TRAVEL to other times and alternate dimensions!

FIGHT villians from history and hostile aliens!

MEET philosophers or tyrants and decadent rulers!

JOIN THE RANKS OF THE TIME CORPS, AND YOU CAN BE THE MASTER OF TIME!

Listen up recruits! We didn't save you from death in your own time only to have you die at the hands of a stinking Demorean. So pay close attention. You were extracted a fraction of a second before your deaths because we recognized a talent in each of you that makes you a candidate for the Time Corps. Would you rather be rotting in the distant past or saving humanity's future? That's what I thought.

You'll experience things in the Time Corps your momma never prepared you for. The cusp of human evolution? Been there. The meteor that caused the extinction of the dinosaurs? I had to put it back on its collision course. I dined and drank with kings, and fought for scraps in the prison camps of Gliese 777 IV. The Demoreans will destroy us if they can, and you're the last defense in time and space...

Pacesetter™

TIMEMASTER

ADVENTURES IN THE 4TH DIMENSION

By Mark D. Acres

FOREWORD

In 1984 three employees of Tactical Studies Rules (TSR) broke away to found their own company, Pacesetter. With Mark Acres , Troy Denning, and Stephen Sullivan at the helm Pacesetter would go on to release four role-playing games, CHILL, TIMEMASTER, Star Ace, and Sandman. Pacesetter designed one of the first percentile chart-based systems as their house system, which came to be known by fans unofficially as the "Action Table" system.

I feel very fortunate that through Goblinoid Games I can now release TIMEMASTER again, to help carry that legacy forward. Time travel games generally seem to be a tough sell. How do you handle paradoxes? Do you need a history degree to design adventures? One of the strengths of TIMEMASTER is that it presents not just a coherent set of "laws" of time travel, but those laws are also very playable. The setting is definitely a product of its time. There was a period in the early history of role-playing games when settings were designed to give you just enough information to get you started, not hundreds of pages of setting material that is difficult to keep track of much less use in play. In TIMEMASTER, referees can fill in additional details as needed. There is a vast swath of history undescribed between when the game was written, the 1980s, and the distant future from which the Time Corps originates. Referees can invent their own versions of future history, without the need to maintain any kind of fidelity with real history or a set-in-stone timeline. TIMEMASTER also incorporates alternate universes, so that if you don't want to be bound by "real" historical events it is easy to place adventures in alternate timelines of your own design. Or, just as easily, use "our" history but under the philosophy that historians don't know everything, so there is no need to worry about getting all of the minute details of the past "right".

If you are returning to this game after a long hiatus, I hope you enjoy the new interior art by Mark Allen. The original game used mostly public domain art for the interior, and I wanted to give the book something fresh for its new release. If you are new to TIMEMASTER, welcome to a unique game that was innovative for its time, both in setting and system. The Action Table system is different from contemporary RPGs, but I'm confident that you will appreciate its elegance as you see how it is implemented. Welcome to the 4th dimension!

Dan Proctor, September 2011

TABLE OF CONTENTS

BOOK 2: GUIDE TO THE CONTINUUM

CHAPTER 1: THE GAME

Welcome to the Fourth Dimension. TIMEMASTER is a role-playing game that takes you anyplace, anytime. You'll find everything history has to offer, from intrigue in the social arena to excitement on the greatest battlefields! As you play the role of a Time Corps agent, you join an elite organization whose job is to travel through time, protecting history. Of course, your enemies—the time-traveling aliens and renegades—intend to make your mission a tough one.

WHO CAN PLAY?

Anyone who would enjoy the mystery, intrigue, and action-packed adventures of time-travel will enjoy playing the TIMEMASTER game. In general, players should be at least 12 years old. Two to nine people can play, but groups of four to seven players usually have the most fun.

WHAT IS A ROLE-PLAYING GAME?

As children, most of us played "make believe." We played cowboys and Indians, soldiers and doctors, Tarzans and Janes—whatever we wanted to be. Now and then, a few arguments came about: Harry said he shot George, but George claimed he ducked just in time. But besides the occasional spat, "make believe" was a lot of fun.

Role-playing games offer a more adult way to make believe. You still pretend to be somebody else, but a few rules have been added to guide the action and build in fairness. The rules help players decide whether Harry really shot George, or whether Harry missed.

WHAT'S IN THIS BOOK?

Before you start traveling through time, you should get familiar with the necessary equipment: the contents of your TIMEMASTER game.

The Travelers' Manual is the first section of this book, and contains information about how to play the game. Read this section first, before you start your mission as a time-traveler.

The TIMEMASTER Guide to the Continuum is the second section and contains information about people, places, and times...even a few aliens. The Continuum (pronounced "Cun-tin-yoo-um") is everything that was, is, and will be. It's all places at all times.

In addition to this core rules book, the adventure scenario, *"Red Ace High"* is a 16-page adventure especially designed to introduce new players to the TIMEMASTER game system. This adventure is provided as a free download from our website, *www.goblinoidgames.com*. The download contains maps and counters that can be printed at your convenience. The counters may be useful for other adventures of your own design. For now, set the adventure aside; most of it should be read by one special player, whom you'll choose later. (When you're ready for more adventure, be sure to look for other TIMEMASTER adventure scenarios published separately by Goblinoid Games.)

different ways; they're much handier than six-siders!

Take a second to roll a die. The number that comes up on top is the number you've rolled. If the number rolled is a "0," read it as "10" instead.

Now roll two or three dice and add them together. Remember that any roll of "0" counts as "10," so rolling a "5," a "0," and a "2" would produce a result of 17 (5+10+2=17). These types of rolls are called rolls of d10. The small letter "d" stands for "dice," and the "10" indicates that ten-sided dice are being rolled.

Often, the rules will require you to roll "1d10," or "2d10" or "3d10." These abbreviations mean to roll one, two, or three dice and add the results together to get your final result.

The dice can also be used to roll percents; that is, to roll numbers between 1 and 100. When percents are being rolled, only two dice are used and the dice are read differently: one is read as the "tens" die and the other die is read as the "ones." Rolls of "0" are read as "0," not "10." If both dice come up "0," the result is read as "100."

Try rolling a few percents. First, decide which die will be the tens die and which will be the ones die. Now roll both the dice. If, for example, you roll a "5" on the tens die and a "1" on the ones die, you have rolled "51."

USING THE DICE

1d10 roll = 4	2d10 roll = 14	Percent Dice roll = 32

USING DICE

TIMEMASTER dice differ from ordinary dice; instead of six sides, these dice have ten. Each side has a number ranging from "0" to "9." Ten-sided dice are used in several

A roll of "5" on the tens die and "0" on the ones die would be "50," while a roll of "0" on the tens die and "5" on the ones die would be "05" or just plain "5." Remember, a roll of "00" is read as 100.

THE CM

In every group of players, one player must separate himself from the others and play a very special role in the game. This player is called the "CM," which stands for "Continuum Master." During a game, the CM does not pretend to be one character, as the other players do. Instead, the CM gets to play all the people, aliens, and animals that the other players meet in their roles as agents. The CM also acts as referee; he or she applies the rules of the game and guides the other players through the adventures. In effect, the CM "runs" the game.

THE CHARACTERS

Every person or alien in the TIMEMASTER game is called a character. The characters portrayed by each player except the CM are called player characters—PCs for short. Characters played by the CM are called non-player characters—NPCs for short.

Player characters are people from throughout Earth's history who are strong enough to time-travel and worthy enough to join the Time Corps. The Corps is an elite organization, based in the 72nd Century, that fights to keep history safe. The Corps protects many worlds in the Continuum, but player characters serve under the Earth Specialty Division. What better place than their own planet? Only their knowledge of Earth's ways can help them conquer their worst enemies: the Demorean aliens.

The Demoreans are NPCs that come from another part of the Continuum. Passing themselves off as humans, they sneak into Earth's past and attempt to change the way history happened. They pose as anything from a president to a peasant—whatever they think will do the trick. And why? Because if they make enough changes, they can control the entire Continuum.

If the Demoreans are the agents' worst enemies, then the renegades are serious pests. Renegades are early time-travelers who gallivant through history, messing things up. As you can see, the agents have plenty to handle.

ABILITIES, SKILLS, AND TALENTS

Every character in the TIMEMASTER game has eight Basic Abilities: Strength, Dexterity, Agility, Personality, Willpower, Perception, Luck, and Stamina. These eight Abilities are the core of every character; like human qualities, they tell us what the character is all about. Chapter 3 tells more about the Basic Abilities.

In addition to Basic Abilities, characters also have skills. Abilities come naturally, but skills must be acquired. Examples include Martial Arts, Investigation, and Disguise. See Chapter 7 for more information on skills.

Player characters and aliens in this game have paranormal talents—special talents of the mind that go far beyond the ordinary. "Ignore Pain" and "Memory Restoration" are two examples. Characters come by some talents automatically; others they have to learn. See Chapter 8 for more information on talents.

SCORES

In the real world, people differ; certain qualities are strong, others may be weak. They perform some skills like an expert, others merely "well enough." In the TIMEMASTER game, characters differ, too. They have a score for each Ability, which tells how strong that Ability is. They also have scores for skills and talents, which show how well the character can use them. Most scores range from about 20 to 100.

CHECKS

During the game, characters put their Abilities, skills, and talents to use. Some things, they can do automatically, no matter how low their scores may be. But characters can't do everything they try automatically; if they did, the game would be no fun. So when Mira the agent wants to leap across a ravine, or find a needle in a haystack, she must put her scores to the test, and make a "check" with the dice. Checks are percent rolls that determine how an action turns out, when the outcome is in doubt.

Here's where scores come in handy. Jumping across a ravine? That requires Agility. Mira's player rolls the dice, and compares the result to Mira's Agility score: she makes an "Agility check." Finding a needle in a haystack? That requires Perception. Mira's player rolls the dice, and compares the result to Mira's Perception score; she makes a "Perception check." Obviously, dice rolls are important here, so be sure you've read the section above called "Using the Dice."

General Checks

A general check is a percent roll to find out whether a character can do something difficult. It gives yes or no answers: yes, she does it; no, she doesn't. All general checks work like this: if the percent roll is higher than the score being checked, the character fails. If the roll is lower than or equal to the score, the character succeeds. Let's say Mira wants to walk across a narrow beam—an action that requires Agility. The CM thinks that's hard to do, so he or she asks the player to make a general check against the character's Agility score. The player makes a percent roll. If the player rolls a number equal to or less than the character's Agility score, the character can walk across the beam. If the player rolls a number higher than the character's Agility score, the character cannot walk across the beam; she falls off!

Specific Checks on the Action Table

Sometimes players need to find a very specific result—such as how much injury an attack causes, or how many clues a character notices. In these cases, a general check is not enough, and players must make a specific check to find results. Specific checks use the TIMEMASTER Action Table to find the exact outcome of an action. Take a look at the table on the Guide to the Continuum's back cover. Then read the steps below to learn how to make a specific check.

1. The player rolls a percent and compares it to a score—just as if he were making a general check.

2. If the dice roll is higher than the score, the character fails. If it's equal to or lower than the score, the character succeeds, and the player goes on to Step 3.

3. The player subtracts the number rolled on the dice from the value of the score being checked. Then the player finds the difference on the Action Table, in the ranges listed under "Attack Margin." These ranges are printed in red. The row that lies across from the appropriate range will show the result of the check.

4. To find out the exact result of the check, the player must find the appropriate defense column. The game rules will always tell you which column to use, depending on the check. Checks against Ability scores are usually on Column 2.

5. The player "cross-indexes" the attack row with the defense column. This means that the player follows the row found in Step 3 until he reaches the column found in Step 5. The letter code that lies in the box shared by each one shows the result of the attack.

6. Finally, the CM finds the meaning of the letter code, using one of the "result keys" in the game. The rules explain which one.

Example: Bob, another agent, throws a rock at an alien. The CM asks Bob to make a specific check against his Dexterity score to find out what happens. Bob's Dexterity score is 72.

First, Bob's player makes a percent roll with the dice, and rolls 52. The CM subtracts 52 from 72, and finds the difference—20—under the heading marked "Attack Margin." The result of the attack lies on the 10-29 row.

According to the game rules, this kind of an attack calls for the defender to roll 1d10 to find the defense column, so the CM rolls 1d10. He rolls a 5, so the result lies in the defense column underneath the blue "5."

The CM cross-indexes the 10-29 row with defense column 5, and finds an "M" on the Action Table. In this example, the CM would look for the "M" in the Armed Combat Results Key, and apply the results for a "Medium Wound." Don't worry about using the keys just yet; for now, you only need to understand the basic procedure: rolling a specific check and finding the letter code result on the Action Table.

ADVENTURES AND SIGNIFICANCE

In their role as agents, player characters must go on missions for the Time Corps to prevent their enemies from changing history, or to correct the damage they've already done. Each of these missions is called an adventure.

Every adventure has a rating from 1 to 1000, called its significance rating. Significance is the measure of

how important things are in history. People can have significance ratings, too, and so can events. In fact, putting all these smaller ratings together helps create the significance rating for an adventure. Chapter 3 explains significance in more detail, in the section called "Character Advancement"

USING MAPS

The maps in the TIMEMASTER game use six-sided spaces called hexagons, or hexes just for short. Road maps use inches to measure distance; their scales tell how many miles each inch on the map represents. In the TIMEMASTER game, the hexes measure distance; the map scales tell how much distance one hex represents. This distance is usually expressed in terms of feet or yards instead of miles.

Maps for personal combat—small scuffles, brawls, and shoot-outs—use scales of 5 feet per hex, or 25 feet per hex. Maps for larger battles use much bigger scales, such as 10 yards or 100 yards per hex.

Most TIMEMASTER maps have only one scale. The big color map in *Red Ace High*, however, has a "variable scale"; you can make the hexes show any distance you desire. You can use it for personal combat with 5-foot scales, or battles with any scales!

The color map also has three keys. Two show how the colors can represent terrain; the other shows how they can represent elevation. Adventure scenarios from Goblinoid Games may also include extra features that you can cut out and place over the color map, allowing you to create just about any outdoor environment.

Note to miniatures players: players who are familiar with miniatures games and who wish to use miniatures instead of counters should use a scale of 1 inch = 5 feet, or 1 inch = 25 feet.

LEARNING TO PLAY

You don't have to memorize everything in this book to learn how to play: the best way to learn is to start playing as soon as possible! If you're the CM, take a minute to page through the books, so you know what's where. Then start reading this book. You should understand what you're reading, but there's no need to memorize everything all at once. After you finish reading the Travelers' Manual, take a look at the introductory adventure. Read it through, and see how the game rules apply. Then you're ready to play! If you don't remember a rule just be sure you know where to look it up.

Players who are playing PCs don't need to know the rules quite as well as the CM. They should concentrate on Chapters 1, 2, and 3, and then find out about their skills, talents, and equipment for the introductory adventure. Next, they should concentrate on having fun playing their characters, and quit worrying about the rules!

EXAMPLE OF PLAY

During play, a TIMEMASTER game is a continuous conversation between the CM and the players. The CM tells the players what their characters can see, hear, and sense, and plays the roles of the "supporting cast." In return, the players tell the CM what their own characters say and do. An outsider might think he was watching improvisational theater, except that players rarely get up and do what their characters do. Still, if the outsider only listened, he might believe he was hearing a play....

CM: Okay. When we left off last week, your characters had just gone to the court of Queen Elizabeth I of England in 1588 A.D. You are in the throne room with a crowd of about 100 other people, dressed in finery, listening to the queen.

BOB: Right. We're posing as visiting French nobles come to pay our respects to the queen before transacting any business in London.

CM: The queen is addressing the ambassador of Spain (CM mimics the queen}.... "You may tell Phillip of Spain, Mr. Ambassador, that the Queen of England accepts his proposal of marriage. The union of our two realms can only benefit the peace and prosperity of Europe."

JOE: Wait a minute! Didn't our briefing in the scenario say that England and Spain are supposed to be on the verge of war? In fact unless history has been changed in Spain, too, the Armada has already set sail to fight right?

CM: (Nodding.) Mmmhmm.

ANN: Okay, now we know how the timeline's been changed. If the Armada has in fact sailed, either the aliens or some renegade has persuaded Elizabeth that Phillip's intentions are genuinely peaceful.

BOB: I thought that guy who came in with the Spanish ambassador looked suspicious when we first saw him. I'm going to concentrate very hard and see if I can telepathically probe his mind to find out who he really is.

CM: (Rolling a secret check.) What's your Telepathic Probe score?

BOB: Fifty-six.

CM: Okay, you concentrate very hard for a few seconds and, sure enough, your telepathic probe reveals that he's a Demorean. He's posing as an aide to the Spanish ambassador. As you know, he's standing down in the front row to the right of the throne.

JOE: I've got my hand on my hidden dagger. Is he armed?

ANN: Wait! We can't risk a fight in the middle of the court! We'll all be thrown in the Tower and probably executed for daring to draw arms in the presence of the queen!

BOB: Right. Okay, we've got to do two things, it seems to me. First we've got to delay the Spanish ambassador when he leaves this court; we don't want him to be able to confer with any pro-Spaniards here until we get this plot figured out. And second, we're going to have to ambush that alien courtier later to get a clue as to what's really going on.

CM: The courtier turns around and begins to stare intently at your little group, concentrating, with a slow smile appearing on his lips...

ANN: Oh no! He must have felt the telepathic probe! Quick, we've got to get out of here before he attacks!

JOE: We start backing toward the rear of the room, trying not to cause a stir...

CHAPTER 2: WELCOME TO THE CORPS

When you become a time-traveler, you gain a passport to everywhere and everywhen. In the interests of the Time Corps, you may travel to virtually any time and place in the Continuum. Duty may call from the earliest reaches of history, or from the latest—Earth in 7192. But it takes more than a passport to travel; it takes know-how and talent, too. This chapter explains the basics of time-travel for new agents, in the words of John Watkins, Commander of the Earth Specialty Division.

THE ADVENTURE BEGINS...

Ah, good! New recruits! Welcome to the 72nd century. I am Commander Watkins, leader of your division. Many of the concepts of time-travel may be new to you—even the concepts of time itself. So, we must begin our talk with a brief explanation. For some of you, this may seem quite elementary; remember, however, that most of your new companions know nothing of the reaches of the universe, much less of the reaches of time.

You are in the Continuum, something far greater than any planet, any galaxy, any place. The Continuum is every place at all times. Earth and her history are no more than a tiny strand, barely discernible amidst its greatness.

A universe includes planets, stars, and galaxies—all that we can reach without time-travel. But that universe also has a history, and when we add this fourth dimension, the universe becomes a Parallel. A Parallel is only one universe and its history. There are many Parallels, and all Parallels make up the Continuum.

Parallel Identification

Some Parallels are nearly identical to Parallel T-0, the "home" Parallel of the Time Corps, though most of these are younger and have not yet reached the year 7192. Other Parallels differ from T-0, some moderately, others radically. For example, on a moderately different Parallel, the British may have defeated the Americans in 1790, with resulting differences in history after that point. On a radically different Parallel, neither Britain nor America may ever have existed!

Finally, some Parallels are totally alien to T-0: these cover universes where completely different planets and galaxies may exist; some may even function according to different natural laws.

Each Parallel is identified by a code consisting of a letter and a number. The letters and their meanings are:

T = Twin Parallel to T-0
M = Parallel moderately different from T-0
R = Parallel radically different from T-0
A = Parallel totally alien to T-0

The number in the code is simply the identification number of the Parallel. The code "T-0" always refers to the home Parallel of the Time Corps.

THE HISTORY OF THE CORPS

Ages ago, back in the 1800s, the visionary H.G. Wells considered the possible wonders of time travel. In the 1900s, scientists hotly debated this subject working from Einstein's theories.

But, because of the intervening years of human expansion in the galaxy and the devastating wars which accompanied that expansion, it was not until 7051 that scientists had constructed crude devices that allowed one or two people to travel into the past. Each of the major galactic powers obtained these machines. Unfortunately, the governments began to see time travel as a weapon. With these new devices, they could attempt to "erase" important events in the past in order to destroy or dominate their neighbors. In 7054, the Time Wars broke out, beginning almost 100 years of chaos. Whole cultures were destroyed, and many of man's worlds were reduced to Stone Age technologies. Several alien allies suffered the same fate. Finally, all those involved realized that the wars were intolerable.

The Time Wars ended in 7154 with the signing of the Temporal Treaty. But the major powers soon realized that no treaty would prevent tampering from outsiders and mercenary travelers. Thus, in 7154, the major powers jointly established the Time Corps. They had created a "repair crew," an organization whose sole mission was to travel backward on the Parallel, restoring history to the way it "should" be.

And there we were. To avoid political tampering, the three powers gave us complete autonomy. We established a secret headquarters, to keep the mercenaries from wiping us out. Originally, we planned only to repair the timeline and disband. Of course, with the aliens and renegades in action, that became impossible.

The renegades are veterans from the Time Wars who pirate their way through history to enjoy a long and pleasant life. Most renegades seldom plan to cause changes, but they take no precautions against them. Their time-travel machines are crude and inaccurate compared to ours; consequently, they often cause problems by the very act of traveling. Not long ago, for instance, one of them popped into 50 B.C., and landed directly on Caesar himself. What a mess that was to fix....

THE CONTINUUM

One Universe through Time (One Parallel)

One Universe through Space
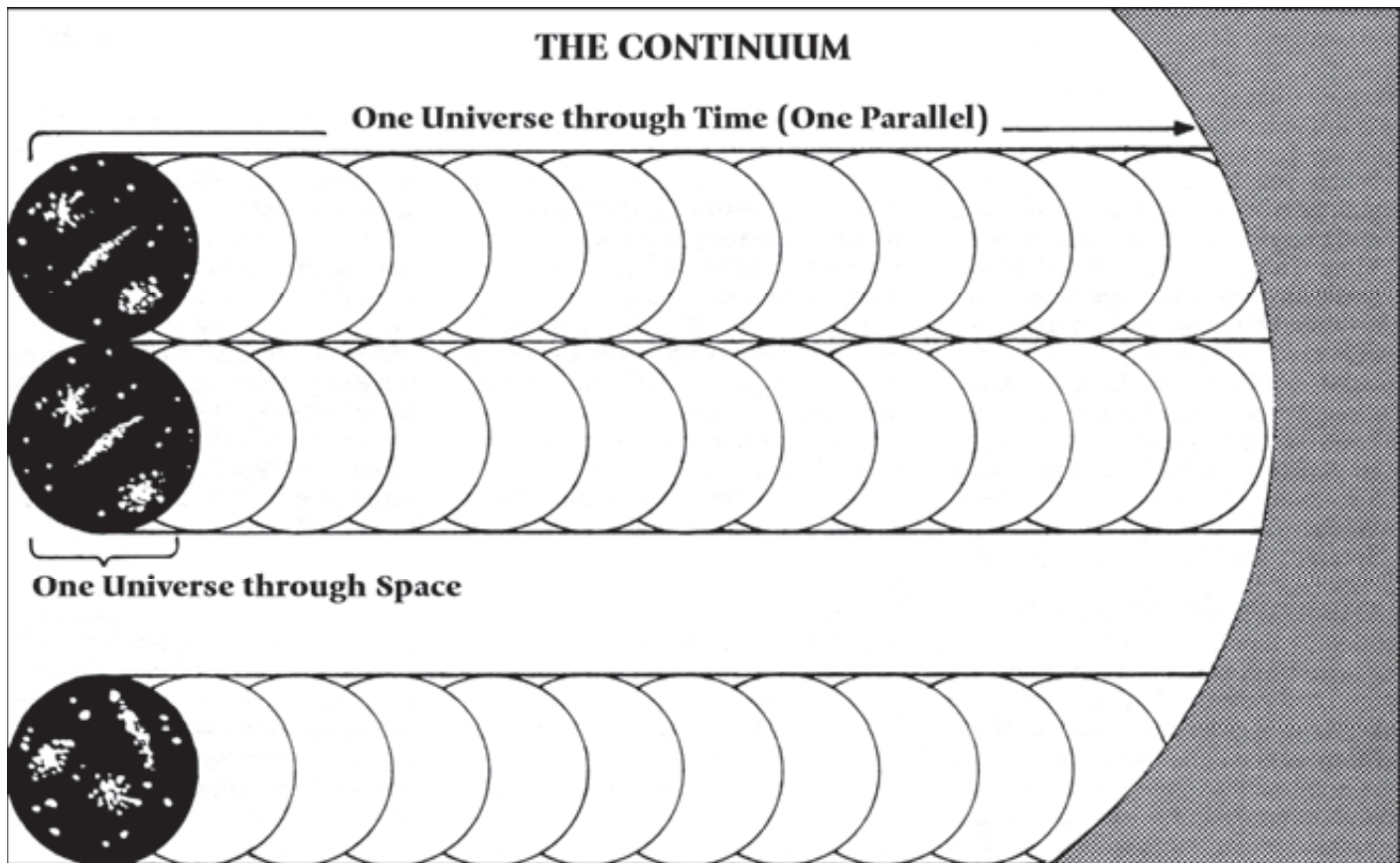
The Demoreans, on the other hand, have every intent of changing history. These are aliens from another Parallel who caught wind of our Time Wars, and were drawn here like flies to sugar. They saw the power that time-travel created. Now, they seek to change our history enough to bend our Parallel toward theirs, toward a destiny of their own choosing. Presumably, they hope to control us, becoming rulers over all things in our universe. Our job, of course, is to stop them.

PREPARING FOR THE MISSION

Most of your missions for the Time Corps will begin right here at headquarters—HQ for short. Our location is secret, so secret in fact, that most of you will never know it. Your time-travel machines are programmed to bring you here, but you will never know where "here" is. If just one agent who knew this location were forced to describe it to an enemy, our cause could be destroyed. I'm sure you understand our need for secrecy.

Nearly every Time Corps mission stems from an incoming report of alien or renegade action along a Parallel. The Sentinel, who once was a time-agent, too, makes most of these reports. From his position in the Out-time, he can watch all existing Parallels at once, and notice any travelers. But the Sentinel occasionally gets lost in his own philosophical musings, and we lose contact for a while. During those times, an agent may report a historical change before we hear anything from the Sentinel.

Our specialty in this division is Earth, and most of your missions will take place on this planet. In rare cases, however, you may find duty on other Parallels, especially if their history has somehow mimicked ours. No matter what your destination may be, each mission begins the same: with a briefing. We assemble your mission team here at HQ, and provide the best information possible about the situation you must face. We explain culture and current events. We outline the key personalities—who they are, what they do, and with

whom they should be doing it. These briefings are vital; without them you have only Paranormal Memory or your own Historical Specialty skill to tell you how things should be.

After the briefing, your team must report to Outfitting. Each agent receives bio-computer implants which allow them to master the appropriate languages. Those with Impersonation skill may undergo advanced plastic surgery. All receive costuming and equipment for the time and the challenge that awaits.

TIME TRAVEL PROCEDURES

With proper costumes and equipment your team reports to the Launch area. Your chronoscooter awaits, programmed for your destination. After you enter the vehicle, on-board systems verify your identity, then whisk you to the time desired. Instantly, painlessly, you arrive.

Standard operating procedure calls for agents to set their scooters on "vanish" immediately upon arrival. No alien or passing peasant should ever stumble across this crucial

equipment. The vanish mode sends your vehicle backward in time at a rate exactly equal to the forward flow. In a sense, the vehicle hovers just on the verge of "being," until you use your communicator to recall it. You may recall the scooter at any time, but it returns only to the original landing site, ready for the trip back to HQ.

THE BASIC LAWS OF TIME TRAVEL

The Time Corps may not suffer the rule of an outside government, but we answer to the greatest force of all: Nature. She binds us within the laws of the Continuum, and we must obey her to survive. As an agent of the Corps, you must learn four basic laws of time-travel: the Law of Identity, the Law of Preservation, the Law of the Time Barrier, and finally, the Law of Death.

THE LAW OF IDENTITY

The Law of Identity states that nothing can exist twice—or in two places—at the same time. Therefore, none of you can go on a mission during the time in which you've already lived. If you do, you must suffer the dreaded "loop trap."

The Loop Trap

Let's suppose one of you travels to June 5, 1580. You stay there a few days—until the 10th—and then return to HQ. So far, so good. Now suppose that you foolishly return to June 5, 1580 again. Instantly upon arrival, you begin to relive your first trip. On the 10th, you return to HQ, just as you did before. Shortly, you return to June 5th. You are a victim of the dreaded loop trap.

Fortunately, another time-traveler can pull you from this horror, provided he knows your location. On your own, you can never break the loop. In fact, you will never even recognize your fate. Should you ever fall into this trap, we hope that at least you relive pleasant times.

THE LAW OF PRESERVATION

The Law of Preservation states that time lines tend to repair themselves.

For instance, if Abraham Lincoln is killed while very young, someone else a lot like Lincoln may be born, elected President, even assassinated in 1865. Unfortunately, the more severe the change, (or series of changes) the less likely the timeline is to recover.

The Grandfather Paradox

A corollary of The Law of Preservation also explains the famous "grandfather paradox." This old paradox runs as follows: Suppose an agent—let's call him Harry—travels back in time. Unknowingly, he kills his grandfather, who's just a boy at the time. Well, if his grandfather dies as a boy, then Harry's father can never be born—so how can Harry exist to kill his grandfather? He can't, can he?

The laws of Nature do not permit this paradox to occur. In plain terms, it is a corollary of the Law of Preservation that a character's own actions will never result in his or her non-existence in the future. Just remember this: you can never kill an ancestor—not your own, anyway. Yours will be the gun that jams, the arrow that misses. Nature simply will not let you kill your own grandfather, or any other ancestor.

Unfortunately, Nature does nothing to prevent another time-traveler from killing off your ancestors. In fact, with one shot, an alien can erase a whole line of your family tree, right on up to you. For this reason, no Time Corps agent should advertise his or her ancestry. Bragging about your ancestors within earshot of the enemy is a good way to never have been.

Wiping out grandpa wipes out you, and all that you've ever done. We would miss you here at the Time Corps, and we would hate redoing all your missions, too.

THE LAW OF THE TIME BARRIER

The Law of the Time Barrier states that every Parallel has a barrier beyond which no one can travel. The Time Corps exists at the most advanced edge of that barrier. Many of you have traveled into the future to get here, but you can go no further. This is the end of the line. No future exists beyond now.

Of course, the barrier is always moving forward. With every breath, every second, new time becomes a reality, and the barrier advances. Tomorrow will come, but you must wait until it gets here to see it, just as any non-traveler would. The barrier means that we at the Time Corps get no free rides in our work. For example, you may be "stuck" on a

THE TIME BARRIER

Parallel T - 2 ——————→ ● 6800 A.D.

Parallel T - 0 ——————→ ● 7192 A.D.

Parallel M- 5 ——————→ ● 6500 A.D.

THE FUTURE YET TO EXIST
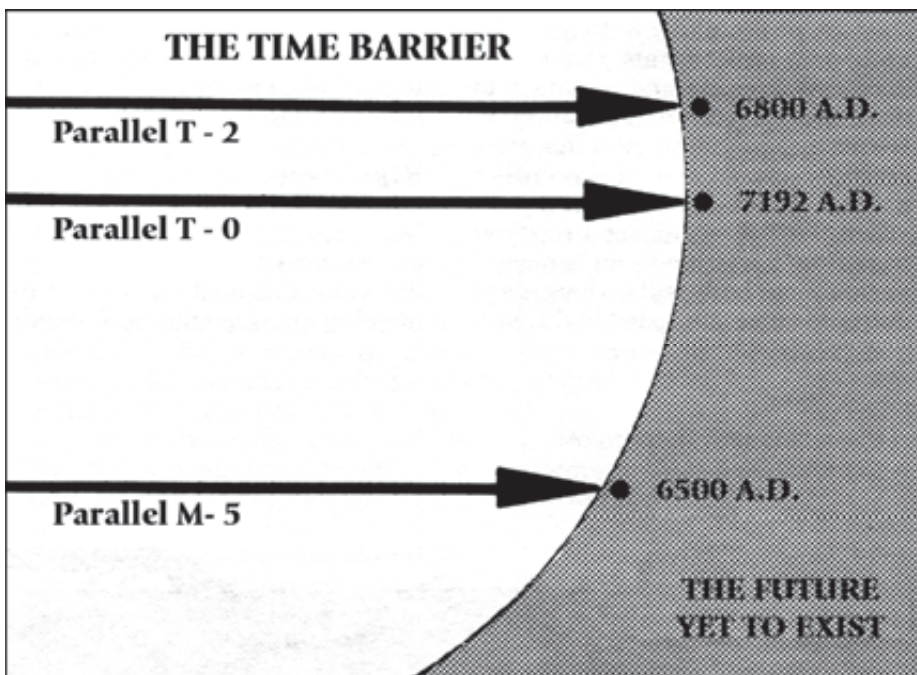
mission, not knowing what to do. Because of the barrier, you cannot travel into your own future to find out how you solved the problem. That future doesn't exist. We can sum it all up like this: if you haven't done something yet, it hasn't been done.

THE LAW OF DEATH

The Law of Death states simply that when a time-traveler dies, he is permanently dead. Any attempt to go back in time and prevent that death will fail. We have mastered many things in this century, not the least of which is time travel. When we infiltrate the past, we even master mortality, seeing that people live and die when they should. Ironically, though, that mastery does not extend to our own lives. When a time-traveler dies, he dies forever. Whether he's alien, renegade, or agent, Nature never permits us to reclaim him. We do not know the reasons why; we can only guess that it stems from the nature of time-travel itself.

RANK AND GRADE

Every agent in this Corps receives a title to reflect his or her level of experience. The Time Corps recognizes ten ranks, and ten grades within each rank. As new agents, each of you begins at Trainee rank. After completing one mission successfully, you receive the title of Trainee, grade 1. After your second mission, you become Trainees, grade 2. Each successful mission yields yet another grade. When you complete the tenth successful mission you advance to the next rank. Agent ranks are as follows:

1. Trainee
2. Probationer
3. Agent
4. Operative
5. Veteran
6. Lifer
7. Sentry
8. Time Guard
9. Protector
10. Timemaster

The highest standing in the Time Corps is Timemaster, grade 10.

Usually, agents retire from the field at that point and become leaders here at headquarters. I myself have attained this rank, and treasure the title dearly. It represents over a hundred successful missions—some good, some bad, all of them rewarding.

But some benefits beyond title do exist in our ranking system. With each new rank, agents receive the necessary training and attention to develop their skills and paranormal talents. Furthermore, at Lifer rank and beyond, the Corps begins to offer a virtual Fountain of Youth. At great expense of energy, we can bring you back from a mission as an "unaged" person. Your body will no longer age during the time you spend in the past

TIME CORPS REGULATIONS

Eight regulations govern the behavior of all Time Corps agents. Violations are punishable by loss of rank, and, in extreme cases, violators will be dismissed from the Corps and banished to a prison Parallel. Of course, as time-travelers, we all encounter temptations. But we also experience adventure, excitement, even perpetual youth. For that, and for the good of the Corps, we must uphold the following principles.

Regulation 1

No Time Corps agent shall ever needlessly or recklessly take human or friendly alien life.

Regulation 2

Renegades and Demoreans must be rendered ineffective. If at all possible, renegades should be captured and brought back to the Corps' HQ when appropriate. Demoreans should be destroyed.

Regulation 3

No agent shall ever undertake any time-travel without permission from the Corps.

Regulation 4

No agent shall ever leave any device, weapon, or item in a time

from which it did not originate. Nor shall that agent cause any such item to be left.

Regulation 5

No agent shall ever willfully or by carelessness reveal the existence of the Time Corps, the reality of time travel, or any other data, information, or idea which does not belong in the time at hand.

Regulation 6

No agent shall ever attempt to discover or reveal the ancestry of another agent.

Regulation 7

Renegade equipment must be destroyed. Agents on a mission may use such equipment in an emergency, but the equipment must still be destroyed after use. All such use of renegade equipment must be reported to the Corps upon completion of a mission.

Regulation 8

Agents may not return from a mission unless they have completed it or are forced to abort it The same team of agents will never be sent back to "repair" or "complete" a mission.

VIOLATIONS

Punishments for violating the regulations of the Corps are as follows:

First offense—demoted one grade.
Second offense—demoted one rank
Third offense—demoted two ranks, or banished to prison parallel.
Fourth offense—banished to prison parallel.

All punishments are subject to review by the Time Corps judiciary branch; punishments may be increased or lessened in severity according to the violation at hand, and the past record of the agent
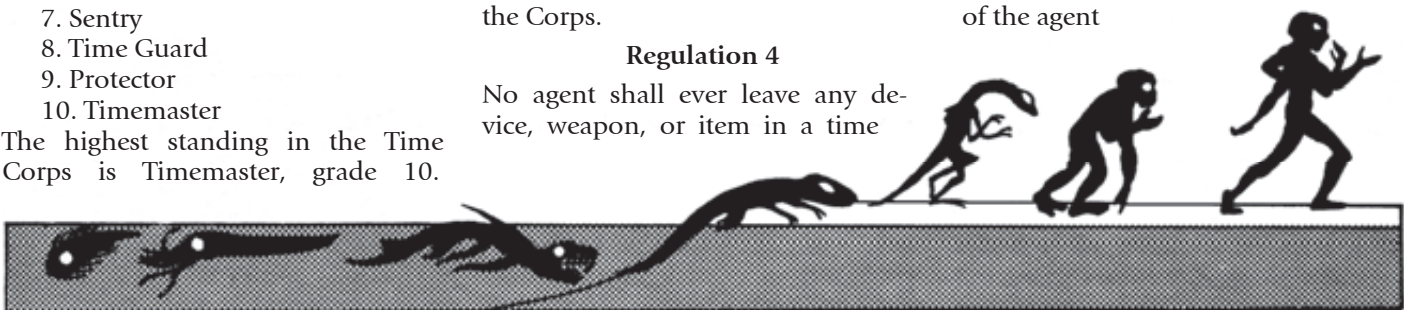
CHAPTER 3: CHARACTERS

All of the people (and for that matter, the aliens) in a TIMEMASTER adventure are called characters. Characters being played by the players are called player characters, or PCs for short. All the other characters in the game are called non-player characters, or NPCs. Usually, the CM plays all NPC roles. NPCs include minor characters, major villains, and anyone else that the PCs meet.

In Chapter 1, we touched briefly on what it takes to make a character: Basic Abilities, paranormal talents, and skills. This chapter explains how to put all these things together—and more—to create your own character. The eight Basic Abilities are explained in detail, as are character background and appearance. Skills and paranormal talents are explained in later chapters.

THE CHARACTER SHEET

During the game, each player keeps track of his or her character on a "character sheet." A blank sheet is provided at the end of the book, which you may copy to use during play. The character sheet is a good tool for learning about characters, since it shows what you need to know during an adventure.

Player: That's you. Record your own name on the sheet to help everyone keep track of "who's who."
Character. Record the name of your character here—the agent you're going to play.

Time Corps Rank/Grade: Every new character starts at Trainee rank, grade 0. This is written "Trainee/0."

Background: This includes a number of things: birth date, sex, reputation, etc. Refer to the upcoming section called "Background Notes" for more information.

Basic Statistics: These include the eight Basic Abilities, plus a few special scores:

Current Stamina: During the game, characters lose Stamina points due to fatigue or minor injuries. With a little rest, they can regain lost points. Stamina points are subtracted and added to the "current Stamina" score—the Ability score stays the same. Current Stamina may never exceed the original Stamina Ability score.

Recovery rate: This tells how fast characters can regain Stamina by resting.

Current Willpower: Like Stamina, Willpower may rise and fall during the game. The "current" Willpower score shows the correct level at any given moment. Characters lose Willpower points temporarily when they use certain paranormal talents, or suffer a paranormal attack. The original Willpower Ability score stays the same during the adventure, marking the character's maximum level of Willpower.

Unskilled Melee Score: This score equals a character's base percent chance to attack successfully in hand-to-hand fighting, when he has no skill for that kind of fight.

Penetration Bonus: Strong characters get a bonus to penetrate armor when they're using their hands to strike with or throw a weapon. (See Chapter 4 for more information.)

Wounds: In the TIMEMASTER game, wounds are serious injuries. Every character has a certain number of wound boxes, to show the number of wounds he or she can receive before dying. (The exact number is based on Stamina.) During the game, players must mark wound boxes to keep track of how many wounds their characters suffer. When the players run out of wound boxes to mark, the characters die. Fortunately, characters

can heal wounds with bed rest—if they get to bed in time. Players then erase the marks in the boxes, to show that the wounds have healed. (See Damage and Healing, Chapter 4.)

Skills: All characters have two skills automatically: Historical Specialty (for the period in which they were born), and Time Corps Stunner (for the weapon that puts characters to sleep). They also have two more skills of their own choosing. After that, additional skills must be acquired through the work of the character. (See Chapter 7.)

Paranormal Talents: Paranormal talents are special powers of the mind. All agents have Paranormal Memory, plus one other talent of their choice. Additional talents must be learned, or "developed," before characters can use them. (See Chapter 8 for more information.)

Paranormal Memory: When history is changed, all records change too. Paranormal Memory is a character's ability to "remember" what should have happened, when there are no accurate records or books to go by.

Success Points: For each successful mission, characters may earn Success Points. These points can be used to raise Ability scores, or to improve and acquire skills and talents. (See "Character Advancement" for more information.)

HOW TO CREATE A CHARACTER

Your first TIMEMASTER adventure, "Red Ace High," provides several "ready-made" characters for you to play. Sooner or later, however, you'll want to create your own characters, and the following steps tell you how:

1. Assemble the necessary equipment: a pencil, a piece of scratch paper, the three ten-sided dice, and a copy of the character sheet. Write your name on the sheet next to "player."

2. Decide upon your character s background, using the guidelines near the end of this chapter.

3. Choose two skills from Chapter 7. These skills are in addition to Historical Specialty and Stunner, which every character has. All skills must be compatible with your character's background. If your character has a profession, one skill must relate to it. Note: you may not choose any skills that did not exist during your character's native time—the time in which he lived before joining the Time Corps.

Example: A character who was a knight before he became a time-traveler might choose a skill for fighting on horseback. But obviously, he could not have skill with computers, because computer skills were not available until the 20th Century A.D. The CM may make a binding decision in any ambiguous cases.

After you've chosen two skills, write their names in the space provided on the character sheet. Also jot down the "Base Score" formula for each skill chosen, just as it is shown on the Skills Chart in Chapter 7.

4. To determine your character's Basic Ability scores, repeat this process eight times: First, roll 3d10 (add the results together). Then multiply the sum by 2. Finally, add 20 to this product. Your final result will be a number between 26 and 80. Jot this number down on your scratch paper. (Repeat until you have eight numbers.) If you have three scores of 40 or less, you may roll all such scores again. Your character would be "hopeless" with three scores that low.

5. Assign one of the eight numbers obtained in Step 4 to each of the eight Basic Abilities. The number you write down by each Basic Ability on the character sheet is your character's score in that Ability. You may assign the eight numbers to the Basic Abilities as you choose. Notice that Ability scores affect your skill scores, so choose accordingly.

6. Add your character's Strength and Agility scores together, divide this sum by 2, and round up any fraction.

Write the result on the character sheet as the character's Unskilled Melee score.

7. Use your character's Strength score and the chart below to find your character's Penetration Bonus:

Strength Score	Penetration Bonus
0-49	0
50-59	+5
60-69	+10
70-79	+15
90	+20

8. Fill in the character's Stamina recovery rate. To determine the rate, find the character's Stamina score in the ranges on top of the Action Table. The number of the column below equals the number of Stamina points the character can recover per round of rest. (See Chapter 4 for more information.)

9. Use your character's Stamina score and the chart below to determine the number of wounds he can sustain before being killed:

Stamina Score	No. of Wounds
26-36	11
37-47	12
48-58	13
59-69	14
70-80	15

There are 15 wound boxes on the character sheet. Each box corresponds to one wound. If your character should have fewer than 15 wounds (according to the chart above), draw a line through the extra boxes. You must ignore them during play.

10. Choose one paranormal talent from Chapter 8, which your character receives in addition to Paranormal Memory. Using the formula for each talent, find your character's scores. (Note that the formula for Paranormal Memory is already on the character sheet. The score for this talent will always be between 18 and 54.)

11. Find the character's base scores for each skill, using the formulas that you jotted down in Step 3. Be sure to find the scores for Historical Specialty and Stunner, as well as for the other two skills.

12. Find the character s actual scores for each skill by adding 15 to the base score obtained in Step 11.

13. Give your character a name. The best character names reflect the character's background and personality.

THE EIGHT BASIC ABILITIES

Every character has eight Basic Abilities: Strength, Dexterity, Agility, Personality, Willpower, Perception, Luck, and Stamina. Each Ability has a score. For normal human characters, Basic Ability scores range from a low of 26 to a high of 80. These scores have many uses: they help determine how well a character performs, how good his skills are, and—sometimes—whether he lives or dies.

Strength (STR)

Strength is a character's physical muscle power. As a general rule of thumb, the CM should assume that a human character can lift a maximum weight in pounds equal to Jive times that character's Strength score. That doesn't mean that anything less than maximum weight is easy; it just means it's possible.

Strength is used in the following ways in the game:

Feats of Strength: A character's Strength score is his or her base percent chance to perform some action depending on physical strength, such as lifting or moving a boulder, or shouldering down a door. Usually, a general Strength check should be required any time a character tries to lift over 100 pounds. Remember that no character can lift more than five times his Strength score in pounds.

Unskilled Melee Score = (Strength+ Agility)/2: A character's Strength score is averaged with his or her Agility score to produce that character's Unskilled Melee score.

Armor Penetration: A character's Strength score helps determine whether he or she receives a bonus to penetrate armor when using a weapon in hand-to-hand fighting. See the table in Step 7 of "How to Create a Character."

Dexterity (DEX)

Dexterity is a character's hand-eye coordination and nimbleness with his or her fingers. It is used in the following ways in the game:

Throwing and Firing: A character's Dexterity score is his or her base percent chance to hit a target when firing or throwing a weapon. (If the character has a skill with that weapon, however, his or her skill score equals the base chance.)

Hand-eye Coordination: A character's Dexterity score is the character's base percent chance to perform some action that depends upon good hand-eye coordination—catching a ball, for instance.

Agility (AGL)

Agility is a character's ability to control the overall movement of his or her body. It is used in the game in the following ways:

Nimbleness and Balance: A character's Agility score is the character's base percent chance to perform some difficult or unusual movement, such as leaping a wall, climbing a sheer surface, or swinging on a chandelier into a fistfight!

Unskilled Melee score = (Agility + Strength)/2: A character's Agility score is averaged with his or her Strength score to produce that character's Unskilled Melee score.

Personality (PER)

Personality is a character's ability to get along with and influence the opinions and behavior of others. It is used in the game in the following ways:

Dynamo or Dud?: A character's Personality score is that character's base percent chance to obtain a favorable reaction from an NPC when requesting assistance or generally trying to establish a friendly relationship.

Deception: A character's Personality score is his or her base percent chance to deceive, mislead, or otherwise use distortions of the truth to influence an NPC's behavior. Sad to say, work in the Time Corps may require agents to be less than candid, especially to the enemy!

Willpower (WPR)

Willpower is a character's mental fortitude. It shows his or her "staying power" in the face of pain, and affects the use of paranormal talents. Willpower is used in the game in the following ways:

Running on Empty: A character's Willpower score is the character's base percent chance to continue action in combat after being critically wounded.

Current Willpower: A character's current Willpower score is temporarily reduced when the character uses paranormal talents. In addition, characters may temporarily lose Willpower points due to paranormal attacks that aliens make
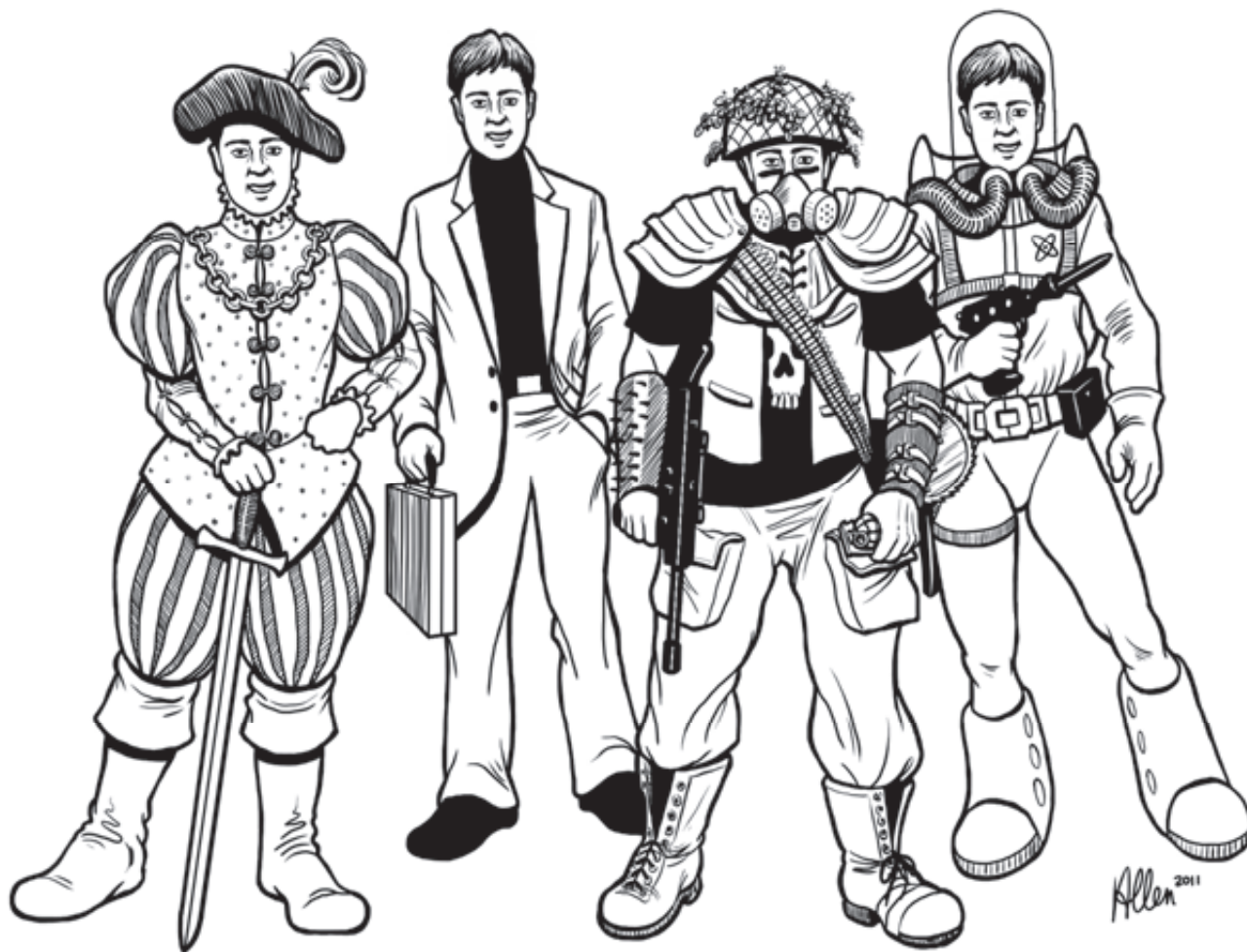
against them.

