

TIMEMASTER™

TRAVELERS' MANUAL



The logo for Pacesetter, featuring a white arc above the word "Pacesetter" in a white, sans-serif font.

The time is out of joint; O cursed spite
That ever I was born to set it right!
Hamlet, Act I, Scene V

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

WHO CAN PLAY?

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

WHAT IS A ROLE-PLAYING GAME?

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

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

WHAT'S IN THE BOX?

Before you start traveling through time, you should get familiar with the necessary equipment: the contents of your **TIMEMASTER** game. Take a quick look at each of the items in the box as you read the following descriptions:

The Travelers' Manual lies in your hands right now; it contains 64 full pages of information about how to play the game. Read this book first, before you start your mission as a time-traveler.

The TIMEMASTER Guide to the Continuum contains 32 pages about people, places, and times...even a few aliens. The Continuum (pronounced “Cun-tin-yoo-um”) is everything that was, is, and will be. It's all places at all times.

The adventure scenario, “Red Ace High” is a 16-page adventure especially designed to introduce new players to the **TIMEMASTER** game system. For now, set the adventure aside; most of it should be read by one special player, whom you'll choose

later. (When you're ready for more adventure, be sure to look for other **TIMEMASTER** adventure scenarios published separately by Pacesetter, Ltd.)

The game map is printed on both sides to provide the greatest possible playing surface. Both sides will assist you in playing “Red Ace High.” The full-color side lets you play countless other adventures, too.

140 cardboard playing pieces represent the time-travelers themselves, plus all the other characters and troops that the time-travelers might meet. During the game, players move the counters around on the map to show where their characters are.

The three TIMEMASTER dice.

USING THE DICE



1d10
roll = 4



2d10
roll = 14



Percent Dice
roll = 32

USING THE DICE

TIMEMASTER dice differ from ordinary dice; instead of six sides, these three dice have ten. Each side has a number ranging from “0” to “9.” Ten-sided dice are used in several different ways; they're much handier than six-siders!

Take a second to roll one of the dice. The number that comes up on top is the number you've rolled. If the number rolled is a “0,” read it as “10” instead.

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

Often, the rules will require you to roll “1d10,” or “2d10” or “3d10.” These

abbreviations mean to roll one, two, or all three dice and add the results together to get your final result.

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

Try rolling a few percents. First, decide which die will be the tens die and which will be the ones die. Now roll both the dice. If, for example, you roll a “5” on the tens die and a “1” on the ones die, you have rolled “51.” A roll of “5” on the tens die and “0” on the ones die would be “50,” while a roll of “0” on the tens die and “5” on the ones die would be “05” or just plain “5.” Remember, a roll of “00” is read as 100.

THE CM

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

THE CHARACTERS

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

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

The Demoreans are NPCs that come from another part of the Continuum. Passing themselves off as humans, they sneak into Earth’s past and attempt to change the way history happened. They pose as anything from a president to a peasant—



whatever they think will do the trick. And why? Because if they make enough changes, they can control the entire Continuum.

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

ABILITIES, SKILLS, AND TALENTS

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

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

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

SCORES

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

CHECKS

During the game, characters put their Abilities, skills, and talents to use. Some things, they can do automatically, no matter how low their scores may be. But characters can’t do every-

thing they try automatically; if they did, the game would be no fun. So when Mira the agent wants to leap across a ravine, or find a needle in a haystack, she must put her scores to the test, and make a “check” with the dice. Checks are percent rolls that determine how an action turns out, when the outcome is in doubt.

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

General Checks

A general check is a percent roll to find out whether a character can do something difficult. It gives yes or no answers: yes, she does it; no, she doesn’t. All general checks work like this: if the percent roll is higher than the score being checked, the character fails. If the roll is *lower than or equal to* the score, the character *succeeds*.

Let’s say Mira wants to walk across a narrow beam—an action that requires Agility. The CM thinks that’s hard to do, so he or she asks the player to make a general check against the character’s Agility score. The player makes a percent roll. If the player rolls a number equal to or less than the character’s Agility score, the character can walk across the beam. If the player rolls a number higher than the character’s Agility score, the character cannot walk across the beam; she falls off!

Specific Checks on the Action Table

Sometimes players need to find a very specific result—such as how much injury an attack causes, or how many clues a character notices. In these cases, a general check is not enough, and players must make a specific check to find results. Specific checks use the *TIMEMASTER™* Action

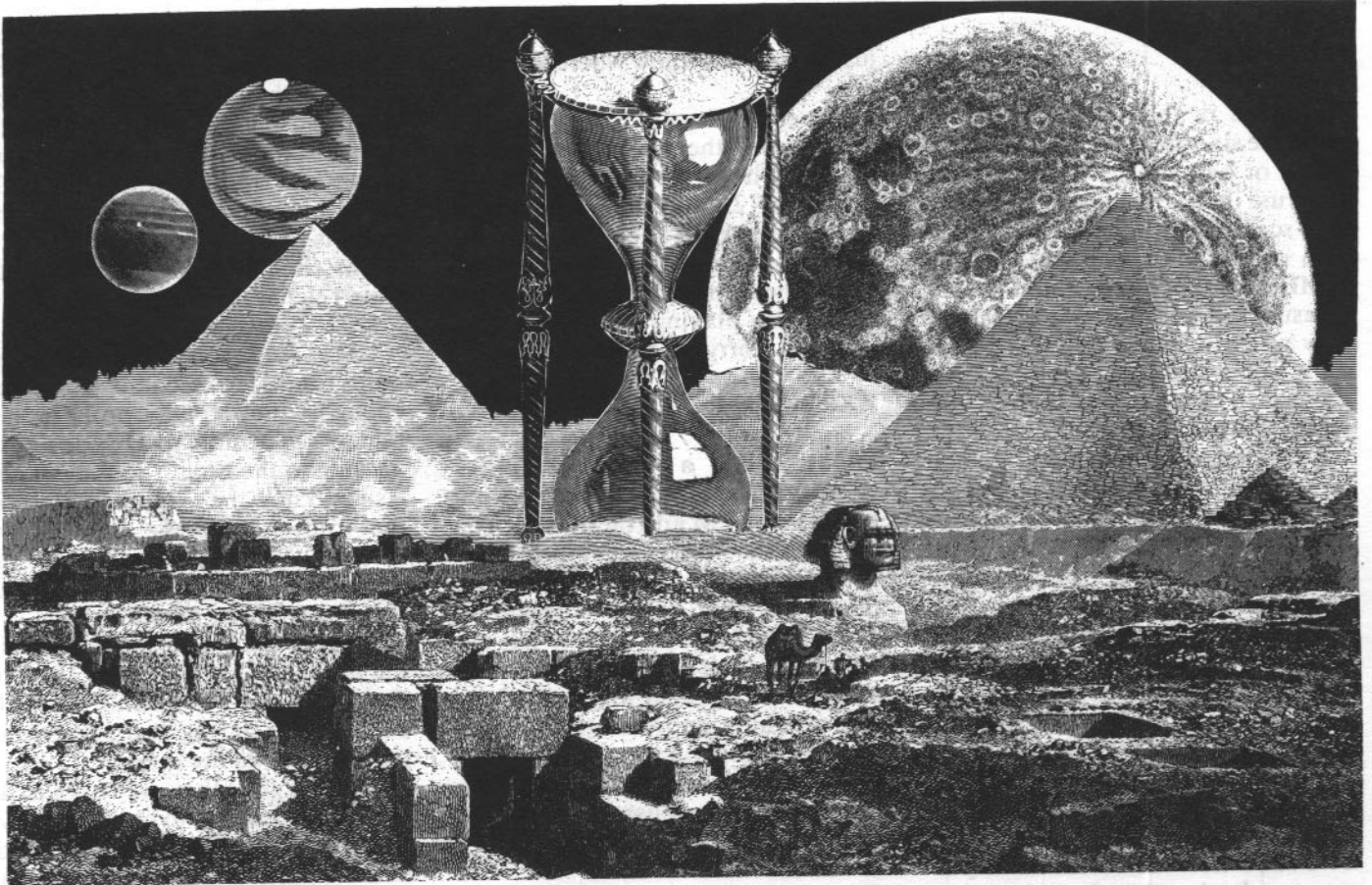


Table to find the exact outcome of an action. Take a look at the table on the *Guide to the Continuum's* back cover. Then read the steps below to learn how to make a specific check.

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

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

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

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

6. The player "cross-indexes" the attack row with the defense column. This means that the player follows

the row found in Step 3 until he reaches the column found in Step 5. The letter code that lies in the box shared by each one shows the result of the attack.

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

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

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

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

The CM cross-indexes the 10-29 row with defense column 5, and finds an "M" on the Action Table. In this

example; the CM would look for the "M" in the *Armed Combat Results Key*, and apply the results for a "Medium Wound." Don't worry about using the keys just yet; for now, you only need to understand the basic procedure: rolling a specific check and finding the letter code result on the Action Table.

ADVENTURES AND SIGNIFICANCE

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

Every adventure has a rating from 1 to 1000, called its significance rating. Significance is the measure of how important things are in history. People can have significance ratings, too, and so can events. In fact, putting all these smaller ratings together helps create the significance rating for an adventure. Chapter 3 explains significance in more detail, in the section called "Character Advancement"

THE MAPS

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

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

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

The color map also has three keys. Two show how the colors can represent terrain, the other shows how they can represent elevation. Adventure scenarios from PACESETTER may also include extra features that you can cut out and place over the color map, allowing you to create just about any outdoor environment. The 16-page adventure in this game includes cut-outs for this map.

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

LEARNING TO PLAY

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

just be sure you know where to look it up.

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

EXAMPLE OF PLAY

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

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

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

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

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

CM: (*Nodding.*) Mmmhmm.

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

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

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

BOB: Fifty-six.

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

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

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

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

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

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

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

WELCOME TO THE CORPS



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

THE ADVENTURE BEGINS...

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

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

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

Parallel Identification

Some Parallels are nearly identical to Parallel T-0, the "home" Parallel of the Time Corps, though most of these are younger and have not yet reached the year 7192. Other Parallels differ from T-0, some moderately, others radically. For example, on a moderately different Parallel, the British

may have defeated the Americans in 1790, with resulting differences in history after that point. On a radically different Parallel, neither Britain nor America may ever have existed!

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

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

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

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

THE HISTORY OF THE CORPS

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

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

those involved realized that the wars were intolerable.

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

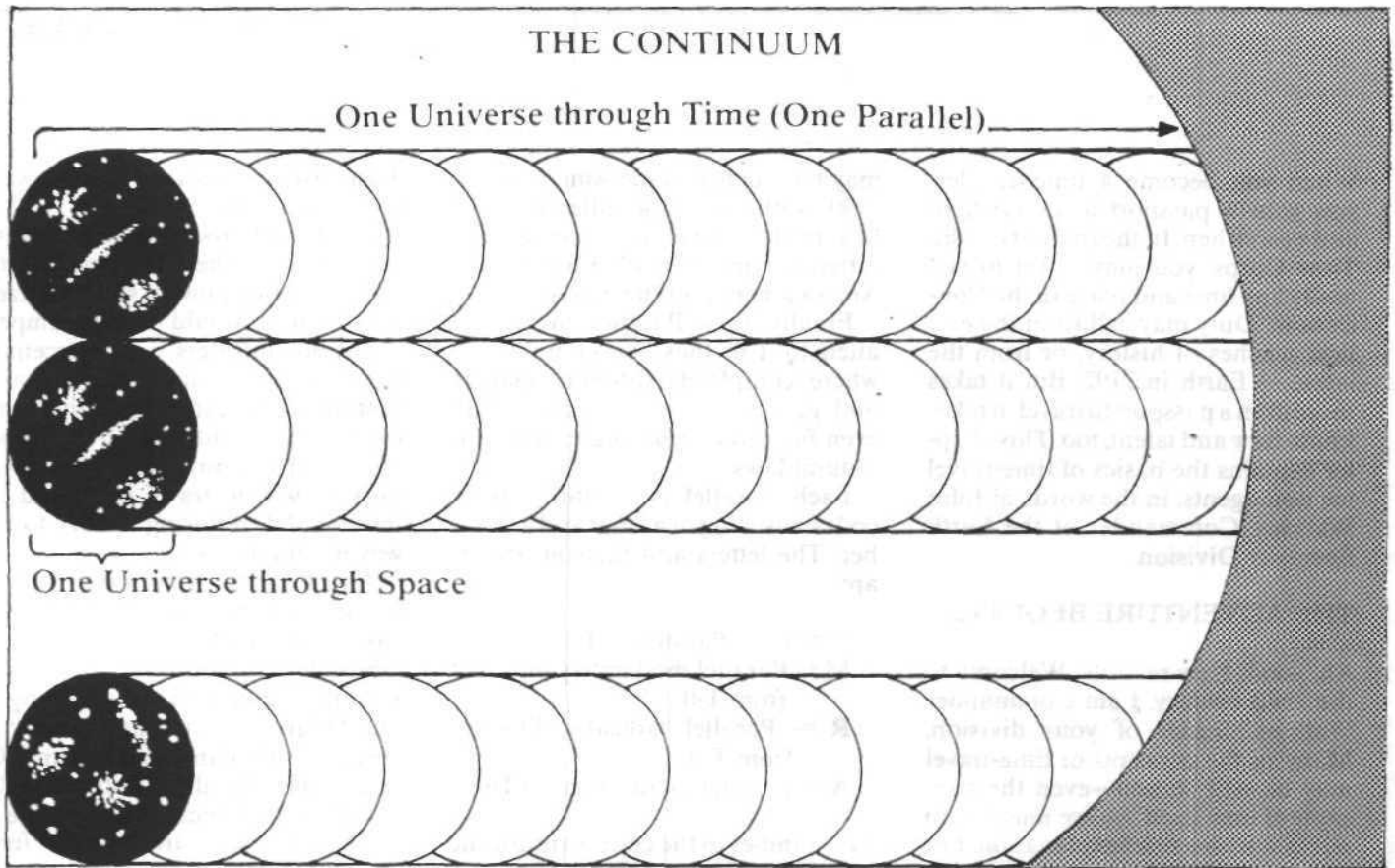
And there we were. To avoid political tampering, the three powers gave us complete autonomy. We established a secret headquarters, to keep the mercenaries from wiping us out. Originally, we planned only to repair the timeline and disband. Of course, with the aliens and renegades in action, that became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

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

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

PREPARING FOR THE MISSION

Most of your missions for the Time Corps will begin right here at head-



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

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

Our specialty in this division is Earth, and most of your missions will take place on this planet. In rare cases, however, you may find duty on other Parallels, especially if their history has somehow mimicked ours.

No matter what your destination

may be, each mission begins the same: with a briefing. We assemble your mission team here at HQ, and provide the best information possible about the situation you must face. We explain culture and current events. We outline the key personalities - who they are, what they do, and with whom they should be doing it. These briefings are vital; without them you have only Paranormal Memory or your own Historical Specialty skill to tell you how things should be.

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

TIME TRAVEL PROCEDURES

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

you to the time desired. Instantly, painlessly, you arrive.

Standard operating procedure calls for agents to set their scooters on "vanish" immediately upon arrival. No alien or passing peasant should ever stumble across this crucial equipment. The vanish mode sends your vehicle backward in time at a rate exactly equal to the forward flow. In a sense, the vehicle hovers just on the verge of "being," until you use your communicator to recall it. You may recall the scooter at any time, but it returns only to the original landing site, ready for the trip back to HQ.

THE BASIC LAWS OF TIME TRAVEL

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

THE LAW OF IDENTITY

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

The Loop Trap

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

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

THE LAW OF PRESERVATION

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

The Grandfather Paradox

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

The laws of Nature do not permit this paradox to occur. In plain terms, *it is a corollary of the Law of Preservation that a character's own actions will never result in his or her non-existence in*

the future. Just remember this: you can never kill an ancestor—not your own, anyway. Yours will be the gun that jams, the arrow that misses. Nature simply will not let you kill your own grandfather, or any other ancestor.

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

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

THE LAW OF THE TIME BARRIER

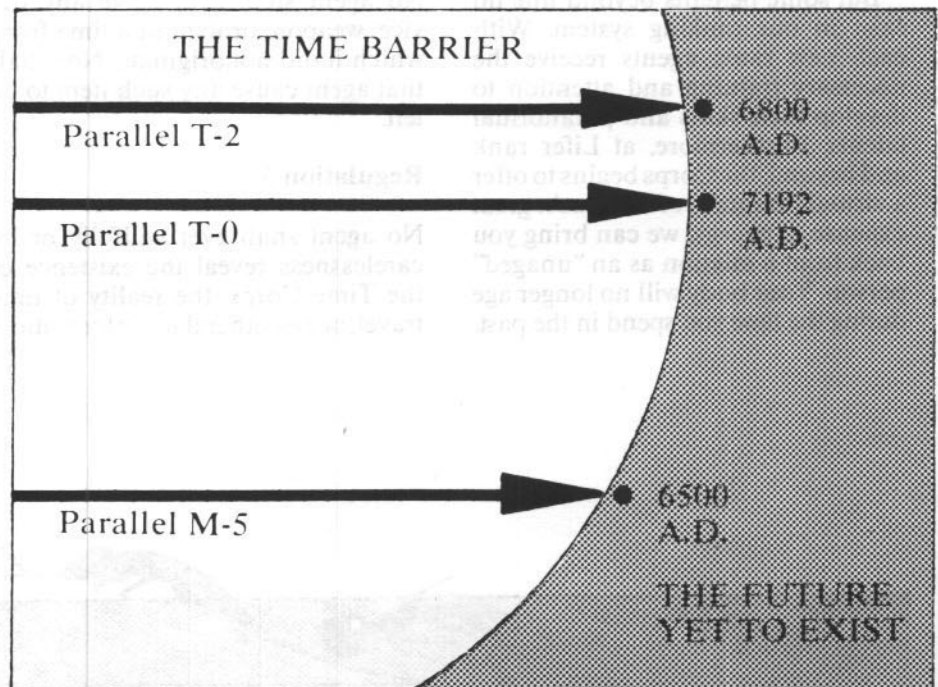
The Law of the Time Barrier states that every Parallel has a barrier beyond which no one can travel. The Time Corps exists at the most advanced edge of that barrier. Many of you have traveled into the future to get here, but you can go no further. This is the end of the line. No future exists beyond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

Of course, the barrier is always moving forward. With every breath,

every second, new time becomes a reality, and the barrier advances. Tomorrow will come, but you must wait until it gets here to see it, just as any non-traveler would. The barrier means that we at the Time Corps get no free rides in our work. For example, you may be "stuck" on a mission, not knowing what to do. Because of the barrier, you cannot travel into your own future to find out how you solved the problem. That future doesn't exist. We can sum it all up like this: if you haven't done something yet, it hasn't been done.

THE LAW OF DEATH

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



RANK AND GRADE

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

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

The highest standing in the Time Corps is Timemaster, grade 10. Usually, agents retire from the field at that point, and become leaders here at headquarters. I myself have attained this rank, and treasure the title dearly. It represents over a hundred successful missions—some good, some bad, all of them rewarding.

