

Hurrah for the next one to Die!

By Dale C. Blessing -- Version 1.0 October 2000

Hurrah for the next one to Die!, is a World War I Aerial Combat Adventure for Risus, The Anything RPG by S. John Ross (copyright 1999 by [S. John Ross](#)). You will need five or six, six-sided dice (One Die must be different in color from all the others), pencils, paper, and a copy of [Risus](#) to play.

Characters

Characters are created using the standard 10 dice for Cliches. Characters should not have more than 4 dice in any one Cliche. Advanced Option I: Hooks and Tales, may be used to gain one or two extra dice to play with. Advanced Option II: Pumping Cliches, may be used during play. Advanced Option III: Double-Pumps, and Advanced Option IV: Funky Dice, are not used.

Sample Characters

Eric Von Schnossel

Description: Tall, blond, aristocratic. Likes to abuse his social inferiors. Excellent pilot. Poor horseman. On the ground, he wears a monocle and carries a riding crop.

Cliches: Pilot (4), Abuse Social Inferiors (3), Wein, Weib, und Gesong (2), Lie (2), Ride Horse...like a putz (1)

Victories: None.

Decorations: None.

Special Equipment: Flight suit, cloth helmet w/goggles, gloves, scarf, boots, monocle, riding crop, pistol.

Familiar Aircraft: All German single seat fighters. Will not fly a two seater; they are socially inferior.

Hook: Eric Von Schnossel is an un-chivalrous swine in air combat. Should proof of this come to light, he would be disgraced, and dismissed from the Imperial German Flying Corps.

Tale: First Lieutenant Eric Von Schnossel transferred to the Imperial German Flying Corps from the cavalry. His poor riding skill, and abusive behavior to the lower ranks, had put an end to his cavalry career. His regiment was glad to be rid of him. He is an excellent pilot. He goes out of his way to bully all those he considers social inferiors. He likes to drink, and is even more abusive when drunk. His comrades fear and dislike him.

Note: Starts with 12 Cliche Dice.

Charles "Chuck" Henley

Description: Medium height, brown hair, easy going. He is an habitual practical joker. Natural pilot.

Cliches: Natural Pilot (4), Practical Joker (4), Amateur Photographer (2), Fast Talker (2)

Victories: None yet.

Decorations: Not yet.

Special Equipment: Flight suit, cloth helmet w/ goggles, gloves, scarf, boots, still camera, Hooter (horn from old motorcar).

Familiar Aircraft: Flies any and all aircraft. He is a natural pilot.

Hook: Charles' CO has had enough of his practical jokes. If one more VIP complains, it's off to the Cooler for 30 days. Charles loves flying, and wants to avoid this. But, he just can't resist a good practical joke.

Tale: Lieutenant Charles Henley, an American, had never flown before coming to France to enlist. He fast talked the enlistment officer into letting him take a flight test. He was a natural, and was immediately sent to flight training. Because he pulls his weight in combat, his squadron mates tolerate his practical jokes. He is well liked by almost everyone. Were it not for political pressure, the CO would forget about his practical jokes.

Note: Starts with 12 Cliche Dice.

The Aircraft

The pilots must have aircraft when dog fighting. Aircraft are "Tools of the Trade", and are required. If a pilot is forced to fly an unfamiliar aircraft his cliches operate at half-dice. When aircraft of like types dog fight each other, only the pilot's cliches count. There is no bonus die for the aircraft. BUT, if aircraft of unlike types dog fight, the superior aircraft gets a +1D bonus die. This bonus die is added to the pilot's cliché.

Examples

Single Seat Fighter vs Single Seat Fighter No bonus die

Two Seater vs. Two Seater No bonus die

Single Seat Fighter vs. Two Seater +1 bonus die to Single Seat Fighter

Two Seaters

Crews of Two Seaters must form a TEAM. They fight as a single unit, and are attacked as a single unit. The Pilot is always the "team leader". In some Two Seaters the observer/gunner has a second set of controls, and may fly the plane if the pilot is incapacitated/dead. In all other Two Seaters.....prayer.

