



# The Day The Sky Fell

A Timemaster adventure for 3-6 beginning Time Corps Agents

Gary Con 2013

*It's 1979 and Topeka, Kansas, has been burned off the face of the Earth. Surviving victims claim they saw the Sun itself cut a path of destruction through the city, killing tens of thousands. Tensions between the U.S. and USSR have never been higher, and World War III is imminent unless Time Corps agents can determine what happened and stop it before it ever occurred. This is a Labyrinth Lord Society production.*

## **BACKGROUND**

Skylab was NASA's first orbiting space station, launched on May 14, 1973. There were only three manned missions to the station in the six years it was in orbit, the last being SL-4 in February 1974. For five years, the station remained unused and abandoned. The station's orbit began to degrade, and plans were made to refurbish and boost it back into a higher orbit using the Space Shuttle under development. However, the Shuttle program was delayed, and Skylab re-entered the Earth's atmosphere on July 11, 1979, disintegrating over Australia.

However, the Demoreans, growing ever bolder, have overtaken Skylab sometime in 1978. For one year, they retrofitted and expanded the station, unchecked by human interference. Skylab's telescope mount was replaced with a large plasma cannon, which they planned to use to trigger an all-out war between the U.S. and Soviets during the beginnings of The Cold War. The only indication anyone had that something was amiss was when ground-based satellite tracking discovered that Skylab had somehow shifted into a higher, stable orbit 48 hours before the scheduled re-entry. While plans were made to investigate, the manned space station's plasma cannon was fired on July 13, obliterating Topeka, Kansas, and throwing the United States into

a panic. The Soviets, of course, claimed no knowledge of the attack, but the only device capable of such devastation in 1979 would be a nuclear weapon. The U.S. has declared DEFCON 1 and WWII is about to be declared.

Meanwhile, due to such a massive change to the timeline, a Significance Wave of unimaginable power is crashing through history, changing the continuum in catastrophic ways. In 6 hours, history will be changed so drastically that time travel will never have been invented in 7051. If the concept of time travel goes undiscovered, The Time Corps will never have been founded. And with no Time Corps to stop the event from happening, this new timeline will become permanent history.

Time's burning, and the PCs must stop the destruction of Topeka and make sure that Skylab reenters the atmosphere as history shows.

## **SCENE ONE: THE DESTRUCTION OF TOPEKA**

Little did you know that the end of your life would be the beginning of your greatest adventure...Just moments before each of you were to meet your end, you were whisked away with an intriguing offer – to become Time Corps agents, policing the timeline against alterations caused by the Damoreans -- time-travelling, shape-shifting aliens bent on the conquest of All That Ever Will Be.

During your training, you've all been stationed at Time Corps Headquarters – a sprawling futuristic compound the size of a small city. Its location (both in space and time) is a well-guarded secret, to keep it safe from historical manipulation.

You've all been awakened late at night by an insistent bleating siren accompanied by an eerily calm voice: "...not a drill. Level 5 Significance Wave in progress. Radical historical changes are imminent. This is not a drill..." You've been trained to report immediately to a predesignated briefing room when such an emergency is broadcast. You race to the preassigned meeting location, stunned to see nearly every other Time Corp agent doing likewise. Whatever the emergency, it must threaten the whole of existence to merit such a response.

You each arrive, recognizing each other from your training exercises. Moments later, the door slides open, and a grizzled gentleman in his 50s with greying muttonchops rushes in, obviously worked up about something. He refers to a handheld tablet device, looks at each of you, and motions for you to take a seat.

**"Gentlemen, I'm Sentry Charles Calhoun, Grade 4, and we have an urgent situation regarding the year 1979. The Sentinel reports that the city of Topeka, Kansas, in the United States has just been utterly**

**destroyed. By what or whom, we don't know. But as you're no doubt aware, such an act of devastation has had a radical effect on the timeline."**

Allow the characters to ask questions. Calhoun can tell them the following:

**Significance Wave: "Normally when a small historical change is made to the timeline, history instantly changes throughout the continuum to reflect this. For example, Al Gore is elected president in 2000, and instantly his name appears in all of the books, his name is found on high schools and airports, that sort of thing. But if there's a drastic, catastrophic change to the timeline, a 'Significance wave is formed as the changes 'ripple' from that point in time like a stone dropped into a still pond. All may be well futureward, until you suddenly see radical changes to the normal timeline as the wave rushes through. The only hope to stop a Significance Wave is to prevent the action from ever happening."**

