

Tomorrow **BOMB**



TINEZERO



 **GAMEL**





TIMEZERO

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TIME EMERGENCY! OPERATIONS TEAMS ALPHA, BETA AND GAMMA TO
THE BRIEFING ROOM! PREPARE TO INTERVENE ON THE TIMELINE!

GRAMEL'S LINE OF TIME TRAVEL ADVENTURES TAKES YOU THROUGH
THE MISTS OF TIME TO STOP CHRONOTERRORISTS, PREVENT TIME
ANOMALIES AND SAVE THE CONTINUUM FROM OBLITERATION!

THIS ISSUE CONTAINS A SINGLE, STAND-ALONE ADVENTURE.

THE TOMORROW BOMB: KABOOM! SECOND WORLD WAR. WITH
A SINGLE ATOMIC EXPLOSION LONDON IS WIPED OUT BY THE
LUFTWAFFE, DURING THE BATTLE OF BRITAIN. BUT, WAIT A MINUTE,
THE NAZIS AREN'T SUPPOSED TO HAVE AN ATOMIC BOMB! THE
OPERATIVES ARE ENGAGED IN A RACE AGAINST TIME (NO PUN
INTENDED) TO SAVE THE WHOLE OF MODERN HISTORY!

NAZIS, HEARTLESS KILLERS, A TRICKSTER FROM THE PAST, AND THE
SHADOW OF ATOMIC ANNIHILATION AWAIT THE PLAYERS IN THIS
SCENARIO.

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This book contains an adventure for a group of four TimeGuard agents. The scenario is tailored for Novice characters but it is easily scalable. We suggest adding an Extra to encounters for every Rank of the heroes above Novice. So, if the text says that the Operatives meet one Triad Agent per hero and you have a party of five Veteran Operatives, they'll meet seven enemies.

To play this adventure, you need a copy of the TimeZero Operative's Manual, in which you will find all the rules and guidelines to create TimeGuard Operatives, the skilled time agents enlisted to save history. On the same website where you bought this scenario, you will also find some archetypical characters to download for free.

Finally, you will find it handy to have gaming stones of two different colors and several copies of the standard *Savage Worlds* burst templates to represent terrain and props.

But now, stop talking and go to the Hypnotraining room.

A new mission is about to start!

Background

This story is about the propagating effects of time alterations. To make things clearer, the GM should know how events happened in chronological order, but during the adventure, the players will start from the end, progressively discovering and stopping these events in reverse order.

But first things first.

In March 1912, Doctor Klaus Wenzel, a brilliant but mad theoretical physicist, committed suicide in his laboratory in Berlin. His personal secretary and nurse, Andrea Heller, a US secret agent, stole his notes and fled back to the USA.

Though only theoretical, the Doctor's writings would have made it possible to build an atomic bomb in just a few weeks. Wenzel committed suicide because he was terrified by the potential consequences of his discoveries.

Andrea Heller took on a new identity and devised a clever way to get back to the States. Clever, but rather unlucky: on April 10, 1912, she was on the maiden voyage of the *Titanic* to New York.

As history tells us, the *Titanic* sank, and Andrea didn't survive. So neither the Americans nor the Germans managed to get their hands on Wenzel's studies.

At this point, the Triad's operation starts.

In August 1940, during WWII, when the tide of the Battle of Britain was slowing turning in favor of the British, an SS officer, Markus Reisender, persuaded the highest ranks of the German military to let him attempt a single strike capable of changing the future of the war. He came well recommended, so he was given permission to act.

In truth, Reisender (Reisender means "traveller" in German) is best known by another name: Marco Polo, the extraordinary traveler. And yes, he is a Triad agent, recruited just moments before his death.

Markus asked for a U-Boat and a skilled crew. After leaving Germany, he took his U-Boat to a submerged Time Gate and traveled to April 14, 1912.

Markus and his men (unaware of the time jump) intercepted the *Titanic*, boarded it, killed all the people on board and retrieved Wenzel's notes. Differently from what recorded history says, all the passengers of the *Titanic* were killed and the real cause of the sinking became a mystery.

Then, Markus came back to Germany, August 1940. His men were astonished: they recognized the *Titanic* when they boarded it and understood that they had traveled in time! But Markus had a plan: he secretly activated a bomb inside the submarine just before escaping from it, and killed the whole crew.

Markus reached the French shore alone, carrying Wenzel's papers. The high command didn't ask about the missing crew; they knew that Reisender's was a suicide mission.

The famous rocket scientist Werner Von Braun studied Wenzel's papers and was able to build an atomic bomb within two months.

Then, on November 2, 1940 the *Siegfried*, a German bomber, dropped an atomic bomb on London, killing millions of people. Great Britain surrendered a week later and the Axis won the war.

This is the incredible mess the party must set right!

Moscow, Cretaceous Period

Bad news in The Times

You are on vacation, playing golf on the best green that can be found in Moscow. Well, Moscow isn't the right word, because you are in the Cretaceous Period, but it is right here that the capital of Russia will be built in a few million years.

Suddenly, a Time Gate opens and a low-level Synth comes out, announcing that your holiday is over, everyone's leave is suspended, the whole of TimeGuard is on Red Alert, and you must get back to TimeZero immediately!

Moments later, the group is in the Tactical Room, still wearing their golf gear.

Tactical Officer Piotr Vasilij is very tense today. He is smoking a cigar – a habit he gave up years ago.



He says nothing but throws a copy of The New York Times on the table. It is dated November 3, 1940. On the front page, you see a photo of an atomic explosion destroying a city. And, unless someone has moved Big Ben elsewhere, that city is London! A banner headline says: "London ceased to exist November 2, 1940 at 7.24 pm. The war is over."

The article says that the Luftwaffe dropped a special bomb that destroyed London. It was a massacre. The world is shaken.

Piotr is shaken too. "The Axis, or, to be precise the Triad, won the war in a single day. History has been drastically changed. The effects have already become visible in the 20th and 21st centuries and will soon propagate along the whole timeline. Right now, we don't know what happened exactly but all the other squads are working on it. You were the last ones to get here because you were off duty, but we have a vital mission for you. Millions of people died in London, but TimeGuard is only concerned about ONE of them. Does the name John Stoker ring a bell?"

With a Common Knowledge roll, the Operatives remember that John Stoker was the first Commander of TimeZero. Born in 1929, he was a top agent of MI6 (the British secret service) during the Cold War. The TimeGuard could not let such a resource go to waste and recruited him in 1990. He was an amazing man; he wrote the Operative's Manual, 1st edition, and laid the foundations of TimeGuard's modern techniques and procedures.

"Well, the records say he is no longer with us." Piotr continues: "As we are in the past, it will take some time for the effects to reach TimeZero, and then only indirectly, but in the end they'll be felt, and I cannot imagine what will become of us. So, our priority is to go to London, find Stoker, and bring him back to TimeZero, at least until we fix the German bomb problem."

"There is no time to waste: history is quickly adjusting to the new timeline, so we must hurry. Every moment of hesitation means ten years of future warp to the new reality. We'll send you to London, November 1st, 1940. You'll have a single day to find Stoker and get back to the Time Gate. If you take longer, nothing will be left of you but a few atoms. Good luck."

The party is given the following undercover identities and has the standard Hypnotraining options.

UNDERCOVER IDENTITIES – PART ONE

William Linkins, wounded RAF pilot

William Linkins is a true Englishman, originally from Birmingham. He volunteered at the start of the war and joined the RAF as an aircraft pilot. He was wounded a month ago during an aerial dogfight. He managed to escape with his life but his wound prevents him from taking to the skies immediately. The player is free to decide the exact nature of the wound, which is a fake.

Marion/Mark Joller, Reporter

"There is no place for journalists in a war," Winston Churchill once said. Well, this intrepid young woman/man is one of these individuals, in

charge of reporting the facts and, more importantly, keeping people's morale high. He/she is a reporter of the Islington Gazette, one of the oldest newspapers in London, and his/her press ID opens many doors.

Stuart Tibbs, Royal Observer Corps volunteer

The Royal Observer Corps (ROC) was very important during WWII, especially during the Battle of Britain, which lasted several months. They weren't combatants, but watchers: an alarm raised by a single Observer could give precious minutes of warning to the aerial defenses. Stuart Tibbs was a veteran of WWI but, when his homeland came under threat, he enlisted again. As their task is to watch the skies, ROC members aren't expected to keep strictly to the curfew.

Father Jonathan/Sister Joanna, Priest/Nun

A man or woman of faith, he/she is a young cleric from the countryside around London, come to the city to give all possible help to the poor victims of the war.

London, November 2, 1940

The Needlework Boy

You materialize in a barn, some miles south of London. Time travel is never perfectly accurate, but this time it has gone really bad: it is 2 am on November 2, twelve hours after when you were supposed to get here!

You have very little information on John Stoker. He is an orphan and spent his childhood at the Queen Mary's Needlework Guild, a London orphanage. All you have is an old photo of him there. Finding the boy will not be an easy task.

The heroes must check for Time Travel Sickness as normal.

In the barn, the party finds a bicycle each, the common means of transport of that time. A short ride takes them to London and after passing a few roadblocks (see Block Post below), they get to the Needlework Guild Orphanage. London is almost unrecognizable: the scars of severe bombing are all around.

Once at the orphanage, the party discovers that in wartime life is particularly hard for orphans. The big, gloomy building has been converted into a sewing workshop, where the little boys are forced to sew army uniforms all day long. A group of stern-looking nuns watches them.

But, before seeing the boys, the party has to meet Sister Lucille, a sergeant-like, pipe-smoking woman with little patience or generosity in her cold eyes. With a Persuasion roll the party discovers that John Stoker used to live here, but he was expelled a month ago.



"The boy is a godless scoundrel." Says the nun, with the pipe still in her mouth. "He was caught stealing food from the kitchens, and the Needlework Guild has no room for such rascals. I don't know where that little toe-rag might be now."

The "good" sister has nothing more to say, but with a Notice roll the party catches a side glance from a boy who is standing nearby, sweeping the floor.

The boy is Peter Godsent, another orphan and a friend of young John. The party must find a way to distract the nun and speak to him. Peter reveals the following:

"The nuns are cold bitches, they give us only scraps, while they are all fat and full-faced. John didn't want to put up with it and stole some food. He was expelled, but he came back a couple of times, in secret, to see me. He seemed fine. He said he's living with his father and doing quite well. The last time he came was two weeks ago."

Isn't John an orphan? Yes, he is. But he was found abandoned in a train wagon by Nathaniel, a stoker, who saved him and brought him to the orphanage (hence, his surname). Nathaniel isn't a bad man, though he is an alcoholic. He has always considered John "his boy" and visited him regularly. Peter doesn't know Nathaniel's real surname, but the man's nickname is "Nat Half Pint" and he lives somewhere in the slums around the main Railway Station.

ROADBLOCKS

England is at war now and the army patrols the roads. For every hour of travel outside London, the Operatives meet a roadblock, where they are stopped and questioned. Answering the questions involves a simple cooperative Persuasion roll. At nighttime, because of the curfew, the party suffers -4 to the roll, but military characters (RAF Pilot and Observer Corps volunteer) have +2 to the roll if they are the leading character. In case of success, the party is allowed through the blockade, while with a failure they are stopped, brought to the nearest barracks, and questioned (1d4 hours lost). With a critical failure they are mistaken for dangerous spies and the soldiers try to capture them!

(M) Soldiers (2 per hero): See page 43.

(M) Officer (1): Use the soldier stats, with Smarts d6 and the Command Edge. See page 43.

The Blindman

While the party moves on toward the Railway Station to find Nat's place, they notice a lot of movement in the streets. Some Military Police are asking around if someone has noticed anything suspicious. With a Persuasion (+2 if the party reveals their connections with the army) or Streetwise roll, they discover that strange lights appeared in a field outside London last night. The MP agents are combing the area because they suspect that the Krauts parachuted spies into the city, aided by some local traitors.

“Strange lights” is quite generic, but with a Common Knowledge roll the Operatives remember that Time Gates might manifest themselves with strange light effects. The field is far from here (at least two hours to go and come back).

The party reaches the area where Nat’s house should be and meets Sam, a resident of the slums. The man is standing in front of a building and he confirms that old Nat lives here but now he is certainly asleep, blind drunk.

What is Sam doing here? With a Streetwise roll, the Operatives find out he is a black marketeer (he will be important later). Once in front of Nat’s door, read the following:

Nat’s door is open, which is a good sign, and you walk in. Nat is sitting in a half-broken chair, apparently asleep, but a large bloodstain on his shirt tells you that he won’t wake up again. It looks like his throat was slit by a professional.

With a Notice roll, the Operatives spot signs of torture on his body: electrical scorching on the chest and arms, and marks around the ankles, as if he had been caught in a bear trap (they are actually “Werewolf” bites, as will be explained later). A Healing roll also reveals that he was drugged: his pupils have the distinctive green tinge caused by Syntamic, a common interrogation drug used by criminals in the 26th century! The murder happened less than an hour ago and the place looks untouched, except for a small closet from which some boys’ clothes were taken and thrown around (the “Werewolf” smelled them to track John Stoker’s scent).

Just then, someone comes in. It’s a middle-aged woman wearing a petticoat and too much cheap perfume. Her first reaction is to scream wildly!

After calming the woman, clearly a prostitute, and persuading her they are not Nat’s killers, the heroes can question her.

“My name is Sylvia, I’m a neighbor,” she says. “And I’m... well, you know what I do for a living. I heard strange sounds in Nat’s place a while ago, but I was with a client. I came over to check on him as soon as I finished. What happened here?”

