

DARING TALES OF ADVENTURE

ROCKET RANGERS



INTRODUCTION



Strap on your rocket pack, grab your guns, and take to the skies to help defeat the vile Nazi horde! This supplement introduces rocket packs to the *Daring Tales of Adventure* high-octane pulp series, letting your heroes blast around the skies in the fashion of *The Rocketeer*. No additional *Savage Worlds* supplements or setting (aside from the core rules) are required to use these rules.



THE ROCKET RANGERS



Many of the secret technologies employed in World War 2 are public knowledge these days. Yet there are still projects that remain hidden from public scrutiny. The exploits of the brave men (and in some cases women) who took part in these often dangerous projects have never been told. One case in question is the elite Rocket Ranger Corps of the United States Army.

HISTORY

The line between genius and insanity is often said to be a thin one. During the Great War, Professor Alexander MacDonald, a Scotsman, served as a major of engineers. He witnessed first hand the new kind of armed struggle playing out around him. Machineguns mowed down lines of men, armored fighting vehicles crushed everything in their path, flamethrowers disgorged fiery death, airplanes clashed high over the battlefields or unleashed bombs onto unsuspecting troops, and deadly yellow gas choked men's eyes and seared their lungs. War, that great adventure talked about in boy's stories, had turned very ugly.

Every day, the generals urged their men to go over the top and march toward the enemy trenches. Yet between them and their enemies was a morass of craters and tangled barbed wire, deathtraps waiting to ensnare new victims. MacDonald turned his thoughts to the sky, for if a man could fly over No Man's Land, he could avoid the pitfalls and land not just in the enemy trenches, but behind them. With enough propellant, a man could fly to Berlin and end the war with a single bullet. His dreams were never achieved, the war ending before he could begin drawing up plans.

After the war, he grew disillusioned with Britain. Moving to America, he quickly found

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work at Boston's Yale University. A man of many talents, MacDonald never forgot his dream of achieving powered flight. Over the years his dream became an obsession. He missed lectures, forgot to eat, shunned his friends, ignored important meetings, and eventually lost his job. Undeterred, he continued his work in his house, turning the entire downstairs into a laboratory.

FATE PLAYS ITS HAND

After several years of fruitless work, he finally produced a working prototype stable enough to burn alcohol without exploding instantly. Unfortunately, it lacked both the thrust required to lift a man more than a few inches off the ground for more than a few seconds, and the durability to sustain long periods of ignition. Still, his theory was sound, if not very practical.

Armed only with his blueprints, he approached Yale's board and asked for a research grant. They turned him down flat barely 20 seconds in his presentation. That night, while he pondered the bottom of a whisky bottle, there was a knock at his door. Standing outside were two men, one in a dark suit and another in a military uniform. Having nothing better to do, MacDonald asked them their business.

They told the rapidly sobering professor that they had heard of his new invention and wished to discuss financing it. Certain conditions were to apply, of course, but the offer was very generous. MacDonald was shipped to a secret facility in Nevada a week later, and given all the staff and money he could wish for.

New alloys were created for the rocket pack, allowing it to be made lighter, more durable, and resistant to heat. After patient research, millions of tax payers dollars, and a good measure of luck, MacDonald stumbled across a

chemical formula that would provide all the thrust his rocket packs required. He named it Element X. Although he publicly tells everyone the X stands for an unknown quantity, it is so called because it was the tenth formula he tried as a fuel additive.

Within a year after his breakthrough, he presented his paymasters with eight fully functional, though still highly experimental and temperamental, rocket packs. And so the seeds that were to become the Rocket Rangers Corps were sown.

Eight ace pilots were chosen to test the experimental rocket packs. Despite all the advances MacDonald had made, his early rockets suffered all manner of technical problems, and of those eight original Rocket Rangers only one survived to the present day.

JOINING THE CORPS

The Rangers do not advertize for recruits. Even today, all members are handpicked from the armed forces. Many are chosen, but few are accepted, for training is tough on the body, mind, and soul. All training takes place in Nevada, at a facility known to the Rangers only as The Range. Those who wash out early do so without ever learning the name of Rocket Rangers Corps, such is the secrecy that surrounds this elite band of brothers.

Recruits are tested for their physical endurance and strength, coordination, and concentration, suffering weeks of hardship before every going near a rocket pack. Many wash out at this stage, for their training regime makes the Marines and Airborne look like the Boy Scouts, and they're tough hombres.

While many soldiers grumble about the physical training, they know it is vital to their job. When it comes to concentration, though, few recruits grasp exactly why they need to walk up and down the parade ground with glasses of water balanced on their heads. To many, it is a test of character, not actually part of their training, and the exercise is seen as a bit of fun.

