

RED ACE HIGH

AN INTRODUCTORY TIMEMASTER™ ADVENTURE
By Mark Acres

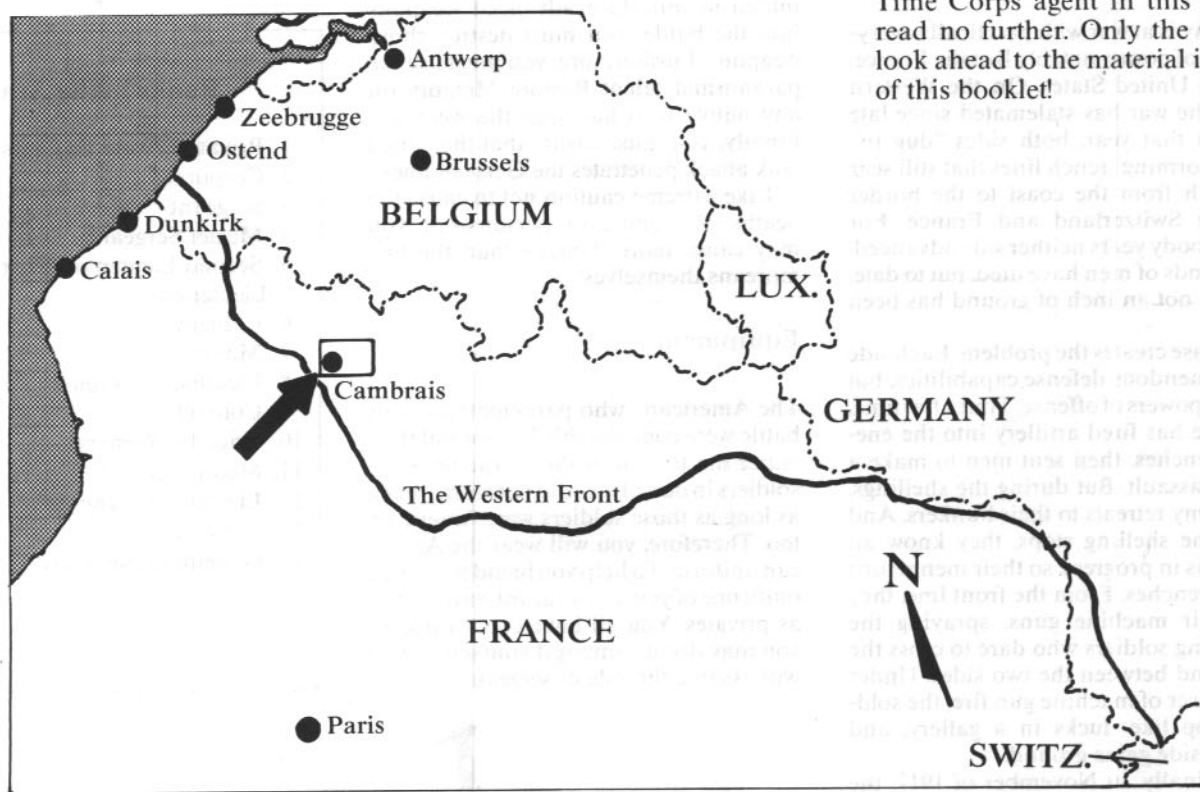


PROLOGUE

As you soar through the clouds at 5000 feet, the battlefield below seems peaceful. The ancient tanks move at a snail's crawl; the men look like toy soldiers amidst tiny puffs of dust.

Suddenly, a shower of machine gun slugs rips into your plane from the rear. The enemy! Where did he come from? Smoke pours from your wounded engine as the guilty Fokker D-III triplane roars by. The German pilot tips his wings, gloating in his victory, making what he believes is a final salute to your life.

"Red Ace High" is a special introductory TIMEMASTER™ adventure for 2-8 players. If you intend to play a Time Corps agent in this scenario, read no further. Only the CM may look ahead to the material in the rest of this booklet!



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PLAYER'S BACKGROUND

The Situation

The Time Corps Sentinel—our watchman in the Out-time—has reported a Demorean penetration of Parallel T-0. The penetration lies in November of 1917, at a critical point on the World War I Western Front. With basic training completed, you are ready for action in the field. In light of the talents and skills in your group, we know we have chosen the best team to tackle this assignment.

Historical Background

November of 1917 lies smack dab in the middle of the First World War. If we peer into the past, this is what we should find....

Germany is at war with practically everyone else of power, notably Britain, France, and the United States. On the Western Front, the war has stalemated since late 1914. In that year, both sides "dug in" firmly, forming trench lines that still scar the earth from the coast to the border between Switzerland and France. For three bloody years neither side advanced. Thousands of men have died, but to date, in 1917, not an inch of ground has been gained.

Defense creates the problem. Each side has tremendous defense capabilities, but limited powers of offense. Time after time, one side has fired artillery into the enemy's trenches, then sent men to make a frontal assault. But during the shellings, the enemy retreats to their bunkers. And when the shelling stops, they know an assault is in progress, so their men return to the trenches. From the front line, they fire their machine guns, spraying the oncoming soldiers who dare to cross the wasteland between the two sides. Under the shower of machine gun fire, the soldiers drop like ducks in a gallery, and neither side gains ground.

But finally, in November of 1917, the British launch a major offensive that will be known as the Battle of Cambrais. In this battle, the British use a new weapon in large numbers for the first time: the tank. With the tank, they can make a successful assault. Machine guns may penetrate flesh with ease, but they offer no match for the armor of a tank. The impressive results of this battle make a profound impact on future warfare in the 20th century.

We believe this battle is the enemy's target. How they intend to tamper with the outcome, we don't know. We do know that in previous attempts to change our his-

tory, the Demoreans have introduced futuristic weapons into battles where they did not belong—usually in a way that's difficult to detect. With weaponry so important to the Battle of Cambrais, they may try this tactic again.

The Mission

Your mission (should the players choose to accept it) is to time-travel back to November 19, 1917 in the area of the Battle of Cambrais. You will have about 30 hours before the battle is scheduled to take place. During that time, you must investigate the Demoreans' activity, and foil whatever plans they may have. If they intend to introduce advanced weapons into the battle, you must destroy those weapons. Furthermore, you must use the paranormal talent Restore Memory on any native who has seen the weapons. Finally, you must ensure that the Allied tank attack penetrates the German lines.

Take extreme caution not to cause the deaths of significant persons—or you may cause more damage than the Demoreans themselves!

Equipment

The Americans who participated in this battle were considerably less formal than either the British or the Germans; stray soldiers in odd places did not alarm them, as long as those soldiers were American, too. Therefore, you will wear the American uniform. To help you blend in, we will outfit one of you as a sergeant, and the rest as privates. You all have equal rank, so you may decide amongst yourselves who will assume the role of sergeant.

Your disguises will consist of an American uniform and a field pack with shovel, canteen, rations, and trench knife. Women may receive special fittings, enabling them to pass as men. You will be armed with a combat rifle that carries a 5-shot clip, and receive plenty of extra ammo plus 2 hand grenades each. You may carry a 5-shot pump action shotgun instead of the rifle, if you wish.

Of course, Corps surgeons will give each of you the standard bio-computer language implants for English and German immediately before departure. (No Frenchmen participated in this battle.) In addition, the Corps will issue all standard equipment as specified in your *Travelers' Manual*.

Ranks in the Army

1. Private/Private 1st Class
2. Corporal
3. Sergeant
4. Master Sergeant
5. Second Lieutenant/First Lieutenant
6. Captain
7. Major
8. Lieutenant Colonel
9. Colonel
10. Brigadier General
11. Major General
12. Lieutenant General
13. General
14. General of the Army



CM'S INTRODUCTION

HOW TO USE THIS BOOKLET

This booklet contains the following:

Players' Background. A complete Time Corps briefing. Read this briefing to the player before the adventure begins, or make a photocopy and give it to them.

