

Avengers

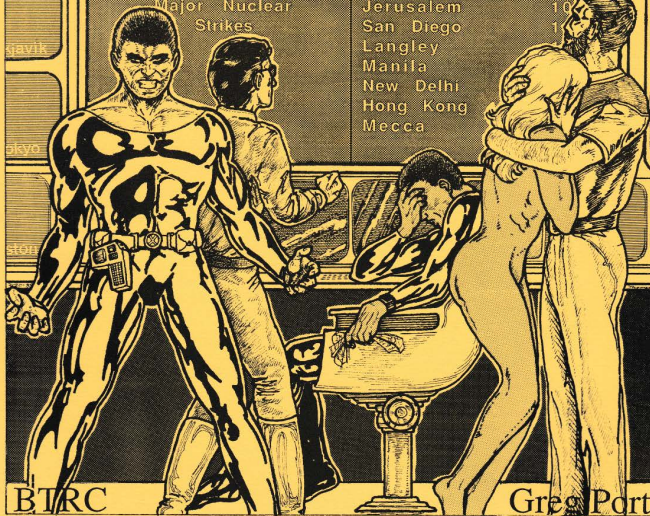
A campaign supplement for TimeLords™



Major Nuclear
Strikes

%Casualties

Washington	99.80
Leningrad	100.00
London	99.68
Berlin	100.00
Norfolk	100.00
Moscow	98.84
Sydney	86.76
Tehran	100.00
Jerusalem	100.00
San Diego	100.00
Langley	100.00
Manila	100.00
New Delhi	100.00
Hong Kong	100.00
Mecca	100.00



BTRC

Greg Porter

Avengers, a TimeLords supplement
Blacksburg Tactical Research Center

Copyright 1987 by Greg Porter

Illustrations by: Thomas Darrell Midgette
Diagrams and everything else by: Greg Porter

General criticism by: Cathy DeMott, Jasper Merendino

First printing: March 1988 1 2 3 4 5
All rights reserved

This booklet may not be reproduced in any form by anyone without the express written permission of the publisher, so don't even think about it.

TimeLords is the Blacksburg Tactical Research Center trademark for its time and dimension travel role-playing game.
SpaceTime is the Blacksburg Tactical Research Center trademark for its science fiction role-playing game.

Introduction - This is *Avengers*, a play supplement for *TimeLords*. In it, you will find a complete description of one incarnation of the Time Patrol, along with diagrams, procedures, and special character generation for the various backgrounds that members could come from. This also includes a short introductory adventure for Avenger agents, or starting characters from a *SpaceTime* campaign.

History - The shaky footing the world was on was further eroded in the year 2078. In that year, the Muslim Revolution took place. The population of the USSR by this time had a large proportion of Muslims, due to both immigration from satellites and a higher birth rate than the rest of the Russian population. Essentially, they became tired of being sat on and discriminated against, and launched a nation-wide "strike". Poland and Yugoslavia took advantage of the confusion to make demands of their own. Most of the Soviet sphere was in confusion. As 160 years of continuity crumbled around them, the Soviet leaders, surprisingly enough, folded. The hard-liners of previous generations were long gone, and had the revolution not happened, the system might have been dismantled by the end of the century anyway. To make a long story short, after the initial confusion, there was an outbreak of peace, and everything calmed down once more. The resulting sweeping changes took years to implement, but by the time it was over, the Big Three (US, USSR, China) had reached the beginnings of real cooperation, and they enforced this cooperation on the smaller nations, who one by one had to abandon their petty bickering or be left behind. Instead of fading to petty squabbling like the long-disbanded U.N., it grew to an actual concerted effort to better the lives of all citizens of Earth.

By 2201, when time travel was first discovered, mankind had a extensive space industry. There were permanent self-sufficient colonies in Earth orbit and on the moon, and fusion power had made manned exploration of the nearer planets possible.

Something as big as time travel could not be kept secret for long, although all the governments were able to keep a lid on the actual theory. The newest O'Neill colony was named *Chronos*, and devoted entirely to the project and related research. It soon became the most secure facility on or off the planet. Things were done very slowly, and very carefully, because nobody knew just what the effects of traveling back in time were. After the laws of temporal cause and effect were discovered, there was much trepidation, and serious proposal to shut down the project entirely, and maintain permanent guard on anything relating to it. Eventually, however, one remote staging base was set up in a prehistoric setting, for experimentation and research. The base was on an isolated landmass, which would be subducted under the crust in a few million years, leaving no trace, and hopefully, no effect on the future.

Things went well for several years, equipment being improved, knowledge gained, until 2212. That was the year of Black Death. A plague of sorts, it wiped out most of humanity. Hindsight and research showed that they were a

terrorist group, opposed to the benevolent, but still enforced, policies of what they called "The Big Brothers". Somehow, they acquired the secret of time travel, and through years of planning, did a temporal *fait accompli*. Patrol scanners picked up the enormous wave of temporal change sweeping forward out of the distant past, but were powerless to stop it. Temporally insulated, they watched it sweep over the globe below. What once was a thriving industrial civilization became a smoking radioactive ruin, the few survivors fighting among the ashes. Almost everything outside the base itself was gone. The other space colonies were empty hulks, long breached and lifeless, as was the Lunar colony. The prehistoric staging area was still intact. Of Black Death, there was no sign. Either their plans went wrong somewhere, or they willingly died to bring down the titans.

As a self-sufficient colony, *Chronos* was in little difficulty, as there were enough shuttlecraft on board, and spare parts to last many years. However, all things break down in time, and the station crew had no intent of becoming a fading star of a lost civilization. A crash program of armament and rebuilding began, greatly aided by salvageable space wreckage. The lunar colony was rebuilt and remanned, and began ferrying raw materials and specialty elements to *Chronos*. Shuttles made hazardous landings at the few servicable airstrips, and set up ground bases. Teams of teachers and specialists started the task of restoring civilization to small areas, and hoped it would spread. Food, medical care and schooling were provided to as many as could be supported. Eventually, permanent towns grew up around these sites. Second-generation personnel took over where their parents left off, and a number of people from Earth also began aiding in the reconstruction. Mainly, they were among those who grew up with training and schooling at shuttle-strip towns, but some came from the ruins, hoping to rebuild the world that had belonged to their grandparents.

In the meantime, all time travel efforts were dedicated to trying to reverse that flow of events, but to no avail. The network of cause and effect was so complicated, and so reinforced throughout history by key events, that restoration was impossible. Keeping it from happening again was not impossible, though, and extra precautions were taken when watching the time lines.

In 2232, Black Death returned. With a small army of mutant warriors from another dimension, they phased in and destroyed one of the rebuilt towns, and demolished one of the precious orbital shuttles. The leaders disappeared, but the army created havoc for several weeks until the last of them were wiped out. With this, the Patrol changed its name to the *Avengers*, and vowed to wipe Black Death off the face of reality. Unfortunately, Black Death far outnumbered the *Avengers* in the alternate continuum where they came from, so direct response was impossible. The fact that *Chronos* was temporally isolated made it impossible for direct action from Black Death to have any effect. So, the *Avengers* watch their scanners very carefully, and whenever anything, anything at all shows up, a team is sent to investigate. Many times it is nothing, but on the others, any threat to the future must be isolated and eliminated.

Character Generation

Avenger Character Generation - A character as a member of the Avengers has several choices of background, each with differing advantages and disadvantages.

Station Personnel - You are a descendant of one of the original station inhabitants, or were a child when the disaster struck in 2212. Exposed to normal gravity by the colony rotation, you have normal physical stats, and get the normal 300 points for Attributes. The character also gets 600 points for Skills, but no more than a third can go towards combat or combat related skills, as most of your education will have been in technical skills. You automatically get a score of 8 in all of the following: Zero-G, Computer Science, and any Engineering skill. This costs no points.

Ground Personnel - Raised on Chronos, you chose ground duty, which is more hazardous, but more rewarding in some respects. You have 300 points for Attributes, and 600 points for skills, but up to half may be combat or combat related. In addition, you get a score of 8 in all of the following: Computer Science, Agricultural Engineering, and First Aid or Medicine. This costs no points.

General Population - You are one of the survivors of the holocaust, which to your point of view, happened several generations ago. You were spotted by one of the ground personnel as having potential, and recruited into the Avengers. Given the choice, you gladly accepted. Because of your harder life, you have 350 points for Attributes, but only 500 points for skills. At least half of your points must be combat, combat related, outdoors, or survival skills. In addition, you get a score of 6 in the following: Computer Science, First Aid. This costs no points. The character is not literate in their native tongue unless they have GM permission. In most cases, English will be a second language, and they will be required to have a score of at least 8 in it.

In addition, a character from this group may choose any "Mutant" ability from the rules, but will suffer from any physical side effects the ability or characteristic might have. This must be approved by the GM, as certain abilities might preclude the character from being an Avenger member, like having 13 fingers, or being 3 meters tall. If they buy the Power attribute high enough, they may check for random abilities as per the Psionics rules, again subject to GM approval. Normally, station or ground crews have not had enough stimulus to have any latent ability awakened, even though their Power may be high enough to have some ability.

Race - Most characters will be of American, Russian, or Chinese descent, although any nationality may be present. Those of pure oriental descent subtract 1 from the 2d6 roll for height, as do characters from the general population, the latter to reflect generally poorer nutrition. Female characters also subtract 1, as per the normal rules.

Sex - Chosen by player. Those who want female characters should remember limits on the actions of women in different time periods and societies, and plan accordingly.

Distinguishing Characteristics - A character may have any non-game related physical characteristics they desire, like a white streak through their hair, a flaming red beard, a distinguishing scar, etc. This nets the character no points, as these factors can work both for and against the character. Given the character background and the selection process, it is unlikely that those with severe emotional or physical handicaps would be chosen for Avenger duty. For this reason, no large point-giving disadvantages are listed. You may wish to allow minor disadvantages like color blindness, partial deafness, or reduced attribute maximums. Things like the former are worth 5 Attribute or Skill points, and the latter is worth 2 points per point reduction from 20. These are so a character can get enough points to buy that last skill or attribute, rather than a way to get mega-characters.

Avenger Skills - While the original purpose of the Patrol was research, the purpose of the Avengers is protection, justice, or revenge, depending on how you look at it. Even the children of the original crew hold a deep-seated bitterness and anger towards what was done to their once-beautiful home planet. Any objectivity they would have is severely tried any time they look out a window at the ravaged Earth below. Research is also done from the station, but at least two-thirds of all missions are expected to run into violence. All characters must have a skill of at least 8 in the following: History, any survival skill, and 1 language other than native tongue. They must have a skill of at least 8 in the following: 1 unarmed combat, 1 hand to hand weapon or archaic ranged weapon, and 1 modern weapon. These are the minimums. It is suggested that they have better than a 10 in at least two of the skills. All characters are assumed to have a skill of 14 in their native tongue, although characters from the general population must buy literacy in it to read it, if it is not English (half cost). Unless a character bought a very high Intelligence or Dexterity, the required skills will require around 300 of their points, leaving the rest for other skills or skill improvement.

Specialized skills for Avenger or other Chronos members are those you would find in a modern space-based society, like piloting skills for space vehicles, astrogation, space suit operation, and zero-G. These are covered fully in the science-fiction version of the TimeLords system, SpaceTime. For Avenger agents, the most important of these skills is probably Zero-g (ZERO). This skill is Dexterity based, with a +0 difficulty. Whenever trying to perform an action in null or very low gravity, a roll on this skill must be made. If failed, the action gets a negative modifier of the amount missed by. This covers things like moving around, using weapons with recoil, taking the spin of Chronos into account, etc. Another occasionally useful skill is Shuttle pilot (SHTL). This is a Dexterity based skill, with a +6 difficulty. It covers most aspects of operating a ground to orbit shuttle, but is mainly for orbital maneuvering, and being able to pilot the aerodynamic equivalent of a pointed potato after re-entry into the atmosphere. It is closely related to large aircraft skill (LARA).

