

SAVAGE WORLDS
PULP
GEAR TOOLKIT



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Pulp Gear Toolkit

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Introduction

Designing a cool setting is often the dream of many GMs. You want something special, something you can call your own, and something that stands out from the crowded gaming store shelves. To give you a helping hand in creating a pulp setting, we've written a pair of Toolkits, which together cover all the main aspects of setting design.

Now Savage Worlds is perfectly suited to pulp style games. Its fast combat and larger than life heroic characters make it a natural choice of setting and the rules already cover most of what you'll need to run a pulp setting. The second book in the Pulp Toolkits series will cover the things a GM might need to add.

This book is devoted to pulp gear. With it, you can introduce new mundane gear (including weapons and armor), ground vehicles, airplanes, Zeppelins, and rocketships. There's also a selection of fabulous treasures, both major and minor, you can use to add a supernatural feel to your game.

Which bits you choose to use depends on the needs of your setting. Nothing here is an official must-have rule or design system.

Several systems are included in this book for constructing certain technology aspects common to pulp games, such as airplanes, Zeppelins, tanks, and rocket ships (for you budding space pulp jocks). The tables are not designed to calculate exact volumes of vehicles or their components, nor work out how every last drop of energy from a vehicle's engine is allocated. They present a Fast! Furious! Fun! way of creating balanced items from scratch and with a minimal amount of time investment.

It is important to note that the Toolkits are not new rulebooks—everything is designed to be modular, in that you can pick and choose bits you like for your particular setting.

None of the new "rules" are written in stone either. Instead, think of them as guidelines and examples to help you design the setting you've always wanted.

Maybe all planes (and Zeppelins) in your high-octane aerial pulp setting are built as characters rather than being simple vehicles, perhaps the fabulous treasures sought after by intrepid explorers and archaeologists are just mundane objects rather than ones with supernatural powers, or perhaps the rocketships of your futuristic pulp game are more akin to sci-fi starships than the flame-spitting ships of the Flash Gordon shows.

Pulp games should be exciting places to game in. We've given you some tools, but you still have to make the hard decisions on what you use and what you leave out.

Go make us proud!



What you have in your sweaty little hands is one of a series of Toolkits designed primarily for the GM. Each book covers one important aspect of a genre. In case you missed it on the cover, this book details Pulp Gear.

What's a toolkit do, you ask? Well, let me tell you what it doesn't do—it doesn't give you another rulebook. Sure, it's got rules in, but they're optional with a capital "O." The aim of these toolkits is to make your life easier as a GM by giving you tools—remember that word, kiddies—to making your own setting as unique and exciting as anything my slaves produce.

Our toolkits explore every aspect of a setting, and I mean every aspect. From designing a cool world (or worlds) to populating it with interesting cultures, to designing new weapons and cool artifacts, like magic or powered armor, weapons, or relics.

A lot of what's in these toolkits is advice rather than gospel. You get to pick and choose the bits you want for your setting and discard the rest.

And if you don't like what Jack has to say, change it! Nobody knows your setting better than you do, and so the final decision on what belongs and what doesn't is yours.

We're giving you the tools to make kick-ass settings—if your game falls flat after reading this, then it's your own fault for not following my advice.

Now, get reading!

Mundane Gear

Mundane gear includes armor, weapons, and equipment. Unlike some other sections in this book, there are no tables for creating mundane equipment, just some examples.

Armor

Heroes in pulp games aren't usually clad in armor—but in a space pulp setting the wearing of certain armor may be vital to survival. Of course, villains are far less heroic than heroes (otherwise they'd be heroes) and may wear armor to get an unfair advantage.

Bubble Helmet

Even space pulp settings are usually "low tech." By that, we mean that the technology used is based on the imagination of pulp writers living in the 1930s or '40s. The bubble helmet is a classic representation of that style.

Oxygen is supplied through an air tablet, which is placed inside the helmet. A voice panel allows the wearer to speak normally when the helmet is worn without compromising atmospheric integrity. The helmet provides 360-degree vision, is lightly armored, and protects against gas attacks.

Portable Energy Shield

Portable energy shields are found usually only in the hands of Weird Scientists. The versions presented here are considered to be standard items in a space pulp setting. There are several ways of handling energy shields in a setting, so here's a few examples.

Fixed Protection: Shields provide a set amount of protection, typically +8, and require no recharging. In effect, they work as conventional armor. You could have variable levels of shield, covering a range of protection at differing costs.

Variable: The suit has a limited duration and provides a variable degree of protection. These work on the same basic principals as Weird Science, but are more powerful. A typical shield may have 50 Power Points. Every point used in a round provides +2 Armor, to a maximum of +20 (which drains the shield of 10 Power Points).

The wearer can alter the setting as a free action, but only on his action. The shield battery recharges one Power Point every 15 minutes.

Limited: These energy shields are designed to protect against fast moving objects, such as projectiles, or energy weapons, but have a lesser effect against slower weapons (such as melee weapons). They provide +2 protection against melee attacks, and +8 (or higher if you want) against guns. Conversely, there are suits which provide the opposite protection.

Circumvented: These shields react to a set range of impact by focusing energy to absorb the impact. Low yield attacks can slip "under" the shield, which doesn't register the hit, whereas high damage attacks simply override the system. Rather than provide a flat Armor bonus, the shield stops all damage in a fixed range.

For instance, if the range were 6 to 16, damage of 5 or less or 17 or higher would inflict full damage, whereas everything in between is completely negated.

Spacesuit, Normal

Pulp spacesuits are form-fitting garments usually comprising a body suit, gauntlets, boots, and a bubble helmet. Many heroes wear them as armor. As well as providing protection, spacesuits are also hermetically sealed. The wearer suffers no effects from gas or disease so long as the suit has not been breached (in game terms, the suit remains sealed until the wearer has taken a Wound).

Spacesuit, Shielded

The shielded spacesuit looks little different from the standard suit. However, an layer of polymer weave provides extra protection against harmful environments.

In addition to all the bonuses described above, the spacesuit also grants a +2 bonus to Vigor rolls to resist the effects of cold, heat, and radiation.

Weapons

Although pulp is often called “two fisted action,” it doesn’t hurt to have a gun handy. Heck, you can be sure the villains are packing heat.

Disintegrator

Disintegrators are probably the most-feared weapons in any setting and should be reserved solely for truly evil villains. Depending on the lethality you wish to introduce, these weapons can work in one of two ways.

The first is to treat them as conventional weapons, albeit with high damage. Wounds are inflicted, and healed, as normal.

The second is to actually have them disintegrate victims. One way of handling this is to rule that anyone Incapacitated by a disintegrator is disintegrated. No need to roll on the Knockout Blow Table. Victims simply cease to exist (which makes the Hard to Kill and Harder to Kill Edges useless when dealing with these weapons). If this doesn’t seem powerful enough, an alternative is to rule that a single wound causes the same effect.

Of course, with either version you’re likely to see your players get through a string of characters in rapid succession, so they should get fair warning that such weapons exist in your setting before someone actually turns one on them!

Freeze Ray

A freeze ray is designed primarily to capture victims by encasing them in a block of ice.

On a successful hit with a freeze ray, the target begins to freeze solid. On his next action, the victim must succeed at an Agility or Strength roll at -2 (his choice) or become encased in ice.

Encased victims are completely paralyzed (so Parry drops to 2), but have the protection of thick ice, which counts as Toughness 8. The ice melts after 1d6+2 rounds, leaving the victim shaking with cold but otherwise unharmed.

Victims have to make a Vigor roll when they defrost to avoid becoming Fatigued. This is recovered after an hour in temperatures over 50° F, or after ten minutes in front of a roaring fire.

Holland & Holland .600”

The Holland and Holland .600” Nitro Express is a double-barreled hunting rifle, and it packs a mean punch. Unlike many double-barrel weapon, the Nitro Express has two triggers, allowing both barrels to be fired simultaneously.

Firing both triggers at once is an all or nothing affair. Only one target can be selected and one Shooting die is rolled. Either both rounds hits, or neither hit.

The Strength requirement is a d8 if one barrel is being fired and d10 if both are fired simultaneously.

Improvised Weapons

Heroes often find themselves fighting with objects that aren’t intended for use as weapons. Bits of furniture, vases, tools, and other mundane items are frequently pressed into combat.

Such improvised weapons cause the wielder to suffer a -1 Fighting or Throwing penalty. The GM is the final judge of an improvised weapon’s effectiveness.

Molotov Cocktail

A Molotov cocktail is a simple incendiary device, made by filling a glass bottle with paraffin or petrol and stuffing in a rag as a fuse. It is simple, but very effective.

When a Molotov cocktail lands, the glass shatters, and the flame from the fuse ignites the volatile liquid. A Molotov cocktail explodes in a Medium Burst Template and all targets within the template must roll to see if they catch fire.

Nerve Gas Grenades

Nerve gas grenades come in two types—lethal and paralysis. On impact, a cloud of gas fills a Small Burst Template. This increases to a Medium Burst Template on the second round (on the firer’s Initiative), shrinks back to a Small Burst Template on the third round, and then disperses altogether on the fourth.

Anyone caught in the template must make a Vigor roll each round they are in the template. With a paralysis nerve gas, failure means the victim falls unconscious for 2d6 minutes.

With lethal nerve gas, victims suffer an automatic wound each round they fail their Vigor roll. Gas masks offer immunity to both types of gas.

Net

A popular weapon for capturing prey, the net is basically a rope mesh with a line for control, lead sinkers to provide weight, and barbed fishhooks to prevent easy escape.

On a successful hit with a net, the target is entangled. He must succeed at an Agility or Strength roll at -2 (his choice) to free himself. Success frees the target but consumes the action—a raise frees him immediately.

The Same, But Also Different

The various construction guidelines used in this book are all very similar, but also slightly different. Prices, weights, effects, even weapon damage are not necessarily the same across the board.

This Toolkit aims to cover an extremely wide genre, with variable “technology” levels. The tables are all slightly different as an example of how easy it is to produce a wide range of varied results using similar core mechanics.

Sure, you can just pull the tables and examples straight off the page for your setting, but the main idea of the Toolkit is to get you thinking about your own setting. Do you want airplanes, Zeppelins, and rocketships? How common are they? Can airplanes use Weird Science vehicle weapons?

Remember, it's your setting—you decide what parts of this Toolkit get used in it and what gets altered or ignored.

Ray Gun

Ray guns are the standard space pulp weapon of choice. Powered by a small, non-rechargeable battery, they fire a stream of energy particles. Ray guns are usually rounded, with strange discs or hoops along the barrel.

Rocket Pistol & Rifle

Rocket pistols and rifles are bulky breech-loaded pistols similar to flare guns. They fire a warhead powered by a tiny rocket motor. Unlike normal ranged weapons, a missed roll is subject to deviation. There are three standard rocket rounds available: Armor Piercing, HE and Smoke rounds.

Armor Piercing: AP rockets cause 2d8 damage and have an AP of 8.

High Explosive: HE rockets cause 2d6 damage to everything in a Medium Burst Template.

Smoke: Smoke rounds cause no damage, but obscure vision. On impact, a thick, black cloud of smoke fills a Small Burst Template. This increases to a Medium Burst Template on the second round (on the firer's Initiative), and then to a Large Burst Template. Starting on the next round, the cloud begins to disperse, shrinking in size to a Medium Burst Template, then a Small Burst Template, and finally dispersing completely on round six. Visibility in, or through the cloud, is as per pitch black lighting conditions.

Sticky Bomb

Sticky bombs are small charges of explosive wrapped in a sticky glue. A handle allows the bomb to be thrown without getting it stuck to the thrower's hand. The fuse is lit by a chemical reaction, started when an ignition strip is pulled (a bit like a match). The fuse explodes 1d4 round after being lit (the GM should roll this in secret).

Obviously, throwing a sticky bomb requires a Throwing roll. If the roll is a 1, regardless of any Wild Die, the thrower has somehow got the bomb stuck to him. Removing the bomb requires an opposed Strength roll against the glue's Strength of d10.

Homemade sticky bombs can be made by stuffing dynamite into a sock, then coating the sock with grease or tar. Such homemade bombs are less aerodynamic, however, and have their range reduced to 3/6/12.

Stun Pistol

Stun pistols are similar in appearance to standard ray guns. The most notable difference is the small antenna dish at the end of the barrel. Its non-lethal energy beam makes it popular with security forces, slavers, and pacifists.

A victim hit by a stunner must make a Vigor (-2) roll or be Shaken. Successive Shaken results from a stunner cause Fatigue, not Wounds. A critical failure on the Vigor roll immediately reduces the target to Incapacitated. Victims recover one Fatigue level per 10 minutes of rest.

Tesla Rifle

Named after their inventor, Nikolai Tesla, a Tesla rifle fires a beam of electricity. The rifle looks very similar to a ray gun rifle, except that the energy source is a large battery worn as a backpack.

Damage can be varied between one and three dice. Each die of damage uses one shot (so a 3d6 bolt counts as 3 shots).

Although the weapon usually fires only a simple bolt of electricity, it can be switched to arc mode.

In arc mode, each adjacent target to the person struck is also hit by the electrical blast, though they take one die of damage less. The effect continues radiating outward, with targets adjacent to the secondary victims (moving away only—each victim only ever takes one lot of damage) taking another die less.

An arc attack always inflicts 3d6 damage to the primary target, but uses 6 shots from the battery.

Whip

A whip can be used to initiate a Grapple maneuver at a range of 1". Escaping is the same as a normal Grapple attack. In addition, a whip can be used as a rope, enabling the wearer to swing over short gaps (4" or less).

Mundane Gear

Most mundane gear from the main rules can be used in a pulp setting with no modifications. Here's a few new items to help the heroes out of a tricky situation.

Antivenom

These drugs are used to combat poisons, typical snake or scorpion bites. A single dose allows the victim to make an immediate Vigor roll at +2 (along with any applicable modifiers) to overcome the effects of the toxin. Certain poisons, such as curare, cannot be treated with these drugs.

Climbing Gear

Climbing gear consists of a pick, crampons, pegs, and such like—everything the aspiring climber needs. Using a climbing kit grants a +2 bonus to Climbing rolls.

Diving Suit

SCUBA gear isn't going to be around during most pulp games, so anyone who wants to explore beneath the waves is going to have to don a baggy rubber suit, metal-toed boots, and a metal helmet. The helmet has a faceplate.

Air is fed to the diver through an umbilical tube via a pump operated on the surface. Electric pumps are available, but in many parts of the world the heroes need someone to pump air down manually. So long as air is pumped down, the diver can stay submerged almost indefinitely (until he becomes hungry, thirsty, or tired).

The maximum depth possible is around 50 yards (100")—any deeper any water pressure prevents the air from passing down the tube.

Firecrackers

Popular among with Chinese during festivals, firecrackers are long strips of paper-wrapped gunpowder, designed to explode with a sharp crack. Using firecrackers gives a +2 bonus to a Smarts Trick, fooling anyone with a Large Burst Template into thinking a gunfight has erupted.

Innocent bystanders who fail their roll immediately panic (rather than giving the hero a +2 to hit them). Thugs, henchmen, and villains who fail their roll immediately duck, expecting an attack.

Fireproof Suit

These are the sorts of suits worn by firefighters when tackling oil fires, and other such conflagrations. They look like they're made out of aluminum foil, but they're remarkably good at protecting the wearer from heat.

It provides 6 points of Armor against fire attacks, and a +2 modifier to Vigor rolls to resist the effects of heat. The suit is non-flammable.

Unfortunately, the suit is stiff and restrictive (it isn't designed to be worn in combat) and the wearer suffers a -1 penalty to all Agility and Agility-linked skill rolls.

Flare

When struck against a hard surface, the flare ignites, illuminating an area equal to a Large Burst Template. It lasts for 10 rounds. Flares come in a variety of colors. If used as an improvised weapon, it causes 1d6 damage to exposed flesh on a successful Touch Attack or can be thrown 2/4/8. They can ignite combustible material.

Flashlight

Illuminates a Cone Template. The battery is good for 10 hours of continuous use.

Gas Mask

A gas mask protects the wearer against any airborne dangers, including diseases and toxins. It does not allow the wearer to breathe in an environment where there is no oxygen.

Grapple Gun

A grapple gun uses compressed air to fire a grappling hook attached to a light line of variable length but usually no more than 15 yards in length). The user fires the gun just as if he were attacking a target. It has a range of 4/8/16. If it "hits," the hook has set and can hold up to 200 pounds of weight.

The fixed cable can be separated from the gun and tied to a nearby object, allowing the gun to be reused.

Lockpicks

A character who tries to pick a lock without these tools suffers a -2 penalty to his roll.

Oil, Flask

Besides providing light when used in lanterns, oil can also be used as a weapon. This is most commonly done by putting oil in a ceramic flask with a lit fuse. The flask is then thrown at the target where it breaks and the fuse sets the oil alight. Lighting a fuse requires 1 round with open flame, such as a lighter, or 1d6 rounds with flint and steel, so it's best to light the fuse before a fight starts (a fuse stays alight for 10 minutes).

The flask's range is 3/6/12. Anything it hits is set alight on a d6 roll of 5-6, causing 1d10 damage per round. The fire has a chance of spreading as usual.

Parachute

Parachutes are the standard way to escape from crashing planes or Zeppelins. Landing safely requires an Agility roll to avoid suffering a level of Fatigue from a rough landing. On a roll of 1, regardless of Wild Die, the parachutist lands badly and suffers an automatic Wound (sprained ankle, broken leg, etc.).

In the real world, parachutes have a minimum altitude at which they can be deployed still break a fall. In a pulp game, don't worry about this.

Paraglider

Paragliders are large single sails, much like a parachute, but more controllable. A paraglider grants a Pace of 6 and descends 1" for every 2" of vertical movement.

A Piloting roll during a round allows the paraglider to remain level. A raise allows the pilot to climb 1" but sacrifices 2" of horizontal movement. If there is no wind, the paraglider cannot remain level or climb.

Landing a paraglider requires a Piloting roll. Failure results in a level of Fatigue. A roll of 1, regardless of Wild Die, results in a bad crash and an automatic Wound to the pilot. The paraglider is wrecked beyond repair as well.

A paraglider can be used as a parachute—at least in a pulp game, where such things are taken as standard.

Rocket Pack

The rocket pack is a common pulp item, used by both heroes and villains. Worn strapped to the back, the pack has enough fuel for 30 minutes of flight. It enables the wearer to fly at a Pace of 48, has an Acceleration of 12, and a Climb of 6. A successful Piloting roll is required to perform any maneuvers other than level flying with the rocket pack.



The rocket pack has a Toughness of 9, which if overcome results in the engine cutting out. The wearer immediately plummets 20" per round. A Repair roll at -2 gets the pack working again long enough for the wearer to perform an emergency landing. If the wearer cannot land in 2d6 rounds, the pack cuts out for good.

Each load of fuel provides another 30 minutes of flight.

Rope

The rope can safely handle 300 pounds without worry. For every 50 pounds over that, roll 1d6 every minute or whenever the rope suffers a sudden stress. On a 6, the rope breaks under the strain.

Survival Kit

A survival kit comprises a compass, a small pocket knife with a blade, corkscrew, saw blade, and scissors, four water purification tablets, a pack of windproof matches, a collapsible canteen, a lightweight, waxed-canvas tarpaulin, and two-days of dried rations. A survival kit provides a +2 bonus to Survival rolls.

Swiss Army Knife

Mechanics and weird scientists in pulp games are often capable of fixing, and sometimes creating, stuff with only the minimum amount of tools. The Swiss army knife has a regular knife blade, but also a screwdriver, tweezers, file, saw blade, corkscrew, and pretty much anything else a mechanic needs.

As a weapon, the blade inflicts only Str damage. The knife's greatest use is that it is light, and using it for Repair rolls gives only a -1 penalty (instead of the usual -2 for not using tools).

Torch

What pulp crypt or ancient ruin doesn't contain a handy supply of torches?

A torch provides clear light in a 4" radius. Properly prepared torches last for one hour. Temporary torches can be made with some wood, rags, and 1 pint of oil for every 10 torches. These last half as long, however.

A torch used in combat does Str+1 damage. A lit torch can be used to ignite combustible material (such as a mummy), but non combustible materials cannot be ignited simply by hitting someone with a torch.

Webbing

Webbing is the name the British military give their load bearing equipment. It consists of a canvas harness and belt with a number of pouches for storing ammo and small pieces of equipment. The webbing distributes the weight of this gear across the upper body. A character wearing webbing subtracts 1 from any Load Limit penalties.

Melee Weapons Table

Type	Damage	Cost	Weight	Min Str	Notes
Whip	Str+1	\$35	4	—	Reach 1; See notes

Firearm Table

Type	Range	Damage	ROF	Cost	Weight	Shots	Min Str	Notes
Disintegrator	4/8/16	3d10	1	Mil	6	5	—	See notes
Freeze Ray	5/10/20	Special	1	\$400	4	10	—	See notes
H&H Nitro Express	50/100/200	2d10+1	1/2	\$750	16	2	d8/d10	AP 4; See notes
Ray gun, pistol	12/24/48	2d6	1	\$300	3	20	—	
Ray gun, rifle	24/48/96	2d8	1	\$600	7	30	—	
Rocket pistol	20/40/80	Varies	1	\$250	6	1	d6	See notes
Rocket rifle	40/80/160	Varies	1	\$400	14	1	d8	See notes
Stun gun	3/6/12	3d6	1	\$350	4	10	—	See notes
Tesla rifle	12/24/48	1-3d6	1	\$800	10	24	d8	See notes

Ranged Weapon Table

Type	Range	Damage	ROF	Cost	Weight	Shots	Min Str	Notes
Molotov Cocktail	3/6/12	2d6	1	\$10	2	1	—	See notes
Net	3/6/12	Special	1	\$10	5	—	—	Entangle
Nerve gas, lethal	5/10/20	Special	1	\$500	2	1	—	See notes
Nerve gas, paralysis	5/10/20	Special	1	\$200	2	1	—	See notes
Sticky bomb	4/8/16	4d8	1	\$100	4	1	—	AP 20, See notes
Improvised Weapons								
Small	3/6/12	Str+1	1	—	1	—	—	-1 attack
Medium	2/4/8	Str+2	1	—	3	—	d6	-1 attack
Large	—	Str+3	1	—	6	—	d8	-1 attack

Gear Table

Item	Cost	Weight	Item	Cost	Weight
Antivenin	\$40	1	Oil, Flask (1 pint)	\$2	1
Climbing gear	\$50	10	Parachute	\$40	20
Diving suit	\$150	50	Paraglider	\$200	40
Firecrackers	\$5	1	Rocket pack	\$1,500	25
Fireproof Suit	\$200	10	Rocket fuel	\$50	—
Flare	\$3	1	Rope (20 yards)	\$5	15
Flashlight	\$10	3	Survival kit	\$35	5
Gas mask	\$20	3	Swiss Army Knife	\$25	1
Grapple gun	\$150	6	Torch	\$3	2
Lockpicks	\$200	1	Webbing	\$10	2

Aircraft

Airplanes have always gone hand in hand with pulp adventure stories. Whether it's just flying from A to B in a passenger airplane, or fighting in deadly dogfights against evil Nazis, airplanes can offer a whole setting worth of adventure and excitement.

The quickest way to build an airplane is to throw them together without any guidelines, simply listing Top Speed, Armor, weapons, and such like to fit the vehicle's purpose. If you want to produce a balanced set of vehicles, perhaps for use in a more militaristic setting, we've created a simple construction system.

At the end of the chapter is a selection of vehicles suitable for most pulp settings. You might want to swap weapons (or other modifications) for those specific to your setting, but they should give you some ideas at least.

As You Need Method

Take a look quick look at the vehicles, futuristic and modern, in *Savage Worlds*. Do you see any set pattern of who the various components were put together? No? That's because no construction system was used. The same is true of the various vehicles in existing and current *Savage Settings* as well.

Often the best vehicles are those constructed using common sense and imagination. To build a vehicle using this method you simply need to think about what the vehicle does, then put down some stats, using what already exists as a rough guideline.

If you want a fighter with eight 20mm cannons and capable of turning on a wingtip, then build one. Realistically it's likely to be slow, and maybe even poorly

armored, but you're building vehicles for a roleplaying game, and such considerations should always be second to what you need to run a cool game.

The Drawback

Knocking together a plane takes only a few minutes and you aren't limited by things like space or aerodynamic constraints. This can, however, also be a drawback, especially from a player point of view.

Imagine if your group gets hold of a plane, or even wants to design one from scratch. What weapons can it carry? Can the engines be upgraded, and if so by how much? Can extra modifications be fitted?

One way to overcome this situation is simply to say that existing planes can't be modified—every inch of space is already in use. As for designing new planes, you can let the players come up with a design spec using existing planes as a guide, and then modify it accordingly. Alternately, they can tell you what they want in game terms, and you can do the building, assigning a suitable cost.

Of course, creating a plane from scratch, especially a one-off design, is likely to take months, even years, of game time, what with architectural plans, construction and testing. Maybe aircraft manufacturers refuse to do it without sizeable orders for numerous aircraft.

Perhaps the easiest way to handle this is simply to create enough planes that the characters won't want to make their own design. Allow them to exchange weapons and maybe swap some weapons for extra cargo or speed, but don't get bogged down in details.

As GM, you have the final say on what can and can't be done with airplanes—the same goes for costs as well.

Construction Method

While this system produces workable airplanes, it is not going to allow you to produce any plane you can imagine. As with any construction rules, there are limitations. The guidelines here are usable straight from the page, but they won't suit every setting. Use what we've given you as a tool for making your own rules suitable for your setting.

All vehicles have three key components—a chassis, modifications, and weapons. You'll find appropriate tables on pages 14 and 15.

Chassis

For ease, planes are listed in four categories—light, medium, and heavy fighters, and bombers. Since we're after a Fast! Furious! Fun! system, we'll ignore trivial things like thrust to weight ratios and aerodynamics.

Chassis determines a plane's base Acceleration and Top Speed, as well as its Handling. These can be increased with modifications. Handling is a measure of how maneuverable the plane is, and gives a modifier to all Piloting rolls.

Every vehicle has a base Toughness dependent on its chassis size. It also determines how much Armor a plane can carry.