Their smiles are quickly wiped from their faces when told the story of a rookie who killed himself when he went into a spin at low level, after snapping his head around to one side to watch a female nurse walking across the parade ground.

Although the Rangers are a military outfit, recruits are thoroughly checked as to their moral fiber. The Corps is looking for killers, but it doesn't accept loose cannons, psychopaths, womanizers, drunks, compulsive gamblers, torturers, thieves, or any other undesirable element that may cause friction with other squad members in the field.

MacDonald still works for the



Rocket Rangers. He spends his days trying to improve his design and remove the last few glitches, as well as work on other pet projects, such as rifles that fire a high-powered sound wave capable of stunning an enemy at long range.

A ROLE TO PLAY

The Rocket Rangers are a highly mobile infantry unit but, due to weight restrictions imposed by the available thrust in their rocket packs, they are only lightly armed.

With speed their greatest ally, they specialize in hit-and-run raids, not protracted engagements. Even fighting at full strength, something the company has never done, they simply lack the concentrated firepower to engage large numbers of enemy troops. Their preferred targets are enemy headquarters, supply dumps, POW camps, bridges, railway yards, research and storage facilities, light convoys, and gun emplacements.

Since the roar of a rocket pack cannot be concealed, subtlety is not one of their strong points—they hit fast and they hit hard.

SQUAD FORMATION

Rocket Rangers operate in squads of eight men. Within each squad there are several specialists, though ever one of each per squad. If you're gaming group has less than eight members, fill any vacancies with Extras. Officers, while still saluted and shown due respect to their rank, are expected to share barracks with their men in order to reinforce the camaraderie required to survive deep behind enemy lines.

Each specialty is described below, along with any requirements a character must have to fill that role.

Commander: Rocket Ranger squads may be commanded by an officer or a sergeant, depending on who is available. Unlike regular military outfits, those who command a Ranger squad are usually open to suggestions from their underlings. However, when combat breaks out, the commander expects his orders to be obeyed. *Requirements:* Command.

Heavy Weapons: Every Rocket Ranger squad has a single heavy weapon specialist. His role is squad support and tank-busting. Because of the heavier weapons they carry, they need to be muscular. *Requirements:* Strength d8 or Brawny, Shooting d8.

Medic: People get hurt in war. Often operating behind enemy lines and without a supply base, the Rocket Rangers need to be able to patch up their own. The unofficial squad motto is "Eight men out, eight men back." *Requirements:* Healing d6.

Scout: Whether in the air or on the ground, the squad needs to get where its going. Getting lost burns valuable fuel, and no one wants to be stranded in enemy territory. *Requirements:* Notice d6.

Technician: Rocket packs are experimental technology, and they are prone to malfunctions. The technician is also responsible for blowing things up, as well as re-

WEIRD WARS

Among the many Savage Settings available is Pinnacle's very own *Weird Wars: Weird War II*, which presents an alternate look at World War 2. While it's not a pulp game, it contains statistics for all manner of Allied and Axis troops, vehicles, planes, and ships. Hence, it is an invaluable resource if you're planning on using the Rocket Rangers in a pulp military setting.

If you're already playing that setting and want to add the pulp element of Rocket Rangers, then here is an MOS for them.

ROCKET RANGER

Rocket Rangers are an elite unit trained to fly into enemy territory from Allied bombers and engage enemy aircraft and ground targets. Training is tough, and not without risks. As a result, few make the cut. Rocket Rangers are typically recruited from the army, but anyone with the right aptitude can apply for a transfer.

- **Attribute Requirements:** Strength d6.
- **Skill Requirements:** Piloting.
- **Useful Edges:** Ace, Rock 'n' Roll, Steady Hands.
- **Special:** See the notes on roles within the Rocket Rangers in the core text of this supplement.
- **Additional Gear:** Rocket pack, armored suit.

pair work. *Requirements:* Knowledge (Demolitions) d6, Repair d6.

Ranger: Those without a specialty are regular Rocket Rangers. All other specialties need to meet the requirements to be a Rocket Ranger, in addition to those of their specialty. *Requirements:* Spirit d6, Fighting d4, Piloting d4, Shooting d6.

DEPLOYMENT

Rocket packs have finite fuel, and there's no point have a squad fly deep into enemy territory only to have to slog around on foot to conserve fuel.

The Rocket Ranger Corps has a number of troop transporters and modified bombers at its disposal. Standard practise is to fly over enemy terrain, open the doors, and order the Rangers to jump out without igniting their packs. Given the near-constant religious murmuring by at least member of every squad, Rocket Rangers heading to battle in this manner are referred to as the "Prayload."