Paranormal Talents Defense Column: A character's Willpower score determines which defense column on the TIMEMASTER™ Action Table shows the results of paranormal attacks against the character.

Paranormal Talent Scores: A player character's Willpower score is a major factor in determining his paranormal talent scores. See Step 10 of "How To Create A Character."

Perception (PCN)

Perception is a character's ability to notice things in the environment around him. It is used in the game in the following ways:

Sleuthing: A character's Perception score is his or her base chance to notice small clues or hidden items. For example. Perception would be used to find out if the character notices a few blond hairs on an Arab's jacket, or two shoes barely visible below a curtain.

Judge of Character: A character's Perception score equals his or her base chance to judge characters—e.g., tell when they're lying or afraid. It is also the base chance to recognize a human imposter.

Paranormal Memory = (Perception + Willpower) / 3: A player character's Perception score measures part of his or her ability to remember "correct" history after history has been changed.

Avoiding Surprise: A character's Perception score is his or her base percent chance to avoid surprise in a combat situation.

Luck (LUCK)

Luck is the random factor which affects the lives of all player characters. Only player characters have a Luck score; NPCs do not. Luck is used in the game in the following ways:

Escaping Death: A character's Luck score is the base percent chance that the character is still alive when, according to all other rules of the game, the character should be dead. For example, a character with a Luck score of 36 has a 36% chance of still being alive (although certainly in

terrible shape) after falling off the top of a skyscraper.

Reducing Damage: A character may "permanently" deplete his or her Luck score by one or two points during combat in an attempt to reduce the amount of damage from certain attacks (see Chapter 4).

Lucky Breaks: The CM can use a character's Luck score to make checks when the character wants a "lucky break" and no other Basic Ability, paranormal talent, or skill score would apply to the situation.

For example, suppose a character is being chased by renegades in New York City in 1946. The player tells the CM his character is desperately looking up and down the street for a cab. The CM might decide to use the character's Luck score as the character's percent chance of hailing a cab in time to get away from his enemies.

Optional Luck Uses

In addition to the normal uses of Luck, the CM may, at his or her discretion, decide to use Luck in either of the two ways below. At the start of an adventure, the CM must tell the players whether he or she plans to use these options. The decision stands until the adventure is over; the CM can't change his or her mind while the adventure is underway.

The optional uses of Luck are:

Saved by the Bell: When a character is about to be killed, his or her Luck score equals the base chance that some small stroke of luck come will about, offering a second chance. In these cases, the character doesn't get what he asks for; he gets what the CM decides would be a minimum lucky event.

For example, let's say Fred is fighting in a public square. He's critically wounded, and close to death. His opponent lets out a growl, and gets ready to make the final blow. But suddenly (the CM rolls a successful general check against Fred's Luck score) a passer-by shouts at Fred's opponent, distracting him. Fred now has a few precious seconds of "free" time; what he does with it is his own decision.

Coincidental Rolls: Whenever a player makes a percent roll (for any reason), and the result equals his or her Luck score exactly, something moderately lucky will happen for the character.

Example: Fred, a character, is making a general Perception check during play. The dice roll equals his Luck score. The CM decides that Fred suddenly notices an extra clue. (Or if Fred were penniless, the CM might decide that Fred finds a bit of money; the CM can choose almost anything!)

Stamina (STA)

Stamina is a character's ability to sustain damage and undertake sustained, strenuous activity. Stamina is used in the game in the following ways:

Passing Out: A character's Stamina score is the exact number of damage points that he or she can receive before being knocked unconscious. During the game, players keep track of damage with their character's current Stamina. In the beginning, current Stamina equals the original Stamina score. But when the character takes damage, his or her current Stamina drops. Damage is never recorded against original Stamina; that score stays listed under Basic Abilities to show the character's "normal" state.

Wounds: A character's original Stamina score determines the number of wounds the character can take before dying. (See the chart in Step 9 of "How to Create a Character.")

Recovery Rate: A character's original Stamina score determines the rate at which the character can recover lost Stamina points. (See Step 8 in "How To Create A Character.")

ABILITY CHECKS

Ability checks can be either specific of general; they are called Ability checks because the check is rolled against a Basic Ability score.

Like all checks, Ability checks are required whenever a character tries to something that is clearly not a "sure thing." For example, let's say a character named Mira is riding a bicycle. Normally, she wouldn't have

to make a check for this action. But this time, she unexpectedly must throw on her brakes and swerve to avoid hitting a small child who suddenly appeared "from nowhere" between two parked cars. Now there is reasonable doubt that Mira can stay on the bike, so the CM asks Mira's player to roll a general check against her Agility. If Mira fails the check, she falls off.

A general Ability check can handle most situations that arise during an adventure. In Mira's case, either she falls off the bike or she doesn't; we don't need to know anything more. If the CM wants to add detail to the game, however, or is dealing with a complex situation, then he or she should use specific Ability checks, too.

Column 2 on the Action Table applies to most specific Ability checks. Use the key below to interpret the Ability check results.

ABILITY CHECK RESULTS KEY

L = *Limited success:* The character is barely able to perform the desired action. He or she may suffer damage if the action is dangerous.

M = Moderate success. The character can perform the desired action moderately well. He or she may still suffer some damage if the action is dangerous.

H = *High success:* The character completes the action very well. He or she suffers only minor damage if the action is dangerous.

C = *Colossal success:* The character does everything exactly right achieving exactly the desired effects. He or she suffers no damage, even if the action is dangerous.

K = *Not applicable:* "K" results don't apply to Ability checks; just ignore this code.

(Use the combat results keys below the Action Table as a guide for assigning damage. See also "Damage" in Chapter 4.)

Example: Using Ability Checks

Sometimes, characters want to do some pretty crazy things; that's half the fun of the game! In many cases, the CM must rely on his or her good judgment and common sense to decide which Ability checks to use, and then how to apply the results. Be fair. The example below shows how we think a good CM might handle a complex situation with Ability checks.

A group of PCs have time-traveled back to the age of D'Artagnan and the Three Musketeers. Upon arrival, they have promptly jumped into the middle of an old-fashioned tavern brawl. One of the characters is grabbing hold of a chandelier as he stands on the balcony railing above the bar-room. The character wants to swing out over the room, reach down in mid-swing to catch a rug with his sword, yank the rug in order to topple the oaf that's standing on it- then continue the swing, arcing upward, releasing the chandelier at just the right moment to crash feet-first through a window and land upright on the street outside. Now that's a lot of action! If all goes well, the sword will still have a rug dangling off the tip, and the poor oaf who was standing on that carpet will be sprawled on the tavern floor.

The CM decides that this complex set of actions requires three Ability checks: a general Agility check for swinging on the chandelier without falling, a specific Dexterity check for catching the rug with the point of the sword, and a specific Agility check for letting go, crashing through the window, landing properly, and taking no damage from the broken glass. The character, let's call him Harry Adams, has an Agility score of 64 and a Dexterity score of 56.

First Harry rolls a general Agility check for swinging from the chandelier. Harry (actually, the player playing Harry) rolls a percent and gets a result of 17. The roll is lower than his score, so Harry passes the check and swings off the balcony with ease.

Next, Harry rolls a specific Dexterity check to see if he can catch the rug with his sword. His player rolls a 50. Subtracting 50 from Harry's Dexterity score of 56, the CM sees that the Attack Margin is 6, and the row on the Action Table to use is

the "5-9" row. Ability checks are almost always on column 2. Cross-indexing on column 2, the CM finds that Harry has an "MK" result The "M" indicates moderate success; the "K" is ignored. (If you had problems following these steps, see "Specific Checks on the Action Table" in Chapter 1.)

Now the CM must decide what "moderate success" means in this situation. Clearly, Harry has hooked the rug with his sword, but also clearly, he hasn't done it as well as he had hoped. The CM thinks for a moment, then tells Harry (or Harry's player, really) that he has hooked the rug, but that the blade of the sword is cutting through it as he continues his swing. Harry's opponent, who is standing on the rug, will get to make a general Agility check to see if he can keep his footing. The CM quickly rolls a general Agility check for the NPC, and finds that even though the rug is being yanked, the big man is still standing. Harry, meanwhile, is swinging toward the window, his sword cutting through carpet as he flies.

"Harry" now rolls a specific Agility check to see if he can crash through the window, land on his feet, and take no damage from the broken glass. He rolls a 64, the exact score of his Agility. His Attack Margin for this check is "0." Cross-indexing to column 2, we find an "L," or "Limited Success" result. Because his check was not a failure, Harry has gotten through the window, but just barely. The CM tells Harry that his timing was a little off; he hit the side of the window, cutting himself badly as he fell through it, so that now he has landed in a bloodied heap on the street outside. Meanwhile, the big fellow inside is running toward the window, wearing a nasty scowl, and drawing a pistol that's crude and deadly—just like him....

BACKGROUND NOTES

This section offers guidelines for choosing the background and appearance of your new character. Of course, you can choose anything you want; there's nothing to stop you

from making up a ridiculous character! If you really want to play a sword-swallowing dwarf or a florist from the Saharan desert, go right ahead. The best games, however, come about when the characters are interesting—but not bizarre—and typical of their time period. After all, why choose a birth date if your character shows none of the signs of that time?

Date and Place of Birth

Player characters may choose a date of birth in the range from 3500 B.C. to 7171 A.D. We strongly suggest you choose a date and place of birth that corresponds with one of the major "event windows" listed in the TIME-MASTER™ Guide to the Continuum. Pick a date that's near the end of the "window," so you have more knowledge of that period. Characters born and raised in an "event window" have certain advantages when adventuring at that time, and they have similar advantages when traveling through nearby windows or similar windows in other Parallels. These advantages are fully explained in Chapter 7, "Skills."

Age at Time of Recruitment

Characters can join the Time Corps at any age, but most should be between the ages of 21 and 50. Younger characters have more flexibility in adventures, since agents cannot go on missions during their exact "native time"—the time in which they lived before joining the Corps.

Sex

Player characters can be either male or female. Some things never change.

Education and Profession

Education and profession should match the character's native time (the time preceding his or her life as a time-traveler). Remember: the character must also choose at least one skill to go along with his or her profession. Furthermore, not one Time Corps agent is a crook; all former professions must be ethical! The player can invent an education to go along with his or her character's profession. For example, a medical doctor born in the 1950s might have studied at Harvard Medical School or Johns Hopkins; a gladiator born in 184 A. D. might have learned his skills at a Roman gladiatorial school.

Race and Nationality

Player characters may be of any race and nationality consistent with the rest of their background.

Height and Weight

The following chart gives standard heights and weights for PCs from the 20th century and beyond. Since people born before the 20th century were often shorter, you might want to adjust the measurements for your character.

HEIGHT	WEIGHT	
	Male	Female
4' 10" - 5' 0"	110-140	80-120
5' 1" - 5' 2"	120-140	90-130
5' 3" - 5'4"	130-150	100-140
5' 5" - 5' 6"	140-160	110-150
5' 7" - 5' 8"	150-170	120-160
5' 10" - 5' 11"	165-185	140-170
6' 0" - 6' 1"	175-195	145-175

Reputation

Reputation tells what other people thought of the character during his native time. Players can also add any special likes, dislikes, or special traits they want their characters to have. For example, a character who was a lawyer in England under Henry VIII might have a reputation as an "up and coming" young man at court, whose tastes included a special fondness for fine clothing and a loathing for Spanish wines.

Make sure you choose a fairly low-key reputation for your character; no time-traveler can be significant during his native time. If a time-traveler were famous and important then, he or she would have disrupted history by joining the Time Corps.

CHARACTER ADVANCEMENT

Player characters advance in two ways: by gaining ranks in the Time Corps, and by improving their Abilities, skills, and talents. After each successful mission, agents may advance one grade within the Time Corps. In addition, they may earn Success Points: points that show how well they did their job. Player characters use Success Points to raise their Basic Ability scores and skill scores, or to acquire new skills and paranormal talents.

In Chapter 1, we defined significance: the measure of how much impact someone, or something, has on history. Every TIMEMASTER adventure has a significance rating from 1 to 1000. If the player characters do everything perfectly (which is unlikely), the significance rating equals the number of Success Points that the characters earn for the adventure. But player characters, as we said, are rarely perfect

Most NPCs and events in an adventure also have a significance rating. During play, the CM keeps track of the significance ratings for things that the PCs either allow to change, or cause to change, from the way history said it should be. NPC deaths are included. In this way, the CM keeps an ongoing tally of "mistakes" that the agents make. At the end of the game, the CM adds up all the significance ratings for these "mistakes" and subtracts it from the significance rating for the adventure. The difference equals the amount of Success Points that the characters must divide equally amongst themselves.

Player characters should be proud of themselves if they manage to earn Success Points, even if they don't earn the total value of the adventure. Sometimes, they may not earn any points at all. Player characters earn no success points in these two cases:

1. If they fail to complete the adventure successfully, as described in the briefing.

2. If they inadvertently change history (even if they complete the adventure successfully).

Significance Checks

Significance checks determine whether characters have changed history during a mission. When the PCs have completed a mission successfully, the CM adds up the significance ratings of all the "mistakes" the PCs made. Then the CM secretly rolls a significance check

against this sum. Significance checks are very special; they are neither general nor specific checks. Instead, they follow a procedure all their own:

1. The CM rolls all three ten-sided dice and reads them as a three-digit number between 001 and 1000. A roll of "0" on all three dice counts as "1000."

2. The CM compares this number to total for "mistakes" in the adventure. If the number the CM rolls is higher than the mistakes total, the player characters have not changed history. If the number the CM rolls is equal to or smaller than the mistakes total, then the PCs have unintentionally changed history, even though they have successfully completed the mission or adventure they were assigned. They earn no Success Points.

3. If the PCs change history, the CM must now subtract the number rolled in Step 1 from the mistakes total. Next, the CM finds this difference on the Historical Changes Chart provided with each adventure scenario. This chart tells the CM which changes in history have occurred. The player characters will not detect these changes until they return to Time Corps headquarters, where they may learn of them either by successfully using Paranormal Memory, or by a direct message from the Time Corps Sentinel.

Bonus Success Points

The CM may, at his or her option, award bonus Success Points at the conclusion of each gaming session to reward outstanding play. Outstanding play includes things such as playing the character almost as well as an actor would, coming up with a particularly good plan to solve a problem, risking the character's life for the benefit of the group of characters, and so forth.

The CM should award bonus points in multiples of 10. The maximum award is 50 points for a single character in one gaming session.

Using Success Points

Success Points are like money in the bank for player characters. Players can save them up or spend them right away—it's their choice. What can they buy? Higher skill scores, higher Ability scores, brand-new skills, and new paranormal talents.

The table below shows what the player character can buy with Success Points, and how much each item costs.

Players should keep track of Success Points on their character sheets, adding and subtracting from the total as their characters earn and spend the points. Characters may only "shop" at the end of an adventure.

Notes:

1. Basic Ability scores have a maximum value of 80; players may not raise scores above this limit.

2. Raising an Ability score may cause another score to rise, too: check the formulas for skill scores, paranormal talent scores, and the Unskilled Melee score.

3. PCs always buy new skills at Specialist level. They cannot raise that level until after the next adventure.

4. PCs cannot raise a skill more than one level after any given adventure. (There's no limit on how many skills they raise, though.)

5. As long as they can afford it, PCs can buy any number of paranormal talents, and any number of skills, after an adventure.

6. Characters may spend Success Points on any skill of their choice; only newly created characters are restricted to skills that match their background.

Character Rank and Grade

If characters earn regular Success Points for a mission, they automatically rise one grade within the Time Corps (see Chapter 2). After earning Success Points for ten missions, characters rise one rank. When characters earn a new rank title, they automatically gain one new skill or paranormal talent of their choice, at no cost in Success Points. If

the PC chooses a skill, he receives it at Specialist level.

When agents reach the highest rank and grade in the game—Timemaster/10—they no longer receive Success Points. The PC is usually promoted into a leadership position at HQ, and is effectively out of play.

Note that ranks within the Time Corps do not give PCs the right to order other PCs around. Rank merely promotes respect; it does not represent authority.

Violations and Punishment

Characters who are demoted in the Time Corps for violating regulations earn no Success Points until they regain their original status.

SP COST CHART	
Use	**SP cost**
Acquire new skill	50 per skill
Acquire new paranormal talent	200 per power
Raise Basic Ability score	50 per point
Raise skill level from Specialist to Expert	100 per skill
Raise skill level from Expert to Master	150 per skill

CHAPTER 4: BASIC ACTION

GAME TIME

Just as time passes for people in the real world, so it passes for characters in a TIMEMASTER game. The CM must keep track of two different kinds of time: real time and game time. Game time reflects time that passes for the characters, while real time reflects the time that passes for the players.

Often, the amount of real time that passes is different from the amount of game time that passes. For example, players may take 30 minutes to plan their characters' attack against a band of Demoreans disguised as ancient Romans, and then to put that plan into action. But only a few minutes of game time may pass for the characters during the fight.

The CM controls the passage of game time, depending upon what the characters are doing. If they spend a rather eventless day (for example, gathering provisions or traveling at sea) the CM can measure game time in days or hours. When the action gets tense, however, the CM has to measure game time very carefully—breaking hours into minutes, and minutes into rounds.

A round of game time equals 5 seconds of time for the characters. You must use rounds whenever the characters fight something, and whenever they try to avoid fighting something that wants to fight them. In other words, use rounds to measure time in any "fight or flight" situation.

At times, you might want to group the rounds together into minutes, to measure something less precisely than you would measure combat. For example, if characters are hot on the trail of an enemy, use minutes to handle the pursuit, and switch to rounds when they actually encounter him. One minute equals 12 rounds.

SURPRISE

Whether the characters throw caution to the wind or plot their every move in detail, they can never control the unexpected; sooner or later, something will take them by surprise. Surprise plays an important role in this game, especially during a fight. It can stop players dead in their tracks, and cause even the best of plans to fail.

Surprise Checks

A surprise check is simply a general check against Perception. It determines whether a character can respond immediately to an unexpected situation, or whether he stands there gawking and frozen in place.

Usually, characters only check for surprise in threatening situations; they don't have to make a surprise check every time a stranger passes on the street! A character must make a surprise check immediately whenever:

1. An unexpected person or animal suddenly comes into view, or is suddenly sensed by the character.

2. Someone—or something—ambushes the character, attacking him from concealment.

3. Unexpected circumstances arise, and the CM decides they require a surprise check.

The CM should make sure that all surprise checks are made the instant any of the above conditions are met. Immediately, all actions must freeze. If the character must check for surprise while he's moving, then he must stop moving until the surprise check is resolved. If he passes the check, he finishes the movement as if nothing had ever happened. If he fails the check, here's what occurs:

1. He "freezes" on the spot, remaining stationary in the location at which he failed the check. He can't take any other action for the rest of the round—that means no combat skills, no paranormal talents, no running away, ...nothing.

2. His Unskilled Melee score becomes zero for the rest of the round. Surprised characters can, however, make use of defense rolls during missile attack, and they can use Luck to modify that roll. You'll learn about all these things in a minute, when actual combat is explained.

FIELD OF VISION

In the TIMEMASTER game, your field of vision defines the area you can see under normal conditions without turning your body. It's important to know this area for two reasons: First, if you can't see something, you can't fire or throw a weapon and hit it. Second, if that "something" suddenly jumps into your field of vision, you must check for surprise. The diagram below shows a character's field of vision. If the character turns to face another direction, he sees a different area, but it has the same dimensions as the first one. Sometimes, though, a character's field of vision is blocked. Trees get in the way; so do crowds and other things. Darkness can make it hard to see much of anything. The CM should use his or her discretion to determine how much a character can see.
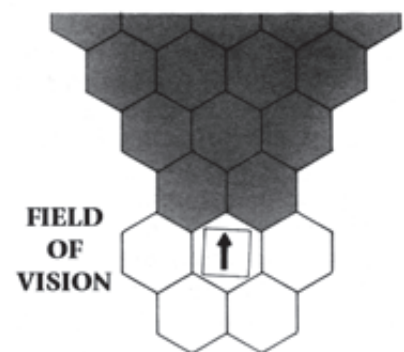
Watching Behind

If (as a player) you say that your character is "watching behind," you can increase your character's field of vision to a full circle (360 degrees). If your character is moving, he or she has to slow down, since characters must essentially stop and turn around to look behind themselves.

Characters cannot run (or sprint) while watching behind, and if they're walking, they must deduct 10 feet from the distance they can normally cover each round.

The CM should allow "watching behind" only when characters (and not just the players) have reason to keep close watch of the world all around them. Use a general Perception check to resolve any question of whether a character has a reason to watch behind: characters who pass the check can watch behind.

SEQUENCE OF PLAY DURING A ROUND

In a game that can span the eons, one round (five game seconds) may not seem like very much. But a lot can happen in a round: someone fires a weapon, someone punches an enemy, characters flee, characters fall, and others stand dumbfounded in surprise—the list can go on and on! Fortunately, the rules of the game provide a system for creating order from chaos: the Sequence of Play.

The Sequence of Play determines the order in which events must take place in a round. If you follow the Sequence of Play, you can determine the outcome of each action quickly, and players can concentrate on the adventure instead of worrying about the rules.

Three combat forms can take place in a round: paranormal, missile, or melee. Paranormal combat just means the character uses a paranormal talent. Missile combat means throwing or firing a weapon, and melee is hand-to-hand fighting. Each player may choose one (and only one) of these to use in a round. Once the player chooses one of these three, his or her character cannot use any other combat form that round.

The rest of this chapter fully describes how the Sequence of Play works. For now, look over the steps below, and try to keep them in mind. During play, you'll probably want to refer to the list on the back cover, below the Action Table.

The Sequence of Play

1. CM declares NPC and animal actions, including movement, combat form, and first attack.
2. Players declare their PCs' actions, including movement, combat form, and first attack.

3. Both sides roll for initiative, to determine who goes first.
4. Side A (the side that wins initiative) uses paranormal talents.
5. Side A throws or fires missiles.
6. Side A moves.
7. Side B fires or throws missiles in defense. (To do so, they must have declared missile combat in Step 1 or 2.)
8. Side A melees.
9. Side B uses paranormal talents.
10. Side B fires or throws missiles.
11. Side B moves.
12. Side A fires or throws missiles in defense (To do so, they must have declared missile combat in step 1 or 2).
13. Side B melees.
14. Stamina Loss and Recovery.

Note: Surprise checks may be made during any step of a round, as called for by the situation.

COMBAT PROCEDURE

As you can see by looking at the list above, most of the Sequence of Play revolves around the three forms of combat: paranormal, missile, and melee. In any given round, a character may use only one form of combat, which must be specified during the declaration step.

Any time combat occurs, players must follow combat procedure. The combat procedure doesn't change the Sequence of Play; it expands it, allowing you to determine the outcome of any attack as soon as it is made. The following steps make up the com-bat procedure:

Combat Procedure

1. Attack Declaration. This step only applies to characters who can make more than one attack each round—firing more than one shot, punching more than once, etc. Only skilled characters can make more than one attack. Every character's first attack is always specified during steps 1 or 2 in the Sequence of Play. When the character is making a subsequent attack (including defensive missile fire), he or she declares it now. Be sure to specify your target.
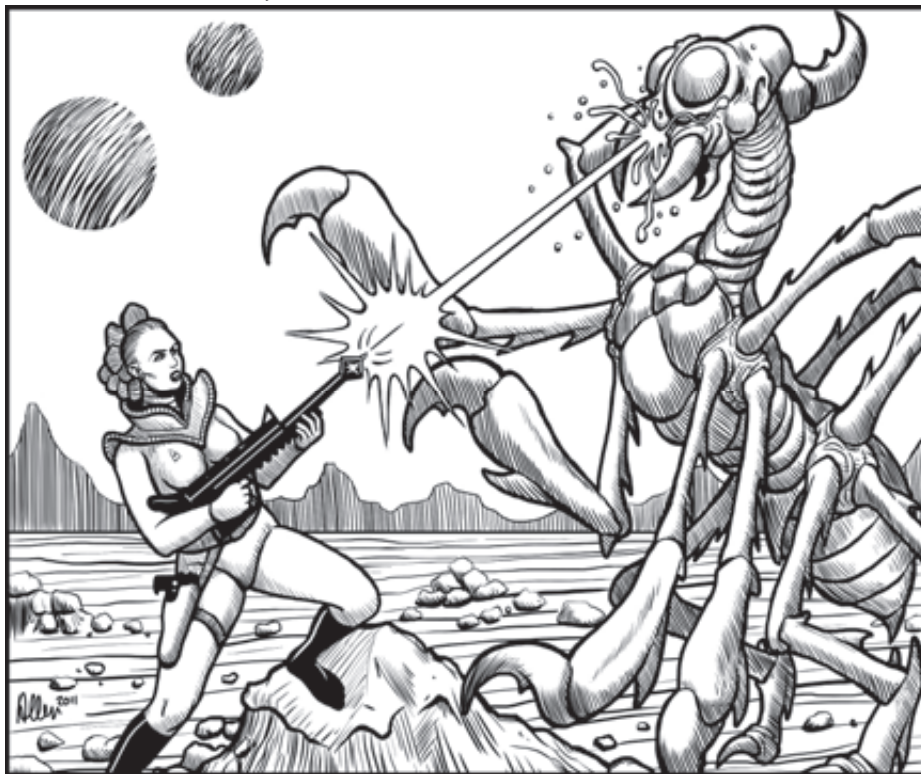
DEFENSE COLUMN CHART	
Attack Type	Defense Column
Missile Attack	Defender Rolls 1d10 and adds any luck spent to the die roll. Resulting number is number of the Defense Column (10 maximum).
Melee Attack: Defender has declared use of a melee skill as action for the round.	Use column beneath the range of numbers that contains the defender's skill score.
Melee Attack: Defender surprised.	Use Column 1.
Melee Attack: Defender doing none of the above.	Use column beneath the range of numbers that contains the defender's Unskilled Melee score.

2. Base Chance Determination. In this step, you must figure out the attacker's base chance to attack successfully—his chance before modifiers are applied. The base chance depends upon the attack form:

a. Paranormal Talent = PT score.

b. Missile = Skill score or Dexterity. If the attacker is using a weapon skill, the base chance equals his skill score. If the attacker doesn't have skill with the weapon, use his Dexterity score.

c. Melee Attacks = Skill or Unskilled Melee score. As with missile attacks, if the attacker is using a skill, his base chance for success equals his score for that skill. If the character isn't using a melee skill, however, his base chance for success equals his Unskilled Melee score.

3. Strike Number Determination. The strike number is the attacker's exact chance for success. It is simply the base chance with a few adjustments to reflect the attack at hand: how far the target is, whether the target is moving, whether the attacker is moving, etc. The upcoming sections list the modifiers for each combat form, which you must subtract from (or add to) the base chance to figure out the strike number. There are no modifiers for paranormal talents.

4. Defender Luck Use (for missile attacks only). If the defender is a player character, and a missile attack is in progress, the defender may now choose to "spend" up to 2 Luck points from his Luck score. The points will lessen the injury he or she takes if the attack succeeds. Of course, at this point, no one has rolled dice to see if the attack succeeds, so the outcome is still in question. Even if the attack fails, the Luck points are gone. Step 5 explains how to use Luck points to reduce injury from a successful attack

5. Roll to Strike. Roll a specific check against the attacker's strike number. If the attack fails, combat procedure is over. If the attack succeeds, subtract the result of the roll from the strike number, and find the difference on the Action Table, under "Attack Margin." As with any specific check, this determines which row contains your combat result. The defense column varies according to the attack and how much Luck the defender spent in step 4. See the Defense Column Chart to figure out which defense column to read.

6. Apply the Results. To find the result of the attack, cross-index the attack row with the defense column. Then read the result on the appropriate key. If the character attacked with a weapon, use the Armed Combat Results Key. If he attacked only with his body, use the Unarmed Combat Results Key. Both of these keys are beneath the Action Table. Keys for paranormal talents are listed in Chapter 8. After you find the result, apply the effects immediately, including wounds and damage. (Wounds and damage are explained later in this chapter, after the descriptions of each combat form.)

Called Shots in Combat

When characters "call a shot," they say what outcome they'd like their actions to have. "C" results on the Action Table always indicate success. In missile and melee attacks, called shots usually tell two things: 1) location ("I'd like to shoot him in the leg"), and 2) approximate amount of injury. This does not mean that attackers may say, "He should lose six Stamina points and die." It only means that attackers may request that their attacks cause the damage listed under "S," "L," "M," "H," or "C" on the results key.

Here's an example: Let's say that Bob, an agent, wants to stab a nasty NPC in the leg, but he only wants to inflict "M" ("Medium") damage, not "C" damage. He specifies all of this in his called shot. If the attack result is a "C" on the Action Table, then Bob's wish comes true. He stabs the leg, and the CM follows the instructions under the "M" result to find out exactly how much damage the stabbing caused.

Note: No character may make called shots for paranormal attacks.

Helpless Defenders

Sometimes, a defender is totally unable to defend himself: he is unconscious, bound, or otherwise helpless. In these cases, the attacker always succeeds with a missile or melee attack; no dice roll is needed. In this instance, and this instance only, characters may make "killing" a called shot.

If the defender is a PC, he can make a Luck check, as explained later in the section "Damage from Combat."

LEARNING THE SEQUENCE OF PLAY

DECLARATION

Steps 1 and 2 in the Sequence of Play are called the "declaration steps" of the round. Both the CM and players must declare what movement and combat action they plan to take-even though they still have no idea which side will get to go first. After the CM or a player declares an action, he

cannot change his mind; characters must make every effort to carry out declared actions. Of course, an *opponent* may make a declared action impossible later on—but then, that's the nature of combat.

Follow the instructions below during every declaration phase.

All players, including CM: Declare what movement, if any, your character will make, and declare which combat form your character will use, if any. Choose from paranormal, missile, or melee. Declare your first attack, and specify the target. (Many characters only get one attack; but if they can make multiple attacks in a round, they can wait for the appropriate attack steps to choose and declare subsequent attacks.) If your first attack includes a called shot, you must declare the called shot now.

CM only: Follow the instructions above, but describe only what the PCs will see, sense, or notice; don't give the players information that their characters wouldn't have during combat Make mental or written notes of anything you don't describe; you still have to make a declaration and stick to it, even if part of your declaration is secret. If an opponent makes a paranormal attack, tell the players that the opponent is standing still, in a trancelike state. Don't say who he's attacking, or which talent he's using.

WHO GOES FIRST?

Within Each Round: Initiative

Initiative determines which side gets to go first during a round—the characters controlled by the players, or those controlled by the CM.

To determine initiative, each side rolls 1d10. (Players choose one "roller" amongst themselves.) The side rolling the highest number wins. In case of a tie, roll again. In the Sequence of Play, the side that wins initiative is called Side A. The side that loses is called Side B.

Within Each Step

During any given step of the round, the CM determines who goes first.
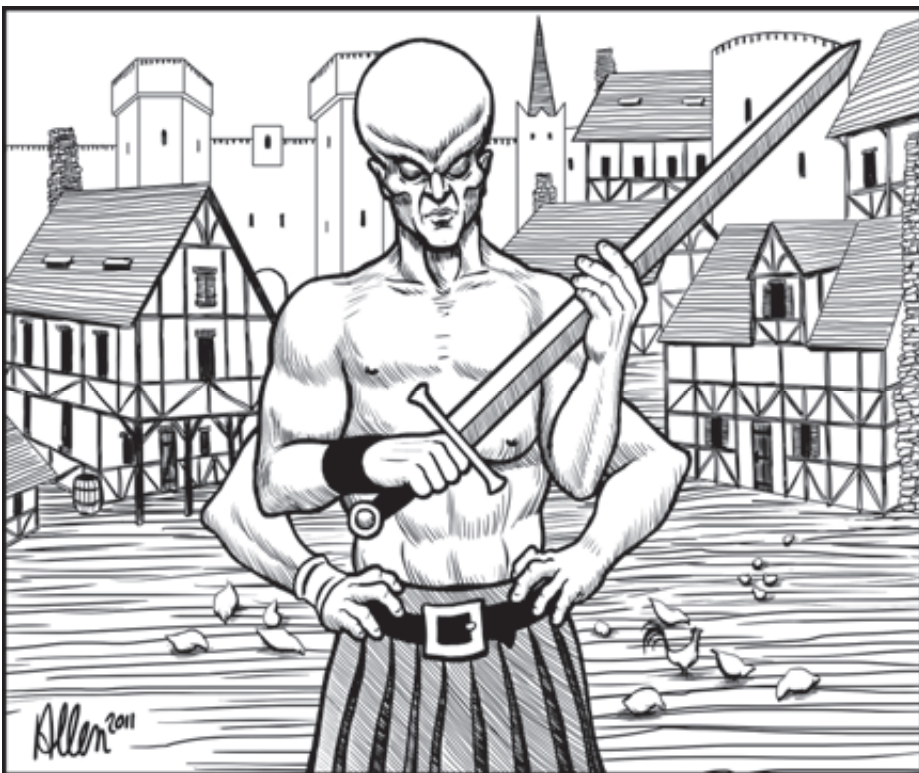
For example, when the Sequence of Play calls for Side A to resolve missile combat and two players on Side A have declared missile combat for their characters, then the CM decides the order in which the characters fire or throw their weapons. If a dispute arises, the CM should declare that the character with the highest Willpower score goes first If any character is firing (or throwing) more than one missile that step, then he or she must fire them all before the other character acts. The rules in this example apply to all three combat forms: the CM determines the order in which the PCs attack, and each PC must finish his attacks in that step before the next PC begins.

PARANORMAL TALENTS IN COMBAT

Paranormal talents play a special role in combat. Unlike the other two combat forms—missile and melee—paranormal combat is usually non-aggressive. For example, the talent to "Ignore Pain" affects the user, not the opponent. (In contrast, most characters would never fire a weapon against themselves, or start punching their own faces during combat.) A few paranormal talents do affect an opponent directly, but such talents belong to the Demoreans, not the PCs.

Paranormal combat is special for another reason, too. Because paranormal combat requires total concentration, characters cannot do anything else during the round—they cannot even move. Characters who elect to use a paranormal talent during a round do not declare movement.

Willpower Loss

Paranormal talents relate strongly to Willpower. Like Stamina, Willpower has a current value, which can rise and fall during play. Characters must spend Willpower points to use paranormal talents. Furthermore, some paranormal attacks cause the defender to lose Willpower. Like Stamina, Willpower can be regenerated, but a severe loss of Willpower means problems for the character.

Characters whose current Willpower drops to 20 or below refuse to fight and try to move immediately to the nearest place of

MISSILE COMBAT

Any time a character throws or fires a weapon at a target, he is attacking with a missile. Missiles include bullets, arrows, laser beams, rocks, javelins, and shurikens—just to name a few.

Skilled vs. Unskilled Attacks

Unskilled characters may only make one missile attack per round (the same applies to melee). Skilled characters can often make more missile attacks, each round, depending on their weapon and level of skill. For instance, characters with firearms skills gain one extra shot per level of skill, up to the maximum possible for the weapon. Skilled characters also have a better chance to hit their targets; they use their skill score, while unskilled characters use Dexterity.

Sighting

Characters cannot make a successful missile attack against targets they cannot see. It's that simple. Refer to the section on Field of Vision to determine whether characters can see their targets. During missile fire steps, characters can turn to face targets that used to be outside their fields of vision, with one provision: they must have a valid reason for turning. (Be careful, CM: players may know where a target is, while their characters do not! Use a general Perception check to resolve any doubtful cases.)

There is one exception to the "If you can't see it, you can't hit it" rule: hand grenades. Characters can throw hand grenades into an area where they know an enemy is lurking, even if the enemy is currently hidden from view.

In moving crowds or heavy traffic, characters may at best have fleeting glimpses of a target. Dense foliage can create the same effect. In these cases, the CM might wish to have the character pass a general Luck check to determine if the target is in view.

Missile Attack Modifiers

An attacker's chance of using a missile successfully equals a base score plus or minus certain modifiers.

MISSILE ATTACK MODIFIERS			
Target's Declared Action or Situation This Round		Attacker's Declared Actions or Situation This Round	
Walking	-10	Walking	-10
Running	-20	Running	-20
Sprinting	-30	Sprinting	-30
Falling/Diving	-40	Falling/Diving	-40
Going to cover	-20	Going to cover	-20
Behind cover	-30	In slow vehicle	-10
In slow vehicle	-10	In fast vehicle	-30
In fast vehicle	-30	Charged or meleed this round	-40
Prone	-10	Getting up, and/or turning more than 60 degrees	-20
Swimming	-30	Drawing this round	-20
		Firing more than one weapon	-20
		Aiming a single shot*	+10
		Second shot in a round	-10
		Third shot in a round	-20
		Fourth shot in a round	-30
		Unskilled riding	-40
		Range modifier	*Varies—see weapons chart*

* Applies only to characters skilled with the firearm, and who choose to fire only one shot this round.

Notes:

Falling/Diving: An attacker may fire only when leaping intentionally from a height of 10 feet or less; the attacker may not fire while unintentionally falling. In either case, the attacker suffers normal falling damage.

Going to cover: A character is "going to cover" if he or she does not begin the round behind cover and ends the round behind cover, or moves from one covered location to another covered location and is fully visible at any point along the move. Use the modifier for running or sprinting instead of this modifier if the character runs or sprints to go behind cover.

Behind cover: Use this modifier if the target keeps at least half of its body behind cover for the whole round.

In slow vehicle: Any vehicle moving 20 m.p.h. or less is a slow-moving vehicle. Note that a target in such a vehicle will probably also be behind cover. See "Vehicles in Action."

In fast vehicle: Any vehicle moving faster than 20 m.p.h. is a fast vehicle. Note that a target in such a vehicle is probably also behind cover. See "Vehicles in Action."

Prone: This modifier applies only if the attacker is not 10 feet or more higher in elevation than the defender. Otherwise, the defender gains no benefit for being prone.

Charged or melee attacked: Any character being charged or melee attacked this round, regardless of initiative or any other previous results, suffers this modifier on all missile attacks during the round.

Firing burst: A burst is a special type of fire from an automatic weapon. Bursts are explained in detail in the section "Automatic Rifles."

---

safety. This reaction must occur; the CM should never allow players to break this rule.

A character whose current Will-power drops to zero is completely confused. He or she cannot fight or interact with other characters. He or she can't do anything at all without simple directions from others which take no more than one round to complete, such as, "Get up," "Come over here," or "Sit in this chair."

Refer to Chapter 8, "Paranormal Talents," for more information on how these talents work.

MISSILE WEAPONS						Notes:
Type	Range Modifier (per 10 feet / per 100 yards)	Ammo	ROF	RL	Mounted Use?	

SHORT RANGE WEAPONS

Type	Range Modifier	Ammo	ROF	RL	Mounted Use?
THROWN WEAPONS					
Axe/Tomahawk	-30	NA	1	NA	Yes
Dagger/Knife	-20	NA	1	NA	Yes
Javelin	-05	NA	1	NA	Yes
Shuriken	-25	NA	4	NA	Yes
Spear	-20	NA	1	NA	Yes
Hand Grenade	-30	NA	1	NA	Yes
SPECIAL WEAPONS					
Blowgun	-20	1	1	NA	No
Bola	-10	NA	1	NA	Yes
Sling	-05	UL	1	NA	No
SHORT RANGE FIREARMS					
Antique Pistol	-15	1	1	4	Yes
Revolver	-07	6	4	2*	Yes
Automatic Pistol	-12	8	4	1	Yes
Shotgun (double barrel)	-04/120	2	2	1	Yes
Shotgun, pump	-04/120	5	4	2	Yes
Time Corps Stunner	-20	8	4	2	Yes
LONG RANGE WEAPONS					
Arquebus	-05/150	1	1	12	No
Musket	-02/50	1	1	+++	No
Dragoon Musket	-05/120	1	1	+++	Yes
Rifle	-.5/15	1-10**	1-4**	1	Yes
Automatic Rifle	-.5/15	1-20	4***	1	Yes
Photon Rifle	-.5/10	1-50	4***	1	No
BOWS AND ARROWS					
Crossbow	-02/50	1	1	++	No
Shortbow	-05/150	1	1	++	Yes
Longbow	-02/50	1	1	++	No
BEAM WEAPONS					
Laser Pistol	-05/150	20	4	1	Yes
Laser Rifle	-.5/10	50	4	2	No

Notes:

Range modifiers for short-range weapons apply for every 10 feet of range beyond the first 10. To calculate the actual modifier, therefore, divide the range in feet by 10, rounding up any fraction, and subtract 1. Multiply the number obtained by the modifier shown on the table.

Long range weapons (and shotguns) have two modifiers separated by a slash. The number to the left of the slash is for every 10 feet beyond the first 10. The number to the right of the slash is the modifier for every 100 yards when players are using maps with 10-yard or 100 yard-scales. These maps are discussed in Chapter 5 and Chapter 6.

Ammo - The number of rounds of ammunition carried in the weapon. Do not confuse this with the number of rounds carried by the person using the weapon, which can vary from scenario to scenario.

ROF - Rate of Fire, the maximum number of times the weapon can be fired in one round. Characters without skill with a weapon can fire the weapon only once per round (at most) regardless of the rate of fire.

RL - The number of rounds required to reload the weapon.

Mounted Use - This column tells whether or not the weapon can be used while the character is mounted on horseback.

* - Can be reloaded with 3 bullets in one round.

** - Rifles vary a great deal in the number of bullets carried in their clip and in their maximum rates of fire. Specific values are given in each adventure scenario for the types of rifles available in that scenario. An average 20th Century World War II combat rifle had a clip of five bullets and a maximum ROF of 4.

*** - Automatic rifles and photon rifles can fire either a maximum of 4 single shots per round or one automatic burst per round. A burst depletes the ammo of the weapon by 10 rounds.

++ - Reload rates for these weapons vary with the skill of the user. See the Bow skills in Chapter 7: "Skills."

+++ - Reload rates for these weapons vary with the skill of the user. See the Firearms skills in Chapter 7: "Skills."

UL - Unlimited.

NA - Not applicable. When applied to reload rates, this means the weapon can be used every round.

Modifiers are numbers that show how the characters' actions in combat affect their chances of success. For instance, if the target is moving, the attacker's chance to hit it should decrease. Therefore, a modifier is subtracted from the base chance, to reflect the target's movement.

The table below lists all the modifiers for missile combat To figure out an attacker's Strike Number (Step 3 in Combat Procedure), look over this table and pick out the modifiers that fit the missile attack at hand. The modifiers are cumulative; if you find more than one that applies, add (or subtract) all of them together.

Defensive Missile Attacks

Steps 7 and 12 in the Sequence of Play are reserved for defensive missile attacks. Characters who make attacks during these steps must have declared missile combat as their action for the round. They must also have at least one attack remaining. Unskilled characters, who are allowed only one attack in a round, may choose to hold that attack until their defensive missile attack step.

Characters may make one, and only one, defensive missile attack, regardless of their skill or lack of one. This attack does count against the number of attacks they are allowed in a round.

Missiles into Melee

Melee is hand-to-hand fighting, which can occur when characters are within 5 feet of one another. Firing or throwing a weapon into that kind of scuffle is risky business; you can miss your target and hit another fighter who may be the one you want to help!

Whenever an attacker fires into melee, a "hit" on the Action Table indicates only that someone in the melee was hit—it doesn't tell who the victim is. Roll percent dice to determine the victim: a roll of 0-50 means it's the right target; 51-100 means it's the wrong one. If the wrong victim is indicated by the dice, and there is more than one wrong victim to choose from, the CM should assign an equal chance to each victim and roll to see which one is hit.

Note: "C" results are handled differently; the attacker can make hitting his target a called shot, in which case any "C" would indicate that he hit the correct target in whatever manner specified.

Automatic Rifles

Automatic rifles (including submachine guns and photon rifles) have two modes of fire: single-shot and burst. Characters firing these rifles must declare which mode they are using in each round.

Automatic rifles can fire one to four single shots per round: unskilled characters can fire one shot; characters with Master Level weapon skill can fire four.
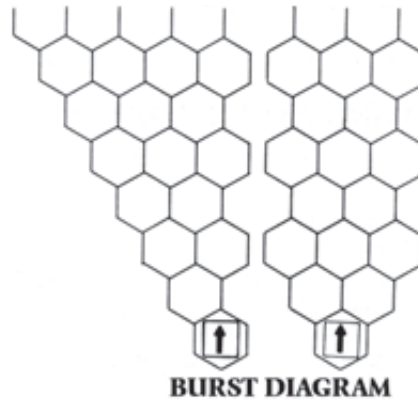
BURST DIAGRAM

A burst is a spray of 10 bullets. Characters can fire only one burst in a round, regardless of their skill level. This attack receives a +30 modifier, and all modifiers listed on the Missile Attack Modifiers Chart under the heading "Target's Declared Action or Situation This Round" are ignored. All other modifiers are applied normally. A burst covers the entire area an attacker specifies, within the maximum area illustrated in the Burst Diagram.

When firing a burst, the attacker rolls only once against his or her strike number. If the attack is successful, each defender in the area covered by the burst makes his or her own separate roll of 1d10 for a defense column.

Shotguns

Shotguns fire a spray of pellets which can hit more than one target in an area. A hit with a shotgun means all characters in the spread pattern (see accompanying diagram) have been hit.

Notice that a shotgun doesn't distinguish between friends and foes. Each character in the spread pattern makes a separate defense roll, just as in the case of automatic rifle fire.

When firing a shotgun, the attacker uses the set of modifiers for the character most likely to be hit (out of all possible targets in the spread pattern).
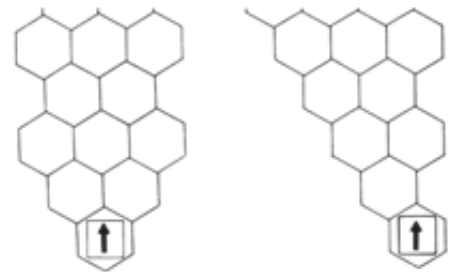
SHOTGUN SPREAD PATTERN

An attacker who misses with a shotgun misses all targets in the spread pattern.

There are two types of shotguns commonly used: double barreled shotguns and pump action shotguns. Any character, skilled or unskilled, can fire both barrels of a double barreled shotgun with one, single missile attack. The damage caused by this attack is doubled. Pump action shotguns fire one shell per attack, and have a maximum rate of fire of 4 shots per round.

Hand Grenades

Hand grenades are small, hand-thrown explosive devices. The first grenades, used in the 1700s, were crude metal balls filled with explosives. The user had to light an exposed fuse with a slow match and then throw the weapon. In contrast, later hand grenades featured pins. The user pulled the pin (which triggered a timed fuse), and tossed.

Although characters can acquire a skill for grenades, they don't need this skill to throw one. As with all missile weapons, unskilled characters just use their Dexterity score as their base chance for success. Thrown hand-grenades hit their target on any successful check result. If the character fails the check, the grenade lands 1 to 5 (1d10/2, round up) hexes beyond the target on a 5' scale, or in an adjacent hex on the 25" scale. The CM may roll dice for the direction in which the grenade misses, or simply assign it according to the circumstances.

HINDERED MOVEMENT

Obstacle	Effect on Walking Distance
Normal Obstacles	
Doors, closed	-10 feet
Stairs	-10 feet per flight
Entering or leaving a vehicle	-20 feet
Dangerous Obstacles*	
Vehicles	-15 feet
Furniture	-10 feet
Placed Obstacle	-10 feet

* Modifiers do not apply if characters walk around the obstacle. If characters climb over, or jump across, they need to make a general Agility check. If they fail, the characters fall down.

Terrain	Effect on Walking Distance
Heavy Woods	-10 feet
Light Woods	-5 feet
Broken (rough terrain)	-15 feet
Swamp	-20 feet

Action	Effects/Comments
Firing firearm or throwing missile	Deduct 5 feet from total walking movement for each missile fired or thrown before movement. Deduct triple this amount from running distance.
Firing bow	No movement allowed in same round.
Standing up	Deduct 10 feet from total walking movement, 30 feet from total running movement.
Placing obstacle	Deduct 5 feet from total walking movement, 15 feet from total running movement; limit one obstacle per round.
Watching behind	Deduct 10 feet from total walking movement; running and sprinting not allowed.

Notes:
Placing obstacle: Quickly grabbing something (such as a chair) directly ahead and flipping it behind to foil pursuit.
Watching Behind: Keeping a watch behind while moving forward.

Regardless of where a hand grenade lands, it causes 15% catastrophic damage to each character within a 15' radius. (See "Special Damage" below.) When using the 25' scale, the CM may simplify this rule and apply damage only to characters in the hex where the hand grenade lands.