What is Happening

Not only has the Triad managed to destroy London, but they wanted to deal a fatal blow to TimeGuard, extracting John Stoker before the atomic explosion to recruit him! So they have sent a very dangerous Synth agent, the Blindman, to locate and capture (or, if this is not possible, kill) the boy. The Blindman’s arrival was the reason for the “strange lights” that appeared last night, and he is one step ahead of the party. He located Nat and questioned him, with the help of his “pet” dog, a combat shapeshifter Synth called Werewolf. After retrieving very little information, the Blindman killed Nat.

The party might be able to discover who the murderer is: Sam, the black market seller, saw four people enter the building (all the apartments are empty except Sylvia’s and Nat’s), but only three visited the prostitute. The fourth was a harmless-looking blind man with a cute dog. He came down half an hour ago and left. He was a very nice person and asked Sam if he knew John Stoker, Nat’s son, as he was his uncle and wanted to pay him a visit.

What else can the party discover about John? Well, Sylvia has been spending much of her time at Nat’s place, so she knows John well. Nat was a good man, but he became violent when



drunk. He beat John up quite a few times until the boy left, ten days ago. She knows he has joined a gang of street boys, who call themselves the Morlocks. A friend of hers saw them hanging around the Balham area, which has been heavily bombed.

Struggling For Survival

You reach the Balham area at three o'clock. Crossing the city isn't easy, there is wreckage all around. The obliteration of London is only four hours away, so you must hurry! Balham was heavily bombed and the buildings as well as the people are heavily scarred. An endless line of people is queuing outside one of the few buildings that are still standing: it is the daily food ration distribution. Some small stalls, which the authorities pretend not to see, sell scant amounts of black market food, which are the object of some hard bargaining.

The Operatives can ask questions all around and, with a Streetwise roll, they recover the following information. Each result includes the lower success entries. The Social Interloper Edge applies as normal.

Success. *"Yes, the Morlocks. They are a gang of street boys. They steal food and whatever else they can. They're not like other gangs, they are very aggressive. They hide somewhere around here but we don't know where exactly. After the recent bombings the geography of the neighborhood has changed a lot. No, I don't know any John Stoker, but maybe he is one of them".*

Raise. *"The Morlocks? They are very dangerous little characters. I heard they knifed a guy a couple of days ago. They're not like the other gangs, they are all boys. No adults among them, only that old moron, Rag and Jag, the homeless lunatic. John Stoker? Well from the photo I'd say it's Jo, their chief. Watch out, they are nastier than snakes!"*

The party spends the good part of an hour asking questions and looking around unsuccessfully until something happens.

You are next to the food distribution queue. An old woman, jealously clutching her food ration, crosses the road. Suddenly, a gang of boys surrounds her, quickly trips her up and steals her precious parcel! The poor woman cries for help. The bystanders are too worried about keeping their position in the queue to intervene but, from a nearby stall, a big, bald man – probably an improvised butcher – roars: "Damned Morlocks! Jo, this time I'll have your head!" He picks up a very big cleaver and runs after the boys!

The party is allowed a Notice roll to spot John Stoker among the little thieves. If they gathered information with success, they also know that "Jo", the Morlock chief, is their target! They must join the chase if they want to catch their target before the frenzied butcher chops his head off!

It is a standard length Chase, lasting five rounds or until Al manages to get into melee with John Stoker. In this case, go straight to the next section.

Ignore the standard rules for Complications. Instead, whenever a character is dealt a Club as her first Action card, run the mini-scene below.

(M) Morlocks (4): See page 43.

(M) John Stoker (1): See page 42.

(M) Al the Butcher (1): Use the Citizen Stats, with Strength d8, Vigor d8 and the Brawny Edge. Armed with a cleaver (Str+d6). See page 41.

Complications Table

Deuce (-4) Unsafe Building: You get to a building that was torn apart by bombs! Any character failing the Chase roll suffers 2d8 damage due to bricks falling, the ceiling collapsing, and so on. He also suffers -4 to his next Chase roll.

Three (-2) Bobby: A policeman joins the Chase. He is considered a Commoner with Smarts d6. He keeps whistling uselessly and this scares the boys, who, from now on, gain +1 to their Chase rolls until the Bobby is forced to stop, out of wind, after 1d4 rounds.

Four (-2) Oil: The bombing has damaged several barrels full of oil, which has spilled out and formed a big pool. Before the chase roll, the Operative must make an immediate Agility roll (it doesn't count as an action). In the case of failure, he slips and falls to the ground, becoming Shaken.

Five (-2) Into The Hole: The Chase forces the hero to crawl into a tube, which is three feet wide. The boys and all the characters with the Small or Young Hindrance suffer no effect, while the others must make an Agility roll (-2 for the Obese Hindrance). In the case of failure they waste extra time going round the obstacle (-2 to the next Chase roll), while with a critical failure they get stuck! A cooperative Strength (-4) roll is required to get out.

Six (-1) Destroyed Area: An area full of debris, junk, and so on. If she fails the Chase roll, the character suffers the effects of an Agility based Trick, with Agility d8. If this card affects the Morlocks, they stop for a round to throw junk at their pursuers (Damage: Str+d4). They are automatically considered at Medium Range.

Seven (-1) Ambusher: Another Morlock kid is hiding nearby, ready to throw rocks at the party. He aims for one round and, if the hero fails her Notice roll, he also gets the Drop (consider he starts the next round with a King dealt). The boy disappears among the ruins immediately after the attack. If the Morlock boys draw this card, the Ambusher gives them useful directions (+2 to their next Chase roll).

(M) Morlocks (1): See page 43.

Eight (-1) Suspended Passageway: The chase continues along a dangerous passageway between two destroyed buildings! Any hero failing the Chase roll must make an immediate Agility roll. With a failure he stumbles and skips the next Chase roll, while with a 1 on the Agility die, regardless of the Wild Die, he falls suffering 3d6 damage.

Nine (0) Funeral: The chase crosses a funeral procession. The boys easily make their way through the crowd, while adults must use Persuasion as Chase skill to be able to get through.

Ten (0) Good Samaritan: A bystander sees the character, points in a certain direction, and says: "They went that way." Make an immediate reaction roll. If the result is at least Friendly, the man's directions are right (+2 to the next Chase roll). If it is Uncooperative or worse, the directions are wrong (-2 to the Chase roll). The Morlocks ignore this entry.



Jack (0) Slipway: There is a slipway here. Any hero using it makes a standard Chase roll but, for every raise, he gains an additional Action Card (so two cards for a raise, four for two raises and so on). With a failure, he falls, suffering Bumps and Bruises until the end of the Chase. If the character avoids the slipway, run the chase as normal. The Morlocks always use the slipway.

Queen (+1) Bike: There is an abandoned bike here! A Character (not the Morlocks) can ride it to gain extra speed. In gaming terms he adds +2 to Chase rolls, except when a mini-scene is being run. In that case he suffers -2.

King (+1) Trap: Those pesky boys have dug a hidden pit along their escape route and the hero is about to fall into it! Let the character make a Notice roll. In the case of failure, he falls in, suffering 2d4 damage. The Morlocks ignore this entry.

Ace (+1) Shortcut: The character has a choice of several paths and one of them allows her to gain some ground. For this round only, she uses Smarts as her Chase skill. The Morlocks ignore this entry.

The Trap!

The boys get to a heavily damaged building and, like monkeys, climb what is left of its walls, which act as a tall, improvised barricade. Before you can catch them, several other boys appear on top of the barricade, their hands full of stones.

"Go away! We're the Morlocks, and this is our territory!" one of the boys shouts savagely. You look up and realize it's John Stoker.

"Come down and I'll teach you a lesson!" snarls Al the Butcher, waving his cleaver.

Suddenly, the boys start throwing rocks at you.

The Morlocks are in their own territory and well positioned, so the Operatives have no real chance against them and must simply try to get out of harm's way. Every character is entitled to an Agility roll to duck for cover, otherwise she suffers 2d6 damage from the hail of rocks. If this isn't enough to discourage the pursuers, in the next round the boys collapse the top of the barricade, creating a deadly avalanche of debris and dust. Each hero (and Al) that hasn't ducked for cover must make another Agility roll or suffer an additional 2d6 damage from the debris. All the party must also make a Vigor roll or be Shaken.

When the air clears a little, the Morlocks have disappeared.

Rag and Jag

"Those little bastards!" shouts Al, covered in dust. "They've escaped!"

It is almost four o'clock. A little more than three hours separate London from annihilation.

Speaking to Al, the Operatives discover that the Morlocks must have a hideout somewhere around here, but the location is a secret. The members of the gang are all boys, except for a tramp who is missing a few marbles. He is called Rag and Jag and is a sort of mascot for them. He certainly knows where the Morlocks' hideout is.

Finding R&J requires a simple Streetwise roll. The roll is cooperative and can be retried in case of failure, but this uses up half an hour.

Rag and Jag is a man of indefinable age, but with a boyish face and absent-minded eyes. He wears several layers of ragged, mismatched clothes and is quite shy.

There are basically three ways of interacting with him.

Threats. A single Intimidation (+2) roll opposed to his Spirit (d6) is enough to make him tremble and to persuade him to lead the party to the Morlocks' hideout. But, as soon as he gets the chance, Rag and Jag tries to escape. Run a standard length Chase using the complications above you which haven't already used. At the end of the Chase the Operatives manage to corner R&J.

Persuasion. R&J is a simpleton, but faithful to his friends. With a Persuasion (-2) roll opposed to his Smarts, the party can convince him to take them to the Morlocks. A modifier ranging from -4 to +4, depending on the players' roleplaying, is also applied to the roll. In the case of success, R&J cooperates with the party; otherwise, he tries to escape as above.

Shadowing. The vagrant will return to the Morlocks' den after an hour. The heroes just have to be patient. It is a Shadowing sequence of standard length.

The Morlocks' hideout is in the Balham Tube station, which was closed several weeks ago after being damaged by the bombings.

Once inside, R&J goes down a labyrinth of tunnels and finally takes the party to the boys' hideout.

(M) Rag and Jag (1): Use the Commoner Stats, with Smarts d4, the Fleet Footed Edge, and the Outsider Hindrance. See page 41.

The Morlocks' Den

An unused tunnel, as full of rubbish as a rat's nest, is the home of the Morlocks. They are all gathered around a fire fuelled with junk, roasting something similar to a sausage. John Stoker is among them and he acts like their leader.

When the party arrives, the boys are ready to panic, unless the Operatives somehow manage to calm them down. The Morlocks are like wounded beasts: suspicious and dangerous. If the party tries to kidnap John, the boy extracts something from his jacket. It is a grenade! He thinks the party wants to take him back to the orphanage and threatens to activate it! The players must be told that a weapon like this exploding in an enclosed space would result in carnage.

It is a dangerous stalemate but, just then, you hear a sound and see a man emerge from the darkness. He wears black spectacles, carries a blind man's cane and is accompanied by a guide dog. The Blindman seems very pleasant and harmless, even his dog is cute.

"John! Johnny! Little boy, are you here?" the Blindman says. "I am your uncle, Bob. Oh, I have been looking for you for so long! You don't know it, but your mother is alive. She was forced to abandon you, but she sent me to find her little boy! She is waiting for us in Hampshire. You're done with living like this. Come with me!"





The Blindman is actually a dangerous Triad Agent, and he knows how to be very convincing. The party must persuade John not to go with him, or all will be lost. This situation is handled with the Social Conflict rules.

At the end of the conflict, John makes his final decision. But, just then, something unexpected happens.

As John takes his first step, the ground shakes and you hear the howl of a thousand storms. You realize it is half past six and the last ever bombing of London has just started!

Using the distraction caused by the bombing, Uncle Bob resorts to brash tactics: he tries to grab hold of John and a fight breaks out!

The combat area is round, with a radius of 18". Reading it clockwise, place four corridors, 3" wide, at three, six, nine and twelve o'clock. John is standing roughly in the middle of the area (near the fire pit, see below). The Blindman and his dog are at least 6" away from John, while the Operatives are 6" away from him in the opposite direction.

In the first round, the Blindman orders his dog to attack, and the Synth beast changes shape, revealing itself as the Werewolf, a highly specialized killer Synth! The Operatives and John must make a Fear check, while the other boys automatically panic, turning into a Crowd Gone Wild (see below). If someone tries to capture John (the Blindman does this during the first round), he reacts by throwing the grenade (Range: 3/6/12, Damage: 3d6, AP: 2, MBT)! When the boy realizes that the Blindman is evil, and probably not human, he decides to join the heroes (but continues to be played by the GM).

The Blindman can be killed, but the Werewolf is impervious to the Operatives' weapons. The fight ends when they decide to flee, with John on their side (see next scene). If no character has the idea of doing so, John does!

(WC) John Stoker (1): See page 42.

(WC) Blindman (1): See page 41.

(WC) Triad Werewolf (1): See page 44.

(M) Crowd Gone Wild (3): See page 41.

Terrain and Props

- ☞ **Fire:** A metal barrel full of cinders. Any character walking into it suffers 2d8 damage and risks catching fire. The barrel can be tipped over onto someone as part of a trick, which also deals 2d8 damage. A character can lift a burning piece of wood to use as a weapon (Str+d4, improvised weapon, normal chances of setting fire to target). The Fire can be represented by a Small Burst Template.
- ☞ **Assorted Junk:** The area is full of things scavenged by the boys that can be used as props for Tricks. Place up to twelve gaming stones scattered across the battle area, representing particularly good props, but do not describe what they are. Any character within 1" of a prop can grab it and, after describing its nature, he gains +2 to a single Trick.
- ☞ **Severed Electric Cable:** At the start of the third round, there is a particularly strong explosion above you, at ground level. All the characters in the battle area must make a



Strength roll to avoid falling prone. Also, an electric cable stretched across the ceiling is cut and one of its ends lands in the center of the battle area, then it shifts 2d6" in a random direction. Any hero can grab the cable with an Agility roll (in case of failure he suffers damage from the cable) and use it to deliver a terrible Touch Attack. It deals 2d10 damage and automatically Shakes the target for d6 rounds (the target can try to Unshake only after that number of rounds).

