

RETRO/KILL

April 25, 1973

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1 - Mr. [unclear]
983 [unclear]
- NEW LEFT
CIT 8-1210 [unclear]
1676

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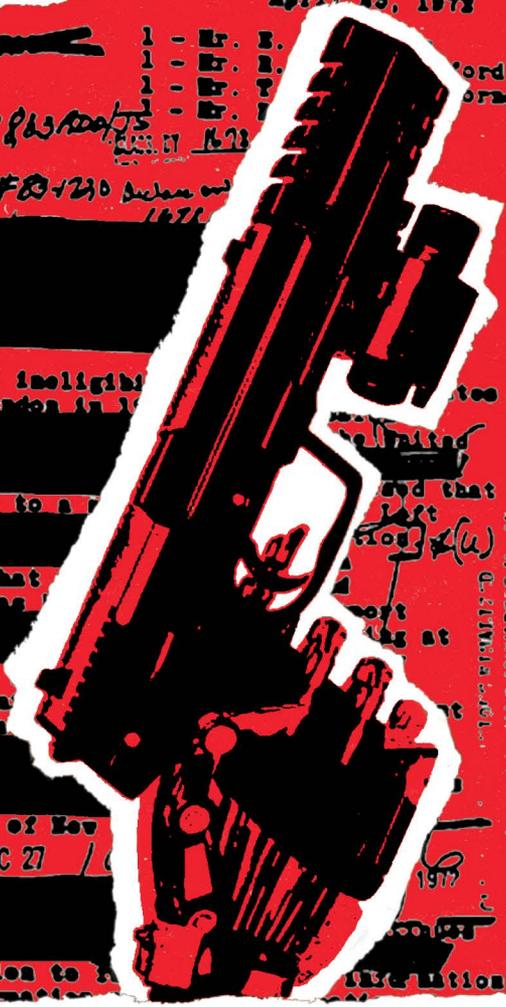
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...rk. REC 27 /

...in a position to
...was no information



KILL THE TARGET. SAVE THE FUTURE.

JACK CAHAN

ARMED
EXCEPT

RETRO/KILL

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CREATED BY
JACK CAHAN

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STRIKE TEAM PERSONNEL ONLY



TARGET INFORMATION AND RULES OF ENGAGEMENT
FOR TRANSTEMPORAL COMBATANTS, PARACOSMAL
ENTITIES, AND OTHER WEIRD SHIT

WHAT IS RETRO/KILL?

There is a question frequently asked when all other topics of conversation have been exhausted. It goes like this: *If you could go back in time and kill Hitler, would you?*

RETRO/KILL (R/K) is a **role-playing game** where you and your friends enthusiastically answer yes to that question.

One player takes on the role of the Game Master (GM). The GM plays the part of the world you are playing in and any non-player characters (NPCs) you encounter. They also mediate the rules and make sure that everyone is treated fairly.

The other players take on the role of *Retrokillers*, time traveling assassins working for the ultimate good of humanity.

WHAT IS A TABLETOP ROLE-PLAYING GAME?

Tabletop Roleplaying games (TTRPGs) are improvisational games where players create characters and work together to tell a story. In practice, it looks like a discussion between the players. The GM describes a situation and the player characters (PCs) ask clarifying questions about that situation, and using the rules of the game to describe the actions that their characters take.



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WHAT YOU NEED TO PLAY

- A group of 2-5 enthusiastic players.
- A Game Master.
- A set of polyhedral gaming dice.
- A character sheet for each player.
- A pencil.
- 2-3 hours.
- Drinks and snacks are not technically required but are highly recommended.

ROLLING DICE

When characters encounters a situation with an uncertain outcome, R/K uses a standard set of polyhedral gaming dice to simulate that uncertainty. Each die has either 4, 6, 8, 10, 12 or 20 sides. The number of sides the die has is notated in R/K by a "d". For example, "d6" is used to indicate a six-sided die. Only roll a die if the GM asks you to.

GETTING STARTED

The first step in playing R/K is to read through this book. It will probably be a bit confusing at first. Once you start playing, things will become clearer.

It is likely that, if you are reading this book, you are the GM and your players don't have a copy. Encourage them to visit retrokill.com/tools where they can download the basic rules.

