

ANOTHER

ACCESSORY

TIMEMASTER

TIMEMASTER SCREEN

Featuring

MISSING: PT 109



By Carl Smith

Pacesetter

SKILLS CHART

Skill Name	Base	Check	Skill Name	Base	Check
UNARMED MELEE SKILLS			HEAVY WEAPON SKILLS		
● Boxing	(Str+Dex+Agl)÷3	S	● Ancient Artillery	(Pcn+Dex)÷2	S
● Wrestling	(Str+Agl)÷2	S	● Anti-Tank Weapon	Dex	S
● Martial Arts	(Str+Dex+Agl+Wpr)÷4	S	● Cannon	(Pcn+Dex)÷2	S
● *Advanced Self-Defense	(Str+Dex+Agl+Wpr)÷4	S	● Artillery	(Pcn+Dex)÷2	S
			Machine Gun	Dex	S
			● Mortar	(Pcn+Dex)÷2	S
			● Pilot	(Pcn+Dex+Agl)÷3	G
ARMED MELEE SKILLS			MOUNTED COMBAT SKILLS		
Bayonet	(Str+Agl)÷2	S	Equestrian	(Dex+Agl+Per)÷3	G,S
Blackjack	(Str+Agl)÷2	S	*Mounted Melee	Weapon skill score	S
● Bullwhip	(Str+Dex+Agl)÷3	S	*Mounted Missile	Weapon skill score	S
Dagger/Knife	(Str+Agl)÷2	S			
*Lance, Horseman's	(Str+Agl)÷2	S			
Polearm	(Str+Agl)÷2	S			
Short-handled Weapons	(Str+Agl)÷2	S			
Swords	(Str+Agl)÷2	S			
*Florentine style	(Str+Dex+Agl)÷3	S			
SPECIAL WEAPONS			MISSILE WEAPON SKILLS		
● Bola	Dex	S	Sling	Dex	S
● Lasso	(Str+Dex)÷2	S	Bow Skills		
● Net	(Str+Dex+Agl)÷3	S	Crossbow	Dex	S
			Shortbow	Dex	S
			Longbow	(Str+Dex)÷2	S
			Firearm Skills		
			Automatic Rifle	Dex	S
			Long-barreled Gun	Dex	S
			Pistol	Dex	S
			Time Corps Stunner	Dex	S
NON-COMBAT SKILLS			Beam Weapon Skills		
● Computers	(Pcn+Luck)÷2	S☆	Laser Pistol	Dex	S
● Demolitions	(Pcn+Dex)÷2	S☆	Laser Rifle	Dex	S
● Disguise	(Per+Dex)÷2	G☆	Thrown Weapon Skills		
● Distance Running	Current Sta	NA	Axe/Tomahawk	(Str+Dex)÷2	S
● Electronics	(Pcn+Dex+Luck)÷3	S☆	Dagger/Knife	(Str+Dex)÷2	S
● Forgery	(Pcn+Dex)÷2	S☆	Dart	(Str+Dex)÷2	S
● Gambling	(Pcn+Luck)÷2	S	Javelin	(Str+Dex)÷2	S
● Historical Specialty	(Pcn+Wpr)÷2	S	Spear	(Str+Dex)÷2	S
● Impersonation	(Pcn+Wpr+Per+Dex)÷4	S☆	Grenade	Dex	S
● Investigation	(Pcn+Wpr+Per)÷3	S☆			
● Mechanics	(Pcn+Dex)÷2	S☆			
● Military Leadership	(Str+Wpr+Per)÷3	S			
● Medicine	(Pcn+Per+Wpr+Luck)÷4	G			
● Outdoor Survival	(Pcn+Wpr+Luck)÷3	S			
● Security Devices	(Pcn+Dex+Luck)÷3	S			
● Stealth	(Dex+Agl)÷2	S			
● Stunt Driving	(Pcn+Agl)÷2	G			
● Swimming	Current Sta	NA			
● Theft	(Pcn+Dex+Wpr)÷3	S☆			
● Tracking	(Pcn+Luck)÷2	S☆			

Notes:

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

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

● indicates an exclusive skill.

* indicates 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.

SP COST CHART

Use	SP Cost
Acquire new skill	50 per skill
Acquire new paranormal talent	200 per talent
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