Miscellaneous Thrown Weapons

Resourceful characters can—and will—throw just about anything in combat if they have to. Rocks, mugs, lamps, small chairs,—all of these can be missiles. To determine success, the CM should use the character's Dexterity score as his base chance to hit, and modify it for the bulk or clumsiness of the object use the situation itself as guide. In general, characters should not be able to hit a target with a miscellaneous thrown object at ranges of greater than 30 feet.

MOVEMENT

Keeping Track of Movement

You should always use maps to keep track of everyone's location during combat. This becomes especially important during the movement step of a round. No character likes to find out—too late—that the opponent he intended to punch is just beyond his reach, sporting a gun and a grin.

In the TIMEMASTER game, each character is represented by a counter on the map. Just move the counters on the map whenever the characters move. In this way, you will always be certain where your character stands—and where his enemies stand, too.

Experienced players may want to use miniature figures instead of counters to represent their characters. And, when playing scenarios of the CM's own design, such players may want to use their figures on a tabletop instead of a map, using any handy items to stand for buildings, trees, walls, and so on. When using miniatures, a scale of 1"= 5 feet or 1"= 25 feet is recommended.

Movement Rates

Characters may have special mental talents, but they are still bound by the restrictions of their bodies. They can only move so far, so fast—and that's it. The chart below shows the limits to character movement during a round, according to the type of movement declared.

CHARACTER MOVEMENT IN ONE ROUND			
Declared Move	Distance in feet	5′ Hexes	25′ Hexes
Crawling	15	3	1 per 2*
Walking	25	5	1
Running	75	15	3
Sprinting	150	30	6
Swimming	15	3	1 per 2*
Climbing	5	1	1 per 5*

* = Character moves 1 space on this scale for every 2 or 5 rounds, as shown on the chart.

Sprinting indicates all-out running. Its use costs the character 3 Stamina points per round. Characters who sprint may take no other action. Characters in metal armor cannot sprint.

Swimming rates may vary if the CM wants to adjust them according to currents, tides, etc.

Climbing in the chart above refers to mountains, cliffs, ladders, and ropes—not stairways.

Hindered Movement

Often, a character wants to take some kind of action while moving: he throws garbage cans at the feet of his pursuer, or turns around from time to time to fire his gun, for instance. Actions such as these slow movement.

Obstacles and terrain may slow a character, too. Characters can't walk up stairs or over furniture as quickly as they cross the dance floor. And they can't cross a swamp as fast as they cover flat ground.

The chart shows how actions and obstacles can hinder movement. Use the chart as a guideline to determine a character's actual movement rate during combat.

Multiple Characters in One Space

When using a map with 5-foot scale, it's best not to allow more than two characters in one space. Characters engaged in melee can occupy adjacent hexes. (Sometimes, special movements may force opponents to be in the same space, but that's uncommon.)

Any conscious character who isn't held or helpless can automatically force another character to stop upon entering his space (or coming within 1 inch when using miniatures). No dice roll or declaration is required. This rule only applies when players use the 5-foot scale.

Leaping and Jumping

When a character wants to leap over an obstacle or jump up and grab something, his base chance to do so equals his Agility score. Most humans can't reach an object higher than 10 feet, and they can't make a running leap much over 15 feet without losing their balance. As a general guideline, subtract 25% from the character's Agility score for each foot over these maximums the character is attempting to jump or leap. The check is a general Agility check.

MELEE

Melee, or hand-to-hand fighting, occurs in two forms: armed and unarmed. Melee with weapons—such as swords, clubs, and knives—is called armed melee. Melee without weapons—other than teeth, fists, and feet, etc.—is called unarmed melee. To engage in melee, the attacker must be within 5 feet of his or her target at the beginning of the Melee step of the round.

Characters without a melee skill can make only one melee attack per round. Some, but not all, melee skills allow a character to make more than one attack per round.

Skilled Melee

Characters can acquire skills in both armed and unarmed melee. (See Chapter 7 for a complete list and description of skills.) Armed melee skills are usually defined by a particular type of weapon; for instance.

Dagger and Sword are two different skills. Unarmed melee skills reflect a particular class of fighting; Boxing and Wrestling are also separate skills. Whenever a character uses a skill in melee, his or her skill score is the base chance to strike an opponent successfully.

Unskilled Melee

Characters don't need melee skills to hold their own in hand-to-hand fighting. Nearly everyone can do something in a scuffle—kick, bite, punch, scratch—even slash or club. Such actions may be crude, but that doesn't mean they're ineffective. Both armed and unarmed attacks are possible.

Whenever a character uses un-skilled melee, his base chance for success equals his Unskilled Melee score.

Unskilled Holds

If a character without a Wrestling skill wants to secure his opponent in a hold, then he must declare that he intends to grab or jump on his opponent, and make the hold a called shot. A "C" result indicates a successful hold with normal "C" damage possible.

A defender who is held cannot do anything until he breaks the hold. To do so, the defender must gain initiative and make a successful melee attack in a subsequent round. He cannot declare a called shot for the attack, but any successful attack will break the hold and inflict normal damage.

The attacker doesn't have to make a check to maintain the hold; it's automatic from round to round, until the defender breaks it. During the first round, the hold inflicts normal "C" damage on the defender, according to the results for unarmed combat. In each subsequent round,

the hold inflicts 1d10 points of Stamina damage.

All of the above assumes that no one intervenes with the two wrestling characters we've described. If anyone, or anything, scores a successful attack of any kind on the character maintaining the hold, the hold is automatically broken. The character who lost his grip takes normal damage from the attack.

Strangling

Treat strangling as a special kind of hold in which the attacker has the defender by the throat (see above). The results and rules are the same, with one addition: at the end of every round, the defender must pass a general check against his current Stamina. If he fails the check, the defender falls unconscious and his current Stamina drops to zero immediately.

Remember that the CM can declare called shots to be impossible, if they're too far-fetched. This rule could be applied whenever the character wants to strangle a large animal. For instance, most characters could strangle a monkey or a dog, but very few of them could strangle a hippopotamus!

Melee Modifiers

Melee modifiers are numbers which are added to or subtracted from a character's base chance to hit his opponent in melee. They work in melee just like missile combat modifiers work in missile combat To find a character's strike number for a melee attack, go through the following list of melee modifiers and add or subtract those that apply to the melee at hand.

Escaping from Melee

The following rule applies when any characters start the round within 5 feet of one another, and melee is declared. If one of the characters says he intends to run instead of melee, then follow these rules:

As long as the fleeing character was not fleeing in the previous round, no attacker may run after him and engage in melee in the current round. The attacker can declare "I'm

chasing," or "I'm hitting," but not both. If the fleeing character wins initiative, all is well; he runs before the attacker can hit him. But if the fleeing character loses initiative, and the attacker declared melee, the attacker strikes before the defender can move. Furthermore, the attacker strikes with two impressive modifiers: First, the attacker automatically adds +10 to his base chance to hit, just for winning initiative against someone who declared flight. Second, the attacker adds +20 (for a total of +30) if the defender declared he was running away; this modifier is applied because the fleeing defender is automatically being struck from behind. As you can see, running from melee can be risky business.

Melee Restrictions

1. Multiple Attackers. No more than three attackers can strike one human-sized defender during the same round.

The CM must determine what's appropriate for defenders of other sizes, but these examples should help: during a single round, up to six humans can strike a horse, and up to a dozen rats can strike a human.

2. Knockouts. Knockouts are not allowed as called shots in melee unless the attacker is using Boxing or Blackjack skills. (A defender does fall unconscious, however, whenever his current Stamina reaches zero. See "Damage and Healing.")

DAMAGE FROM COMBAT

In game terms, damage is physical injury to any character or animal. Damage always causes the character s current Stamina to drop; that shows that he's tired, and maybe bruised or battered. If damage is more severe, then the character may also have to check a "wound box" on his character sheet; that shows that he's suffered some kind of serious injury, too. So we know that damage results in two things: Stamina loss and, sometimes, wounds.

Notice there are two different results keys below the Action Table: one for unarmed combat, and one for armed combat. Weapons are

MELEE ATTACK MODIFIERS	
Situation	Modifier
Attacker on ground	-40
Attacker getting up	-20
Attacker moved to close this round	-20
Attacker charging with long weapon	+20
Attacker attacking from behind	+20
Defender lost initiative and is fleeing	+10
Charging on horseback	+30
Mounted, charging against polearm	-30

Notes:

On ground: This modifier applies when the attacker begins the round on the ground and does not stand before making the attack.

Getting up this round: This modifier applies when the attacker began the round on the ground and stands before making the attack.

Moved to close this round: This modifier applies if the attacker did not begin the round within 5 feet of the defender and the defender did not declare any movement for this round. Ignore this modifier if the attacker is charging with a long weapon.

Charging with long weapon: This modifier applies if the attacker moved at least 25 feet in the same round before attacking. The attacker must be armed with a spear, lance, polearm, rifle with a mounted bayonet, or other thrusting weapon at least 6 feet long. If the defender won initiative and is fleeing faster than the attacker is charging, do not apply this modifier. Mounted characters use the modifier for "Charging on horseback" instead.

Attacking from behind: This modifier applies to any attack from behind the defender (The CM should resolve any questions about whether the attack comes from behind.) If the attacker wins initiative and begins the round next to a defender who declares he or she will flee, the attacker can automatically use this modifier. A defender who wins initiative can only be attacked from behind if surprised, or if trapped by two or more attackers.

Defender lost initiative and is fleeing: This modifier applies when the defender declares he or she will flee and loses initiative. Note that in many cases this modifier and the modifier for attacking from behind will both apply.

Unless specified otherwise, all melee attack modifiers are cumulative—added or subtracted together.

more dangerous than fists; consequently, the armed combat key always calls for wounds. The unarmed combat key only calls for wounds in the most severe cases ("H" or "C" results). Both keys call for Stamina loss.

How to record Stamina loss:

1. Determine the amount of Stamina lost by rolling one or more ten-sided dice. The results key will tell you how many dice to roll. Add up the numbers rolled. (Many results call for this sum to be multiplied by two.) The result is the amount of Stamina lost.

2. Subtract the lost Stamina from your current Stamina score—the original Ability score for Stamina stays intact.

How to record wounds:

1. See how many wounds are indicated in the results key. There may be none, or there may be as many as five.

2. Check off the appropriate number of wound boxes on your character sheet.

Effects of Damage

Damage can lead to two things: unconsciousness and death. When a character's current Stamina drops to zero, he passes out. When he has no wound boxes left to check off, he dies.

Unconsciousness: As soon as a character's current Stamina drops to zero, he passes out for 1d100 minutes (the CM rolls a secret percent). Unconscious characters cannot take any action.

If someone douses an unconscious character with cold water, or shakes him gently, the character awakens immediately. As soon as the character comes to, he regains one current Stamina point

Death: As soon as a character has taken all the wounds he can take (so that he has no wound boxes left to mark on his character sheet), he dies. Player characters can make a Luck check against death. A successful check means the character falls into a coma instead of dying. The character may immediately erase one wound box to show that he has one wound box left. He remains unconscious for 1d10 days (CM rolls secretly), with a current Stamina of zero. While in a coma, the character heals normally, but he does not awaken and cannot be awakened.

Critical Wounds

Characters are critically wounded when they have three or fewer wound boxes left to mark. As soon as they reach this level of wound damage, they must make a general Willpower check. Those who fail the check can take no further action that round; the pain is just too great. If they pass the check, they can continue to fight.

Critically wounded characters must continue to make a general Willpower check before the declaration step of each round until: 1) they receive 2 rounds of treatment from a character with Medical skill, or 2) they use the paranormal talent "Ignore Pain" successfully, or 3) they heal wounds and have four boxes unmarked.

RECOVERY AND HEALING

Characters heal damage in two ways. One, they must rest briefly to recover lost Stamina. And two, they must have bed rest to heal wounds.
Recovering Stamina

To recover lost Stamina, a character simply rests for a few rounds— "taking a breather." To determine a character's recovery rate, find his original Stamina score in the ranges along the top of the Action Table. The number of the defense column below equals the number of Stamina points he can recover during

each round of rest. (You should mark that number on your character sheet, next to "Recovery Rate.)"

For example, John's original Stamina score is 70. That number falls in the 61-75 range, above column 5. Therefore, John can regenerate 5 points of current Stamina for every round of rest.
A character can take no action during rounds of rest. If anyone attacks a character during a round, the character has not rested, even if the attack fails. Lost Stamina is regenerated at the end of every round.

Healing Wounds

It takes more time to heal wounds than it does to recover Stamina. The character must spend one day in bed to heal two wounds. After a day of bed rest, the player can erase the marks in two wound boxes on the character sheet If a character with Medical skill treats the wounded character daily, then the character can heal four wounds a day instead of one.

SPECIAL DAMAGE

Most damage comes from combat— but not all. Characters can be their own worst enemies: like real people, they fall off cliffs, fall asleep in bed with a cigarette, or forget to run before the bomb goes off. Mother Nature can be even more dangerous: she brings on storms, zaps the earth with lightning, and causes the cities to shake. All of these things can damage a character, just as combat does.

Fire: Fire causes two kinds of damage: burns and smoke inhalation. When a character catches on fire he takes three wounds per round until the flames are extinguished. Characters catch on fire when exposed to open flames for one round, or in other circumstances at the CM's discretion. If a character must breathe while in a smoke-filled area, he takes two wounds per round.

Falling: Characters take damage if they fall more than 10 feet. Follow combat procedure to determine the amount of damage, treating the fall as a missile attack against the character

(the character can spend Luck points). The strike number equals 90 plus the number of feet fallen. For example, if the character fell 15 feet, the strike number is 105; (90 + 15 = 105). Characters never suffer more than "C" damage from falls of less than 100 feet. Unfortunately, falls from elevations of 100 feet or more will always kill characters. (Luck checks still apply.)

Catastrophes: Catastrophes include explosions, collapsing buildings, avalanches, natural disasters, and the like. Follow combat procedure, treating the catastrophe as a missile attack just as you would in a fall. The strike number is calculated differently, however: use a base chance of 100, and add modifiers according to the guidelines below.

Modifiers: Keep in mind that a strike number of 100 is likely to inflict heavy or crippling damage. If you think that characters have a reasonable chance of surviving, subtract a few points from the base chance. (A forest fire, for instance, could have a strike number of 95.) If characters have blundered into a situation where death is highly probable, add some points to the base chance. (For instance, if they're standing on top of Hoover Dam when it collapses, use a strike number of about 175.)

Exposure: Characters without appropriate clothing or equipment suffer exposure damage when they spend 24 or more hours outside in very bad weather or other harsh conditions, such as desert heat. To determine the exact amount of damage, roll a specific check against 99 (the strike number), and use column 5 as the defense column. Use the armed combat key to read the results. Make one check for every 24-hour period spent outdoors. Outdoor Survival skill can help characters avoid exposure damage.

Crazy Stunts: Most characters can't resist trying stunts. Remember our man who swung on a chandelier and crashed through the window in Chapter 3? In cases such as these, the CM must use his own discretion to apply damage. The combat results

keys and the examples above should offer useful guidelines.

POISONS

In the TIMEMASTER game, poisoning is only allowed if history or the scenario requires it. All characters must make a general check against current Stamina when they come in contact with a poison. If they pass the check, they're unaffected. If they fail the check, they die, or suffer other damage as specified in the scenario. Player characters may still make a Luck check against death, and characters with Medical skill can administer an antidote to keep the victim alive.

ARMOR IN COMBAT

In many different eras of history, men have tried to protect themselves in battle by wearing some type of body armor. This section of the rules explains how body armor affects basic combat.

How Armor Works

Armor doesn't change how combat takes place, but it may change the outcome— how much damage a character receives. When characters fight in armor, follow normal combat procedure. If a strike against an armored character fails, then you can ignore the armor. If the strike succeeds, find the result as usual and follow these steps to see if the armor protects the wearer:

1. First, find out where the blow (or shot) hit. Armor rarely covers the whole body, and it offers no protection to areas that it doesn't cover. If the attack result is a "C" or "CK," and the attacker made a called shot against a particular spot, then that's where the blow landed. If some other result occurs, roll dice and use the Hit Location Chart to find the hit location.

2. Now you know where the blow or shot struck. If the attacker hit a location that wasn't protected by armor, then the defender takes normal damage. If the attacker hit armor, that's another story.

HIT LOCATIONS	
Dice Roll	Location Hit
01-09	Head
10-27	Upper torso
28-44	Abdomen/lower back
45-53	Right leg
54-62	Left leg
63-71	Right arm
72-80	Left arm
81-85	Right hand
86-90	Left hand
91-95	Right foot
96-00	Left foot

All armor protects characters against damage from unarmed at-tacks ("K" results—knockdowns—still apply). Kicks and punches, for example, do nothing against armor. Armed attacks may have an effect, however, if they can penetrate the armor.

3. To penetrate armor, an attack must be "stronger" than that armor. All armor has a value called the Armor Rating, or "AR." The higher the rating, the stronger the armor. The table below lists the AR for general armor types and notes any exceptions to the penetration rules.

The strength of an attack equals the amount of Stamina loss called for by the results key. Roll for Stamina loss as usual. If the number of Stamina points lost is equal to or higher than the Armor Rating, then the attack penetrates the armor. The defender takes full damage—wounds and all. If the amount of Stamina points lost is less than the Armor Rating, then the attack has no effect (see "Hits to the Head").

GENERAL ARMOR GUIDE		
		Immunity
Category	AR	Type
Leather	10	A
Studded Leather	15	A
Mail	45	A
Metal Plates	60	B
Helmet	30	B
Bulletproof vest	15	C
Body suit (7192)	45	C

Notes:

AR: Armor Rating

A: withstands all sling-fired missile attacks.

B: withstands all attacks from slings, short bows, and thrown missiles.

C: withstands all missile attacks, but not beam or melee weapons.

Firearms automatically penetrate any type of armor except C.

Crumpled Armor

After armor is penetrated, it becomes worthless against future attacks to the same hit location.

Penetration Bonuses

Strong characters get special bonuses to penetrate armor when they attack with normal melee weapons or thrown missiles. Look at the table below, and add the correct bonus to the Stamina damage before you determine if a hit has penetrated. If the hit penetrates, drop the bonus and apply normal damage. The bonus makes it easier to penetrate, but it does not change the amount of damage that a successful hit inflicts.

Note: Penetration bonuses do not apply to attacks with slings or fired weapons.

STRENGTH AND PENETRATION BONUS	
Character's STR	Penetration Bonus
50-59	+5
60-69	+10
70-79	+15
80	+20

Hits to the Arm or Hand

Characters may be in trouble if they receive a wound in an arm or hand that carries a weapon: if the wound is less than "crippling," (a "C" result according to the armed combat results key) they must make an immediate general Dexterity check. If they fail the check, they drop the weapon. If the wound is "crippling," they must make a general Willpower check to continue using the hand or arm at all. They must make a new Willpower check at the beginning of each round until: 1) a character with Medical skill treats them for 2 rounds; 2) they use the talent "Ignore Pain" successfully; or 3) they heal one wound box and are not critically wounded.

Note to the CM: You can use the Hit Locations Chart to add spice to regular combat, too. In missile attacks, ignore the modifiers for targets "behind cover." If the hit location is behind cover, the shot misses.

Hits to the Head

No armor offers full protection against blows to the head. When a character is hit in this location, he takes normal Stamina damage, even if the blow doesn't penetrate his helmet. Many helmets only cover part of the head, or leave the face unshielded. If a hit against this type of helmet occurs, roll a percent. 01-50 indicates that the blow struck the defender in an unshielded area; the defender suffers full damage, including wounds. 51-00 indicates that the blow struck the helmet; the defender suffers normal Stamina loss, but no wounds.

Called Shots Against Armor

Characters may make hitting an armored character in the head, or in a body location not protected by armor, a called shot. Characters in melee may also call a shot to hit an armored character in a location where the armor is jointed; a favorite tactic against heavily armored knights was to try to stab them with a dagger beneath the arm, where the dagger could slip between the joints in the armor and penetrate the chest cavity.

Shields

There are two categories of shields: large and small. Characters who use a small shield may shift their defense column one column to the right. If they use a large shield, they can shift it two columns to the right For example,^ character who would normally defend in melee on column 4 and who is using a small shield would defend on column 5 instead With a large shield, he'd defend on column 6.

Restrictions: Shields only protect a character against two attacks per round; on the third attack, the victim defends normally. Like all metal armor, shields never offer protection against a firearm, or a paranormal attack.

Stamina Costs of Armor

Most armor is heavy and cumbersome, so characters who wear it tend to tire more easily during battle. For each round in which they melee, throw a missile, or run, they lose a few Stamina points.

To determine how many Stamina points an armored character loses, find the Armor Rating for his heaviest attire in the ranges on top of the Action Table. (Don't include helmets or shields.) The number of the defense column below the appropriate range equals the number of Stamina points lost each round. Note: Bodysuits and bulletproof vests do not cause Stamina loss. Furthermore, characters cannot sprint in metal armor.

VEHICLES IN ACTION

Not all characters fight their battles while standing in the open air; quite a few of them take to the road. When a character takes off in a vehicle traveling 10 mph or faster, use the table below to determine the distance that he covers each round.

VEHICLE SPEED CHART			
Speed	Ft/ round	5' hexes	25' hexes
10 mph	75	15	3
20 mph	150	30	6
30 mph	225	45	9
40 mph	300	60	12
50 mph	375	75	15
60 mph	450	90	18
70 mph	525	105	21
80 mph	600	120	24
90 mph	675	135	27
100 mph	750	150	30

If a vehicle is traveling less than 10 mph, it covers 1.5 hexes per round per mile per hour on a 5-foot-scale map. For example, let's say two characters are engaged in a "high-speed" rickshaw chase through the crowded streets of Indonesia. The vehicles are traveling 8 mph, so they move 12 five-foot hexes each round (8 x 1.5=12).

Driving Capability

Most NPCs can drive land vehicles that are common in their native time. Player characters receive Basic Training from the Time Corps, so they can drive most of history's conventional transportation, including cars, pickup trucks, jeeps—even tanks and armored cars. A character's basic capability to drive a vehicle equals the sum of his Perception and Agility scores, divided by 2. Characters with the Stunt Driving skill have more exceptional talents behind the wheel.

Accidents

Accidents do happen, especially in shoot-outs and high-speed chases. The characters have accidents when they fail a driving check (against their basic capability or a Stunt Driving skill score). The CM should call for a general check against a character's driving capability when:

1. The character fails a surprise check while operating a vehicle.

2. The character operates the vehicle at an unsafe speed (including horse-drawn vehicles). Make one check for every fifth round of unsafe speed. See the chart below for speed guidelines which apply in most time periods.

3. The character receives more than one wound from a single attack.

SAFE VEHICLE SPEEDS

Condition	Max. Safe Speed
Rush hour, or downtown	20 mph
Moderate city traffic	30 mph
Sharp curves	40 mph
Highway drive	60 mph
Light fog	40 mph-day, 30 mph-night
Heavy fog	20 mph
Dense fog	10 mph

When characters fail driving checks, use the situation at hand to determine what kind of accident occurs. Perhaps the driver hits another car, or swerves to miss it and runs off the road. Or perhaps the driver runs into a building. Regardless of the accident each character in the vehicle must check for damage as follows:

1. Roll a percent and subtract it from 100. This determines the attack margin on the Action Table.

2. Use the speed of the vehicle to determine the defense column. Column 10 is for 10 mph, 9 is for 20 mph, 8 is for 30 mph, and so on. (Shift one column to the left for every 10 mph. This way, column 1 is for 100 mph and faster.)

3. Find the result. Use the armed combat results key to determine damage.

HORSES IN ACTION

All characters can ride horses at a basic level; their score equals Agility divided by 2. Characters can also acquire Equestrian skill, which gives them many more advantages on horseback.

Use the following table to determine movement for horses each round:

MOUNTED MOVEMENT PER ROUND

Type of Move	Distance in feet	5' spaces	25' spaces
Walk	50	10	2
Trot	100	20	4
Canter	175	35	7
Gallop	250	50	10

Fatigue: Horses in combat can gallop (move at charging speed) for no more than 6 consecutive rounds. At the end of this time, they must slow to at least a canter for 12 rounds. Horses in continuous combat action for more than 20 minutes are winded and must rest for 30 minutes before they can be used in combat again.

Obstacles to Mounted Movement

Numerous obstacles can impede mounted movement: ditches, ravines, fences, walls low enough to jump, rough terrain, and so on. Generally, horses cannot gallop over terrain that isn't flat, and thus they cannot charge over any type of obstruction.

Horses can jump obstacles, but their success is measured by the Equestrian skill of their rider, not their own physical build. Normally, horses can jump over an obstacle up to 5 feet high. For each foot over this height, subtract 25 from the skill score of the rider. This means that no horse—no matter how good his rider is—can jump obstacles over 10 feet high.

Horses can normally leap across ditches, ravines or chasms up to 10 feet wide. For each additional foot of width, subtract 25 from the riding score of the rider.

Riders may sometimes be surprised by the sudden appearance of obstacles. In such cases, their horses will automatically balk, and the riders must make a riding check. If they fail the check, they fall off.
Fighting on Horseback

Use the chart below whenever horses are involved in active combat:

Horse	Capacity	Wounds
Light	AR 30; one rider	10
Medium	AR 45 or 2 riders	13
Heavy	AR 60 or 2 riders	15

Notes: AR refers to the Armor Rating of the rider which may be carried. Medium and Heavy horses may carry two unarmored riders. "Wounds" is the number of wound boxes a horse can have checked off before being killed.

Characters with Equestrian skill and mounted combat skills fight mounted as explained in those skill descriptions (see Chapter 7). Characters without these skills may still attack from horseback, but do so with a -40 missile and melee modifier (in addition to all other modifiers).

Losing your seat: Mounted characters with Equestrian skill use the defense column that corresponds to their riding score when other characters try to drag or push them to the ground. (Look for the skill score in the ranges above the column numbers.) If the mounted character has no skill, he defends on column 1. Characters on the ground can pull a rider from his mount by making the action a called shot.

Charging: Mounted characters are charging when their horses gallop (move only through their front hexes with no turns) toward a target. Charging characters usually get a +30 melee modifier. They lose this bonus if another character wins initiative and charges them first.

Paths A-C are acceptable charges. Path D is not an acceptable charge; the horse turns.

Mounted characters suffer a -30 modifier when charging characters who face them with a polearm.

Wounded riders: Characters who are wounded while fighting on horseback must make a general riding check to keep from falling off the horse. Characters without Equestrian skill must use their basic riding score.

CHAPTER 5: HEAVY WEAPONS

Planes, machine guns, tanks, catapults, all of these are examples of heavy weapons in the TIMEMASTER game. Heavy weapons are designed to work against large numbers of troops, so they have much more firepower than the weapons in Chapter 4. Many are mounted on vehicles, and it usually takes more than one character to operate them.

This chapter explains how to use heavy weapons in a TIMEMASTER adventure—from firing flamethrowers on jeeps to dog fighting in spacecraft!

THE NEW GROUND SCALE

Heavy weapons have long ranges, and some can move much more quickly than men on foot. That's why it is important to use a new ground scale for maps in any combat involving heavy weapons. This scale is 10 yards per hex: the distance from the center of one hex to the center of any adjacent hex is 10 yards.

USING THE COUNTERS

While some of the counters in your TIMEMASTER game represent PCs and important NPCs, others represent soldiers and heavy weapons from many different periods in history. The counters provided at the back of this book may be copied and cut out to represent the different units described here.
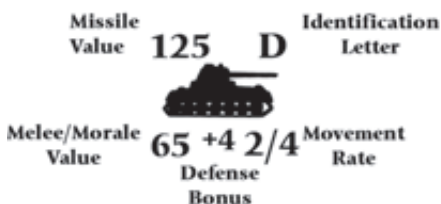
Unlike character counters, all counters representing soldiers or heavy weapons have numbers on them. The above diagram shows how to read those numbers.

Missile Value: The base percent chance the soldier or weapon has to hit when using missile combat. This represents the average scores of a heavy weapon's crew: PCs must use their own skill scores in the weapon when firing it.

Identification Letter: Provided so players can distinguish each of the individual soldiers or heavy weapons on a side.

Melee/Morale Value: The soldier's or weapon's percent chance to succeed in melee combat. It is also a measure of the fighting spirit of the soldier or weapon crew.

Defense Bonus: Added to the roll of 1d10 used to determine the defense column of the weapon when attacked by missiles. Only armored vehicles like tanks have a defense bonus.

Movement Rate: The number of hexes the soldier, weapon, or vehicle can move in one round. Some vehicles have two movement rates shown. The number to the left of the slash is used when the ground scale is 10 yards. Use of the number to the right of the slash is explained in Chapter 6: "Battles."

What the Counters Represent

This section briefly describes what each counter represents and any special effects of the weapon represented. Many of the counters can be used to represent many different types of soldiers, tanks, or guns from different time periods. The counters usually represent weapons and their NPC crews. However, when PCs and their NPC friends use a heavy weapon, the players should stack their character counters beneath the heavy weapon counter. The TIMEMASTER Guide to the Continuum or the adventure scenario you are playing will have more information about exactly what each counter represents.

Infantry: Infantry counters represent individual soldiers or crews for heavy weapons. You can tell the three distinct types of infantry counters apart by the increasingly higher missile values: militia infantry (50), regular infantry (65), and elite infantry (80). These represent soldiers with varying degrees of training, experience and enthusiasm. The exact weapons infantrymen carry change from adventure scenario to adventure scenario.

Cavalry: These counters represent mounted soldiers or crews for horse artillery. Like infantry, they come in three distinct categories, distinguished by their increasingly higher missile and melee/morale values. In many scenarios, the missile value of the cavalry is ignored.

Foot Artillery: These are cannons and field guns, along with their crews of 4 to 12 men, usually used in

FIRE RESTRICTIONS TABLE

Firing Type	Hard # Vehicle	Soft # Vehicle	Armored @ Infantry	Unarmored Infantry
Missiles A	NE	NE	NE	Normal
Missiles B	NE	NE	Normal*	Normal
Small arms	NE	Normal	Normal*	Normal
Grenades	NE	Normal	Normal*	Normal
Laser weapons	NE	Normal	Normal	Normal
Photon rifle	Normal	Normal	Normal	Normal
Machine guns	NE	Normal	Normal*	Normal
Foot or Horse Artillery	NE	Normal	Normal*	Normal
Tank, guns**	Normal	Normal	Normal*	Normal
APC	NE	Normal	Normal*	Normal
Armored Cars	NE	Normal	Normal*	Normal
Jeeps	NE	Normal	Normal*	Normal
Anti-tank guns (ATGs)	Normal	Normal	NE	NE
ATWs	Normal	Normal	NE	NE
Flamethrowers	Normal	Normal	Normal	Normal
SPGs	Normal	Normal	Normal*	Normal
Mortars	Normal	Normal	Normal*	Normal
Plane, gun	Normal	Normal	Normal*	Normal
Plane, bomb	Normal	Normal	Normal*	Normal
Ships	Normal	Normal	Normal*	Normal
Catapults	NE	Normal	Normal*	Normal
Ballistae	NE	NE	Normal*	Normal
AA Guns	Normal	Normal	NE	NE
AA Rockets	NE	NE	NE	NE

Notes:

NE - No Effect.

\# - A *hard* vehicle is any vehicle which has a Defense Bonus on its counter. A soft vehicle is any vehicle which does not have a Defense Bonus on its counter.

@ - Armored infantry refers to men in body armor with an Armor Rating of at least 60. Infantry in armor with an Armor Rating of less than 60 use the armor modifier as explained later in this chapter

* - The fire is normal unless it is against men in bodysuits. Bodysuits protect men from all effects of normal missile fire, including mortar fire.

** - This listing refers to tanks firing their main guns. Tanks can also fire as machine guns, as explained in the rules.

Missiles A - All missiles fired from slings, thrown missiles (such as spears or javelins), and arrows fired from short bows.

Missiles B - Arrows fired from longbows or bolts fired from crossbows.

Small arms - Bullets fired from any personal firearm.

APC - Armored personnel carrier.

ATW - Anti-tank weapons designed to be used by one or two men, such as a German WWII anti-tank rifle or the American WWII bazooka.

scenarios from the 1600's through the American Civil War. Foot artillery may be light, medium or heavy, depending upon the scenario being played. All three types use the same counters. Foot artillery have a special field of fire, as shown in the accompanying diagram below titled "Burst Weapon Field of Fire."

Horse Artillery: These are just like foot artillery in types and in field of fire. Their crews, however, were usually mounted, and the guns were usually smaller, enabling the horse artillery to move faster afield than the heavier foot artillery.

Tanks: A tank is a heavily armored vehicle. It carries a large gun in its turret, and one machine gun as well. Like infantry, tanks have three grades—light medium and heavy—distinguished by their missile value.

The tank can fire either its main gun or its machine gun. Tanks have a 360 degree field of fire with both weapons.

SPGs: A self-propelled gun is much like a tank. It is armored; it can fire its main gun or its ma-chine gun. However, an SPG has only a forward field of fire, not the 360 degrees that a tank has. SPGs fire high explosive shells, explained later in this chapter. These weapons are classified as medium or heavy depending on the scenario.

Trucks: Trucks carry up to 20 people. They have no weapons. Each truck should have a driver and his assistant. The counters of those carried on a truck are stacked beneath the truck counter to show they are being carried.

Jeeps: A jeep can carry up to four characters. It can fire its machine gun. A jeep counter represents the vehicle and four soldiers. Counters of PCs who are being carried by a jeep should be stacked beneath the jeep counter.

Armored Cars: An armored car is a lightly armored, fast vehicle which can fire its ma-chine guns.

APCs: These are armored personnel carriers. The counter represents one truck-like, lightly armored vehicle which can carry up to 20 soldiers, and its crew. The vehicle itself can fire its machine gun.

Anti-tank guns: Each counter represents one very heavy gun used to shoot at tanks. It takes 2 to 4 people to man an anti-tank gun. These guns are classified as light, medium or heavy by the scenario being played. Anti-tank guns can't move unless towed by a truck or tank.

ATWs: These are antitank weapons, like the American bazooka in World War II, which are carried by individual soldiers.

Machine guns: It takes two people to man a machine gun. These weapons fire bursts, just like automatic rifles; however, their field of fire differs on this new ground scale, as shown in the diagram. Machine guns can only fire to their front unless they are on tanks, jeeps, armored cars, or APCs. Machine guns

on vehicles have a missile value of 80.

BURST DIAGRAM
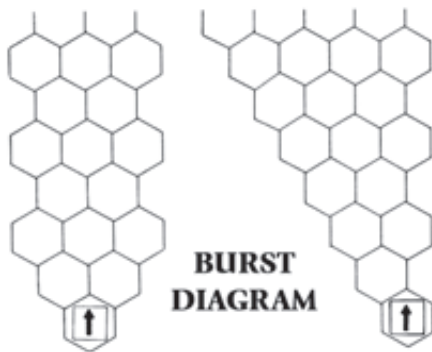
Mortars: Mortar counters represent small, hand carried rocket launcher tubes which launch small bombs. The mortar has a two-man crew. Mortars fire in a special way explained later in this chapter.

Flamethrowers: Flamethrowers are special weapons carried by one man and fired much like a rifle. They shoot out streams of flame. Special rules for using flamethrowers are explained later in this chapter.

Catapults: Catapults are a form of primitive artillery used to hurl large stones or other materials at castle or fortress walls. A catapult has a crew of 12 to 20 men.

Ballistae: Ballistae are another form of primitive artillery, used to fire a long, heavy javelin against enemy troops. About 12 men make up a ballista crew.

Chariots: Chariots are two-wheeled or four wheeled war vehicles drawn by horses. Chariots carry one to four men, depending upon the type.

Planes: Each counter represents one aircraft. Their use is explained later in the chapter.

Space-fighters: These move and fire much like planes; their use is explained later in the chapter.

FIRING HEAVY WEAPONS

Heavy weapons are fired just like the personal weapons already covered in Chapter 4: the firing character declares a target, a strike number is calculated by adding or subtracting modifiers from the missile value on the weapon's counter, or, if a PC or major NPC is firing the weapon, from the character's skill score with the weapon. Then a specific check is

rolled, and the check is cross-indexed on the Action Table with the defense column indicated by the defender's roll of 1d10 to determine a result. In the case of burst weapons, like machine guns, or weapons like SPGs or mortars, each defender caught by the fire rolls a separate 1d10 to determine the effect of the fire.

Heavy Weapons Modifiers

The modifiers used when heavy weapons are fired are not the normal missile combat modifiers given in Chapter 4. Instead, when heavy weapons are fired, the firing characters use the heavy weapons modifiers on the following chart.

Situation	Modifier
Vehicle firing while moving same round	-5 per hex of movement declared
Target is vehicle moving same round	-5 per hex of movement declared
Defender in light woods at instant of fire	-20
Defender in heavy woods or broken terrain at instant of fire	-30
Defender in building	-40
Firing machine gun	+50
Range	*As per Range Modifiers Table*

Target Types

Not all weapons are effective against all types of targets. The Fire Restrictions Table shows which weapons can harm different types of targets.

Armor Modifiers

When combat involves a large number of troops, it can be very time consuming to use the armor penetration system given in Chapter 4 for each arrow or other missile strike against an armored man. The CM may use the following system when ever large numbers of NPC troops are involved in a scenario.

Armored troops have an armor modifier based on the AR of their

armor. This armor modifier is added to their roll of 1d10 when determining a defense column to use against missile attacks, just as a tank's defense bonus is used. Results that would demand a column number greater than 10 are read as 10. Notice that the armor modifier is used only when defending against missiles of the type listed as "Missiles A" on the Fire Restrictions Table. Helmets are ignored when using this system: small shields add five (5) to the AR for the purposes of this system; large shields add 10.

ARMOR MODIFIERS	
Armor Rating	Armor Modifiers
10-15	+1
16-25	+2
26-59	+3

Vehicle Targets

Fire against vehicle targets of any type is resolved by interpreting the results of the fire on a different results key, the Vehicle Fire Results Key.

VEHICLE FIRE RESULTS

S = Vehicle destruction check required.

L = Vehicle destruction check required with -10 modifier.

M = Vehicle destruction check required with -15 modifier.

H = Vehicle destruction check required with -20 modifier.

C = Vehicle destruction check required with -30 modifier.

K = If the check is successful, the target must move back one hex, still facing in the same direction.

Vehicles that fail the required check are destroyed. NPC crews are destroyed with their vehicles. PCs and important NPCs in a destroyed vehicle are not automatically killed; instead, they each check against catastrophic damage with a rating of 100%. (See Catastrophes in Chapter 4.)

Vehicle Destruction Checks

A vehicle destruction check is a general check made by a vehicle against its melee/morale value. This value may be modified, as shown in the Vehicle Fire Results Key. A failed

check indicates the vehicle is destroyed.

Firing SPGs

SPGs fire a special type of shell called a high explosive (HE) shell. HE shells affect the hex they hit, called the impact hex, and all hexes within a certain distance from the impact hex (see the SPG Blast Diagram). The exact radius of SPG fire is specified in the adventure scenario; larger caliber guns have larger radii.
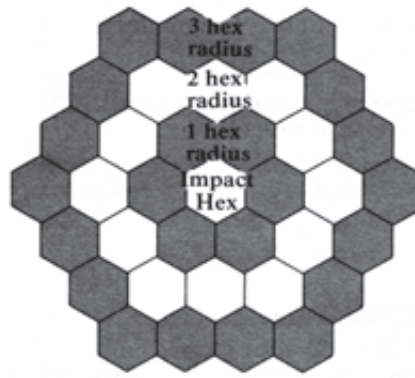
SPG BLAST

Each target in an affected hex is allowed a separate roll of 1d10 for its own defense column. Results against characters are normal armed combat results; results against vehicles are interpreted on the Vehicle Fire Results Key.

Vehicles that have a defense bonus on their counter are not affected by HE shells unless they are in the impact hex.

SPG shots that miss the declared impact hex still land and blow up somewhere. To find out where, the CM rolls Id 10 and consults the Miss Diagram to determine the direction in which the shot went astray, then rolls 1d10 again to find out how many hexes in that direction the shell lands. The resulting explosion on a miss should always be treated as a "0" Attack Margin.
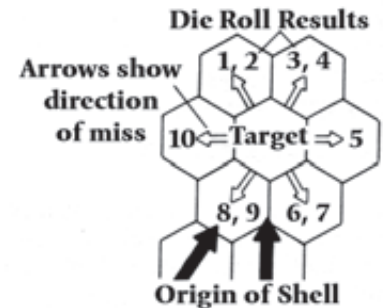
Firing Mortars

Mortars can be fired at target hexes which the mortar crew cannot see. The crew, however, must be able to see or communicate with a character who can see the intended target hex. Mortars fire HE bombs, which are treated just like SPG HE shells: they have a blast radius, depending upon the type of mortar being fired, and they have the same effects on vehicles as SPG HE shells.

Optional Tank HE Fire

If the firing player or CM chooses, tanks may fire HE shells just like SPGs.

Flamethrower Fire

Any character hit by a shot from a flamethrower is on fire and takes burning damage (as explained in Chapter 4).

The flamethrower has several drawbacks as a weapon: as shown later in this chapter on the Heavy Weapons Summary Table, its range extends beyond 100 yards only in

HEAVY WEAPONS SUMMARY TABLE					
Type	Range Mod.	HE Radius	Min. Crew	ROF	RL
Machine gun	-15		2	1	NA
Light foot artillery	-10		4	1	6
Medium foot artillery	-08		6	1	12
Heavy foot artillery	-06		8	1	12
Light horse artillery	-15		4	1	6
Medium horse artillery	-10		4	1	6
Heavy horse artillery	-08		6	1	12
Light tank, main gun	-05	1	3	1	2
Medium tank, main gun	-04	2	4	1	3
Heavy tank, main gun	-03	3	4	1	4
Light ATG	-05		2	2	NA
Medium ATG	-03		2	1	3
Heavy ATG	-02		4	1	5
Flamethrower	-100		1	1	NA
ATWs	-80		1	1	2
Medium SPGs	-04	2	3	1	3
Heavy SPGs	-01	3	3	1	6
Light mortar	-10	1	2	2	NA
Medium mortar	-08	2	2	1	NA
Heavy mortar	-05	3	2	1	NA
Catapult	-30		5	1	53
Ballista	-25		2	1	53
AA Guns	-02		4	1	NA
AA Rockets	-02		4	1	NA

Notes:

Range Mod. is the range modifier per 100 yards or fraction of 100 yards. At ranges less than 100 yards, the weapons suffer no modifier.

HE Radius is the radius in hexes affected by HE shells fired from the weapon.

Min. crew is the minimum number of characters needed to operate the weapon normally.

ROF is the maximum number of shots allowed in one round with the weapon.

RL is the number of rounds required to reload the weapon before it can be fired again.

NA means "not applicable"; when applied to reload times, it means the weapon can fire every round. Ammunition supply is not a factor; most of these weapons entered battle with sufficient ammo to last through any normal combat

TERRAIN AND MOVEMENT TABLE				
Terrain Type	Infantry	Cavalry	Trucks	Other
Clear	1	1	2	1
Light woods	2	NA	4	2
Heavy woods	3	NA	NA	4
Broken	2	2	NA	3
Swamp	2	NA	NA	NA
Crest	OT	OT	+1 and OT	OT
Building	OT	NA	NA	OT

Notes:

The numbers shown are the number of moves spent from a counter s movement rating to enter the type of hex shown.

NA - Not allowed

OT - Other terrain; the counter ignores the feature and moves at the rate for any other terrain in the hex.

+ - Trucks must spend an additional point from their movement rating to enter a crest hex. This is in addition to the cost of any other terrain in the crest hex.

rare circumstances. Furthermore, whenever a flamethrower is hit by gunfire, there is a 50% chance that its tanks will explode, causing 100% catastrophic damage in the hex.

VISIBILITY

Characters must be able to see their targets in order to fire at them. (Mortar crews are an exception to this rule.) To determine if a firing character or vehicle can see its target, lay a ruler or other straight edge on the map from the center of the firing character's or vehicle's hex to the center of the target hex. Visiblity is blocked if the line passes through:

1. Any hex not in the field of fire of the firing character or vehicle.

2. Any hex whose elevation is higher than both the firing character's hex and the target hex.

3. Any hex containing woods or buildings except the firing characters or the target hex.

4. A crest hex higher than the character or vehicle on lower elevation, and closer to that character or vehicle than to the one on higher elevation. Crest hexes equidistant to both counters also block vision. Always trace the line of visibility from the higher to the lower character or vehicle.

A line of vision is blocked when it passes directly along the border of any hex that blocks visibility. Characters and vehicles in crest hexes are always considered to be at the higher of the two elevations shown in the hex.

Fields of fire for all characters and heavy weapons are either front fields of fire (120 degrees) or all-around fields of fire (360 degrees).

These are shown on the following diagram.

FRONT FIELD OF FIRE
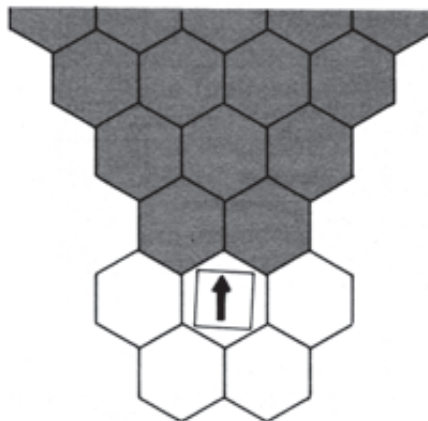
Shaded hexes indicate the character's front field of fire.

ALL-AROUND FIELD OF FIRE
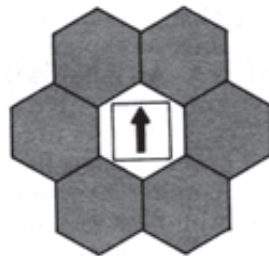
MOVEMENT RATES

The counters show movement rates at the 10-yards per hex ground scale. At this scale, characters can walk 1 hex, run 3 hexes, or sprint 5 hexes per round. Terrain affects movement, as shown on the following table.

Vehicles must always move forward; they must always move so as to enter one of their two front hexes, as if they had a front field of fire. Vehicles can turn by spending some of the movement rating shown on their counter. A vehicle spends one point of its movement rating for each hexside (vertex) it turns: for example, a vehicle would spend "3" from its movement rating to turn around 180 degrees. Cavalry turn just like vehicles.

Characters and troops carried on a vehicle or inside a vehicle must spend one full round to mount or dismount the vehicle. It takes one full minute to hook an anti-tank gun to a truck or tank so it can be towed.

MELEE

Each heavy weapon counter has a melee/morale value which represents the melee score of its crew. Each member of the weapon crew has this melee score, which represents skilled melee score with a weapon determined by the scenario being played; unskilled melee scores are "50" for each individual unless otherwise stated in the scenario.

Melees against crews should be run as normal melees: the CM should use the 5-foot or 25-foot scale for this purpose.

Melee Against Vehicles

Characters can melee other characters aboard vehicles normally. In trucks, jeeps, and armored cars, the entire crew can defend in melee. In trucks carrying troops, and in armored personnel carriers, it takes a few rounds for any troops being carried to join the melee. The amount of time is left to the CM's discretion, with a recommendation that the troops begin to respond at a rate of 1d10 troops every fourth round of melee.

Characters attempting to melee tank or SPG crews in their tanks or SPGs can enter the vehicle only one at a time; at least two crew members are available to defend at all times.

Vehicles themselves do not normally melee. However, a vehicle may attempt to run over a hostile character by moving into his or her hex. If this situation happens, the character must make a general Agility check to avoid being run down. Those who fail this check suffer 100% catastrophic damage if the vehicle does not have a defense bonus, 130% catastrophic damage if it does.

AIR AND SPACE CRAFT WEAPON DATA		
Weapon Code	Range Modifier	HE Radius
M	-10	NA
B	NA	5
R	-03	NA
Beam	-03	NA

Notes:

Range Modifier is the range modifier per 100 yards or fraction of 100 yards after the first 100 yards. In dogfights, treat each hex of range as if it were 100 yards, regardless of the ground scale used.

HE Radius is the radius in hexes affected by bombs. This number applies only when using the 10-yard per hex ground scale. When using the 100-yard ground scale explained in Chapter 6, bombs affect only the impact hex.

AIRCRAFT AND SPACECRAFT

Characters may use Pilot skill to fly airplanes and spacecraft, attacking enemies in the air or on the ground.

The Counters

Airplane and spacecraft counters have two missile attack values: the one to the left of the slash is used for firing machine guns or other air-to-air weapons; the one to the right is used for bombing. Of course, PCs or important NPCs who fly the craft use their Pilot skill scores instead of these numbers.

The counters have no melee/morale value or movement rating. Aircraft and spacecraft don't melee, and their movement ratings change according to the scenario. The Air and Spacecraft Chart provides guidelines.

Dogfighting

Dogfighting is combat between air or spacecraft. Dogfighting uses normal sequence of play for a round, except that melee steps in the round are treated as missile fire steps. Thus, the sequence of play for each side in a dogfight is fire, move, suffer any defensive fire, then fire again.

A dogfight begins when hostile craft sight one another. Sighting occurs at a range of 1d10+10 hexes from whatever craft the CM chooses. CMs may vary this range in unusual circumstances. Characters alone in a craft may make a general Perception check with a modifier of -20 to sight enemy aircraft not in their field of vision. An aircraft carrying two or more unwounded characters has a 360 degree field of vision for purposes of sighting enemy aircraft only (other characters spot the ones the pilot can't see). Some aircraft and all spacecraft (indicated on the Air and Spacecraft Table) have sighting systems that automatically sight any enemy craft within 10 hexes.

After sighting, each character rolls 3d10 to determine his time on target— the number of rounds that his fuel will allow him to engage in combat before he must escape.

The first round of dogfighting begins as soon as one side or the other has sighted the enemy. If one side sights the enemy but the other side doesn't, the side which has sighted has initiative for the first round. The side which has not sighted the enemy may take no action except straight flight at standard speed.