Chronos

Chronos - Chronos is a modified O'Neill colony in a low Earth orbit. It is about 200 meters in diameter, and a kilometer long. It rotates once every 20 seconds to provide normal gravity on the inside, which has a surface area of about half a square kilometer. A third of this is windows, and a third is water, agricultural or recreational space, so there is about 160,000 square meters left for living space. Most living is done in small cottages or apartment units, so there is about 100 square meters of living space and elbow room for each of the 1,500 inhabitants. At one end of the station are the administrative offices, laboratories and storerooms. Past these is a gap separating the rest of the station from the hangar complex, which is rotated in the opposite direction as the rest of the station, to allow easier entry and exit for the shuttles and cargo ships. This end of the station is connected by three high speed shuttle cars to the other end of the station. At the other end of the station are the six fusion generators which power the temporal displacement and isolation fields, and incidentally, the rest of the station. Two of these are needed for the isolation field, and three are needed for displacement, the last being a spare, which powers the rest of Chronos during jumps. The lakes at this end of the station are used for cooling, and if need be, the fusion generators can be used as rockets to physically move the station, using water from the lakes as a reaction mass. Maximum acceleration in this case is .01g. Normal use is only once a month, for minor orbital corrections. The plasma flare can easily be seen from the ground.

Population - The staff of Chronos breaks down roughly as follows. There will be slight variation depending on sickness, injury, or leave time, but there is enough room for a 10% change without station efficiency being affected.

Maintenance	100	Agriculture	100
Administration	50	Research	200
Avenger Admin	25	Manufacturing	200
Scanning	25	Medical	30
Security	70	Education	50
Pilots	20	Avenger Agents	30
Trainees	100	Dependents	500

There is some overlap of positions, of course. Education personnel are often in research as well, and many of the maintenance staff are qualified pilots. Avengers may come from any background, and often have other jobs when not on active duty. However, most people fall mainly into one of these categories.

Administrative Area - Most station-related decisions are made in this area. Special passes are required to enter or exit this section of the station, and are verified by computer match-up and fingerprints. This gets you into the basic office section. Here is where all the bookkeeping is done. Little money is used, but supplies must be kept track of, not only quantity, but where there are stored so the center of gravity of the station is maintained. Requests for equipment, leave time, sickness, etc., are delivered to here.

Avenger Admin - A smaller area of Administration, this area requires separate authorization, and armed guards watch all entries by remote camera. Decisions regarding time travel are made here. Agents receive their information from here for instructions before a mission, and sometimes return here for debriefing afterwards. All records regarding missions are kept here, and relevant computer records are kept on a separate computer system, again requiring special authorization.

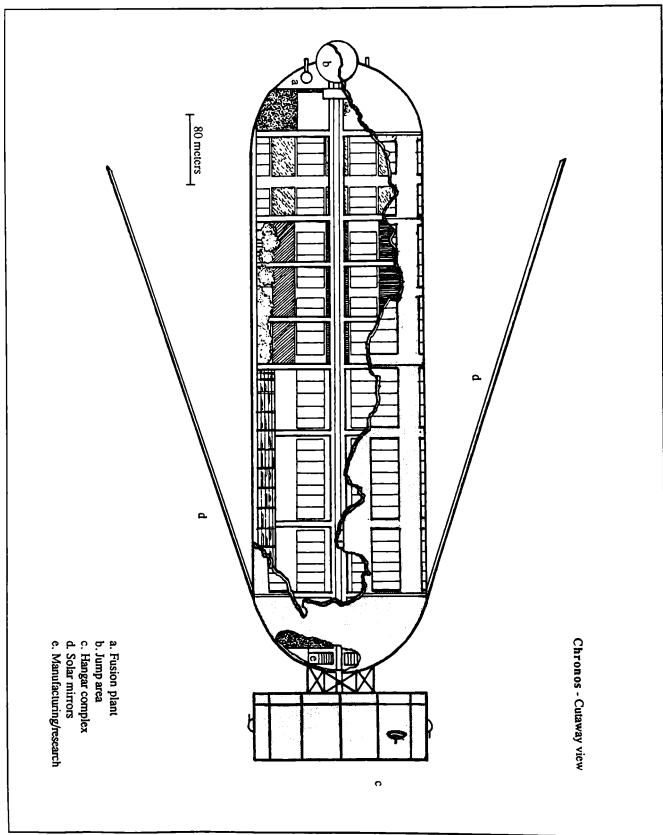
Main Armory - While justified paranoia on the part of agents allows them to carry a sidearm and combat knife at all times, especially on the ground, all other weapons are kept here. Note that no personnel except security are allowed to carry any weapon into an area with restricted access, and agents generally only carry a weapon as a status symbol. Agents requiring period weaponry are outfitted from this supply, and most weapons brought back are returned to here unless an agent specifically requests to keep a found item for a collection. All archaic weapons are x-rayed for flaws, and restored to peak condition before storage. Modern weapons are kept in a separate section, and includes a variety of archaic cartridge weapons, as well as the latest devices.

Scanning Room - The nerve center of Chronos, this section houses the temporal scanners, and has all the appearance of a war room or air traffic controllers post. There are perhaps a few dozen console screens, as well as a wall screen, orbital plots of all objects in Earth orbit, and position of all spacecraft within the Earth-Moon distance. If anything happens that would show up as a temporal anomaly, or the characteristic signature of time travel shows up, it is tracked, and word immediately passed to Avenger Admin.

Research Labs - This section of Chronos is currently devoted to various types of research and high-tech manufacturing, much of which takes advantage of null-g conditions. Work done here includes integrated circuit manufacture, special metallurgical work, production of special medicines and the like. Low gravity areas are used for heavier manufacturing tasks, like producing components for the newest shuttle, Valkyrie.

Training Area - This section takes up several rooms, and has a live firing range, gymnasium, and low-G gymnastics area. It is separate from similar facilities at the other end of the station, and is for Avenger members only. Weapons may be checked out directly from the main armory, and are returned there before leaving.

Hangar - This area is reached through the central elevator shaft, and is open to all personnel. The elevator open to the general public does not have any stops at the administrative level, nor does the elevator servicing the research area. All elevators stop before reaching the hangar at a staging area, where passengers and cargo debark. They then get on separate elevators which are rotated down in speed to match the stationary hangar area, which is of course,



entirely zero-G. The bottom area contains the storage and traffic control areas for local space travel (separate from Avenger scanning area). The outer ring contains a shirt-sleeve environment for ship construction or repair, in 12 separate hangars. One of them contains Valkyrie, which is currently under construction. The central area is for the loading and unloading of cargo ships shuttling back and forth to the Lunar mining colony. On the outer surface of the hangar are rebuilt anti-missile lasers, salvaged from the few surviving space defense laser satellites. In recessed bays are also several dozen nuclear missiles, also salvaged and rebuilt. This comprises the current defense capability of Chronos.

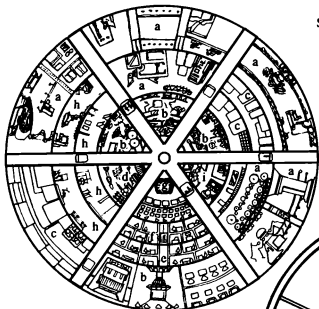
Shuttle Station - These stations connect the ends of the station for when high-speed travel is needed within Chronos. They are reached from elevators connecting the central elevator with ground level. Each car can hold up to 20 people, and can make the trip from one end to the other in one minute. Normal power is provided by electric rails, but battery backup is available in case of power outage.

Fusion Plants - Like any other sensitive area on Chronos, this section is only accessible to authorized personnel. Each plant is a large network of superconductors to control the plasma, monitored by computer, with the heat

generated powering conventional turbines. Waste plasma is vented to the rear of the station, where further energy is scavenged by use of MHD generators.

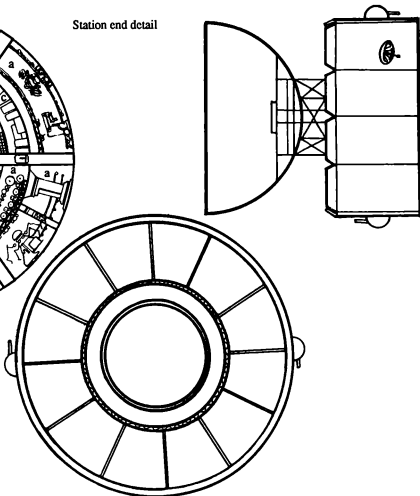
Field Generators - Arranged in a circle inside the fusion plants, these maintain the temporal isolation field around Chronos, and also the displacement field for actual time travel. They require huge amounts of energy, supplyable only by the fusion power of the generators. This area can only be opened by consent of the acting security chief.

Staging Area - This is the actual area where time departures and arrivals take place. It is a spherical area 50 meters in diameter, and the "floor" is covered with a thin layer of dirt and debris. Departures leave from the center, and arrivals appear there. Any chunks of turf brought along usually fragment and fall to the walls because of the station rotation. Gravity on the inside surface is about one quarter gee. The area is large to accommodate any errors in position when material is brought in. There are remote weapon stations inside the area, but in an emergency, the lower half of the area may be explosively detached from the rest. As this is the surface of the station, all the contents of the area will be blasted out into space, where hot plasma from the generators will be turned on any threats.



- a. Manufacturing
- b. Research
- c. Storage
- d. Armory
- e. Admin
- f. Avenger admin
- g. Scanning
- h. Training area
- i. Support machinery

Station end detail

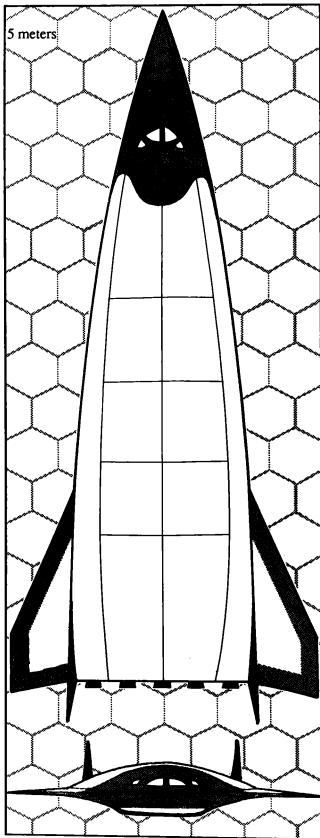


Spacecraft - There are four basic spacecraft used at this time for the various but limited interplanetary needs of Chronos personnel: Shuttlecraft, cargo carriers, lunar shuttles, and couriers.

Shuttlecraft - These are large, fusion-powered surface-to-orbit craft, with essentially unlimited range in any atmosphere. Similar in appearance to a Concorde, they are a bit shorter and fatter. On re-entry, they absorb heat into a liquid methane layer fuel layer beneath the skin, which may be ejected, or cooled upon reaching the ground. After entering the atmosphere, the small fusion plant turns twin turbofans for propulsion, and the shuttle can land like a normal jetliner, requiring about 1 kilometer of runway. For takeoff, they use the turbofans. Upon reaching Mach 1, the ramjet scoops open and propel it vertically through the sound barrier and up to Mach 4, where the engine configuration is changed to scramjet. This puts the shuttle into a hypersonic climb until the atmosphere becomes too thin for any air-breathing engine. At this point, the fusion plant vaporizes the methane to use as a rocket exhaust, boosting the shuttle into orbit. Remaining methane is used for final high-gee maneuvering, if necessary, but normally, just the plasma exhaust is sufficient for orbital maneuvers.

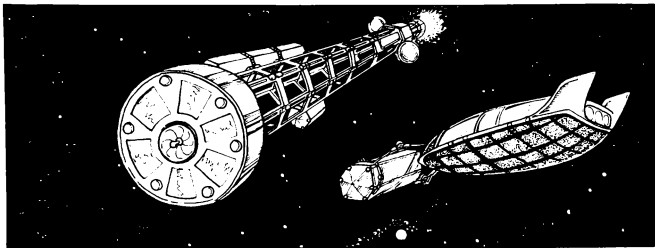
The cargo bay on each shuttle is 20 meters long, and 6 meters wide, with removable partitions to block it off into any size area desired. The cargo bay may be pressurized if necessary, although the procedure usually takes a few hours. Any cargo is loaded in from the top, where there are 6 clamshell doors. The top loading doors are a liability in the present situation, as they require special loading equipment, slowing down the turnaround time from the marginal airstrips available, but present conditions were not foreseen when they were designed. Valkyrie is the newest shuttle being built, and will have bottom loading capability, as will all future shuttles. Valkyrie will also have provision for armament and weapon pods should that situation ever become necessary.