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

TIME CORPS REGULATIONS

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

Regulation 1

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

Regulation 2

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

Regulation 3

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

Regulation 4

No agent shall ever leave any device, weapon, or item in a time from which it did not originate. Nor shall that agent cause any such item to be left.

Regulation 5

No agent shall ever willfully or by carelessness reveal the existence of the Time Corps, the reality of time travel, or any other data, information,

or idea which does not belong in the time at hand.

Regulation 6

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

Regulation 7

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

Regulation 8

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

VIOLATIONS

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

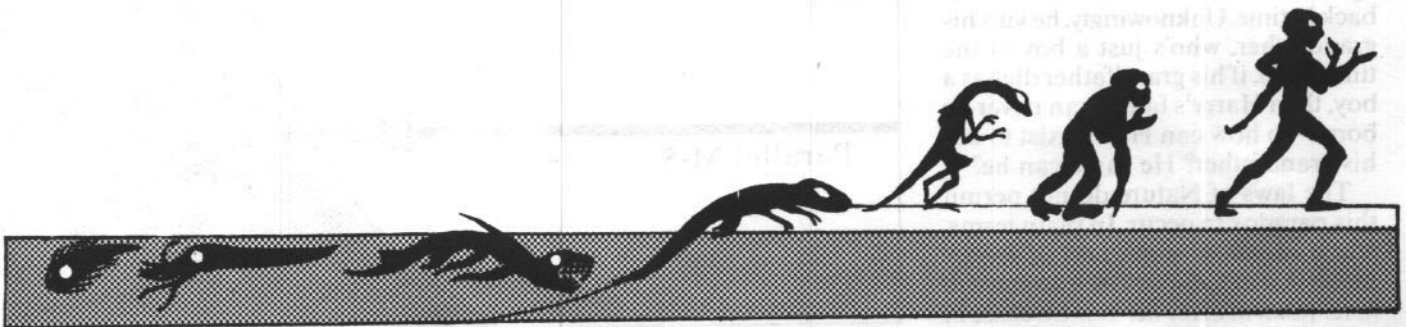
First offense—demoted one grade.

Second offense—demoted one rank.

Third offense—demoted two ranks, or banished to prison parallel.

Fourth offense—banished to prison parallel.

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





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

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

THE CHARACTER SHEET

During the game, each player keeps track of his or her character on a “character sheet.” Page 11 shows a blank sheet, which you may copy to use during play. The character sheet is a good tool for learning about characters, since it shows what you need to know during an adventure.

Player. That’s you. Record your own name on the sheet to help everyone keep track of “who’s who.”

Character. Record the name of your character here—the agent you’re going to play.

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

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

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

Current Stamina. During the game, characters lose Stamina points due to

fatigue or minor injuries. With a little rest, they can regain lost points. Stamina points are subtracted and added to the “current Stamina” score—the Ability score stays the same. Current Stamina may never exceed the original Stamina Ability score.

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

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

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

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

Wounds. In the TIMEMASTER game, wounds are serious injuries. Every character has a certain number of wound boxes, to show the number of wounds he or she can receive before dying. (The exact number is based on Stamina.) During the game, players must mark wound boxes to keep track of how many wounds their characters suffer. When the players run out of wound boxes to mark, the characters die. Fortunately, characters can heal wounds with bedrest—if they get to bed in time. Players then erase the marks in the boxes, to show that the wounds have healed. (See Damage and Healing, Chapter 4.)

Skills. All characters have two skills automatically: Historical Specialty (for the period in which they were born), and Time Corps Stunner (for the weapon that puts characters to

sleep). They also have two more skills of their own choosing. After that, additional skills must be acquired through the work of the character. (See Chapter 7.)

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

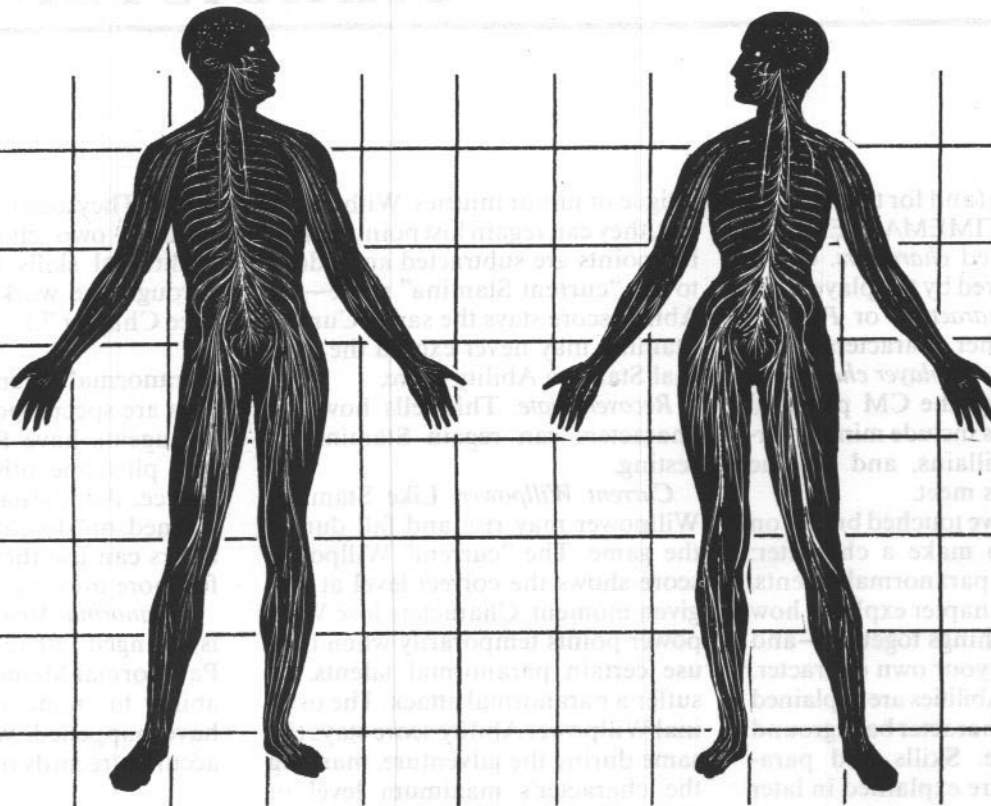
Paranormal Memory. When history is changed, all records change too. Paranormal Memory is a character’s ability to “remember” what should have happened, when there are no accurate records or books to go by.

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

HOW TO CREATE A CHARACTER

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

1. Assemble the necessary equipment: a pencil, a piece of scratch paper, the three ten-sided dice, and a copy of the character sheet. Write your name on the sheet, next to “player.”
2. Decide upon your character’s background, using the guidelines near the end of this chapter.
3. Choose two skills from Chapter 7. These skills are in addition to Historical Specialty and Stunner, which every character has. All skills must be compatible with your character’s back-



ground. If your character has a profession, one skill must relate to it. Note: you may not choose any skills that did not exist during your character's *native time*—the time in which he lived before joining the Time Corps.

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

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

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

again. Your character would be "hopeless" with three scores that low.

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

6. Add your character's Strength and Agility scores together, divide this sum by 2, and round up any fraction. Write the result on the character sheet as the character's Unskilled Melee score.

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

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

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

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

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

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

10. Choose one paranormal talent

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

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

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

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

THE EIGHT BASIC ABILITIES

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

Strength (STR)

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

Strength is used in the following ways in the game:

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

Unskilled Melee Score = $(\text{Strength} + \text{Agility}) \div 2$. A character's Strength score is averaged with his or her Agility score to produce that character's Unskilled Melee score.

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

Dexterity (DEX)

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

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

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

Agility (AGL)

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

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

Unskilled Melee score = $(\text{Agility} + \text{Strength}) \div 2$. A character's Agility score is averaged with his or her Strength score to produce that character's Unskilled Melee score.

Personality (PER)

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

Dynamo or Dud? A character's Personality score is that character's base percent chance to obtain a favorable reaction from an NPC when request-

ing assistance or generally trying to establish a friendly relationship.

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

Willpower (WPR)

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

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

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

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

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

Perception (PER)

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

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

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

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

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

Luck (LUCK)

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

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

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

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

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

Optional Luck Uses

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

The optional uses of Luck are:

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

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

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

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

Stamina (STA)

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

Passing Out. A character's Stamina score is the exact number of *damage points* that he or she can receive before being knocked unconscious.

During the game, players keep track of damage with their character's *current* Stamina. In the beginning, current Stamina equals the original Stamina score. But when the character takes damage, his or her current Stamina drops. Damage is never recorded against original Stamina; that score stays listed under Basic Abilities to show the character's "normal" state.

Wounds. A character's original Stamina score determines the number of wounds the character can take

before dying. (See the chart in Step 9 of "How To Create A Character.")

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

ABILITY CHECKS

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

Like all checks, Ability checks are required whenever a character tries to do something that is clearly not a "sure thing." For example, let's say a character named Mira is riding a bicycle. Normally, she wouldn't have to make a check for this action. But this time, she unexpectedly must throw on her brakes and swerve to avoid hitting a small child who suddenly appeared "from nowhere" between two parked cars. Now there is reasonable doubt that Mira can stay on the bike, so the CM asks Mira's player to roll a general check against her Agility. If Mira fails the check, she falls off.

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

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

ABILITY CHECK RESULTS KEY

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

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

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

C = *Colossal success*. The character does everything exactly right, achieving

exactly the desired effects. He or she suffers no damage, even if the action is dangerous.

K = *Not applicable*. “K” results don’t apply to Ability checks; just ignore this code.

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

Example: Using Ability Checks

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

A group of PCs have time-traveled back to the age of D’Artagnan and the Three Musketeers. Upon arrival, they have promptly jumped into the middle of an old-fashioned tavern brawl. One of the characters is grabbing hold of a chandelier as he stands on

the balcony railing above the bar-room. The character wants to swing out over the room, reach down in mid-swing to catch a rug with his sword, yank the rug in order to topple the oaf that’s standing on it...then continue the swing, arcing upward, releasing the chandelier at just the right moment to crash feet-first through a window and land upright on the street outside. Now *that’s* a lot of action! If all goes well, the sword will still have a rug dangling off the tip, and the poor oaf who was standing on that carpet will be sprawled on the tavern floor.

The CM decides that this complex set of actions requires three Ability checks: a general Agility check for swinging on the chandelier without falling, a specific Dexterity check for catching the rug with the point of the sword, and a specific Agility check for letting go, crashing through the window, landing properly, and taking no damage from the broken glass.

The character, let’s call him Harry Adams, has an Agility score of 64 and a Dexterity score of 56.

First Harry rolls a general Agility check for swinging from the chan-

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

Next, Harry rolls a specific Dexterity check to see if he can catch the rug with his sword. His player rolls a 50. Subtracting 50 from Harry’s Dexterity score of 56, the CM sees that the Attack Margin is 6, and the row on the Action Table to use is the “5-9” row. Ability checks are almost always on column 2. Cross-indexing on column 2, the CM finds that Harry has an “MK” result. The “M” indicates moderate success; the “K” is ignored. (If you had problems following these steps, see “Specific Checks on the Action Table” in Chapter 1.)

Now the CM must decide what “moderate success” means in this situation. Clearly, Harry has hooked the rug with his sword, but also clearly, he hasn’t done it as well as he had hoped. The CM thinks for a moment, then tells Harry (or Harry’s player, really) that he has hooked the rug, but that the blade of the sword is cutting through it as he continues his swing.



Harry's opponent, who is standing on the rug, will get to make a general Agility check to see if he can keep his footing. The CM quickly rolls a general Agility check for the NPC, and finds that even though the rug is being yanked, the big man is still standing. Harry, meanwhile, is swinging toward the window, his sword cutting through carpet as he flies.

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

BACKGROUND NOTES

This section offers guidelines for choosing the background and appearance of your new character. Of course, you can choose anything you want; there's nothing to stop you from making up a ridiculous character! If you really want to play a sword-swallowing dwarf or a florist from the Saharan desert, go right ahead. The best games, however, come about when the characters are interesting—but not bizarre—and typical of their time period. After all, why choose a birth date if your character shows none of the signs of that time?

Date And Place Of Birth

Player characters may choose a date of birth in the range from 3500 B.C. to 7171 A.D. *We strongly suggest* you choose a date and place of birth that corresponds with one of the major "event windows" listed in the *TIME-MASTER™ Guide to the Continuum*. Pick a date that's near the end of the "window," so you have more knowledge of that period. Characters born

and raised in an "event window" have certain advantages when adventuring at that time, and they have similar advantages when traveling through nearby windows or similar windows in other Parallels. These advantages are fully explained in Chapter 7, "Skills."

Age at Time of Recruitment

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

Sex

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

Education And Profession

Education and profession should match the character's native time (the time preceding his or her life as a time-traveler). Remember: the character must also choose at least one skill to go along with his or her profession. Furthermore, not one Time Corps agent is a crook; all former professions must be ethical!

The player can invent an education to go along with his or her character's profession. For example, a medical doctor born in the 1950s might have studied at Harvard Medical School or Johns Hopkins; a gladiator born in 184 A.D. might have learned his skills at a Roman gladiatorial school.

Race And Nationality

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

Height And Weight

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

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

Reputation

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

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

CHARACTER ADVANCEMENT

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

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

Most NPCs and events in an adventure also have a significance rating.

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

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

1. If they fail to complete the adventure successfully, as described in the briefing.
2. If they inadvertently change history (even if they complete the adventure successfully).

Significance Checks

Significance checks determine whether characters have changed history during a mission. When the PCs have completed a mission successfully, the CM adds up the significance ratings of all the “mistakes” the PCs made. Then the CM secretly rolls a significance check against this sum. *Significance checks are very special; they are neither general nor specific checks. Instead, they follow a procedure all their own:*

1. The CM rolls all three ten-sided dice and reads them as a three-digit number between 001 and 1000. A roll of “0” on all three dice counts as “1000.”
2. The CM compares this number to total for “mistakes” in the adventure. If the number the CM rolls is *higher* than the mistakes total, the player characters have not changed history. If the number the CM rolls is *equal to or smaller than* the mistakes total, then the PCs have unintentionally changed history, even though they have successfully completed the mission or adventure they were assigned. They earn no Success Points.
3. If the PCs change history, the CM must now subtract the number

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

Bonus Success Points

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

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

Using Success Points

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

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

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

Notes:

1. Basic Ability scores have a maximum value of 80; players may not raise scores above this limit.
2. Raising an Ability score may cause another score to rise, too: check the formulas for skill scores, paranormal talent scores, and the Unskilled Melee score.

3. PCs always buy new skills at Specialist level. They cannot raise that level until after the next adventure.
4. PCs cannot raise a skill more than one level after any given adventure. (There's no limit on how many skills they raise, though.)
5. As long as they can afford it, PCs can buy any number of paranormal talents, and any number of skills, after an adventure.
6. Characters may spend Success Points on *any* skill of their choice; only newly created characters are restricted to skills that match their background.

Character Rank and Grade

If characters earn regular Success Points for a mission, they automatically rise one grade within the Time Corps (see Chapter 2). After earning Success Points for ten missions, characters rise one rank.

When characters earn a new rank title, they automatically gain one new skill or paranormal talent of their choice, at no cost in Success Points. If the PC chooses a skill, he receives it at Specialist level.

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

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

Violations and Punishment

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

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



GAME TIME

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

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

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

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

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

SURPRISE

Whether the characters throw caution to the wind or plot their every move in detail, they can never control the unexpected; sooner or later, some-

thing will take them by surprise. Surprise plays an important role in this game, especially during a fight. It can stop players dead in their tracks, and cause even the best of plans to fail.

Surprise Checks

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

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

1. An unexpected person or animal suddenly comes into view, or is suddenly sensed by the character.
2. Someone—or something—ambushes the character, attacking him from concealment.
3. Unexpected circumstances arise, and the CM decides they require a surprise check.

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

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

2. His Unskilled Melee score becomes zero for the rest of the round.

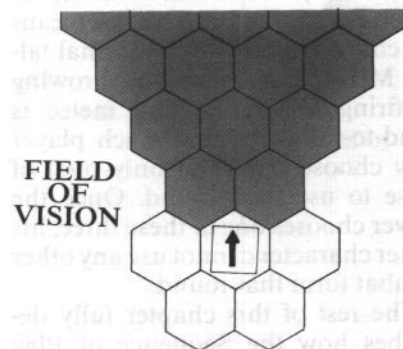
Surprised characters can, however, make use of defense rolls during

missile attack, and they can use Luck to modify that roll. You'll learn about all these things in a minute, when actual combat is explained.

FIELD OF VISION

In the **TIMEMASTER™** game, your field of vision defines the area you can see under normal conditions without turning your body. It's important to know this area for two reasons: First, if you can't see something, you can't fire or throw a weapon and hit it. Second, if that "something" suddenly jumps into your field of vision, you must check for surprise.

The diagram below shows a character's field of vision. If the character turns to face another direction, he sees a different area, but it has the same dimensions as the first one. Sometimes, though, a character's field of vision is blocked. Trees get in the way; so do crowds and other things. Darkness can make it hard to see much of anything. The CM should use his or her discretion to determine how much a character can see.



Watching Behind

If (as a player) you say that your character is "watching behind," you can increase your character's field of vision to a full circle (360 degrees). If your character is moving, he or she has to slow down, since characters must essentially stop and turn around to look behind themselves. Characters cannot run (or sprint) while watching behind, and if they're walking, they must deduct 10 feet from the

distance they can normally cover each round.

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

SEQUENCE OF PLAY DURING A ROUND

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

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

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

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

The Sequence Of Play

1. CM declares NPC and animal actions, including movement, combat form, and first attack.

2. Players declare their PCs’ actions, including movement, combat form, and first attack.

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

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

COMBAT PROCEDURE

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

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

Combat Procedure

1. *Attack Declaration.* This step only applies to characters who can make more than one attack each round—firing more than one shot, punching more than once, etc. *Only skilled characters can make more than one attack.* Every character’s first attack is always specified during steps 1 or 2 in the Sequence of Play. When the character is making a subsequent attack (including defensive missile fire), he or she declares it now. Be sure to specify your target.

2. *Base Chance Determination.* In this step, you must figure out the attacker’s base chance to attack successfully—

his chance before modifiers are applied. The base chance depends upon the attack form:

a. Paranormal Talent = *PT score*.

b. Missile = *Skill score or Dexterity*.

If the attacker is using a weapon skill, the base chance equals his skill score. If the attacker doesn’t have skill with the weapon, use his Dexterity score.

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

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

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

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

DEFENSE COLUMN CHART

Attack Type	Defense Column
Missile Attack	Defender Rolls 1d10 and adds any luck spent to the die roll. Resulting number is number of the Defense Column (10 maximum).
Melee Attack: Defender has declared use of a melee skill as action for the round.	Use column beneath the range of numbers that contains the defender's skill score
Melee Attack: Defender surprised.	Use Column 1.
Melee Attack: Defender doing none of the above.	Use column beneath the range of numbers that contains the defender's Unskilled Melee score.

figure out which defense column to read.

6. *Apply the Results.* To find the result of the attack, cross-index the attack row with the defense column.