Different chassis can hold a number of spaces worth of gear or weapons. Spaces are an imaginary unit used solely for placing modifications and weapons. Don't start fretting about cubic feet or whether the frame can support the weight, or anything like that. Keep it Fast! Furious! and Fun!

The number of engines isn't hugely important outside of combat, as every plane has enough to get it airborne and keep it in the sky. You can place extra engines, however. This is covered in Modifications below.

Modifications

Modifications are extra fittings designed to give a plane an edge in certain situations. Unless otherwise stated, a vehicle can only have one of each type. All modifications work exactly as per the **Vehicles** section of *Savage Worlds* unless noted below.

When a modification is based on the size of the plane, such as Camo Paint requiring one space per size of the vehicle, Light equates to 1, Medium 2, Heavy 3, and Bomber 4.

Airbrakes

Airbrakes allow the plane to decelerate by three times its Acceleration. A Hard Brake Maneuver slows the plane by four times its Acceleration.

Armor

Every plane has a base Armor value and a maximum Armor value. Each space increases the Armor rating by +1. Armor may be heavy, but it can make the difference between life and death.

Camo Paint

The aircraft is painted to match the color of the sky when seen below and the ground when seen from above. While the underside painting can remain pretty much the same across the globe, the top part must be purchased in either a forest, snow, grass, or desert scheme. Rolls to detect the plane visually suffer a -4 penalty.

Chaff/Flare Launcher

Chaff/flare launchers fire small canisters, which explode at a pre-programmed range, releasing a cloud of metal ribbons or flares to fool enemy missiles.

Using a chaff/flare launcher requires a Shooting roll, modified by the range of the missile it is trying to fool. Don't add modifiers for the missile's speed or size—the chaff/flare only has to get close, not hit the missile.

If successful, the pilot has a +2 bonus to his Evade roll that round. Firing multiple chaff/flare canisters provides a cumulative bonus, but each canister can only fire one canister per round.

Custom Paint Job

Pilots are individuals, and they want their crate to stand out from the crowd. A custom nose job might be a set of shark's teeth along the engine cowling or a painting of a girlfriend. A full body job is exactly what it says—every inch of the plane is covered. A pilot with a custom paint job can make an Intimidation Test of Will as a Maneuver. If he has a full body job, he adds +2 to the roll.

Of course, painting the outside of a plane doesn't actually use any space, and the space requirement is merely a game mechanic to balance out the bonus.

Dual Cockpit

A dual cockpit provides an additional set of controls, room for a passenger, and somewhere to store a small amount of cargo. Perhaps more importantly, it allows for a gunner to fire a second array of guns.

Ejector Seat

Escaping from a Wrecked or hopelessly Out of Control airplane requires a successful Agility roll with a penalty equal to the wounds the plane (and

the pilot) have sustained. An ejector seat, which is a form of Weird Science, adds +2 to that roll. Not every crewmember has to have an ejector seat fitted. A single installation takes care of all the crew.

Extra Ammo

Extra ammo can mean the difference between life and death in an extended gunfight. The space requirement varies with the size of the gun array. A single gun uses 0.5 spaces, a pair 1 space, two pairs 2 spaces, and so on. Each extra ammo bin doubles the amount of ammo available to the gun/array. The cost is \$100 for each gun in the array.

Extra Engines

Fighters can fit extra engines. These increase Top Speed by +20 and Acceleration by +5. As well as these bonuses, it also means that the plane can afford to take multiple engine hits before it falls from the sky.

Flotation Gear

Sometimes airplanes get downed over the sea. Flotation gear allows the plane to land on water as if it were land and, more importantly, stops it sinking.

Increased Handling

By tweaking with the aileron and rudder controls, the plane can be made more maneuverable. Each +1 to Handling uses one space.

Increased Torque

By increasing the engine's torque, it delivers more power to the propellers. Each space ups the Top Speed by +10.

Nightvision

True nightvision doesn't come about until after the typical pulp era, but this is a game. Nightvision negates Dim and Dark Lighting penalties for one crewmember each time it is purchased. More importantly, you can see the enemy, but they cannot see you.

Rear Mounted Guns

This fighter-only mod makes for a nasty surprise to anyone tailing the craft. The plane has one or more pairs of guns fixed to fire backward. These guns may be of the same type as forward mounting guns without forming a link. That is, you can have a pair of 0.3 guns facing forward and a separate pair facing backward. Each pair counts as a separate weapon.

Searchlight

Searchlights can be nose mounted or set on a swivel (chosen when fitted). A searchlight negates all Darkness penalties in a 1" wide line in the direction of the searchlight to a distance of 36".

Unfortunately, having a searchlight means you are an easier target at night. Enemy planes subtract 2 from all darkness penalties to target you. Searchlights can be used as a Trick to blind enemy pilots. Make a Piloting roll against their Agility.

Submersible Conversion

The fighter is a marvel of pulp superscience, and can turn into a submersible. A metal skin folds out over the cockpit, the wings sweep back, so as not to break off on hitting the water, and the engine intake valves seal. Air is supplied from additional oxygen tanks (included as part of the conversion), and there is enough air for 12 hours of continual usage.

If the plane is a mono-engine, the props fold in to the engine housing and a propeller emerges from the rear of the plane. With multi-engine planes, the engines rotate to face backward. Naturally, using this modification while at high altitudes is often fatal.

While underwater, the plane has the following modifications to its basic stat block.

Acc: divide by 10; **Top Speed:** divide by 10; **Climb:** halved (round down); **Handling:** unchanged. Weapons work as normal underwater. Indeed, underwater combat can be handled exactly like air combat.

Turbo

A turbo is similar to a torque increase, in that it affects the engine. Each space devoted to this mod (per size category) increases Acceleration by +5 but has no effect on Top Speed.

Turret

Turrets may only be fitted to bombers. Turrets take up no space, but allow the gunners to hit targets above, below, and to the sides of the bomber. Each turret can hold one gunner and a pair of machineguns (no autocannons or rockets).

Wing Adjustments

The wings of the plane are altered to provide greater lift. Each space per size category of the aircraft dedicated to this mod provides +5 Climb.

Zeppelin Hook

The aircraft has attachments that allow it to either land on top of Zeppelins or fly beneath them and hook onto a clamp (the plane has both types fitted). Bombers cannot have this modification.

Weapons

Airplanes can carry three types of ordnance—machineguns and autocannons, rockets and missiles, and bombs.

Rocket Planes

You may have noticed that there are no rocket engines listed. As everyone knows, rockets are a pulp tradition, despite their not being used to power planes until late in World War 2. If you want to have rocket planes in your setting, here's some guidelines on how you can do it.

First, ignore the Maximum Engine listing. A rocket plane can only ever have as many engines as it is built with.

Second, rocket engines require more room because of extra fuel and the ignition chamber. Reduce the number of general spaces (not those usable for weapons) by 1 for each engine fitted to the plane as standard. Thus, a heavy fighter would have 9 spaces, and 8 of them could be used for weapons.

Third, rocket engines produce more power than a conventional propeller. Increase Acceleration by 20, Top Speed by 50, and Climb by 10.

Fourth, it's harder to steer a rocket plane. Reduce the initial Handling by 1.

Machineguns and Autocannons

Machineguns and autocannons are purchased as individual items. The statistics, including cost and space requirement, are for a single gun.

However, most aircraft carry multiple linked weapons rather than mounting them singly. The pilots can choose to fire some or all of the aircraft's guns when they pull the trigger. Linked weapons fired together all use the same Shooting dice. The Rate of Fire listed for a weapon is used to determine the number of Shooting dice that may be rolled. Every two weapons fired gives a +1 to hit and damage.

Example: A VT163 firing all four .30 cal MGs at once (ROF 3), rolls 3 Shooting dice and gets +2 to hit. Any hits do 2d8+2 damage.

Weapons of different calibers may be linked to fire together. If the ROF of the weapons is different, use the lower ROF to determine the number of Shooting dice rolled.

If you get a hit or hits, the first hit is allocated to the lowest caliber gun, the second hit to the next highest caliber gun, and so on until you go back to the lowest caliber gun again.

Example: An US074 Liberty Bell firing its cannon (ROF 3) and two MGs (ROF 4) all together rolls 3 Shooting dice and gets a +1 to hit because of the MGs (and any hits do +1 damage). Two hits are scored. The first Shooting die that hit is assigned to one of the MGs. The second Shooting die that hit is assigned to the cannon. If a third hit had been scored, it would have been assigned to an MG.

No matter how many crew are on board the plane, each array may only fire once per turn. Bombers may install individual or paired guns of the same type, but may not have a larger array.

Hitting a moving aircraft is no mean feat, and the only way to be sure of hitting anything is to hold down the trigger. As such, ammo capacity is measured in bursts. It doesn't matter how many bullets are in a burst—every time you pull the trigger, reduce the bursts of all weapons fired by one.

Rockets and Missiles

Rockets can be used in aerial combat or to pound ground targets. Each space devoted to rockets gets the pilot two rockets or missiles, which are treated like a single weapon. Unlike guns, firing a pair of rockets does not grant any bonus to Shooting or damage.

Rockets can't lay down a hail of lead, of course, and thus each rocket or missile pair is a one-shot weapon. Once you've fired it, it's gone (until you land and reload).

Missiles work exactly as per the *Savage Worlds* rules. Rockets work like regular guns, in that you line up your plane, make a Shooting roll, and hope you hit something.

Bombs

Bombs come in three sizes—small, medium, and large, these referring to their Template.

Each space devoted to these weapons gives a fixed number of bombs, depending on the size of the Burst Template the bomb creates. Fighters mount bombs on their wings, whereas bombers mount them internally.

Bombs are designed to be dropped on ground targets and affect an area rather than individual targets. Bombs are always released in pairs to help balance the airplane. For each pair of bombs dropped, the pilot places two Burst Templates of the appropriate size on the battlefield. The templates must be placed touching side by side along the airplane's flight path, rather than in a forward facing line.

Additional pairs dropped in the same round must be placed with the templates touching each other as above, and also touching the previous pair, forming a chain of explosions.

Alternate Shooting

There's more than one way to skin a cat, and more than one way to shoot down a plane. Well, there isn't, but here's a different method of rolling Shooting dice in aerial combat.

With this method, all guns in a link must be of the same type. If you want to fire a set of 0.3 cal guns and a set of 0.5 cal guns, you incur a multi action penalty.

Ignore the ROF entry for the weapons. That no longer has any part to play and all guns are assumed to have the same cyclic rate. The number of Shooting dice rolled is one per every two guns in each link. Thus, a link of three 0.30 cal guns uses one Shooting die and a set of four uses two dice.

Damage is equal to the base damage for a single gun, +1 for each extra gun in the link. So, a set of six guns would get a +5 damage bonus.

This system uses fewer Shooting dice, so you'll miss more often, but inflicts more damage because of the higher damage bonus.

Bombs have Range brackets of half current Speed/Speed/2 x Speed of the dropping aircraft. The pilot makes a single Piloting roll as his attack roll. With a success, the bombs explodes on target. On a failure, the bombing run is off-target—the bombs deviate by 2d10" in a d12 direction, read as a clockface. All templates move the same distance and direction.

Bombs can not be used in aerial combat against other aircraft.

Example Airplanes

Here's a batch of sample aircraft ready to use straight off the page. Feel free to modify these to make aircraft suited to your particular pulp setting.

L96 Courier

The Courier is a light fighter with minimal firepower. It relies on its agility to avoid trouble, and deliver its passenger or cargo to its destination safely.

Chassis: Light; **Acc/Top Speed:** 20/160; **Climb:** 25; **Handling:** +3; **Toughness:** 12(2); **Engines:** 1; **Cost:** \$9,300

Notes: Dual Cockpit, Increased Handling +2

Weapons:

- 2 x 0.4 cal MG (16 bursts)

P37 Interceptor

Another light fighter, the P37 is designed to get to an engagement as quickly as possible. It is most often used as a first contact fighter.

Chassis: Light; **Acc/Top Speed:** 20/180; **Climb:** 25; **Handling:** +1; **Toughness:** 12(2); **Engines:** 1; **Cost:** \$6,600

Notes: Increased Torque +2

Weapons:

- 4 x 0.4 cal MG (16 bursts)

TX22 Skyhunter

The Skyhunter has a dual cockpit and an impressive mix of firepower. The 0.3 calibre machinegun array, which faces rearward from the back of the cockpit, can only be fired by the gunner, but a quad machine gun array up front packs a mean punch.

Though it is not fast or maneuverable enough to be an interceptor, the Skyhunter is most often found serving in an escort role, protecting bombers and Zeppelins.

Chassis: Heavy; **Acc/Top Speed:** 20/120; **Climb:** 20; **Handling:** -1; **Toughness:** 15(3); **Engines:** 2; **Cost:** \$14,150

Notes: Armor +1, Dual Cockpit, Rear Mounted Gun (0.3 cal)

Weapons:

- 4 x 0.5 cal MG (14 bursts)
- 2 x 0.3 cal MG, rear-facing (20 bursts)

ND477 Mule

Mule, like its namesake, packs a mean kick. Designed as a ground attack fighter, it has proven useful against close formations of bombers as well.

Chassis: Heavy; **Acc/Top Speed:** 20/120; **Climb:** 20; **Handling:** +0; **Toughness:** 15(3); **Engines:** 2; **Cost:** \$13,500

Notes: Armor +1, Increased Handling +1

Weapons:

- 4 x rockets
- 2 x 0.5 cal MG (14 bursts)
- 1 x 0.4 cal MG (16 bursts)

PK20 Barnstormer

The Barnstormer is easy on the stick and has an engine capable of greater acceleration than pretty much anything else on the market.

Although it has two hefty machineguns, it is light on ammo and has no backup weapons in case of a jam or weapon hit.

Chassis: Medium; **Acc/Top Speed:** 30/140; **Climb:** 25; **Handling:** +1; **Toughness:** 13(2); **Engines:** 1; **Cost:** \$12,000

Notes: Improved Handling +1, Turbo +2

Weapons:

- 2 x 0.6 cal MG (12 bursts)

MF13 Toe-Popper

The MF13 Toe-Popper is also known as the Tailman's Folly by those who have encountered it before. Toe-Popper pilots have developed a trick of allowing a foe to get on their six, then deploying the airbrakes, causing their opponent to shoot past, where the 20mm cannons tear him to shreds.

Chassis: Medium; **Acc/Top Speed:** 20/140; **Climb:** 25; **Handling:** +0; **Toughness:** 13(2); **Engines:** 1; **Cost:** \$8,400

Notes: Airbrakes

Weapons:

- 2 x 20mm autocannon (10 bursts)
- 2 x 0.4 cal MG (16 bursts)

M63 Buzzsaw

The Buzzsaw has one purpose—to annihilate anything in its path. The name comes from the distinctive sound the gun array makes when fired.

Chassis: Medium; **Acc/Top Speed:** 20/140; **Climb:** 25; **Handling:** +0; **Toughness:** 14(3); **Engines:** 1; **Cost:** \$7,000

Notes: Armor +1

Weapons:

- 6 x 0.3 cal MG (20 bursts)

M63J Buzzsaw Junior

The Buzzsaw Junior is a light variant of the heavier Buzzsaw. Although it has fewer guns, it can still make a mess on anyone caught in the crosshairs.

Chassis: Light; **Acc/Top Speed:** 20/160; **Climb:** 25; **Handling:** +1; **Toughness:** 14(4); **Engines:** 1; **Cost:** \$4,600

Notes: Armor +2

Weapons:

- 4 x 0.3 cal MG (20 bursts)

JP101 Lightning

Aptly named, the Lightning is the fastest production model plane on the market. Its speed comes at the expense of a light weapon load, and sales have never been good.

Chassis: Light; **Acc/Top Speed:** 20/200; **Climb:** 25; **Handling:** +1; **Toughness:** 12(2); **Engines:** 1; **Cost:** \$7,800

Notes: Increased Torque +4

Weapons:

- 2 x 0.4 cal MG (16 bursts)

M33 Endurance

The Endurance gets its name because of its second engine and its ammo bins. It does indeed have the endurance to fight a sustained dogfight, so long as it doesn't get hit too many times.

Chassis: Medium; **Acc/Top Speed:** 25/160; **Climb:** 20; **Handling:** +0; **Toughness:** 13(2); **Engines:** 2; **Cost:**

\$9,700

Notes: Extra Ammo, Extra Engines

Weapons:

- 2 x 0.5 cal MG (28 bursts)

VT163 Nightrider

Designed to operate in storms and at night, the Nightrider is fitted with state-of-the-art nightvision equipment and painted with a black and grey tiger-stripe design.

Chassis: Light; **Acc/Top Speed:** 20/160; **Climb:** 25; **Handling:** +1; **Toughness:** 12(2); **Engines:** 1; **Cost:** \$8,800

Notes: Camo Paint, Nightvision

Weapons:

- 4 x 0.4 cal MG (16 bursts)

TR97B Iron Lady

The Iron Lady is a heavily-armored bomber. As a result of the thickened armor, there is less room for gunners, leaving the plane light on defenses. For this reason, few pilots are willing to fly the aircraft, despite its excellent record in combat.

Chassis: Bomber; **Acc/Top Speed:** 10/100; **Climb:** 10; **Handling:** -2; **Toughness:** 18(4); **Engines:** 4; **Cost:** \$24,600

Notes: Armor +2

Weapons:

- 1 x 0.5 cal MG in chin turret (14 bursts)
- 1 x 0.5 cal MG in tail (14 bursts)
- 1 x 0.5 cal MG in right waist (14 bursts)
- 1 x 0.5 cal MG in left waist (14 bursts)
- 4 x Large bomb
- 8 x Medium bomb

US074 Liberty Bell

The Liberty Bell may be a medium fighter, but it handles as well as a light fighter. Fast and maneuverable, the aircraft's combination of speed, handling, and firepower has coined the term, "sound as a Bell."

Chassis: Medium; **Acc/Top Speed:** 20/150; **Climb:** 25; **Handling:** +1; **Toughness:** 13(2); **Engines:** 1; **Cost:** \$11,800

Notes: Increased Handling +1, Increased Torque +10

Weapons:

- 1 x 20mm autocannon (10 bursts)
- 2 x 0.6 cal MG (12 bursts)

TR95LF Iron Fist

The Iron Fist, manufactured by the same company as the Iron Lady, is an armored light fighter. It is tough and durable, and packs a punch, despite the heavy armor, but is a no-thrills package.

Chassis: Light; **Acc/Top Speed:** 20/160; **Climb:** 25; **Handling:** +1; **Toughness:** 14(4); **Engines:** 1; **Cost:**

\$5,700

Notes: Armor +2

Weapons:

- 2 x 0.5 cal MG (14 bursts)
- 1 x 0.4 cal MG (16 bursts)

ZF50 Doombringer

The Doombringer is one of the best medium fighters around. Armed with four guns, and with a reinforced chassis and "light stick" configuration, it is maneuverable and sturdy enough to go toe-to-toe with heavy fighters, though such versatility comes with a hefty price tag to match.

Chassis: Medium; **Acc/Top Speed:** 20/140; **Climb:** 25; **Handling:** +1; **Toughness:** 14(3); **Engines:** 1; **Cost:** \$9,700

Notes: Armor +1, Increased Handling +1, Zeppelin Hook

Weapons:

- 4 x 0.4 cal MG (16 bursts)

L666 Hellhound

Fast and deadly, the Hellhound packs a big punch with its twin 30mm cannons, but cannot fight a sustained battle due to low ammo.

The L666A goes some way to rectifying the problem, replacing the Increased Torque with Extra Ammo, giving the plane 16 bursts. Designs for a heavier version with an

increased payload, the medium L666B Helldrake, have never yet seen fruition.

Chassis: Light; **Acc/Top Speed:** 20/170; **Climb:** 25; **Handling:** +2; **Toughness:** 12(2); **Engines:** 1; **Cost:** \$8,400

Notes: Increased Handling +1, Increased Torque +10

Weapons:

- 2 x 30mm cannon (8 bursts)

BB443 Nautilus

Created to serve as both a recon plane and a submersible, the BB443 pushed superscience into previously unexplored areas.

Unfortunately, the plane has proven an excellent vehicle for smugglers who fly close to land, then dive beneath the waves to hide.

Chassis: Light; **Acc/Top Speed:** 20/160; **Climb:** 25; **Handling:** +1; **Toughness:** 12(2); **Engines:** 1; **Cost:** \$7,600

Notes: Searchlight, Submersible

Weapons:

- 2 x 0.5 MG (14 bursts)

M311 Decoy

The M311 Decoy has the majority of its guns facing backward and is designed to protect convoys. Decoy pilots, known among their colleagues as "Ducks,"

are among the bravest (though some would say craziest) pilots in the sky.

Dogfighting for these fearless pilots involves the unusual art of trying to get in front of your target, flying away from him. As this is usually his most heavily armed area, life expectancy for inexperienced Ducks is brief.

Chassis: Heavy; **Acc/Top Speed:** 20/120; **Climb:** 20; **Handling:** -1; **Toughness:** 14(3); **Engines:** 2; **Cost:** \$12,700

Notes: Armor +1, Rear Mounted Gun (x6)

Weapons:

- 6 x 0.4 cal MG, rear-facing (16 bursts)
- 2 x 0.4 cal (16 bursts)



Airplane Chassis

Size	Acc/TS	Climb	Hand*	Tough	Armor*	Spaces**	Engines*	Cost	Notes
Light	20/160	25	+1 (+3)	10	2 (4)	6 (4)	1 (2)	\$3,000	Fighter
Medium	20/140	25	+0 (+2)	11	2 (6)	8 (6)	1 (2)	\$5,000	Fighter
Heavy	20/120	20	-1 (+1)	12	2 (8)	11 (8)	2 (4)	\$8,000	F i g h t e r / Bomber
Bomber	10/100	10	-2 (+0)	14	2 (8)	18 (12)	4 (4)	\$15,000	Bomber

* Numbers in parentheses are maximum ratings.

** Numbers in parentheses are the maximum amount of spaces that may be devoted to guns or rockets.

A plane may use its entire space allotment on bombs.

Airplane Weapons

Type	Range	Damage	Space	ROF	Bursts	Cost	Notes
Machineguns & Autocannons							
0.3" cal MG	30/60/120	2d8	1	3	20	\$200	AP 2
0.4" cal MG	40/80/160	2d8	1	3	16	\$400	AP 2
0.5" cal MG	50/100/200	2d10	1.5	4	14	\$750	AP 3
0.6" cal MG	60/120/240	2d10	1.5	4	12	\$1000	AP 3
20mm autocannon	50/100/200	3d8	2	3	10	\$800	AP 4
30mm autocannon	75/150/300	3d8	2	3	8	\$1200	AP 4
Rockets							
Chaff/flare launcher	75/150/300	—	1	—	—	\$200	See notes
Missile	75/150/300	4d8	1	1	—	\$500	AP 10
Rocket (HE)	50/100/200	3d8	1	1	—	\$100	AP 8; Small Burst Template
Bombs							
Small bombs	—	3d8	1 per 8	—	—	\$200	AP 10; Small Burst Template
Medium bombs	—	4d8	1 per 4	—	—	\$200	AP 20; Medium Burst Template
Large bombs	—	5d8	1 per 2	—	—	\$200	AP 40; Large Burst Template



Airplane Modifications

Type	Cost	Spaces	Notes
Airbrakes	\$500*	1*	Decelerate by three times Acc
Armor	\$400*	1*	Per +1 Armor, to the aircraft's max rating
Camo Paint	\$200*	1*	Rolls to detect the plane visually are at -4
Custom Paint Job, Nose	\$300	1	Allows pilot to use an Intimidation Test of Will
Custom Paint Job, Body	\$300*	1*	As above, but grants a +2 bonus
Dual Cockpit	\$1,500	2	Fighters only
Ejector Seat	\$750	1	Per crewmember
Extra Ammo	\$100/gun	Variable	See notes
Extra Engine, Light	\$2,000	2	Light Fighters only
Extra Engine, Medium	\$3,000	3	Medium Fighters only
Extra Engine, Pair, Heavy	\$5,000	5	Heavy Fighters and bombers only
Flotation Gear	\$300*	1*	Allows plane to float on water
Increased Handling	\$2,000**	1**	Per +1 Handling, to the aircraft's max rating
Increased Torque	\$1,000*	1*	Per +10 Top Speed
Nightvision	\$4,000	1	Per crew, negates Dim and Dark Lighting penalties
Rear Mounted Gun	\$50	—	Fighters only
Searchlight	\$100	1	
Submersible Conversion	\$3,000*	2*	Fighters only
Turbo	\$750*	1*	Per +5 Acceleration
Turret	\$250	—	Bombers only
Wing Adjustments	\$200*	1*	Per +5 Climb
Zeppelin Hook	\$300	1	Fighters only

* Per size category of the vehicle. ** Doubled for bombers



Zeppelins

Zeppelins, or airships if you prefer, are another pulp staple. Developed before the First World War, the 1930s saw Zeppelins used as trans-Atlantic passenger vehicles. In pulp games, they are often used as the only vehicles capable of making such long journeys, but they also serve as flying bases for villains.

As with airplanes, you can build Zeppelins simply by giving them whatever stats you need for your adventure, or you can build them using construction rules.

We're not going to tell you (again) how to throw Zeppelins together as you need them, but we have given you a simple set of construction rules.

Making Zeppelins

As with the airplane construction rules, these rules will let you produce a wide variety of airships, but there are limitations.

All airships have four key components—an envelope, a gondola, modifications, and weapons. You'll find appropriate tables on pages 19 and 20.

Envelopes

The envelope is the biggest part of any airship, and contains the buoyancy gas, which is usually helium. The size of the envelope determines the size category of the Zeppelin, from Small to Gargantuan.

In order to keep this Fast! Furious! Fun!, we're not going to worry about things like how many cubic yards of envelope are required to lift the airship.

For ease, we're also assuming that all airships are built around a rigid skeleton of struts. Technically, this makes them dirigibles (as opposed to blimps, which are similar to balloons, in that the envelope has no supporting frame).

The size of the envelope also determines pretty much everything else we need to know about the airship, from its Acceleration to the minimum number of crew required to ensure the airship runs smoothly.

It is important to note that airships have two Toughness ratings. The gondola and envelope have different base ratings, though it is perfectly possible to reinforce these parts separately.