Run To Beat the Devil

You flee from the Tube station. You cannot see the werewolf, but from its savage howls you understand the beast can't be far. Once outside, you find yourselves in Hell. Bombs constantly hit the ground and debris flies off everywhere. The civilians run to the shelters and only the brave souls at the antiaircraft guns are trying to stop the rain of death. Your wristwatch marks seven o'clock. You have less than thirty minutes to reach the TimeGate before the atomic bomb hits London!

The party must find a vehicle. There are two possible options:

First, there is an abandoned bus nearby. The party can get to it in a single round.

Second, a military jeep, watched by a couple of soldiers, is parked next to an antiaircraft installation. If the party chooses this vehicle, they must first dispatch the guards. They need a round to reach the jeep (two if they choose to use Stealth) and then the fight breaks out. If they are smart, allow them to gain The Drop. Remember to count the number of rounds used, as this will be important later.

(M) Soldiers (2): See page 43.

When they get hold of a vehicle, read or rephrase the following part:

Just as you turn on the engine and start moving, a raging black creature emerges from the Tube. It's the Werewolf and it's hungry for your blood! You press the accelerator to the floor. John, who is sitting next to you, says: "Shit, it's behind us! What the hell is that thing?" While swerving to avoid a falling bomb, you turn your head and see the werewolf running on all fours. Its howls are mixed with the acute shrieks of the bombs. It definitely isn't just a beast, but something much more terrible!

The Werewolf is chasing the PCs. The Chase ends after ten rounds (Extended length), when the party reaches the barn.

The Werewolf uses Agility as Chase skill, opposed by the driver's Driving. The Synth is capable of amazing bursts of speed for short periods and the Operatives cannot travel at full speed because of the bombs and the bad conditions of the road, so all the speed difference modifiers cancel each other out.

If the party chooses to use the bus, they have a less maneuverable but sturdier vehicle (-1 to Driving rolls, Toughness 10 (2)), while the jeep is the opposite (+1 to Driving rolls, Toughness 7(1)).

To keep all the Operatives busy, the non-driving characters shoot at the Werewolf to slow him down or warn the driver of incoming bombs and similar dangers.

Shooting heroes are dealt Action Cards as always, but as they are focused on shooting consider them a step higher for ranging purposes (so a 3-10 is considered Medium range instead than Long range).

Warning heroes are entitled to a cooperative Notice (-2) roll. For every success and raise, the driver gains +1 to the Driving roll of the current round.

To make the Chase more exciting, ignore the standard complication rules: instead each time a Club card is handed to the driver (or to the Werewolf), a bomb falls nearby. The driver must make a Driving (or Agility for the Werewolf) roll with the listed modifier or the vehicle suffers the listed damage. The bombs are considered Heavy Weapons.

BOMBS DAMAGE TABLE

CARD	ROLL MODIFIER	DAMAGE TO THE VEHICLE/WEREWOLF	DAMAGE TO THE CREW
2-5	-1	3d6	3d6
6-10	-2	2d8	2d8
J-Q	-3	2d6	2d6
K-A	-4	2d6	2d4

At the end of the scene, read the following:

You arrive in sight of the barn at 7.21 p.m. The atomic bomb is being dropped just as the Time Gate opens!

“What’s going on?” John asks, but there’s no time to answer. You grab the boy, throw him into the Gate, and jump in too.

You catch a brief glimpse of London being annihilated by the nuclear explosion and then you are at TimeZero.

Safe!

TimeZero, Prehistory

TimeGuard Strikes Back

Piotr and the other Sun Tsus are enormously relieved that the first Commander of TimeGuard is safe. A team of Field Specialists takes the boy and sedates him. They’ll take care of him from now on. The party has time to recover and be patched up before going on with the second step of the mission. The medical facilities at TimeZero heal all their Wounds and restore all their Fatigue.

After resting, the Operatives have another meeting with the Tactical Officer.

Piotr Vasilij looks like a man deprived of sleep for several days. “The Field Specialists read the history books of the alternate timeline and discovered that the atomic bomb was built in Castle Mespelbrunn, Germany, by Werner Von Braun, the famous scientist, and was dropped on London from a bomber named Siegfried.”

“This is very strange,” Piotr continues “Von Braun is a rocket scientist, not a theoretical physicist. He cannot have devised the bomb, so things don’t quite add up.”



"We sent three squads to the time before the Day of the Bomb to sabotage the project, but they were all killed, which is a great loss for us. The Germans discovered our Operatives because the castle is equipped with a Tachyon Detector – courtesy of the Triad, no doubt – that automatically spots time travelers. So we are stuck, we cannot prevent the bomb from being dropped.

But there is something else we can do. Tachyon Detectors are jammed by solar storms and one is scheduled to occur on December 24, 1940, two months after the bomb. The German high command is planning a great Christmas party at the castle to celebrate their victory. You'll be among the guests. We have devised a plan: you'll take the identities of the Japanese diplomatic envoy and his entourage. You must intercept them and take their place at the party.

Your task is to discover HOW Von Braun built the bomb. With a bit of luck, you'll also be able to find something useful to help us prevent the whole mess from happening at a previous date.

Now, go and get ready. You'll spend Christmas with Hitler!"

The Operatives receive new undercover identities (see sidebar) and a new Hypnotraining session if they want. The General and Lucia Sorbona, who are quite famous public figures, are given an Advanced Disguise Kit (see Operative's Manual). If no female character is present, a male must impersonate Lucia Sorbona, which will be made possible by the amazing technology of TimeZero!

UNDERCOVER IDENTITIES – PART TWO

Hiro Misaki, General of the Japanese Empire

Hiro Misaki is the diplomatic envoy of the Empire of the Rising Sun. He is invited to the party so that Japan, the most powerful ally of Germany, can realize how strong the Third Reich really is. He has just arrived from Japan, so his limited knowledge of Germany and German matters is perfectly understandable.

Toshiro Misaki, Captain of the Japanese Empire

Toshiro is the General's nephew and personal secretary. He has great respect for his uncle and, although he is a samurai, he was educated in the best European colleges. He is quite cosmopolitan and will become a very influential politician.

Lucia Sorbona, Italian Actress

Lucia Sorbona is a mediocre actress and singer who was stuck in Japan at the start of the war. She quickly carved out a position for herself as the lover of General Misaki, becoming a powerful and influential individual. She is a femme fatale, famous in Italy for her outrageous relationships. General Misaki is pleased to have such a young, hot girl at his side.

Franz Bergmann, German Army Driver

Franz Bergmann is a soldier in the German Army but he has never fought. He has worked as a driver and assistant at the Japanese embassy. He is a real gentleman, very reliable and capable of keeping his eyes open and his mouth shut in every situation.

20 Castle Mespelbrunn, December 24, 1940

Infiltration Plan

TOMORROW BOMB

A Time Gate takes you to an abandoned mine near the road to Castle Mespelbrunn. It is a cold, snowy afternoon and the light is just fading. It is a good spot from which to watch the road. The guests are starting to arrive, but there isn't too much traffic at the moment.

The heroes must check for Time Travel Sickness as usual.

The plan is simple: the Operatives must intercept the General's car, kidnap the occupants, steal their invitations and identities, and go to the Castle. Smooth and easy.

The car of the Japanese General is expected to arrive at 7.30 p.m., but it will be a little bit late (8.00 p.m.) due to a sudden snowstorm. This is the ideal moment for an ambush.

The players must devise a plan to stop Misaki's car. Several ideas will work, so we list only a couple of examples here.

- 1) A woman (Lucia) asking for help after a car accident forces the General's car to stop.
- 2) The Operatives put nails or similar things on the road to stop him.

The General's car is escorted by a motorcycle and motorcycle with sidecar, for a total of three soldiers. They aren't expecting trouble, so dispatching them quietly should be easy.

The fighting area is a square 18" by 18", crossed by a road, 5" wide. The whole area is in Dim Light (-1).

Their marching order is the motorbike first, then the car, and finally the second motorcycle with sidecar.

If the Operatives have set an ambush and are hiding (see below), the soldiers are automatically surprised in the first round.

The General and his staff don't react and surrender if threatened with weapons. The party must restrain and hide them somewhere (killing them could change history, so it must be avoided). The abandoned mine is perfect for this purpose.

(M) Soldiers (3): See page 43.

Terrain and Props

- ❑ **Snow:** The whole area, except for the road, is under a good foot of snow. It counts as Difficult terrain.
- ❑ **Bushes, rocks and trees:** The forest along the road makes for a good hiding place. Bushes and rocks offer Medium Cover [-2], while trees grant Heavy Cover [-4]. They can



be represented using gaming stones of different colors. It is up to the players to choose the location of the ambush, so let them place the terrain (five bushes, four rocks and three trees) onto the map.

"Merry Christmas, Adolf!"

Castle Mespelbrunn is a military facility with scientific research purposes, but it is also a spectacular sight: an ancient castle covered in snow. It stands on the shores of a placid lake, which hasn't frozen over yet. A seaplane floats by a wharf and there is an airfield nearby, from where the Siegfried probably took off with its deadly cargo. Your reports say that there is an underground factory and research facility where the atomic bomb was built, but you have no idea where it is exactly. Finding it will be one of your tasks. Tonight the castle will host a great party and is discreetly patrolled by a platoon of SS soldiers, all in full dress uniform.

When your car stops, an SS Colonel with a nice smile and perfect manners helps the lady out of the vehicle and says: "How do you do, General? I am Standartenführer Markus Reisender, commander of the castle. It is an honor to have you here tonight. Heil Hitler!"

In truth, Markus Reisender is the main Triad agent behind the whole operation, but for now the players don't know that! Due to the solar storm currently in progress, the Tachyon Sense Edge doesn't work and the Operatives cannot be identified. But this is a mixed blessing, as they cannot identify Reisender as a time traveler either.

The Operatives must also find an excuse for the absence of the escort motorbikes. Reisender will politely accept any reasonable explanation but, during the night, he'll send someone out on the road to check the heroes' story. This will be important in the next scene.

In the meantime, the group can socialize with the guests in the main hall, while waiting for the big boss, the Führer. All the Operatives stay in the hall except for the one impersonating the driver, who is sent to the kitchens and served a cold dinner. The driver cannot participate in the celebrations but can easily take a look around the Castle (see below).

There are several VIPs with whom the Operatives can interact during the party (see the Mespelbrunn Personalities table), but the real star is Von Braun, the rocket scientist, who walks around in his SS uniform and seems taken aback by how popular he has become.

At 9.00 pm a line of black cars stop by the main door, the Führer walks into the hall, and the party can really get going. Hitler gives an outlandish speech about the superiority of the Aryan race and invites everyone to celebrate Yule and the greatness of Aryan science, personified by Von Braun.

The Operatives notice that the scientist seems uneasy when Hitler praises him. During the party, the players can chat with the guests, listening to gossip and so on. They discover that Germany is building an atomic arsenal in its bases in France, Italy and Poland. So, it won't be enough to destroy Castle Mespelbrunn and avoid the nuclear bombing of London!

Mespelbrunn Personalities Table

It is impossible to describe all the guests at the party. So, for ease of use, a table is provided. Every twenty minutes spent chatting and socializing, the heroes draw a card from the Action

Deck and, depending on the result, they meet an NPC. The GM must roleplay them based on the personality keywords provided. He will also reveal some useful information, provided in the Gossip column, if the Operative makes a successful Persuasion roll (the Social Interloper Edge applies) and/or does some good roleplaying. Obviously, the brief hints in the table are only guidelines that the GM can expand on at will.

CARD	CHARACTER	PERSONALITY	GOSSIP REVEALED
2-3	Mespelbrunn Notable	Random*	<i>"I hear the door to the research facility is heavily protected."</i>
4-6	High Ranking Axis Officer	Random*	<i>"Markus Reisender, the castle's commander, must be a personal friend of Hitler's, I never heard of him."</i>
7-9	Axis Scientist	Random*	<i>"I hear Von Braun has an impressive scientific library. Maybe he wouldn't mind sharing..."</i>
10	Doctor Mengele	Cruel, Bright	<i>"I heard stories of an unknown genius behind the bomb. Ah, will I be forgotten too?"</i>
J	Pietro Badoglio (Italian Envoy)	Experienced, Cautious	<i>"That Von Braun might be a scientist, but he is unwise. He drinks like a fish!"</i>
Q	Hermann Goering (Luftwaffe Commander)	Fearless, Unstable	<i>"The Luftwaffe could have won without the Bomb! Damn scientists, and damn Reisender, too!"</i>
K	Eva Braun (Hitler's lover)	Mysterious, Lazy	<i>"Von Braun is very courageous, or very foolish. He tried it on with me, did you know?"</i>
A	Adolf Hitler	Megalomaniac	<i>"The Reich is building other bombs in France, Italy and Poland. We are invincible!"</i>

Joker The hero meets two people chatting to each other (draw another two cards). He gains +2 to the Persuasion roll and can listen to the gossiping of both.

(*) Roll on the Ally Personalities Table on the *Savage Worlds* core rules.

Von Braun

The most important information can be gathered from Von Braun himself. Note that there is no way to meet him by chance, the Operatives must explicitly hunt him down and, with a Persuasion roll (which can be cooperative), get his attention for a while.

Then, there are basically two ways to recover information from the German scientist.



