

The United States Rocket Corps

“Stars and Stripes to the Sky!” It is the hearty battle-cry of the United States Rocket Corps, the top secret sky troopers of the U.S. Army Air Service. The Rocket Corps is equipped with the new *Rocket Assisted Infantry Launcher*, created by the brilliant but erratic American Inventor, Dr. Raullo Ortega. The R.A.I.L. was the last device Dr. Ortega built for the United States government before his mysterious and spectacular disappearance from the first International Air Exposition in Paris.

Couched in total secrecy, the Rocket Corps is secretly deployed to the four corners of the globe, tasked with the most dangerous of missions. Reckless bravery combined with the unit’s total dedication to wholesome American values places these elite, ‘men of fire’ in the forefront of the battle against the enemies of freedom everywhere!

Rocket Corp Rules for Rugged Adventures

These rules are meant to be use in conjunction with the
Rugged Adventures Preliminary Core Rules.

The United States Rocket Corps is an elite force -the best troops that America has to offer. The rocket packs they wear enable these soldiers to fly. Weight restrictions limit their weaponry to sub-machine gun or .45 calibre automatic pistol, a combat knife and up to 2 hand grenades.

While intended specifically for use with figures representing the USRC, these rules, with slight modification, may also apply to the possible experimental rocket packs of other nations or single crack-pot inventors.

Rocket Corp Tactics

The USRC is a lightly armed, highly motivated, hit and run unit. These troopers specialise in dropping in behind enemy lines to deliver a surprise hail of fire only to blast out before a heavy response can be mounted against them. They are not equipped to fight a protracted battle with regular troops armed with rifles and heavy machine guns. The short range sub-machine guns and automatic pistols of the unit would soon be overpowered.

The USRC also specialise in lightning rescue operations and attacks against critical enemy positions such as bridges or observation emplacements. The noise of the rocket pack makes subtle manoeuvres impossible so USRC tactics are characteristically bold and audacious.

Rocket Corps movement

United States Rocket Corps (USRC) troops move by either flying *or* as regular infantry on foot. USRC troops moving as regular infantry use the movement rates listed in the Movement Table from the Rugged Adventures Core Rules. Due to the weight of the rocket pack USRC troopers are restricted to running for only one turn. The following turn they must either remain stationary or use a combat move.

USRC troops have 8 points worth of fuel to use during the game. A USRC trooper who has used up his fuel may not fly for the remainder of the game. If the USRC troopers enter onto the gaming table flying, this initial turn of flying does not cost them any of their fuel points. Otherwise, each turn a USRC trooper flies will cost that figure one point of fuel. The player must record the fuel consumption of each figure. Numbering the rocket pack fins will assist this process.

Rocket Packs do not have variable speed. They are either on or off! Flying troopers *must* move 40" per turn.

Troopers may turn while flying. Turns may be up to 90 degrees either left or right or they may consist of one or two 45-degree turns anywhere along the flight path. Turns must be measured as arcs and not hard angles. No hard turns or weaving through trees and buildings! There is an exception to this rule if the USRC trooper is a PRP.

A PRP USRC Trooper may attempt to weave through trees or buildings, or make other dramatic manoeuvres. The success of these manoeuvres is dependant upon luck rolls. The GM may modify the luck die roll depending upon the severity of the manoeuvre. We recommend a maximum modifier of +3 for the most extreme manoeuvres.

Blasting off

Rocket Corps troops on the ground who decide to fly during the movement phase of the current turn must blast-off.

At the beginning of the movement phase the player must announce that their troops are going to blast-off. The player should then assume the official blast-off pose: Legs together, left hand pressed to the chest mounted ignition button, right arm thrust skyward, head thrown back. They should now boldly recite the USRC's famous battle-cry: "Stars and Stripes to the sky!"

Dr. Ortega's R.A.I.L rocket packs, though a fantastic scientific leap forward may on occasion malfunction. Each time a USRC trooper attempts to blast-off the player must make a blast-off roll. The blast-off roll requires one D10 per figure. If the resulting blast-off die roll is 1-9 there is no problem and the troopers are assumed to be flying.