**Current action: "We're sending every available agent into the continuum to both investigate this occurrence, offer aid to the casualties, and to set up some 'roadblocks' against the wave. They'll be in position as Event Guards, trying to ensure that historical events proceed as they did originally. It's dangerous, as the wave could very well wipe them out or change the timeline so they were never born."**

**The PCs: "We're truly short-handed as everyone else tries to stop the wave from progressing. So we're going to send you into the field to try to find out what**

**happened. We're fairly sure the explosion wasn't nuclear, but no other destructive force of that power level exists in that time. Our best bet for data is to infiltrate the Air Force's Foreign Technology Division – the forerunner of the National Air and Space Intelligence Center. At the beginning of the Cold War, those eggheads tracked every satellite, command module, orbiting platform, and space rock orbiting the Earth. We think they may have found the answers for us. It's as good a place as any to start."**

Calhoun explains that the PCs will be arriving at Wright-Patterson Air Force Base in northern Ohio just a few hours after the explosion. The base will be on heavy lockdown, so you'll be arriving in one of the empty hangers on the base itself. He has three air force uniforms (one lieutenant, two airmen) and three suits with civilian FTD identification. He also has a small portable information drive, about the size of a matchbox. He hands this to the one PC who's best with computers and electronics.

**"If you place this on a computer bank for about 5 seconds, it will download every bit of data they've recorded for the past 3 weeks. That information could be the key to solving our little problem."**

Calhoun hands each PC a communicator and a TC stunner as well (with 10 shots each). The stunners are disguised as normal handheld pistols for the "airmen."

**"Because all of the Chronoscooters have been taken out into the field, you six are going to be the test subjects for one of our newest devices."**

In another room sits a large boxy vehicle. Looks like a VW van sitting on top of a disc.

**"It's the Chronoscooter Model TCA-3A – The Infiltrator. It was designed to move small groups rather than individuals. Also, rather than the "open air" cycle feel of the 'scooters," the 3A cabin is completely atmospherically self-contained in case you find yourselves underwater, in the arctic, or in a vacuum. And in a rear compartment you'll find nearly every piece of emergency equipment you may need."**

The compartment holds:

- 6 pressurized environmental suits (manufactured in 3175 AD) with enough air for 30 minutes each
- 2 plasma rifles
- Enough food and water for a week
- A TDD (time displacement device for sending messages and small items to TCHQ and back)
- Anything else the PCs might find useful – CM's discretion

**"We call it "The Hail Mary," as it'll only see action in times like these. It now has enough power for four jumps – one to send you back, one to bring you home, and two more at your discretion."**

**"Speaking of time, we're under a deadline in the truest sense of the term." He hands each of you a watch. Once you put it on, it starts a 6-hour countdown. "We only have 6 hours SDS (standard dating system, AKA "Time Corps time"). By then, the Significance Wave will reach 7051 AD – the year time travel was discovered. By our calculations, the wave will change history such that time travel is NOT invented. The Time Corps**

**will never be founded. We'll all be  
erased, and this new timeline will stand  
forever as the true sequence of history. “**

He'll ask if they have any further questions.

If not:

**“Time's burning up, Agents. Infiltrate the  
Foreign Technology Division, and find  
out what they know. Good luck.”**

**SCENE TWO:  
INFILTRATING FTD  
July 13, 1979**

The Infiltrator arrives in a darkened hanger. As the PCs exit, they see it's being used as a warehouse of sorts as there are crates and boxes stacked haphazardly everywhere. Larger vehicles and equipment are covered with large tarps. Doesn't look like there is much activity here, so the Infiltrator should be safe. (Unbeknownst to the PCs, this is the legendary Hanger 18 of alien/conspiracy lore. It is left to the CM if they wish to do anything with that.) Upon walking out, the PCs see a lot of uniformed personnel racing about. Everyone's in a panic and in full duty mode. They may overhear someone mentioning that they think DEFCON 1 may be called. They may also hear a lot of angry talk about the "stinkin' Russkies". The base is pretty sprawling, but the soldiers on the base should be helpful enough to point them to one non-descript building about 5 blocks away that houses the Foreign Tracking Division.

The Building has one primary entrance and a noticeable lack of windows or other means of entering/exiting. (Plus, snooping around a high-security building will raise suspicion with the guards.) There is a Jeep parked out front (if the PCs ask), and there is one guard out front with orders not to let anyone in. However, the guard, Airman Silas Greene, is pretty new and is incredibly nervous. He is almost apologetic when he denies entry to the PCs.

