

ANOTHER

TIMEMASTER

ADVENTURE

TERRIBLE SWIFT FORD



By Gali Sanchez

Pacesetter

TERRIBLE SWIFT FORD



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Section I: INTRODUCTION

Hey, vatos! We've got a little job for you. Nothing tough; just a Sunday drive. We'll even supply the car, okay? How about a supercharged, fully armored 1985 Bronco, with all the options: forward firing rockets, twin 50's in the turret, front and rear grenade launchers, even a refrigerator to cool your drinks?

You see, the Second Civil War has started, and the Northern Barbarians have pinned us here in Metroplex. It's only a matter of time before they mount their attack and take Metroplex. But if somebody could destroy their supply of gasoline, we'd have a fighting chance. So, we were wondering if you'd take a little trip behind enemy lines?

Oh, just one more thing. The entire Northman army arrives tomorrow, and you're sure to meet them. It wouldn't do to get yourselves captured, so be careful.

Terrible Swift Ford is a TIME-MASTER® adventure for two to eight players. If you're playing in this adventure as a player-character, stop reading now.

HOW TO USE THIS SCENARIO

In *Terrible Swift Ford*, you'll find several maps, pregenerated characters, new vehicle descriptions, 70 paper counters, a tactical battle scenario, and all of the plot encounters you'll need for hours of time-traveling fun!

You'll find the *maps* on the inside front and back covers, as well as throughout the text. In some cases, you might find it useful to sketch a rough copy for your players. Don't show the maps to the players unless instructed to, as some maps contain information for your eyes only.

On pages 15-18 of the adventure scenario, you'll find eight *pregenerated characters*. Your players may wish to use these characters if they do not have their own. Carefully cut along the dark solid lines and give the cards to the players.

On pages 13-14, you'll find *vehicle*

description cards. Familiarize yourself with these cards, then cut along the dark solid lines. Give these cards to the players when their PCs come into possession of the vehicles.

The 70 *paper counters* are on page 19. Cut the half-sheet of counters out of the book, then glue the sheet to a piece of light cardboard. When the glue is dry, cut along the solid lines between each counter. You will use the resulting counters during the adventure, especially in the tactical battle scenario.

Section V: THE SIEGE OF METROPLEX is an optional *tactical battle scenario*. It's not difficult to play, but be sure you understand the situation, set-up, rules, etc.

The Plot Encounters

Each plot encounter may consist of several parts: Descriptive Text, CM's Notes, Hints for the PCs, Encounter Background, and NPC Statistics. In some cases, one or more parts aren't needed and won't appear.

Read the *Descriptive Text* (the text between the stars) aloud to the player-characters (PCs) as they begin each encounter. This text describes the situation as the characters would perceive it.

Do not read any other parts to the players. Use your judgement to determine what you should reveal.

The *CM's Notes* describe what happens during the encounter. Refer to this section during play to remind yourself what the NPCs are doing, what happens next, and so forth.

Hints for the PCs offers bits of information PCs may discover during the encounter.

The *Encounter Background* describes the action behind the scenes. This section also lists significance ratings that may apply.

Most encounters in this scenario have no significance rating. The PCs' final significance point count will depend much more on how well they accomplish their mission.

Finally, *NPC Statistics* describes important NPCs appearing in that encounter. Many NPCs in *Terrible*

Swift Ford are standard troops or characters, and several appear in more than one encounter. To save space, such NPCs are described in the Introduction.

Occasionally, statistics are not provided for a minor NPC. In such cases, assume humans have a score of 50 in each Basic Ability and a significance rating of 1d10. Minor Demorean NPCs have a score of 40 in each Basic Ability except Willpower (which is 70).

MILITARY SUMMARY

Standard Colonial, Northman, National, and Demorean Security troops are described below:

Colonial, Northman, National

All Basic Abilities = 50

Colonial, Northman skills: Automatic Rifle (EX) 80; Stunt Driver (SP) 65.

National skills: Shortbow (MS) 105; Tomahawk (EX) 80; Outdoor Survival (EX) 80; Tracking (EX) 80.

Colonial, Northman weapons and armor: Automatic Rifle, Helmet AR 30.

National weapons (no armor): Shortbow, Dagger, Tomahawk.

Use regular infantry counters for Colonial, Northman, and National warriors. Increase the missile value to 80 and decrease the melee/morale value to 50 for Colonial and Northman warriors.

Demorean Security

All Basic Abilities = 40 except Willpower = 70

Skills: Automatic Rifle (EX) 70; Shortbow (EX) 70; Stunt Driver (EX) 80.

PTs: Shock 55; Dimensional Travel, Shape Shift, Telepathy.

Weapons and Armor: Automatic Rifle, Helmet AR 30.

Use elite infantry counters for Demorean Security troops, but treat the missile value as 70 instead of 80.

Combat Rules

Use the rules in the **TIMEMASTER®** rulebook for all forms of combat, with the following modifications:

1. Ground scale = 100 yds/hex (still use five-second rounds).
2. The movement rate on counters provided in this scenario is based on 100 yd. hexes/round.
3. In combat between foot troops and vehicles, foot troops move every other round.

Driving Rules

Keep these guidelines in mind when PCs operate vehicles:

1. Characters driving vehicles must state their intended speed during the declaration step of the round. The PCs travel one 100-yard hex per round for every 40 mph of speed.
2. Characters possessing Stunt Driver skill may fire weapons operated from the driver's position while driving. Characters without Stunt Driver skill may not perform any other action while driving.
3. Passengers declare their actions after the driver.
4. Characters can dismount and use weapons mounted on the vehicles, even after the vehicle has crashed. The rocket launchers and 50-caliber machineguns must be mounted before they can be used again.
5. A Driver without Stunt Driving skill checks against his regular driving capability (PCN + AGL/2) when a Stunt Driving check is required.
6. PCs must make a Stunt Driving check any time they turn 90 degrees or more while driving faster than 50



mph. (Characters without Stunt Driving cannot perform this maneuver.)

7. Characters may ram other vehicles by declaring their intent at the beginning of the round, overtaking the target, and then making a successful Stunt Driving roll. The driver being rammed must make a successful Stunt Driving roll to avoid crashing.

8. Use the Vehicle Fire Results table on the back of the *vehicle cards* instead of the one in the rule books during role-playing encounters (but not in Section V).

NEW WEAPONS

Grenade Launcher

Max Range: 800 yards
Range Modifier: -05 per 100 yards
HE Radius: 30 feet
ROF: 4 per round
Clip: 8 grenades
Damage: 75% catastrophic

Use SPG miss procedure in the event a grenade misses its intended target. It requires one round to reload a Grenade Launcher clip. PCs with Machinegun or Mortar skills may use those skills to operate a Grenade Launcher. PCs without either skill use their Dexterity score. Remember to subtract the appropriate modifiers when PCs fire more than one grenade per round. No machinegun burst modifiers apply.

Rocket Launcher

Treat rocket launchers as Heavy ATGs (page 36 of the *Traveler's Manual*). One person may operate a rocket launcher.

MAJOR NPCS

General Samuel Jackson
Significance Rating: 1000
Status Rating: 5

STR	56	DEX	68	AGL	54
WPR	70	PER	72	PCN	68
STA	64	UMS	55	WNDS	14

SKILLS: Automatic Rifle (EX) 98; Pistol (MS) 123; Computers (EX) 89; Investigation (MS) 125; Military Leadership (MS) 121.

General Jackson is a unique combination of idealism and realism. He dreams of creating a world-wide alliance of republics based upon human needs and rights. Yet, he can also design pragmatic solutions to complicated problems. He employs his witty sense of humor to reassure followers in times of trouble.

Juan "JR" Rodriguez
Significance Rating: 20
Status Rating: 1

STR	66	DEX	74	AGL	70
WPR	58	PER	58	PCN	60
STA	52	UMS	68	WNDS	13

SKILLS: Automatic Rifle (EX) 104; Electronics (MS) 117; Mechanics (MS) 122; Outdoor Survival (EX) 86; Tracking (MS) 110.

Juan prefers to be called "JR." During combat, his eyes become glazed and his face twitches. JR is decisive and strong willed, yet also follows instructions well.

Maria Lopez
Cherokee Warrior
Significance Rating: 100
Status Rating: 3

STR	60	DEX	60	AGL	60
WPR	68	PER	66	PCN	70
STA	72	UMS	60	WNDS	15

SKILLS: Automatic Rifle (MS) 115; Anti-tank Weapon (EX) 90; Dagger/Knife (EX) 90; Shortbow (MS) 115; Distance Running (EX) Current STA + 30; Medicine (SP) 79; Outdoor Survival (MS) 118; Stealth (EX) 90; Tracking (EX) 90.

Although Lopez has a Spanish name, she is actually a full-blooded Cherokee. She never accepts defeat and always questions traditional values. Lopez has earned the respect of her tribe through her tenacity and bravery.

ABBREVIATIONS

These abbreviations are used in this scenario: **STR**—Strength, **AGL**—Agility, **WPR**—Willpower, **STA**—Stamina, **DEX**—Dexterity, **PER**—Personality, **PCN**—Perception, **USM**—Unskilled Melee, **SP**—Specialist, **EX**—Expert, **MS**—Master, **CM**—Continuum Master, **PC**—Player Character, **WNDS**—Wounds, **EWA**—Equipment, Weapons, Armor.

PLAYERS' BRIEFING

Read the text below to the PCs before they start the mission.

Commander Watkins stands in the front of the briefing room. "Ladies and Gentlemen, we're sending you back to June 13, 2085, to a place called Metroplex—which is where Dallas/Ft. Worth once stood.

"As you may know, that date is three decades after World War III devastated Earth. The residents of the ruins of the U.S. were fighting the Second Civil War; it was a road war, fought by fast vehicles armed with deadly weapons.

"Historically, the Southwestern Colonies, led by General Samuel Jackson, defeated the Northern Barbarians and began a process of re-civilization that eventually resulted in the First World Government. The Colonies won this war because they had a superior supply of gasoline, and because General Jackson created an alliance with Maria Lopez, who represented the Native Americans (known as Nationals).

"These two people were instrumental in establishing the First World Government. Unfortunately, something is wrong. Apparently Lopez has not met General Jackson, for no alliance has been created. In addition, it appears the Northmen have procured a large supply of gasoline, for they are about to sack Metroplex.

"If the Northmen sack Metroplex,

the Colonials will be destroyed. The Earth will lapse into a state of anarchy from which it cannot recover. So, we're sending you to Metroplex disguised as Colonial warriors. Your mission is to: 1. find the cause of the change in the Timeline and take corrective action, 2. make sure Metroplex doesn't fall and that Jackson survives, and 3. make sure Maria Lopez and General Jackson create an alliance between their respective nations.

"Get going. Time is burning."

CM's PLOT SUMMARY

Read the plot summary below carefully. If you must improvise, it will help you run the adventure in a manner consistent with scenario encounters. Do not reveal this information to PCs.

The Demorean Plan

Unknown to the Time Corps, the Demoreans have built an oil refinery north of Metroplex. They intend to supply the Northmen with enough fuel to destroy the Colonials. In addition, to prevent the Colonial/National alliance, the Demoreans have created a "Relocation Camp" in order to destroy the Nationals.

The Adventure's Plot

The PCs arrive in the middle of a firefight on the outskirts of Metroplex. After the fight, Colonial troops take the PCs to General Jackson for interrogation. Jackson, impressed with the PCs, asks them to undertake a dangerous mission for him. If the PCs agree, Jackson sends them north in the Terrible Swift Ford to find the source of the Northmen's gasoline and destroy it. The PCs find several Northmen camps which eventually provide clues leading to the Demorean refinery. Along the way, they also meet Maria Lopez.

Whether or not the PCs go on the mission, the Northmen attack Metroplex (see the battle scenario in Section V).

Section II: METROPLEX

As the adventure begins, the PCs land in the middle of a firefight near Metroplex. This firefight is an indication of just how bad the situation has grown; historically, the Northmen's gasoline supply was too limited to allow their patrols to roam this far south.

1. A GREETING PARTY

★ ★ ★

As the chronoscooters, and your bodies with them, materialize in the year 2085, the whirling lights and eerie hums associated with time-travel slowly assume familiar forms. The sky is light blue, without the hint of a cloud. Ruined buildings dot the flat terrain surrounding your target area, and a thick coat of dust covers the remnants of their walls and foundations.

A few dozen yards to the north, a loud "pop" accentuates the monotonous "crack, crack, crack" of small-arms fire.

"Behind us!" calls a voice just to the north. "How in the world did they get past our line?"

Twenty yards ahead, a man wearing a dirty Colonial uniform rises and points his automatic rifle in your direction. Now that he has moved, it is easy to see that a dozen more dressed just like him lie in the dust, firing their weapons at some hidden enemy.

☆ ☆ ☆

CM's Notes

Before the PCs have time to react, the Colonial warrior raises his weapon as if to fire, then suddenly sprawls forward into the dirt. Behind the fallen Colonial, four Northmen rise and charge the line. The Colonials meet the charge with a hail of automatic weapons fire, ignoring the PCs for the moment.

At this point, the PCs may do one of several things. First, they may fire their own weapons at the Colonials (but not their Time Corps Stunners, which don't have sufficient range). In this case, six of the Colonials will turn around and fight the PCs. They will

battle both the PCs and the Northmen to the death.

Or the PCs may fire at the Northmen. In this case, the Colonials continue to fight the Northmen and will deal with the PCs after the battle.

Finally, the PCs can unload their equipment and set their chronoscooters on vanish. This requires two rounds. The Colonials will ignore the PCs and continue to battle the Northmen.

Any surviving Northmen turn and run after two rounds. The Colonials will then deal with the PCs as follows:

1. If the PCs fired at the Colonials, the Colonials attack until they are defeated, or the PCs' surrender or die. The Colonials will attempt to capture the PCs' chronoscooters at any expense.

2. If the PCs fired at the Northmen, the Colonials question the PCs as to where they came from, to what unit they're attached, etc. The Colonials insist that the PCs report immediately to Jackson.

Unless the PCs took the time to set their chronoscooters on vanish, the Colonials are quite interested in these strange vehicles. The Colonials politely but firmly refuse to allow the PCs near the chronoscooters until General Jackson has inspected the strange vehicles. Of course, if the PCs resort to force, the Colonials resist accordingly.

Although they infer that they are only escorting the PCs, the Colonials use force if necessary to take the PCs to see Jackson.

3. If the PCs took the time to unload their equipment and set their chronoscooters on vanish, the firefight is over by the time they finish. The Colonials spend a few moments searching for the scooters, then order the PCs to walk into Metroplex to see General Jackson. They won't hesitate to say they suspect the PCs of being spies.

Hints for the PCs

If the PCs insist, the Colonials will search the area of the battle before taking the PCs to Metroplex. They will find at least one Northman scooter (similar in appearance to a snowmobile). This scooter has a nearly full tank of gas, and a two-gallon gas can strapped to the back of its seat. Upon seeing this, one of the Colonials comments, "No wonder they've been able to attack this far south—they have gas to waste!"

Encounter Background

When the PCs materialized in the middle the firefight, the Colonial patrol leader, Ernie, mistook their chronoscooters for Northmen scooters.

Penalize the PCs 1d10 Significance Points for each Colonial Warrior they killed. If the Colonials capture a chronoscooter and the PCs don't recover it within an hour, penalize the PCs 1,000 Significance Points.

NPC Stats

12 Standard Colonial Warriors

#1 000000000000	#7 000000000000
#2 000000000000	#8 000000000000
#3 000000000000	#9 000000000000
#4 000000000000	#10 000000000000
#5 000000000000	#11 000000000000
#6 000000000000	#12 000000000000

4 Standard Northmen Warriors

#1 000000000000	#3 000000000000
#2 000000000000	#4 000000000000

2. METROPLEX

Read the text below to the PCs when they enter the Metroplex area.

★ ★ ★

Metroplex is no more than a shanty town nestled in the ruins of the Dallas/Ft. Worth metropolis. Shacks fashioned of rusty sheet metal and soiled canvas squat among the ruins,



like hermit crabs hiding in the sand. The naked steel-girder skeletons of majestic skyscrapers rise out of the rubbish, their twisted, scorched fingers towering over this ash-covered graveyard like so many weather-beaten crosses.