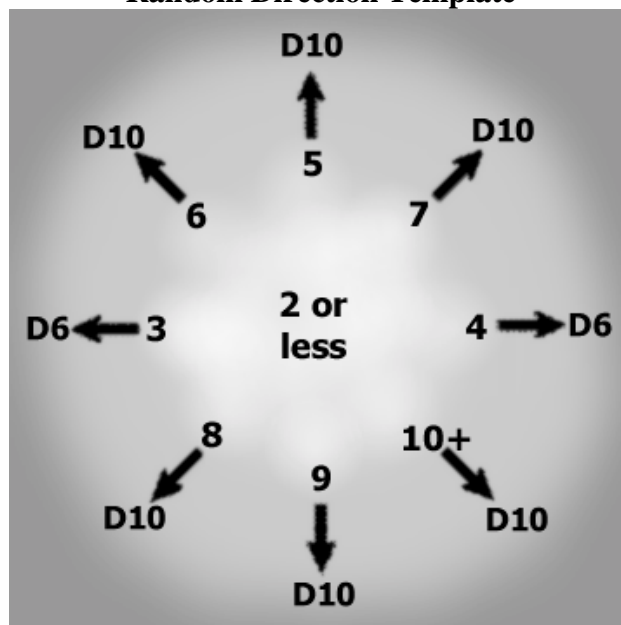
If the blast-off die roll is 10 the rocket pack has malfunctioned. The player must now roll on the Rocket Pack Malfunction Table to determine the nature of the malfunction.

Rocket Pack Malfunction Table

Die Roll	Malfunction
1, 2, 3, 4, 5	<p>The fuel regulator jams causing an irregular burn. Use the <u>Random Direction Template</u> to determine the direction and distance that the figure flies. The figure must make a full, straight move.</p> <p>If the random direction die roll is 1 or 2 the figure started off badly but gained control. They may only fly straight up. No turns allowed.</p> <p>Next turn the figure regains control and moves normally.</p>
6, 7, 8	<p>The rocket fuel does not ignite. The pack sputters a puff of smoke but the figure remains on the ground.</p> <p>Next turn the figure may attempt to blast-off again.</p>
9, 10	<p>The rocket pack explodes! The figure is killed in a fiery conflagration which also creates a damage radius of 2”.</p> <p>All ground figures within the damage radius ‘fire ball’ must roll on the <u>Wound Table</u> with a +2 modifier.</p>

PRP USRC troopers whose pack malfunctions may attempt a luck roll to cancel the malfunction. If they fail the luck roll the pack still malfunctions. A PRP may make another luck roll to try and reduce the malfunction result. If this second luck roll is successful they will use the next lowest malfunction result. If all luck die rolls fail they suffer the full effects of the **Rocket Pack Malfunction Table**.

Random Direction Template



Landing

Normal landings are less hazardous than blasting-off. A normal landing assumes that the USRC trooper has chosen a relatively safe landing zone free of dangerous obstacles. A PRP USRC Trooper may attempt to make a difficult landing, on the peak of a zeppelin mooring mast for example. Again, the success of such a manoeuvre is dependant upon luck rolls which the GM will govern.

There are two ways to land;

1-Flying troopers may move and then land at the end of the movement phase, spending one point of fuel.

2-Flying troopers may remain stationary and land where they started the turn. This type of landing will not cost a fuel point.

Regular USRC troopers who land during the movement phase of the turn must take a moment to get their bearings. Hence, they are assumed to be suppressed and may not move or shoot until the next turn.

PRP USRC troopers are particularly heroic individuals and are considered more skilled than their fellow troopers. If the PRP trooper can pass his **Field Craft** roll he is allowed to shoot if he landed in the 1st way, and he is allowed to move and or shoot if he landed the 2nd way-according to the regular rules.

Continuous Flying

Troopers that flew last turn and wish to continue flying in following turn do not have to roll again for blast-off. The fuel in the rocket pack continues to be ignited by the existing jet. Each turn of continuous flying uses 1 point of fuel. Flying troopers, who use their last fuel point, will land at the end of the movement phase and may not fly for the remainder of the game.

Rain will not affect the powerful rocket pack burn but attempting to successfully fly through a waterfall without a 'flame out' would be cause for a luck roll.

Special Rules for Rocket Corps Combat

When on the ground, the USRC troopers function as Trained Soldiers. Their base hit number on the Hand-to-Hand Combat Chart is 7. Their Base Morale Point is 10.

Using a rocket pack to fly requires a high degree of pilot involvement. Noise and vibration are extreme. These factors prevent USRC troopers from shooting or taking part in any form of combat while flying. The only exception to this is the dropping of small explosive devices such as hand grenades-see grenade section. (This section is not yet available but will be posted in forthcoming **Rugged Adventures Supporting Fire supplement**)

Spotting

USRC troopers may make spotting attempts while flying. For the reasons stated in the above paragraph, flying troopers have -2 subtracted from their normal spotting roll. Flying troopers may not spot figures that are inside of buildings, caves or other such locations that the GM says provide concealment.

Ground to Air Fire

Flying USRC troopers can be shot at by enemy figures but only if they fly within range of the shooting figures at some point during their movement phase flight path. Machine guns with sufficient anti-aircraft capabilities may fire at flying troopers. Other direct fire support weapons may not fire at flying troopers. USRC troopers are simply too small and fast to be hit by current flak guns.