**"I'm sorry sirs," he says, his voice cracking under the stress. "No one allowed in or out until the crisis is over."**

**AIRMAN SILAS GREEN**

Significance Rating: 50  
STR: 52 DEX: 68 AGL: 56  
WPR: 62 PER: 74 PCN: 68  
STA: 50 UMS: 54 WNDS: 13  
Current STA:  
Wounds: OOOOOOOOOOOOOO  
SKILLS: Rifle (SP) 83.

Silas has been hearing quite a bit of gossip and rumor about what's been going on. He can offer the following info if the PCs roll well enough on any Investigational skill (or Personality or similar ability):

- **I know this one guy who called his ma, she lives in Kansas and he wanted to make sure she was OK, anyway she said it looked like the sun itself burned a hole right into the ground where the city was.**
- **I know what done it. He then whispers "Aliens." Why else would they have this building locked up so tight? Betcha they done found a UFO in orbit that's gonna land and take over.**
- **Everybody's afraid that the Russians are going to invade the U.S. I don't know if I believe that, but you gotta be careful cause spies are everywhere.**
- **This here is the building where Project Blue Book was run out of back in the 50s and 60s. You know, that program where the air force investigated UFO sightings? When the program got shut down, all of those files and equipment were shipped off to some air force base in Nevada where they keep it all under lock and key.**

It should be fairly easy for the PCs to bluff, bully, connive, or otherwise get Silas to let them in, but if there was any funny business, he'll be suspicious and will race off to report the behavior to his superiors (more on that in a moment...)

Upon entering the building, there's a long hallway that empties into a stereotypical "mission control". As opposed to its heyday, the FTD building is now currently nothing more than a glorified satellite tracking center. Normally not much happens here each day. Today, that all changed.

There are four computer consoles facing a large map of the Earth. Flickering diodes mark the positions of every satellite in orbit. If the players think to examine the board specifically, they'll see that the biggest item is marked with a U.S. flag. If they roll well on Investigation or Science, they may be able to puzzle out that it was over Kansas at about the time of the attack.

There are two technicians at two of the consoles (Perry Blake and Griff McMillan), flipping switches, punching in numbers on keypads, reading off data into their headmikes, etc. Two consoles are available, and switched off. (The PCs will be free to use those, if they can get it up and running using appropriate Skill checks.)

Overseeing the activity is Coordinator Chet Armstrong. (Think Ed Harris of Apollo 13). He's obviously agitated, busy, and trying to figure out what happened. (EVERYBODY'S breaking down his door for answers: The White House, NASA, etc.) When the PCs walk in, he points to the three suited folks.

**"You, sit there and give me a readout on the satellite at coordinates 34.56532-alpha. You, take that console and tell me the telemetry of anything currently over Borneo. And you.....get me a cuppa coffee, would ya?"**

Armstrong is chain-smoking as he and his team works to try to figure out where the destructive force came from. Good role-playing or appropriate Skill rolls on Investigation and such and he'll reveal the following:

- **"We have some leftover goodies from our days running Project Blue Book, so this little forgotten office has better tracking data than, say, NASA's Cape Kennedy. I can find a 9-volt in orbit with this baby."**
- **"At the time of the attack, we recorded an intense plasma field in the upper atmosphere. If that field were focused, concentrated into a single beam, it'd be the biggest laser the world's ever seen."**
- **If asked about aliens: He laughs sarcastically. "Do I believe that the Martians are attacking? No, I don't care what they were investigating here 20 years ago. I don't believe in that crap. I think that some foreign power has a toehold on an orbital platform is what I think."**

Eventually, the PCs may notice the large dot on the map ("SL-PRIME") or that Chet keep barking about it. (**"Where's that telemetry on SL-PRIME?! I need that data, people!"**) If questioned, Chet will admit that it's the Skylab science station.

Have PCs roll a Paranormal Memory roll. If they make it, explain that they recall some information that Skylab's orbit decayed on July 11, 1979 – two days ago – and that it

burned up upon reentry. The scattered remains were found in the Australian outback. The orbit had been decaying for quite some time before it re-entered, but it appears that Skylab's orbit is stable in this current timeline.

If questioned about Skylab's orbit and position, Chet gets very quiet, looks over at the other two technicians, and calls the PCs aside.