The CM's Background. A summary of the adventure's plot, and notes on major and minor NPCs.

Significance and Success. Complete instructions on how to tell when the PCs have successfully completed the adventure and how to award Success Points if they do.

Character cards. A set of cards giving all necessary statistics for eight pregenerated player characters.

Cut-out Terrain. Some additional terrain features you can cut out and use with the color map provided in the TIME-MASTER game.

Encounters. Detailed descriptions of the major events in the adventure.

CM's Preparation

To prepare to run this adventure as the CM, follow these steps:

1. Read through the entire adventure scenario. Get to know the plot, the major NPCs, and the rules from the *Travelers' Manual* that will be used—especially those from Chapters 4 through 6.

2. Turn to page 15 of this booklet and follow the instructions for cutting out the trench line terrain and placing it on the large color map.

3. Pull out the four center pages of this book and cut out the character cards there. Your players can use these characters. Of course, they can play characters of their own creation instead, if they prefer, but the characters in this booklet are specially designed for "Red Ace High."

There are eight character cards, but as few as two people can play agents. In any group, at least two agents should have Pilot skill, as shown on the character cards.

4. Assemble your players, let them pick their character cards, read or give them the Players' Background, and begin play.

Encounter Format

Most encounters in this adventure contain boxed text. Read this text out loud to the PCs at the start of the encounter. Other text is meant just for you; reveal the information there only as the PCs would uncover it themselves. "CM's Notes" below each encounter tell you how to run the action. "Hints for the PCs" include useful

tidbits of information that the PCs may pick up during the encounter. The "Encounter Background" gives you more in-depth background about the particular encounter.

CM'S BACKGROUND

The Plot

Two Demorean agents have entered Earth's timeline just prior to the Battle of Cambrais, which began at dawn on Nov. 20, 1917. This battle marked the first use of tanks in large numbers (refer to the Players' Background).

The two Demoreans have obtained a number of high-tech, 20th-century air-to-surface rockets which, if mounted on airplanes and dropped, could seriously damage the Allied tank force when it attacks the German lines. Almar Kron, one of the Demoreans, has used the PT Domination to gain control of Baron Manfred von Richtofen, the famous German flying ace. (You may know him as "The Red Baron.") Kron has given Richtofen the rockets, and commanded him to use them on Nov. 20. With the help of Richtofen and his "Flying Circus" fighter squadron, Kron intends to disrupt the Allied tank attack.

As the adventure begins, the PCs arrive in No Man's Land between the opposing trench lines, disguised as American soldiers. The time is 12:01 A.M., Nov. 19. The PCs see a German patrol leader (a Demorean in disguise) attempting to steal the Allied attack plans from an English officer. Immediately, action confronts the agents; if they help the Englishman, they can prevent the theft—and possibly knock out one of the Demoreans.

Regardless of the outcome, a few American soldiers soon arrive, and hustle the PCs into the American lines. There the agents meet Lt. Col. George S. Patton, a young officer who has not yet reached the fame he will earn in WWII. Patton sends the agents on a night reconnaissance patrol (a recon mission) through the German trench lines to an enemy airfield beyond.

At the airfield, the PCs can discover the advanced rockets, and they should be able to deduce the Demorean scheme. If they fail to destroy the rockets at this time, they will have another chance on the day of the battle.

Returning from their recon patrol, the PCs again meet up with Patton. He entrusts them with aircraft, tanks, or both, to use during the upcoming battle. In the climactic encounter, the PCs can lead the

American tanks against the German lines and/or take on von Richtofen's Flying Circus in the skies above the battlefield!

HISTORICAL SPECIALTY DATA

Some agents may successfully use their Historical Specialty skills before the mission, and find out more about the setting. The CM should give such characters the information below, starting with item 1, and working down the list.

1. Messages and plans in World War I were frequently carried by young staff officers who served as couriers.

2. An American officer, Lt. Col. George S. Patton, played a minor role in this battle. The experience was very significant for him, however; it showed him the possibilities of tank warfare. By World War II, he will be General George S. Patton, the ablest tank commander in the United States Army.

3. Baron Manfred von Richtofen, the famous "Red Baron," Germany's number one flying ace, did not take part in the Battle of Cambrais. He was instead on another sector of the front.

4. Aircraft in World War I typically operated from small landing fields behind the front lines, where spare parts, fuel, and ammo were stored. Troops rarely guarded these landing fields.

MAJOR NPCs

Almar Kron, Demorean

Significance Rating: 0

STR	46	DEX	48	AGL	50
WPR	75	PER	40	PCN	58
STA	40	Unskilled	Melee		48

Wounds: 12

Skills: Pistol, Specialist, 63; Pilot, Specialist, 67.

PTs: Shock, 58; Demoralize, 67; Domination, 58.

Kron is a wily Demorean with several successful missions under his belt. His assignment is to disrupt the Allied attack, using Richtofen's squadron to launch advanced missiles against the Allied tanks. He has Shape Shifted into the form of a German pilot, whose unconscious body now lies in an abandoned German trench, blending in with the dead. As a pilot, Kron was able to Dominate Richtofen, and join the Flying Circus.

Kral Arthrax, Demorean
Significance Rating: 0

STR	40	DEX	40	AGL	40
WPR	60	PER	54	PCN	40
STA	40	Unskilled	Melee		40

Wounds: 12

Skills: Long barreled gun, Specialist, 55;
Military Leadership, Specialist, 67.
PTs: Shield, 55; Shock, 57

Arthrax's duty is assist Almar Kron.

Lt. Col. George S. Patton
(1885-1945; currently 32)
Significance Rating: 100

STR	60	DEX	68	AGL	64
WPR	76	PER	42	PCN	76
STA	66	Unskilled	Melee		62

Wounds: 14

Skills: Boxing, Specialist, 79; Bayonet, Specialist, 77; Sword, Specialist, 77; Equestrian skill, Expert, 88; Mounted Melee; Mounted Missile: Long barreled gun, Specialist, 83; Pistol, Expert, 98; Grenade, Specialist, 83; Artillery, Specialist, 87; Machine Gun, Specialist, 83; Military Leadership, Expert, 90.

Lt. Col. Patton is an extremely vigorous officer who enjoys brutal battles with the enemy. He cannot tolerate any signs of weakness or cowardice in himself or others. Patton often uses language that some might find offensive. The statistics above reflect his stature in World War I: his skills will improve by the time he becomes a famous general in World War II.

Baron Manfred von Richtofen, alias "The Red Baron"
(1892-1918; currently 25)
Significance Rating: 100

STR	60	DEX	76	AGL	74
WPR	50	PER	54	PCN	70
STA	54	Unskilled	Melee		67

Wounds: 13

Skills: Sword, Expert, 97; Pistol, Specialist, 91; Pilot, Master, 129.

Von Richtofen, commonly called the "Red Baron," is Germany's great flying ace of World War I. He is credited with 80 aerial victories. Aside from his piloting skill, however, Richtofen is not atypical of his social class: he is a young, snobbish Prussian aristocrat, hardened by war. He

thinks of the men in the trenches as necessary wartime scum. The CM should play him accordingly.

Von Richtofen's squadron is known as the "Flying Circus." The brilliant red color of their Fokker D-III triplanes makes them stand out in any combat, to be recognized by all.

MINOR NPCS



Use the regular infantry counters to represent all standard NPC soldiers. All have scores of 50 in the eight Basic Abilities. The missile and melee values on the counters represent Specialist skill scores for their weapons.