TIMEMASTER™ SCREEN

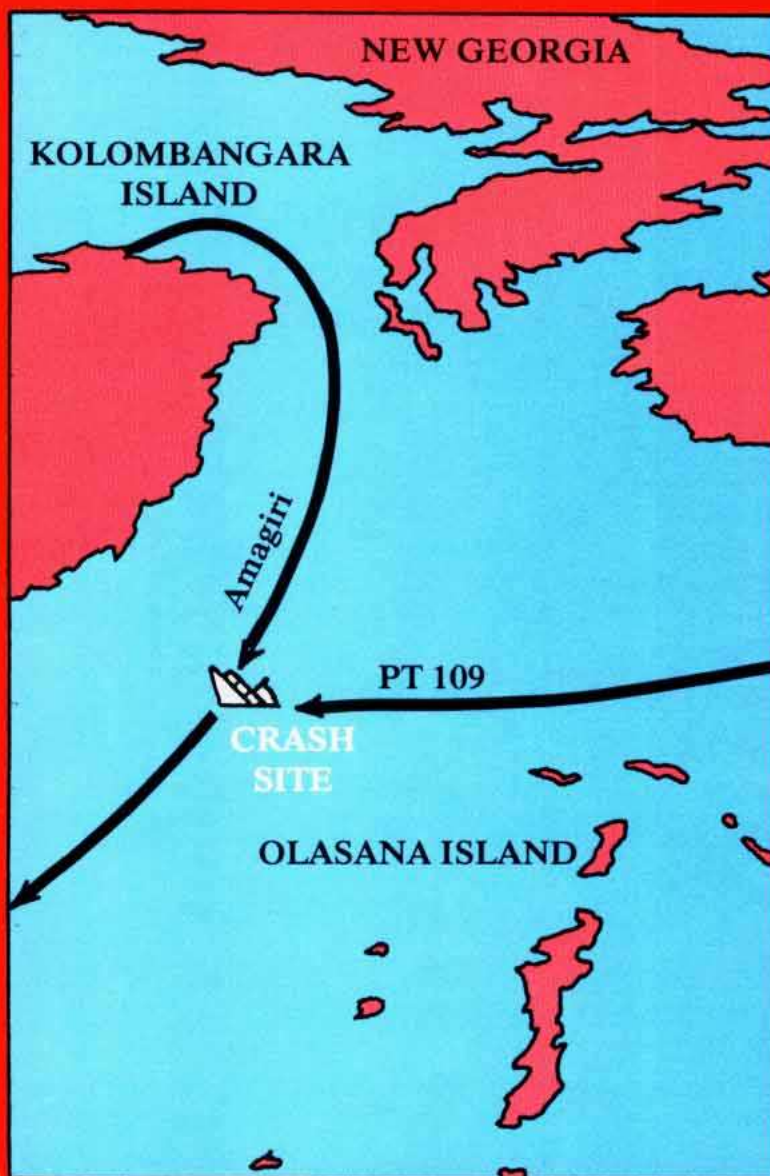
By Carl Smith

August 2, 1943
After Midnight

The air is black, the night steaming. PT 109 creeps through Pacific waters on a single engine, its murmur dissolving in the breeze. Lieutenant John F. Kennedy stands at the helm. A crewman cries out, "Ship ahead at 2 o'clock!" But the night blankets the impending form, and none are sure of its true identity. Then the dark shape expands. Like a massive steel wedge, the Japanese destroyer *Amagiri* bears down on the little PT. The destroyer rams, splintering the plywood hull of its victim. The PT snaps. Her crew slams into the deck, then plunges into a sea ablaze with gasoline. The destroyer moves on, firing twice through the darkness at the wreckage.

Seventeen years later, in 1960, Richard Nixon is elected president. The Time Corps demands to know . . . what really happened to J.F.K in '43?

The TIMEMASTER™ Screen puts the important charts and tables from the TIMEMASTER game right at the CM's fingertips. Inside, you'll find four blank character sheets and MISSING: PT 109 — a high-action mini-adventure that features new rules for combat at sea.



Pacesetter

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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 fast vehicle	-30
In slow vehicle	-10	Charged or meleed this round	-40
In fast vehicle	-30	Getting up, and/or turning more than 60 degrees	-20
Prone	-10	Drawing this round	-20
Swimming	-30	Firing more than one weapon	-20
		Skilled, aiming 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

MELEE ATTACK MODIFIERS

Situation	Mod.
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

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*

* follows number of rounds.

BOW & LONG-BARRELED GUN RELOADING

Level	Rounds Required To Reload			LB Gun
	Long	Short	Cross	
Unskilled	5	5	12	4
Specialist	4	4	10	3
Expert	3	3	8	2
Master	2	2	6	1

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.

HINDERED MOVEMENT

Obstacle	Effect on Walking Distance	Action	Effect/Comments
<i>Normal Obstacles</i>		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.
Doors, closed	-10 feet		
Stairs	-10 feet per flight		
Entering or leaving a vehicle	-20 feet	Firing bow	No movement allowed in same round.
<i>Dangerous Obstacles*</i>		Standing up	Deduct 10 feet from total walking movement, 30 feet from total running movement. Sprinting not possible in the same round.
Vehicle	-15 feet		
Furniture	-10 feet		
Placed Obstacle	-10 feet	Placing obstacle	Deduct 5 feet from total walking movement, 15 feet from total running movement; limit one obstacle per round.
* Modifiers do not apply if characters walk around the obstacle. If characters climb over, or jump across, they must make a general Agility check. If they fail, the characters fall down.			
		Watching behind	Deduct 10 feet from total walking movement; running and sprinting not allowed.
<i>Terrain</i>			
Heavy Woods	-10 feet	Notes:	
Light Woods	- 5 feet		
Broken (round terrain)	-15 feet	Placing Obstacle: Quickly grabbing something (such as a chair) directly ahead and flipping it behind to foil pursuit.	
Swamp	-20 feet	Watching Behind: Keeping a watch behind while moving forward.	

Defense Column

Attack Margin	1-15 1	Ability Checks 16-30 2	Skill Checks 31-45 3	46-60 4	61-75 5	76-90 6	91-105 7	106-120 8	121-135 9	136+ 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 (Defender loses points from current STA.)
S	Scratch Wound: Lose 1 or 2 points; (see above), and mark 1 wound box.
L	Light Wound: Lose 2-20 points (1d10x2), and mark 2 wound boxes.
M	Medium Wound: Lose 4-40 points (2d10x2), and mark 3 wound boxes.
H	Heavy Wound: Lose 6-60 points (3d10x2), and mark 4 wound boxes.
C	Crippling Wound: Lose 6-60 points (3d10x2), and mark 5 wound boxes. (Or called shot, if specified otherwise.)
K	Knockdown: Defender knocked down and back 5 feet; must make DEX check to hold onto any hand-held item; any uncompleted actions this round are cancelled.

COMBAT PROCEDURE

1. Declare attack
2. Determine base chance
3. Determine strike number
4. Defender declares Luck use (PC's, missile attacks only)
5. Attacker rolls specific check against strike number
6. Apply results

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	Knockdown: Defender knocked down and back 5 feet; unfinished actions cancelled this round.

SEQUENCE OF PLAY FOR ONE ROUND

1. CM declaration
2. Player character declaration
3. Initiative determination
4. Side A uses paranormal talents
5. Side A fires or throws missiles
6. Side A moves
7. Side B defensive missile fire
8. Side A melees
9. Side B uses paranormal talents
10. Side B fires or throws missiles
11. Side B moves
12. Side A defensive missile fire
13. Side B melees
14. Stamina loss and recovery

Side
A's
Attack

Side
B's
Attack

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

WOUNDS

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

PENETRATION BONUS

Strength	Bonus
0-49	0
50-59	+5
60-69	+10
70-79	+15
80	+20

GENERAL ARMOR GUIDE

Category	AR	Immunity 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.

HORSES IN COMBAT

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

MISSILE WEAPONS

Type	Range Modifier <small>per 10 ft/per 100 yds.</small>	Ammo	ROF	RL	Mounted Use?
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SHORT RANGE WEAPONS

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

Blow Gun	-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

LONG RANGE FIREARMS

Arquebus	-05/150	1	1	12	No
Musket	-02/50	1	1	+++	No
Dragoon Musket	-05/150	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

DEFENSE COLUMN CHART

Attack Type

Missile Attack

Melee Attack: Defender has declared use of a melee skill as action for the round.

Melee Attack: Defender surprised.

Melee Attack: Defender doing none of the above.

Defense Column

Defender rolls 1d10 and adds any Luck spent to the die roll. Resulting number is number of the Defense Column (10 maximum).

Use column beneath the range of numbers that contains the defender's skill score.

Use Column 1.