Different size gondolas can hold a different number of spaces worth of gear or weapons. Spaces are an imaginary unit used solely for placing modifications and weapons. Don't start fretting about cubic feet or whether the frame can support the weight. Keep it simple.

The number of engines isn't hugely important outside of combat, as every airship has enough to get it airborne and keep it in the sky. You can place extra engines. This is covered in Modifications below.

Modifications

Modifications are extra fittings designed to give an airship an edge in certain situations. Unless otherwise stated, a vehicle can only have one of each type. All modifications work exactly as per the **Vehicles** section of *Savage Worlds* unless noted below.

When a modification is based on the size of the plane, such as a Turbo requiring one space per size of the vehicle, Small equates to 1, Medium 2, Large to 3, and so forth.

Modifications not explained below are identical to their airplane equivalents. See page 8.

Airstrip

The top of the envelope has been flattened and reinforced to allow airplanes to land. Landing an airplane on an airship is no easy task, and the airplane pilot must make a Piloting roll every time he makes a landing. If he does not have a Zeppelin Hook fitted to his plane, he makes the roll at -4.

On a failure, the pilot fails to stop once he has touched down, doesn't catch his hook on the arrestor cable, and such like. He may come around and make another attempt. A roll of 1 on the Piloting die, regardless of Wild Die, means a collision has taken place.

Armor

Every airship has a base Armor value and a maximum Armor value. These apply to the gondola and envelope, and may be increased as separate items. Increasing Armor requires one space per size category for the gondola, and 2 for the envelope. Armor may be heavy, but it can make the difference between life and death.

Cargo Bay

A cargo bay is an area within the gondola used solely for storing cargo.

The space requirement is for the cargo bay doors and a small winch. Any number of spaces up to the maximum rating of the Zeppelin may be assigned for cargo, but these must be assigned during construction.

Extra Engines

Zeppelins can fit extra engines. These increase Top Speed by +20 and Acceleration by +5. As well as these bonuses, it also means that the airship can afford to take multiple engine hits.

Flying Platform

One of the marvels of superscience, the flying platform is not technically a Zeppelin. Rather than use an envelope filled with gas, the flying platform is kept aloft by four powerful engines.

The top of the platform is flat, and automatically comes fitted with two airstrips. With no envelope to worry about, the crew, and any passengers, live in buildings built atop the platform. This superscience airship is, in effect, a flying airfield.

Because the entire structure is effectively a gondola, however, Armor is purchased as for an envelope, making these beasts expensive to protect.

Hangar

A hangar is somewhere to park a plane. Hangars may only be built on airships with a Flying Platform modification.

Each hangar requires 2 spaces per size category of the largest airplane it can house. A light aircraft would use 2 spaces, a medium airplane 4 spaces, and so on. Note that a hangar can hold a combination of aircraft up to its maximum space rating. A 4-space hangar, for instance, could hold one medium or two light planes.

Hangars receive the same Armor protection as the Zeppelin, and contain a full repair shop. Commercial Zeppelins with this feature usually rent out hangar space as a way of making money.

Hook and Crane

While only the largest airships can support an airstrip, any Zeppelin can have a hook and crane to allow aircraft to "dock" with it. Any airplanes trying to dock must, of course, have a Zeppelin Hook fitted.

In order to dock, the airplane pilot flies beneath the Zeppelin and matches its speed. He must then perform minute adjustments to line up his Zeppelin hook with the Zeppelin's hook. In game terms, the pilot makes a Piloting roll each round, modified by the airship's Handling.

Once the hooks are joined, the airplane pilot kills his engine. The crane then winches the airplane up under the envelope, where the crew attach cables to prevent it being blown away in the wind. A ladder allow the airplane crew to clamber into the envelope.

The space required for a hook and crane mechanism is one space per size category of the airplane. Each mechanism can only hold a single plane. The only limit on the number of hook and crane mechanisms a Zeppelin may mount is determined by the size of the Zeppelin.

Laboratory

A laboratory gives +2 to one Knowledge skill and related Investigation rolls.

Stateroom

Unlike airplanes, a Zeppelin can stay afloat for many days, possibly even for weeks or months if your setting requires it. Obviously, the crew and passengers need somewhere to sleep. Staterooms come in two varieties.

The basic model has two fold out bunks, a small wardrobe for storing clothes, a fold out writing table, a wash basin, and a pot for bodily waste. Fittings and furnishings are utilitarian.

The luxury variant has only a fold down double bed, wardrobe, small safe for valuables, card table and four fold out chairs, wash basin, and toilet. Fittings and furnishings are en par with any major European hotel.

One bed is required per crewmember and passenger. Most crew use basic staterooms, as do second class passengers. Note that Zeppelins do not usually take third class passengers, mainly for security and safety reasons.

Extra rooms, such as a dining room, library, smoking lounge, and such like may be fitted using the stateroom as a basic template. Each room can hold 6 passengers and can be outfitted with either basic or luxury furnishings.

Zeppelins do not have to be fitted with staterooms. An airship without this modification can only stay airborne for two days, however, which is usually fine for military airships involved in short range patrols or rescue missions.

Turret

Each turret can hold up to 4 spaces worth of weapons. These count against the maximum number of weapons an airship can carry. Zeppelin turrets cannot fire at targets above the envelope.

Example Zeppelins

Here's a batch of sample airships ready to use straight off the page. Unless otherwise stated, all spaces have been allocated.

MX14 Carrier

Designed to carry a number of airplanes into battle in theaters beyond their usual range, the MX14 is the airship equivalent of an aircraft carrier. The MX14 can host 11 aircraft on its hooks, and another 4 on the airstrip, although the airstrip is usually kept vacant for emergency landings.

Chassis: Huge; **Acc/Top Speed:** 5/60; **Climb:** 10; **Handling:** -2; **Toughness:** 21/20 (7/0); **Engines:** 4; **Crew:** 15; **Cost:** \$62,000 (not including airplanes)

Notes: Airstrip, Armor +5 (gondola), 13 x Basic Staterooms, 10 x Hook and Crane (light), 2 x Hook and Crane (medium), 1 x Hook and Crane (heavy), 4 x Turrets

Weapons:

- 3 x 0.4 MG front turret (16 bursts)
- 3 x 0.4 MG rear turret (16 bursts)
- 4 x 0.4 MG left turret (16 bursts)
- 4 x 0.4 MG right turret (16 bursts)

M11-LR Sentry

The Sentry was constructed for use in defending airfield and towns from air attack. Unlike most civilian airships, the Sentry carries one dedicated gunner per gun array and a pilot. There is usually a light aircraft attached to the hook.

The Night Sentry variant replaces the searchlight and crane with nightvision equipment for the gunners, which increases the cost to \$16,400.

Chassis: Small; **Acc/Top Speed:** 10/120; **Climb:** 20; **Handling:** +1; **Toughness:** 12/14 (4/0); **Engines:** 1; **Crew:** 3; **Cost:** \$8,800 (not including light airplane)



Notes: Armor +2 (gondola), 2 x Basic Stateroom, Hook & Crane (light airplane), 1 x Searchlight

Weapons:

- 2 x 0.4 MG left side (16 bursts)
- 2 x 0.4 MG right side (16 bursts)

RZ330 Flying Hotel

The RZ330 is, as its name suggests, a passenger Zeppelin. Unlike many airships, this one caters purely for those with a great deal of money. As such, it carries weaponry to deal with potential sky pirates.

Chassis: Large; **Acc/Top Speed:** 10/90; **Climb:** 15; **Handling:** -1; **Toughness:** 14/18 (2/0); **Engines:** 2; **Crew:** 8; **Cost:** \$57,800

Notes: 4 x Basic Stateroom (for crew), 12 x Luxury Stateroom, Cargo Bay (5 spaces), Extra Rooms (billiard room, dining room (holds 12), library, smoking room, and music room; all Luxury), 1 x Hook & Crane (medium fighter), Increased Torque (+10), 4 x Turret

Weapons:

- 2 x 0.4 MG in forward turret (16 bursts)
- 2 x 0.4 MG in aft turret (16 bursts)
- 2 x 0.4 MG in left turret (16 bursts)
- 2 x 0.4 MG in right turret (16 bursts)

FP-01A Hometown

The Hometown is one of the few flying platforms in existence. It was originally designed to be a flying airstrip for the military, but has actually been more commonly found used by pirates as a mobile base.

Chassis: Gargantuan; **Acc/Top Speed:** 5/40; **Climb:** 5; **Handling:** -3; **Toughness:** 18/22 (2/0); **Engines:** 4; **Crew:** 30; **Cost:** \$111,900

Notes: 25 x Basic Staterooms, 1 x Luxury Stateroom, Cargo Bay (5 spaces), Extra Room (bar; holds 24; basic), Flying Platform, 4 x Hangar (2 spaces each), 2 x Hangar (4 spaces each), 2 x Hangar (6 spaces each), 2 x Searchlight, 4 x Turret

Weapons:

- 2 x 0.5 MG in turret (14 bursts)
- 2 x 0.5 MG in turret (14 bursts)
- 2 x 20mm cannon in turret (12 bursts)
- 2 x 20mm cannon in turret (12 bursts)

RZ-21CL Elephant

The Elephant is a basic cargo airship, though it also carries a decent number of passengers. The basic model has only poor weaponry, but with a few simple modifications this can be altered to suit the owner's needs. Elephants flying in areas troubled by pirates are usually much better armed, and in some cases have been known to carry more weapons than cargo.

Chassis: Large; **Acc/Top Speed:** 10/80; **Climb:** 15; **Handling:** -1; **Toughness:** 14/18 (2/0); **Engines:** 2; **Crew:** 8; **Cost:** \$33,800

Notes: 9 x Basic Stateroom (5 for passengers), 2 x Luxury Stateroom, Cargo Bay (25 spaces), 2 x Turret

Weapons:

- 2 x 0.3 MG left turret (20 bursts)
- 2 x 0.3 MG right turret (20 bursts)

EX-101 Explorer

Constructed as a mobile exploration and research base, the Explorer is used by military and civilian agencies as a flying research laboratory. It carries only light armaments, and if attacked relies on its speed to carry it to safety. Many versions carry a light plane attached to the hook for transporting scientists or explorers to the ground, or in the case of military versions as an extra line of defense.

Chassis: Medium; **Acc/Top Speed:** 10/120; **Climb:** 15;

Handling: +0; **Toughness:** 12/16 (2/0); **Engines:** 1; **Crew:** 4; **Cost:** \$38,450 (not including airplane)

Notes: 6 x Basic Stateroom, Hook and Crane (light plane), Increased Torque (+20), 5 x Laboratories (usually geology, botany, zoology, meteorology, and a research library; luxury quality and grant +2 to appropriate Knowledge and Investigation rolls), Searchlight, Turret

Weapons:

- 2 x 0.4 MG central turret (16 bursts)

MTG46 Lightning

The Lightning started off as a joke among Zeppelin designers. According to the story, a group of fighter pilots challenged the designers to create an airship that could match a fighter for speed and agility. The Lightning was the result. Flushed with success, the designers demanded a race and wagered \$500 on the outcome. The pilot of the JP101 Lightning, the fastest flying craft on the market, was happy to buy everyone a drink that night.

Chassis: Small; **Acc/Top Speed:** 10/180; **Climb:** 20; **Handling:** +1; **Toughness:** 10/14 (2/0); **Engines:** 1; **Crew:** 2; **Cost:** \$11,800

Notes: Increased Torque (+60)

Weapons:

- 2 x 0.3 MG left (20 bursts)
- 2 x 0.3 MG right (20 bursts)

R9R Bomber

Zeppelins can carry a huge payload of bombs, but their slow speed makes them easy targets for fighters.

Chassis: Large; **Acc/Top Speed:** 10/80; **Climb:** 15; **Handling:** -1; **Toughness:** 14/22 (2/4); **Engines:** 2; **Crew:** 8; **Cost:** \$48,350

Notes: Armor +4 (envelope), 4 x Basic Stateroom, 3 x Turret

Weapons:

- 2 x 0.5 MG left turret (14 bursts)
- 2 x 0.5 MG right turret (14 bursts)
- 2 x 0.4 MG rear turret (16 bursts)
- 64 x Medium bomb

Zeppelin Chassis

Size	Acc/TS	Climb	Hand*	Tough**	Armor*	Spaces***	Engines*	Cost	Crew
Small	10/120	20	+1 (+3)	8/14	2/0 (4/2)	10 (4)	1 (2)	\$5,000	2
Medium	10/100	15	+0 (+2)	10/16	2/0 (6/2)	20 (6)	1 (2)	\$10,000	4
Large	10/80	15	-1 (+1)	12/18	2/0 (8/4)	40 (12)	2 (4)	\$20,000	8
Huge	5/60	10	-2 (+0)	14/20	2/0 (8/4)	75 (20)	4 (4)	\$35,000	15
Gargantuan	5/40	5	-3 (+0)	16/22	2/0 (8/4)	100 (30)	4 (4)	\$50,000	30

* Numbers in parentheses are maximum ratings. Armor is handled the same way

** Numbers are gondola/envelope. The same applies to Armor.

*** Numbers in parentheses are the maximum amount of spaces that may be devoted to weapons.

Zeppelin Modifications

Type	Cost	Spaces	Notes
Airstrip	\$2,000	10	Huge or Gargantuan only.
Armor, gondola	\$400*	1*	Per +1 Armor, to the Zeppelin's max rating
Armor, envelope	\$800*	2*	Per +1 Armor, to the Zeppelin's max rating
Camo Paint	\$200*	1*	Rolls to detect the airship visually are at -4
Cargo Bay	\$200	1	
Extra Ammo	\$100/gun	Variable	See notes
Extra Engine, Small	\$2,000	2	Light Zeppelins only
Extra Engine, Medium	\$3,000	3	Medium Zeppelins only
Extra Engine, Pair, Large	\$5,000	5	Large Zeppelins only
Extra Engine, Pair, Huge	\$7,000	7	Huge Zeppelins only
Extra Engine, Pair, Garg	\$10,000	10	Gargantuan Zeppelins only
Flying Platform	\$25,000	20	Huge or Gargantuan only
Hangar	\$500***	2***	Requires Flying Platform
Hook & Crane	\$300***	1***	
Increased Handling	\$2,000**	1**	Per +1 Handling, to the airship's max rating
Increased Torque	\$1,000*	1*	Per +10 Top Speed
Laboratory	\$4,000	2	+2 to a Knowledge and Investigation
Lift Adjustments	\$200*	1*	Per +5 Climb
Nightvision	\$4,000	1	Per crew, negates Dim and Dark Lighting penalties
Searchlight	\$100	1	
Stateroom, Basic	\$500	1	Double occupancy
Stateroom, Luxury	\$1,500	1	Single/double occupancy
Turbo	\$750*	1*	Per +5 Acceleration
Turret	\$250	—	Each turret can hold 4 spaces of weaponry. This subtracts from the airship's total weapon allotment

* Per size category.

** Doubled for Huge or Gargantuan.

*** Per size category of the airplane.

Zeppelin Weapons

Type	Range	Damage	Space	ROF	Bursts	Cost	Notes
Machineguns & Autocannons							
0.3" cal MG	30/60/120	2d8	1	3	20	\$200	AP 2
0.4" cal MG	40/80/160	2d8	1	3	16	\$400	AP 2
0.5" cal MG	50/100/200	2d10	1.5	4	14	\$750	AP 3
0.6" cal MG	60/120/240	2d10	1.5	4	12	\$1000	AP 3
20mm autocannon	50/100/200	3d8	2	3	10	\$800	AP 4
30mm autocannon	75/150/300	3d8	2	3	8	\$1200	AP 4
Bombs							
Small bombs	—	3d8	1 per 8	—	—	\$200	AP 10; Small Burst
Medium bombs	—	4d8	1 per 4	—	—	\$200	AP 20; Medium Burst
Large bombs	—	5d8	1 per 2	—	—	\$200	AP 40; Large Burst

Using Planes & Zeppelins

So you've decided to use airplanes and/or Zeppelins in your pulp setting in some way beyond mere transportation.

Although *Savage Worlds* already has detailed rules for handling vehicles, here's a few optional rules you can add to bring planes more to the front of your game.

Combat

These notes are for combat involving airplanes or Zeppelins.

Autofire and Steady Hands Revisited

Going by the rules, a pilot or gunner suffers the Autofire penalty if he doesn't have the Rock and Roll Edge. For a pulp game, it's best to ignore this penalty. Why? First, because all the heroes in your setting will end up as clones with the Rock and Roll and Steady Hands Edges. Second, the heroes are heroes and should be able to shoot things down without being crippled by penalties. In a pulp game heroes should be able to take on hordes of enemies and stand a chance at emerging victorious.

Steady Hands should be retained, however, simply because it applies to ground vehicles in other settings where such things are important.

Maneuvering Revisited

A pilot, like any regular character, can only perform any given action once in a round. That means he can't turn 90 degrees with a Tight Turn, move a little, and then repeat the maneuver. If he wants to turn sharper, he has to use a maneuver which allows for that.

Speed Kills Revisited

Going by the rules, the pilot of a plane is royally screwed. Why? Because he gets a -4 penalty to Piloting if his vehicle is going at 30" (which is probably less than its stall speed).

Planes are designed to be maneuverable at high speeds. If you're going to be using planes at the core of your setting, either ignore the high speed rule or change the speeds to something a little faster, such as 100 for a -2 penalty and 160 for a -4 penalty.

You don't have to make any changes, of course, but your players may find their characters dare only fly in straight lines because of the penalties.

Stalling Revisited

In case you haven't needed to read the Vehicles rules before now, a plane's Stall Speed is one-quarter a plane's Top Speed, rounded down. Zeppelins cannot stall.

Regardless of what scale you are using for movement, all aircraft must travel at least this distance each round or they automatically enter a Spin (see page 24).

Scaling Distances

Aircraft move fast, even in *Savage Worlds* terms. Unless you have a football pitch for a gaming table, moving one 100" or more each round is impossible.

For simplicity, reduce all Acceleration, Top Speeds, and weapons Ranges by a factor of 10 or 20 (depending how big your gaming table is). Collision damage is also scaled to 1d6 per half or quarter inch (depending on what scale you use). Everything else stays the same.

How Many Dimensions?

It's easiest to assume that combat takes place on a two-dimensional field. Altitude is pretty irrelevant if you're running a frantic pulp battle in the skies. This

keeps the game running smoothly without having to worry about whether plane A is higher than plane B and tracking every inch of altitude.

Even against Zeppelins, just assume that if a plane makes an attack run from above a Zeppelin he ends it level or below, thus giving the Zeppelin gunners chance to fire back. It's not realistic, but this is pulp remember.

Aiming

Aircraft can't remain stationary, so technically a pilot can't get any Aim bonus. You might want to reconsider this for aircraft combat—if a pilot makes no Piloting rolls in the round he is aiming, he can use the Aim maneuver. He must fire before making any maneuvers in the following round, or he loses the bonus.

Marksman likewise requires the pilot to make no Piloting rolls during the round.

Extras

If you want the heroes to handle swarms of enemy planes as easily as they do Extras on the ground, just rule that enemy planes flown by Extras are out of the combat after taking a single wound, just like the Extras themselves.

Since the heroes may have Extras flying with them as well, and probably don't want them to die quite so easily, here is a variant to this rule you might wish to consider.

When an Extra takes a Wound in combat, they are out of the action. After rolling to see if they go Out of Control, they then make a second Piloting roll. If successful, the plane is damaged but still flies, and the pilot exits the engagement. If the roll is failed, the aircraft goes down, and the pilot needs to make a successful Agility roll in order to bail out (assuming he has a parachute). If this roll is failed, the pilot is now flying with the angels.

Some disreputable pilots do not honor the rules of engagement. If an Extra who attempts to exit engagement is successfully attacked a second time, their aircraft automatically goes down, and they need to make an Agility roll at -2 to get out. Needless to say, pulp heroes shouldn't behave in such a thoroughly despicable manner.

New Maneuvers

Here's a few new maneuvers for all you budding stick-jocks out there.

Evasive Maneuvers (0): A pilot who performs evasive maneuvers makes a Piloting roll. Until his next action, all attack rolls made against his airplane use his Piloting roll as their target, rather than the usual 4. All other modifiers apply as normal. A failed Piloting roll means he goes Out of Control and attackers require a 4 to hit as normal. Zeppelins cannot use this maneuver.

Unfortunately, the rapid jinking and turning hampers his own guns as much as it does his foes'. All attacks made from the evading plane use the Piloting roll as their target number as well.

High-G Turn (-2): As it currently stands, an aircraft can turn anywhere between 90 and 180 degrees using a bootlegger reverse (an Immelmann in aircraft terms). A high-G turn changes that slightly.

A high-G turn allows a pilot to turn between 90 and 135 degrees. If the pilot wants to turn 136 to 180 degrees, he uses the standard reverse maneuver instead.

Shooting Through Planes

On the tabletop, all planes appear to be at the same altitude. In reality, of course, they'd be all over the sky, climbing, spinning, and rolling, and maneuvering for position.

A pilot or gunner may fire through intervening planes, but not Zeppelins. Draw an imaginary line between the firer and the target. For each other plane the line crosses, the gunner has a cumulative -1 penalty to his Shooting rolls.

Shooting Zeppelins

Zeppelins have a gondola and an envelope. Each has its own Toughness rating, but the whole airship can still only take four wounds.

Airborne attackers firing at Large, Huge, and Gargantuan Zeppelins' envelopes (or a flying platform) have a +2 or +4 bonus to Shooting, as per attacking large creatures. There is no bonus or penalty to attack a gondola. While it's easy to hit an envelope, their Toughness represents their huge size, making them hard to damage.

Critical Hits can only be delivered to a gondola. Attacks against an envelope never causes critical hits.

Sustained Fire

The ideal place for any pilot is to be behind his opponent, where he can let rip with all his guns. Failing that, filling the sky with lead can also be a handy tactic.

If a pilot or gunner fires at the same target on consecutive rounds, he gets a +1 bonus to Shooting on each round after the first to a maximum of +3. If he fails to fire at his foe for any reason or loses clear line of sight (such as his opponent maneuvering out of the way or hiding in clouds), he loses the entire bonus and must start again. Of course, this also burns through a lot of ammo.

Zeppelin Maneuvers

Zeppelins are big and don't do anything particularly fast. Even though multi-engined Zeppelins can stick

one engine in reverse to turn faster, they're simply not as maneuverable as airplanes. As such, a Zeppelin cannot perform any turn tighter than 90 degrees in a round.

Repairs

Planes break down, either through normal wear and tear or because some idiot has sprayed them with bits of high-velocity lead. When planes break down, the greasemonkeys get to work, assuming they have some spare parts to hand.

You can handle the purchase and use of spare parts either by ignoring them, detailing every component, or using a quick system which keeps track of spares in a Fast! Furious! Fun! way. Here's an example of the latter, which works really well for a aircraft-heavy pulp campaign setting.

Spares

At the start of your campaign, give the heroes a small supply of Spares. Spares get a capital "S" because they're a resource the group keeps track of. It doesn't matter exactly what parts the Spares are, just that they can be used to fix planes. To keep things simple, Spares are freely interchangeable between any airplane or Zeppelin.

You can either give every plane a fixed number of Spares (say four) or base the number of Spares on the skill levels the group has in Repair (each die step a character has being worth one Spare).

Each successful Repair roll uses one Spare. When the Spares run down, the heroes need to buy more. How much you charge is up to you, buy \$250 or \$500 per unit of Spares is reasonable, depending on how readily available they are—it's possible that every unit of Spares requires a successful adventure of some sort, in settings where Spares are scarce.

Each point of Spares fills up one space in a plane or Zeppelin, allowing heroes to carry spares with them for emergencies.

Repairing Critical Hits

Usually, when a mechanic makes his Repair roll, he repairs a wound and any Critical Hit which resulted from the wound.

If you're going to make airplanes central to your game, you might want to change this so repairs aren't quite so easy. If nothing else, it presents heroes with tactical options on how best to use limited Spares.

Here's two options for altering how Repair works.

- A Repair roll can either fix a wound *or* a Critical Hit, but not both. Wounds and Critical Hits are treated as separate entities and each requires a Repair roll and a unit of Spares.

- When a mechanic makes a Repair roll to fix a wound, he also fixes the Critical Hit if he gets a raise on the roll. This uses one Spare. If his roll isn't a raise, he must treat the Critical Hit as a separate thing to repair.

Fuel

Airplanes and Zeppelins need fuel. In the real world, how far a plane can fly on a full tank depends on its engine size and performance, weight, altitude, favorable winds, and such like. Just the sorts of things we really don't care about in *Savage Worlds*.

You don't have to add any rules for fuel to your game, of course. You can just assume the tanks are always full until you need them to run dry at a suitable dramatic moment. If you want to use fuel, however, here's an easy system.

All planes should have a Fuel track on their Aircraft Sheet marked Empty (x), Vapors (-2), Low (-1), Halfway (0), High (+1), and Full (+2). This is an abstract measure of how much fuel they are carrying.

Fuel Usage

Every 100 miles and immediately after any combat, aircraft need to check for fuel usage. This is a d6 roll modified by the plane's fuel level (as shown on the track) and the distance flown. The roll is at -1 for each 100 miles flown. Each failure on the roll reduces the fuel level by one.

If the Fuel track reaches Empty, the pilot must land in the next ten minutes or he's going to get a much better understanding of gravity.

Reserve Tanks

Airplanes can carry reserve fuel tanks to boost their endurance. Each space devoted to reserve tanks adds +2 to a plane's Fuel rating but can only be used once.

Fuel Critical Hits

If you're going to add fuel to your game, you might want to tinker with the Critical Hit Table. One easy way is to change the Controls entry from a 5 or 6 to just a 6.

Then add a new entry at 5 called Fuel. Each Fuel Critical Hit reduces the planes Fuel Track by one. to a minimum of Empty.

New Edges

If you're going to be using aircraft a lot, you might want to think up some new Edges to suit the flavor of the setting. We'll be looking at new Edges for just such an occasion in the *Pulp GM Toolkit*.