Name	- Valkyrie Class shuttle (TL13)		
Seating	- 16		
Mass	- 100,000kg		
Carr cap.	- 30,000kg		
Length	- 70m		
Width	- 30m		
Height	- 8m		
Max speed	- 3000kph/833m/sec (sea level), stall=90m/sec		
Acc/Dec	- 30m/sec/5m/sec (using rockets)		
Climb/Dive	- treat as Acc of 20, no upper velocity limit		
Turn mode	- 40		
Range	- unlimited in atmosphere (1000 hours)		
Fuel capacity	- 20,000 liters liquid methane		
Armor	Front	Rear	15
	R.Side	Top	10
	L.Side	Bottom	20
	Engine	Tires	15
Armament	- None, but has bays for four weapons, and hardpoints for eight missiles.		



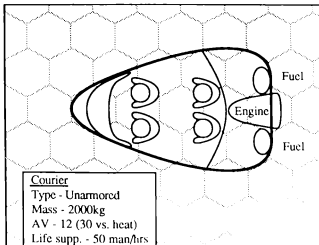
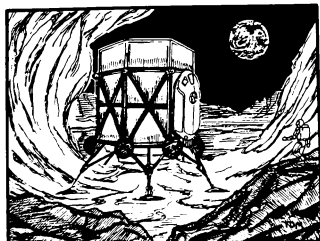
Cargo Carriers - These ships make the Earth-Luna run, carrying cargo and raw materials back and forth. They are essentially a framework to which up to 12 cargo pods may be attached. A fusion engine and vaporized reaction mass (water) provide up to a tenth of a gee of thrust under full load, and up to half a gee when unloaded. This will allow them to make the Earth-Luna run in about 12 hours if loaded. Unloaded, it takes about 6 hours. They may not be used in any sort of atmosphere, and have no provision for landing on any surface. The apparatus on the front is shock absorbers for docking with **Chronos**, and the radar/communications dish is retractable.

Couriers - Couriers are small space-to-ground transports used for small loads that do not warrant the time and expense of a full shuttle run, or when an urgent delivery cannot wait for a normally scheduled flight. Squat van-sized cylinders with stubby wings, they can hold up to 4 people and personal gear, or a pilot and up to 500kg of cargo. They have a maneuvering jets, a de-orbit rocket, and a small turbofan engine. Normal procedure is to maneuver out of the hangar, use **Chronos** computers to plot a course, fire the re-entry rocket to drop into the atmosphere, and then use the turbofan to make a controlled landing. Approximately 15 minutes worth of fuel is carried, which gives room for a



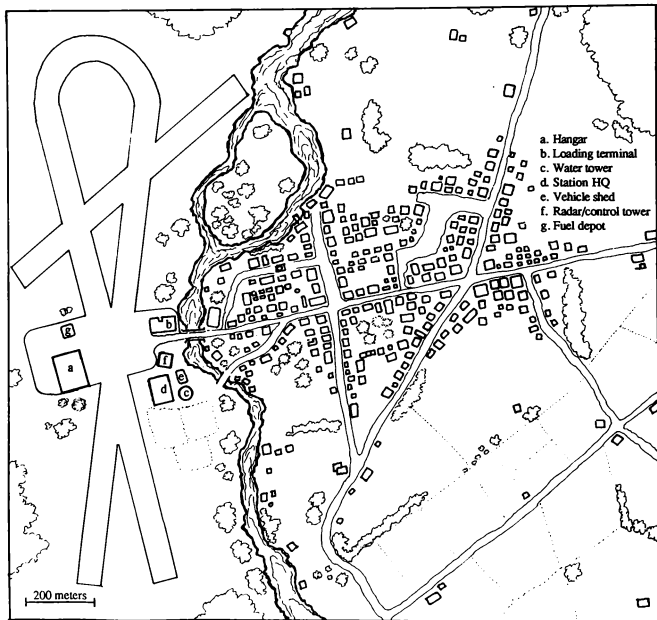
Lunar Shuttle - These are used to ferry cargo pods to and from the lunar surface. They are a framework into which one cargo pod will fit, and a fusion engine with several small reaction mass tanks. They normally carry cargo that can not be lifted into orbit by other means, and special passenger pods can be used for transfers of personnel. Normally though, any passenger needs are handled by filling empty crew seats in the cockpit. Lunar shuttles are not streamlined, and can only land where there is no atmosphere. The cockpit area can be detached and used separately in an emergency.

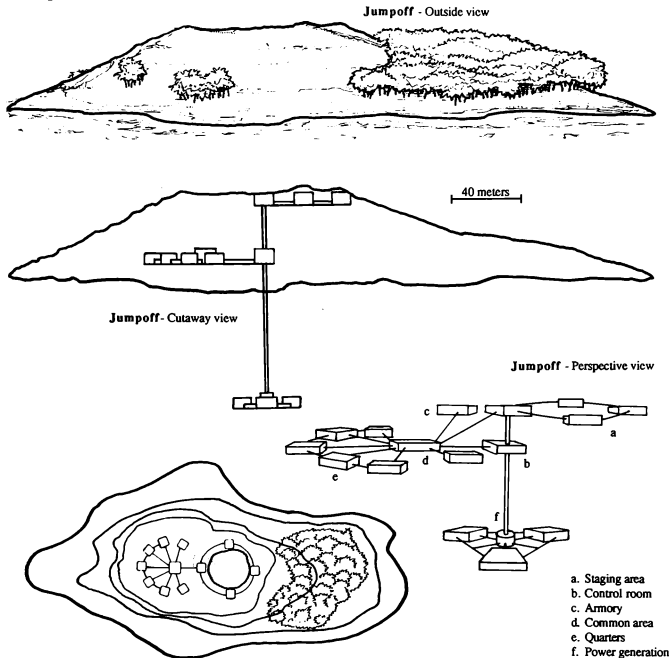
200km margin of error. If the re-entry is done right, none of this is even needed. Since most regular shuttles leave the ground empty except for passengers, courier ships are carried back up by return flights. Up to three will fit in the cargo bay, which has built-in carriages to hold them. Plans to try and make a small enough fusion engine to fit in a courier were discarded, as fuel to exit the atmosphere would use any cargo capacity that remained. Some couriers are modified for heavy space use, and have manipulator arms and cargo grapples. They are no longer suitable for re-entry, but might still survive it. The cargo area is filled with maneuvering fuel.



Dirtside - A typical name for any of the Earth bases. They are regularly used as leave areas for Chronos personnel, as well as being new centers of civilization. No matter how big the colony, eventually you get tired of looking into the sky and seeing your neighbor's roof. A typical town is a few thousand people, of which perhaps a dozen are Chronos personnel, and another dozen are personnel on leave. Usually, station personnel are teaching the young, giving much needed medical care to locals, or explaining and distributing new technologies to the farmers, herdsman and nomads in the area. A very few are scouts, wandering incognito throughout the countryside, looking out for any threats to the peace, and generally trying to give good press to their friends back in town.

The level of law on Dirtside is generally higher than in the surrounding countryside, which is to say, better than nothing. Most people want restored civilization, and are eager to prove it. It also provides an edge in almost any profession, and new knowledge is worth the trouble of being on good behavior. Within town, a great deal of deference is given to all station personnel, although the attitude is not universal. There is still a lot of goodwill in the surrounding countryside, but any hostility is more likely to be openly shown. Some of the nearby "mayors", "presidents", "barons" or other self-serving leaders see the restoration as an immediate or eventual threat to their power, and use various tactics to try and undermine the efforts of station personnel. Fortunately, they rarely work.





Jumpoff - This is the prehistoric staging area for all forward jumps. Set in the late Permian period, it is hoped that any repercussions of its presence will be wiped out with the extinction of the dinosaurs that occurred at the end of this geologic era. Apparently in a period before any tampering, Jumpoff was unaffected by the Black Death catastrophe, but its functions have had to be expanded to cover the increased traffic and varied locations of travel. The actual facility is on a sheltered island on the west coast of Laurasia, which will eventually become California, some millions of years hence. The staging area here is a sandy area about a hundred meters across, surrounded by heavy walls. Three underground fusion generators provide power for the

various aspects of the complex, which is built into a hillside overlooking the ocean. Security here is not as tight, as the permanent personnel only number about 20, and they all know each other, but passes are required as a formality for the restricted areas. The island itself is ringed with sensors to detect any intrusions, and there is a constant radar watch for airborne objects. Defense is provided by three rapid fire laser turrets built into the hills, and an autoloading 150mm cannon with nuclear shells. In addition, Jumpoff has a small but complete armory of modern weapons. For personnel with pull or favors, occasional leave to Jumpoff is granted. The beach is nice, and while hunting dinosaurs with big game rifles is frowned upon, neither is it expressly forbidden.

Jump Procedure

Jump Procedure - When characters go on a mission, the procedure is generally as follows. First, Scanning picks up an anomaly or time travel event. This is immediately brought to the attention of the shift supervisor, who appraises the situation and calls Avenger Admin. In the meantime, all information on that time period is brought up from computer memory, and key events noted. When geographic location of the event becomes available, possibilities for the event are further narrowed. Also, the main computer spits out a list of all personnel currently available for missions. Admin picks the best candidate, given the situation and sends out a call. These personnel report in on their personal communicators, and proceed via the nearest shuttle to the staging area, where they are briefed on the situation. By this time, there should be some idea of the reason for the event. After any quick questions, they change into whatever garb, weapons and equipment have been procured from the armory and tubed down for this mission. This is usually period equipment, although special projectile weapons are occasionally issued. These are usually made of an alloy with a high magnesium content. They are durable enough for short term use, and are rigged to self-destruct if any attempt is made to tamper with them. Two members of the party are given return devices, fist-sized chunks of electronics with a small keypad. One is given to the designated team leader, and one of them is secretly given, so if a party member is captured, they cannot be forced to tell the location of both return devices. After the characters suit up, everyone climbs up webbing ladders to the center of the staging area, orient themselves so they land on their feet, and wait. About 10 seconds later, they jump out. If the jump is directly to the past, they arrive at the destination. If the jump is to an alternate timeline, they appear at Jumpoff. They stay inside the secondary staging area while the Jumpoff computer makes its own calculations for the jump forward. If calculations are correct, they should arrive at the destination about 1 meter off the ground. The group immediately orients itself, and proceeds to check that it is in the right location and time. Once this is done, the reason for the mission is investigated, and appropriate action is taken.

After completion of the mission, the current team leader punches in the activation code on the return device, and tosses it straight up into the air. The return device contains two monopoles, separated by a strong magnetic field. Upon activation of the device, they are forced together. The resulting explosion is small, but is detectable downtime by its unusual signature. The return device has several settings. These alter the configuration of the contact, and thus the resulting energy. One of several messages can be sent. They are: Normal pickup, one person pickup, emergency pickup, send help, and the last, abandon mission.

A normal pickup will pick up everything within 10 meters of the device's departure point, 10 seconds after the signal is sent. A one person pickup will take everything within 2 meters of the departure point, 20 seconds after the signal. The device is best activated from ground level for this setting. A badly injured team member may be returned this way. In this case, the second return device is surrendered to

the team leader after theirs is used. Emergency pickup takes everything within 10 meters, immediately, and there will be heavy armament trained on all arrivals back at Jumpoff. Send help is just that. The mission is still being continued, but the agents need extra help to continue. This can be prearranged supplies, or just some needed firepower. This will appear in 10 seconds at the departure point, or other prearranged location. The last message means that things are too risky to allow the agents on this mission to return safely to Chronos or Jumpoff. Should this ever happen, Scanning will look for one year for anomalies that the agents might cause as a makeshift return signal. If none is found, the agent is listed as missing, presumed dead.

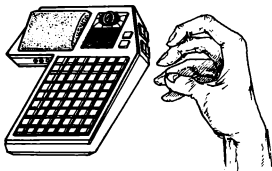


Upon return, the agents go to Jumpoff, regardless of their origin point, where any urgent medical care is given if needed. If all party members are still in fairly good health, they immediately return to Chronos, where they are degarbed, deequipped, and debriefed. After any mission, the station computer automatically logs them as "on leave" for two weeks, or two weeks after they are totally healed, whichever is longest. Any items they may have brought back with them are usually kept unless their return is specifically requested. "Standard" policy is to not return half of any liquor brought back. Chronos has the best wine cellar in the Solar System. Jumpoff has the second best.

