



Adventure Pack #1

Three introductory adventures for TimeLords™

Greg Porter
Roger Campbell

Adventure Pack #1 for TimeLords
Blacksburg Tactical Research Center

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Welcome - This is Adventure Pack #1 for TimeLords. In it are three adventures designed for relative newcomers to the game. One is for characters from the Primary Game, and the other two are Time Patrol missions. As with most adventures involving time travel, the exact circumstances will vary with each group as regards skills, equipment and playing style. For that reason, these adventures are presented more as outlines, rather than a plot the characters must follow. The adventure provides the scenery and events that can or will happen. It is up to you, the GM, and the players to determine the actual course of events. Hopefully, enough information has been provided to cover most eventualities, but you may occasionally find yourself on your own. The adventures are also designed to contain supplemental material for TimeLords in the form of maps, NPC's, creatures and vehicles, so that you can continue to use this module long after the adventures themselves are over. Good luck!

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Debensea

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Adventure #1

Debensea - Debensea is an adventure for 4 to 8 players with little equipment, in the Primary Game.

Required skills - None

Set up - The characters appear on a hilltop, elevation approximately 500 meters. Behind them is the afternoon sun and rolling hills. In front of them are foothills, a small village, and the ocean. To the sides are more rolling hills. As most people can recognize the Alps or Rocky Mountains on sight, so will someone probably recognize the terrain and climate as that of Northern England. It is probably summer. The hills are covered with grass, with a few trees here and there. There are small plots of cultivated land around the village, and a few small sailboats in the harbor. As the village is the only visible point of interest, it is assumed the characters will eventually head there.

The village of Debensea - A small village of about 100 people, it is mainly a fishing village, growing just enough crops to get by. About an hour's walk from the entry point, the village can be reached by mid-afternoon. Strangers, especially friendly ones, are uncommon in these parts, so the group will receive a bit of attention. If the characters are assumed to be unable to speak the language, it is Old English. It is related to our English, but quite distorted, and the characters will have quite a bit of trouble both being understood and understanding what is said. As an example of the language difference, here is the Lord's Prayer in Old English:

Fader ure thu the eart on heofonum, si thin nama gehalod. Geweorthe thin willa on eothan swa swa on heofonum. Urne daghwamlican hlif syle us to dag. And forgyf us ure gyltas, swa swa we forgyfath uram gyltendum. And ne gelad thu us on costnunge, ac alys of yfele. Sothlice.

The town has a priest who knows Latin, if this is of any help. As long as the characters are friendly, there should be little problem. Before the town is given more detail, here are some answers to questions the characters may ask, and some of the questions that may be asked back.

Answers

The date is sometime in the summer of 989AD or thereabouts.

The location is the northwest coast of England.

Food and lodging are available at the Blue Boar.

The name of the village is Debensea.

There is a church. It is Catholic.

Most of the time, it will take several questions to get any one of these answers due to vague or incomplete answers.

Questions

Where are you from?

Who are you?

Where were you last?

What is the latest news?

What is that? (referring to any unknown item, such as digital watches, glasses, calculators, etc.)



A lot of vague answers. "I don't understand you", and fast talking should keep suspicions at bay, but take advantage of any slips characters make. Rumors will spread, and seemingly innocent remarks may turn into things like:

The characters are (choose one) devils, angels, witches, wizards, deities (pagan), traders, warriors, holy men or lunatics.

The characters can (choose one) heal, destroy, fly, become invisible, see the future, change the weather, fight like berserkers.

Depending on the rumor, choose an appropriate reaction. With some effort, the rumors can be put down, but the suspicion will always be there.

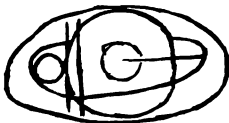
The village is nestled in a small bay, and has about 30 buildings, including a church, and a tavern, which can double as an inn by clearing out an old room or two. There are no streets, but dirt or mud paths along the lines of travel. The place smells of dead fish. There are about 10 small fishing boats, and several rowboats, all built with sturdy frames and non-overlapping planks.

Points of Interest

The Blue Boar - A small tavern/inn. The only reason it has any rooms at all is for the occasional trader. It has two rooms, so sleeping will be crowded. For food, you can have fish and vegetables, or vegetables and fish. A night's lodging is 2p, a meal is 2p, and a frothy tankard of the local brew is 1p. Any copper coinage of the characters will count as 1p, nickels as 5, dimes as 3, and quarters 10. Paper money is worthless.

Barroom brawls are nice violent way of getting to know everyone, but unless the party really provokes someone, everything should stay peaceful. Anyone sleeping in the back room *will* get lice and/or fleas (itching) and there is a 50% chance per day of getting them anyway from casual contacts with the locals.

The Church - A small stone edifice, barely large enough to hold the villagers. Made of stone and rough hewn wood, it looks centuries old. The inside is dark and cool, lit from slit windows in the walls. Rough wooden benches rest on the worn stones of the floor, and sconces for lighting cluster around the smoke-stained walls of the altar. The village priest lives in a small dwelling built onto the back of the church. He is a learned man (at least for here) but is as susceptible to rumor as anyone else. He knows a little history, most of it distorted, and very little of it useful to the characters. His main worry about the party is whether they are followers of the true god, rather than the false ones that the villagers flee to in times of trouble. If queried about said false gods, he will vacillate a while. He doesn't like to mention pagan practices, partially because he doesn't want to encourage them, and partially from fear. Eventually he will reply they were here long before he was, and the villagers still go into the hills to make sacrifices on occasion. The villagers tell him little, except the sign of the gods:



Upon seeing this, the characters may remember seeing this symbol occasionally in town, inscribed on doorposts, or maybe used as a kind of genuflection when presented with something strange or unusual. If the characters do not make the acquaintance of the priest, he will eventually seek the characters out for the aforementioned reasons.

The shipwright - The shipwright lives in a small house next to his workshop. He builds and repairs all the boats for the village. If, and only if, one of the party thinks his boatbuilding style is unusual (a bit modern), and asks about it, he will say his grandfather's father's father's father was taught it by the gods, and it was handed down through the generations. It works, he says, so I don't change it. He knows little more than this.

The Raid

After a few days, the characters will have seen and done everything to be done in this area, and will start to get bored, but since there is nothing else within roughly a week's walk, there isn't much they can do about it. About the time the angry players start to mob the GM, the following will happen:

There will be an increase in general activity in town, and all the fishing boats will come in early. If anyone asks what is going on, they will point to the horizon, where a small pillar of smoke will be visible. If the characters can't figure this out, someone will say it means the next village up the coast has been hit by Vikings/Norsemen, and this spot is probably next on the list. They will be here in less than a week. This person will then scurry off, saying something about a sacrifice to the sleeping gods. Eventually, the characters will be able to corner someone who can give them a coherent account of what is going on. The Vikings just raided a village up the coast, they will be here in a week or less, and everyone is going out to the barrow of the sleeping gods to make a sacrifice (except the priest, who doesn't want to show support for pagan practices). If any the characters decide to follow, continue reading. If not, go to **The Debensea Raid**.

The Barrow - After about a six hour walk, the group will reach the barrow. The barrow of the sleeping gods is a circular earthen mound about 25 meters in diameter and 6 meters high at its highest point. It is in a clearing roughly 150 meters in diameter, and there is a ring of stones around it at about 35 meters from the center. There is a small stone altar opposite the entrance. If anyone attempts to pass the ring of stones, there will be a general cry of alarm, and someone will pull the character back. This is the Forbidden Circle, they will say. It is the domain of the fearful Shadow Warrior, and none but the favored of the gods may cross. It is death for anyone else. That is why our ancestors placed the stones there, as a warning, and so they have stood for many generations. If the villagers are pressed, they will admit they have never seen anyone killed by the Shadow Warrior. If pressed more, they will admit they have never seen the Shadow Warrior or ever seen anyone cross the line...but they can show where the last person to cross the line lays. There is a low mound of earth, about human sized, at A. If the characters desire it, someone can tell them his story.

The tale

Long ago, before our father's father's time, when the gods were asleep, but those who walked with them still walked the earth, there was a great storm. At its end, among the wreckage and flotsam the sea cast onto our shore, there was a warrior. We knew this only from his garb, for he was as the dead. After many days, he woke into the land of the living, but his body and soul were so weakened that he could barely move. Wenga, a daughter of the village, cared for him, and as he recovered, he began to care for her. As happens, they fell in love, and were bound by the ancient oaths. Derk, as he was called, lay down his armor and weapons and became one with the people. And all was well for many years. Then, as now, the Norsemen came to the village north of here. We knew by the burning. He and the other men

came here to make a sacrifice for protection, as had been done since their father's father's time. But the sacrifice offended the gods, for they sent a wind from the north, and the Norsemen were upon the village before they returned. When Derk saw the smoke he shouted in a voice that sundered the stones, and ran home faster than the wind. But the Norsemen had left. Among the dead were his wife and son. Such grief and anger had never been seen. All stayed far from him, for he had the look of one already gone from this world, and in his eyes burned the fires of death to any who crossed his path. He donned his armor and weapons and went back to the barrow. All knew what he meant to do, but none dared challenge him, although they did follow. When he reached the barrow, he shouted a challenge to the gods and stepped into the Forbidden Circle. Clouds rolled across the sky, and the sun was blotted out. The land fell still, and the Shadow Warrior appeared. He was tall, and although it was dark, his armor shone with a light of its own. Without a word, the battle began. The Shadow Warrior struck, and Derk would stagger, although his flesh was untouched. He would strike back, and sparks would fly, but the Shadow Warrior would be unharmed. Long the battle continued, and slowly Derk won his way to the entrance to the barrow, but fell at last to the Shadow Warrior. The Shadow Warrior looked upon the fallen challenger, and tears coursed his cheeks. Then he spoke, saying "A noble warrior were you, and died a noble death. Come with me and sleep with the gods." Then his tears fell upon Derk, and he rose from his fallen body, appearing as the Shadow Warrior did, and together they disappeared into the barrow.

Touching, isn't it? Let the characters chew on this awhile. There are about four hours of daylight left. The villagers had planned to spend the night here after the sacrifice, beseeching the sleeping gods for help, returning in the morning, so there is food, fire and a few torches.



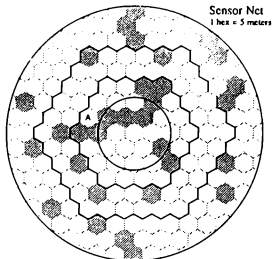
Now, there is a sensor net inside the "Forbidden Circle". All the unshaded hexes are still functional, and shaded ones are not. If a mass of 50kg or greater treads on an active area, the Shadow Warrior will appear at the top of the barrow. He is obviously an electronic projection of a mail armored figure carrying a flaming longsword. If a character move toward the barrow on an active area, the figure will advance at 5 m/sec. and strike, always hitting. Inside the circle and outside the outer hex, the DV is 8V, in the next ring it is 8IV, and inside the inner ring it is 8III. Only metal armor will be effective against this. If a character retreats, the figure will follow, but not strike. As long as the character stays in an inactive area, the figure will stand at a ready position, and disappear after 10 seconds. Up to 4 figures can be generated, to deal with up to 4 opponents. The figures cannot be destroyed or deactivated.