Out of Control Table

Roll	Effect
2	Drop: Roll on the Altitude Change Table.
3-4	Shimmy: The aircraft begins to shake, making it harder to control. Piloting rolls are made at -2 for the next round.
5-9	Jerk: Move the aircraft 1d6" left or right (in the direction of a failed maneuver or away from an attack)..
10-11	Spin: Each round, the pilot must make a Piloting roll at -2 to pull out of the spin. If the aircraft does not pull out within 2d6 rounds, it crashes into the earth.
12	Auger In: Similar to a Spin, only the engine hits full throttle and begins to pull you to the ground. The Piloting roll is made at -6, and the pilot only had 1d6+1 rounds before he hits the dirt.



Critical Hit Table

Roll	Effect
2	Landing Gear/Zeppelin Hook: If both are fitted, roll randomly to determine which one is destroyed. A destroyed Zeppelin hook prevents the plane from docking with a Zeppelin. Planes with no landing gear require the pilot to make a Piloting roll at -2. On a failure the plane suffers an automatic wound.
3-4	Engine: Single-engine planes reduce their Top Speed by half. A second hit causes the plane to plummet from the sky. Twin engine planes lose a quarter of Top Speed for the first hit, then half, then plummet. Four-engined planes lose one-eighth, one quarter, one half, and then plummet.
5-6	Controls: Handling is reduced by 1 for each Critical Hit of this type.
7-8	Scratched: Bullets rips through the body, but miss everything vital
9-10	Weapon: A random weapon (along with its share of the ammo) is destroyed..
11	Crew: A random member of the crew is hit. Reroll damage and apply it to the crewmember. Armor protects as normal.
12	Wrecked: The plane is shot out of the air. The crew must make an Agility roll at -2 to escape, otherwise they suffer damage as per a collision when the plane hits the ground.

Ground Vehicles

In most pulp games, the technology level is similar to that of Earth during the 1930s, some of which are listed in the *Savage Worlds* rulebook. Most military vehicles of this era can be taken from the forthcoming *Weird Wars: Weird War 2 Savage Setting* and used without modification.

Of course, if you want to add some superscience gizmos or run a space pulp game, you might want something a little out of the ordinary. Maybe you want vehicles that walk on two legs, or hyper-advanced hover vehicles.

As with airplanes and Zeppelins, you can choose to throw together vehicles without any guidelines, simply listing Top Speed, Armor, weapons, and such like to fit the vehicle's purpose. If you want to produce a balanced set of vehicles, however, perhaps for use in a more militaristic setting, we're including a simple construction system.

At the end of the chapter is a selection of vehicles for pulp and space pulp settings. You might want to swap weapons (or other modifications) for those better suited to the particulars of your setting.

As You Need Method

As we mentioned before, a quick look at the vehicles, futuristic and modern, in *Savage Worlds* reveals that no points-based construction system was used. Instead the stats were chosen by feel for what was required from the vehicle in-game. The same is true of the various vehicles in existing and current *Savage Settings* as well.

Often the best vehicles are those constructed using common sense and imagination. To build a vehicle using this method you simply need to think about what the vehicle does, then put down some stats, using what already exists as a rough guideline.

For example, if you want a superscience tank based on a World War 1 tank chassis but with a pair of massive Tesla cannons, then build one. Realistically it's likely to be slow, and require a lot of power, but you're building for a roleplaying game, and such considerations should always be secondary to what you need to run a cool game.

Construction Method

While this system produces workable vehicles, it is not going to allow you to produce any vehicle you can imagine. As with any construction rules, there are limitations. The guidelines here are usable straight from the page, but they won't suit every setting. Use what we've given you as a tool for making your own pulp vehicles.

Although these rules allow you to recreate many of the vehicles found in the main rules, they do not produce exact matches, especially when creating civilian vehicles. Remember, the vehicles in the main rules were created using the "as you need" method. However, these rules do produce good approximations when creating armored vehicles, such as tanks.

All vehicles have four key components—a chassis, a form of locomotion, modifications, and weapons. You'll find appropriate tables on pages 29 and 30.

Chassis

For ease, we've broken vehicles down into four categories—light, medium, heavy, and ultra heavy. As an example, a sports car would be light, whereas a Tiger tank ranks as a heavy vehicle. In most pulp settings, ultra heavy vehicles should be reserved for true superscience creations. Since we're after a Fast! Furious! Fun! system, we'll ignore trivial things like the exact wheelbase and vehicle weight.

Every vehicle has a base Toughness dependent on its chassis size and can hold a number of spaces worth of gear. Spaces are an imaginary unit used for placing items in vehicles. As always, ignore things like cubic yards or if the suspension can support the weight.

The number of crew required to operate a military vehicle the vehicle is also listed. A light vehicle requires a driver and gunner, medium vehicles have a driver, gunner and commander, heavy vehicles require a commander, driver, gunner, and loader, and ultra heavy vehicles require an engineer in addition to those of a heavy vehicle. Additional crewmembers, usually gunners, may be assigned as required. Civilian vehicles usually only require a driver.

Locomotion

A vehicle without any form of locomotion isn't going to get very far. Vehicles can have one of five types of locomotion. Three are covered in *Savage Worlds*.

Hover Lift

Capable of lifting a vehicle to a maximum ceiling of 6 yards (3"), hover lifts negate penalties for difficult terrain and can even drive over water without difficulty.

Legs

Vehicles with legs are known as walkers. Legs propel a vehicle in a manner similar to humans. Unlike tracks, which cannot cross gaps wider than the tank is long, a walker can clamber into gullies (and tank traps) and climb out the other side.

Modifications

Modifications are extra fittings designed to give a vehicle an edge in certain situations. Unless otherwise stated, a vehicle can only have one of each type. All modifications work exactly as per the **Vehicles** section of *Savage Worlds* unless noted below.

Heavy Armor

Each space dedicated to Armor provides 10 points. These must be spread between the three areas of a

vehicle—the front, sides, and rear. For these purposes, the sides count as a single location. You don't need to assign armor to each side separately.

Mole

A mole is actually a giant screw at the front of the vehicle that allows it to burrow through dirt. Movement is limited to one half of the vehicle's usual Top Speed in mud or clay, and just one-quarter when moving through rock or stone..

Sloped Armor

If a vehicle is going to be outfitted with sloped armor, use the relevant Sloped Armor entry rather than Heavy Armor entry to determine cost and spaces.

Weapons

Depending on your setting, you may have conventional weapons, such as 75mm tank guns, or superscience weapons, such as ray guns. You may even have both coexisting on the same vehicle.

Regardless of how many gunners the vehicle has, each weapon may only be fired once per round.

Heavy Flamethrower: A heavy flamethrower can either fire a Cone Template or be arced to land in a Small Burst Template anywhere within range. This is treated just like any other area effect attack, though targets still get a chance to dodge out of the area of effect (flamethrowers fire far slower than other projectiles).

Heat Ray, Ray Gun, or Tesla Cannon: These guns require power to operate. As such, if the vehicle's engine isn't running, the weapon cannot be fired.

Heat rays fire super-intense beams of light that melt metal (and flesh). Ray guns are the pulp equivalent of laser weapons. Tesla cannons fire a bolt of electricity.

Spare Ammo

Every weapon, with the exception of superscience weapons, comes with a finite amount of ammo.

For weapons with a listed ammo entry, a vehicle may carry an additional load of ammo for each space used. This is assumed to be linked to an autofeeder—when one magazine is empty, the autofeeder automatically switches to the next one in line with no discernible delay. Vehicles carrying tank guns, which has no ammo entry, must purchase an Ammo Bin modification.

Stomping

Walkers can crush infantry (and other individuals) underfoot as an action. The pilot makes a Driving roll rather than a Fighting roll against the target's Parry. If successful, a light walker causes a d12+8 damage, a medium walker does a d12+10, a heavy walker does d12+12, and an ultra heavy causes d12+14 damage.

Example Vehicles

Here's a variety of vehicles ready to use. Again, feel free to modify these vehicles as required to suit your setting.

Sports Car

Ever since the car was invented, engineers have pushed harder and harder to build faster and faster vehicles. The sports car is the fastest conventional ground vehicle currently available.

Chassis: Light; **Acc/Top Speed:** 32/60; **Toughness:** 10 (1); **Crew:** 1+1; **Cost:** \$1900

Notes: Light Armor (1), Passenger (1), Wheeled

Pickup Truck

Pickup trucks in the pulp era aren't the four-wheel drive vehicles found on modern roads. Many didn't have anything other than a small flatbed on the back for cargo. Anything carried on the flatbed receives no Armor protection.

Chassis: Light; **Acc/Top Speed:** 8/15; **Toughness:** 10 (1); **Crew:** 1+2; **Cost:** \$1100

Notes: Flatbed (can hold 2 spaces of cargo or 8 passengers), Light Armor (+1), Passengers (2 internal)

M4 Sherman

Although the M4 Sherman is described in the main rules, it is included here so you can see how the "build your own" model and construction built tank compare.

Chassis: Medium; **Acc/Top Speed:** 4/12; **Toughness:** 22/17/17 (10/5/5); **Crew:** 3; **Cost:** \$36,400

Notes: Ammo Bin (80 rounds), Heavy Armor, Tracked

Weapons:

- 75mm tank gun (40 AP & 40 HE rounds)
- Heavy machinegun in coax (250 rounds)
- Heavy machinegun pintle mounted (250 rounds)

PZ X Emperor Tiger

This is an example of what the Germans could have built, had they had superscience backing them up.

Chassis: Heavy; **Acc/Top Speed:** 4/12; **Toughness:** 50/30/25 (35/15/10); **Crew:** 1; **Cost:** \$76,250

Notes: Advanced Stealth Tech, Heavy Armor, Stabilizer, Tracked

Weapons:

- Heat ray (unlimited ammo)
- Heavy machinegun in coax (250 rounds)

Hover Car

The hover car is found in space pulp games, where it has replaced wheeled and tracked vehicles as the

personal conveyance of choice. Although this version is slow by the standards of modern vehicles, you can speed it up by reducing the space requirement for futuristic vehicles to 1 space per size category.

Chassis: Light; **Acc/Top Speed:** 6/18; **Toughness:** 10 (1); **Crew:** 1+2; **Cost:** \$11,100

Notes: Light Armor (+1), Passengers (2)

M32 Sniper

The Sniper is designed to kill enemy tanks. As a tank destroyer, its armor is strongest at the front.

Chassis: Medium; **Acc/Top Speed:** 4/12; **Toughness:** 42/17/17 (30/5/5); **Crew:** 3; **Cost:** \$39,200

Notes: Ammo Bin (40 rounds), Fixed Gun, Heavy Armor, Tracked

Weapons:

- 88mm tank gun (40 AP rounds)

M3 Scout Car

The scout car is a four wheel drive, lightly armored vehicle designed for patrols and escort duties away from the frontline.

Chassis: Light; **Acc/Top Speed:** 10/20; **Toughness:** 19/14/14 (10/5/5); **Crew:** 2; **Cost:** \$6,750

Notes: Four Wheel Drive, Heavy Armor

Weapons:

- 20mm autocannon (200 rounds)
- Heavy machinegun pintle mounted (250 rounds)



M19 Behemoth

The Behemoth is an ultra heavy tank. Expensive and technically complex, they are few in number, which is fortunate for the armies that have to face them.

This model is a dual-tier design, with two heat rays mounted in an upper turret toward the rear of the vehicles and an 88mm tank gun in a smaller turret at the front. The 88mm has a limited firing arc of 135 degrees either side of straight forward.

Chassis: Ultra Heavy; **Acc/Top Speed:** 2/6; **Toughness:** 70/35/35 (50/15/15); **Crew:** 6; **Cost:** \$118,950

Notes: Ammo Bin (40 rounds), Extra Crew, Sloped Heavy Armor (+4), Tracked

Weapons:

- 2 x Heat ray (unlimited ammo)
- 88mm tank gun (40 AP rounds)
- Heavy machinegun in coax (250 rounds)
- Heavy machinegun pintle mounted (250 rounds)

Mk I Walker ‘Straggler’

The Mk I Walker was the first of the revolutionary new “upright” tanks. Although it suffered from crippling technical problems, it paved the way for more advanced models. The Mk I is still used by less technologically advanced nations, who have purchased the castoffs from armies with more advanced models.

Chassis: Light; **Acc/Top Speed:** 4/16; **Toughness:** 19/14/14 (10/5/5); **Crew:** 2; **Cost:** \$26,250

Notes: Heavy Armor, Legs

Weapons:

- Heavy machinegun (250 rounds)

Mk II Walker ‘Wanderer’

Also known as the Wanderer, the Mk II Walker is a more advanced, and larger version of its predecessor. The constant swaying caused by the walking action forced the designers to include a stabilizer, which is now standard on all walkers..

Chassis: Medium; **Acc/Top Speed:** 4/16; **Toughness:** 32/22/22 (20/10/10); **Crew:** 3; **Cost:** \$60,750

Notes: Heavy Armor, Legs, Stabilizer

Weapons:

- 20mm autocannon (200 rounds)
- 2 x Heavy machinegun in coax (250 rounds)
- Heavy machinegun pintle mounted (250 rounds)

Mk III Walker ‘Zeus’

The Mk III is considered to be the template for all advanced Walkers. Many consider it to be the equal of tanks of similar weight, but Walkers are still new technology and have never been fully tested in combat.

Chassis: Light; **Acc/Top Speed:** 4/16; **Toughness:** 50/30/25 (35/15/10); **Crew:** 4; **Cost:** \$96,200

Notes: Ammo Bin (40 rounds), Heavy Armor, Legs, Night Vision, Stabilizer

Weapons:

- 76mm tank gun (30 AP & 10 HE rounds)
- Heavy machinegun in coax (250 rounds)
- Heavy machinegun pintle mounted (250 rounds)

P21 Birdstrike

The Birdstrike is the bane of pilots. Build around a lightweight truck chassis, its quad machine guns can take down a plane coming in for a bombing or strafing run.

If you’re using the airplane rules, the quad MGs count as an array and give +2 Shooting and inflict 2d8+2 damage.

Chassis: Light; **Acc/Top Speed:** 8/15; **Toughness:** 19/14/14 (10/5/5); **Crew:** 2; **Cost:** \$4,700

Notes: Heavy Armor, Wheeled

Weapons:

- Quad heavy machineguns (250 rounds)

Motorbike & Sidecar

Motorbike and sidecars are popular in pulp games. The gunner, who sits in the sidecar, receives the benefits of Armor, and is free to act normally, but the driver and pillion passenger do not.

Chassis: Light; **Acc/Top Speed:** 16/30; **Toughness:** 11 (2); **Crew:** 1+2; **Cost:** \$2,350

Notes: Light Armor, Passenger (2) Wheeled

Weapons:

- Heavy machinegun (250 rounds)

Hovortank

Hovortanks might count as superscience in a typical pulp setting, but they’re more likely to be found in the armies of a space pulp game.

Chassis: Medium; **Acc/Top Speed:** 6/18; **Toughness:** 32/22/22 (20/10/10); **Crew:** 3; **Cost:** \$83,000

Notes: Heavy Armor, Hover, Improved Stabilizer, Night Vision

Weapons:

- Ray gun (unlimited ammo)

Mk IX Bulldog

A medium British tank, the Bulldog is great when it has the advantage of terrain, but suffers from poor rear and side armor.

Chassis: Medium; **Acc/Top Speed:** 4/12; **Toughness:** 42/17/17 (30/5/5); **Crew:** 3; **Cost:** \$38,450

Notes: Ammo Bin (40 rounds), Heavy Armor, Tracked

Weapons:

- 76mm tank gun (20 AP & 20 HE rounds)
- Heavy machinegun pintle mounted (250 rounds)

J14 Muckraker

The Muckraker was invented for use in swampy terrain. Armed with a tank gun and a heavy flamethrower, it has the capability to wreak havoc among enemy forces.

Chassis: Medium; **Acc/Top Speed:** 15/30; **Toughness:** 38/19/19 (26/7/7); **Crew:** 3; **Cost:** \$17,700

Notes: Ammo Bin (40 rounds), Amphibious, Four Wheel Drive, Heavy Armor

Weapons:

- 75mm tank gun (10 AP & 30 HE rounds)
- Heavy flamethrower in coax (20 shots)

RPD-2 APC

The concept of getting troops to the battlefield quickly is one that is only just beginning to dawn to the generals. The RPD-2 suffers from slow speed, poor weaponry, and armor thin enough that a rifle can punch a hole through it.

Infantry who have ridden in the vehicle have affectionately nicknamed it the "Tin Coffin."

Chassis: Medium; **Acc/Top Speed:** 4/12; **Toughness:** 14/14/14 (2/2/2); **Crew:** 3+5; **Cost:** \$15,300

Notes: Light Armor, Passengers (6), Tracked

Weapons:

- Heavy machinegun pintle mounted (250 rounds)

PzXI Nachtjager

The "Night Hunter" is a German tank fitted with the latest in nightvision technology. Although faster than most tanks of comparable size, the PzXI has weak armor and only mounts an autocannon.

Chassis: Medium; **Acc/Top Speed:** 6/18; **Toughness:** 22/17/17 (10/5/5); **Crew:** 3; **Cost:** \$23,350

Notes: Heavy Armor, Night Vision, Tracked

Weapons:

- 30mm autocannon (150 rounds)

PzXII Konig Nachtjager

The "King Night Hunter II" is a heavy tank based on the PzXI. Compared to that model this variant is slower (though as fast as other tanks its size), but carries a larger main gun, a machinegun to tackle infantry, and better armor. Reports that it can alter color to match its surroundings are unsubstantiated.

Chassis: Heavy; **Acc/Top Speed:** 4/12; **Toughness:** 55/25/25 (40/10/10); **Crew:** 4; **Cost:** \$31,200

Notes: Advanced Stealth Technology, Ammo Bin (40), Heavy Armor, Night Vision, Tracked

Weapons:

- 76mm AT gun (30 AP & 10 HE rounds)
- Heavy machinegun in coax (250 rounds)
- Heavy machinegun pintle mounted (250 rounds)

Vehicle Chassis

Type	Toughness	Cost	Spaces	Crew	Notes
Light	9	\$1,000	6	1/2	Large compared to a human
Medium	12	\$5,000	16	3	Large compared to a human
Heavy	15	\$10,000	24	4	Huge compared to a human
Ultra Heavy	20	\$20,000	35	5	Gargantuan compared to a human

Vehicle Transmission

Type	Cost*	Spaces**	Acc/TS	Notes
Four Wheel Drive	\$1,000	1	+5/+10	Treat each inch of difficult terrain as 1.5" instead of 2"
Hover Lift	\$10,000	2	+3/+9	Ignore difficult terrain modifiers and can fly over obstacles
Legs	\$6,000	2	+2/+8	Can climb over small obstacles; Treat each inch of difficult terrain as 1.5" instead of 2"
Normal Wheeled	\$200	1	+8/+15	
Tracked	\$3,000	2	+2/+6	Can climb over small obstacles; Treat each inch of difficult terrain as 1.5" instead of 2"

* Cost is per space.

** Every space per size category gives the bonus listed in the TS column. For instance, a heavy legs vehicle requires 6 spaces for each 9" of Top Speed

Vehicular Weapons

Type	Range	Damage	Space	ROF	Shots	Cost	Notes
Mundane							
20mm autocannon	50/100/200	3d8	2	3	200	\$2,500	AP 4
30mm autocannon	50/100/200	3d8	2	3	150	\$3,500	AP 6
40mm autocannon	75/150/300	4d8	3	3	75	\$5,000	AP 8
Heavy flamethrower	Cone or 40	2d10	3	1	20	\$2,000	As with Vehicular Flamethrower
Heavy machinegun	30/60/120	2d8	1	3	250	\$750	AP 2
75mm tank gun (HE)	75/150/300	3d8	3	1	—	\$5,000	AP 4; 1 action to reload; Medium Burst Template
75mm tank gun (AP)	75/150/300	4d10	3	1	—	\$5,000	AP 6; 1 action to reload
76mm tank gun (HE)	75/150/300	3d8	4	1	—	\$7,500	AP 5; 1 action to reload; Medium Burst Template
76mm tank gun (AP)	75/150/300	4d10	4	1	—	\$7,500	AP 12; 1 action to reload
88mm tank gun (HE)	75/150/300	4d8	5	1	—	\$9,000	AP 8; 1 action to reload; Medium Burst Template
88mm tank gun (AP)	75/150/300	4d10+1	5	1	—	\$9,000	AP 22; 1 action to reload
Superscience/Space Pulp							
Heat Ray	75/150/300	2d8	4	1	—	\$20,000	AP 15
Ray Gun	100/200/400	2d6	3	1	—	\$12,000	AP 5
Tesla Cannon	50/150/300	4d8	6	1	—	\$15,000	AP 9

Vehicle Modifications

Type	Cost	Spaces	Notes
Conventional			
Ammo Bin	\$200	1	Each space holds 40 tank gun shells
Amphibious	\$750*	2*	Can enter water without flooding or capsizing. Half Acc/Top Speed while in water.
Extra Crew	—	2	Space is per additional crewmember
Fixed Gun	—	—	One or more weapons cannot rotate.
Heavy Armor	\$500/space	1/10	See notes
Light Armor	\$100/point	—	Max of +3. Cannot be combined with Heavy or Sloped Armor.
Mole	\$1000*	1*	Allows movement underground at half or quarter of the vehicle's Top Speed
Night Vision	\$1500	1	Eliminates Dim and Dark lighting penalties.
Passengers	—	1	Space requirement is per passenger.
Sloped Armor (-1)	\$750/space	1/15	Heavy Armor.
Sloped Armor (-2)	\$1,000/space	1/12	Heavy Armor.
Sloped Armor (-3)	\$1,500/space	1/10	Heavy Armor.
Sloped Armor (-4)	\$2,500/space	1/8	Heavy Armor.
Stabilizer	\$2,000	1	Reduces penalty for moving vehicles to -1.
Superscience			
Advanced Stealth Tech	\$2,000*	1*	-4 to spot the vehicle visually
Improved Stabilizer	\$3,500	2	Negates all penalties for moving vehicle.
Infrared Night Vision	\$2,500	1	Halves darkness penalties for heat-producing targets (round down)

* Per size category of the vehicle.

Rocketships

No matter how cool the background to your space pulp setting is, the game won't work without equally cool rocketships.

There are three ways to view rocketships, from a construction point of view—make them up as you need, use a partial construction system, or totally design them from scratch using a simple construction system. In this chapter, we're going to take a look at the latter two methods. At the end of the chapter, you'll find a selection of rocketships to help you get started.

As You Need Method

To be honest, pulp games should be more about cool stories and dastardly villains than rocketships. In most settings, rocketships are likely to be little more than a means of getting to and from adventures.

Unless rocketships are going to play a crucial part in your setting, it's best just to assign stats to a range of rocketships of your own devising and present them as unalterable choices. Players might moan, but gently remind them that if they play a World War 2 game, they can't go around customizing their tank.

Feel free to use the ideas we've presented here for guidance, but don't worry about making things balance. As always, it's wise not to create an "ultimate" vessel, mainly because your heroes are likely to divert their attention to owning said ship.

If you are going to create a set of unalterable vessels, it's wise create enough to give the players some choice. A few pirate vessels, something fast but lightly armed, a heavily armed but extremely slow and unwieldy

warship, a merchant ship or two, some small fighters, and maybe a huge battleship, or spacestation, for your main villain to hang out in should suffice for most space pulp settings.

Partial Construction

One drawback to the "as you need" method, as explained under Aircraft (on page 7), is that the heroes can't do much to customize their ship. After all, you've just put down cool stats without caring about how much room a ray gun actually uses. The partial construction method allows you, the GM, to define the basic of rocketships, using the method above, and yet still allow your players to customize their rocketship.

For a start, decide the maximum number of weapons a ship can carry as nose mounted (we recommend just one) and swivel mounted.

Next, assume that every nose mounted and swivel mounted gun uses the same space. If the heroes capture a pirate ship with a cooler weapon than is on their own ship, they can swap it out for one of their own without worrying about space requirements, whether it's compatible, and other nonsense.

Second, every ship should have a number of empty cargo spaces. Ideally, this should range from 1 to 6, but the final decision rests on what would make your setting cool. While these spaces can be used to carry passengers or cargo, they can also be used to fit modifications. As for the modifications, you can either invent your own cool stuff, or just borrow from the list on pages 32-33.

Rocket Ships

Pulp rocket ships are more akin to the vessels seen in the black and white serials of the 'Thirties and 'Forties than ships seen in modern sci-fi movies.

Rockets propel ships through space, electric or atomic motors provide power to onboard systems, pilots navigate using a compass and by looking out the front windows, most crew have to stand at their post, and the doors can be opened in space. In short, pulp ships are more like cars than the space shuttle.

One question you'll need to answer is, what about fuel? Rocket ships may have eternal fuel supplies, be able to fly for a fixed number of days before they need refuelling (say 30) or a certain distance (say 100 distance units), or only run out of fuel when it is dramatically appropriate.

Whatever method you choose, it should be simple so as not to detract from the two-fisted action of your setting.

Construction Method

There's two ways to create a rocketship for your pulp setting. The first is to use the starship design rules in the *Sci-Fi Gear Toolkit*, which gives a more realistic approach (and we use the term "realistic" very loosely, of course). The second, and the one we've covered here, is to enter the realm of total pulp.

You'll find that this systems is Fast! Furious! and Fun!, but still allows you to build balanced vessels quickly. It doesn't go into exact space and energy requirements, however, as those are pretty unimportant in the fast and loose world of pulp.

First some basics. Pulp rocketships don't use powerplants for their weapons. Well, they do, but this is already factored into the chassis, so we don't need to worry about it.

Second, all rocketships except spacestations are atmospheric capable, so they can land on planets without any problems.

Third, in true pulp fashion, we haven't bothered wasting valuable room on staterooms—if your settings has longer distances for space voyages, assume they're included.

Chassis

All rocketships are measured in vague terms rather than specific volume or mass. Choose a category from the Size table (see page 7), This details the vessel's base speed, base Toughness and Armor, the number of spaces, the base crew size, and the cost.

Acc/Top Speed: The listed Acc is for your chosen ship-to-ship scale in space.

Travel Speed: This is how far a ship travels in day. Depending on your particular setting this may be abstract squares on a map, or a fixed distance, such as a light year, 100,000 miles, or whatever scale you choose.

Handling: Some rocketships are more maneuverable because of their lateral thrusters, the craft's design, or the advanced knowledge of those who built it. Handling adds directly to the captain's Piloting total, as well as the crew's if making a group Piloting roll.