First, an Operative can try to make him drunk. Every round both Von Braun and the hero make a Vigor roll. In the case of failure, they suffer a level of Fatigue. Pretending to drink, which can be done with a Smarts (-2) roll, allows the character to skip the roll for a round. The scientist has Vigor d8 and is considered an Extra. Drunk Operatives recover Fatigue with a Healing roll (a level for each success and raise), provided that they have a TimeZero Healing Kit; otherwise, they will be drunk until the next scene. When Von Braun is Exhausted, he can be dragged to an empty room and questioned.

The second method is to seduce him. This can be done only by a woman with positive Charisma. It is an opposed roll of Persuasion (plus Charisma) against Von Braun's Spirit (d6). The Operative has three rounds of time to gather at least three successes or raises to hook him. In case of failure, the scientist politely refuses her advances and slips away. In case of success, he takes the lady to an empty bedroom, where she can question him in between kisses.

Whatever the method, this is the information the Operatives manage to gather:

"I must tell you the truth. I did not invent the atomic bomb, I just assembled it. I received notes from the SS explaining the whole process. The writings are by a certain Klaus Wenzel. Never heard of him, but he was a genius! I was able to construct the bomb in only two months. But to the whole world I will be the maker of the atomic bomb – these are the orders from Hitler himself!"

If the Operatives ask who gave him the notes, Von Braun says it was Reisender, the SS Colonel supervising the project, the same man who welcomed the party in the castle!. With a Persuasion (-2) roll, he also says that he keeps the notes in a safe in his office. He can be persuaded to take the heroes there, but under no circumstances, unless physically threatened, will he reveal the combination of the safe.

BLOWING THE REICH TO HELL

Less subtle players finding themselves with Hitler and many Third Reich leaders might decide to put an end to Nazism, killing all of them in some way (for example, using a bomb; see Castle Mespelbrunn Locations). They must be warned that it is not the way TimeGuard operates because it would mean messing history up even more. Hitler and the other Nazi leaders have a destiny to fulfill.

Sneaking around the Castle

Another way to gather information is to sneak around the castle. The driver Operative can do this easily, while the other Operatives must make a Stealth roll to leave the party unnoticed.

A full exploration of the castle is outside the goals of this scenario, so an abstract system is used. For every 30 minutes of exploration (an Exploration Round) the Operatives make a Stealth roll. In case of failure, they are spotted by an SS soldier, who questions them on what they are doing in an off-limits area. With a Persuasion (-2) roll, the soldier can be convinced that all is ok. Otherwise, the Operatives must dispatch him quietly or he'll raise the alarm (see "The Alarm" section). In case of success, the Operative draws a card from the Action Deck and

explores the listed area. If she has already been there, the player draws another card until she finds a new location.

Looking for a specific Location: if the Operatives are looking for a specific location (i.e. Von Braun's office), they are more focused. In addition to what's explained above, after each Exploration Round they can make a cooperative Smarts roll. With a success, they gain an Exploration Token (two with a raise), meaning they are getting closer to their objective. Whenever they get five or more Exploration Tokens they find the place they are looking for.

(M) SS Soldier (1): See page 43.

Castle Mespelbrunn Locations

Deuce – Door To Research Facility: A metal door, guarded by two SS soldiers, blocks the path to the lab where the bomb was built. Even if the party finds a way to distract the guards, the door is sturdy and has a very complex lock. A Lockpicking (–4) roll is required to open it. In addition, the door is equipped with an alarm that, if set off, will alert the whole castle that someone is trying to sneak into the lab! There is no way for the heroes to get to it.

(M) SS Soldiers (2): See page 43.

Three – Servants' Quarters: This is the room where the servants, hired at the nearby village for the party, change their clothes. If a black card is drawn, two servants ask the Operatives what they are doing in the room (a Persuasion roll is required to find a good excuse). Otherwise, the room is empty. Some servant's clothes have been left on a sofa and can be used to improvise a disguise (see TimeZero Operative's Manual).

(M) Commoners (2): See page 43.

Four – Guards' Quarters: Some off-duty guards are playing cards in this room. If an Operative walks in, the guards question her, politely (if she is disguised as a guest) or rudely (in all the other cases). If the Operative's answers don't convince them, they summon Reisender. If the Triad Agent believes the heroine is a spy, he locks her up in the Hard Labor Cells (see below) until the end of the party, at which time he will question her "thoroughly".

(M) SS Soldiers (6): See page 43.

Five – Arsenal: The door of this room is protected by a very sturdy lock (–4 to Lockpicking rolls to open it) and there is always an SS soldier on guard. A vast array of weapons and ammo is stored inside. Basically, the Operatives can take any weapon that the SS soldiers have, plus 2d6 grenades (Damage: 3d6; Range: 5/10/20, MBT) and explosives. With a Repair roll they can also assemble a time bomb (damage: 3d10, LBT, AP 10, HW).

Six – Empty Room: A dusty room; a good place to rest, make Healing rolls, and hide corpses.

Seven – Torture Chamber: This room was preserved for historical purposes. It is full of medieval torture devices (iron maidens, racks and so on). With a Notice roll an Operative can find an improvised melee weapon here (Str+d6, improvised weapon) or alternatively can grab one of the two long swords hanging from the wall (Str+d8).

Eight – Larder: The food supplies of the castle are stored here. At first, the heroes do not notice anything interesting, but with a Notice (–4) roll they realize that the concrete of the walls



is thin, so that the sounds from nearby rooms can be heard. Draw an additional card, which indicates the room that can be eavesdropped on. With a Smarts roll the Operatives also find a crack through which they can take a look. The next time the Operative draws a card to explore a location, he can choose the room he spied on.

Nine – Hard Labor Cells: This area is in the dungeons, some distance from where the party is going on. A dozen Jewish workers, who were used to build the bomb, are kept in the cells. They know quite well how to reach locations from Deuce to Nine; if he can persuade them to help, the Operative doesn't draw a card but is automatically taken to the desired place. Being caught talking to them automatically causes the alarm to be sounded. If a hero is captured during this scene, he is thrown into a cell and a SS soldier is left to guard him.

(M) SS Soldier (1): See page 43.

(M) Jewish Worker (1): Use Commoner Stats. See page 41.

Ten – Fresco Room: Not everyone is partying tonight. The lights in this magnificent room are on and a man is working on a big ceiling fresco. He is the Italian painter Antonio Montaperti. He was hired by Reiser to paint a great scene of the Battle of Curzola, a minor battle in Italian history (the forces involved were Venice against Genoa and the conflict ended with Genoa's victory). It is strange, but the SS officer paid a lot of money for it. The battle took place on September 9, 1298. Knowing this will be very useful at the end of this scenario. Montaperti is a chatty, social fellow.

Jack – Drunken Hitler: The party walks into a small lounge. In front of the fireplace stands the Führer himself! But they have seen him minutes before in the main hall! The man claims to be the "real" Hitler, while the one in the main hall is only a look-alike, acting as his double in public to avoid murder attempts. This "Hitler" (who is actually the look-alike, used to distract potential killers during the trip from Berlin to Mespelbrunn), is very drunk and sentimental. He starts talking nonsense about various matters (politics, his personal life, etc.). If the Operatives don't humor him, roll on the Reaction Table with no modifications. With an Uncooperative or worse reaction he starts shouting wildly of treason! The party must stop him within two rounds; otherwise, some SS soldiers storm in and arrest them!

(M) SS Soldiers (4): See page 43.

(M) Adolf Hitler's Double (1): Use the Commoner Stats. Add the Charismatic, Command and Noble Edges. See page 41.

Queen – Lustful Kraut: Victor, a young SS soldier, is having an affair with Luzia, a housemaid. The two are in a servants' bedroom, making love. They are busy in bed and have left their clothes (a housemaid outfit and an SS uniform) on a chair. The garments can be used as a disguise! Sneaky Operatives can creep into the room and steal them (Stealth roll opposed by the lovers' Notice), while brasher ones can rush in, threaten the couple with weapons, and lock them in a wardrobe.

(M) SS Soldier (1): See page 43.

(M) Commoner (1): See page 41.

King – Tachyon Detector Room: This room hosts the Triad device capable of detecting time travelers. The guards have strict orders to attack anyone approaching, except Reiser



and the other SS soldiers. The device is disguised to look like it was built with 1940s technology. If the heroes kill the operators, the alarm will most likely be raised within minutes. Whenever they draw a black card, it means the killing is discovered.

(M) SS Soldiers (4): See page 43.

Ace – Von Braun's Office: In this office there is a large desk and the bookshelves are full of books on various scientific topics. There are also a fireplace and a liquor cabinet. Searching the desk reveals nothing of interest. With a Notice roll the party finds a safe, hidden behind a painting above the fireplace. It can be opened with a Lockpicking (-2) roll and it contains a copy of the manuscript explaining how to build the atomic bomb! Note that the safe has an alarm system. The Operatives are allowed a Notice (-4) roll to spot it. If they spot it, it can be disabled with a Repair or Lockpicking (-2) roll, in the case of failure it rings, starting the Alarm (see below). If they don't spot it, it goes off automatically after they have messed with the safe.

The notes are in German and the author is a certain Klaus Wenzel.

The Alarm

Leaving Mespelbrunn won't be easy for the Operatives. Sooner or later, the alarm will sound for one of the following reasons:

1) They do something that raises the alarm (see Castle Mespelbrunn Locations entries for details).

2) Reisender is a suspicious fellow, so he has sent some men to check on the Operatives' story about how they got here. If the soldiers find something strange, they get back at about midnight and report to Reisender, who raises the alarm.

3) The alarm on Von Braun's safe is set off.

4) The solar storm ends and suddenly the Tachyon Detector starts working again, immediately triggering the alarm, a powerful siren that alerts the whole castle. Use this option only if points 1 and 2 don't apply. In this case, the players receive a Bennie because they avoided all the other traps.

When the alarm starts, the SS soldiers become frantic. All the guests are shut in the main hall, where the party is being held. If the Operatives allow themselves to be shepherded inside, they will be captured (if all of them meet this fate, the mission has failed).

If the heroes declare that they are to make for the castle courtyard immediately, go to the next section. Otherwise, after a few minutes they are intercepted in a corridor by a group of SS soldiers and combat is likely to start!

The battle area is a corridor, 12" by 4". The Operatives and the SS soldiers start at opposite ends. Unless the Operatives are explicitly aggressive (i.e. they have drawn their weapons), in the first round the soldiers only order them to stop.

Once they have dispatched their enemies, the heroes can reach the courtyard.

(M) SS Soldiers (4): See page 43.



Terrain and Props

- ✔ **Chandelier:** A big chandelier is placed in the center of the corridor. With a Called Shot (–4) from a ranged weapon it can be made to fall. Represent it with a Medium Burst Template in the center of the corridor. Any target hit by it suffers 2d6 damage.
- ✔ **Potted Plants:** There are six big vases, three on either side of the corridor, 3" away from each other. They grant Light Cover (–1) or Medium Cover (–2) if the hero is crouching.
- ✔ **Red Carpet:** A 2" wide carpet stretches down the whole corridor. By pulling it, a hero can do an Agility Trick against all the characters standing on it. Unlike normal tricks, the hero rolls on Strength, with –1 for every two targets on it. The roll can be cooperative.

Escape From the Castle

You are in the courtyard. It is snowing heavily now. The siren is sounding and the Nazis are running to and fro. Hey, they closed the main gate! You are trapped inside!

You frantically look around and see something that might just save your life: the seaplane on the lake! It is not the best night to fly but it is your last chance to escape alive from the claws of the Third Reich!

The Operatives board the seaplane moments before a large group of SS gets to the wharf.

"Verdammt!" shouts the officer to his men. "Fire at will!!!"

To escape, the party must accomplish a series of actions in very little time, under enemy fire.

1. Release the moorings. Normally a routine action, but definitely not when it's raining bullets. A hero can perform an Agility roll, with +1 if he has the Dodge Edge, or +2 for Improved Dodge. In the case of failure he is hit by a stray shot, suffering 2d6 damage, and doesn't manage to release the moorings.
2. Start the engine. It requires a Repair or Piloting roll. When the engine is started, the seaplane turns, making the third step possible (optional).
3. Open fire with the machine gun! The seaplane is fitted with a rear machine gun! It can be used against the enemies (see below) and deals 2d8 damage.
4. Take off. This is not so simple, because it is night and the lake is freezing over. Every round, the pilot must make a Piloting roll (that can be cooperative). For each success and raise he gains a Take Off token. When he has five tokens, the seaplane finally takes off and the story goes on with the next scene.

The Opposition

The Nazis shoot every round on full auto, and are considered a single Wild Card entity. They have a group Shooting d6 and shoot three times each round (but roll the Wild Die only once), dealing 2d8 damage. They collectively have Toughness 7. Firing the seaplane's machine gun can reduce their numbers (inflicting a Wound on them). Reduce the number of times they fire per round by one for each wound they suffer.

From round four on, the machine gun on the castle walls also starts firing (Shooting d8, 2d8 damage). Two soldiers are required to man it.

The seaplane has Toughness 12 (2). Every time a wound is taken, roll on the Critical Hits table as usual but ignore all results except a Crew hit.

Range is handled in an abstract way too. The seaplane starts at Short range from the Nazis, which becomes Medium when the pilot gains two Take Off tokens and Long when he gets four. The same rules apply to the seaplane's machine gun.

The shouts of the Germans and the whistling of the bullets are lost in the wind when you take off in the cold night. It is a very brief flight, just to the other side of the lake. From there you'll be able to reach the abandoned mine, hopefully before the Nazis arrive.

Luckily all goes well and after a couple of hours you are at TimeZero with a cup of hot tea in your hands and a lot of useful information for the Sun Tzus.