The villagers will be scared out of their wits if anyone actually enters the circle, but no inducement or threat will get them to help or interfere in any way. If anyone makes to the entrance, they can clearly see it is choked by rubble and dirt. This will take 10+2d6 man-hours to clear a passage large enough to crawl through. Fragments of aluminum alloy and plastic will be found in the rubble.

If the characters wimp out or are scared off, the sacrifice will proceed, and the townspeople will go home in the morning. If so, go to the section on the raid. If manage to get something done, proceed.

The Barrow

In general - Everything in the barrow is covered with a thick layer of dust. All areas are dimly lit by a pale white glow coming from panels in the ceiling, with residual sunlight filtering in from the newly opened entrance. The place smells dry and musty, and even the tracks of rodents that occasionally show up are very, very old. Any writing the characters find is in an unknown tongue, but perhaps with English roots. Each room is numbered on the map. (back of adventure)



#1 - Rubble, fragments of aluminum alloy and plastic are scattered throughout, mostly smaller than hand size. Buried pieces of plastic crumble to the touch, but others seem fairly solid. Once inside, the characters will notice a soft white light coming from panels in the ceiling.

#2 - Garage. Off on the left wall is the remains of two workbenches, with tools of various sorts lying about, both mechanical and electronic. There are two doors in the left wall, and one in the right. All are bulged away from the characters, and the one on the right is open.

#2a - These are the remnants of three motorcycle type vehicles. All are damaged beyond repair, but they appeared to have been electrically powered. If you wish, you may decide that between the three of them, a working vehicle can be made.

#2b - There is a wrecked vehicle of some sort (appears to be a hovercraft) embedded in the far wall of the garage. It appears to be half gone, and what is left of the rear looks about like a tin can would after a stick of dynamite went off inside it. Inside are the remains of human skeletons (3 to 5, you can't really tell) with the tattered remnants of uniforms clinging to the bones. The only ID is a faded patch that looks something like the symbol seen in the village. This emblem will be found on equipment throughout the barrow.

#3 - Kitchen. Lying just inside the open door is a skeleton. There is a line of broken bone running from its forehead to sternum (and matching dents in the door, should anyone check). The kitchen is complete with sink, dishwasher, stove and refrigerator, none of which appear to have moving parts. Only the sink still works, and after some coughing and sputtering will yield drinkable water. There is a closed door on one side, and a doorway leading to the dining room on the other.

#4 - Storeroom. Contains various foodstuffs, some spoiled for generations, but with enough canned items for 100 man-days. All the labels have rotted off, so any food taken is GM choice.

#5 - Dining and game room. This room contains an 8 person table, with place settings for six scattered on the floor away from the kitchen. There is a hexagonal pool table,

something whose ancestor might have been a pinball machine (6), and a flight simulator for some sort of orbital fighter (7). They are all in working condition (in serious need of cleaning), but are turned off at the moment.

#8 - Shower. This is a shower, bathroom and laundry. Only the shower and bathroom still work. The soap has turned to dust-covered sludge, and the cloth items have long rotted away.

#9 - Living quarters. There are six rooms here, all unoccupied. There is a central shaft (9a) with ladders and a central pole going up and down one level. Various personal items may be found here (GM choice). The remains of 2B extend partly into this room.

#10 - Infirmary. This is a small sick bay, empty. All medicines have gone bad, but things like scaled bandage packs, suture, scalpels, etc. have survived.

#11 - Brig. This is a single cell, with a double door. It is locked and empty (as far as can be seen). No key is in sight.

#12 - Conference room. This is a small conference room. In the lectern is a computer console controlling a projection TV at the far end of the room. If it can be gotten to work, it can be gotten to display several religious symbols, some of which may be unrecognizable, indicating this may have doubled as a chapel.

#13 - Storeroom. Contains various supplies, including:

- 3 medium packs
- 3 sleeping bags
- 1 two-man tent
- 2 sets clothing made of heavy cloth
- 2 mail vests of some sort of light alloy (aluminum)
- 2 helmets made of same

There are other items, but this is all that is salvagable, and the cloth items must be treated with some care if they are to last for more than a few weeks. There is a door on the right wall.

#14 - Armory. This is a small armory. Salvagable items of interest in it are:

- 3 rifles
- 3 pistols
- 10 rifle clips (500 rounds)
- 10 pistol clips (200 rounds)
- Asst. bladed weapons in rusty but usable condition (30% chance of any type, 1d6 types, 1d6 of each)

The weapons are unusual in that they appear to have disposable clips, and the ammunition is based on a liquid rather than solid propellant. Each clip appears to be a gas or liquid cylinder with a separate section for projectiles. Count the rifles as H&K G-11's, and the pistols as Beretta 93-R's. Upon close examination, it appears that the DV of the weapons can be dialed up or down for various purposes. Regardless, the ammo quality has decayed over time, so use Table 1 when firing the rifles, and Table 2 for the pistols. Add one to the roll for each previous shot from a clip. If the weapons are cleaned thoroughly, add one every two shots.

Table 1(1d10)

Roll	DV
1	30I
2	27I
3	24I
4	21I
5	18I
6	15I
7	12I
8	6I, weapon jams
9	2I, weapon jams
10	Clip dead, no more shots

Table 2(1d10)

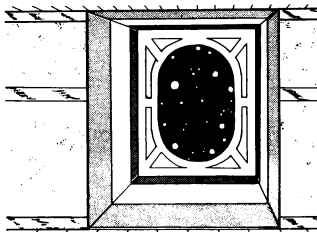
Roll	DV
1	10I
2	9I
3	8I
4	7I
5	6I
6	5I
7	4I
8	3I, weapon jams
9	2I, weapon jams
10	Clip dead

#15 - Warp point. This room contains a computer terminal (on), a closet (15A), and a short hallway whose floor, walls and ceiling are painted green, yellow and red, as you approach the end. The hallway ends in an oval opening 1.5 by 2.5 meters. It is very black through the opening, and stars can be seen in it. If the computer console is cleaned off and played with long enough (3 hours, minus 10 minutes per point of COSC skill), other scenes may be viewed, including:

1. Total darkness
2. A high altitude view of an alpine mountain
3. A sun
4. A view of an earth-type planet seen from a constant 100 meters up, travelling at about Mach 1.5
5. A forest glade as seen from a stationary point 1 meter off the ground
6. The original scene

If anything is thrown through the opening, it will be struck by large electrical sparks from the sides. What will happen then depends on the scene.

1. Object disappears
2. Object falls out of sight
3. Object floats with no support, slowly tumbling
4. Object disappears
5. Object lies on ground
6. Object floats with no support, slowly tumbling



The machine has a 2% cumulative chance of breakdown per use. In the closet are some flimsy metallized plastic body suits. If a character goes through the warp point without one, they take DL20 Bruise damage to the whole body. Note: If a character goes through, the machine will not break down until all have gone through. Also, the machine is one-way travel only. Objects cannot be partially on both sides. The machine will take the object up to 1 meter from the opening, the rest being cut off.

#16 - CAD/CAM. This is a small CAD/CAM outfit (Computer Aided Design/Computer Aided Manufacturing). Various items can be automatically from raw materials with this equipment. After playing with the terminal for 3 hours, minus 10 minutes for each point of COSC or MECH skill, an idea of how to work it can be gained. In memory are patterns for various items the machine is capable of making, including:

1. Simple mechanical parts, like gears
2. One piece daggers and swords
3. Simple metal jewelry

Of course, combinations of parts can make a larger, more complex one. The time to make an item is 10 minutes per kilogram of weight. Due to its age, there is a 1% cumulative chance of breakdown each time it is used. It cannot be repaired.

#16a - CAD/CAM. This is the machinery that does the work.

#16b - CAD/CAM. Various support equipment and maintenance panels.

#17 - CAD/CAM. Raw materials, including:

- .2kg of gold
- .5kg of silver
- 50kg of iron
- 2kg of nickel
- 1kg of chromium
- 1kg of titanium
- .5kg of vanadium
- 10kg of silica

Lower Level

#18 - Water treatment. This area contains a well, water pump, purifier system, septic tank, and water heater, all operational, but badly in need of overhaul.

#19 - Batteries. This is a bank of batteries. About half of them are non-functional, and the rest are falling apart, but still work.

#20 - Capacitor bank. This is a capacitor bank, fully charged. Anyone touching exposed metal on it will take a 60IV shock.

#21 - Generator. This is a small radioisotope generator. It produces just enough power to keep the batteries and capacitors charged against the current electric load of the base. It is heavily shielded and weighs over 1000kg. Anyone touching the exposed terminals will get a 40IV shock.

Upper Level

#22 - Laser cannon. There are four laser cannon here, each with a control seat and controls. Each one may also control a Shadow Warrior or Warriors using a built-in microprocessor. Each laser has a gun port that it may fire out of. These have remote doors that are controlled from the individual consoles. If any are fired (they cannot be fired while the ports are closed), they will fire once, then give off lots of acrid smoke and burn out, permanently ruined. Upon examination, it is easily seen that the insides are corroded and decayed, and that the power surge caused by firing is the cause of the problem (not repairable). Each laser has a built-in capacitor bank, which stores enough energy for one shot. The DV of these weapons is 400I. Dismounted, they weigh 35kg.

The Debensea Raid

At whatever time the GM deems appropriate, the Viking ship will sail into the bay. It will drop mast, and the crew will row to the shore at 2m/sec. The ship is 20 meters long, and has 10 pairs of oars. It carries 24 men. They do not look like the stereotypical picture of Vikings. Most are wearing padded leather armor, and wearing iron helmets with nose bridges, and are armed in various ways.

Vikings	Armament
10	Short sword and 5 location shield
5	Spear and 5 location shield
7	Throwing ax and 5 location shield
2	Bow 12 (DV=14I) and 20 arrows

The raid is a punitive measure, as the government of this area decided to not pay "protection money", and are learning the error of their ways.

Now, should the ship take a laser hit, it will blow a hole in it big enough to crawl through, and incapacitate or kill 1d6+1 of the crew due to burns or high-velocity wood fragments.

The ship will beach at Point A on the village map, and disembark under covering fire from the archers. The villagers, unless given excellent reason, will be cowering in the hills, waiting for the raiders to leave. After disembarking, the Vikings will proceed towards any forces supporting the village at a 5m/sec jog, the archers pausing occasionally to fire. They have a chance of retreating based on their casualties.