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

Called Shots in Combat

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

Here's an example: Let's say that Bob, an agent, wants to stab a nasty

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

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

Helpless Defenders

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

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

LEARNING THE SEQUENCE OF PLAY

DECLARATION

Steps 1 and 2 in the Sequence of Play are called the "declaration steps" of the round. Both the CM and players must declare what movement and combat action they plan to take—even though they still have no idea which side will get to go first. After the CM or a player declares an action, he cannot change his mind; characters

must make every effort to carry out declared actions. Of course, an *opponent* may make a declared action impossible later on—but then, that's the nature of combat.

Follow the instructions below during every declaration phase.

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

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

WHO GOES FIRST?

Within Each Round: Initiative

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

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

Within Each Step

During any given step of the round, the CM determines who goes first. For example, when the Sequence of Play calls for Side A to resolve missile combat, and two players on Side A have declared missile combat for their characters, then the CM decides

the order in which the characters fire or throw their weapons. If a dispute arises, the CM should declare that the character with the highest Willpower score goes first. If any character is firing (or throwing) more than one missile that step, then he or she must fire them all before the other character acts. The rules in this example apply to all three combat forms: the CM determines the order in which the PCs attack, and each PC must finish his attacks in that step before the next PC begins.

PARANORMAL TALENTS IN COMBAT

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

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

Willpower Loss

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

Characters whose current Willpower drops to 20 or below refuse to fight and try to move immediately to the nearest place of safety. This reaction must occur; the CM should never allow players to break this rule.

A character whose current Willpower drops to zero is completely

confused. He or she cannot fight or interact with other characters. He or she can't do anything at all without simple directions from others which take no more than one round to complete, such as, “Get up,” “Come over here,” or “Sit in this chair.”

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

MISSILE COMBAT

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

Skilled vs. Unskilled Attacks

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

Sighting

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

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

In moving crowds or heavy traffic, characters may at best have fleeting glimpses of a target. Dense foliage

can create the same effect. In these cases, the CM might wish to have the character pass a general Luck check to determine if the target is in view.

Missile Attack Modifiers

An attacker's chance of using a missile successfully equals a base score plus or minus certain modifiers. Modifiers are numbers that show how the characters' actions in combat affect their chances of success. For instance, if the target is moving, the attacker's chance to hit it should decrease. Therefore, a modifier is subtracted from the base chance, to reflect the target's movement.

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

Defensive Missile Attacks

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

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

Missiles into Melee

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

Whenever an attacker fires into melee, a “hit” on the Action Table indicates only that someone in the melee was hit—it doesn't tell who the

MISSILE ATTACK MODIFIERS

Target's Declared Action or Situation This Round

Walking	-10
Running	-20
Sprinting	-30
Falling/Diving	-40
Going to cover	-20
Behind cover	-30
In slow vehicle	-10
In fast vehicle	-30
Prone	-10
Swimming	-30

Attacker's Declared Actions or Situation This Round

Walking	-10
Running	-20
Sprinting	-30
Falling/Diving	-40
Going to cover	-20
In slow vehicle	-10
In fast vehicle	-30
Charged or meleed this round	-40
Getting up, and/or turning more than 60 degrees	-20
Drawing this round	-20
Firing more than one weapon	-20
Aiming a single shot*	+10
Second shot in a round	-10
Third shot in a round	-20
Fourth shot in a round	-30
Unskilled riding	-40
Range modifier	Varies

See Weapons Chart

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

Notes:

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

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

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

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

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

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

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

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

victim is. Roll percent dice to determine the victim: a roll of 0-50 means it's the right target; 51-100 means it's the wrong one. If the wrong victim is indicated by the dice, and there is

more than one wrong victim to choose from, the CM should assign an equal chance to each victim and roll to see which one is hit.

Note: "C" results are handled dif-

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

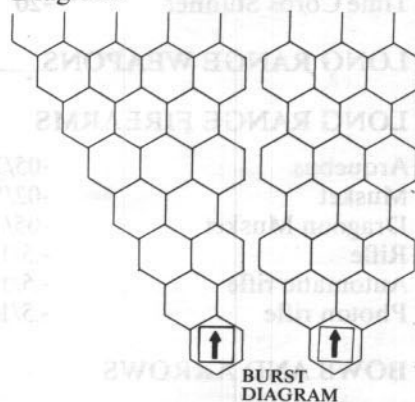
Automatic Rifles

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

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

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

A burst covers the entire area an attacker specifies, within the maximum area illustrated in the Burst Diagram.



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

Shotguns

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

MISSILE WEAPONS

Type	Range Modifier per 10 ft./per 100 yds	Ammo	ROF	RL	Mounted Use?
SHORT RANGE WEAPONS					
THROWN WEAPONS					
Axe/Tomahawk	-30	NA	1	NA	Yes
Dagger/Knife	-20	NA	1	NA	Yes
Javelin	-05	NA	1	NA	Yes
Shuriken	-25	NA	4	NA	Yes
Spear	-20	NA	1	NA	Yes
Hand Grenade	-30	NA	1	NA	Yes
SPECIAL WEAPONS					
Blow gun	-20	1	1	NA	No
Bola	-10	NA	1	NA	Yes
Sling	-05	UL	1	NA	No
SHORT RANGE FIREARMS					
Antique pistol	-15	1	1	4	Yes
Revolver	-07	6	4	2*	Yes
Automatic pistol	-12	8	4	1	Yes
Shotgun, (double barrel)	-04/120	2	2	1	Yes
Shotgun, pump	-04/120	5	4	2	Yes
Time Corps Stunner	-20	8	4	2	Yes
LONG RANGE WEAPONS					
LONG RANGE FIREARMS					
Arquebus	-05/150	1	1	12	No
Musket	-02/50	1	1	+++	No
Dragoon Musket	-05/150	1	1	+++	Yes
Rifle	-.5/15	1-10**	1-4**	1	Yes
Automatic rifle	-.5/15	1-20	4***	1	Yes
Photon rifle	-.5/10	1-50	4***	1	No
BOWS AND ARROWS					
Crossbow	-02/50	1	1	++	No
Shortbow	-05/150	1	1	++	Yes
Longbow	-02/50	1	1	++	No
BEAM WEAPONS					
Laser Pistol	-05/150	20	4	1	Yes
Laser Rifle	-.5/10	50	4	2	No

Notes:

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

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

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

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

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

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

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

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

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

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

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

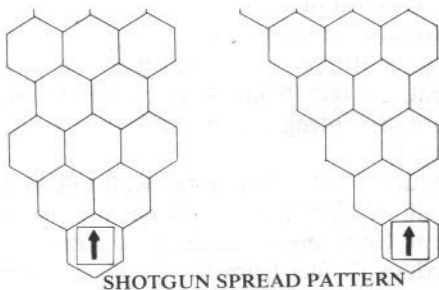
UL - Unlimited.

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



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

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



SHOTGUN SPREAD PATTERN

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

There are two types of shotguns commonly used: double barreled shotguns and pump action shotguns. Any character, skilled or unskilled, can

fire both barrels of a double barreled shotgun with one, single missile attack. The damage caused by this attack is doubled. Pump action shotguns fire one shell per attack, and have a maximum rate of fire of 4 shots per round.

Hand Grenades

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

Although characters can acquire a skill for grenades, they don't need this skill to throw one. As with all missile weapons, unskilled characters just use their Dexterity score as their base chance for success. Thrown hand grenades hit their target on any successful check result. If the character fails the check, the grenade lands 1 to 5 (1d10÷2, round up) hexes beyond

the target on a 5' scale, or in an adjacent hex on the 25' scale. The CM may roll dice for the direction in which the grenade misses, or simply assign it according to the circumstances.

Regardless of where a hand grenade lands, it causes 75% catastrophic damage to each character within a 15' radius. (See "Special Damage" below.) When using the 25' scale, the CM may simplify this rule and apply damage only to characters in the hex where the hand grenade lands.

Miscellaneous Thrown Weapons

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

MOVEMENT

Keeping Track of Movement

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

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

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

Movement Rates

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

**CHARACTER MOVEMENT
IN ONE ROUND**

Declared Move	Distance in feet	5' Hexes	25' Hexes
Crawling	15	3	1 per 2*
Walking	25	5	1
Running	75	15	3
Sprinting	150	30	6
Swimming	15	3	1 per 2*
Climbing	5	1	1 per 5*

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

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

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

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

Hindered Movement

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

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

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

HINDERED MOVEMENT

Obstacle	Effect on Walking Distance
<i>Normal Obstacles</i>	
Doors, closed	-10 feet
Stairs	-10 feet per flight
Entering or leaving a vehicle	-20 feet
<i>Dangerous Obstacles*</i>	
Vehicles	-15 feet
Furniture	-10 feet
Placed Obstacle	-10 feet
* Modifiers do not apply if characters walk around the obstacle. If characters climb over, or jump across, they need to make a general Agility check. If they fail, the characters fall down.	
Terrain	Effect on Walking Distance
Heavy Woods	-10 feet
Light Woods	- 5 feet
Broken (rough terrain)	-15 feet
Swamp	-20 feet

Action

- Firing firearm or throwing missile
- Firing bow
- Standing up
- Placing obstacle
- Watching behind

Notes:

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

Effect/Comments

- Deduct 5 feet from total walking movement for each missile fired or thrown before movement. Deduct triple this amount from running distance.
- No movement allowed in same round.
- Deduct 10 feet from total walking movement, 30 feet from total running movement. Sprinting not possible in the same round.
- Deduct 5 feet from total walking movement, 15 feet from total running movement; limit one obstacle per round.
- Deduct 10 feet from total walking movement; running and sprinting not allowed.

Multiple Characters in One Space

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

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

Leaping and Jumping

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

MELEE

Melee—hand-to-hand fighting—occurs in two forms: armed and unarmed. Melee with weapons—such as swords, clubs, and knives—is called *armed melee*. Melee without weapons—other than teeth, fists, and feet, etc.—is called *unarmed melee*.

To engage in melee, the attacker must be within 5 feet of his or her target at the beginning of the Melee step of the round.

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

Skilled Melee

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

Dagger and Sword are two different skills. Unarmed melee skills reflect a particular class of fighting; Boxing and Wrestling are also separate skills.

Whenever a character uses a skill in melee, his or her skill score is the base chance to strike an opponent successfully.

Unskilled Melee

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

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

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

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



The attacker doesn't have to make a check to maintain the hold; it's automatic from round to round, until the defender breaks it. During the first round, the hold inflicts normal "C" damage on the defender, according to the results for unarmed combat. In each subsequent round, the hold inflicts 1d10 points of Stamina damage.

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

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

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

Melee Modifiers

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

Escaping from Melee

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

MELEE ATTACK MODIFIERS

Situation

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

Notes:

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

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

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

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

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

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

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

then follow these rules:

As long as the fleeing character was not fleeing in the previous round, no attacker may run after him and engage in melee in the current round. The attacker can declare "I'm chasing," or "I'm hitting," but not both. If the fleeing character wins initiative, all is well; he runs before the attacker can hit him. But if the fleeing character loses initiative, and the attacker declared melee, the attacker strikes before the defender can move. Furthermore, the attacker strikes with two impressive modifiers: First, the attacker automatically adds +10 to his base chance to hit, just for winning initiative against someone who declared flight. Second, the attacker adds +20 (for a total of +30) if the defender declared he was running away; this modifier is applied be-

cause the fleeing defender is automatically being struck from behind. As you can see, running from melee can be risky business.

Melee Restrictions

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

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

2. *Knockouts.* Knockouts are not allowed as called shots in melee unless the attacker is using Boxing or Blackjack skills. (A defender does fall unconscious, however, whenever his

current Stamina reaches zero. See "Damage and Healing.")

DAMAGE FROM COMBAT

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

Notice there are two different results keys below the Action Table: one for unarmed combat, and one for armed combat. Weapons are more dangerous than fists; consequently, the armed combat key always calls for wounds. The unarmed combat key only calls for wounds in the most severe cases ("H" or "C" results). Both keys call for Stamina loss.

How to record Stamina loss:

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

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

How to record wounds:

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

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

Effects of Damage

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

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

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

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

Critical Wounds

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

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

RECOVERY AND HEALING

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

Recovering Stamina

To recover lost Stamina, a character

simply rests for a few rounds— "taking a breather." To determine a character's recovery rate, find his original Stamina score in the ranges along the top of the Action Table. The number of the defense column below equals the number of Stamina points he can recover during each round of rest. (You should mark that number on your character sheet, next to "Recovery Rate.")

For example, John's original Stamina score is 70. That number falls in the 61-75 range, above column 5. Therefore, John can regenerate 5 points of current Stamina for every round of rest.

A character can take no action during rounds of rest. If anyone attacks a character during a round, the character has not rested, even if the attack fails. Lost Stamina is regenerated at the end of every round.

Healing Wounds

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

SPECIAL DAMAGE

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

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

Falling. Characters take damage if they fall more than 10 feet. Follow combat procedure to determine the amount of damage, treating the fall as a missile attack against the character (the character can spend Luck points). The strike number equals 90 plus the number of feet fallen. For example, if the character fell 15 feet, the strike number is 105; (90+15=105). Characters never suffer more than "C" damage from falls of less than 100 feet. Unfortunately, falls from elevations of 100 feet or more will always kill characters. (Luck checks still apply.)

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

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

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

Crazy Stunts. Most characters can't resist trying stunts. Remember our man who swung on a chandelier and crashed through the window in Chapter 3? In cases such as these, the CM

must use his own discretion to apply damage. The combat results keys and the examples above should offer useful guidelines.

POISONS

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

ARMOR IN COMBAT

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

How Armor Works

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

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

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

HIT LOCATIONS

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

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

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

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

GENERAL ARMOR GUIDE

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

Notes

AR: Armor Rating

A: withstands all sling-fired missile attacks.

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

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

Firearms automatically penetrate any type of armor except C.

Crumpled Armor

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

Penetration Bonuses

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

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

STRENGTH AND PENETRATION BONUS

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

Hits to the Arm or Hand

Characters may be in trouble if they receive a wound in an arm or hand that carries a weapon: if the wound is less than "crippling," (a "C" result according to the armed combat results key) they must make an immediate general Dexterity check. If they fail the check, they drop the weapon. If the wound is "crippling," they must make a general Willpower check to continue using the hand or arm at all. They must make a new Willpower check at the beginning of each round until: 1) a character with Medical skill treats them for 2 rounds; 2) they use the talent "Ignore

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

Pain" successfully; or 3) they heal one wound box and are not critically wounded.

Hits to the Head

No armor offers full protection against blows to the head. When a character is hit in this location, he takes normal Stamina damage, even if the blow doesn't penetrate his helmet.

Many helmets only cover part of the head, or leave the face unshielded. If a hit against this type of helmet occurs, roll a percent. 01-50 indicates that the blow struck the defender in an unshielded area; the defender suffers full damage, including wounds. 51-00 indicates that the blow struck the helmet; the defender suffers normal Stamina loss, but no wounds.

Called Shots Against Armor

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

Shields

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

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

Stamina Costs Of Armor

Most armor is heavy and cumbersome, so characters who wear it tend

to tire more easily during battle. For each round in which they melee, throw a missile, or run, they lose a few Stamina points.

To determine how many Stamina points an armored character loses, find the Armor Rating for his heaviest attire in the ranges on top of the Action Table. (Don't include helmets or shields.) The number of the defense column below the appropriate range equals the number of Stamina points lost each round.

Note: Bodysuits and bulletproof vests do not cause Stamina loss. Furthermore, characters cannot sprint in metal armor.

VEHICLES IN ACTION

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

VEHICLE SPEED CHART

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

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

Driving Capability

Most NPCs can drive land vehicles that are common in their native time. Player characters receive Basic Training from the Time Corps, so they can drive most of history's conventional transportation, including cars, pickup trucks, jeeps—even tanks and armored cars. A character's basic cap-

ability to drive a vehicle equals the sum of his Perception and Agility scores, divided by 2. Characters with the Stunt Driving skill have more exceptional talents behind the wheel.

Accidents

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

1. The character fails a surprise check while operating a vehicle.
2. The character operates the vehicle at an unsafe speed (including horse-drawn vehicles). Make one check for every fifth round of unsafe speed. See the chart below for speed guidelines which apply in most time periods.
3. The character receives more than one wound from a single attack.

SAFE VEHICLE SPEEDS

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

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

1. Roll a percent and subtract it from 100. This determines the attack margin on the Action Table.
2. Use the speed of the vehicle to determine the defense column. Column 10 is for 10 mph, 9 is for 20 mph, 8 is for 30 mph, and so on. (Shift one column to the left for every 10 mph. This way, column 1 is for 100 mph and faster.)



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

HORSES IN ACTION

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

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

Type	MOUNTED MOVEMENT PER ROUND		
	Distance in feet	5' Spaces	25' Spaces
Walk	50	10	2
Trot	100	20	4
Canter	175	35	7
Gallop	250	50	10

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

Obstacles To Mounted Movement

Numerous obstacles can impede mounted movement: ditches, ravines, fences, walls low enough to jump, rough terrain, and so on. Generally,

horses cannot gallop over terrain that isn't flat, and thus they cannot charge over any type of obstruction.

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

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

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

Fighting on Horseback

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

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

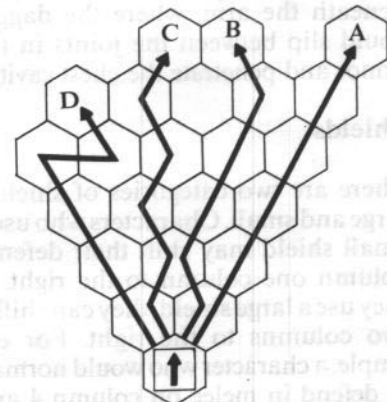
Notes: AR refers to the Armor Rating of the rider which may be carried. Medium and Heavy horses may carry two unarmored riders. "Wounds" is

the number of wound boxes a horse can have checked off before being killed.

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

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

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



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

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

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

HEAVY WEAPONS



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

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


THE NEW GROUND SCALE

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

USING THE COUNTERS

While some of the counters in your TIMEMASTER game represent PCs and important NPCs, others represent soldiers and heavy weapons from many different periods in history. The counters provide two complete, identical counter sets: one in color, the other in black and white. Characters and troops on the same side as the PCs should use the color counters; the foes of the PCs should use the black and white counters.

Unlike character counters, all counters representing soldiers or heavy weapons have numbers on them. This diagram shows how to read those numbers:

Missile Value	125	D	Identification Letter
			
Melee/Morale Value	65 + 4	2/4	Movement Rate
	Defense Bonus		

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

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

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

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

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

What The Counters Represent

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

Infantry: Infantry counters represent individual soldiers or crews for heavy weapons. You can tell the three distinct types of infantry

counters apart by the increasingly higher missile values: militia infantry (50), regular infantry (65), and elite infantry (80). These represent soldiers with varying degrees of training, experience and enthusiasm. The exact weapons infantrymen carry change from adventure scenario to adventure scenario.



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



Foot Artillery: These are cannons and field guns, along with their crews of 4 to 12 men, usually used in scenarios from the 1600's through the American Civil War. Foot artillery may be light, medium or heavy, depending upon the scenario being played. All three types use the same counters. Foot artillery have a special field of fire, as shown in the accompanying diagram below titled "Burst Weapon Field of Fire."