Toughness and Armor: These work as normal. Note that all rocketships have Heavy Armor, which prevents them being damaged by small arms fire.

Spaces: Each space is an undefined measurement used for placing weaponry, marines, smaller vessels, and so on. Spaces not used on weapons and other add-ons become cargo spaces.

Crew: The crew number includes the basic staff required to run the ship. Usually, each gun requires an additional crewmember, but this is optional. A dedicated gunner does mean that the guns can be manned without taking crew away from other duties.

Unlike a true sci-fi game, pulp rocketship crews don't usually spend months or years in space. Heck, they rarely need to spend more than a day traveling between worlds in most films or books.

Cost: The cost of a rocketship isn't realistic by any stretch of the imagination. They're designed to be affordable, with some work, by your heroes.

Modifications

Modifications are extra fittings designed to give a rocketship an edge in certain situations. Unless otherwise stated, a vehicle can only have one of each type. All modifications work exactly as per the **Vehicles** section of *Savage Worlds* unless noted below.

Atomic Powerplant

Atomic power plants add +2 to damage on all atomic cannons, ray guns, heat rays, and graviton beams, as well as adding 10/20/40 to range.

An Engine critical causes a radiation leak. A single hit causes a low radiation leak, while a second hit causes a high radiation leak. The engine explodes on a third critical hit, inflicting 4d10 damage to the ship (ignoring Armor) and its crew.

Automatic Fire Extinguisher

This artifact activates automatically when a fire breaks out aboard ship. The roll to determine the effects of the fire suffers a -2 penalty each round (non-stacking) until the fire is extinguished, at which point the systems deactivates.

Autopilot

An autopilot is a large computer capable of flying a ship based on simple verbal instructions. Instructions can be no longer than 10 words or contain more than two clauses. For instance, "Fly us to Jupiter and avoid the Asteroids" is a perfectly valid command. Adding another clause voids the entire instruction.

Autopilots always take the shortest route—they do not understand commands such as, "Avoid danger" or "Fly through the Asteroids safely."

Autopilots have a d6 Piloting and fill a space.

Autopilot, Advanced

As a regular autopilot except for a d10 Piloting and a Wild Die.

Deflector Screen

Deflector screens are energy barriers designed to deflect incoming attacks. For every two spaces dedicated to a deflector screen, attackers must subtract 1 from any Shooting rolls directed at the ship.

Energy Shield

Rocketships often rely on energy shields rather than physical armor plating. Each space devoted to energy shield gives the vessel 2 points of Armor. A rocketship may spend no more than 50% of its available spaces on energy shields.

Extra Rocket Engines

Each extra rocket fitted provides +10 Top Speed, but adds nothing to Acceleration.

Gunnery Computer

This computer system has a d8 Shooting die and connects to a single swivel or a nose mounted weapon. Changing control to a different weapon requires reinstallation, though one computer can be installed for each weapon a ship possesses.

Once activated, it fires automatically on the closest enemy target. Switching it on or off takes an action.

Gunnery Computer, Advanced

As a standard gunnery computer except for d10 Shooting and a Wild Die.

Long Range Rocket Engines

These provide gentle thrust over a long period, helping with long distance travel but adding nothing in combat. Each rocket adds +1 to Travel Speed.

Rear Mounted Gun

Allows the rocketship to mount a nose weapon at the rear of the ship. It has a fixed firing arc into the rear arc of the craft.

Stabilizer Rockets

Stabilizer rockets provide vector thrust capability, making the rocketship more stable and maneuverable. Each set of thrusters (one per side) adds +1 Handling.

Teleporter

Teleporters work by turning physical objects into an energy wave, blasting them through space, and then reconstituting them at the destination.

Rocketship teleporters require two cargo spaces—one for the atomic power system and another for the 6 teleporter booths. The operator must be able to see his destination to work the device without a roll (such as through a videophone).

Safely teleporting people to a place he has previously seen requires a Smarts roll at -2. Teleporting people to a previously unseen location gives a -4 penalty to the roll. The operator may teleport any number of people he wants, though only one person may be on each pad (or the teleporter does not function).

Failure means the passengers have hit an object of some kind. They return to the teleporter booths and are Shaken. A roll of 1 on the Smarts die (regardless of the Wild Die) indicates a more serious disaster—the victims suffer 3d6 damage. Teleporters have a fail-safe to prevent the operator from sending people into a solid object, even if he wants to.

The range of a teleporter is limited to anywhere within 400" of the rocketship. Complexities such as speed relativity do not exist—you can teleport into a moving object with no harmful side effects.

When trying to teleport someone back to the ship, the operator must be contacted by radiophone in order to know where the passengers are located. The same penalties as above apply.

Turbo Rocket Engines

Turbo rockets are additions to the rocketship's regular engines. They provide a powerful, but short, burst of speed designed to get the rocketship moving faster more quickly.

Wing Modifiers

Modifiers to the rocketship's wings allow it to climb more quickly (+5 Climb). The modification may be altering the aerodynamics, or adding small thrusters.

Weapons

Rocketship weapons come in three types; those mounted in the nose, those fired from swivel mounts, and those dropped on targets. Nose mounted weapons only fire forward, swivel weapons can fire in any direction, and dropped weapons are only useful in hitting ground targets.

Atomic cannons, graviton rays, heat rays, and ray guns are powered from the ship's rocket motor and have unlimited shots as long as the rocketship's power plant is operational.

Bombs

These are the sorts of bomb you drop from a WWII bomber, not laser-guided smart bombs. They are inaccurate and are usually employed against large, static targets, such as buildings.

Making a bombing run uses the Area Effect rules in the *Savage Worlds* rulebook with a modifier to the Shooting roll of -1 per $10''$ of rocketship movement. Deviating bombs are treated as if dropped from Long range. Bombs cannot be used to attack targets in space.

Because rocketships lack laser targeting systems and "smart" bombs, accurate bombing requires a rocketship to slow to almost a crawl and run in on a straight approach. This makes them vulnerable to fighters and ground fire.

Large bombs take up 0.5 cargo spaces, medium bombs take 0.25 cargo spaces, and small bombs take 0.1 cargo spaces. One large, two medium, or four small bombs may be dropped each round.

Graviton Beam

Graviton beam weapons are used to disable the crew of rocketships by subjecting them to high-energy gravity waves. Any damage remaining after Armor reduction is applied to the crew, not the rocketship. Victims suffer Fatigue rather than Wounds. Fatigue damage from these weapons can lead to Incapacitation, but never to Death.

Recovery: Victims automatically recover a Fatigue level every 10 minutes.

Tractor Beam

Tractor beams are designed to ensnare other vessels and prevent them from escaping by trapping them in a powerful electromagnetic field.

Damage is rolled against the ship's base Toughness (ignoring Armor). For each "wound" inflicted, the target's base Top Speed is reduced by one-quarter (rounded down) so long as the hold is maintained. Multiple tractor beams produce cumulative effects.

Each round, the target may make a Piloting roll opposed by the attacker's Shooting to escape the tractor

beam. If the pilot can move behind a large intervening object, such as a ship at least one size category larger than his own vessel, the lock is automatically broken (and does not affect the intervening object).

If he rolls a 1 on his Piloting roll (ignoring the Wild Die), he has overstressed his engines. Treat this as an Engine Critical Hit (but do not inflict an actual wound on the ship). One roll must be made for each tractor beam locked onto the ship, but this does not incur a multi-action penalty.

Tractor beams take up space based on the largest vessel they can affect. Each category requires 2 spaces to be devoted to the weapon. For example, a ship of any size could affect a huge vessel (4 size categories) by allocating 8 spaces to this weapon. When you write up the ship, make a note of the maximum vessel it can affect.

For example, a pirate vessel with two tractor beams is attacking a medium freighter. The first tractor beam inflicts two "wounds" and reduces the freighter's Top Speed by 50%. If the second tractor beam inflicts a "wound," the freighter's Top Speed is reduced by three-quarter's of its base, giving 140×0.75 , or 37.

If the freighter pilot wants to escape, he must make two Piloting rolls, one against each gunner. If he breaks the first lock but not the second, his Top Speed is only down by 25%.

Example Rocketships

These rocketships can be used straight off the page, or tweaked to fit your setting.

Pirate Raider

Even in space pulp games, pirates make good antagonists. They usually hunt in packs, targeting heavily-laden merchant vessels. This particular version belongs to pirates who want to ensure the merchant's cargo is undamaged, but not all pirates are as thoughtful.

Acc/Top Speed: 20/140; **Climb:** 30; **Travel:** 3; **Handling:** +0; **Toughness:** 14 (4); **Crew:** 7; **Size:** Medium; **Cost:** \$17,000

Notes: Cargo Bay (2 spaces)

Weapons:

- 2 x swivel mounted ray gun
- Swivel mounted tractor beam (Large)

Small Freighter

Freighters carry cargo from one world to another, risking space hazards and pirates. Despite their size, they are only lightly armed as most of their space is dedicated to cargo.

Acc/Top Speed: 10/120; **Climb:** 20; **Travel:** 2; **Handling:** -1; **Toughness:** 20 (8); **Crew:** 8; **Size:** Large; **Cost:** \$21,000

Notes: Cargo Bay (14 spaces), Energy Shield

Weapons:

- 2 x swivel mounted ray guns

Interceptor Fighter

Interceptor fighters are typically used by space police to scour the space lanes for pirates and other criminals.

Acc/Top Speed: 20/160; **Climb:** 40; **Travel:** 4; **Handling:** +1; **Toughness:** 12 (4); **Crew:** 2; **Size:** Small; **Cost:** \$11,500

Notes: Deflector Screen (-1), Extra Rocket Engines

Weapons:

- 2 x swivel mounted ray gun

Yacht

Yachts are pleasure craft, carrying a small number of passengers through space in relative luxury. In addition to the regular crew of pilot and engineers, there is also a steward to serve the passengers.

Acc/Top Speed: 20/140; **Climb:** 30; **Travel:** 3; **Handling:** +0; **Toughness:** 15 (5); **Crew:** 4+8; **Size:** Medium; **Cost:** \$15,000

Notes: Cargo Bay (4), Energy Shield, Passengers

Weapons:

- Nose mounted ray gun

Space Taxi

A completely automated rocketship, passengers merely speak their destination when they enter, and leave the piloting to the autopilot.

Earlier models had no manual controls of any sort, which led to disaster on more than one occasion when the autopilot failed. Now, all taxis have a backup manual system, which is automatically released if the autopilot fails.

Acc/Top Speed: 20/160; **Climb:** 40; **Travel:** 4; **Handling:** +1; **Toughness:** 12 (4); **Crew:** 0+4; **Size:** Small; **Cost:** \$7,800

Notes: Autopilot, Gunnery Computer, Passengers

Weapons:

- 1 x swivel mounted ray gun

Mining Ship

Mining vessels are huge rocketships, though most of their space is taken up by massive cargo bays. They travel through asteroid fields, using their rocket gun and heat rays to blast and melt promising rocks, extracting ore, then suck them into the hold using the tractor beam.

Mining ships have powerful energy shields to help protect them from stray asteroids. More than a few have been turned into raiders by pirates.

Acc/Top Speed: 10/100; **Climb:** 10; **Travel:** 1; **Handling:** +0; **Toughness:** 26 (10); **Crew:** 15; **Size:** Huge; **Cost:** \$45,500

Notes: Cargo Bay (25 spaces), Energy Shield

Weapons:

- Nose mounted rocket gun
- 4 x swivel mounted heat gun
- 1 x swivel mounted tractor beam (small)

Space Cop Patrol Cruiser

Patrol cruisers are used in escort duty and to protect planets from orbital attack. They are as nimble as many smaller rocketships, and are equipped with powerful deflector screens.

Acc/Top Speed: 20/140; **Climb:** 30; **Travel:** 3; **Handling:** +1; **Toughness:** 14 (4); **Crew:** 7; **Size:** Medium; **Cost:** \$22,000

Notes: Deflector Screen (-2), Stabilizer Rockets

Weapons:

- Nose mounted ray gun
- 2 x swivel mounted ray gun

Battlestation

A battlestation is a flying fortress, in the most literal sense. Bristling with atomic cannons, the deadliest weapons known, and protected by a deflector screen and an extremely powerful energy shield, the battlestation is a true symbol of power.

Every gun is controlled by an advanced gunnery computer, which is more accurate than almost any human, or alien, gunner.

Some battlestations belong to governments, who use them as orbital defense platforms or place them at the center of battle fleets, whereas others are in the hands of power-mad tyrants hell-bent on galactic conquest. In most settings, the latter makes for a base the heroes cannot hope to destroy without some help, or at least a huge rocketship of their own.

Acc/Top Speed: 5/20; **Climb:** 5; **Travel:** 0.5; **Handling:** -6; **Toughness:** 44 (24); **Crew:** 20+16; **Size:** Spacestation; **Cost:** \$198,300

Notes: Advanced Gunnery Computers (x12), Deflector Screen (-2), Energy Shield, Passengers, Rear Mounted Guns*

Weapons:

- 4 x nose mounted atomic cannon
- 8 x swivel mounted atomic cannon

* Due to its vast size, the battlestation can mount a nose mounted weapon in each of the vessel's four firing arcs.

Courier

Courier rocketships are designed to carry passengers between worlds quickly. They are lightly armed, and usually carry important passengers, which makes them



Anti-Pirate Cruiser

Designed to capture rather than destroy, anti-pirate cruisers are equipped with graviton beams and a tractor beam. Standard tactics are to grab a vessel with the tractor beam, then subdue the enemy with graviton beams. Should the enemy resist, the ray guns can help in ensuring their cooperation.

Unfortunately, anti-pirate cruisers in the wrong hands make a perfect pirate vessel. The specialized weaponry allows pirates to attack, and capture, merchants vessels without risking their own lives.

Acc/Top Speed: 10/120; **Climb:** 20; **Travel:** 2; **Handling:** -1; **Toughness:** 23 (11); **Crew:** 14; **Size:** Large; **Cost:** \$37,500

Notes: Energy Shield

Weapons:

- Nose mounted ray gun
- 2 x swivel mounted ray gun
- 2 x swivel mounted graviton beam
- Swivel mounted tractor beam (Large)

Battle Cruiser

Among the largest and most powerful rocketships, battle cruisers are capable of destroying both space and planetary targets.

The addition of an atomic powerplant, the space for which many thought would have been better used on additional weapons, means the battlecruiser can engage targets before enemy ships can bring their guns to bear. Ships getting close enough to fire must still contend with the battle cruiser's energy shield.

Acc/Top Speed: 10/130; **Climb:** 10; **Travel:** 1; **Handling:** -2; **Toughness:** 30 (14); **Crew:** 24; **Size:** Huge; **Cost:** \$70,800

Notes: Atomic Powerplant, Energy Shield, Extra Rocket Engines

Weapons:

- Nose mounted atomic cannon
- 8 x swivel mounted ray gun
- 16 x medium bomb

prey for pirates. Fortunately, the courier can fly fast enough that pirates have little chance of intercepting it.

Cargo couriers exchange Passengers for a 1 space cargo bay. Their cargo is usually expensive or perishable goods.

Acc/Top Speed: 20/160; **Climb:** 40; **Travel:** 5; **Handling:** +1; **Toughness:** 12 (4); **Crew:** 2+4; **Size:** Small; **Cost:** \$8,000

Notes: Long Rocket Rocket Engines, Passengers

Weapons:

- Swivel mounted ray gun

Rocket Ship Hull

Size	Acc/TS	Climb	Travel	Hand*	Tough	Spaces	Crew	Cost
Small	20/160	40	4	+1 (+3)	12(4)	4	2	\$5,000
Medium	20/140	30	3	+0 (+2)	14(4)	10	4	\$10,00
Large	10/120	20	2	-1 (+1)	16(4)	20	8	\$15,000
Huge	10/100	10	1	-2 (+0)	20(4)	40	15	\$25,000
Spacestation	5/20	5	0.5	-6 (-2)	24(4)	100	20	\$50,000

* Numbers in parentheses are maximum ratings.

Rocket Ship Modifications

Type	Cost	Spaces	Notes
Atomic Powerplant	\$2000*	2*	See notes
Autopilot	\$300	1	d6 Piloting
Autopilot, Advanced	\$1200	1	d10 Piloting and Wild Die
Deflector Screen	\$1500*	2*	Per -1 penalty to opponent's Shooting rolls
Energy Shield	\$500	1	Per +1 Armor
Extra Rocket Engines	\$1000	1	Per +10 Top Speed
Gunnery Computer	\$500	1	Per gun controlled, d8 Shooting
Gunnery Computer, Advanced	\$1500	1	Per gun controlled, d10 Shooting and Wild Die
Long Range Rocket Engines	\$1000*	2*	Per +1 Travel
Nightvision	\$250	1	Per crew, negates Dim and Dark Lighting penalties
Passengers	—	1	Per 4 passengers
Rear Mounted Gun	\$100	—	Allows a nose mounted weapon to face backward
Stabilizer Rockets	\$500*	2*	Per +1 Handling, to the ship's max rating
Teleporter	\$3000	2	Per 6 people
Turbo Rocket Engines	\$500*	1*	Per +5 Acceleration
Wing Modifiers	\$300	1	Per +5 Climb

* Per size category of the vehicle. For instance, a medium ship (2 size categories) needs 4 spaces for an atomic powerplant.

Rocket Ship Weapons

Type	Range	Damage	Space	Cost	Notes
Nose Mounted					
Atomic Cannon	150/300/600	4d10	5	\$12,000	AP 16
Graviton Beam	75/150/300	3d8	3	\$8,000	AP 8; see notes
Heat Ray	40/80/160	3d8	3	\$6,000	AP 8
Ray Gun	100/200/400	3d6	3	\$4,500	AP 6
Rocket Gun	75/150/300	3d10	3	\$3,000	AP 10; Large Burst, 1 round to reload
Swivel Mounted					
Atomic Cannon	100/200/400	3d10	3	\$7,500	AP 8
Graviton Beam	30/60/90	2d8	1	\$5,000	AP 5; see notes
Heat Ray	20/40/60	2d8	1	\$3,500	AP 5
Ray Gun	50/100/200	2d6	1	\$2,000	AP 4
Rocket Gun	30/60/90	2d10	1	\$1,200	AP 6; Medium Burst Template
Tractor Beam	30/60/120	4d6	2*	\$500*	See notes
Dropped					
Bomb, Light	Dropped	3d8	1/8	\$100	AP 8; Medium Burst Template
Bomb, Medium	Dropped	4d8	1/4	\$200	AP 16; Large Burst Template
Bomb, Heavy	Dropped	5d8	1/2	\$400	AP 30; Large Burst Template

Fabulous Treasures

A pulp setting, whether based on Earth in the 1930s as is traditional for the genre, or set in some alternate version of Earth, is not complete without a hint of the supernatural.

Take a certain trilogy of films based around the two-fisted exploits of a certain whip-cracking archaeologist. Would they have done so well with the lead character chasing down mundane treasures? Probably not.

Even if they were set in Egypt, a favorite of modern pulp films because of the cool backdrops and millennia of history, they'd just be another action film.

A good pulp setting thrives on the supernatural element. It doesn't have to be all-pervasive, but it should be there somewhere. Whether it's the evil Chinese mystic's ability to disappear or fly, the swarm of bees launched from the empty hand of a tribal shaman, or the ancient artifact imbued with strange powers, the supernatural and pulp are close bedfellows.

This chapter presents a selection of treasures you can use in your pulp game. Some are loosely based on real people, organizations, or cultures. Others are totally fictitious.

You'll notice that there are no costs for these items, nor rules on how they were created. For the most part, these fabulous treasures are a mystery from a bygone age, when magic was real, not trinkets to be sold in the local bazaar, traded for something more powerful, or backward engineered to find out how to build more. Don't forget that

The listed powers are also examples. If you want to up or down the power, then go ahead. Just be wary of letting characters run around with these treasures like they were standard fantasy magic items.

Unless otherwise stated, each artifact is unique.

As usual, we invite you to tinker, alter, ignore, or rewrite them to fit the mold of your game.

Aladdin's Lamp

History

Aladdin, the fabled owner of the magic lamp, really did exist. His name was Allah al-Din, and he was the idle son of a tailor. Even the magician, the villain of the tale, was real, though he was actually only one member of an ancient order known as the Brotherhood of Guardians.

All that is known of the lamp is what is recorded in the Arabian tale entitled, "Aladdin and the Magic Lamp." Of its origins, and how it came to be placed in the vault in which Aladdin discovered it, nothing is known. No scholar has ever devoted time to tracing its origins, simply because no scholar puts any credibility in the story being based on fact.

Powers

The lamp has only one power, but literature may have done truth an injustice. For sure, the lamp conjures a jinni (pl. jinn), but the tale does not tell that the creature is a vengeful spirit.



Jinni of the Lamp

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d12, Vigor d10

Skills: Fighting d8, Guts d8, Intimidation d10, Notice d8, Spellcasting d10, Taunt d10

Pace: 6; **Parry:** 6; **Toughness:** 7

Treasure: None, but can often bestow wealth upon their patrons.

Gear: Scimitar (Str+3)

Special Abilities:

- **Immunity (Fire):** Jinn suffer no damage from fire or heat, being born of such material.
- **Invisibility:** Jinn can become completely *invisible*

with a successful Smarts roll and can remain that way indefinitely.

- **Magic:** In addition to their other abilities, jinn have 20 Power Points and know the following powers: *blast* (fire trapping), *bolt* (fire trapping), *fear*, and *shape change*.

- **Servitude:** A jinni Incapacitated by violent means will seek to make a bargain with its opponent. The jinni offers service for a year and a day in return for sparing its life. During the period of servitude, the jinni is gracious and obedient (though not suicidal), but once the period elapses it strives to destroy the one who forced its enslavement.

- **Smoky Form:** A jinni can assume a smoky form with a successful Smarts roll. While in this form, the jinni cannot be harmed by any means, but it cannot affect the world in any way. As smoke, they can fit into small containers, such as lamps.

- **Teleport:** Jinn can *teleport* anywhere in the world. A Smarts roll is required for *teleporting* to an unseen locations as normal.

- **Variable Size:** Jinn can vary their size from that of a man (their base form) to over 100' high. The base statistics assume they are human-sized. Each point of Size they gain gives them +1 Toughness and Strength. At Size +4 they become Large creatures, at Size +8 they are Huge, and at Size +12 and over they are Gargantuan. Changing Size requires a Smarts roll, with the jinni gaining or losing 1 level of Size per success and raise. The roll may be made once per round.

- **Weakness (Earth):** Jinn were born of fire, but man, who the gods favor over jinn, was born of clay. Attacks involving earth, whether thrown rocks or magical trappings, inflict double damage.

Location

Few exact locations are given during the tale, and there is certainly no mention of what happened to the lamp after Aladdin's death. That the lamp was never used again by a mortal seems assured, for it is never again mentioned in literature.

Given Aladdin's great wealth, and desire that the lamp should never fall into the wrong hands, it is likely protected by all manner of devious traps, not to mention monsters, possibly even mechanical golems.

Ambrosia

History

Ambrosia is, according to Greek myth, the food of the gods (the drink being nectar). Unfortunately, very little is known about this mystical foodstuff, or its effects on mortals. Indeed, no scholar seriously believes it existed.

Powers

Ambrosia can have any effect on mortals you want, from killing them outright to granting them immortality (and maybe even Invulnerability as well).

Another option is to grant bonuses to traits, similar to the *boost trait* power. Ideally, these should be restricted to attributes, but because of the nature of the treasure they should grant two die step bonuses. To which attributes? Probably all of them at the same time. Whether the bonuses are permanent or time limited (say, one week or month per meal) is up to you.

Ambrosia may also be useful as a healing "potion," curing even permanent injuries.

Location

Given that the only gods reputed to eat ambrosia were Greek, and that these deities lived on Mount Olympus, it therefore makes sense that the source of the ambrosia be located on that sacred mountain.

Treasure seekers should be warned that, according to the stories, the gods struck down anyone climbing the mountain who tried to discover their secrets.

The Lost Ark

History

The Ark of the Covenant, the most sacred treasure of the Old Testament era, is described in detail in Exodus 37, verses 1 through 9. Inside the Ark were placed the tablets containing the (second) set of Commandments Moses brought down from Mount Sinai.

The Hebrews carried the Ark with them as they journeyed through Sinai, housing it in the tabernacle when they camped. Eventually, the Ark came to be placed in Solomon's Temple, in Jerusalem, resting in the holy of holies, which was kept in total darkness.

The Ark was brought out on rare occasions, but usually only in times of war, when it was carried at the front of the army. It is claimed that whenever the Ark was carried in just cause, the Hebrew armies were victorious.

What became of the Ark remains a mystery. In all truth, nobody knows. The Ark, one of the most sacred relics of the Jewish faith, simply stops being mentioned in the Bible.

The most popular theory, at least among scholars, is that it was carted away to Babylon when Jerusalem was sacked by the forces of Nebuchadnezzar II in 586 BC. Chances are it was stripped down for the gold used in its creation.

Other hypotheses include the Ark being ship to Ethiopia for safety; it being removed to Egypt to Pharaoh Shishak (the Biblical name); it being uncovered by the Knights Templars shortly after the First Crusade and taken to Scotland when the order was abolished; it still

lies buried beneath the Temple Mount in Jerusalem; that it lies in a secret tunnel in the Qumran area; and that it never existed.

A few crackpots even claim it was discovered in Egypt by an American archaeologist in 1936 and now lies forgotten in a secret US Government installation.

Powers

Many strange powers were attributed to the Ark, including the power to cause plague, to levitate, and to project a mysterious beam of light from the area between the cherubs.

One power that no scholar doubts is that whoever touches the Ark will die. The only safe way to carry it is with poles. In game terms, you can handle this either literally or with a degree of compassion.

If you want to keep to the recorded Biblical stories, the unfortunate character dies outright, with no trait roll to save him. In true Biblical fashion, he might simply drop down dead, catch fire, wither and die, or catch some horrendous (and incurable) disease.

With the compassionate method, the character takes 4d10 damage each round he touches the Ark. Sure, he might die, but he may also live long enough to learn his lesson (or maybe to open the lid).