Casualties	Retreat Chance
5 or less	0%
6-8	10%
9-11	35%
12-15	70%
16-18	90%
19+	99%

Roll each time the number of casualties increases, but not more than once per phase. It is rather obvious that intelligent use of technology will turn the raiders into Swiss

cheese, but killing is distasteful to some people, including players, so less violent options should be available. These could include things like demonstrations of power, strategic called shots, or displays of overwhelming force. The characters could also create their own technology, like making crude black powder, smoke bombs, small catapults, etc. Use of these could be counted for Bravado rolls, or just be counted as a certain number of casualties for Viking retreat purposes.

Aftermath - If the characters foul up badly, hopefully the Matrix will be recharged and they can leave. However, they should manage to drive off the Vikings, gain a reputation, and pick up some supplies for their future journeys. If they wish, they may stay here as long as they want to, since all the villagers (except perhaps the priest) will consider them as the gods awakened or reborn if they pull off saving the village. No clue as to the makers of the barrow will be found other than what was given.

Viking

Age: Vaires Height: 165cm Weight: 79kg
BP:29 BR: 29 Speed: 14

Strength : 15
Constitution : 14
Intelligence : 12
Dexterity : 13
Willpower : 14
Bravado : 16
Appearance : 6
Perception : 12
Stamina : 14

Skills:

SPR : 13
SWD : 14
AX : 13
THAX : 10
BOW : 10
BRWL : 10



Equipment: (weapon DV is adj. for Strength)

Short sword (18I)
Ax (12I)
Spear (15I)
Bow 14 (20I)
Iron helm (7R)
Reinforced leather vest (7F)
Leather clothing (2F)
5 location oak shield (3R), with arm padding (+2F)

The Vikings will all have their actual speeds reduced to 12 because of the encumbrance of their armor. Their stats reflect veterans of the raids portrayed in the adventure.

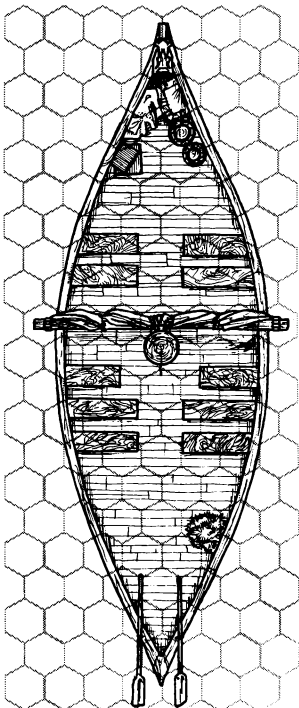
Unarmored

Name - Viking longship
Seating - 24
Mass - 7,500kg
Carr Cap. - 7,500kg
Length - 20m
Width - 5m
Height - 2m
Max speed - 16kph, 4.5m/sec
Acc/Dec - 1.8kph, .5m/sec
Climb/Dive - n/a
Turn mode - 1
Range - n/a
Fuel capacity - n/a
Armor

Front	8	Rear	8
R.Side	8	Top	0
L.Side	8	Bottom	8

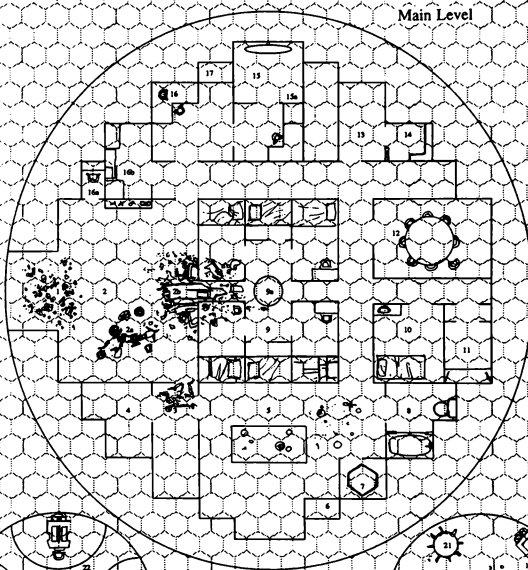
Armament - None

Notes - Average Viking longship. Hull is of overlapping planks, a style which gives good flexibility, but restricts the maximum possible size. In any sort of rough weather, oiled skins were used to make an area sheltered from the weather. The ship has a wind ratio of 3:1, and a rain factor of 10%.

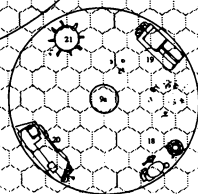


Barrow Complex

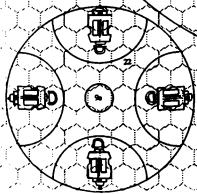
Main Level

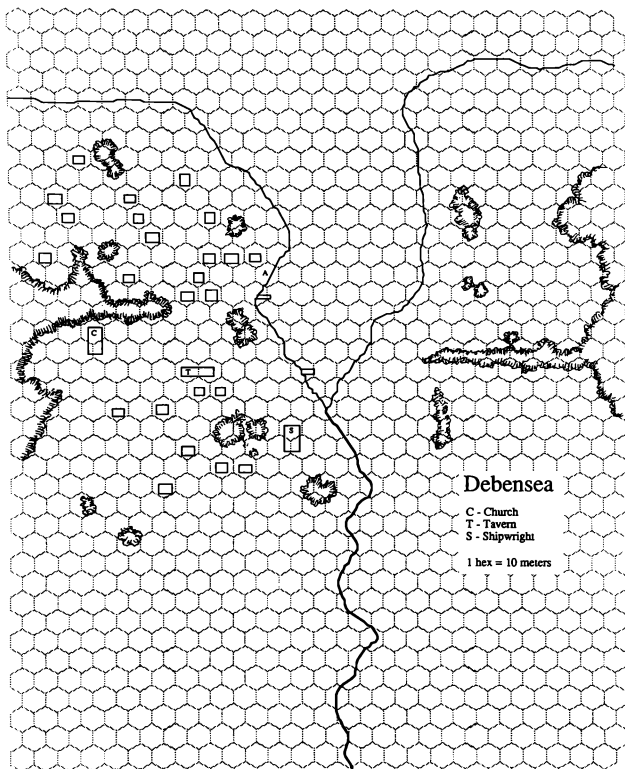


Lower Level



Upper Level





More Than Meets the Eye

10

Adventure #2

Introduction - More than meets the eye is an adventure for 3 to 6 Time Patrol agents with little experience. It is assumed this particular Time Patrol is fairly low-tech, like the Time Force mentioned in the rules. Due to the nature of the mission, and the different clues available, there is no set plot line. Rather, there is a timetable of events. Without character intervention, they will proceed as listed. The characters may insert themselves into this timetable, altering it in ways from subtle to totally disruptive. It is up to the GM to alter the events as the circumstances dictate.

Required Skills - English, 10 or better, and initial Time Patrol skills.

Mission Briefing - Central HQ at S-4 has discovered a small temporal discrepancy in 1967. The standard weekly file sharing shows that a low-level DOI (Department of Defense) employee named George Wills was killed by a hit and run driver on September 16, 1967. The stasis files show that George Wills died of a heart attack at his home on September 27, 1967. This may be a test by forces unknown as to our detection capabilities. Also, the subject may have done something significant in the period September 16 - September 27 that we have not discovered as of yet.

Your job is to prevent the premature death of George Wills and determine the cause of the anomaly which caused it. As always, you are expected to keep violence to a minimum. Physical injury to persons from that timeline is to be avoided at all costs.

Mission Information, George Wills - Federal employee, age at time of death: 49 years, 3 months. Occupation: Janitor, GS-5, Department of Defense. Office: Sublevel 1, Room b67-A, McNeil Building. Marital Status: Separated, no children. Hobbies, interests: Unknown. Security clearance: None.

Mission Information, Accident - George Wills was killed on September 16, 1967 while crossing Maryland Avenue shortly after leaving work for the night. The accident was reported at 8:27a.m. by a Stacy Roberts to Washington Police, within 5 minutes of the event. The car striking the subject was reported to be a white Ford Galaxy, Maryland license plate BTR-300. It was reported stolen on September 15, 1967 from the estate of Bernard Ames, of Frederick, Maryland. The vehicle was never recovered, and no one was ever charged with the crime. George Wills was pronounced dead on arrival, and the coroner's report shows that death was instantaneous from a broken neck and fractured skull. Dental records and fingerprints show that the body was definitely that of George Wills.

If the characters ask, they may get the following from the briefing officer:

1. The address and phone number of Stacy Roberts
2. The address and phone number of Bernard Ames
3. A map of anywhere in the area, circa 1965
4. Copies of the police accident report

Mission Information, Insertion - The group will be inserted into the timestream at 12:01 a.m., Saturday, September 10, 1967. The insertion location will be into a public restroom near the Washington Monument in Washington, D.C. All agents will be provided with forged identification showing them as persons from any area of the continental United States that they wish. These are physically perfect, but will not bear cross-referencing with the area of supposed origin. However, since the national computer net is not yet in existence, checking your origins out should take a few days, should anyone question your identities. For those who desire it, a forged private investigator's licence and concealed weapon permit are available for the cities of Frederick or Baltimore, MD. Again, these documents do not have records to back them up. Each member of the team will receive \$1000 in period currency for expenses on mission.

Mission Information, Pickup - Pickup is slated for 11:00 p.m. to 11:46 p.m. on Sunday, September 18, 1967. The pickup point is the same as the insertion point. All objects that have been temporally dislocated will return to their point of origin upon entering the pickup area. Any team members unable to return at this time should not reveal their identities, but place an ad in the Washington Post for one of the following weeks, using the standard time and location codes where you can be reached. Rescue will be arranged.

Mission Information, Equipment - No armor is permitted, street clothes only. One regular pistol of the period is permitted, as long as it masses less than 1.00 kg fully loaded, and no more than 50 rounds of ammunition. Purchase of extra weaponry is forbidden except in extreme emergency. Any hand weapon less than .28 meters long is permitted. Any personal equipment from the period is allowed, but there is a total weight limit of 10 kg of equipment and weapons.

In addition to the other equipment, a TCWM-3 (Transporter, Collapsing, Wire Mesh, Model 3) will be supplied to the team to encase any non-team equipment for return transport, if this becomes necessary.



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GM Eyes Only - The death of George Wills has no significance in itself. It is the car that hit him that is important. At 7:45 a.m., 37 minutes before the accident, J. Carlton Scott, a physicist living in the Washington area was kidnapped from his home in Alexandria. He was presumed to have died in a propane explosion at 8:03 a.m. that day, his home utterly destroyed, and no trace found of the body. The temporal interlopers, Russian in this case, took advantage of history to kidnap him before the fact, gaining a valuable scientist and his knowledge at little risk, and without detection. The car that killed George Wills had J. Carlton Scott in the trunk, and four Russian agents inside. Not stopping to talk to police, they sped away, leaving only a tiny ripple in time named George Wills.