MAKING THE GAME YOURS

The joy of TTRPGs is in their infinite possibility. The rules and world of R/K are meant as guidelines and inspirations. If something is not working, change it! The goal, above all else, is to have fun.

HOW TO PLAY

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FOR DOWNLOADABLE CHARACTER SHEETS, RULES REFERENCES, AND OTHER FREE RESOURCES, CHECK OUT: RETROKILL.COM/TOOLS

RETRO/KILL

QUICK REFERENCE



BASIC ACTIONS

ACT:

- Roll a d20 and compare it to your stat level (the GM determines which stat). Succeed if the roll is less than or equal to your stat level.

AID:

- Roll a d4 to help another player. They subtract the result from their roll. If more than one character uses the Aid action, roll two d4 and use the highest result.

SPECIAL ACTIONS

RETROPLANT:

- Place an item in your inventory.
- Assign a d4, d6, d8, or d10 to the item.
- When you use an item, modify your Act roll by rolling the associated die and subtracting the result.
- Each item takes up a number of inventory spaces equal to the item's associated die.

ULTRA:

- Each Ultra has 3 charges. After using them you need to Recharge.
- Using an Ultra allows you to roll twice and use the lower roll or deal 2 damage to an enemy while in combat.

PAUSE:

- When not in danger, freeze time temporarily.
- While time is frozen, players can roll to Recharge. The team can only do this 1x before alerting enemies.

CONDITIONS

- Each condition decreases your ability to overcome obstacles.
- When injured, you gain the next condition level.

| CONDITION | EFFECT |
|-----------|--------------------------------------|
| Bruised | +2 to all rolls. |
| Bleeding | +4 to all rolls. |
| Beaten | Roll twice and use the higher roll. |
| Broken | Can only use aid or special actions. |

| OBSTACLE DIFFICULTY | OM |
|---------------------|-----|
| Easy | +0 |
| Moderate | +5 |
| Difficult | +10 |
| Extremely Difficult | +15 |
| Nearly Impossible | +20 |

DEATH

If you are Broken and are injured again, you die.

COMBAT

- Roll an appropriate stat.
- Subtract any relevant item or skill modifiers.
- Add the enemy's Obstacle Modifier (OM) to the roll.
- If the roll is less than or equal to the stat, the enemy is injured (usually -1 HB).
- If the roll is greater than the stat, you fail to hit and the enemy takes a turn.
- If the enemy attacks on that turn, gain a Condition.
- If you fail a roll by 10+, trigger a Consequence.

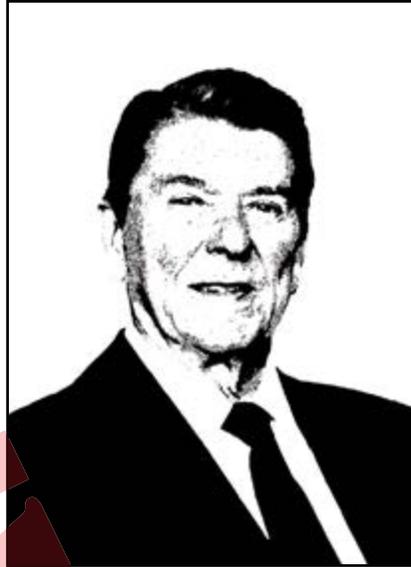
HIGH PRIORITY TARGETS



ADOLF HITLER

TARGET #: 0001
CASCADE LOCATION: 1930s
STATUS: Active
OCCUPATION: Dictator
WANTED FOR: Crimes against humanity including industrial genocide; war; forced labor; mistreatment of prisoners; destruction of cultural heritage.

Target #0001 is protected by The Legacy Foundation, a cult-like think tank hell-bent on bartering with eldritch powers to build "The Eternal Reich" with an immortal undead Führer at its helm.

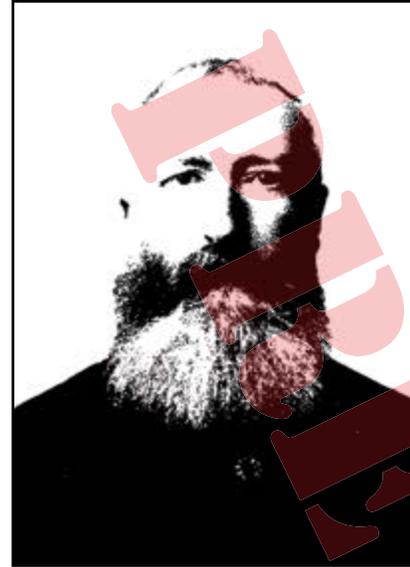


RONALD REAGAN

TARGET #: 0002
CASCADE LOCATION: 1980s
STATUS: Active
OCCUPATION: President
WANTED FOR: Crimes against humanity including murder-by-proxy; corruption; war profiteering; economic warfare; conspiracy; environmental destruction.