Other Perks - The major perk for station personnel is leave to Dirtside. Normal leave may be traded in on a 2 for 1 basis for Dirtside leave, plus the equivalent of \$100 in local currency per day. Extra leave time can be "bought" with station credits, as can extra money for ground use. Normal personnel can manage about one month of leave per year.

Technology - The technology of 2230 is different from that of the late 20th century, but is still understandable. Advances in all fields have occurred, to varying degrees. In **SpaceTime** terms, most items are at least a full Tech Level behind the norm at the start of the game, making it TL13.

Computers - Computer technology has advanced tremendously. Artificial intelligence has not happened, but voice recognition and expert systems have advanced to the point where one can carry on extended conversations with computers on most subjects, at least with the large systems. Everyone on **Chronos** has their own personal data terminal. This is a voice-programmable microcomputer with several hundred megabytes of optical memory. It also contains a radio modem to connect it with one of the public access mainframe computers, and a TV hookup to send and receive images. The closest item that comes to mind are the communicators used on the old TV show **Space: 1999**, combined with a modern mainframe computer.



Power - Fusion power has superseded all other forms for large scale power generation. For small, portable use, internal combustion engines hooked up to generators are used. These are about a quarter the weight of present-day models, due to improved materials technology. Chemical batteries are still in use for radios and other items, with a lifetime several times that of batteries used today, and may be recharged thousands of times. The development of room temperature superconductors made possible current loop storage for short duration, high power requirements. A loop of superconductor is charged with as much energy as it can hold. This current flows in an endless loop until a resisting load is placed on it. All the current is then drained into the load in one pulse, which is perfect for weapons like lasers.

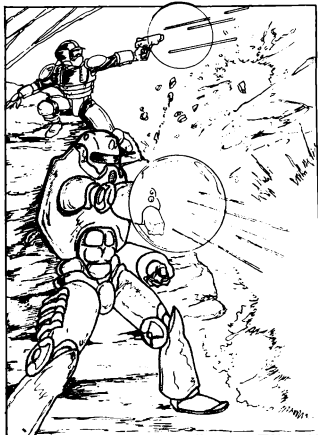
Weapons - This same technology made possible the first practical hand-held energy weapons. Using several current loops like bullets in a clip, a large number of shots can be gotten from a single power pack. Such weapons were never adopted for battlefield use. The world situation never reached a point where laser weapons were needed, although normal technological advances made them practical. Also, EMP or other electrical disturbances could overload a current loop, forcing it to discharge into itself, with grenade-like consequences. At present, technology has not advanced

significantly since the Black Death. Some of the tooling and plans for commercial laser weapons has been rescued from Dirtside, and machine shop and electronic techs make them in their spare time and trade them for station credits.

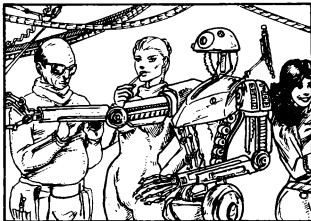
Most hand weapons are modifications of caseless ammunition technology. The standard pistol in use fires 5mm caseless rounds, and has 30 shots in a clip. Rifles fire more powerful 5mm rounds. Each weapon has a built-in laser sight. Ammunition is copper jacketed lead, although armor piercing and exploding rounds are available.

Very expensive, but available, are smart weapons. These come in a variety of styles. They will either track body heat, human shapes or they are laser guided. The sensor is activated, and the trigger of the weapon pulled. When an appropriate target is sensed, the weapon fires, so the bullet almost always has a better chance of hitting the target. In the appropriate case, they give a +10 modifier to hit. If the case does not apply, they may be led off or just act like standard weapons.

Powered armor is also available, but sees little use other than civilian versions for lifting large loads in areas not suitable for other machinery. Power consumption for continuous use is too great for any power source except portable generators, even using superconductor motors in the joints. Prototypes of battle suits are in the armory. They will give any person a Strength of 30, and have an AV of 50/40.



Robots - Using radio links to larger computers, robots perform a wide variety of functions, like cargo handling, domestic chores, mail delivery, and maintenance in areas too hazardous for humans. All civilian robot control circuitry is designed to protect humans, following Azimov's Laws of Robotics. The military robots that did exist were all on Earth at the time of the Black Death attack, and were destroyed. The technology exists to rebuild them if necessary, but the need does not justify the risk at the present time. Most robots are built on a standard chassis, with manipulators and sensors added for the particular duties it was built for, so it is fairly easy to reconfigure them for specialized jobs.



Money - Everything on Chronos operates on a credit system. Pay is not very much, but lodging and recreation facilities are free of charge. Money is used mainly on food, specialty items, and transport to and from Dirtside for any leave purposes. Information about each individual in on "smart" cards, which contain all information needed to identify an individual. These also double as station ID cards, and are accepted at all establishments and vending areas. Money on Dirtside is based on precious metals or barter.

Note that costs are given for items. This is more for use with **SpaceTime** or other **TimeLords** campaigns. It is assumed that Avenger members will get all the equipment they need for specific missions, and that they make enough to live comfortably. It is up to the GM to decide how scarce high-cost items are, and how much money the characters will need should they want them.

Medicine - Medical technology is at the point where if a patient gets to the hospital alive, they will live. Everything is repairable except brain damage. Replacement organs can be grown to replace damaged or destroyed ones, and soon they will be able to actually customize internal organs if they so desire, like having two independent hearts. Bone and tissue damage can be repaired, and severed limbs reattached if surgery is performed while the limb is still viable. Regeneration is possible, but nothing larger than fingers or toes can be regrown at this point. Bionic prostheses, however, are quite good, and indistinguishable

from the real thing. Due to stresses on the natural parts of the body, they cannot exceed the user's actual Strength by more than 5 unless bones are reinforced (10 in that case), and they need to be recharged after a day of heavy use, or a week or so of regular activity.

Computer implants are available for those that require them in their jobs, or for those with the money. These allow direct input and output of computer information from a mainframe to the user's brain, where some can be stored for later use. These will store enough information to add 5 to the user's knowledge in any one Intelligence based skill, and also give the character a perfect alarm clock in their head. If used as a hookup to a main computer, the character will have access to any information available on the system. How helpful this is depends on the actual task being performed and what priority the character can use. For instance, you could patch directly into the internal scanners of an incoming shuttle and see the images directly in your brain, or get a picture of the other side of the Earth from a weather satellite, if you had clearance.

Skill Overlays - This is a form of rapid learning that is most often used on agents for imprinting knowledge skills specific to a mission. It works by superimposing new, temporary memories over areas the character already knows, so when they follow an old, familiar thought pattern, they also get results from the new skill. This works best with languages, area knowledge, customs or any mental skill that is based on ingrained habit rather than deliberate effort. The effect is limited by the sometimes confusing results caused by the overlap. For a specific mission, characters will sometimes get this treatment, giving them a temporary skill of 10 in those areas Admin feels necessary for completion of the mission. This wears off rather quickly. A point is lost after 1 week, 2 points the next week, 3 points the third week, and the rest after the fourth week. It also takes about a day for the process, preventing it from being used on high-priority missions. This is why agents are required to have scores in history and another language, so they can be ready for specific time periods and locations on short notice.

Avenger Policy - The following are guidelines or policy that all Avenger agents are expected to follow or be aware of.

1. All missions are expected to run into resistance or violence. Be prepared at all times. This is not paranoia. You would not be going back in time with all its attendant risks unless there was a very good reason.

2. Black Death is out there...somewhere. While we prefer captives to question, they are in all ways expendable. This might seem unnecessarily cruel, but they have, after all, wiped out 99 percent of the human race in the name of the "freedom" they wished to impose on the remainder. This does not mean you can act like they would. Extremes in the name of survival are extremes nonetheless. Violence for its own sake is not acceptable. Neither is cruelty for any reason.

3. Remember that every action you take will have consequences far beyond the actual event, and that you are not privy to the ultimate outcome. In all timelines, and most especially ours, you should avoid any event that will obviously change the future. If you are near a key historical event and circumstances dictate that it be tampered with, the outcome you generate should match the historical outcome in as great a detail as you can manage. No one should die who did not actually die, and conversely, no one who should have died should be allowed to live. The latter case can be difficult to deal with at times, but experience shows it to be best course.

4. Blend in. This helps to keep you from altering events simply by your presence, and makes it more difficult for any hostile parties to single you out. This is one reason you all have skills to help you in any time period. Use only period technology if you can. Modern weapons and devices can wreak havoc if left behind, and while most of ours are designed to quickly self-destruct and leave no traces, caution is still best. In addition, many of our devices, especially the electronic ones, can be traced and tracked by secondary emissions. Since in most periods, any electronic devices you carry will be the only ones there, Black Death will find it easy to spot you if they try hard enough. Likewise, if you are searched for any reason, you might live if you have nothing to set you apart from everyone else. If caught by Black Death with any identifiable devices, you won't be coming back.

5. Protect Chronos. At the moment, she is the only hope to get humanity back on its feet without a long and bloody Dark Ages. Do not bring anything back that might directly or indirectly damage the station. This is one of the main reasons for Jumpoff. Everything goes there first to be checked out before coming back here.

Adventure Ideas - The Chronos setup should lend itself to a number of adventures. Characters can go on standard missions, naturally, but other options are available. There is dinosaur hunting at Jumpoff, for instance. The characters might also get a mission in the uncivilized areas of Earth, or accidentally land there from a courier ship gone astray. There could be threats to the station from within, or even adventures on the surface of the Moon, Mars, or the satellites of Jupiter. Chronos and the ravaged Earth it is trying to rebuild are the gateways to many adventures. All you have to do is step through...

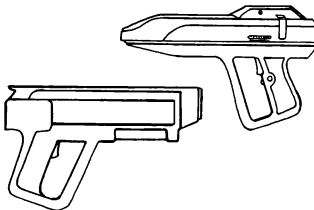
A modified Chronos setup can also be used in SpaceTime. The Bogeysmen have blown many human-occupied worlds back into the Stone Age, and they climbed back up the ladder of civilization at various rates. Some are starfaring races, like the Umanus and Earth, while others are still stalled in the Dark Ages, or worse. Earth does not necessarily have to be the starting point for Chronos. It could just as easily be orbiting an undiscovered or newly discovered world. The ravaged planet could have been in an atomic war, much like Earth suffered, and Chronos was saved only because it was able to jump outside of time for the short while it took for the war to finish. Or, it was doing

temporal experiments when an ancient Bogeysman ship or device went into effect after millennia of waiting. Station personnel returned to a ruined world. The various governments want to get their hands on the technology, but Chronos won't give it up, and no one will risk destroying it.

Characters from a TimeLords campaign can be integrated into a SpaceTime campaign through Chronos, or vice versa. TimeLords characters can be generated from the Primary Game, their "point cost" figured, and any remainder from the Avenger generation applied. This makes your starting players survivors of the Black Death attack, and gives them a reason to have combat skills. Or, one of their jumps can place them here, where they are "captured" by Avenger agents. The station can stand alone in one game, or be a door between the systems. The choice is yours.

Equipment List - The following is a list of some of the high-tech equipment available to Avenger agents, which may also be used in a regular TimeLords campaign as well.

Advanced Combat Pistol - This is a lightweight automatic pistol, a standard issue sidearm for any Avenger agents or security personnel. It is made largely of high strength plastics, with metal used only in the lining of the barrel, and in the built-in circuitry. It fires 5mm caseless pistol rounds (351, average of 19) from a 15 or 30 round clip, and has an MS of up to 10 in autofire mode. Hollow point rounds are used inside the station and any spacecraft. A laser sight is built into the top of the weapon, and is activated by light trigger pressure. The battery lasts for two weeks of daily use. Special recoilless models of this pistol are made for zero-G use. Models designed for missions have self-destruct incendiary charges. Agents will wear a passive microcircuit built into a ring. A corresponding sensor in the grip of the weapon can detect these rings. The weapon will not fire unless the firer wears one of these rings. If more than 2 shots are attempted by a person without one, the self-destruct charge ignites the weapon, which quickly burns to ashes.