Insertion - 12:01 a.m., September 10, 1967. The group appears in a darkened rest room. It is empty, and smells of fresh paint. After recovering from initial disorientation, the group may depart without difficulty. There is a sawhorse blocking the door, with a sign on it reading "Closed for repainting". It is dark outside, but enough light is provided by streetlights to see (anywhere downtown is at least Twilight, regardless of time of day). A group of three or more is unlikely to be bothered, so they can wander around as they please. Some Hotels and motels are marked on the map, or you can put one anywhere you want. Given the population of the area, this is not unreasonable.

Personalities, Civilian - As the adventure progresses, the characters will encounter several of the persons mentioned in the briefing. Through these encounters, they may learn more information, which may or may not help them out.

George Wills - He has been a night janitor at the McNeil building for 23 years. Slightly paunchy, he has black hair, the hairline of which is slowly receding. He also walks with a slight limp from an old war wound. Separated from his wife, he lives in a small apartment on Queen St. He works the cat-eye shift, usually from about 11 p.m. to 8 a.m., but the hours may vary. He always spends at least 8 hours on the job, regardless of when he comes in. He is well known by the night watchman, and comes and goes in the building without interference. He is very patriotic, and is above being corrupted by any means where his country is concerned. Any attempts to bribe him for any reason will be reported, and accusing him of ever being disloyal will probably be met by a fist.

He usually sleeps from 10 a.m. to 6 p.m., eats breakfast from 6:30 to 7:00 while watching the news, maybe does a little shopping, goes to work, comes home, eats dinner, watches a few shows on TV, works on his models, and goes to bed.

Information that he knows - He actually knows little about what goes on during the day at the McNeil Building. He can mention a couple projects that are public knowledge, and a few that aren't, but are not classified. He knows a few

people that don't like him, but no one hates him enough to kill him. He doesn't know anyone important in the building, but knows the rooms of the building like the back of his hand.

Note - The characters should think up a good reason to be asking the sort of questions that will uncover this information.

Other info - Certain background information can be found by footwork and paperwork. He was born in 1918, in Charleston, WV. He dropped out of high school to join the Army. Served in WWII, participated in D-Day, received Purple Heart and sent home after sustaining shrapnel wounds. Went to work at McNeil Building after recovery, has been there since. Spotless service record, no criminal record. Owns a blue 1955 Chevrolet, Washington license plate 177-YWD.

George Wills' apartment - This is in a five story apartment building, fairly old. Access is through the main door, which has an electric lock which any resident can open from their room. There is no doorman, and no security system. A large group (4 or more) has a 5% chance per person per five minutes of arousing the suspicions of a random resident, who will call the police if a satisfactory reason is not given by the characters for their presence. Police will arrive in 3d10 minutes.

The apartment itself has nothing unusual except a modeling table and a few dozen exquisitely detailed models, including a few fanciful science fiction creations of spaceships and ray guns. The apartment is on the second floor, so any group of two or more has a 5% chance per person per five minutes of arousing the suspicions of the resident below, who will call the police.

Stacy Roberts - She is a secretary in the McNeil Building. She had shown up for work early on the day of the accident. Reasonably good-looking, 20'ish, and very fashion conscious. Her desk drawers always have some makeup and a fashion magazine or two in them. A normal 9-to-5 worker, she has been in the Washington area about 3 years. She has a security clearance for Classified documents, but rarely sees any. If questioned after the accident, she can provide the following information: It looked accidental. George Wills was crossing the street, tripped, and fell into the path of the white Galaxy, which didn't stop, but sped away. The driver was a big foreign-looking fellow. If pressed, she will say he looked kinda Russian.

Stacy lives a fairly regulated life, does all the right things, knows all the right places, etc. That is, she is a social chameleon. She lives in an apartment on Foote St.

Other info - Born in Ocean City, MD in 1945. Graduated high school in 1963. Attended secretarial school in Baltimore, MD for 1 year, followed by job at McNeil Building in 1964. She owns a 1963 Triumph. Various speeding violations. Arrested once in 1962 for shoplifting. Marital status: single.

Stacy Roberts' apartment - This apartment building is eight stories tall. It has security arrangements identical to those in George Wills' building.

The apartment is furnished in Early American Vinyl, and has nothing of a suspicious nature in it. The apartment itself is on the fourth floor.

Bernard Ames - Middle class mill worker. Died August 24, 1967 of lung cancer. At the time of the mission, his possessions are awaiting the reading of the will and subsequent probate hearings. This is scheduled for September 20. His widow is staying with her children right now, so the house is deserted, and no one is there to answer the phone. Should the widow be located, she is in mourning and will not see the party for any reason.

Other info - Bernard Ames was born in Frederick, MD in 1917. Served in the Army from 1940 to 1948 (in a different unit than George Wills). Participated in atomic testing after the war. Average life history. Two drunk driving violations, one drunk and disorderly, no serious crimes. He is survived by widow and two children.

Bernard Ames' house - A simple family dwelling, it is on a small hill by itself, about 80 meters off the highway and shielded by trees. It appears about 10 to 15 years old, with white painted wood siding. The front porch light, living room light and bedroom light are on to discourage burglars. Also, as a service to the deceased, the police cruise by here each night around 11:30 p.m. and check all the doors. All locks are -5 to pick. The house is very neat inside and appears to match the income of the owner. A thorough search of the house will yield nothing suspicious except some sour milk in the refrigerator.

The two car garage contains only one car, the white Galaxy. A few bicycles are parked on one side, and a workbench with tools lines the outer wall. Some of the tools appear to be industrial types. If the party goes here after the car is stolen, the only difference will be that the car is missing. No trace of forcible entry will be found.

J. Carlton Scott - Middle aged (49), fairly good condition, blue eyes, grey hair. Has a Ph.D. in Nuclear Physics from MIT. Proposed several revolutionary quantum theories, but had no evidence to back them up. Applied for a government grant to research them, never received due to untimely death in gas explosion. Teaches graduate physics at the University of Maryland on Monday, Wednesday and Friday.

J. Carlton Scott's house - A fairly nice single level home, located in Monticello Park. It is at the end of a long driveway in a wooded area, so he has some privacy. He lives here alone, except for a maid who comes in on Wednesdays to clean things up.

The McNeil Building - The McNeil building is a twelve story steel and cement structure erected in the late 1930's on Maryland Avenue. The DOD procurement and accounting offices are in this building, as well as a few other government offices.

The ceilings are rather high, being about 3.5 meters up. The building and fixtures are in reasonably good shape, but its age is beginning to show.

Structural Features - The outside walls are tough enough to stop any small arms fire, and they provide small handholds for anyone adventurous enough to climb them. The windows are wood frame, with several small panes in each frame. 10% of these are painted shut, but the rest are easily opened by breaking out a pane to unlatch them. The first level of windows is 3 meters off the ground. Interior walls are fairly thick, with an AV of 16. All door locks are -5 to pick, and the doors usually have glass in the upper half.

Security Arrangements - A security guard is stationed at the front desk at all hours. He wanders around the building on a random floor (1d12) every 2 hours at night, starting at 5 p.m. The building and all internal doors are locked from 5:30 p.m. to 8:30 a.m. each day, and the building is closed on Saturday and Sunday.

Other personalities - Most of the previous information is red herrings and scenery. There are four Russian agents as antagonists. All are ex-KGB agents. They have specific orders on this mission, and they will follow them to the best of their abilities.

Josef Karansky (alias Joe Miller) - Heavyset, powerfully built. Brown hair, no distinguishing characteristics other than size and moderately Slavic appearance. Speaks English with a slight Russian accent. He covers this by saying he is a Hungarian refugee. His cover story is that he is a Pittsburgh steel worker in town for a vacation to see the capital of his new home. If discovered, he will attempt to overpower that person without loss of life, or try to escape, whichever is more feasible. U.S. agents will be killed if possible. He carries a Government .45 in the left side of his jacket. He will use it necessary to achieve the group objective or if ordered to by Mikhail Kharkov.

Sergei Gagarin (alias Thomas Smith) - Average build, blue eyes, black hair, looks American as apple pie. Posing as a medical student returning from a summer vacation with his grandparents in Ocean City. He has the suntan and knowledge for his cover. As a doctor, he will be the one who tends to J. Carlton Scott before they return to their own place and time. In his luggage is a complete medical kit. He carries a Walther PPK in an ankle holster, but will not use it unless absolutely necessary, as he does not believe in killing.

Mikhail Kharkov (alias James Liller) - Average build, brown hair, brown eyes, good looking. No unusual features. Mission coordinator, he gives the orders and controls the team. Ex-assassin, he will not allow anything to get in the way of the mission, including Natalia Vlasova, whom Party psychologists have deduced is unhappy with her lot and has reached a crisis point. If she tries to escape, he will kill her. He carries a silenced Walther PPK loaded with hollow point ammunition, and an extra clip. These are in a shoulder holster. He also carries a thin switchblade in a forearm sheath (-15 to be found in a routine search). His cover is as a Hagerstown, MD businessman, in town for a seminar.

Natalia Vlasa (alias June Liller) - Below average build, green eyes, long black hair, slightly above average looks. Posing as the wife of James Liller, she is actually an excellent thief, chosen for her superlative ability to enter and exit any secured area without a trace. She is an unusual case. Supposedly died in 1989 in a fiery auto accident, she was kidnapped from the future right before the fact, with a double taking her place...with her lover in the passenger seat. Recently, she found out he was sacrificed to preserve the accuracy of the accident. This combined with a growing disillusionment that was there even before the accident, has made her determined to escape, which she will do at the best opportunity. If involved in a combat with U.S. agents, she will switch sides at first opportunity. She has a full set of tools for her trade (+10), along with a .22 cal pocket pistol.

The Timetable - The characters are going on a mission after the fact. So, the Russians have already accomplished everything they planned. This is the timetable of those plans, where and when every action took place. The actions of the characters will hopefully interfere with these plans at some point, and you can see exactly what the Russians are up to when they do.

September 12, 1:03 a.m. - The Russian team phases in at a deserted, condemned warehouse at location W on the Washington map.

September 12, 1:56 a.m. - Mr. and Mrs. James Liller, after a long drive, arrive at the Washington Quality Inn, at location M1 on the map. Their car broke down about 30 miles out of town, so they had to take a taxi in. They register with Maryland license plate BTR-300, and take Room 106.

September 12, 2:18 a.m. - Joe Miller, steelworker, just got into town today, had a few too many drinks, lost his car, and needs a place to crash until morning. He checks into Room 108 of the same motel.