All standard NPC soldiers carry these arms and protection:

- 1 rifle, which carries a 5-shot clip and a bayonet
- 2 hand grenades
- 1 helmet (AR 15). The CM can ignore the helmet at his or her option and the option of the players

Officers of Lieutenant rank or higher also carry .45-caliber automatic pistols and have Specialist level Pistol skill.

Significance ratings for soldiers are:

- Ranks below Lieutenant: 1-10.
- Lieutenants: 20
- Captains: 30
- Colonels: 50

Richtofen's additional pilot (besides the Demorean, Kron) has Expert Pilot skill and a skill score of 80. (See Encounter 8.)

SPECIAL NOTES

Night Flying

Flying at night was extremely dangerous in World War I. Neither the planes nor the runways had lights. PCs who fly a plane at night must pass a general Pilot skill check with a -40 modifier in order to land the plane successfully. Those who fail this check crack up the plane upon landing, and suffer 90% catastrophic damage (see Chapter 4 of the rules).

Landings And Bail-Outs

Any level, unobstructed piece of land can serve as a runway if it's 200 to 300 yards long. Although most World War I pilots did not carry parachutes, assume that player character pilots do have parachutes and can bail out using the rules in

Chapter 5 of the *Travelers' Manual*.

Arrested PCs

If either the Germans or the Americans capture the player characters, they will take them far behind the trench lines and hold them in prisoner compounds. How the new prisoners escape and return to Time Corps HQ is their problem. At all times, 1d10 standard NPC soldiers guard these compounds, and 3d10 standard NPC soldiers share prisoner status with the PCs. The CM can use the black and white side of the large map to represent a prison compound. Treat the stone wall as the compound fence, and ignore everything else on the map, including the house. At least one guard stands before the gate; the others patrol the fence.

If the PCs are wearing German uniforms when captured by the Germans, they will be shot as spies in 1d10 hours instead of being sent to a prison compound.

SIGNIFICANCE AND SUCCESS

This adventure has a significance rating of 500 points. The player characters have succeeded in this mission when all conditions below are met:

1. The advanced technology rockets have been destroyed.
2. Richtofen is alive.
3. Kron no longer dominates Richtofen.
4. Richtofen's memory has been "restored" by the use of Memory Restoration, and he no longer remembers anything about Kron or the rockets.
5. Any person who has seen the rockets has also had his memory "restored." This includes the guard at the outbuilding and Richtofen's non-Demorean pilot.

Should any of these conditions be unfulfilled, the PCs have failed their mission.

ENCOUNTERS

1. A SIGNIFICANT SCUFFLE

In less than an instant, the familiar sights of HQ vanish, and darkness envelopes everything. Through the overcast, midnight air, the occasional rumble of artillery fire drifts toward you from the distance. The time is 12:01 A.M., Nov. 19, 1917. You set your scooters on "vanish."

A barren sea of mud and rock spreads in all directions, pockmarked by artillery scars and craters. This is No Man's Land, the area that lies between the opposing trench lines of a World War I battlefield. The darkness limits visibility to about 20 yards.

Suddenly, a rifle shot rings out nearby, and a man screams in pain. A hoarse voice issues a loud stage whisper in German: "You fool! The Americans are bound to have heard that shot! Get the Englishman quickly, and let's get out of here. If our pest resists any more, cut his throat and take the briefcase."

What do you want to do?

CM's Notes

This encounter takes place on the large color map. Throughout "Red Ace High," you should use Terrain Key 1 for the encounters on this map. The ground scale is 10 yards per hex.

The PCs have landed in hex 0514. The sound of the shot came from hex 0512. PCs who move to hex 0513 can see five men in hex 1512, each wearing a German army uniform. One appears to be a sergeant; the rest are plain privates. Two of the privates are picking up a man in an English officer's uniform. The Englishman is bleeding from the right leg, and he clutches a leather briefcase.

Allow the German sergeant to make a general Perception check (Pcn 40) when the PCs come into view. As soon as he is aware of their presence, the sergeant will try to get the case and run for the German front lines. The other Germans will fight if attacked, using their rifles, and, if necessary, their bayonets. All Germans except the sergeant will surrender if critically wounded.

Five rounds after the first shot is fired, five American soldiers run toward the scuffle from the American front trench line. They will assist the PCs if the PCs are fighting the Germans. In any event, they should spot the PCs and bring them into the American lines.

Hints For The PCs

Should the sergeant be killed, his body will suddenly bulge in its uniform, sprouting two extra arms, then quickly dissolve: a sure sign to the PCs that he is really a Demorean.

Encounter Background

This event has a significance rating (SR) of 75, which PCs can detect by using Significance Sensing. This rating will count against the PCs if the Germans get away with the briefcase. The Englishman is a standard NPC soldier, with the rank of Lieutenant. His SR (20) will count against the PCs only if he is killed.

A successful Telepathic Probe of the sergeant will reveal his true name to be Kral Arthrax, a Demorean. Arthrax is posing as a German sergeant leading a routine night reconnaissance patrol against the American and British lines. He intended to find the Englishman, a Lt. John Woodridge, and steal his briefcase. The Demorean knows that Woodridge is a courier from higher headquarters, and that his briefcase contains the Allies' Nov. 20 attack plans for this section of the front. The plans are addressed to the local American leader, Lt. Col. George S. Patton.

If captured or made aware in any way that the PCs are Time Corps agents, Arthrax will use his automatic Telepathy to keep the other Demorean in the area (Almar Kron) continually informed. Arthrax will report his situation and reveal any PC plans that he discovers. Remember, Demoreans can use Telepathy only when they are conscious.

NPCs

Kral Arthrax, Demorean

STR 40 DEX 40 AGL 40
WPR 60 PER 54 PCN 40
STA 40 Unskilled Melee 40

Current Stamina:

Wounds: □□□□□□□□□□

Skills: Long barreled gun, Specialist, 55; Military Leadership, Specialist, 67.

PTs: Shield, 55; Shock, 57.

German and American Soldiers

All are standard NPCs with rifles holding 5-shot clips and bayonets. All wear helmets (AR 15).

Ger	Wounds	Cur. Sta.
1	□□□□□□□□□□	—
2	□□□□□□□□□□	—
3	□□□□□□□□□□	—
4	□□□□□□□□□□	—

US	Wounds	Cur. Sta.
1	□□□□□□□□□□	—
2	□□□□□□□□□□	—
3	□□□□□□□□□□	—
4	□□□□□□□□□□	—
5	□□□□□□□□□□	—

Skills: Long barreled gun, Specialists, 65; Bayonet, Specialists, 65.

2. IN THE AMERICAN LINES

"Move it!...Sir!" The American soldiers escort you across No Man's Land, urging you to move quickly. "Ain't you ever been in No Man's Land before? This place is crawling with Huns, and their front line's close enough to smell. Another minute, and they'll light up this area with a few star shells, then we'll all be sitting ducks. There ain't a spot around here that those Hun machine guns can't cover." Hurriedly, the Americans lead you to the safety of their own front trench. To the safety, but not the comfort.

The American trench is a huge gash in the earth, 10 feet deep, 15 feet wide. Water stands about six inches deep in the bottom, mixing with mud and filth. The stench of rotting debris hangs over the area. The soldiers have rammed logs and boards lengthwise into the sides of the trench, forming steps and firing platforms on which to stand. The men appear dirty, tired, and bored; a few amuse themselves by stabbing rats with their bayonets, as the creatures swarm through the muddy water, feeding on waste.

Suddenly, a voice shouts, "Atten...TION!" Soldiers snap to a stiff posture, and bits of soil fall from their clothing. A thin, young American officer approaches, his face ruddy, his hair light brown. Even in this murky night air, the insignia of a Lieutenant Colonel gleams from the points of his collar. He stands sharply erect, with barely a crease in his clean, starched uniform.