**"You're right. It's not common knowledge, but Skylab was supposed to re-enter the atmosphere two days ago on July 11. We had every radar telescope and satellite tracking system trained on it. But then it began shifting BACK into a higher orbit. First, Skylab's been abandoned for 5 years. I have no idea how someone would get to it to put together something like that... Second, it doesn't have an engine propulsion unit to push it to a higher orbit anyway! We got a telescope trained on it, and that's when we noticed it. It looks like the superstructure has been altered. There is a huge antechamber – as big as a house - on the side of it. A docking bay, best we can figure. There is also a series of boosters attached underneath. We have a ton of data on it. The Higher-Ups were planning on sending up that new prototype Shuttle for a look-see when the blast hit. I'll bet it came from Skylab. I've been trying to get updated data on it, but Blake and McMillan have been having trouble downloading any new information."**

Blake and McMillan are actually Demoreans who were placed to try to keep the information about the altered Skylab from being discovered. They've been stalling and

feeding Armstrong erroneous data, but they couldn't keep him from ferreting out the truth. As soon as it appears the PCs have figured out what's going on, they'll first call the Emergency Line on the base and report suspicious individuals. (See if the PCs notice they're being turned in.) They will then shapeshift as their second set of arms tear out from under their shirt and their eyes grow large and convert to a yellow pupiless gaze. Each is armed with a laser.

#### **PERRY BLAKE – Damorean Agent**

Significance Rating: 0

STR: 40 DEX: 40 AGL: 40

WPR: 40 PER: 40 PCN: 40

STA: 40 UMS: 40 WNDS: 11

Current STA:

Wounds: OOOOOOOOOOOOOO

SKILLS: Laser pistol (SP) 70.

#### **GRIFF MCMILLAN – Damorean Agent**

Significance Rating: 0

STR: 40 DEX: 40 AGL: 40

WPR: 40 PER: 40 PCN: 40

STA: 40 UMS: 40 WNDS: 11

Current STA:

Wounds: OOOOOOOOOOOOOO

SKILLS: Laser pistol (SP) 70.

During the crossfire, Armstrong will be hit. When the Demoreans are hit by the Stunner (or if the PCs use the "real gun" setting,) they scream, fall, and fade out of existence as their grasp on the dimension fails them and they're "recalled" to their home dimension.

As the firefight winds down, the PCs may race to Armstrong to aid him. He's gasping as he starts to die.

**"Aliens. I'll be damned. There really are little green men. It really is an invasion. Huh, those Area 51 bastards were right. Look, I don't know if you guys are Martians or spies or men in black or whatever, but Skylab shoulda crashed**



**two days ago. Do what you can to bring that thing down. It's now heading to...to Leningrad. If it fires on the Russians, it's all over. Go! If you're caught by the guards..." and he loses consciousness.**

The PCs need to get back to the Infiltrator. Hopefully they downloaded the data they needed to track the telemetry of Skylab's orbit. With it, they can predict where Skylab was two days ago before it was boosted back into a higher orbit. If they can cause it to fall on schedule two days earlier, that should get the timeline back on track as the destruction of Topeka will have never occurred.

But the guards waiting for them outside may have something to say about it.

### **SCENE 3: FREEZE SPIES!**

When the PCs go outside, there are four guards waiting for them (Silas is one of them.) If the PCs have a gun drawn (or if they have the lasers from the Damoreans), the guards demand surrender. Otherwise, they sternly ask them to stop where they are and ask to see their identification again. They each have their hand on the butt of their pistols.

#### **TYPICAL AIRMEN (FOUR OF THEM)**

Significance Rating: 20

STR: 52 DEX: 68 AGL: 56

WPR: 62 PER: 74 PCN: 68

STA: 50 UMS: 54 WNDS: 13

Current STA:

Wounds: OOOOOOOOOOOO

SKILLS: Pistol (SP) 83.

The PCs have a few options.

- They can try to bluff their way out of it, but this is going to require crazy low rolls (+20 penalty to any roll due to the high state of alert).
- They can try to use the Stunners to stun all four of the guards, but a firefight will break out, which will cause more guards to come.
- They can hop into the Jeep and race away with a classic chase scene.

This scene should be played with tension and excitement. If the PCs are captured, time will run out in the future as the wave overtakes the Time Corps. (The PCs will wink out of existence. Game over.) Whatever the PCs come up with to get out of this jam, roll with it. Let them be clever.

When they get back to the hanger, have someone notice “Hanger 18” stenciled on the side. There’s no time to poke around for

interesting gizmos and gadgets as the guards will now be on full alert, having discovered the body of Armstrong.

The PCs will climb into the Infiltrator and should be more than aware that they need to have Skylab crash two days ago per the actual timeline. If the platform is pushed into a higher orbit, nothing short of explosives will bring it down.