Dogfighting Options

Pilots in a dogfight have one of three options during the declaration step of the round: straight flight, maneuver, or escape.
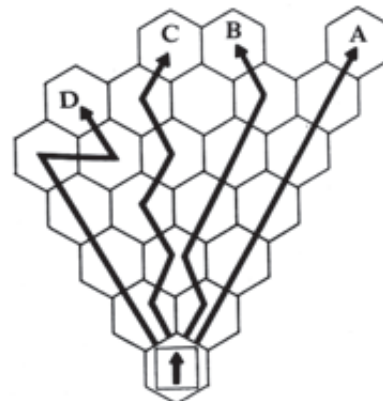
A, B, C indicates straight flight.
D indicates a turn.

Straight flight means the pilot's declared action is to fly straight ahead.

Maneuver means trying to get a shot at any enemy aircraft. It may be declared only when an enemy craft has been sighted in a previous round and is currently within 10 hexes of the declaring character's craft. Maneuver takes place during the movement up of the round, and must be declared against one specified enemy craft. The pilot must complete his declared maneuver even if his target has been shot down by the time the movement step takes place. The maneuvering pilot rolls a specific check against his Pilot skill score, modifying that score by the MR of the craft. This check is then cross-indexed on the Action Table column beneath the Pilot skill score of the specified enemy pilot. The letter code is interpreted on the Dogfight Maneuver Results Key. Failing the check means that the pilot must use straight flight as his action for the round.

SPACECRAFT and AIR MANEUVER DIAGRAM

"S" or "L" Result

"M" Result   Enemy Aircraft

"C" Result   "M" Result
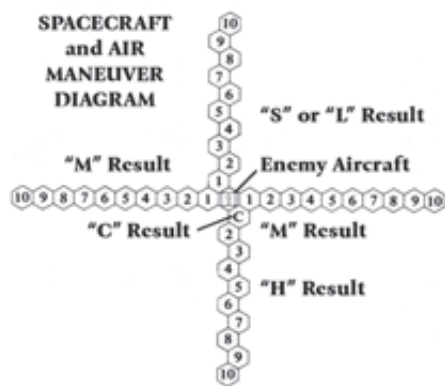
"H" Result

DOGFIGHT MANEUVER RESULTS KEY

S = Maneuvering pilot's craft ends move directly ahead of enemy craft at a range of 1d10 hexes. See Maneuver Diagrams.

L = Same as "S" result, but the maneuvering pilot is at a higher altitude than the defending pilot (this is NOT indicated by the position of the counters on the map). The defender's fire in the defensive fire step suffers a -30 modifier.

M = Maneuvering pilot's craft ends move to the left or right side

(whichever he chooses) of the enemy craft at a range of 1d10 hexes.

H = Maneuvering pilot's craft ends move directly behind the enemy craft at a range of 1d10 hexes.

C = Maneuvering pilot's craft ends move directly behind and above the enemy craft at a range of one hex; the enemy defender cannot fire at the maneuvering pilot's craft during the defensive fire step of the round.

K = If the maneuvering pilot has initiative, he takes a position which makes it impossible for his declared enemy to fire at him this round, regardless of that pilot's maneuver result. Other enemy pilots can still fire at the character's craft during this round.

When aircraft maneuver, they do not move through hexes on the map. Instead, use the result key to find their final location, pick up the counter for the aircraft and place it in the proper hex.

Escape is trying to get out of a dogfight. A pilot who declares escape as his action must win initiative in order to escape. If he loses initiative, he must make straight flight his action for the round.

An escaping pilot who wins initiative must roll a general check against his Pilot skill score, modified by the MR of the craft. Failure means the pilot must make straight flight his action for the round. Success means the pilot ends his move at 1d10 +

AIR AND SPACECRAFT TABLE

Period	Type	Speed (hexes)	MR	Damage Modifier	Crew	Weapons	FOF
Early WWI	Fighter	3	0	0	2	2xM	F, R
Early WWI	Fighter	3	+05	0	1	M	F
Average WWI	Fighter	4	+10	0	1	M	F
Superior WWI	Fighter	4	+20	0	1	M	F
WWI	Bomber	3	-10	0	2	2xM, 1xB	F, R
Early WWII (British)	Fighter	5	0	0	1	M	F
WWII (German)	Fighter	6	+10	1	1	M, B	F
WWII (USA)	Fighter	7	+10	1	1	M, 2xB	F
WWII (British)	Fighter	6	+15	1	1	M	F
WWII (Japan)	Fighter	6	+20	0	1	M, 2xB	F
WWII (German)	Dive bomber	5	0	1	2	M, 5xB	F
WWII (USA)	Level bomber	5	-20	2	6-10	3xM, 10xB	A
1980's (USA)	*Fighter*	*9*	*+30*	*0*	*1*	*Rx16*	*F*
1980's (USSR)	*Fighter*	*8*	*+25*	*0*	*1*	*M, Rx2*	*F*
Early Space Age	*Fighter*	*10*	*+35*	*0*	*1*	*Beam*	*A*
Advanced Space Age	*Fighter*	*10*	*+40*	*1*	*1*	*Beam*	*A*
Space Age	*Fighter*	*9*	*+30*	*2*	*1*	*Beam, 5xB*	*A*

Notes:

Period - The general time period when the craft saw active service.

Type - Fighters are craft designed mainly for dogfighting and strafing, although those armed with bombs may use level bombing as well. WW I bombers are all level bombers.

Speed - The number of hexes the craft may move when using straight flight.

MR- Maneuver Rating, the relative ease in managing the craft. The number modifies the flying character's Pilot skill score.

Damage modifier - Add this number to the die roll to find the defense column of a craft under fire.

Crew - This is the number of characters needed to operate the craft.

Weapons - An "M" indicates a machine gun or cannon which fires like a machine gun. A "B" indicates bombs; "R" indicates rockets. "Beam" means the craft has laser-type weapons. A number before a weapon code indicates the number of such weapons on the craft.

FOF - Field of Fire. "F" indicates the craft fires to its front; "R" indicates it can fire to the rear; "A" means the craft has an all-around field of fire.

Italics - Entries in italics are craft with radar or other all-around enemy aircraft spotting systems.

standard speed (for example, 1d10 + 4if a WWI fighter, 1d10 + 8 if a 1980's Russian fighter) hexes away from the enemy aircraft of his choice. This distance may be in any direction the escaping pilot chooses. If, at the end of this movement the escaping pilot is more than 10 hexes away from all enemy craft, he escapes the dogfight: the plane is removed from the map. If he is not more than 10 hexes away from all enemy craft, he must continue another dogfight round; he may try to escape again in this new round, if he chooses.

Anti-Aircraft Fire

Anti-aircraft fire is any fire against a craft whether from the ground or the air. Characters can use anti-aircraft fire in each of their missile fire steps. Remember that melee steps in dog-fighting are treated as missile fire steps. A craft may fire up to 3 times in a single round.

Characters in aircraft use their aircraft weapons for anti-aircraft fire. Enemies on the ground won't fire into dogfights for fear of hitting their own craft.

To find the results of anti-aircraft fire, the firing player rolls a specific check against his character's Pilot skill score. The modifiers applied to this score are those in the "L" maneuver result those given in the Air and Spacecraft Table, and any specified by the adventure scenario. The defending pilot rolls 1d10 to find his craft's defense column, adding its damage modifier to the die roll. Results indicating a column higher than 10 are resolved on column 10. The letter code is then interpreted on the Anti-Aircraft Fire Results Key. Failure of the check indicates a miss.

ANTI-AIRCRAFT FIRE RESULTS KEY

S = MR of defending craft reduced by 10.

L = MR of defending craft reduced by 20.

M = MR of defending craft reduced by 30.

H = MR of defending craft reduced by 40.

C = Defending craft destroyed. Pilot and crew of aircraft may attempt bail-out; pilot and crew of spacecraft are killed. PC spacecraft pilots and crew are allowed a Luck check; if still alive, they escape the destroyed spacecraft in spacesuits. Their only hope to survive is rescue within 1 hour by a friendly craft

K = Fuel lines or engine hit; time on target reduced by 1d10 rounds. Any anti-aircraft hit that reduces a craft's MR to -50 is treated as a "C" result.

Bail-Outs and Crashes

Characters with parachutes or ejection seats may bail out of destroyed aircraft but they must make a successful general Agility check to avoid falling damage. Those who fail the check treat the parachute landing as a fall from 30 feet

Characters in a crashing aircraft or within 300 feet of a crashing aircraft take 175% catastrophic damage when the craft hits the ground.

Air-To-Surface Combat

The two types of air-to-surface attacks are strafing and bombing. Craft can make either type of attack, even while dogfighting. The Air and Spacecraft Table show which types of craft may bomb; all craft except level bombers may strafe. Aircraft carrying rockets may fire them at targets in the air or on the ground. Treat rockets as normal anti-aircraft fire against airborne targets, as SPG fire against targets on the ground.
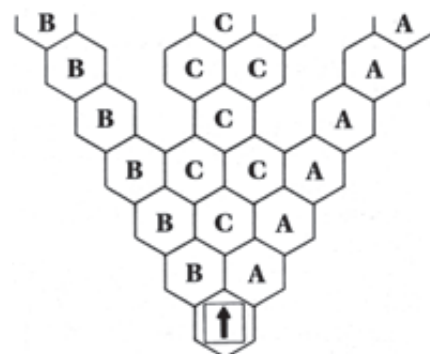
Each letter (A, B, or C) indicates a possible strafing pattern. Strafing pilotdeclares pattern when fire is resolved.

Strafing is the fire of a craft's machine guns or beam weapons at targets on the ground. Craft must use straight flight on the round they are strafing. Craft not in dogfights are
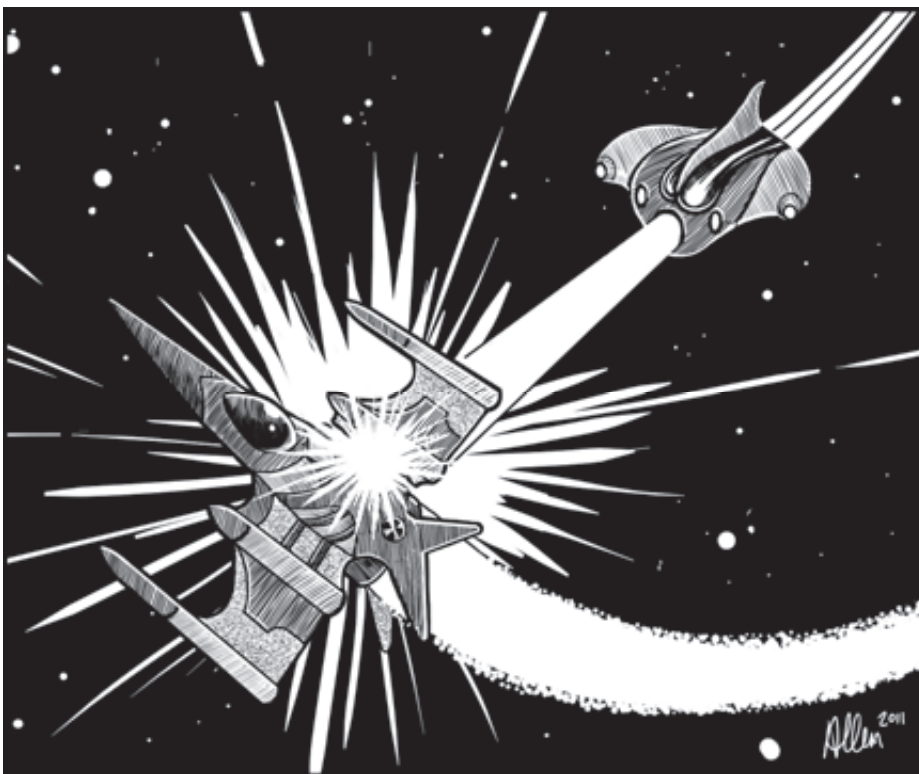
placed where desired on the map and allowed to make a one-round straight flight.

Strafing fire is treated as machine gun fire, but the area covered by the burst is a straight line of hexes including every hex passed through by the aircraft and every hex along that line for an additional 500 yards (see diagram below):

Aircraft strafed on the ground treat the fire as normal anti-aircraft fire (the MR is not a factor), but explode on a "C" result, causing 125% catastrophic damage in a 50yard radius. This explosion may cause other air-craft in the blast radius to explode, because they must treat the catastrophic damage result as antiaircraft fire result

A strafing aircraft cannot make any normal anti-aircraft fire during the round it is strafing. Strafing aircraft may fire rockets, which are treated as SPG fire.

Bombing is dropping bombs from aircraft or explosive charges from spacecraft. If any crew member besides the pilot acts as a bombardier, his chance to hit the target is (PCN+DEX)/2; pilots, of course, use their Pilot skill scores. The two types of bombing are level and dive bombing.

Level bombing attacks require the attacking craft to use straight flight for three consecutive rounds, passing over the target hex during the third round. Bombing attacks are resolved during the bomber s melee step of the round, and treated as SPG fire. Pilots and bombardiers on level bombers cannot fire any anti-aircraft fire in the three rounds of level flight before bombs are released. Crew members on other weapons may fire those weapons.

Dive bombing is the same as level bombing, except that the dive bomber must begin its run 3 hexes away from the target hex. It then moves toward the target hex at a speed of one hex per round. During its melee step of the third round, the dive bomber releases its bomb load. Dive bombers cannot maneuver or fire anti-aircraft fire while making a bombing run. After releasing their bombs, they may dogfight normally.

In scenarios involving both fighters and bombers, the TM should keep in mind that bombers usually maintain a tight formation which they are often forbidden to break, even if attacked. Bombers en route to and from their targets count on fighters for protection while they engage only in straight flight.

Surface-To-Air Attacks

Characters on the ground may attack enemy aircraft not engaged in dogfights. Anti-aircraft fire from characters on the ground is resolved as normal heavy weapons fire with the results interpreted on the Anti-Aircraft Fire Results Key.

The only ground weapons that can be used against aircraft are machine guns, anti-aircraft rockets, and antiaircraft guns.

Machine guns on the ground may fire at aircraft only during the round those aircraft dive bomb or strafe. Machine guns on the ground may not fire at aircraft using level bombing; such aircraft are out of range. All normal heavy weapons modifiers apply to this fire. Only one aircraft may be hit with a single burst.

Treat anti-aircraft and rocket ground fire like normal anti-aircraft fire at any aircraft on the map. The range modifier is -02. The range depends on what the target is doing, as shown on the following chart:

ANTI-AIRCRAFT FIRE RANGES	
Activity this Round	**Range**
Level bombing	35
Dive bombing	5
Dogfighting	20
Strafing	5
Straight flight	20

CHAPTER 6: BATTLES

Demoreans are drawn to human battlefields; many of their plots against Parallel T-0 are attempts to change the outcomes of important battles (or little known skirmishes that are deceptively significant). This part of the rules explains how the CM can run a major battle and let the players role-play their characters in its midst.

CONTROLLING SIDES

In most battle situations, the PCs take one side or the other: one or more of the PCs may even impersonate a military commander. In such cases, the CM can let the players control troops on "their" side while he controls the troops on the "enemy" side.

In other cases, the players may not wish to control any troops. The CM may then control all the troops in the battle, but should still have the players make all the dice rolls for one side or the other.

SKIRMISHES

Skirmishes are battles that involve no more than a few hundred men on each side. A skirmish may be a major part of a much larger battle, or it may be a self-contained "mini-battle" in its own right.

Ground and Time Scale for Skirmishes

Skirmishes apply many of the rules you have already learned in Chapter 4 and Chapter 5: the ground scale for all skirmishes is 10 yards per hex, the time scale remains one round, and the sequence of play is the same as that of normal role-playing rounds.

In a skirmish each infantry or cavalry counter represents 10 soldiers instead of just one. These groups of 10 soldiers are referred to as troops. The word "troops" is also used to refer to the crews of heavy weapons. In short, the word "troops" refers to any counter that does not represent an individual character.

Troops Firing At Troops

Troops fire at troops using the missile combat procedure you already know: the player controlling the troops declares a target, determines a strike number, and rolls a specific check. Defenders roll 1d10 to determine a defense column for each counter. A result is found on the Action Table. Use battle fire modifiers when troops fire at troops, rather than the missile combat modifiers in Chapter 4 or the heavy weapons modifiers in Chapter 5.

BATTLE FIRE MODIFIERS

Situation	Modifier
Vehicle firing while moving same round	-5 per hex of movement declared
Target is vehicle moving same round	-5 per hex of movement declared
Defender in light woods at instant of fire	-20
Defender in heavy woods or broken terrain at instant of fire	-30
Defender in building	-40
Firing machine gun	+50
Range	*As per Heavy Weapons Summary Table*
Troops firing at characters in skirmish	+20
Characters firing at troops in skirmish	-20
Troops firing at characters in tactical battle	+40
Characters firing at troops in tactical battle	-40

All results of missile attacks against troops are found on the Battle Fire Results Key rather than the Armed Combat Results Key.

BATTLE FIRE RESULTS KEY

S = Morale check required.

L = Morale check required; -10 modifier.

M = Morale check required; -15 modifier.

H = Morale check required; -20 modifier.

C = Morale check required; -30 modifier.

K = If good morale is maintained, troops must move back one hex, facing the same direction.

Morale Checks In Skirmishes

The Battle Fire Results Key calls for morale checks, often with a modifier. These are general checks against the melee/morale value of the troops under fire. In addition to modifiers on the Battle Fire Results Key, melee/morale values may be modified as specified in the scenario if certain Leader characters are in the same hex, or by the presence in the same hex of PCs using Military Leadership skill.

Vehicles that fail the vehicle destruction check against their melee/morale value are destroyed. This is handled exactly as explained in Chapter 5.

Infantry and cavalry troops who fail their morale checks are routed. Place a rout marker (see diagram) on top of their troop counter at once.
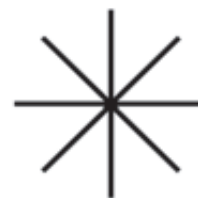
The effects of rout depend upon when the scenario takes place:

1. In pre-World War I scenarios, routed troops turn around 180 degrees and immediately move back one full move. Routed troops must continue this retreat movement taking no other action, including firing or melee attacking, until their rout marker is removed (see "Rally"). Troops are eliminated if they cannot

make this retreat without entering hexes occupied by enemy troops, or hexes adjacent to and in the field of fire of an enemy counter not involved in melee that step; remove their counters from play. Ballistae, catapults, and artillery are destroyed if they fail their vehicle destruction check.

2. In World War I or later scenarios, routed troops cannot take any action, including moving or firing, until the rout marker is removed. They do not retreat unless a melee attack caused the rout.

If routed troops have no retreat or are surrounded, the CM may rule that they surrender.

Rally

Often in the thick of battle, routed troops recover morale and courage, and stand their ground. In this game, troops may rally during the final step of the round. Each routed troop counter must make a morale check; those that pass, rally and have their rout marker removed. Those that fail remain routed.

Elimination

Routed troops are eliminated if 1) a missile attack routs them again, or 2) they are melee attacked.

Troops Firing At Characters

Troops may fire at individual characters who are alone or with other individual characters in a hex. Each firing troop counter fires normally, using battle fire modifiers. In addition, the firing troop counter gets a +20 modifier, because it outnumbers the characters. Successful fire inflicts normal armed combat damage on each character in the target hex. Each character may roll separately for a defense column.

Characters Firing At Troops

Characters using automatic or heavy weapons may fire at troops. This fire is handled just like troops firing at troops. Only battle fire modifiers apply. Firing characters are also penalized with a special -20 modifier, because a single character is less effective against a body of troops. All results are battle fire results.

Characters Firing At Characters

In skirmishes, characters may also fire at other characters. Treat these situations as normal missile combat, just as explained in Chapter 4. If the weapon being fired is a heavy weapon, handle the fire is as explained in Chapter 5 under that weapon's description. If the enemy character hit is specified as a Leader in the scenario, and a result of "M" or better is obtained, the troops in the same hex as the Leader must check morale at once, with a -20 modifier.

MOVEMENT IN SKIRMISHES

Movement in skirmishes is exactly like movement as described in Chapter 4 and Chapter 5. Infantry and cavalry troops move at the movement rate printed on their counters, as do heavy weapons. The Terrain Effects On Movement Chart in Chapter 5 applies normally.

In pre-World War I scenarios, infantry and cavalry troops must face one direction, just like vehicles, and must pay from the movement rate to turn. In World War I and later

scenarios, troops are considered to face all directions.

Troop counters may never end their movement in hexes occupied by other friendly troop counters. The one exception to this rule is troops being carried in or towed by trucks or APCs. Troops may end their movement stacked with any number of characters, or with an enemy troop counter.

In some pre-World War I scenarios, friendly troops may not move through hexes containing other friendly troops. In addition, certain other rules concerning formations may affect troop movements. These rules will be specified in the TIME-MASTER Guide to the Continuum or in the adventure scenario.

MELEE IN SKIRMISHES

Melee occurs whenever enemy counters occupy the same hex during a melee step. Resolve melee between troops by having the attacker roll a specific check against the melee/morale value of the attacking counter. The defending troops defend on the Action Table column beneath their melee/ morale value. Interpret results on the Battle Fire Results Key. If for any reason the defending troops are not forced out of their hex, the attacking troop counter must leave the melee hex. It may freely face any direction the attacker desires.

The modifiers which apply to melees between troops are listed on the following chart. Leaders and their modifiers are specified in the scenario. Only one Leader or PC Military Leadership rating may be applied at one time.

TROOP MELEE MODIFIERS

Situation	Modifier
Defender in light woods	-20
Defender in heavy woods, broken terrain or building	-30
Leader in same hex	Leader's rating
PC in same hex	PC's rating
Cavalry charging	+30
Difference in AR of troops engaged	+ or - difference

Melees between individual characters and troops are treated as personal combats between the characters involved and ten soldiers, ten mounted soldiers, or the vehicle or weapon crew, as the case may be. The CM uses the 5-foot or 25-foot scale (his choice) to resolve such melees.

TACTICAL SCALE BATTLES

Tactical scale battles involve hundreds or thousands of troops. Each infantry counter represents from 100 to 900 men, depending upon the scenario. Each cavalry counter can represent several hundred cavalry. Each vehicle counter represents 3 to 6 vehicles. The number of men or vehicles each counter represents is specified by the adventure scenario. Counters for machine guns, mortars, ATWs, armored cars, jeeps, and flamethrowers are no longer needed, since these weapons are included in the larger units. Use these counters, however, if a PC or important NPC uses the weapon they represent.

GROUND AND TIME SCALE

Tactical scale battles use a new ground scale: 100 yards per hex. Tactical scale battles also use a new time scale: 10 minute turns.

SEQUENCE OF PLAY

Each turn in a tactical scale battle has a sequence of play identical to a role-playing round, except there is no declaration step. Troops simply fire, move and melee as the controlling player desires during the appropriate steps of the turn.

A turn also contains one complete role-playing round at the end of each step. These rounds are just like those described in Chapter 4. Thus the complete sequence of play for a turn of tactical scale battle would be:

Step 1: Initiative. The players and the CM roll to see which side moves first.
Step 2: A role-playing round.
Step 3: Side A (the side winning initiative) fires with its troops as desired.
Step 4: A role-playing round.
Step 5: Side A's troops move.

Step 6: A role-playing round.
Step 7: Side B's troops may use defensive fire; Side B's cavalry may charge.
Step 8: A role-playing round.
Step 9: Side A's troops make melee attacks.
Step 10: A role-playing round.
Step 11: Side B's troops fire.
Step 12: A role-playing round.
Step 13: Side B's troops move.
Step 14: A role-playing round.
Step 15: Side A's troops may use defensive fire; Side A's cavalry may charge.
Step 16: A role-playing round.
Step 17: Side B's troops make melee attacks.
Step 18: A role-playing round.
Step 19: Rally step for troops on both sides.

ROLE-PLAYING IN TACTICAL BATTLES

Obviously, the number of role-playing rounds available is many rounds less than are normally needed to represent 10 minutes of game time; this reflects the reality of the battlefield environment. Men on a battlefield, PCs included, find themselves often bewildered and unable to act as they wish because of the bombardment of their senses by strange and unpleasant sensations: smoke and dust clog the air, masses of men move by, explosions shake the ground, bul-lets fly everywhere, and the screams of the wounded and dying rise from the battlefield. Just staying alive and finding out what is going on occupies most of a man's time

Consequently, PCs and major NPCs can take actions other than moving with or fighting with troops only during the role-playing rounds indicated in the Sequence of Play. Of course, if such characters become involved in a personal combat during a round, that combat should be played out round by round before the next step of the turn. The "extra" rounds spent in personal combat do not count against the number of role-playing rounds a character has left in a turn.

FIRE ATTACKS

Missile fire between troops is handled on this scale almost exactly as it is handled in skirmish combats, and with the same results. Troops may fire both offensively and defensively in the same turn. Troops may move in the same turn that they fire both offensively and defensively.

The few changes from skirmish rules are:

1. No weapon has a burst pattern or radius of effect. All fire is directed against specific targets in specific hexes. Weapons are still specified as having frontal or all-around fields of fire.

2. Troops may fire at characters at any time characters alone (not in the same hex or moving with troops) enter any adjacent hex in the troops' field of fire. Troops have a +40 modifier when they fire at characters. Each character can roll his or her own defense column.

3. Troops may fire at enemy troops in the same hex with them. Do not apply range modifiers to this fire.

4. Characters may use heavy weapons to fire at troops. This fire has a -40 modifier.

5. Characters may fire at other characters, using normal missile attack procedures explained in Chapter 4. However, characters must make a successful general Luck check in order to spot a character who is in the same hex with a troop counter.

MOVEMENT IN TACTICAL SCALE BATTLES

In one turn, troops in tactical scale battles may move the number of hexes of clear terrain shown by the movement rates on their counters.

The Terrain Effects on Movement Chart in Chapter 5 still applies to this movement.

A vehicle uses the movement rating given to the right of the slash in the bottom right-hand corner of its counter.

Facing restrictions apply to troops in pre-World War I scenarios.

Most counters must cease movement when they enter hexes containing enemy troop counters. They must melee attack those enemy troop counters during the melee step of the turn.

Individual characters can move with troops as they move. In addition, characters can move independently during role-playing rounds. However, a character entering a new hex must spend four complete rounds in that hex doing nothing but running before entering another hex: remember each hex represents 100 yards! Woods or broken terrain slow characters down even more; calculate the time to cross a hex using the movement rates for characters given in Chapter 4.

MELEE IN TACTICAL SCALE BATTLES

Melees between troops in tactical scale battles are handled just like melees in skirmishes, with three exceptions: cavalry (or chariot) charges, tank overruns, and melees between troops and characters.

Cavalry and Chariot Charges

Cavalry and chariots may charge during their defensive fire step of the turn. Charging cavalry and chariots are moved forward for a minimum of 2 hexes and maximum of 6 hexes. They may not enter wooded terrain, broken terrain, swamps, or hexes containing buildings. They may enter hexes occupied by enemy troops.

When charging cavalry or chariots enter hexes containing enemy troops, a melee attack takes place immediately. If the enemy troops leave the hex, the charging cavalry or chariots may continue their charge, entering other enemy occupied hexes. If the cavalry or chariots fail to force a defender to leave a hex they have entered, the chariots or cavalry immediately rout. Routs are handled just as in skirmishes.

Tank Overruns

Tanks can enter and move through hexes containing enemy troops during the movement step of the turn. The tank counter makes a melee attack as soon as it enters the enemy-occupied hex. However, the tank uses its missile value, not its melee/morale value, to make this attack. If the attack is successful, the tank may continue moving. If the attack is not successful, the tank must retreat one hex and end its move for the turn.

Troops and Characters in Melee

Melee between unescorted characters and enemy troops occurs the instant the characters and troops occupy the same hex. 1d10 individual soldiers from the troop counter immediately attack the characters. Treat these melees as personal combats, just as explained in Chapter 4. Attacking soldiers are reinforced every fourth round by 1d10 more soldiers. Melee continues until all engaged are dead or have run away.

Characters can escape from such a melee only by running away a distance equal to 50 yards. This puts the characters in a new hex on the battle map. Troops usually do not pursue characters (CM's option). Note that entering a new hex may expose the characters to fire from all the troops.

Melee Modifiers

The following modifiers apply to all melees between troops in tactical scale battles.

MELEE MODIFIERS	
Situation	Modifier
Defender attacked from flank or rear	+30
Defender in light woods	-20
Defender in heavy woods, broken terrain or building	-30
Attacker entered defender's hex from lower elevation	-10
Cavalry or chariots charging	+30
Difference in Armor Rating of troops	+ or - the difference

LEADERS

The adventure scenario may designate certain NPCs as "Leaders." These NPCs function as described in the adventure scenario. In addition, all Leaders, and PCs with Military Leadership skill, may modify the melee/ morale value of friendly troops in their hex.

CHAPTER 7: SKILLS

In addition to Basic Abilities and talents, each character in a TIMEMASTER game has skills: special abilities or bits of know-how that stem from training and experience.

Each newly created player character has four skills: Historical Specialty (for the period prior to his or her joining the Corps), Time Corps Stunner, and two other skills that match his or her background. Agents can gain additional skills and improve their existing ones by spending Success Points (see Chapter 2). In addition, they gain one new skill when they advance to a new rank in the Corps.

NPCs—including the Demoreans—have skills, too. The NPC descriptions in each Goblinoid Games adventure include a list of skills these characters have acquired. If the CM creates his or her own adventure, he or she should choose skills for the NPCs to match their roles in the scenario.

SKILL LEVELS

Not everyone who has a skill performs in the same way: you may play tennis very well, but that doesn't mean you're a match for Jimmy Connors (or even the pro at the local health club). In the TIMEMASTER game, these differences in ability are represented by three levels of skill: Specialist, Expert, and Master. Specialist is the lowest level; Master is the highest. When characters first acquire a skill, they usually start at Specialist level, and then work their way up. (Practice makes perfect, right?)

SKILL SCORES

Just as with Basic Abilities and talents, characters have a score for each of their skills. Skill scores are based on Basic Abilities, plus the level of skill. Just follow these simple steps to figure out a character's skill score:

1. Find the name of the skill on the Skills Chart (see page 46).

2. Follow the formula on the chart to figure out the base score. This always involves adding up a few Ability scores, and dividing the sum by the number of Abilities. Fractions are rounded up.

3. Add the appropriate modifier for the character's level in the skill:

SKILL LEVEL MODIFIERS	
Specialist level:	+15
Expert level:	+30
Master level:	+55

These modifiers are not cumulative. When a character advances to the next skill level, he adds the modifier to his base score, not his previous score.

Example: Harry Adams has just acquired Sword skill. To obtain his skill score, Harry adds his Strength score, 58, to his Agility score, 64, for a total of 122. Next he divides this total by 2, obtaining 61. Sixty-one is his base score. Because Harry has just acquired this skill, he now adds the Specialist modifier to 61, and finds that his skill score is 76(61 +15=76). If Harry ever acquired Expert level in this skill, his score will be 61+30—91; and if he reaches Master level, his score will be 61+55= 116.

WILLPOWER AND STAMINA

Several skills use either Willpower or Stamina as part of their base score. Changes in a character's current Stamina and Willpower scores do not affect a character's skill scores, with the exception of the Distance Running and Swimming skills.

SKILL CHECKS

Characters make skill checks to find out how well they use a skill—just as they make Ability checks. Skill checks can be general or specific, depending on the skill; the rules below tell you which kind of check to make. Chapters 4, 5, and 6 have al-ready explained the checks for com-bat

skills. For non-combat skills— which can be just as vital for survival— characters find the results of most specific checks on Column 3 of the Action Table.

EXCLUSIVE SKILLS

In Chapter 4, we explained that characters can use most weapons without having skills for those weapons; they just use their Dexterity or Unskilled Melee score as the base chance for success. Not all skills work this way; many cannot be used unless characters actually have the skill. Such skills are called exclusive. Characters without exclusive skills may never, under any circumstances, attempt to perform actions that require these skills.

SKILL DESCRIPTIONS

The Skills Chart on page 46 summarizes important information about each skill, but it doesn't tell the whole story—that lies in the descriptions below. Read these descriptions before you attempt to use or acquire any skill.

UNARMED MELEE SKILLS

Unarmed melee skills usually allow a character to make more than one attack in a round. They reflect skill in hand-to-hand fighting styles, including two special kinds: Martial Arts and Advanced Self-defense. Note that Martial Arts is a "cross-over" skill; it allows characters to make both unarmed and armed attacks.

Boxing
Exclusive: Yes
Base: (Str+Dex+Agl)/3
Check: Specific

Characters using Boxing skill are allowed one extra melee attack per round at Specialist level, two extra attacks at Expert level, and three extra attacks at Master level. Thus, a Master Boxer would get four attacks in a melee step when using his Boxing skill. In addition, if the Boxer obtains

a "K" result, he forces the defender to make an immediate general check against current Stamina. If the defender fails the check, he is knocked out for 100 minutes (roll a percent). If the defender passes the check, he's still knocked down, according to the normal "K" result.

Wrestling

Exclusive: Yes
Base: (Str+Agl)/2
Check: Specific

When characters use Wrestling skill, any "H" on the results key means that the defender is pinned in a "hold." The defender can do nothing while he's pinned, except try to free himself. The hold is broken if: 1) The defender wins initiative and passes a general Unskilled Melee check. Wrestling check, or Martial Arts check—all with a -20 modifier to his score; or, 2) a third party successfully attacks the Wrestler making the hold, using any combat form.

The Wrestler doesn't have to make a check to maintain a hold; it's automatic each round until someone breaks it. For every round that he's held, the defender receives normal "H" unarmed combat damage.

If a Wrestler obtains a "C" result when using this skill, he has managed to make a stronger hold. The results are the same as "H" results, with two exceptions: the held defender suffers a -40 modifier to his checks (rather than -20), and the damage inflicted each round is normal "C" result unarmed combat damage.

"K" results still apply normally. If a "K" result occurs along with an "H" or "C" result, the defender is knocked down and held. The holding character is also on the ground, maintaining the hold.

Characters using Wrestling skill may declare strangling as a called shot. A "C" result is applied as above, in addition to the effects of strangling described in Chapter 4.

Martial Arts

Exclusive: Yes
Base: (Str+Dex+Agl+Wpr)/4
Check: Specific

Characters with Martial Arts skill can also make more melee attacks per

SKILLS CHART			
Skill Name	Base	Check	Date Avail.
UNARMED MELEE SKILLS			
†Boxing	(Str+Dex+Agl)/3	S	Bronze Age
†Wrestling	(Str+Agl)/2	S	Any
†Martial Arts	(Str+Dex+Agl+Wpr)/4	S	Any, Oriental
†Advanced Self-defense	(Str+Dex+Agl+Wpr)/4	S	72nd Century
ARMED MELEE SKILLS			
Bayonet	(Str+Agl)/2	S	16th Century
Blackjack	(Str+Agl)/2	S	Any City
†Bullwhip	(Str+Dex+Agl)/3	S	19th Century
Dagger/Knife	(Str+Agl)/2	S	Any
*Lance, horseman's	(Str+Agl)/2	S	Bronze Age
Polearm	(Str+Agl)/2	S	Any
Short handled weapons	(Str+Agl)/2	S	Any
Swords	(Str+Agl)/2	S	Bronze Age
*Florentine style	(Str+Dex+Agl)/3	S	16th Century
SPECIAL WEAPONS			
†Bola	Dex	S	19th Century
†Lasso	(Str+Agl)/2	S	19th Century
†Net	(Str+Dex+Agl)/3	S	Rome, 100 B.C.
MOUNTED COMBAT SKILLS			
Equestrian	(Dex+Agl+Per)/3	G, S	Any non-American
*Mounted melee	Weapon skill score	S	Any non-American
*Mounted missile	Weapon skill score	S	Any non-American
MISSILE WEAPON SKILLS			
Sling	Dex	S	Stone Age
Bow Skills			
Crossbow	Dex	S	13th Century
Shortbow	Dex	S	Any
Longbow	(Str+ Dex)/2	S	12th Century
Firearms Skills			
Automatic Rifle	Dex	S	20th Century
Long barreled gun	Dex	S	16th Century
Pistol	Dex	S	16th Century
Time Corps Stunner	Dex	S	72nd Century
Beam Weapons Skills			
Laser Pistol	Dex	S	30th Century
Laser Rifle	Dex	S	30th Century

round: Specialists make two. Experts three, and Masters four. But that's not all; the skill offers other advantages, too:

1. At Specialist level, a skilled character can "call a shot" to inflict up to five wounds—using the armed combat results key. If the attack result is a "C," the defender takes the specified number of wounds.

2. At Expert level, the skilled character may enter combat armed with nunchakus—lethal weapons that consist of two sticks connected by a chain. Characters can attack with one nunchaku in each hand, if they'd like.

All attacks made with nunchakus are considered armed melee attacks. Characters without this skill may not use nunchakus.

3. At Master level, the Martial Artist can use shurikens (sometimes called "throwing stars") as thrown weapons up to a range of 30 feet. The Master can throw this weapon during any missile fire step. Each shuriken counts as one missile attack.

In Chapter 4, we explained that characters must choose one combat form each round. Well, here's the

Skill Name	Base	Check	Date Avail.
THROWN WEAPON SKILLS			
Axe/Tomahawk	(Str+ Dex)/2	S	Any
Dagger/Knife	(Str+ Dex)/2	S	Bronze Age
Dart	(Str+ Dex)/2	S	2nd Century B.C.
Javelin	(Str+ Dex)/2	S	Bronze Age
Spear	(Str+ Dex)/2	S	Stone Age
Grenade	Dex	S	18th Century
HEAVY WEAPON SKILLS			
†Ancient Artillery	(Pcn+Dex)/2	S	Bronze Age
†Anti-Tank Weapon	Dex	S	20th Century
†Cannon	(Pcn+Dex)/2	S	14th Century
†Artillery	(Pcn+Dex)/2	S	20th Century
Machine Gun	Dex	S	20th Century
†Mortar	(Pcn+Dex)/2	S	20th Century
†Pilot	(Pcn+Dex+Agl)/3	G	20th Century
NON-COMBAT SKILLS			
Computers	(Pcn+Luck)/2	S‡	20th Century
Demolitions	(Pcn+Dex)/2	S‡	13th Century
Disguise	(Pcn+Dex)/2	G‡	Any
Distance Running	Current Sta	NA	Any
Electronics	(Pcn+Dex+Luck)/3	S‡	20th Century
Forgery	(Pcn+Dex)/2	S‡	Any Writing
Gambling	(Pcn+Luck)/2	S	Any
Historical Specialty	(Pcn+Wpr)/2	S	Any
Impersonation	(Pcn+Wpr+Per+Dex)/4	S‡	Any
Investigation	(Pcn+Wpr+Per)/3	S‡	Any
Mechanics	(Pcn+Dex)/2	S‡	Bronze Age
Military Leadership	(Str+Wpr+Per)/3	S	Any
Medicine	(Pcn+Wpr+Per+Luck)/4	G	Any
Outdoor Survival	(Pcn+Wpr+Luck)/3	S	Any
Security Devices	(Pcn+Dex+Luck)/3	S	20th Century
Stealth	(Dex+Agl)/2	S	Any
Stunt Driving	(Pcn+Agl)/2	G	20th Century
Swimming	Current Sta	NA	Any
Theft	(Pcn+Dex+Wpr)/3	S‡	Any
Tracking	(Pcn+Luck)/2	S‡	Any

Notes:

Date: The earliest time period in which the skill was available. This effects the skills available to newly created characters.

Any non-American. This skill is not available to newly created characters born in the Americas before the Spanish introduced the horse to the continents in 1521.

† indicates an exclusive skill.

* a skill that can't be acquired without a prerequisite skill.

Check: G indicates general. S indicates specific. ‡ indicates the check is rolled secretly by the CM.

exception to the rule: Martial Arts Masters can mix melee and missile attacks as they choose. The maximum number of attacks is still four, so the character might throw one shuriken as his first attack, throw another later, then kick twice, or... declare a kick, then turn around and throw three shurikens. It's up to the Artist to decide.

Advanced Self-Defense*
Exclusive: Yes
Base: (Str+Dex+Agl+Wpr)/4
Check: Specific

Characters must be Masters in either Boxing, Wrestling, or Martial Arts before they can acquire this skill. Once they have Advanced Self-defense skill, however, they can use any of the unarmed melee skills at a level equal to their level in Advanced Self-defense. (Of course, if they already have a higher skill level in an unarmed melee skill, they attack at that level, instead.)

In addition, characters with Advanced Self-defense skill shift one defense column to the right when defending in melee—as long as their opponent doesn't have this skill, too. (Column 10 is the highest column possible.)

ARMED MELEE SKILLS

All skills
Base: (Str+Agl)/2 (usual)
Check: Specific

Armed melee skills are simply skills with melee weapons. Most do not offer extra attacks per round, but they increase a character's accuracy (chance to hit) with the weapon. The Skills Chart lists all the armed melee options. Many are self-explanatory (e.g. Dagger skill means you have skill with a dagger), so no further description is needed. Those that are unusual in some way, or present an exception to a rule, are listed in detail below.

Bayonet
Characters with this skill gain one additional bayonet attack per round for each level of skill: Specialists can make two attacks, Experts, three; Masters, four.

Blackjack
A blackjack is a nasty weapon that resembles a short, heavy club, usually covered with leather. Characters with this weapon skill can sometimes knock their opponents out, provided they make it a called shot. The opponent must have his back turned, or be surprised. Then if the attacker makes the shot, the opponent's current Stamina score drops to zero immediately, and he falls unconscious.

Bullwhip
Exclusive: Yes
Base: (Str+Dex+Agl)/3
Check: Specific

The base for this skill differs from most others of its kind, so be sure to use the formula given here. An

attacker can use the bullwhip two ways: First, he can use it to strike an opponent, although the maximum damage it can cause is "M" on the armed combat key. Second, the attacker can use it to tangle up his opponent: the attacker strikes, and makes tangling a called shot. Any "C" result inflicts no damage, but indicates that the whip is wrapped around the defender, pulling him immediately to the ground. Entangled defenders are helpless. They can free themselves in two rounds, as long as they take no other action during that time.

Lance, horseman's*

Characters with this skill can use any type of cavalry lance as a melee weapon, while they are riding on horseback. A character must have Expert level Equestrian skill before they can acquire this skill. (After all, what good would the lance do if you couldn't stay on the horse?). This is a special mounted melee skill; characters with this skill do not also have to acquire Mounted Melee skill with the lance (see below).

Polearms

Characters with this skill can wield polearms and thrusting spears of all types—including pikes, awls, halberds, and other common European polearms.

Short-handled weapons

Characters with this skill are particularly good at bashing and chop-ping with any short weapon other than a sword, knife, or dagger. Examples of weapons for this skill include the club, mace, axe, morning star, and the flail.

Sword

This skill includes any type of weapon with a blade at least 2 feet long. Examples include the short sword, long sword, two-handed sword, broad sword, cutlass, scimitar, and rapier.

Florentine style*

Exclusive: Yes
Base: (Str+ Dex+Agl)/3
Check: Specific

Fighting Florentine style means fighting with a rapier in one hand and a dagger in the other. (The rapier is a light sword common in Europe in the 16th and 17th centuries.) Florentine fighting is no easy feat; characters must have Sword skill at Master level before they can acquire this skill. They can still make only one attack per round, but opponents must shift their "defense" on the Action Table one column to the left unless they have this skill themselves. At the CM's option, characters may substitute any straight, one-handed sword for the rapier when using this skill.

SPECIAL WEAPONS SKILLS

Bola

Exclusive: Yes
Base: Dex
Check: Specific

The bola is a thrown weapon that entangles its victims and causes normal armed combat damage. Characters with this skill may throw a bola to a distance of 100 feet. "C" results indicate that the victim is tangled in the weapon and suffers damage; other successful results simply indicate normal damage. Entangled de-fenders fall down, and are bound and helpless for at least 2 rounds. The defender can free himself in that time, provided he takes no other action. If a friend of the victim has a knife or similar tool, he can cut through the bola in 1 round, and free the tangled character.
If players use the optional hit location system in Chapter 4, a character may cut himself free in 1 round if his arms and hands are not entangled.

Lasso

Exclusive: Yes
Base: (Str+Dex)/2
Check: Specific

The lasso is a rope with a sliding noose at one end. It has no effect unless the attacker gets a "C" result. A "C" result indicates that the attacker has successfully entangled the defender in the lasso. The entangled defender is knocked down, bound, and helpless. See the Bola skill description above for a character s

ability to free himself (or be freed); the same rules apply. Characters with Lasso skill can throw a lasso no farther than 15 feet. No range modifiers apply.

Net

Exclusive: Yes
Base: (Str+Dex+Agl)/3
Check: Specific

Roman gladiators often used this weapon while fighting in "the games." The weapon has no effect except on a "C" result. A "C" result indicates that the defender is entangled in the net. See the notes on the bola for the defender's chance to free himself (or be freed); the same rules apply.

As long as the defender is tangled in the net, he must make a general Agility check each round to remain standing. If he fails the check, he immediately falls down, and is considered "on the ground" until he stands up—which also requires a general Agility check. The entangled defender may use no melee skill in attacking, and defends in melee on Column 1 while entangled.

MOUNTED SKILLS

Equestrian Skill

Exclusive: Yes
Base: (Dex+Agl+Per)/3
Check: General, Specific

Any character without this skill can ride a horse under normal circumstances. This skill allows the character to stay in the saddle (and in control) under more difficult circum-stances: in melee, during high-speed chases, and during dangerous leaps or stunts, for instance.

The rider must make a general check whenever he tries to do something on horseback that in the CM's judgment could cause him to fall off the horse. A successful check indicates the character stays in the saddle.

If characters use this skill to perform stunts—such as clinging to the side of a moving horse to use the animal for cover—they must make a specific check. Only "C" results indicate success; everything else spells failure.

It always seems to happen: you get up on a high horse, and someone

tries to knock you off. When an opponent tries to push or pull a skilled Equestrian from his horse, the Equestrian "defends" against this melee attack by using the defense column lying beneath his skill score (use the ranges at the top).

Mounted Melee*

Exclusive: Yes
Base: as weapon
Check: Specific

Characters with this skill make good use of melee weapons while they're riding. Characters without this skill suffer a -40 modifier, as explained in Chapter 4. Characters must have reached Expert level in the Equestrian skill before they can acquire this skill. Mounted melee attacks are made using the character's skill score with the weapon being used, or his Unskilled Melee score; no modifiers for skill level apply to Mounted Melee itself.

Mounted Missile*

Exclusive: Yes
Base: as weapon
Check: Specific

Characters with this skill have received training to fire or throw weapons on horseback. (Some weapons are excepted; see the Missile Weapons Table in Chapter 4.) Characters without this skill suffer a -40 modifier, as described in Chapter 4. A character must be an Expert (or Master) Equestrian before acquiring this skill. There's no need to advance in this skill, since the base chance always equals a missile-weapon skill score.

MISSILE WEAPON SKILLS

Missile weapon skills reflect training with any weapon that you can fire, sling, or throw. With the exception of firearms, these skills do not offer additional attacks per round, but they increase a character's chance to hit when using a particular missile weapon.

Sling

Exclusive: No
Base: Dex
Check: Specific

The sling is simply a piece of leather or cloth bound by thongs. To "load" the weapon, the attacker places stones or rounded pieces of metal in the center of the sling. To "fire," the attacker swings the sling over his head, releases one thong, and then lets the contents fly toward the target.

Bow Skills:

Exclusive: No
Base: Varies
Check: Specific

There are three bow skills:

Shortbow: Base = Dex
Crossbow: Base = Dex
Longbow: Base = (Str+Dex)/2

In addition to increasing accuracy, these skills increase the speed with which the skilled character can reload and be ready to shoot again. Characters cannot shoot any bow more than once per round. Furthermore, they need several rounds to reload, as shown on the following chart:

BOW RELOADING			
	Rounds Required To Reload		
Level	Long-	Short-	Cross-
Unskilled	5	5	12
Specialist	4	4	10
Expert	3	3	8
Master	2	2	6

Firearms Skills

Exclusive: No
Base: Dex
Check: Specific

All firearms skills allow a character to make one additional missile attack per skill level, per round—up to the maximum rate of fire for the weapon. There are three specific firearms skills:

Automatic Rifle - This skill includes the use of submachine guns, all automatic rifles, and the photon rifle.

Long-barreled guns - This skill includes the use of the arquebus, musket, dragoon musket, rifle and shotgun.

Pistol - This skill includes the use of hand guns of all types, including derringers, revolvers, automatic pistols, and flintlock pistols.

Long-barreled gun skill enables a character to reload a musket or dragoon musket more rapidly than an unskilled character. Here's how long it takes to reload:

Skill Level	Rounds to Reload
Unskilled	4
Specialist	3
Expert	2
Master	1
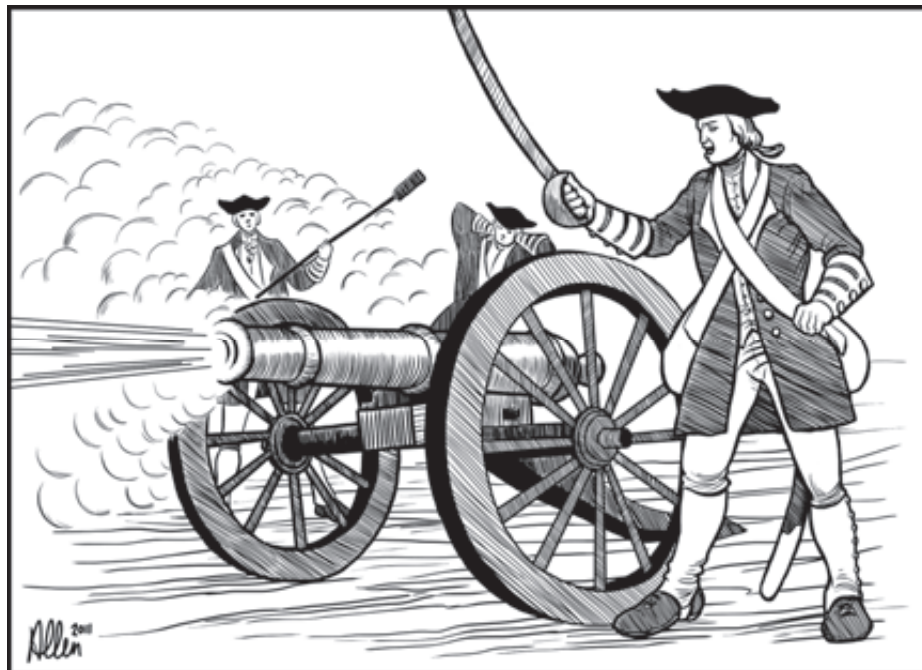
Beam Weapon Skills

Exclusive: No
Base: Dex
Check: Specific

Characters can acquire two separate skills with beam weapons: Laser pistol and laser rifle.