A Special Case

The Sopwith 1.5 Stutter. This aircraft was flown both as a single seater, and as a two seater. When it has two crew members, it is treated as a Two Seater. When only the pilot flies, it is treated as a Single Seat Fighter. If your observer becomes a casualty, and the pilot dumps the body (a despicable act); it is still treated as a TWO Seater, for the rest of that encounter.

(ff = forward firing guns. flx = flexible-mount guns, fire in almost any direction. mph = miles per hour)

British Aircraft

De Havilland 5

Single Seat Fighter
Speed: 110 mph
Ceiling: 16,000 feet
One ff Vickers MG

Sopwith Pup

Single Seat Fighter
Speed: 110 mph
Ceiling: 17,500 feet
One ff Vickers MG

Sopwith Camel

Single Seat Fighter
Speed: 120 mph
Ceiling: 22,000 feet
Two ff Vickers MG

S. E. 5a

Single Seat Fighter
Speed: 130 mph
Ceiling: 22,000 feet
One ff Vickers MG
One ff wing-mount Lewis MG

Sopwith 1.5 Stutter

Single Seat or Two Seater
Speed: 100 mph
Ceiling: 15,500 feet
One ff Vickers MG + One flx Lewis

De Havilland 4

Two Seater (dual controls)
Speed: 120 mph
Ceiling: 16,000 feet
One ff Vickers + One or Two flx Lewis

De Havilland 9

Two Seater
Speed: 120 mph
Ceiling: 15,500 feet
One ff Vickers + One or Two flx Lewis

German Aircraft

Albatros D II

Single Seat Fighter
Speed: 100 mph
Ceiling: 17,000 feet
Two ff Spandau MG

Albatros D III

Single Seat Fighter

Fokker D VII

Single Seat Fighter
Speed: 110 mph
Ceiling: 19,600 feet
Two ff Spandau MG

Fokker D VIII

Single Seat Fighter

Speed: 100 mph
Ceiling: 18,000 feet
Two ff Spandau MG

Fokker Dr I (Triplane)

Single Seat Fighter
Speed: 110 mph
Ceiling: 19,600 feet
Two ff Spandau MG

Rumpler C IV

Two Seater
Speed: 110 mph
Ceiling: 21,000 feet
One ff Spandau + One flx
Parabellum

Albatros C VII

Two Seater
Speed: 100 mph
Ceiling: 16,400 feet
One ff Spandau + One flx
Parabellum

French Aircraft:

Nieuport 17

Single Seat Fighter
Speed: 100 mph
Ceiling: 17,500 feet
One ff Vickers MG or
One ff wing Lewis or Both

S.P.A.D. VII

Single Seat Fighter
Speed: 120 mph
Ceiling: 18,000 feet
One ff Vickers MG

S.P.A.D. XIII

Single Seat Fighter
Speed: 130 mph
Ceiling: 22,300 feet
Two ff Vickers MG

Speed: 120 mph
Ceiling: 21,000 feet
Two ff Spandau MG

D.F.W. C V

Two Seater
Speed: 100 mph
Ceiling: 21,000 feet
One ff Spandau + One flx
Parabellum

Hannover CL IIIa

Two Seater
Speed: 100 mph
Ceiling: 24,600 feet
One ff Spandau + One flx
Parabellum

Breguet 14

Two Seater
Speed: 110 mph
Ceiling: 19,600 feet
One ff Vickers MG
+ One or Two flx Lewis

S.P.A.D. XI

Two Seater (dual controls)
Speed: 110 mph
Ceiling: 23,000 feet
One ff Vickers MG
+ One or Two flx Lewis

Air combat in World War I was deadly. Given the numbers of pilots who flew, there were few survivors. This may be historically accurate, but it makes for poor role playing. All player character pilots should follow The Code of Chivalry (for WW I pilots).

Because of the way combat works in Risus, you don't really need to know any tactics. Of course you can describe your incredible flying maneuvers, and add to everyone's enjoyment of the game. Such maneuvers might include, climb, dive, bank, turn, circle, slip, roll, loop, Immelmann turn, fly inverted, split - S, barrel roll, and falling leaf. The only thing you need to remember is that your plane can not fly higher than its Ceiling. It is also useful to flee when confronted by a superior opponent.