September 12, 2:31 a.m. - Thomas Smith, med student on his way back to Chicago, decides to tie a few on and misses the bus, so on a whim he decides to stay for a few days and see the sights. After all, classes don't start for a few more weeks. He mutters about how annoyed his folks are going to be, and checks into room 107, which he weaves uncertainly to and enters.

September 12, 9:34 a.m. - Mr. and Mrs. Liller exit the motel to go sightseeing.

September 12, 9:46 a.m. - Joe Miller, ditto.

September 12, 9:53 a.m. - Thomas Smith, ditto.

September 12, 3:37 p.m. - Joe Miller enters the Greyhound station on 6th street and buys a ticket to Frederick, MD.

September 12, 3:51 p.m. - Thomas Smith, ditto.

September 12, 4:00 p.m. - Mr. and Mrs. Liller, ditto.

September 12, 4:32 p.m. - Greyhound bus leaves Washington, DC for Frederick, MD.

September 12, 6:47 p.m. - The bus arrives in Frederick after an uneventful trip. Thomas Smith, Joe Miller and the Lillers split up and wander out of town, disappearing into the woods at first opportunity.

September 12, 7:51 p.m. - The group reforms at point A on the bernard Ames map and waits.

September 12, 11:48 p.m. - The group moves to positions. Joe Miller to point B, James Liller to point C, Thomas Smith to point D, and June Liller to point E. June Liller breaks into the garage.

September 12, 11:49 p.m. - The garage door opens, and a Ford Galaxy, Maryland license BTR-300 drifts out. The other team members enter the car, Joe Miller closing the garage door, and the car drifts silently to the highway.

September 12, 11:51 p.m. - The car pulls out onto a deserted highway and drives off to Washington.

September 13, 1:00 a.m. - The car arrives in Washington, dropping Joe Miller off at point J on the Washington map.

September 13, 1:02 a.m. - Thomas Smith is dropped off at point T.

September 13, 1:05 a.m. - The car arrives at the Quality Inn. The Lillers retire to their room and sleep.

September 13, 1:11 a.m. - Thomas Smith arrives at his room and goes to sleep.

September 13, 1:26 a.m. - Joe Miller, ditto.

September 13, 14:15 - Joe Miller, Thomas Smith and the Lillers go sightseeing. They do not contact each other, but do arrive back at the motel at prearranged times to ensure the others are safe. They all pass the J. Carlton Scott residence at least once a day.

September 15, 11:32 p.m. - Policemen checking the grounds of the Ames residence notice the missing vehicle.

September 16, 6:02 a.m. - Joe Miller gets up and checks out of the motel.

September 16, 6:28 a.m. - Thomas Smith, ditto

September 16, 7:01 a.m. - Mr. and Mrs. Liller, ditto.

September 16, 7:15 a.m. - The Galaxy picks up Joe Miller and Thomas Smith, then heads towards the J. Carlton Scott residence.

September 16, 7:36 a.m. - The group arrives.

September 16, 7:37 a.m. - June Liller and Thomas Smith don small rebreathers and enter the residence. Gas fumes have already rendered the physicist unconscious.

September 16, 7:38 a.m. - Thomas Smith checks the condition of J. Carlton Scott. He is unconscious but stable. A rebreather is placed on his face.

September 16, 7:39 a.m. - J. Carlton Scott begins to regain consciousness. He knocked out with a drug injection and carried outside.

September 16, 7:45 a.m. - The unconscious physicist is carefully placed in the trunk of the Galaxy, and the group departs.

September 16, 8:03 a.m. - The J. Carlton Scott residence explodes, spreading debris over a 1 acre area, and burns fiercely for over an hour before being brought under control.

September 16, 8:22 a.m. - While crossing the street, George Wills trips and falls into the path of the Galaxy. It crushes his head and shoulders and continues down the road, accelerating. The scene is witnessed by Stacy Roberts, who runs to a phone to notify police.

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September 16, 8:27 a.m. - The police are notified of the accident and an ambulance dispatched. An APB is also made for the car.

September 16, 8:36 a.m. - The Galaxy arrives at the warehouse the group started the mission at. June Liller opens a freight door and the car enters. She follows and closes the door behind her.

September 16, 8:39 a.m. - James Liller brings a large sheet of very fine mesh out of his suitcase and lays it on the ground. The Galaxy is driven onto it. All the agents exit the car, and the mesh is pulled completely over the vehicle. They stand and wait.

September 16, 8:59 a.m. - June Liller makes a break for it. She makes it ten meters before James Liller draws his weapon and fires two shots. She slumps to the ground, dead. The body is dragged back and laid on the car.

September 16, 9:00 a.m. - The group and car fade out, mission accomplished.

Contingency Plans - This has been a thoroughly planned operation. Trouble is not anticipated, but is prepared for. Below is a small list of contingency plans.

Should any of the Russians be killed, captured or not show up at a rendezvous for unknown reasons, the mission will be aborted immediately. If a rescue attempt is feasible, it will be tried, but only if there is little risk of other captures. They will not go back to the Quality Inn to check out, but will check into separate motels around town.

If any of the agents are caught or killed by the Washington police, the mission will continue. If possible, bail of up to \$5,000 can be posted, through a bail bondsman if possible.

If any agents are hospitalized, the mission will proceed, but the injured party will be rescued (if possible) after the kidnapping of J. Carlton Scott.

If any agents suspect they are being followed, they will attempt to shake the pursuit. They will not return to the Quality Inn, but will check into another motel, call the Quality Inn, and rejoin the others immediately before the abduction.

If any U.S. agents are captured and Thomas Smith is available, he will drug them into unconsciousness and keep them that way until departure, when they will be placed in the trunk of the Galaxy. June Liller will attempt to rouse any such agents. She has a 5% chance of getting caught, a 15% chance of pulling it off, and a 5% chance of killing the agent with the drug she uses. If Thomas Smith is not available, the U.S. agent will be killed.

Effects of loss - Below is a list of specific plan changes caused by loss of one or more of the Russian agents.

Joe Miller - No special effect.

Thomas Smith - His loss will cause J. Carlton Scott to be undrugged while in the Galaxy. He will regain consciousness while in the trunk, but will be bound and gagged so he cannot escape or call for help.

James Liller - His loss will cause command of the mission to fall to Thomas Smith. If he is unavailable, the

mission will be aborted. The other team members are unaware of his suspicions regarding June Liller, so she will escape at 8:59 a.m. instead of being killed.

June Liller - Her loss will mean that all break-ins will leave obvious traces. This means the theft of the Galaxy will be noticed at 11:32 on the 13th. The news of the theft will reach Washington on the morning of the 14th. There is a 10% chance that the stolen vehicle is noticed at the Quality Inn that day, with resulting contingency plans taking effect.

Any disruption of Russian plans will change the timetable by enough seconds to avert the death of George Wills.

Local Police - The local police will arrest and book anyone they catch carrying an unregistered weapon, or obviously committing a crime, like breaking and entering. They will not shoot unless shot at or threatened, or the person is already wanted as armed and dangerous. The jail is not escape-proof, but the chance is too low to be rolled on percentile dice. Bail for captured characters will be 1d6x\$1,000, plus an arbitrary amount for the severity of the crime.

Mission Summary - It should be stressed to the characters that going in after the accident is not the purpose of the mission. It is to prevent the premature death of George Wills and find out why it happened. Then they are to correct the situation.

Investigation of the people at the scene will prove fruitless, as they are totally unconnected with the cause. The only real clue is the car. How well the agents can trace it is a test of their imaginations and abilities. The car can be traced by:

1. Waiting at the scene
2. Canvassing the town
3. Paying the street to look for it
4. Reporting it stolen ahead of time
5. Checking motel records

or any other tactic the players are bright enough to come up with. It is not necessary for the characters to find out everything in the adventure. Loose ends can always be the basis of another adventure.

Remember, history must be preserved as closely as possible. If someone died or is considered missing in history, the characters should make sure that things stay that way.



Josef Karansky

Age: 34 Height: 196cm Weight: 100kg
BP: 33 BR: 33 Speed: 14

Strength : 16
Constitution : 15
Intelligence : 12
Dexterity : 12
Willpower : 15
Bravado : 14
Appearance : 8
Perception : 12
Stamina : 14

Skills:

MPST : 12
IMHW : 9
KNFE : 9
BRWL : 12

Equipment:

Government .45



Ex-military, used to taking orders from superiors.

Sergei Gagarin

Age: 26 Height: 180cm Weight: 80kg
BP: 30 BR: 30 Speed: 12

Strength : 11
Constitution : 12
Intelligence : 14
Dexterity : 13
Willpower : 12
Bravado : 11
Appearance : 11
Perception : 12
Stamina : 10

Skills:

MEDC : 16
BRWL : 7
MPST : 7

Equipment:

Full medical kit, circa 1960
Walther PPK



Slightly at odds with the mission, he does however see his part as being the best way to get it done without undue distress to the target.

Mikhail Kharkov

Age: 31 Height: 185cm Weight: 86kg
BP: 31 BR: 31 Speed: 12

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

Skills:

MPST : 12
IMHW : 7
BRWL : 9
KNFE : 11

Equipment:

Silenced Walther PPK
Switchblade



Borderline sociopath. Believes in achievement of his personal ambitions through any means available. His easy manner and outward friendliness are well practiced and will fool anyone who doesn't know him.