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



Tanks: A tank is a heavily armored vehicle. It carries a large gun in its turret, and one machine gun as well. Like infantry, tanks have three grades—light, medium and heavy—distinguished by their missile value. The tank can fire either its main gun or its machine gun. Tanks have a 360 degree field of fire with both weapons.

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



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



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



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



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



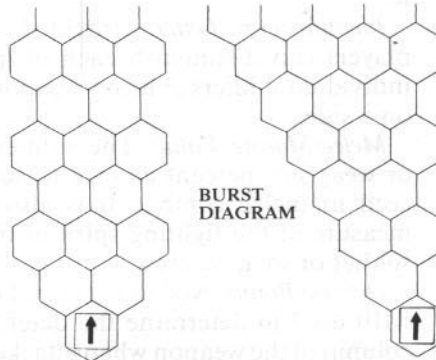
Anti-tank guns: Each counter represents one very heavy gun used to shoot at tanks. It takes 2 to 4 people to man an anti-tank gun. These guns are classified as light, medium or heavy by the scenario being played. Anti-tank guns can't move unless towed by a truck or tank.



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



Machine guns: It takes two people to man a machine gun. These weapons fire bursts, just like automatic rifles; however, their field of fire differs on this new ground scale, as shown in the diagram. Machine guns can only fire to their front unless they are on tanks, jeeps, armored cars, or APCs. Machine guns on vehicles have a missile value of 80.



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



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



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



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



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



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



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



FIRING HEAVY WEAPONS

Heavy weapons are fired just like the personal weapons already covered in Chapter 4: the firing character declares a target, a strike number is calculated by adding or subtracting modifiers from the missile value on the weapon's counter, or, if a PC or major NPC is firing the weapon, from the character's skill score with the weapon. Then a specific check is rolled, and the check is cross-indexed on the Action Table with the defense column indicated by the defender's roll of 1d10 to determine a result. In the case of burst weapons, like machine guns, or weapons like SPGs or mortars, each defender caught by the fire rolls a separate 1d10 to determine the effect of the fire.

Heavy Weapons Modifiers

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

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

FIRE RESTRICTIONS TABLE

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

Notes:

NE - No Effect.

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

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

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

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

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

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

Small arms - Bullets fired from any personal firearm.

APC - Armored personnel carrier.

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

Target Types

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

Armor Modifiers

When combat involves a large number of troops, it can be very time-

consuming to use the armor penetration system given in Chapter 4 for each arrow or other missile strike against an armored man. The CM may use the following system when ever large numbers of NPC troops are involved in a scenario.

Armored troops have an armor modifier based on the AR of their armor. This armor modifier is added

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

ARMOR MODIFIERS

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

Vehicle Targets

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

VEHICLE FIRE RESULTS

S = Vehicle destruction check required.

L = Vehicle destruction check required with -10 modifier.

M = Vehicle destruction check required with -15 modifier.

H = Vehicle destruction check required with -20 modifier.

C = Vehicle destruction check required with -30 modifier.

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

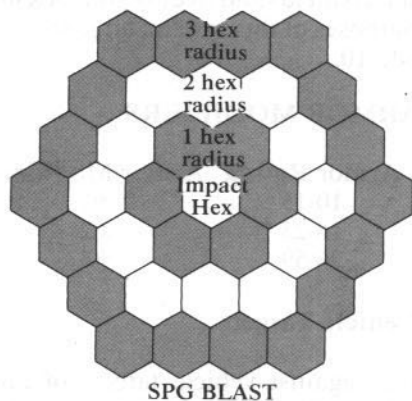
Vehicles that fail the required check are destroyed. NPC crews are destroyed with their vehicles. PCs and important NPCs in a destroyed vehicle are not automatically killed; instead, they each check against catastrophic damage with a rating of 100%. (See *Catastrophes* in Chapter 4.)

Vehicle Destruction Checks

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

Firing SPGs

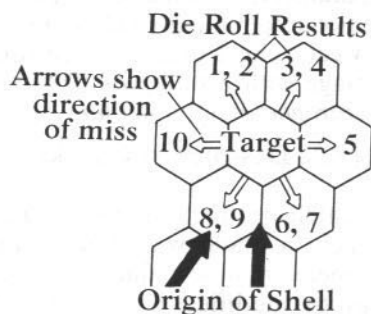
SPGs fire a special type of shell called a *high explosive* (HE) shell. HE shells affect the hex they hit, called the *impact hex*, and all hexes within a certain distance from the impact hex (see the SPG Blast Diagram). The exact radius of SPG fire is specified in the adventure scenario; larger caliber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



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

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

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



Firing Mortars

Mortars can be fired at target hexes which the mortar crew cannot see. The crew, however, must be able to see or communicate with a character who can see the intended target hex.

Mortars fire HE bombs, which are treated just like SPG HE shells: they have a blast radius, depending upon the type of mortar being fired, and they have the same effects on vehicles as SPG HE shells.

Optional Tank HE Fire

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

Flamethrower Fire

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

The flamethrower has several drawbacks as a weapon: as shown later in this chapter on the Heavy Weapons Summary Table, its range extends beyond 100 yards only in rare circumstances. Furthermore, whenever a flamethrower is hit by gunfire, there is a 50% chance that its tanks will explode, causing 100% catastrophic damage in the hex.

VISIBILITY

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

1. Any hex not in the field of fire of the firing character or vehicle.
2. Any hex whose elevation is higher than both the firing character's and the target hex.
3. Any hex containing woods or buildings except the firing character's or the target hex.
4. A crest hex higher than the character or vehicle on lower elevation, and closer to that character or vehicle than to the one on higher elevation. Crest hexes equidistant to both coun-

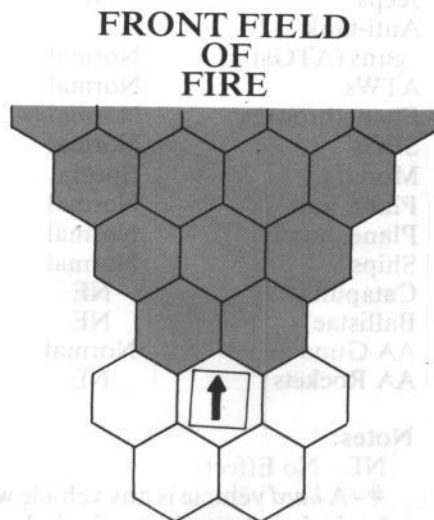
ters also block vision. Always trace the line of visibility from the higher to the lower character or vehicle.

A line of vision is blocked when it passes directly along the border of any hex that blocks visibility.

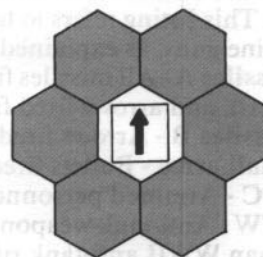
Characters and vehicles in crest hexes are always considered to be at the higher of the two elevations shown in the hex.

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

These are shown on the following diagram.



Shaded hexes indicate the character's front field of fire



ALL-AROUND FIELD OF FIRE

MOVEMENT RATES

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

TERRAIN AND MOVEMENT TABLE

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

Notes:

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

NA - Not allowed

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

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

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

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



MELEE

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

stated in the scenario.

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

Melee Against Vehicles

Characters can melee other characters aboard vehicles normally. In trucks, jeeps, and armored cars, the

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

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

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

HEAVY WEAPONS SUMMARY TABLE

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

Notes:

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

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

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

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

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

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

AIRCRAFT AND SPACECRAFT

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

The Counters

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

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

Dogfighting

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

A dogfight begins when hostile craft sight one another. Sighting oc-

AIR AND SPACECRAFT TABLE

Period	Type	Speed (Hexes)	MR	Damage Modifier	Crew	Weapons	FOF
Early WWI	Fighter	3	0	0	2	2×M	F,R
Early WWI	Fighter	3	+05	0	1	M	F
Average WWI	Fighter	4	+10	0	1	M	F
Superior WWI	Fighter	4	+20	0	1	M	F
WWI	Bomber	3	-10	0	2	2×M, 1×B	F,R
Early WWII	Fighter	5	0	0	1	M	F
<i>(British)</i>							
WWII (German)	Fighter	6	+10	1	1	M,B	F
WW II (USA)	Fighter	7	+10	1	1	M, 2×B	F
WWII (British)	Fighter	6	+15	1	1	M	F
WWII (Japan)	Fighter	6	+20	0	1	M, 2×B	F
WWII (German)	Dive bomber	5	0	1	2	M, 5×B	F
WWII (USA)	Level bomber	5	-20	2	6-10	3×M, 10×B	A
1980's (USA)	<i>Fighter</i>	9	+30	0	1	<i>R×16</i>	<i>F</i>
1980's (USSR)	<i>Fighter</i>	8	+25	0	1	<i>M, R×2</i>	<i>F</i>
Early Space Age	<i>Fighter</i>	10	+35	0	1	<i>Beam</i>	<i>A</i>
<i>Advanced</i>							
Space Age	<i>Fighter</i>	10	+40	1	1	<i>Beam</i>	<i>A</i>
Space Age	<i>Fighter</i>	9	+30	2	1	<i>Beam, 5×B</i>	<i>A</i>

Notes:

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

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

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

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

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

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

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

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

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

AIR AND SPACE CRAFT WEAPON DATA

Weapon Code	Range Modifier	HE Radius
M	-10	NA
B	NA	5
R	-03	NA
Beam	-03	NA

Notes:

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

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

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

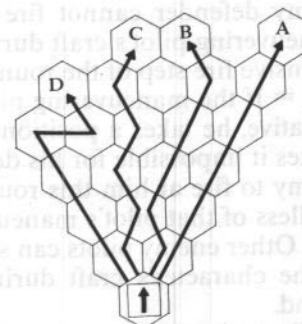
After sighting, each character rolls 3d10 to determine his *time on target*—the number of rounds that his fuel will allow him to engage in combat before he must escape.

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

Dogfighting Options

Pilots in a dogfight have one of three options during the declaration step of the round: straight flight, maneuver, or escape.

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



A, B, C indicate straight flight
D indicates a turn

Maneuver means trying to get a shot at any enemy aircraft. It may be declared only when an enemy craft has been sighted in a previous round and is currently within 10 hexes of the declaring character's craft.

Maneuver takes place during the movement up of the round, and

must be declared against one specified enemy craft. The pilot must complete his declared maneuver *even if his target has been shot down by the time the movement step takes place*. The maneuvering pilot rolls a specific check against his Pilot skill score, modifying that score by the MR of the craft. This check is then cross-indexed on the Action Table column beneath the Pilot skill score of the specified enemy pilot. The letter code is interpreted on the Dogfight Maneuver Results Key. Failing the check means that the pilot must use straight flight as his action for the round.

DOGFIGHT MANEUVER RESULTS KEY

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

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

M = Maneuvering pilot's craft ends move to the left or right side (whichever he chooses) of the enemy craft at a range of 1d10 hexes.

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

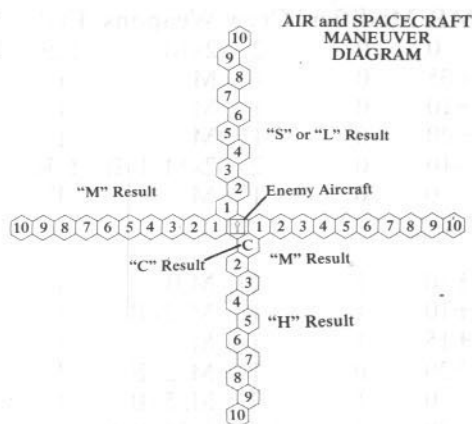
C = Maneuvering pilot's craft ends move directly behind and above the enemy craft at a range of one hex; the enemy defender cannot fire at the maneuvering pilot's craft during the defensive fire step of the round.

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

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

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

must make straight flight his action for the round.



An escaping pilot who wins initiative must roll a general check against his Pilot skill score, modified by the MR of the craft. Failure means the pilot must make straight flight his action for the round. Success means the pilot ends his move at 1d10 + standard speed (for example, 1d10 + 4 if a WWI fighter, 1d10 + 8 if a 1980's Russian fighter) hexes away from the enemy aircraft of his choice. This distance may be in any direction the escaping pilot chooses. If, at the end of this movement, the escaping pilot is more than 10 hexes away from all enemy craft, he escapes the dogfight: the plane is removed from the map. If he is not more than 10 hexes away from all enemy craft, he must continue another dogfight round; he may try to escape again in this new round, if he chooses.

Anti-Aircraft Fire

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

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

To find the results of anti-aircraft

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

ANTI-AIRCRAFT FIRE RESULTS KEY

S = MR of defending craft reduced by 10.

L = MR of defending craft reduced by 20.

M = MR of defending craft reduced by 30.

H = MR of defending craft reduced by 40.

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

K = Fuel lines or engine hit; time on target reduced by 1d10 rounds.

Any anti-aircraft hit that reduces a craft's MR to -50 is treated as a "C" result.

Bail-Outs and Crashes

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

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

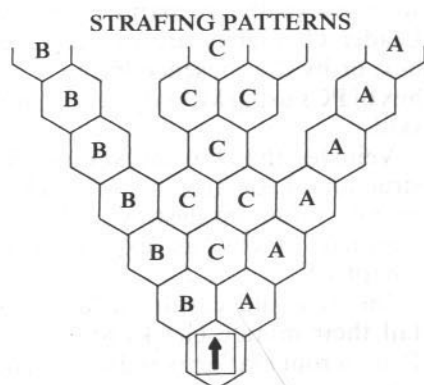
Air-To-Surface Combat

The two types of air-to-surface attacks are strafing and bombing. Craft can make either type of attack, even while

dogfighting. The Air and Spacecraft Table show which types of craft may bomb; all craft except level bombers may strafe. Aircraft carrying rockets may fire them at targets in the air or on the ground. Treat rockets as normal anti-aircraft fire against airborne targets, as SPG fire against targets on the ground.

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

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



Each letter (A, B, or C) indicates a possible strafing pattern. Strafing pilot declares pattern when fire is resolved.

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

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

Bombing is dropping bombs from aircraft or explosive charges from spacecraft. If any crew member besides the pilot acts as a bombardier, his chance to hit the target is

$(PCN+DEX)\div 2$; pilots, of course, use their Pilot skill scores. The two types of bombing are level and dive bombing.

Level bombing attacks require the attacking craft to use straight flight for three consecutive rounds, passing over the target hex during the third round. Bombing attacks are resolved during the bomber's melee step of the round, and treated as SPG fire.

Pilots and bombardiers on level bombers cannot fire any anti-aircraft fire in the three rounds of level flight before bombs are released. Crew members on other weapons may fire those weapons.

Dive bombing is the same as level bombing, except that the dive bomber must begin its run 3 hexes away from the target hex. It then moves toward the target hex at a speed of one hex per round. During its melee step of the third round, the dive bomber releases its bomb load.

Dive bombers cannot maneuver or fire anti-aircraft fire while making a bombing run. After releasing their bombs, they may dogfight normally.

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

Surface-To-Air Attacks

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

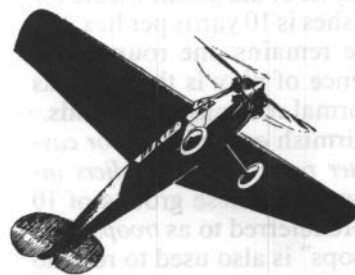
The only ground weapons that can be used against aircraft are machine guns, anti-aircraft rockets, and anti-aircraft guns.

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

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

ANTI-AIRCRAFT FIRE RANGES

Activity this Round	Range
Level bombing	35
Dive bombing	5
Dogfighting	20
Strafing	5
Straight flight	20





BATTLES

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

CONTROLLING SIDES

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

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

SKIRMISHES

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

Ground and Time Scale for Skirmishes

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

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

Troops Firing At Troops

Troops fire at troops using the missile combat procedure you already know: the player controlling the troops de-

clares a target, determines a strike number, and rolls a specific check. Defenders roll 1d10 to determine a defense column for each counter. A result is found on the Action Table.

Use battle fire modifiers when troops fire at troops, rather than the missile combat modifiers in Chapter 4 or the heavy weapons modifiers in Chapter 5.

BATTLE FIRE MODIFIERS

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

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

BATTLE FIRE RESULTS KEY

S = Morale check required.
L = Morale check required; -10 modifier.
M = Morale check required; -15 modifier.

H = Morale check required; -20 modifier.

C = Morale check required; -30 modifier.

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

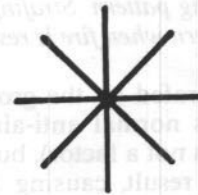
Morale Checks In Skirmishes

The Battle Fire Results Key calls for *morale checks*, often with a modifier.

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

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

Infantry and cavalry troops who fail their morale checks are *routed*. Place a rout marker (see diagram) on top of their troop counter at once.



The effects of rout depend upon when the scenario takes place:

- In pre-World War I scenarios, routed troops turn around 180 degrees and immediately move back one full move. Routed troops must continue this retreat movement, taking no other action, including firing or melee attacking, until their rout marker is removed (see "Rally"). Troops are eliminated if they cannot make this retreat without entering hexes occupied by enemy troops, or hexes adjacent to and in the field of

fire of an enemy counter not involved in melee that step; remove their counters from play. Ballistae, catapults, and artillery are destroyed if they fail their vehicle destruction check.

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

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

Rally

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

Elimination

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

Troops Firing At Characters

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

Characters Firing At Troops

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

Characters Firing At Characters

In skirmishes, characters may also fire at other characters. Treat these

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

MOVEMENT IN SKIRMISHES

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

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

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

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

MELEE IN SKIRMISHES

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

troop counter must leave the melee hex. It may freely face any direction the attacker desires.

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

TROOP MELEE MODIFIERS

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

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

TACTICAL SCALE BATTLES

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

GROUND AND TIME SCALE

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

SEQUENCE OF PLAY

Each turn in a tactical scale battle has a sequence of play identical to a role-playing round, except there is no

declaration step. Troops simply fire, move and melee as the controlling player desires during the appropriate steps of the turn.

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

- Step 1. Initiative. The players and the CM roll to see which side moves first.
- Step 2. A role-playing round.
- Step 3. Side A (the side winning initiative) fires with its troops as desired.
- Step 4. A role-playing round.
- Step 5. Side A's troops move.
- Step 6. A role-playing round.
- Step 7. Side B's troops may use defensive fire; Side B's cavalry may charge.
- Step 8. A role-playing round.
- Step 9. Side A's troops make melee attacks.
- Step 10. A role-playing round.
- Step 11. Side B's troops fire.
- Step 12. A role-playing round.
- Step 13. Side B's troops move.
- Step 14. A role-playing round.
- Step 15. Side A's troops may use defensive fire; Side A's cavalry may charge.
- Step 16. A role-playing round.
- Step 17. Side B's troops make melee attacks.
- Step 18. A role-playing round.
- Step 19. Rally step for troops on both sides.