CM's Notes

The officer is Lt. Col. George S. Patton, the American commander on this section of the front. Immediately, Patton inquires what the shooting was all about. He expects the PCs to answer. In rapid-fire succession, he barks out a number of questions: Who are the PCs? How were they separated from their unit? What are they doing here? His voice is sharp; even at low volume, it sounds as if he is screaming out a command.

If Woodridge is present with the papers, or if the PCs have Woodridge's briefcase, Patton demands the contents of the case at once. For over 30 minutes now, he has been expecting a courier to bring the plans from headquarters.

Patton's reaction to the PCs depends in part on whether they helped rescue Woodridge or at least retrieved the plans. In either case, he is delighted, laughing and joking, offering the PCs cigars, and complimenting them on their courage. But if the PCs have failed to bring in Woodridge or the plans, Patton is furious, calling the PCs "imbeciles, cowards, weak sisters," and worse, concluding that they are unfit to wear the uniform of the United States of America.

Whatever happens, Patton tells the PCs that as far as he's concerned, they are under his command as of now. If pleased, he tells them they are just the kind of men he needs for a special mission. If displeased, he tells them in no uncertain terms that they're "a bunch of stinking cowards who deserve to die, and that's why you're going on a little suicide mission for me right now."

Patton takes the PCs to a command post behind the American front line. At all times when the PCs are with Patton, 10 standard NPC soldiers act as escorts and guards.

Hints For The PCs

If the PCs have not already examined the contents of Woodridge's briefcase, Patton is sure to say that the case contains the attack plans for the morning of Nov. 20. From this, the PCs should be able to figure out that a Demorean was after those plans. If the PCs failed in Encounter 1 to recover the plans, Patton should, in his red-faced ranting and raving, let slip that the "blasted Germans have probably captured that blasted courier with MY blasted attack plans!"

3. A BRIEFING—1 A.M., NOV. 19

Patton pulls you into a dimly lit tent and spreads a map on a small wooden table. The map clearly shows your current location, along with the positions of the American and German lines.

"Now, it's no big secret we've got a push coming soon in this sector. But so far, I haven't been able to get any good intelligence about enemy strength or rear area installations in the section I'm supposed to attack. You men are going to get me that information.

Pointing out locations on the map, Patton continues, "Here's where we are, and here are the Hun's lines. He's got three trench lines dug as usual, with these smaller trenches connecting them. You've got to work your way through those trench lines to their rear area. The first trench is just a light-lookout; the next two hold the real bulk of their troops.

"There should be a Hun airfield about two miles behind their last trench; at least, that's what the few prisoners we've taken have told us. Now, those prisoners have babbled about some kind of new secret weapon they have hidden at that airfield. Your job is to find out what it is, and report back here by dawn. I make it 1 A.M. right now, so you'll have to move fast.

"You shouldn't have too much trouble; this is a quiet sector for the Hun, and his trenches should be thinly manned."

CM's Notes

As you play the part of Patton, reading the boxed text above, point out the locations on the map one at a time for the PCs. You should also show the PCs the sketch map on page 13, which covers the area from Patton's command post to the airfield.

If the PCs refuse to accept this little assignment from Patton, he flies into a purple rage and has them arrested for insubordination. Ten standard NPC soldiers march the PCs off to a prisoner compound three miles behind the American lines. (See the section on "Arrested PCs" in the Introduction.)

Patton provides grenades and extra rifle or shotgun ammo if the PCs request supplies. Unfortunately, he cannot furnish German uniforms, because the German prisoners he referred to have already been sent to a rear area, and dawn is approaching quickly. He does offer a word of advice: "In American uniforms,

you'll stand out like sore thumbs, and if you're captured, you'll become prisoners of war. German uniforms will help you blend in, but, of course, if the Hun catch you in those, they'll shoot you immediately as spies."

What the PCs do when they leave the American lines is, of course, up to them. As they head out over No Man's Land, they leave the sight of Patton's watchful men.

4. TO THE GERMAN LINES

Low, friendly voices wish you well as you go "over the top" of the American trench and head into No Man's Land.

Mud and shell craters lie all around, marred by barbed wire rolls and debris. Darkness still limits visibility to about 20 yards. Before you, the German trench lines await.

As the PCs come within sighting distance of the German trench lines, continue reading:

The German front line lies dead ahead. Only one soldier stands about every 10 yards along the trench, his helmet just above the top, or his cigarette glowing in the dark. Scattered between, in ideal locations to sweep No Man's Land, are the barrels of German machine guns. Two soldiers flank each gun, ready to fire.

CM's Notes

This encounter also takes place on the large color map. When the PCs can see the first German trench, place one regular infantry counter in each hex along the trench line in the area the PCs are approaching. These counters represent standard NPC German soldiers. They are standing on the steps in the bank of the trench, looking out over No Man's Land.

In addition, place one machine gun counter (representing one machine gun and its two-man crew) in hex 0909, and one in hex 2115. These machine guns are mounted on swivel tripod mounts; they can change their facing and fire in the same round. One of the men on each machine gun is a corporal. All other Germans in this trench are privates.

If the PCs crawl up to the trench line, the darkness will shield them until they are only 10 yards away from "the enemy." Even then, the Germans must make a successful Perception check (Pcn 50) to

Dmitri Yurovich Boruskov

PERSONAL DATA

Born: March 23, 1881, Moscow, Tsarist Russia
 Age: 35
 Ht: 6'1"
 Wt: 210
 Hair: Black
 Eyes: Brown
 Rank: Trainee/0
 Nationality: Russian
 Race: Caucasian (White Russian)

Dmitri Boruskov is a naturally gifted soldier. His interest in military affairs was stirred at an early age, when his father, a member of the Moscow merchant class, encouraged Dmitri's natural boyhood enthusiasm for playing soldier. Dmitri enlisted in the Tsarist army and saw action during the Russo-Japanese war of 1905. In 1914, he took part in the Russian disaster at Tannenberg. In 1916, he joined Brusilov in the offensive of June to September.

The Time Corps recruited Dmitri the next month (October, 1916). Understandably, Dmitri retains a strong dislike for Germans in uniform and officers of any nationality (the ones he served under were, except for Brusilov, generally incompetent and corrupt). Dmitri has no political leanings.

Alan Anderson

PERSONAL DATA

Born: May 18, 1964, Millersburg, Indiana
 Age: 20
 Ht: 5'10"
 Wt: 160
 Hair: Brown
 Eyes: Hazel
 Rank: Trainee/0
 Nationality: American
 Race: Caucasian

Alan's friends used to tease him a lot about being an "all-American kid." He was born and raised in rural southern Indiana, where he established a reputation as a clean-cut, hard-working, honest person. His good grades and athletic ability in high school, combined with his experience flying the family crop-duster, made Alan a natural choice for appointment to the U.S. Air Force Academy. Before the Time Corps recruited him, Alan hoped to become a jet fighter pilot. Now he flies a different kind of "Phantom."

Sarah Little-Bear

PERSONAL DATA

Born: July 17, 1868, southwest American plains
 Age: 28
 Ht: 5'9"
 Wt: 135
 Hair: Black
 Eyes: Brown
 Rank: Trainee/0
 Nationality: Apache
 Race: American Indian

Sarah Little-Bear grew up in an atmosphere of great tension and violence. While she was young, she witnessed several battles between Apache braves and U.S. soldiers. As a result, she trained herself in the art of stealth and became proficient with a knife. Sarah could perform the typical duties of an Apache wife, and she could defend herself as well.