Natalia Vlasha

Age: 29 Height: 168cm Weight: 55kg
BP: 24 BR: 24 Speed: 11

Strength : 8
Constitution : 12
Intelligence : 13
Dexterity : 14
Willpower : 11
Bravado : 11
Appearance : 12
Perception : 13
Stamina : 10

Skills:

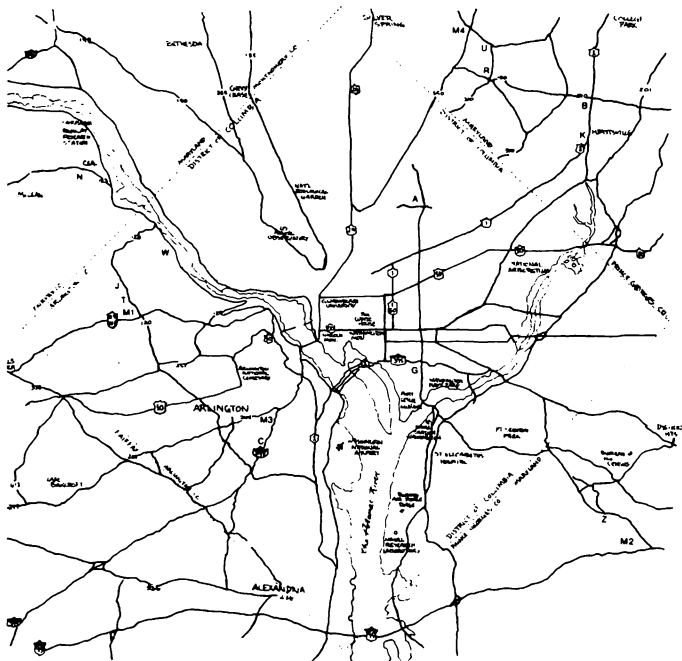
BRWL : 6
IMHW : 5
MPST : 7
LKSM : 16
CLMB : 10
RELC : 10

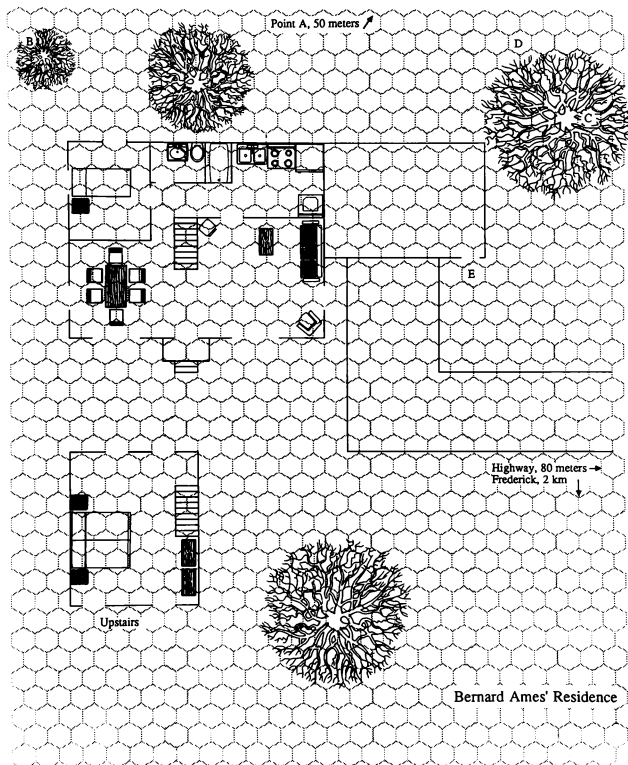
Equipment:

.22 cal pocket pistol
+10 security system tools
Burglary tools



Very good at security systems. She knows a lot of info useful to anyone who would have to deal with Soviet agents in her period of origin.





Adventure #3

By the Book is designed for play by four to six Time Patrol characters. As the majority of Time Patrol personnel have been/are being/will be recruited either willingly or by accident from diverse times and probabilities, it is suggested that players choose or create a time period of origin. This serves as a great aid in character development. For example, this scenario was playtested by a Bolshevik revolutionist, a D.C. pimp, a futuristic xenomedic, etc.

Setup - "Auxiliary Group 063 received orders to transfer from recreational leave to jungle training in the Jurassic. One subjective week later they were recalled to Base One for a briefing. Primary group 021 had returned from investigation in Babylon concerning the assassination of Sallerus of Ur. The group had been unable to discover the identity of the time tamperer involved, but had determined that he/she/it had appeared at Lothal approximately 50 weeks earlier. It was hoped that by sending Auxiliary Group 063 to Lothal circa 1897 B.C. the tamperer could be captured before they were well protected and subsequently returned to their time period of origin. The group was outfitted with period clothing and equipment. They were all given Lyre-Joyce language implants in the native language of Harappan. They also received the standard physical modifications such as dyed hair and skin. They were gated to a position approximately 30 kilometers north of Lothal where they were to return in seven days when the portal would reopen.

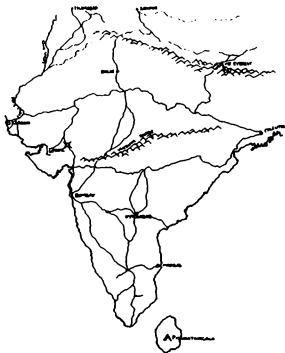
Excerpt from Time Patrol Training Manual,
Mission Examples: Great Successes & Failures of the Patrol

The following list contains the weapons that were available during the pre-mission training. Only the weapons on this list will be permitted for the mission.

Name	DV	IA	Skill	Mass	Len	II	AV	BP
Spear, bronze	101	2	SPR	2.0	2.2	2	10	10
Ax, bronze	121	1	AX	2.5	.9	2	8	8
Mace, bronze	1211	2	CLUB	1.8	.6	1	7	8
Dagger, bronze	81	1	KNFE	.4	.3	1	7	5
Sling	811	0	SLNG	.1	-	1	2	1
Bow	var.	1	BOW	var.	-	2	6	2

Each character will receive 3d3 points towards their weapon skill with one of these during their pre-mission training. They will also get 2d3 points towards Equatorial Survival. At least one player must choose the bow as their mission weapon, but they may take their training in another area.

The players should be provided with extra weapons and/or other valuables as trade items. Beaded necklaces serve this purpose well in Harappan society and can be made of carnelian, agate, opal, bone, crystal, copper or gold, depending on the generosity of the GM. These can be transported and concealed much easier than bulky and heavy bronze weapons. The players should have as much food and water as they feel comfortable carrying. Pre-mission injections will negate the chances of parasitic infection or



disease from food or water, although the injections themselves are none too pleasant. Period foods include peas, wheat, barley, figs, melons, mangos, dates, bananas, fish, beef, rabbit and antelope. The clothing of the characters will be of natural fibers, and have an AV of 1F.

GM Information - On January 22, 1864, Captain Lucius Madison had an unfortunate accident. He had the rather dubious honor of trying to exist with the crux of a temporal anomaly. How this anomaly came into existence is beyond the scope of this report, as the n-dimensional calculus involved in determining singularities like this is sticky at best. Capt. Madison was transported without his consent to Western India, 1898 B.C. To put it mildly, he was rather shocked by his unexpected journey to another place and time.

But, being the creative, intelligent sort, he soon adapted to his new circumstances. He appeared a few miles from a small village near the city of Lothal. This village was typical of many such villages near the Harappan or Indus River civilization. The people of the village were not hostile towards the traveller, but marvelled at his clothes, his red hair, and the giant beast which he rode. Capt. Madison had been riding his horse, "Stonewall" (named for its unrelenting stupidity) back to field headquarters after an amorous adventure when fate had struck. "Stonewall" was about as much help in India as he had always been, which was to say, none at all.

For several days everything was fine until Madison ran out of trade items and subsequently stole some food literally from under the owner's nose. He was quite an attraction in the village and assumed the man wouldn't put up a fuss. The man drew a knife: Lucius shot him. It was an important turning point, because it drew the attention of the rulers of Lothal. So impressive was the tale of the flame-headed man who struck with the power of thunder that Lothal's Priest-in-training went to meet him. The details of the meeting would make for interesting telling, but the most important result was that of the priest's death. He didn't understand Madison and decided to test his powers. It was a mistake.

This rather amazing chain of events which in a more advanced society would have led to Madison's death instead brought him great benefits. If Madison had been allowed to strike down the mouthpiece of the gods, it was obvious the gods favored him and wished him to succeed the unfortunate cleric (or so went the Harappan logic). With utmost reverence, Capt. Lucius B. Madison, Assistant High Priest of Lothal, was conveyed to the city and deposited in the second highest position in the city. That was two months ago. Capt. Madison has acquired a working knowledge of the language and has picked up some skill with the bow.

Babes in the Wilderness - The back pages of this adventure contain the stats for several local animals. In addition, the stats for the elephant and tiger can be found in the creature list in *TimeLords*. This list is not complete, but contains a number of interesting creatures nonetheless. If you wish to include other animals indigenous to the area, use buffalo, black buck, antelope, water snake, tortoise, turtle, fish, rabbit, shrew and monkey.

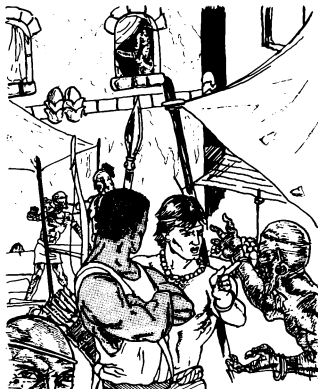
Roll(1d%)	Encounter
01-03	Cobra
04-07	Python
08-10	Non-poisonous snake
11-15	Gavial
16-17	Lions
18-20	Tiger
21-23	Leopard
24-26	Elephant
27-30	Rhino
31-33	Special
34-00	None

The encountered table concerns itself primarily with animals which could pose a danger to the characters. Feel free to throw in birds singing in the background or monkeys pelting the characters with rotten fruit. The GM should make sure that the players don't get sidetracked into living out their safari hunting dreams while there is work to be done. There are several very dangerous animals on the encounter table. It is a common mistake in role-playing to use creatures as mindless killing machines which could make these encountered more harmful than they are intended to be. The role of the referee is to provide challenge and adventure,

not just a new way to die. In most cases the players should be given a chance to avoid the encounter, especially if it is a dangerous one. Note: In several playtested encounters a group of four characters armed with primitive weapons successfully combatted a Bengal tiger, suffering one major and two minor injuries in all.

Mission Start - The characters will appear on a small hill two miles from the river. The quickest way for them to reach Lothal (which lies 30km to the south) is to construct a raft and float downriver to the city. If they do this, it will take several hours to construct adequate rafts, the exact time depending on whether the characters can successfully use carpentry, survival or any other relevant skill. The referee can live up the boring trip by throwing in a stretch of rapids if desired. If the players insist on trudging the 30km through the jungle to Lothal, they will move at about 2kph (this is a jungle, not Central Park) through lion infested jungle.

Lothal is surrounded by fields and forage. The first encounter with people will probably be someone working the fields. The first or second person they meet should direct them to the House of Travellers. Lothal is populated by a race similar in appearance to the Australian aborigine, tall and dark-skinned. The men wear beards, but no mustaches. They wear short garments around their waists similar to a sarong. This type of garment is also worn by women of the lower classes. Women of higher castes will wear blouses and turbans. Jewelry is worn rather extensively by most of the population, but will be more valuable among the upper classes.



Lothal is run by a theocratic dictator, the High Priest. He controls all activity in the city according to the will of the spirits. His position, though it is an exalted one, has several taboos that come with it. He may not be exposed to the sun's rays, ingest fish or fruit, or be touched during certain ceremonies. This burden of taboo applies as well to the Assistant High Priest who will succeed the High Priest upon his death. Their relationship is generally amiable, as Madison has no intent on the number one spot for the present. NPC profiles of the High Priest and his assistant (Madison) are at the end of the adventure. There are also NPC profiles of temple guards and a traveler in Lothal.