How to Flee

Roll Cliche Dice + (Aircraft Speed divided by 10) vs Opponent's roll of Cliché Dice + (Aircraft Speed divided by 10).

If your total is higher, you have successfully escaped. If your Opponent rolls higher, you must turn and fight or surrender.

Combat

Roll your Cliche Dice as in normal Risus combat. One of your dice must be different in color from all the others. This is your Gun Die. Whenever you fire your plane's guns you must roll the Gun Die as one of your Cliche Dice. If the Gun Die rolls a 1 the gun jams. If more than one gun is firing, the GM chooses which gun jams. To clear a jam you must make a Target Number 10 roll. If you have more than one gun, you can leave the jam uncleared and fire the others. You do not have to clear a jammed gun.

Once you have worn down your opponent (one of his Cliches is at 0 dice) , you get to decide his fate. OR, you can use these Handy Charts.

Handy Charts

Now that you have worn down your opponent, you can use these charts to let FATE decide his fate. OR, you can have the hapless victim roll his own fate. That way he can't blame you for his horrible end. Start with Chart One, and follow the directions.

Chart One: The Plane (roll 1D6)

- 1 Minor Damage - Still Flies
- 2 Minor Damage - Still Flies
- 3 Major Damage - Crash!

Chart Two (roll 1D6)

- 1 Engine Still Runs
- 2 Engine Still Runs
- 3 Engine Still Runs -

Chart Three (roll 1D6)

- 1 Minor Wounds
- 2 Minor Wounds
- 3 Minor Wounds

Fire!

4 Major Damage - Crash!	4 Engine Quits	4 Major Wounds
5 Engine (roll on Chart Two)	5 Engine Quits - Fire!	5 Observer Dead / Major Wound
6 Crew (roll on Chart Three)	6 Petrol Tank Explodes	6 Pilot Dead

Notes:

Still Flies - You "heal" to one half Cliche Dice. Fight, surrender, or flee. Plane is still damaged.

Crash! - roll 1D6. 1-3 you survive. 4-5 you survive w/wounds. 6 you are dead.

Fire! - Land Now! Pray that you get to the ground before the fire gets to you.

Minor Wounds - You "heal" to one half Cliche Dice. Fight, surrender, or flee. You are still wounded.

Major Wounds - Land Now! Pray that you get to the ground before you pass out and Crash.

Observer Dead/ Major Wounds - Observer is dead. If no Observer, Major Wounds to Pilot.

Code of Chivalry

The Code of Chivalry states that it is despicable to take advantage of a helpless opponent -- aircraft with dead engines or on fire, pilots and observers with Major Wounds, landing planes, planes with jammed guns. You should let such helpless opponents go. BUT, deception is possible. Be on your guard.

If you get caught violating The Code of Chivalry, you will be broken in rank, stripped of your decorations, and dismissed from the Service in disgrace.

NPC Aircrews

Pilot

Pilot (3)

Observer

Observer/Gunner (3), Aerial Photography (3)
British, French only, add: Pilot (2)

Combat Examples

Single Seat Fighter vs. Single Seat Fighter

Both pilots are Pilot (3). Frenchman flies S.P.A.D. VII. German flies Fokker D VII. Both want to fight.

Turn 1. Frenchman rolls 9. German 10(Gun Die 1 - gun jams). Frenchman loses 1 Cliche

Die.

Turn 2. Frenchman , Pilot (2), rolls 12. German, Pilot (3), leaves jam un-cleared. He has another gun. He

rolls 10. German loses 1 Cliche Die.

Turn 3. Both Pilot (2). Both roll 7. Frenchman's Gun Die 1 - gun jams. Tie, Cliche Dice don't change.

Turn 4. Both pilot (2). Frenchman tries to clear jammed gun. TN = 10. Rolls 6. Fails. He decides to flee.

Frenchman rolls $8 + 12 = 20$. German will pursue. He rolls $7 + 11 = 18$. Frenchman escapes.