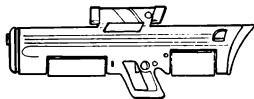


	Cal	RC	DV	LA	Mass	Clip	NS	MS
Adv. Combat Pistol	5mm	2	+0	2	1.45	05/10	15/30	10
Smart pistol	5mm	2	+0	2	1.95	05/10	15/30	10

Smart Pistol - An advanced weapon, usually only issued for special situations due to cost and complexity. Slightly bulkier than the issue pistol, it fires the same 12mm normal rounds (351). The pistol contains a laser sight, battery pack, and a small microcomputer. To use, the trigger is pulled right before sighting on the intended target. This activates the computer in the gun. When the gun senses an appropriate target through a sensor aligned with the barrel opening, it signals the pistol to fire the cartridge. This almost insures a properly sighted target at the instant of firing. The net result is a +10 to hit, in addition to any other bonuses. The guns can usually switch between one of three types: sense human shapes, body heat, or laser guided. The latter is only useful in situations where only the target is likely to be hit by the aiming laser, like in space, or shooting aerial targets.

Advanced Combat Rifle - Similar in technology to the combat pistol, it fires a longer version of the 5mm round (DV 551, average of 30). It has a standard clip size of 50 rounds, although versions designed for heavy use can hold special 100 round clips. In addition to the laser sight, the rifle has a built-in thermal imaging scope for night use. Zero-G versions of the rifle are also made.

	Cal	RC	DV	IA	Mass	Clip	NS	MS
Adv. Combat Rifle	5mm	4	+0	2	4.15	.30	50	10



Laser Rifle - Special issue energy weapon. It fires an intense beam of infrared energy, sufficient to cause severe injury or death to human targets (DV 701, average of 39). Using superconducting current loops, it can fire up to 40 shots from a clip, which can either be recharged in the weapon, or replaced with a fresh one. If the environment has large amounts of electrical interference, the weapon may overload and explode. To prevent this, the power pack may be charged to a lesser amount. By reducing the DV to 501, most danger is removed. A normal battery pack powers a built-in laser sight/rangefinder and thermal sight for nighttime use, with up to 10x magnification.

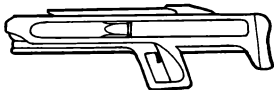
MiniCom - This is the standard communication link/data terminal 99% of Chronos personnel carry. When linked to a central network, it can be programmed by voice to do just about anything that only requires sight or sound to accomplish, and by itself can hold all the information in an encyclopedia. It also acts as a mobile videophone, provided both parties are in range of the central network.

	DV	IA	Skill	Mass	Length	H	AV	BP
Whammer	8III	2	CLUB	1.20	.4/1.0	1	8	3



Laser Pistol - This uses the same technology as the laser rifle. Less powerful, it only has a DV of 301 (average of 17). While bulkier and less durable than the combat pistol, it has the advantage of being totally silent and invisible to the naked eye. The clips may be recharged in the weapon or replaced, and each will hold up to 20 shots.

Whammer - This is an advanced version of the billy club. Equipped with a battery pack, it may be used as a club or contact stunner (50V). It may also electrically telescope out to double its normal length in a fraction of a second, fast enough to break bones (DV=8III, thrusts only). Not in common use, but available.



	Cal	RC	DV	IA	Mass	Clip	NS	MS
Laser Rifle, TL13	-	4	70	2	9.75	6.10	40	10
Laser Pistol, TL13	-	2	30	2	1.65	.40	20	10

Bipis - Corruption of bulletproof, or BP. This refers to any body armor. The best synthetic fabrics now have a bullet resistance much greater than Kevlar. A location of armor weighs .05kg, and has an AV of 7/1. The standard bipi suit is 21/6 over the torso, and 14/4 over the arms and legs. Bipis can be made into clothing of almost any period, but the protection varies with the thickness of the cloth. Fabric bipis get only 1/4 of their AV vs. puncturing attacks. Rigid plastic armors mass .15kg per location, with a protection of 10/5. The torso and head protection worn by high-risk soldiers before Black Death was 30/20, and had provision for battery powered cooling or heating. It was heavy, but lighter than steel, and it would keep you alive, if not in one piece.

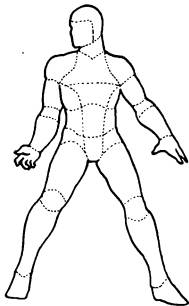
	AV	BP	Mass	Loc. covered
Torso Bipi (soft)	21/6	6	1.05	doubled torso loc
Torso Bipi (hard)	30/20	12	3.15	doubled torso loc
Body Bipi (soft)	14/4	4	1.40	arms, legs
Body Bipi (hard)	20/10	8	4.80	arms, legs, feet
Helmet	30/20	12	1.35	head, neck, face

Avenger Character Development Sheet

Name: _____ Age: _____ Height: _____ cm Weight: _____ kg
 Background: _____ Eyes: _____ Hair: _____ Beard: _____
 _____ Physical Speed: _____ Body Points: _____
 _____ Matrix Lag: _____ Bruise Points: _____

Points for Attributes _____ AP + Disadvantages (_____, worth _____ pts) = _____ Total AP
 Points for Skills _____ SP + Disadvantages (_____, worth _____ pts) = _____ Total SP

Attributes	Base	Apt	AB	Cost
Strength				
Dexterity				
Constitution				
Intelligence				
Willpower				
Bravado				
Perception				
Appearance				
Stamina				
Power				



Psionic abilities

1. _____
2. _____

Total AP Spent

Remainder

AP

AP

Skills	Level	Difficulty	Attribute	Base cost	Apt. bonus	Final Cost
1.						
2.						
3.						
4.						
5.						
6.						
7.						
8.						
9.						
10.						

Total SP spent

Remainder

SP

SP

Fall of Parugue - This is an introductory adventure designed for 3 to 6 **TimeLords Avenger** agents or **SpaceTime** characters with equipment, and is designed to give the GM and players an introduction to Avenger operations. It should take no more than 2-3 hours to play.

Background - The characters will receive the standard summons to the briefing rooms at Admin. They will get this over their personal communicators and home computer terminals. It is not a priority mission, but rather is scheduled for a period that is reasonably convenient to all parties involved. However, this may still cut short a character's leave time, or other planned personal activities.

At the appointed time, all the characters will assemble in one of the mission briefing rooms, after the standard security/ID checks. Present is the Mission Control officer, and a technician from Scanning, who is usually present to go over any materials obtained from prior recon efforts. When everyone has arrived, the briefing will begin.

Mission Briefing - Gentlemen/Ladies, the computer has chosen you as the best suited individuals for the mission at hand. Approximately one week ago, Scanning picked up abnormal temporal activity inside the 2nd magnitude alternate line. Mostly, Black Death has operated within the 1st Magnitude lines or the Prime line, or stayed out in 10th magnitude territory or greater, where we cannot reach them with our present equipment. While nothing that can happen on this line will affect us, the simple fact that there is activity means that there is probably something worth investigating.

As a standard recon procedure, a surveillance satellite was inserted into the timeline over the planet in the appropriate area. It transmitted data for approximately 27 hours before being destroyed. As usual the exact method used is not known, but we suspect a low-yield fusion warhead inserted at close proximity to the satellite. This precludes any possibility of unorganized or accidental time travel. This is reinforced by the satellite data, which show there is no industry on the planet capable of making such a device.

The planet is Earth-normal in all respects. Land masses, life-forms and technological development all point to a reasonably close alternate of Earth, circa 1400. No technology such as would be expected from temporal interference was detected over most of the area scanned. One area, shown in your briefing packet, did have an unusual degree of period activity, along with very faint electronic emissions once we locked onto the area. Apparently, Black Death is lending some sort of aid to a military effort on the part of one side in a major conflict. Unfortunately, the approximate time and place does not correspond to any historical events on our time line, so we must assume that it is an event unique to this particular time line. The belligerent forces involved are those supported by Black Death, and they are opposed by a somewhat unorganized defense over a wide geographical area. The Black Death forces are apparently moving in a westerly direction, and simply sieging and laying waste to everything in their path, which has been a zigzag swath of land about 200km across.

We don't know what sort of edge they are using, but they have taken four fortified cities and a score of lesser towns, and they show no signs of stopping. We are going to insert you into the next fortified city in their path. Your job is to find out what is going on, whether it has any bearing on us, and see if it can be slowed down, or stopped if possible. You are not to engage enemy agents unless absolutely necessary. They obviously have intercept capabilities in the temporal area, which we hope to temporarily negate by detonating a small nuclear device with enhanced EMP in the atmosphere about 100km from the insertion point, above another fortified town in their path. The altitude will be high enough that there will be no damage, although there will be some consternation among the residents. This will alert Black Death to our presence as much as the insertion of your team, but they will be unable to pinpoint your location. They will be watching out for you, though, so be careful.

Although the actual language in use in this area is unknown, we will assume it is one of the languages historically used in the area. In this case, a German dialect. You will all receive the standard language overlays in this tongue, as well as the meager historical notes we have on this period (GM note: Enough that the characters won't make any major social errors). You will all be issued what we assume will be period clothing. Armor will be the standard bipi cloth, which your garb will be constructed of. For those who desire it, skull protection with a retractable faceplate can be built into a hood or other large item of headgear (16/8). The standard sidearm and any melee weapons desired will be provided, but given that you will not be posing as soldiers, any weapon longer than a large dagger will not be normally carried by civilians such as yourself. Longarms should not be needed, but one will be provided if sufficient need is found.

The mission will begin at 0700 tomorrow. This briefing room has been assigned to your team until that point. You are free to discuss the mission with myself, the Scanning officer or your other team members within this room, but nowhere else. The same applies to the preliminary reconnaissance data. You are free until that time. Report to the jump point by 0600 tomorrow. Good luck.

There is little information other than that what the characters have just been given. The characters should be allowed to peruse the maps in the back as preliminary material. Most things should be fairly obvious, and there are no trick items.

GM Information - Black Death is conducting an "experiment" on this timeline. They are seeing how long a Dark Ages can be prolonged by a major catastrophe, like a large war, or some disaster which destroys most centers of civilization in an area. To do this, they found an area where they could create strife, when before there was none. Being in charge behind the scenes, they had little trouble starting a war. The war is fought mostly by medieval standards, but with the addition of two 155mm towed howitzers for wall breaching purposes. Also, all Black Death agents are armed with modern weapons. Although few in actual number, their modern weapons make them a significant force.

They will be aware of Avenger interference the instant the EMP warhead fries about half their electronics. Needless to say, they will be quite annoyed, but powerless to stop the situation. They will correctly assume that the characters will be in one of the two cities in their path. To counter the Avenger threat, assassins will be sent to both cities. There will be two Black Death assassins sent to each city, and four killers from this timeline will be sent as well. Their mission is three-fold. First, find out about the Avenger agents, how many, how much they know. Second, kill these agents. Third, disrupt normal life in the city by terror attacks and assassinations of highly placed personnel. This will soften up the defenses for later. The character sheets for the assassins are in the back of the booklet.

There is no overall threat to Earth from the Black Death operation, so failure on this mission will have no repercussions. However, it is probably in the best interests of the Avengers to thwart Black Death wherever possible.

Mission Start - The characters will be playing the part of refugees from previous attacks by the force they are sent to investigate. There should be some agreed upon persona that will allow the characters to move about freely in the society. Traders or merchants is probably the best choice. Period equipment is generally choice of the players for this mission, although no horses are allowed. They have proved extremely intractable in null-gee, and until Jumpoff facilities can be enlarged to provide stables and other creature comforts, agents will have to acquire their own at the mission site. The characters will be inserted into the local timestream about an hour before dawn. With their departure time, this will coincide with their biological clocks, so there will be no problem with "time lag". They will be about a kilometer or so from the trade route, and should encounter no other travelers near the insertion site, although a couple peasants screaming in terror or prostrating themselves before the newly arrived "angels/devils" might add some spice to the scene and get some interesting rumors circulating.

The day will break clear and cool. It is summer, the traditional time for pillaging and war, but these have not reached here yet. As the characters approach the "road", they will first hear, then see, and finally smell the thin stream of humanity straggling along towards the town, which is visible as a smudge of smoke in the distance.

The characters should blend in with little trouble. Most of their fellow travelers are too busy contemplating their own woes to worry about strangers. On occasion, there will be bodies by the road, dead from exhaustion, starvation or injuries. No one seems to even notice them.