The House of Travelers which is located on the Lothal map is a place for visitors to Lothal to stay free of charge. Lothal is a collectivist community so that food and lodging are best handled in this way. There is some barter, though. The House was constructed for the traders which use Lothal's port facilities. Lothal trades with people as far away as the Mesopotamia River valley.

One advantage that the players have in this scenario is that Madison knows nothing of the Time Patrol, nor does he expect anyone to be looking for him. Therefore he has made no attempt to conceal himself. Unfortunately his position and character have not made him obvious either. Due to taboos he cannot appear in the city during the day and seldom goes out at night. He occasionally leaves the city by the south ramp to go riding or practice his archery. At these times he will be accompanied by two guards. On the Lothal map, the area labeled the acropolis is the location of the religious facilities and Madison's quarters. The entire acropolis is a raised brick platform 4 meters high. Therefore if the players decide to invade the acropolis in an attempt to snatch Madison away, they will have to climb up from street level, which may be obvious.

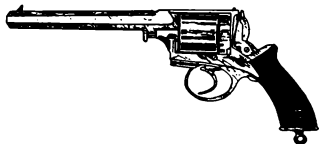
There is not a one "right way" to complete the mission. Perhaps the neatest would involve an ambush of Madison while he is riding at night. The information about nighttime riding isn't common knowledge and will only be found out by characters who stake out the acropolis over several nights. Then again, he has significantly better night vision by now. Most groups will probably find out he is in the acropolis, and then sneak in and try to remove him. This will be difficult. The architecture of the temple is consistent with most of the buildings in the city. The buildings are fashioned of mud brick, frequently have interior courtyards, second story floor and ceilings made of wood, and there are very few external windows.

The players can gain access to Madison's room through the door in the well room. This room contains the water source that is used to fill the ceremonial bath. The temple exists as the symbolic resting place of the powerful spirits of nature. The religion of Lothal is very nature oriented and concerned with natural phenomena. Most of their religious ritual involves purification and the clearing away of unnatural taints.

The High Priest's chambers are not pictured in detail as the door remains barred from the inside. Should the group have to enter here, feel free to surprise them.

It is important to remember that the intent of the mission is to remove the time tamperer from the scene, not harm him. If the players calmly kill several guards and Madison, they may be doing more harm than good. Not only must the group capture Madison, they must transport him to the pick-up point within seven days, when the time portal will reopen. One possible conclusion to the adventure could involve the characters explaining that they are time travelers and only wish to return him to his original timeline. You can determine whether Madison would want to return, based on how well the characters treat him and explain things. If the characters reveal too much about the Time Patrol, he will be "recruited" into the service instead of being allowed to return to the 1860's.

Epilogue - An ancient adventure is very different from a modern one in both pace and alienness of the culture. Try to evoke a feeling for the Harappans, they have a highly complex but static culture. If you wish to study this culture further there are numerous excellent books on the subject.



Name	Cal	RC	DV	IA	Mass	SZ	NS	ACT	MS	H	AVBP
Adams Patent	.577(181)	2	+0	2	1.80	M	5	RV	1	1	7 5

Adams's Patent No. 12,200R. A five-shot percussion action revolver, it was fairly advanced for its time since it was double action. That is, the hammer could be cocked by pulling the trigger rather than manually pulling it back with the thumb as was common on most other period weapons. It was also rather large, weighing in at nearly two kilograms and being over a foot long. It would appear quite intimidating to whomever it was pointed at.

Captain Lucius B. Madison

Age: 28 Height: 183cm Weight: 82kg
BP: 30 BR: 30 Speed: 13

Strength : 12
Constitution : 14
Intelligence : 15
Dexterity : 14
Willpower : 13
Bravado : 18
Appearance : 13
Perception : 12
Stamina : 14

Skills:

MPST : 9
BOW : 6
KNFE : 6
BRWL : 7
BSRD : 11
SURT : 8
MLSC : 5

Equipment:

Revolver, Adams 12,200R
Bow 12, 20 arrows
Grey infantry uniform



5th Texas Volunteer Infantry Regiment, Company A
"Bayou City Guards", 1 Lt. - Reduced to 3 Lt. Mar. 1862,
Prom. to 1 Lt. Jan. 1863, Elect. Capt. Apr. 1863: Wounded
Chickmanga (Sept. 19, 1863). Hospitalized at Griffin, Ga.:
Deserted Jan. 22, 1864 near Morristown, Tenn. "taking all
of his equipment"; No other record.

(from: Texas in the Civil War)

High Priest of Lothal

Age: 33 Height: 173cm Weight: 81kg
BP: 30 BR: 30 Speed: 9

Strength : 10
Constitution : 8
Intelligence : 16
Dexterity : 8
Willpower : 14
Bravado : 12
Appearance : 8
Perception : 10
Stamina : 8

Skills:

ACTG : 16
RELG : 10
MLSC : 8

Equipment:

Heavy black robe with
red trefoil design



The ruler of Lothal, both secular and religious. He is a man comfortable in his power. He has become Madison's friend, but still has reservations about his position as priest. The ruler of Lothal can be held accountable to the people for natural disasters such as famine, drought, etc.

Shem of Khanda

Age: 33 Height: 173cm Weight: 75kg
BP: 29 BR: 29 Speed: 10

Strength : 8
Constitution : 11
Intelligence : 18
Dexterity : 12
Willpower : 13
Bravado : 16
Appearance : 13
Perception : 13
Stamina : 8

Skills:

KNFE : 10
GAMB : 10
NVGR : 14
SLSP : 14

Equipment:

Ocean-going trade ship
Knife
Many trade goods



A native from Sri Lanka (Ceylon) who has recently come to stay at the House of Travellers. He may attract the players with his quick wit and voluminous knowledge of the wider world. He is primarily an ivory merchant.

Temple Guard

Age: 27 Height: 178cm Weight: 79kg
BP: 29 BR: 29 Speed: 14

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

Skills:

SPR : 10
PLRM : 12
SURE : 8
GAMB : 6
HUNT : 8
BRWL : 10

Equipment:

Spear
Robe (2F)
Sandals

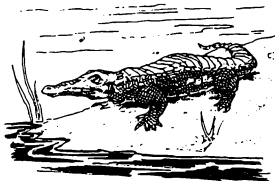


The sixteen spearmen that guard the temple are more ceremonial than they are useful, and are unlikely to have ever seen much in the way of real combat.

Name: Gavia
 Strength : 25 Bravado : 6 Length/Height: 5m
 Dexterity : 12 Perception : 5 Mass: 500kg
 Constitution : 25 Appearance : 9 Max velocity: 13m/sec
 Intelligence : 3A Stamina : 12 Preferred habitat: T/S/N
 Willpower : 18 Spec. Attacks : Bite, 30II, Tail, 40III

Body Points : 74 Bruise Points : 74 Armor Material: None
 Speed : 18 Armor Value : 6F
 Size Var.: 3, 25 Food Value : 200

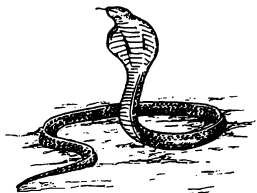
Notes: A member of the crocodile family having long, narrow jaws. In spite of its size, the gavia is timid and takes to the water upon the slightest disturbance. For so large an animal it is exceedingly active both in and out of the water. In modern times gavia have been known to reach lengths in excess of 9m. Skill with bite is 14, and with tail is 8.



Name: Cobra
 Strength : 2 Bravado : 19 Length/Height: 2m
 Dexterity : 4 Perception : 16 Mass: 8kg
 Constitution : 8 Appearance : 6 Max velocity: 4m/sec
 Intelligence : 3A Stamina : 6 Preferred habitat: E/*N
 Willpower : 6 Spec. Attacks : Fangs, 4I, animal poison 2

Body Points : 9 Bruise Points : 9 Armor Material: None
 Speed : 3 Armor Value : 0F
 Size Var.: 1.5, 5 Food Value : 2

Notes: Like many reptiles, cobras are very active at twilight. They frequently come into contact with humans during rat hunts in homes. Skill with fangs is 16.



Name: Lion
 Strength : 14 Bravado : 14 Length/Height: 2.0m
 Dexterity : 12 Perception : 14 Mass: 230kg
 Constitution : 14 Appearance : 11 Max velocity: 16m/sec
 Intelligence : 13A Stamina : 8 Preferred habitat: E/P/N
 Willpower : 10 Spec. Attacks : Claws, 35II, Bite, 30II

Body Points : 50 Bruise Points : 50 Armor Material: Thin
 Speed : 13 Armor Value : 2F Leather, 26
 Size Var.: 1.5, 5 Food Value : 100

Notes: These large cats associate in prides of 8+2d6 individuals. The roar for which they are so well known is usually voiced before morning and evening hunts. Female lions (maneless) do most of the hunting, which typically involves stalking and a short chase. Lions have been known to drive prey into an ambush involving the rest of the pride. Skill with claws is 18, and with bite is 14.



Name: Leopard
 Strength : 12 Bravado : 12 Length/Height: 1.2m
 Dexterity : 14 Perception : 16 Mass: 70kg
 Constitution : 12 Appearance : 12 Max velocity: 20m/sec
 Intelligence : 12A Stamina : 8 Preferred habitat: E/*N
 Willpower : 10 Spec. Attacks : Claws, 25II, Bite, 30II

Body Points : 28 Bruise Points : 28 Armor Material: Thin
 Speed : 13 Armor Value : 2F Leather, 16
 Size Var.: 1.5, 5 Food Value : 30
 Notes: These fierce and amazingly strong cats are primarily solitary and nocturnal. They have light tan coats with groupings of black spots. Black leopards are found in Malaysia and China. Skill with claws is 12, and with bite is 14.



Name: Rhino
 Strength : 45 Bravado : 10 Length/Height: 4.3m
 Dexterity : 16 Perception : 8 Mass: 4000kg
 Constitution : 10 Appearance : 6 Max velocity: 13m/sec
 Intelligence : 6A Stamina : 16 Preferred habitat: E/P/N
 Willpower : 18 Spec. Attacks : Horn, 30II, Trample, 150III

Body Points : 209 Bruise Points : 209 Armor Material: None
 Speed : 20 Armor Value : 8R
 Size Var.: 1.5, 5 Food Value : 1500

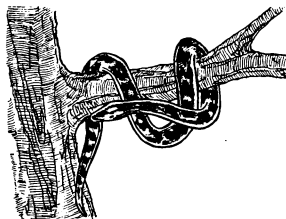
Notes: Rhinoceroses are primarily solitary animals marking their territory against intruders. They are not overly dangerous unless approached or attacked. They may charge objects which they perceive, but can't identify as familiar. Skill with horn is 10, with trample is 10.