Vagrant children scamper from rubble pile to rubble pile, poking sticks into holes and throwing stones. Occasionally, a child shrieks with delight, then scampers away with a dead rat clenched in its fist.

☆☆☆

CM's Notes

In most cases, the PCs are entering Metroplex with an escort of several Colonial soldiers. If the PCs evaded or destroyed the Colonial soldiers in the first encounter, a wandering Colonial patrol of 12 standard warriors happens upon the PCs and offers to "escort" them to General Jackson.

PCs resisting an escort meet stiff resistance; 1d10 additional warriors arrive each round. Reinforcements cease arriving when the PCs surrender

or die. PCs who resisted their escort and survive will be disarmed (make a Luck check to retain the Time Corps Stunner), bound, and taken to see General Jackson.

3. GENERAL JACKSON

★ ★ ★

The Colonials lead the way deeper into the ruins of the city. Though most of the city has been reduced to piles of rubble, an occasional pre-war wall remains standing. One such wall reads "Home of the Cowboys."

Eventually the Colonials lead the way to an underground headquarters labeled "Reunion Arena." After several thorough searches, your guards leave you alone in a concrete cell.

☆☆☆

CM's Notes

Within five minutes, the door opens and two guards step inside, followed by a distinguished black man. The black man introduces himself as General Jackson, then begins to in-

terrogate the PCs. Specifically, he asks:

1. Who the PCs are, and where did they come from?
2. Why did they come to the Metroplex area?
3. What information about the Northmen do the PCs have that might be of use to the Colonial forces?
4. If the PCs resisted their escorts at any point, or attacked any Colonials, why did they do so?
5. What happened to the scooters the scouts reported? How did they get those scooters?
6. Why shouldn't he shoot them as spies?

Jackson listens to the PCs' replies attentively. Although he acts suspicious, Jackson doesn't believe the PCs are spies; he is simply screening them. He assumes they are new recruits, stragglers, or, at the worst, deserters from an earlier battle.

As long as the PCs' stories don't conflict, Jackson doesn't question the PCs further. (He asked the last question just in case they were spies; he discovered long ago that surprise questions are very effective.) If the PCs' stories conflict, Jackson points out the conflict and asks the PCs to explain it. In this case, he repeatedly tells the PCs that he doesn't believe their explanations, that they'd better tell the truth before it's too late, that he'll have them shot, etc.

Eventually Jackson grows reflective. "Would you make better scouts or line infantry?" he asks. No matter what they answer, Jackson tells the PCs they're obviously too qualified for such duties. He says he suspects they're perfect for an important assignment. He explains that the assignment is very dangerous, and he won't force them to accept it. He won't say any more until they accept.

If the PCs don't accept the assignment now, Jackson assigns them to his staff as aids and guards. In this case, the PCs will not see any action until *Section V: THE SIEGE OF METROPLEX*.

Assuming the PCs accept the assignment, General Jackson says:

"I don't know why, but I feel I can count on you. In any case, I can't spare any regular troops, and the original team was put out of action today. So I'll just have to trust to instinct and send you.

"The situation here is desperate. Northman patrols have been running daily raids on our outer perimeter to test our defenses. So far, we've held well, but we're almost out of gasoline and I don't expect the supply of pemex to reach us from Texico for another week.

"Unfortunately, my spies tell me that the main body of the Northman army will reach us within a few days. Of course, they will attack immediately, since they must know by our lack of counter-raids that we're out of gasoline. As you can see, they will crush us.

"But I do have a plan, and that's where you fit in. My spies tell me that the Northmen use gasoline to light their campfires at night. That means they have a large supply close to Metroplex; they probably intend to draw upon this supply to mount their attack. They have made a mistake, however, and I intend to exploit their mistake to turn defeat into victory.

"By establishing such a supply so far in advance of their lines, they have left it vulnerable. They can have no more than a handful of troops guarding it. Unfortunately, however, we cannot afford to counterattack. The cost of the counterattack would destroy any hope of defending Metroplex. And the chances of finding the supply dump are just too slim to make such a risk worthwhile.

"So you, my friends, are going to find that supply dump and destroy it. Without that gasoline, their offensive will grind to a halt, and we will crush them when our fuel arrives. As you can see, the entire future of recivilization depends upon your success."

General Jackson removes a map from his briefcase and unfolds it. (Show the PCs Map 1, inside the front cover.) "There is a permanent enemy encampment here." (Jackson points to a spot just west of I-35 on the Red River where two roads meet.)

"This may be the supply area; it is certainly a good place to start looking."

The General folds the map and gives it to you, then says, "Of course, you'll have some very special equipment. We'll also send along a scout who should prove quite useful. He's a master mechanic, an expert guide, and a good marksman. We'll meet him at the garage."

Of course, if the PCs attempt to attack Jackson at any point during the interview, the two armed guards intervene and call for help. Every round, 2d10 more guards arrive to help their comrades.

Hints for the PCs

PCs questioning Jackson about the supply of gasoline learn two things of interest. First, Jackson was astonished when he discovered that the Northmen had such an ample supply of gasoline. Normally, the Northmen have more trouble than the Colonials procuring gasoline, and Jackson was relying on this fact to guarantee the safety of Metroplex. He originally intended to meet the enemy north of Metroplex after his supply of gasoline arrived from the south.

Secondly, the PCs may also learn that it appears the greater portion of the Northman army, still miles to the north, is not as well supplied as the patrols near Metroplex. Although the army is moving more quickly than expected, its speed suggests that supply problems are slowing the advance. This, in turn, leads Jackson to suspect that most of the Northmen's fuel is between Metroplex and the Northman army.

Encounter Background

Jackson intended to send the patrol in Encounter 1 on the raid, but it was chewed up too badly in the firefight. Instead, he decided to send the PCs; although he doesn't know who they are or where they came from, he has met enough spies to know the PCs are more closely related to Colonials

than Northmen. He reasons that if they could survive in the battleground north of Metroplex, they must be pretty tough fellows—just the type he needs for this raid.

NPC Stats

General Samuel Jackson
Significance rating: 1000

STR	56	DEX	68	AGL	54
WPR	70	PER	72	PCN	68
STA	64	UMS	55	WNDS	14

Current STA:

Wounds: □□□□□□□□□□□□□□

Skills: Automatic Rifle, Expert, 98; Pistol, Master, 124; Computers, Expert, 89; Investigation, Master, 125; Military Leadership, Master, 121.

4. MEET JUAN RODRIGUEZ

★ ★ ★

General Jackson leads the way to an underground garage guarded by two Colonial soldiers. As the General waves the guards aside, a large black-haired man with a neatly trimmed goatee and mustache struts around the corner. He has enough flair to shame a peacock.

His camouflage clothes are overly stylized for military use. He wears a camouflaged sleeveless muscle shirt, baggy, pleated camouflage pants that are held up by camouflage suspenders, and a short-brim camouflage hat. His back patent-leather boots and the gold watch chain hanging nearly to the ground from his pants-pocket are the only non-camouflage items he wears.

"JR reporting, sir," he says to the General. "Something heavy coming down, man? . . . I mean, sir?"

★ ★ ★

CM's Notes:

The General introduces the man as Juan Rodriguez, the scout he spoke of earlier. Juan Rodriguez greets each PC with an ornate handshake and the phrase, "Hey, what's happenin', man?"

Just call me JR, man."

The General outlines the situation for JR, who expresses delight at the chance to operate the Terrible Swift Ford: "Man, you haven't seen wheels like these, man! This carrucha is fine; it moves like a rocket sled on rails, man!"

Hints for the PCs

Should the PCs bring up the subject of scars with JR, he proudly displays several old combat wounds and provides a lengthy account of how he received each one of them.

Encounter Background

General Jackson is sending JR with the PCs for two reasons. First, if he is wrong and the PCs are Northman spies, he can count on JR to make sure the Terrible Swift Ford doesn't fall into enemy hands. Second, JR knows the terrain north of Metroplex better than any other scout in the Colonial army.

NPC Stats

Juan "JR" Rodriguez
Significance Rating: 20

STR 66 DEX 74 AGL 70
WPR 58 PER 58 PCN 60
STA 52 UMS 68 WNDS 13

Current STA:

Wounds: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Skills: Automatic Rifle, Expert, 104; Electronics, Master, 117; Mechanics, Master, 122; Outdoor Survival, Expert, 86; Tracking, Master, 110.

5. THE TERRIBLE SWIFT FORD

★ ★ ★

JR anxiously leads the way into the garage. A modified 1985 Ford Bronco sits in the middle of the garage, its hydraulically operated plow blade resting on the floor. An electric blue racing stripe accents its deep black finish. Its oversize tires (mounted on rough-finish mags) give the machine a restless air.

A grenade launcher is mounted on either side of the hood's airscoop. A six-cartridge, forward firing rocket launcher is mounted on each of the two doors, situated just below the windows for easy reloading. A 360-degree turret rests above the front passenger seat. Inside the turret are twin 50-caliber air-cooled machine-guns. Another 50-caliber machine-gun is mounted in each of the side-facing rear windows. Two grenade launchers protrude from the rear of the Bronco.

JR strokes the hood of the Bronco. "This baby has a turbo-charged, high-compression V-8 engine that cranks 600 horsepower. It's the Speedy Gonzales of assault vehicles, man."

★ ★ ★

CM's Notes

Inside, the truck is equipped with a long range two way radio, camping gear, a stove, a small refrigerator, a 20 gallon water tank, and a selection lever for its two 32 gallon gas tanks. See "Terrible Swift Ford" Description Vehicle for information on operating the machine.

Jackson allows JR to explain and demonstrate the machine, then urges the PCs to begin their assignment immediately.

Hints for the PCs

There are also several motorcycles in the garage. If the PCs ask, Jackson allows them to take any of the motorcycles as scout vehicles or to carry excess crew members. See Motorcycles Description on page 13 for details on the motorcycles.



Section III: INTO ENEMY LANDS

Begin this section when the PCs venture toward the Red River Camp.

1. ROADBLOCK

JR leads the PCs north on Highway 35, indicating this is the fastest way to travel. He insists the highway is a safer route; the dust cloud they would raise off-road will attract Northmen. (If the PCs insist on travelling off the highway, see Encounter 2 below.)

Read the following when the PCs are approximately one hour north of Metroplex on I-35:

★ ★ ★

The rolling prairielands alongside the highway are devoid of trees. The road itself is a four-lane interstate in a severe state of disrepair. Weeds and bushes grow from potholes and cracks in the pavement, forcing the driver to keep his attention focused on the road. Signs reading "Denton, Gainesville," or "I-35" dangle from posts, indicating the distances and routes to prewar cities that no longer exist.

JR makes constant small-talk as the Bronco travels north. "This land was ranchland before the Nuclear War, man," he says. "It was covered with walking steaks—all you had to do was find somebody's cow and cook it up. Nobody ever went hungry, man. Now look at it—sagebrush and weeds.

"But this place was never really at peace, even before the Nuclear War. Gangs of guys called cowboys roamed the rangelands, waging combats inside special battlefields called stadiums. In these stadiums, tens of thousands of people watched these crazy guys knock each other's brains out. Loco, huh? Anyway, man, the best cowboys came from a city where Metroplex is now—they were really tough, man; they wore special armor and used their bare hands to tear each other to pieces."

☆ ☆ ☆

CM's Notes

As the PCs drive around a corner, they see a roadblock less than 100 yards ahead. The highway is blocked by a row of 55-gallon sand-filled drums. Three Northmen Warriors stand behind the barrels. Three Standard Northmen scooters are parked alongside the road. To the right of the highway, 25 yards beyond the roadblock, the barrels of twin 50-caliber machineguns protrude from a sandbag pillbox.

The three warriors hold their arms in the air, signalling the PCs to stop. If the PCs obey, the three order the PCs out of the Bronco. (They intend to take the PCs to the Ardmore Staging Camp for questioning.) If the PCs resist or fail to stop, the three warriors fire one burst from their automatic rifles, then run for the scooters. The two Northmen inside the pillbox fire the 50-caliber machineguns at the PCs as soon as the Bronco clears the roadblock.

If the PCs simply elect to run the

roadblock at full speed (and don't crash in the attempt), the Northmen may only fire at the PCs for one round (the Terrible Swift Ford pulls out of effective range by the second round). Although three of the Northmen pursue on their scooters, the Bronco can outdistance them.

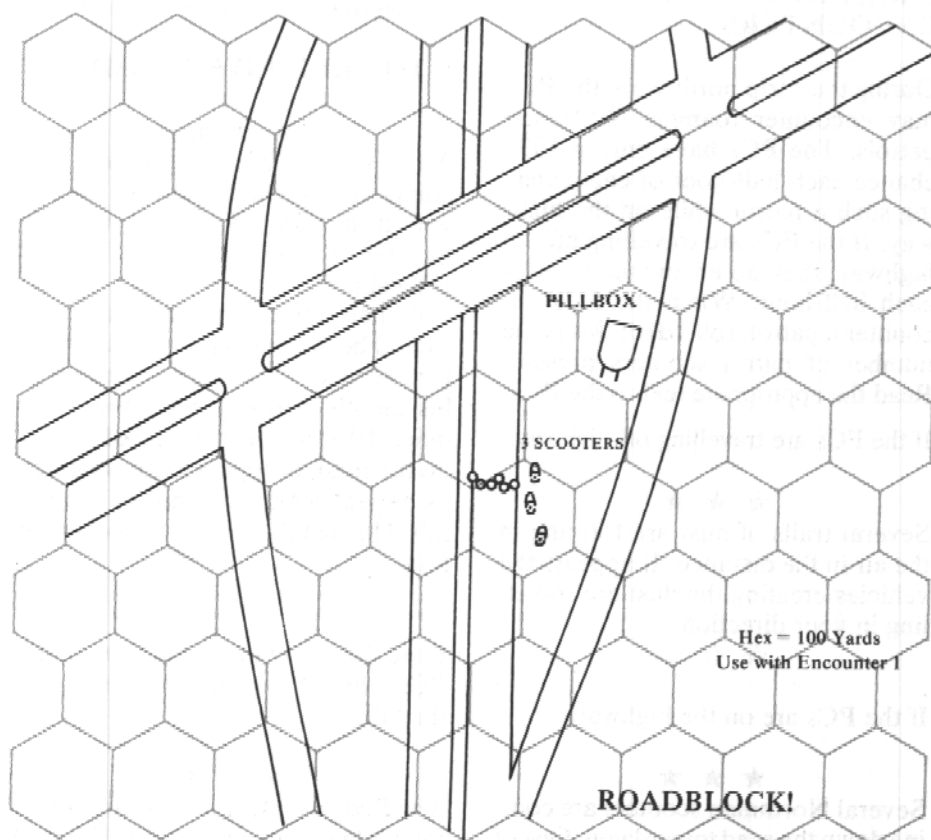
Hints for the PCs

The PCs may worry that the Northmen at the roadblock have a radio. They will not see an antenna anywhere in the vicinity, although such a thing might be difficult to see at high-speed. (The Northmen do not have a radio.)

Should the PCs take any prisoners, they can learn very little, save that these Northmen normally refuel their scooters at the Red River Camp that General Jackson indicated in Encounter 3 of Section II.

Encounter Background

From time to time, the Northmen establish checkpoints along the roads leading north from Metroplex. The



checkpoints are rare and poorly equipped because the main army hasn't reached the area yet.

NPC Stats

Juan "JR" Rodriguez
Significance Rating: 20

STR 66 DEX 74 AGL 70
WPR 58 PER 58 PCN 60
STA 52 UMS 68 WNDS 13

Current STA:

Wounds: □□□□□□□□□□□□

Skills: Automatic Rifle, Expert, 104; Electronics, Master, 117; Mechanics, Master, 122; Outdoor Survival, Expert, 86; Tracking, Master, 110.