Little-Bear is an attractive woman, quiet and reserved in her judgment. Yet she can strike a deadly blow when she knows the cause is just. Highly intelligent, she compares the Corps' secret struggle against the Demoreans to her own people's struggle against the white man; to Sarah, the two are very much alike.

Elaine Desmond

PERSONAL DATA

Born: June 27, 1954, New York, New York
 Age: 30
 Ht: 5'8"
 Wt: 130
 Hair: Black
 Eyes: Brown
 Rank: Trainee/0
 Nationality: American
 Race: Black

Elaine Desmond is intelligent, beautiful, and tough. She grew up in Harlem in 1950s and early 60s, becoming street-wise and fully determined to build a good life for herself. She worked hard in school and earned an academic scholarship to Penn State, where she majored in English literature. At first, she intended to pursue a Ph.D., but academic life proved too tame for her.

Shortly after graduating from college, Elaine learned to fly. She pursued a promising career as a private pilot until the Time Corps recruited her. Elaine loved softball, and she was a semi-pro class pitcher for awhile. The Corps showed her how to use that skill to lob hand grenades.



Strength	52	Perception	70
Dexterity	66	Willpower	56
Agility	62	Luck	38
Personality	48	Stamina	60
Unskilled		Penetration	+5
Melee	57	Bonus	

SKILLS

<i>Name</i>	<i>Rank</i>	<i>Score</i>
Time Corps Stunner	Specialist	81
Historical Specialty	Specialist	78
(U.S. and Britain, 1864-1984)		
Pilot	Specialist	81
Marital Arts	Specialist	74

Current Stamina:

Stamina Regeneration: 4/round

Current Willpower:

Wounds: □□□□□□□□□□

Alan Anderson



BASIC ABILITIES

Strength	70	Perception	52
Dexterity	72	Willpower	58
Agility	66	Luck	40
Personality	58	Stamina	64
Unskilled		Penetration	
Melee	68	Bonus	+15

SKILLS

<i>Name</i>	<i>Rank</i>	<i>Score</i>
Time Corps Stunner Specialist	87	
Historical Specialty Specialist	70	
(Russia and Germany, 1781-1916)		
Long barreled gun	87	
Machine gun	87	

Cutrent Stamina:

Stamina Regeneration: 5/round

Current Willpower:

Wounds:

BASIC ABILITIES

Strength	46	Perception	68
Dexterity	76	Willpower	54
Agility	62	Luck	44
Personality	62	Stamina	52
Unskilled		Penetration	
Melee	54	Bonus	0

SKILLS

<i>Name</i>	<i>Rank</i>	<i>Score</i>
Time Corps Stunner Specialist	91	
Historical Specialty Specialist (USA and Canada, 1854-1984)	76	
Pilot Specialist	84	
Grenade Specialist	91	

Current Stamina:

Stamina Regeneration: 4/round

Current Willpower:

[illegible]

Elaine Desmond



BASIC ABILITIES

Strength	62	Perception	56
Dexterity	72	Willpower	60
Agility	62	Luck	48
Personality	52	Stamina	64
Unskilled		Penetration	
Melee	62	Bonus	+10

SKILLS

Name	Rank	Score
Time Corps Stunner Specialist	87	
Historical Specialty Specialist	73	
(American Plains Indians, 1768-1896)		
Stealth	Specialist	82
Dagger/Knife (melee)	Specialist	77

Current Stamina:

Stamina Regeneration: 5/round

Current Willpower:

Wounds: □□□□□□□□□□

Sarah Little-Bear

Deborah Schwarz

PERSONAL DATA

Born: Dec. 18, 1959, Tel Aviv, Israel
Age: 25
Ht: 5'6"
Wt: 110
Hair: Brown
Eyes: Brown
Rank: Trainee/0
Nationality: Israeli
Race: Caucasian

Deborah was born to an American Jewish family who emigrated to Israel in the early 1950s. In her late teens, she joined a kibbutz and was soon recognized as a natural leader. The wars and terrorism that plagued the Middle East motivated her to study the history and cultures of the region, and she became proficient in military tactics.

Deborah prefers to lead by example; she is the first to tackle a difficult task, the first to volunteer for a dangerous, challenging mission. She is extremely intelligent and efficient, and her occasional cold manner does not diminish her natural attractiveness.

Amanda Weston

PERSONAL DATA

Born: Sept. 6, 1934, London, England
Age: 30
Ht: 5'11"
Wt: 140
Hair: Brown
Eyes: Green
Rank: Trainee/0
Nationality: English
Race: Caucasian

Amanda Weston, the only child of Dr. and Mrs. Adam Weston, decided while still a young girl that she would follow in her father's footsteps: she would pursue a medical career. Her family's wealth and position enabled her to study medicine in both England and France during the 1950s. She joined her father's practice, and soon she was on the way to establishing her own reputation.

Despite her rearing as the only child of a wealthy family, Amanda has remarkable and selfless concern for the welfare of others. She is an outgoing, stylish woman who has a knack for making other people not only healthy, but happy as well.

Konrad von Streicher

PERSONAL DATA

Born: Nov. 19, 1730, Konigsberg, East Prussia
Age: 30
Ht: 5'10"
Wt: 155
Hair: Blond
Eyes: Blue
Rank: Trainee/0
Nationality: Prussian
Race: Caucasian

Konrad was the youngest of three sons in an aristocratic Prussian family. His parents raised him in a military atmosphere, and encouraged him to become an officer. Like most young officers of the time, Konrad purchased his initial commission, but he was promoted on merit to the rank of captain before the Time Corps recruited him.

Konrad is intelligent, handsome, and educated. Even now, he carries the airs of a Prussian aristocrat—one who hasn't yet adapted to the democratic ways of 7192. He believes in honor, duty, and discipline; to him, these are the keys to victory. They helped him conquer the Austrians, the French, and the Russians, when he served under Frederick the Great. And now, they will help him conquer the Demoreans.

Ferdinand Rivera

PERSONAL DATA

Born: Oct. 17, 1480, Toledo, Spain
Age: 40
Ht: 5'10"
Wt: 170
Hair: Brown
Eyes: Blue
Rank: Trainee/0
Nationality: Spanish
Race: Caucasian

Ferdinand Rivera grew up poor in the streets of Toledo. Only hunger stirred his thoughts... until the magic year, 1492. The news of Columbus' voyage to the new world fired Rivera's mind with the possibilities of riches and glory. Rivera quickly joined the army in hopes of that he, too, could conquer the unexplored land.

Ferdinand got his wish. He took part in the Cortez expedition to Mexico, and his eyes beheld wealth beyond his wildest dreams. The Time Corps recruited him from the year 1520, just before Cortez overthrew Montezuma.

In basic training with the Time Corps, Rivera has found a more worthy cause for his great strength and love of adventure. He strides fearlessly into battle, so fearlessly, in fact, that his comrades must often restrain him.



