

ANOTHER

ACCESSORY

TIMEMASTER

TIMEMASTER SCREEN

Featuring

MISSING: PT 109



By Carl Smith

Pacesetter

TIMEMASTER™ SCREEN

By Carl Smith

August 2, 1943
After Midnight

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

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

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



Pacesetter

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SKILLS CHART

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

Notes:

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

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

● indicates an exclusive skill.

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

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

SP COST CHART

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

HIT LOCATIONS

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

WOUNDS

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

PENETRATION BONUS

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

GENERAL ARMOR GUIDE

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

Notes:

AR: Armor Rating

A: withstands all sling-fired missile attacks.

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

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

HORSES IN COMBAT

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

MISSILE WEAPONS

Type	Range Modifier per 10 ft/per 100 yds.	Ammo	ROF	RL	Mounted Use?
SHORT RANGE WEAPONS					
THROWN WEAPONS					
Axe/Tomahawk	-30	NA	1	NA	Yes
Dagger/Knife	-20	NA	1	NA	Yes
Javelin	-05	NA	1	NA	Yes
Shuriken	-25	NA	4	NA	Yes
Spear	-20	NA	1	NA	Yes
Hand Grenade	-30	NA	1	NA	Yes

SPECIAL WEAPONS

Blow Gun	-20	1	1	NA	No
Bola	-10	NA	1	NA	Yes
Sling	-05	UL	1	NA	No

SHORT RANGE FIREARMS

Antique pistol	-15	1	1	4	Yes
Revolver	-07	6	4	2*	Yes
Automatic pistol	-12	8	4	1	Yes
Shotgun, (double barrel)	-04/120	2	2	1	Yes
Shotgun, pump	-04/120	5	4	2	Yes
Time Corps Stunner	-20	8	4	2	Yes

LONG RANGE WEAPONS

LONG RANGE FIREARMS

Arquebus	-05/150	1	1	12	No
Musket	-02/50	1	1	+++	No
Dragoon Musket	-05/150	1	1	+++	Yes
Rifle	-.5/15	1-10**	1-4**	1	Yes
Automatic rifle	-.5/15	1-20	4***	1	Yes
Photon rifle	-.5/10	1-50	4***	1	No

BOWS AND ARROWS

Crossbow	-02/50	1	1	++	No
Shortbow	-05/150	1	1	++	Yes
Longbow	-02/50	1	1	++	No

BEAM WEAPONS

Laser Pistol	-05/150	20	4	1	Yes
Laser Rifle	-.5/10	50	4	2	No

DEFENSE COLUMN CHART

Attack Type

Missile Attack

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

Melee Attack: Defender surprised.

Melee Attack: Defender doing none of the above.

Defense Column

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

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

Use Column 1.

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

Defense Column

Attack Margin	1-15 1	Ability Checks 16-30 2	Skill Checks 31-45 3	46-60 4	61-75 5	76-90 6	91-105 7	106-120 8	121-135 9	136+ 10
0	LK	L	L	L	L	S	S	S	S	S
1-4	M	M	L	LK	L	LK	L	S	S	S
5-9	H	MK	M	L	L	L	L	L	LK	S
10-29	C	H	MK	M	M	M	LK	L	L	L
30-49	C	C	H	M	MK	M	M	MK	L	LK
50-69	CK	CK	C	H	H	H	M	M	M	M
70-89	CK	CK	CK	CK	H	H	H	H	M	M
90-94	CK	CK	CK	CK	CK	HK	H	H	H	H
95-99	CK	CK	CK	CK	CK	CK	HK	HK	H	H
100+	CK	CK	CK	CK	CK	CK	CK	HK	HK	H

ARMED COMBAT RESULTS

Code	Result (Defender loses points from current STA.)
S	Scratch Wound: Lose 1 or 2 points; (see above), and mark 1 wound box.
L	Light Wound: Lose 2-20 points (1d10x2), and mark 2 wound boxes.
M	Medium Wound: Lose 4-40 points (2d10x2), and mark 3 wound boxes.
H	Heavy Wound: Lose 6-60 points (3d10x2), and mark 4 wound boxes.
C	Crippling Wound: Lose 6-60 points (3d10x2), and mark 5 wound boxes. (Or called shot, if specified otherwise.)
K	Knockdown: Defender knocked down and back 5 feet; must make DEX check to hold onto any hand-held item; any uncompleted actions this round are cancelled.

COMBAT PROCEDURE

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

UNARMED COMBAT RESULTS

Code	Result (Defender loses points from current STA.)
S	Scant Damage: Lose 1 - 2 points(roll 1d10; 1-5=1, 6-10=2).
L	Light Damage: Lose 2-20 points (1d10x2).
M	Medium Damage: Lose 4-40 points (2d10x2).
H	Harsh Damage: Lose 6-60 points (3d10x2), and mark one wound box.
C	Crushing Damage: Lose 6-60 points (3d10x2), and mark two wound boxes. (Or called shot, if specified otherwise.)
K	Knockdown: Defender knocked down and back 5 feet; unfinished actions cancelled this round.

SEQUENCE OF PLAY FOR ONE ROUND

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

Side
A's
Attack

Side
B's
Attack

HIT LOCATIONS

Dice Roll	Location Hit
01-09	Head
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Shuriken	-25	NA	4	NA	Yes
Spear	-20	NA	1	NA	Yes
Hand Grenade	-30	NA	1	NA	Yes

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Bola	-10	NA	1	NA	Yes
Sling	-05	UL	1	NA	No

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