Target #0002 is worshiped by the New Reagan Association (NRA), a transtemporal militia of technologically enhanced, designer-drug-fueled radicals funded by a shadowy cabal.

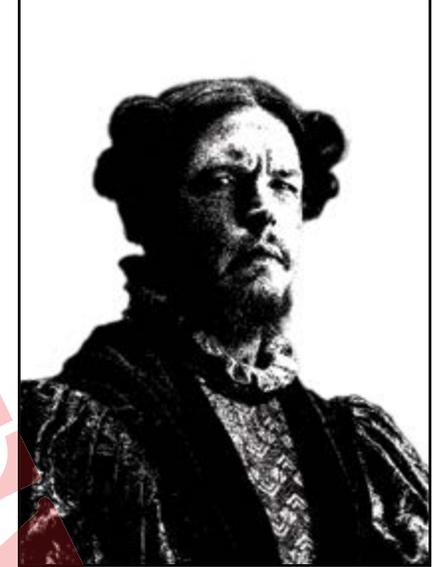
HIGH PRIORITY TARGETS



LEOPOLD II

TARGET #: 0003
CASCADE LOCATION: 1880s
STATUS: Active
OCCUPATION: Monarch
WANTED FOR: Crimes against humanity including mass murder; mutilation; torture; forced labor; kidnapping; famine; colonization; bribery; blackmail.

Target #0003's continued existence is due to the efforts of the Bifrost Hyperplane (BHP) Group—a hypertime corporation heavily invested in heavy metals, chemicals, and illegal empathies.



HERNÁN CORTÉS

TARGET #: 0004
CASCADE LOCATION: 1510s
STATUS: Active
OCCUPATION: Governor
WANTED FOR: Crimes against humanity including cultural genocide; looting; bioterrorism; forced labor; forced religious conversion; kidnapping.

Intelligence indicates that the target #0004 has been contracted by The Ambrosia Project, a group of wealthy biohackers who believe he can lead them to a true cure for mortality in the 1500s.

RETRO/ K I L L

You are a Retrokiller.

A post-human agent of the transtemporal Union of Concerned Assassins (UCA). Somewhere in time, your target is committing unspeakable evils that threaten to destroy humanity's future.

YOUR MISSION:

Find the target, defeat the forces protecting them, and save humanity.

NO FASCISTS

It is against the rules for fascists to play this game. If you're reading this and thinking, "You just call everyone you disagree with a fascist," then you're probably a fascist, or incapable of drawing inferences from context and acknowledging a dangerous political climate that causes the oppressed to be hyperbolic. Don't play this game. It is not for you. Heal yourself. Grow. Learn. Watch Mr. Rogers' Neighborhood or something.



HOWTO PLAY

BASIC ACTIONS

ACT

When a player encounters an obstacle in RETRO/KILL, they explain how they want to overcome the obstacle to the Game Master (GM). This is an Act Action. The GM then determines if overcoming that obstacle requires a dice roll.

- If a roll is required, the GM tells the player what statistic (stat) is needed to overcome the obstacle and the player rolls one twenty-sided die (d20) and compares it to their level in that stat (**see "Stats", P.9**). If the result of the roll is lower or equal to their **stat level**, they succeed. Otherwise, they fail.
- If a roll is not required, the GM determines the outcome.

AID

Instead of acting on their own, a character can choose to aid an ally and help them overcome an obstacle. The player providing the aid describes how they are helping and rolls a d4. The player trying to overcome the obstacle subtracts the result from their Act roll. If multiple characters want to use the aid action at the same time, roll 2d4 and subtract the highest result.

SPECIAL ACTIONS

deal additional damage to an enemy (see, "Combat" p.5).

After all charges have been expended, they must be **Recharged** before a character's Ultra can be used again.

Several Special Actions are available to the player characters.