Five Standard Northman Warriors with three Standard Northman Patrol Scooters

#1 00000000000000 #4 00000000000000
#2 00000000000000 #5 00000000000000
#3 00000000000000

2. RANDOM PATROL ENCOUNTERS

During their trip northward, the PCs may encounter roaming Northman patrols. The PCs have only a 10% chance each half-hour of encountering such a patrol while on the highway. If the PCs are travelling off the highway, they do encounter a patrol each half-hour. When the PCs encounter a patrol, roll 1d10; this is the number of patrol scooters present. Read the appropriate text to the PCs:

If the PCs are travelling off-highway:

★ ★ ★

Several trails of dust are forming in the air in the distance. It appears the vehicles creating the dust are travelling in your direction.

☆ ☆ ☆

If the PCs are on the highway:

★ ★ ★

Several Northman scooters are coming down the road toward you. One of

the Northmen points at the Bronco, and the others spread out across the road.

☆ ☆ ☆

CM's Notes

In the first case, the PCs have about one minute to prepare for the scooters; in the second, the Northmen open fire immediately. The Northmen fight only until half their number are destroyed.

Hints for the PCs

If the PCs capture any prisoners, they learn the same thing as in Encounter 1: Roadblock.

NPC Stats

1-10 Standard Northmen with Standard Northmen Scooters.

#1 00000000000000 #6 00000000000000
#2 00000000000000 #7 00000000000000
#3 00000000000000 #8 00000000000000
#4 00000000000000 #9 00000000000000
#5 00000000000000 #10 00000000000000

3. THE RED RIVER CAMP

★ ★ ★

After several hours of travel, JR points to a two-lane highway leading west from I-35. "That's the way we go, man. Be careful; it's not in such good shape."

A half hour later, he says, "It should be just ahead. Let's stop here for a second." He puts his finger over his mouth, warning everyone to be quiet. JR exits the Bronco and sneaks up the road, dropping to his stomach as he reaches the summit of a small hill. He signals for you to follow on foot.

☆ ☆ ☆

Read the following description to the PCs when they reach the summit of the hill:

★ ★ ★

The Red River Camp is nothing more than a few tents and about 10 patrol

scooters. Eight 55-gallon drums sit by the tents, and a few more are spread through the camp.

Six Northmen sit around a campfire, laughing and telling jokes to pass the time.

JR whispers, "A la...! Man, this isn't like the General told us. We been had. It's no big camp."

☆ ☆ ☆

CM's Notes

Unless the PCs reveal themselves (probably by making a loud noise), the Northmen remain ignorant of the PCs' presence.

The PCs may take the camp by surprise if they drive into it at high-speed. On the first round, the Northmen must check for surprise; when they are no longer surprised, they begin to resist. The six men gathered around the campfire run for their scooters, reaching and starting them 1d10 + 2 rounds later. Those inside the tents emerge 2d10 rounds after the combat begins, armed with automatic rifles. Tents marked A contain two Northmen, tents marked B contain one Northman, and tents marked C contain no Northmen.

These Northmen fight to death, for they realize that allowing the destruction of this permanent camp would bring a fate worse than death.

Hints for the PCs

If the PCs interrogate prisoners, the prisoners reveal that this is just a staging camp for patrol raids. They know only that the fuel is delivered by flatbed truck from someplace to the north. One prisoner also reveals that orders were issued to all patrol leaders to destroy any black Bronco taking I-35 to the north. He informs the PCs that their situation is hopeless.

Only one of the eight 55-gallon drums near the campfire presently contains gasoline; the others have been drained. The barrels scattered throughout the camp contain camouflage paint.

The tent marked "B" closest to the campfire contains the following letter:

Dear Cherryblossom,

It has been many weeks since I last wrote you, but I have been busy smashing Colonial skulls here in the Hot Lands. We are stationed two hours south of OK City, as guards at a staging camp for raids on Metroplex. The campfire reminds me of how much I miss our lodge and how long it has been since we last rubbed noses under the moose-hide. It shouldn't be another moon before we are together again. Thanks to the additions at OK City and Ardmore, Metroplex will fall before too many more nights pass.

If everything goes well, I will return to the lodge within two weeks. It will be a long wait for me; keep the moose-hide warm and don't let the bear-grease dry on your cheeks.

Love,
Fred

After the PCs read this letter, JR suggests going to Ardmore through National territory. Otherwise they would have to backtrack and travel up I-35, a risky proposition.

Encounter Background

The Northmen established this camp as a temporary forward supply area from which to conduct the scouting. They anticipated it would be discovered, and so supplied it with just enough fuel to complete the scouting operations.

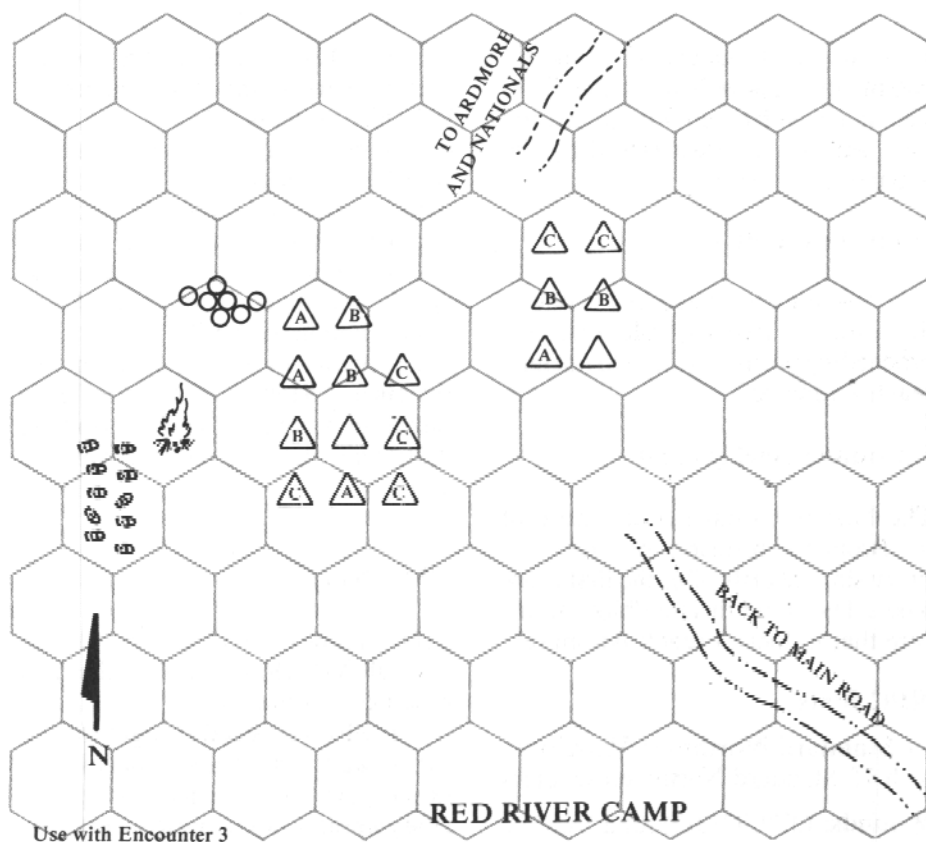
NPC Stats

22 Standard Northmen Warriors
with 10 Standard Patrol Scooters

Wounds: □□□□□□□□□□□□

4. THE HIGHWAY TO ARDMORE

Use this encounter only if the PCs ignore JR's advice and travel north (to Ardmore or OK City) via I-35. It occurs a dozen miles or so south of Ardmore on I-35.



★ ★ ★

A half-hour or so after returning to I-35, you round a corner and several 55-gallon drums block the highway. Behind the drums stand a dozen Northmen warriors with automatic weapons. A hundred yards further up the highway, the barrel of a 50-caliber machinegun sticks out of a sandbag pillbox on each side of the highway. A hundred yards past the pillboxes, three Northmen sit on their scooters.

Unfortunately, the Northmen have selected their site carefully. A high concrete wall lines the sides of the highway, apparently a sound barrier from days past.

☆ ☆ ☆

CM's Notes

As the Bronco comes into view, a Northman holds his hands in the air, signalling the PCs to stop. If the PCs stop, the Northmen order them out of the vehicle, question them briefly, then shoot them.

At the first sign that the PCs intend to resist or run the roadblock, the

Northmen behind the barrels open fire for one round, then dive for cover. The 50-caliber machineguns open fire as soon as the warriors behind the barrels dive for cover. As soon as the PCs drive through the barrels (requiring a Stunt Driving check), they have a 75% chance of triggering one of the mines in the minefield. Treat a mine explosion as an SPG HE shell explosion in the same hex as the vehicle (see pages 33 and 34 of the TIMEMASTER® rules).

If the PCs successfully run the minefield, the 50-caliber machineguns continue to fire until the Bronco reaches the scooters. As the Bronco approaches the scooters, the scooters begin to accelerate, reaching top speed just as the Bronco passes. They fire their machineguns until the Bronco is out of range.

Should the PCs decide to turn around, they will be exposed to Northman gunfire for three rounds: one while they slow down, one while they are stopped, and one while they speed off. (A PC with Stunt Driving skill can reduce this amount of time to two rounds by making a successful boot-

12

1985 Ford Bronco Modified

Missile Value: use PC skills	Crew: Four
Terrain Type	Melee/Morale Value: 75
Highway	Mileage
Backroad	7 mpg
Sub desert	14 mpg
Battle situation	90 (4-wheel drive)
The Terrible Swift Ford gets 14 mpg and has a cruising range of 900 miles except as listed above. it is equipped with:	7 mpg
1. A 3/4" steel plow blade in front (raise for use as armor or lower for use as a ram). Driver or front passenger operated.	3 mpg
2. Two forward-firing grenade launchers (one on either side of hood scoop), which can be fired one or two at a time. Vehicle must be stopped to reload. Driver or front passenger operated.	
3. Two forward-firing rocket-launchers (one on each of the front doors), which can be fired singly or together. Each launcher carries a clip of six rockets. Driver can reload driver's side launcher while moving by making a Stunt Driving roll; front passenger can reload passenger's side launcher while moving as long as he is not in the turret (one rocket per round each). Driver or front passenger operated.	
4. 360-degree turret with twin 50-caliber machineguns. Front passenger operated (ammunition and reloading normal).	
5. A side-firing 50-caliber machinegun on each side in rear of Bronco. Each is operated by one rear passenger (ammunition and reloading normal).	
6. Two rear-firing grenade launchers which can be fired one or two at a time. Rear passenger operated.	

See the *Military Summary* in the *Introduction* for descriptions of the grenade and rocket launchers. If he wishes, the driver may use his Stunt Driving skill to fire weapons operated from his seat. See the diagram on this page for illustrations of firing angles.

Other Vehicles

Assault Vehicle (either)	Cargo/Transport (Northmen)	Assault Scooter (Northmen)
75	60	55
50	50	50
160	160	160 (10 rd max)
120	80	80
90	50	80
50	30	80
4 crew	2 crew	1 crew
1 passenger	20 passengers	1 passenger

Both Colonial and Northman Assault Vehicles have a forward-firing and a rear-firing 50-caliber machinegun, and a 360 turret with a single rocket launcher (eight rockets; reload one rocket per round).

The Northman Cargo/Transport Truck relies on a single 360-degree turret with twin 50-caliber machineguns for defense.

The Northman Assault Scooter, which resembles a modified snowmobile, carries a single, forward-firing 50-caliber machinegun.

Motorcycles

Missile Value: use PC skills
Melee/Morale Value: 50

MAXIMUM SPEEDS

Terrain	Harley with sidcar	Kawasaki dirt bikes
Highway	210	90
Backroad	60	90
Sub desert	30	60

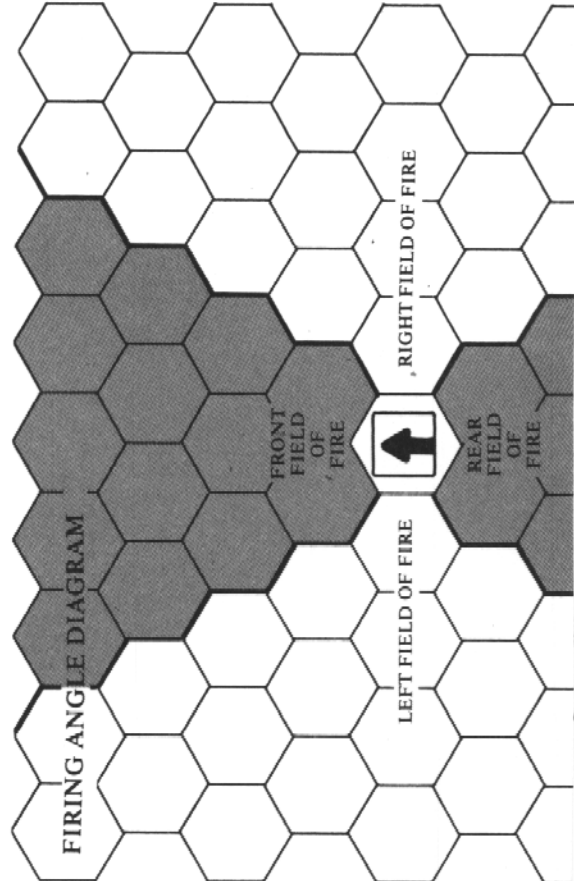
The two Kawasaki dirt bikes are each armed with a single forward-firing rocket launcher (eight rockets, stop to reload). Although these bikes normally carry only a driver, a passenger may ride behind the driver in a pinch.

The modified Harley Davidson 1000 with a sidcar is armed with a forward-firing rocket launcher (eight rockets) and a 50-caliber forward- and right-firing machinegun. The driver operates the rocket launcher and the passenger operates the machinegun. If he makes a successful Stunt Driving general check, the driver may reload the rocket launcher (one rocket per round) while in motion as long as neither he nor the passenger are firing weapons (the spare rockets are kept in the sidcar).

If the drivers of the motorcycles wish, they may use their Stunt Driving skill to fire the rocket launchers. See diagram on this page for illustration of firing angles.

Firing Angle Diagram

Note that a character rolls once for each weapon he is able to fire that round. For example, characters firing twin machineguns roll twice (no penalty); characters firing four rounds from twin grenade launchers roll eight times (don't forget to apply modifiers for firing more than once per round from each launcher in this case).



Motorcycle Vehicle Fire Results

Use the Vehicle Fire Results below instead of those in the rulebook for the motorcycles only.

S = Vehicle destruction check required. If results indicate destruction, front tire blows. Driver must make successful Stunt Driving general check or the bike crashes and is destroyed.
L = Vehicle destruction check required with -10 modifier. If results indicate destruction, chain snaps. Driver must make successful Stunt Driving general check or the bike crashes and is destroyed.
M = Vehicle destruction check required with -15 modifier. If results indicate destruction, oil pump blows. Driver must make successful Stunt Driving general check or engine seizes and the bike crashes, effectively destroyed.
H = Vehicle destruction check required with -20 modifier. If results indicate destruction, handlebars fall apart. Driver must make successful Stunt Driving general check or bike crashes and is destroyed.
C = Vehicle destruction check required with -30 modifier. If results indicate destruction, the bike explodes.
K = No additional effect

If a motorcycle fails its Vehicle Destruction Check and the Driver makes a successful Stunt Driving check, any character with Mechanics skill may attempt to repair the damage (see Mechanics skill description in rulebook). If a motorcycle crashes or explodes, all riders take 100% catastrophic damage.

Bronco Vehicle Fire Results

Use the Vehicle Fire Results below instead of those in the TIMEMASTER® rules for the Bronco only.

S = Vehicle destruction check required. If results indicate destruction, the tires blow. Driver must make successful Stunt Driving general check or the Bronco crashes and is destroyed.
L = Vehicle destruction check required with -10 modifier. If results indicate destruction, rear axle snaps. Driver must make successful Stunt Driving general check or the Bronco crashes and is destroyed.
M = Vehicle destruction check required with -15 modifier. If results indicate destruction, the radiator blows. Driver must make successful Stunt Driving general check or engine seizes up and blows, effectively destroying Bronco.
H = Vehicle destruction check required with -20 modifier. If results indicate destruction, gas tanks burst into flames. Driver must make successful Stunt Driving general check or Bronco crashes and burns.
C = Vehicle destruction check required with -30 modifier. If results indicate destruction, the Bronco explodes.
K = No additional effect

If the Bronco fails its Vehicle Destruction Check and the PC makes a successful Stunt Driving check, any character with mechanics skill may attempt to repair the damage (see Mechanics skill in rulebook). If the Bronco crashes or explodes, each character inside takes 100% catastrophic damage.