TimeZero, Prehistory

The Unknown Story of Klaus Wenzel

"You did a good job." Piotr Vasilij says "Klaus Wenzel is our man. According to our experts, he was a German scientist born in 1890. He was considered a madman and devoted his life to atomic research, but he had very little scientific credibility.

He committed suicide in 1912 and left a letter saying that 'he didn't want to see a world ravaged by his discoveries'.

Our records also say that all his research notes disappeared shortly after his death. The culprit seems to be a certain Andrea Heller, Wenzel's nurse, secretary and maybe lover. The woman disappeared a few days after the professor's death. We cross-referenced her data and it turns out that Andrea Heller was a US secret agent!"

"The girl escaped from Germany," Piotr continues. "She was a master of disguise, but quite unlucky. According to the FBI's reports of the era - at that time the CIA didn't exist - she took a ship back to America but never got there. The ship was the Titanic and she wasn't among the survivors. So, it seems the world knew the secret of the atomic bomb as early as 1912, but it was lost in the depths of the ocean!"

"This is what official history says. Somehow the Triad managed to steal Wenzel's notes from Andrea Heller before the Titanic sank. There is only one way to put things right: go to 1912, board the Titanic, find Andrea Heller and make sure that Wenzel's notes end up where they are meant to: at the bottom of the ocean."

Some minutes before you enter the Time Gate, Piotr Vasilij approaches you. "We re-checked the facts about the Titanic. The current history books in the continuum say that there were no survivors. Be careful."



Jim Bob Carl, Furniture Industrialist

JB, as he likes to be called, is your typical Texan, always wearing a cowboy hat and with the characteristic mannerisms of a Southerner. But underneath that façade lurks an able entrepreneur. He has one of the biggest furniture factories in Nacogdoches, Texas, and is starting a partnership to export Texan furniture to France, in exchange for French antiques. A lucrative business.

Audra Carl, JB's Wife

Audra is a beautiful, sophisticated lady in her late thirties. She is much younger than her husband and is becoming very, very bored with her life. In the past she was a dancer, but left the stage after her wedding. Audra has nothing against an occasional fling if it helps break the boredom.

Philippe Jalabert, French Antiquarian

Philippe Jalabert is the heir of an antiquarian family from Calais. He is JB's foreign partner in the import-export business, and is going to America to check out the market and see JB's amazing factory. He is an athletic, young man, well-educated and with a passion for sports.

Paul Stewart, JB's butler

JB's father was a Texan cowpoke who never had a toilet in his house and bathed once every season. When JB became rich, he decided to hire a true English butler to improve his social position. Paul Stewart is that man. He speaks very little and hardly ever loses his composure, except when he is presented with the ungentelemanly manners of his current employer.

Cherbourg, France, April 10, 1912

Hunt On The Titanic

You are on the quay ready to board the Titanic. You have seen this scene in countless movies, but being here is a whole different thing. A pang of melancholy grips you when you think that many of these people – all of them if you don't stop the Triad's plan – will die. But, well, this is the way history works and you have something else on your mind: you know that no Time Gate can be opened on moving vehicles, so while on the ship you'll be totally on your own.

The heroes' time trip is particularly good this time, so they haven't to check for Time Travel Sickness.

The party has a reservation for a first-class suite. The Captain officially introduces himself to the first-class passengers and the Operatives also get acquainted with some of their travelling companions (see below).

This part of the scenario is a real needle in a haystack situation: the heroes must identify Andrea Heller and find Wenzel's manuscript. The scene is not precisely scripted and much depends on how the players behave. To give the GM all the information he needs, the following paragraph presents a description of various Personalities on the ship, a series of Hints the party can gather, and finally a Schedule of Events. These should make the game run smoothly.

Personalities

This part can rely heavy on roleplaying and be more or less complicated, depending on how much your party likes this type of game. For groups preferring a more straightforward experience, use only the NPCs marked by an asterisk. Each Character's entry includes a couple of keywords that can be used by the GM to roleplay him or her (as per the Allies Personality Table). If stats are needed, the GM can use the Commoner template, tweaking it as he sees fit.

CHARACTER	ROLE	PERSONALITY TRAITS
John Jacob Astor IV	Millionaire	Proud, generous
Madeleine Force Astor	John Jacob's wife	Shy, modest
Benjamin Guggenheim	Industrialist and philanthropist	Silent, creative
Isidor Strauss*	Industrialist	Bad-tempered, arrogant
Ida Strauss*	Isidor's wife	Blunt, arrogant
Margaret "Molly" Brown*	Millionaire from Denver	Emancipated, strong willed
Sir Cosmo Duff	English nobleman	Snobby, unshakeable
Lady Duff-Gordon	Cosmo's wife	Cowardly, stupid
John Borland Thayer*	Cricketer and businessman	Experienced, crude
Eleanor Borland Thayer	John Borland's wife	Patient, attentive to details
William Thomas Stead	Journalist	Gung Ho, greedy
Countess of Rothes*	Old English noblewoman	Old, chatterbox
Archibald Butt*	US President's aide	Heroic, self-confident
Jacques Futrelle*	Writer	Clueless, dumb
Amanda Futrelle*	Jacques's wife	Worried, sneaky
Henry and Rene Harris*	Broadway producers, brothers	Artistic, lazy
Dorothy Gibson*	Silent film actress	Mysterious, sexy
Francois Pinaud*	Jockey from Paris	Bright, happy

All these individuals are historically documented and were on the Titanic, except for one. Francois Pinaud is a fake name and the young, feminine jockey is actually Andrea Heller in disguise!



Schedule of Events

April, 11th

Morning. Boarding; Lady Duff-Gordon and Ida Strauss quarrel over the biggest room; first dinner.

Afternoon. Walk on the upper deck, card games (Isidor Strauss loses 200,000 dollars to Benjamin Guggenheim), and sports (cricket on a mini field, bowling etc...)

Evening. Formal dinner and ball, with an introductory speech by Archibald Butt. During the ball, Dorothy Gibson publicly slaps Francois Pinaud across the face and leaves in a rage, for unknown reasons. During the evening, Francois Pinaud sneaks away from his room and hides Wenzel's manuscript in the engine room.

April, 12th

Morning. Sir Cosmo Buff suffers a stroke during a walk on the upper deck. He survives, but is in a critical condition.

Afternoon. Bridge tournament for couples (gentleman and lady) and dancing in the main hall.

Evening. Formal dinner and ball. The good news is that Sir Cosmo Buff's condition is improving. In the middle of the night this scene ends (go to Unwelcome Guest).

Hints and Investigations

All the hints are listed in standard format: the Source indicates the person who knows the piece of information. Unless otherwise stated, a Persuasion roll is required (with the modifier listed in parentheses) to retrieve the hint. The Social Interloper Edge always applies and good roleplaying can give a bonus to the roll. Note that not every hint is useful, some are red herrings!

Source: All the industrialists and nobles aboard.

Isidor Strauss's wife, Ida, speaks German very well (red herring).

Source: Any woman aboard or a Notice (-2) check. Female characters roll with no penalty. Molly Brown looks younger than her real age (red herring).

Source: Molly Brown (-4)

During boarding, one of Molly Brown's cases was misplaced and she was given one belonging to the Harris brothers instead. It contained women's clothes! (Red herring: the clothes are actually gifts for a beloved niece).

Source: Automatic

The Countess of Rothes always wears a veil (red herring: she has a bad skin infection and is not trying to conceal her identity).

Source: William Thomas Stead (-2)

Archibald Butt often leaves his room at night. He actually has an affair with Futrelle's wife, Amanda. When reassured that their affair will be kept secret, the lovers say that during the first night they saw a rather short person sneak to the lower decks.

Source: Smarts roll, any woman on the ship

Dorothy Gibson has been very upset since the first night. This is because, during the first ball, she tried to seduce the young Francois Pinaud, but the pretty boy refused her. Dorothy reveals this only to a potential love interest.

Source: John Borland Thayer

John Borland Thayer is surprised that Francois Pinaud refuses to play cricket. Pinaud is known as a capable cricket player and even won some prizes. The reason is that the fake Francois can't play and will not join in the game if she can find a reasonable excuse.

Sneaking into the cabins: Stealth roll and Lockpicking roll

The Operatives might decide to break in the rooms of the other guests to inspect them. If the Stealth roll fails, they are spotted by a crew member. The Captain accepts any lame excuse from the Operative, as long as it is not obvious that a crime was committed, but from now on he suffers -4 to Charisma rolls. The only interesting room is Pinaud's. One of his suitcases contains a complete disguise kit, with prosthetics and so on, but there is no trace of Wenzel's manuscript. During the first day Pinaud/Heller keeps it in a suitcase and at night hides it in the engine room.

Questioning the crew and the lower decks passengers: Streetwise roll

The Operatives can question the crew but they must provide a precise indication of the time they are referring to (during the first night). With a Streetwise roll, Billy, an engineer, remembers that he found the door to a storage compartment open but is certain he had locked it earlier. With a Lockpicking roll, it is clear that the compartment was broken into. The room contains various crates and, with a Notice (-4) roll, the heroes find Wenzel's manuscript behind a metal panel!

Andrea Heller Revealed

If the heroes unmask Andrea Heller, she tries to escape. She is very wary and is convinced that the Operatives are spies sent by some foreign power. She doesn't believe any weird story about "time cops" and "time travelers" and won't reveal the location of the manuscript.

(WC) Andrea Heller (1): See page 40.

Unwelcome Guests

Finding the manuscript isn't really important, but if the Operatives do so they should be rewarded with a Bennie. During the second night at sea (a day before the recorded sinking of





the Titanic) or the first night after the Operatives find the manuscript, the enemy launches its attack.

It is night. You are in one of the cabins, having a little chat before going to bed, when you hear the unmistakable sound of machine guns and the cries of many people! Before you can do anything, the door crashes open and a group of soldiers storms in, shouting in German: “Surrender! Surrender!”

They are SS soldiers! In 1912!

If the Operatives surrender, they are dragged away (skip the fight and go on). Otherwise, a little fight breaks out.

The combat area is the Operatives’ suite, which is 12” by 12” and has a door to a 4” by 4” bathroom along the eastern wall. There is only one way in, a 1”-wide door along the northern wall.

The heroes are sitting at the table (see below) and must check for surprise. The Nazis start on hold and are ready to shoot at any sign of reaction.

(M) SS Mariner (1 per hero): The same as an SS soldier, plus Boating d6. See page 43.

Terrain and Props

- ☑ **Bed:** A king size bed, 4” by 3”, along the southern wall. It counts as Difficult ground and grants Light Cover (-1).

- ☞ **Table:** A wooden table, placed in front of the bed, with a chair for each Operative (decide positions casually). It can be upturned to grant Medium Cover (-2) and Armor +4. This normally requires an action, but with a Strength roll it is a free action.
- ☞ **Assorted furniture:** There are other pieces of furniture in the room (GM's choice), such as a liquor cabinet, some chests of drawers, a dresser. Place them as you see fit. As a rule of thumb, consider them as Light Cover (-1) granting +2 Armor.

If the heroes win the fight, another group of Nazis arrives before they can leave the room. The soldiers throw gas grenades (Range: 5/10/50, LBT) into the room. Every character must make a Vigor roll each round or suffer a Fatigue level, which can lead to Incapacitation but not death. If this isn't enough, another group arrives and so on, until they heroes are subdued.

Then, they are dragged to the main hall of the *Titanic*, where all the first-class passengers are gathered and held at gunpoint by several SS soldiers. Their leader looks familiar: it's Markus Reisender, the commander of Castle Mespelbrunn!

"I have no time to waste in pleasantries" he says. "Andrea Heller, I want the manuscript. Hand it over and you'll go free, otherwise I will kill all of you." The ship's captain tries to protest but he is killed on the spot. The Nazis aren't kidding. "I hate repeating myself, people. So, who is Andrea Heller?"

At this point three things can happen:

1) If Andrea has the manuscript, she will reveal herself and surrender the notes to Reisender to save everyone's life.

2) If the Operatives have the manuscript (and they hid it somewhere), Reisender threatens to kill a passenger every minute until he is given what he wants. If the Operatives refuse, go to point 3.

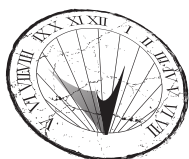
3) If the Operatives destroyed the manuscript or stubbornly refuse to hand it over, there is a twist. Andrea made a second copy and hid it in the women's bathroom next to the ballroom. She gives Reisender the manuscript.

At this point, with a wide smile and a flashy bow, the SS officer says to Andrea: "Incantato, mia signora," (in Italian: "Charmed, my lady,"). Then, with a quick move, he shoots her in the head, killing her on the spot, as the terrified passengers shout all around.

Then, he turns to you and says: "Ah, our dear Cousins! I don't know how you managed to find out about my plan. Some loopback of time travel, I suppose. Well, I am sure you are eager to take a little trip with us! Soldiers, take them to our boat!"

Two things must be noted. Reisender doesn't know the heroes. In his personal timeline, he will encounter them only at Castle Mespelbrunn in 1940. Also, Reisender recognizes the party as time travelers thanks to the Tachyon Sense Edge.

You are rudely carried away, among the astonished stares of your fellow passengers. Reisender spoke overtly in front of them of time travel, so you are almost certain they are doomed to die. Once outside, you see how Reisender managed to reach you. A German U-Boat (an anachronism roughly thirty years ahead of its time) is floating nearby. You are forced to leave the Titanic and board the submarine.



Before submersion, Reisender waves his hand and says "Bye bye, Titanic!". He issues an order in German and the U-Boat opens fire! You notice the SS soldiers are wild-eyed. They certainly know they have time-traveled somehow, but they are too scared or too faithful to argue.