Thrown Weapon Skills

Exclusive: No
Base: (Str+Dex)/2
Check: Specific

Five separate skills make up this group: Axe/Tomahawk, Dagger/Knife, Dart, Javelin, and Spear. These skills simply increase a character's accuracy when throwing these weapons; they don't allow him to throw more than one weapon per round. Dart skill refers to a special small, thrown weapon used in Roman and Western Medieval cultures; it does not refer to the 20th-century leisure game.

Grenade

Exclusive: No
Base: Dex
Check: Specific

Characters with Grenade skill don't just toss and take their chances; they've practiced to increase their accuracy in throwing any type of hand grenade.

HEAVY WEAPON SKILLS

These skills enable characters to use heavy weapons, ground combat vehicles, plus air and spacecraft. Most of these skills are exclusive; no unskilled character can attempt to use them successfully. (You wouldn't expect just anyone to fly a plane and drive a tank, would you?)

Ancient Artillery

Exclusive: Yes
Base: (Pcn+Dex)/2
Check: Specific

Characters with Ancient Artillery skill can supervise the use of large, ancient missile weapons such as catapults and ballistae. Their skill score equals the base percent chance that such weapons will hit the right targets when the characters are supervising.

Anti-Tank Weapon

Exclusive: Yes
Base: Dex
Check: Specific

This skill enables a character to use any type of personal anti-tank weapon, such as a bazooka, World War II German panzerfaust, and so forth. It takes two men to fire an anti-tank weapon. A skilled character can enlist the help of an unskilled character to fire anti-tank weapons, without lessening the chance for success. A skilled character's Anti-tank Weapon score equals his base percent chance to hit when he fires the weapon with assistance.

Canon

Exclusive: Yes
Base: (Pcn+Dex)/2
Check: Specific

Characters with this skill can supervise attacks that involve direct-fire, pre- World War I artillery pieces, such as culverins, 18th and 19th-century cannons, 19th-century rifled cannons, and cannons that lie onboard sailing ships or very early ironclads. The skill score equals the character's base percent to hit a target while supervising the gun crew.

Artillery

Exclusive: Yes
Base: (Pcn+Dex)/2
Check: Specific

This skill involves artillery from the 20th century and beyond, including vehicle main guns and AT guns. The skill enables a character to serve as a gunner on a ground combat vehicle, such as a tank.

Machine Gun

Exclusive: No
Base: Dex
Check: Specific

Machine gun skill improves a character's ability to fire machine guns and all heavy weapons that fire like machine guns. For example, a character with this skill could fire the secondary guns on a tank, but he could not fire the tank's main gun. Characters fire machine guns on aircraft and space craft, too.

Mortar

Exclusive: Yes
Base: (Pcn+Dex)/2
Check: Specific

Characters can fire infantry field mortars when they have this skill. See Chapter 5.

Pilot

Exclusive: Yes
Base: (Pcn+Dex+Agl)/3
Check: General

Characters with Pilot skill can fly aircraft and spacecraft, and fire any weapons on those craft—though not necessarily at the same time. The weapons include machine guns, bombs, rockets, or beam weapons. See Chapter 5 for a description of how Piloting affects air combat.

NON-COMBAT SKILLS: THE STUFF OF LIFE

Non-combat skills are simply non-fighting skills. That doesn't mean these skills don't help a character survive—they do! Characters use non-combat skills to protect themselves, gather information, and succeed in their adventures.

When characters must make a specific check for a non-combat skill, the result always lies on Column 3 of the Action Table.

Computers

Exclusive: Yes
Base: (Pcn+Luck)/2
Check: Specific (secret)

Computers came into widespread use in the mid-20th century, and since then, nearly all advanced human societies have used them. Computer skill enables a character to get information from these machines. The character can reprogram a computer, too, if Demoreans or renegades have tampered with it. Before a character can interact with a computer, he must first find a terminal or some other communications link. Computer skill does not help a character do this.

Once access has been gained, though, this skill becomes useful. Characters must overcome any security program the computer may have before they can get information or start programming. Computer skill assists them in overcoming security.

Finally, the character must find the information he is looking for in the computer's files, and/or accomplish any reprogramming necessary. Computer skill also assists a character in doing this. Characters can learn just about anything from a computer, as long as that information already lies in the machine. Goblinoid Games adventures will specify how much information a computer contains, and the CM should decide this for his own scenarios, too, before play begins.

To get information from a computer, characters must tell the CM exactly what they want to find out. They cannot ask for "everything the machine has about this guy"; instead, they must be specific. For example, they might ask, "Can we find a record that says this person deposited money in this bank last week? What was the amount?" If they ask, characters can also find out whether someone has reprogrammed the computer.

This skill requires a secret specific check. Use the following key to interpret the results:

L = Little success: the character needs 1-100 hours (roll percent dice) to pass the security and get information (or reprogram it).

M = Moderate success: the character can get the desired data or do the reprogramming in 1d10 hours,

H = High success: the character can get the information or do the reprogramming in 1d10/2, rounded up, hours.

C = Colossal success: the character can get the information or do the reprogramming in 1d10 minutes. Ignore "K" results.

The CM may optionally allow characters to make a Luck check when using this skill. If they pass, the characters stumble across extra information or clues, beyond the information they requested.

Demolitions
Exclusive: Yes
Base: (Pcn+Dex)/2
Check: Specific (secret)

Characters with this skill can use explosives of all kinds, if they can get them. The Time Corps does not usually provide explosives, so characters must obtain them from sources "in the field."

When a character uses this skill, he must state exactly what he wishes to happen, including the radius of the area to be affected. The CM treats all explosions as 100% catastrophic damage.

Use of this skill requires a specific check—a secret one at that, rolled by the CM. The CM should use this key to interpret the results:

L = Limited success. The explosion has the desired effect, but the blast affects a radius 50 feet larger than intended.

M = Moderate success. The explosion has the desired effect, but the blast affects a radius 25 feet larger than intended.

H = High success. The explosion has the desired effect, but the blast affects a radius 10 feet larger than intended.

C = Colossal success. The explosion has the desired effect in the intended area.

If the specific check shows failure, the CM should roll percent dice. A roll of 01-50 means the explosives did not go off on schedule. (They may explode later, however; there's a 10% chance per round until the agents leave the area.) A roll of 51-00 means the characters used too much explosive; the blast radius is 100 feet larger than intended.

Disguise
Exclusive: Yes
Base: (Per+Dex)/2
Check: General (secret)

Characters with this skill can use clothing and make-up to change their appearance. They can also disguise other people, if those people are willing.

This skill lies somewhere between the disguise that all characters can create (see Chapter 9) and Impersonation skill. Characters can use this skill to change basic appearance and facial features; unskilled characters cannot do this.

However, this skill cannot change a character's apparent height by more than six inches, nor his or her weight by more than 20 pounds. Furthermore, Disguise skill does not enable a character to pass for a specific, historical individual: that requires Impersonation skill.

Disguise skill requires only a general check. The CM should roll this check secretly, letting the results become known during play.

Success indicates that the disguised characters are taken at face value for at least 12 hours, unless they do something which obviously does not fit within the role they are playing. (Roll a new check every 12 hours, until the character removes the disguise.)

If characters fail their Disguise check, the first NPC who encounters them and passes a secret general Perception check (rolled by the CM) will realize that the disguised PCs are imposters. If the NPC already knows the disguised PCs' faces, he or she will recognize them. See Chapter 10 for information on how this NPC would react to uncovering such a fraud.

Before a mission, the Time Corps issues a disguise kit to agents with this skill, in addition to the usual equipment.

Distance Running
Exclusive: Yes
Base: Current Sta
Check: None

Characters who do not have this skill are allowed to run no more than 30 minutes; they must then get a full eight hours' sleep before running any further. This skill enables a character to run much longer and for greater distances. To find out how long and how far, add the character's skill-level modifier to his or her current Stamina to find the Distance Running score. Now find the column on the Action Table corresponding to this skill score. The column number below shows the speed in miles per hour that the character can run, and the number of hours the character can continue to run before needing eight hours of rest.

Electronics

Exclusive: Yes
Base: (Pcn+Dex+Luck)/3
Check: Specific (secret)

Successful use of this skill lets a character make field repairs of electronic devices such as radios, televisions, communicators, calculators, and listening devices ("bugs"). If the character can find the proper equipment and materials in the field, he or she can make these electronic devices, too. Characters must have an electronics tool kit to use this skill (see Chapter 9).

Characters make specific checks to find out how well they use this skill. Read the key below to interpret the Action Table results:

L = Limited success: repair or construction takes 1d10 hours, and the device will work for 2dlO hours.

M = Moderate success: repair or construction takes 1d10/2, rounded up, hours, and the device will function for 3d 10 hours.

H = High success: repair or construction takes 1d10/2, rounded up hours, but the device will function 2d10x2 hours.

C = Colossal success: repair or construction takes 3d10x2 minutes; the device will work normally as long as it has a power source.

Failure of the check means the character wastes 1d10 hours before he knows that he has failed.

The CM should roll all of these checks secretly and then let characters begin their repair or construction work, not telling them the results until the time indicated by the dice has expired. Characters can always give up before the time runs out, but they have no chance for success if they do.

Forgery

Exclusive: Yes
Base: (Pcn+Dex)/2
Check: Specific (secret)

Ever heard the saying, "Put your John Hancock here"? Everyday folk would just sign their names in response. Characters with Forgery skill, however, would produce a signature just like John Hancock's—good enough to fool the owner himself. Characters with Forgery skill can produce hand-written documents that look like someone else's work. To forge the document, the character must have a sample of the handwriting he or she wants to copy—a letter, diary entry, manuscript...anything with at least 100 words. Then he or she must pass a specific check, rolled secretly by the CM. The key below describes the results:

L = Limited success: Characters who know the original handwriting well can make a general Perception check to see if they notice the forgery.

M = Moderate success: Same as "L" result, but characters make the Perception check with a -20 modifier.

H = High success: Same as "L" result, but characters make the Perception check with -40 modifier.

C = Colossal success: Characters without Forgery skill cannot detect the forgery, even if they know original handwriting well.

The CM should reveal the results during the normal course of play—as the characters themselves would make the discovery. Failure of a check means the forgery is obvious; anyone who knows the genuine handwriting will detect the forgery on sight, no check required.

Characters with Forgery skill can detect forgeries as well as make them. To detect a forgery, they must have a copy of the genuine handwriting to which the forgery can be compared. Detection still requires a specific check. Characters succeed if they get a result equal to or higher than the result earned by the forger (L, M, H, C; L is low, C is high). If the forger is unknown, or didn't make a check, then the adventure must specify the level of quality.

Gambling

Exclusive: Yes
Base: (Pcn+Luck)/2
Check: Specific

In many historical societies, the wealthy or ruling classes considered gambling an acceptable, if not a mandatory, social activity. Characters who have this skill know games of chance extremely well, so they can cheat to skew the odds. Games of chance include poker, craps, and any other card or dice game.

In any game, characters play "hand by hand." All participants in the game must first agree on the stakes: the amount to be wagered. Each participant then rolls percent dice (the CM rolls for NPCs). High roll wins the stakes multiplied by the number of players.

Characters who cheat can increase the amount of their die roll. Only one rule bars the Gambler: skilled PCs may never cheat other PCs; their victims must always be NPCs. In order to cheat, the character must declare his intent before anyone rolls the dice. The player rolls a specific check against his character's skill score. The result lies on the defense column below the Perception score of the "duped" character—the victim of the cheat. If more than one NPC is involved in the game, use the highest Perception score.

Use the key below to interpret the result of the check.

L = Limited success: the character may add 10 to his or her percent roll.

M = Moderate success: same as "L" but add 15 to the roll.

H = High success: add 20 to the roll.

C = Colossal success: add 40 to the roll.

Failure = The character gets caught—with an Ace down his sock, or extra dice in his pocket. Use the guidelines in Chapter 10 to see how his victims react.

Historical Specialty

Exclusive: Yes
Base: (Pcn+Wpr)/2
Check: Specific

"Historical Specialty" includes a large number of separate skills—a skill for just about every era, in fact. A character may choose his own specialty within the following guidelines:

1. The specialty may cover a period of no more than 100 years.

2. The specialty may involve no more than two civilizations, cultures, or nations.

For example, a character might choose to "specialize in" Athens and Sparta during the Peloponnesian

Wars (431 B.C. to 401 B.C.), adding a few surrounding years to bring the total to 100. Or a character might choose the United States during the period from 1776 through 1876, and so on.

Each newly created character automatically has Historical Specialty skill for the 100-year period preceding his birth, plus the duration of his native time. In this case, and in this case only, the Historical specialty covers slightly more than 100 years.
A skilled character can use each specialty in two ways:

1) The character can do one day's worth of extra historical research in the Time Corps library before starting a mission that relates to his Historical Specialty. Any information he finds will be in addition to the regular briefing material. This use of the skill requires a specific check. Use the key below to interpret the results:

L = Limited success: the character gains one additional major piece of information that will be of value to the mission.

M = Moderate success: same as the "L" result, but the character gains two such pieces of information.

H = High success: the character gains three additional pieces of information.

C = Colossal success: the character gains four additional pieces of information.

Failure means the character gains no additional information.

Goblinoid Games adventures always list the information available to characters with the appropriate Historical Specialty skill.

2) Because of his extra knowledge, the character gains a +10 bonus to his Perception score while adventuring in the time period and culture of his specialty.

Impersonation
Exclusive: Yes
Base: (PCN+Wpr+Per+Dex)/4
Check: Specific (secret)

Use of this skill allows a character to impersonate a historical figure. That can come in very handy when an important person is temporarily "out of action" because of something the renegades or Demoreans did.

Characters prepare for an impersonation before they ever leave the Time Corps. First, they must decide who they want to Impersonate. Then they receive special briefings on the subject's habits, likes, dislikes, favorite expressions, etc. To complete the picture, Corps surgeons perform advanced plastic surgery on the agent, so that he or she closely resembles the character to be impersonated. The finishing touch? An authentic wardrobe—everything that the best-dressed Impersonator might need.

Once the Impersonator arrives at the mission site, it's up to him or her to decide if and when to begin the impersonation. Of course, the agent will already look like the character to be impersonated—but he or she doesn't have to act or dress like that character until the right time.

Impersonation requires one specific check for every four-hour period that the agent spends with people who know the "real" person well. The CM should roll this check secretly. Use this key to interpret the results:

L = Limited success: each NPC who has at least daily contact with the impersonated character is allowed a general Perception check with a -20 modifier to detect the impersonation.

M = Moderate success: Same as "L" result, but the Perception check modifier is -30.

H = High success: same as the "L" result but the Perception check modifier is -40.

C = Colossal success: the impersonation is not detected.

Failure of a check means that the impersonation is detected by at least one NPC within 1d10 minutes.

Characters who have this skill must avoid meeting close family or friends of the subject. No matter how good the Impersonation is, it will never fool close or intimate acquaintances unless the meeting is extremely brief and impersonal.

Investigation
Exclusive: Yes
Base: (Pcn+Wpr+Per)/3
Check: Specific (secret)

This skill offers two options:

1. Questioning. A character can use this skill score instead of his Personality score when he questions an NPC about a person or event.

2. General Investigation. A character with this skill can gather information from large groups of minor NPCs, provided he or she spends several hours canvassing a neighborhood, or working through a crowd. This skill enables the character to ask questions that bring out hidden information. (Characters can best use this skill when the CM has not prepared clues and witnesses who can be found in specific locations.)

In both cases, the Investigation skill temporarily boosts the character's Perception: when the character gathers information, he or she does so with a +20 bonus to his Perception score.

This skill could be used to help track down a renegade, or a Demorean once his human form is known. It can also prove helpful when PCs are in legal trouble, as explained in Chapter 10.

The CM rolls a secret specific check to determine how well characters perform this skill. When the character uses the skill to question a specific NPC, use the direct action check results in Chapter 10. When the character uses this skill to make general surveys, use the following results key to find out how well he does:

L = Limited success: the character uncovers one major lead or fact, or one important witness in 1d10 hours.

M = Moderate success: the character uncovers two major leads, facts, or witnesses in 1d10 hours.

H = High success: the character uncovers three leads, facts or witnesses in 1d10/2 (round up) hours.

C = Colossal success: the character uncovers four leads, facts, or witnesses, plus many minor details, in 1d10/2 (round up) hours.

Failure means the character spends 1d10 hours in investigation, but still learns nothing of value.

This skill does not allow a character to pull information out of thin air. If no one's around to give him clues, then not even a successful result will offer any useful information. And if no one witnessed a crime, then the Investigator simply cannot gain information from a witness—no witness exists!

Mechanics

Exclusive: Yes
Base: (Pcn+Dex)/2
Check: Specific (secret)

Characters can use this skill to build anything from small electrical motors to jet engines and spacecraft drives. As with the Electronics skill, characters must find the proper materials in the field before they can use Mechanics. The CM rolls a secret specific check when characters use this skill. Use the key listed under "Electronics" to interpret the results.

Military Leadership

Exclusive: Yes
Base: (Str+Wpr+Per)/3
Check: Specific

Characters with Military Leadership are real dynamos on the battlefield; they can attempt to rally routed troops using their Leadership modifier (see below). They can also apply their Leadership modifier to the melee/ morale value of troops with which they are stacked during melee in battles (see Chapter 5). Each use of the skill requires a separate specific check; the results last through the round or step of the turn in progress. Use the following key for these checks:

L = Limited success: the character's Leadership modifier for this use of the skill is +5.

M = Moderate success: the character's Leadership modifier is +10.

H = High success: the character's Leadership modifier is +20.

C = Colossal success: the character's Leadership modifier is +30.

Failure indicates that the character's skill has no effect.

Medical Skill

Exclusive: Yes
Base: (Pcn+Wpr+Per+Luck)/4

Check: General

Characters with this skill are medical doctors. Doctors may use their skill to do the following things:

1. Doctors can treat critically wounded characters during combat, providing emergency bindings and pain-killers. Treatment takes two consecutive rounds. During that time, neither doctor nor patient may take any other action or suffer an attack; if either occurs, the treatment is void that round.

Characters who receive these "quick fix" treatments don't have to make a Willpower check each round to take action. They can keep on fighting, but the treatment does nothing to protect them from further wounds or death. Doctors can treat themselves, too, but they must pass a general current Willpower check before they try.

2. If doctors care for wounded characters daily, they double the rate at which the patients heal wounds.

3. In scenarios involving poisons, doctors can diagnose the type of poisoning and administer the appropriate antidote. Antidotes save characters who would otherwise die from the poisoning.

Doctors must pass a general check every time they hope to use this skill successfully. Their supplies are included in a medical kit as explained in Chapter 9.

Outdoor Survival

Exclusive: Yes
Base: (Pcn+Wpr+Luck)/3
Check: Specific

This skill enables characters to find food, water, and shelter when these things are in short supply. (If they find shelter, they can prevent exposure damage; see Chapter 4.) Characters must make a specific check to use this skill, and they can try only once per day. Use the key below to interpret results:

L = Limited success: the character finds sufficient food, water, and shelter to serve one character for one day.

M = Moderate success: the character finds sufficient food, water, and shelter to serve two characters for one day.

H = High success: the character finds sufficient food, water, and shelter to serve four characters for one day.

C = Colossal success: the character finds sufficient food, water, and shelter to serve all desired characters for one day.

Failure means that the character doesn't turn up a thing: no water, no food, no shelter.

Security Devices

Exclusive: Yes
Base: (Pcn+Dex+Luck)/3
Check: Specific

Use of this skill enables a character to find and defeat security devices, including locks, traps, alarms, and electrical or electronic gadgets. Each use of the skill requires a specific check, with results from the following key:

L = Limited success: the character successfully defeats any normal lock or combination lock, but fails to find and defeat electrical or electronic alarm systems, which go off!

M = Moderate success: the character finds and defeats any lock and electrical alarm system, but fails to detect and defeat any electronic system (such as "electric eyes." pressure plates, etc.): the latter, unfortunately, go off.

H = High success: same as "M" result, but the character does find electronic systems and realizes he cannot defeat them before they go off.

C = Colossal success: the character find and defeats all locks and alarms systems.

Failure indicates the character is unable to deal with a given lock or system until he or she has gained one level in this skill.

Stealth

Exclusive: Yes
Base: (Dex+Agl)/2
Check: Specific

Stealth is the ability to move silently and stay out of sight, using darkness, doorways, or other natural cover to remain hidden. Characters who use this skill successfully—that is, who escape detection—can surprise their opponents automatically. Characters who use this skill must

make a specific check each round. Read results from this key:

L = Limited success: victims of the "sneak" must make a general Perception check with a -20 modifier in order to see or hear the skilled character. ("Victims" include anyone whom the skilled character is trying to bypass or sneak up on.)

M = Moderate success: same as "L" result but the Perception check modifier is -30.

H = High success: same as "L" result but the Perception check modifier is -40.

C = Colossal success: same as "L" result but the Perception check modifier is -60.

Failure means the "victims" have normal chances to spot the character using the skill; they must pass a general Perception check, but suffer no modifiers.

Stunt Driving
Exclusive: Yes
Base: (Pcn+Agl)/2
Check: General

Characters with this skill can perform dangerous "stunts" while driving an automobile, pick-up truck, or any light motor vehicle— motorcycles included. In the Time Corps, prominent Stunt-Driving instructors come from the road gangs that sprang up after the Holocaust. The instructors teach agents how to make "bootleg" turns with a car: forcing the vehicle to turn 180 degrees at high speed in just one round. They also teach agents how to ram other vehicles, forcing the other driver to make a driving check to stay in control. These are just two of the many possible stunts.

Characters can also use this skill to throw another character off a car, when he's clinging to the roof or hood. The character being thrown must pass a general Agility check with a -40 modifier to stay on the car.

Use of this skill requires a general check each round that it's used. The skill score is modified by -01 for every mile per hour of vehicle speed in excess of 50 miles per hour. If drivers fail the check, they have an accident (see Chapter 4).

Characters can substitute their Stunt Driving skill score for their general Driving score in normal vehicle action (see Chapter 4).

Swimming
Exclusive: Yes
Base: Current Sta
Check: None

Swimming skill enables a character to swim distances of more than one mile. Characters without this skill can only swim one mile before they are forced to rest. In addition, skilled characters can stay in the water for up to 24 hours, and still make forward progress. Find the character's current Stamina score on the ranges above the Action Table. Then multiply the number of the defense column below by 3. The result equals the number of miles that the character can cover while swimming and floating for 24 hours.

Characters who use this skill must make a general Luck check after 24 hours, unless they have reached land. Those who pass the Luck check find some means of support in the water (a log, floating debris, etc.) that will en-able them to stay afloat and keep moving forward for another 24 hours. Those who fail this Luck check can only float and drift for another 24 hours, with no additional support.

After 48 hours in the water, the character must make a second general Luck check. Success means the character is rescued, finds land, or otherwise gets out of the water. Failure means the character drowns.

No character can swim for longer than one day without support (though he can still float or drift). Characters must rest on land for a full day after swimming for 24 hours or more.

Theft
Exclusive: Yes
Base: (Pcn+Dex+Wpr)/3
Check: Specific (secret)

Theft allows a character to pickpockets, filch items in plain view while standing in the middle of a crowd, and so on. (Any character can attempt to steal things when no one's around or looking, however.) Each time the character uses the skill, the

CM must make a secret specific check. The defense column matches the highest Perception score of the victim or onlookers (as long as they aren't distracted). Read results from the following key:

L = Limited success: the character gets the item desired, but someone immediately notices that it is missing.

M = Moderate success: for 1d10 minutes, no one discovers the theft.

H = High success: for 1d10 hours, no one discovers the theft.

C = Colossal success: no one discovers the theft for 24 hours, and no suspicion is directed toward the character who took it.

Failure, or course, indicates that the character is caught red-handed while attempting to take the item.

Tracking
Exclusive: Yes
Base: (Pcn+Luck)/2
Check: Specific (secret)

This skill allows a character to follow the tracks or trail of an animal or character outdoors. The skill requires a specific check when it is first used, and a new check each time the trail is interrupted and then found again. The CM should roll these checks secretly. Results are interpreted on the following key:

L = Limited success: the character can follow the trail for one mile, at which point it is interrupted. If the character searches carefully, he or she will find the trail again in 1d10 hours.

M = Moderate success: Same as the "L" result, but the character can follow the original trail for 2 miles and find the trail again in 1 to 5 hours.

H = High success. Same as the "L" result, but the character can follow the original trail for 10 miles and find an interrupted trail in only 1d10 minutes.

C = Colossal success. The character can follow the trail to its ultimate end.

Failure of the check indicates the character cannot find the trail. The CM may optionally rule at any time that bad weather or other factors cancel any result except a "C."

CHAPTER 8: PARANORMAL TALENTS

Paranormal talents (PTs) are special mental powers that all Time Corps agents possess. Certain alien races have paranormal talents, too, especially the Demoreans. This chapter explains everything you need to know about Demorean and human talents: when they work, how they work, and—for those of you who need to make a get-away—how long the effects last.

Agents can acquire up to eight paranormal talents. So can the Demoreans, though they share only one of their talents with humans; for the rest, they have private selection. Most talents take only a round to work, but a few take longer. All require complete concentration for human and Demorean alike. Whenever a character wants to use a talent he or she can do nothing else. Any successful attack against the character will break his or her concentration and cause the talent to fail.

A full description of each PT follows in the next part of this chapter. The descriptions tell you how to figure out a talent score (always round fractions up), and which kind of check the talent requires (general or specific). Demoreans can use some talents with no check at all, and their scores are usually better than human scores.

WILLPOWER AND PTs

Most PTs cost a certain number of Willpower points to use, which are subtracted from the character's current Willpower score. For humans, only Paranormal Memory costs no Willpower to use. For the Demoreans, three of their eight talents require no Willpower loss; once again, they've got the advantage here.

When characters use a talent that costs Willpower, they subtract the points from their current Willpower score during the declaration step, before they actually use the talent. If a character's current Willpower falls below 21, he or she cannot use a talent—in fact, the character refuses to fight, and tries to run for safety (see Chapter 4, "Willpower Loss"). Obviously, you shouldn't declare the use of a talent if the cost would bring your Willpower score below 21.

Characters can spend up to 20 extra Willpower points to use a talent, if they want to increase their chance for success. Each extra Willpower point temporarily raises the character's PT score by 1 point; when he uses the talent once, his score returns to "normal." Remember, no character can use paranormal talents when his Willpower score is below 21.

All Willpower spent to use a PT is lost immediately when spent, regardless of whether the PT succeeds or fails. It's not lost forever, though; sleep brings it back. All characters can recover 10 points of Willpower per hour of uninterrupted sleep—no matter how they lost the Willpower.

HUMAN PARANORMAL TALENTS

Each newly created PC automatically has Paranormal Memory and one other PT of the player's choice. Agents can acquire more PTs by spending Success Points, as explained in Chapter 3.

In the descriptions below, "Time Required" tells how long the user must concentrate to make the talent work. "NA" means "Not Applicable."

Paranormal Memory

Base: (Pcn+Wpr)/3
Willpower Cost: None
Check: Specific (secret)
Column: 2
Time Required: 1 round
Range: NA
Duration: NA

Paranormal Memory (abbreviated "PM") allows characters to remember what "should" have happened in history after history has been changed. Characters remember true history in fragments, as if they were dreaming, so nothing is crystal-clear. Sometimes, only a "gut feeling" comes over the characters, telling them some-thing is wrong.

Characters must already have some knowledge of the event at hand to use this talent effectively; they cannot "remember" something they never knew in the first place. If one of the four conditions below holds true, characters can use Paranormal Memory:

1. The event in question happened in a place and time covered by the character's Historical Specially skill(s).

2. The event in question was specifically covered in the PCs' Historical Briefing at the start of the adventure.

3. The event in question was researched by the character using Historical Specialty skill.

4. The player, as distinct from his or her character, has knowledge of the event and can tell the CM what should be happening. (The CM has final say as to whether the player's knowledge is accurate.)

The CM should roll a secret specific check to find out if a character's Paranormal Memory works. The results are:

L = Limited success; the character remembers that something should be different, but doesn't know what is "wrong."

M = Moderate success: the character knows something is different and remembers one significant fact about the way the event should be.

H = High success: the character knows something is different and remembers two significant facts about the way the event should be.

C = Colossal success: the character knows something is different and remembers three significant facts about the way the event should be.

K = Not applicable.

Characters should remember important facts that could prove useful to the adventure, not bits and

pieces of trivia. Goblinoid Games scenarios often include suggestions for the CM, to help him choose facts for the characters.

Memory Restoration

Base: (Wpr+Pcn+Luck)/4
Willpower Cost: 40
Check: General
Time Required: 1 minute
Range: Touch
Duration: Permanent

Memory Restoration allows agents to "restore" the memory of a historical character so that the character "remembers" what he or she is "supposed" to remember.

For example, suppose the President of the United States is bound and tied, lying unconscious in a White House closet. Meanwhile, a Demorean has taken his place, and is making a mess of things. If an agent destroys the Demorean, and manages to repair the damage it caused, the agent can free the President and "restore" his memory. The President will remember events exactly as they would have occurred had he not been captured. Memory Restoration wipes out everything that the President may have known about his capture.

Agents can Restore Memory only to characters that are sleeping or unconscious.

Telepathic Probe

Base: (Wpr+Per+Luck)/4
Willpower Cost: 10
Check: General (secret)
Time Required: 1 round
Range: 30 feet
Duration: Round of use

With Telepathic Probe, an agent can probe the mind of another character and establish that character's true identity. The other character must be within 30 feet of the agent, and the agent must say who the target is. Agents often use this talent in the field to discover Demorean or renegade infiltrators.
The CM should roll all Telepathic Probe checks secretly. If the check is successful, the CM must tell the agent the true identity of the probed character. If the check indicates failure, the CM should tell the agent
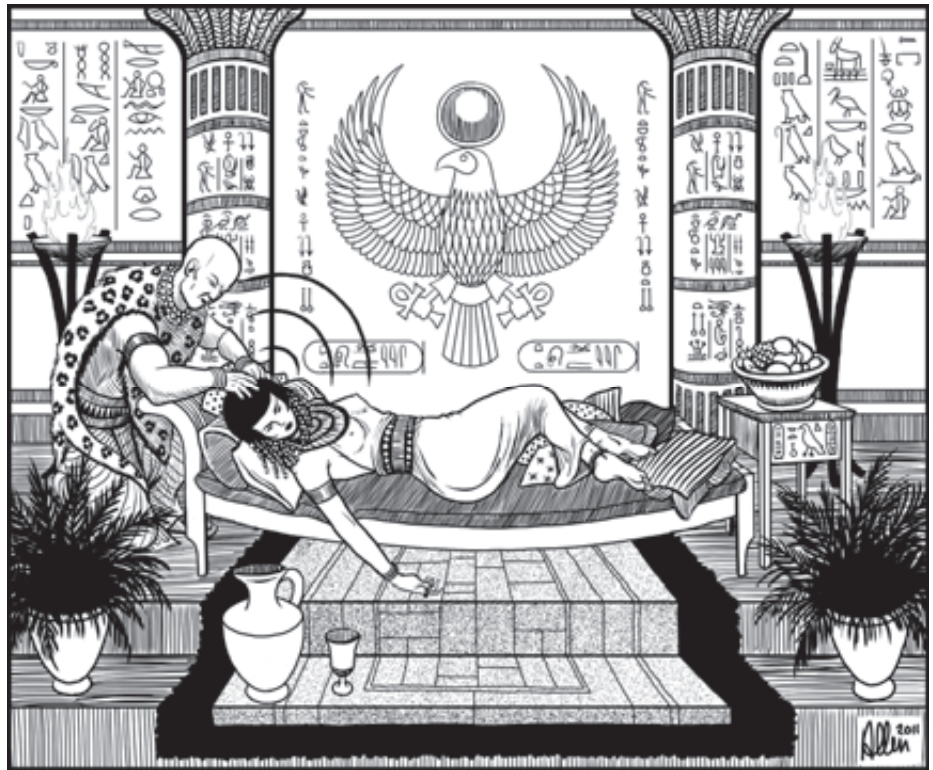
that the probed character is exactly who he appears or claims to be. In this way, the agent will never be certain whether the PT failed, or whether the character really isn't an imposter.

Demoreans can sense a Telepathic Probe directed against them if they pass a general Perception check. This is true even if the Telepathic Probe failed. A successful check means the Demorean knows it has been probed, and knows who has done the probing. A Demorean who is using the Shield PT blocks all Telepathic Probes automatically. No successful probe is possible.

Significance Sensing

Base: (Wpr+Pcn+Luck)/4
Willpower Cost: 5
Check: General
Time Required: 1 round
Range: Sight
Duration: Instantaneous

Significance Sensing allows characters to sense how important an un-known NPC or event is to history. In game terms, this talent lets agents determine the significance rating of an NPC or minor event during a mission.

This talent requires only a general check. If characters pass the check, they can learn the significance rating of the NPC or event with an accuracy of plus or minus 25 points. For example, let's say a particular NPC has a significance rating of 25. The CM could tell a character who used this PT successfully that the NPC's significance rating is 1, 50, or any number in between. (10 or less indicates a very minor NPC; 50 or more indicates someone important.)

If characters fail the general check, they can determine nothing about significance.

Demoreans have significance ratings of zero. If characters use this talent to sense the significance of a Demorean, the CM should pretend to roll the check, then report a rating of 1 to 25.

Telepathic Sending

Base: (Wpr+Pcn+Per)/4
Willpower Cost: 5
Check: General
Time Required: 1 round
Range: Unlimited on same Parallel
Duration: Round of use

Agents can use Telepathic Sending to send a short message of no more

than 10 words per round to another character. The receiving character may be any distance from the agent, but not in another time or Parallel. The receiver hears the message as if a voice begins speaking in his or her mind— a "little" voice that matches the voice of the sender.

All humans and Demoreans can receive a telepathic message. No human can intercept a message meant for another character. Demoreans, on the other hand, can "tune in on" any message if the sender is within 100 miles, though they cannot prevent the receiver from getting it, too. If the sender is close enough, the Demoreans make a general Perception check to see if they can receive the message. Any Demorean who intercepts a message will know the identity of the sender, but not the intended receiver. The Demorean will not know the location of the sender unless it is part of the message.

Agents sometimes use this talent to trick or confuse NPCs. In some nations and times, NPCs who "hear voices" may think they hear the commands of a deity, and obey every word. However, they may also believe that a witch or demon torments them, and take appropriate action to rid themselves of this "curse."

Adaptation

Base: (Wpr+Per+Pcn)/4
Willpower Cost: 10
Check: Specific
Column: 2
Time Required: 1 round
Range: NA
Duration: 1 adventure

Adaptation allows characters to become social "sponges," absorbing all the intangibles of the culture and lifestyle around them. The characters soak up sights, sounds, manners, customs—things that natives to a culture may not notice until they are missing.

Characters can make a specific check for this PT at any time, but they can do it only once per adventure. If they fail the check, the PT has no effect; they absorb as much or as little as any normal character would. If

characters pass the check, read the result on the following key:

L = Limited Adaptation: the character's Personality score rises 5 points for the duration of the adventure. This increase does not affect the scores for skills or other PTs.

M = Moderate Adaptation: same as the "L" result, but the Personality score rises 10 points.

H = High Adaptation: same as the "L" result, but the Personality score rises 15 points.

C = Colossal Adaptation: same as the "L" result but the Personality score rises 20 points.

K = Not applicable.

Characters must wait 24 hours for the results above to take effect. When they do take hold, however, they last as long as the character remains in the society at hand.

Time Shift

Base: (Wpr+Luck)/3
Willpower Cost: 50
Check: General
Time Required: 1 round
Range: NA; effective to 50-yard radius maximum
Duration: NA

Time Shift is a special PT developed by an agent whose Willpower was so strong that he managed to "wish" himself backwards in time. The agent was able to "erase" several seconds and live them all over again. This amazed the scientists in the Time Corps, because it "bent" the Law of Identity and the Law of Death!

Characters with this talent can "shift" the time around them back to the beginning of the prior round. In effect, these characters can erase all the seconds that lie between the beginning of the last round and the moment at which they use the talent. The characters and all those around them are allowed to relive those seconds, starting fresh.

For example, suppose a group of agents are mixed up in a fight. In the first round, one of the agents is killed. In the second round, another agent successfully uses Time Shift. The second round stops immediately, and the CM takes the action back to the

beginning of the prior round. Current Stamina and Willpower scores are restored to match that point in time, as are wound levels. Characters redo both rounds entirely, as if they had never happened. Maybe this time around, that agent won't get killed! Because all characters in the situation start fresh, any knowledge that they may have gained in the rounds that are erased (such as by means of a Telepathic Probe) also disappears. Only Paranormal Memory will recover it.

A character using this PT can specify the area it affects, up to a maximum radius of 50 yards. If an attacker stands beyond the range, but the defender lies within, the defender still benefits from the Time Shift— the attack is erased. The opposite is also true; if the attacker is in the range, but the defender is not, the attack is cancelled then, too. If any part of an action has roots in the area of effect, that action is cancelled.

Characters outside of a Time Shift never notice its effects.

So why, you might ask, can the Time Shift break the Laws of Identity and Death? Scientists are still studying this; so far, they can only guess that Nature allows this shift because of the small amount of time involved, and because the time travelers lie outside of their native times.

Ignore Pain

Base: (Wpr+Per)/3
Willpower Cost: 50
Check: Specific
Column: 2
Time Required: 1 round
Range: NA
Duration: Variable

Successful use of this PT allows a character to ignore physical pain. The greater the result of the specific check, the longer he or she ignores the pain. A character who uses this PT successfully does not have to make a Willpower check in order to take action after being critically wounded (see Chapter 4).

Use this key to determine how long a character can ignore pain:

L = Limited duration: 1 minute

M = Moderate duration: 30 minutes

H = High duration: 1 hour

C = Colossal duration: 12 hours

K = Not applicable.

Failure of the check means that the character feels just as bad as before; the PT has no effect.

DEMOREAN PARANORMAL TALENTS

The Demoreans also have eight PTs, which they use to good effect against the agents. Three of these PTs are automatic; Demoreans don't make checks or spend Willpower to use them. The other six Demorean PTs work like human PTs, only better. Paranormal talents are second nature to the Demoreans, so their base scores surpass those of human beings.

Dimensional Travel

Automatic PT
Time Required: 1 hour

Dimensional Travel is a Demorean's ticket to the Continuum. This talent allows Demoreans to travel through time and across the Parallels. Demoreans must be in their own, natural form to use this PT, and they must spend a full hour concentrating before they can "take off." Demoreans can carry absolutely nothing with them when using this PT.

Fortunately, they don't receive unlimited travel rights. Once a Demorean has used this PT to enter a Parallel other than its own, the next use must take the Demorean back to its own society to report, rest, and train for its next mission. Demoreans never use this PT to make "short hops" back and forth along a time line.

Shape Shift

Automatic PT
Time Required: 1 round

Shortly after entering a foreign Parallel other than their own, Demoreans usually attempt to capture a conscious creature of human or greater intelligence and then assume its likeness. This likeness is remark-able, but not quite exact. Demoreans have little tolerance for imperfection, so they unconsciously "correct" the shape that they've assumed, fixing defects caused by wounds or natural deformity. For example, if a Demorean impersonates a man with a scar on his cheek, the Demorean would look just like that man, but he would not have a scar.

Demoreans must keep the victim of his impersonation alive, so the victim can act as a constant model. The victim must remain unconscious to be of much use. Outsiders can wake a victim, but the Demorean impersonating the creature will know immediately that someone has done so. The Demorean must render the creature unconscious again within 12 hours or be forced into its natural Demorean form.

Once a Demorean has shape-shifted into a creature's form, it cannot use this PT again until after it returns to its own Parallel and time, and rests.

Telepathy

Automatic PT
Time Required: 1 round
Range: Unlimited on same Parallel

Telepathy is the natural form of communication between all Demoreans; they can use this talent to communicate over any distance in space. They cannot telepathically communicate through time or across Parallels, nor can they use this talent to talk to non-Demoreans. Both sender and receiver must be conscious and awake for the talent to work.

Shock

Base: (Wpr+Per)/2
Willpower Cost: 20
Check: Specific
Column: Victim's current Wpr score
Time Required: 1 round
Range: 30 feet
Duration: Round of use

Successful use of Shock allows the Demorean to shock a character men-tally, making the victim feel as if he had been struck by a heavy blow or an electrical shock. The victim must be within 30 feet of the Demorean. Successful use requires a specific check; the victim "defends" on the column below his or her current Willpower score. Use the Unarmed Combat key to interpret the results.
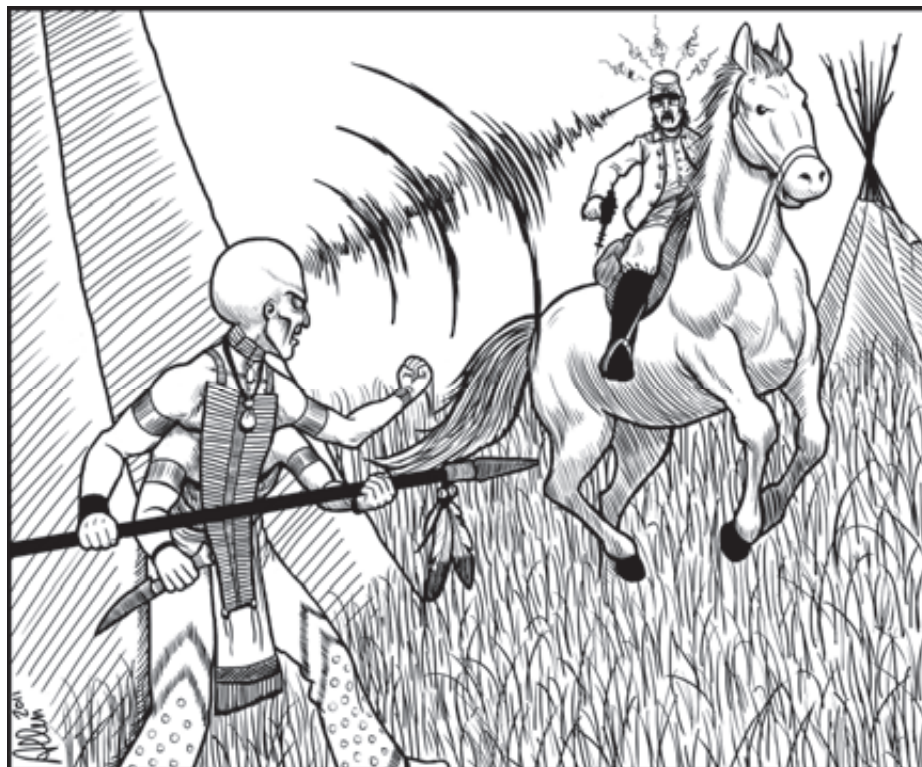
Demoralize

Base: (Wpr+Per)/2
Willpower Cost: 20
Check: Specific
Column: Victim's current Wpr score
Time Required: 1 round
Range: 30 feet
Duration: Round of use

This insidious Demorean PT works just like Shock, with one exception: all losses are from the victim's current Willpower score rather than current Stamina. (Ignore wounds.) The victim feels mentally weakened and humiliated.

Domination

Base: (Wpr+Per+Pcn)/3
Willpower Cost: 60
Check: Specific
Column: Victim's current Wpr score
Time Required: 1 round after 1 day's preparation
Range: Sight Duration: Special

This PT is a major weapon in the Demorean arsenal, for it allows a Demorean in human form to slowly obtain mental and psychological mastery over a human being. Because of the high Willpower cost and other risks involved, weak Demoreans tend to leave this talent to the most powerful members of their race. For this reason, Demoreans can use Domination even if the Willpower cost brings their current Willpower score below 21. Usually, they choose to dominate important political leaders as victims. Occasionally, they choose to dominate agents.

The domination takes place in five stages. Stage 1 shows little domination, but with each subsequent stage, the victim falls further into the trap. By Stage 5, he has little mind of his own. The process may be slow, or it may be fast, depending on the success of the Demorean. The five stages are listed below:

Stage 1: The victim likes the Demorean's human form and thinks of it as a friendly counselor, paying attention to what the Demorean says.

Stage 2: The victim openly shows favor to the Demorean, entrusting it with money and limited governmental responsibilities, if applicable.

Stage 3: The victim is 50% likely to follow the Demorean's advice over that of other counselors, unless the Demorean's advice is opposed by a strong majority of those other counselors.

Stage 4: The victim is 80% likely to follow the advice of the Demorean, regardless of the advice or complaints of other counselors.

Stage 5: The victim follows any suggestions or plans the Demorean gives him. Psychologically, the victim is totally dominated by the Demorean.

A victim in Stages 1 through 4 cannot be persuaded by the Demorean to take an action that is obviously self-destructive. In Stage 5 of domination, a victim is 80% likely to follow even suicidal advice from the Demorean. Demoreans using this PT always present their plans to the victim in form of friendly advice in face to face conversations.

To use this PT, a Demorean must first spend one full day near his victim: staying, for example, in the victim's home or in the same hotel, eating with the victim, etc. After a full day has passed, the Demorean spends the Willpower to use this PT while talking to the victim face-to-face. The CM rolls a specific check and cross-indexes the Attack Margin with the column beneath the victim's current Willpower. The results are:

S = Slow success: the Demorean's power over the victim will increase one stage per six months.

L = Limited success: the Demorean's power over the victim will increase one stage per month.

M = Moderate success: the Demorean's power over the victim will in-crease one stage every two weeks.

H = High success: the Demorean's power over the victim will increase one stage per week.

C = Colossal success: the Demor-ean's power over the victim will in-crease one stage per day.

K = Not applicable.

Failure of the check means the intended victim develops a sudden, intense dislike of the Demorean.

Any successful result indicates that the Demorean immediately gains Stage 1 domination over the victim. Domination then progresses by stages until the victim lies completely in the Demorean's power.

Stage 5 domination lasts until the victim dies or the dominating Demorean is either killed or leaves the victim's Parallel.

Shield

Base: (Wpr+Luck)/2
Willpower Costs: 30
Check: General
Time Required: 1 round
Range: NA
Duration: 1 hour

The Demorean Shield deflects all human Telepathic Probes. If an agent tries to use Telepathic Probe against a shielded Demorean, the probe fails, but the Demorean can still detect the probe by passing a general Perception check (see Telepathic Probe). Shields last one hour.

Paranormal Memory

Base: (Wpr+Pcn)/2
Willpower Cost: 30
Check: Specific
Column: 2
Time Required: 1 round
Range: NA
Duration: NA

This PT works exactly like human Paranormal Memory. Demoreans use Paranormal Memory to keep track of their own devious plots, and to figure out when agents and renegades have soured a Demorean plan.

CHAPTER 9: TOOLS OF THE TRADE

All Time Corps agents receive standard training and equipment courtesy of their division. The training prepares them for active duty; the equipment helps them get through it. Together, training and equipment make up the essential "tools" of an agent—the tools that every agent needs to succeed, and sometimes to survive.

BASIC TRAINING

Basic Training falls into four different courses. Here's what each one includes:

Course One: Orientation. Agents learn the material in Chapter 2, and receive an introduction to aspects of Earth's history as given in the Guide to the Continuum.

Course Two: On and Off the Road. Agents learn basic driving techniques for most motor vehicles, then head to the stables to learn how to stay on a horse while traveling.

Course Three: Skills in Action. Agents receive developmental training in their first skills, and learn about the others that exist. Some agents scoff at this course at first. But when the biggest gladiator in the class (there always seems to be one) bullies up to a little Japanese guy (who happens to be a black belt in karate), and gets his nose kicked in .... well, the skeptics turn to believers.

Course Four: Gearing Up. Agents learn how to operate all basic Time Corps equipment, including the chronoscooter.

EQUIPMENT

The Time Corps provides all its operatives with a Standard Equipment Package (SEP) at the start of each mission. Agents must bring everything in the package back intact: that's part of Regulation 4. Most equipment has a Significance Rating. If agents leave these things behind, those ratings count against the total Success Points that the characters can earn for a mission.

Disguise

Time Corps agents can't be just "themselves"; on every mission, they must take on a role from the past and blend in with the crowd. To this end, the Corps provides a basic disguise, which allows the agents to look like natural inhabitants of the mission's time and place. The disguise includes clothing, weapons, armor, and personal items. Usually, agents pose as members of a wealthy or powerful class. For example, characters on a mission in Norman England might pose as "visiting" French nobles—from a place in France far away.

From time to time, agents may need to change their disguises. With the right props from the "field," they can create a new look, just as amateur actors would. Often, one or more of the agents has Disguise skill. This skill enables them to construct more elaborate disguises for themselves and other characters; they can disguise characters so well that their own mothers would pass them by on the street, mistaking them for strangers.

Clothing: The Corps provides each operative with three appropriate suits of clothing and the appropriate means to carry it, such as a suitcase, sack, or pack.