After about two hours walking, the characters will start to see farm dwellings on the outskirts of the town. All are vacant, and there will be looters looking for food or anything of value. By this time, they probably aren't finding anything. Another hour of walking will bring the town into view. Most of the refugees are being turned away, but that anyone who appears to be capable of fighting or has money is getting in. The rest keep moving around the city. It will cost the characters the equivalent of \$50 each to get in the city.

Parugue - Is a walled city, which under normal circumstances, with its outskirts, would be inhabited by about 3,000 people. At the moment, it is closer to 5,000, with most of the surplus being men of fighting age and their families. Of this total, perhaps 500 are decent fighters, and another 1,000 are going to try the best they can. The rest of the population is women, children, the elderly and infirm. All are currently within the walls. The walls of Parugue are stone, and about 6 meters high on the outer level. The inner keep is much stronger, but fairly small. If the outer walls fall, anything else is just a delay.

The city has the normal atmosphere of a medieval town, except it is probably more crowded than the characters are used to. Most of the streets are very narrow, with overhanging balconies adding to the claustrophobia and gloom. Normally poor sanitation is now non-existent, and the premature packing of the city will certainly not help prevent any outbreaks of various siege-related diseases.

Food and Lodging - As mentioned before, the city is packed. No place in town has lodging available...unless. The characters will have to make Bribery rolls based on an equivalent salary of \$20,000 and a -6 to the roll to get lodging for the group. A successful roll will get someone else kicked out onto the street, and the characters installed in their place. A failed roll will get a uncleaned stable for the characters instead. In either case, the characters will soon discover the joys of lice and fleas, something they no doubt have experience of from previous medieval missions. If you wish, a minor scuffle (fists, small clubs, daggers) may break out between the group and the recently evicted persons. The room itself will be an extra \$100 per person per night. Food expenses are greatly inflated due to the threat of shortages and hoarding, and will run an extra \$100 per day per person if the characters do not have their own food supply.

Personalities - The only major person the characters may need to deal with is the Baron Karlov, whose castle crowns the city. He is leading all the defensive measures the town is taking, and doing a fair job of it. He will also be an assassin's target the second night after the characters arrive. If the characters are not there in some way to prevent it, it will succeed. This will throw the town into a panic, which will only be calmed down after the baron's son takes command and restores order by the judicious beheading of a few rumor-mongers, spies and/or personal enemies.

The Baron is a fairly decent fellow, as far as Dark Ages aristocracy is concerned. If one can bribe their way past the second-in-command, or can show some impressive feat that will get an audience, they will be able to see him directly. He is very busy arranging the defense of the city, and will have no time for idle talk. If the characters wish to be heard, they must get to the point immediately, or be summarily dismissed. His patience will last a little longer if any of the characters are in the guise of any sort of noble, and he will be more inclined to listen to suggestions from a peer. However, he knows all the local nobility, and the names of anyone who would likely be in his area. Characters caught impersonating

nobles will be summarily executed. If the characters can contribute to the defense of the city, he will accept their help, but is unlikely in any circumstance to follow "outrageous" suggestions, or turn over large amounts of power to the characters. He got where he is by doing things his own way, and is unlikely to stop now.

Encounters - The bulk of the attacking force will not arrive for two days, in which the characters should be busy investigating the town, and seeing if they can conjure up some way to slow down or prevent its capture. A variety of encounters may occur in this period.

Encounter #1 - Black Death assassin. Black Death already had agents in the town when the characters arrived. They have spread word in various quarters to be on the lookout for any group matching the general description of the group. They know none of the group by sight, but are rather looking for tall people with unpoked faces and all their teeth, in a small group that recently got into town. The characters should each make a Perception roll to see if they notice the occasional unsavory person peering around a corner at them. Sometime during the night, the assassin will strike. If a shutter is left open, a fragmentation grenade will be tossed into the room they are staying in. This is rather rude, and the players will wring your neck if you kill them all in their sleep, so this shouldn't be done without giving them a chance to survive. If the shutters are closed or something else prevents a thrown grenade, the assassin will attempt to hand-deliver it, perhaps through a hole in a thatched roof. The assassin is also armed with the functional equivalent of an Avenger pistol, or maybe a smart pistol if the characters warrant heavier firepower. Like most other Black Death agents, he will take a fast-acting poison if captured.

Encounter #2 - Other assassin. Sometime during the day, a period assassin or assassins will strike if the characters split up into groups of two or smaller. They will attack one on one, and attempt to ambush if possible. They have been given very thin stilettoes by Black Death. These have a DV of 6I, but do only puncture damage. They also are very effective against cloth bipis, as they penetrate the weave of the fabric, which only acts as an AV of 2/0 against them.

Encounter #3 - Attack on the Baron. If the characters stake-out the inner keep on the night the Baron is to be assassinated, they may notice a figure or figures scaling the walls in the darkness. These could be either type of assassin, depending on the size of the stake-out party. If the characters do not interfere, the figures will exit by a different route than the one they came in on, and it will be found out the next morning that there was an assassination. If the characters do decide to interfere, you will have to play it by ear, using the map of the keep. The assassins will act reasonably if they realize they are being followed. Most of the time, they will try to disappear, but may attempt an ambush if the opportunity arises. Any loud melee or gunfire will bring 1d3+1 guards to the site in 10+1d10 seconds.

Encounter #4 - Accusation. Someone will accuse the characters of a heinous crime. This will probably be done by Black Death agents as a secondary measure if an assassination attempt on the characters was unsuccessful. This could be:

1. Being framed for murder, complete with body dumped in their quarters while they were gone.
2. Spying for the enemy, with similar planted evidence.
3. Witchcraft or sorcery, with some unwitting local having overheard something about how to spot them by the evil devices they carry (radios, etc.)
4. Assassination of the Baron, if this has occurred.
5. Combinations of the above

The characters could get into serious trouble with these, especially if Black Death successfully manages to stir up local sentiment for instant mob justice. Even without this, they are unlikely to get much in the way of "justice" from the hard-pressed rulers or a city under siege.

The Enemy - The attacking army will be seen for the first time on the third afternoon the characters are in Parugue. It looks to be several thousand strong, with an appropriate number of support personnel and camp followers. They brazenly set up camp outside the city, but not quite in bow or crossbow range. No sign of Black Death activity is seen, because even with binoculars, the distance is still too great. The command area of the enemy encampment is visible, though. There are several large tents, and they are surrounded by a cleared area, and there is a makeshift wooden tower in the center. There is no electronic activity coming from that area.

If the characters decide to try an infiltrate the camp that night, they should be aware that Black Death might expect something like this. Security is fairly tight. There is a perimeter guard of period soldiers, and enough campfires burning that Stealth rolls will be necessary to get past the outer perimeter without being seen. If they try to bluff their way in using Disguise or other skills, there is a password that the characters must know. This is difficult, as the only people who would be outside the camp this night are Black Death agents or the local assassins. An added complication is that the tower in the command area is occupied by a Black Death agent armed with a sniper rifle and night vision scope. He is looking for intruders leaving from the city. (Scratch the night vision scope if you want to give the characters an edge. Unless the characters mention they are being stealthy from the instant they leave the city, he will spot them, and will stop them regardless if he rolls a 4 or less on 1d20. He will warn the other agents, but will not fire. The object will be to capture the characters if possible, to find out what they know. A warning might be sent out to the outer sentries to "no see" any intruders. This depends on how fast the character approach the camp, because it will take a while for the warning to get around. A guard "not seeing" the character must make a Bravado roll to hide this fact should the characters be suspicious.

If the characters make it past the perimeter, they are inside the camp proper. Appropriate garb will be needed to avoid looking suspicious. Bravado and/or Con Man skill rolls will be needed to bluff past any challenges. The camp is busy, and people are constantly moving around, so there are no secluded spots to waylay anyone. General camp information can be found from anyone, but detailed questions will require a Prying skill roll.

The inner camp/command area will be almost impossible to penetrate. It is well lit by torches, surrounded by a wooden stockade with razor wire strung through it, and has a guard at each of its two gates. They are dressed in period garb, but each has an assault rifle cradled in a ready position. In addition, there is the tower, with the sniper/lookout. The guards are Black Death agents. They know all the other agents on sight, and also know anyone who would have business with them. If the characters have been tracked up to this point, a capture attempt will be made at this time. The guards will simply level their weapons at the group, and one or two others will appear from concealment, similarly armed. The sniper, who is armed with a laser rifle, will shoot at the first person to try and draw a weapon. The characters can submit to capture, in which case they will be tortured for a day or so to get information, and then killed, or they can fight their way out, which may be just as fatal, but a bit quicker. Should the characters manage to survive the first few seconds of a breakout attempt, they might be able to escape into the camp proper, whereupon an alert will go out to capture them if possible, and kill them if not. The characters may be able to cow large numbers of local soldiers by using impressive weapons, but they will still have a kilometer or so of fairly open ground to cover once they exit the camp. The characters are equipped for recon, not search & destroy.

If the characters are not spotted, and avoid these unpleasant prospects, they can examine the inner camp. To one side of the tents is a sight that might surprise them. There are two towed 155mm howitzers under open tents, and a corral for ox teams to pull them. The area the howitzers are in is as tightly secure as the rest. There is a medium sized tent here. The flap is partially open, and if a character specifically tries to look through the opening, they can see crates of shells sitting inside. There is no practical way to get into this area without being spotted, or to set off the shells once inside. A laser weapon with several called shots to the same location might (1 in 20 chance per shot, cumulative), but the night mist would scatter the infrared beam enough that it would give away the firer to the man in the tower. Weapon fire would puncture the tires of the howitzer carriage, but this would be just a small delay. A molotov cocktail would be a good start, but it could probably be put out before it did serious damage, and the person who threw it would be an instant sniper target. The only real way into the inner camp is as a prisoner or through a frontal attack. A frontal attack or indiscriminate spray fire might succeed if the characters get sufficient surprise, as there are only 10 Black Death agents in the entire camp. The sniper and guards would have to be taken out immediately to insure

success, but remember that they are wearing body armor. Two are on guard duty, and one is in the tower. About half of the rest are asleep at any given time during the night, but all of them always have at least a sidearm close at hand.

The Attack - The next morning, the attack will begin in earnest. The sounds of preparation can be heard from Parugue for a few hours before sunrise, and things are well under way by daybreak. Most of the army will advance on the city, staying behind shields or mobile siege equipment. They will not have scaling ladders of any type. Another unusual feature of the attack is that several converging paths will be left totally devoid of soldiers. These will meet at two points about a kilometer from the walls, and are fire lanes for the howitzers. All the troops will halt 100 meters from the walls. After a few minutes, muzzle flashes will be seen from the howitzers. One second later, the shots will hit two sections of wall, which crumble under the impact. In the next minute, each gun will fire 6 more shots, which will leave gaping holes in two sections of wall. Still, there will be no movement from the soldiers. The Black Death artilleryists will wait a few minutes to let their weapons cool, and to let the defenders man the breaches in the wall. Then they will fire white phosphorous rounds into the breaches. This will cause massive death and injury, and start dozens of major fires. With this, the enemy advance will begin. They pour through the openings, killing, looting and burning. If the characters had infiltrated the camp and Black Death found out, there will also be a large reward out for the head of anyone using a gun, provided the gun is also brought in. This could make for a merry chase should the characters try to stay in the city for any reason. Within an hour, the city will have fallen, and be largely aflame. Similar tactics will be used on the exposed keep. More than likely a white phosphorous round will detonate against the keep, scattering flame on anyone in the open area between the keep and its walls. Then the gate will be wrecked with a single high explosive shell, and the attackers will make short work of any survivors.

Unfortunately, once the attack starts, there will be little the characters can actually do to alter things. Learning that you can't always save the day is a painful lesson that should be learned early in an agent's career. They should remember that while they can try and save the day, their primary purpose here is reconnaissance. While they could fire on people entering the breach, they do not have a sufficient quantity of ammunition to make a difference. The artillery will be at maximum rifle range, and if the characters actually manage to have an effect with this, they will quickly find themselves the target of artillery fire instead of the walls. The characters should realize that once things get beyond their ability to change things, there are only two things to do. Call for reinforcements, or leave. Should they attempt the former, they will need to know the exact position of the howitzers, in relation to landmarks that were visible from the satellite photos. A major gate or the inner keep would be sufficient. Chronos will insert a 100kg demo charge as near as possible to this location, and it is set to detonate if the instant it arrives. This will stop the howitzer attack, but any characters staying behind to witness it will see the Black

Fall of Parugue

Death agents disappear the instant of the explosion. They had return devices similar to the characters, set to pull them out the instant anything was detected appearing within a certain radius (An interesting point for a future mission, perhaps). The cannon were too massive to include, and will be destroyed by the demo charge and secondary explosions.