Soon nothing will remain to testify the existence of one of the biggest ships in human history.

"Dive!" Reisender orders. The soldiers drag you into the belly of the U-Boat.

The heroes are stripped of all their equipment.

Somewhere In the Ocean, April 14, 1912

Reisender's Plan

A day or so must have passed. You are kept in a small room in the submarine, constantly manacled, and a guard always stands outside the door. You haven't tried to escape simply because there is nowhere to go.

Finally, the door opens and Reisender comes in. "I hope you are in good shape, my friends," he says in a mocking tone. You understand he is the verbal villain type.

He closes the door behind him and gloats over his plan. "With this manuscript" he says, "The Nazis will build an atomic bomb, London will be destroyed and the Axis will win the war!"

It is quite boring, really. You already know all about it.

"You lost, my friends! You are just puppies compared to me!" He continues "Do you know who I am?"

You have no idea.

"Well, I have many names, but I am best known as Marco Polo, the famous traveler. I fooled the whole world with false stories of my fabulous travels! You cannot compete with my cunning!"

"I couldn't leave you to die with the other passengers, you know. There is always the chance that TimeGuard might save you. But make no mistake, you'll die here. My crewmen know that they have time-traveled, and this is one of the few rules that all of us stick to: locals must not know about time travel.

So, when the submarine crosses the Timegate to August 1940, I will leave on an escape sub, a little modification I personally made to this U-Boat. You and my crew, instead, will enjoy the time bomb I planted on this unlucky submarine."

He stops speaking, looks at his watch and says: "Hell, it's already 6.00 a.m.! Just enough time for a quick breakfast before going to the missile room and leaving this honorable submarine! Enjoy these last few minutes, my friends, because at 07:01 a.m. you'll be dead. A mai piu` rivederci! (In Italian: Goodbye)". Then, he leaves the room laughing.

It amuses Reisender to refer to the modified compartment where he keeps his means of escape as the "missile room", although they will not appear on submarines for decades.

Race Against Time

The party has very little time now. They must find a way to get out of the room and locate Reisender before the U-Boat explodes!

There are basically two ways to accomplish this.

First, they can pick the locks of their manacles, which requires a Lockpicking roll (-2 due to the lack of equipment). But the door's lock is simply too sturdy to be picked without special equipment, so another way must be found. With a Repair roll they can pry open an air vent and, with an Agility roll each, get to another room. They are weaponless, but free!

Second, they can lure the guard in, by pretending to be sick or something similar. This is an opposed roll between the guard's Smarts (d6) and the Operatives' Persuasion. This roll can be cooperative. If the heroes win, the guard enters the room to check the situation. If attacked, he must check for surprise at -2 and the GM must also decide if the Operatives have The Drop. From the guard's body they can recover the keys to the manacles and to the room, his very useful weapons and his uniform.

The time is now 6.15 a.m. The Operatives must locate the escape sub before it is too late. The players might decide they want to locate and defuse the bomb, but they have absolutely no idea where it is, so this plan is doomed to failure.

Time is once more against the Operatives, so an abstract system is used to represent their frantic search.

In every round they make a cooperative Smarts roll to simulate orienteering in the submarine. For each success and raise they receive an Advancement Token. Each attempt requires 5 minutes. When they have at least five tokens, they locate the missile room, where the access to the escape sub is. Go to the next scene.

If the clock reaches 7.01 before they find the sub, the U-Boat explodes. The Operatives die and the Triad wins the day.

Every round they also draw a card, corresponding to one of the mini-scenes below. Usually the duration of the scene is included in the 5 minutes. If the card has already been used, skip the scene, unless the description states otherwise.

U-Boat Locations Table

Deuce – Crew Dormitory: The party gets to the crew's quarters. If the card is red, the dormitory is empty and they find a couple of pistols (Damage: 2d6, Range: 12/24/48, AP: 1) and an improvised weapon of choice for each member of the group (Str+d4). If the card is black, the room hosts some off-duty U-Boat crewmen. The party must roll for surprise and then, while two of them grab the pistols (which takes a full round), the others fight unarmed or with improvised weapons. The room is 12" long and 6" wide. There are two rows of bunk beds along the walls, each 2" wide, leaving only a 2" wide space in the middle. The beds count as difficult ground.

(M) U-Boat Crewman (2 per hero): The same as a soldier, plus Boating d6. See page 43.

Three – SS Soldier in the Corridor: A lone SS soldier stands here on guard duty, he is fully armed but quite bored (inactive sentinel). If the players explicitly say they are cautious, with



a Notice (+2) roll they can spot him. They can decide whether to avoid the sentinel (a Stealth roll) or ambush him (use the standard rules, the sentinel starts at 2d6+2" from the heroes). If the Operatives don't spot the sentinel, both roll for Surprise.

Four – Engine Room: This room is very noisy and, at the moment, empty. There is a mechanic's toolkit here. The tools can be used to provide up to five Improvised Weapons of Small size (Str+d4, -1 to Fighting rolls), or two of Medium Size (Str+d6, -1 to Fighting rolls).

Five – Jammed Door: This watertight door is jammed! The heroes can try to force it open with a cooperative Strength (-4) roll or to open it with a Repair (-2) roll. A mechanic's toolkit removes the penalty. If the heroes fail all their attempts, they don't gain an Advancement Token this round.

Six – Technician: Fritz, a low-ranking repairman covered in grease, is going off duty. The man isn't lionhearted and, if not surprised (roll as usual), his first reaction is to run away! It is a Chase. If he manages to run off for at least four rounds, he gets to the Crew Dormitory and warns his comrades! If captured, with an Intimidation roll Fritz can be "persuaded" to take the heroes directly to the Missile Room. They immediately gain three Advancement Tokens.

Seven – Storage Room: This little room is empty, yet very interesting. On a metal shelf the heroes find all the equipment that was taken from them! If the party had some gizmo that can be useful to the Triad, the GM might decide that Reisender has taken it.

Eight – Diving Suit Storage: In this room there are some diving suits (not very useful in this situation), as well as several harpoons (Str+d6, Range: 3/6/12, AP 1) and a couple of anachronistic spear guns (Damage: 2d6, Range: 4/8/12, 2 rounds to reload, AP 2) with a dozen bolts.

Nine – Communications Office: A radio operator is working in this tiny room. The man is unarmed but still very dangerous. Let the heroes make an opposed roll between their Notice and the operator's Smarts (d8). If the heroes fail, the operator turns on the intercom, so that the whole crew now knows about their escape! From now on, no SS can be surprised. Also, within four rounds, half of the men now on the command deck will come to this room.

(M) Radio Operator (1): The same as a soldier, plus Smarts d8. See page 43.

Ten – Infirmary: If the heroes wounded any of their enemies on the *Titanic*, up to three of them are here, resting on little beds. They are considered Walking Wounded, so they can do nothing, except call for help. If the players don't restrain them somehow, their calls for help warn the officers on the control room (see below). A quick search of the room allows finding several improvised weapons and a Healing Toolkit (not as good as the TimeGuard ones, it only gives +1 to Healing rolls).

Jack – Fire Emergency Locker: This locker contains a fire axe (Str+d6) and two fire extinguishers (can be used for Tricks with +2, at range of 2/4/8, the range modifiers apply to the Trick roll, 5 charges).

Queen – Armory: The door to this room is locked. It can be opened with a Lockpicking (-2) roll and an extra 5 minutes of time. It contains a vast array of weapons: pistols, machine guns (see the SS profile for stats), and several combat knives (Str+d4).



King – Control Room: The submarine is commanded from this room. There is an officer and a good number of crewmen. If they declared they are being stealthy, the Operatives are allowed a Notice roll to hear the noise inside and avoid the area. Otherwise, if they enter the room, they must fight the SS soldiers. The command deck is a rectangular area (12" by 6"), whose longer sides are oriented along the North-South axis. In the middle of each of the longer sides there is an access door. The party enters through the southern one. The officer stands by the command chair, placed along the southern wall. The other crewmen stand by the various navigation instruments (2" by 4" areas along the walls), except for one, the sentinel, who is standing by the periscope, right in the center of the room. The periscope grants Light Cover (-1) and can be represented with a gaming stone. The crewmen as well as the officer are armed only with pistols and combat knives.

(M) U-Boat Crewman (2 per hero): The same as a soldier, plus Boating d6. See page 43.

(WC) U-Boat Officer (1): As a Wild Card soldier with Boating d8, and the Command and Hold the Line! Edges. See page 43.

Ace – Reisender's Room: There is nothing interesting here, except for a very old version of Marco Polo's book about his travels and a book about the Battle of Curzola (September 9, 1298), where Marco Polo was captured. Marco Polo/Reisender is egocentric and loves reading historical accounts of his own life.

Joker – Stroke of Luck!: The party finds a plaque with a schematic map of the submarine! They immediately gain an extra Advancement token and +2 to any further Advancement rolls!

In The Missile Room

You reach the missile room just in time. Reisender is here together with a squad of engineering crewmen, apparently to inspect some work, but you know the truth: he is here to escape. "You again!" he groans. "You are really starting to annoy me! Men, kill them!" he orders, and for the first time you see fear and uncertainty in his eyes. The explosion is just a few minutes away!

The last fight of the scenario is about to start!

The battle area is a rough square, 12" by 12", with a 2" opening in the middle of the southern wall and a 1" wide opening along the northern wall. This opening leads into a corridor, 6" long, which ends at a pressure door.

Place the Operatives within 3" of the southern entrance, while the bad guys are placed within 4" of the northern one. The repairmen are absolutely loyal to Reisender and don't know that the evil bastard has condemned them to die. Reisender tries to stay behind the front line, attacking with ranged weapons, using his Leadership Edge, and performing Tests of Will. During the fourth round, he orders his men to pin the heroes down and runs down the northern passage! At the start of the eighth round, if the Operatives haven't stopped him, he opens the pressure door, boards the escape sub, and leaves the party to die in the explosion!

If the heroes manage to stop him, go on with the next section.

(M) U-Boat Engineers (1 per hero+2): The same as SS soldiers, plus Strength d8, Vigor d8 and Repair d6. Armed with knives (Str+d4), hammers (Str+d6). See page 43.

(M) Markus Reisender (1): See page 42.



Terrain and Props

- ✔ **Service Hatch:** This hatch connects the room to a storage area below. It is circular and the size of a Medium Burst Template. Characters wounded or Shaken while standing within 1" of its edge must make an Agility roll or fall in, landing on the lower deck, suffering 2d6 damage, and becoming automatically Shaken. Two rounds are necessary to return to the main deck.
- ✔ **Equipment:** The items stored in this room aren't dangerous but count as Difficult ground. They offer Light Cover (-1) to standing characters, Medium Cover (-2) to crouching ones and grant +6 armor. They are 4" by 1" rectangles. Place up to six of them in the battle area.
- ✔ **Tubes and Pipes:** Running along the walls are pipes carrying steam, high-pressure gas and other nasty things. Shooting in this room is very dangerous. The Innocent Bystander rule is tweaked a little for this fight. Whenever a 1 is scored on the Shooting die, regardless of the Wild Die, the shot misses its target and hits a pipe on the wall opposite the shooter. Place a Medium Burst Template, centered on the point of impact, to represent an area full of steam. Any character in this area must make a Vigor roll or be Shaken. The area is also considered to be in Dim Light (-1).
- ✔ **"He wants to kill you!":** Desperate Operatives can try to convince the repairmen that Reisender is going to betray them. This requires a Persuasion (-2) roll. In case of success, roll on the reaction table for each opponent. With a Friendly reaction or better, they stop fighting, uncertain about what to do.

Reisender's Bet

Read this section when the party has managed to stop Reisender or caused enough damage to Incapacitate him. In the latter case, the Triad Agent raises his hands and speaks to the Operative before the fatal blow is dealt.

"Stop!" Reisender says. "Kill me and you'll never get away alive!"

You look at the Triad agent with suspicion, sure that this is just another one of his tricks.

"This door is Triad gear, and it has a security code. No one knows it but me. So, either we negotiate or we'll all die here!" he adds boldly. You check the time: 6.57.

Four minutes left.

Reisender's requests aren't unreasonable. He will give Wenzel's manuscript back to the heroes and just asks for their word that they'll let him go free once on the French coast. If the party accepts, he smiles broadly and opens the door. He doesn't win but doesn't lose either. The Operatives are free not to keep their promise and to capture him but, in this case, the heroes with Code of Honor or Loyal Hindrances will start the next scenario with one less bennie.

The Operatives can refuse Reisender's offer and try to open the lock themselves. The correct combination is an eight-digit number, 09091298, the date of the Battle of Curzola. Marco Polo is obsessed with it because during this battle he was captured and then kept prisoner in Genoa for several years. It is very unlikely that a player knows the date of the battle, but a hero might. If a player explicitly asks about the date, her Operative might remember it with a Common

Knowledge (-4) roll or a Knowledge (History) roll. Characters with an Origin in 13th or 14th century Europe have +2 to the roll.

Finally, the heroes can refuse to negotiate. Reisender is only bluffing. He doesn't want to die. He waits until 6.59 and 30 seconds before spontaneously revealing the combination. A hero can detect his bluffing with a Notice (-4) or a Gambling (-2) roll.

Whatever the way, in the end the heroes open the pressure door.

40 Somewhere In the Ocean, September 16, 1940

TOMORROW BOMB

The End

You enter the sub. It is a very advanced Triad vehicle, designed for only a few passengers. You are a little cramped, but you really don't mind. You start it and in a few seconds you are away from the U-Boat. The sound of the explosion reaches you. So, the secret of time travel will rest forever in the depths of the ocean.