With the data on the data device, the PCs will have the time and coordinates they need to actually park the Infiltrator right inside Skylab. It will require one person to “drive” the Infiltrator, and another to program/work the continuum drive. Try to prod them as much as you can without spelling out that’s what they need to do. Remind them that the Infiltrator is self-contained. Also remind them they have about 3 hours from this point. Have the two “drivers” roll using whatever Skills they think will give them their best chances. (Pilot, Electronics, Computer Programming, etc.)

**SCENE 4:**  
**ONE SMALL STEP?**  
**July 11, 1979**

The Chronoscooters, and by extension The Infiltrator, are not really “vehicles” in the strictest sense. You set a point in time and “pop” in there. But what if your target point is a MOVING target, like an orbiting space station perhaps? Hopefully they rolled well. If they did, skip to the next section. If not...

**The Infiltrator materializes next to Skylab in geosynchronous orbit with it. It’s about 100 feet away. You can easily see the classic shape of America’s first orbiting space station. However, you can also see the large antechamber Armstrong mentioned. (It does look like a hanger was just bolted on.) You can also see several unfired booster rockets attached underneath. Finally, you see what will cause the destruction of Topeka two days from now – Skylab’s telescope mount has been replaced with a plasma cannon dish.**

**You all float in the zero-gravity environment. Fortunately, you all have zero-G training. Unfortunately, it’s all simulator time.**

The PCs have a few options:

- They still have one “spare” time jump. They can try to roll again to reposition themselves in the docking bay. Now that they have a visual, the rolls should be given a bonus to do so.
- They may try to reprogram the Infiltrator to enable zero-G maneuvering by venting exhaust or air out of the ports. If so, allow some Skill rolls to have it work. Someone

will still need to pilot it to the doors, then someone has to go “open the pod bay doors.”

- They may go all “Buck Rogers.” Let them don the evo suits and do a spacewalk over to the station. (How they get back to the Infiltrator for their escape is their problem.)
- The Damoreans are completely unguarded as they know there is no rocket service to Skylab available.

Once the PCs are in, they need to deal with the four Demoreans stationed here. Two are up front in the Command Module, busy making preparations for the booster firing to occur in about 2 hours. Two others are in the Docking Adapter Bay where the firing mechanism for the plasma cannon is located. (The cannon is currently nonoperational and they are now getting the targeting systems up and running.)

**DAMOREAN AGENT (Four of them)**

Significance Rating: 0

STR: 40    DEX: 40    AGL: 40

WPR: 40    PER: 40    PCN: 40

STA: 40    UMS: 40    WNDS: 11

Current STA:

Wounds: OOOOOOOOOOOO

SKILLS: Laser pistol (SP) 70.

The PCs can use Stealth or guns a-blazing, or whatever they want to remove the Damorean threat from Skylab. Things to keep in mind:

- Skylab’s orbit is badly decayed already, such that it will start to get hot the longer this encounter goes. Without the boosters firing, the station will be reentering the atmosphere and the PCs need to hurry up. (Although, if the Damoreans miss their booster-firing window, that may be enough to have

them scuttle the mission and high-tail it out of there.)

- Gun/Laser fire is very dangerous. If someone gets crazy, let's see if a little decompression makes things exciting.
- Remember the zero-g environment!
- The PCs can let Skylab come down on its own or they can blow it up using oxygen tanks, or turn the boosters to force the station's reentry, etc.
- The PCs need to use the Infiltrator to get back home as Damereans can travel through time without the use of machines or devices.

Once Skylab comes down within the window it originally did, the timeline is reset and the mission is successful. When the PCs reenter the Infiltrator, have it return them home.

SCENE 5:  
BACK HOME

When the PCs arrive, Sentry Calhoun is waiting to speak with them.

**Congratulations cadets! The Sentinel reports that, with the on-schedule re-entry of Skylab, the timeline was restored to normal. Any anachronistic debris that came down will be retrieved by a Time Corp Retrieval Crew, so don't worry about that. The Significance Wave disappeared as the timeline corrected itself as well. And now that we know the Damoreans have a vested interest in the abandoned Skylab station, we'll set up an Event Guard in July 1979 to monitor the situation from this point forward. Nice work Folks. (I never thought I'd see a Chronoscooter taken into orbit though.)**

**Calhoun motions toward the door.**

**"Oh, and I'd like to introduce the Time Corps' newest recruit. His investigative skill was invaluable on this mission, so we thought he'd be a perfect candidate."**

**There in the doorway stands Chet Armstrong.**

**"Never believed in aliens before, now I'm fighting 'em," he says. "Nice to meet you again. And you...." He points to one of the team. "Get me a cuppa coffee, would ya?"**