ROLE-PLAYING IN TACTICAL BATTLES

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

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

FIRE ATTACKS

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

The few changes from skirmish rules are:

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

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

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

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

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

MOVEMENT IN TACTICAL SCALE BATTLES

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

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

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

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

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

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

MELEE IN TACTICAL SCALE BATTLES

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

Cavalry And Chariot Charges

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

When charging cavalry or chariots enter hexes containing enemy troops, a melee attack takes place immediately. If the enemy troops leave the hex, the charging cavalry or chariots may continue their charge, entering other enemy occupied hexes. If the cavalry or chariots fail to force a defender to leave a hex they have entered, the chariots or cavalry im-

mediately rout. Routs are handled just as in skirmishes.

Tank Overruns

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

Troops And Characters In Melee

Melee between unescorted characters and enemy troops occurs the instant the characters and troops occupy the same hex. 1d10 individual

soldiers from the troop counter immediately attack the characters. Treat these melees as personal combats, just as explained in Chapter 4. Attacking soldiers are reinforced every fourth round by 1d10 more soldiers. Melee continues until all engaged are dead or have run away.

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

Melee Modifiers

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

MELEE MODIFIERS

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

LEADERS

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





SKILLS

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

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

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

SKILL LEVELS

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

SKILL SCORES

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

1. Find the name of the skill on the Skills Chart (see page 46).
2. Follow the formula on the chart

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

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

SKILL LEVEL MODIFIERS

Specialist level:	+15
Expert level:	+30
Master level:	+55

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

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

WILLPOWER AND STAMINA

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

SKILL CHECKS

Characters make skill checks to find out how well they use a skill—just as they make Ability checks. Skill checks can be general or specific, depending on the skill; the rules below tell you which kind of check to make. Chapters 4, 5, and 6 have already explained the checks for combat skills. For non-combat skills—which can be just as vital for survival—characters find the results of

most specific checks on Column 3 of the Action Table.

EXCLUSIVE SKILLS

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

SKILL DESCRIPTIONS

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

UNARMED MELEE SKILLS

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

Boxing: *Exclusive skill. Base=(Str+Dex+Agl)÷3. Specific check.*

Characters using Boxing skill are allowed one extra melee attack per round at *Specialist* level, two extra attacks at *Expert* level, and three extra attacks at *Master* level. Thus, a *Master Boxer* would get four attacks in a melee step when using his Boxing skill. In addition, if the Boxer obtains a "K" result, he forces the defender to make an immediate general check against current Stamina. If the de-

fender fails the check, he is knocked out for 100 minutes (roll a percent). If the defender passes the check, he's still knocked down, according to the normal "K" result.

Wrestling: *Exclusive skill. Base* $=(\text{Str}+\text{Agl})\div 2$. *Specific check.*

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

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

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

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

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

Martial Arts: *Exclusive skill. Base* $=(\text{Str}+\text{Dex}+\text{Agl}+\text{Wpr})\div 4$. *Specific check.*

Characters with Martial Arts skill can also make more melee attacks per round: Specialists make two, Experts three, and Masters four. But that's not all; the skill offers other advantages, too:

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

number of wounds.

2.) At Expert level, the skilled character may enter combat armed with nunchakus—lethal weapons that consist of two sticks connected by a chain. Characters can attack with one nunchaku in each hand, if they'd like. All attacks made with nunchakus are considered armed melee attacks. Characters without this skill may not use nunchakus.

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

In Chapter 4, we explained that characters must choose one combat form each round. Well, here's the exception to the rule: Martial Arts Masters can mix melee and missile attacks as they choose. The maximum number of attacks is still four, so the character might throw one shuriken as his first attack, throw another later, then kick twice, or... declare a kick, then turn around and throw three shurikens. It's up to the Artist to decide.

*Advanced Self-Defense:

Exclusive skill. Base $=(\text{Str}+\text{Dex}+\text{Agl}+\text{Wpr})\div 4$. *Specific check.*

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

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

ARMED MELEE SKILLS

All skills: Usual Base $=(\text{Str}+\text{Agl})\div 2$. *Specific check.*

Armed melee skills are simply skills with melee weapons. Most do not offer extra attacks per round, but they increase a character's accuracy (chance

to hit) with the weapon. The Skills Chart lists all the armed melee options. Many are self-explanatory (e.g., Dagger skill means you have skill with a dagger), so no further description is needed. Those that are unusual in some way, or present an exception to a rule, are listed in detail below.

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

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

Bullwhip: *Exclusive skill. Base* $=(\text{Str}+\text{Dex}+\text{Agl})\div 3$. *Specific check.*

The base for this skill differs from most others of its kind, so be sure to use the formula given here. An attacker can use the bullwhip two ways: First, he can use it to strike an opponent, although the maximum damage it can cause is "M" on the armed combat key. Second, the attacker can use it to tangle up his opponent: the attacker strikes, and makes tangling a called shot. Any "C" result inflicts no damage, but indicates that the whip is wrapped around the defender, pulling him immediately to the ground. Entangled defenders are helpless. They can free themselves in two rounds, as long as they take no other action during that time.

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

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

Short-handled weapons:

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

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

***Florentine style:** *Base=(Str+Dex+Agl)÷3. Specific check.*

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

At the CM's option, characters may substitute any straight, one-handed sword for the rapier when using this skill.

SPECIAL WEAPONS SKILLS

Bola: *Exclusive skill. Base= Dex. Specific check.*

The bola is a thrown weapon that entangles its victims and causes normal armed combat damage. Characters with this skill may throw a bola to a distance of 100 feet. "C" results indicate that the victim is tangled in the weapon and suffers damage; other successful results simply indicate normal damage. Entangled defenders fall down, and are bound and helpless for at least 2 rounds. The defender can free himself in that time, provided he takes no other action. If a friend of the victim has a knife or similar tool, he can cut through the bola in 1 round, and free

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

the tangled character.

If players use the optional hit location system in Chapter 4, a character may cut himself free in 1 round if his arms and hands are not entangled.

Lasso: *Exclusive skill. Base=(Str+Dex)÷2. Specific check.*

The lasso is a rope with a sliding noose at one end. It has no effect un-

less the attacker gets a "C" result. A "C" result indicates that the attacker has successfully entangled the defender in the lasso. The entangled defender is knocked down, bound, and helpless. See the Bola skill description above for a character's ability to free himself (or be freed); the same rules apply.

Characters with Lasso skill can

Skill Name	Base	Check	Date Avail.
Thrown Weapon Skills			
Axe/Tomahawk	(Str+Dex)÷2	S	Any
Dagger/Knife	(Str+Dex)÷2	S	Bronze Age
Dart	(Str+Dex)÷2	S	2nd Century B.C.
Javelin	(Str+Dex)÷2	S	Bronze Age
Spear	(Str+Dex)÷2	S	Stone Age
Grenade	Dex	S	18th Century

HEAVY WEAPONS SKILLS

● Ancient Artillery	(Pcn+Dex)÷2	S	Bronze Age
● Anti-Tank Weapon	Dex	S	20th Century
● Cannon	(Pcn+Dex)÷2	S	14th Century
● Artillery	(Pcn+Dex)÷2	S	20th Century
Machine Gun	Dex	S	20th Century
● Mortar	(Pcn+Dex)÷2	S	20th Century
● Pilot	(Pcn+Dex+Agl)÷3	G	20th Century

NON-COMBAT SKILLS

● Computers	(Pcn+Luck)÷2	S☆	20th Century
● Demolitions	(Pcn+Dex)÷2	S☆	13th Century
● Disguise	(Per+Dex)÷2	G☆	Any
● Distance Running	Current Sta	NA	Any
● Electronics	(Pcn+Dex+Luck)÷3	S☆	20th Century
● Forgery	(Pcn+Dex)÷2	S☆	Any Writing
● Gambling	(Pcn+Luck)÷2	S	Any
● Historical			
Specialty	(Pcn+Wpr)÷2	S	Any
● Impersonation	(Pcn+Wpr+Per+Dex)÷4	S☆	Any
● Investigation	(Pcn+Wpr+Per)÷3	S☆	Any
● Mechanics	(Pcn+Dex)÷2	S☆	Bronze Age
● Military Leadership	(Str+Wpr+Per)÷3	S	Any
● Medicine	(Pcn+Per+Wpr+Luck)÷4	G	Any
● Outdoor Survival	(Pcn+Wpr+Luck)÷3		Any
● Security Devices	(Pcn+Dex+Luck)÷3	S	20th Century
● Stealth	(Dex+Agl)÷2	S	Any
● Stunt Driving	(Pcn+Agl)÷2	G	20th Century
● Swimming	Current Sta	NA	Any
● Theft	(Pcn+Dex+Wpr)÷3	S☆	Any
● Tracking	(Pcn+Luck)÷2	S☆	Any

Notes:

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

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

● indicates an exclusive skill.

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

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

throw a lasso no farther than 15 feet. No range modifiers apply.

Net: *Exclusive skill. Base=(Str+Dex+Agl)÷3. Specific check.*

Roman gladiators often used this weapon while fighting in "the games." The weapon has no effect except on a "C" result. A "C" result indicates that the defender is entangled in the net.

See the notes on the bola for the defender's chance to free himself (or be freed); the same rules apply.

As long as the defender is tangled in the net, he must make a general Agility check each round to remain standing. If he fails the check, he immediately falls down, and is considered "on the ground" until he stands up—which also requires a

general Agility check. The entangled defender may use no melee skill in attacking, and defends in melee on Column 1 while entangled.

MOUNTED SKILLS

Equestrian Skill: *Base=(Dex+Agl+Per)÷3. General check or Specific check.*

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

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

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

It always seems to happen: you get up on a high horse, and someone tries to knock you off. When an opponent tries to push or pull a skilled Equestrian from his horse, the Equestrian "defends" against this melee attack by using the defense column lying beneath his skill score (use the ranges at the top).

***Mounted Melee:** *Skill score with weapon. Specific check.*

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

***Mounted Missile:** *Skill score with weapon. Specific check.*

Characters with this skill have received training to fire or throw weap-

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

MISSILE WEAPON SKILLS

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

Sling: *Base=Dex. Specific check.*

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

Bow Skills: *Base=Varies. Specific check.*

There are three bow skills:

Shortbow: Base=Dex

Crossbow: Base=Dex

Longbow: Base=(Str+Dex)÷2

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

BOW RELOADING

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

Firearms Skills: *Base=Dex. Specific check.*

All firearms skills allow a character to make one additional missile attack

per skill level, per round—up to the maximum rate of fire for the weapon. There are three specific firearms skills:

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

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

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

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

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

Beam Weapon Skills: *Base=Dex. Specific check.*

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

Thrown Weapon Skills: *Base=(Str+Dex)÷2. Specific check.*

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

Grenade: *Base=Dex. Specific check.*

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

HEAVY WEAPONS SKILLS

These skills enable characters to use heavy weapons, ground combat vehi-

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

Ancient Artillery: *Exclusive skill. Base=(Pcn+Dex)÷2. Specific check.*

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

Anti-Tank Weapon: *Exclusive skill. Base=Dex. Specific check.*

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

Cannon: *Exclusive skill. Base=(Pcn+Dex)÷2. Specific check.*

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

Artillery: *Exclusive skill. Base=(Pcn+Dex)÷2. Specific check.*

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

Machine Gun: *Base=Dex. Specific Check.*

Machine gun skill improves a character's ability to fire machine guns and all heavy weapons that fire like machine guns. For example, a char-

acter with this skill could fire the secondary guns on a tank, but he could not fire the tank's main gun. Characters fire machine guns on aircraft and space craft, too.

Mortar: *Exclusive skill. Base=(Pcn+Dex)÷2. Specific check.*

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

Pilot: *Exclusive skill. Base=(Pcn+Dex+AgI)÷3. General check.*

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

NON-COMBAT SKILLS: THE STUFF OF LIFE

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

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

Computers: *Base=(Pcn+Luck)÷2. Exclusive skill. Secret specific check.* Computers came into widespread use in the mid-20th century, and since then, nearly all advanced human societies have used them. Computer skill enables a character to get information from these machines. The character can reprogram a computer, too, if Demoreans or renegades have tampered with it.

Before a character can interact with a computer, he must first find a terminal or some other communications link. Computer skill does not help a character do this.

Once access has been gained, though, this skill becomes useful. Characters must overcome any security program the computer may have before they can get information or start programming. Computer skill assists them in overcoming security.

Finally, the character must find the information he is looking for in the computer's files, and/or accomplish any reprogramming necessary. Computer skill also assists a character in doing this. Characters can learn just about anything from a computer, *as long as that information already lies in the machine.* PACESETTER adventures will specify how much information a computer contains, and the CM should decide this for his own scenarios, too, before play begins.

To get information from a computer, characters must tell the CM *exactly* what they want to find out. They cannot ask for "everything the machine has about this guy"; instead, they must be specific. For example, they might ask, "Can we find a record that says this person deposited money in this bank last week? What was the amount?" If they ask, characters can also find out whether someone has reprogrammed the computer.

This skill requires a secret specific check. Use the following key to interpret the results:

L = Little success: the character needs 1-100 hours (roll percent dice) to pass the security and get information (or reprogram it).

M = Moderate success: the character can get the desired data or do the reprogramming in 1d10 hours.

H = High success: the character can get the information or do the reprogramming in 1d10÷2, rounded up, hours.

C = Colossal success: the character can get the information or do the reprogramming in 1d10 minutes.

Ignore "K" results.

The CM may optionally allow characters to make a Luck check when using this skill. If they pass, the characters stumble across extra information or clues, beyond the information they requested.

Demolitions: *Exclusive skill. Base=(Pcn+Dex)÷2. Secret specific check.* Characters with this skill can use explosives of all kinds, if they can get them. The Time Corps does not usually provide explosives, so characters must obtain them from sources "in the field."

When a character uses this skill, he must state exactly what he wishes to

happen, including the radius of the area to be affected. The CM treats all explosions as 100% catastrophic damage.

Use of this skill requires a specific check—a secret one at that, rolled by the CM. The CM should use this key to interpret the results:

L = Limited success. The explosion has the desired effect, but the blast affects a radius 50 feet larger than intended.

M = Moderate success. The explosion has the desired effect, but the blast affects a radius 25 feet larger than intended.

H = High success. The explosion has the desired effect, but the blast affects a radius 10 feet larger than intended.

C = Colossal success. The explosion has the desired effect in the intended area.

If the specific check shows *failure*, the CM should roll percent dice. A roll of 01-50 means the explosives did not go off on schedule. (They may explode later, however; there's a 10% chance per round until the agents leave the area.) A roll of 51-00 means the characters used too much explosive; the blast radius is 100 feet larger than intended.

Disguise: *Exclusive Skill. Base=(Per+Dex)÷2. Secret general check.* Characters with this skill can use clothing and make-up to change their appearance. They can also disguise other people, if those people are willing.

This skill lies somewhere between the disguise that all characters can create (see Chapter 9) and Impersonation skill. Characters can use this skill to change basic appearance and facial features; unskilled characters cannot do this. However, this skill cannot change a character's apparent height by more than six inches, nor his or her weight by more than 20 pounds. *Furthermore, Disguise skill does not enable a character to pass for a specific, historical individual; that requires Impersonation skill.*

Disguise skill requires only a general check. The CM should roll this check secretly, letting the results become known during play.

Success indicates that the dis-

guised characters are taken at face value for at least 12 hours, unless they do something which obviously does not fit within the role they are playing. (Roll a new check every 12 hours, until the character removes the disguise.)

If characters fail their Disguise check, the first NPC who encounters them and passes a secret general Perception check (rolled by the CM) will realize that the disguised PCs are imposters. If the NPC already knows the disguised PCs' faces, he or she will recognize them. See Chapter 10 for information on how this NPC would react to uncovering such a fraud.

Before a mission, the Time Corps issues a disguise kit to agents with this skill, in addition to the usual equipment.

Distance Running: *Exclusive skill. Base=Current Sta. No check.*

Characters who do not have this skill are allowed to run no more than 30 minutes; they must then get a full eight hours' sleep before running any further. This skill enables a character to run much longer and for greater distances. To find out how long and how far, add the character's skill-level modifier to his or her current Stamina to find the Distance Running score. Now find the column on the Action Table corresponding to this skill score. The column number below shows the speed in miles per hour that the character can run, and the number of hours the character can continue to run before needing eight hours of rest.

Electronics: *Exclusive skill. Base=(Pcn+Dex+Luck)÷3. Secret specific check.*

Successful use of this skill lets a character make field repairs of electronic devices such as radios, televisions, communicators, calculators, and listening devices ("bugs"). If the character can find the proper equipment and materials in the field, he or she can make these electronic devices, too. Characters must have an electronics tool kit to use this skill (see Chapter 9).

Characters make specific checks to find out how well they use this skill. Read the key below to interpret the Action Table results:

L = Limited success: repair or construction takes 1d10 hours, and the device will work for 2d10 hours.

M = Moderate success: repair or construction takes 1d10÷2, rounded up, hours, and the device will function for 3d10 hours.

H = High success: repair or construction takes 1d10÷2, rounded up hours, but the device will function for 2d10x2 hours.

C = Colossal success: repair or construction takes 3d10x2 minutes; the device will work normally as long as it has a power source.

Failure of the check means the character wastes 1d10 hours before he knows that he has failed.

The TM should roll all of these checks secretly and then let characters begin their repair or construction work, not telling them the results until the time indicated by the dice has expired. Characters can always give up before the time runs out, but they have no chance for success if they do.

Forgery: *Exclusive skill. Base=(Pcn+Dex)÷2. Secret specific check.*

Ever heard the saying, "Put your John Hancock here"? Everyday folk would just sign their names in response. Characters with Forgery skill, however, would produce a signature just like John Hancock's—good enough to fool the owner himself. Characters with Forgery skill can produce handwritten documents that look like someone else's work. To forge the document, the character must have a sample of the handwriting he or she wants to copy—a letter, diary entry, manuscript...anything with at least 100 words. Then he or she must pass a specific check, rolled secretly by the CM. The key below describes the results:

L = Limited success: Characters who know the original handwriting well can make a general Perception check to see if they notice the forgery.

M = Moderate success: Same as "L" result, but characters make the Perception check with a -20 modifier.

H = High success: Same as "L" result, but characters make the Perception check with -40 modifier.

C = Colossal success: Characters without Forgery skill cannot detect the forgery, even if they know the original handwriting well.

The CM should reveal the results during the normal course of play—as the characters themselves would make the discovery. *Failure* of a check means the forgery is obvious; anyone who knows the genuine handwriting will detect the forgery on sight, no check required.

Characters with Forgery skill can detect forgeries as well as make them. To detect a forgery, they must have a copy of the genuine handwriting to which the forgery can be compared. Detection still requires a specific check. Characters succeed if they get a result equal to or higher than the result earned by the forger (L, M, H, C; L is low, C is high). If the forger is unknown, or didn't make a check, then the adventure must specify the level of quality.

Gambling: *Exclusive skill. Base 2=(Pcn+Luck)÷2. Specific check.*

In many historical societies, the wealthy or ruling classes considered gambling an acceptable, if not a mandatory, social activity. Characters who have this skill know games of chance extremely well, so they can cheat to skew the odds. Games of chance include poker, craps, and any other card or dice game.