Weapons and Armor: The Corps issues personal weapons and armor that complement the time and place of the mission. The exact types are listed in the adventure scenario or the Guide to the Continuum. Agents may choose equipment within these guidelines, to a maximum of three weapons and two suits of armor.

Miscellaneous Gear: All agents receive a slew of small props that help them complete the disguise. For example, an agent who intends to pose as a well-to-do businessman in 1984 might have a cartridge pen, leather datebook, gold ring, good watch, expensive wallet, brief case, driver's license, and more. Each Goblinoid Games adventure describes the "miscellaneous gear" that's essential to a mission. Agents may request additional props, too; the CM should decide how much they receive.

MONEY

Each agent receives authentic money for the mission, worth the equivalent of 10,000 U.S. dollars in 1984. The Corps (or the CM) may provide additional cash, depending upon the expected demands of the mission.

TIME CORPS COMMUNICATOR

Significance Rating: 200

The standard Time Corps communicator is a solid, flat, metallic disc that measures 3 inches in diameter. Its color resembles that of copper. Both sides of the disc contain hundreds of fine, tiny grooves, something like the surface of a phonograph record. At the PC's option, the communicator can have a hole drilled near one edge, enabling the agent to wear the disc on a chain or leather thong, like a necklace or an amulet.

The communicator responds to touch commands. It can put the user in verbal communication with any character who also has a communicator, provided the user knows the touch code for the device he wants to contact. All PCs on a mission know the code for one another's communicators.

During communication, the device functions just like a radio. It is extremely sensitive, and can pick up and transmit the voice of the user even if that voice is barely audible. The communicator signals an incoming message in one of two ways (the receiver decides which one): it can beep to announce a message coming in, or it can radiate a gentle heat, sufficient to be noticeable to the touch.

A character receiving a message must "touch in" a reception code. If this code is not touched, the communicator automatically stores all messages and replays them when the code is touched. The receiver can specify the volume at which the communicator relays its messages.

The communicator has a range of 10,000 miles. It cannot be used to communicate backwards or forwards in time or across Parallels.

TIME CORPS STUNNER

Significance Rating: 300

The Time Corps stunner is a personal firearm that agents use to put other character to sleep. The weapon has a maximum range of 30 feet, and it operates with complete silence. The Corps can disguise the stunner to resemble almost any small item common to the time period being visited.

The stunner carries a tiny clip of 8 microscopic darts, each one coated with heavy sedative. Agents can fire the weapon up to 4 times per round, provided they have Stunner skill at Master level (see Chapter 7).

Stunner darts penetrate armor of any type. A single dart instantly puts its victim to sleep for 1d10 minutes, provided the victim is man-sized or smaller. Creatures that surpass humans in size or weight cannot be put to sleep, but they automatically lose initiative for the following 3 rounds if a dart strikes them.

ELECTRONICS KIT

Significance Rating: 150

Only agents with Electronics skill receive this kit. It contains sufficient tools and parts to enable a skilled character to repair or construct simple electronic devices as explained in the skill description. The kit contains pliers, snips, wire, solder and soldering iron, transistors, capacitors, diodes, and other electronic parts.

MEDICAL KIT

Significance Rating: 500

The Time Corps issues this kit to agents with Medical skill. It contains a diagnostic micro-computer, antibiotics and drugs which halt the progress of known infectious diseases, and antidotes for all known poisons. Also included are emergency surgical tools. The kit contains medical devices common to the time period being visited, too, enabling the owner to attempt to pose as a physician or healer of that period. The medical kit is usually packed in a disguised container that resembles a sack, bag, or small briefcase— whatever best conceals the kit.

BODY SUIT

Significance Rating: 750 prior to 5180 A.D.; none after that year.

Body suits became the most common form of personal armor during the Sixth Millennium, and they are still used in the 72nd Century. The fabric of the suit resembles gray plastic. Though it's extremely light, it offers tremendous protection against blows and missiles. (See "Armor" in Chapter 4.) The suit covers the entire body with the exception of the face. Characters can wear other clothing over the suit to hide its presence. Note: the Time Corps rarely issues body suits for missions prior to 5180 (CM's discretion).

THE CHRONOSCOOTER

Significance Rating: 1000

Each Time Corps agent's most prized possession is his personal chronoscooter: the time-traveling machine. The chronoscooter can take an agent to any Parallel, place, and time, and it offers his only way back once he gets there. Chapter 3 has already provided much information on this vehicle; to refresh your memory, refer to the section marked "Travel Procedure."

Each Chronoscooter contains a security scanner that prohibits anyone but the owner from operating it. If someone removes the scanner, the vehicle explodes immediately, inflicting 175% catastrophic damage in a radius of 300 feet.

The standard scooter carries one human and his or her equipment. It also features a collapsible storage compartment for hauling extra gear.

Only the agent assigned to the machine can open this compartment, by using a touch-control on his or her communicator. A prisoner or wounded agent can fit in this storage compartment, but the ride won't be very comfortable! Two-seater scooters are also available, but they are usually restricted to rescue and recruitment missions.

RENEGADE TIME-TRAVEL MACHINES

Renegade time-travel machines are considerably more primitive than the Time Corps chronoscooter. They can only "jump" through time, covering Idl0x20 years per hop. Furthermore, they lack the security devices of a chronoscooter, so anyone with the right know-how can operate the vehicles. Most cannot "vanish" like an agent's machine, so renegades must find other ways to conceal them.

Renegade machines do have a few advantages over the chronoscooter, though. First, renegade machines can refuel themselves after every hop, using solar and geo-thermal energy collectors. Refueling takes 1d10 days. Renegade machines can also travel over land and water like a hovercraft, reaching a maximum speed of 120 miles per hour. They can fly at altitudes up to 10,000 feet, reaching speeds as high as 300 miles per hour.

Renegade machines come in a variety of shapes and sizes. Some carry one human; others carry as many as four. Many renegades have armed their machines with lasers, photon rifles, or machine guns; in short, they've created a flying arsenal. All such weapons are forward-firing, although a few renegades have managed to mount rear-firing rocket launchers as well.

CHAPTER 10: THE PEOPLE YOU MEET

Non-player characters (NPCs) complete the cast in any adventure. Some have starring roles; others act in support. They are the villains and their victims, the strangers on the street, the mysterious woman, the helpful police-man....in short, everyone the PCs meet. The CM must breathe life into all these characters. He must give them distinct and exciting personalities, because without interesting NPCs, the game grows dull. This chapter explains how the CM can keep track of the many NPCs in the agents' world—and how he can play them to the best advantage.

MAJOR AND MINOR NPCS

Major NPCs are characters whose roles are essential to the plot of an adventure. They are the villains, or the important victims of those villains. The agents must devote most of their time to these characters in order to keep history from going awry.

Minor NPCs include everyone else that the PCs meet: they are the people in the streets and shops, the servants at the king's court, the cops on the beat...all the people the PCs would expect to find in a realistic setting, but who have little to do with the actual plot of the adventure.

Sometimes, a minor PC gets "promoted" to major status because of something the agents do. For example, if the PCs befriend a pickpocket in medieval Paris, he may wind up fighting by their side and helping them solve their mission!

NPC STATISTICS

NPCs have the same Basic Abilities that PCs do, with one exception: Luck. Instead of Luck, each human NPC has a significance rating of from 1 to 500. Demoreans have a significance rating of zero.

Adventures from Goblinoid Games always give full descriptions of major NPCS: what their scores are, what they look like—even how they act. The numbers in this information are called "statistics," or "stats" for short. When the CM creates his or her own adventures, he or she should be sure to make up the statistics for major NPCs before play begins.

Minor human NPCs may or may not have individual statistics. Sometimes, one set of statistics can cover several of these at once. If the CM decides to give them individual statistics later, he or she can roll up their Basic Ability scores as they are needed during play. In any case where a "quick" NPC is needed, the CM should assume that all human minor NPCs have a score of 50 in each Basic Ability, and a significance rating of 1d10. Demorean minor NPCs should have a score of 40 in all Basic Abilities except Willpower. The standard Demorean Willpower score is 70.

Many skills and talents include Luck in their score formula. In these cases, you must use the following scores for Luck, even though NPCs don't really have that Ability: human NPCs. 50; Demorean NPCs, 40.
Status Ratings

NPCs who hold political, military, economic, or other forms of power have a status rating. The ratings range from 1 (least powerful) to 5 (most powerful). NPCs who hold no official power may still have a status rating if they've got an influential family, or know the right "connections." Of course, the vast majority of NPCs have no status rating.

Goblinoid Games scenarios provide status ratings for NPCs whenever it's appropriate. The following guidelines should help the CM create status ratings for NPCs in his or her own scenarios:

SITUATION CHECK RESULTS

Die Roll	Result	DAC Modifier
1	*Angry and Hostile:* The NPC is angry about being disturbed right now.	-20
2	*Angry but not hostile:* the NPC is angry about something but is not necessarily angry at the PCs.	-15
3	*Scornful:* The NPC feels himself too important to waste time with the PCs.	-10
4	*Hurried:* the NPC will grant very little time to the PCs; he or she has more important matters at hand.	-05
5	*Uninterested:* The NPC will grant the PCs time, but is really not interested in what they have to say.	0
6	*Open:* The NPC will be open and courteous with the PCs.	0
7	*Curious:* The NPC will be open, courteous, and very curious about the PCs, asking lots of questions which may be embarrassing.	0
8	*Friendly:* The NPC will be initially friendly to the PCs, providing reasonable service or information.	+5
9	*Flirtatious:* The NPC will attempt to flirt with a PC of the opposite sex. If none is present treat as Friendly.	+10
10	*Eager:* The NPC is eager to hear what the PCs have to say threat attempts a con, etc.	+15

STATUS RATINGS

Position	Rating
Head of State	5
Minister, cabinet member, high general, royal family	4
Senator, counselor, high bureaucrat, general, high nobility, extremely wealthy	3
Feudal lord, wealthy, state governor	2
Servants or associates of the above	1

NPC REACTIONS

In the TIMEMASTER game, it's not just who you meet that's important. It's what they do when they meet you! Do they help you? Love you? Or try to kill you? The three guidelines below should help the CM decide how NPCs react. The first one has top priority: the CM should follow it above all others. The third one has lowest priority: the CM should follow this guideline only if the other two seem inappropriate.

Priority One: The adventure. In most cases, the adventure itself will dictate the reactions of major NPCs. Major NPCs are just like people; they have their own plans, goals, and feelings. These goals, plans and feelings are often major ingredients in the adventure's plot, so they dictate many NPC reactions. For example, let's say Napoleon is a major NPC in your adventure. He wants to win the Battle of Waterloo. Nothing the PCs say or do is going to change that; if they try to stop him from reaching that goal, they'll get nothing but negative reactions.

Priority Two: The personality (or position) of the character. Ideally, the CM should "know" the major NPCs in an adventure like good friends. In this way, the CM can guess how they would react to most situations. For example, impulsive people react impulsively, while cowards put their own safety above all else. Each Goblinoid Games adventure describes the personality of major NPCs. CMs who create their own scenarios should keep these traits firmly in mind, and be sure that the NPCs react consistently, in a way that suits their personality.

Priority Three: Situation checks, and direct action checks. When the CM isn't sure how an NPC should react— especially a minor one—he or she can use situation and direct action checks to determine the character's behavior.

Situation Checks

A situation check tells the CM how an NPC feels at any given moment. To make the check, the CM secretly rolls 1d10 just before the PCs begin to talk to or interact with the NPC. If the NPC has a status rating, the CM subtracts it from the result of the roll. Treat results less than "1" as "1". The chart marked "Situation Check Results" describes how to use the result to discover the mood of an NPC. (Ignore the column marked "DAC Modifier" for now.)

Direct Action Checks

A direct action check is a specific check against a player character's Personality score. It shows how NPCs react when the player character does something that warrants a response: asks for help, makes a threat, attempts a con, etc.

Usually, the direct action check immediately follows a situation check. For instance, let's say an agent approaches a stranger. The CM rolls a situation check to find out what kind of mood the stranger is in. Perhaps the two characters talk for a moment. Then the agent asks for help, and the CM rolls a secret direct action check to find out what the stranger does in response.

The Situation Check Results key has a column marked "DAC Modifier." That stands for "Direct Action Check Modifier." When the CM makes a situation check, he notes the modifier indicated with the result If he later makes a makes direct action check for the same meeting, he adds or subtracts the modifier from the PC's Personality score.

Direct Action check results lie on the defense column corresponding to one of the NPC's Basic Abilities (refer to the blue ranges at the top). The chart below tells which Ability score to use, depending on the PC's action.

DIRECT ACTION CHART	
PC Action	NPC Ability (Defense Column)
Routine request	Personality
Request for aid, no danger	Personality
Request for aid in danger	Personality
Lying, conning	Perception
Persuading	Willpower
Threatening	Willpower

Failure of a direct action check means the NPC reacts negatively. He or she refuses to help, or sees through a lie. If the PC has made a threat, the NPC may grow hostile, even violent, in response.

Direct Action check results are interpreted on the following key:

DIRECT ACTION RESULTS

S = Slight positive reaction: The NPC doesn't say "Yes" to the PC, but doesn't say "No" either. Further discussion is in order.

L = Limited positive reaction: The NPC takes limited action as desired by the PC, so long as such action does not involve danger or harm, cost the NPC money, or require much time.

M = Moderate positive reaction: The NPC helps the PC as long as no risk is involved.

H = Highly positive reaction: The NPC gladly does exactly as the PC requests, within reason, as long as no risk is involved.

C = Charmed: The NPC is quite taken with the PC (or quite frightened by a threat) and even takes some risks to help the PC.

K = Not applicable.

The CM should adjust these reactions if they don't fit a given situation.

SPECIAL NPC REACTIONS

Special NPC reactions involve romance, intrigues, or both!
Romance

NPCs may find themselves drawn to PCs of the opposite sex, and fall in love. Time may be short on a mission, but if there's "love at first sight," well, then nearly anything can happen!

Sometimes, the PC starts the romance. The player controlling that character must declare his or her intentions to the CM, then spend at least one full day with the NPC. After a day has past, the CM rolls a secret direct action check. A "C" result means the NPC has fallen in love.

NPCs may also "just happen" to fall in love with PCs of the opposite sex. Whenever a situation check result indicates a "Flirtatious" reaction from an NPC, the CM should roll an immediate, secret direct action check for the PC interacting with the NPC. A "C" result indicates that the NPC falls in love "at first sight."

NPCs who fall in love with PCs can be quite helpful: they assist the PCs, and even risk their own lives. NPCs who are important enough to have a status rating will do almost anything for their newfound love, provided such action does not endanger their position of power.

Of course, every record has a flip side, so to speak. Romantically inclined NPCs can be a burden as well as a help, because they tend to follow their new love like a shadow. In addition, they tell everyone all about the PC, because they find him or her so wonderful. The CM should use this behavior to add fun and spice to the game.

Intrigues

Ah, revenge! That's the stuff of intrigues and devilish plots—all of them against the player characters. NPCs who have a status rating and who react negatively to the PCs may start some plan against them. The chance that this will occur equals the NPC's status rating, times 10.

The intrigue can be any plan to bring one or more PCs to ruin, either legally, financially, socially, or by any other means short of physical violence. The exact nature of intrigues depends upon the position of the NPC. For example, a general who is angry at the PCs may try to ship them off to the nearest battle front; a Minister of Justice may trump up charges of high treason against them. Heads of state usually don't involve themselves in intrigues against PCs;

they tell their underlings to take care of it.

This rule works best in a campaign—a series of related adventures. Intrigues have more room to develop in a campaign, so the CM should be ready to hatch one whenever the moment looks good.

BRIBERY

Unfortunately, there are many people in the Continuum who respond to only one thing: money. If agents attempt to bribe a minor NPC, the CM can use the steps below to determine the result.

1. Roll percent dice to determine whether the NPC is honest and cannot be bribed. Thirty percent of all NPCs fall into this category, so any roll of 30 or below means that the bribery attempt failed.

2. If the NPC is not honest, determine the minimum bribe the NPC will accept: multiply the NPC's significance rating by ten. If the NPC has a status rating, multiply that rating by 1000, and ignore the significance rating. In either case, the product equals the minimum bribe in 1984 U.S. dollars.

3. Roll a direct action check for the player character making the bribe. Failure, of course, means the NPC refuses the bribe totally; a touch of honesty has overcome him. Only a "C" indicates that the NPC accepts the bribe; on any other successful result, the NPC haggles for more money, and the PC must offer more and try again. The CM may end this haggling at any point, at his or her discretion.

LEGAL PROBLEMS

Sometimes Time Corps agents get in trouble; they break the laws of the society they're visiting. In a world as great as the Continuum, there are too many legal systems to list here individually. But if the CM wants to incorporate laws, jails, and juries into his or her adventures, the following guidelines should help.

Most human legal systems fall into one of two classes: objective and non-objective. Objective systems ignore the circumstances or the

intentions of the "criminal": all that matters is that the "criminal" committed the act. For example, suppose a PC tosses a bag of gold into the air and, by very bad luck, it comes down on top of a man's head, knocking him out. As the man falls to the ground, his head strikes a large rock, and he dies. In an objective legal system, the PC is guilty of murder.

Non-objective systems usually consider the circumstances or intentions of the accused person. This consideration may result in lessened punishment or no punishment at all for the accused.

When PCs must stand trial, the CM should allow each accused PC to roll a general Luck check. Those who pass the check will be allowed to go free; these who fail will be "convicted" of their "crimes."

Characters with Investigation skill can find witnesses to testify on behalf of another PC; each witness gives the

PC a +10 modifier to his or her Luck score before making the general check. In an objective system, the witnesses must testify that the PC really did not commit the action of which he or she is accused. In a non-objective system, the witnesses can provide any type of helpful information.

3-D TRANSPORTATION					
Mode	Speed in miles/hour	Max. miles per day	Mode	Speed in miles/hour	Max. Miles per day
LAND TRANSPORT			Large sailing ship	10-14	150-200
Foot, walking	3	25	Medium sailing ship	10-20	250-500
Foot, running	see running skill	see running skill	Steam ship, paddle wheeler	15	250-350
Light Horse	7	60	Large motorized ship	25-35	600-800
Standard Horse	5	40	Medium motorized ship	35-40	850-950
Heavy Horse	3	30			
Horse Cart/Carriage	3	30*	**AIRCRAFT**		
Fast Chariot	4	40*	Zeppelin	60-65	4600
Ox Cart or Wagon	2	20	Early airplanes (up to 1930s)	85-120	150-300
Automobile, early (before 1930)	30	240*	Four-engine prop	280-300	380-4500
Automobile, later	50	400**	Passenger jet liner	600	12,000
Air car	80	640**			
Steam train	40	800			
Diesel train	60	1200			
WATER TRANSPORT					
Rowboat	5	55			
Oared ship	2-4/3-5	30-45/100-140			
Sailing boat	3-4	75-100			

Notes:

During a mission, agents cannot travel across the third dimension with their chronoscooters; usually, they depend on traditional transportation. Travel times can vary greatly because of weather, availability of transport, stops and layovers, etc. Speeds and distances shown are averages. The CM may modify these as needed or desired for the scenario, or ignore them entirely when appropriate.

* - Assumes that a decent, passable road and changes of horses are available.

** - Assumes eight hours of driving on good roads without traffic congestion. Characters may drive longer, or may drive in shifts.

BOOK 2: GUIDE TO THE CONTINUUM

PROLOGUE

Buon giorno, agents! I am Alessandro Da Viroli, Lifer/4 in the Time Corps. I was navigator on the third voyage of Cristobal Colon (the famous Columbus) in 1498, when we first landed on the great continent of South America. I suppose I am as qualified as any man to tell you what to expect when you set foot in a "new world."

Expect the unexpected, my friends. Perhaps you've heard the saying that "Times change, but people stay the same"? Well, there's usually some truth in the old sayings, but changes in time make for many differences in people, too. When your mission takes you to another age, you have to keep in mind so many things:

How do the people live? Not only do you want to know the sights, smells, and sounds of the place to which you are assigned (the better to sense when something is wrong), but you should have an idea as to the customs of the people—their traditions, how they view the world. Why. my older brother, atypical 15th century man, refused to sail on the Santa Maria in 1492 for fear he would sail off the end of the earth!

How do they use their money, and what is it worth? Obviously, you will not have to worry about how much you spend in another time: the Corps covers reasonable expenses. Still, you might arouse suspicion in a Roman shopkeeper if you pay the price of a battleship for a jar of olives.

How are they governed? You'll want to know more than a simple "England has a queen: her name is Elizabeth." now won't you? It is also important, my friends, to know if a ruler is the real power in the land. If not, who is the real power? Who, among the important people of the time, is in favor or out of favor with the powers that be? Yes, you must know more than "Elizabeth is Queen of England." so that you won't introduce yourself to Her Majesty as "a friend of your cousin Mary in Scotland."

How do they fight? What are the weapons and strategies preferred in the warfare of the period? You must fight with those weapons; you must use similar strategies. Neither the Demoreans nor the renegades care about introducing machine guns into the 12th century: you, as agents of the Time Corps, must avoid such mistakes.

This is why we present the Guide to the Continuum: instructions on how to understand and behave in times past; descriptions, or "windows," of important eras in Earth's history when the Demoreans are most active. You will be briefed by experts, so listen and learn well, my fellow agents!

HOW TO USE THIS SECTION

All new agents of the Time Corps, and all CMs, are issued a copy of the Time Corps' Guide to the Continuum. This book gives basic advice to time-travelers concerning major "event windows" or time periods they may visit. It also contains a wealth of information to help the CM conduct adventures in those time periods.

Who Can Use This Book

This book is for use by players and CMs alike. There's nothing in here that a good CM would want to keep secret from his or her players anyway. Players will find the book useful in a number of ways. First of all, it provides a lot of useful background information about time periods their characters will be visiting. It tells them what the time period was like for the people who lived in it; it lets them get a feel for the texture of life, the sights, sounds, and smells of the different times. It also tells about some of the ways characters can find themselves in big trouble—for example, advertising your Protestant beliefs during the reign of "Bloody Mary" in the Tudor period of English history!

CMs can use the book for the same purposes. At the same time, they can find a lot of details here which will be very useful when creating adventures of their own. How did the government work in a particular time? How did men dress, work, fight, feel, and think? How will the people of a time react to strangers—like player characters who suddenly turn up posing as visitors from the next county? Even if the CM decides to create an adventure scenario in a time not covered by one of the windows, he or she can learn from considering the type of information these windows provide.

CMs will find the Earth History Timeline extremely valuable when they begin to create their own adventure scenarios. It provides a listing of key events, major people, and, most importantly. Significance Ratings. The CM should use the SRs in the timeline as a guide when assigning SRs to events which aren't mentioned there.

Finally, this book has been designed to be painlessly educational for both players and CMs. It's written so it will be fun to read while providing a large amount of useful information.

A Place to Start

Don't expect this book to provide the CM or the players with everything they'll want to know about history in order to play in an ongoing TIMEMASTER campaign. No single book can even begin to deal with the vast richness of human history—not to mention the possible histories of other planets, or even other Parallels.

Instead, treat this book as a springboard for your own imagination. It is designed to give the flavor of a few periods of history; it does not pretend to be a complete

survey of even the most important events which have shaped our lives.

When you find something in this book that excites your interest don't stop there! Starting with the reading list provided on page 32, find out more about the time that interests you most. Chances are, you can play several exciting adventures in that time period, and you may learn a little more about yourself as well.

In fact, that's what history is all about—us. People who think history is just a string of dates couldn't be more wrong. History is our story; it tells us how we got to be the way we are. Why do we have TV, and why aren't there better programs on it? Why do we have colleges? Why do some groups of people hate and kill other groups of people? Why do teenagers in New York and California kiss while Eskimos rub noses? History tells us why, or tells us at least a big part of why.

The men and women who lived before us were just as exciting or adventurous as we are. Just like us, they had hopes, dreams, loves, hates, likes, dislikes, and ideas. What they did about them helped make us what we are, just as we shape the future for all time to come by what we do every day.

So, use this book, and this game, as a springboard to discovering more about yourself. Above all, enjoy it.

MILITARY FORMATIONS

The Military Summaries within each historical window refer to a number of military formations. A formation is simply a way of arranging troops for advancing or fighting. This section explains each of the formations mentioned, and provides any special rules for using that formation when playing skirmishes or tactical battles.

Linear Formation

Troop counters are in linear formation when they are placed in a line on the map and face the same direction, as in the following diagram:
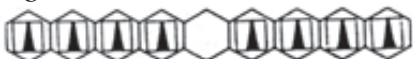
The scenario rules or the rules in the Military Summary may say that certain types of counters must remain in linear formation until melee begins. This means simply that once the counters are set up, the entire line should always be moved so as to keep the formation shown in the diagram. Once the counters are involved in melee, players should still try to maintain a linear formation, but they do not have to sacrifice an advantage in play to maintain the formation after melee begins.

Linear formation is used in both skirmishes and tactical battles.

Tactical battle Formations

Schilltrouns and Squares

Schilltrouns and squares are formations used to repel cavalry charges. They are indicated on the map by placing one of the square markers on top of the counter adopting the formation.

Squares and Schilltrouns have all-around facing. They defend against melee attacks from any hex as if it were a front hex. Counters in squares and Schilltrouns may not move. They may change formation, but may not move the turn they do so.

Cavalry or chariots charging a square or schilltroun do not receive the +30 modifier for charging. Instead, they receive a -30 modifier, because most horses, no matter how well trained, will not voluntarily charge into a wall of spears or bayonets.

The missile value of a counter in square or schilltroun formation is reduced by -40, but the counter has an all-around field of fire. Schilltrouns and squares are more vulnerable to enemy missile attacks; enemies firing at them gain a +30 modifier.

Phalanx Formation

This formation was used by the Greeks for centuries, and was modified and improved by Alexander the Great. Phalanx formation consists simply of two or more lines of troops arranged so that one line is adjacent to and directly behind the other. The number of lines may vary at the players' choice.

When a counter which is part of the front line of a phalanx formation makes a melee attack, it gains a special modifierof+5 for every intact line behind it in the formation. A line is intact if none of the troops in the line are routed or eliminated.
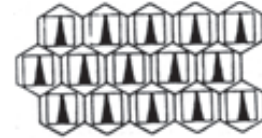
Counters in a phalanx formation shift up one defense column when they defend against bow or sling missile attacks. This shift never makes the defense column higher than column 10. Treat a phalanx as a square when charged by cavalry from one of its front hexes.

Pike Block Formation

This formation is identical to phalanx formation in all respects except one: the maximum length of the lines which make up a single pike block is four counters.

Column Formation

This formation represents men formed in a simple column. It was used in battles in the period from about 1700 through the Napoleonic Wars. When playing battles in these periods, infantry are assumed to be in column formation unless they are marked as being in extended lines or squares.

Columns have a movement rating of "4," one higher than the rating of "3" shown on the counters. Columns suffer a -20 modifier when making missile fire attacks; missile fire attacks against them gain a +20 modifier.

Extended Lines

Napoleonic infantry counters may form an extended line. Indicate this formation on the map by placing one of the arrow markers from the counter-mix on either side of the troop counter pointing the arrow to the troop counter in the extended line formation, as in the diagram below:
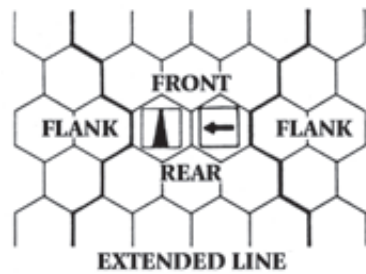
EXTENDED LINE

Extended lines fire and move normally. However, an extended line that fails to cause a defender to retreat when making a melee attack is automatically routed.

Extended lines may not be formed in and may not enter hexes containing buildings, swamps, or heavy woods.

Changing Formations

Counters at tactical battle scale spend 2 points from movement rating to change formation.

EARTH: 7192

Welcome, Time Corps trainees. I'm sure you enjoyed your briefing from Commander Watkins; I'm his aide, Bill Taney, Lifer/6. I was born in the United States of America, in Alabama, for those of you who know where that was, back in 1949. I'm here to tell you what to expect when you take R&R among Earth's current in-habitants.

I won't bore you with Earth's history from your own times to the present; you can read that in the Timelines provided in your Guide to the Continuum. My job is to tell you how, when, and where to have fun, and how to keep your noses clean while doing it.

Trainees always get three days' leave after every mission. When you're ready to go, just report to the secondary Transport Area and we'll pop you wherever you want to go—in 7192, and on Earth, of course. Sorry, no interplanetary hopping; makes you all too hard to keep tabs on. And. as you know, we can't have you gallivanting back through the timeline just to have fun—too risky.

Don't let these restrictions get you down: Earth has a lot to offer these days. First off, of course, you'll have

to be disguised, just like for a regular mission. Earthers know about the Time Corps, but it wouldn't do for them to recognize our agents, now would it? Not with heaven knows how many Demoreans slinking about, passing themselves off as Earthers and liking nothing better than to get some leads as to the identity of our agents. The Demoreans are smart as whips when it comes to doing genealogical research.

Now, you can have fun in just about any sector of Earth; fact is, it's pretty hard to tell one area from another these days. You see, they got population control, weather and climate control, world-wide police control, and uniform health and safety stand-ards for resort areas; it's all about the same anywhere on the planet.

Folks, however, are folks, no matter where or when you meet them. And folks around here aren't any different. We've got a majority of good, law-abiding people whose main interest is supporting themselves, raising their families, and having a good time while they do it. Most of them live quietly in nice country houses. See, there's plenty of real estate to go around now that the planetary population has stabilized at only 2 billion.

Then on the other hand we've got some no-goods who'll try to shark you, cheat you, knock you in the head for a few cheap credits, or maybe cut your throat just to see the look on your face. Now, you all probably already know the kinds of places where this rough crew hangs out, so I won't belabor the point. Just remember, stay out of rough joints, and don't talk about religion, politics or anybody's relatives when you do go in them.

I mentioned credits: that's how money works around here. Every-body earns credits. Most folks get a few paper bills worth a hundred credits or so to keep for spare change; the rest of their credits are stored in some big computer somewhere. Whenever they buy something they just plug their little cards into the

store's computer, and the credits are taken out of their account and put in the store's account. You don't have to worry about much on that score. The Time Corps sees that each of you has an account, and we'll issue you your cards when you leave. Don't lose them. And don't worry about overspending; there's enough in each of your accounts to handle anything legal you want to do.

Local authorities won't give you any trouble if you don't give them any trouble. No fighting and carrying on. if you please. That went out of style on Earth a long time ago. People expect any differences they have to be settled peacefully by conversation or. at worst, in the courts. Fact is, most folks don't have that much to fight about. Most Earthers have good wages, good housing, plenty of food, and more conveniences than most of you from earlier times could imagine.

I mentioned not talking about politics; that's a good idea wherever you are. Earth may have a world-wide government and a unified, worldwide culture, but its politics are extremely active. The planet is ruled by a Chief Executive elected by direct popular vote, and he's watched by a legislature a lot like the old American Congress. Campaigns for those legislative seats get really heated, and it seems like there's someone on the stump any time you visit the place.

Now, there is one thing Earthers are particularly touchy about: they don't like for people to make insulting remarks about their planet. They're proud to be the home planet of the human race, which, as you all should know, is now the dominant species in three galaxies. Earthers will be really friendly to strangers, even to all the kinds of weird-looking aliens who visit here for trade or recreation. But they'll sure get angry if you say something bad about their planet. They even have laws against saying things like that, and if you get yourselves pinched on that rap, well, there's not one blessed thing even the Corps can do about it.

That about wraps it up. You'll find out for yourselves that sports, theatre, museums, night life, and just about

anything else are available here. I was going to tell you some of the best places, but I think an adventurous bunch like you would rather find them for yourselves. So have a good time, and don't be late reporting back for your next mission.

THE DEMOREANS

Okay, listen up. Trainees! We've got a lot of things to cover and I don't intend to repeat myself. You get it straight the first time. If you don't you may be sorry: Demoreans don't give Time Corps agents second chances. First off, I'm Publius Tarentus Flaccus. You can call me "Sir." I was a centurion in the armies of Rome, and now I'm a Time Corps Lifer/9. I'll be your teacher on the ways and wiles of the enemy. You have questions about Demoreans, you come to me.

Know Your Enemy

There's a lot we don't know about Demoreans—like what makes them the crazy, power-mad enemy they are. Don't worry about why they're that way. They are. Worry about how to stop them.

We'll start with the individual Demorean. Your average enemy is similar to a human in appearance. The face is a lot more flat, and he often has a vacant stare in his eyes. But don't look in his eyes if you can help it; it helps him concentrate when he's readying a paranormal attack. Your Demorean has four arms in his natural form, and his skin is a kind of sickening orange color.

Demoreans tend to be puny; in my old days in the army, I wouldn't have traded one good Roman for ten of these four-armed runts. In general, they have low Strength and Stamina and they're not too good with weapons. Still, a few of them work hard enough to acquire some weapons skills, especially with firearms.

Okay, so they're puny. Believe me, they make up for it by the dirty and dishonorable way they fight. Your Demorean in close combat will probably try to hit you first with his Shock or Demoralize PTs. They know we have no defense against those. Your Demorean's plan will be to drain your Stamina or Willpower and put you down; then, while you're unconscious, he can sneak up and kill you whenever or however he pleases.

How do you fight him? First off, always try to attack with a good ranged weapon from beyond 30 feet— your Demorean can't use Shock or Demoralize beyond that range. If you have to come to close quarters, go for the kill as fast as possible. You're going to lose Stamina from his Shock PT, so you can't afford to waste time. Attack first and ask questions later; the lying Demorean will try to bargain with you until he can concentrate long enough for another PT attack.

Of course, the problem with Demoreans is recognizing them to begin with. They usually shape-shift to human form almost immediately after they arrive in our Parallel. They're good at mimicking; they can often get away with impersonations of very important people for days, weeks, even months. Don't let this stop you when identification is positive; no matter how it might stick

in your craw to attack a famous person you've always admired, if you know it's a Demorean, don't let hero-worship get in the way.

Now, how can you recognize your shape-shifted Demorean? It's not easy. Here's where you have to know a little bit about how these barbarians live on their own planet in Parallel A-227.

Demorean Life

Demoreans don't live like men; not like real men, anyway. In fact, they aren't men, and they aren't women either. Each one of them is both; a Demorean can be either male or female at will. They don't have families either; all children are raised by a class called "Nurturers" under the supervision of the state.

I should say the state religion instead of "the state." See, your Demoreans are ruled by their priests; their religion is their government. I've seen a lot of religions in my time, and I respect a lot of them, but this Demorean religion may be what makes them so crazy.

Demoreans believe that everything that was, is and ever will be is part of what they call "the Great Oneness." That's not so strange a belief. The nasty side is this: the Great Oneness is perfect, and anything that isn't perfect has to either be made perfect, so it's part of the Great Oneness, or destroyed, so it doesn't mess up the perfection of everything else.

Perfection—there's the key to understanding how your enemy thinks. Things that aren't perfect have no right to exist. The Demoreans' goal is to "perfect" our Parallel—that means changing it until it's just like theirs, until our history matches theirs. Of course, that means Demorean control of the Parallel; what humans were left would become slaves to their priest-government.

All Demoreans are supposed to be perfect—that means, they're all supposed to be the same. Seems that a few are more perfect than others; they haven't solved that one yet But they're working on getting rid of imperfection, all right. It starts right at

birth, when those who are "imperfect" by Demorean standards are "assimilated." That's a polite way of saying they're turned into food for the others.

Anyway, once a Demorean gets through 30 years of rearing at the hands of the Nurturers, he, or she, "it," actually, becomes a Nurturer in turn. After another 30 years, the Demorean moves on to its next occupation, laborer. They go through quite a few of these cycles:

1. Child - 30 years
2. Nurturer - 30 years
3. Laborer - 30 years
4. Technician - 30 years
5. Military service - 30 years
6. Minor official - 30 years
7. Theocrat (priest) - 30 years
8. Law-giver, time agent or assimilee

Every Demorean goes through all these stages. By the time they hit the last stage they're 210 years old. Then it's time for the big decision: they can either compete to become Law-Giver— that's their top dog—or they can try to become time agents, or they can be eaten by the others.

Competition for Law-Giver is by a kind of lottery. If you win, you're the top Demorean; Mr. Demorean Perfection itself. If you lose, you're turned into food. If you choose not to compete, you become a Demorean time agent The Demoreans have no shortage of time agents.

Spotting Demoreans

Now, this brings us back to how to spot the Demoreans when they're in human form. Demoreans can't stand imperfection, especially any type of imperfection brought about by pain or deformity. So, when they shape-shift into the form of a human, they automatically correct any little deformities or pain-related defects that person may have had—things like scars from old wounds or a slight limp. Their shape-shifted copies of people are "perfect" copies.

So, if you want to spot a Demorean. a good way is to knock the person out, then examine the body for scars. Almost everyone gets some kind of a scar on their body by the time they reach adulthood. If there aren't any scars, the person is probably a Demorean in human form.

Of course, as a last resort, you can always use Telepathic Probe. Be careful with this one though. It costs Willpower, and a perceptive Demorean will notice the probe and move against you right away.

Demorean Defectors

Most of our knowledge of Demorean life comes from defectors: Demoreans who have given themselves up to the Time Corps. It seems the Demoreans have a few peculiar customs which make it hard for them to hang onto some of their agents.

First of all, they don't believe in medicine. If you're wounded, it's obvious to the Demoreans that you were wounded because you were imperfect. Everything that's imperfect should be destroyed. Furthermore, the general Demorean population can always use another lesson on the importance of perfection, and what better way to teach them than to show the cost of imperfection? Therefore, the Demoreans torture their own wounded to death.

See, once a Demorean gets wounded (we're talking about critically wounded here, no scratches) it's a doubly dangerous foe. It knows that if is goes home wounded, it'll be tortured for its imperfections and then assimilated. So, it usually tries to take revenge on the agent who wounded it. In a few rare cases, it will have the good sense to surrender and give information in exchange for medical care and life in a Time Corps cell.

Should a Demorean ever try to defect you should try to bring it in if you can. But don't take any chances. And don't try to bring in any conscious defector; remember, these things are telepathic over any distance, and can summon aid without you ever knowing it.

Demorean Schemes

Now, a lot of times you're going to have think fast in the middle of a mission to figure out exactly what the Demoreans are up to. Here are a few pointers on the ways Demorean usually behave when they're trying to change Earth's history:

1. They avoid the obvious, like assassinations of important historical people. That kind of tactic is much too obvious and much too easy for us to stop. The Demoreans haven't tried for a simple assassination sincethe Henry VIII caper: I didn't like those frilly Renaissance clothes, but it was good to hold a sword again!

2. Demoreans frequently work in teams varying in size from 3 to 12 or more, depending on the scope of their mission. They're like rats: if you find one, you can be sure there are others lurking about.

3. A favorite Demorean tactic is to infiltrate places of power, make contact with as many key political leaders as possible, then use their Domination discipline. That way they can influence the course of events while keeping a low profile as aides or advisors of the powerful.

4. When Demoreans Shape Shift, they have to keep the original human alive. He's usually unconscious and stashed somewhere not far from the Demorean's main center of operations. If you can find him and awaken him for a while, the Demoreans will probably come looking to see what's happened. That way, you can set them up for the kill.

5. Watch out for high technology showing up in times when it shouldn't be there. I myself was subjected to machine gun fire while straightening out a little situation in 1527. Demoreans don't care about the messes they leave behind for us to clean up. We have to worry about them; that's why we limit the high tech items we take back with us.

6. Don't forget about renegades. They tend to show up anywhere, and may or may not be part of a Demorean plot. There's nothing much more dangerous than a renegade who's sold out to the Demoreans.

Wrapping it Up

Well, that about does it. You can see what you're up against and you can see why you're against it. Good luck.

ATHENS: 5TH CENTURY B.C.

So you want to find out about Athens? What they call the Age of Pericles, in particular? I suppose there are others more qualified on the subject—the Sentinel himself, for one, because he rubbed elbows with all the philosophers and statesmen back there.

Still. I'm not a bad choice for a guide: Aristippus is my name, Operative/4 in the Time Corps. I used to write plays in Periclean Athens. Entered four comedies in the contests at the Festivals of Dionysios—never even got an honorable mention, but then, none of the prizewinners ever got to be a Time Corps agent. Furthermore, since the traditional first prize was a goat I suppose I made out more than even.

Ah, Athens! The sounds and smells of the Agora, our marketplace, in late morning! Sometimes I miss the shouting, the haggling over prices, the aroma of fresh grain, the warm wind rising through the vines and the olive trees within the town itself—you could even get used to the smell of goat, softened as it was by the whiff of sea-air from the South near the Port of Piraeus.

And the sights were marvelous, too: the Agora was alive with the bright costumes of foreign merchants and students, mingled among the traditional Greek chitons—the white, knee-length robes that just about all Athenians wore. The marble of the temples shimmered. All this brightness lay in the shadow of the Acropolis— the central hill in Athens where the greatest of the temples lay.

The streets of Athens were, to be honest, not that much different from those of other large cities at that time; certainly, they were to my eyes more beautiful than others, but that was only when your feet carried you into the wealthier and more public areas of town. In the back streets, in the rougher districts of the city, there was a poverty and a violence that you would find hard to believe today. It went against all the philosophers' teachings about what a city should be: a refuge for defense, health, statesmanship, and beauty.

The better parts of Athens, however, would have pleased the pickiest philosopher. In the time of Pericles, ours was the foremost of many city-states which made up the nation of Greece. You didn't really think of yourself as a Greek, but more as, say. an Athenian, a Corinthian, or (Zeus help you!) a Spartan.

Not only were we prosperous, but we felt that we shone among all the other city-states for even more important reasons. We had a system of government that, I understand, has made us famous through the ages. Democracy, we called it, and the great democracies thousands of years later claimed us as their ancestors and model.

Mind you. Athenian democracy was not as free and equal as people might have you believe: women, of course, could not vote (in fact, it was still a mark against a girl's reputation even to be seen out in society), nor did slaves have any say. Furthermore, the wealthy people in Athens were, for the most part, strongly opposed to this form of government, and did their best to undermine it at every turn; on their side were many writers and philosophers—I could name names, but it's been 3500 years, and from that distance, I'm inclined to forgive. I mean, after all, you seldom hear anything ill about Plato, do you?

It was always hard to believe, when you looked out upon the city from high atop the Acropolis, that much of this beauty lay in ashes not 70 years before. That was when the Persians, under King Xerxes, stormed Athens, burning most of our city and destroying the Acropolis.

They came from the East (do the powers of the West and those of the East war throughout time?), crossing the straits of the Hellespont in what was later known as Asia Minor. A great Persian fleet (1500 warships and 3000 transports) hugged the coast, sailing alongside the advancing army.

Almost all of northern Greece was simply handed over to the Persians— it was an area too difficult to defend. The first major battle, and a terrible defeat for our forces, came at Thermopylae, where King Leonidas of Sparta commanded a force of about 7000 men (300 of whom were Spartans—the fiercest fighters among all Greeks, and Leonidas' hand-picked guards). After days of heroic fighting against an endless number of Persians, Leonidas was abandoned by all but his Spartan guards. Those who remained—scarcely 300 men—fought bravely to the death. To their credit, Spartans have always been good at that.

The defeat at Thermopylae left Athens wide open. Themistocles. the Athenian naval commander, ignored Spartan orders to move back, and used his wing of the fleet to ferry most Athenians to safety on the island of Salamis. He then pulled a master stroke—not exactly honest, but from early times, we Greeks have known that wits often serve when the sword is powerless. In this battle of wits, King Xerxes was apparently an unarmed man: he believed Themistocles' "secret message" that if the Persians would lift their blockade on Athens, we Athenians would join their side against the other city-states. The slight withdrawal of the Persian fleet gave the Greeks room to breathe: we defeated them soundly in the naval Battle of Salamis, and without his naval support. Xerxes was forced to retreat to Persia.

He left behind him a demolished city, but ours was a brave and clever people. We began to rebuild the city and its walls, and to fortify the port of Piraeus.

Putting walls around your city, however, is not defense enough: Sparta and the other city-states decided to withdraw from the war, now that they were no longer immediately threatened. But we in Athens depended a great deal on foreign trade, and Persia still threatened any chance of that to the East. What we needed was an alliance with neighbors whose goals and interests were similar to ours. That's why we formed the Delian League: an

alliance with many of the Greek cities in Asia Minor who desired to break away from Persia.

Finally, a year before I was born, we broke the Persian navy in the Battle of Eurymedon. It was then that our alliances paid off most richly: Athens was clearly the major power in the Delian League.

So I was born into a time of hope and security in our city. When I was scarcely a toddler, Pericles' career was on the rise in Athens: if you could say any man was singly responsible for the beautiful architecture, the profound philosophy, and the exciting new government which made Athens famous, it would have to be the good General.

Not that there weren't any problems while Pericles was in power: the Persians kept up a few skirmishes at the far edges of Greek territories, and I remember well when Tarentum, an important Greek trading center in Italy, was seized by those boring, humorless Romans. We took all these disturbances and threats in stride: they were all in the outlands.

Closer to home, however, lay the greater perils. Pericles' championing of a democratic government horrified the Athenian aristocracy, and they, of course, began to side with the Spartans against us. That's right: relations between Athens and Sparta remained as cold as marble in the morning. As a matter of fact, we were fighting them in the First Pelopponesian War. They claimed we were "too subtle" and "put on airs": they "didn't understand us." That from a people who considered the bow a subtle machine because you had to have an arrow to fire it.

Despite these troubles, culture within the city thrived. Competitions in athletics, music, poetry, and drama were held in honor of the gods—not that everyone believed all the legends about Zeus, Apollo, and Athena, but it surely didn't hurt to honor them once in a while. After all, the legends told us that they acted like big, irresponsible children, and even though you could laugh at many of their adventures and mistakes, you

didn't want to forget them completely. Furthermore, the festivals gave every free man a chance to compete, to win honors that would make his name famous forever: names such as Crasymolos of Corinth and Melon of Milesia ring throughout time, don't they? They don't? Well, back to my story...

When I was sixteen years old, Pericles arranged the "Thirty Year Truce" between Athens and Sparta, and it was smart that he did: we were getting the worst of the war. Now it seemed for a good many years that we would breathe more easily in the city. Fourteen years later, however, Sparta accused us of helping her enemies and went to war against Athens again, in what is now called the Second Pelopponesian War. That the "Thirty Year Truce" really lasted only 14 years says something for the Spartans' aggressive nature, not to mention their problems with simple arithmetic.

Soon after the war resumed, Athens suffered a disaster far greater than Spartan armies or swords could inflict: plague hit the city, rushing through overcrowded streets and dwellings. Among the many lives it took was that of Pericles; Cleon took his place as General of Athens, but he wasn't nearly the commander that Pericles had been.

We were defeated again. Cleon was killed, and Athens and Sparta agreed to the Peace of Nicias—the Fifty Years' Peace that, in true Spartan fashion, lasted only six years before the Third Pelopponesian War began. The next eleven years of war kept Athens under a virtually constant siege. The Spartans even cooperated with the Persians—the Persians, mind you!—to beat us to our knees. Finally we surrendered after six solid months of starvation. Sparta was the supreme power in Greece, and Athens would never be the same.

I joined the Time Corps during that final siege and wasn't around to see the sad things that followed. What bothers me most of all, as I look back on "the glory that was Greece." is the cruel Law of Identity: knowing that I can never return to the

time of Pericles, hear music in the Agora or the plays of Sophocles and Euripides spoken in the language I love. Athens may seem centuries away to you now. as indeed it is. For one such as I, who lived the drama of its theaters and streets, it seems even farther.

CURRENCY		
Coin	Value	Purchasing Power
Half Obol		$ .54
Obol		$1.08
Drachma	6 Obol	$6.48
2 Drachma	12 Obol	$12.96
4 Drachma	24 Obol	$25.92

Military Summary

Infantry

Heavy infantry ruled the battlefield in this period. The Greek heavy infantryman, called a hoplite, was armed with an 8' to 10' pike and a sword, usually kept sheathed unless needed for personal protection. The hoplite wore a helmet (AR 15), a breastplate (AR 45) protecting the upper and lower torso, and greaves (AR 30) protecting the legs. He also carried a large shield.

Use elite or regular infantry counters to represent hoplites of varying quality. At skirmish scale, each counter represents 10 men. The counters maintain linear formation until melee begins. Usually, there should be at least two or three lines, each one hex behind the next.

At tactical battle scale, each counter represents 100 men. The counters should maintain either linear formation or phalanx formation (see "Military Formations") until melee begins.

Ignore the missile value of all counters used to represent hoplite infantry.

In addition to hoplites, the Greeks used light infantry known as *psiloi*. Psiloi came from the poorer classes of society and were armed with slings, javelins or short bows. The CM may decide armaments for these troops. Their armor varied; for most games, assume they wear helmets (AR 15) and leather armor (AR 10) that

protects the front upper and lower torso.

Use militia or regular infantry counters to represent differing grades of psiloi. At skirmish scale, each counter represents 10 men, at tactical battle scale, 100 men.

Cavalry and Chariots

Although both cavalry and chariots were used in wars in Greece during this period, neither was too important at this time. The chariot's time had already passed, and the mountainous countryside of Greece prevented effective use of cavalry. Cavalry in this period were armed with swords and a long pike-like lance which could be used in melee or thrown. Cavalry were armored similarly to hoplites. Use light cavalry counters to represent these cavalry. Each counter represents 10 men at skirmish scale, 100 men at tactical battle scale. Cavalry at skirmish scale should maintain linear formation until melee begins. The missile value of these cavalry should be limited to one use per engagement.

Chariots were used, mainly by the Persians, although the hoplite style infantry greatly reduced their effectiveness. At skirmish scale, each counter represents one chariot carrying one or two men (CM's choice). If two men are carried, one fights while the other drives. Charioteers were armed variously with javelin, lance, short bow, and sword. They often fought dismounted after the initial charge. Their armor was similar to the hoplite's. At skirmish scale, chariot counters keep linear formation until melee begins.