Use column beneath the range of numbers that contains the defender's Unskilled Melee score.

THE SITUATION

John Fitzgerald Kennedy: Birth, 1917. Death, 1989. Oil magnate whose dealings with Third World countries contributed to the decay of the Western economies.

My fellow agents. Welcome to Briefing T0-TM3. Now, if your Paranormal Memory on the 20th century is worth a hill of Boston baked beans, you must know that what you just heard is wrong. John F. Kennedy, son to millionaire Ambassador Joseph P. Kennedy, should have become the 35th president of the United States. But he didn't.

The Sentinel reports that Kennedy's life is pinpricked with a slew of Demorean contacts. Your team has been assigned to the first: August 4th, 1943. One skinny but steel-nerved ambassador's son, U.S. Navy Lieutenant John F. Kennedy, is on duty in the Pacific Ocean. It is World War II.

HISTORICAL BRIEFING

The Corps has assembled the following information on the way it was—or should have been—in 1943....

The U.S. is fighting to reclaim the Pacific from the Japanese. On the evening of August 1, 1943, 15 U.S. Navy PT boats head out of their base at Rendova in the Solomon Islands. A fleet of Japanese destroyers is heading down The Slot—their favorite passage, which runs smack through the middle of the Solomons.

The PT boats are little more than plywood cabin cruisers, but they carry torpedoes, machine guns, and more. The skipper of one of these boats—PT 109—is Lieutenant John F. Kennedy.

Shortly after midnight on August the 2nd, the destroyer *Amagiri* spots Kennedy's 109. "Starboard 10 degrees!" yells the Japanese commander. The destroyer rams the PT, slicing the flimsy vessel in half, leaving its crew to flounder in a sea of gasoline flames.

Eleven crew members, including Kennedy, cling to the wreckage in the water for 15 hours, then swim 5 hours to a small island. All the way, Kennedy tows a badly burned crewman, clenching the strap of the man's life-jacket between his own teeth.

No one passes the island—no one but the Japanese, that is. After two days, Kennedy commands his men to

MISSING: PT 109

by Carl Smith

move on. They swim to a second island—Olasana—and spend the day there.

Three days have passed since the collision. The men are ill and sun-burned. They suffer from lacerations wrought by the coral reefs in the water, not to mention the injuries from the collision. The wounds of the badly burned seaman have begun to rot.

On the morning of the fourth day, Kennedy and Ross, an officer, swim to a third island alone. When they return to Olasana later that day, they find two natives with the rest of the men.

On the fifth day, Kennedy gives the natives an SOS message, which they carry to Allied connections. On day six, seven native scouts return to collect Kennedy. Shortly after midnight on day seven, Kennedy returns to Olasana with rescue PT boats. By morning, the crew is back at their base at Rendova.

Kennedy receives honors.

THE MISSION

The Demorean penetration occurs on Olasana Island, just before the crew of PT 109 arrives. You must uncover the Demorean plan there, and set history back on course.

Your mission begins on a deserted island roughly two hours northeast of Olasana. An-

other Time Corps team has left a PT boat there for your use. You will pose as U.S. Navy personnel and pilot the boat to Olasana Island. There, under the most likely conditions you will have one day to complete your mission: the day before the natives arrive. After you complete your mission, you must destroy the PT boat discreetly. We suggest you sink it.

If you make contact with the crew of PT 109 in your role as U.S. naval officers, you must use Restore Memory to erase the impact of that meeting.

OUTFITTING

Disguise. U.S. Navy personnel. One with Lieutenant rank (the skipper), one Quartermaster (second in command here), and the rest Able-bodied Seaman. Agents should decide amongst themselves who will pose as what. Designations are just for "show," though only the two highest ranking should pilot the boat.

Language Implants. All agents receive English, Japanese, Pidgin English, Melanesian (language of natives).

Weapons and Equipment. All agents receive the following: Standard Equipment Pack and skill kits. A .45-caliber automatic pistol with 4 ammo clips OR a .30-calibre M-1 rifle with 100 rounds of ammo (5 rounds per "strip" clip). Knife and sheath. In addition, the team receives: Papers for the possession of PT 114. Journey instructions. A short-wave radio (supplementing the one on the boat). Food, gas, and provisions for three days.



HOW TO USE THIS BOOKLET

This booklet contains four main parts: the players' briefing, the CM's briefing, naval rules, and the adventure.

To prepare to run the adventure, read through the entire booklet. Be sure to read players' briefing first, especially the historical background. Then get to know the plot and the NPCs. Finally, study the naval rules, and the rules from the *Travelers' Manual* that will come into play. Chapters 4 and 5 include most of the information you'll need.

Encounter Format

The encounters in *Missing: PT 109* use the standard TIMEMASTER format: players' text, CM's notes, hints for the PCs, and encounter background. NPCs and vessels are listed at the end. Not every encounter makes use of each heading, but most do.

□ *Players' Text* (in boxes) should be read directly to the players.

□ *CM's Notes* describe what happens during the encounter. Keep this information to yourself until the agents discover it through their own actions.

□ *Hints for the PCs* include useful bits of information that the PCs may discover during the encounter.

□ *Encounter Background* gives more in-depth information about the encounter, including significance points and penalties.

THE PLOT

Ten Demorean agents have set up a POW camp on Olasana Island, posing as Japanese soldiers. John F. Kennedy is their only prisoner. For now, a Demorean has Shape-shifted into Kennedy's form, to ensure that the alien plan gets off to a smooth start. Later, the group intends to Dominate the real Kennedy, and attempt to control his life after the war.

The rest of Kennedy's crew lies on the other side of the island. They do not venture from their hiding place, because they are in bad shape and poorly armed. They suspect that Japanese are on the island, and they know they wouldn't stand a chance in a conflict.

The Time Corps agents begin their adventure about two hours from

Olasana Island, and they must journey to the island by PT boat. On the way to Olasana, they must battle a Japanese destroyer escort, two Japanese patrol boats, and a Zero (a Japanese fighter plane). Even if they lose one of these battles, the agents may still make it to the island. They may drift or swim, or end up as prisoners in the camp.

The second half the adventure takes place on Olasana Island. The agents face two areas of encounter there: the Survivors' Camp (with Kennedy's men), and the POW Camp. The latter scene is of course more challenging. At the Survivors' Camp, most of Kennedy's men lie asleep. At the POW camp, the Demoreans are wide awake. And two of them are perched hungrily on an earth mound in the camp's center, flanking a swivel-mounted machine gun. The weapon is aimed at the only entrance to the camp.