BASIC ABILITIES

Strength 52 Perception 66
Dexterity 64 Willpower 54
Agility 68 Luck 42
Personality 58 Stamina 58
Unskilled Penetration
Melee 60 Bonus +5

SKILLS

Name Rank Score
Time Corps Stunner Specialist 79
Historical Specialty Specialist 75
(England and France, 1834-1964)
Pilot
Medical Skill Specialist 70

PARANORMAL TALENTS

Name Score

Paranormal Memory 40
Ignore Pain 38

Current Stamina:
Stamina Regeneration: 4/round
Current Willpower:
Wounds: □□□□□□□□□□

Amanda Weston



BASIC ABILITIES

Strength 50 Perception 60
Dexterity 78 Willpower 56
Agility 58 Luck 50
Personality 62 Stamina 56
Unskilled Penetration
Melee 54 Bonus +5

SKILLS

Name Rank Score
Time Corps Stunner Specialist 93
Historical Specialty Specialist 73
(Israel and the Middle East,
1859-1974)
Long barreled gun Specialist 93
Military Leadership Specialist 71

PARANORMAL TALENTS

Name Score

Paranormal Memory 39
Significance Sensing 42

Current Stamina:
Stamina Regeneration: 4/round
Current Willpower:
Wounds: □□□□□□□□□□

Deborah Schwarz



BASIC ABILITIES

Strength 80 Perception 50
Dexterity 58 Willpower 46
Agility 64 Luck 44
Personality 50 Stamina 72
Unskilled Penetration
Melee 72 Bonus +20

SKILLS

Name Rank Score
Time Corps Stunner Specialist 73
Historical Specialty Specialist 63
(Spain and England, 1380-1520)
Long barreled gun Specialist 73
Sword Specialist 87

PARANORMAL TALENTS

Name Score

Paranormal Memory 32
Ignore Pain 32

Current Stamina:
Stamina Regeneration: 5/round
Current Willpower:
Wounds: □□□□□□□□□□

Ferdinand Rivera



BASIC ABILITIES

Strength 64 Perception 54
Dexterity 66 Willpower 66
Agility 50 Luck 50
Personality 68 Stamina 50
Unskilled Penetration
Melee 57 Bonus +10

SKILLS

Name Rank Score
Time Corps Stunner Specialist 81
Historical Specialty Specialist 75
(Prussia and Austria, 1630-1760)
Long barreled gun Specialist 81
Military Leadership Specialist 81

PARANORMAL TALENTS

Name Score

Paranormal Memory 40
Telepathic Sending 47

Current Stamina:
Stamina Regeneration: 4/round
Current Willpower:
Wounds: □□□□□□□□□□

Konrad von Streicher

notice the PCs; they are tired and don't expect any activity in this sector.

The German trench is identical to the American trench described in Encounter 2 above.

Alarm/No Alarm

The Germans won't be alarmed if they notice one or two of their comrades quietly "dozing off" on duty; there is only a 50% chance that they will even attempt to wake them. Skillful use of stunners should help the PCs through this area.

If, however, the PCs draw attention to themselves, the Germans begin to fire. They also pass a voice alarm down the length of the trench, yelling "Achtung! Amerikaner!" (Attention! Americans!). Two German soldiers immediately run for the nearest communication trench, heading to the second trench line to bring up reinforcements. The remaining Germans rush to the sound of the fighting.

Reinforcements start to arrive at the first trench in 1d10 rounds. Once the reinforcement begins, 1d10 soldiers come down each communication trench every round.

5. ON TO THE SECOND LINE

Safely past the lightly held front line, you know the tougher challenge lies ahead, in the second and third trench lines.

CM's Notes

The action continues on the color map. Use your own discretion and the guidelines below to create a picture for the players. Describe people and things as the PCs would encounter them, and place counters on the map as appropriate.

The communications trenches are only 8 feet deep and about 10 feet wide; otherwise, they match the front line trenches. At the end of each communication trench (where it joins the second trench) stands a machine gun and two-man crew.

Ten German soldiers occupy each hex along the second trench. Use one regular infantry counter to represent each ten soldiers, and use the skirmish rules presented in Chapter 6 of the *Travelers' Manual* should the PCs become engaged in combat at this point. There is one corporal for every 10 soldiers, and one Lieutenant stands by the machine gun nearest the PCs.

The Germans in this trench do not challenge anyone who approaches in

German uniform. They exchange pleasant small talk about the weather, rats, and mud, and reflect on the possibilities of leave. If the PCs talk to any soldier, there is a 10% chance that he will mention "a big push by the Allies that should be coming soon." (Roll a percent; 10 or below means success.) The Germans can describe the situation in the third line trench if skillfully questioned, but will have no other information that's useful to the PCs.

6. THE THIRD LINE

This line is identical to the second line with one major exception: bunkers. Read the following description to the PCs when they can observe the third trench line closely:

At first this trench looks just like the other two. But soon, numerous wooden bunkers come into view, built into the back side of the trench. The bunkers form large, underground rooms, which protect the soldiers from artillery attacks. A new bunker appears every 50 yards down the trench. A constant flow of men goes in and out of the bunkers; obviously, each room is full of troops.

CM's Notes

Again, use the color map. No map for the bunkers exists, so just describe the bunkers to the players. You should not need to run a combat here if the PCs are playing intelligently.

Each of the rooms contains 20 standard NPC German soldiers. Every second room contains 1d10÷2 (rounded down) officers in the following order: two lieutenants, one captain, and one colonel. If the Germans detect the PCs as enemies here, the agents have little chance of surviving.

Hints For The PCs

Assuming the PCs have somehow made it this far safely (perhaps in stolen German uniforms, with skillful use of their stunners), they hear plenty of useful conversation among the Germans in this crowded trench. *Secretly roll 1d10 for each minute the PCs spend in this trench* and then tell them they overhear the remark listed below which corresponds to the number you rolled. These remarks are typical wartime rumors; the first four are true, the last six are false. Don't tell the PCs which are true and false; let them draw their own conclusions.

1. Baron Manfred von Richtofen, the famous "Red Baron," and his entire squadron have arrived at the airfield not far from here.

2. Baron von Richtofen's planes are armed with a new kind of bomb that can destroy Allied tanks.

3. The Germans have some kind of strange new bomb that flies through the air even faster than a plane.

4. The Allies are expected to attack the day after tomorrow, on the 20th, using large numbers of tanks.

5. A new rumor says major reinforcements are coming to this sector very soon.

6. A German patrol plane managed to locate and bomb the Allied fuel depot on this sector of the front.

7. No one has to worry about Allied tanks; soon the Army will have a new type of machine gun bullet that can penetrate the armor on the Allied machines.

8. A German reconnaissance raid has succeeded in capturing an American Lieutenant Colonel who revealed the entire plan for an upcoming Allied attack.

9. German diplomats have almost succeeded in convincing the American President, Woodrow Wilson, to withdraw America from the war.

10. English spies, carefully trained to speak German as well as natives, are crawling through this entire section of the front.

7. BEHIND THE LINES

The trenches lie behind; ahead, a different scene comes into view. Even at night, the area behind the lines bustles with activity. Men, horses, wagons, and carts come and go in all directions. They commute to and from the front lines, hauling food, ammunition, medical supplies, and replacements. A lively traffic covers the road leading away from the front. Several command posts are scattered about, equipped with field telephones. A sign in German indicates the direction to the following locations: field hospital, prisoner compound, supply depots, and airfield.

CM's Notes

No map exists for this area; the PCs must imagine it from your description. If the PCs are in German uniform, no one will challenge them here; too many men come and go for anyone to notice a few extra soldiers. In fact, if one of the PCs wears an officer's uniform and thinks to do so, he can approach an orderly at one of the command posts and order up a staff car to carry himself and the other PCs to the airfield!

8. THE AIRFIELD

A drive turns off the main road and eventually dead-ends at the beginning of an airstrip. On the south side of the road stands a small stone chateau, surrounded by a stone wall about three feet high. Three red Fokker D-III triplanes sit by the side of the runway. Just beyond them lies a small outbuilding, also made of stone.

German soldiers fill the yard in front of the chateau, yawning, chatting, smoking, and sipping from bottles of cognac. At least 10 appear to be armed. Two more soldiers stand guard by the small stone outbuilding near the runway, and another five pace back and forth before the planes.

CM's Notes

The reactions of the soldiers here depend largely on how the PCs look and act. If the PCs have dressed themselves as German officers, they encounter few problems until they meet Richtofen and his two pilots. If they still wear American uniforms, the Germans raise an alarm and attack.