Aftermath - The characters will use their return devices to signal Jumpoff when they are ready to exit this timeline. Those who exit will not return, although a rescue team may be sent to bail out any desperate characters. Given their orders, the characters should probably leave the instant the situation becomes hopeless, although it may be necessary as early as the first encounter, or as late as the fall of the keep. Those who are injured will stay at Jumpoff until they are fit to travel. All will be debriefed upon return to Chronos. The characters will essentially give a detailed narrative of the mission to the computer, which will compare it to the other characters' stories, and file all pertinent information for future reference. It will also make artist's renditions of any Black Death agents the characters can describe, and compare those to known agents on file.

If you keep track of points for mission success purposes, include the following extra items:

Character injured because they didn't have backup	-1
Characters did nothing but observe	-1
Black Death agent captured alive	+2
Characters disabled/destroy howitzers	+2

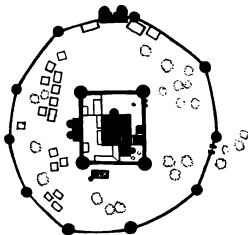
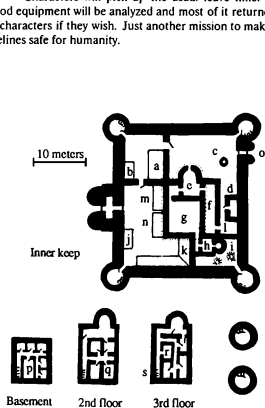
Characters will pick up the usual leave time. Any period equipment will be analyzed and most of it returned to the characters if they wish. Just another mission to make the timelines safe for humanity.

Balance factors - Depending on the size of the group, their equipment and role-playing experience, this mission may not be ideally suited for them. You may wish to add several balance factors to make things easier or more difficult for them.

If the characters are going into this with full combat equipment, and see the adventure as a combat rather than reconnaissance mission, regardless of their orders, you should increase the number of any assassins, and increase the number of Black Death guards to two at each gate. The number of other Black Death personnel awake should also be increased to lower the effects of any surprise.

On the other hand, if the characters look like they are quickly going to get in over their heads, you can eliminate the night vision scope of the sniper in the tower, or eliminate the sniper altogether. Any attacks by assassins should not be overwhelming to the characters.

Last, if the characters try to run roughshod over the laws of this time and place during investigations (wanton destruction, slaughter of innocents, etc.), try to put them in situations where their technological edge is lost. Make them rely on their wits rather than their guns to get them out of trouble. The characters, after all, are supposed to be the good guys. A gun could fall and get clogged with mud, poison might be slipped into a drink, surprise situations could crop up, or the group could simply face overwhelming numbers of enemies, like a mob of angry townspeople.



- | | |
|----------------------|-----------------|
| a. Barracks | k. Stables |
| b. Kennel | l. Kitchen |
| c. Well | m. Smith |
| d. Pantry | n. Carpenter |
| e. Guard room | o. Postern gate |
| f. Great hall | p. Cells |
| g. Offices | q. Bedrooms |
| h. Chapel/Bell tower | r. Lavatories |
| i. Garden | s. Stairs |
| j. Storage | |

SpaceTime Modifications - If **Fall of Parugue** is played as a **SpaceTime** adventure, you will have to make some changes. The characters are adventurers, hired by Tynekk Conglomerate to investigate a possible problem in a potential market area. First of all, the planet will be Marg, the only habitable planet in the Tau Ceti system (see **Chronology**, year 209NB). There has been anomalous activity there, well beyond the current tech level, and not connected with the normal efforts to bring the civilization into the mainstream of interstellar society. Recon satellites show basically the same information as in the **Avenger** briefing, but "camouflage" jamming makes it very difficult to tell exactly what kind of technology is in use. The effects are obvious, however. Whole cities laid waste, famine, plague, etc. The deliberately useless Earth-Mars-Uman equivalent of the United Nations is wringing its hands over the matter, but will probably take a few more months before deciding the situation won't go away and requires real action. A large-scale military aid mission would set back relations decades, due to technophobia and xenophobia on the part of the inhabitants. So, the characters and equipment will be dropped by an unpowered lifting body into the general area of the attacks, much the same as an **Avenger** agent insertion. If a character has a light plane or glider skill, they can fly it in themselves, otherwise a small on-board computer can put them down safely within a hundred meters of the landing spot. The glider itself will burn to biodegradable ashes an hour after touchdown.

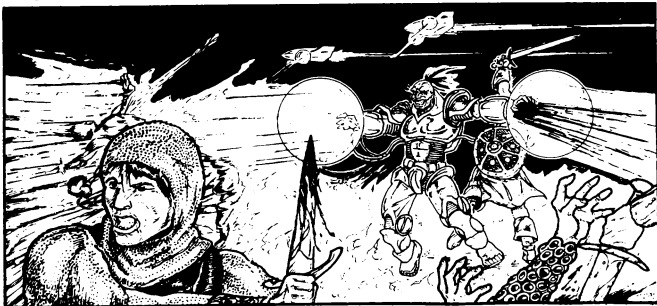
For equipment, Tynekk is providing a 2,000Cr allowance per character, on credit chips that will expire when their ship leaves Earth (or other planet of origin). Tynekk will assume the characters competent enough to get their own gear. However, the purchases will conveniently be logged into Tynekk computers, so they will know exactly what the characters have gotten. One item Tynekk will give the characters is a passive radar reflector, about fist-sized, but capable of being tracked from orbit after being removed

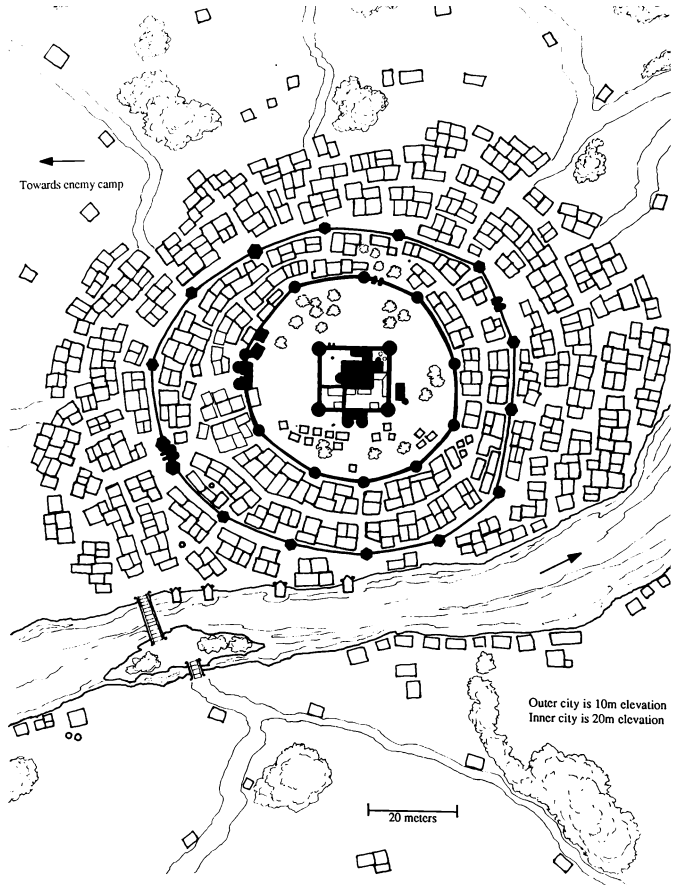
from its special wrapper. It looks and feels like a rock. This is for use if the characters need a bit of help. Once unwrapped, the orbiting Tynekk ship will drop a guided missile to obliterate whatever is in the vicinity of the reflector. This will take 1d6 times 10 minutes to arrive. Actually, all the wrapper does is change the radar signature of the reflector. Tynekk will always be able to track the characters with it, but will only drop the missile after it is unwrapped. You don't need to tell them this, though. Another Tynekk gift is local garb, or something reasonably close, and a crash hypno-course in the local dialect, which will last for a few weeks. They will also get a standard survival beacon, keyed into the frequencies of the Tynekk ship orbiting the planet. This is only to be used when the characters are ready to be picked up, and only from a safe location.

From here, the mission is roughly the same. Instead of **Black Death**, a group of religious fanatics from Earth (or somewhere else) has gotten it into their heads that Marg culture is actually the ancient enemy mentioned in their holy writings. So, kill as many as possible and foment war and unrest amongst the rest. Hopefully then, they will kill each other. Unable to get (or maybe afford) enough nukes to do it from orbit, they simply incite wars through "covert" aid.

The techno- and xenophobia amongst the locals serves much the same purpose as the fear of witchcraft and spies would do in the **Avenger** scenario, so the characters should stay low-key, and try to blend in. The fanatics get away with it because they have gotten the "backing" of a local leader whose lust for power is greater than his fear of the unknown. So, he allows their help, and they win his battles. He plans on killing the fanatics eventually, and vice versa.

The fanatics will be equipped like the **Black Death** agents, with the possible exception of more modern equipment, and will be just as nasty. Their preparedness and equipment is up to the GM, and depends on the actions of the characters.



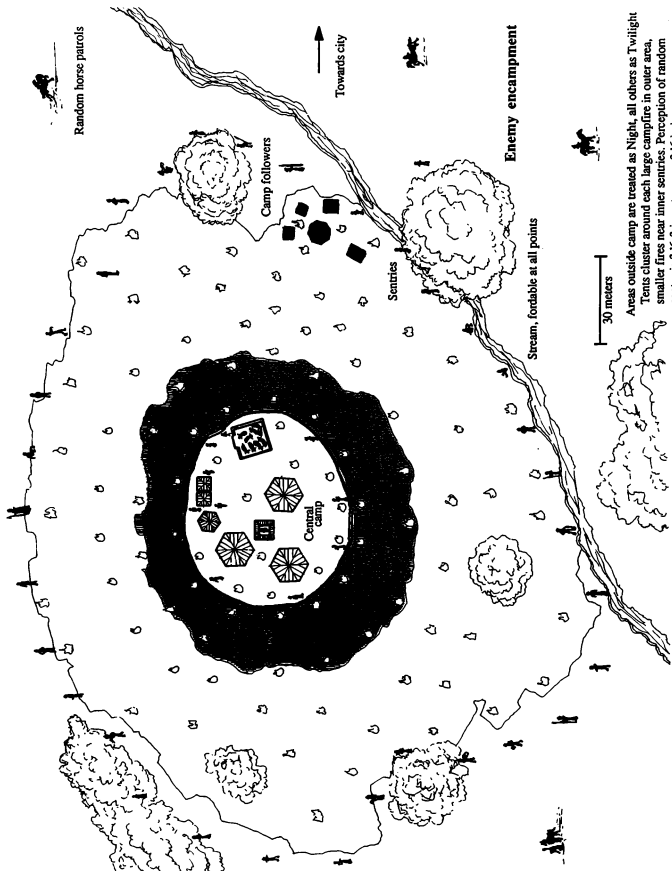


Towards enemy camp

Outer city is 10m elevation
Inner city is 20m elevation

20 meters

City of Parnoue



Random horse patrols

Towards city

Enemy encampment

Camp followers

Sentries

Stream, fordable at all points

30 meters

Central camp

Areas outside camp are treated as Twilight
Tents cluster around each large campfire in outer area,
smaller fires near inner sentries. Perception of random

Baron Karlov

Age: 42 Height: 176cm Weight: 90kg
 BP: 32 BR: 32 Speed: 13

Strength : 14
 Constitution : 13
 Intelligence : 12
 Dexterity : 12
 Willpower : 15
 Bravado : 14
 Appearance : 10
 Perception : 12
 Stamina : 14

Skills:

MLSC : 12
 SWRD : 14
 SHLD : 12
 KNFE : 10
 CBOW : 9
 PRYG : 10

Equipment:

Dagger (6I)
 Mail shirt (10/3)
 Heavy tunic (2/0)



Fairly enlightened and reasonable, but not to the point of taking abuse from strangers, or being told what to do by anybody.