In any game, characters play "hand by hand." All participants in the game must first agree on the stakes: the amount to be wagered. Each participant then rolls percent dice (the CM rolls for NPCs). High roll wins the stakes multiplied by the number of players.

Characters who cheat can increase the amount of their die roll. Only one rule bars the Gambler: skilled PCs may never cheat other PCs; their victims must always be NPCs. In order to cheat, the character must declare his intent before anyone rolls the dice. The player rolls a specific check against his character's skill score. The result lies on the defense column below the Perception score of the "duped" character—the victim of the cheat. If more than one NPC is involved in the game, use the highest Perception score.

Use the key below to interpret the

result of the check.

L = Limited success: the character may add 10 to his or her percent roll.

M = Moderate success: same as "L" but add 15 to the roll.

H = High success: add 20 to the roll.

C = Colossal success: add 40 to the roll.

Failure—The character gets caught—with an Ace down his sock, or extra dice in his pocket. Use the guidelines in Chapter 10 to see how his victims react.

Historical Specialty: *Exclusive skill.* $Base=(Pcn+Wpr)\div 2$. *Specific check.*

"Historical Specialty" includes a large number of separate skills—a skill for just about every era, in fact. A character may choose his own speciality within the following guidelines:

1. The speciality may cover a period of no more than 100 years.
2. The speciality may involve no more than two civilizations, cultures, or nations.

For example, a character might choose to "specialize in" Athens and Sparta during the Peloponnesian Wars (431 B.C. to 401 B.C.), adding a few surrounding years to bring the total to 100. Or a character might choose the United States during the period from 1776 through 1876, and so on.

Each newly created character automatically has Historical Specialty skill for the 100-year period preceding his birth, plus the duration of his native time. In this case, and in this case only, the Historical specialty covers slightly more than 100 years.

A skilled character can use each speciality in two ways:

1) The character can do one day's worth of extra historical research in the Time Corps library before starting a mission that relates to his Historical Specialty. Any information he finds will be in addition to the regular briefing material. This use of the skill requires a specific check. Use the key below to interpret the results:

L = Limited success: the character gains one additional major piece of information that will be of value to the mission.

M = Moderate success: same as the "L" result, but the character gains two such pieces of information.

H = High success: the character gains three additional pieces of information.

C = Colossal success: the character gains four additional pieces of information.

Failure means the character gains no additional information.

PACSETTER adventures always list the information available to characters with the appropriate Historical Specialty skill.

2) Because of his extra knowledge, the character gains a +10 bonus to his Perception score while adventuring in the time period and culture of his speciality.

Impersonation: *Exclusive skill.* $Base=(Pcn+Wpr+Per+Dex)\div 4$. *Secret specific check.*

Use of this skill allows a character to impersonate a historical figure. That can come in very handy when an important person is temporarily "out of action" because of something the renegades or Demoreans did.

Characters prepare for an impersonation before they ever leave the Time Corps. First, they must decide who they want to Impersonate. Then they receive special briefings on the subject's habits, likes, dislikes, favorite expressions, etc. To complete the picture, Corps surgeons perform advanced plastic surgery on the agent, so that he or she closely resembles the character to be impersonated. The finishing touch? An authentic wardrobe—everything that the best-dressed Impersonator might need.

Once the Impersonator arrives at the mission site, it's up to him or her to decide if and when to begin the impersonation. Of course, the agent will already look like the character to be impersonated—but he or she doesn't have to act or dress like that character until the right time.

Impersonation requires one specific check for every four-hour period that the agent spends with people who know the "real" person well. The CM should roll this check secretly. Use this key to interpret the results:

L = Limited success: each NPC who

has at least daily contact with the impersonated character is allowed a general Perception check with a -20 modifier to detect the impersonation.

M = Moderate success: Same as "L" result, but the Perception check modifier is -30.

H = High success: same as the "L" result but the Perception check modifier is -40.

C = Colossal success: the impersonation is not detected.

Failure of a check means that the impersonation is immediately detected by at least one NPC within 1d10 minutes.

Characters who have this skill must avoid meeting close family or friends of the subject. No matter how good the Impersonation is, it will never fool close or intimate acquaintances unless the meeting is extremely brief and impersonal.

Investigation: *Exclusive skill.* $Base=(Pcn+Wpr+Per)\div 3$. *Secret specific check.*

This skill offers two options:

1. **Questioning.** A character can use this skill score instead of his Personality score when he questions an NPC about a person or event.

2. **General Investigation.** A character with this skill can gather information from large groups of minor NPCs, provided he or she spends several hours canvassing a neighborhood, or working through a crowd. This skill enables the character to ask questions that bring out hidden information. (Characters can best use this skill when the CM has not prepared clues and witnesses who can be found in specific locations.)

In both cases, the Investigation skill temporarily boosts the character's Perception: when the character gathers information, he or she does so with a +20 bonus to his Perception score.

This skill could be used to help track down a renegade, or a Demorean once his human form is known. It can also prove helpful when PCs are in legal trouble, as explained in Chapter 10.

The CM rolls a secret specific check to determine how well characters perform this skill. When the character uses the skill to question a specific NPC, use the direct action

check results in Chapter 10. When the character uses this skill to make general surveys, use the following results key to find out how well he does:

L = Limited success: the character uncovers one major lead or fact, or one important witness in 1d10 hours.

M = Moderate success: the character uncovers two major leads, facts, or witnesses in 1d10 hours.

H = High success: the character uncovers three leads, facts or witnesses in $1d10 \div 2$ (round up) hours.

C = Colossal success: the character uncovers four leads, facts, or witnesses, plus many minor details, in $1d10 \div 2$ (round up) hours.

Failure means the character spends 1d10 hours in investigation, but still learns nothing of value.

This skill does not allow a character to pull information out of thin air. If no one's around to give him clues, then not even a successful result will offer any useful information. And if no one witnessed a crime, then the Investigator simply cannot gain information from a witness—no witness exists!

Mechanics: *Exclusive skill. Base = (Pcn+Dex) ÷ 2. Secret specific check.*

Characters can use this skill to build anything from small electrical motors to jet engines and spacecraft drives. As with the Electronics skill, characters must find the proper materials in the field before they can use Mechanics. The CM rolls a secret specific check when characters use this skill. Use the key listed under "Electronics" to interpret the results.

Military Leadership: *Exclusive skill. Base = (Str+Wpr+Per) ÷ 3. Specific check.*

Characters with Military Leadership are real dynamos on the battlefield; they can attempt to rally routed troops using their Leadership modifier (see below). They can also apply their Leadership modifier to the melee/morale value of troops with which they are stacked during melee in battles (see Chapter 5). Each use of the skill requires a separate specific check; the results last through the round or step of the turn in progress. Use the following key for these checks:

L = Limited success: the character's Leadership modifier for this use of the skill is +5.

M = Moderate success: the character's Leadership modifier is +10.

H = High success: the character's Leadership modifier is +20.

C = Colossal success: the character's Leadership modifier is +30.

Failure indicates that the character's skill has no effect.

Medical Skill: *Exclusive skill. Base = (Pcn+Wpr+Per+Luck) ÷ 4. General check.*

Characters with this skill are medical doctors. Doctors may use their skill to do the following things:

1. Doctors can treat critically wounded characters during combat, providing emergency bindings and pain-killers. Treatment takes two consecutive rounds. During that time, neither doctor nor patient may take any other action or suffer an attack; if either occurs, the treatment is void that round.

Characters who receive these "quick fix" treatments don't have to make a Willpower check each round to take action. They can keep on fighting, but the treatment does nothing to protect them from further wounds or death. Doctors can treat themselves, too, but they must pass a general current Willpower check before they try.

2. If doctors care for wounded characters daily, they double the rate at which the patients heal wounds.

3. In scenarios involving poisons, doctors can diagnose the type of poisoning and administer the appropriate antidote. Antidotes save characters who would otherwise die from the poisoning.

Doctors must pass a general check every time they hope to use this skill successfully. Their supplies are included in a medical kit as explained in Chapter 9.

Outdoor Survival: *Exclusive skill. Base = (Pcn+Wpr+Luck) ÷ 3. Specific check.*

This skill enables characters to find food, water, and shelter when these things are in short supply. (If they find shelter, they can prevent exposure damage; see Chapter 4.) Characters must make a specific check to

use this skill, and they can try only once per day. Use the key below to interpret results:

L = Limited success: the character finds sufficient food, water, and shelter to serve one character for one day.

M = Moderate success: the character finds sufficient food, water, and shelter to serve two characters for one day.

H = High success: the character finds sufficient food, water, and shelter to serve four characters for one day.

C = Colossal success: the character finds sufficient food, water, and shelter to serve all desired characters for one day.

Failure means that the character doesn't turn up a thing: no water, no food, no shelter.

Security Devices: *Exclusive skill. Base = (Pcn+Dex+Luck) ÷ 3. Specific check.*

Use of this skill enables a character to find and defeat security devices, including locks, traps, alarms, and electrical or electronic gadgets. Each use of the skill requires a specific check, with results from the following key:

L = Limited success: the character successfully defeats any normal lock or combination lock, but fails to find and defeat electrical or electronic alarm systems, which go off!

M = Moderate success: the character finds and defeats any lock and electrical alarm system, but fails to detect and defeat any electronic system (such as "electric eyes," pressure plates, etc.); the latter, unfortunately, go off.

H = High success: same as "M" result, but the character does find electronic systems and realizes he cannot defeat them before they go off.

C = Colossal success: the character find and defeats all locks and alarms systems.

Failure indicates the character is unable to deal with a given lock or system until he or she has gained one level in this skill.

Stealth: *Exclusive skill. Base=(Dex +Agl)÷2. Specific check.*

Stealth is the ability to move silently and stay out of sight, using darkness, doorways, or other natural cover to remain hidden. Characters who use this skill successfully—that is, who escape detection—can surprise their opponents automatically. Characters who use this skill must make a specific check each round. Read results from this key:

L = Limited success: victims of the “sneak” must make a general Perception check with a -20 modifier in order to see or hear the skilled character. (“Victims” include anyone whom the skilled character is trying to bypass or sneak up on.)

M = Moderate success: same as “L” result but the Perception check modifier is -30.

H = High success: same as “L” result but the Perception check modifier is -40.

C = Colossal success: same as “L” result but the Perception check modifier is -60.

Failure means the “victims” have normal chances to spot the character using the skill; they must pass a general Perception check, but suffer no modifiers.

Stunt Driving: *Exclusive skill. Base=(Pcn+Agl)÷2. General check.*

Characters with this skill can perform dangerous “stunts” while driving an automobile, pick-up truck, or any light motor vehicle—motorcycles included. In the Time Corps, prominent Stunt-Driving instructors come from the road gangs that sprang up after the Holocaust. The instructors teach agents how to make “bootleg” turns with a car: forcing the vehicle to turn 180 degrees at high speed in just one round. They also teach agents how to ram other vehicles, forcing the other driver to make a driving check to stay in control. These are just two of the many possible stunts.

Characters can also use this skill to throw another character off a car, when he’s clinging to the roof or hood. The character being thrown must pass a general Agility check with a -40 modifier in order to stay on the car.

Use of this skill requires a general check each round that it’s used. The skill score is modified by -01 for every mile per hour of vehicle speed in excess of 50 miles per hour. If drivers fail the check, they have an accident (see Chapter 4).

Characters can substitute their Stunt Driving skill score for their general Driving score in normal vehicle action (see Chapter 4).

Swimming: *Exclusive skill. Base =Current Sta. No check.*

Swimming skill enables a character to swim distances of more than one mile. Characters without this skill can only swim one mile before they are forced to rest. In addition, skilled characters can stay in the water for up to 24 hours, and still make forward progress. Find the character’s current Stamina score on the ranges above the Action Table. Then multiply the number of the defense column below by 3. The result equals the number of miles that the character can cover while swimming and floating for 24 hours.

Characters who use this skill must make a general Luck check after 24 hours, unless they have reached land. Those who pass the Luck check find some means of support in the water (a log, floating debris, etc.) that will enable them to stay afloat and keep moving forward for another 24 hours. Those who fail this Luck check can only float and drift for another 24 hours, with no additional support.

After 48 hours in the water, the character must make a second general Luck check. Success means the character is rescued, finds land, or otherwise gets out of the water. Failure means the character drowns.

No character can swim for longer than one day without support (though he can still float or drift). Characters must rest on land for a full day after swimming for 24 hours or more.

Theft: *Exclusive skill. Base=(Pcn +Dex+Wpr)÷3. Secret specific check.*

Theft allows a character to pick pockets, filch items in plain view while standing in the middle of a crowd, and so on. (Any character can attempt to steal things when no one’s around or looking, however.) Each time the character uses the skill, the CM must make a secret specific check. The

defense column matches the highest Perception score of the victim or on-lookers (as long as they aren’t distracted). Read results from the following key:

L = Limited success: the character gets the item desired, but someone immediately notices that it is missing.

M = Moderate success: for 1d10 minutes, no one discovers the theft.

H = High success: for 1d10 hours, no one discovers the theft.

C = Colossal success: no one discovers the theft for 24 hours, and no suspicion is directed toward the character who took it.

Failure, or *course*, indicates that the character is caught red-handed while attempting to take the item.

Tracking: *Exclusive skill. Base=(Pcn +Luck)÷2. Secret specific check.*

This skill allows a character to follow the tracks or trail of an animal or character outdoors. The skill requires a specific check when it is first used, and a new check each time the trail is interrupted and then found again. The CM should roll these checks secretly. Results are interpreted on the following key:

L = Limited success: the character can follow the trail for one mile, at which point it is interrupted. If the character searches carefully, he or she will find the trail again in 1d10 hours.

M = Moderate success: Same as the “L” result, but the character can follow the original trail for 2 miles and find the trail again in 1 to 5 hours.

H = High success. Same as the “L” result, but the character can follow the original trail for 10 miles and find an interrupted trail in only 1d10 minutes.

C = Colossal success. The character can follow the trail to its ultimate end.

Failure of the check indicates the character cannot find the trail.

The CM may optionally rule at any time that bad weather or other factors cancel any result except a “C.”



PARANORMAL TALENTS

Paranormal talents (PTs) are special mental powers that all Time Corps agents possess. Certain alien races have paranormal talents, too, especially the Demoreans. This chapter explains everything you need to know about Demorean and human talents: when they work, how they work, and—for those of you who need to make a get-away—how long the effects last.

Agents can acquire up to eight paranormal talents. So can the Demoreans, though they share only one of their talents with humans; for the rest, they have private selection. Most talents take only a round to work, but a few take longer. All require complete concentration for human and Demorean alike. Whenever a character wants to use a talent, he or she can do nothing else. Any successful attack against the character will break his or her concentration and cause the talent to fail.

A full description of each PT follows in the next part of this chapter. The descriptions tell you how to figure out a talent score (always round fractions up), and which kind of check the talent requires (general or specific). Demoreans can use some talents with no check at all, and their scores are usually better than human scores.

WILLPOWER AND PTs

Most PTs cost a certain number of Willpower points to use, which are subtracted from the character's current Willpower score. For humans, only Paranormal Memory costs no Willpower to use. For the Demoreans, three of their eight talents require no Willpower loss; once again, they've got the advantage here.

When characters use a talent that costs Willpower, they subtract the points from their current Willpower score during the declaration step, before they actually use the talent. If a character's current Willpower falls below 21, he or she cannot use a talent—in fact, the character refuses to

fight, and tries to run for safety (see Chapter 4, "Willpower Loss"). Obviously, you shouldn't declare the use of a talent if the cost would bring your Willpower score below 21.

Characters can spend up to 20 extra Willpower points to use a talent, if they want to increase their chance for success. Each extra Willpower point temporarily raises the character's PT score by 1 point; when he uses the talent once, his score returns to "normal." Remember, no character can use paranormal talents when his Willpower score is below 21.

All Willpower spent to use a PT is lost immediately when spent, regardless of whether the PT succeeds or fails. It's not lost forever, though; sleep brings it back. *All characters can recover 10 points of Willpower per hour of uninterrupted sleep—no matter how they lost the Willpower.*

HUMAN PARANORMAL TALENTS

Each newly created PC automatically has Paranormal Memory and one other PT of the player's choice. Agents can acquire more PTs by spending Success Points, as explained in Chapter 3.

In the descriptions below, "Time Required" tells how long the user must concentrate to make the talent work. "NA" means "Not Applicable."

Paranormal Memory

Base: (Perception+Willpower)÷3

Willpower Cost: None

Check: Specific, secret.

Column: 2

Time Required: 1 round

Range: NA

Duration: NA

Paranormal Memory (abbreviated "PM") allows characters to remember what "should" have happened in history after history has been changed. Characters remember true history in fragments, as if they were dreaming, so nothing is crystal-clear. Sometimes, only a "gut feeling" comes over

the characters, telling them something is wrong.

Characters must already have some knowledge of the event at hand to use this talent effectively; *they cannot "remember" something they never knew in the first place.* If one of the four conditions below holds true, characters can use Paranormal Memory:

1. The event in question happened in a place and time covered by the character's Historical Specialty skill(s).

2. The event in question was specifically covered in the PCs' Historical Briefing at the start of the adventure.

3. The event in question was researched by the character using Historical Specialty skill.

4. The player, as distinct from his or her character, has knowledge of the event and can tell the CM what should be happening. (The CM has final say as to whether the player's knowledge is accurate.)

The CM should roll a secret specific check to find out if a character's Paranormal Memory works. The results are:

L = Limited success: the character remembers that something should be different, but doesn't know what is "wrong."

M = Moderate success: the character knows something is different and remembers one significant fact about the way the event should be.

H = High success: the character knows something is different and remembers two significant facts about the way the event should be.

C = Colossal success: the character knows something is different and remembers three significant facts about the way the event should be.

K = Not applicable.

Characters should remember important facts that could prove useful to the adventure, not bits and pieces of trivia. PACESETTER scenarios often include suggestions for the CM, to help him choose facts for the characters.



Memory Restoration

Base: (Willpower+Perception+Luck)÷4
Willpower Cost: 40
Check: General
Time Required: 1 minute
Range: Touch
Duration: Permanent

Memory Restoration allows agents to “restore” the memory of a historical character so the character “remembers” what he or she is “supposed” to remember. For example, suppose the President of the United States is bound and tied, lying unconscious in a White House closet. Meanwhile, a Demorean has taken his place, and is making a mess of things. If an agent destroys the Demorean, and manages to repair the damage it caused, the agent can free the President and “restore” his memory. The President will remember events exactly as they would have occurred had he not been captured. Memory Restoration wipes out everything that the President may have known about his capture.

Agents can Restore Memory only to characters that are sleeping or unconscious.

Telepathic Probe

Base: (Willpower+Personality+Luck)÷4
Willpower Cost: 10
Check: General, secret
Time Required: 1 round
Range: 30 feet
Duration: Round of use

With Telepathic Probe, an agent can probe the mind of another character and establish that character’s true identity. The other character must be within 30 feet of the agent, and the agent must say who the target is. Agents often use this talent in the field to discover Demorean or renegade infiltrators.