To determine the range from shooters on the ground to flying troopers measure the distance between the base of the shooting figures to the base of the flying figure. Double the measurement and the result is the range between the ground troops and the flying USRC figure. Ground troops shooting at flying USRC troopers have a hit number of 1. This hit number may only be modified by PRP character traits.

USRC troopers who are flying and are hit by small arms fire roll for wounds normally. Suppressed results have no affect. Wounded and killed troopers are considered 'shot down' and are removed from play. Flying USRC troopers are not affected by morale rules and do not take morale checks while in flight. Once they have landed they are treated as normal combatants and will engage in combat and check morale normally.

Communication

USRC troopers are equipped with newly invented, miniature fixed frequency radio transmitting and receiving devices in their helmets. This spectacular technological leap forward allows the USRC to communicate while flying or on the ground, regardless of proximity. Mountains, caves or large buildings will cause interference and block radio communications.

Radio communication takes place in the PRP Communication/Role Play Phase of the Turn Sequence. USRC troopers who are using radio communication must place their hands over their mouths and mimic appropriate static while talking.

Collisions, (deliberate and otherwise)

During many **Rugged Adventures** there are hazards that flying USRC troopers may collide with. Accidental impact with an aircraft is an example. Troopers may also choose to deliberately collide with an object. Collision may be the only option the trooper has to divert the trajectory of a falling bomb.

If a trooper collides with any type of obstacle (buildings, planes, pterodactyls etc) they may be injured. A colliding trooper must roll on the Wound Table using a modifier from +1 to +3 max (GM's ruling). Replace all Suppression/Forced Back results with Rocket Pack Damage/Forced Landing.

Rocket Pack Sabotage

The *Rocket Assisted Infantry Launcher* used by the USRC is a top secret, incalculably valuable device. The United States government cannot allow the R.A.I.L. to fall into the hands of any sinister foreign power.

In the event of immanent capture by the enemy, USRC troopers have been trained to sabotage their rocket packs or those of their fallen comrades.

It requires one turn to sabotage a rocket pack. A trooper who is sabotaging a rocket pack may not engage in any form of combat during that turn. The method for sabotaging a rocket pack is a secret known only to trained members of the USRC and may not be initiated by other figures. Other figures (using a crowbar for example) may damage a rocket pack such that it will not fly again but this damage will not initiate the self destruct mechanism.

Once a rocket pack has been sabotaged it will explode in exactly two turns. The explosion will take place during the supporting fire phase of the 2nd turn. Theoretically, this timing allows surviving troopers an opportunity to escape the blast area. The sabotaged rocket pack explosion has a 4" burst radius. Any figures, friend or enemy, within the blast radius are affected by the explosion and must roll on the Wound Table with a +2 modifier.

Rocket Corp Values

The player who is assigned either a PRP and or unit of the United States Rocket Corp must keep the following characteristics in mind during their **Rugged Adventures**:

USRC troopers reflect only the best of American values. Troopers are honest to a fault, fearless defenders of the weak, unquestioningly loyal to their country and ‘recklessly brave’. The ‘reckless’ part may prove a bit counterproductive at times but, after-all, USRC troopers have already willingly volunteered to wear a highly explosive and only rudimentarily tested flying apparatus. These guys aren’t too fussy about safety issues.

On a personal level, troopers are respectful of their elders and the fairer sex, never cuss and adhere to the prohibition act of 1920. These paladins of the sky have no need for base pursuits. *USRC Troopers live for adventure!*

Extra Character Traits Specific to USRC PRPs

Aerial Acrobat: This trait may only be used by members of the United States Rocket Corps. The USRC trooper has training in acrobatics or was a circus performer on the trapeze before joining the USRC. When this trooper attempts to make any hazardous manoeuvre, the modifier to their luck roll may never be greater than +1.

Rocket Reflexes: This USRC PRP has mastered the art of soft landings. Anytime this PRP lands, even if they flew during the movement phase, they may move on the ground and engage in combat normally. No die rolls are required.

We recommend that USRC PRPs have one of the following Negative Character Traits:

Extremely Brave and Dashing

or

Extreme Morality

The first trait can be found listed in the **Rugged Adventures Core Rules**.

Extreme Morality: This PRP has higher morals and principles than the average person. Neither the PRP nor any unit under their command may fire at retreating or routing enemies. Prisoners captured by the PRP, or a unit they are commanding, may not be executed or tortured. Prisoners may be released voluntarily or they must be kept under guard until they can be turned over to appropriate authorities.