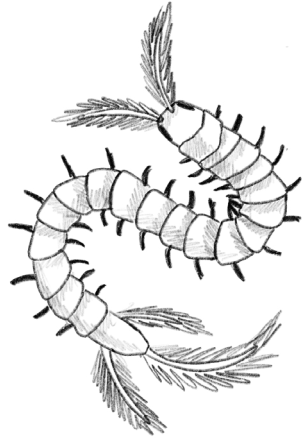
Countless small, bead-like eyes cover the elytra of this peculiar ladybug, giving it 360 degree vision. According to local folklore, these small insects are tokens of luck, with their eyes allowing them glimpses of the nearby future.



I bet I'd see the future too if
I had that many eyes!

10 of Diamonds *Mothipede*

This rather peculiar moth could easily be mistaken for a centipede at first glance, with only vestigial remnants of its wings remaining at the very back of its abdomen. It has eschewed the aerial domain of its relatives, preferring to live out its days under rocks and in small stone crevices.



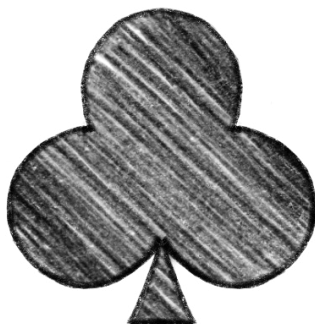
I hope it doesn't know I'm ticklish...

Ace of Diamonds *Groovebug*

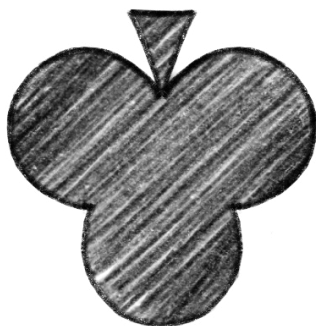
The enlarged abdomen of this large firefly is split into countless small square segments, each covered in chromatophores of a different hue. When it takes flight, these segments begin to glow brightly, sending out iridescent rays of light. There is a strange musical quality to the humming of its wings.



*Wish I had this
much rhythm in my blood!*

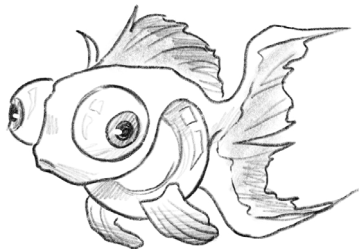


Clubs
Fish



2 of Clubs *Orbfish*

Nobody knows where this peculiar fish originates from, even though the property of the strange orb that has replaced its organs has been studied by many arcane scholars. All they know is that the Orbfish prefers dark, cavernous environs and feeds on latent magic, which causes the orb to emit a bright blue glow.



They look like little glowing bubbles!

3 of Clubs *Orbless Orbfish*

Some orbfish are born without their titular orbs, replaced by a fleshy sac filled with primitive organs. In contrast to their very active brethren, these fish are sluggish and often don't move for days, spending their lives on the floor of whichever waters they call home.



Poor little fellow lost his orb... Maybe I can find him a new one!

4 of Clubs *Sabretooth Eel*

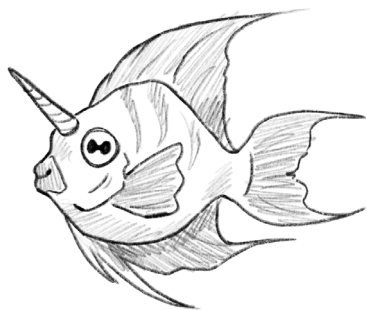
Although their jagged teeth and fearsome appearance suggest otherwise, these long eels are actually vegetarians, using their long incisors to dig underwater flora out of the ground. When a lake is infested by any invasive plant, sabretooth eels are often deployed en masse to deal with the floral threat.



Stole my dang carrot,
that's not nice

5 of Clubs *Cornfish*

These small, agile fish get their name from the unicorn-like horn that graces their foreheads. Its primary purpose is to attract mates and to fight territorial battles in elaborate fencing duels that can last hours. Unfortunately, Cornfish also often get stuck on all manner of objects and frequently have to be rescued.



Gotta be more careful, that thing dang
near ripped my net!

6 of Clubs *Butterfish*

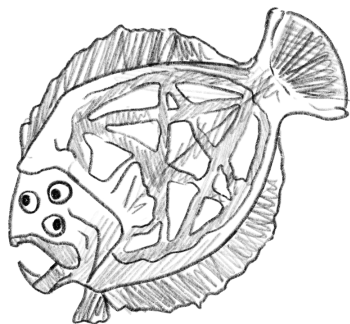
The long, gentle fins of the Butterfish reflect light in countless iridescent colours as it weaves an elegant dance through the water. On warm summer days, schools of these graceful dancers can oft be spied jumping out of the water and gliding for short distances, glistening in the sunlight.



Where'd they learn
to dance like that!

7 of Clubs *Helltouched Flounder*

Blasphemous symbols adorn the body of these large, flat fish as they stare upwards from their three eyes with a malevolent sentience. They hold an intense hatred for all things living, but luckily they are rather slow and clumsy and lack any meaningful way to unleash their loathing unto the world at large.