Typically, the Rangers free fall to within 200 yards (100") of the ground before firing up their packs in order to slow their decent and land. This is a very risky maneuver, but it keeps fuel use to a minimum and allows stealthier insertions than using a parachute. Plus it means the Rangers are likely to actually land at the intended drop point, and not drift off course.

A free falling character is going to be plummeting at 40" per round by the time he fires up his pack. If the first Piloting roll made at 100" is a failure (see page 5), the poor sap will need to make an Agility roll to land safely when he eventually gets his act together, or suffer a level of Fatigue from Bumps and Bruises. If the second roll fails, his Agility roll is made at -2. Failing the third roll is likely fatal, as the Ranger slams into the ground for 10d6 damage.

ROCKET RANGER GEAR

The Rocket Ranger Corps issues every member with the special equipment he needs to survive the rigors of powered flight, as well as conventional weapons.

Helmet: Made of a light-weight, durable alloy, these bucket helmets are fitted with a fin. The fin acts a rudder, allowing the Ranger to turn at high speeds.

The helmet also includes a highly secret, miniaturized radio transmitter and receiver. It has a range of just 200 yards, distance enough to let the unit talk while in flight without having to remove their helmets and shout.

Armor: +3 (covers entire head); **Weight:** 3 lbs. **Notes:** Without a helmet, all Piloting rolls to maneuver are made at -2.

Body Suit: Made up of heavy boots, a flying jacket, and lightweight canvas pants, the flying suit is treated with a special fireproof liquid to prevent accidents.

Armor: +1 (covers torso, arms, and legs); **Weight:** 7 lbs. **Notes:** Provides an additional +2 Armor to resist fire and +1 to Vigor rolls to resist heat.

Rocket Pack: Revolutionary in their design, rocket packs are made up of the same alloy used in the Rangers' helmets. Fins are fitted to the top and sides to aid in maneuvering. The fuel tank takes up most of the pack.

Toughness: 10 (3); **Weight:** 12 lbs. fuelled; 8 lbs. empty **Notes:** A rocket pack counts as a Small target (-4). For each point of damage it takes over its Toughness from small arms fire, one point of fuel is lost. Explosive and fire damage cause the pack to overload and explode (see page 5). Every five units of fuel weighs 1 pound.

Regular Gear: In addition to the above, the Rangers

are typically equipped with either a Thompson SMG or an automatic pistol, five clips of ammunition, a dagger, and two hand grenades. When missions require it, one or more smoke grenades may be exchanged for smoke.

Depending on the nature of the mission, the heavy weapon specialist carries either a BAR and five magazines or a bazooka and five shells (often the shells are distributed among the team to reduce the encumbrance burden). While every Ranger has a regular army uniform (with no special insignia), mess kit, spare socks, shaving kit, and so on issued to him, these are never carried into the field—the Rangers never plan on being away from The Range long enough to need them.

ROCKET PACK RULES

This section looks at the game mechanics for using a rocket pack. There are quite a few, but they're actually very simple. GMs and players should keep in mind that these are pulp rules intended for fast, furious, and fun play, and therefore make no attempt at realism.

FUEL

Rocket packs burn low grade alcohol combined with the professor's special compound, Element X. Without this highly secret element the packs do not produce enough thrust to lift a man off the ground, yet alone fly around for extended periods.

A fully fuelled rocket pack has 20 units of fuel. Mark these using gaming stones. Each round a pack is used for movement or to hover in place, one unit of fuel is expended. It make no difference how far a hero moves—the motors are more efficient at higher speeds, hence moving the regular Chase speed (see page 6) burns the same fuel as moving on the tabletop, despite the former being considerably faster.

A character with an active rocket pack who lands at the very beginning of his turn, before taking any other actions, does *not* burn a point of fuel.

Rocket packs have no gliding capability—when it runs out of fuel, the Ranger falls from the sky.



REALLY LONG DISTANCE FLIGHT

During the course of an adventure, the Rocket Ranger may be required to travel great distances. In order to keep fuel use practical and easy to handle, assume the packs use one point of fuel per 50 miles (by flying at high altitude and switching down the motors).

REFUELLING

Unless the Rocket Rangers can get to the correct source of fuel, there is no hope of refuelling a rocket pack during a mission. More often than not the Rangers are dropped in via airplane, but left to make their own way home.

SAFETY FIRST

Rocket packs strap onto the wearer's back and are held in place by four thick, leather straps. These straps connect to a circular buckle which is set square in the center of the user's chest. Concealed within each strap are wires which feed back into the rocket pack. Unless all four straps are connected to the buckle, the rocket pack motor cannot be ignited.

A Repair roll at -2, and ten minutes of work with some basic tools, overrides this safety feature. However, because the packs are given a thorough maintenance inspection after every mission, the tampering will be discovered and rectified. Failure means the character cannot try again that mission, though another hero can try on his behalf. A critical failure means the pack is broken. It cannot be repaired in the field.