The CM should roll all Telepathic Probe checks secretly. If the check is successful, the CM must tell the agent the true identity of the probed character. If the check indicates failure, the CM should tell the agent that the probed character is exactly who he appears or claims to be. In this way, the agent will never be certain whether the PT failed, or whether the character really isn’t an imposter.

Demoreans can sense a Telepathic Probe directed against them if they

pass a general Perception check. This is true even if the Telepathic Probe failed. A successful check means the Demorean knows it has been probed, and knows who has done the probing. A Demorean who is using the Shield PT blocks all Telepathic Probes automatically. No successful probe is possible.

Significance Sensing

Base: (Willpower+Perception+Luck)÷4
Willpower Cost: 5
Check: General
Time Required: 1 round
Range: Sight
Duration: Instantaneous

Significance Sensing allows characters to sense how important an unknown NPC or event is to history. In game terms, this talent lets agents determine the significance rating of an NPC or minor event during a mission.

This talen requires only a general check. If characters pass the check, they can learn the significance rating of the NPC or event with an accuracy of plus or minus 25 points. For example, let’s say a particular NPC

has a significance rating of 25. The CM could tell a character who used this PT successfully that the NPC's significance rating is 1, 50, or any number in between. (10 or less indicates a very minor NPC; 50 or more indicates someone important.)

If characters fail the general check, they can determine nothing about significance.

Demoreans have significance ratings of zero. If characters use this talent to sense the significance of a Demorean, the CM should pretend to roll the check, then report a rating of 1 to 25.

Telepathic Sending

Base: (Willpower+Perception+Personality)÷4

Willpower Cost: 5

Check: General

Time Required: 1 round

Range: Unlimited on same Parallel

Duration: Round of use

Agents can use Telepathic Sending to send a short message of no more than 10 words per round to another character. The receiving character may be any distance from the agent, but not in another time or Parallel. The receiver hears the message as if a voice begins speaking in his or her mind—a “little” voice that matches the voice of the sender.

All humans and Demoreans can receive a telepathic message. No human can intercept a message meant for another character. Demoreans, on the other hand, can “tune in on” any message if the sender is within 100 miles, though they cannot prevent the receiver from getting it, too. If the sender is close enough, the Demoreans make a general Perception check to see if they can receive the message. Any Demorean who intercepts a message will know the identity of the sender, but not the intended receiver. The Demorean will not know the location of the sender unless it is part of the message.

Agents sometimes use this talent to trick or confuse NPCs. In some nations and times, NPCs who “hear voices” may think they hear the commands of a deity, and obey every word. However, they may also believe that a witch or demon torments them, and take appropriate action to rid themselves of this “curse.”

Adaptation

Base: (Willpower+Personality+Perception)÷4

Willpower Cost: 10

Check: Specific

Column: 2

Time Required: 1 round

Range: NA

Duration: 1 adventure

Adaptation allows characters to become social “sponges,” absorbing all the intangibles of the culture and lifestyle around them. The characters soak up sights, sounds, manners, customs—things that natives to a culture may not notice until they are missing.

Characters can make a specific check for this PT at any time, but they can do it only once per adventure. If they fail the check, the PT has no effect; they absorb as much or as little as any normal character would. If characters pass the check, read the result on the following key:

L = Limited Adaptation: the character's Personality score rises 5 points for the duration of the adventure. This increase does not affect the scores for skills or other PTs.

M = Moderate Adaptation: same as the “L” result, but the Personality score rises 10 points.

H = High Adaptation: same as the “L” result, but the Personality score rises 15 points.

C = Colossal Adaptation: same as the “L” result but the Personality score rises 20 points.

K = Not applicable.

Characters must wait 24 hours for the results above to take effect. When they do take hold, however, they last as long as the character remains in the society at hand.

Time Shift

Base: (Willpower+Luck)÷3

Willpower Cost: 50

Check: General

Time Required: 1 round

Range: NA; effective to 50-yard radius maximum

Duration: NA

Time Shift is a special PT developed by an agent whose Willpower was so strong that he managed to “wish” himself backwards in time. The agent was able to “erase” several seconds and live them all over again. This amazed the scientists in the Time Corps, because it “bent” the Law of Identity and the Law of Death!

Characters with this talent can “shift” the time around them back to the beginning of the prior round. In effect, these characters can erase all the seconds that lie between the beginning of the last round and the moment at which they use the talent. The characters and all those around them are allowed to relive those seconds, starting fresh.

For example, suppose a group of agents are mixed up in a fight. In the first round, one of the agents is killed. In the second round, another agent successfully uses Time Shift. The second round stops immediately, and the CM takes the action back to the beginning of the prior round. Current Stamina and Willpower scores are restored to match that point in time, as are wound levels. Characters redo both rounds entirely, as if they had never happened. Maybe this time around, that agent won't get killed!

Because all characters in the situation start fresh, any knowledge that they may have gained in the rounds that are erased (such as by means of a Telepathic Probe) also disappears. Only Paranormal Memory will recover it.

A character using this PT can specify the area it affects, up to a maximum radius of 50 yards. If an attacker stands beyond the range, but the defender lies within, the defender still benefits from the Time Shift—the attack is erased. The opposite is also true; if the attacker is in the range, but the defender is not, the attack is cancelled then, too. If any part of an action has roots in the area of effect, that action is cancelled.

Characters outside of a Time Shift never notice its effects.

So why, you might ask, can the Time Shift break the Laws of Identity and Death? Scientists are still studying this; so far, they can only guess that Nature allows this shift because of the small amount of time involved, and because the time-travelers lie outside of their native times.

Ignore Pain

Base: (Willpower+Personality)÷3
Willpower Cost: 50
Check: Specific
Column: 2
Time Required: 1 round
Range: NA
Duration: Variable

Successful use of this PT allows a character to ignore physical pain. The greater the result of the specific check, the longer he or she ignores the pain. A character who uses this PT successfully does not have to make a Willpower check in order to take action after being critically wounded (see Chapter 4).

Use this key to determine how long a character can ignore pain:

- L = *Limited duration:* 1 minute
- M = *Moderate duration:* 30 minutes
- H = *High duration:* 1 hour
- C = *Colossal duration:* 12 hours
- K = *Not applicable.*

Failure of the check means that the character feels just as bad as before; the PT has no effect.

DEMOREAN PARANORMAL TALENTS

The Demoreans also have eight PTs, which they use to good effect against the agents. Three of these PTs are automatic; Demoreans don't make checks or spend Willpower to use them. The other six Demorean PTs work like human PTs, only better. Paranormal talents are second nature

to the Demoreans, so their base scores surpass those of human beings.

Dimensional Travel

Automatic PT
Time Required: 1 hour

Dimensional Travel is a Demorean's ticket to the Continuum. This talent allows Demoreans to travel through time and across the Parallels. Demoreans must be in their own, natural form to use this PT, and they must spend a full hour concentrating before they can "take off." Demoreans can carry absolutely nothing with them when using this PT.

Fortunately, they don't receive unlimited travel rights. Once a Demorean has used this PT to enter a Parallel other than its own, the next use must take the Demorean back to its own society to report, rest, and train for its next mission. Demoreans never use this PT to make "short hops" back and forth along a time line.

Shape Shift

Automatic PT
Time Required: 1 round

Shortly after entering a foreign Parallel other than their own, Demoreans usually attempt to capture a conscious creature of human or greater intelligence and then assume its likeness. This likeness is remarkable, but not quite exact. Demoreans

have little tolerance for imperfection, so they unconsciously "correct" the shape that they've assumed, fixing defects caused by wounds or natural deformity. For example, if a Demorean impersonates a man with a scar on his cheek, the Demorean would look just like that man, but he would not have a scar.

Demoreans must keep the victim of his impersonation alive, so the victim can act as a constant model. The victim must remain unconscious to be of much use. Outsiders can wake a victim, but the Demorean impersonating the creature will know immediately that someone has done so. The Demorean must render the creature unconscious again within 12 hours or be forced into its natural Demorean form.

Once a Demorean has shape-shifted into a creature's form, it cannot use this PT again until after it returns to its own Parallel and time, and rests.

Telepathy

Automatic PT
Time Required: 1 round
Range: Unlimited on same Parallel

Telepathy is the natural form of communication between all Demoreans; they can use this talent to communicate over any distance in space. They cannot telepathically communicate through time or across Parallels, nor can they use this talent to talk to non-Demoreans. *Both sender and receiver must be conscious and awake for the talent to work.*



Shock

Base: (Willpower+Personality)÷2

Willpower Cost: 20

Check: Specific

Column: Victim's current Willpower score

Time Required: 1 round

Range: 30 feet

Duration: Round of use

Successful use of Shock allows the Demorean to shock a character mentally, making the victim feel as if he had been struck by a heavy blow or an electrical shock. The victim must be within 30 feet of the Demorean. Successful use requires a specific check; the victim "defends" on the column below his or her current Willpower score. Use the Unarmed Combat key to interpret the results.

Demoralize

Base: (Willpower+Perception)÷2

Willpower Cost: 20

Check: Specific

Column: Victim's current Willpower score

Time Required: 1 round

Range: 30 feet

Duration: Round of use

This insidious Demorean PT works just like Shock, with one exception: all losses are from the victim's current Willpower score rather than current Stamina. (Ignore wounds.) The victim feels mentally weakened and humiliated.

Domination

Base: (Willpower+Perception+Personality)÷3

Willpower Cost: 60

Check: Specific

Column: Victim's current Willpower score

Time Required: 1 round after 1 day's preparation

Range: Sight

Duration: Special

This PT is a major weapon in the Demorean arsenal, for it allows a Demorean in human form to slowly obtain mental and psychological mastery over a human being. Because of the high Willpower cost and other risks involved, weak Demoreans tend

to leave this talent to the most powerful members of their race. For this reason, *Demoreans can use Domination even if the Willpower cost brings their current Willpower score below 21.* Usually, they choose to dominate important political leaders as victims. Occasionally, they choose to dominate agents.

The domination takes place in five stages. Stage 1 shows little domination, but with each subsequent stage, the victim falls further into the trap. By Stage 5, he has little mind of his own. The process may be slow, or it may be fast, depending on the success of the Demorean. The five stages are listed below:

Stage 1: The victim likes the Demorean's human form and thinks of it as a friendly counsellor, paying attention to what the Demorean says.

Stage 2: The victim openly shows favor to the Demorean, entrusting it with money and limited governmental responsibilities, if applicable.

Stage 3: The victim is 50% likely to follow the Demorean's advice over that of other counsellors, unless the Demorean's advice is opposed by a strong majority of those other counsellors.

Stage 4: The victim is 80% likely to follow the advice of the Demorean, regardless of the advice or complaints of other counsellors.

Stage 5: The victim follows any suggestions or plans the Demorean gives him. Psychologically, the victim is totally dominated by the Demorean.

A victim in Stages 1 through 4 cannot be persuaded by the Demorean to take an action that is obviously self-destructive. In Stage 5 of domination, a victim is 80% likely to follow even suicidal advice from the Demorean. Demoreans using this PT always present their plans to the victim in form of friendly advice in face to face conversations.

To use this PT, a Demorean must first spend one full day near his victim: staying, for example, in the victim's home or in the same hotel, eating with the victim, etc. After a full day has passed, the Demorean spends the Willpower to use this PT while talking to the victim face-to-face. The CM rolls a specific check and cross-indexes the Attack Margin with the column beneath the victim's current Willpower. The results are:

S = Slow success: the Demorean's

power over the victim will increase one stage per six months.

L = Limited success: the Demorean's power over the victim will increase one stage per month.

M = Moderate success: the Demorean's power over the victim will increase one stage every two weeks.

H = High success: the Demorean's power over the victim will increase one stage per week.

C = Colossal success: the Demorean's power over the victim will increase one stage per day.

K = Not applicable.

Failure of the check means the intended victim develops a sudden, intense dislike of the Demorean.

Any successful result indicates that the Demorean immediately gains Stage 1 domination over the victim. Domination then progresses by stages until the victim lies completely in the Demorean's power.

Stage 5 domination lasts until the victim dies or the dominating Demorean is either killed or leaves the victim's Parallel.

Shield

Base: (Willpower+Luck)÷2

Willpower Costs: 30

Check: General

Time Required: 1 round

Range: NA

Duration: 1 hour

The Demorean Shield deflects all human Telepathic Probes. If an agent tries to use Telepathic Probe against a shielded Demorean, the probe fails, but the Demorean can still detect the probe by passing a general Perception check (see Telepathic Probe). Shields last one hour.

Paranormal Memory

Base: (Willpower+Perception)÷2

Willpower Cost: 30

Check: Specific

Column: 2

Time Required: 1 round

Range: NA

Duration: NA

This PT works exactly like human Paranormal Memory. Demoreans use Paranormal Memory to keep track of their own devious plots, and to figure out when agents and renegades have soured a Demorean plan.



All Time Corps agents receive standard training and equipment, courtesy of their division. The training prepares them for active duty; the equipment helps them get through it. Together, training and equipment make up the essential "tools" of an agent—the tools that every agent needs to succeed, and sometimes to survive.

BASIC TRAINING

Basic Training falls into four different courses. Here's what each one includes:

Course One: Orientation. Agents learn the material in Chapter 2, and receive an introduction to aspects of Earth's history as given in the Guide to the Continuum.

Course Two: On and Off the Road. Agents learn basic driving techniques for most motor vehicles, then head to the stables to learn how to stay on a horse while traveling.

Course Three: Skills in Action. Agents receive developmental training in their first skills, and learn about the others that exist. Some agents scoff at this course at first. But when the biggest gladiator in the class (there always seems to be one) bullies up to a little Japanese guy (who happens to be a black belt in karate), and gets his nose kicked in ... well, the skeptics turn to believers.

Course Four: Gearing Up. Agents learn how to operate all basic Time Corps equipment, including the chronoscooter.

EQUIPMENT

The Time Corps provides all its operatives with a Standard Equipment Package (SEP) at the start of each mission. Agents must bring everything in the package back intact: that's part of Regulation 4. Most equipment has a Significance Rating. If agents leave these things behind, those ratings count against the total Success Points that the characters can earn for a mission.

Disguise

Time Corps agents can't be just "themselves"; on every mission, they must take on a role from the past and blend

in with the crowd. To this end, the Corps provides a basic disguise, which allows the agents to look like natural inhabitants of the mission's time and place. The disguise includes clothing, weapons, armor, and personal items. Usually, agents pose as members of a wealthy or powerful class. For example, characters on a mission in Norman England might pose as "visiting" French nobles—from a place in France far away.

From time to time, agents may need to change their disguises. With the right props from the "field," they can create a new look, just as amateur actors would. Often, one or more of the agents has Disguise skill. This skill enables them to construct more elaborate disguises for themselves and other characters; they can disguise characters so well that their own mothers would pass them by on the street, mistaking them for strangers.

Clothing: The Corps provides each operative with three appropriate suits of clothing and the appropriate means to carry it, such as a suitcase, sack, or pack.

Weapons and Armor: The Corps issues personal weapons and armor that complement the time and place of the mission. The exact types are listed in the adventure scenario or the *Guide to the Continuum*. Agents may choose equipment within these guidelines, to a maximum of three weapons and two suits of armor.

Miscellaneous Gear: All agents receive a slew of small props that help them complete the disguise. For example, an agent who intends to pose as a well-to-do businessman in 1984 might have a cartridge pen, leather datebook, gold ring, good watch, expensive wallet, brief case, driver's license, and more. Each PACESETTER adventure describes the "miscellaneous gear" that's essential to a mission. Agents may request additional props, too; the CM should decide how much they receive.

MONEY

Each agent receives authentic money for the mission, worth the equivalent of 10,000 U.S. dollars in 1984. The Corps (or the CM) may provide additional cash, depending upon the expected demands of the mission.

TIME CORPS COMMUNICATOR

Significance Rating: 200

The standard Time Corps communicator is a solid, flat, metallic disc that measures 3 inches in diameter. Its color resembles that of copper. Both sides of the disc contain hundreds of fine, tiny grooves, something like the surface of a phonograph record. At the PC's option, the communicator can have a hole drilled near one edge, enabling the agent to wear the disc on a chain or leather thong, like a necklace or an amulet.

The communicator responds to touch commands. It can put the user in verbal communication with any character who also has a communicator, provided the user knows the touch code for the device he wants to contact. All PCs on a mission know the code for one another's communicators.

During communication, the device functions just like a radio. It is extremely sensitive, and can pick up and transmit the voice of the user even if that voice is barely audible. The communicator signals an incoming message in one of two ways (the receiver decides which one): it can beep to announce a message coming in, or it can radiate a gentle heat, sufficient to be noticeable to the touch.

A character receiving a message must "touch in" a reception code. If this code is not touched, the communicator automatically stores all messages and replays them when the code is touched. The receiver can specify the volume at which the communicator relays its messages.

The communicator has a range of 10,000 miles. It cannot be used to communicate backwards or forwards in time or across Parallels.

TIME CORPS STUNNER*Significance Rating: 300*

The Time Corps stunner is a personal firearm that agents use to put other character to sleep. The weapon has a maximum range of 30 feet, and it operates with complete silence. The Corps can disguise the stunner to resemble almost any small item common to the time period being visited.

The stunner carries a tiny clip of 8 microscopic darts, each one coated with heavy sedative. Agents can fire the weapon up to 4 times per round, provided they have Stunner skill at Master level (see Chapter 7).

Stunner darts penetrate armor of any type. A single dart instantly puts its victim to sleep for 1d10 minutes, provided the victim is mansized or smaller. Creatures that surpass humans in size or weight cannot be put to sleep, but they automatically lose initiative for the following 3 rounds if a dart strikes them.

ELECTRONICS KIT*Significance Rating: 150*

Only agents with Electronics skill receive this kit. It contains sufficient tools and parts to enable a skilled character to repair or construct simple electronic devices as explained in the skill description. The kit contains pliers, snips, wire, solder and soldering iron, transistors, capacitors, diodes, and other electronic parts.

MEDICAL KIT*Significance Rating: 500*

The Time Corps issues this kit to agents with Medical skill. It contains a diagnostic micro-computer, antibiotics and drugs which halt the progress of known infectious diseases, and antidotes for all known poisons. Also included are emergency surgical tools. The kit contains medical devices common to the time period being visited, too, enabling the owner to attempt to pose as a physician or healer of that period.

The medical kit is usually packed in a disguised container that resembles a sack, bag, or small briefcase—whatever best conceals the kit.

BODY SUIT*Significance Rating: 750 prior to 5180 A.D.; none after that year.*

Body suits became the most common form of personal armor during the Sixth Millennium, and they are still used in the 72nd Century. The fabric of the suit resembles gray plastic. Though it's extremely light, it offers tremendous protection against blows and missiles. (See "Armor" in Chapter 4.) The suit covers the entire body with the exception of the face. Characters can wear other clothing over the suit to hide its presence. Note: the Time Corps rarely issues body suits for missions prior to 5180 (CM's discretion).

THE CHRONOSCOOTER*Significance Rating: 1000*

Each Time Corps agent's most prized possession is his personal chronoscooter: the time-traveling machine. The chronoscooter can take an agent to any Parallel, place, and time, and it offers his only way back once he gets there. Chapter 3 has already provided much information on this vehicle; to refresh your memory, refer to the section marked "Travel Procedure."

