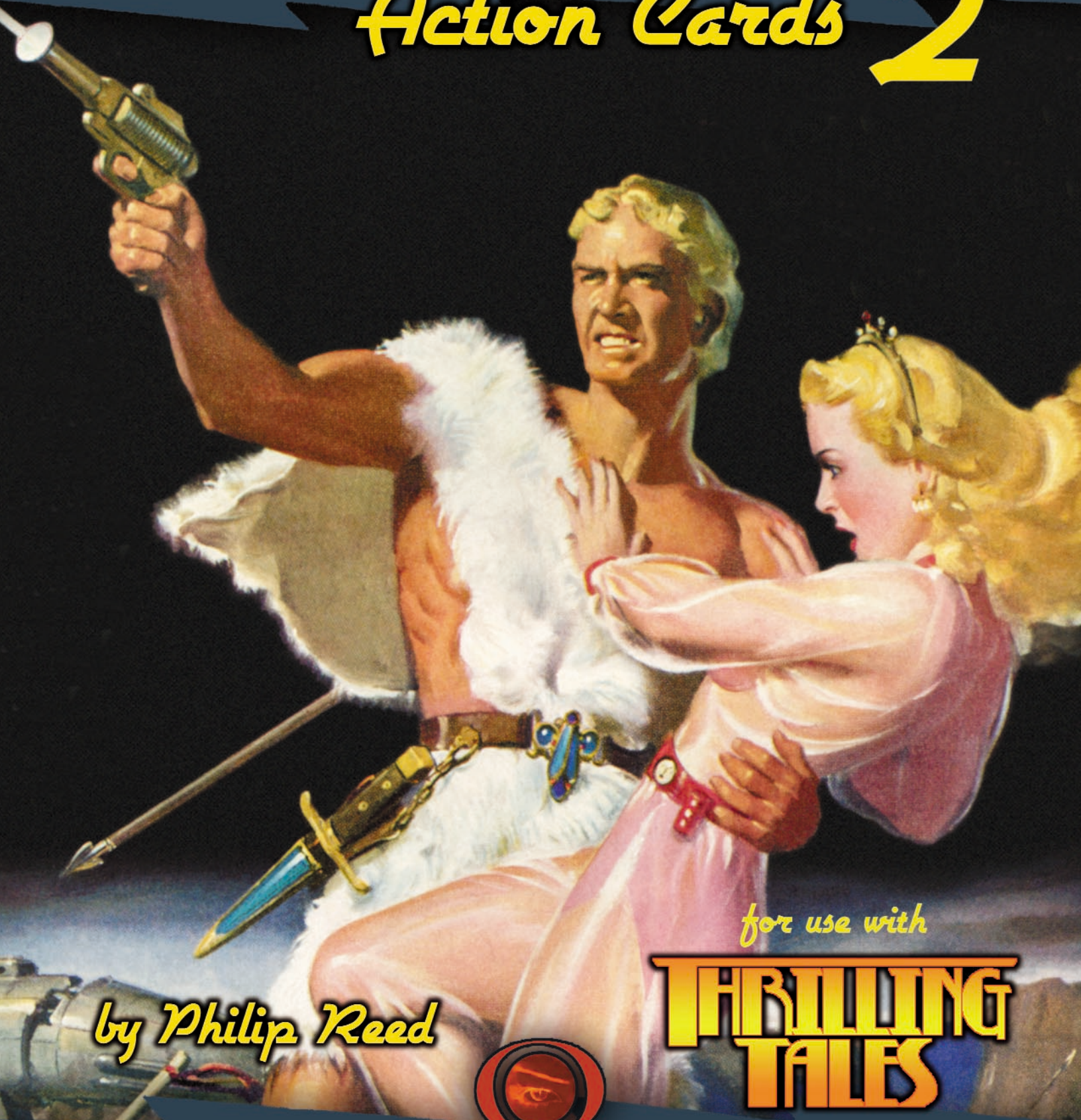


# RETRO ROCKET

## Action Cards 2



by Philip Reed

for use with

**THRILLING  
TALES**



# ■ Introduction

Welcome to the *Retro Rockets Action Cards 2*, friend. This latest release in the *Retro Rockets* series provide you with 18 more cards to add to the 27 cards found in *Retro Rockets Action Cards*. To use these cards in your next game session you will need to:

- Print one copy each of pages three and four. I recommend using heavy, white cardstock since you'll be cutting these pages up in order to create a card deck.

- If you like, print page five on the reverse side of pages two through five (so that you'll have an attractive card back). If you don't want to do this it's really not an issue.

- Cut out the 18 cards (9 to each page). Shuffle the cards in with your other 27 cards. To make your life easier I've created these cards at the same size as standard CCG cards – you can insert these cards into card sleeves so that they'll last longer.

You're ready to start using these new *Retro Rockets Action Cards* in your next session.

## Using the Cards in Your Game ...

To use these cards the GM simply shuffles the deck before each game session and deals two cards to each player. During the course of the game a player may, in place of a regular action for your chosen game system, play a card from his hand (on himself, another player, or just to the entire game, depending on the card played). The GM must immediately apply the effects of that card to the game or grant the player that played the card an experience (or equivalent, depending on your game system) bonus. (Usually 5% of whatever experience is needed to acquire the next level is appropriate.)