Sherri Robinson

BASIC STATISTICS
STR 64 DEX 74 AGL 68
PER 58 WPR 70 PCN 68
STA 76 LUCK 56
Unskilled Penetration
Melee 66 Bonus +10
Current Stamina:
Stamina Regeneration: 6/round
Current Willpower:
Wound: ○○○○○○○○○○○○○○
SKILLS
Name Rank Score
Time Corps Stunner EX 104
Historical Specialty EX 99
(U.S. 1950-1975)
Martial Arts MS 124
Advanced Self Defense MS 124
Machinegun SP 89
Automatic Rifle SP 89
PARANORMAL TALENTS
Paranormal Memory 46
Time Shift 42
Memory Restoration 49



Daniel Mendez

BASIC STATISTICS
STR 76 DEX 74 AGL 76
PER 54 WPR 58 PCN 78
STA 68 LUCK 42
Unskilled Penetration
Melee 76 Bonus +15
Current Stamina:
Stamina Regeneration: 5/round
Current Willpower:
Wound: ○○○○○○○○○○○○○○
SKILLS
Name Rank Score
Time Corps Stunner EX 104
Historical Specialty SP 83
(Apache Nation, 1820-1850)
Automatic Rifle EX 104
Machinegun EX 104
Shortbow EX 104
Dagger/Knife EX 106
Outdoor Survival EX 90
Stealth EX 105
Stunt Driving SP 92
Tracking EX 90
PARANORMAL TALENTS
Paranormal Memory 46
Adaption 48



Joe Clements

BASIC STATISTICS
STR 62 DEX 68 AGL 66
PER 62 WPR 52 PCN 70
STA 68 LUCK 62
Unskilled Penetration
Melee 64 Bonus +10
Current Stamina:
Stamina Regeneration: 5/round
Current Willpower:
Wound: ○○○○○○○○○○○○○○
SKILLS
Name Rank Score
Time Corps Stunner EX 98
Historical Specialty SP 76
(U.S. 1900-1940)
Machinegun SP 83
Forgery EX 99
Gambling SP 81
Security Devices SP 82
Stealth EX 97
Stunt Driving MS 123
PARANORMAL TALENTS
Paranormal Memory 41
Memory Restoration 46



Thelma Watkins

BASIC STATISTICS
STR 62 DEX 60 AGL 72
PER 70 WPR 60 PCN 76
STA 64 LUCK 58
Unskilled Penetration
Melee 67 Bonus +10
Current Stamina:
Stamina Regeneration: 5/round
Current Willpower:
Wound: ○○○○○○○○○○○○○○
SKILLS
Name Rank Score
Time Corps Stunner EX 90
Historical Specialty MS 123
(U.S.A. 1960-1985)
Demolitions EX 98
Mechanics EX 98
Security Devices EX 95
Stunt Driving MS 129
Anti-tank Weapon EX 90
Artillery EX 98
Machinegun EX 90
PARANORMAL TALENTS
Paranormal Memory 46
Significance Sensing 49

PERSONAL DATA

Birthdate: About 1830
Birthplace: West Texas, USA
Nationality: Apache
Race: American Indian
Age: 20
Ht: 5'6"
Wt: 140
Hair: Black
Eyes: Brown

Daniel is a full-blooded Lipan Apache warrior. Mendez' birthdate is unknown, but the Time Corps guesses it to be about 1830. Daniel was educated by Spanish-speaking missionaries, and, as a young warrior, fought the white men in Texas and New Mexico. Another Indian Time Corps agent, lonely for the old ways, recruited Mendez.

He is an interesting combination of cultures. Although quite at home with 72nd Century technology, he still holds the ancient beliefs of his people. He does not smoke or drink, and prefers to let his weapons do his talking.

PERSONAL DATA

Birthdate: 1/14/1964
Birthplace: Raleigh, NC USA
Nationality: USA
Race: Caucasian
Age: 26
Ht: 5'5"
Wt: 115
Hair: Blonde
Eyes: Brown

Thelma Lou was a race-car driver before the Time Corps recruited her. At first, the men on the circuit did not receive her well, but her talents and determination eventually earned her the respect of the other drivers.

Thelma was pulled from her car, just before it turned into a burning wreck, by a Time Corps agent who admired her headstrong ambition to do what society considered "unladylike." Since then, Thelma has had to limit her passion for fast-driving to the occasional assignments that require such talents.

PERSONAL DATA

Birthdate: 2/16/1958
Birthplace: Milwaukee, WI, USA
Nationality: U.S.
Race: Black
Age: 20
Ht: 5'7"
Wt: 125
Hair: Black
Eyes: Brown

Sherri is a rarity: the Time Corps recruited her only because of her potential as an agent. She was such a promising student and had such outstanding physical talents that the Time Corps recruited her before she finished college.

If Sherri has a weakness, it is her preference for missions where she can get her hands on a bottle of old Coke. Although Robinson always had a bottle of Coke in her hand during her student days, she was furious when they changed the formula in 1985 and has boycotted Coca-Cola company products produced after that date.

PERSONAL DATA

Birthdate: 8/24/1913
Birthplace: Arlet, KY, USA
Nationality: U.S.
Race: Caucasian
Age: 30
Ht: 5'11"
Wt: 165
Hair: Brown
Eyes: Hazel

Clements is as a loveable redneck, (unjustifiably) considered dim-witted by his fellow agents because of his easy-going, simple manner of speech. Clements learned to drive by running hounbon out of the Kentucky hills.

Clements enjoys the simple things of life: a loud belly laugh, a good game of poker (which he seldom loses), a glass of hounbon, a Havana cigar, a little country music, and a pretty girl. If at all possible, he prefers to enjoy these things continuously and simultaneously.



Lt. Johnny Allen

BASIC STATISTICS
 STR 64 DEX 70 AGL 60
 PER 54 WPR 60 PCN 76
 STA 64 LUCK 52
 Unskilled Penetration
 Melee 62 Bonus +10
 Current Stamina:
 Stamina Regeneration: 5/round
 Current Willpower:
 Wound: ○○○○○○○○○○○○○○
SKILLS

Name	Rank	Score
Time Corps Stunner	EX	100
Historical Specialty (U.S.A. 1920-1948)	EX	98
Machinegun	MS	125
Auto. Rifle	EX	100
Demolitions	SP	88
Electronics	SP	81
Mechanics	EX	103
Security Devices	SP	81

PARANORMAL TALENTS
 Paranormal Memory 46
 Ignore Pain 38



Juan Sakata

BASIC STATISTICS
 STR 60 DEX 80 AGL 60
 PER 66 WPR 54 PCN 70
 STA 72 LUCK 60
 Unskilled Penetration
 Melee 60 Bonus +10
 Current Stamina:
 Stamina Regeneration: 5/round
 Current Willpower:
 Wound: ○○○○○○○○○○○○○○
SKILLS

Name	Rank	Score
Time Corps Stunner	EX	110
Historical Specialty (Philippines 1930-1980)	SP	77
Machinegun	MS	135
Anti-tank Weapon	EX	110
Mortar	EX	105
Outdoor Survival	EX	92
Stealth	SP	85
Stunt Driving	SP	80

PARANORMAL TALENTS
 Paranormal Memory 42
 Telepathic Probe 45
 Adaptation 48



Ofelia Ortega

BASIC STATISTICS
 STR 58 DEX 68 AGL 76
 PER 62 WPR 64 PCN 80
 STA 60 LUCK 54
 Unskilled Penetration
 Melee 67 Bonus +5
 Current Stamina:
 Stamina Regeneration: 4/round
 Current Willpower:
 Wound: ○○○○○○○○○○○○○○
SKILLS

Name	Rank	Score
Time Corps Stunner	EX	98
Historical Specialty (Cuba 1950-1980)	SP	87
Automatic Rifle	EX	98
Artillery	SP	89
Investigation	EX	99
Stunt Driving	MS	133
Tracking	EX	97

PARANORMAL TALENTS
 Paranormal Memory 48
 Stamina Regeneration 50
 Telepathic Sending 52



Terri Rosenthal

BASIC STATISTICS
 STR 70 DEX 72 AGL 70
 PER 56 WPR 68 PCN 60
 STA 68 LUCK 48
 Unskilled Penetration
 Melee 70 Bonus +15
 Current Stamina:
 Stamina Regeneration: 5/round
 Current Willpower:
 Wound: ○○○○○○○○○○○○○○
SKILLS

Name	Rank	Score
Time Corps Stunner	EX	102
Historical Specialty (Israel 1950-1990)	EX	94
Automatic Rifle	EX	102
Anti-tank Weapon	SP	87
Machinegun	EX	102
Medicine	MS	113

PARANORMAL TALENTS
 Paranormal Memory 43
 Significance Sensing 44
 Ignore Pain 42

PERSONAL DATA

Birthdate: 12/7/1946
 Birthplace: Vigan, Philippines
 Nationality: Philippine
 Race: Oriental
 Age: 20
 Ht: 5'7"
 Wt: 150
 Hair: Black
 Eyes: Brown

Although born into poverty on the Philippine Islands, Sakata worked hard to educate himself and make something of his life. By age 16, he was heavily involved in the underground politics of his country. Frustrated with the corruption of his government, he finally joined a group of anti-Marcos guerrillas and became a crack marksman.
 The Time Corps recruited Sakata shortly before he would have died in prison.

PERSONAL DATA

Birthdate: 6/3/1963
 Birthplace: Tel Aviv, Israel
 Nationality: Israel
 Race: Caucasian
 Age: 32
 Ht: 5'8"
 Wt: 130
 Hair: Brown
 Eyes: Brown

Terri received her military training as an Israeli commando, which explains why so many agents ask to have her along when the going gets tough. She was also a physician, known for her compassion and tenderness, before the Time Corps recruited her.
 Terri is all business when fighting breaks out, but otherwise she is the life of the party. She has a secret desire to be a comedian. When she retires, she hopes to find a time period or parallel where she can practice her philosophy, "Laughter is the best medicine."

PERSONAL DATA

Birthdate: 8/15/1921
 Birthplace: Brooklyn, NY USA
 Nationality: USA
 Race: Caucasian
 Age: 31
 Ht: 5'10"
 Wt: 165
 Hair: Blonde
 Eyes: Blue

Lt. Johnny Allen served in the U.S. Army Air Corps during World War II as a gunner on a B-17 Flying Fortress. Allen was such a crack shot with his 50-caliber machinegun that his fellow flyers painted "Not this side!" under his gun mounting.

Allen is always homesick for Brooklyn, constantly reminiscing about his younger days at Coney Island and hoping to get a chance to see his girl. During World War II, Allen carried extra chocolate bars to give to any children he met in war-torn Europe. He has retained this habit in the Time Corps.

Allen was recruited by the Time Corps shortly before he should have returned stateside. Shortly after returning from the war, Allen would have been killed in an auto accident. To avoid making his girlfriend a widow, he joined the TimeCorps. The U.S. War Department lists Johnny as "missing in action."

PERSONAL DATA

Birthdate: 4/28/1951
 Birthplace: Havana, Cuba
 Nationality: U.S.
 Race: Mulatto
 Age: 28
 Ht: 5'6"
 Wt: 125
 Hair: Black
 Eyes: Brown

Ofelia left Cuba in 1960 when her family moved to New York City. When she became an adult, Ofelia supported herself (and became an excellent stunt driver) by driving a cab in Manhattan. The Time Corps recruited Ofelia to help destroy a Demorean plot involving Jose Marti, the famous Cuban liberator and intellectual.

Always cheerful, Ofelia loves to dance, listen to "salsa," and party. She is a favorite among her fellow Time Corps agents.

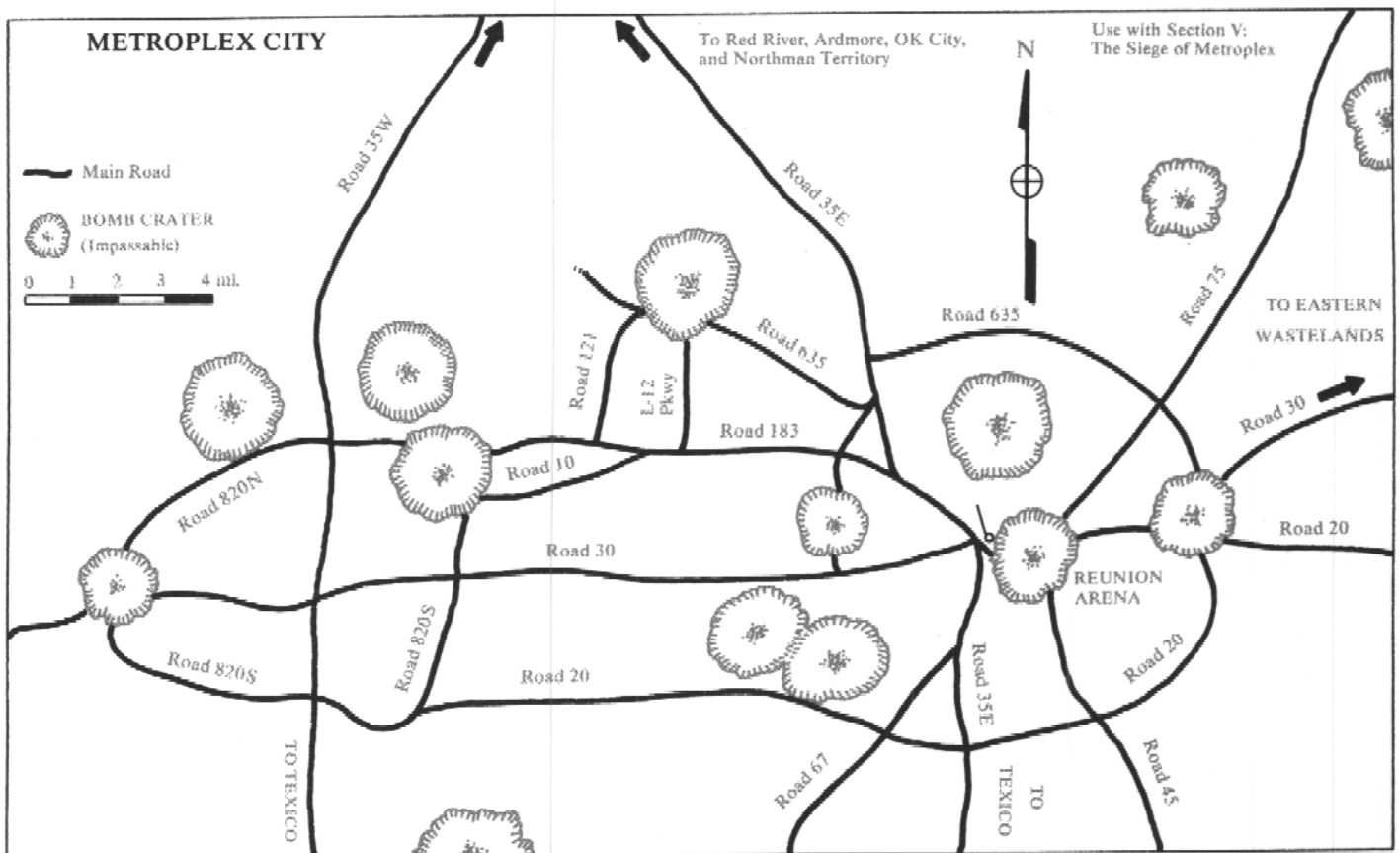
75 50 75	50 A 5	50 B 2	50 C 2	75 A 3	75 B 3	75 C 3
75 D 3	75 E 3	75 F 3	75 G 3	75 H 3	75 I 3	75 J 3

60 A 2	60 B 2	60 C 2	60 D 2	60 E 2	60 F 2	60 G 2
60 H 2	60 I 2	60 J 2	60 K 2	60 L 2	55 A 2	55 B 2

55 C 2	55 D 2	55 E 2	55 F 2	55 G 2	55 H 2	55 I 2
55 J 2	55 K 2	55 L 2	55 M 2	55 N 2	55 O 2	55 P 2

55 Q 2	55 R 2	55 S 2	55 T 2	55 U 2	55 V 2	55 W 2
55 X 2	55/O A MR+20	55/O B MR+20	75 A 3	75 B 3	75 C 3	75 D 3

75 E 3	75 F 3	75 G 3	75 H 3	75 I 3	75 J 3	75 K 3
75 L 3	75 M 3	75 N 3	75 O 3	75 P 3	75 Q 3	75 R 3





brush to hide after firing her weapon.