RETROPLANT

The UCA plants an item in the timeline that can be used to overcome an obstacle. Once a character's inventory (see "Items", p.10) is filled, they can no longer Retroplant due to budgetary restrictions. This can be done before or after a roll.

ULTRA

Each character has special ability called an "Ultra". An Ultra could be a bionic arm, holographic skin, or any other implant, evolution, or mutation that the UCA might have access to.

Each Ultra has three charges. Players can expend a charge to roll twice to overcome an obstacle (see, "Obstacles", p.4) or to

PAUSE

When appropriate, a character can Pause. This freezes time temporarily. While time is frozen, players can roll to Recharge and remove any conditions (see "Combat", p.5) affecting their characters. The team can only do this once before enemies are alerted.

| D4 | EFFECT |
|----|--|
| 1 | Remove all of the conditions affecting you and fully charge your Ultra. |
| 2 | Remove all of the conditions affecting you and gain one charge of your Ultra. |
| 3 | Remove half of the conditions affecting you and gain one charge of your Ultra. |
| 4 | Remove half of the conditions affecting you. |

Note to GMs: It is best to call for a roll only if the result moves the story forward regardless of success or failure. Failure should never stop the story. Instead use it to create additional tension.

SKILLS AND ITEMS

Players can use a skill or an item (but not both) to change the outcome of an Act roll. They first declare which skill or item they want to use and then subtract the die associated with that skill (d4) or item (see "Items" p.10) from their roll.



An obstacle is anything that impedes a character's ability to achieve a goal. It could be an enemy trying to kill or capture them, a locked vault door, an unfamiliar control system, or a stubborn gatekeeper who needs to be convinced to move aside.

OBSTACLES

OBSTACLE DIFFICULTY

Some obstacles are more difficult to overcome than others. Obstacle difficulty is determined by adding the Obstacle Modifier (OM) to the roll a character is using to overcome an obstacle. OM is determined by the GM.

| DIFFICULTY | OM |
|---------------------|-----|
| Easy | +0 |
| Moderate | +5 |
| Difficult | +10 |
| Extremely Difficult | +15 |
| Nearly Impossible | +20 |

Failing to overcome an obstacle triggers a **Consequence** (see "Consequences", p.38).

COMBAT

Ultras in Combat.

If an Ultra is used in combat and successfully injures an enemy, the enemy's HB is decreased by two instead of one.

To complete their missions, characters often need to fight their way through guards, cronies, and the transtemporal forces arrayed against them.

ATTACKING & DEFENDING

To fight an enemy in R/K, a player does the following:

1. Rolls an appropriate stat.
2. Subtracts any relevant item or skill modifiers.
3. Adds the enemy's Obstacle Modifier (OM) to the roll.

If the roll is less than or equal to the selected stat, the enemy is injured and their Health Bar (HB) is decreased by one. The player chooses who takes the next turn.

If the roll is greater than the chosen stat, they fail and the enemy takes a turn. If the GM chooses to use that turn to attack the player, that player is injured and gains a **Condition** (see "Conditions", p.6).

If the narrative calls for it, the GM can take an enemy turn at any time, so long as that enemy has not already had a turn this round. If the enemy attacks, their success is determined by an Act roll from the defending character.

ROUNDS

Once every player character and non-player controlled character has taken a turn, the round is over and the first character to act begins a new round.

COMBAT CONSEQUENCES

If a player fails a check by ten or more while in combat, a **Consequence** is triggered (see "Consequences", p.38).

Who goes first?. Let the story decide. Is it a tense moment? An ambush? Allow story to drive the action.

There are four conditions: *Bruised, Bleeding, Beaten, and Broken.* Each condition decreases a character's ability to overcome obstacles. When a character is injured, they gain the next level condition on the list. Once a condition changes, the previous condition's effect no longer applies.

| CONDITION | EFFECT |
|-----------|--------------------------------------|
| Bruised | +2 to all rolls. |
| Bleeding | +4 to all rolls. |
| Beaten | Roll twice and use the higher roll. |
| Broken | Can only use Aid or Special Actions. |

CONDITIONS

If a Broken character is injured, *they die.*

Create a new character and drop into the timeline after the encounter has been resolved.

R.I.P.

To generate a random character visit:

www.retrokill.com

DEATH

CREATING A CHARACTER

Union of Concerned Assassins
A better world. One bastard at a time.