Two Seater vs. Two Seater

Both pilots are Pilot (3). Both observers are Observer/Gunner (3). British observer also Pilot (2). British fly De Havilland 4 (dual controls). Germans fly Rumpler C IV. Two Seater crews must form a TEAM. Both have Team (4). Pilots must be team leaders. Both planes are returning from photographing a railroad freight yard behind enemy lines. They see each other as the planes are crossing the front line trenches.

Turn 1. Both aircrews wave at each other and continue on their way, without firing a shot.

The GM tells both that they notice a camera mounted on the other plane. They must stop the

enemy from delivering the film. Both reluctantly decide to fight.

Turn 2. British Team rolls 14. German Team rolls 12. German Team loses 1 Die and the observer loses

1 Cliche Die.

Turn 3. British Team (4). German Team (3). German observer is Observer/Gunner (2). British Team rolls

12(Gun Die 1 - the Lewis, they only have one, jams). German Team rolls 10. German Team

loses 1 Die and the observer loses 1 Cliche Die.

Turn 4. British Team (4). German Team (2) and Observer/Gunner (1). The Germans decide to Flee. The

British will pursue, and the observer will try to clear the jammed Lewis. TN = 10. Rolls 11. The

Lewis is cleared. Germans roll $12 + 11 = 23$. British roll $11 + 12 = 23$. Tie! The GM rules that

nobody has a shot this turn. Both planes jockey for position.

Turn 5. All Dice stay the same. The Germans will flee. The British will pursue. Germans roll $12 + 11 =$

23 again. British roll $14 + 12 = 26$. The attempt to flee fails. Germans turn and fight.

Turn 6. German rolls 12. British roll 13 (Gun Die 1 - Vickers jams). The German Team loses 1 Die, and

the observer loses 1 Cliche Die. Because the observer is at 0 Dice, the Team loses another 1

Die. The German Team is at 0 Dice. Germans have been worn down. GM rolls on Chart One. A

2, Minor Damage - Still Flies. The German Team and Observer both "heal" to 2 Dice.

The dog

fight continues.

Turn 7. British Team (4). German Team (2). Germans will flee. The British will pursue, and attempt to

clear the Vickers. TN = 10. British pilot rolls 5. Vickers still jammed. To Flee Germans roll $4 +$

$11 = 15$. British roll $12 + 12 = 24$. Attempt to flee fails. Turn and fight.

Turn 8. British attempt to clear Vickers. TN = 10. Pilot rolls 13. Vickers is cleared.

British Team rolls 13.

German Team rolls 2. Germans now Team (1). Observer is at Observer/ Gunner (1).

Turn 9. British roll 7. Germans roll 4. Germans at 0 Dice. GM rolls on Chart One. A 3.

Major Damage -

Crash!. Crash! roll is a 5. The German Crew survives w/wounds. They will fight another day.

Single Seat Fighter vs. Two Seater

Both pilots are Pilot (3). French observer is Observer/Gunner (3), and Pilot (2). German Flies Fokker Dr I (Triplane). The German pilot receives +1 Bonus Die because the Fokker Dr I is a Single Seat Fighter. French fly S.P.A.D. XI (dual controls). Two Seaters must form a TEAM. Pilot is team leader. French are Team (4).

The Fokker Dr I is flying several hundred feet above the S.P.A.D. XI. He dives to the attack.

Turn 1. GM has the French Team roll for surprise. TN = 15. Roll 13. French are surprised. They will roll

one half Dice for first turn. They roll 9. German rolls Pilot (3) + 1 Bonus Die. He rolls 15. French lose 1 Die. Now Team (3) and Observer/Gunner (2).

Turn 2. Both attack. French roll full Team Dice (3). Roll 11 (Gun Die 1 - flx Lewis jams. No problem they have a double mount). German rolls Pilot (3) + 1 Bonus Die. Rolls 11 (Gun Die 1 - ff Spandau jams. He has two.). Tie. Nobody loses any dice.