What about the other powers attributed to the Ark? Well, that depends on your religious sensitivities and what you need for your campaign. The Ark of the Covenant is a recognized Biblical relic. Reducing it to a set of game stats may offend some readers. Of course, if you want to turn it into a death-dealing artifact, look at using the *blast*, *bolt*, and *burst* powers.

Location

Here's where you get to have some fun. Where, indeed, is the Ark of the Covenant? That all depends on which theory you go for as regards its disappearance from history. Whatever you choose, there should be a web of clues leading the heroes to its final resting place obscured by layers of deceit, misinformation, and global conspiracy.

Bacon's Bronze Head

History

Roger Bacon (1214-1292) was an English friar and alchemist. A learned man, he studied geometry, philosophy, astronomy, and mathematics, and gained a degree from the Universities of Oxford and Paris.

He experimented with using painstakingly shaped glass lenses to correct human vision, studied light and optics, actively sought the fabled Philosopher's Stone (see page 7), and wrote several books on alchemy that ultimately resulted in the Church banning the Franciscan from writing,

Perhaps his greatest achievement was the creation of a bronze head which had the power to foretell the future. Scholars in modern times laugh at such claims, but Bacon is known to have written about ships that move without oar or sail, flying machines, and vehicles which moved without horses.

What became of this marvel of prophecy is unknown. Bacon spent the years before his death in prison, and the Church would certainly not have allowed such an abomination to exist. Or would they?

Powers

The head does indeed have the power to foresee the future. Once per day, it can answer one question about the future. The answer, as with any fortune telling, should be vague, veiled in obscure clues and symbols, and, more importantly, easy for the GM to manipulate into coming true.

However, the head does nothing for free. Unknown to clerics of his day, Bacon actually bound a demon into the head. In order to function, a pint of blood must be poured over the head, which is then absorbed through the metal. Of course, the demon accepts only human blood.

Location

The head faded into obscurity long before Bacon's death. Some scholars claim it never existed and that Bacon was the "Da Vinci of his day." Others insist that Dr. John Dee (1527-1608)—himself a noted alchemist—made use of it in his sorcerous studies.

A few have even accused the Vatican of stealing the head to use for themselves.

Blackbeard's Coat

History

Edward Teach, also known as Blackbeard, is probably the most infamous pirate ever to sail the Seven Seas. His early life is a mystery, and debates rage as to whether he was born in Bristol, Virginia, or Jamaica. Even his surname has been debated, and is listed in various documents as Tach, Tash, Tatch, Thatch, and even Drummond.

Blackbeard was a brutal pirate. He married at least 12 women, killed members of his crew at random as a reminder to others that death could come at any time, and even wore lit fuses in his hair and beard to create a more diabolical appearance.

Blackbeard was eventually killed by the British navy. During a naval engagement between Blackbeard's vessel and two British sloops, the infamous pirate led a boarding raid. Although Blackbeard was eventually killed, Lieutenant Maynard, the senior British officer claimed that Blackbeard had sustained, "five and

twenty wounds, five of them being of shotte, and yet no sign of harm to his coat was there."

The story goes on that after he was beheaded, his corpse, which had been dumped in the ocean, swam around his ship three times before finally sinking.

Power

Blackbeard was rumored to have had an interest in the occult, and to have made several deals with the Devil. One such deal led to the creation of his fabled coat.

Blackbeard's coat grants the wearer +4 Armor to his torso and limbs. It also gives him one free Soak roll for every wound he takes while wearing the coat. Unlike a regular Soak roll, the wearer can even Soak existing wounds, so long as they were taken in the same battle.

For instance, Blackbeard takes two wounds, but only Soaks one of them, leaving him with one wound. Later in the same fight he suffers another wound, but this time scores a raise. He Soaks both the wound he just took and the previous wound, leaving him completely unharmed.

Location

No one is sure exactly where the final battle took place, other than that it was off the coast of North Carolina. The area is full of hidden sandbanks, which makes searching the area treacherous.

That Blackbeard's corpse sank is not disputed, but reports from Carolina Indians several years later that a, "headless sailor in a long black coat, his flesh riddled with maggots and bloated by a great time in the water," was seen wandering through the swamps cannot be discounted either.

Book of the Dead

History

The Book of the Dead began as a series of rituals and prayers carved on the coffins of the deceased. Unsurprisingly, these early texts were known as the Coffin Texts. As more ceremonies were added, the texts were written on the walls of tombs, becoming known as the Pyramid Texts. Finally, they were written on to papyrus scrolls, gaining the name scholars know them by today.

Many versions, and copies, of the Book of the Dead exist. Those held in museums or the hands of private collectors are nothing more than the rituals of a long dead religion. They have no true power, being only collections of bygone religious rites. However, there also exists a true Book of the Dead.

Created by renegade priests of Anubis toward the end of the Late Kingdom, this particular book became known as the Book of Life Eternal to the ancient Egyptians.

Said to have been inscribed on thin sheets of human bone and protected within its metal cover by a cunning locking mechanism no thief could pick, the text was not meaningless ritual designed to guide the soul of the dead safely to the underworld—the dark magic contained in this mystical book worked the other way round.

The priests had planned to create a new Egypt, one that would rekindle the glory of the old days, one ruled by the wisest and most powerful priest ever to walk the banks of the Nile—Imhotep. That Imhotep has been dead for nearly two millennia did not concern the priests.

The diabolical plan was uncovered and the priests involved in the plot brutally executed. Unwilling to destroy the sacred book, despite its evil nature, the priests of Ra ordered the book be buried for all eternity.

Powers

The Book of the Dead allows anyone who can read Egyptians hieroglyphs to work the magic contained within its pages, which makes it extremely dangerous in the wrong hands.

The book contains a version of the *zombie* power. It works as normal when creating skeletons and zombies, but it can also be used to create Zombie Egyptian Warriors (costs 5 Power Points), Mummified Animals (6 Power Points), Guardian Mummies (8 Power Points), and Mummy Lords (20 Power Points). Check out the *Pulp GM Toolkit* for stats on these horrors, or design your own creations.

A character reading the spell uses the book's Faith skill of d12 and its 30 Power Points to work the magic. The grimoire always rolls a Wild Die.

In addition to being able to decipher the ancient Egyptian text, the character must have the book open in front of him, be able to speak, and have some way of turning the pages. The caster must declare how many Power Points he is investing before he rolls the Faith skill die.

Location

Egypt is a big country, with dozens of famous landmarks. The Book of the Dead could be buried under, or in, any one of them.

Better still, maybe the Book was buried in open desert, which the later Ptolemaic craftsmen built a temple over. Perhaps the site had retained a reputation over the centuries for being somehow linked with Anubis (god of the dead), and the Ptolemaic rulers decided to honor Anubis with a shrine.

Books of Thoth

History

To the ancient Egyptians, Thoth was the god of wisdom and learning. It was he who taught mankind reading and writing, astronomy, science, engineering, and even magic. Thoth knew many things, some would say all things, including the knowledge that the world would one day suffer a terrible flood.

Depending on which myth you read, Thoth either created two pillars (one of brick and one of stone) or inscribed his wisdom into a series of books, hiding them so that his knowledge would never be lost to mankind, but in a place where only the worthy could find them.

Powers

The Books of Thoth grant near unlimited power, but only through knowledge and wisdom. Every secret of the universe is said to be contained in their pages.

Of course, this isn't easy to detail in game terms. Here's some a few ideas to get you going, but how you want to handle it depends on whether you want these books in your characters' hands, and the power level of your game.

- A character possessing the books can increase three (or more) Knowledge skills when he advances if his current die type is equal to or lower than that of his

Smarts, or two skills if they are over.

- Characters may use them to make a Common Knowledge roll on any Knowledge-related subject.
- The reader can automatically increase two Knowledge skills lower or equal to his than his Smarts and one Smarts linked skill higher than the attribute every time he advances. This is in addition to any other advancements he takes.
- A character can learn the Magic or Weird Science arcane skills when he advances, beginning at a d4. Gaining powers requires the New Power Edge.
- A mage or weird scientist learns two New Powers when he takes the Edge.
- A character must read the entire collection, which takes a year. He then gains 10 skill points to spend on any Knowledge skill (or Magic and Weird Science if you allow). Skills over the character's Smarts cost two points per die, those equal or below cost one per die, and a new skill costs just one point (and is learned at a d4 as normal).

Location

The Books of Thoth remain hidden to this day in ancient Egypt. Thoth created many signs pointing to their location, in the form of cryptic clues and through his priesthood, which created monuments pointing the way (without understanding their meaning).

Exactly where they were hidden is subject to much speculation. A secret chamber beneath the Sphinx or inside the Great Pyramid, inside one of the many stela situated in Egypt (and now throughout the world thanks to European plundering), and even in Jerusalem, where they were carried by the first Masons are all locations put forward by various scholars.

The latter does have echoes with the story that Thoth wrote his wisdom onto pillars, for outside the Temple of Solomon stood two pillars, called Boaz and Joachim. Could these have contained the books, or perhaps even been the "books" themselves?

As with any great pulp adventure, finding the hidden cache of wisdom should involve deciphering these clues, and exploring the monuments and desert of Egypt. And if you want to add mummies, feel free to do so.

Captain Kidd's Compass

History

Captain William Kidd (1645-1701) was born in Scotland. Little is known about him until 1689, however. At this time he was aboard a French vessel anchored off St. Kitts (then St. Christopher). When the crew discovered that Britain had declared war on France, the sailors mutinied against their former masters. William Kidd took command and became Captain Kidd overnight.



Despite this act, Kidd did not turn to piracy immediately, but instead became a privateer, serving his country well but offending several important English Navy officers, who saw him as a vagabond muscling in on their duties. Kidd married a wealthy lady, raised a family, and was a regular churchgoer.

Despatched on an anti-piracy expedition in the Indian Ocean in 1697, Kidd changed sides and began an active campaign of piracy. Kidd was eventually captured, denounced as a pirate and murderer by his crew, and sentenced to hang. Kidd was executed in 1701, though it took two attempts (the rope broke on the first try).

Some people have claimed Kidd was unjustly executed, others that he deserved all he got. Whatever the truth, Kidd's treasure was never found.

One of his crew, a Dutch sailor by the name of Jakob Pietersen, claimed that he and a few other sailors escorted Kidd to an unknown island somewhere off the North American coast to bury his treasure. At his trial, Pietersen claimed that Kidd had a, "compass of a magickal nature, which did point only to his treasure."

No such compass was ever found, and Kidd refused to speak of it to his prosecutors, taking the secret of his rumored riches to his grave.

Powers

Kidd's compass does indeed point to the location of his buried treasure. In fact, that is all it does.

Kidd's actual treasure, which is the real "power" of the compass has been estimated at anything from \$30,000 to several million. Its value, and whether it is still there, depends on your generosity.

Location

Kidd's treasure is believed to be buried somewhere off the coast of America. Two prime candidates are Oak Island (Nova Scotia) and Clarke Island (Connecticut River in Massachusetts).

On the former there is supposedly a fortune buried in a pit no one can excavate because of its ingenious design. On the latter, local legends tell of a treasure that can only be excavated by three people working in absolute silence under a full moon.

Cortez's Sword

History

Hernan Cortez, marqués del Valle de Oaxaca, was born in the Spanish province of Castille in 1485. Born to a wealthy family, he studied law briefly at Salamanca, but dropped out, much to his parent's dismay. With dreams of riches in his head, he cast his gaze west, to the new lands found by Columbus.

While taking part in the brutal conquest of Cuba and Hispaniola, Cortez learned of the "golden kingdoms" of the Indians further west. With a force of 500 men and gold lust in his heart, Cortez sailed west.

At first, the Aztecs treated Cortez as a god. According to their legends, a bearded white man would arrive from the east in the Aztec year One-Reed. By a monumental (and ultimately tragic) coincidence, One-Reed equated to 1519 in the Christian calendar, the year Cortez arrived among the Aztecs.

Not content with being "divine," Cortez sought out the fabled cities of gold, slaying all who stood in his way. Within a few short years, the mighty Aztec empire lay in ruins. Cortez's sword, like his soul, was soaked in the blood of innocents.

Cortez never found any cities of gold (such as the fabled El Dorado), nor did he ever achieve his goal of becoming a powerful political figure in the Holy Roman Empire of Charles V. However, he returned to Spain a very wealthy man, where he died in 1547.

Powers

Cortez's sword is a razor sharp long sword that causes Str+8 damage. With every life it takes, the wielder's hands slowly become stained red. Eventually (after about 10 kills), the user's hands actually ooze blood so that they're constantly wet, ruining clothes, making it difficult to shake hands, and so on.

Worse, Cortez's unfulfilled lust for gold and power has transferred to his blade. After a week, the owner gains the Minor Greedy Hindrance. After a month, this becomes the Major Greedy Hindrance.

Location

Historically, Cortez's sword was never attributed any powers. It may be buried with him, in which case it is relatively easy to find, or maybe it was taken from his corpse and used by subsequent Conquistadors. In the latter instance, it's final resting place could be anywhere from Peru to Louisiana or California (both former Spanish territories).

For a pulp game, it should ideally be guarded by zombie Conquistadors. Treat these as regular zombies, but with swords, muskets, and plate corselets.

Crystal Skull

History

Several crystal skulls have been found in Meso-America, but these are only mundane copies (though still fabulous works of art in their own right) of the true crystal skull.

Created by Mayan priests a millennia before Christ, the crystal skull was crafted from a single quartz crystal the size of a human head.

Exactly how it was created is a mystery, as there are no signs of chisel marks nor of polishing. Studies of the duplicate skulls have produced figures ranging from 200 years to 50 years to create such a work.

According to Mayan legends, the skull could grant special powers to whoever gazed into its eyes and survived the experience.

Indeed, it has long been believed by fringe scholars that the Mayans harnessed psychic powers. The Mayan name for the skull translates as the "Head of Bridges," which many have taken to mean a bridge between man and the gods.

The skull is anatomically identical to a human skull in size, except for a heavily sloping forehead. Some scholars have claimed that the Mayans practised the ritual of head binding, tying a block of wood to an infant's skull to force the bones to shape into a peculiar sloping shape, whereas others insist the sloping forehead was the sign of a psychic individual.

Mayan culture was at its height centuries before Columbus reached the Americas. By the time the Conquistadors arrived, the culture was fractured and much of their knowledge of mathematics, astronomy, and architecture was forgotten by all but a handful of priests. There were many written texts, but many of these were burnt by the Christians.

The skull had passed into legend by the time of the Spanish invasion, and although it was sought after by several Conquistadors, it was never found.

Powers

The crystal skull can indeed grant power to anyone who gazes at it, but there are risks involved. Anyone staring into the eyes of the skull under moonlight (it has no power in sunlight) sees a tiny, swirling green vortex. The longer and deeper the viewer stares, the larger and more violent the vortex becomes.

The viewer must make a Spirit roll at -4. On a failure, the victim is overcome by the power of the skull and falls unconscious for 2d6 hours. If the Spirit roll is a 1, regardless of the Wild Die, the viewer suffers a tremendous mental backlash, and loses a die of Smarts (to a minimum of d4). On a critical failure, the skull fries the victim's brain, reducing him to a permanent vegetative state.

With a success, however, the viewer gains mental powers. He acquires the Arcane Background (Psionics) Edge, one Psionic power of the GM's choice, and the Psionics skill at a d4. Each raise on the Spirit roll adds a further die to Psionics (no maximum) and one additional power (again, of the GM's choice).

Any viewer who gains psionics and attempts to get a further boost by staring into the skull places his life in jeopardy. The gods are willing to grant powers to those they find worthy, but they do not take kindly to those trying to gain additional power.

The victim must make a Spirit roll as above, but any failure causes permanent and irrevocable brain damage, leaving the viewer an insane vegetable.

Location

The true crystal skull, on which all the others were based, lies in the heart of an as-yet undiscovered Mayan pyramid deep in the jungles of the Yucatan,

Excalibur's Scabbard

History

Common myth holds that Excalibur was the sword King Arthur drew from the stone. In fact, Excalibur was gifted to Arthur by the Lady of the Lake. (The sword he drew from the stone to claim his kingship broke, and was replaced with Excalibur.)

When Arthur fell in battle for the last time, he ordered the sword be returned to the Lady of the Lake for safe keeping. Excalibur passed into the realm of myth.

Many times throughout the centuries, treasure hunters have searched for Excalibur, concentrating their efforts primarily in the west of England. Countless barrows and Dark Age graves have been plundered, but of the sacred sword, no trace has been found.

Had these treasure hunters and gloryhounds done their homework better, they would have realized that apart from its origin, there is nothing noteworthy about the sword. The true magic of this weapon lay in its scabbard.

According to the legends, it had the power to protect whoever wore it from harm and prevented existing wounds from getting worse. Had Arthur been wearing it at the Battle of Cammlan, he may well have survived, and British history would be very different.

Why did Arthur not wear it at so crucial a battle? That we shall likely never know. What is more important is that, contrary to common belief, the scabbard was not returned to the Lady of the Lake after Arthur's death. Instead, it was buried with the mortal remains of Sir Lancelot.

Powers

The scabbard, which has no name of its own, grants whoever wears it Invulnerability to all weapons except piercing melee weapons, such as spears.

In addition, anyone who treats the wearer's wounds, through mundane or arcane means, gains a +2 bonus to their rolls. The wearer has a +2 bonus to natural Healing rolls. All of these bonuses stack with any other bonus, such as Fast Healer or Healing Hands.

Despite being just shy of 1500 years old and made of leather, the scabbard remains as fresh and supple today as it did when Arthur wore it. The leather has

some heavy staining from centuries of lying in dirt, but could easily pass as something crafted less than a century or two ago.

Location

If you want to think along traditional lines, the scabbard should ideally be buried in the southwest of England or in Wales. Both areas are suitable localities for Arthur's old stomping grounds, depending which histories you read.

Of course, there's no reason why it couldn't be located elsewhere in the world or even why it should be in a grave. Consider the following:

Although the scabbard was buried with Sir Lancelot, it was uncovered by an antiquarian in 1729. The antiquarian, one Lord Andrew Shakebale, never guessed to its true origin, but it became a family heirloom.

The final scion of the family, one Morgan Fansworthy, was not only an American Congressman, he was also a high ranking Mason. On his death in 1879, his will left all of his Masonic regalia to the Masonic Library and Museum of Pennsylvania (his home state).

In accordance with his wishes, his fellow Masons placed the scabbard, which Fansworthy had always worn to meetings, with the rest of his Masonic possessions in the Lodge museum, where it remains to this day.

Eye of Ra

History

Ra was the Egyptian sun god and, like many solar deities, was held in high esteem.

The Eye of Ra is a gem about the size of a man's fist. Supposedly yellow in color, arguments have raged over whether the gem even existed, and if it did, what sort of stone it was.

When and how the Eye came into being is unknown, but that it existed is recorded in ancient texts dating to the time of the pharaoh Ramses II (1279-1213 BC). Ramses was hailed as a prestigious builder and a great military conqueror. His reign during the 19th Dynasty saw the glory of Egypt rekindled.

His most famous battle was against the Assyrians, at a small town called Qadesh. Control over the Near East (what would eventually become known as the Holy Land) was at stake, and for Egypt that meant material wealth.

The battle was not going well for the Egyptians, who had been caught unawares by their enemy. As the Egyptian line collapsed, Ramses ordered his priests to bring out the Eye of Ra.

Holding the gem toward the sky and calling on Ra to invoke his blessing and aid the beleaguered Egyptian army, Ramses watched in awe as beams of searing light

shot forth from the gem, incinerating men, horses, and chariots. By the time the light had dimmed, the Assyrian army lay ruined.

Powers

The Eye of Ra emits a beam of searing light capable of melting flesh and bone, not to mention metal. It projects a 3" wide beam to a range 400". Everything along the path of the beam takes 3d10 damage at AP 40 (this counts as a Heavy Weapon). Everything in the path has a chance of catching fire as if it were a highly flammable material.

The Eye isn't without its limitations, however. First, it can only fire once per hour, and must be in unobstructed sunlight to function. Second, the beam does not separate friend from foe, and destroys everything in its path. The resultant fires can quickly lead to further devastation, especially if used in an arid climate.

Location

As an Egyptian artifact, it makes sense that the Eye of Ra is located somewhere in Egypt. There are many suitable places, from secret passages beneath the Sphinx or Great Pyramid, to the colossal Temple of Karnak, or even buried in an as yet undiscovered tomb in the Valley of the Kings.

Although the Egyptians never trapped their tombs, every good pulp setting should ignore this. As well as damaging traps, there should also be some tricks and puzzles. Maybe even a mummy or two as well.

Fountain of Youth

History

The fountain of youth was, in western myth, supposed to lie in what is now the state of Florida. Juan Ponce de Leon landed there in 1513, and heard the story from the native Indians. He searched for years, but found no trace of the mythical fountain.

Rumor of the fountain had been circulating in Europe for many centuries before de Leon reached America.

The fountain, sometimes called a well, had appeared in the travelogue of Sir John Mandeville (a sort of a medieval Gulliver's Travels describing strange lands outside Christendom), been linked to Prester John (a mythical Christian ruler in the East), and was even mentioned in stories about Alexander the Great.

Powers

The name "fountain of youth" comes from a mistranslation of an ancient Greek text on Alexander, in which the phrase "fountain of perfection" appears. Given the classical sculptors habit of showing youths as unblemished, the mistake was never noticed.

A single drink of the waters immediately removes any physical or mental blemishes. In game terms, the following Hindrances, and their effects, are “cured” by the water: Anemic, Arrogant, Bad Eyes, Blind, Bloodthirsty, Cautious, Curious, Delusional, Elderly, Greedy, Habit, Hard of Hearing, Lamé, Mean, Obese, One Arm, One Eye, One Leg, Overconfident, Phobia, Stubborn, Ugly, Vengeful, and Yellow. In game terms, the drinker can remove any of these Hindrances.

The waters also heal any existing wounds or crippling injuries, permanent or temporary. They do not, however, restore youth, nor can they resurrect the dead.

Location

So where does this wondrous fountain or well lie? Looking through the history, it could be anywhere from Florida to China. Where ever you choose to place it, it should be in an inaccessible location (or it would have been found by now).

It might also be guarded by a group of monks, or other wise men, whose task it is to ensure that only those worthy drink of its water. This is best achieved by a series of challenges designed to test the would-be drinker’s virtues. Those found wanting are not told the path to the fountain.

Golden Idol

History

Golden idol is a generic term used to describe any statue of a god made from or decorated with precious metals and stones. Most are small, with a maximum size of roughly 12”, but have a value of tens of thousands of dollars (or whatever currency you use in your game).

As for their history, well that can be as colorful as you like. Ideally, the idol should have some religious connotations to its makers, so you should tie in the history, and the idol’s physical description, to the deity’s spheres of influence.

For example, a golden idol of Mictlantecuhtli, the Aztec god of the dead, may be a squat gold statue depicting a skeletal form. Crafted around 1000 AD, the priests carried it forth whenever there was a human sacrifice, soaking the idol in the blood of the sacrifice to honor their god.

Powers

Gold idols don’t actually need powers to have people looking for them. After all, a lump of gold worth \$50,000 is pretty special in its own right. Of course, being pulp, you’ll likely want to jazz up your idols a bit, if only to stop them becoming rather boring after your group has found their tenth one.

Ideally, an idol should have some minor supernatural power. The idol of Mictlantecuhtli, for instance, may have the *zombie* power. Any corpse touched by the idol on the night of the full moon returns to life as an undead, but only if the idol is soaked in the blood of a human sacrifice first.

Idols can also be cursed. Like the powers, curses should be crafted to fit the idol in question. Maybe our Aztec god doesn’t want to be carted off to some museum. Any non-Aztec priest (and they’re pretty rare in most gaming groups) who touches the idol must make a Vigor roll or contract a wasting disease.

The victim suffers a level of Fatigue instantly, and must make another roll each day (or week or month, depending on what you think is cool) or gain another level of Fatigue. As he gets progressively worse, so he becomes more skeletal, his flesh wasting away. If he makes three consecutive Vigor rolls at any stage, he has shaken off the effect.

A curse may simply give the holder a penalty to all trait rolls. Keep the penalty small and the character may never notice the effect.

Of course, one power every idol has is to grant the wielder leadership over any surviving natives who recognize it. A bloodthirsty tribe of Aztecs living in Mexico and following the old ways would respect our example statue. So long as the statue is displayed openly, the owner gains the benefits of the Command Edge, as well as a +4 bonus to Intimidate rolls made against the natives.

Location

Golden idols can be found among tribal cultures, such as the Indians of Central and South America or the sub-Saharan tribes of Africa. In a pulp game, they should be protected by traps, and possible monsters, both magical and mundane (crocodile pit, anyone?).

Grand Master’s Tabard

History

Tabards were cloth or wool garments worn over armor and were embroidered or dyed with the heraldry of the wearer.

The Grand Masters in question were members of medieval orders of warrior monks, usually referred to collectively as the Militia Dei (“Armies of God”). There isn’t room here to go into details about each of these orders, but in short they were founded during the Middle Ages and died out, as a standing holy army at least, by the Renaissance.

Powers

The power granted by a tabard depends on the order to which the Grand Master belonged.

Hospitallers: The Hospitallers were famed for their hospitals (hence the name). A tabard grants +2 to Healing rolls.

Knights of Christ: A Portuguese organization with strong ties to the Templars. The most famous Grand Master was Prince Henry the Navigator. The cross displayed on the sails of Columbus's ships was that of the Knights of Christ. Tabards grant +2 to Boating rolls.

Lazarus: Membership in this organization was restricted to knights afflicted with leprosy. The wearer gains +2 to Vigor rolls to resist the effects of poison or disease.

Templars: The Templars were formed to protect pilgrims in the Holy Land. The wearer has +1 Armor. If the character is fighting to protect an innocent (define this however you wish), he has +3 Armor so long as he remains within 1" of the person he is protecting and that person is alive.

Teutonic: The Teutonic knights fought heathens in the Baltic region of Europe. Wearers gain the benefits of the Arcane Resistance Edge. The bonuses stack if the wearer already has that Edge (or the Improved version).

Location

The graves of very few Grand Masters have ever been located. As Christian soldiers, they are likely to lie in cathedrals or churches across Europe and the Holy Land. Many died in combat, of course, and their graves may be nothing more than a small hillock in some remote part of the world.