If the PCs stop, she says, "You are travelling through our nation. Whatever your business, the council must approve it."

Assuming the PCs agree, she leads them back down the road a half-mile. A barely perceptible trail leads into the north. As they drive north, the lady tells the PCs they are driving to the Council of Chiefs, in the heart of the Cherokee Nation. She is friendly and reassuring if the PCs appear worried. Go to *Encounter 7: The Council of Chiefs*.

If the PCs refuse to go with her, she steps out of the road and says, "Very well; but the risk is your own. I have warned you." Go to *Encounter 8: Landmines*.

Encounter Background

This is Maria Lopez, Cherokee warrior. She routinely patrols the road to prevent Northmen from invading her people's land. She decided to take the PCs to the Council of Chiefs because they obviously are not Northmen, and might have useful information for her people. Penalize the PCs 100 significance points if they kill Maria.

NPC Stats

Maria Lopez
Cherokee Warrior
Significance Rating: 100

STR	60	DEX	60	AGL	60
WPR	68	PER	66	PCN	70
STA	72	UMS	60	WNDS	15

Current Stamina:

Wounds: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Skills: Automatic Rifle, Master, 115; Anti-tank Weapon, Expert, 90; Dagger/Knife, Expert, 90; Shortbow, Master, 115; Distance Running, Expert, Current STA + 30; Medicine, Specialist, 79; Outdoor Survival, Master, 118; Stealth, Expert, 90; Tracking, Expert, 90.

7. THE COUNCIL OF CHIEFS

Read the following text as Maria leads the PCs into the Cherokee village. The PCs cannot find this village without Maria's help, and she will not help if threatened.

★ ★ ★

After an hour of dusty, rough travel over a foot-path, the Bronco tops a small rise. A Cherokee village rests in a small clearing below. As the vehicle drives into the village, chickens and goats scatter from its path. A few villagers stop and stare at the Bronco from their hogans, but most simply ignore your presence.

Maria points to a large wood and clay lodge in the middle of the village. "Stop over there."

☆☆☆

CM's Notes

Maria escorts the PCs into the building, which houses a single large room. In the dancing shadows of the firelit room, the PCs need a few moments to notice the four men and lone woman seated against the far wall. The men and the woman sit motionless, their eyes focused beyond the hogan walls.

The council remains silent for 10 minutes, unobtrusively studying the PCs. After the appointed time passes, the man seated in the middle asks, "What is your business in the Cherokee Nation, strangers?"

If the PCs tell the Council of Chiefs that they are on their way to investigate or battle the Northmen, the chiefs all nod and smile, as though satisfied. If the PCs reveal more or less about their mission, or lie, the chiefs frown.

Assuming the PCs earn a smile from the chiefs, the leader says, "Tell us what you know of the war that is coming." The chiefs listen to the PCs' story and compare it to what the Northmen have said, which is: "There will be a great battle here in three weeks. For the safety of your people, you must move off this land. We will provide you with transportation to a place of safety if you report to the

Relocation Camp in Ardmore."

The chiefs are particularly interested in any facets of the PCs' story that conflict with the story of the Northmen. For example, if the PCs tell the chiefs that the battle will occur within the week, and that it should be limited to an area far south of here, the chiefs ask the PCs why the two stories disagree. They contemplate the answer for several minutes in silence.

Finally, the leader says, "I say we should believe these strangers, and not the Northmen. The Northmen have told us to leave our land, and whenever a white man has told us to leave our land, no good has come. Several of our people have reported to the Relocation Camp in Ardmore and we have heard nothing of them. I say we allow the strangers to pass through our land, provided they render us a service. This service shall be to take our best warrior, Maria Lopez, to Ardmore so that she may discover what the Northmen intend to do with our people. I have said."

The Nationals have a small garage with enough tools and spare parts to repair the PCs' vehicles if necessary.

If the PCs lie, refuse to tell the chiefs why they're travelling through National Territory, or are impolite in the lodge, the chiefs order them to wait outside. After 1d10 hours, the chiefs invite the PCs back inside. They repeat this process until the PCs tell the truth, why they are travelling through National Territory, and treat the chiefs with the respect they deserve.

PCs wondering whether or not they are guarded may make Perception checks; if they pass, the PCs realize that at any given time, 3d10 Cherokee warriors are ready to attack if necessary. Should the PCs start a fight (by refusing to obey the chiefs, for instance), the 3d10 Cherokee warriors attack. Each following round, 1d10 more warriors attack. There are 80 warriors in the village.

Hints for the PCs

If the PCs observe Maria when they

enter the lodge, they notice that she keeps her eyes on the ground, speaks only when spoken to, and asks permission to express her opinion. The council looks with favor upon PCs behaving in the same manner. PCs earning the council's favor may receive small favors, such as an escort to the edge of National Territory, or the forgiveness of some previous transgression.

Three of the chiefs have visible scars; the other two will exhibit their scars and give a lengthy explanation of how they acquired the scars if asked.

NPC Stats

Cherokee Chiefs

Significance Rating: 50 each

STR	65	DEX	65	AGL	70
WPR	60	PER	70	PCN	70
STA	50	UMS	68	WNDS	13

Current Stamina:

Wounds:

Ten Deer 00000000000000

(Leader of the Council)

Eduardo Lamb 00000000000000

Jose Santana 00000000000000

Jane Guzman 00000000000000

Sam Whitehorse 00000000000000

80 Cherokee Warriors (Standard National Warriors)

Wounds: □□□□□□□□□□□□

8. MINEFIELD!

Read the text below only if the PCs ignore Maria Lopez's warning in Encounter 6 and drive over the minefield.

★ ★ ★

A mile down the road, JR says, "Say, vatos, that crazy lady must have been pulling our leg. Nothing can stop us now!"

☆ ☆ ☆

CM's Notes

As soon as JR finishes his sentence, the Bronco hits a landmine. Treat the

resulting explosion as an SPG HE shell burst in the same hex as the Bronco (pages 33-34 of the TIME-MASTER® Travelers' Manual).

Should the Bronco remain driveable after the blast, it has a 15% chance each quarter mile of striking another landmine. Unfortunately, the brush in the surrounding area is too thick to allow travel offroad. The PCs have four miles to go before they're out of the minefield; if they backtrack, they find Maria waiting (with 20 Cherokee warriors) to take them to the Council of Chiefs (see Encounter 7).

If the PCs have more than one vehicle, the chance of striking a mine for vehicles following the path of the lead vehicle is only 5%.

9. THE RESERVE ROADBLOCK

Read the text below to the player characters when they are about one mile west of the Ardmore Camp on the dirt road from National Territory.

★ ★ ★

As the Bronco turns a sharp corner on the bumpy, brush-lined road, JR points to a sawhorse roadblock and exclaims, "A la...! Those scumbags know our every move!"

Six Northman warriors stand behind the sawhorses, holding their automatic rifles in the crooks of their arms. Unfortunately, they have selected the site well; the heavy brush on both sides of the road prevents driving around the roadblock.

☆ ☆ ☆

CM's Notes

Roll for initiative; neither side is surprised. Upon seeing the Bronco, five of the Northmen raise their rifles and begin firing. The sixth runs toward his scooter. Any PC making a successful Perception check notices that there is a radio on the scooter; the Northman contacts the Ardmore base 3d10 rounds after the battle begins, unless the PCs prevent him from doing so. If the PCs don't stop the radio message, see *Encounter 11: Surprise Party*.

Hints for the PCs

Prisoners will describe the layout of the Ardmore Staging Camp. See Encounter 10 for a description of the camp.

Encounter Background

The Northmen established this roadblock as a precautionary measure, just in case the PCs tried to come via a backroad, and to insure that the Nationals don't discover the true nature of the camp.

NPC Stats

6 Standard Northmen Warriors

Current Sta:

Wounds:

#1 00000000000000	#4 00000000000000
#2 00000000000000	#5 00000000000000
#3 00000000000000	#6 00000000000000

10. THE ENEMY CAMP

Read the text below to the PCs only if they eliminated the roadblock in Encounter 9 and destroyed the radio before the Northman sent a message to the base. Otherwise, go to Encounter 11.

★ ★ ★

After the roadblock, the road climbs to the top of a small rise. Maria (or JR) says, "Stop here." The distant roar of motors drifts over the rise.

Maria (or JR) sneaks to the top of the rise and waves (his) her hand for you to follow.

Fifty Northman patrol scooters are waiting to be refueled from a single pump. A large burly man supervising the operation calls out, "Hurry now, you mugs! We've been ordered to scout the Reunion Arena defenses, and we'd better do it before dark!"

Ten drums of gasoline are stacked near the officer. Behind the line of scooters, a flatbed truck loaded with empty gasoline barrels (the caps are hanging loosely) sits next to a large building.

☆ ☆ ☆

CM's Notes

Every other round, the Northman crews refuel one scooter and it pulls out of camp (going to a rendezvous area just north of metroplex).

If the PCs attack the camp and destroy more than five scooters during the first two rounds, the scooters scatter. If the PCs attack but destroy less than five scooters during the first two rounds, the Northman officer supervising the operation organizes a group of ten scooters to defend the camp (the others have scattered).

Any missile fire to the building that achieves a "C" result causes it to explode. One round after the battle begins, two Northman officers exit the building and hop into the flatbed truck. One of them drives it toward OK City and the other mans the machinegun in the turret. They fight to death.

If the PCs don't attack, twelve scooters remain in camp after the main body has refueled and left.

Hints for the PCs

The two officers in the truck are Demoreans. If the PCs destroy them, the Demoreans' true identity is revealed. Even if captured, the Demoreans refuse to tell the PCs where the gasoline came from (it could not have been manufactured here).

The glove compartment of the truck contains orders for the two Demoreans to deliver a truckload of gasoline from a refinery to the Ardmore Staging Camp. A map leading to the staging camp was provided for the Demoreans. Of course, the map can be traced backward to a spot just outside of OK City.

Any other Northmen taken prisoner tell the PCs that the gasoline arrives at the camp from somewhere around OK City. They don't know the exact location; the "brass" keeps that a secret.

If the PCs search the ruins of the camp, Maria finds enough evidence of foul play to convince her the Northmen are murdering her people.

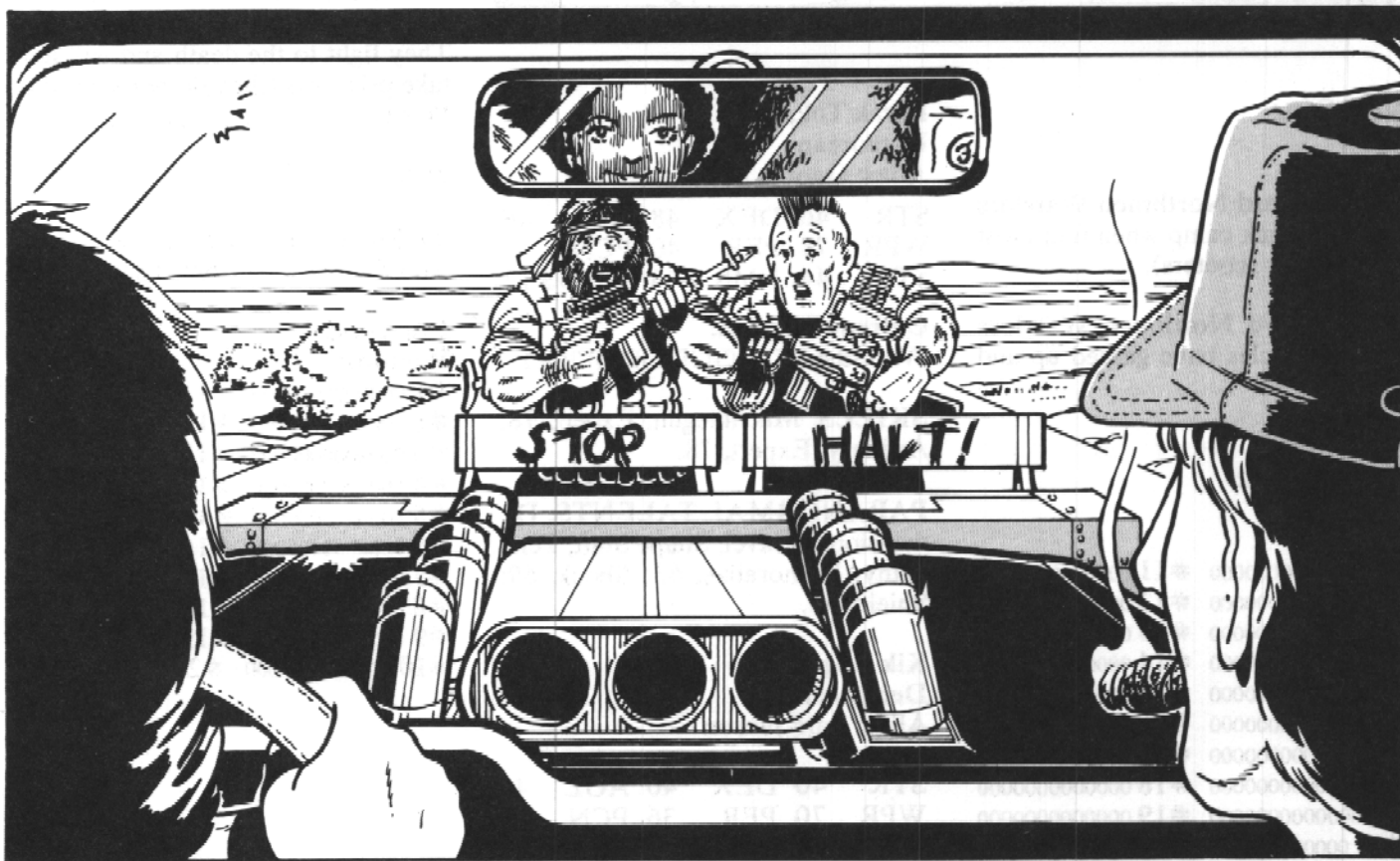
If the PCs report this to Council of Chiefs, the Council readily agrees to enter the war on the side of the Colonials. They will disrupt as much of the traffic on I-35 as they can.