This encounter takes place on the black and white side of the large color map. Notice that the chateau is divided into four rooms, labeled A, B, C, and D.

When the PCs arrive at the airfield, Richtofen and his two pilots are in room C. Five soldiers occupy each of the remaining rooms (A, B, and D). Aside from Richtofen and his two pilots, only two officers are in the chateau: a lieutenant and a sergeant sit in room B.

The inside of the house is in a minor shambles; the soldiers here, who were left to guard Richtofen and his planes, have been partying most of the night. Someone has obviously looted the interior, since only a few of the original furnishings remain.

The soldiers that guard the airplanes have strict instructions from Richtofen not to allow anyone on or near the planes, regardless of rank. They refer any German officer (real or imposter) to Richtofen inside the chateau, and use force to prevent the planes from being taken.

The guards by the stone outbuilding have orders to prohibit anyone from removing contents of the building without Richtofen's personal permission in writing. They react just as the guards at the planes. None of the soldiers outside the chateau can recognize von Richtofen's

handwriting, so even a PC without Forgery skill could mock up an effective document.

Inside the shed lie four large boxes, each containing six advanced air-to-surface rockets. Rockets of this type were used in Earth's Second World War to attack tanks and other vehicles from the air.

Shortly after the PCs arrive, Richtofen and his two pilots come outside and attempt to fly off in the planes. They need six complete rounds to ready their aircraft for take-off.

None of the soldiers here know anything of value to the PCs. The soldiers know only that they must guard the Baron and his pilots, along with the planes and gear. They must do so until the Baron himself issues further instructions; no one else can change their orders.

Hints For The PCs

If the PCs manage to avoid a fight here, they hear Richtofen address the guards just before he flies away: "I'll be back on the morning of the 20th; you must remain here until I return. Orders stand."

Encounter Background

One of the pilots with Richtofen is the Demorean Almar Kron, who has successfully used the PT Domination on the Baron. Richtofen is completely under Kron's influence (see Stage 5 in the PT description in the rule book).

If Kral Arthrax has warned Kron that Time Corps agents are in the area, Kron regards the PCs with extreme suspicion, and causes Richtofen to place them under arrest until they can be questioned. If Kron detects the use of a Telepathic Probe, he does everything in his power to cause the PCs to be killed.

Kron has purchased the air-to-surface rockets from a mercenary renegade named LeVoleur. LeVoleur is no longer in this time era; he made his sale and time-hopped out in his renegade travel machine.

Richtofen, Kron, and the third pilot are flying off to another sector of the front to spend the day resting. Their planes do not carry any rockets. They will be back at dawn on the 20th to load LeVoleur's rockets onto their aircraft and strike the Allied tank forces.

If the PCs succeed in destroying Kron and the rockets in the shed before Richtofen takes off, and if they use Restore Memory on von Richtofen and the third

pilot, already they have completed the adventure successfully. However, it's more likely that they'll simply discover the situation, return to Patton's HQ, and plan further action.

The rockets have a significance rating of 300 points. These points will count against the PCs unless they successfully use "Restore Memory" on Baron von Richtofen and the third pilot, and destroy the rockets before the end of the adventure.

NPCs

The 11 soldiers are standard NPC soldiers. Statistics for Richtofen, Kron, and the third pilot are given in the introduction to this module.

9. RETURN TO AMERICAN LINES

Flip the map over, and set up the trench lines again. No boxed text exists for this part of the adventure. If the PCs have gone undetected so far, they should be able to return to American lines without significant problems just by retracing their route.

10. PATTON'S DILEMMA

"Good job, men. Now I just wish I had a handful of decent pilots! The blasted British are supposed to give me air cover tomorrow. So they gave me three blasted planes, but no pilots!"

Patton received your report with interest, and is alarmed that von Richtofen is in the area. He rants on for some time about his need for air cover, and the unreliability of British promises.

CM's Notes

Patton talks about the need for air cover on the 20th regardless of what the PCs report. He explains that he has three Sopwith Camels available, but no one to fly them. If any of the PCs volunteer to fly, Patton puts the planes at their disposal. (Sopwith Camels are single-seaters.)

If any PCs do not plan to fly the planes, Patton offers them three tanks to command in the attack at dawn on Nov. 20. The PCs must divide the three tanks amongst themselves. If the PCs refuse to take this command, Patton places them with an infantry unit; one way or another,

they'll fight in the front lines when the attack begins.

Regardless of how the PCs spend the day on the 19th, the attack begins at dawn on Nov. 20.

Encounter Background

This encounter has a significance rating of 100. Penalize the PCs this number of points if they tell Patton about the advanced rockets.

11. RED ACE HIGH

It is near dawn on Nov. 20. Tension fills the air behind the Allied lines, as thousands of men prepare to go "over the top."

CM's Notes

If the PCs have not yet destroyed the rockets, this should be the climactic encounter of the mission. PCs can take part in the battle both on land and in the air.

Use the color map again for this battle, with the trench lines in place as usual. Give the tank-commanding PCs three light tank counters and 10 regular infantry counters. They must attack a section of the line that measures no more than 10 hexes wide; explain that the rest of the map is "out of play" until their portion of the battle is resolved.

Set up the Germans with one regular infantry counter in each of the ten hexes that the PCs will assault with tanks. Give the Germans two machine guns as well. If and when the PCs get through the first trench line, use a similar setup for the second and third trench lines.

Run the land battle according to the skirmish rules in Chapter 6 of the *Travelers' Manual*.

Players whose characters are in the Sopwith Camels should choose a hex "over" the battlefield and put their plane counters there during the first round of the land battle. If no PCs are fighting on the ground, you don't have to set up any counters besides the PCs' airplanes.

Use the dogfight rules in Chapter 5 of the *Travelers' Manual* to stage the air battle: the fighters are the PCs, von Richtofen, Kron, and the third Flying Circus pilot. All pilots fly superior World War I fighters; refer to the aircraft chart in Chapter 5. The German planes each carry two advanced rockets to clobber the tanks

on the ground; use normal bombing rules if and when the Germans fire the rockets. The rockets cannot be fired at other aircraft.