To succeed in this adventure, the agents must rescue the real Kennedy and get rid of the Demoreans. With that much completed, they may return to their scooters. If their PT boat has been destroyed, they can return with a motorboat that lies near the POW camp.

HISTORICAL SPECIALTY DATA

Some agents may successfully use Historical Specialty skill before they begin the mission. In this case, you should give the characters the information below, starting with item 1.

1. The Japanese often ran two kinds of ships through the Solomons: destroyers, and a smaller version called the destroyer escort.
2. Kennedy injured his back when the Amagiri rammed the 109. He suffered a ruptured disk.
3. Olasana Island was deserted when Kennedy and his men swam to it.
4. Kennedy and his men camped out near the beach; they did not venture to the center of the island.

MAJOR NPCs

John Fitzgerald Kennedy

1917-1963

Significance Rating: 150

STR	60	DEX	60	AGL	60
PER	70	WPR	70	PCN	75
STA	68	Unskilled Melee			60

Current Sta:

Wounds: □□□□□□□□□□□□

Skills: *Bayonet*, Specialist 75; *Artillery*, Specialist 83; *Machine Gun*, Specialist 75; *Pistol*, Specialist 75; *Long-barreled Gun*, Specialist 75; *Military Leadership*, Specialist 95; *Equestrian*, Specialist 79; *Investigation*, Specialist 87; *Historical Specialties* (2), America 1763-1943, Specialist 75; *Swimming*.

Kennedy is a slender young man of average height, deeply tanned. His auburn hair is wavy and thick, and he has a startling smile to match his wry wit.

He is a loyal friend and strong commander. His devotion to duty borders on the superhuman. Coupled with his extraordinary drive, this devotion makes him an ideal wartime commander as well as a potential political leader.

SKILL AND THE ADVENTURE

Agents in this adventure will benefit from the following skills: Machine Gun, Artillery, Pistol, Swimming, Stealth, Tracking, and Historical Specialty. Stealth and all combat skills will be especially useful. Two sample characters on page 8 illustrate a good balance of skills.

Stealth plays a special role in *Missing: PT 109*. Throughout the adventure, characters may use this skill for the benefit of the entire party, not just themselves. The rest of the party need only follow the actions of the skilled character exactly. Note that this use applies only to *Missing: PT 109*; it is not a regular part of the rules.

SIGNIFICANCE AND SUCCESS

This adventure has a significance rating of 350 points. The agents have succeeded in their mission when the following conditions are met:

1. All Demoreans on the island have been destroyed or have left the Parallel after certain defeat.
2. Kennedy has been rescued, and taken to the vicinity of his men.
3. Kennedy's memory of the rescue has been erased via Memory Restoration.

NAVAL COMBAT

Missing: PT 109 features action at sea—something new for the TIME-MASTER™ game.

The rules below explain how to run combats involving boats and ships, supplementing the original TIME-MASTER game rules.

SCALE AND SEQUENCE OF PLAY

Naval combats require a new ground scale: 300 yards per hex.

The time scale is one minute per turn.

Use the “battles” Sequence of Play to keep track of the action; you’ll find the rules on page 42 of the *Travelers’ Manual*. Like airplanes, ships treat every melee step in a round as if it were a missile attack step instead.

NAVAL MOVEMENT

Like tanks and other heavy weapons, each boat or ship has a *movement rating*. The movement rating tells how many hexes the vessel can move in one turn at *top speed*. A vessel can move at slower speeds, too, but it can never decelerate or accelerate more than one hex of movement per turn.

The TIMEMASTER game includes four counters that represent boats or ships: two blue, and two white. Like any other counter, a ship counter must face a corner of the hex it occupies on map; it may never face a side.

Ship movement is normally forward; a ship must enter one of the two hexes that lie directly ahead on the map. Ships can turn, however, within the restrictions of their *turn rating*. A turn rating specifies the number of hexes that a ship must move forward before it can make one turn either left or right.

MISSILE COMBAT

New Weapons

Missing: PT 109 introduces two new weapons: 5” guns and torpedoes. The Japanese destroyer escort carries the 5” guns, and the PT boat carries torpedoes.

Five-inch guns fire a very large HE shell designed to damage heavily

armored ships. Using Artillery skill, characters can fire these guns once per turn. Unless the adventure specifies otherwise, assume that any NPC firing these guns has Specialist-level Artillery skill, with a score of 65. The range modifier for 5” guns is -03% per 100 yards (or fraction) after the first 100.

Torpedoes are long, self-propelled cylinders filled with explosives. Because they travel underwater to reach their targets, the PT boat crewmen often referred to the weapons as “fish.” The torpedoes explode when they make contact with the side of a ship. Any character with Artillery skill can fire a torpedo. The range modifier is -02% per 100 yards (or fraction) after the first 100.

Fields of Fire

The diagram below illustrates the possible fields of fire for naval weapons. Bow weapons have a front field of fire; stern weapons have a rear field of fire. Both types share the “broadside” field of fire.

Boat descriptions in this adventure specify where each weapon is mounted.

Resolving Missile Fire

Armored ships have a defense bonus, just like tanks. Machine guns have no effect on ships with a defense bonus. Torpedoes act in reverse: they have no effect on ships *without* a defense bonus.

Use the Vehicle Fire Results table on page 33 of the *Travelers’ Manual* to resolve missile combat. The table calls for a vehicle destruction check with any successful hit. In naval combat, vessels that fail this check are not destroyed; instead, the attacker again rolls 1d10 and consults the following

chart to determine the exact damage:

NAVAL VESSEL DAMAGE

Die Roll	Result
1-3	Hull hit; ship will sink in 2d10 hours unless repaired.*
4-6	Engine hit; maximum speed reduced by 1 hex per turn.
7-9	Crew hit; repair value reduced by 15%.
10	Critical hit; ship cannot move, will sink in 1d10 hours, and repair value is reduced 45%.

In this adventure, you should treat fire against the PCs as normal heavy weapons fire: roll a separate catastrophic injury check for each PC, using a rating of 100% (see p. 33 of the *Travelers’ Manual*). Ignore individual injuries to crew members on the Japanese destroyer escort.