Each Chronoscooter contains a security scanner that prohibits anyone but the owner from operating it. If someone removes the scanner, the vehicle explodes immediately, inflicting 175% catastrophic damage in a radius of 300 feet.

The standard scooter carries one human and his or her equipment. It also features a collapsible storage compartment for hauling extra gear. Only the agent assigned to the machine can open this compartment, by using a touch-control on his or her communicator. A prisoner or wounded

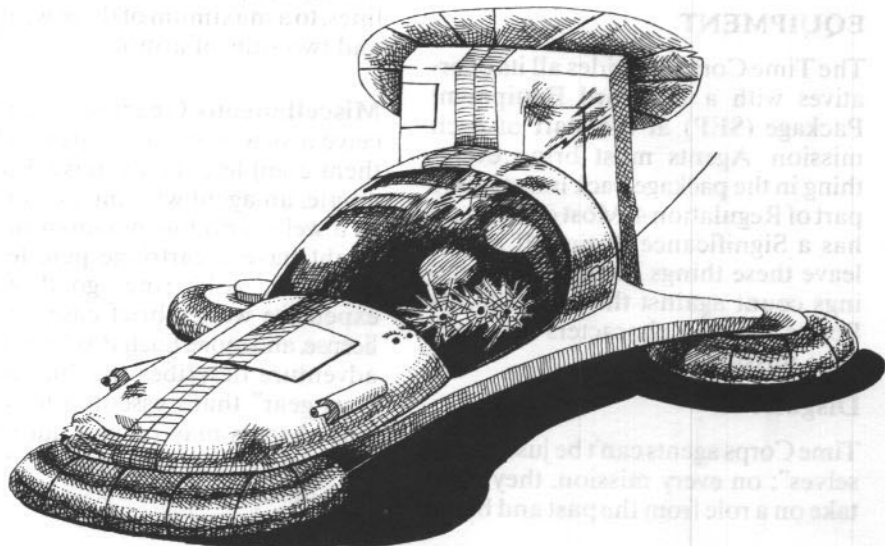
agent can fit in this storage compartment, but the ride won't be very comfortable! Two-seater scooters are also available, but they are usually restricted to rescue and recruitment missions.

RENEGADE TIME-TRAVEL MACHINES

Renegade time-travel machines are considerably more primitive than the Time Corps chronoscooter. They can only "jump" through time, covering 1d10x20 years per hop. Furthermore, they lack the security devices of a chronoscooter, so anyone with the right know-how can operate the vehicles. Most cannot "vanish" like an agent's machine, so renegades must find other ways to conceal them.

Renegade machines do have a few advantages over the chronoscooter, though. First, renegade machines can refuel themselves after every hop, using solar and geo-thermal energy collectors. Refueling takes 1d10 days. Renegade machines can also travel over land and water like a hovercraft, reaching a maximum speed of 120 miles per hour. They can fly at altitudes up to 10,000 feet, reaching speeds as high as 300 miles per hour.

Renegade machines come in a variety of shapes and sizes. Some carry one human; others carry as many as four. Many renegades have armed their machines with lasers, photon rifles, or machine guns; in short, they've created a flying arsenal. All such weapons are forward-firing, although a few renegades have managed to mount rear-firing rocket launchers as well.



THE PEOPLE YOU MEET



Nonplayer characters (NPCs) complete the cast in any adventure. Some have starring roles; others act in support. They are the villains and their victims, the strangers on the street, the mysterious woman, the helpful policeman....in short, everyone the PCs meet. The CM must breathe life into all these characters. He must give them distinct and exciting personalities, because without interesting NPCs, the game grows dull. This chapter explains how the CM can keep track of the many NPCs in the agents' world—and how he can play them to the best advantage.

MAJOR AND MINOR NPCs

Major NPCs are characters whose roles are essential to the plot of an adventure. They are the villains, or the important victims of those villains. The agents must devote most of their time to these characters in order to keep history from going awry.

Minor NPCs include everyone else that the PCs meet: they are the people in the streets and shops, the servants at the king's court, the cops on the beat...all the people the PCs would expect to find in a realistic setting, but who have little to do with the actual plot of the adventure.

Sometimes, a minor PC gets "promoted" to major status because of something the agents do. For example, if the PCs befriend a pickpocket in medieval Paris, he may wind up fighting by their side and helping them solve their mission!

NPC STATISTICS

NPCs have the same Basic Abilities that PCs do, with one exception: Luck. Instead of Luck, each human NPC has a significance rating of from 1 to 500. Demoreans have a significance rating of zero.

Adventures from PACESETTER always give full descriptions of major NPCs: what their scores are, what they look like—even how they act. The numbers in this information are called "statistics," or "stats" for short. When the CM creates his or her own adventures, he or she should be sure

to make up the statistics for major NPCs before play begins.

Minor human NPCs may or may not have individual statistics. Sometimes, one set of statistics can cover several of these at once. If the CM decides to give them individual statistics later, he or she can roll up their Basic Ability scores as they are needed during play. In any case where a "quick" NPC is needed, the CM should assume that *all human minor NPCs have a score of 50 in each Basic Ability, and a significance rating of 1d10. Demorean minor NPCs should have a score of 40 in all Basic Abilities except Willpower. The standard Demorean Willpower score is 70.*

Many skills and talents include Luck in their score formula. In these cases, you must use the following scores for Luck, even though NPCs don't really have that Ability: human NPCs, 50; Demorean NPCs, 40.

Status Ratings

NPCs who hold political, military, economic, or other forms of power have a status rating. The ratings range from 1 (least powerful) to 5 (most powerful). NPCs who hold no official power may still have a status rating if they've got an influential family, or know the right "connections." Of course, the vast majority of NPCs have no status rating.

PACESETTER scenarios provide status ratings for NPCs whenever it's appropriate. The following guidelines should help the CM create status ratings for NPCs in his or her own scenarios:

STATUS RATINGS

Position	Rating
Head of State	5
Minister, cabinet member, high general, royal family	4
Senator, counsellor, high bureaucrat, general, high nobility, extremely wealthy	3
Feudal lord, wealthy, state governor,	2
Servants or associates of the above	1

NPC REACTIONS

In the TIMEMASTER™ game, it's not just who you meet that's important. It's what they do when they meet you! Do they help you? Love you? Or try to kill you? The three guidelines below should help the CM decide how NPCs react. The first one has top priority; the CM should follow it above all others. The third one has lowest priority; the CM should follow this guideline only if the other two seem inappropriate.

Priority One: *The adventure.* In most cases, the adventure itself will dictate the reactions of major NPCs. Major NPCs are just like people; they have their own plans, goals, and feelings. These goals, plans and feelings are often major ingredients in the adventure's plot, so they dictate many NPC reactions. For example, let's say Napoleon is a major NPC in your adventure. He wants to win the Battle of Waterloo. Nothing the PCs say or do is going to change that; if they try to stop him from reaching that goal, they'll get nothing but negative reactions.

Priority Two: *The personality (or position) of the character.* Ideally, the CM should "know" the major NPCs in an adventure like good friends. In this way, the CM can guess how they would react to most situations. For example, impulsive people react impulsively, while cowards put their own safety above all else. Each PACESETTER adventure describes the personality of major NPCs. CMs who create their own scenarios should keep these traits firmly in mind, and be sure that the NPCs react consistently, in a way that suits their personality.

Priority Three: *Situation checks and direct action checks.* When the CM isn't sure how an NPC should react—especially a minor one—he or she can use situation and direct action checks to determine the character's behavior.

Situation Checks

A *situation check* tells the CM how an NPC feels at any given moment. To

SITUATION CHECK RESULTS

Die Roll	Result	DAC Modifier
1	Angry and Hostile: The NPC is angry about being disturbed right now.	-20
2	Angry but not hostile: the NPC is angry about something but is not necessarily angry at the PCs.	-15
3	Scornful: The NPC feels himself too important to waste time with the PCs.	-10
4	Hurried: the NPC will grant very little time to the PCs; he or she has more important matters at hand.	-05
5	Uninterested: The NPC will grant the PCs time, but is really not interested in what they have to say.	0
6	Open: The NPC will be open and courteous with the PCs.	0
7	Curious: The NPC will be open, courteous, and very curious about the PCs, asking lots of questions which may be embarrassing.	0
8	Friendly: The NPC will be initially friendly to the PCs, providing reasonable service or information.	+5
9	Flirtatious: The NPC will attempt to flirt with a PC of the opposite sex. If none is present, treat as Friendly.	+10
10	Eager: The NPC is eager to hear what the PCs have to say	+15

make the check, the CM secretly rolls 1d10 just before the PCs begin to talk to or interact with the NPC. If the NPC has a status rating, the CM subtracts it from the result of the roll. Treat results less than "1" as "1". The chart marked "Situation Check Results" describes how to use the result to discover the mood of an NPC. (Ignore the column marked "DAC Modifier" for now.)

Direct Action Checks

A direct action check is a specific check against a *player character's* Personality score. It shows how NPCs react when the player character does something that warrants a response: asks for help, makes a

threat, attempts a con, etc.

Usually, the direct action check immediately follows a situation check. For instance, let's say an agent approaches a stranger. The CM rolls a *situation* check to find out what kind of mood the stranger is in. Perhaps the two characters talk for a moment. Then the agent asks for help, and the CM rolls a secret *direct action* check to find out what the stranger does in response.

The Situation Check Results key has a column marked "DAC Modifier." That stands for "Direct Action Check Modifier." When the CM makes a situation check, he notes the modifier indicated with the result. If he later makes a makes direct action check for the same meeting, he adds

or subtracts the modifier from the PC's Personality score.

Direct Action check results lie on the defense column corresponding to one of the NPC's Basic Abilities (refer to the blue ranges at the top). The chart below tells which Ability score to use, depending on the PC's action.

DIRECT ACTION CHART

PC Action	NPC Ability (Defense Column)
Routine request	Personality
Request for aid, no danger	Personality
Request for aid in danger	Personality
Lying, conning	Perception
Persuading	Willpower
Threatening	Willpower

Failure of a direct action check means the NPC reacts negatively. He or she refuses to help, or sees through a lie. If the PC has made a threat, the NPC may grow hostile, even violent, in response.

Direct Action check results are interpreted on the following key:

DIRECT ACTION RESULTS

S = *Slight positive reaction*: The NPC doesn't say "Yes" to the PC, but doesn't say "No" either. Further discussion is in order.

L = *Limited positive reaction*: The NPC takes limited action as desired by the PC, so long as such action does not involve danger or harm, cost the NPC money, or require much time.

M = *Moderate positive reaction*: The NPC helps the PC as long as no risk is involved.

H = *Highly positive reaction*: The NPC gladly does exactly as the PC requests, within reason, as long as no risk is involved.

C = *Charmed*: The NPC is quite taken with the PC (or quite frightened by a threat) and even takes some risks to help the PC.

K = *Not applicable*.

The CM should adjust these reactions if they don't fit a given situation.

SPECIAL NPC REACTIONS

Special NPC reactions involve romance, intrigues, or both!



Romance

NPCs may find themselves drawn to PCs of the opposite sex, and fall in love. Time may be short on a mission, but if there's "love at first sight," well, then nearly anything can happen!

Sometimes, the PC starts the romance. The player controlling that character must declare his or her intentions to the CM, then spend at least one full day with the NPC. After a day has past, the CM rolls a secret direct action check. A "C" result means the NPC has fallen in love.

NPCs may also "just happen" to fall in love with PCs of the opposite sex. Whenever a situation check result indicates a "Flirtatious" reaction from an NPC, the CM should roll an immediate, secret direct action check for the PC interacting with the NPC. A "C" result indicates that the NPC falls in love "at first sight."

NPCs who fall in love with PCs can be quite helpful: they assist the PCs, and even risk their own lives. NPCs who are important enough to have a status rating will do almost anything for their newfound love, *provided such action does not endanger their position of power.*

Of course, every record has a flip side, so to speak. Romantically inclined NPCs can be a burden as well as a help, because they tend to follow their new love like a shadow. In addition, they tell everyone all about the PC, because they find him or her so wonderful. The CM should use this behavior to add fun and spice to the game.

Intrigues

Ah, revenge! That's the stuff of intrigues and devilish plots—all of them against the player characters. NPCs who have a status rating and who react negatively to the PCs may start some plan against them. The chance that this will occur equals the NPC's status rating, times 10.

The intrigue can be any plan to bring one or more PCs to ruin, either legally, financially, socially, or by any other means short of physical violence. The exact nature of intrigues depends upon the position of the NPC. For example, a general who is angry at the PCs may try to ship them off to the nearest battle front; a Minister of Justice may trump up charges of high treason against them

Heads of state usually don't involve themselves in intrigues against PCs; they tell their underlings to take care of it.

This rule works best in a campaign—a series of related adventures. Intrigues have more room to develop in a campaign, so the CM should be ready to hatch one whenever the moment looks good.

BRIBERY

Unfortunately, there are many people in the Continuum who respond to only one thing: money. If agents attempt to bribe a minor NPC, the CM can use the steps below to determine the result.

1. Roll percent dice to determine whether the NPC is honest and cannot be bribed. Thirty percent of all NPCs fall into this category, so any roll of 30 or below means that the bribery attempt failed.

2. If the NPC is not honest, determine the minimum bribe the NPC will accept: multiply the NPC's significance rating by ten. If the NPC has a status rating, multiply that rating by 1000, and ignore the significance rating. In either case, the pro-

duct equals the minimum bribe in 1984 U.S. dollars.

3. Roll a direct action check for the player character making the bribe. Failure, of course, means the NPC refuses the bribe totally; a touch of honesty has overcome him. Only a "C" indicates that the NPC accepts the bribe; on any other successful result, the NPC haggles for more money, and the PC must offer more and try again. The CM may end this haggling at any point, at his or her discretion.

LEGAL PROBLEMS

Sometimes Time Corps agents get in trouble; they break the laws of the society they're visiting. In a world as great as the Continuum, there are too many legal systems to list here indi-

vidually. But if the CM wants to incorporate laws, jails, and juries into his or her adventures, the following guidelines should help.

Most human legal systems fall into one of two classes: *objective* and *non-objective*. Objective systems ignore the circumstances or the intentions of the "criminal": all that matters is that the the "criminal" committed the act. For example, suppose a PC tosses a bag of gold into the air and, by very bad luck, it comes down on top of a man's head, knocking him out. As the man falls to the ground, his head strikes a large rock, and he dies. In an objective legal system, the PC is guilty of murder.

Non-objective systems usually consider the circumstances or intentions of the accused person. This consideration may result in lessened pun-

ishment or no punishment at all for the accused.

When PCs must stand trial, the CM should allow each accused PC to roll a general Luck check. Those who pass the check will be allowed to go free; those who fail will be "convicted" of their "crimes."

Characters with Investigation skill can find witnesses to testify on behalf of another PC; each witness gives the PC a +10 modifier to his or her Luck score before making the general check. In an objective system, the witnesses must testify that the PC really did not commit the action of which he or she is accused. In a non-objective system, the witnesses can provide any type of helpful information.

Appendix

3-D TRANSPORTATION

Mode	Speed in miles/hour	Max. Miles per day	Mode	Speed in miles/hour	Max Miles per day
LAND TRANSPORT			Large sailing ship	10-14	150-200
Foot, walking	3	25	Medium sailing ship	10-20	250-500
Foot, running	see running skills	see running skills	Steam ship, paddle wheeler	15	250-350
Light Horse	7	60	Large motorized ship	25-35	600-800
Standard Horse	5	40	Medium motorized ship	35-40	850-950
Heavy Horse	3	30	AIRCRAFT		
Horse Cart or Carriage	3	30*	Zeppelin	60-65	4600
Fast Chariot	4	40*	Early airplanes (up to 1930s)	85-120	150-300
Ox Cart or Wagon	2	20	Four-engine prop	280-300	380-4500
Automobile, early (before 1930)	30	240**	Passenger jet liner	600	12,000
Automobile, later	50	400**	WATER TRANSPORT		
Air car	80	640**	Rowboat	5	55
Steam train	40	800	Oared Ship	2-4/3-5	30-45/100-140
Diesel train	60	1200	Sailing boat	3-4	75-100

Notes:

During a mission, agents cannot travel across the third dimension with their chronoscooters; usually, they depend on traditional transportation. Travel times can vary greatly because of weather, availability of transport, stops and layovers, etc. Speeds and distances shown are averages. The CM may modify these as needed or desired for the scenario,

or ignore them entirely when appropriate.

* - Assumes that a decent, passable road and changes of horses are available.

** - Assumes eight hours of driving on good roads without traffic congestion. Characters may drive longer, or may drive in shifts.

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- Please send questions or
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TIMEMASTER Action Table

Defense Column

Attack Margin	1-15	Ability Checks 16-30	Skill Checks 31-45	46-60	61-75	76-90	91-105	106-120	121-135	136+
	1	2	3	4	5	6	7	8	9	10
0	LK	L	L	L	L	S	S	S	S	S
1-4	M	M	L	LK	L	LK	L	S	S	S
5-9	H	MK	M	L	L	L	L	L	LK	S
10-29	C	H	MK	M	M	M	LK	L	L	L
30-49	C	C	H	M	MK	M	M	MK	L	LK
50-69	CK	CK	C	H	H	H	M	M	M	M
70-89	CK	CK	CK	CK	H	H	H	H	M	M
90-94	CK	CK	CK	CK	CK	HK	H	H	H	H
95-99	CK	CK	CK	CK	CK	CK	HK	HK	H	H
100+	CK	CK	CK	CK	CK	CK	CK	HK	HK	H

ARMED COMBAT RESULTS

- Code Result** (Defender loses points from current Stamina.)
- S Scratch:** Lose 1-2 points (see above), and mark one wound box.
 - L Light Wound:** Lose 2-20 points (1d10×2), and mark two wound boxes.
 - M Medium Wound:** Lose 4-40 points (2d10×2), and mark three wound boxes.
 - H Heavy Wound:** Lose 6-60 points (3d10×2), and mark four wound boxes.
 - C Crippling Wound:** Lose 6-60 points (3d10×2), and mark five wound boxes. (Or called shot, if specified otherwise.)
 - K Knockdown:** Defender knocked down and back 5 feet; must make DEX check to hold onto any hand-held items; all uncompleted actions this round are cancelled.

COMBAT PROCEDURE

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

UNARMED COMBAT RESULTS

- Code Result** (Defender loses points from current Stamina.)
- S Scant Damage:** Lose 1-2 points (roll 1d10; 1-5=1, 6-10=2).
 - L Light Damage:** Lose 2-20 points (1d10×2).
 - M Medium Damage:** Lose 4-40 points (2d10×2).
 - H Harsh Damage:** Lose 6-60 points (3d10×2), and mark one wound box.
 - C Crushing Damage:** Lose 6-60 points (3d10×2), and mark two wound boxes. (Or called shot, if specified otherwise.)
 - K Knockdown:** Defender knocked down and back 5 feet; unfinished actions cancelled this round.

SEQUENCE OF PLAY FOR ONE ROUND

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