Holy Grail

History

The Holy Grail was the cup which Christ used at the Last Supper. Joseph of Arimathea also used the vessel to catch the blood of Jesus as he hung on the cross.

According to one legend, Joseph of Arimathea visited England after the death of Jesus, and brought the Grail with him. Glastonbury, in Somerset, is one of many places strongly linked to the Grail and a deep well, known as Grail Well, is one of many supposed resting places.

Despite what you may read, the Grail became linked with King Arthur during the Middle Ages, when the first Grail Romances were created. Before this time, the Holy Grail and Arthur remained separate stories.

The Grail stories also brought together the ideals of knights and chivalry, as well as dragging the Knights Templar into the mix. Historically, the latter is likely to have taken place to honor the most powerful military organization in Christendom but hey, you're making a pulp setting!

Powers

Although we avoided detailing any specific powers of the Ark of the Covenant, we'll do so for the Holy Grail. Why? Well, the Grail isn't really part of Christianity, and it has become so entwined with Arthurian legend that it has, in many ways, lost any religious significance.

In Arthurian legend, the Grail had the power to "heal nations." While you can retain this power, it has very little use in terms of game mechanics.

More traditionally, whoever drank from the Grail could be healed of all wounds. In game terms, this is simply the Greater Healing power with unlimited uses.

Location

Depending on your needs, the Grail could be located in the Holy Land or in England. Should you opt to use the latter, any site linked to King Arthur is a good starting place for a great cat-and-mouse chase while the heroes try to reach the Grail before their foes.

If you wish to use the Arthurian link, you can have the Grail protected by undead knights, or maybe even a dragon (which also ties in nicely with Arthurian legend).

Holy Relics

History

Holy relics is a catchall title for any small sacred item. Traditionally, these have been things like saint's knuckle bones, strands of hair, items of clothing, and such like. During the Middle Ages, the Church allowed the sale of these items to pilgrims. Many were undoubtedly fakes, but among the dross there are actual holy items, possessed of real power.

Every relic you create should have a unique background. It need only be something as simple as, "This is the index finger of St. Peter, rescued after his martyrdom and then lost to history," but it all adds flavor, and that makes a good setting a great one.

Note: Holy relics could very easily be used in a fantasy game, whether it's a pulp version or a more traditional one.

Power

Every relic should have a unique, but small, power associated with it. Here are some examples to get you going.

- One die increase in the holder's Faith skill (if any), to a limit of a d12.
- The holder gains the benefits of the Arcane Resistance Edge.
- The holder gains +3 Armor vs. attacks made by supernatural creatures.

- Holder gains +1 Toughness
- Either a one die type or fixed +2 bonus to a certain skill linked to the saint in question. For instance, Saint Francis, patron saint of animals, might give a bonus to Riding, whereas St Bernard de Clairvaux, a famed theologian, might grant +2 to Faith rolls.
- Use of a single power. The relic has 5 Power Points and a d6 Faith.
- A +1 bonus to a rolls for a single attribute.
- The holder never suffers from the effects of Fear.
- Holder gains a +2 bonus to Vigor rolls to resist the effects of cold, heat, poison, disease, hunger, and such like.

Location

The location of these relics can be as varied as you want. They may be buried in medieval crypts, contained in reliquaries (objects, usually gold or silver, made specifically to house these relics) in cathedrals, or in the hands of private collectors. Few are likely to be guarded with traps (buy you never can be sure), but their location is likely to be veiled in cryptic references in cathedral architecture and old paintings.

Horns of Alexander

History

Alexander the Great was born in Macedonia in July, 356 BC. As if to foretell his coming, disaster struck the great Temple of Artemis at Ephesus—one of the Seven Wonders of the Ancient World—which burned down that very same day.

On the death of his father, King Phillip, Alexander swept aside his rivals and assumed the crown. According to legend, as Phillip lay dying, he told his son to make a new kingdom, for that which he left was too small. Some historians claim that Alexander had a hand in his father's murder, but if this were true, history, and Alexander's brutal revenge against those involved in the plot, has erased any hard evidence.

With full control of the army at his fingertips, Alexander turned his gaze east, toward the greatest empire of the time—Persia.

Alexander's exploits as a skilled general are well known. He crushed the Persians, conquered Egypt, and even warred against the Indians (not the American variety) before his untimely death in 323 BC.

What is not known to most historians is that Alexander did not achieve greatness by dint of his own talents. During his youth, Alexander had visited Delphi to speak with the famous Oracle. Alexander entered the shrine clad only in sandals and a robe. When he left, an hour later, he carried with him a pair of horns, fashioned with a golden band to allow them to be worn as a headband.

That the horns existed is accepted fact by historians, who have found coins minted by Alexander's army which depict him wearing them. What is not known, however, is that the horns were enchanted.

Powers

Alexander's Horns do not grant the wearer any supernatural ability to destroy armies with the wave of a hand, but they do give a military commander a very powerful tool in combat. In the hands of someone with the will to wield them, they could cause the destruction of every standing army in the world.

Anyone who wears the Horns of Alexander gains the benefits of the Command, Fervor, Hold the Line, Inspire, and Natural Leader Edges.

In addition, the command radius of the character is extended to 24" (from the usual 5"), and the Edges affect Wild Cards as well as Extras.

The wearer also gains the Invulnerability ability with regard to all forms of damage except poison. History says that Alexander died of fever in Babylon, but possessed of the Horns, he can only have been poisoned.

The horns have a side-effect, however. Each week they are worn, the wearer must make a Spirit roll, suffering a cumulative -1 penalty for each week after the first. On a failure, the character becomes obsessed with conquering the world. Treat this as a Major Vow and Major Delusion. Only the death of the character can cure him of these maladies.

Location

Alexander the Great was buried in Alexandria, Egypt. Legend states that he was entombed wearing gold armor in a glass coffin. On his head was placed his magical headband. The great tomb, located deep beneath the streets of the modern city that bears Alexander's name, has never been located.

Some say that a giant crystal crab guards the tomb, devouring all who happen across it. Others claim that the tomb never existed, and that Alexander was buried in the desert.

After his death, Alexander's empire rapidly collapsed. Treasure hunters have used this fact as proof that the Horns of Alexander never fell into the hands of any of his generals.

Leonardo's Lost Notebooks

History

Leonardo Da Vinci (1452-1519) was a painter, scholar, scientist, and, some say, alchemist. Both friend and foe to the Catholic Church, Leonardo

was accused of heresy, and yet also produced many religious masterpieces, including the famous Last Supper fresco.

During his life, Leonardo dreamt up many fantastic machines, but none were ever constructed. Among his many sketches and engineering drawings are helicopters, submarines, tanks, and diving suits, to name but a few.

Many of Leonardo's notebooks now reside in museums and with private collectors. Those called his Lost Notebooks are not idle sketches, but true Weird Science inventions.

Powers

Anyone using the notebooks gains the benefits of the Gadgeteer Edge. The reader must meet all the requirements of the Edge, except one—he needn't have the Arcane Background (Weird Science) Edge, and by default any Weird Science arcane skill.

When used by a non-Weird Scientist, gizmos possess 5 Power Points and are activated using a base d6 arcane skill. No Wild Die applies, even if the character is a Wild Card.

A true Weird Scientist using the Notebooks to create a makeshift gizmo simply gains the Gadgeteer Edge, again regardless of the requirements.

A Weird Scientist who has access to the books when he learns a New Power actually discovers one of Leonardo's secrets. The gizmo has an extra +10 Power Points, and the user gains a one die step bonus to his Weird Science skill when activating it.

Location

Although Leonardo spent much of his life in his native Italy, he lived out his final years in France.

Of course, his Lost Notebooks might be in private hands or in a museum, the owner unaware of the true knowledge in the books, or maybe they have been secreted away in the secret Vatican Archives.

Navigator's Rutters

History

Rutters were the ultimate aid to navigators before compasses and the measurement of longitude. These were logbooks, detailing every step of a sea voyage, and marked reefs, tides, currents, and such like. Many also had hand drawn maps.

Each navigator kept his own rutters, which were considered prize possessions and guarded vigilantly. After all, a navigator who had found a safe route to some distant land held the only knowledge of that route, and that meant exclusive trade rights for his government (or company). Naturally, there was great competition to buy or steal a rival's rutters.

Making Treasure

We've provided a sample of fabulous treasures here, but don't feel restricted to using just these. Maybe there's something we missed you think would make a cool treasure, or maybe you want to use something of your own imagination.

There's no rules or tables for making a fabulous treasure, but there are some guidelines we can share.

Every fabulous treasure needs a history. It doesn't have to be historically accurate, a 10 page background, or some scholarly text with a bibliography, but a cool history adds great flavor to the game.

If you're running a pulp game on Earth, then using bits of real history helps create atmosphere. Ideally, find a way to fit the relic into actual history. For instance, the Templars were actually accused of worshipping a head, among other things, so maybe their treasure is a talking head (like the Bronze Head).

Tied in with this is the item's current location. What is more exciting, a trip to the local museum followed by a quick snatch and grab, or a treasure hunt across different countries as the heroes frantically try to unravel ancient clues before the evil villains turn up?

Despite most ancient cultures not using traps to safeguard their treasure, pulp demands that every treasure be guarded by cryptic clues, deadly traps, and fearsome, usually undead, monsters.

Since these items aren't your usual fantasy magic items, their powers needn't be something the players can use or even understand. Do you really want your group wheeling out the Ark of the Covenant every session? If the item is to remain in their hands, make sure it has some nasty side effect.

If you want to use a religious item, keep in mind the sensitivities of your players. By all means have fun, but be careful not to offend your players. A game, however cool, isn't worth losing friends over.

The navigator in question here is not a generic mariner, but Prince Henry the Navigator (1394-1460), son of the King of Portugal.

Henry was a devout Christian, became Grand Master of the Knights of Christ in 1420, the Portuguese successors to the Knights Templar, and had a strong desire to spread the faith to foreign lands.

His greatest achievements were the founding of a school of navigators and mapmakers, and his funding of explorations of the western coast of Africa. The voyages he sponsored allowed the Portuguese to reach the lands beyond the Sahara without risking overland travel through Saracen held territories.

Due to the foundation he laid, Portuguese mariners rounded the Cape of Good Hope within 30 years of his death, reached India a decade later, and set foot in Brazil just a few years later. Portugal had become a superpower.

Henry himself rarely, if ever, partook of these voyages of discovery, but all the routes his mariners found were reported back to the school of navigators.

Powers

The rutters provide knowledge of secret routes across the world's shipping lanes. Of course, in a modern game, many of these routes are now likely common knowledge.

One secret not known to modern mariners, however, is the location of Atlantis, which Prince Henry found shortly before his death.

If you want to use Atlantis in your game, then a hunt for this treasure makes a great initial hook and sets up a few recurring villains.

Of course, if you want Atlantis to remain nothing more than a myth, assume that the rutters point to an island not previously mapped before Henry found it. It might have been an old Phoenician trading port, and Henry simply mistook the runs for something older.

Location

The ideal location for the rutters would be in Portugal, Prince Henry's homeland. Portugal had many knightly orders, any of whom could have been entrusted with protecting the rutters after Henry's death. Since the Knights of Christ accepted many displaced Templars, a system of codes and ciphers would probably be used to conceal these documents.

Orichalcum

History

Orichalcum is listed among the ancients as a substance second only in value to gold. Although some scholars believe the substance to be a blend of gold and copper, orichalcum is in fact a crystal.

Mined by the inhabitants of Atlantis, orichalcum was used to power their great machines. According to documents found by Plato, orichalcum was the most powerful force in the universe, and the few scholars that have studied it have claimed it contains more power than any modern radioactive isotope, but without the inherent danger of being radioactive. It is the Holy Grail of the Weird Science community.

Powers

An ounce of orichalcum used as the fuel source to a Weird Science gizmo provides the device with an additional 20 Power Points. Orichalcum is an eternal energy source, so although the device can run out of Power Points, these recharge.

A gizmo powered by orichalcum has the Improved Rapid Recharge Edge, regardless of whether the weird scientist has the Edge or not.

Location

Atlantis has long sunk beneath the waves. If you're planning on using the lost continent in your game, then Atlantis should be the only source of this incredible, and extremely rare, mineral.

However, if you want Atlantis to remain in the realm of fiction, small quantities may have been taken to the Mediterranean by Atlantean traders in the days of antiquity. (Atlantean traders were said to have several bases along the southern European coast, and even Carthage may be one of their former ports.)

As usual, any orichalcum should be hidden by cryptic clues, not to mention lethal traps and clockwork horrors powered by the substance.

Paul Bunyan's Axe

History

Born around 1830, Paul Bunyan was a lumberjack. A giant lumberjack, to be precise, and one able to fell trees with a single blow.

Many strange tales are associated with Bunyan, such as how it took rather more than a single stork to deliver him to his parents (accounts range from 5 to 20), how he created the Grand Canyon by dragging his axe behind him, how the lakes of Minnesota were formed in his footprints, how he trained enormous ants to carry lumbered trees, and how he raised a raised a giant cow called Babe.

No mention is made of Bunyan's death.

Power

His axe is immense, and not designed for mere mortals to wield (at least not easily). The axe has the following stats: Damage: Str+8, Weight: 40, Min. Str.: d12, Heavy Weapon, Two Handed, -1 Parry.

If the wielder spends the round before he attacks stationary (focusing his blow), he ignores all Armor, no matter how high the rating.

Location

Depending on who you talk to, Bunyan lived everywhere from Quebec down to Minnesota, but no mention of his death is ever made in folktales. Assuming he isn't still alive, his grave lies somewhere in the northern portion of North America/southern Canada. Chances are his grave resembles nothing more than a big hill.

Perpetual Motion Machine

History

Perpetual motion is both a physicist's dream and an impossibility. The theory is simple—a perpetual motion machine gives 100% efficiency and never runs out. Modern scientists also refer to these as Free Energy machines.

Of course, in the real world, the laws of physics prohibit such things. Friction, input to output efficiency of fuel, and such like all reduce efficiency. Perpetual motion, without using magic, remains a pipedream.

Some machines, like waterwheels, have a perpetual motion, in that they run on free energy, but they do not give 100% output. Even nuclear energy doesn't utilize 100% of the energy of the atom, and atomic fuel does eventually run out.

Throughout history, scientists have worked to try and create one of these machines. In reality, none exist. In a pulp game, however, the story may be different.

Powers

A perpetual motion machine isn't a whizz-bang contraption characters can carry around with them.

Imagine though, a machine that could power a vehicle forever. The biggest drawback to tanks (the armored kind), or ships or planes, is their requirement for fuel. Even the most efficient engine will run out of fuel, and a stationary tank is an easy target.

A vehicle fitted with a perpetual motion engine could run forever. Heck, combined with Weird Science, it could produce a weapon that can fire round after round and never run out of Power Points.

Location

Ideally, a perpetual motion machine should be something created centuries ago, say by the ancient Greeks or Babylonians. This way, you get to provide a trail of clues and have various evil groups (like the Nazis) hunting for the great machine.

Of course, a pulp scientist could just as easily have created such a machine. The Nazis (or whoever) would still be searching for the machine to power their war machines.

Philosopher's Stone

History

The Philosopher's Stone is, supposedly, both a powder and a stone. It has long been sought after by alchemists dating from ancient Egypt to the Renaissance.

Most alchemists believed it had the power to grant immortality to anyone who ingested it, though it has also been linked with transmutation (lead to gold) and with a source of immense power.

The making of the Philosopher's Stone involves a long and laborious alchemical reaction. Patience and precise timing are fundamental to the Stone's creation.

Did anyone ever succeed in making the Philosopher's Stone? Read on and find out.

Powers

The Stone should have one or more of the following powers. First, it does indeed grant immortality, albeit in a limited form. A single pinch, taken every year, halts the aging process. It does not render the imbiber immune to disease, poison, or injury, however. Nicolas Flamel (1330-1418) was reportedly seen alive and well long after his death.

Nicolas Flamel leads us onto the next power of the Stone—transmutation. Now, philosophically speaking, the transmutation of base metal into noble metal was a metaphor for transmuting matter into spirit, a sort of enlightenment. All very important in the greater picture of life, but rather dull for a two-fisted pulp setting. We'll stick to turning lead into gold. To keep things Fast! Furious! and Fun! assume that a single pinch can generate \$5000 worth of gold.

Did the Stone ever exist? Historically, Flamel began life as a copyist (he copied books). By his (apparent) death, he had funded, and left endowments for a large number of hospitals and churches. Flamel claimed to have made the Stone in 1382.

Finally, and one for which there is no historical record, the Stone can be used by arcane magicians to fuel their spells. A character with the Arcane Background (Magic) Edge can use the Philosopher's Stone to help with his magic.

When casting a spell, a magician using a single pinch gains an extra 5 Power Points. These may be used in casting the spell (though the magician must always use 1 Power Point from his own pool) or to maintain the spell. The pinch is used up in the attempt.

Location

The Stone can exist either as an alchemical recipe, inscribed in a tome, or as an actual, physical substance.

With the former, characters might be in for a shock. The recipe for such a marvellous item wasn't freely distributed, as most alchemists considered the masses unready for such a find. From the earliest times, alchemists hid the secret of the Stone behind codes, illustrations, allegories, and such like. Most scholars also wrote in Latin, Greek, or Hebrew, languages that most characters probably don't read.

Even if they can read it, they still have to decipher the cryptic text, fathom out the bizarre recipes (which used very vague terms), and measure the weights of ingredients and the times of various stages to exact (and unlisted) standards.

Being generous, you should allow a Smarts roll at -10 to decipher the text into a usable formula, and then a Knowledge (Chemistry) roll, with the same penalty, to actually manufacture the Stone. One roll may be made for either stage only once per month.

Of course, if you want an action game, you'll likely want the Stone already made and hidden in some dusty crypt just waiting to be discovered. Good places to locate such a stash are in London (England), Paris (France), Toledo (Spain), and Prague (modern day Czech Republic). These four cities were at the heart of alchemical research during the Renaissance, when most of the surviving texts were written.

Seal of Solomon

History

Solomon the Wise was a great Old Testament king, and was considered in scriptures to be one of the wisest people who ever lived. Among Muslims, however, he was more than just a wise ruler—he was an accomplished sorcerer.

According to legend, he was also responsible for clearing the land of evil jinn. Those that would not accept the dominion of Allah, he bound into copper jars and deposited in the ocean. Those who became followers of Allah, he had construct the Temple of Solomon using their magic.

Solomon is also accredited in legend with writing a treatise of binding demons known as The Keys of Solomon.

The Great Seal of Solomon, as it was called in his day, was allegedly located within the Temple of Solomon, and guarded day and night by the king's priests. According to the stories, the Seal does one of two things—it acts as a key, symbolically or literally, to a great treasure, or it allows communication with higher powers.

Powers

Traditionally, the Seal of Solomon is another name for the Star of David, two equilateral triangles merged to form a six pointed star. There is more to the Seal than a simple symbol, however.

In actuality, the Seal of Solomon is a six pointed star (which is where the symbol comes from), but it is not mere decoration. The Seal is comprised of six rotating arms, three gold and three silver, centered on a marble wheel around the edge of which are scores of glyphs and runes of power.

The arms, depending on where they are positioned, project a powerful magical field, which stops the forces of Hell from reaching Earth. Every few centuries, subtle adjustments to the arms are made to correct for fluctuations in the field.

In game terms, there are no mechanics. Any character, hero or villain, who moves an arm even to the neighboring symbol weakens the field, which naturally allows demons to escape.

Exactly how far the arms have to be moved to cause a complete failure really depends on what you want. If you're going for an apocalyptic version of pulp, even the slightest movement could unleash Hell. If you want to increase supernatural activity just a little, make the Seal more resilient—maybe the arms only move one symbol at a time, or perhaps it needs a drastic movement of every arm to cause any effect.

Of course, you're thinking that once a character moves an arm, he can just put it back, right? Solomon didn't want anyone playing with the Seal (obviously) but he knew changes had to be made, so he built in a safety device. Once a hand is moved, it can't be moved again for 100 years!

Location

If the Seal of Solomon was in the Temple, it isn't there now. The First Temple was destroyed by the Babylonians, the Second Temple by the Romans, and the area is now in the hands of the Muslims, who erected the sacred Dome of the Rock on the site.

The Seal could be anywhere from Babylon to Egypt (if it was stolen by invaders), or maybe even in Sheba, taken there for safety by the Queen.

You might also wish to consider whether the Seal still has an order of guardians. Assuming they do (and if not the Earth is doomed anyway as there is no one with the sacred knowledge to make necessary adjustments), they are very unlikely to let anyone access the Seal.

Spear of Destiny

History

The Spear of Destiny, also known as the Spear of Longinus, the Holy Spear, the Holy Lance, and several

other names, was the spear used to pierce the side of Jesus during the crucifixion.

According to certain records, the name of the centurion who held the spear was Gaius Cassius Longinus. Longinus' act of stabbing Jesus proved to his fellows, and to onlookers, that Jesus was indeed dead. Naturally, the weapon that proved Jesus' death became a holy relic once Jesus underwent the resurrection.

Nothing is known about the Holy Spear until the fourth century, when Helena, the mother of Emperor Constantine, discovered it (and several Holy Nails and pieces of the True Cross) during a trip to Israel.

The spear appears next in historical record in the work of St. Antonius, who wrote of seeing the spear in the basilica of Mount Sion, in Jerusalem.

Now history takes a strange turn, for five separate relics exist that bear the name the Spear of Destiny.

The first contender was discovered in 615. Over the centuries, it ended up in Paris. Although the spear was moved to the Bibliotheque Nationale during the French Revolution, the spear disappeared soon afterward.

The second contender was given to Pope Innocent VIII in 1492 (the year Colombus found the Americas), by the Ottoman Sultan, who sought to ensure his brother, the pope's prisoner, was well treated. Since that day, the relic has remained in St. Peter's.

Our third contender was found by Peter Bartholomew in 1098, during the First Crusade. Peter had apparently received several visions guiding him to the lance. Several bishops refuted Peter's claim, and in a bid to prove its veracity, Peter opted to undergo ordeal by fire. He died, and the spear faded from history.

The fourth spear rests in Marienburg Cathedral, though few scholars take the veracity of this claim seriously. Of course, Poland was once held by the Teutonic Knights, a militant holy order who also operated in the Holy Land.

The final spear, and perhaps the one most well known to Western scholars, lies in Vienna. Also known as the Lance of St. Maurice, it was first used around 1270 in coronation rituals. Napoleon Bonaparte obviously believed the tale, however, as he attempted to take the spear after conquering Vienna. Fortunately, it had already been smuggled to safety.

Powers

According to one historian, the Holy Spear has been wielded by a number of famous conquerors, including Alaric (who sacked Rome in 410 AD), Charlemagne, and Frederick Barbarossa. As mentioned above, Napoleon tried to claim the spear for himself. Why? Because legend claims that whoever owns the spear can conquer the world. And the legend is true.

The wielder of the Holy Lance gains a Knowledge (Battle) skill of d12+2 and rolls a d10 Wild Die when making Battle rolls.

An army physically led by the spear wielder gains 4 extra tokens in Mass Battles. Other armies commanded by the wielder (those he doesn't personally lead in combat) gain only 2 tokens.

As a weapon, the spear inflicts Str+5 damage, and counts as a Heavy Weapon with AP 10.

Location

Any of the five contenders could be the true Spear of Destiny. You could write an entire Plot Point campaign about following clues to reach the true spear before it falls into the hands of the Nazis.

Oh yes, Hitler was very interested in the Spear of Destiny, and even possessed it for a while. How Hitler lost possession of it is unknown (though some blame Himmler), but following the year the Spear was lost, 1942, Hitler's formerly victorious armies began to suffer defeat after defeat. Well, it's a good story anyway.

Staff of Serpents

History

Perhaps the most famous incident involving a staff and a serpent was the magic worked by Moses in Egypt. Challenged by the Egyptian magicians, whose staves became serpents when thrown to the floor, Moses ordered Aaron to throw down his own staff. Aaron obeyed, and the staff transformed into a snake which devoured those of the Egyptians.

Well, that staff isn't the Staff of Serpents. No, this staff was crafted by Moses much later in his life. After having destroyed the Canaanites, Moses led the Hebrews toward the land of Edom. Along the way, the Hebrews were beset by fiery serpents, which killed many of their number.

The people went to Moses and admitted they had sinned against God, and that the snakes were divine retribution. Moses prayed to God, who responded thus:

And the Lord said unto Moses, Make thee a fiery serpent, and set it upon a pole: and it shall come to pass that every one that is bitten, when he looketh upon it, shall live.

Moses obeyed, and created the fiery serpent. Sure enough, anyone who had been bitten by a serpent and who gazed upon the staff lived.

What history doesn't record with any accuracy is what the staff actually looked like. Was the "fiery serpent" made of bronze, a reddish metal, was it a wooden snake painted red, or was it a snake made of fire (pulp really requires the latter, just for the dramatic effect).

Powers

The Staff of Serpents does nothing more than cure snake bites, but as a religious relic, its value is greater than simple monetary reward or cool powers.

Any character who is suffering from the effects of poison and who gazes at the staff (an action), is instantly cured. Damage already caused by the poison is not healed, but the patient will not worsen or suffer further ill effect.

Location

Moses never made it to the land of Abraham, the patriarch of the Hebrews. Although he saw the land from afar, the Lord told him he would never step foot on it. Sure enough, Moses died in the land of Moab.

According to Scripture, he was buried in a valley somewhere in Moab, but in a secret place that would never be discovered (Joshua 1,6).

The Staff of Serpents is never mentioned again in the Bible, and scholars have assumed that it was buried with Moses. Where does he tomb lie? That is a secret known now only to God (and whatever clues you wish to leave pointing the way).

Of course, if you don't want your heroes going round digging up graves of important religious figures, the staff was carried into the land of Abraham by one of Moses' followers, and then lost to antiquity. A treasure hunt around the Holy Land could lead to some interesting finds, not least the Staff of Serpents.

Templar Treasure

History

Founded in 1118, the Knights Templar, or to give them their full name, The Poor Knights of Christ and the Temple of Solomon, were a militant order of warrior monks dedicated to protecting pilgrims in the Holy Land.