*Repairs

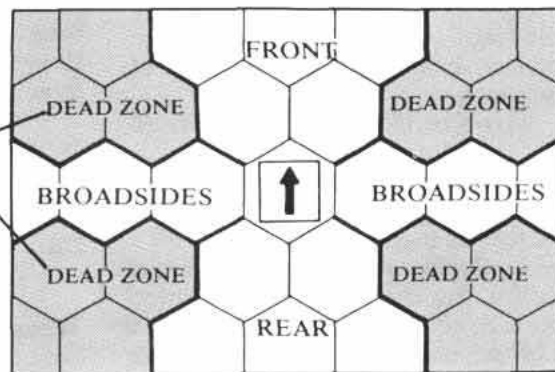
Each ship has a *repair value*, which represents the ability of its crew to repair damage to the ship and prevent sinking. The skipper (the controlling player) is allowed to make one general percent roll against the repair value of his or her ship each hour. A successful roll “repairs” the damage from one hit of the skipper’s choice.

Abbreviations

The following abbreviations are used to describe the ships in this adventure:

Turn = Turn Rating
DB = Defense Bonus
M/M = Melee/Morale Value
Repair = Repair Value

Targets in this area cannot be fired upon.



DESTROYER ESCORT

Read the text below after the characters have secured the PT boat and set out to sea. It is about 3 A.M., August the 4th. The night air is heavy, black, and moist.

The odor of fuel and exhaust mingles with the smell of fresh paint on the deck. The Time Corps has done well to give you a new boat. A few months at sea, and most PTs sport a heavy beard of barnacles and weeds, cutting their speed in half.

The PT catches every swell, slapping rhythmically against the waves. Loose knees and a strong stomach are the prerequisites for travel.

After the agents have traveled for roughly an hour, read the following:

False dawn approaches—the hours of twilight before the sunrise. The air is a murky gray, the water black. Red and green lights appear on the horizon, and a phantom shape comes into view. She glides long and low to the water, with heavy guns on bow and stern.

CM's Notes

Characters with Historical Specialty skill for this era can identify the vessel as a Japanese destroyer escort, or DE for short. DEs are smaller and more lightly armed than destroyers, but they are still more than a match for PTs. After all, "destroyer" stands for "torpedo boat destroyer," and that part hasn't been dropped from the name.

The DE is 1200 yards away. The PCs have surprise; for one round, they may act without opposition. They may try to escape, outrunning the larger vessel, but the DE will fire on them before they clear the range of her guns.

No trained DE commander would fire torpedoes at the PT; the little boat could evade them with ease. The DE, in contrast, is quite vulnerable to torpedoes. In fact, torpedoes are the PT's only effective weapons against her. If agents fire the .50-calibre machine guns or the 20 mm cannons on the 114, they can only scratch the chrome of the enemy ship.

If the DE damages the PT boat, the agents must try to "limp" away in the morning twilight, or abandon ship. In the latter case, the lookout on the DE must pass a general Perception check in order to spot the survivors. Characters with Stealth skill may use it to the benefit of the entire group.

Characters who are spotted leaving the PT are picked up by the DE. They are taken to the POW camp on Olasana Island. Those who abandon ship but manage to escape can float on wreckage (or use the life boats) to drift toward Olasana Island.

Hints for the PCs

If the agents make one successful torpedo hit on the DE, they hear an SOS go out from the ship. Smoke rises from her battered hull. The vessel reports damage but no loss of life, and advises the other ships in the area that she is returning to base.

This should signal the agents that the DE is no longer a threat, but that other ships lie within radio range—somewhere within a 10- or 12-mile radius.

Encounter Background

The Japanese vessel and her crew are worth 300 significance points. Penalize the agents 150 points if they inflict additional torpedo damage to the ship after the SOS goes on the air. Penalize the agents 300 points if they sink the DE.

Vessels

PT 114

Length: 75' **Speed:** 4 **Turn:** 1
DB: 0 **Repair:** 30% **M/M:** 50

Weapons: 4 torpedoes, 2 AA guns (one bow, one stern), 2 machine guns (bow), one light cannon (treat as light tank main gun, bow), 1 heavy mortar.

Japanese Destroyer Escort

Length: 310' **Speed:** 3 **Turn:** 2
DB: +2 **Repair:** 65% **M/M:** 65

Weapons: 5 five-inch guns (three bow, two stern), 2 machine guns (one bow, one stern), 8 torpedoes.

NPCS

Captain Ito, DE Commander

Basic Abilities: 50

Current Sta:

Wounds: □□□□□□□□□□□□□□

Skills: Military Leadership, Expert 80; Long-barreled Gun, Specialist 65; Pistol, Specialist 65; Artillery, Specialist 65; Machine Gun, Specialist 65; Swimming.

Ito has recently received word that a POW camp has been established on Olasana Island.

125 DE Crewmembers

Basic Abilities: 50

Skills: Rifle, Specialist 65.

All are armed with rifles, and know that an Allied boat was rammed on Aug. 2 in the vicinity.

JAP PATROL BOATS

This encounter occurs only if the PCs continue to pilot their PT boat after meeting the Japanese DE.

Dawn has arrived. Two or three miles off port side, a dark string of islands rises from the sea, breaking the expanse of turquoise and mint-green water.

The air is growing hot. In response, the sweat seeps more steadily from your pores, pooling within your clothing.

A small roar rises above the drone of the PT's engines, off to the starboard side. Two Japanese patrol boats streak toward you, scarring the water with white lines of wake. A frantic clatter erupts as their machine guns tick away the moments that shield you from contact.

CM's Notes

The patrol boats begin the encounter 600 yards from the PT. They attempt to cross the bow or stern of the agents' boat, in order to bring all of their machine guns to bear. (Unlike the PT, these Japanese boats do not carry torpedoes.) Five sailors and five soldiers stand on the deck of each boat. The soldiers fire at the agents with rifles.

CENTER PAGES ARE PERFORATED FOR EASY REMOVAL

Player:

BACKGROUND

Strength	_____	Perception	_____	Date of Birth	Place of Birth
Dexterity	_____	Willpower	_____	Age at Recruitment	Current Age
Agility	_____	Luck	_____	Original Profession	Nationality
Personality	_____	Stamina	_____	Education	Sex
Penetration Bonus	_____	Unskilled Melee	_____	Height	Color Eyes
		(Str+Agil)÷2		Weight	Color Hair

TIME CORPS RANK/GRADE _____ / _____

WOUNDS

□□□□□□□□

□□□□□□□□

[illegible][illegible][illegible]

Defense Column

Attack Margin	1-15 1	Ability Checks 16-30 2	Skill Checks 31-45 3	46-60 4	61-75 5	76-90 6	91-105 7	106-120 8	121-135 9	136+ 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 (Defender loses points from current STA.)
S	Scratch Wound: Lose 1 or 2 points; (see above), and mark 1 wound box.
L	Light Wound: Lose 2-20 points (1d10x2), and mark 2 wound boxes.
M	Medium Wound: Lose 4-40 points (2d10x2), and mark 3 wound boxes.
H	Heavy Wound: Lose 6-60 points (3d10x2), and mark 4 wound boxes.
C	Crippling Wound: Lose 6-60 points (3d10x2), and mark 5 wound boxes. (Or called shot, if specified otherwise.)
K	Knockdown: Defender knocked down and back 5 feet; must make DEX check to hold onto any hand-held item; any uncompleted actions this round are cancelled.