Castle guard

Age: 24 Height: 170cm Weight: 87kg
 BP: 31 BR: 31 Speed: 12

Strength : 13
 Constitution : 12
 Intelligence : 10
 Dexterity : 11
 Willpower : 12
 Bravado : 11
 Appearance : 9
 Perception : 12
 Stamina : 11

Skills:

SWRD : 12
 SHLD : 8
 BRWL : 8
 KNFE : 8
 DRKN : 8
 ARKN : 7

Equipment:

Longsword (14I)
 Dagger (6I)
 Mail shirt (10/3)
 Helmet (10/5)
 Shield, 4 location (8/4)



Generic castle or town guard. Town guards may be a bit less skilled (143 points), and armored (7/3). Given the conditions of the scenario, all will be a bit suspicious.

Assassin

Age: 24 Height: 165cm Weight: 86kg
 BP: 31 BR: 31 Speed: 12

Strength : 12
 Constitution : 13
 Intelligence : 9
 Dexterity : 13
 Willpower : 14
 Bravado : 14
 Appearance : 6
 Perception : 13
 Stamina : 11

Skills:

KNFE : 12
 WOUN : 6
 BRWL : 10
 STLH : 10

Equipment:

Large dagger (8I)
 Punch dagger (6I)
 Leather torso armor (4/2)
 Heavy cloth clothing (1/0)



Assassin is perhaps too strong a term to use for this NPC. Hired street scum is perhaps more appropriate. They have, however, been well paid, and they also fear the wrath of their employers should they fail.

Black Death provocateur

Age: 29 Height: 185cm Weight: 82kg
 BP: 30 BR: 30 Speed: 13

Strength : 12
 Constitution : 12
 Intelligence : 15
 Dexterity : 14
 Willpower : 14
 Bravado : 14
 Appearance : 7
 Perception : 13
 Stamina : 10

Skills:

PIST : 12
 RIFL : 11
 STLH : 8
 MTRS : 12
 TORT : 10
 DISG : 10

Equipment:

Any of following:
 Pistol
 Rifle
 Grenade
 Dagger (6I)
 BP vest (21/6)
 BP clothing (14/4)



Fanatical, but not suicidal. Possibly irrational, but very intelligent. Motivation is not entirely clear, but definitely hostile towards characters. Has no respect for human life, and will use this respect in others as a tool against them.

Condensed Damage Tables

Head/Neck Damage Level

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20+
N	1	1	1	2	2	2	3	3	4	4	5	5	6	6	7	B7	B8	B8	B9	B9
			S	S	S	S	S	S	S	D	D	U	U	O	O	O	O	O	O	O

Torso Damage Level

N	N	1	2	3	4	5	B6	B7	B8	B9	B10	B11	B12	B13	B14	B15	B16	B17	B18	B19
				S	S	S	S	S	D	D	D	D	D	U	U	U	U	U	O	O
									E13	E13	E12	E12	E11	E10	E9	E8	E7	E6	E5	E3

Arm Damage Level

1	2	3	4	5	6	8	B10	B12	B14	B16	B18	B20	B20	B20	B20	B20	B20	B20	B20	B20
						S	S	S	S	S	D	D	D	U	U	U	U	U	O	O

Leg Damage Level

N	1	3	4	5	6	7	8	9	B10	B12	B14	B16	B18	B20	B20	B20	B20	B20	B20	B20
									S	S	D	D	U	U	O	O	O	O	O	O
										E8	E8	E7	E7	E6	E6	E5	E5	E4	E4	E3

Eventually Fatal

5t	10t	20t	40t	10m	20m	40m	80m	3h	5h	10h	20h	40h	80h	5d	10d	20d	--- Not fatal ---		
----	-----	-----	-----	-----	-----	-----	-----	----	----	-----	-----	-----	-----	----	-----	-----	-------------------	--	--

Healing and Recovery

Con	Impairment																				
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
1	3	3	4	4	5	6	7	8	9	10	12	14	16	18	21	24	27	31	35	40	45
2	3	3	3	3	4	5	6	7	8	9	10	12	14	16	18	21	24	28	32	36	41
3	3	3	3	3	3	4	5	6	7	8	9	10	12	14	16	18	22	26	30	34	4
5	2	2	2	2	3	3	4	5	6	7	8	9	10	12	14	16	18	21	24	27	31
6	2	2	2	2	3	3	4	5	6	7	8	9	10	12	14	16	18	21	25	29	3
7	2	2	2	2	3	3	4	5	6	7	8	9	10	12	14	16	18	21	24	27	31
8	1	1	1	1	2	2	2	3	3	4	5	6	7	8	9	10	12	14	16	18	21
9	1	1	1	1	2	2	2	3	3	4	5	6	7	8	9	10	12	14	16	18	21
10	1	1	1	1	2	2	2	3	3	4	5	6	7	8	9	10	12	14	16	18	21
11	1	1	1	1	2	2	2	3	3	4	5	6	7	8	9	10	11	12	14	16	18
12	1	1	1	1	2	2	2	3	3	4	5	6	7	8	9	10	11	12	14	16	18
13	1	1	1	1	2	2	2	3	3	4	5	6	7	8	9	10	11	12	14	16	18
14	1	1	1	1	2	2	2	3	3	4	5	6	7	8	9	10	11	12	14	16	18
15	1	1	1	1	2	2	2	3	3	4	5	6	7	8	9	10	11	12	14	16	18
16	1	1	1	1	2	2	2	3	3	4	5	6	7	8	9	10	11	12	14	16	18
17	1	1	1	1	2	2	2	3	3	4	5	6	7	8	9	10	11	12	14	16	18
18	1	1	1	1	2	2	2	3	3	4	5	6	7	8	9	10	11	12	14	16	18
19	1	1	1	1	1	2	2	2	3	3	4	5	6	7	8	9	10	11	12	14	16
20	1	1	1	1	1	2	2	2	3	3	4	5	6	7	8	9	10	11	12	14	16
21	1	1	1	1	1	2	2	2	3	3	4	5	6	7	8	9	10	11	12	14	16
22	1	1	1	1	1	2	2	2	3	3	4	5	6	7	8	9	10	11	12	14	16
23	1	1	1	1	1	2	2	2	3	3	4	5	6	7	8	9	10	11	12	14	16
24	1	1	1	1	1	2	2	2	3	3	4	5	6	7	8	9	10	11	12	14	16
25	1	1	1	1	1	1	2	2	2	3	3	4	5	6	7	8	9	10	11	12	14

Hit Locations

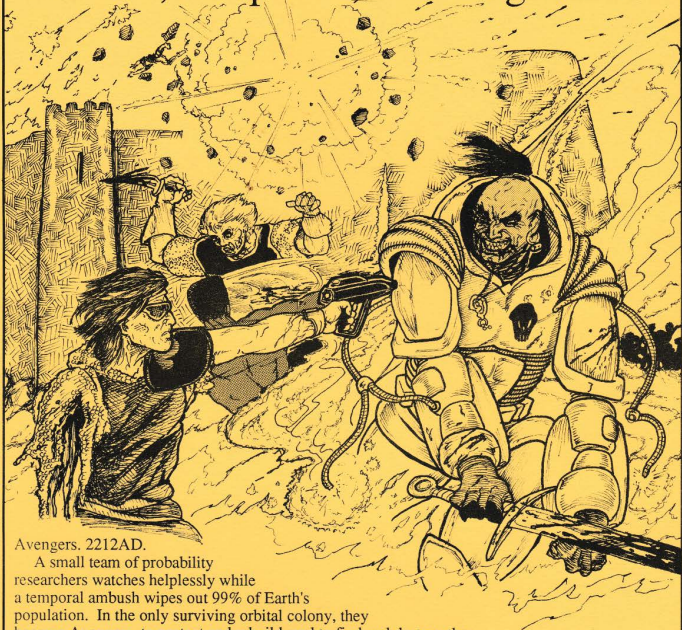
Sector	Location	I				II,III				IV		V,VI		Name
		Front	R	R	R	R	R	R	R	Rear	LF	LR	LF	
1	01-02									01-05				Skull
2	03-05									04-06				Face
3	06-06									07-08				Neck
4	07-10									09-13				U.R.Arm
5	11-13									14-14				R.Should.
6	14-16									15-16				U.Chest
7	17-19									17-18				L.Should.
8	20-23									20-23				U.L.Arm
9	24-25									20-21				R.Elbow
10	26-28									22-26				R.Chest
11	29-31									27-29				Chest
12	32-34									30-30				L.Chest
13	35-36									31-32				L.Elbow
14	37-39									33-35				R.Arm
15	40-41									36-38				R.Abd.
16	42-44									39-40				R.Abd.
17	45-46									41-43				Abdomen
18	47-49									44-45				L.Abd.
19	50-51									46-48				L.Arm
20	52-56									49-50				R.Hand
21	57-57									51-56				R.Hip
22	58-62									53-53				51-51
23	63-64									54-56				52-56
24	65-70									57-58				L.Hip
25	71-76									59-66				L.Thigh
26	77-79									67-74				R.Knee
27	80-82									75-77				R.Knee
28	83-89									78-80				R.Shin
29	90-96									81-87				L.Shin
30	97-98									88-94				L.Foot
31	99-100									95-97				R.Foot
32	99-100									98-00				L.Foot

Armor Materials

Material	AV	BP	Mass	Material	AV	BP	Mass
Light cloth	0/0	1	.02	Pine, 15mm	1	1	.17
Heavy cloth	1/0	2	.04	Ice, 25mm	2	2	.27
Thin leather	2/0	2	.06	Plexiglass, 10mm	2	2	.27
Thick leather	3/0	3	.11	Earth, 25mm	3	1	1.25
Hardened thin leather	3/1	3	.08	Granite, 10mm	3	1	.60
Hardened thick leather	4/2	4	.14	Ice, 25mm	4	1	.51
Quilted heavy cloth	4/1	3	.18	Cement, 10mm	3	2	.29
Quilted silk	5/1	4	.24	Glass, 5mm	1	1	.90
Kevlar 29	5/1	2	.05	Water, 40mm	1	-	.75
Bipr fabric	7/2	2	.05	Bronze, 4mm	6	4	.70
Rigid composite	10/5	4	.15	Aluminum Alloy, 4mm	8	7	.24
Bronze plate	6/3	4	1.50	Steel, 4mm	11	7	.70
Aluminum alloy plate	8/4	7	.48	Hardened Steel, 4mm	17	7	.70
Steel mail	10/2	6	1.00	BP Glass, 4mm	7	6	.35
Steel plate	11/5	7	1.40	Cinder block	13	3	3.00
Hardened steel plate	17/8	8	1.40	Street sign	4	3	.20

Weapon	DV	Aver.	Weapon	DV	Aver.
.22 Long	121	7	Bow 10	101	6
.380	141	8	Crossbow 15	221	12
.38 Spec.	171	9	Knife	61	3
9mm	191	10	Short sword	121	7
44 Mag.	251	14	Broadsword	161	9
5mm pistol	291	16	Spiked mace	1811	10
9mm pistol	301	17	War hammer	1411	8
5mm rifle	351	19	Morning star	1611	9
9mm rifle	551	30	Quarterstaff	1811	10
laser rifle	701	39	Spear	1011	6
laser rifle	701	39	Whammer	8111	4

The few, the proud, the vengeful...



Avengers. 2212AD.

A small team of probability researchers watches helplessly while a temporal ambush wipes out 99% of Earth's population. In the only surviving orbital colony, they become Avengers, to protect and rebuild, and to find and destroy the organization known only as Black Death.

A generation later, the fight goes on. Earth is still a ravaged wasteland, but the tiny reconstruction teams are making a difference. Black Death is still out there, but has grown more subtle. Avenger agents must journey to alternate worlds to stop threats aimed at their own, or journey into Earth's wastelands to stop long-term plots.

Avengers contains complete backgrounds on this alternate timeline, plans of the space colony **Chronos**, new equipment, character generation, and the short adventure, *Fall of Parague*, suitable for Avenger agents or introductory SpaceTime™ characters.

ISBN 0-943891-02-7

Blacksburg Tactical Research Center, 1925 Airy Circle, Richmond, VA 23233