SECURITY SECOND

Unless rocket packs are going to be extremely common in your game, they are a top secret piece of equipment highly prized by enemy nations.

To ensure they don't fall into enemy hands, they are equipped with a self-destruct mechanism. The procedure for arming them is complex, but not particularly time-consuming. It requires a Smarts roll as an action to set the mechanism working. At the end of the round after the trigger is activated, the pack explodes. Note that once the mechanism is triggered it cannot be switched off.

The explosion fills a Medium Burst Template centered on the pack. Everything under the template suffers 3d6 damage, plus one extra point of damage per two whole units of fuel remaining. For instance, a pack containing 9 units of fuel inflicts 3d6+4 damage when it explodes. The explosion automatically destroys the pack.

DONNING A PACK

Donning a rocket pack takes an entire round and two hands. If the Ranger only has one hand spare, then it takes two entire rounds. During these rounds the character can take no other actions. Free actions, such as mov-

SETTING RULE: PATRIOTS

The Rocket Rangers are true patriots, volunteers willing to strap highly experimental rocket packs to their backs and carry the fight deep into enemy territory. Some claim they are all slightly nuts, for no sane man would go up against a wave of enemy fighter planes wearing a rocket strapped to his back with just an SMG for comfort.

If a Rocket Ranger carries an American flag (a large one, not a little pennant), the squad gains the benefits of the Command Edge while within 10" of the flag. In order to gain the benefit the flag must be held aloft, which requires one hand, or planted in the ground. Planting a flag requires an action, as does removing it.

CHARACTER GUIDELINES

The Rocket Ranger rules are intended for high-octane pulp games, where the heroes are the good guys who always do what's right, even if they don't like it. As such, certain Hindrances are not well-suited for this type of play, or for military life. The list of banned Hindrances below is a suggestion, however, not a firm rule.

All Thumbs, Bloodthirsty (the Rangers aren't cold-blooded killers), Elderly, Obese, One Arm, One Leg, Pacifist, Vengeful (Major), Young, and Yellow.

One Eye is permitted—so long as the Ranger can still see, why invalid out a good man?

ing up to one's Pace, are permitted so long as the Ranger doesn't use his hands.

Removing a pack can be slightly faster. Normally it takes an entire round to release the straps. However, a character may make an Agility roll as an action. With success, the pack is removed and the hero can perform other actions (with a multi action penalty). On a failure, the character has had to spend the entire round undoing the straps. he may take no other actions, though free actions are permitted as above.

ACTIVATION

To activate the rocket pack the wearer must firmly strike a large button located on the front of his safety harness. This is a free action, though it does require a Piloting roll.

This button can be targeted in combat by an enemy, but any attack roll suffers a -6 penalty. Should the attack be successful, the pack switches on as if a special failure occurred (see below) or switches off if it was already activated.

Raise: The motor ignites using residual fumes in the exhaust. No fuel is consumed this round. The wearer may now use his rocket pack for movement.

Success: The rocket pack activates successfully. One point of fuel is consumed. The wearer may now use his rocket pack for movement.

Failure: The motor whines, coughs, splutters, and then stops, leaving the unfortunate hero standing on the ground. A point of fuel is consumed as normal. The roll may be attempted again next round.

Special Failure: A natural 1 on the Piloting die (regardless of Wild Die) means the pack ignites with a sudden rush of power. Roll a d10 to determine in which direction the unfortunate Ranger is propelled. A result of 1 is directly behind, a 2 means he shoots at 45 degrees up and to the right, and so on. On a 9 or 10 he is rocketed straight upward. One point of fuel is consumed. Should the hero already be airborne while trying to ignite his pack, such as when free falling from the airplane taking him to his mission, a roll of 10 indicates movement straight down, instead.

Critical Failure: Flame is sucked straight into the fuel tank, starting a chain reaction. The engine fails to ignite, though one point of fuel is consumed. Worse still, the pack explodes at the end of the next round (see **Security Second**, above).

FLIGHT

When discussing flight using a rocket pack, two factors must be considered—speed and maneuverability.

In both instances, two options are presented. The GM should pick the options that best suit the sort of game he wants to run. For example, in a grittier World War 2 style game, he may elect to use the One Speed and Vehicle options, while for regular pulp he may opt for Variable Speed and Vehicle.

SPEED

Rocket packs have two speed settings. The first is tactical flight, while the second is long-distance flight. Tactical mode is used for tabletop encounters, while long-distance mode is used in Chases.

Characters may run while using a rocket pack. The run die is equal to the character's Piloting die type, not his usual running die. For instance, a Fleet Footed hero with Piloting d6 rolls a d6 when "running" with his rocket pack activated, not a d10 as normal.