COMBAT PROCEDURE

1. Declare attack
2. Determine base chance
3. Determine strike number
4. Defender declares Luck use (PCs, missile attacks only)
5. Attacker rolls specific check against strike number
6. Apply results

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	Knockdown: Defender knocked down and back 5 feet; unfinished actions cancelled this round.

SEQUENCE OF PLAY FOR ONE ROUND

1. CM declaration
2. Player character declaration
3. Initiative determination
4. Side A uses paranormal talents
5. Side A fires or throws missiles
6. Side A moves
7. Side B defensive missile fire
8. Side A melees
9. Side B uses paranormal talents
10. Side B fires or throws missiles
11. Side B moves
12. Side A defensive missile fire
13. Side B melees
14. Stamina loss and recovery

Side
A's
Attack

Side
B's
Attack

CENTER PAGES ARE PERFORATED FOR EASY REMOVAL

Player:

BACKGROUND

Perception _____
Willpower _____
Luck _____
Stamina _____
Unskilled Melee _____
(Str+Agl)÷2

Date of Birth	Place of Birth
Age at Recruitment	Current Age
Original Profession	Nationality
Education	Sex
Height	Color Eyes
Weight	Color Hair

TIME CORPS RANK/GRADE _____/_____

WOUNDS

Success Points _____

□ □ □ □ □ □ □ □

□ □ □ □ □ □ □

AR _____

Current Disguise _____

PARANORMAL TALENTS

Name	Base	Score
Paranormal Memory	$(Pcn+Wpr)\div3$	

Name	Range Mod.	Base
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Parallel	Date Entered	Date Left
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Defense Column

Attack Margin	1-15 1	Ability Checks 16-30 2	Skill Checks 31-45 3	46-60 4	61-75 5	76-90 6	91-105 7	106-120 8	121-135 9	136+ 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

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K	Knockdown: Defender knocked down and back 5 feet; unfinished actions cancelled this round.

SEQUENCE OF PLAY FOR ONE ROUND

1. CM declaration
2. Player character declaration
3. Initiative determination
4. Side A uses paranormal talents
5. Side A fires or throws missiles
6. Side A moves
7. Side B defensive missile fire
8. Side A melees
9. Side B uses paranormal talents
10. Side B fires or throws missiles
11. Side B moves
12. Side A defensive missile fire
13. Side B melees
14. Stamina loss and recovery

Side
A's
Attack

Side
B's
Attack

CENTER PAGES ARE PERFORATED FOR EASY REMOVAL.

Player: _____

BACKGROUND

Strength	_____	Perception	_____	Date of Birth	Place of Birth
Dexterity	_____	Willpower	_____	Age at Recruitment	Current Age
Agility	_____	Luck	_____	Original Profession	Nationality
Personality	_____	Stamina	_____	Education	Sex
Penetration Bonus	_____	Unskilled Melee	_____	Height	Color Eyes
		(Str+Agl)÷2		Weight	Color Hair

TIME CORPS RANK/GRADE _____/_____

WOUNDS

PARANORMAL TALENTS

Base
 $(Pen + Wpr) \div 2$

Name	Range Mod.	Base
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TIMES VISITED

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Defense Column

Attack Margin	1-15 1	Ability Checks 16-30 2	Skill Checks 31-45 3	46-60 4	61-75 5	76-90 6	91-105 7	106-120 8	121-135 9	136+ 10
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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

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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	Knockdown: Defender knocked down and back 5 feet; unfinished actions cancelled this round.

SEQUENCE OF PLAY FOR ONE ROUND

1. CM declaration
2. Player character declaration
3. Initiative determination
4. Side A uses paranormal talents
5. Side A fires or throws missiles
6. Side A moves
7. Side B defensive missile fire
8. Side A melees
9. Side B uses paranormal talents
10. Side B fires or throws missiles
11. Side B moves
12. Side A defensive missile fire
13. Side B melees
14. Stamina loss and recovery

Side
A's
Attack

Side
B's
Attack

CENTER PAGES ARE PERFORATED FOR EASY REMOVAL.

Player:

BACKGROUND

Strength	_____	Perception	_____	Date of Birth	_____	Place of Birth	_____
Dexterity	_____	Willpower	_____	Age at Recruitment	_____	Current Age	_____
Agility	_____	Luck	_____	Original Profession	_____	Nationality	_____
Personality	_____	Stamina	_____	Education	_____	Sex	_____
Penetration Bonus	_____	Unskilled Melee	_____	Height	_____	Color Eyes	_____
		(Str+Agl)÷2	_____	Weight	_____	Color Hair	_____

TIME CORPS RANK/GRADE _____ / _____

Current Stamina	_____	WOUNDS	Success Points _____
Current Willpower	_____	□□□□□□□□	
Stamina Recovery Rate	_____	□□□□□□□□	
Armor	_____	AR _____	
Stamina Loss/Round	_____	Current Disguise _____	

PARANORMAL TALENTS

Name	Base	Level	Score	Name	Base	Score
Historical Specialty	(Pcn+Wpr)÷2	Specialist	_____	Paranormal Memory	(Pcn+Wpr)÷3	_____
Time Corps Stunner	Dex	Specialist	_____			_____
			_____			_____
			_____			_____
			_____			_____
			_____			_____

Name	Range Mod.	Base
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Parallel	Date Entered	Date Left
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[illegible]

Defense Column

Attack Margin	1-15 1	Ability Checks 16-30 2	Skill Checks 31-45 3	46-60 4	61-75 5	76-90 6	91-105 7	106-120 8	121-135 9	136+ 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

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COMBAT PROCEDURE

1. Declare attack
2. Determine base chance
3. Determine strike number
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5. Attacker rolls specific check against strike number
6. Apply results

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	Knockdown: Defender knocked down and back 5 feet; unfinished actions cancelled this round.