The knights were given their Rule (an official acceptance by the Pope) in 1126 and the order blossomed as knights and noblemen flocked to their banner. Individual knights belonging to the order were forbidden from owning property (knights took a vow of poverty), but the Order itself was under no such restriction. New members donated vast tracts of land, and the Order grew financially powerful.

After the fall of the Holy Land to the Saracens, the Templars used their property and financial wealth (and their tax exempt status) to become a financial and banking superpower. Their treasury was said to be greater than that of most kings.

Phillip IV of France accused the Templars of heretical practises, though there is more truth in his coveting their wealth, for France was virtually bankrupt at the time due to its many wars.

Pope Boniface VIII (who was stabbed to death) and Pope Benedict XI (who was poisoned) both refused Phillip's call that the Order be brought to trial. Finally, Pope Clement V agreed to Phillip's demands, and on Friday 13th October (which is where the idea of it being unlucky comes from), 1307, Phillip's agents arrested almost every Templar in France.

Phillip had tried to persuade other European rulers to take the same action, but without much success. In Portugal, the Order changed its name to the Order of Christ, in Spain their property was seized, but given to a local order of knights, and in Scotland, Robert the Bruce (already excommunicated) was under no pressure to accept the Papal decision.

When Phillip raided the main Templar offices in Paris, he found the treasury empty. Whatever great wealth he sought had eluded him.

In 1314, the last Grand Master, Jacques de Molay, was burnt at the stake. The Templars were no more.

So that's a very brief summary of the history of this powerful yet ultimately doomed order. The Templars have attracted conspiracy theorists like flies, and they have been linked to many strange things, not least being the founders of Freemasonry, the guardians of the tomb of Jesus, and guardians of a sacred bloodline dating back from Jesus.

Are any of these true? History, as always, can be interpreted to say whatever you want. For a cool pulp game, there should be more to the Templars can just an extremely rich group of knights being persecuted for their financial savvy.

Powers

So what was the Templar treasure? Well, that depends on which conspiracy theory you like. You see, the Templars were supposed to have uncovered something of immense value in Jerusalem.

Some say it was the Ark of the Covenant, others claim it was the Holy Grail, a piece of the True Cross, the secrets of Gothic architecture, a talking head called Baphomet, a piece of the True Cross, evidence that Jesus survived the crucifixion, the head of John the Baptist, lost gospels, and many more things beside. Of course, these theories may be looking to add mystery to a rather mundane matter—the Templar treasure was just gold and silver, plus a lot of property deeds.

Location

So where is the mystery treasure? Again, that depends on what you want to believe. Theories put the treasure in the French Pyrennes, America, the Holy Land, and Scotland.

Historically, the latter is quite likely, as many Templars did flee to Scotland. For your game, pick whichever one you think will give you the best adventure.

Terracotta Army

History

Qin Shi Huang (260-210 BC), was the first Emperor of a unified China. China at the time was a collection of warring states, the most powerful of which was Qin, the future Emperor's homeland. Qin was actually born in the rival state of Zhao, his father, a prince of Win, being a hostage in that land.

On returning home to Qin, the young prince secured the throne through the aid of a rich merchant Lu Buwei, who later became his chancellor. He was barely 13 years old, and served under a regent until he seized power at the age of 21.

Qin Shi Huang then set about conquering the other states with an unstoppable army. Where he got this army is unknown, and contemporary scholars referred to them only as the "Immortal Army," for their numbers never diminished and weapons did little to halt their progress.

Most scholars view this claim with scepticism, and debate whether the army simply used a new form of armor. By the age of 38, Qin was proclaimed First Emperor of China.

By all accounts he was an autocratic tyrant, crushing all attempts at rebellion and burying opponents or critics alive. That said, he was instrumental in the unification of the state under one ruler, developed a network of roads and canals, standardized weights and currency, and even began the first Great Wall of China.

The Emperor died while searching for the Islands of the Immortals of the coast of northern China. On these islands was, supposedly, the secret to eternal life. According to Chinese myth, eternal life could be granted by taking a pill (see *Philosopher's Stone*, on page 7).

On his death, the Emperor was buried in a secret location, with an army of 7000 terracotta soldiers, each one an individual sculpture, as if a real army had somehow been turned to clay. It is said that everyone who worked on the tomb and who attended the funeral was executed to protect the secret.

Powers

The power of the Terracotta Army lies in each and every figure. You see, these are not mere statues designed to serve the Emperor in the afterlife, but an army of spirits bound in terracotta bodies. In short, the army is "alive."

To control them, one first needs to coat the face of each figure with a pint of human blood. Once the spirits awaken, they can be commanded as with any mortal army, but only if the awakener speaks Chinese. The soldiers cannot communicate back to their master in any way.

The warriors, and their terracotta mounts, number 7000 strong. A sizeable army by ancient standards, and one which could resist the blows of mortal opponents far better than living troops in armor. Even against a modern force, the army's weight of numbers would take some stopping.

Terracotta Warrior

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d10, Vigor d12

Skills: Fighting d8, Intimidation d8, Notice d6, Riding d8, Throwing d8

Pace: 6; **Parry:** 6; **Toughness:** 10 (2)

Gear: Spear (Str+2) or sword (Str+3)

Special Abilities:

- **Armor +2:** Terracotta body.
- **Construct:** +2 to recover from being Shaken; No additional damage from called shots; Piercing attacks do half-damage; Immune to poison and disease.
- **Fearless:** Immune to Fear and Intimidation.
- **Tireless:** Terracotta warriors never suffer Fatigue.

Terracotta Horse

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d12, Vigor d10

Skills: Fighting d4, Notice d8

Pace: 10; **Parry:** 4; **Toughness:** 12 (2)

Special Abilities:

- **Armor +2:** Terracotta body.
- **Construct:** +2 to recover from being Shaken; No additional damage from called shots; Piercing attacks do half-damage; Immune to poison and disease.
- **Fearless:** Terracotta horses are immune to Fear and Intimidation.
- **Fleet Footed:** Roll a d10 for their running die.
- **Kick:** Str+2.
- **Size +3:** Terracotta horses weigh between 800 and 1000 pounds.
- **Tireless:** Terracotta warriors never suffer Fatigue.

Location

The Terracotta Army still stands near the Emperor's tomb, waiting for someone to reactive them. Their storage area—one might say barracks—lies in central China, in Shaanxi Province.

Externally it looks nothing more than a natural hill. Inside, however, it is a series of large chambers, each holding thousands of silent warriors standing to attention in battle formation, ready to once more face their enemies.

The Emperor's actual tomb is also a dirt pyramid, situated a mile from the barracks. Inside lies a maze of corridors, off which lie hidden chambers full of gold, jewels, traps, and undead horrors.

Thor's Hammer

History

Thor's hammer, more properly known as Mjollnir ("Crusher"), hails from Norse legend. Thor was the Viking god of thunder, and also the patron of farmers (who prayed to him for good weather) and lower class soldiers (who prayed to him for courage and strength).

Thor's hammer was crafted for him by the dwarves, who were renowned as master crafters by the gods. Loki, the Norse trickster, had burned off the hair of Thor's wife, Sif, as a prank. Thor threatened Loki, who promptly visited the dwarves to have a golden wig made.

Using his gift for persuasion and trickery, Loki also persuaded the dwarves to craft several other items at no cost. Mjollnir was one of many items crafted during that encounter. Despite being a weapon fit for the gods, Mjollnir had a flaw—it had a very short handle.

Whenever it thundered, the Vikings believed that Thor was at war, smiting foes with his hammer.

The Vikings believed that Thor would wield Mjollnir for the final time during Ragnarok, the apocalyptic battle during which the gods would perish, but so would all the evils of the world. Thor was fated to crush Jormungandr, the World Serpent, but then to die from its deadly poison. His hammer would be passed to his sons, who numbered among the few surviving gods, who would help rebuild a new and perfect world.

Powers

Mjollnir is a mighty weapon, and one never meant to be wielded by mortals. As a hammer, it has the following stats: Range: 6/12/24, Damage: Str+10, Weight: 40, Minimum Strength: d12+2, AP 40, Heavy Weapon, Two Handed.

If thrown, Mjollnir returns to the thrower's hand after striking (or missing) its target, and no power on Earth can prevent this.

You might also want to add some storm powers, maybe a lightning bolt power as well. Traditionally, these powers came from Thor himself, but there's no reason why the hammer couldn't have boosted their potency. It's your game.

As an aside, Thor also possessed a belt of strength called Megingjord. If you want to create a "matching set," the belt increases the Strength of the wearer by four die types, with no limit.

Location

Mjollnir is likely to be located in Scandinavia (Norway, Sweden, and Denmark), but it could just as equally be found in Denmark, Greenland, or England, all of which were Viking territories. The hammer is likely to be guarded by einherjar (see below).



Einherjar

In Norse mythology, the einherjar were Odin's eternal warriors, mortals who had earned a seat in Valhalla. Necromancers could petition Odin for use of the einherjar, though on Earth they appear as zombies rather than "live" warriors. They are renowned for their strength and courage.

Einherjar can speak, though traditional ones only speak Old Norse. A character with knowledge of any Scandinavian language can make a Common Knowledge (if it's his native tongue) or Knowledge (Language) to communicate with them.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d12, Vigor d10

Skills: Boating d6, Climbing d6, Fighting d8, Intimidation d8, Notice d6, Taunt d6, Throwing d8

Pace: 6; **Parry:** 7; **Toughness:** 10 (1)

Gear: Leather armor (+1), medium shield (+1 Parry), sword or battle axe (Str+3), spear (Str+2)

Special Abilities:

- **Berserk:** Einherjar have the Berserk Edge.
- **Fearless:** Immune to Fear and Intimidation.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; Called shots do no extra damage; half damage from piercing weapons.

True Cross

History

The True Cross is nothing less than the cross on which Jesus was crucified. No specific mention of what happened to the cross is made in the Bible after Jesus was taken down, and it is nearly 600 years before it surfaces again.

According to Orthodox historians, the True Cross remained in Jerusalem, from where it was seized by the Persian king Chosroes II, and taken back east.

A decade later, the eastern Emperor, Heraclius, defeated the Persian and took the cross back to Constantinople, eventually returning it to Jerusalem.

Sometime in the first decade of the 11th century, the local Christians hid the cross, and there it remained until, during the First Crusade, when Arnulf Malecome, the First Patriarch of Jerusalem, discovered a sliver of wood embedded in a gold cross.

The relic was carried at the head of the army before every battle by the Patriarch, and it was said to bring great comfort to the soldiers whose lives were about to be risked.

Powers

The True Cross is a powerful talisman against non-Christian magic, granting everyone of good nature (so usually not the villains) within a Large Burst Template the benefits of the Improved Arcane Protection Edge.

The GM has the final word on what constitutes a good character, but having the Bloodthirsty, Greedy, Mean, or Vengeful Hindrances (minor or major forms where applicable) should instantly disqualify a character from that category.

In addition, the True Cross radiates a powerful force of hope. Every "good" character within the Template becomes Fearless (immune to Fear and Intimidation rolls).

Furthermore, a character with the Arcane Background (Faith) Edge also gains a two die step increase in his Faith skill (no limits) and +15 Power Points when holding the relic.

Location

For our needs, we must look at the True Cross lost at Hattin. The True Cross may have been lost to Christianity, but it was not lost to the world. Saladin may have been a Muslim, but he was no barbarian. While the True Cross held no special awe for him, he was not a man to wantonly destroy an object of art because of its origins.

Where would Saladin have taken the object? Damascus and Egypt, both important Islamic centers during that era are good choices. Of course, he may even have returned it to the Christians, in which case it could be in Jerusalem, or maybe even Acre or Antioch.

Of course, we have no idea what really happened to the object after it was captured. That's up to you to decide.

Upuaut's Staff

History

Upuaut (also spelled Wepwawet) was the wolf-headed brother of Anubis, and a friend and companion of Osiris. His name means "Opener of the Way."

Powers

Upuaut's staff has the power to open the gates between the world of the living and the dead, who dwell in Amenti, the Land of the Dead.

The staff must be inserted into a special hole found in the holy of holies in a lost temple (something else for the party to find). When this is done, all of the dead of Egypt can return to the mortal world, though they do so as zombies under the command of the staff wielder.

Location

This powerful artifact remains hidden in Egypt, buried beneath the shifting sands of the Sahara, and protected by wolf-headed mummies (treat as regular mummies but add a Bite attack causing Str+2 damage) and deadly traps.

Witch Hammer

History

The Malleus Maleficarum (Hammer of Witches) was an Inquisition guidebook, designed to help identify and punish witches. What is little known is that there was also a warhammer by the same name, constructed by the Inquisition to smite witches, and other enemies of Christendom.

Powers

The Witch Hammer has the stats of a normal warhammer when used against mundane foes. When used against an opponent with the Arcane Background (Magic) Edge, however, it does +4 extra damage and casts an immediate *dispel* against any enchantments on the victim, using a d10 as its arcane skill die.

Location

The Hammer was last seen in the hands of one Gustav Wachenheimer, a German Inquisitor. Wachenheimer disappeared in the Black Forest some two centuries ago. In a pulp setting where the heroes are facing a supernatural evil, such a holy instrument could prove very useful and tempt them to search for its current whereabouts.

No Space Pulp Treasures?

A quick read through does indeed reveal a distinct lack of space pulp treasures. Or does it? Look at the treasures again with your space pulp hat (or helmet) on and you'll see that we've given you everything you need to use cool fabulous space pulp treasures.

Blackbeard's coat? No, that's the spacesuit of the infamous space pirate Redbeard. Golden idols of the Aztecs? No, they're the golden idols of the primitive lizard men of Venus (or wherever). The Spear of Destiny? You've mistaken that for the laser sword that killed the great space prophet Zebuloz.

Any of the treasures we've listed can be transferred to a space pulp game with minimal effort. All you have to do is change the name, tweak the background to fit your specific setting, and you have the same treasures at your disposal as a GM running a more "conventional" 1930s pulp game.

Weird Science

Gizmos

Weird Science is most at home in a pulp setting. Sure, you can use it in fantasy to create steam powered devices, or in a sci-fi game to replicate advanced technology (teleport belt, anyone?), but the idea of crazy gizmos using weird technology, or simply alternate technology, is about as pulp as it gets.

In this chapter you'll find a number of pre-created Weird Science gizmos. You can use them as you would "magic items" in a fantasy game, or allow them to be created by characters when they learn a New Power.

Sample Gizmos

The gizmos below are laid out like standard powers, except for trappings. In the case of trappings, the gizmo itself is the trapping. The number of Power Points a gizmo contains, as compared to the amount it uses (which is listed below), depends on the maker as normal.

If the characters simply come across a discarded gizmo, assume it has 10 Power Points, with an additional 5 Power Points per rank of the power over Novice. For instance, a flash gun would contain just 10 Power Points, whereas a necrophone would have 15.

For gizmos with a variable range, assume the creator had a d10 Smarts.

Audio Nullifier

Rank: Seasoned

Power Points: 1/2/4

Range: Touch

Duration: 3 (1/round)

This gizmos creates an area of complete silence equal to a Small Burst Template centered around the device. Within that area no sound can be created, no

matter the source, although sounds from outside of the zone can still be heard clearly within the field. Notice rolls to detect sounds emanating from within the zone automatically fail. The area of silence moves with the gizmo, allowing it to be carried.

For 2 Power Points, the area can be extended to a Medium Burst Template, and for 4 points it covers a Large Burst Template.

Note: One very sneaky way to introduce this device is to have it installed a tank. Yep, a totally silent tank. Perfect for getting close to the enemy.

Flash Gun

Rank: Novice

Power Points: 2

Range: Cone Template

Duration: Instant

The flash gun was created by a pacifistic weird scientist as a way of disabling opponents without causing any lasting damage. The flash gun resembles a bizarre cross between a pistol and a 1940s camera flash.

When the trigger is pulled, the user must make a Shooting roll at +2. With a success, a blinding flash of light is emitted by the gun. On a failure, the flash still fires, but it is ineffective. It might have been pointed into the air, at the ground, or the flash was too weak to cause any effect. Either way, the Power Points are still used.

Anyone caught in the template must make an Agility roll to avoid being blinded. Those facing away from the flash gun do so at +2 (there's still a chance the intense light causes some loss of sight through reflections).

Those who fail are blinded for 1d3 rounds. Blinded victims suffer -6 penalty to all trait rolls and have their Parry reduced to 2.

Hypnotron

Rank: Veteran

Power Points: 5

Range: Cone

Duration: 3 (1/round)

Favored by villainous weird scientists, the hypnotron is another non-damaging device. It consists of a pistol grip attached to a device that looks like a modern shotgun microphone, though it is in fact a speaker.

When activated, the speaker emits an undulating, hypnotic tone. Everyone in the Template, friend or foe, must make a Spirit opposed by the firer's Weird Science.

Victims failing their check can do nothing but stand motionless until the sound stops. Enthralled victims have a Parry of 2. Attacking a victim allows them another Spirit roll to escape enthrallment as a free action.

Memory Eraser

Rank: Novice

Power Points: 2

Range: Smarts

Duration: Special

The memory eraser looks like a standard flashlight, but the beam of light it fires is red, and erases the short term memory of its victim.

Each success and raise on an opposed Weird Science roll versus the victim's Spirit erases the last five minutes from the victim's mind.

Mind Exchanger

Rank: Legendary

Power Points: 20

Range: Touch

Duration: Permanent

The ultimate in villainous gizmos, the mind exchanger allows a Weird Scientist to transfer his mind into the body of another person. Why would you want to do this? Three little words spring to mind, "Hello, Mr. President." You work it out.

First, it is important to note that the mind exchanger is a large machine and is not portable. Second, both the weird scientist and the victim whose body he desires must be strapped into the machine.

The weird scientist must make an opposed roll of his Weird Science skill at -4 against the victim's Spirit. On a success, the scientist successfully swaps his mind into the victim's body, and vice versa.

The scientist retains his Smarts and Spirit, as well as all his skills, Edges except those specifically related to the physical body (such as Attractive or Fleet Footed) and mental Hindrances (such as Arrogant, Delusional, or Phobia).

He gains his new body's Agility, Strength, Vigor, and any physical Hindrances (such as Lame, Young)

and Edges (Attractive, Quick, and so on). The GM has the final say on what Edges and Hindrances are kept or gained. Of course, these changes also apply to the victim (handy to note should he ever escape).

The Wanted Hindrance is a physical Hindrance for this purpose, as it is usually based on the victim's appearance, not his mind. The GM may also rule that the scientist loses any Connections he had. He may retain his knowledge of his Connections, but he no longer looks the same and could be an impersonator or an enemy agent.

The process can be reversed, but it requires both minds to be present. Truly dastardly villains swap minds and then kill their victim. And yes, by continually swapping minds, the scientist can effectively avoid the aging process.

Mind Reading Helmet

Rank: Seasoned

Power Points: 2

Range: Smarts

Duration: 3 (1/round)

This strange device looks like a metal colander covered in wires. In fact, it is a device that enables the wearer to read the thoughts of others nearby.

With a successful Weird Science roll, the wearer can read the surface thoughts of one target within range. Such an intrusion goes unnoticed as the wearer is only receiving broadcast signals.

Molecular Destabilizer

Rank: Veteran

Power Points: 3

Range: Smarts

Duration: 3 (1/round)

Designed by the US Government as a gadget for their spies, the molecular destabilizer has proven equally helpful to bank robbers and industrial saboteurs.

The molecular destabilizer looks rather like a hypno ray (see page 7), but when activated it alters the frequency at which nonliving molecules vibrate. In simple terms, it makes a temporary hole in walls by forcing the molecules aside.

When fired at a nonliving object, typically a wall, the beam creates a hole 2 yards across and 1 yard deep. So long as the device keeps providing power, the hole remains open. The object closes back to its normal form as soon as the beam is switched off or the duration expires.

Any character caught in the object when it restabilizes suffers 2d6 damage, but is then pushed clear in the direction he was traveling. Characters cannot become "stuck" in solid objects.

The beam has no effect on living tissue. If you want a damaging version, use it as a trapping of *bolt* or *burst*.



Necrophone

Rank: Veteran

Power Points: 3

Range: Touch

Duration: 3 (1/round)

The necrophone was created to enable scientists to speak with the dead. The idea was first discussed in the Victorian era, when scientists tried to find a way to contact the spirit world to contact such luminaries as Newton, Galileo, and Da Vinci.

The necrophone is a black box with several dials on the front, a pair of electrodes on the back, and an old fashioned gramophone style speaker on the top.

To use it, the electrodes must be attached to either the physical remains of the deceased, or an object to which they were closely tied, such as a diary or keepsake.

The user must then twiddle the dials to find a good reception to the spirit he wishes to contact. In game terms, he makes a Weird Science skill roll.

If the roll succeeds, a ghostly voice makes itself known through the gramophone speaker and the scientist may now question the spirit. Reception is rarely for long periods, and one question may be asked for each round the power is active.

The spirit contacted is not necessarily friendly and can lie, but it may not refuse to answer or make guesses. The GM must adjudicate what information the entity knows—the spirit is not omnipotent and knows only what it knew in life up to the moment of its death.

On a roll of a 1 on the arcane skill, regardless of Wild Die, the necrophone has accidentally made contact with a demon or other hostile entity. While it cannot directly affect the listener, it will try to convince him it is the person sought, then feed inaccurate or dangerous information, perhaps seeking to lead the character to his death.

Neural Disrupter

Rank: Veteran

Power Points: 3

Range: Smarts x 2

Duration: Instant

The neural disrupter looks like a ray gun, but has an antenna dish at the end of the barrel. Rather than causing physical damage, it fires a beam of energy that scrambles the victim's brain for a short while.

The firer picks a single target within range and make an arcane skill roll opposed by the victim's Smarts. If successful, the device causes the victim to lose concentration and coordination. All the victim's trait rolls are made at -2, -4 on a raise.

The victim may try to "clear his head" by spending an action and succeeding in a Smarts roll.

Owl Goggles

Rank: Novice

Power Points: 1

Range: Touch

Duration: 10 minutes (1/minute)

The only nightvision equipment in a typical pulp game is likely to be a Weird Science gizmo. Whereas *light* creates a source of illumination usable by others, the goggles affect only the wearer. The advantage is the target can see in darkness without announcing his presence to others.

Owl goggles are worn as regular glasses, but are rather clunky devices and hardly a fashion statement for a dashing hero.

To use the device, the wearer must switch them on, and then adjust the lenses to the right light wavelength. This requires a Weird Science skill roll. On a success, the wearer ignores all penalties for poor visibility.

Spring Shoes

Rank: Novice

Power Points: 1

Range: Touch

Duration: 3 (1/round)

Said to have been created by a weird scientist with a criminal bent, spring shoes look like regular men's shoes (although there's no reason ladies' version don't exist).

On a successful Weird Science roll, powerful springs extend from the soles. Each success and raise on the roll adds 1" (2 yards) to base jumping distances.

Telescopic Bridge

Rank: Veteran

Power Points: 4

Range: Smarts

Duration: 3 (1/round)

The telescopic bridge was created by a weird scientist at the behest of an aging archaeologist who was tired of jumping over pits and chasms.

The device looks like nothing more than a sheet of lightweight metal measuring a foot wide, a foot long, and six inches deep.

The user lays it on the ground, presses a few buttons, and makes a Weird Science skill roll. With a success, metal plates telescope out to create a metal bridge with a maximum length equal to the creator's Smarts x 2 in yards and a width of 1 yard.

The bridge must be resting on something solid at each end or it simply falls into the hole you're trying to cross. To keep things simple, the maximum length of the bridge automatically includes a foot of extra length at each end for this purpose.

The bridge has a Toughness of 8 and can be destroyed as per any normal object.

When the duration ends, the bridge telescopes back into its carrying form, automatically shrinking back to the side of the obstacle the user is now standing on.

Temporal Nullifier

Rank: Heroic

Power Points: 4

Range: Smarts

Duration: 3 (2/round)

The temporal nullifier is a large, open helmet covered in wires, sparking columns, and other such weird science paraphernalia. A work of pure genius, it allows the wearer to surround himself in a bubble of time.

On activation, the wearer becomes stuck in the same moment in time in relation to those around him. In game terms, the character keeps whatever action card he has in front of him for the duration of the power. This works with Jokers as well—the GM still shuffles the deck, but without the Joker being replaced.

The hero can still act as normal, affecting those around him—he just keeps his original initiative card.

Textual Translation

Computator

Rank: Seasoned

Power Points: 2

Range: Touch

Duration: Special

This device is similar in size to a large suitcase, but contains a marvel of Weird Science. Its purpose is to decipher text written in foreign or ancient languages.

A copy of the text to be translated is placed in the computator and the lid closed. For inscriptions carved on walls, a copied version or photograph will suffice.

When activated, the gizmo "reads" the book and makes a translation, producing a print out translation of the text. On a success, the user gets only a basic understanding of the text, but without any specifics. A raise gives a more detailed translation, while two raises give a word for word translation.

The time it takes to decipher a text depends on the size of the text and the language. A page of modern French takes only a round, a page of obscure or ancient text takes a whole minute, a sizeable book in Latin takes an hour, and a large amount of obscure language text takes a whole day.

Thought Transference Helmet

Rank: Novice

Power Points: 1

Range: Smarts x 2

Duration: 3 (1/round)

The thought transference helmet allows the wearer to send messages to others via thought alone, and to pick up their responses.

The wearer activates the device (an arcane skill roll), and then "thinks" his message to someone within range, whether the target wants to hear the message. The wearer can opt to broadcast his thoughts to every mind within range if he chooses. The targets "hears" the wearer's voice exactly as if he were speaking the words allowed, so anyone who knows the scientist can recognize his voice.

A willing target can send his thoughts back, but the device gives no power to read unwilling minds.

For as long as the power lasts, communication occurs as if the characters were talking face-to-face. Both Intimidation and Taunt can be used "remotely" with this gizmo.

Trans-Molecular Imager

Rank: Seasoned

Power Points: 1

Range: Smarts

Duration: 3 (1/round)

The trans-molecular imager is a glorified camera, but one which lets the user see through solid matter!

When activated, a green beam of light is projected from the lens, enabling the user to see through up to 12" (not game inches) of solid matter per success and raise on his arcane skill roll as if it was a pane of glass.

It grants no powers to communicate or eavesdrop on conversations behind the barrier, nor does it provide illumination where there is none.