At tactical battle scale, each counter represents 20 chariots. These counters should be kept in linear formation until melee begins.

Special Rules

Psiloi counters may be moved through hexes that contain hoplite counters. Otherwise, counters may never enter a hex containing another friendly counter. All counters have front facing and fields of fire.

Cavalry and chariots may charge hoplites, but suffer a -30 modifier instead of the normal +30 charge modifier unless charging the hoplites from the flank or rear.

Political Summary

The Athenian Assembly, the first great forum of democracy, was open to all free Athenian male adults. It met 40 times a year near the Acropolis. At the Assembly, every citizen could speak his mind on the issues of the day. To avoid the confusion that can arise when everyone has equal voice, a 500-man council was chosen by lot from volunteers over the age of 30. Neither women nor slaves could join in the Assembly. Nor were all free male Athenians content with the form of government—the aristocrats fought against democracy, finally helping to destroy it during the Pelopponesian Wars.

Major NPCs

Pericles (495-429 B.C.)

Significance Rating: 350

STR	62	DEX	64	AGL	58
WPR	60	PER	74	PCN	74
STA	52	UMS	60	WNDS	13

SKILLS: Military Leadership, Expert 96; Sword, Expert 90; Javelin, Expert 93; Equestrian skill, Expert 96; Investigation, Expert 100; Ancient Artillery, Specialist 84.

If any man was responsible for the Golden Age of Athens, it was Pericles. He was the most powerful man in the city for over 30 years, during which time democracy reached its height and philosophy and the arts prospered.

Themistocles (525-460 B.C.)

Significance Rating: 300

STR	60	DEX	58	AGL	62
WPR	54	PER	64	PCN	64
STA	58	UMS	61	WNDS	13

SKILLS: Military Leadership, Ex-pert 90; Sword, Expert 91; Javelin, Expert 89; Investigation, Expert 91; Ancient Artillery, Specialist 76; Swimming, Specialist.

Themistocles was a brilliant Athenian general, chiefly responsible for saving countless Athenians from the Persian invasion, and for the Greek naval victory at Salamis.

ROME: 61 B.C. - 37 A.D.

Avete, good friends. It pleases me that you want to know about Roma, about the most glorious times of our Empire, when we indeed ruled the known world with a strength, majesty, and fairness that...

But forgive me. Sometimes I still forget that I'm no longer in the Forum, speaking to an assembly of Senators. You want information, not fine-flowing speeches. I have the facts, too. One could not be Quintus Furianus Alba, Roman Senator, without knowing the truth—even the unsightly truths we Romans sometimes tried to keep covered.

There was certainly nothing unsightly about the Rome of my time—the great capital of Julius, Augustus, and Tiberius. The great Caesar Augustus was fond of saying that he "found Rome a city of brick, and left her a city of marble." Indeed he did: our beautiful city by the Tiber River glistened with Italian marble, with buildings designed to imitate the great Greek temples of the Age of Pericles. Certainly there were the dusty back streets, the filth, poverty and cramped living quarters of any ancient town, but we Senators did not trouble ourselves much with those places. We had fine houses in the city, our villas in Tusculum. Lanuvium, Pompeii, or other places outside town.

All villas aside, Rome was the place to be. my friends. The Empire stretched from Britain to Syria when I was a lad, and by my old age it was even more vast. Our city itself held almost a million people, and the Empire governed the lives of millions of others. It often seemed as if every one of these citizens would dwell in or visit the capital at one time or another. By my time, Rome had accepted its role as the center of the world: foreign trade, ideas, and religions were welcome in the city, along with the foreigners who brought them.

The fact that "all roads led to Rome." made growing up in the city an endless carnival. Greeks. Germans, Syrians, and Egyptians flocked to the city, with their strange clothing,

languages, and gods: the bright robes of an Egyptian priest or Syrian merchant would mingle with the white tunics of the plebeians, our common people, or the ankle-length togas of our senators and aristocratic patricians. The Forum, our great public place, was loud with bargaining and music, fragrant with the wine, olives, apricots, and spices of the busy markets.

It was there in the forum when, as a boy scarcely eleven, I saw the procession of Queen Cleopatra of Egypt when that brilliant, mysterious woman visited Julius Caesar; in her party were hundreds of slaves, courtiers, and priests in the strange animal headdresses of Egypt's many gods. The air was filled with incense. My boyhood hero, indeed, was the Divine Julius, as he was later known. Three years before I was born, he was elected consul, the chief magistrate of our city. Very soon afterwards, he became a member of the First Triumvirate, our new form of three-man government. The other two triumvirs were Pompey, a general nearly the equal of my hero, and Crassus, one of the richest men in the city. Three such powerful men were not going to share that power for long: all the adults knew it, although during the time of the First Triumvirate I was too busy playing at being a centurion in Caesar's legions and "fighting Britons" to trouble with politics.

Civil war broke out when I was eight, when Caesar returned from another campaign in Gaul. By this time, Crassus was dead, and the world did not seem big enough to hold both Caesar and Pompey. Battles raged all over the Mediterranean, and Pompey. on the brink of defeat, fled to Egypt. Cleopatra took over from there: she helped decide who would be the sole ruler of Rome, delivering Pompey's head to Caesar as he stood on the docks of Alexandria. Egypt.

Caesar assumed control, and ruled like a monarch. But more than a monarch: he claimed to be a descendant of the gods, of Venus, the goddess of love, for that matter.

Considering the way he began and continued to romance Cleopatra, he might have been right. It is said that his wife Calpurnia found the situation scandalous, but despite her influence in the city, she would have created a far greater scandal had she gone against tradition and criticized or even questioned her husband. Some Romans claimed to sympathize with her (although they were more upset with Caesar's taking on more and more power). People began to talk about Egypt as though it was the home of all sin and black magic, and even I changed my mind about my hero; after all, my father spoke harsh words in private against Caesar, and, as was the case in most Roman families, the father's word was law. I, too, soon believed that Caesar was becoming dangerous.

How well I remember the day Caesar's one-man rule of Rome ended. I was in the Forum, eating an apricot beneath the Arch of Fabius, when a great wailing seemed to arise from the other side of the Capitoline Hill, beyond the city walls. I ran toward the source of the noise, but it was a good half hour before I reached the Theatre of Pompey and heard what had taken place: that a conspiracy headed by Marcus Junius Brutus and Cassius Longinus had stabbed Caesar to death on the theatre steps.

Revenge was quick in coming. The Second Triumverate—Mark Antony, Lepidus, and Caesar's nephew Octavian—formed almost a year later, and in two years they had defeated the assassins at the Battle of Philipi. After that, the world seemed balanced again.

But Cleopatra was not finished with her tricks; soon she had Mark Antony in her clutches, and the Empire headed straight toward another clash of powerful men. Octavian placed Lepidus safely out of the way, and another civil war began to brew.

I was 23 when I had my chance to serve under a Caesar, though it wasn't the Caesar I admired as a boy. I was on board a ship in Octavian's navy when he met the fleet of Antony and Cleopatra in the Battle of Actium, and we dealt the Egyptians and traitors a crushing defeat. People say now that had Antony chosen to fight on land, where his troops were experienced and prepared, the story might have been far different. But he was a showman, and lost the battle (and. eventually, his life) in the process. Antony and Cleopatra com-mitted suicide after their defeat, and Octavian became the sole power in Rome.

Octavian was well aware how Julius' ambition and power plays had caused great resentment; he had no desire to end up lying on the steps of the Theatre of Pompey like his uncle. So he hid his power under the acceptable form of Roman government—the republic. He was elected consul for eleven straight terms, twisting arms and making deals behind the scenes to assure that he would win the election again and again. Though he was honored as a god in the provinces, he was careful to avoid encouraging such practices in Rome.

Octavian played the role of first citizen for a long time; it wasn't until 7 years after Actium that he announced what everyone had known all along. He took the new name of Augustus and became virtual Emperor of Rome.

Augustus' reign ushered in the "Pax Romana," or the "Roman Peace." Granted, there was still fighting along the fringes of the Empire; Augustus himself even led a campaign into Gaul when I was in my early 30's (by the way. that campaign proved that our Emperor was a far better peacetime than wartime leader). But all in all, it was a calm time for the people of Rome itself, weary as they were from years of civil war.

Augustus brought not only peace, but prosperity. He provided ways for the poor to acquire wealth and a station in life by permitting freed slaves to marry citizens and to enter the priesthood: mind you. people in our provinces didn't have nearly the same chances as those in Rome and Italy, but from where we Romans stood, things had never looked better.

Just as importantly. Augustus made us proud and patriotic. It was a funny thing about the Romans: we knew that the Greeks (especially the Athenians) considered our culture to be but a pale copy of theirs, and we sometimes seemed more than willing to believe them. Our literature, our sculpture, our buildings—even our gods!—were based on Greek models. It was under Augustus that Roman culture began to be more our own. My grandfather or great-grandfather, though both successful men. would have felt like poor relatives had they met my friend Aristippus, but thanks to the pride Augustus gave us in our laws, our education, our writings, and our art, most of the time I consider myself an equal to my playwriting friend, and I usually don't resent his superior airs at all.

When Augustus died, Tiberius took over as Emperor. He lacked his stepfather's gift for management and public relations (after all. he was more a soldier than a statesman), and more than that, he lacked the desire to rule. Twelve years after he ascended the throne, he retired (retired! can you imagine?) to the island of Capri, leaving Sejanus. a leader of his guards, as his representative in Rome.

Sejanus wasn't about to settle for being Tiberius' spokesman: he wanted the Empire to himself, and schemed behind the Emperor's back to take control of the government. The Emperor received the news down in Capri, and he foiled Sejanus' plans; the guardsman was thrown off the Tarpeian Rock (our most ancient form of execution), and the Empire was safe again, although its leader still ruled from afar. Tiberius died 11 years after his retirement, and was succeeded by Caligula, the most monstrous of men; our Golden Age was over.

I know that things were different later—that the empire never lived up to the great promises of its earlier years. Our famous tolerance changed: we began to persecute certain peoples, and to use our power more brutally. Even our games became sour and bloody. Sometimes I wish that our history had been otherwise—

sometimes I wish that we. instead of our Demorean enemies, could set out to make great changes in what was. But laws are laws, and a good Roman knows to follow them faithfully. Valete, my friends.

CURRENCY		
Coin	Value	Purchasing Power
Sesterce		$1.60
Denarius	4 Sesterce	$6.40
Silver Shekel		$30.00
Gold Shekel		$220.00
Silver Talent	3000 Silver Shekels	$90,000.00
Gold talent	3000 Gold Shekels	$660,000.00

Military Summary

Infantry

Individual Roman soldiers wore a mail corslet (AR 45) which protected the upper and lower tor-so, and a helmet (AR 15). Each soldier also carried a large shield. The soldier went into battle armed with a throwing spear, called a pilium, a short sword, called a gladius, and a dagger.

On the skirmish scale a single infantry counter represents 10 Roman soldiers. Counters should always use linear formation at this scale, until melee begins. On tactical battle scale, each counter represents one cohort of approximately 500 men. Both regular and elite counters may be used for Roman troops on both scales. Roman troops on both scales may use missile attack only once in a skirmish or tactical battle; this represents the legion-aries throwing their pilium just be-fore melee.

Militia infantry counters may be used to represent auxiliary troops. These varied greatly depending upon the time and place of the fight, and could include slingers or short bow men. Most wore only a helmet; spear and sword armed auxiliaries carried large shields. Toward the end of the Augustan Age spear and sword armed auxiliaries also wore the mail corslet of the Roman regular.

The arms and armor of Rome's enemies varied so greatly that the CM must specify what these troops wear and carry scenario by scenario.

Cavalry

Roman cavalry tended to be light cavalry armed with throwing javelins and a sword. Cavalry were generally armored and shielded like regular Roman infantry. Use the light medium and heavy cavalry counters to reflect the varying qualities of the cavalry; heavy cavalry counters represent the best troops. On skirmish scale, cavalry counters represent ten troopers. They should use linear formation until melee begins. Each counter represents about 550 cavalry in tactical battles.

The missile value of the cavalry pieces represents their throwing javelins; the CM may limit the number of missile attacks cavalry counters are allowed; four to eight is a recommended number.

As with the infantry, the cavalry of Rome's enemies differed so greatly that the CM must specify their arms and armor scenario by scenario.

Special Notes

When playing on tactical battle scale, consider 10 cohorts plus one auxiliary cavalry counter the equivalent of one Roman legion. Use ballistae and catapult counters as desired; each always represents only one weapon with its crew, regardless of scale.

Counters may not enter hexes containing other friendly counters.

Political Summary

Rome in the time of Julius and Augustus Caesar was changing from a republic, ruled by its Senate and other elected officials, to an Empire, ruled by an Emperor whose ultimate power rested in his personal control of military forces and his appeal to the upper classes.

Julius Caesar diluted the influence of the Senate by increasing the number of senators from 300 to 900. Augustus relied on his appeal to the senatorial class to secure his personal power, and soon became able to appoint senators at will.

During this entire period members of the Senate tended to be wealthy men of influence, often from old, long-established families. The Senate's weaknesses eventually enabled the Caesars to dominate it: many senators took bribes and resisted reforms desired by the Roman lower classes and often needed for the economic health of the state.

Major NPCs

Julius Caesar (100 - 44 B.C.)

Significance Rating: 400

STR	54	DEX	54	AGL	52
WPR	68	PER	70	PCN	60
STA	40	UMS	53	WNDS	12

SKILLS: Military Leadership, Master 119; Sword, Expert 83; Ancient Artillery, Expert 87; Equestrian skill, Expert 89; Investigation, Specialist 81; Outdoor Survival, Specialist 75; Dagger/Knife, Specialist 68; Mounted Melee; Mounted Missile.

Julius Caesar was one of the greatest generals in history: his victories in Spain, Britain, and in Gaul (modern France and Germany) expanded the boundaries of the Roman Empire.
Caesar's victory in the Roman Civil Wars secured his absolute power in Rome. He ruled as a virtual dictator from 46 B.C. to his assassination in 44 B.C.

Augustus Caesar (63 B.C. - 14A.D.)

Significance Rating: 375

STR	44	DEX	52	AGL	54
WPR	60	PER	78	PCN	78
STA	40	UMS	49	WNDS	12

SKILLS: Investigation, Master 127; Equestrian skill, Expert 92; Sword, Specialist 64; Dagger/Knife, Specialist 64; Mounted Melee.

Unlike his adopted uncle Julius, Augustus Caesar's achievements were those of a peacetime ruler. Augustus was the first Roman emperor, and under his rule the Empire reached the height of its power.

Mark Antony (82-30 B.C.)

Significance Rating: 275

STR	68	DEX	68	AGL	64
WPR	74	PER	72	PCN	44
STA	64	UMS	66	WNDS	14

SKILLS: Military Leadership, Ex-pert 102; Sword, Expert 96; Ancient Artillery, Expert 86; Equestrian skill, Expert 98; Outdoor Survival, Specialist 71; Gambling, Specialist 62; Mounted Melee.

A friend of Julius Caesar, Antony helped to avenge the great man's death when, along with Octavian (later known as Augustus) he defeated the assassins at Philippi.
The alliance between Octavian and Antony was short-lived: Antony, joined by Cleopatra, tried to take control of the Empire. They were defeated at the Battle of Actium, and later committed suicide.

Cleopatra, Queen of Egypt (69 - 30 B.C.)

Significance Rating: 275

STR	50	DEX	66	AGL	52
WPR	40	PER	80	PCN	70
STA	56	UMS	51	WNDS	13

SKILLS: Investigation, Expert 94; Dagger/Knife, Expert 81; Impersonation, Expert 94; Disguise, Specialist 88; Stealth, Specialist 74; Gambling, Specialist 75.

This legendary Egyptian queen was one of the Ptolemies—the descendants of Alexander the Great's chief general. Cleopatra's influence was less military than political: in her time she charmed both Julius Caesar and Antony, hoping to rule the world through one of them.

Tiberius Caesar (42 B.C. - 37 A.D.)

Significance Rating: 150

STR	62	DEX	50	AGL	54
WPR	50	PER	42	PCN	50
STA	50	UMS	59	WNDS	13

SKILLS: Military Leadership, Ex-pert 82; Investigation, Expert 78; Sword, Specialist 74; Javelin, Specialist 71; Ancient Artillery, Specialist 65; Dagger/Knife, Specialist 74; Swimming.

Tiberius was Augustus' adopted son, and became emperor in 14 A.D. Not overly fond of ruling, he withdrew from power, retiring to the island of Capri, where he spent his last days—in his absence, still the most powerful man in Rome.

ANGEVIN ENGLAND: 1154-1216

Guillaume D'Arcy at your service. I'm rather new to these briefings—in fact, I'm rather new to the Time Corps itself, but they didn't see my greenness as a problem, fresh as the memories of Angevin England remain in my mind.

Those of you who fancy a knowledge of the English and their customs may wonder why I, with my French name, am chosen to give you this background. "He's a Frenchman!" I can hear you saying: "he won't have one good thing to say about the English!"

Well, *mes amis*, you are wrong. Though I am French in a sense, I'm as English as any of the three kings I'll tell you about—Henry II, Richard I, and John—and I do have some good

things to say about them. Well, about two of them.

I met Henry first. A servant's child in the Court of the Acquitaine, I had really no hopes of going anywhere, of seeing anything but the southern French countryside around the castle. But I stood behind the arras in the throne room to peek at the foreign prince who was asking our good Queen Eleanor's hand in marriage. He was about what I had imagined: large, ruddy, and every inch royalty. He was just the kind of man for our Shining Lady. I expected that the Queen would be off to England soon, and that would be the last I would see of her.

Imagine my surprise when I was asked along! I could play the lute, yes, and I could sing, but there were others in court more able than I. But that's the way Queen Eleanor was: grand, gracious, and often kind. London was cold and drizzly: the river turned like a dark serpent through the large city—25,000 people in one town: imagine! The buildings rose to meet one another over the muddy and filthy streets, slanting like the sides of tents above our heads. Shopkeepers leaned out of windows to shout and bargain—even to the royal party! The streets stank of garbage. I feared we would stay here forever, but soon found that we would spend much of our time in Normandy and Anjou, under friendly French skies.

Henry preferred it that way, and Eleanor, still very young, preferred it that way for her Henry.

Within two years, her Henry was King of England, and none could ask for a better monarch, even though he was cruel to my Lady in the later times. He restored the economy by establishing new taxes and the practice of scutage: now nobles who owed the king military service could send money instead. Scutage stuffed the treasury, and enabled Henry to hire and pay soldiers—soldiers answerable to no feudal lord but to the king alone.

Henry's legal reforms were also very important to the changes that took place in England: he established the grand and petit juries, the

beginnings of English common law. The grand juries brought the names of murderers, thieves, and violators of the king's peace to the attention of justices; the petit juries decided civil suits. These juries were composed of expert witnesses who knew about the case at hand rather than (as I understand was later the case) impartial men who decided on the evidence in a trial. At any rate, those brought to justice by the grand juries went through trial by ordeal to decide their innocence or guilt: they would plunge a hand into boiling water or carry a hot bar of iron. If the burn was not infected within three days, the man was innocent.

It was the law that first brought Henry into crisis. He urged Thomas a' Becket, the Archbishop of Canterbury, to allow those clergymen found guilty of high crimes by the church courts to be sentenced and punished by civil law. Becket would hear nothing of what we all thought was a reasonable request, and friendship between the two was broken.

Henry's temper flared; its cost was tragic. In rage, he shouted to some men at court, "Will no one rid me of this troublesome priest?" The men took him at his word. Becket was murdered, and Henry was pitifully sorry—for a while.

But now he had other things to distract him. Many of which were Eleanor's doing. She had been busy as Queen indeed, and mostly busy with wonderful things: troubadours came to her court at Poitiers, and she encouraged music, poetry, and the great tradition of courtly love—where a man adores, indeed worships, his lady, treating her with respect and knightly courtesy. A far cry from the way common and servant women were treated, mind you, but a pleasure to the women of the court.

Unfortunately for her, Eleanor had not spent all her time in the world of music and romance. Her sons—Henry, Richard, Geoffrey, and John—were plotting against their father, and M'Lady, wounded deeply by her husband's unfaithfulness in marriage, supported their uprising. Young Henry died soon after the

rebellion began, and the king pursued his advantage, crushing his sons' revolt and imprisoning our fair queen.

I went to prison with her, and indeed there were worse places to be: King Henry may have been unknightly in his treatment of his wife, but he was a good enough politician to know that treating her too harshly could bring him trouble from his sons and from his fellow rulers. No, the prison was sunny, warm, and even pleasant at times— made even more livable and bright by M'Lady's presence. I played the lute and sang for her, she embroidered and gossiped, and we heard the news from the outside.

We heard the news when Philip II, Philip Augustus, became King of France; little did we know the trouble that would arise from that! We heard of the crimes of Saladin, the Moslem ruler who seized many lands to the East including the Holy Land. We heard the sad news when M'Lady's son Geoffrey was killed in a jousting match in Brittany, leaving behind an infant son, little Arthur. Finally, and as if with a sigh of both sorrow and relief, we heard of King Henry's death. We were free.

Free to be ruled from a distance by Richard Coeur de Lion—the Lion-heart, the older of M'Lady's surviving sons. What a perfect knight! What a gentleman and warrior! Our King in the field, he left on a Crusade against Saladin shortly after he was crowned, letting his younger brother John rule in his place. The years of Richard's absence were hard: he suffered on the Crusade. Although he won some victories, Saladin was a fierce enemy, a good match for Richard in intelligence and military skill. Furthermore, Richard had joined forces with Philip Augustus, who had no liking for our good king: they quarreled constantly in the Holy Land, and Philip ended up seizing England's territory in France—all our beautiful castles fell into French hands.

As if that were not enough, Richard was captured and imprisoned by the treacherous Duke of Austria as he returned from the Crusades. He was held prisoner for

well over a year, in which time John continued to rule in his stead.

To be truthful, "misrule" is a better name for John's behavior at this time. He inherited his father and brother's strong home army, and he used it for his personal gain and to reign as a tyrant over our people. "John the Bad" they began to call him, and for good reason. This was the time in which the stories of Robin Hood arose; whether true or not the tales spoke to the very true feeling among the people—that the man who sat on Richard's throne had gone too far.

At any rate, we were all relieved when Richard was released and re-turned to England. We crowned him again, and he even stayed a while before he galloped off to battles on the continent against of course, Philip Augustus. It was a war of sieges: in the Year of Our Lord 1199, outside the walls of Chalus in France, Richard received a mortal wound. What we had dreaded came to pass: our great champion was fallen, and now John ruled in more than name only.

M'Lady was nearly 80 years old at the time, yet her energy never seemed to cease. She knew very well that John was weak and unpopular; she also knew that in the worlds of statecraft and of war, Philip II could eat her youngest son alive. So she gathered herself together and helped to defend Anjou and the Acquitaine against the armies of her grandson Arthur (still a boy, but with a man's ambitions)— thus John remained in her debt.

Thanks largely to his mother, John was able to secure his throne. (Arthur starved to death in prison—John's heart was always vicious.) Soon after M'Lady passed to reward (may Eternal Mercy shine upon her!), John began the great conflict of his reign: with His Holiness Pope Innocent himself!

It seems that the English Church had elected their choice for Arch-bishop of Canterbury without consulting the king; since he had not been consulted, the choice was definitely not to John's liking: he sent his own candidate to Rome. Innocent declared both choices invalid, and invested Stephen Langton as

Archbishop. John flew into a rage and refused to allow Langton back into the country. The Pope placed England under interdict—that meant that public worship was suspended, and the sacraments were denied in most situations. John, in response, seized all the church lands.

For five years, the King set the souls of his people in danger: he refused to make peace with the Pope, to have the interdict lifted. Finally, and less from spiritual concern than from a desire that Innocent not ally with Philip against him, John submitted to the Pope.

Though it relieved his people of a great burden, John's submission did nothing to aid him on the field of battle: Philip thrashed the English army soundly at the Battle of Bouvines in 1214, and the defeated John had new troubles on his hands. The people, the barons, and the clergy were outraged at the evils of their king. Faced with an uprising, John had to buy time: at Runnymede, he placed his seal on the Magna Carta—a document that limited the powers of the king and granted certain rights and privileges to the barons.

The great period of trials from Henry to John was drawing to a close. We had seen the heights of greatness and the lowest points of villainy. It was the time in which England grew into a country, and a time of romance and honor. I envy those of you who stand at the edge of this window!

CURRENCY		
Coin	Value	Purchasing Power
Denier		$4.25
Sou	20 Denier	$95.00
Mark	10 Sous	$950.00
Livre	2 Marks	$1900.00

Military Summary

Infantry

Infantry in this period were completely secondary to heavy cavalry: armored knights on heavy horses. What infantry there were tended to be of two types: spearmen and shortbow men.

Spearmen were armored either in leather (AR 10) or, if they could afford it, in mail shirts (AR 45). In either case, this armor protected the upper and lower torso and the arms. The men also wore helmets. Infantrymen in Angevin times were armed with thrusting spears— sometimes with sword and dagger as well. Ignore the missile value of counters representing spearmen. Use any type of infantry counter to represent these men, using the gradations of elite, regular and militia to reflect their relative training and skill. On skirmish scale each counter represents 10 men. The counters should maintain linear formation until melee begins. On tactical battle scale, each counter represents 100 men.

Archers wore the same kinds of armor as the infantry. They did not carry shields. They were armed with the shortbow, usually carried 20 or 40 arrows into battle, and often carried a sword, dagger or both for use in melee. Use either regular or militia infantry counters for archers— never elite infantry counters. Each counter represents 10 men on skirmish scale, 100 men at tactical battle scale.

Cavalry

Cavalry dominated the battlefields of Western Europe in the late 12th and early 13th Centuries. Knights were armored in mail suits (AR 45) which protected the entire body. They carried large shields. They fought armed with the horseman's lance, the sword, or occasionally a short handled weapon such as the axe. The CM should specify the melee weapon being used scenario by scenario.

Use heavy cavalry counters to represent these knights; use medium and light cavalry counters for additional knights but treat them as heavy cavalry in all respects. Ignore the missile values on the counters. Each counter represents 10 mounted knights at skirmish scale, 100 knights at tactical battle scale. Mounted knights should always maintain linear formation at skirmish scale until melee begins.

Special Notes

Counters may never move through hexes occupied by other friendly counters.

Some spearmen, notably the Scots, protected themselves from heavy cavalry by forming a large circle several ranks deep and extending their spears. The CM may allow this formation, called a schilltroun (see "Military Formations"), at tactical battle scale. Use a square marker to indicate a counter adopting schilltroun formation.

It was typical for battles of this period to involve relatively small forces on each side; an army containing a few hundred knights on horseback would be a powerful force in most situations. The CM should scale battles in scenarios of his own design accordingly.

One of the principal goals of fighting in this period was to capture prisoners, who were then held for ransom: indeed, this happened to Richard as he returned from the Crusades! When PCs are involved in personal melee in the midst of a battle in this period, their opponents attempt to capture, rather than kill them.

Other than catapults and miscellaneous rock-throwing weapons used for siege work, there was no significant use of artillery of any type in this period.

Political Summary

The so-called "Angevin Empire" which was cobbled together by Henry II (and lost by his less able sons) consisted of all of England and most of western France. The King of England was king there in his own right, but technically owed "fealty," an acknowledgement of loyalty, to the French king for his possessions in France. This rather complicated situation gave rise to constant friction and conflict between the Angevin kings and the French monarchy.

Within England, Henry II's legal reforms vastly expanded the area covered by the "king's justice" as opposed to those offenses which could be dealt with by the powerful landowning nobles. However, for the common peasant often tied to land he worked and completely without political or economic power, the authority of the local baron was still close to absolute.

At this time, England was still torn by internal friction between her Norman conquerors (the king and nobles) and the Saxon majority of the peasant population. Occasionally, this friction led to localized revolts which were put down with a brutality and zeal hard for the modern mind to imagine.

In fact, the CM should always bear in mind that the nobility of this period were largely illiterate men whose greatest joy and primary ambition in life was fighting. When they weren't fighting, they were usually drinking, hunting, or "wenching." Of course, kings such as Henry, Richard, and Philip II were highly educated men, and an exception to this rule.

The Catholic Church was also a major power in its own right. The church controlled great wealth in the form of lands and buildings, and its teachings were of major importance to the people, whether peasant or noble. The Church was believe to control the destiny of a man's soul, and no matter how strongly he resisted its more peaceful teachings, even a king could eventually be brought to kneel before the spiritual power of the Church. In fact, stories claim that the dying King John desired to be dressed as a peasant in the hopes that he could slip into Heaven unrecognized! An important bishop could wield as much power as a baron; the Pope was often the most influential figure in Europe.

Major NPCs

Henry II, King of England (1133-1189)

Significance Rating: 350

STR	62	DEX	54	AGL	58
WPR	70	PER	64	PCN	68
STA	60	UMS	60	WNDS	14

SKILLS: Military Leadership, Expert 95; Sword, Expert 90; Investigation, Expert 98; Equestrian skill, Expert 89; Wrestling, Specialist 75; Dagger/Knife, Specialist 75; Horseman's Lance, Specialist 75; Mounted Melee.

Henry II was the son of Matilda (daughter of Henry I) and Geoffrey Plantagenet, Count of Anjou. He gave the family name Plantagenet to a line of kings who ruled until 1485. The earlier kings of this line were called "Angevins" because of their home in Anjou.

Despite all the troubles during Henry's rule—his open disputes with Becket and with his own sons—he is considered by history as one of England's most capable rulers.

Richard I, King of England (1157-1199)

Significance Rating: 150

STR	68	DEX	66	AGL	62
WPR	52	PER	68	PCN	54
STA	58	UMS	65	WNDS	13

SKILLS: Military Leadership, Master 117; Sword, Expert 95; Ancient Artillery, Expert 90; Equestrian skill, Expert 96; Outdoor Survival, Specialist 67; Bow, Specialist 81; Dagger/ Knife, Specialist 80; Horseman's Lance, Specialist 80; Mounted Melee; Mounted Missile.

Although Richard cut a noble figure during his brief ten-year reign, he did very little as King of England. Almost all of his time on the throne was spent off the throne, campaigning in the Crusades or in military ventures on the French mainland. Apparently, Richard's military strengths were balanced by his political weaknesses; Philip II outwitted him regularly, and his leaving John to rule England in his absence showed little concern for the welfare of his people. Still, Richard is remembered well for his knightly qualities: his courage in battle, his skill as a musician and poet, and his gentlemanly bearing.

If the Robin Hood legends are to be believed, the Saxon people admired Richard greatly. This was probably because of his dashing, romantic image; however, suffering was so great under John that the absent king may have looked good by comparison.

John, King of England (1167-1216)

Significance Rating: 275

STR	52	DEX	66	AGL	54
WPR	70	PER	36	PCN	54
STA	50	UMS	53	WNDS	14

SKILLS: Investigation, Expert 84; Equestrian skill, Expert 82; Sword, Specialist 68; Gambling, Specialist 67; Military Leadership, Specialist 68.

Even if Richard can be accused of being a "non-ruling" king, he never abused his power as did his youngest brother, John. If D'Arcy seemed horrified at John's refusal to submit to Pope Innocent III, it was with good reason: the people of England believed that John was risking their souls for his political ambition.

The Magna Carta John sealed at Runnymede is often considered one of the landmark documents of human freedom. It did limit the powers of the monarchy, but its value was mainly as an example to later political thinkers: only the barons and lesser nobility received more rights and privileges; the life of the common people and the servants changed little as a result of the Magna Carta.

Eleanor of Acquitaine (1122-1204)

Significance Rating: 200

STR	48	DEX	62	AGL	58
WPR	72	PER	70	PCN	72
STA	62	UMS	53	WNDS	14

SKILLS: Investigation, Master 127; Dagger/Knife, Expert 83; Equestrian skill, Specialist 79; Disguise, Specialist 81; Military Leadership, Specialist 79.

Eleanor was a highly influential figure in European politics even before she married Henry. In fact, she was married to King Louis VII of France in 1137, and accompanied her first husband on the Second Crusade in 1147. Her conduct on the Crusade must not have been quite proper, for she and Louis soon annulled their marriage.

Besides being the wife of two kings and the mother of two, Eleanor's patronage of the arts made her influential for centuries to come.

Philip II, King of France (1165-1223)

Significance Rating: 275

STR	56	DEX	58	AGL	62
WPR	56	PER	64	PCN	70
STA	58	UMS	59	WNDS	13

SKILLS: Military Leadership, Expert 89; Equestrian skill, Expert 92; Sword, Expert 89; Bow, Expert 88; Ancient Artillery, Specialist 79; Dagger/Knife, Specialist 74; Horseman's Lance, Specialist 74; Mounted Melee; Mounted Missile.

Philip was the son of Louis VII by a second wife. His conflicts with Richard are famous, in part because the two were such opposites: Philip was cold, brilliant, and crafty, and managed to recover much of the land and power his father had lost through misrule.

TUDOR ENGLAND: 1509-1603

Andrew Ross at your service. I was a very old man by the time the last of the Tudor monarchs, Elizabeth I—our Gloriana, our Faerie Queen—passed on and left the throne of England to My Lord and Countryman James VI of Scotland. When James took the title "King James I of England," it should have been the best of times for a Scotsman, but I missed those proud and dashing Tudors, especially Elizabeth and her father, Henry VIII.

I remember well my first trip to London, a lad of sixteen sitting in the bed of an ox-drawn cart. The year was 1529, Henry VIII had been King for 20 years, and for the first time Welshmen or Scotsmen like myself (but still not the Irish, mind you!) could hope to become wealthy or famous in the big city.

Och, and big it was! Over 150,000 people huddled around the banks of the Thames River, and the city still growing! Bustling, loud, and dusty my first impression of London was—cattle herded to markets, shopkeepers hawking their wares, garbage and filth in the gutters—I suppose that now many of you would consider it an overgrown country town, but to me it was enchantment! And mind you, I had not yet visited the Court.

Of course, even in a worldly city like London, it was easier for a young man like me to make my way than it would be for a lady: that wasn't to change for centuries, although when Elizabeth sat on the throne, it became harder for all those stuffy old men to claim that women were their inferiors.

So there I was, scarcely a man, but expected to act like a man at once: I took up lodgings in the Southwark area of the city—not exactly the best neighborhood. Within a month I had killed a man in a swordfight up on Cannon Street: such things happened all the time, but I would have been hanged for it, because I had not the money to hire one of London's countless lawyers, those fly-by-night creatures who kept the city aboil in lawsuit after lawsuit.

So there I was in Marshalsea Prison, with what seemed to be my whole future in the loop of a gallows noose. Thank Heavens my father had taught me to read! For I could claim "benefit of clergy" by reciting the "neck-verse"—showing the authorities that indeed I could read a Psalm from the Bible, and therefore could be considered a clerk, under protection of the Church. They did, however, brand my left thumb with an "M" for "Murther"; the next time I committed the crime, they would know that I was what you call now a "repeat offender," and they would be less merciful.

Don't ask how a boy who received such a rough greeting in the city managed to spend his last years in the court of the world's most powerful queen. Believe me, don't ask: often a young man who had political ambitions was asked to...watch certain people. Sometimes those people's heads ended up on stakes outside the Tower of London. You watched out for yourself, and you watched out for others. At any rate, I became a wealthy man, and 16th century England wasn't like the old times: the Tudor monarchs didn't look down their noses at the common people, provided those common people had money. So it came to pass that, by the time I was

30. I had been to several royal feasts, met many of the young men in velvet doublets and hose, met the ladies in their gemmed (and unbearably heavy) gowns, and all and all had begun to learn my way around Court.

I admit I showed some good political sense in turning Protestant when Henry broke with the Catholic Church. People say he did this to divorce his first wife and marry Anne Boleyn (who. by the way, became Elizabeth's mother), but I had kept track of the news in London and seen it coming for a while—good King Harry wasn't about to answer to anyone, neither his advisors nor Pope Clement VII himself. As many young people in London, I heard the tune of the times, but out in the countryside, especially to the North in Yorkshire and Scotland, people resented the King's appointing himself Head of the Church. But it was the same then as it was throughout my lifetime: as London went, so went England.

I bring up the religious question only to give you an idea of what it was like back then. Now, of course, Protestants and Catholics may differ in some areas of belief, but as a rule they're tolerant of one another. Not so in the mid-1500's, when people often felt that religious belief had a lot to do with politics; if. for example. Catholics refused to accept Henry as Head of the Church, then they were traitors in his eyes. When his daughter Mary took the throne ("Bloody Mary." they called her, though she was really no "bloodier" than her father) the tables were turned, and it became hard to be a Protestant.

I weathered Mary's reign, though, basically by not talking about my beliefs too terribly much. You'd be surprised at how much you could avoid in Mary's England simply by keeping your mouth shut. Furthermore, she was executing about 8 people a day, and I'd seen the gallows from too close once before. Then there was Elizabeth. She came to the throne in 1558, and from the beginning, many of us fell in love. Not that she was a beautiful woman, but her energy and intelligence made us proud to be Englishmen.

Despite all her talents, Elizabeth had to struggle with all the problems she inherited. First of all, it seems that Henry had left the country practically bankrupt: we didn't know it at the time, and the new queen wasn't about to let us know. Furthermore, trouble was beginning to brew up in Scotland (though I hate to admit it): Henri II of France believed that his daughter-in-law, who was Queen Mary of Scotland, had more right to the English throne than Elizabeth. Throughout these challenges Elizabeth showed herself to be a marvelous actress: she protected her expeditions to the New World, and protected her country against France and Scotland, by forming an alliance with Philip II of Spain. Actually it was more than an alliance— the good queen talked as though she were going to marry the Spanish ruler. By 1565, when I'd been at Court for a year, I knew better than to spend my money on a wedding gift: the woman was every bit the politician her father was.

Her reign began there, on the shaky ground of economic trouble and political threat. Who could have guessed that this would be the most exciting time in English history? The Queen herself turned back the challenge to the throne by Mary, finally having the Scottish queen executed in 1587 after a long imprisonment. She and her great sea captains, Sir John Hawkins and Sir Francis Drake, handled King Philip's Grand Armada—that fleet he sent to destroy us in 1588—and for the first time in our memories, England was one of the major powers in Europe. It was a time of great events, a time of discovery, imagination, and danger. Sir Walter Raleigh discovered Virginia in 1584 and established the first colony there: mysteriously, the colony vanished entirely, leaving no clues as to what happened.

Nor did we explore the New World only: great thinkers and writers explored the oldest territory of all— that of the human mind and spirit. Many of the more educated people now believed the findings of the Polish astronomer Copernicus that the earth indeed did move around the sun. The same people now chuckled at the ancient beliefs in witches, although Mr. Shakespeare could still put such creatures into his plays and be assured that most of his audience would take them on face value.

Shakespeare...wonderful man! Those playwriting bands of rascals were, all in all, some of the most fascinating men of my time. Shakespeare himself was one of the calmer members of the group: I talked to him only twice—once at the Mermaid Tavern in Cheapside, and once outside the Rose Theatre following a play (not one of his, unfortunately!). A good sense of humor, and good common sense: not at all like some of his friends, but I knew enough from my past not to judge a man by his comrades.

Social life—the plays, pageants, and even the bear-baiting—came to a terrible halt in 1592. The Plague returned, with its swelling, its blackening of the skin, its countless deaths. The great disease spread through London like a fire through a dry forest. I was one of the luckier ones: I could leave town and move to the Kentish countryside—to a less crowded and contagious area. We could return to London in 1593, but by that time things had changed; you might say that a shadow of death had passed over the bright realm.

The Queen was as magnificent as shrewd as ever, but she began to entertain favorites—younger men to whom she granted special privileges and powers at court. There had been Robert Dudley, the Earl of Leicester, in the years before the Armada: now her attentions passed between Sir Walter Raleigh and Robert Devereux. Earl of Essex. Both were dashing, heroic young men, but there was no love lost between them. For a time that seemed like ages, we at Court had to play the dangerous guessing game of "who's in and who's out."

Essex finally won the upper hand, and Raleigh, always the gentleman (and if you ask me. always the better choice), bowed out gracefully. The Queen would live to regret her choice: in 1601, in the twilight of her reign, Essex led a revolt against Her

Majesty. He got off easily: beheading was far too good for him.

She left us in suspense to the last, that glorious woman. She was un-married, was childless, and all the world guessed and wondered at who would follow her onto the throne. Only on her deathbed did she make it clear that her cousin James VI would unite the countries of England and Scotland under one rule. It was so like her—saving one last bit of drama for her final exit.

The throne of England passed to various families—through the Stuarts, the Hanovers, the Windsors, and (it's amusing now) the Borbons, the descendants of those very Spaniards Elizabeth fought in 1588. But still when I think of England, when I see bright colours in the clothing the young people wear, or when I hear a clever or beautiful way of saying something old or something completely new. I am with the Tudors once more.

CURRENCY		
Coin	**Value**	**Purchasing Power**
Pence		$ .42
Shilling	12 Pence	$5.00
Crown	1 Shilling	$25.00
Guinea	21 Shillings	$105.00

Military Summary

Infantry

The Tudor period was a time of great change in the nature of land warfare in Europe. It was a time when the firearm and the long pike—a spear-like weapon 12 to 18 feet long—were replacing the bow and had already gained dominance on the battlefield over the armored knight of earlier times.

Use regular or elite infantry counters to represent pikemen. The missile value of these counters is ignored. The individual pikeman was variously armored during this period; for most purposes, assume they wear a helmet (AR 15), and a breastplate (AR 60) to protect the front upper torso. Each counter can represent 10 pikemen at skirmish scale or 100 pikemen at tactical battle scale.

The firearm of the Tudor period was the arquebus. Individual arque-busiers wore either no armor other than a helmet (AR 15) or were armored like pikemen (CM's choice). They were armed with the arquebus, swords and daggers. Use regular or militia infantry counters to represent arquebusiers of varying quality. Each counter represents 10 men at skirmish scale, 100 men at tactical battle scale.

On skirmish scale, both types of infantry maintain "block" formation until melee begins. This formation is explained in the section "Military Formations" in this book. All infantry of this period can fire and melee only to their front.

Special Infantry Tactics

In tactical battles, pikemen can change formation to "square", but only by making a successful morale check prior to changing their formation. Failure means they cannot make the formation change, but they do not rout because of this failed check. A square defends against melee attacks as though it had all-around facing.

As an exception to the normal rules, arquebusiers may end their movement in the same hex with friendly pikemen. This "stack" of counters may fire with the arquebusiers' missile value and melee with the pikemen's melee value. The stack checks morale as if it were a single counter, using the pikemen's morale value. Any combat result that affects one of the counters automatically affects the other counter in the same way. This special rule may be used on either skirmish or tactical battle scale.

Cavalry

There were a bewildering variety of cavalry types, arms and armor in this period of history. The following standardized types are most useful for game play, but the CM may change or adapt these for any particular battle he wishes to represent during play.

Shock Cavalry

Shock cavalry were light, medium or heavy cavalry who charged into melee. Any of the three types of cavalry counters maybe used, depending upon the quality of the troops to be represented. The lance and most heavy armor were discarded with the advent of firearms. Most shock cavalry wore breastplates (AR 60) to protect the front upper torso, and a helmet (AR 15). They were armed with swords. A few heavy cavalry still wore helmets (AR 15) and full plate armor (AR 60) which protected the entire body.

Each counter represents 10 shock cavalrymen at skirmish scale or 100 troops at tactical battle scale. Ignore the missile value of these counters. Shock cavalry at skirmish scale maintain linear formation until melee begins.

Firearm Cavalry

Some light and medium cavalry were armed with pistols and trained to trot up close to the enemy, fire their pistols, and wheel their horses away—a maneuver called the "caracole." These cavalrymen were usually armed with three antique pistols each. They wore either no armor, or helmets and breastplates like shock cavalry. They also carried swords.

Firearm cavalry may charge only one enemy unit in a round or turn. Instead of melee attacking the unit, they attack using their missile value.

Use light or medium cavalry counters to represent this type of cavalry. Each counter represents 10 men at skirmish scale or 100 men at tactical battle scale.

Artillery

Artillery was used with increasing frequency and effect on the battlefield in this era. Light medium and heavy artillery can be used in battles in this time period. However, the movement ratings on the counters are ignored; once set up on the field, these counters cannot be moved. No horse artillery is available.

General Rule

Except as noted for arquebusiers and pikemen, counters in this time period may not enter hexes occupied by other, friendly counters.

POLITICAL SUMMARY

Politics in Tudor England was a fascinating but dangerous occupation. History books are filled with the names of brilliant men, some virtuous, some scoundrels, who literally lost their heads because of political miscalculation.

Henry VIII succeeded in making the power of the monarchy stronger than ever before in England. The king's power rested upon the desire of the people for a strong, united country, the increasing dependency of the barons on the crown for their own economic well-being, and the force of the monarch's personality. What Henry VIII wanted, Henry VIII got. Elizabeth I had her own way as well, but often achieved her desired ends more subtly than her blustering father.

Parliament convened at the pleasure of the monarch, but had the power to approve or disapprove taxation. Most of the power in Parliament was still in the hands of the House of Lords, consisting of the important nobles of England.

The actual government of the country was firmly in the hands of the monarch, aided by a small group of hand-picked advisors. This select group of powerful advisors was known as the Privy Council.

For justice, the people turned to the common law courts established centuries before by Henry II. However, the powerful often turned to the Star Chamber, a special court existing outside the usual rules of common law. The Star Chamber could hear any case, either on petition or by its own choice. It required no jury, and could hand down any sentence except the death penalty.

For ambitious men and women, the way to rise to power in Tudor England was to make yourself valuable to someone who already had wealth and power—and no one

had more of that than the monarch. As a result, a system of patronage developed, with officials holding offices from Privy Councillor on down at the pleasure of those above them.

But high office could be dangerous, as many men and women learned. For disagreement with the monarch on a major question of policy could quickly be considered high treason and punished by death.

Major NPCs

Henry VIII, King of England (1491-1547)

Significance Rating: 350

STR	58	DEX	54	AGL	56
WPR	60	PER	66	PCN	70
STA	62	UMS	57	WNDS	14

SKILLS: Military Leadership, Expert 92; Investigation, Expert 96; Equestrian skill, Expert 89; Gambling, Specialist 75; Sword, Specialist 72; Bow, Specialist, 69; Mounted Melee; Mounted Missile.

Henry VIII has often been treated unfairly by history: more has been made of his six wives than of his quite capable rule. The fact of the matter is that even Henry's marriages were intended to help his country in some way; they reflect his search for a woman who would bear a male heir to the throne.

In fact, Henry was a strong ruler who established both the English Protestant Church and a strong navy (which helped to assure British power for years to come).

Mary I, Queen of England (1516-1558)

Significance Rating: 100

STR	48	DEX	50	AGL	50
WPR	52	PER	54	PCN	48
STA	44	UMS	49	WNDS	12

SKILLS: Investigation, Specialist 67; Dagger/Knife, Specialist 64; Equestrian skill, Specialist 67; Military Leadership, Specialist 67.

Mary I of England is remembered in history as "Bloody Mary": she tried to restore Roman Catholicism in England and brought about a time of persecution in which over 300 Protestants were burned as heretics.

Mary, Queen of Scots (1542-1587)

Significance Rating: 150

STR	48	DEX	59	AGL	60
WPR	50	PER	72	PCN	66
STA	56	UMS	54	WNDS	13

SKILLS: Investigation, Expert 93; Bow, Specialist 73; Equestrian skill, Specialist 79; Disguise, Specialist 80.

Mary claimed to be the rightful ruler of England during the early part of Elizabeth's reign. Many intrigues and scandals surrounded Mary's reign in Scotland, and in 1568 she fled to England.

Soon Mary, because of her claim to the English throne and her Roman Catholicism, became suspected of plotting against Elizabeth's life. She was imprisoned for years, and executed in 1587.

Elizabeth I, Queen of England (1533-1603)

Significance Rating: 375

STR	50	DEX	52	AGL	60
WPR	78	PER	76	PCN	80
STA	52	UMS	55	WNDS	13

SKILLS: Investigation, Master 133; Military Leadership, Expert 98; Equestrian skill, Expert 96; Dagger/Knife, Specialist 70.

One could make a good case for Elizabeth's being the greatest of the English monarchs. The last of the Tudors, she faced many challenges and tasks in her highly successful reign. She restored the supremacy of the king or queen as the head of the Church of England, her navy defeated the Spanish Armada in 1588, and her reign established a security and prosperity in which arts and learning could thrive.

Sir Walter Raleigh (1554-1618)

Significance Rating: 150

STR	62	DEX	64	AGL	68
WPR	66	PER	74	PCN	72
STA	58	UMS	65	WNDS	13

SKILLS: Sword, Master 120; Dagger/Knife, Expert 95; Military Leadership, Expert 98; Investigation, Expert 101; Equestrian skill, Expert 99; Gambling, Expert 91; Florentine Style, Specialist 81; Outdoor Survival, Specialist 78; Mounted Melee.

If Elizabethan England had a "Renaissance Man"—that ideal person who excelled in many different areas of life—it would have been Sir Walter Raleigh. Poet, philosopher, soldier, explorer, and historian, Raleigh was in and out of favor at the court of Elizabeth.

Raleigh lost court favor entirely under James I, Elizabeth's successor, and was executed in 1618.

NAPOLEONIC FRANCE: 1804-1815

Soldats! Attendez-moi! I am Jean Paul Desnouettes, formerly a corporal in the Imperial Guard of His Majesty Napoleon I. now merely a Time Corps Sentry/4 and your guide to Napoleonic France.