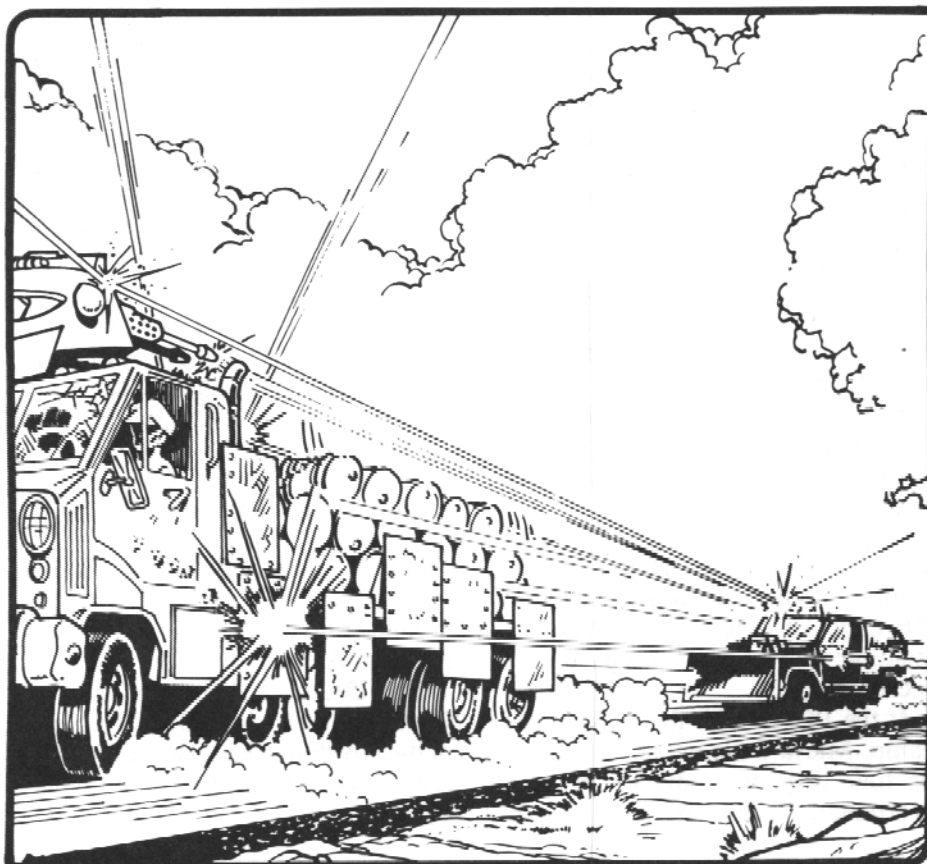
Once Maria confirms that the Northmen were murdering her people, she insists upon accompanying the PCs. If the PCs stopped the flatbed and recovered the map, she suggests putting the Bronco on the flatbed and disguising it, so that they can drive through Northman Territory without causing alarm. She will not agree to go to Metroplex until they destroy the refinery.

Encounter Background

The main body of the army is a day away. The Northmen ordered the scouting raid to probe the defenses at Reunion Arena.

The Demoreans brought the fuel from the refinery near OK City. None of the Northmen know where the fuel is manufactured because only Demoreans are allowed near the refinery.





NPC Stats

200 Standard Northmen Warriors
(If PCs attack camp when full; most flee on their scooters).

20 Standard Northmen Warriors
(If the vehicles have gassed up and left).

Current STA:
Wounds

#1 000000000000	#11 000000000000
#1 000000000000	#12 000000000000
#3 000000000000	#13 000000000000
#4 000000000000	#14 000000000000
#5 000000000000	#15 000000000000
#6 000000000000	#16 000000000000
#7 000000000000	#17 000000000000
#8 000000000000	#18 000000000000
#9 000000000000	#19 000000000000
#10 000000000000	#20 000000000000

Barak Tok,
Demorean
Alias: George Adams

STR	46	DEX	48	AGL	46
WPR	78	PER	40	PCN	48
STA	44	UMS	46	WNDS	12

Current Stamina:
Wounds: □□□□□□□□□□

SKILLS: Machinegun, Expert, 78;
Artillery, Expert, 78.

PARANORMAL TALENTS: Dimensional Travel; Shape Shift; Telepathy; Demoralize, 63; Shock, 59; Shield, 59.

Kik Cogach
Demorean
Alias: Lars Jensen

STR	40	DEX	40	AGL	44
WPR	70	PER	36	PCN	44
STA	40	UMS	42	WNDS	12

Current Stamina:
Wounds: □□□□□□□□□□

SKILLS: Stunt Driving, Master, 99;
Pistol, Expert, 70.

PARANORMAL TALENTS: Dimensional Travel; Shape Shift; Telepathy; Shield, 55.

11. SURPRISE PARTY

Read the text below only if the PCs did not prevent the Northmen from sending the radio message in Encounter 9.

★ ★ ★

Two minutes after meeting the roadblock, twenty Northman scooters come down the road.

☆ ☆ ☆

CM's Notes

If the PCs paused to search the area of the roadblock, they are probably still there. In this case, the scooters will attack five abreast. Otherwise, the scooters attempt to circle the PCs. They fight to the death and will not take prisoners (they do not want the PCs to find the staging camp).

NPC Stats

20 Standard Northmen Warriors
with Standard Northmen scooters

Current STA:
Wounds:

#1 000000000000	#11 000000000000
#1 000000000000	#12 000000000000
#3 000000000000	#13 000000000000
#4 000000000000	#14 000000000000
#5 000000000000	#15 000000000000
#6 000000000000	#16 000000000000
#7 000000000000	#17 000000000000
#8 000000000000	#18 000000000000
#9 000000000000	#19 000000000000
#10 000000000000	#20 000000000000

Section IV: THE RACE TO THE REFINERY

Skip this section if the PCs are not attempting to destroy the refinery (go directly to Section V). If the PCs did not destroy the Ardmore Staging Camp, use Encounter 1 first, and then use Encounter 2. If they did destroy the Ardmore Staging Camp, use Encounter 2 first; use Encounter 1 only if the PCs stay on the highway an hour after meeting the supply column.

1. THE ATTACK COLUMN

★ ★ ★

The south-bound lanes of I-35 are heavily loaded with columns of assault vehicles, troop transports, and scooters.

☆ ☆ ☆

CM's Notes

If the PCs did not attempt to camouflage the Bronco, the third column of Northmen attacks. This column contains three assault trucks, one troop transport, and six scooters. Every 10 rounds after the first attack, another similar column of Northmen attacks.

If the PCs camouflaged the Bronco and other vehicles, they pass without any problem.

NPC Stats

See Standard Descriptions for needed stats.

2. THE SUPPLY CONVOYS

★ ★ ★

An assault truck followed by a dozen supply trucks carrying drums of gasoline moves slowly down the south-bound lane of I-35. The entire column is flanked by a dozen scooters.

☆ ☆ ☆

CM's Notes

If the PCs attack, the assault vehicle and the scooters move to defend the column. The supply trucks flee at the first sign of trouble. The next column will be guarded by six assault trucks and a dozen scooters.

Destroying the column has no effect on the Northman attack.

Hints for the PCs

The PCs encounter one such column every fifteen minutes until they reach the turn-off leading to the refinery. At this point, they see several plumes of dust travelling toward the highway from the refinery.

Each supply truck also carries a map in its glovebox showing how to get to the refinery.

Encounter Background

If the PCs destroyed the Ardmore Staging Camp, the column is going south to re-establish a staging camp. If the PCs did not destroy the camp, it is going south to establish staging camps closer to battle. The column is manned by Demorean personnel impersonating Northmen.

3. THE REFINERY ENTRANCE

Read the text below when the PCs approach the entrance to the refinery.

★ ★ ★

A gate stands across the road ahead. Behind the gate stands a small guardhouse. To either side of the road, a twelve-foot high chain link fence runs into the distance as far as the eye can see.

Two guards with automatic rifles step out of the guardhouse, obviously expecting you to stop for inspection.

☆ ☆ ☆

CM's Notes

If the PCs stop, the guards give the vehicle a cursory inspection, then instruct the PCs to follow the road straight into the refinery. The guards comment upon any Colonial equipment the PCs display, but accept any explanation for its presence.

Should the PCs attempt to crash through the gate, the guards offer token resistance, but will not risk their lives to stop the PCs.

Hints for the PCs

The guards are Demoreans. They are dressed very well and have no visible scars.

Encounter Background

When the Demoreans saw the PCs approaching, they used their natural Telepathy ability to ask for a password. When they did not receive the correct answer, they contacted headquarters. Headquarters intends to ambush the PCs in the wide open spaces between the refinery and the gate.

NPC Stats

Six Demoreans

STR	40	DEX	40	AGL	40
WPR	70	PER	40	PCN	40
STA	40	UMS	40	WNDS	12

Current STA Wounds

#1	000000000000	#4	000000000000
#2	000000000000	#5	000000000000
#3	000000000000	#6	000000000000

SKILLS: Automatic rifle, Expert, 70.

PARANORMAL TALENTS: Shock, 55; Dimensional Travel; Shape Shift; Telepathy.

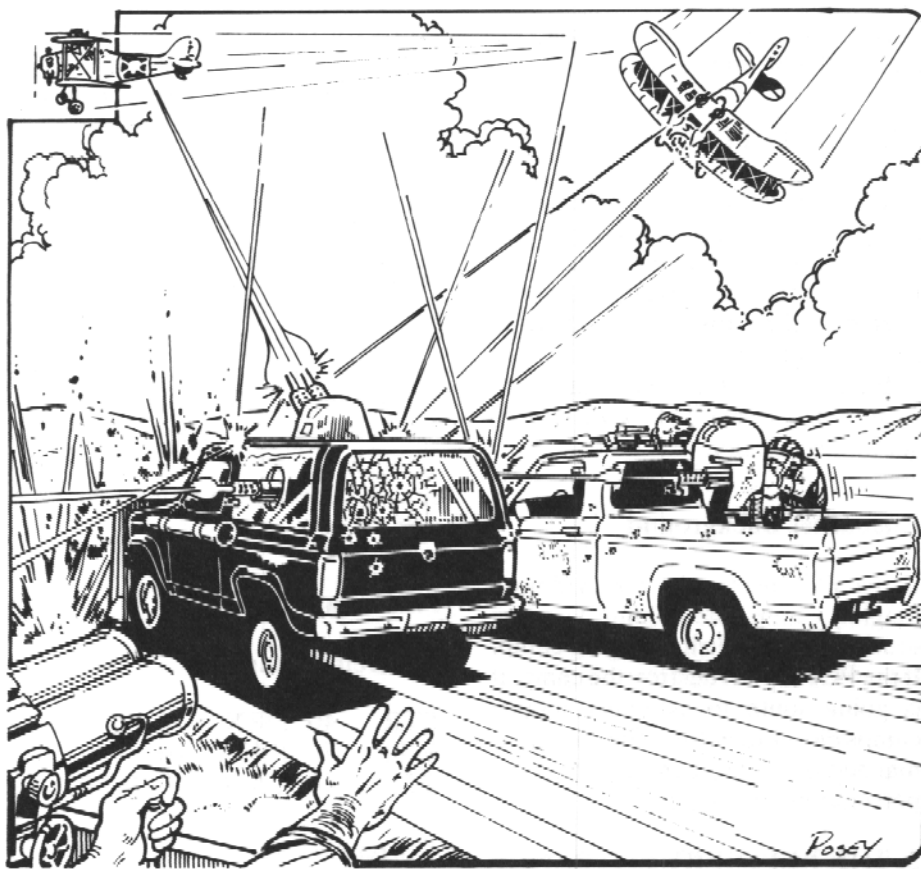
Each guard is outfitted as a standard Northman Warrior.

4. THE GREAT STRETCH OF NOTHING

Read the text below after the PCs have travelled a few miles away from the guardhouse.

★ ★ ★

The brushland to both sides of the road is flat in all directions. The dirt road runs straight ahead as far as the eye can see.



JR says, "Man, we're sitting ducks on this road. We must be loco to cross it, but it's the only way to the refinery, I guess."

☆☆☆

CM's Notes

Make a Perception check for any character that declares he is watching the horizon for signs of ambush. Any character passing the check sees two black dots in the sky and a dust cloud approaching from the west.

If it is night, the PC hear the buzz of the planes' engines and the roar of assault vehicles approaching from the right side of the road. The planes attack only if the PCs leave their vehicle lights on. Darkness does not affect the assault vehicles.

Both the assault vehicles and the planes arrive 1,000 yards away from the PCs five rounds later and attack. Neither the assault vehicles or the planes will notice PCs hiding on foot in the brush. Any PC on foot firing on either the assault vehicles or the planes stands a 50% chance of being seen

(and attacked) by one of the Demorean vehicles.

Encounter Background

The three assault vehicles and two biplanes are the only Demorean vehicles left to defend the installation.

NPC Stats

2 Superior World War I Biplanes (Traveler's Manual, page 37).

3 Standard Northmen Assault Vehicles, crew of four Standard Demorean Security for each.

5. THE REFINERY

Read the text below when the PCs approach within five miles of the refinery.

☆☆☆

Straight ahead, distant smokestacks burn yellow and blue flames. As the distance decreases, large buildings and storage tanks appear below the

smokestacks. It appears to be a rather large, technologically advanced refinery—certainly not what one would expect to find in 2085.

☆☆☆

CM's Notes

Unless the PCs alert the Demoreans, they encounter no resistance.

If the PCs try to infiltrate the plant, a Demorean security detail tracks them down within five minutes and attacks, using only shortbows, melee attacks, and PTs (they don't want to start a fire). Another detail attacks 1d10 rounds later, and so forth until the PCs have died or destroyed 10 security details.

While inside the refinery, a PC firing any type of firearm (or using any type of explosive) stands a 5% chance of accidentally starting a fire. In this case, the Demoreans stop attacking and try to put the fire out (basic 75% chance; subtract 10% for each PC interfering).

A PC trying to start a fire does so automatically. The resulting fire is too large to control.

Hints for the PCs

Even from a distance, the PCs see all types of storage tanks, fuel lines, barrels of oil, etc. Any PC with Demolitions skill realizes that all they need do to destroy the plant is fire a few explosives.

Of course, the Demoreans here don't expect to meet any intruders. They all remain in their natural form, and if the PCs attempt to infiltrate the plant, they meet several technicians that flee upon meeting creatures with only two arms.

Encounter Background

Because the Demoreans involved were too proud to admit their "imperfection" and the resulting failure of the ambush in the previous encounter, the security forces at the refinery are not expecting any trouble.

The plant itself is especially vulnerable to attack because the De-

moreans did not have time to establish the elaborate safety precautions necessary to prevent the easy destruction (accidental or otherwise) of the refinery.

NPC Stats

Demorean Security Detail Ten Guards

STR	40	DEX	40	AGL	40
WPR	70	PER	40	PCN	40
STA	40	UMS	40	WNDS	12

Current STA Wounds

#1 000000000000	#6 000000000000
#2 000000000000	#7 000000000000
#3 000000000000	#8 000000000000
#4 000000000000	#9 000000000000
#5 000000000000	#10 000000000000

SKILLS: Shortbow, Expert, 70.

PARANORAMAL TALENTS:
Shock, 55; Dimensional Travel;
Shape Shift; Telepathy.

6. ESCAPING THE CAMP

Read the text below when the refinery begins to burn in earnest.

★ ★ ★

The fire quickly spreads. Within a few seconds, storage tanks are exploding one after another as the flames spread.

All at once, the Demoreans cease fighting the fire and run into the desert.

☆ ☆ ☆

CM's Notes

The flames continue to spread, and the fire grows even worse. Twelve rounds after the Demoreans dis-

appear, the refinery explodes. Any PCs (in or out of a vehicle) within a quarter mile of the refinery take 200% catastrophic damage. (A man can run just about a quarter-mile in twelve rounds.)

The PCs will have no trouble driving south to Metroplex and sneaking through the Northman lines to join the Colonials during the siege of Metroplex.

Maria Lopez, if still alive, will eagerly agree to go to Metroplex and meet with General Jackson.

Encounter Background

As the fire spread, the Demorean commander quickly realized the situation here was hopeless. He telepathically ordered all Demorean personnel to flee and return home when possible.



Section V: THE SIEGE OF METROPLEX

The Siege of Metroplex is an optional part of *Terrible Swift Ford*; it is a wargame-like encounter, using a modified version of the skirmish rules in Chapter 6 of the TIMEMASTER® rulebook. Use this encounter if, in Section II, the PCs refused to go on Jackson's mission, or if you and your players will enjoy a tactical simulation illustrating the effects of PC actions upon the siege's outcome.

The PCs may have done any of the following things that will affect the battle:

1. They may have refused to go on Jackson's mission. Or they may have accepted the mission, but failed to destroy either the Ardmore Staging Camp or the refinery. In this case, as the battle below illustrates, the Colonials have very little chance of stopping the Northmen.

2. The PCs may have destroyed the Ardmore Staging Camp, but not the refinery. In this case, they have merely delayed the attack, but have not crippled the Northmen. The Northmen still have a clear advantage.

3. The PCs may have destroyed the refinery, but not the Ardmore Staging Camp. By eliminating the source of the Northmen's gasoline supply, the PCs have effectively hamstrung the Northmen. To win, the Northmen must strike a decisive blow immediately, before the supply advantage swings to the Colonials. The Colonials have a very slight edge.

4. The PCs may have destroyed both the refinery and the Ardmore Staging Camp. In this case, the PCs have crippled the Northmen and bought the Colonials much-needed preparation time. The Colonials have a clear and definite advantage in the coming battle.