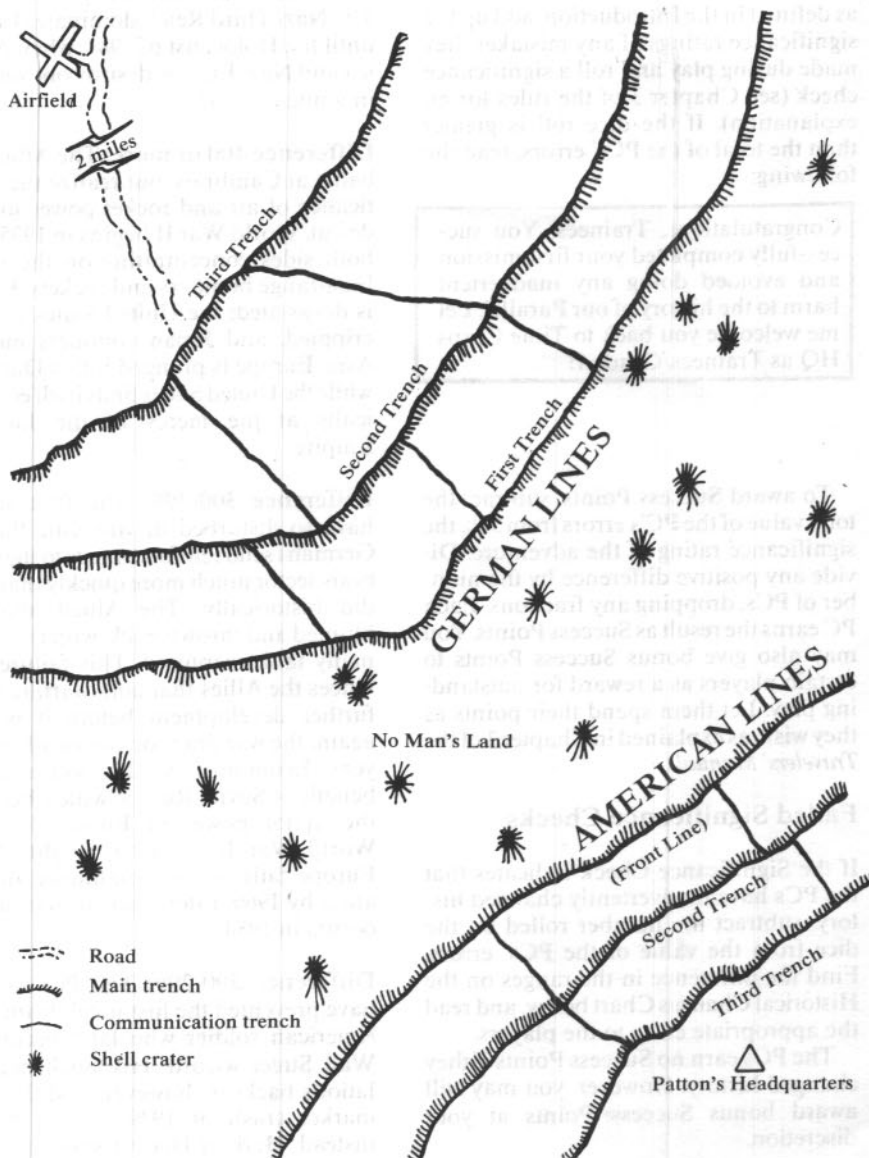
If the PCs shoot down any two of the German aircraft, the remaining craft withdraws to the airfield. In most cases, that pilot will be Richtofen, since the PCs should not kill him. Richtofen will attempt to land, refuel, and load more rockets if he already dropped some. The PCs can follow him back to the airfield.

If no one drops a rocket, Kron's plan has failed. However, the PCs must still find a way to destroy all remaining rockets, including those left in the stone out-

building near the airfield, as described in Encounter 8.

Encounter Background

This encounter has a significance rating of 200 points. Penalize the PCs this amount if the Allied attack fails to penetrate beyond the third German trench line, and/or if von Richtofen's planes are not driven off. If the PCs don't take part in the land battle, assume that the Allies penetrate the third trench. In any event, the PCs must repel von Richtofen's squadron before his planes drop the rockets on the Allied tanks.



WRAPPING UP THE MISSION

This section tells the CM how to wrap up the game after the PCs have completed their mission.

Failure

The PCs may have failed in their mission as explained in "Significance and Success" on page 4. If they failed, you may still award a maximum of 50 bonus Success Points to players you feel have earned them. Tell all the players that it's too bad they failed their mission, and read them the "Failure" outcome on the Historical Changes Chart below. Another Time Corps team will have to be sent back to straighten out the mess!

Success

If the PCs have succeeded in the mission as defined in the Introduction, add up the significance ratings of any mistakes they made during play and roll a significance check (see Chapter 3 of the rules for an explanation). If the dice roll is greater than the total of the PCs' errors, read the following:

Congratulations, Trainees! You successfully completed your first mission and avoided doing any inadvertent harm to the history of our Parallel. Let me welcome you back to Time Corps HQ as Trainees/Grade I!

To award Success Points, subtract the total value of the PC's errors from 500, the significance rating of the adventure. Divide any positive difference by the number of PCs, dropping any fractions. Each PC earns the result as Success Points. You may also give bonus Success Points to certain players as a reward for outstanding play. Let them spend their points as they wish, as explained in Chapter 3 of the *Travelers' Manual*.

Failed Significance Checks

If the Significance Check indicates that the PCs have inadvertently changed history, subtract the number rolled on the dice from the value of the PCs' errors. Find the difference in the ranges on the Historical Changes Chart below, and read the appropriate entry to the players.

The PCs earn no Success Points if they changed history. However, you may still award bonus Success Points at your discretion.

HISTORICAL CHANGES CHART

Failure: Because of your failure, the Allies become convinced that tank warfare is impractical. They fail to understand the nature of the rockets used against them. The Germans draw the proper conclusions: both tanks and rockets are truly effective weapons. The Allies still win World War I, but the lessons learned at Cambrais give the Germans a significant technological edge before the beginning of World War II. Hitler's forces, backed by long-range rocket missiles carrying huge explosive payloads, conquer both France and Russia. England is bludgeoned into submission in late 1942. With no base for operations in Europe, and threatened by German development of the intercontinental ballistic missile, the United States sues for peace in 1943. The Nazi Third Reich dominates Europe until the Holocaust of 1984, when America and Nazi Europe destroy one another in a nuclear war.

Difference 400 or more: The Allies lose badly at Cambrais, but realize the significance of air and rocket power to their defeat. World War II begins in 1935, with both sides concentrating on the use of long-range bombers and rockets. Europe is devastated; the United States is badly crippled, and Japan conquers most of Asia. Europe is plunged into a Dark Age while the United States finds itself economically at the mercy of the Japanese Empire.

Difference 300-399: The PCs' actions have so disturbed the timeline that the Germans send reinforcements to the Cambrais sector much more quickly than they did historically. The Allied attack is blunted and thrown back, with the loss of many tanks captured. This failure convinces the Allies that tank warfare needs further development before it is tried again; the war drags on for an additional year. Economically, this works to the benefit of Soviet Russia, which becomes the major power in Europe by 1940. World War II is never fought. All of Europe falls under Communist domination by 1960. International nuclear war occurs in 1984.

Difference 200-299: The PCs' actions have prevented the historical death of an American soldier who later becomes a Wall Street wizard. His stock manipulations backfire, however, and the stock market crash of 1929 occurs in 1927 instead. Herbert Hoover solves the pro-

blems of the Depression by 1931; Franklin Roosevelt is not elected President, and American entry into World War II is delayed until 1943. That war drags on until 1949 with disastrous consequences for Europe and the US; Communist China becomes the major world power by 1960.

Difference 100-199: The PCs have created sufficient disturbances to cause the German High Command to worry more about internal spies and saboteurs than they do about the enemy. The Army arrests hundreds of innocent Germans, and executes them.

Difference 01-99: PC actions have caused the death of an ancestor of a Time Corps agent (not a relative of the PCs, however). Fortunately, the agent was only a Trainee/5, so only five missions will have to be redone. Unfortunately, the agent is dead, and so are many more of his ancestors.

CREDITS

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HOW TO USE THE CUT-OUT TERRAIN

IMPORTANT: Read all of these directions closely before you start to cut out the terrain.

1. On a piece of scratch paper, carefully write down the hexes that the trenches cover, as listed below under "Trench Line Locations."
2. Cut out the trench terrain on the back side of this page, and lay the trenches over the color map in the indicated locations. You may have to cut some of the strips apart in order to follow the angles of the trenches.
3. Although it isn't necessary to do so, some CMs may wish to color the trench terrain with colored pencils or markers. Dark brown would be appropriate.
4. During play, use a coin or a spare die to anchor the terrain on the map. This will keep the cut-out from sliding around.

TRENCH LINE LOCATIONS

Set up the trench lines on the color map in the indicated hexes:

German Front Line Trench: 0901 to 0909; 0909 to 2115.

Communication Trenches: 0905-1601
1210-1907
2115-2811

German Second Line Trench: 1601 to 1605; 1605 to 2912.

Communication Trenches: 2811-2803
1605-2401

German Third Line Trench: 2301 to 2904

American Front Line Trench: 0116 to 0819