One Speed: With these rules, rocket packs have a single speed in each flight mode. The character has no choice as to the speed he moves—it's all or nothing. Tactical speed is 20" per round (Acceleration is 20), while long-distance flight is 140" per round. The latter allows it to keep up with many World War 2 era planes.

In order to hover in place, the Ranger must make a Piloting roll as a free action. This must be done at the start of his turn, before any movement. With success, he hovers for the entire round. On a failure, he must move his full 20" as normal.

This rule makes use of a rocket pack on the tabletop problematic for the Rangers, as it means they need to

judge where they will end their movement. However, it is great for covering long distances.

Variable Speed: The rocket pack has the same to speeds as above, but the character can control how far he moves in a round (through throttle controls in his gloves). No roll is required to hover. Regardless of the distance he moves, one point of fuel is burnt.

MANEUVERABILITY

Again, there are two options when it comes to maneuvering while in powered flight. The GM should pick the option he prefers.

Character: The rocket pack allows the wearer to maneuver as if he were on foot. That is, he can turn through any angle he wants, swerve around objects, maneuver through narrow gaps, and so on without having to make a die roll to avoid a collision. In a Chase, the character must still make a Piloting roll each round as normal.

Vehicle: This option requires the rocket pack-wearing Rocket Ranger to maneuver exactly as per a vehicle. The Turning template will be required.

PASSENGERS

A rocket pack is designed to support one person. However, in emergencies a Ranger can carry one other person (though not on this back, for obvious reasons). When carrying a comrade, all fuel usage is doubled.

LANDING

Typically no die roll is required to actually land and switch off the pack. However, poor visibility, high winds, trying to land in a cluttered area, and so on, may require a Piloting roll (GM's call).

TINKERING

Give a bunch of characters whizzy rocket packs and you can bet someone is going to want to tinker with them sooner or later. A character who makes a Repair roll at -2, and spends 30 minutes, at work can tweak his rocket pack to perform better. Only one roll per pack is allowed per mission.

Raise: The temporary adjustment can either improve the pack's speed by 4"/40" for the next encounter *or* gain the effects of a success for the next two encounters.

Success: The rocket pack's speed is increased by 2"/20" for the next encounter.

Failure: The character has wasted his time. He cannot try again this mission.

Special Failure: A modified roll of 1 or lower on the Repair die (regardless of Wild Die) means the character has created an instability in the rocket pack. All Piloting rolls are made at -1 for the remainder of the mission. Correcting the problem requires two hours of time, suitable tools, and a Repair roll at -2. With failure, the malfunction cannot be repaired in the field.

Critical Failure: The tampering has done more harm than good. Speeds are immediately halved. Repairing the self-induced malfunction requires suitable tools, an hour, and a Repair roll at -2. With failure, the malfunction cannot be repaired in the field.



NO SOLDIERS



So far this supplement has looked purely at a pulp military campaign set in and around 1930s and '40s. But what if your group isn't interested in playing soldiers? Below is some basic advice on using rocket packs with other types of adventures.

Daring Adventurers: Pulp staples include, amongst other things, insane cultists and mad scientists hellbent on taking over (or destroying) the world, resurrected mummies, ancient ruins, magical artifacts, deathtraps, lost cities, and unexplored regions of the world.

Instead of being soldiers, the heroes might include a fairground stunt pilot, a beautiful English heiress, a plucky kid, and a weird scientist trying to save the world from all manner of nefarious plots. Yep, they're the archetypes from the *Daring Tales of Adventure* range, but there's nothing to stop from running an otherwise straight forward pulp game where the heroes have access to rocket packs.

G-Men & Gangsters: If a military game doesn't take your fancy, then how about playing federal agents fighting against corruption? Missions can range from busting illegal bootlegging operations to breaking up mysterious cults brainwashing innocent citizens to foiling the dastardly plan of enemy agents.

While there is always going to be a combat element to the game, skills such as Investigation, Persuasion, and Streetwise become invaluable as the agents track down the villains before bringing them to justice.

Other ways to enjoy these rules involve not changing the military focus, but switching the era in which the campaign is set.

The Victorian age is a great place, simply because it's the setting for many steampunk games. The Rocket Rangers could be replaced by British redcoats and their airplanes for zeppelins, for example. You could even go one step further, giving the heroes early forms of powered armor fitted with steam-powered flight packs and shoulder mounted breech-loading cannons.

You could just as easily play a Flash Gordon style game, with the heroes serving some sort of planetary or galaxy wide organization, or as brave explorers venturing

out into uncharted space. With a few minor adjustments, you could even set the game far into the future. Let's face it, Boba Fett™ was cooler because he had a rocket pack.