Best to leave that thing well alone

8 of Clubs *Fred*

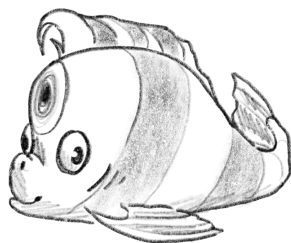
*A living legend among those studied in the natural arts, Fred seems to be a singular individual of an unknown species that apparates in ponds and rivers all over the land, seemingly at random. He is friendly, though rather annoying. According to Fred, his tele-
portation abilities come from the odd hat-shaped organ on his head.*



*He kept telling me how to
hold my net, such a snob*

9 of Clubs *Nogfish*

Nogfish have unusually large and well-pronounced brains, bringing them incredibly close to achieving self-awareness, though they are not quite there yet. They possess limited psychic abilities which usually manifest in random acts of telekinesis.



*I could swear that guy is trying to say
something*

10 of Clubs *Bombfish*

This distant relative of the pufferfish is filled with constant, intense anxiety which has caused it to always be in its inflated state. Unfortunately, they will instinctually try to inflate even more if scared, often leading to an intense explosion. It is strongly recommended to approach them slowly and with care.



We should do some breathing exercises together

Ace of Clubs *Squish*

Squish spend most of their life alone and have therefore grown a peculiar entertainment organ on their forehead. They spend most of their day hitting the ball-like appendage back and forth with their paddle-shaped back fin and take great enjoyment in doing so.



Maybe next time I can ask if I can play too



Hearts
Amphibians



2 of Hearts *Cycolotl*

Cycolotls are related to the axolotl, but their two eyes have merged into one large ocular organ in the middle of their forehead. Though they are colourblind and their vision lacks depth, they can see incredibly far and some astronomers adopt them as familiars to help them study the night sky.



I should ask one if there's cheese on the moon

3 of Hearts *Dragonolm*

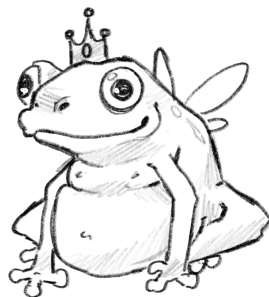
Although it only holds a smidge of draconic ancestry, the personality of these fiery amphibians matches those of their scaliier kin. Their wings aren't strong enough to lift them for more than a few seconds and their throat produces only small sparks, but that doesn't stop them from regularly picking fights they cannot win.



*What a feisty little guy!
Singed my whiskers a little!*

4 of Hearts *Judas*

Though his pudgy form, fancy tiara and bug-like wings paint a rather adorable picture, this psychopathic frog is not to be underestimated. It is said that it is no frog at all, but a terrible individual from ages past that was cursed by the fey for its crimes



Did he just... spit at me?

5 of Hearts *Newtbow*

Shining strips of intense colour cover the skin of this unusually long newt, replicating a rainbow. Newtbows move in a rather peculiar way, more akin to a caterpillar than other newts, and only move backwards. They love rain, emerging from their watery homes in droves at the slightest hint of a downpour.



I wonder what it'd be like to live life backwards...

6 of Hearts *Gurglefrog*

Gurglefrogs take their name from the intensely loud gurgling sound they produce, echoing through the marshlands they call home at ear-bursting volumes. They are rather curious by nature, spending their time intently observing everything and anything around them.



Sounds like there's a storm coming

7 of Hearts *Stellar Toad*

Star-like warts cover the backs of these stocky toads, connected by tiny lines of skin and forming intricate patterns. Strangely, these patterns always seem to match the constellations currently visible in the night sky, and when the moon is high the warts begin to glow with a slight blue light.



*That one looks like an airship!
No, a cucumber! No...*

8 of Hearts *Eyelamander*

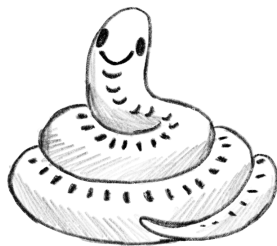
This long, winding amphibian is covered in false eyes which seem to be little more than patterns on its slick skin. In truth however, they serve another purpose - with some concentration, the creature can close its single real eye before making it appear in place of any of its decoys.



Which one do I look at when I talk to this little guy?

9 of Hearts *Little Man*

Affectionately dubbed "Little Man" by field researchers, this large slow worm is an incredibly affectionate critter, often seen approaching anyone it manages to spot with its primitive eyes in hopes of getting some attention. It enjoys hitching rides on people, curling up around their arms or sitting in a small pile atop their head.



I think I just found my new best friend

10 of Hearts *Tomatpole*

Strangely, this critter is no unique species at all, but rather a Gurglefrog tadpole that got stuck in its favourite food - an unripe tomato. These bulky larvae usually begin eating their way through the fruit, only to find themselves too full to escape once they come out the other end.



It's like that time I got stuck in master's biscuit jar

Ace of Hearts *Smoochamander*

Allegedly the result of a group of salamanders drinking a lost shipment of love potions, the Smoochamander loves nothing more than to give kisses to any living being, taking great joy from the act. Unfortunately, Smoochamanders are highly toxic.



*Never knew love could hurt this much...
literally!*



Field Research

Thank you for playing!