There is a small refrigerator aboard. Wonderful! Champagne and oysters! Reisender prepared a little party to celebrate his victory.

Well, it would be a pity to waste them, wouldn't it?

The sub has enough fuel to reach the coast of England or France (players' choice). The heroes are alive and have captured a very dangerous Triad Agent. But, more importantly, the timeline is safe now because, without the manuscript, the Nazis won't be able to build an atomic bomb and history will resume the right path.

This boat is a rather interesting invention. The Costume Warehouse could discover important Triad secrets by studying its technology. There's only one small problem: how to transport it to TimeZero? But this is a problem they can resolve after finding the local Watcher in London and arranging their trip back to the time base.

Dramatis Personae

Andrea Heller 

This young girl is a skilled US spy, genuinely dedicated to the cause of her country. She spent five years in Germany with professor Kenzel only because there was a remote chance that his studies might actually be groundbreaking and not just a madman's folly. In the end, she was right. She is one of the many unsung heroines of history.

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d6.

Skills: Fighting d8, Lockpicking d8, Notice d8, Persuasion d8 Shooting d8, Stealth d8, Streetwise d6.

Charisma: +2; **Pace:** 6; **Parry:** 6; **Toughness:** 5

Edges: Attractive, Level Headed, Master of Disguise, Thief.

Hindrances: Loyal, Heroic.



Gear: Pistol (Damage: 2d6, Range: 12/24/48, AP 1), concealed stiletto (Str+d4, AP 1), disguise kit.

Commoner

A common man or woman from the 1940s.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6.

Skills: Fighting d4, Knowledge (one craft) d6, Notice d4.

Charisma: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Gear: On farmland: Knife (Str+d4) or farming tool (Str+d6, -1 to Fighting rolls), otherwise Improvised Weapon (Str+d4, -2 to Fighting rolls).

Blindman



Apparently a harmless, blind man known as Uncle Bob. In truth a Synth, a vicious Triad Agent sent to London with a specific task: finding John Stoker and killing or recruiting him. The Blindman isn't blind; it is only a disguise to make him look harmless.

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d8, Vigor d8.

Skills: Fighting d8, Intimidation d8, Notice d8, Persuasion d8, Stealth d8, Streetwise d8, Tracking d8.

Charisma: +2; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Hindrances: Bloodthirsty.

Edges: Charismatic, Level Headed, Nerves of Steel, Trademark weapon (animated cane).

Gear: Blind man's stick/animated cane (Str+d4, +1 Parry), sunglasses.

Special Abilities

- **Synth:** Uncle Bob has +2 to recovering from being Shaken, doesn't suffer additional damage from called shots, and is immune to disease or poison.

Crowd Gone Wild



A group of people gone wild from fear, they can be very dangerous. A Crowd Gone Wild occupies a Medium Burst Template.

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength d6, Vigor d6.

Skills: Fighting d6, Notice d6

Pace: 5; **Parry:** 5; **Toughness:** 5

Special Abilities

- ☑ **Difficult to Move Through:** Crowds Gone Wild are considered Difficult ground and all Agility related rolls suffer -2.
- ☑ **Random Move:** The Crowd is crazy and moves in a random direction (roll a d12 and read it as a direction on the clock face) at full Pace. If they end their movement within 2" of an escape route, at the start of their next action they disperse.

- ☞ **Split:** After suffering a Wound, the Crowd splits into two Small Burst Templates (−1 Toughness). A second Wound disperses the group.
- ☞ **Swarm:** Parry +2. As they are composed of many people, cutting and slashing weapons only inflict half damage. A successful Intimidation roll, instead, causes the crowd to avoid the target, who suffers no damage in the next Swarm action. With a raise the Crowd also suffers a Wound.
- ☞ **Trampling:** The Crowd Gone Wild tramples anything and anybody it meets, inflicting 2d4 damage to the least armored location of the victims.

John Stoker

One day this boy will become the first Commander of TimeZero, but for now he is only a street urchin trying to survive the horrors of the war.

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d4, Vigor d4.

Skills: Fighting d6, Notice d6, Stealth d8, Streetwise d8, Throwing d8.

Charisma: −2; **Pace:** 6; **Parry:** 5; **Toughness:** 4

Hindrances: Outsider, Young.

Edges: Command, Luck, Thief.

Gear: Knife (Str+d4), throwing rocks (Damage:Str+d4, Range: 4/8/16).

Markus Reisender

Markus Reisender is one of the fake identities of a really nasty Triad Agent: Marco Polo, the great traveler, famous for having visited China. “The Travels of Marco Polo”, the book in which he describes his adventures, is a fake: he never went farther than Constantinople. The Triad, impressed by how good a liar he was, recruited him moments before his death and has used him in many crucial operations. Markus Reisender is a mastermind, not a man of action, and his only fault is being too proud of his intelligence.

Attributes: Agility d8, Smarts d10, Spirit d8, Strength d6, Vigor d6.

Skills: Gambling d8, Fighting d8, Notice d8, Intimidation d8, Persuasion d10, Shooting d10, Stealth d8, Taunt d8.

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 5

Edges: Command, Combat Reflexes, Improved Level Headed, Improved Dodge, Iron Will, Tachyon Sense.

Hindrance: Overconfident.

Gear: Triad Made Sword Cane (Str+d4+1, +1 Parry, AP 1, Inconspicuous), Triad-made pistol (Damage: 2d6+1; Range: 14/28/56, AP 2), Triad-made Synaptic Disruptor (See below).

Special Abilities

- ☞ **Chinese Fencer:** Markus Reisender never visited China during his normal life, but he did many times while serving the Triad. In these missions he learned a particular type of



sword-fighting, which specializes in offensive parries and similar counterattacks. Once per round, if a foe misses a Fighting attack against him, he can immediately do a free Trick against him.

- ☞ **Synaptic Disruptor:** This handy defense system of the Triad projects a sudden energy wave which interferes with human synapses. In gaming terms it counts as the *stun* Power cast with arcane skill d8 and with 6 Power Points. The power is centered on the user of the device (who is obviously immune). Synaptic disruptors are made with the Inconspicuous gear enhancement. The model issued to Markus is concealed in a pocket watch.

Morlock

The Morlocks are a gang of street urchins, who take their name from the characters in a book by H.G. Wells. They aren't inherently evil, but do what they must to survive in the terrible conditions of WWII London.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d4, Vigor d6.

Skills: Fighting d4, Intimidate d4, Shooting d6, Stealth d6, Streetwise d6, Taunt d6.

Charisma: -2; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Outsider, Young.

Gear: Knife (Str+d4), throwing rocks (Damage:Str+d4, Range: 4/8/16).

Soldier

This template applies to any common soldier during WWII. These stats are also used in the adventure for U-Boat crewmen, but they will have only pistols or combat knives as gear.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6.

Skills: Fighting d6, Notice d4, Intimidation d4, Shooting d6.

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Gear: Rifle (damage: 2d8, range: 24/48/96, AP 2), helmet (+4 head only, 50% vs. head shot).

SS Soldier

The SS, the common abbreviation for Schutzstaffel (protection squadron), was the elite of the Nazi military, feared not only by the enemies of the Reich but also by its allies. For his mission against the *Titanic*, Reisender uses a group of volunteers with seafaring experience – he calls these his “mariners”. They add Boating d6 to their skills.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6.

Skills: Fighting d8, Notice d4, Intimidation d6, Shooting d6.

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 5

Edges: Combat Reflexes.

Gear: Combat knife (Str+d4), submachine gun (Damage: 2d6, Range: 12/24/48, AP 1, Auto), pistol (Damage: 2d6; Range: 12/24/48, AP 1).

Special Abilities

- ☒ **Everyone Fears the SS:** They gain the Wild Die on Intimidation rolls (even during combat) and during interrogations. The Wild Die of a Wild Card SS is raised by one step.

Triad Werewolf

In its normal form, this Synth is a cute, scruffy dog. In truth, it is a deadly killer Synth built in a distant future, capable of taking on a hybrid human-beast form. TimeZero Field Specialists believe this type of Synth is the source of the legends about werewolves.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d12+2, Vigor d10.

Skills: Fighting d10, Intimidation d10, Notice d12, Stealth d10, Tracking d10.

- ☒ Charisma: 0; **Pace:** 8; **Parry:** 7; **Toughness:** 9

Special Abilities

- ☒ **Claws:** Str +d6
- ☒ **Infravision:** Werewolves can see heat and halve their penalties for poor lighting when attacking living targets.
- ☒ **Invulnerability:** Werewolves can be Shaken by common weapons, but not wounded.
- ☒ **Synth:** It has +2 to recovering from being Shaken, doesn't suffer additional damage from called shots, and is immune to disease or poison.
- ☒ **Weakness (Heavy Weapon):** Only Heavy Weapons with at least AP 4 can really damage these creatures.



THE SUNDAY FILES: WEAPONS OF MASS DESTRUCTION

Introduction

“Libera Nos A Famine, A Peste, A Bello”

This famous Latin invocation means: “Free us (God,) from famine, pestilence and war.” From the very beginning of history, human beings always feared these terrible calamities, for the effects that they can have on their lives.

This expansion of the Sunday Files will discuss weapons of mass destruction, implements of war so powerful that they can kill or maim thousands (or even millions) of persons at a single blow. Their impact on history is obviously enormous and one of the tasks of TimeGuard is checking that nobody is cheating, concealing an Ace up his sleeve that he should not have.

- ☑ A general observation must be made on weapons of mass destruction: their power doesn't lie in their raw ability to deal death, but in their value as threats. The main goal of a weapon of mass destruction is intimidating opponents. If you know your enemy has such a weapon, you'll think twice before attacking him. Even the atomic bomb was used only twice in WWII, but that was enough to force Japan to capitulate.

From this point of view a weapon of mass destruction can be considered “a weapon of peace” because it is a great deterrent against conflicts, but on the other hand it causes an arms race: if one state doesn't have the atomic bomb and his opponent has, you can bet that the first one will do his best to close the gap, which ends with two states with atomic power, doubling the risk of nervous fingers on the red button.

Another important fact about weapons of mass destruction is that they need not be real: especially in the uncultured past, the simple rumour that an enemy can control things like pestilence, famine and plagues is enough to give him a terrible power over his opponents.

For this reason, as well as classical weapons of mass destruction, such as the atomic bomb, this chapter will consider natural threats which, under the control of a sly Triad agent, can become real weapons of mass destruction.

Weapons

Famine

A famine is a general scarcity of food, leading to malnutrition, starvation and epidemics among the population. Famines are usually caused by climatic effects, vermin infestations,

fungi or even economic or political issues. Famines are recorded from the ancient era, and are present even today, in the 21st century, in depressed areas such as Central Africa.

Famines aren't a weapon of mass destruction in the true sense, but they can become a terrible tool of war if someone has the means to create one in a controlled area. The Triad and many Free Players have the resources and the knowledge to do just that.

Creating a famine requires climatic manipulation, the use of specific toxins or the genetic manipulation of seeds. One of the common ways the Triad starts a famine consists of gifting farmers with very healthy seeds that produce abnormally abundant crops.

In few years, the new seeds will totally replace the old ones. At this point, the new "blessed" seeds develop a genetic flaw, becoming sterile. But at this point the old variety of plants doesn't exist anymore, so the farmers find themselves with nothing to plant and the famine starts.

Famines in Play. Famines are slow, insidious processes. While Operatives can race against time to defuse an atomic bomb, discovering and defusing a famine isn't straightforward: discovering who is behind one will require long investigations and precision strikes, because the culprits are usually very good at concealing their identities. In the same way, finding a cure can lead to a very interesting and challenging mission for the group, even if they have the resources of TimeZero backing them.

Famines are also great as background scenarios: setting an adventure during a famine (even a natural one) adds an element of uncertainty and pathos to the adventure, plus an extra risk. When people are starving they become desperate and will do anything to find a scrap of food for themselves and their families.

EGYPTIAN GRASSHOPPERS

Everybody knows of the biblical Egyptian plague, the grasshoppers, which caused a great famine in antiquity. A lot fewer people know the real origin of these grasshoppers: they are fruit of genetic bioengineering in the late 24th century. Bigger, hungrier and more aggressive than the common variant, a swarm of these critters can eat away a square mile of crop fields in few hours. And this isn't the worst of it: One Egyptian Grasshopper in every ten thousand is a mutant, which can become as big as a dog, and in even rarer cases, as big as a horse. TimeGuard doesn't know who is behind these infestations, but they were forced to intervene with heavy weapons in the timeline to get rid of the problem. But eliminating these creatures isn't enough: periodically they reappear in the timeline, as if someone is planting them, always in areas of intensive agricultural production: the latest sightings are in the American Grain Belt, in 1964. Until the culprit is found, this plague cannot end...



FAMINES OF HISTORY

Famines are sadly very numerous, but a number of them have important places in the history books. They are:

2100 BC. Upper Egypt. Caused by a drought, it eventually led to the end of the Old Kingdom. Accounts say that people "were eating their own children".

108 BC – 1911. China. Chinese scholars kept an accurate account of famines in China, counting 1828 of them, in one province or the other. The most terrible ones were those of 1811, 1816, 1846 and the terrible Taiping Rebellion Famine (1850-1873) which killed 60 million people.

1315 – 1322. Europe. Caused by climatic changes, mostly bad weather, it also caused major social problems such as banditry, infanticide and cannibalism.

1500. Angola. Famine killed one third of the population. Instances of cannibalism by the Jaga Africans became more common.

1590. Europe. Great Famine, caused by change of social structure (passing from the agriculture-based feudalism to a market-driven economy).