Turn 3. Both attack. French roll 8. German rolls 14. French lose 1 Die. Now Team (2) and Observer/Gunner (2). Both decide not to clear jammed weapons.

Turn 4. French roll 7 (Gun Die 1 - Second Lewis jams). German rolls 12. French lose 1 Die. Now Team (1), and Observer/Gunner (1).

Turn 5. French attempt to clear both Lewis guns. TN = 10. First gun roll (observer uses Pilot (2)) 12. Success. Second gun roll 11. Success. Both Lewis guns are cleared. Both attack. French roll 5. German rolls 10. French lose. They are reduced to 0 Dice. GM rolls on Chart One. A 6 - Crew. GM rolls on Chart Three. A 6 - Pilot Dead.

Turn 6. French plane starts to lose altitude. Observer takes control. He is Pilot (2). French will Flee. Roll 6 + 11 = 17. German will pursue. He is Pilot (3) + 1 Bonus Die. Rolls 12 + 11 = 23. Attempt to flee fails. French turn and fight.

Turn 7. French pilot is dead. Observer - Pilot (2), flies and tries to fire Lewis guns. Rolls 8. German rolls 16. French reduced to Pilot (1).

Turn 8. French observer is Pilot (1). German is Pilot (3) + 1 Bonus Die. Frenchman surrenders.

Rewards (With the thanks of a grateful Nation...)

To slow down character inflation, character cliches should advance slowly. After every 3

to 5 missions, the players should apply the standard Risus Character Advancement rules, to see if their cliches have improved or if they have added a new cliché.

As the character's mission and victory totals climb they may be awarded decorations and medals by their grateful nation and its allies. Unfortunately, receiving awards depends greatly on politics, family connections, the current state of the war, and other bureaucratic factors. Many deserving pilots may go unrewarded. All awards must be diced for. There will be some disappointed characters. (m=missions; k=kills)

<u>Decorations and Metals</u>	<u>Requirements</u>	<u>Die Roll(1d6)</u>
France		
Croix de Guerre (C. de G.)	10m or 4k	1, 2
Medaille Militaire (M. M.)	6m & Brave Act	1, 2, 3
Legion d'Honneur (L. d'H.)	M. M. & Brave Act	1, 2, 3
Britain		
Military Medal (M. M.)	12m or 5k	1, 2, 3, 4
Distinguished Flying Cross (D.F.C.)	12m or 5k & Brave Act	1, 2, 3, 4
Distinguished Service Medal (D.S.M.)	M. M. & Brave Act	1, 2
Victoria Cross (V.C.)	12m & Brave Act	1, 2 (1, 2, 3, if Ace w/25k)
Germany		
Military Merit Cross -Gold	12m or 10k & Brave Act	1, 2
Knight's Cross of the Royal House Order Of Hohenzollern	12k - Fighter Pilots 20m - Others & Brave Act (Both)	1, 2 (Both)
Orden Pour le Merite ("The Blue Max")	20k & Knight's Cross Hohenzollern	1, 2 (After each additional mission , roll 1 to actually receive award)

Note: Many_ Orden Pour le Merite ("The Blue Max")_ were never actually received.

Sources

Books

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The Rand McNally Encyclopedia of Military Aircraft 1914 - 1980 by Enzo Angelucci.
The Military Press
1983.

Biggles Pioneer Air Fighter by Capt. W.E. Johns. Dean & Son Ltd. No date. Context indicates that it was published after WW I, probably in the 1920's. Capt. W.E. Johns was a WW I combat pilot. The stories are fiction. Each one is based on fact. This Chap was there, and lived to tell about it!

Games

Dawn Patrol, Aerial Combat RPG by Mike Carr. TSR Hobbies Inc. 1982.

Risus, The Anything RPG by S. John Ross. (Copyright 1999 by S. John Ross).

Concluding Remarks

This is my adventure for Risus, The Anything RPG. I Hope you like it. Feedback is welcome.

Critical is good. Please be polite. Thank You.

Hals- und Beinbruch! (Break your neck and leg! -"Good Luck" Traditional German Pilot's saying)

See you at Angel's 10

Dale C. Blessing

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