ALLIES & ENEMIES



This section looks at some of the Rocket Rangers' main allies and enemies.



COL. WILLIAM "GOAT" GRUFF

The only survivor of the first volunteers, Gruff is now a colonel and in command of the Rocket Ranger Corps. He no longer participates in combat missions.

Built like a brick outhouse with close cropped gray hair and eyes the color of cold steel, Gruff commands respect with his physical appearance. He is never seen without a cigar clenched between his teeth, and many Rangers believe he sleeps with one in his mouth. He sports an eye patch over his left eye, but there are rumors he doesn't actually need it. Not that anyone is accusing him of feigning an injury—the medals on his chest tell their own story.

Gruff's nickname isn't just because of his name. He's stubborn, prone to shouting at superiors and inferiors with equal gusto, and takes crap from no one (and we mean no one). While he can scare many of his men witless just by looking at them with his one good eye, every Ranger knows he loves each and everyone of his men like they were his own sons.

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d8, Vigor d8

Skills: Fighting d8, Intimidation d10, Notice d6, Piloting d10, Shooting d10, Streetwise d8

Charisma: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 8 (2)



Hindrances: Code of Honor, Loyal, Mean, One Eye
Edges: Ace, Combat Reflexes, Command, Fervor, Hold the Line, Rock and Roll, Steady Hands, Strong Will
Gear: Automatic pistol (Range: 12/24/48, Damage: 2d6, AP 1), eye-patch, cigar, uniform

ROCKET RANGER

The stereotypical Rocket Ranger is square-jawed, level-headed, proud, of good moral character, physically tough, brave, slightly nuts, and fervently patriotic. They are also reckless to a degree that could get other soldiers court-martialed.

TYPICAL ROCKET RANGER

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Fighting d6, Notice d6, Piloting d6, Shooting d6, Throwing d6
Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 6 (1)
Hindrances: Code of Honor, Loyal
Edges: —
Gear: Helmet (+3), flying suit (+1), rocket pack, Tommy gun (Range: 12/24/48, Damage: 2d6+1, ROF 3, AP 1), dagger (Str+d4), two hand grenades (Range: 5/10/20, Damage: 3d6, MBT)
Commander: Command
Heavy Weapons: Shooting d8
Medic: Healing d6
Scout: Notice d8, Stealth d6, Tracking d6
Technician: Knowledge (Demolitions) d6, Repair d6

VETERAN ROCKET RANGER

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8
Skills: Fighting d8, Notice d6, Piloting d8, Shooting d8, Throwing d6
Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 7 (1)
Hindrances: Code of Honor, Loyal
Edges: Combat Reflexes, Rock and Roll, Steady Hands
Gear: Helmet (+3), flying suit (+1), rocket pack, Tommy gun (Range: 12/24/48, Damage: 2d6+1, ROF 3, AP 1), dagger (Str+d4), two hand grenades (Range: 5/10/20, Damage: 3d6, MBT)
Commander: Smarts d8, Command, Hold the Line
Heavy Weapons: Shooting d10
Medic: Healing d8, Healer
Scout: Notice d10, Woodsman
Technician: Knowledge (Demolitions) d8, Repair d8, Mr. Fix-It

NAZI ROCKET TROOPS

During the Great War, the Germans worked on a range of deadly weapons. While poison gas was a result of this research, it was at the mundane end of the technological spectrum, and easily countered by gas masks.

At the higher end were the Terror Weapons, technological devices far ahead of their time.

Only one was ever tested during the Great War—a sonic cannon. A British flying ace, James Bigglesworth (a.k.a. Biggles), and his small team of skilled individuals destroyed it before it went into operational use. However, the weapon showed great potential in tests, and plans were already in place to construct a larger version when Germany surrendered.

Doctor Werner Amadeus Schmutzig, an aeronautical genius and a key scientist in German's Terror Weapon program during the Great War, went into hiding after Germany's defeat. He surfaced again in 1933, pledging his support to the rising figure of Adolf Hitler in return for funds to continue his research.

Already planning for a greater Germany through military conquest, Hitler saw the wisdom in having advanced weapons and aircraft. Without consulting his staff, he gave the order for the creation of the *Abteilung für experimentielle Waffengattungen*, or the *Sonderwaffen Abteilung* (Special Weapon's Division), as it is usually referred, an organization whose existence is a close guarded secret.

Among the *Sonderwaffen Abteilung's* many recent inventions are rocket packs and low recoil weapons. Hitler was not slow in seeing their potential, and ordered the creation of the *SS-Raketentruppen* (SS-Rocket Troops).