SIEGE STRATEGIES

Study the map of the Metroplex area on page 19. Note that it's a road map; because the Second Civil War is a

war of super-fast vehicles and deadly weapons, the generals are more concerned with highways than high ground. Most map points are referred to by the name of the roads that intersect nearby; for example, Reunion Arena is just south of Intersection 35E/30. Keep in mind, too, that bomb craters are impassable.

Northman Objectives

Depending upon their situation, the Northmen will try to cut the Colonial supply lines and starve their enemies into submission, or they will try to capture Reunion Arena with a quick, decisive attack.

The Northmen will cut the Colonial supply lines in Situations 2 & 4 (the PCs destroyed the Ardmore Staging Camp). The extra time provided by the PCs allowed the Colonials to consolidate their forces, making the Colonials too strong for the Northmen to push out of Metroplex by direct attack.

The Northmen will attempt a quick victory in Situations 1 & 3 (the PCs failed to destroy the Ardmore Staging Camp). The Northmen intend to strike hard, before the Colonials have time to prepare themselves.

Colonial Objectives

General Jackson's plan is simple: keep the Northmen north of Metroplex at any cost. He intends to meet them at Intersection 35E/635, 35W/820N, or both, depending upon what his scouts tell him. Jackson feels that if the Northmen actually enter the city, the task of defending it will overwhelm his meager resources. Therefore, he intends to keep them north of the city, protecting both Reunion Arena and the southern supply lines.

HOW TO SET-UP AND RUN THE FIREFIGHTS

The Map

Use the standard TIMEMASTER® map from your boxed set. *North is to the top of the map. Each hex equals 400 yards* (about 4.5 hexes to a mile;

each hex equals about 1/4 inch on Metroplex map), so the map represents an area approximately 4.3 miles (a little more than an inch) x 6.8 miles (1.7 inches) on the Metroplex map.

After the PCs state where they intend to meet the Northmen, transfer the roads on that area of the Metroplex map onto the game map. (We suggest you use a light pencil mark or a piece of heavy string.) The most important north/south road should start in Hex 1501 and run straight south, exiting the map in Hex 1519. The most important east/west road should start in Hex 3002 and run west through Hex 0117, crossing the most important north/south road in Hex 1510. Fill in other details as needed. For example, in a battle at Intersection 35E/635, Roads 114 and L-12 would join 35E from the west at Hex 1515, and exit the map in the vicinity of Hex 1119.

The yellow-gold area on the map represents open terrain; vehicles may move and fire through this terrain without penalty. *The light brown and light green areas represent ruins and rubble;* vehicles may move through these areas without penalty, but suffer a -40 modifier for each light brown or light green hex they must fire through. *The dark brown and dark green areas are small craters;* they have no effect on weapons fire, but a vehicle cannot pass through a crater unless it travels on a road.

If a hex has two shades of color within its boundaries, the entire hex is considered to be the color of the darker shade. For example, when a yellow hex meets a green hex, consider the entire hex to be green. This rule applies even when there is only a small amount of the darker color in the hex, such as in hex 1710; the rule assumes that the warriors involved in the battle are making the best possible use of the terrain.

The Counters

Use the counters supplied with this scenario. Give the Northmen 10 Assault Vehicle counters, 12 Troop Transport counters, and 24 Assault

With the exception of the Terrible Swift Ford, *each counter represents twenty vehicles*. The Terrible Swift Ford counter represents only a single vehicle.

need exists.

The Terrible Swift Ford counter holds General Jackson and, if they honor his request, the PCs. Remember, the Terrible Swift Ford suffers a -40 Modifier when firing at any other counter and a +40 Modifier when any other counter fires at it. A PC may still make a Stunt Driving check to avoid destruction if the vehicle fails its Vehicle Destruction Check. Each PC may fire one of the Bronco's weapons during the firefight. Keep in mind, too, that each PC can take twice the normal number of actions (such as firing a weapon) during one of the combat rounds in this section (see Rules Summary below).

Two Northman Assault Scooter counters may occupy the same hex.

Most of the fire modifiers which may apply in this encounter are listed below.

[illegible]

Combat Points

Each side begins the Siege with a certain number of Combat Points, determined by how well the PCs accomplished their mission. Combat Points reflect the overall condition of the appropriate army, such as its supply of gasoline, ammunition, condition of the troops and equipment, etc.

Each time a Northman counter is destroyed, subtract 5 points from the Northmen's total number of Combat Points. Each time a Colonial counter is destroyed, subtract 5 points from the Colonials' total number of Combat Points. Subtract one point from the appropriate army's total number of Combat Points for each round any unit (or group of units) moves on the game map while an enemy unit is also on the map. For example, if six Colonial counters and a dozen Northman counters move during round two of a battle, both sides lose one Combat Point. (This allows the Colonial army to move their vehicles onto the map without spending a Combat Point.)

When a player subtracts Combat Points from his total, he is reflecting wear and tear on his entire army, not just the elimination of a single unit or the consumption of a few gallons of fuel. Thus, the removal of one counter also represents the loss of vehicles in another unit.

Assign Combat Points to each side according to the schedule below:

Condition	Combat Points	
Neither Refinery or Ardmore	Northmen	230 pts.
Camp Destroyed	Colonials	90 pts.
Ardmore Camp Destroyed;	Northmen	230 pts.
Refinery Intact	Colonials	115 pts.
Refinery Destroyed;		
Ardmore Camp Intact	Northmen	135 pts.
	Colonials	90 pts.
Both Refinery and Ardmore	Northmen	135 pts.
Camp Destroyed	Colonials	115 pts.

Keep track of each side's current number of Combat Points on a piece of scratch paper. The first army to run out of Combat Points automatically loses the Siege.

The Scouting Report

Before any battle, the Colonials receive the benefit of a scouting report. The CM tells the PCs the number of vehicles travelling on each road, the direction the forces are travelling, their general location (within 1/4 mile), and what time they will reach the next intersection. He also specifies how many of the vehicles are scooters and how many are trucks (but not whether the trucks are Troop Transports or Assault Vehicles).

The first Scouting Report is provided below; read the appropriate report aloud to the PCs:

Situations 1 & 2: "A breathless messenger interrupts your conference with General Jackson. 'The scouts report a column of 160 trucks coming down 35E toward Metroplex, sir; it will arrive at the 35E/635 intersection at 1 p.m. Another column of 280 trucks and 480 scooters is moving down 35W; it should arrive at the 35W/820N intersection at 1 p.m., too.' Jackson looks at you. 'Well, what should we do?' he asks. 'We have 360 Assault Vehicles. You'll ride with me in the command vehicle.'"

Situation 3: "A breathless messenger interrupts your conference with General Jackson. 'The scouts report a column of 440 trucks and 480 scooters coming down 35E, sir. They should arrive at intersection 35E/635 at 1 p.m.' Jackson looks at you. 'Well, let's go meet them.' he says. 'We have 360 Assault Vehicles. You'll ride with me in the command vehicle.'"

Situation 4: "A breathless messenger interrupts your conference with General Jackson. 'The scouts report a column of 440 trucks and 480 scooters coming down 35W, sir. They

should arrive at intersection 35W/820N at 1 p.m.' Jackson looks at you. 'Well, let's go meet them.' he says. 'We have 360 Assault Vehicles. You'll ride with me in the command vehicle.'"

In situations 1 & 2, The 160 vehicles on 35E consists of 60 Northman Assault Vehicles and 100 Troop Transports. The Northmen hope this will draw a similar number of Colonial Assault Vehicles to this relatively unimportant skirmish. The rest of the Northman forces are moving toward the main battle at Intersection 35W/820N.

In situations 3 & 4, the Northmen feel that the situation is serious enough that they must commit their whole army to a concentrated attack. Without the refinery to resupply them, Northman units are much too valuable to risk losing in a diversionary attack.

In all situations, Jackson agrees to any plan the PCs offer, as long as the plan includes meeting the Northmen at Intersections 35E/635, 35W/820N, or both.

After you have given the PCs the scouting report, the PCs must declare where they intend to meet each force. They then divide their army into a separate group for each battle that takes place at the same time. (A counter may not be used at separate battles occurring at the same time.) When two or more battles are scheduled to occur at the same time, play the battle occurring closest to Reunion Arena first.

The first battle(s) will always take place at Intersection 35E/635, 35W/820N, or both at 1 p.m. (General Jackson has ordered the Colonial forces to meet the Northmen at those spots, and the Northmen will arrive at either/both intersections at precisely 1 p.m.)

Deployment

After the PCs have declared where they'll meet the Northmen, and you have noted the location of important roads on the game map, you're ready

to begin combat. Divide the Colonial counters taking part in the combat evenly among the PCs. During the battle, each PC controls the counters assigned to his command.

The PCs then trace the shortest passable route to the battlefield from Reunion Arena to determine from which direction they will enter the map. (All Colonial troops have orders to keep themselves between the Northmen and Reunion Arena; consequently, they will always enter battle as if coming from Reunion Arena.) The PCs then bring their units onto the map in any hex along the map edge corresponding to the direction from which they are arriving.

The Northmen then trace the shortest route to the battlefield from their last position (originally Intersection 35E/35W) to determine from which direction they will arrive. They bring their units onto the map in any hex along the map edge corresponding to the direction from which they are arriving.

For example, in the 1 p.m. battle at Intersection 35W/820N, the Colonials arrive from the south. (The shortest passable route to the battlefield runs along 30 west to 35W, then north on 35W to the intersection; the Colonials arrive from the south.) The Northmen arrive from the north. (They move straight south from intersection 35W/35E to 35W/820N, arriving from the north.) The Colonials set-up their units along the south edge of the map, and the Northmen set-up their units along the north edge of the map.

Each side may bring as many or as few units onto the map each turn as he wishes, provided those units were committed to the battle before it began.

Rules Summary

Follow the turn sequence normally, but each round is ten seconds long instead of five seconds. (Remember that the melee phase applies only to a unit firing at another unit in the same hex). The increased length of each round does not affect the number of times a unit can fire or move during a

round; it merely reflects the distances involved and the difficulties of obtaining a clear shot at high speeds in broken terrain.

All units may move one hex per round through clear terrain or ruins (this is about 80 m.p.h.); units travelling on the marked roads may move two hexes per round.

PCs involved in the battle may go through the sequence of play twice per round (personally; this does not apply to units in their command), although their vehicle may move only once per round.

Units must stop when entering the same hex as an enemy unit. They may leave during their next normal round of movement, however.

To determine the results of combat, use the Battle-Fire Modifiers on page 40 and the Vehicle Fire Results on page 33 of the TIME-MASTER® rules. When a vehicle fails its destruction check, remove it from play permanently. (Exception: see description of Terrible Swift Ford in "Counters" above.)

Withdrawal from Combat

Units from either side may withdraw from combat by exiting the map on a road. Units which exit the map on a hex that does not have a road are considered destroyed (with the resulting loss of Combat Points and counters).

Enemy units may wish to pursue withdrawing units. In this case, the pursuing unit must exit the map via the same road as the withdrawing unit. Count the number of rounds between the time the withdrawing unit exits the map and the time the pursuing unit exits the map. If the withdrawing unit goes to another battle (or simply stops somewhere in Metroplex), the pursuing unit enters the map that number of rounds later, in the same hex that the withdrawing unit entered. *Withdrawing units which are being pursued may avoid combat for only two hours by fleeing the attackers in this manner;* a unit continually fleeing combat runs out of fuel after two hours and is considered destroyed.

Units Participating in Multiple Firefights

Units which are not destroyed in one firefight may participate in firefights occurring at a later time. Units may never participate in more than one firefight occurring at the same time. Units which have been destroyed may not participate in any more firefights.

It requires one hour for units to regroup, refuel, repair, and move to the next battlefield. Thus, all units surviving the first battle(s) at 1 p.m. may participate in a battle at any other location at 2 p.m. (Travel between battlefields is considered to require no time; the one hour required between battles reflects travel time to any point in the Metroplex area.)

VICTORY CONDITIONS

The Northmen win if:

1. The Colonials run out of Combat Points first, or
2. *Situations 1 and 3:* The Northmen reach Reunion Arena. (They are considered to reach Reunion Arena if a Northman unit is on 35E between Intersections 35E/30 and 35E/67 AND there are no Colonial Units between it and Reunion Arena.)
3. *Situations 2 and 4:* The Northmen reach Road 20 at Intersections 35W/20, 67/20, 35E/20, and 45/20. (They are considered to have reached an intersection when a Northman unit is on Road 20 between Intersections 35W/20 and 45/20 inclusive AND there are no Colonial units between it and the intersection.)
4. The Terrible Swift Ford counter is destroyed (thereby killing General Jackson).

The Colonials win if:

1. The Northmen run out of Combat Points (and therefore cannot achieve their objectives).

Penalize the PCS 1,000 Significance Points if the Colonials lose the battle.

Section VI: WRAPPING UP

MISSION FAILURE

The PCs fail if:

1. Metroplex falls to the Northmen,
2. General Jackson dies during the Siege of Metroplex,
3. The Nationals and Colonials don't create an alliance.

If you did not play *The Seige of Metroplex*, assume that the Colonials won the battle as long as the PCs destroyed the Demorean refinery near OK City. If the PCs failed to destroy the refinery, assume that the Colonials lost the battle.

General Jackson dies during the Siege of Metroplex if the Terrible Swift Ford counter was destroyed during *The Siege of Metroplex*.

To create an alliance between the Nationals and the Colonials, the PCs need only introduce Maria Lopez to General Jackson. If Maria died before meeting Jackson, the PCs may still create an alliance between the Colonials and the Nationals. To do so, they must present evidence to the Council of Chiefs that the Northmen were exterminating Nationals. The chiefs will then agree to help destroy the Northman menace; all the PCs need do is suggest that the chiefs meet with Jackson.

If the PCs failed, award them bonus success points only, as explained in Chapter 3 of the **TIMEMASTER®** rules. Read the following text to any who survived the mission:

★ ★ ★

When you return to Time Corps Headquarters, a funny little man with four arms and orange skin greets you. "Welcome back," he says, "we've been waiting for some time now." Behind him, several dozen more Demoreans stand with their laser rifles trained on you.

"I'd like to present you with these," the Demorean continues, handing a medal to each of you. "They're Crosses of Ultimate Perfection, the highest honor of our Time Corps.

After the job you did in 2085, we feel that nobody deserves them more.

"Now, if you'll follow me, we're holding a banquet in your honor." Several Demoreans step forward, their mouths visibly watering. "You're the main course, of course."

☆ ☆ ☆

SIGNIFICANCE CHECK

If the PCs succeed in their mission, check to see if they inadvertently changed history. Add all of their significance point penalties together, penalizing them 1d10 points for each NPC native to this time that they killed. Roll a significance check as explained in Chapter 3 of the **TIME-MASTER®** rulebook. The significance of this adventure is 1,000. If this roll is successful, the PCs succeed. Award them success points as explained in Chapter 3 of the rules.

If the roll fails, consult the *Historical Changes Chart* below. Award them bonus success points **ONLY**, as explained in Chapter 3 of the rules.

Historical Changes Chart

Difference of 800 or more: Although the Colonials defeated the Northmen in this battle, the Northmen find a Demorean text book and learn the secret of manufacturing gasoline on a large scale. They return years later to destroy the Colonials. Ironically, the Northmen then unite the world under one government, but it is a government dedicated to the self-serving aggrandizement of its officials, and to the cruel suppression of its citizens.

Difference 600-799: After their defeat at Metroplex, the Northmen decide it is foolish to rely on gasoline to power their craft. With the aid of a few stranded Demorean engineers, they develop non-depletable alternative sources of energy such as wind and solar power. Within a few years, they attack the Colonials again.

Although the Colonials hold against the Northmen, the cost on their depletable resources is so high that they

cannot pursue Jackson's dream of a single world government.