UCA-0212-96

CLASSIFIED



| | |
|--|---|
| Profile | |
| Call Sign: <i>Fangs</i> | Fatal Flaw: <i>Clumsy</i> |
| Undesirable: <input type="checkbox"/> Punk <input type="checkbox"/> Hippie <input type="checkbox"/> Commie <input type="checkbox"/> Activist <input type="checkbox"/> _____ | |
| Mental: <i>15 + 3 = 18</i> | Ultra Charges: □□□ |
| Physical: <i>5 + 2 = 7</i> | Condition: <input type="checkbox"/> Bruised: +2 to all rolls. <input type="checkbox"/> Bleeding: +4 to all rolls. <input type="checkbox"/> Beaten: Roll twice and take the lower roll. <input type="checkbox"/> Broken: Can only use Special Actions. |
| Social: <i>10 + 3 = 13</i> | |

| | | |
|--|---|---|
| Skills | | |
| Mental: <input type="checkbox"/> Adapt <input type="checkbox"/> Analyze <input checked="" type="checkbox"/> Create <input checked="" type="checkbox"/> Hack <input type="checkbox"/> Know <input type="checkbox"/> Occult <input checked="" type="checkbox"/> Outsmart <input type="checkbox"/> Prepare <input type="checkbox"/> Trap <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ | Physical: <input type="checkbox"/> Big <input type="checkbox"/> Brawl <input checked="" type="checkbox"/> Cybernetic <input checked="" type="checkbox"/> Drugged <input type="checkbox"/> Fast <input type="checkbox"/> Shoot <input type="checkbox"/> Strong <input type="checkbox"/> Tough <input type="checkbox"/> Tall <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ | Social: <input checked="" type="checkbox"/> Act <input checked="" type="checkbox"/> Blend <input type="checkbox"/> Calm <input type="checkbox"/> Con <input type="checkbox"/> Hot <input type="checkbox"/> Lead <input type="checkbox"/> Suave <input checked="" type="checkbox"/> Vibe <input type="checkbox"/> Scare <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ |

| | | | |
|-------|--|--|--|
| Items | | | |
| | | | |
| | | | |
| | | | |

| |
|---|
| Ultra |
| Description: <i>VibroFangs - Bites through anything.</i> |
| Basic Action Act: d20 - skill/item + OM. Fails if higher than stat. |
| Aid: Role 1d4. One player subtracts result. +1d4 if 2+ aiding. |

| |
|---|
| Special Actions: |
| Retroplant: Plant an item in time. Once your inventory is full, you can no longer Retroplant. |
| Ultra: Use three times before needing to recharge. Roll twice and use the lower roll. In combat, -2 HB on a hit. |
| Pause: When not in danger, you freeze time temporarily and roll on the Pause table. |

Characters in R/K can take almost any form, but in general, they are skilled malcontents driven by their desire to change the past and help humanity flourish. Characters in R/K are always a part of a close-knit Strike Team.

Character Sheets. Players use character sheets to keep track of abilities, items, conditions, and facts about their character. The following section is a step-by-step guide to filling out a character sheet and creating a character.

1. YOUR CHARACTER

WHO ARE YOU?

Answer the following questions:

- What is your Call Sign? (e.g. Stingray, Spikes, Dave Wilson).
- What do you look like?
- What makes you an "Undesirable"?
- Why did you join the Union of Concerned Assassins?
- What is your fatal flaw? (e.g. Hot-headed, laser-focused.)



Need a character sheet?
Download a free printable version at:

www.retrokill.com

2. YOUR ABILITIES

STATISTICS

Three overarching statistics (stats) determine a character's level of proficiency:

- Mental
- Physical
- Social

Choose one stat that they are highly trained in, one that they are moderately trained in, and one they have no training in.

EXAMPLE SKILLS

| <i>Mental Skills</i> | <i>Physical Skills</i> | <i>Social Skills</i> |
|---|---|--|
| <ul style="list-style-type: none"> • Adapt • Analyze • Create • Hack • Know • Occult • Outsmart • Prepare • Trap | <ul style="list-style-type: none"> • Big • Brawl • Cybernetic • Drugged • Fast • Shoot • Strong • Tough • Tall | <ul style="list-style-type: none"> • Act • Blend • Calm • Con • Hot • Lead • Suave • Vibe • Scare |

Choose eight skills. For each skill you choose, add +1 to its associated stat skill.