Name: Python
 Strength : 8 Bravado : 10 Length/Height: 4m
 Dexterity : 4 Perception : 8 Mass: 35kg
 Constitution : 8 Appearance : 10 Max velocity: 3m/sec
 Intelligence : 2A Stamina : 3 Preferred habitat: E/S/W
 Willpower : 8 Spec. Attacks : Fangs, 4IV, Constriction 10III (as wrestling)

Body Points : 20 Bruise Points : 20 Armor Material: None
 Speed : 6 Armor Value : 0F
 Size Var.: 2.0, 5 Food Value : 10

Notes: This sluggish, docile reptile is frequently found in trees near bodies of water. Only very large (>7m) specimens are capable of killing and ingesting an adult human. Skill with fangs is 12, and with constriction is 12.



Name:
 Strength : Bravado : Length/Height:
 Dexterity : Perception : Mass:
 Constitution : Appearance : Max velocity:
 Intelligence : Stamina : Preferred habitat:
 Willpower : Spec. Attacks :

Body Points : Bruise Points : Armor Material:

Speed : Armor Value :

Size Var.: Food Value :

Notes:

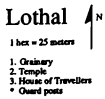
Name:
 Strength : Bravado : Length/Height:
 Dexterity : Perception : Mass:
 Constitution : Appearance : Max velocity:
 Intelligence : Stamina : Preferred habitat:
 Willpower : Spec. Attacks :

Body Points : Bruise Points : Armor Material:

Speed : Armor Value :

Size Var.: Food Value :

Notes:



Condensed Damage Tables

Head/Neck Damage Level

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

Torso Damage Level

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

Arm Damage Level

1	2	3	4	5	6	8	B10	B12	B14	B16	B18	B20	B20	B20	B20	B20	B20	B20	B20	B20
						S	S	S	S	D	D	D	D	U	U	U	U	U	O	O
										E8	E8	E7	E7	E7	E6	E6	E6	E5	E5	E5

Leg Damage Level

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

Eventually Fatal

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

Healing and Recovery

Impairment																				Sector				I				II,III				IV				V,VI			
Con	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	Location	Front	RF,RR	FL,FR	Rear	LR,LF	LR,LF	Name											
1	3	3	3	4	5	6	7	8	9	10	12	14	16	18	21	24	27	31	35	40	45	1	01-02	01-03	01-05	01-05	01-03	Skull											
2	3	3	3	4	5	6	7	8	9	10	12	14	16	18	21	24	28	32	36	41		1	04-05	04-06	04-06	04-06	04-06	Face											
3	3	3	3	3	3	3	4	4	5	6	7	8	9	10	12	14	16	18	21	24		2	06-07	06-08	06-08	06-07	06-07	Neck											
4	3	3	3	3	3	3	4	4	5	6	7	8	9	10	12	14	16	18	22	26	30	34	4	07-10	09-13	09-12	09-10	09-10	U.R.arm										
5	2	2	2	2	3	3	3	4	5	6	7	8	9	10	12	14	16	18	21	24	27	31	5	11-13	14-14	13-14	11-11	11-11	R.Shoulder										
6	2	2	2	2	2	3	3	3	4	5	6	7	8	9	10	12	14	16	18	21	25	29	6	14-16	15-16	15-16	12-13	12-13	U.Chest										
7	2	2	2	2	2	2	3	3	4	5	6	7	8	9	10	12	14	16	18	21	24	27	7	17-19	17-17	17-18	14-14	14-14	L.Shoulder										
8	1	1	1	2	2	2	2	2	3	3	4	5	6	7	8	9	10	12	14	16	18	21	8	20-23	18-19	19-22	15-19	15-19	U.L.arm										
9	1	1	1	2	2	2	2	2	2	3	3	4	5	6	7	8	9	10	12	14	16	18	9	24-26	23-24	24-26	21-22	21-22	R.Chest										
10	1	1	1	1	2	2	2	2	2	3	3	4	5	6	7	8	9	10	12	14	16	18	10	26-28	22-26	25-27	22-22	22-22	R.Chest										
11	1	1	1	1	2	2	2	2	2	3	3	4	5	6	7	8	9	10	11	12	14	16	11	29-31	27-29	28-30	23-25	23-25	Chest										
12	1	1	1	1	2	2	2	2	2	3	3	3	4	4	5	6	7	8	9	10	11	12	14	12	32-34	30-30	31-33	26-30	26-30	L.Chest									
13	1	1	1	1	2	2	2	2	2	3	3	3	4	4	5	6	7	8	9	10	11	12	14	13	35-36	31-32	34-35	31-32	31-32	L.Elbow									
14	1	1	1	1	2	2	2	2	2	3	3	3	4	4	5	6	7	8	9	10	11	12	14	14	37-39	33-35	36-38	33-35	33-35	R.Arm									
15	1	1	1	1	2	2	2	2	2	3	3	3	4	4	5	6	7	8	9	10	11	12	14	15	40-41	36-38	39-40	36-36	36-36	R.Arm									
16	1	1	1	1	2	2	2	2	2	3	3	3	4	4	5	6	7	8	9	10	11	12	14	16	42-44	37-39	39-43	37-43	37-43	R.Arm									
17	1	1	1	1	2	2	2	2	2	3	3	3	4	4	5	6	7	8	9	10	11	12	14	17	45-46	42-42	44-45	40-45	40-45	L.Abd.									
18	1	1	1	1	2	2	2	2	2	3	3	3	4	4	5	6	7	8	9	10	11	12	14	18	47-49	43-45	46-48	43-45	43-45	L.Arm									
19	1	1	1	1	1	1	1	1	2	2	2	2	3	3	3	4	4	5	5	6	6	6	19	50-51	46-47	49-50	46-47	46-47	R.Hand										
20	1	1	1	1	1	1	1	1	2	2	2	2	3	3	3	4	4	4	4	5	5	5	20	52-56	48-52	51-56	48-50	48-50	R.Hip										
21	1	1	1	1	1	1	1	1	2	2	2	2	3	3	3	4	4	4	4	5	5	5	21	57-57	53-53		51-51	51-51	Groin										
22	1	1	1	1	1	1	1	1	2	2	2	2	3	3	3	4	4	4	4	5	5	5	22	58-62	54-56	57-62	52-56	52-56	L.Hip										
23	1	1	1	1	1	1	1	1	2	2	2	2	3	3	3	4	4	4	4	5	5	5	23	63-64	57-58	63-64	57-58	57-58	L.Hip										
24	1	1	1	1	1	1	1	1	2	2	2	2	3	3	3	4	4	4	4	5	5	5	24	65-70	59-66	65-70	59-66	59-66	R.Thigh										
25	1	1	1	1	1	1	1	1	2	2	2	2	3	3	3	4	4	4	4	5	5	5	25	71-76	67-74	71-76	67-74	67-74	L.Thigh										

Hit Locations

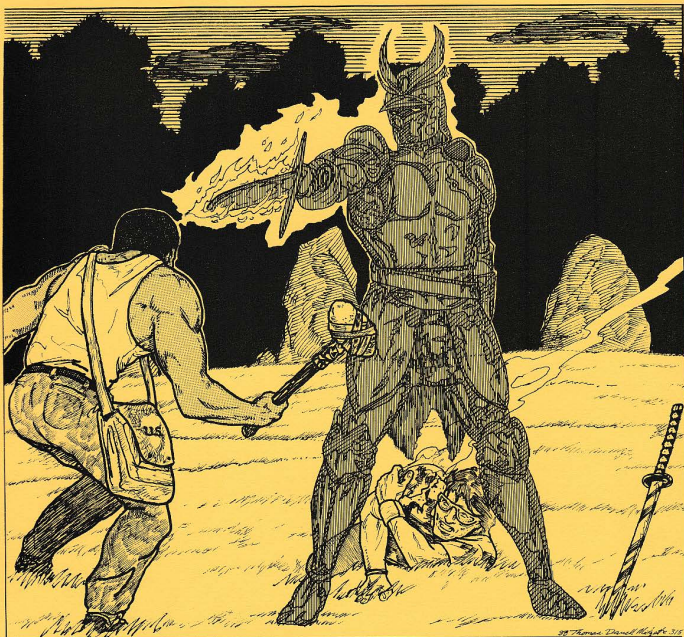
Sector	I	II,III	IV	V,VI	Name
Location	Front	Rear	LR,LF		
1	01-02	01-03	01-05	01-03	Skull
2	03-05	04-06	06-06	04-06	Face
3	06-06	07-08	07-08	07-08	Neck
4	07-10	05-13	09-12	09-10	U.R.Arm
5	11-13	14-14	13-14	11-11	R.Should.
6	14-16	15-16	15-16	12-13	U.Chest
7	17-19	17-17	17-18	14-14	L.Should.
8	20-23	18-19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

Armor Materials

Material	AV	BP	Mass	Material	AV	BP	Mass
Light cloth	0/0	1	.02	Pine, 15mm	1	1	.17
Heavy cloth	1/0	2	.04	Oak, 15mm	2	2	.27
Thin leather	2/0	2	.06	Plexiglass, 10mm	2	2	.27
Thick leather	3/0	3	.11	Earth, 25mm	3	1	1.25
Hardened thin leather	3/1	3	.08	Granite, 10mm	3	1	.60
Hardened thick leather	4/2	4	.14	Ice, 25mm	4	1	.51
Quilted heavy cloth	4/1	3	.18	Cement, 10mm	3	2	.29
Quilted silk	5/1	4	.24	Glass, 5mm	1	1	.90
Kevlar 29	5/1	2	.06	Water, 40mm	1	-	.75
Bronze mail	6/1	5	1.10	Bronze, 4mm	6	4	.70
Aluminum alloy mail	6/1	5	.36	Aluminum Alloy, 4mm	8	7	.24
Bronze plate	6/3	4	1.50	Steel, 4mm	11	7	.70
Aluminum alloy plate	8/2	7	.48	Hardened Steel, 4mm	17	7	.70
Steel mail	10/2	6	1.00	BP Glass, 4mm	7	6	.35
Steel plate	11/5	7	1.40	Cinder block	13	3	3.00
Hardened steel plate	17/8	8	1.40	Street sign	4	3	.20

Damage Values

Weapon	DV	Aver.	Weapon	DV	Aver.
22 Long	121	7	Bow 10	101	6
.380	141	8	Crossbow 15	221	12
.38 Spec.	171	9	Knife	61	3
.45	191	10	Short sword	121	7
9mm	201	11	Broadsword	161	9
.357 Mag.	251	14	Spiked mace	181	10
.44 Mag	291	16	War hammer	141	8
5.56mm	411	23	Morning star	161	9
.303	461	25	Quarterstaff	181	10
7.62mm	491	27	Spear	101	6
.460 Mag.	701	38	Flail	81	4



Adventure Pack #1 is a set of three introductory adventures for **TimeLords™**. Each can be played in an evening, and incorporated into your campaign at any time.

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