SEQUENCE OF PLAY FOR ONE ROUND

1. CM declaration
2. Player character declaration
3. Initiative determination
4. Side A uses paranormal talents
5. Side A fires or throws missiles
6. Side A moves
7. Side B defensive missile fire
8. Side A melees
9. Side B uses paranormal talents
10. Side B fires or throws missiles
11. Side B moves
12. Side A defensive missile fire
13. Side B melees
14. Stamina loss and recovery

Side
A's
Attack

Side
B's
Attack

If the agents destroy either patrol boat, they may pick up survivors. All appear able to cling to wreckage and wait for friendly rescue, however, unless an agent has managed to shoot someone fatally.

If the patrol boats destroy the PT, roll a general Perception check against 50. If the check is successful, the captain of a patrol boat captures the PCs and takes them to the POW camp on Olasana Island. If the check indicates failure, the PCs avoid capture and make their own way to the island. Characters with Stealth skill may use it for the benefit of the entire party to avoid capture.

Hints for the PCs

The PCs' best action is to fire automatic weapons, rifles, and pistols at the Japanese patrol boats. In the TIMEMASTER game, torpedoes have no effect on boats without a defense bonus.

The PCs should try to disable the enemy boats without destroying them or killing the people onboard. The small vessels are of little significance alone, but of course, the lives of the crew members are important.

Encounter Background

The patrol boats canvas this area regularly. If the PCs do not disable them, sending them back to base for repairs or stranding them in the water, the two boats will menace the agents when they try to leave Olasana Island.

Do not penalize the agents for damaging or destroying the patrol boats. Do penalize them for each and every NPC they cause to die.

Vessels

2 Japanese Patrol Boats

Length: 55' Speed: 4 Turn: 1
DB: 0 Repair: 25% M/M: 45

Crew: 10, including commander.
Weapons: 2 machine guns (one bow, one stern).

NPCs

Lt. Fubuki, Commander #1

Significance Rating: 20

STR 60 DEX 60 AGL 60
PER 50 WPR 60 PCN 50
STA 65 Unskilled Melee 60

Current Sta:

Wounds: □□□□□□□□□□□□□□

Skills: Military Leadership, Specialist 75; Pistol, Specialist 75.

Foreign Languages: English, though he tries to conceal it.

Lt. Hitachi, Commander #2

Significance Rating: 20

Abilities: 50

Unskilled Melee: 50

Current Sta:

Wounds: □□□□□□□□□□□□□□

Skills: Military Leadership, Specialist 65; Pistol, Specialist 65.

Foreign Languages: English, which he readily demonstrates.

20 Standard NPCs (10 on each boat)

Wounds: □□□□□□□□□□□□□□

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ZERO IN

This encounter occurs just before the characters reach the shores of Olasana Island, whether they are with their PT boat or adrift.

A small plane swoops out of the sun, but her markings wash out in the glare. Her engine roars, and she starts a dive, boiling a path of machine-gun slugs across the water. In a split second, her gray metal belly blocks out the sun, and two red spheres flash from beneath her wings. It's a Japanese Zero. Fighter. She banks a turn, and descends for another pass.

CM's Notes

The Japanese Zero is a WWII fighter on the aircraft table in Chapter 5 (see page 37). This particular plane carries no bombs.

Use regular dogfighting rules to "fly" this plane. If the PCs are adrift in the water, make one or two passes, showering the water around them with machine-gun fire, but do not injure the agents; the attack is merely for atmosphere.

If the agents are still in their PT boat, run this encounter normally; both sides can inflict damage. The PCs can use their anti-aircraft guns with a -10 range modifier.

As soon as the Zero has a maneuver rating of -10 or less, the plane leaves the area, flying low and trailing smoke. She issues an SOS by radio, explaining that she will try to return to base, but may not make it.

Encounter Background

Penalize the agents 10 significance points if they shoot down the Zero after it has begun its retreat.



PT Boat Mosquito and Torpedo Insigne

(against 50) to notice its buddy collapse. If the guard fails the check, it passes the gate in 1 round anyway, and sees that its friend has "passed out."

Once the guards know that intruders are present, the soldiers in the camp begin firing at the nearest target. Only if the PCs surrender will the Demoreans take them as prisoners. Of course, if the aliens discover that the PCs are agents, they shoot to kill.

If any Demorean is killed, it collapses to the ground and assumes the Demorean shape before the PCs' eyes. Then it dissolves.

The Demorean Kennedy does not fight. It ducks inside the prison bunker.

The Bunker

The prison bunker has two rooms. The first houses the imposter. The real Kennedy lies unconscious in the second room, behind several crates of supplies. The Demorean imposter keeps him there for "reference."

NPCs

All but two of the Demoreans have standard NPC scores: 40 for all Abilities but Willpower; 70 for Willpower. Each is armed with an automatic rifle, and has Specialist skill with the weapon (scores are 55). The two at the machine gun also have Machine Gun skill, Specialist 55.

The Japanese Commander (Demorean)

Significance Rating: 0

STR	70	DEX	70	AGL	70
PER	70	WPR	70	PCN	70
STA	65	Unskilled Melee			70

Current Stamina:

Wounds: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
 Skills: Pistol, Specialist 85; Automatic Rifle, Specialist 85; Martial Arts, Expert 100.
 PTs: Shock 70; Demoralize 70.

This Demorean is stocky, in spite of its Martial Arts skill. It is regimented, and follows all commands given by its superior, the Kennedy impersonator.

The Demorean Kennedy

Significance Rating: 0

STR	80	DEX	80	AGL	80
PER	80	WPR	80	PCN	80
STA	75	Unskilled Melee			80

Current Stamina:

Wounds: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
 Skills: Pistol, Specialist 95; Martial Arts, Master 135; Knife, Specialist 95.
 PTs: Shock 80; Demoralize 80; Shield 60.

The Demorean looks like the real John Kennedy in every way, except that it has suffered no damage to its back, and it possesses no scars. It does complain of back pain, but if an agent with Medical skill examines this Demorean, he will find no evidence of injury.

The Demorean asks the PCs who they are and what they are doing here. If it suspects the characters of being a Time Corps agents, it attempts to isolate them one by one, and kill them. After each murder, the alien returns to the other agents and says the victim was wounded by an enemy patrol. The alien requests

that another agent accompany it back to the scene.

If the agents discover its true identity, the Demorean attempts to escape into the jungle and leave for its own Parallel.