The high stat starts at 15, the moderate stat starts at 10, and the low stat starts at 5.

SKILLS

Theoretically, there are an infinite number of skills that a character could have. Players should feel free to create skills that fit their desired character and their assumptions about their mission.

If a skill can be used to overcome an obstacle, roll an additional d4 and subtract the result.

3. YOUR TOOLS

ITEMS

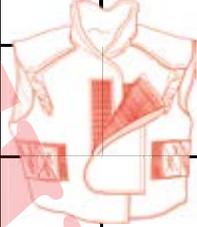
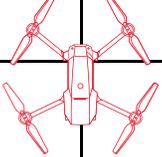
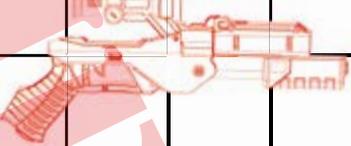
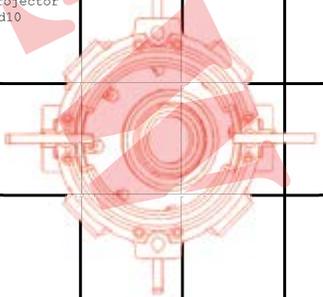
When a character attempts to overcome an obstacle, they can use an item to help them. Each item has a die associated with it. When choosing an item, assign a die value of either d4, d6, d8, or d10 to that item and make a note of the die value. To use an item, roll this die and subtract the result from an Act Roll.

Each item takes up a number of inventory spaces equal to the item's associated die. For example, if a knife allows a player to subtract a d4 from their roll, it also takes up four spaces in their character's inventory.

Certain obstacles may require items to overcome; For instance, picking a lock or hacking a computer require specialized tools.

Items with extremely limited use (such as a ball or hat) or files

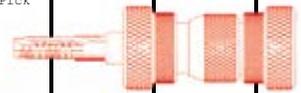
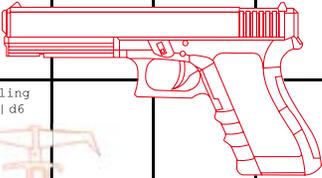
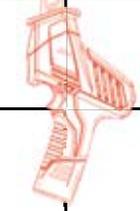
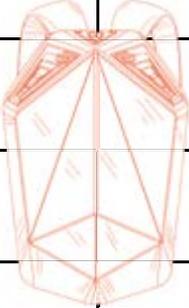
EXAMPLE ITEMS

| | | | |
|---|--|---|--|
| Knife d4  | | | |
| Bulletproof Vest d6  | | Spy Drone d4  | |
| | | | Ball -1  |
| Personal Railgun d8  | | | |
| Hologram Projector d10  | | | |

that provide limited information to a character only take up a single space and grant a -1 modifier to an Act roll when used.

Wait to pick items. As situations arise that require specific tools, characters can use their Retroplant special action or they can pick up items from the world. Once a character's inventory is full, they can no longer Retroplant but they can drop items and pick up new ones from the world.

Occasionally, an item from the environment might not have a die or modifier associated with it. In that case, the GM can rule that it can be carried without taking up an inventory slot.

| | | |
|---------------------|---|---|
| Lock Pick d4 |  | |
| Handgun d6 |  | |
| Grappling Hook d6 |  | Personal Forcefield d8 |
| Leather Jacket d4 |  |  |

ULTRAS

An Ultra is a mutation, evolution, or implant that can be used to overcome an obstacle. Choose what your Ultra is called and write a quick description of its use. Ultras can be used three times before needing to be recharged. Using an Ultra decreases the difficulty of an obstacle by one level. When used offensively, successful attacks with an Ultra decrease enemy HB by two instead of one.

EXAMPLE ULTRA



Phantom Arm. Can pass through solid objects.

Ultra Skilled. Characters are automatically considered experts in the use of their Ultra but do not gain a bonus to any stat because of this skill.

RUNNING THE GAME

RETRO/KILL is a quick, action-oriented game meant to be played in a single session. The following suggestions are intended to help the GM moderate the game and prepare exciting missions.

