

# RETRO ROCKET

## Action Cards



*for use with*

**THRILLING  
TALES**

*by Philip Reed*



# ■ Introduction

Welcome to the *Retro Rockets Action Cards*, friend. This latest release in the *Retro Rockets* series takes a break from presenting the latest in rocket ship designs so that we can provide you with a deck of cards for use with almost any roleplaying game on the market. To use these cards in your next game session you will need to:

- Print one copy each of pages three through five. 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 six 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 27 cards (9 to each page). Shuffle the cards together. 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 the *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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## Disaster Strikes!



An unexpected disaster – either natural or artificial – strikes the area that one of your dependents is at. You must rescue your dependent from the disaster-stricken area; until your dependent is rescued you suffer a -4 penalty on all actions.

## Falling!



A dependent that is currently with you suddenly falls – if there is nothing nearby that someone could fall from a sudden earthquake or similar disaster rips a gash beneath your dependent's feet, sending her tumbling.

## Kidnapped!



One of your dependents is kidnapped by an intelligent foe. For every hour of in-game time that your dependent remains in the hands of your foe that enemy gains a +1 bonus on all actions made to against you. This bonus is when your dependent is safe.

## Separated!



Either through bad luck, carelessness on her part, or the actions of an enemy, a dependent that is currently with you becomes separated. You must track down your missing dependent and until you do so you suffer a -4 penalty on all actions.

## Shrunk!



One of your dependents is reduced to a tiny size – either through terrible science or wicked magic – and must once again be rescued. Until you manage to rescue your dependent, and change her back to normal size, you suffer a -4 penalty on all actions.

## Snatched!



A dependent that is with you is suddenly grabbed by a mindless opponent that you did not see until it was too late. The creature, with your dependent in tow, immediately flees the area. Until your dependent is rescued you suffer a -4 penalty on all actions.

## Surrounded!



A dependent that is with you is suddenly surrounded by a group of enemies that you did not notice until it was too late. They can be moon monsters, hired thugs, or whatever else is appropriate, but there are 6 of them and a new one joins the group every minute of in-game time until you've dealt with the issue.

## Terrified!



One of your dependents is frightened by something beyond her control. Whether is be an invading army, an unexpected storm, or the approach of an enemy you suffer a -4 penalty on all actions until your dependent is calmed down.

## Unknown Power!



A dependent that is with you, through some unexpected accident, gains unknown powers that make her more powerful than you. For the remainder of this game session the game statistics of you and your dependent are switched. This effect is gone by the start of the next game session.



## Weird Allies!



Someone (or better yet, something) you thought would be a mindless opponent turns out to be a friend, unexpectedly coming to your assistance in battle.

## Back from the Dead!



An enemy that you thought dead has returned – and has the drop on you! Your once-dead foe surprises you and gets to act before you do. How will you get out of this predicament?

## Look Out Behind You!



You manage to turn just at the last possible instant, saving yourself from an ambush or surprise attack. You've moved fast enough that you've taken this new opponent by surprise.

## Escape!



As the tide turns, and it appears that you're about to be defeated in battle, you suddenly find a means of escape. You flee the combat site, leaving your foes staring at where you once stood. Victory is stolen from their hands!

## Grabbed!



A nearby enemy has grabbed you, knocking your weapons (if any) from your grasp. You are now held tight and until you manage to free yourself your action choices are limited (and any actions that you can take suffer a -6 penalty).

## Painful Sounds!



Some external force, be it an enemy or a natural event, generates a painful sound that rips through the air around you. You, and anyone else in the area, suffer a -2 penalty on all actions for as long as the sound persists.

## Unexpected Reinforcements!



You can smell victory, your opponents so close to defeat that you can see the terror in their eyes, when reinforcements suddenly come to their aid. You now face twice as many opponents as you did before this card was played.

## Shot!



You are shot and drop to the ground, helpless, unable to act. It is up to your allies to save you before you are captured by your enemies.

## Struggle!



You move in close to an opponent and grab at him, preventing him from acting for a few minutes. You gain a +2 bonus on all hand-to-hand combat attempts made against your chosen opponent until he manages to break free.



### They're Alive!



A tree, rock, building – anything! – turns out to be alive. Without warning you are your allies are attacked by something that, just a moment ago, you were leaning against (or sitting on, or ... you get the idea).

### Catastrophic Event!



Something completely unexpected, and dangerous, happens. You're eliminated from play until your friends find a way to reverse the catastrophe – in the meantime select one of your dependents and bump them up to star status.

### More Dangerous!



Just as you think you've defeated a terrible enemy you discover that you were fighting the baby – the mommy is here now and ready to take you down. A duplicate of whatever you were fighting, only twice as big and powerful, is standing over you.

### Your Evil Duplicate!



A mad scientist, arcane master, or alien intelligence has created an exact duplicate of you. An evil duplicate. For as long as this duplicate exists it is constantly going around causing trouble; trouble that you're blamed for.

### Unexpected Encounter!



You encounter life – or an object, or anything else – in a place that it just shouldn't be. Whether there is more than one of this being (or thing) has yet to be determined.

### They're Giant Bugs!



A swarm of giant bugs move in and attack. (There's two bugs for every hero present.) These mindless, savage creatures cannot be talked with and must be destroyed! If you allow them to flee then they continue to cause problems for the rest of the session.

### Robot Attack!



A giant robot attacks a major city, starport, or other populated location. And, as always, it's your job to deal with it. Roll any die – on an even roll there are actually two giant robots.

### Launch Platform Disaster!



Just as a rocket ship is about to launch there is an accident at the platform. If you (or the other heroes) are on-board the rocket then the accident is a set-back – a problem but not deadly. If none of the heroes are on-board it's a fatal accident. Who is responsible?

### Rampaging Giant!



A giant – either a natural oddity or a radioactive accident – is loose in the city. Once intelligent, this madman is now near-unstoppable. There's a 50% chance that this is a dependent that has been changed – until you solve the problem you suffer a -2 penalty on all actions.