After the card is played the player may draw another card. A player may also draw another card on his turn by sacrificing his action for that and the next turn.

At the end of the game session each player with one or more unplayed cards suffers an experience penalty as determined by the GM (I recommend a 5% of whatever experience is needed to acquire the next level penalty for each unplayed card).

Designed by **Philip Reed**

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### Alien Mount!



At a critical moment during battle you leap to the back of a native creature, using it as a mount! You gain a +4 bonus to all actions performed while riding your new-found mount.

### A Bitter End!



At any time that you find yourself alone in battle you must fight to the bitter end – no retreat allowed! You gain a +8 bonus on all actions until this battle has ended. If you fail the battle then you are slain.

### A Call to Battle!



Unexpected allies arrive to join you in battle. You gain one ally – of a comparable strength to your opponents – for every opponent that you currently face. Additionally, you gain a +2 bonus on all actions until the end of this battle.

### Explosive Situation!



Some explodes during the battle, distracting your enemies. Your opponents are surprised for one minute, during which time you take advantage of the chaos and act without penalty (even if you were previously under any penalty).

### Into the Fray!



Screaming a battle cry you leap into the fight, surprising your enemies. You gain a +4 bonus on all actions *plus* an additional +1 for each opponent that you face. You retain this bonus until you are wounded at which point the effect of this card is lost.

### Headshot!



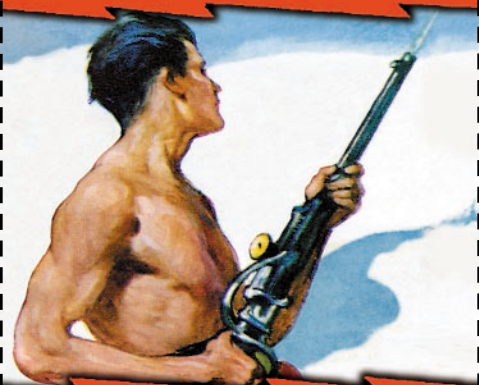
Your shot hits an opponent in the head, your shot inflicting 4x the normal damage. Encouraged by your accuracy, you may make a second shot immediately without penalty before anyone else acts.

### Heroic Stand!



This is it, your moment as a hero. You are immune to all attacks for a number of turns equal to the number of opponents that you face (attacks miss, are scratches, or are otherwise ineffective). During this time you gain a +4 bonus on all actions.

### Ancient Relic!



Your opponent's weapon is ancient and has been poorly maintained, forcing your opponent to suffer a -4 penalty on all attacks with that weapon and reducing the weapon's damage to one-half.

### Parting Shot!



At any time that an opponent escapes you may take one last, parting shot. You gain a +4 bonus to that final shot and, if successful, the attack inflicts double damage.

## A New Race!



An evil mastermind has created a new race of intelligent machine men. Throughout the remainder of this adventure every conflict that you enter includes a single machine man intent on destroying you.

## Robots Attack!



Robotic monstrosities created by your enemies suddenly attack. There are two robots for every member of your party. If you survive this encounter then you gain a vital clue that helps you in your current adventure.

## Cosmic Menace!



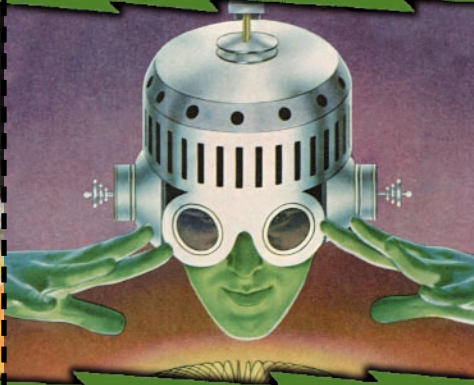
One of your most hated foes has contacted an ancient, god-like creature and has been granted great strength by this creature. For the remainder of this adventure the numerical game statistics of this foe are doubled.

## Invaders Victorious!



While away on assignment, or sleeping in your own bed, an alien force invaded your world (or country, or city) and were victorious! You must now eliminate this threat before they enslave you and all those that you love.

## Mental Domination!



You face a foe with powerful mental abilities far beyond anything you've encountered before. This abilities may be natural or granted by a scientific device.

## Otherworldly Terror!



An asteroid hits your world, unleashing a terrible, mindless creature that threatens to destroy everything that you know. You must eliminate this threat before it reaches an atomic reactor where it will draw energy and multiply.

## Rescue!



You are called upon to stage a rescue. Whether it's a princess, the President, or a kidnapped scientist, it is your responsibility to enter an enemy fortress and rescue the individual in question. If you are successful then you gain an automatic bonus of 5% XP.

## Alien Warlord!



The enemies that you face are accompanied by a powerful warlord that has been watching the battle. He now joins the fight, moving in to slay you. You gain a +2 bonus on all actions against this warlord and if you defeat him you gain an automatic bonus of 5% XP.

## Discovery!



You have made a minor – yet important – discovery that provides an immediate benefit of the GM's choosing. For the remainder of this adventure anyone that you meet has heard of your discovery and treats you appropriately.