SAFE = FUN

To ensure that everyone has fun at the table, it is wise to establish some boundaries before starting to play. Some players may not be comfortable with certain themes or scenarios such as racism, child abuse, torture, sexual assault, spiders, snakes, or anything else that would take them out of the joy of the game. Allow players to communicate what they are not comfortable experiencing in the game and ensure that those themes or scenarios do not arise.

Some themes, like sexual intercourse or graphic

violence, might be okay to mention, but not to describe in detail. Allow players to communicate those boundaries

and gently gently fade to black whenever those themes or scenarios arise.

Not everything can be communicated before play begins. Encourage players to raise their hands if they are uncomfortable. If a player raises their hand, stop the game and privately talk to the player to make sure they are comfortable and having fun.

For more advice on ensuring safe play visit:

slyflourish.com/safety_tools.html

PLANNING IS GOOD BUT KEEP IT SIMPLE. 30 MINUTES IS FINE.

MISSION EXAMPLE:

RING #1

The characters are told that they must infiltrate the Royal Palace of Brussels. They form a plan and enter in any way they can think of.

RING #2

As they near the king's office, the characters must convince an attendant that they have a meeting, sneak through, or blackmail a guard into granting them access.

RING #3

While navigating the Royal Offices, they must distract the Overwatch Sentries that stalk the halls or disable the BHP Sergeant that protects the king's office.

RING #4

The characters make their way to the office,

unlocking the MasterBolt8k installed by the BHP Group or disabling and interrogating Henri Avaert, and learn of the secret nuclear weapon beneath the palace.

RING #5

As they enter the office, Leopold drops into the secret bunker where he is protected by a heavily irradiated BHP Major and a group of BHP Soldiers. Leopold hides behind his desk whimpering.

Ring #6:

The characters complete their mission and escape. Or they are killed as the dead man's switch tied to Leopold's black heart triggers the nuclear weapon installed beneath the palace and Brussels is destroyed.

Gm Tip: Feeling stuck? Try starting at the 6th ring and working backwards!

ENEMIES

There are many enemies that the characters could encounter during a mission. Below are a few examples of enemies a character could encounter while on a mission:

Note to GMs: Enemies in R/K have intentionally vague abilities. The game is not meant to be a tactical war game where the player's success or failure is a result of carefully planned and executed strategies. It is supposed to be a wacky sci-fi martial arts action movie with a kick ass soundtrack. Have fun with it.

The Legacy Foundation

The Legacy Foundation is a cult disguised as a think tank. Established by the philosophical descendants of Hitler and his ilk, the Foundation acquired the ability to time travel (along with many other fell powers) by dealing with a foul, extra-real entity known only as "Zhig'Naroth, The Tainting Idea". The Foundation is believed to be nurturing a creature—the offspring of Zhig'Naroth and Hitler—inside the evil dictator's stomach.

LEGACY FOUNDATION ENEMIES:



Eye of Zhig'Naroth

OM: 0 HB:

Ultra: Visage causes difficulty telling reality from dreams.

Flaw: Hive mind.



Voice of Outer Madness

OM: 5 HB:

Ultra: Summons tentacles from the Void.

Flaw: Cannot summon if unable to speak.

Gloom Trooper

OM: 5 HB:

Ultra: Enhanced resistance to pain.

Flaw: Cannot act without their commander.



Hermann Göring

OM: 10 HB:

Ultra: Can consume a human-sized creature that dies after a short time in his body.

Flaw: Weak to poisons.



Joseph Goebbels

OM: 10 HB:

Ultra: Can summon eldritch entities to aid him in battle.

Flaw: Flammable.



The New Reagan Association (NRA) is a fanatical transtemporal militia funded by wealthy business moguls from the 20th and 21st centuries. The militia uses stolen technology to enhance its soldiers into cybernetic, drug-fueled berserkers singularly focused on protecting Reagan and ensuring that his policies succeed everywhere they are implemented. The NRA provides the president with technology far beyond the reach of the 1980s, even going so far as transforming his closest advisors and cronies into cybernetic monsters.

NRA ENEMIES:



24th-Century Hunter Drone

OM: 0 HB:

Ultra: Heat detection sensors. Alarm systems.

Flaw: Cloud connectivity.



Personal Defense Drone

OM: 5 HB:

Ultra: Heat detection sensors. Alarm systems.

Flaw: Cloud connectivity.

MODIFIED COMMERCIAL DRONES?

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