A pilot during the Great War, Schmutzig went on to aeronautical research and weird science after an injury left him unfit for flying duties. Germany's loss left him a defeated man and full of vengeance. Hitler's rise to power has rekindled his belief in a strong Germany.

Offering his services to Der Fuhrer, Schmutzig was thrilled beyond words when Hitler accepted the designs for his Luftschloss and provided funds for its construction. Schmutzig knows his work is vital to Germany's growth, and he intends to let nothing stand in his way.

The mad doctor has one gizmo, an anti-gravity device, into which all his powers are built. With it he can weaken or strengthen the effect of gravity, and unleash powerful gravity waves capable of crushing bone (and metal). He has a pool of 45 Power Points, shared between his powers. This value takes into account his beginning the encounter with deflection and fly already activated.

Attributes: Agility d8, Smarts d12, Spirit d10, Strength d6, Vigor d8
Skills: Fighting d6, Intimidation d8, Shooting d10, Weird Science d12
Charisma: 0; **Pace:** 4; **Parry:** 6; **Toughness:** 7 (1)
Hindrances: Arrogant, Lame, Stubborn
Edges: Ambidextrous, Arcane Background (Weird Science), Level Headed
Gear: Flight suit (+1), stick cane (Str+d4, Parry +1)
Gizmos: *Burst, deflection, fly, speed, stun, telekinesis* (45 Power Points)
Special Abilities:

- * **Weakness (Gizmos):** Astute characters may target the capacitor on the Doctor's back. It is a Small target (-4). Reduce the Doctor's Power Points by the damage inflicted by the attack.

SS-RAKETENTRUPPEN

An elite company, the *SS-Raketentruppen* serve as the *Sonderwaffen Abteilung's* private troops until the start of the war, when they are reformed into the *1st SS Totenkopftruppentruppdivision* (SS Death's Head Rocket Troop Division). Like the Rangers, they number only company strength.

Unlike the Rocket Rangers, however, their Nazi equivalents are (after 1937) paraded in public whenever Hitler has the opportunity. At the Nuremburg Rally in 1938, a flight of *SS-Raketentruppen* soared over the stadium in swastika formation to rapturous applause from the crowd.

As part of the SS serve in many battles of World War 2, such as the invasion of Belgium (where they were first into the fortress of Eben-Emael), the capture of Crete (where they preceded the parachute troops), and the ill-fated attack on Stalingrad. Their swan song comes during the Battle of the Bulge, when Hitler deployed his remaining companies as suicide troops attacking very deep against the American lines.

Armed with advanced rifles, clad in black armored flight suits with full head protection emblazoned with SS runes, and wearing an experimental rocket pack strapped to their backs, the *Raketentruppen* serve in a role identical to their American counterparts.

The Nazis' rocket packs and flight suits are bulkier, less fuel efficient, and slower than those of the Allies, but what they lack in finesse they make up for in quantity. All *SS-Raketentruppen* suffer -1 to Pace and roll a d4 running die on the ground due to their restrictive suits.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Intimidation d6, Notice d8, Piloting d8, Shooting d8, Stealth d8, Throwing d8

Charisma: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 8 (2)

Hindrances: Loyal, Mean

Edges: Combat Reflexes

Gear: Armored flight suit (+2), *Spannungsgewehr* or *Raketengewehr* (see below), dagger (Str+d4), 2 x potato masher grenades (Range: 5/10/20, Damage: 3d6-2, Medium Burst Template), experimental rocket pack (Pace 15"/120", 18 units of fuel)

Officer: Command

Experienced Soldier: Rock and Roll, Steady Hands

Elite Soldier: Spirit d8, Piloting d10, Shooting d10

NEW WEAPONS

These weapons form part of Schmutzig's deadly new arsenal. Collectively, they are known as *Handvergeltungswaffen*, or "handheld vengeance weapons."

Raketengewehr: The "rocket rifle" is essentially a bulky, two-handed rifle with a revolver-like magazine. Six light armor-piercing warheads are stored in the cylindrical magazine. When fired, a single warhead is launched at relatively low speeds. This helps reduce the already immense recoil. Once clear of the barrel, a secondary booster ignites, propelling the round to tremendous velocity. Its primary drawback is the slow reload time of one action per warhead. A built-in safety feature prevents the warhead from detonating until it has traveled at least 12 yards (6"). Damage at less than 6" is 2d6 to a single target (a result of kinetic impact). Each squad (10 men) is issued a single *Raketengewehr*. This replaces the bearer's usual weapon.

Spannungsgewehr: Known as the "electricity rifle," this compact weapon discharges a high-intensity beam of electrical energy over a short distance. In addition to the damage inflicted, victims must make a Vigor roll or be stunned for one round. Targets wearing any metal armor (including a helmet) suffer a -2 penalty.