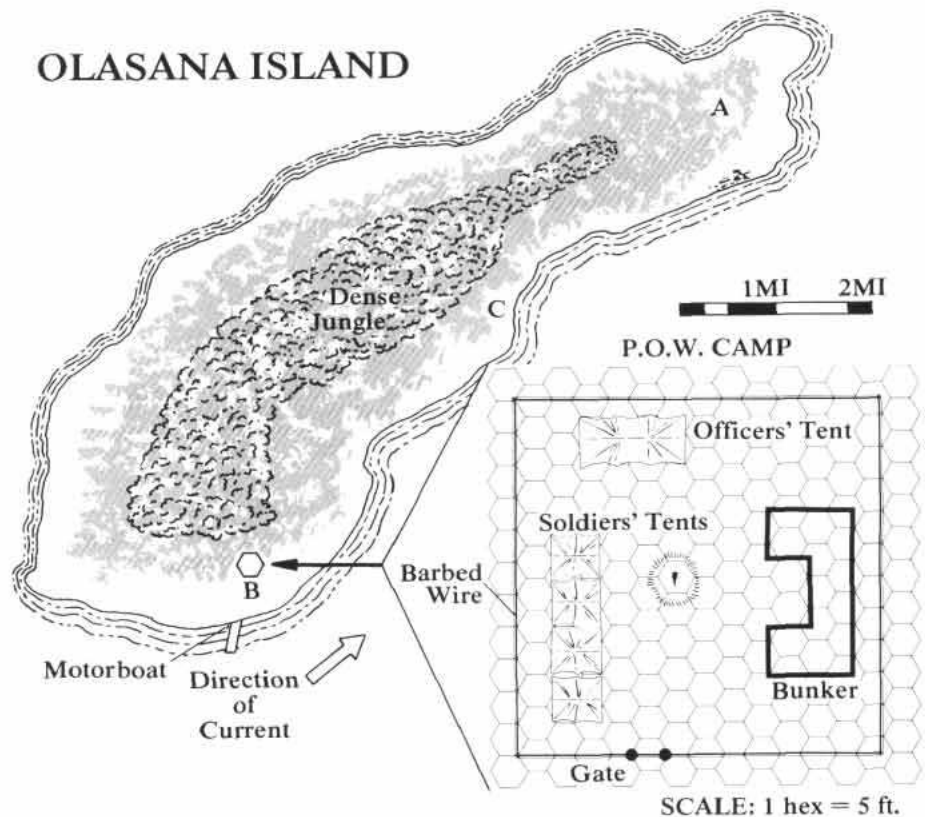
LEAVING THE ISLAND

If the agents no longer have a PT boat, they may return to their scooters by using the small motor launch which is docked not far from the POW camp. They encounter no difficulties in getting back to their port of entry.

If the characters leave the island with their PT boat, and they failed to disable the Japanese patrol boats in the second encounter, they tangle with these two boats once more. (Refer to that encounter for more information.) If the PCs destroyed the patrol boats earlier, they have no further encounters.

If the PCs fail to sink their PT boat by the end of the adventure, or blow it up instead of drilling holes in the bottom, penalize them 10 points.

OLASANA ISLAND



AFTER THE MISSION

If the PCs have met the success conditions of the mission, make a significance check to see if they have inadvertently changed history. (You'll find instructions on page 16 of the *Travelers' Manual*.) The chart below explains what happens if the characters fail the significance check.

If the PCs have failed the mission, read the entry below marked "Failure."

HISTORICAL CHANGES CHART

Mission Failure: J.F.K. goes through life Dominated by a Demorean. He enters business instead of politics, becomes an oil magnate, and hastens the economic decline of the Western democracies.

Difference 1-64: If the PCs talked to Ross while posing as U.S. personnel and failed to use *Restore Memory*: Historical records describe an inquiry by the U.S. Navy into the conduct of unknown naval personnel. The personnel failed to take appropriate action to rescue the crew of PT 109. *Otherwise:* Japanese domination of the world automobile market is delayed five years. The cause: Japanese soldier die in WWII combat with a PT boat; in correct history, the man would have become a top automotive engineer.

Difference 65-454: Japanese post-war industrial recovery is slowed due to the death of two men in World War II. In correct history, these men contributed to the relationship patterns between Japanese companies and their workers.

Difference 455 or more: Following the sinking of the *Amagiri*, the Imperial Japanese Navy launches a crash program to decrease the vulnerability of key vessels to torpedo damage. The end of World War II is delayed by six months, allowing the U.S.S.R. to enter the war. Soviet expansion in the Pacific is checked during the Presidency of John F. Kennedy, but proceeds apace after his death in 1963. A major war over Pacific holdings erupts in 1969; the nuclear holocaust of 2054 occurs in 1970 instead.

PREGENERATED CHARACTERS

TIMOTHY O'MALLEY

Trainee/5

STR 66 DEX 47 AGL 80
PER 53 WPR 63 PCN 52
LUCK 42 STA 78

Unskilled Melee: 73

Stamina Recovery Rate: 6

Wounds: □□□□□□□□□□□□□□

Skills: Historical Specialty (Ireland 1800-1917), Specialist 73; Time Corps Stunner, Specialist 63; Artillery, Specialist 65; Outdoor Survival, Specialist 68; Medicine, Expert 83; Pistol, Specialist 62.

Paranormal Talents: Paranormal Memory 38; Telepathic Probe 37.

Weapons: .45-calibre pistol (range modifier = -12).

O'Malley was born in Dublin, Ireland on July 20, 1900. He served under the British army in World War I before his recruitment to the Time Corps at the age of 17. Currently, O'Malley is 21. He stands 5'10" tall, weighs 173 pounds, and has blue eyes and black hair. His most outstanding trait is perseverance in the face of danger.

MICHAEL WHITEHORSE

Trainee/6

STR 53 DEX 78 AGL 56
PER 49 WPR 74 PCN 79
LUCK 35 STA 59

Unskilled Melee: 59

Stamina Recovery Rate: 4

Wounds: □□□□□□□□□□□□□□

Skills: Historical Specialty (United States and Western Territories, 1751-1878), Specialist 77; Stunner, Specialist 78; Stealth, Expert 97; Tracking, Specialist 72; Disguise, Specialist 79; Machine Gun, Expert 108; Automatic Rifle, Specialist 93.

Paranormal Talents: Paranormal Memory 51; Time Shift 33.

Weapon: .30 M-1 rifle (range modifier = -.5/15).

Michael Whitehorse was born in Dakota Territory on January 7, 1851. He joined the Corps at the age of 23, and lists his prior profession as "hunter." Whitehorse is currently 27 years of age. He has black hair, brown eyes, stands 5'8" tall, and weighs 168 pounds.

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