What a glorious France that was! Never, before or since, did my people aspire to or achieve such greatness as was ours under the Emperor! Never, before or since, was there a leader like him! As you can no doubt tell, my heart will always long for those days of glory, when the Emperor led us from victory to victory and the cries of "Vive Napoleon!" rang out so loudly they seemed to drown the hundreds of cannon raining fire on the battlefields of Europe.

Napoleon once said. "I did not steal the crown of France. I found it in the gutter, and I picked it up and put it on my head." How sad, and how true. The Emperor was the salvation of a France torn apart by internal political struggles and under attack by the monarchs of Europe, who feared the Revolution, who in fact feared their own people more than they feared the French.

Nowhere was the Emperor loved more than in Paris, the heart of the Empire, the living heart of France herself. And at the heart of Paris, that famous center of beauty, culture, and learning, was the mob.

It was the Paris mob who brought the Revolution to France, and it was the mob that every politician of the time at once feared and played to— except the Emperor, of course. For Paris was full of people of the lower classes. They had tasted blood during the Revolution and the following "Terror" when thousands of the aristocrats of France had been sent to their destiny in the public squares by "Madame Guillotine." No politician could be sure when the mob would want to taste blood again.

But they filled the streets of Paris, looking for work, looking for food, and often looking for both pleasure and trouble. It was Napoleon who tamed them, who even at the end had them eating from his hand as a fine trainer does a lion.

That was no small accomplishment in a time when rumor and gossip were the principal sources of in-formation in the city for both lower and upper classes. Looking back upon it now, I suppose that was only natural. After all, Napoleon's government controlled the press, and the new men who came to power beneath the Emperor did not have the confidence that comes to ruling families used to generations of power.

Indeed, what a scramble there was by men to rise to power and wealth in those days! Always, always the common people and the mighty shared one topic of conversation: who was in the Emperor's favor, and who was not. Opportunities to win his favor were plentiful. For Napoleon kept intact that great principle of the equality of all men, even if liberty did have to suffer a bit under his rule.

The Emperor looked for men of talent, regardless of their social class or who their parents happened to be. The inefficient were weeded out, as much as was possible, and replaced in the government by men of merit, or at least by the friends of men of merit who had risen to great positions of power.

Not surprisingly, many of the powerful were military men. Under Napoleon's leadership, a common soldier could become a king—that happened, you know, to Joachim Murat. He was a cobbler's son who joined the Army and in the end was made a Marshal of France and the King of Naples!

Of course, as a youngster I followed eagerly the news of the then General Bonaparte. I marveled at the way he transformed our tired, hungry, underpaid troops into an unstoppable victorious machine, rolling over the power of the Hapsburgs of Austria and carrying the tri-color banners of the Republic as far as Egypt. Like most Frenchmen, I was content when he finally proclaimed himself Emperor in 1804. In fact, it was in that very year I joined the Army as a private in the 95th Regiment of the Line.

I first saw Napoleon in the summer of 1805. The Army was encamped at Boulogne, on the English Channel coast. Napoleon himself came to check on our training and readiness for action. Our regiment snapped to attention, and waited. Soon I heard hoof beats on the sand away to my right, and already my heart leapt for joy. And then, he galloped past on his white charger, raising his hand in salute to the 95th. the cry of "Vive I'Empereur" sprang from the souls of the 2700 men of the 95th. I could not have stopped that cry from my own lips had I wanted to. We were ready to die for him. Many of us did. And I, for one, would gladly go back for the chance to do so again myself. But my destiny is with you, mes amis, and not with my Emperor.

How can I explain to you what it was like to live then? For in that very year of 1805, all Europe exploded into the series of wars known as the "Napoleonic Wars." As if they were his entire fault. As if England, Austria and Russia did not form a Coalition in 1805, invade our neighbor Bavaria and threaten our possessions in Italy!

Well, our Emperor made short work of the 1805 war! In late September we marched from the channel coast deep into southern Germany. By November, we had taken Vienna, the hated Hapsburg capital, and on Dec. 4, 1805,1 had the great privilege to serve Napoleon in the Battle of Austerlitz, his greatest victory.

In 1806, it was upstart Prussia's turn. In three weeks, only three

weeks, mind you, the might of Prussia was no more. And in the spring of 1807 the Tsar of Russia himself met Napoleon at the Polish border to sue for peace.

In 1808 the Emperor directed the initial conquest of Spain, and his Empire stretched from the border of Portugal to the borders of Russia. Only England refused to come to terms with him, and some Spanish guerillas, encouraged by England, continued to resist our occupation of Spain.

The wars continued, though. Austria rose again under the Archduke Charles, and even the Emperor was hard put to recover his military balance after her surprise attack, again into Bavaria. Spain continued to fester, draining the Empire of 50,000 soldiers every year.

Finally, ambition's gleam in the Emperor's eye turned to a peculiar madness; for reasons still unclear to me. he decided to invade Russia. At the head of 600,000 men, the largest army modern Europe had ever seen, he marched into the trackless wastes of the East. It was June, 1812. By then I had been transferred to the Imperial Guard. How well I remember the march into Russia! In the first week, we lost 100,000 men to heat and hunger. The dust on the roads was so thick some men literally choked to death while marching in column.

The invasion of Russia was the beginning of the end. By December we had advanced all the way to Moscow, and retreated once again, through the bitter Russian winter, to Poland. Of our proud army, 600.000 strong, only 35,000 remained alive.

In 1813 all Europe rose against our troubled Emperor. The armies of Russia, Prussia, Austria and Sweden marched against us, and war ravaged the continent. By 1814, Napoleon had been driven all the way back to Paris, and in the end was forced to abdicate— to give up the throne. He was sent in exile to the tiny island of Elba in the Mediterranean. The "Corsican ogre," as the English called him, was caged.

In France during this time all was well with our people—better than it had been for thirty years. Napoleon

had stabilized our economy. He had given us new, codified laws, the Code Napoleon, which served as the basis of French justice for 200 years. Only a few shortages, caused by our embargo of England and England's blockade of our ports, troubled us.

Small wonder, then, that there was little enthusiasm for the Bourbon king, Louis XVIII, with whom the Allies burdened us after 1814. Small wonder, too, that a man of Napoleon's ambition and genius could not be held long even on a barren rock in the middle of the sea. He landed in southern France in 1815 with barely 1000 men. By the time he reached Paris, his army had swelled to 100,000, myself among them. The Emperor truly wanted peace, but the Allies, well, the Allies would have none of it. They declared war on him. Mind you, not on France, on him.

We struck at once, like lightning. The Prussians and English were forming in Belgium for a drive into France. Napoleon stole a march and defeated the Prussians at Ligny on June 16. All day on the 17th we marched through the pouring rain, chasing Wellington's English army toward a little Belgian town called Waterloo.

I have learned from science that sooner or later, every star must explode and die; everything that has risen in the sky must fall again to the dust of the earth. So it was with my Emperor. I remember how we of the Guard formed square to protect him as he left that dismal field, how he wept in his carriage as we marched along, weeping not for himself, but for France, who never again would know true glory, and for his son, who would never wear his father's crown, and for his "star," his destiny, which had died that day with so many thousands of brave men in coats of blue and red.

History to do this day does not know how to judge Napoleon, mes amis. None doubt his greatness, but whether it was for good or for ill, well, it depends upon whom you ask. Some say he was a warmonger, and he himself once said, "The lives of a million men are as nothing to a man

like me." But he wept for the deaths of his friends like any man. I know only this: for me, he will always be the Emperor.

CURRENCY		
Coin	Value	Purchasing Power
Silver franc		$6.00
Gold franc	5 silver francs	$30.00
Gold Napoleon	4 gold francs	$120.00
Louis d'Or	Same as Napoleon	$120.00

Military Summary

Infantry

Infantry were the most numerous types of troops on the battlefield in the Napoleonic Wars. When playing Napoleonic period battles, use the elite infantry counters to represent the "guards" units that almost all nations had. The regular infantry counters represent standard infantry, and the militia counters represent less well-trained troops or troops of generally poorer quality, such as the Moscow Militia who appeared at the Battle of Borodino.

Each infantry counter represents 10 men in skirmishes. In tactical battles, each counter represents one battalion of 600 men.

Infantry at skirmish scale should maintain linear formation until melee begins. At tactical scale, they may form extended lines, columns, or squares.

All infantry are armed with muskets and bayonets. They usually carry a field pack with four days' rations and other necessary items. Infantry of this period are not armored.

Cavalry

Cavalry were used to screen the advance of an Army from the enemy, to gather information about enemy movements, and to guard lines of communication. Cavalry in the Napoleonic Wars almost always attacked by charging the enemy.

Each cavalry counter represents 10 troopers at skirmish scale or a regiment of 300 troopers at tactical battle scale.

The heavy cavalry counters represent men on heavy horses armed with long sabers or swords. Most troopers also carried two single-shot flintlock pistols. Some French heavy cavalry, the famous cuirassieres, wore breastplates (AR 60) which protected the front of the upper torso.

Medium cavalry counters are dragoons, cavalry on medium horses who were armed with sabers or swords, two pistols, and a sometimes a dragoon musket. Dragoons were trained to dismount and fight like infantry, although they seldom did so.

The light cavalry counters are armed with sabers or lances and ride light horses.

When playing Napoleonic scenarios, ignore missile values on the cavalry counters. Cavalry use firearms only in close combat as individuals.

At skirmish scale, cavalry should maintain linear formation until melee begins.

Artillary

Foot artillery counters represent cannons of various sizes and their crews of 4 to 12 men. The same counters can be used for light, medium or heavy artillery. Light artillery are 3-pound to 6-pound guns. Medium artillery are 8 or 9 pound guns, while heavy artillery are 12-pound guns.

Each counter represents one gun at skirmish scale or a battery of 6 to 8 guns at tactical battle scale.

Horse artillery are the same as foot artillery except for their movement rate. All horse artillery are light artillery in Napoleonic scenarios.

Political Summary

The French Empire under Napoleon was quite literally under Napoleon. He personally directed most affairs of state through secretaries whom he might call at any time, day or night, to take dictation of as many as 12 letters at once. Other notable political figures of the period were Marshal Ney, Marshal Davout, Talleyrand (the Secretary of State), and the Englishman Arthur Wellesley, First Duke of Wellington, who defeated Napoleon in the Battle of Waterloo.

Major NPCs

Napoleon Bonaparte (1769-1821)

Significance Rating: 400

STR 56 DEX 60 AGL 60
WPR 80 PER 78 PCN 80
STA 56 UMS 58 WNDS 13

SKILLS: Military Leadership, Master, 127; Cannon, Master, 125; Investigation, Master, 135 Bayonet Specialist, 73; Equestrian skill. Specialist, 81; Long barreled gun, Specialist, 75.

Napoleon Bonaparte was born into a poor Corsican family and rose to become Emperor of France. From 1805 to 1815 he was without question the dominant personality in European politics. He believed in his own destiny, above all else, and was a master at persuading even powerful men to follow him and do as he bade.

Michel Ney (1769-1815)

Significance Rating: 100

STR 66 DEX 68 AGL 70
WPR 54 PER 60 PCN 62
STA 68 UMS 68 WNDS 14

SKILLS: Bayonet, Expert, 98: Lance, horseman's, Expert, 98; Sword, Expert, 98; Equestrian skill, Master, 121; Mounted Melee; Cannon, Specialist, 79; Military Leadership, Master, 115.

This tall, thin, ruddy man rose under Napoleon to become a Marshal of France and hold the title "Prince of the Moscva" for his role in commanding the rear guard during Napoleon's retreat from Russia in 1812. Ney was never quite the same mentally after the 1812 campaign. In 1815 he was sent by Louis XVIII to capture Napoleon and vowed to "bring him back to Paris in a cage." Instead, Ney found he could not arrest his Emperor, and ended his military career leading a series of bloody, futile cavalry charges at Waterloo. Ney was shot by the Bourbon government for high treason following Napoleon's second abdication.

FRANCE, 1940-1944

No doubt you will have many missions in occupied France, 1940-1944, for it seems the Demoreans have a particular fondness for working in the period when the Nazis ruled my homeland. I am Claude Joinville, Timemaster/3, although in my life before joining the Corps I was better known to the Gestapo (the hated Nazi secret police) as "Romulus," my code name in the Resistance cell I led. Allow me to acquaint you with the realities of life in occupied France.

My friend Jean Paul Desnouettes remembers the glory days of the Empire of Napoleon; I remember the days when France was ground under the heels of the occupying Boche. But I am no less proud than he. Many brave Frenchmen answered the call of patriotism to resist the hated Nazi invaders.

The Germans came in May of 1940. Using their new blitzkrieg tactics to launch a surprise attack through the Ardennes forest in Belgium, they divided our forces and simply bypassed our famous Maginot Line, a monument to the stupidity of relying on fixed fortifications to defend a nation.

By early June, the war was all but over. Our British allies, trapped against the sea by German Panzer troops, barely evacuated their forces from Dunkirk in time to have an army left. While far-sighted patriots like General Charles DeGaulle called for an immediate counterattack using our still superior tank forces, the tired old men of our military high command, like General Weygand, thought only in terms of defeat. The Nazis goose-stepped into Paris on June 14. On June 17 Paul Reynaud resigned as Prime Minister, and Marshal Petain, the hero of World War I, assumed power to ask for an armistice.

For Adolph Hitler, it was a moment of gleeful triumph. To add to the dishonor of our people, he insisted that the armistice agreement

be signed in the same railroad car where we, the victors of 1918, had met the Germans to sign the armistice ending World War I. The agreement was signed June 21; hostilities officially ceased June 25.

Now France was divided into two countries. Three-fifths of our territory was under direct German occupation and control; Marshal Petain was allowed to head what Hitler hoped would be a puppet government for the rest of the country, which was commonly known as "Vichy France," after the name of the new capital city. But even this token independence for a small portion of France was not allowed to remain. After the British and American invasion of North

Africa on Nov. 8, 1942, Hitler ordered the occupation of Vichy France by German troops. My country lay broken, in the hands of the most barbaric of enemies.

What a nightmare it was to live in France then! The Germans were everywhere, especially in Paris, and daily life was a struggle for survival against them and against shortages of food, fuel, clothing, and all the barest necessities of life. France was stripped to support the German war effort; our people received the scraps from their masters' tables.

How well I remember those early days of the German occupation in Paris! I would get up early, very early, in the morning, to go to the food shops in hopes of finding enough to feed my family that day. I carried with me a book of ration coupons—everything, of course, was rationed by the Germans. I also carried my identity papers, for I might be stopped at any time, night or day, in any street or alley, by some German soldier, or worse, Gestapo agent, who would demand, "Your papers, please." Woe to those whose papers were "not in order"; they could expect arrest relentless questioning, brutal treatment perhaps shipment to a slave labor camp in Germany or occupied Poland, perhaps shipment to one of the Nazi death camps. People became accustomed to the idea that friends, relatives, or loved ones might simply disappear some day.

Even early risers like myself could expect to stand in line for hours to get a loaf of bread, a few potatoes—perhaps, on a very good day, a scrap of meat. You can understand easily why a "black market" soon arose: that is, the illegal sale of food, fuel and other items "under the table" for much higher prices than normal. Alas, some of my countrymen joined with some of the greedy Germans in supporting this vile practice, which ground the life out of the poor and made the shortages of legitimate goods even worse.

Of course, the Germans held us to a strict curfew; it varied from 6 to 10 p.m. across the country. Violators had little to fear at first if the violation was minor and their papers were in order. But after the Resistance began serious operations, it was a different matter.

I joined the Resistance shortly after my wife and children were taken. I came home one evening to our little flat rejoicing over finding a whole fresh fish during the day. My flat was empty, the small table in our sunny kitchen overturned, my daughters doll propped sadly in the windowsill. Apparently the Gestapo, always relentless, had learned that my wife was partly Jewish. I never saw her, or my children again. I knew that soon they would come for me, so I grabbed what items I could and sneaked out of the city, out of Paris, headed for the home of a friend in the country who had once hinted to me that I might be useful to what he called his "literary society."

By 1942 the Allies were dropping us weapons and supplies. We in the Resistance struck when and where we could. We blew up railroads, fuel dumps, ammo depots. We ambushed the Boche whenever they showed them-selves along our country roads. We camped and lived in the woods, the caves, abandoned farmhouses, the unfilled fields—always on the move in fear we would be discovered by German patrols.

We gained experience and expertise. We became very skilled at moving silently at night, wearing black clothing, smearing black mud on our faces. Our presses churned

out false identity papers for our necessary trips into the towns to buy, or otherwise obtain, the food, ammunition, clothing, and other supplies we needed. And wherever we went, we spread the word as best we could: resist, resist, resist!

The Germans struck back. The worst thing for me personally to bear were the reprisals. Suppose we blew up a German installation near some small town. The next morning, the Nazis would round up 5, 10, maybe even 50 people at random from that town for every single German we had killed. These people would be lined up against walls and shot like dogs; machine-gunned in cold blood. The Nazi idea was to discourage people from cooperating with us. It backfired: the more French men, women and children they shot, the more patriots found their courage, picked up an old, hidden rifle, and joined us in the fields.

The Germans of course tried more subtle methods. They would use turn-coats, paid traitors, to infiltrate our ranks and expose the members of our groups. They would continually bombard the people in the cities and towns with an endless stream of propaganda, preaching their doctrine of

German superiority, telling them of German victory after German victory, urging my people to cooperate before they were wiped from the face of the earth.

We adapted to the German tactics as best we could. We gave ourselves code-names and operated in very small groups of three or five, coming together only for major operations. Those who came to join a cell meeting and did not have the proper pass-words, we shot; that bothers me still of a night, for what if we made mistakes? But we could not risk infiltration by German agents. We steeled ourselves to prefer death to capture; the Gestapo could make even the strongest man talk.

Our one comfort, and the one com-fort for many of the people of France, was the radio. For try as they might, the Germans could not silence the voice of Radio London. It was from London that we heard the voice

of General DeGaulle, proclaiming the cause of Free France. It was from Radio London we heard the daily coded messages telling us of Allied victories, informing us of the plans of other Resistance groups, arranging drops of supplies, and even drops of special Allied commando teams sent into France on special missions.

Fortunately for us, the British and the Americans adopted a policy of providing support to all Resistance groups, regardless of their politics. You see, some of our groups were loyal to General DeGaulle; others were Communists. In fact, the Communists were probably the most effective Resistance groups. But the Allies, and we ourselves, had the wisdom to keep our own political differences to a minimum; the first job was to rid France of the Nazis.

Our strength grew. By early 1944 we were operating at times in units of hundreds of men, armed with automatic weapons, machine guns, anti-tank rifles, and other heavy weapons. We fought entire German battalions to standstills for days.

At long last the word we had longed to hear was broadcast by Radio Lon-don. How well I remember sitting just outside a small cave with two com-patriots, listening carefully to static and whistling coming from the short-wave, listening for the coded message which would mean liberation for my country. It was late, a clear summer night, and we were weary from our most recent bloody battle with the Boche. We listened for an hour, and finally heard one blessed sentence, repeated twice, "The red tulips bloom in the spring. The red tulips bloom in the spring." For a moment we sat as if we had been struck dumb. The whole countryside seemed to fall into a deep and perfect silence. Our weariness vanished; our hearts rejoiced. But there was no time to celebrate the hour we had awaited through those long, unspeakable years. We grabbed our weapons and explosives and set out at once for a major roadway bridge which must be destroyed that night; for the Allies would land at dawn.

CURRENCY	
Coin	Purchasing Power
Franc	$ .10
Mark	$2.00

Military Summary

Infantry

Individual infantry men carry a rifle with a 5-shot clip, a bayonet, 2 hand grenades, and additional rifle ammo. Infantry are unarmored except for helmets (AR 15). Infantry counters represent 10 men at skirmish scale, 100 men at tactical battle scale. Elite counters represent German SS troops or various elite Allied formations. Regular infantry counters represent normal troops; militia infantry counters are German Volksgrenadiers and "green" Allied units in combat for the first time.

Vehicles

Tank and SPG counters represent 1 vehicle at skirmish scale, 3 Allied vehicles or 5 German vehicles at tactical scale. Light tanks are German Pz I's or Pz II's, or French or Italian tanks. Medium tanks are American Shermans or Grants, or German Pz Ill's. You can use Medium tank counters for Pz IVs; increase the defense bonus by +1 when doing so. Heavy tanks are German Pz Vs (Panthers) or Pz VTs (Tigers). Increase the defense bonus by +1 for Tiger tanks. SPG counters are German StG III self-propelled guns.
All truck or APC counters represent 1 vehicle at skirmish scale, 5 at tactical battle scale.

Special Notes

Use machine gun, ATW, mortar, antitank gun, and flamethrower counters only in skirmish scale scenarios, not tactical battle scale scenarios. All infantry in World War II scenarios have all-around fields of fire.

Political Summary

Occupied France was run by the German Army, whose commanders and assistants came and went with great frequency. The SS, an organization composed of fanatical Nazi party members, fielded its own

military units. These units were technically under Army command, but because of their political status actually had a great deal of independence. The Gestapo was a special branch of the SS: the Nazi secret police force in both Germany and the occupied countries.

Among the most notable of the German generals who commanded Army units in occupied France was General Erwin Rommel, commonly known as the "Desert Fox," who was in charge of preparations to resist Allied invasion.

Vichy France was headed by Marshal Henri Philippe Petain, an old man by then, who probably acted in what he believed to be the best interests of France. The second most important Vichy French official was Admiral Darlan, who commanded French forces in Africa. Darlan disobeyed Petain's orders and cooperated with the Americans and the British when they invaded Vichy French possessions in North Africa. Vichy France produced a large number of minor politicians who collaborated with the Nazis. Some were sincere men who were attempting to get the best deal possible for their country; some were out to grab as much power and wealth as they could during the occupation. The Allies tried many of these men for treason after the liberation of France.

In London, General Charles DeGaulle headed the Free French government in exile. Despite the tremendous political differences which divided the French people before, during and after World War II, De-Gaulle triumphed after the Allies liberated France, and became the head of the new Fourth Republic.

Major NPCs

Charles DeGaulle (1890-1970)

Significance Rating: 150
STR	52	DEX	56	AGL	62
WPR	76	PER	68	PCN	74
STA	58	UMS	57	WNDS	13

SKILLS: Bayonet, Specialist, 72; Equestrian skill, Specialist 77; Long barreled gun, Specialist, 71; Pistol,

Specialist, 71; Grenade, Specialist, 71; Machine Gun, Specialist, 71; Artillery, Expert 95; Investigation, Master, 128; Military Leadership, Expert, 96.

DeGaulle was above all a French patriot determined first to liberate France from Nazi rule, and then to assure France a position among the great powers of the world. He often seemed cold, arrogant harsh, and difficult to work with to many other Allied leaders, but his Free French leadership provided a rallying point for the French people.

General Erwin Rommel (1891-1944)

Significance Rating: 150

STR 58 DEX 54 AGL 56
WPR 66 PER 74 PCN 78
STA 54 UMS 57 WNDS 13

SKILLS: Bayonet, Specialist 72; Equestrian skill, Expert, 92; Mounted Missile; Automatic Rifle, Long barreled gun, and Pistol, Specialist, 69; Grenade, Specialist 69; Artillery, Expert, 96; Machine Gun, Expert 84; Mortar, Specialist, 81; Mechanics, Specialist 81; Military Leadership, Master, 121; Outdoor Survival, Expert, 95; Tracking, Specialist, 79.

Rommel was a light infantry leader in World War I, and became a leading advocate of the new style of tank warfare during the interwar years. He earned the nickname the "Desert Fox" for his brilliant leadership of the Afrika Korps in North Africa, 1941-1943. He commanded Army Group B, which opposed the Allied landings in France in 1944. Rommel was forced to commit suicide after being implicated in a 1944 plot by several generals to assassinate Hitler.

EVENT WINDOW TIMELINES

Athens: 5th Century B.C.

490: Greeks defeat Persian army at the Battle of Marathon (SR 1000).
480: Persian King Xerxes defeats the "300 Spartans" under King Leonidas at Thermopylae (SR 750). The Spartan stand buys time for the rest of Greece to arm. Xerxes burns Athens, destroys the Acropolis, but is defeated at the Battle of Salamis (SR 1000).

462: Pericles begins his rise to power in Athens.
443: Pericles elected Athenian general.
431: Peloponnesian War between Athens and Sparta begins (SR 750).
429: Death of Pericles in plague (SR 500).
405: Spartan navy destroys Athenian fleet at Aegospotomai. End of Peloponnesian War (SR 500).
399: Death of Socrates.

Rome: 61 B.C.-37 A.D.

60: Caesar elected consul, and forms First Triumvirate with Pompey and Crassus (SR 500).
58-50: Caesar conquers Gaul (SR 1000).
51: Caesar invades Britain (SR 1000).
49-47: Civil war between Caesar and Pompey for control of Rome. Pompey murdered in Egypt at Cleopatra's orders. Caesar becomes sole ruler of Rome (SR 1000).
44: Caesar assassinated (SR 400). Second Triumvirate (SR 600) formed by Antony, Octavian and Lepidus.
42: Second Triumvirate wins Battle of Phillipi (SR 300) against Brutus and Cassius, who commit suicide.
34: Battle of Actium (SR 1000). Antony and Cleopatra are defeated by Octavian and commit suicide. Octavian assumes title "Augustus" and becomes virtual emperor of Rome.
14 A.D.: Augustus dies; succeeded by Tiberius.
37: Tiberius dies; succeeded by Caligula.

Angevin England: 1154-1216 A.D.

1154: Henry II begins reign (800).
1163-1170: Quarrel over legal jurisdictions between Henry and Archbishop of Canterbury Thomas a Becket. Beckett eventually murdered (SR 500) in Canterbury Cathedral by knights loyal to Henry.
1180: Phillip Augustus becomes King of France (SR 700).
1187: Saladin takes Jerusalem (SR 1000).
1189-1194: Henry II dies; Richard I (Lionheart) becomes king, joins the Third Crusade (SR 300). Richard returns from Crusade but is captured

and held for ransom (SR 100). When released, he returns to the throne.
1199: Richard killed at Siege of Chalus (400). John (Lackland), his youngest brother, becomes king.
1209-1213: Dispute between John and Pope Innocent III (SR 400).
1215: John forced to sign Magna Carta (SR 1000).
1216: John dies; succeeded by Henry III.

Tudor England: 1509-1603

1509: Henry VIII becomes King of England (SR 450).
1531-1535: Reformation in England (SR 1000).
1542: Mary, Queen of Scots, becomes queen at age six (SR 150).
1547: Henry VIII dies; succeeded by Edward VI.
1553: Edward VI dies; succeeded by Queen Mary I (Bloody Mary).
1558: Elizabeth I, daughter of Henry VIII and Ann Boleyn, becomes Queen of England.
1559: Mary, Queen of Scots, claims right to the English throne.
1567-1586: Mary forced to abdicate Scottish throne, takes refuge in England, where she lays claim to English throne.
1578: James VI takes throne of Scotland (SR 300).
1584: Sir Walter Raleigh discovers Virginia (SR 150).
1586: Babington plot to murder Elizabeth discovered; Mary, Queen of Scots implicated.
1587: Execution of Mary, Queen of Scots.
1588: English "sea dogs" led by Sir Francis Drake defeat the Spanish Armada (SR 1000).
1603: Elizabeth dies; James VI of Scotland becomes James I of England.

Napoleonic France: 1804-1815

Dec. 2, 1804: Napoleon crowned Emperor of the French (SR 150).
1805-1807: Successive victories over Austria, Prussia, and Russia make Napoleon the main power in Europe (SR 1000).
1809: Napoleon wins second war with Austria at Battle of Wagram, July 5-6 (SR 500).

June-December, 1812: Napoleon's invasion of Russia fails, despite early victories (SR 1000).

1813: Russia, Prussia, and Austria drive Napoleon from central Europe at Battle of Leipzig (SR 500).

April 6, 1814: Napoleon abdicates; Louis XVIII becomes King of France.

March 1815: Napoleon reclaims French throne. Allies declare war.

June 18, 1815: Napoleon decisively defeated by Wellington at the Battle of Waterloo (SR 1000).

June 21, 1815: Second abdication of Napoleon. Exiled to St. Helena, he dies May 5, 1821.

France 1940-1944

May 10, 1940: Germany invades France, Belgium and the Netherlands (SR 150); Winston Churchill becomes Prime Minister of England (SR 450).

May 28-June 4, 1940: British forces, trapped against the sea, are evacuated from Dunkirk back to England (SR 300).

June 21, 1940: France surrenders (SR 300).

June 23, 1940: DeGaulle proclaims Free French cause from London (SR 300).

Nov. 11, 1942: Germany occupies Vichy France.(SR 100)

June 6, 1944: Allied forces invade France at Normandy (SR 1000).

Aug. 25, 1944: Paris liberated by Allies (SR 100).

EARTH HISTORY TIMELINES

The following list contains some of the most important events in Earth's history. These events all have a Significance Rating of 1000, as should any adventure scenario which centers on them.

1184 B.C.: Siege and destruction of Troy by the Achaean Greeks. This war is the basis for Homer's Iliad and Odyssey.

Oct. 1, 331 B.C.: Battle of Gaugamela. Alexander the Great destroys the power of the Persian Empire, and goes on to spread Greek culture through the known world.

A.D

June, 451: Battle of Chalons. Aetius, a Roman general of barbarian background, defeated Attila the Hun, preventing the complete collapse of Roman, Christian civilization.

c.516-537: Arthur, leader of the Britons, temporarily halts Saxon expansion in Britain. His victories and reign spark the legend of King Arthur which fired the British imagination until the Holocaust of 2054.

October, 732: Battle of Tours. A Prankish force under Charles Martel defeats a Moslem force under Abd erRahman, ending Moslem expansion into Western Europe from Spain.

December 25, 800: Charles the Great (Charlemagne) is crowned Holy Roman Emperor by Pope Leo III. The establishment of the empire has great political influence for the next 1000 years; the Holy Roman Empire is not officially dissolved until 1805 after the defeat of Austria by Napoleon.

Oct. 14, 1066: Battle of Hastings. The Norman conquest of England is decided at this battle won by William, Duke of Normandy against Harold of England.

1271-1295: Marco Polo's journey to China fuels the imagination of Europe and aids the growth of the mercantile middle class.

May 7, 1429: Joan of Arc leads a French assault to break the English siege of Orleans. Her success is the turning point in the Hundred Years' War and inspires the beginnings of true national spirit in France.

Aug. 3, 1491: Christopher Columbus sails from Palos, Spain, to find a westward passage to the Indies. Instead, he discovers the North American continent.

1512: Nicolaus Copernicus publishes Commentariolus, in which he claims that the Earth and other planets orbit the sun.

Oct. 31, 1517: Martin Luther begins the Protestant Reformation by nailing his "95 Theses" to the door of the Palast Church in Wittenburg.

1665: Isaac Newton invents the differential calculus and begins experiments concerning gravity.

Sept. 13, 1759: Battle of Quebec. British Gen. James Wolfe defeats Marquis Louis Joseph de Montcalm's French forces, effectively ending French claims to a major colonial empire in North America.

April 19, 1775: "The shot heard round the world" is fired when British regulars under Major John Pitcairn engage American colonial militiamen under Capt. John Parker on Lexington Common, Lexington, Mass.

July 14, 1789: Paris mobs storm Bastille Prison, marking the effective overthrow of the monarchy and the triumph of the French Revolution.

1848: While socialist movements gain support across Europe, Karl Marx and Friedrich Engels issue the Communist Manifesto.

1859: Charles Darwin publishes On the Origin of Species by Natural Selection.

July 1-3, 1863: The Battle of Gettysburg. Confederate troops under Robert E. Lee are defeated in a bloody, three-day struggle by Union forces under Major General George C. Meade. The battle ends Lee's invasion of the North and is the turning point of the American Civil War.

1900: Sigmund Freud publishes The Interpretation of Dreams.

1905: Albert Einstein originates the Special Theory of Relativity.

Sept. 5-10, 1914: The Battle of the Marne. French forces under Joseph J.C. Joffre desperately defend the line of the Marne River against attacking German armies, preventing French collapse and insuring the stalemate on the Western Front in World War I.

Nov. 7, 1917: Bolshevik Revolution, led by Vladimir I. Lenin, takes power in Russia.

December, 1942: Battle of Stalingrad. The German Sixth Army under Gen. von Paulus is forced to surrender to Russian forces. This costly battle is the turning point of World War II in Europe.

July 16, 1945: The first atomic bomb tested near Alamogordo, New Mexico, marking the beginning of the atomic age in warfare.

May 14, 1948: Israel declared an independent state in Palestine.

July 20, 1969: Apollo 11 makes first manned lunar landing.

Oct. 13, 2054: Earth engulfed in nuclear holocaust following years of increasing tension between USSR. USA. and China.

June 10, 2105: First contact between Earth and the peaceful alien Kleiborr and Tarsan civilizations results in establishment of trade relations.

Aug. 16, 3059: Earth Council Federation of votes to join the Planets.

Sept. 19, 3480: Federation forces defeated at the Battle of Sol; Earth comes under Imperial domination.

3500-5000: The Xenophobic Wars drain resources of the Imperium and opposing galactic powers as all face the continued threat of hostile alien invasion.

6000-7000: Reconstruction of galactic civilization after end of the Xenophobic Wars.

May 11, 7051: First time-travel machine successfully tested.

July 12, 7054: Imperial agents use time-travel device to alter Federation history; the Time Wars begin.

Jan. 1, 7154: Signing of Temporal Treaty ends the Time Wars.

March 14, 7154: Addendum to the Temporal Treaty establishes the Time Corps.

RUNNING TIMEMASTER

TIMEMASTER is a wide open role-playing game. Adventures in TIMEMASTER can take place at literally any time, on any planet, in any world. The rules you've read in the Travelers' Manual provide a framework for an unending campaign of adventure, mystery, and intrigue.

You, the CM, have the most important role of all in this continuum of adventure. You "run" the game; you set up plots and scenarios, interpret and apply the rules, bring the NPCs to life, and generally make sure that everyone has fun while playing. This section of the rules contains tips for running your games.

Settings

We've already said that a TIMEMASTER game can be set anywhere in any time. Your first task is to decide upon those settings which will provide the most fun for your group of players.

Most players will want to adventure to their favorite time periods from "real" history—at least at first. The TIMEMASTER Guide to the Continuum and the adventure scenarios to be published by Goblinoid Games will help you play in historical settings.

Repeated Play in the Same Setting

You may find that your players enjoy playing repeatedly in one particular adventure setting, a "favorite" time period. This may seem to cause a problem because of the "loop trap" that engulfs PCs who enter the same dates in the same Parallel more than once. You can easily solve this problem, however, by setting these multiple adventures in a Parallel that has a history almost identical to Earth's.

Research

Eventually, you will want to design historical scenarios of your own. To do this, you will have to do some research into the time period you want to use as an adventure setting.

A good place to start is with a good encyclopedia. After reading what it has to say about the period in question, check the history section in a good library. Most libraries will be delighted to help you find just the kind of information you need.

And what kind of information is that? Two kinds: facts and flavor.

Facts are important of course. You don't want to send your players to Rome in 350 A.D. and have them bump into Julius Caesar; he'd already been dead for almost 400 years by then. The facts about some interesting event are important to maintaining the fun and believability of your game.

Flavor is essential to your game. It includes the colors, the sights, the smells, and the sounds that the people of the past experienced. It includes their customs and beliefs, from the trivial to the very important: everything from the way they combed their hair to what they thought about life and death.

The TIMEMASTER Guide to the Continuum is designed to help you add flavor to your game when your characters adventure in certain time periods. When creating scenarios of your own, use the Guide as a model for the type of information you want to find about a time period.

Alternate World Setting

Eventually, you and your players will want to try adventures in alternate Parallels. This means that sooner or later you, as a CM, will be creating your own alternate world. Now, creating an imaginary world is no mean feat, and no set of rules can tell you how to do it. You must use your own imagination. But keep one important principle in mind at all times: make the alternate Parallels believable.

Players gladly accept almost any set of conditions in an alternate world, but the world itself won't be believable unless it is consistent. Whatever intelligent creatures inhabit your world, and whatever natural or magical or other laws apply, they must apply in a consistent and logical way. Inconsistency will make your world unbelievable and eventually boring to your players, no matter how many interesting things you create to put in it.

Other Games

TIMEMASTER can obviously be used as a gateway to other, existing role-playing games of various genres. Over time Goblinoid Games will release a series of role-playing games using the same system, so that characters can move easily between TIMEMASTER and these other role-playing games.

Scenarios

Before you get around to creating worlds, you'll probably be creating scenarios, individual adventures which can be played in one to three gaming sessions. The most typical type of TIMEMASTER scenario is the "prevention" scenario: the Demoreans

are out to change the history of this world or some other one, and the PCs are being sent back in time to prevent this change.

A good "prevention" scenario should contain at least three of these four key elements:

1. Mystery: At the start of the scenario, it should not be absolutely clear to the players just what the Demoreans or other bad guys are up to. Part of the adventure should be figuring out the nature of the enemy's plot Most players enjoy mystery as long as you provide enough clues to keep the game moving forward and don't make the mystery so hard the players can't solve it in time to stop the enemy.

2. Action: Players usually like a lot of action in their games. This doesn't mean your scenario should be one constant fight; that gets boring very quickly. A good scenario contains a variety of action-oriented encounters: fistfights, duels, gunfights, desperate chases, wild brawls. These should all arise naturally from the overall plot of the adventure.

3. Battles: One of the unique elements of TIMEMASTER is its systern allowing PCs to take a role in major historical battles and role-play their characters in the midst of those battles. This doesn't mean that every scenario should contain a battle. It's a choice you have, however, and one which many players may relish.

When playing a battle, you may not be recreating the entire battle; you may choose to play only the crucial, decisive portion of the battle, letting the PCs play a major role in determining the outcome. But remember, you characters aren't going to fight in a battle just because you provide it for them; there must always be a logical reason for them to become involved in such a dangerous situation. Frequently, they will be involved in a battle because it is the only way they can find to prevent some Demorean plot from succeeding.

4. Intrigue: More experienced players, especially, will enjoy scenarios that involve plots, counterplots and intrigues among the rich, the famous and the powerful. These types of scenarios demand more from the CM in terms of creating a plot line, and more from the players, but can be the most enjoyable of all. Every scenario should contain hints of intrigue when powerful historical people are involved.

Other Scenario Types

There are many types of scenarios other than "prevention" scenarios, of course. Here are a few you will want to try:

1. Alterations: These are scenarios in which the PCs must make a carefully controlled change in history. This type of scenario usually arises when the Demoreans have caused a change in history, and the Time Corps judges that it would be too difficult or dangerous to intercept the Demorean mission. Instead, the Corps decides to "undo" the effects of the change the Demoreans have caused.

2. Double reversals: In some alternate world, history is supposed to come out differently than it did on Earth, and a Demorean or renegade is trying to make it match Earth's.

3. Paradox scenarios: The PCs are in a twin Parallel on a mission. This twin Parallel is old enough that it too has a Time Corps, and the PCs' "twins" are agents of that Time Corps. The PCs have a mission, and their twins have a completely opposite mission in the same time and place.

Assigning Significance Ratings

Significance Ratings serve two functions: they reflect the relative importance of a person or event to history, and they serve as the basis for the character advancement system in the game. Of these two functions, the second is the more important. Professional historians could argue for hundreds of years over the relative significance of different events; in the end, any decision is a matter of opinion. Don't let that hinder you. Use the SRs in this book and in Goblinoid Games adventure scenarios as guidelines, and assign the SR you think appropriate for your game.

Historical Changes

One of the most fun aspects of preparing a scenario is dreaming up what happens if the PCs fail their mission or change history by accident. Here's how to go about it. First, take a look at the Historical Changes Chart in Red Ace High as an example of how to set up your own chart. Next, decide what will happen if the PCs completely fail in their mission. How will history be changed? Of course, this is purely an opinion, but it should be based on thought and common sense. Be sure the change that occurs is important enough to justify the SR of the adventure.

Now, go through your scenario and find the items or events which have a very high SR. Your PCs will make gross, major changes in history if these points count against them; probably changes similar to those which occur if they fail, but on a smaller scale. Finally, think through the smaller changes. Here we're probably in a range where the change will come about because the PCs have made a number of small mistakes. These outcomes can thus be anything reasonable which could result from the combined effect of those mistakes.

Game Balance

You will quickly discover that armed combat in the TIMEMASTER game system becomes very deadly very quickly! It is extremely important when you are designing your own scenarios to make sure that the PCs have a good chance to win the fights in which they become involved. As a general rule of thumb, one or two skilled NPCs for each PC in a fight should make an even match. As the PCs gain more and different skills and Paranormal Talents, you can gradually increase the ratio to three or more skilled NPCs per PC in the encounter.

Until you have gained experience running the game system, don't be afraid to err on the side of the PCs. You can always make an encounter tougher if need be; a few more guards can come along, a few more soldiers

can hear the sounds of fighting. You can't always make an encounter easier in the same way without destroying the believability of the game.

Balance also applies to the mystery and intrigue elements of a scenario. Every mystery must have clues to help the PCs solve it; every intrigue must provide an opportunity to escape or to reverse the plot. At all times, the PCs should at least think they have a good idea of what they should be doing or trying to accomplish.

Campaign Play

Your players will probably want to be involved in an ongoing campaign: a series of adventures using the same characters over and over again. Here are a few important tips to keep in mind when you begin a campaign:

1. Know the rules of the game. The CM should be familiar with all the game rules and know where to look in the books to find a needed rule quickly. You interpret the rules, and your decisions are final; in fairness to your players, you must know the rules well when you make decisions.

2. Keep accurate records of each character's Basic Abilities, skills and PTs. Also, keep a log for yourself of the time periods that each character has visited. Your players should be willing to help with this record keeping, but you should always have your own copies of all records. You will find these very useful during play when rolling secret checks, and when the players forget to record some important item or event.

3. Keep accurate records of the progress of your game. Make notes to yourself about major NPCs, about any plots or intrigues going on in an adventure. It is vitally important that you keep the "plot" of the story straight. If you don't keep some notes or records, you will probably forget important details.

4. Your players will probably enjoy a campaign game even more than they normally would if you create a few standing NPC villains: powerful Demoreans or renegades whom the PCs keep bumping into on different adventures. Give each of these villains a distinct personality and style. You'll know you've hit the right way to present them when you hear your players say things like, "Hm...this looks just like the kind of situation old so-and-so (referring to the NPC villain) would try to set up."

5. Don't be afraid to enforce the rules. One error many beginning CMs make is letting the PCs get away with too much by making the game too easy for them. While players always enjoy seeing their characters advance and become more powerful, they quickly get bored when they don't have to think hard and fight hard to earn that advancement.

6. HAM IT UP. Don't hesitate to really speak and gesture like the NPCs your PCs meet during an adventure. The more you act "in character," the more your players are encouraged to do so, and the more fun your game is for everyone.

The Most Important Rules

We saved the two most important rules of the game for the last of this book. They are:

1. FUN. The purpose of playing any game is to have fun. No matter what else your group is doing "right" or "wrong" according to the rules, if everyone, including you, is having fun, you aren't doing anything seriously wrong. If someone isn't having fun, do whatever is necessary to see that they do.

2. CONTROL THE GAME. The CM has absolute control over what happens in his or her own game, for the purposes of seeing that everyone does have fun. You have the power, as CM, to change any die roll, interpret, or if need be, even change, any rule. Use this power sparingly, but don't hesitate to use it to keep the game moving and keep the game fun.

The success of the scenario or the campaign is up to you; despite the rules and suggestions provided in the Manual and the Guide, your imagination will bring the TIMEMASTER adventure to life. Somewhere in time, the Demoreans are already at work, tinkering with the delicate balance of history.

Assemble your agents, sit back, and enjoy: the time is right.

SUGGESTED READING

These books will help you find more information about the time periods discussed in the Guide to the Continuum. They would be a good place to begin your own research.

ATHENS, Fifth Century B.C.
Hamilton, Edith: *The Greek Way*
Herodotus: *The Persian Wars*
Homer: *The Iliad and The Odyssey*
Thucydides: *History of the Peloponnesian War*

ROME, 61 B.C.-37 A.D.
Caesar, Julius: *Commentaries*
Grant, Michael: *History of Rome*
Hamilton, Edith: *The Roman Way*
Barker, Phil: *The Armies and Enemies of Imperial Rome, 150 B.C. to 600 A.D.*

ANGEVIN ENGLAND, 1154-1216
Costain, Thomas: Any of his several histories and historical novels dealing with Plantagenet England
Goldman, James: *The Lion in Winter* (drama)
Oldenburg, Zoe: *The Crusades*
Oman, Charles: *The Art of War in the Middle Ages*

TUDOR ENGLAND, 1509-1603
Chute, Marchette: *Shakespeare of London*
Jenkins, E.: *Elizabeth the Great*
Mattingly, Garrett: *The Armada*
Oman, Charles: *A History of the Art of War in the Sixteenth Century*
Tillyard, E.M.W.: *The Elizabethan World Picture*
Wilson, John Dover: *Life in Shakespeare's England*

NAPOLEONIC FRANCE, 1804-1815
Chandler, David: *The Campaigns of Napoleon*
de Caulaincour: *With Napoleon in Russia*
Forester, C.S.: Any of the "Hornblower" series of novels
Petrie, F.W.: Any of several histories of Napoleonic campaigns

FRANCE, 1940-1944
Eisenhower, Dwight D.: *Crusade in Europe*
Patton, George S., Jr.: *War As I Knew It*
Ryan, Cornelius: *The Longest Day*
Shirer, William: *The Collapse of the Third Republic, The Rise and Fall of the Third Reich*

TIMEMASTER™

Action Table

Defense Column

Attack Margin	1-15	Ability Checks 16-30	Skill Checks 31-45	46-60	61-75	76-90	91-105	106-120	121-135	136+
	1	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**
0	LK	L	L	L	L	S	S	S	S	S
1-4	M	M	L	LK	L	LK	L	S	S	S
5-9	H	MK	M	L	L	L	L	L	LK	S
10-29	C	H	MK	M	M	M	LK	L	L	L
30-49	C	C	H	M	MK	M	M	MK	L	LK
50-69	CK	CK	C	H	H	H	M	M	M	M
70-89	CK	CK	CK	CK	H	H	H	H	M	M
90-94	CK	CK	CK	CK	CK	HK	H	H	H	H
95-99	CK	CK	CK	CK	CK	CK	HK	HK	H	H
100+	CK	CK	CK	CK	CK	CK	CK	HK	HK	H

ARMED COMBAT RESULTS

Code	Result
S	Scratch: Lose 1-2 points (see above), and mark one wound box.
L	Light Wound: Lose 2-20 points (1d10x2), and mark two wound boxes.
M	Medium Wound: Lose 4-40 points (2d10x2), and mark three wound boxes.
H	Heavy Wound: Lose 6-60 points (3d10x2), and mark four wound boxes.
C	Crippling Wound: Lose 6-60 points (3d10x2), and mark five wound boxes.
K	Knockdown: Defender knocked down and back 5 feet; must make DEX check to hold onto any hand-held items; all uncompleted actions this round are cancelled.

UNARMED COMBAT RESULTS

Code	Result (Defender loses points from current STA)
S	Scant Damage: Lose 1-2 points (roll 1d10; 1-5=1, 6-10=2).
L	Light Damage: Lose 2-20 points (1d10x2).
M	Medium Damage: Lose 4-40 points (2d10x2).
H	Harsh Damage: Lose 6-60 points (3d10x2), and mark one wound box.
C	Crushing Damage: Lose 6-60 points (3d10x2), and mark two wound boxes (or called shot, if specified otherwise).
K	Defender knocked down and back 5 feet; all uncompleted actions this round are cancelled.

COMBAT PROCEDURE

1	Declare attack	4	Defender declares luck use (PCs, missile attacks only)
2	Determine base damage	5	Attacker rolls specific check against strike number
3	Determine strike number	6	Apply results

SEQUENCE OF PLAY FOR ONE ROUND

1	CM declaration	8	Side A melees
2	PC declaration	9	Side B uses paranormal talents
3	Initiative determination	10	Side B fires or throws missiles
4	Side A uses paranormal talents	11	Side B moves
5	Side A fires or throws missiles	12	Side A defensive missile fire
6	Side A moves	13	Side B melees
7	Side B defensive missile fire	14	Stamina loss and recovery

TIMEMASTER™

CHARACTER SHEET

Character: **Player:**

BASIC STATISTICS   **BACKGROUND**

Strength (STR): _____   Willpower (WPR): _____   Date of Birth: _____   Place of Birth: _____

Dexterity (DEX): _____   Perception (PCN): _____   Age at Recruitment: _____   Current Age: _____

Agility (AGL): _____   Luck (LUCK): _____   Original Profession: _____   Nationality: _____

Personality (PER): _____ Stamina (STA): _____   Education: _____   Sex: _____

Penetration Bonus: _____ Unskilled Melee: _____   Height: _____   Eye Color: _____

                          (STR+AGL)/2   Weight: _____   Hair Color: _____

TIME CORPS RANK/GRADE _____ / _____

Current Stamina: _____   Success Points: _____

Current Willpower: _____   WOUNDS

Stamina Recovery Rate: _____   □□□□□□□
                               □□□□□□□

Armor: _____   AR: _____

Stamina Loss/Round: _____   Current Disguise: _____

SKILLS Name	Base	Level	Score
Historical Specialty			
Time Corps Stunner			
___	___	___	___
___	___	___	___
___	___	___	___
___	___	___	___
___	___	___	___
___	___	___	___
___	___	___	___
___	___	___	___
___	___	___	___
___	___	___	___
___	___	___	___
___	___	___	___
___	___	___	___
___	___	___	___
___	___	___	___
___	___	___	___

PARANORMAL TALENTS

Name	Base	Score
Paranormal Memory		
___	___	___
___	___	___
___	___	___
___	___	___

WEAPONS

Name	Range Mod.	Base
___	___	___
___	___	___
___	___	___

TIMES VISITED

Parallel	Date Entered	Date Left
___	___	___
___	___	___
___	___	___