Stunned characters forfeit their next action card. If they have already acted in the round and they are stunned, the victim does not get an action card in the following round. They cannot try to unShake while stunned. Plans are afoot to issue all *SS-Raketentruppen* with this powerful weapon. Power is supplied by a large battery (3 lbs). Each soldier equipped with a *Spannungsgewehr* carries one spare battery.



HANDVERGELTUNGSWAFFEN TABLE

Type	Range	Damage	ROF	Weight	Shots	Min Str	Notes
Raketengewehr	20/40/80	3d8	1	20	6	d8	Medium Burst Template, AP 4, HW, Snapfire, requires 2 hands, see notes
Spannungsgewehr	15/30/60	2d8	1	15	10	d6	See notes

ADVENTURE SEEDS

Need a few ideas to get your imagination churning? Below are a number of pulp war adventure seeds.

* **Duel Over the Atlantic:** Allied long-range aerial patrols over the North Atlantic are suffering alarming losses, despite being far out of range of German fighters based in Norway. The Allies send out a British Lancaster bomber or a C-47 Skytrain in the hope the Nazis will attack the lone aircraft, inside which wait a squad of Rocket Rangers.

The culprits are a unit of *SS-Raketentruppen* operating out of a vast zeppelin known as the *Luftschloss* ("Flying Castle"). Once the enemy soldiers have been dealt with, the Rangers must fly a gauntlet of machineguns and neutralize the zeppelin before it can escape.

To extend the mission, the zeppelin might be based in an extinct volcano in Iceland. Allied scientists have calculated that a large enough explosion just might awaken the volcano, but the charge needs to be set perfectly from inside the base.

* **The Wrong Fuel:** The Rangers are sent into occupied France to destroy a radar station in advance of a massive Allied bombing raid on the coastal ports. Unfortunately, there is a problem with the batch of fuel. While the tanks are full, they count as containing just 5 units of viable fuel. The first the Rangers are likely to know of this is when their rocket motors splutter and die.

* **Unleash Hell:** Hitler is a nut for the occult. The Nazis are conducting archaeological expeditions in North Africa, searching for King Solomon's scepter, which he used to bind demons. Hitler believes if he can find the scepter, he can control the forces of Hell. Unfortunately no one is quite sure where the dig is located, so the Rocket Rangers are sent in to scout the area, make contact with the local nomads, and put a stop to Hitler's crazy plans.

* **Message for Winston:** The French Resistance has procured a vital component for a Nazi weird science super weapon they need delivered to England for examination. The best men for the job are the Rocket Rangers! But when the party arrives, they find the resistance cell has been wiped out and the gizmo has been stolen. But the Nazis aren't behind the deaths! Who is, and what do they plan to do with the stolen component?

* **Flying Mechanical Men:** The *Sonderwaffen Abteilung* have a new Terror Weapon, an armored mechanical man capable of flight! (If you want a touch of pulp

horror, the automatons are controlled by a human brain taken from dead *SS-Raketentruppen* and reanimated using weird science.) The Rocket Rangers are sent to capture one intact and bring it back for inspection. Once the automaton is analyzed, the decision is made to locate and destroy the factory. Unfortunately, it is hidden somewhere in Norway. The Rocket Rangers need to make contact with the Norwegian Resistance and then destroy the facility before it goes fully operational.

* **Ahoy!:** Intelligence agents have learned that a German general will be dining aboard a large yacht in Marseilles harbor. The Rocket Rangers are ordered to snatch him and deliver him for interrogation. They will be carried close to the port via submarine. Things go bad when the submarine is spotted and forced to retreat, leaving the Rangers to find a way to Allied territory.

* **Deja Vu:** With a little work, the following *Daring Tales of Adventure* scenarios can be converted to military missions: #1 *To End All Wars*, #5 *Sky Pirates of the Caribbean*, #6 *The Palladium Peril*, #8 *Terror of the Z-Bomb*, and #12 *Legacy of Tunguska*.

PULP MINIATURES

Triple Ace Games would like to extend its thanks to Bob Murch at Pulp Figures for granting us permission to use the photographs of his U. S. Rocket Corps range of metal miniatures. We've known about these minis for some time, and they served as direct inspiration for this supplement.

For those who don't know Bob, he is an award-winning sculptor who has been sculpting miniatures since 1983. He has worked for RAFM, AEG, and Wizards of the Coast, among others.

As well as the figures shown in this product, Bob has an impressive range of pulp figures ideally suited for the *Daring Tales of Adventure* product range. Whether you want Nazi villains, weird cultists, mad scientists, rugged explorers, tramp steam crew, or crooked gangsters, there's something for everyone. But you don't have to take our word for it; go browse the range yourself!

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