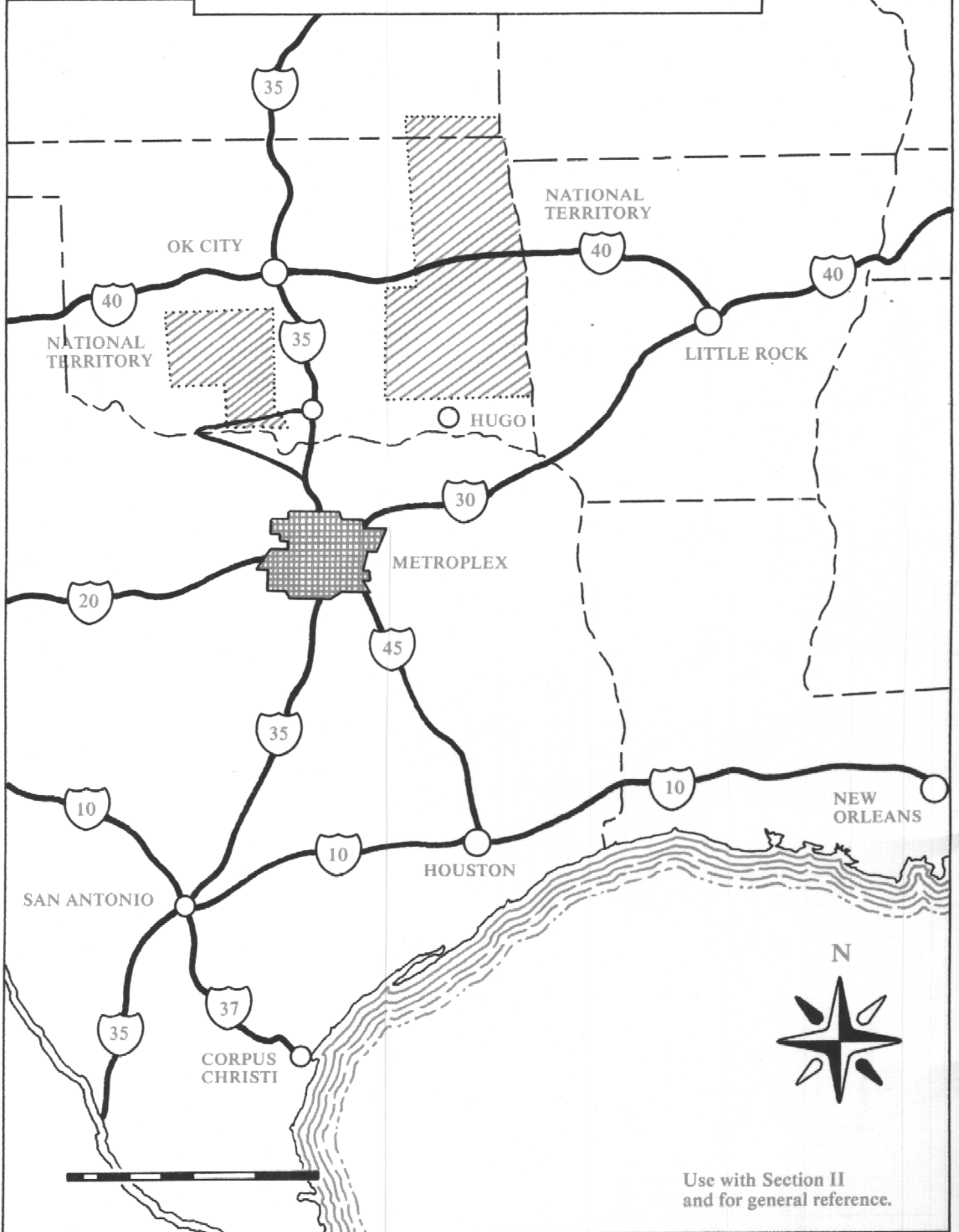
Difference 400-599: After their defeat at Metroplex, the Northmen renounce machinery forever. Their society turns into bands of roving nomads which steal from and make war upon any who venture into their territory.

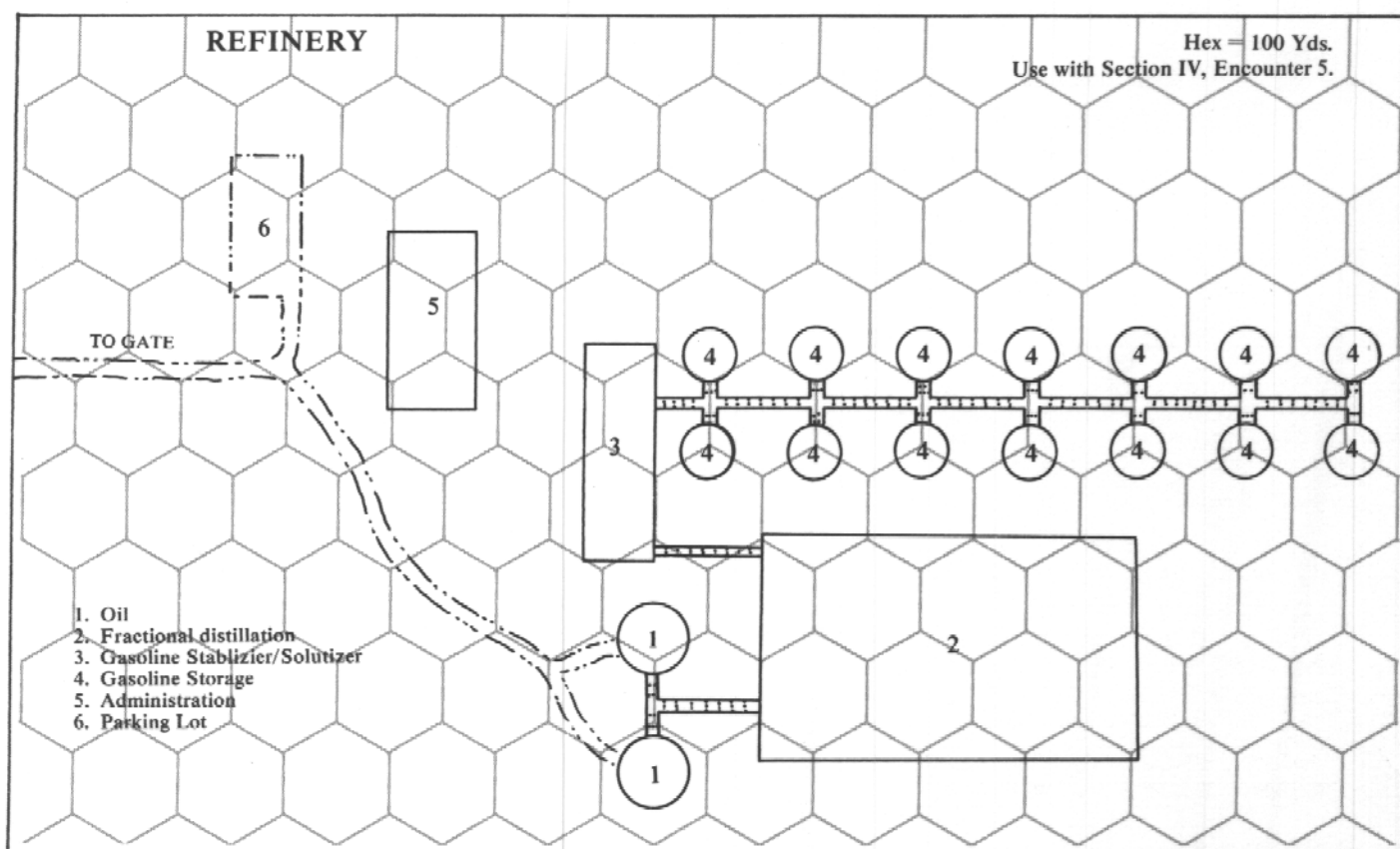
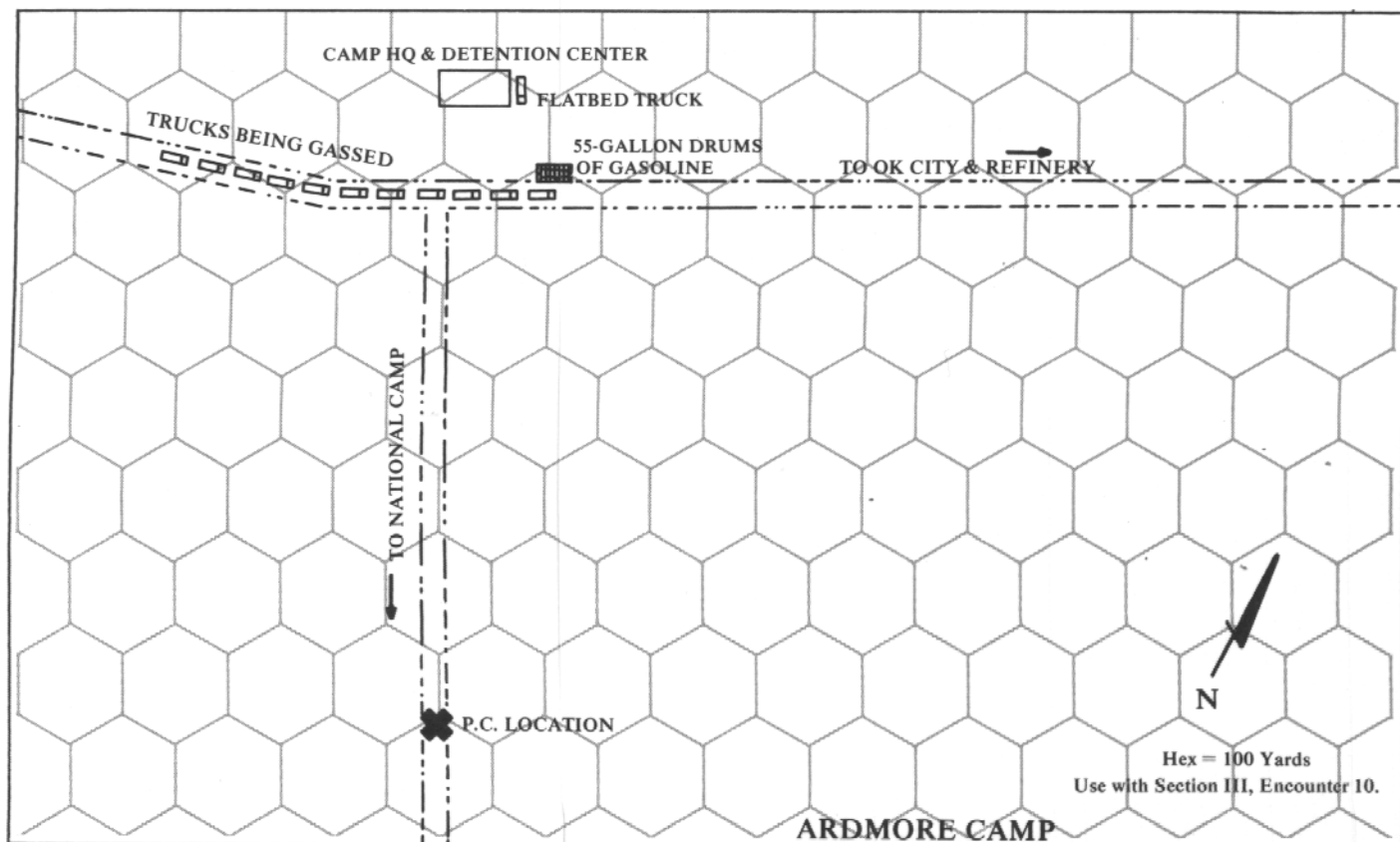
When the Kleibor and Tarsan aliens arrive in 2105, they land in Northman territory. After a few days of Northman harassment and theft, they decide humans are nothing more than annoying sneak thieves and resolve not to allow them off-planet.

Difference 200-399: Although Jackson eventually succeeds in uniting the world under one government, the Northmen use some of the lessons they learned from the Demoreans to maneuver themselves into the ruling position. The result is a tyrannical, aggressive government that attacks the Kleibor and Tarsan aliens when they arrive in 2105. Of course, the humans are destroyed, save for a few specimens the Kleibors transplant to Cairn for scientific reasons.

Difference less than 200: Maria Lopez falls in love with a PC. She is so depressed by his disappearance after the battle that she refuses to have anything to do with world government. Without her aid, Jackson cannot fulfill his dream; when the Kleibor and Tarsan aliens arrive in 2105, they decide to move each nation to a separate planet to protect the humans from themselves.

METROPLEX AREA





TERRIBLE SWIFT FORD

By Gali Sanchez

Dallas/Ft. Worth, 2085: Shacks fashioned of rusty sheet metal and soiled canvas squat among the ruins of this once-mighty metropolis, like hermit crabs hiding in the sand. The naked, steel-girder skeletons of majestic skyscrapers rise out of the rubbish, their twisted, scorched fingers towering over this ash-covered graveyard like so many weather-beaten crosses.

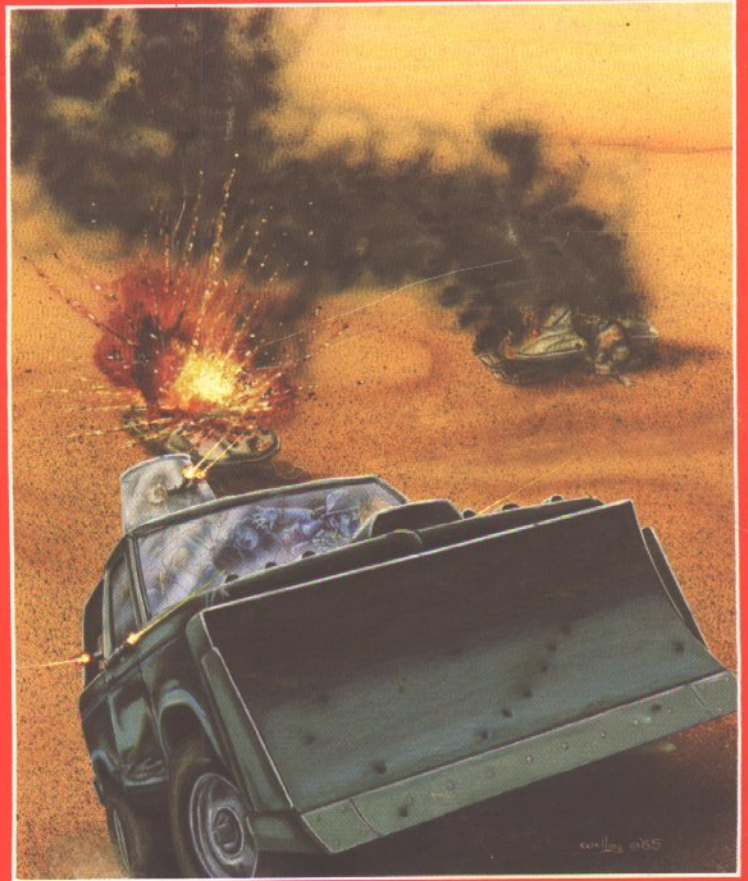
It's been over three decades since the Nuclear War ushered in the Second Dark Age. For thirty years, the survivors have struggled to restore some measure of law and order to North America. The Southwest now stands ready to start the tedious process of recivilization, but the Second Civil War threatens to uproot this fledgling society before it can spread its branches.

Like the First Civil War, the Second Civil War pits American against American. But this time, the soldiers will fight their skirmishes on the long-neglected highways of the Southwest. The cavalry will ride to battle not on exhausted, half-starved horses, but in super-charged Fords and Chevrolets armed with rocket launchers and twin machine guns.

In the conflicts of this war, terrain and tactical advantage count for little—the general with the most gasoline will emerge victorious. And presently, the Northern Barbarians have all the gasoline. Unless the Southwestern Colonies can penetrate the enemy lines and destroy the Barbarian's gasoline supply, they will certainly lose the war.

But they don't have even enough fuel to mount a counterattack and punch through the lines. If they are to succeed, the Southwestern Colonies must rely on one super-fast, super-armored vehicle—the Terrible Swift Ford!

"Terrible Swift Ford" is an action-packed, fast-paced 32 page adventure scenario for use with the TIMEMASTER™ role-playing game. Inside, you'll find all the maps, historical background, characters, and plot encounters you'll need for hours of high-speed adventure! Be sure to look for other fine products from Pacesetter, Ltd.



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