1740-1743. Europe. Frigid winter famine, caused by minor glaciation and the influence of volcanic activity in northern Europe.

1958 – 1961. China. The Great Leap Forward Famine was caused by the politics of Mao Zedong who wanted to transform China in a single huge leap from an agricultural country to an industrial country.

1970. Biafra and Sahel famine.

1975. Cambodia. Under the oppressive rulership of the Khmer Rouge, after years of war when the greater part of the draft beasts were killed, a terrible famine erupted.



Pestilence

Even more feared than famine is pestilence. By this term we mean any greatly infective malady, capable of disabling and killing millions of people. Many types of pestilence exist, but the most notable ones are the plagues, of which three main types exist: bubonic plague, pneumonic plague and septicemic plague, which are manifestations of the same bacteria, *yersinia pestis*.

Bubonic plague is the most famous of the three and caused the famous Black Death epidemic of 1400 (see sidebar), which killed between 30 and 60% of the entire European

population. It is carried by fleas and rats, and manifests itself by attacking lymph nodes (hence the name: “bubos”, in ancient Greek means nodes).

Pneumonic plague is based on the same bacteria as the bubonic form, but it attacks the respiratory system: in the end the victim literally coughs blood. It is transmitted via microscopic droplets of blood in the air being breathed in, and usually it starts after an outbreak of the bubonic form. It is far more dangerous than Bubonic plague, and has a mortality rate of 95%.

Septicemic plague is the worse of the three: it causes blood coagulation, which in turn causes necrosis of the tissues, ischemia and similar symptoms. It is caused by the bite of rodents and insects or, in rare cases, through contact with or inhalation of the fluids of infected victims.

It is terrible, with a mortality rate of 99%-100%.

Plague Bearers. One of the most frightening things of a pestilences in ancient times was that people hasn't the faintest idea of what was the cause. Several hypotheses were made by doctors of the Hippocratic tradition: imbalances in living fluids (with a surplus of bile), obnoxious gases in the air, even the curses of demons or gods. In certain periods, prayers were considered the best medicine against a pestilence: this can be true if they are combined with isolation of the patients, so that the contagion stops spreading.

As part of the general hysteria developing during a plague, people tend to think that someone is intentionally spreading pestilence: these evil, Devil-worshipper persons were called plague bearers and were accused of spreading special oils and tinctures in crowded places to spread contagion. This caused blood-thirsty witch hunts during pestilences, adding turmoil to an already complicated period. In certain cases, such as during the great pestilence of Milan in 1630, several dozen people were condemned to death as plague bearers.

Historically, plague bearers didn't exist: medieval technology and knowledge were too primitive to create a vector to spread the disease. This doesn't mean that spreading plague was impossible: armies were used to using catapults to throw infected corpses into besieged cities and castles to infect the defenders, as the Turks did during the Siege of Constantinople (1346).

Plagues in Play. Ancient people don't have the means to create or control a plague, but the Triad and other criminals do. The labs of the far future can create viruses far deadlier than any natural one. Luckily they don't do this, for a simple reason: once unleashed, an epidemic is very difficult to control, and even a criminal organization thinks twice before starting a large scale infection in the past. This doesn't mean that other bad guys can't do it, especially if they have the capacity to manipulate the virus so that it only affects a particular group: what about a virus killing only Caucasians, or only people with a particular gene? Pestilences are also very good as background to a scenario. What about hunting a mysterious time travelling killer during a siege in a city infected by a plague? Operatives have to handle all the problems of a pestilence (insurrections, fear of the local population, restrictive measures) in addition to the main threat. The only positive thing about a pestilence for the agents of TimeGuard is that they don't have to fear for their personal safety, because during their training period they received The Big Shot (see sidebar).



In game terms plagues, are handled with the standard *Savage Worlds* rules. They are considered Short Term Lethal diseases, but, they have an increased duration: consider they last 1d6x6 hours, and usually impose a Vigor penalty of -4.

OPERATIVE'S TIP: THE BIG SHOT

Operatives are expected during their service to be exposed to very harsh and dangerous situations: epidemics are one of them. For this reason TimeGuard agents receive an injection of a wide-spectrum vaccine, created in the far future, which immunizes them to almost all the known viruses of history, from flu to plagues. This injection is called in the Operatives' lingo "the Big Shot" and is usually issued immediately after the end of the training course. The Big Shot doesn't mean that the Operatives are totally immune to *all* maladies: there can be very rare ones or laboratory-built viruses that bypass their defenses.

In addition there is an unconfirmed rumour that the Big Shot isn't a simple vaccination, it contains a powerful toxin that, if not continuously countered by an antidote administered by TimeZero doctors during periodic check-ups, will kill the Operative. This would be a safety mechanism against defections, but nobody knows if it is true or only the typical paranoia of time-hardened Operatives.

THE BLACK DEATH

The greatest plague of human history is probably the Black Death (1340-1400) which swept Europe for sixty years, killing a third of the total population. It began in China and reached Europe via Italy through the merchant routes to the east.

In particular, studies report that the epidemic began with an attack that Mongols launched on the Italian merchants' last trading station in the region, Caffa in the Crimea. In the autumn of 1346, plague broke out among the besiegers and from them spread into the town. When spring arrived, the Italian merchants fled on their ships, unknowingly carrying the Black Death. Carried by the fleas on rats, the plague initially spread to humans near the Black Sea and then outwards to the rest of Europe as a result of people fleeing from one area to another.

Chemical Weapons

With the advance of technology, humans became more capable in creating devices to wound, maim and kill their brethren. The first chemical weapons were gases, used massively during the First World War (1914-1918).

Given the static nature of this war, fought mainly in trenches, gases had a tremendous effect on the troops. The first chemical used was tear gas, in 1914: French troops used grenades full of ethyl bromoacetate in August 1914, and later the German advanced the idea throwing massive quantities of gas using artillery shells.

In 1915 the conflict escalated, and both sides used lethal gases. The first killing agent used by Germans was chlorine, which damaged the breathing system and led to a painful death. Famously used in the second battle of Ypres, it creates a yellow cloud, and was responsible for massacres. However, chlorine can be easily resisted, using water and bicarbonate. A wet handkerchief over the mouth and nose is usually enough to save your life.

In 1917 a far more dangerous substance was produced: Mustard gas. Unlike previous gases, Mustard gas works by skin contact, and is active for many hours, even days. If massively dispersed over an area it settles on the ground as an oily substance, tainting an area for long time. Mustard gas isn't deadly per se, but causes mustard-colored wounds, which can lead to death. This gas follows the principle of modern warfare according to which maiming an enemy is better than killing him, because it puts an additional drain on the opponent's economy as it is forced to tend the sick soldiers.

Gas became ineffective after the First World War because the production and research costs are very high, and trained troops can counter it quite easily. It was used a few times during WWII but never on large scale. In 1925 the Geneva Protocol, a treaty prohibiting the use of chemical and bacteriological weapons was signed.

Gases in Play. Gases are tremendous weapons, especially if used against unprepared targets such as civilians or low tech armies. Even Operatives are helpless against them, if not equipped with the right defenses. They are excellent weapons for terrorists, because apart from their actual damage they spread terror among the population. The Triad or other bad guys use this type of weapon in the past, often modified versions created by laboratories in the far future. They have also furnished this type of weapon to ancient armies, drastically changing the effect of history. There is recent report of a Field Specialist witnessing the Battle of Poitiers (732), where the Saracen troops were equipped with "magic cauldrons" which spread deadly fumes across the battlefield. Only a fortuitous change of the wind direction prevented the Franks from suffering a defeat that would have changed the entire course of human history. The one responsible for the "dark incantations" was a Saracen enchantress, called Alcina, who disappeared after the battle. Finding and capturing this would-be mage is one of the current priorities of TimeGuard.

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THE SUNDAY FILES: WEAPONS OF MASS DESTRUCTION



Dozens of gases exist, and the nastier ones should be designed individually. Here follows a list of the most common ones. Gases use the same mechanics as other poisons, but because they saturate the environment, they require a Vigor roll per round of exposure. Gases can take effect by inhalation (in which case they are countered by the use of a gas mask or a TimeGuard Breather, see below) or skin contact, in which case nothing less than an NBC suit or Sealed Armor helps against them.

Tear Gas. Tear Gas is a Knockout Poison. It imposes -2 to the Vigor rolls, but in case of failure of the roll, the incapacitation period is of only 2d4 hours. Affects victims by inhalation.

Chlorine Gas. These stats fit well for any other lethal gas affecting victims by inhalation. It is considered a Venomous Poison. Different type of toxins imposes penalties to the Vigor roll. Historical Chlorine Gas causes -2 to the roll and affects victims by inhalation.

Mustard Gas. Mustard Gas works as a Venomous Poison. Unlike a standard Poison, in case of failure of the roll it deals one Wound. Another roll must be done after each day. To recover the victim must score a success three times in a row. Medical aid helps, the doctor can do an Healing roll and for each success and raise it grants +1 to the Vigor roll of the victim. It affects victims by skin contact.

Red Agent. This gas was synthesized for the first time in a secret facility in China, 2022. It is odorless and contains mind-altering toxins. The victims must make a Vigor (-4) roll or be affected by the Bloodthirsty Hindrance and the Berserk Edge. The effect lasts for 1d4 hours. Red Agent was used in a terrorist attack at the Superbowl final of 2024: the gas was released into the stadium, transforming the show into a bloodbath perpetrated by the spectators themselves. In 2026 a massive tank of Red Agent (ten tons) disappeared from the storage facility in Shangai where it was kept.

New Villain: Hellequin's Wild Hunt. The myth of Hellequin's Wild Hunt is widely known in Europe, with subtle differences according to the region. In Italy he is called Harlequin, in Spain his band is known as the Santa Compañía, in Germany as the Wilde Jagd. The name differs, but the phenomenon is always the same: a black rider, leading an army of the dead, visiting the battlefields of the world and taking away with him living and dead soldiers.

But it seems that this legend has a disturbing basis in reality. Operative Jacques Vandoosler, former French soldier during the Battle of Agincourt (1415), reported that the night after the battle, while he was lying in agony on the battlefield, his lung pierced by an English arrow,

a cloud of strange smoke appeared from nowhere and an army of dead people led by a black rider emerged from it: he recognized the rider, he was Hellequin! Under the orders of this demon, the dead rose up, and followed him away! A few minutes later an Operative squad found Vandoosler and recruited him.

Months later, after graduating from the Timezero Operative course, he made a report on the facts. Field Specialists examined the clothing Jacques brought with him from the past and discovered a strange substance, a parasite which can infect freshly dead tissues, taking control of the nervous system. In other words, somewhere in the timeline there is a person capable of creating an army of zombies from the fallen of the countless battles fought throughout human history!

Nuclear Weapons

The epitome of weapons of mass destructions, nuclear weapons are probably the most dangerous and destructive tool of war ever developed by mankind. Such a bomb is a device, which, using the nuclear processes, can create an explosion with the strength of millions of tons of traditional explosive, plus a series of terrible collateral effects (radiation, genetic mutation, long term pollution, fallout and nuclear winter being only the commonest ones).

Technology-wise, two main types of nuclear weapons exist: fission and fission/fusion weapons.

In fission weapons a mass of fissile material (uranium or plutonium) is compressed into a supercritical mass starting a chain reaction which delivers a terrible explosion. These types of bombs are simply known as Atomic Bombs or A-Bombs.

The first Atomic Bombs were developed by the Americans during the Manhattan Project (1942-1946), which started small, employed 130,000 persons and cost the USA two billion dollars.

Fusion weapons instead start with a fission reaction, which is only used to trigger the fusion process of hydrogen isotopes (deuterium and tritium). Usually called Hydrogen Bombs (thermonuclear bombs) or H-Bombs, they are far stronger than A-Bombs. Historically, only six countries developed these types of bombs: USA, United Kingdom, Russia, China, France and India.

Luckily for humanity, atomic weapons were used only twice in war: On 6 May 1945, during WWII, American bomber *Enola Gay* dropped "Little Boy", an A-bomb, on the Japanese city of Hiroshima, causing massive destruction.

Three days later, a second bomb, "Fat Man" was dropped by the B-29 bomber *Bockscar* over the city of Nagasaki, with similar effects to Hiroshima, if on a smaller scale.

From these early beginnings to the end of the 20th century, nations found more efficient ways to deliver atomic bombs: from the gravity bombs dropped from aircraft in WWII, they



developed strategic bombers and fighter-bombers, then ballistic missiles which can hit virtually anywhere in the world. In particular multi-headed warheads were developed: a single missile delivering multiple bombs, which can hit different targets, so greatly reducing the effectiveness of anti-missile defenses.

Nuclear power changed the perspective of war, leading to a strategy based on deterrence and retaliation capacity: if a faction has the means to respond to a nuclear attack in the same manner, its enemies will be very cautious in launching nuclear weapons at it, fearing the response. This brings the specter of Mutual Assured Destruction, which caused long truces and stalemates (as during the Cold War).

But the mutual annihilation threat of nuclear weapons ends if one of the sides has a method to fire first and totally destroy the opponent before they can fire. This risk, together with the fear of terrorist attacks using nuclear bombs, convinced the more powerful countries of the world to ban nuclear weapons: in 1968 the Nuclear Non Proliferation Treaty (NPT) was signed, its goal to progressively ban all such weapons from the world.

Nuclear Weapons in Play. Despite the NPT, after the “disarmament” in the early 21st century, 14,000 atomic warheads still exist, of which more than 4,000 are still functional. It would be simple, too simple, for a time traveller to get his hands on one. Nuclear weapons can be the focus of an adventure, or even of an entire campaign, especially if one of these devices is snatched from the timeline and used somewhere else in the continuum. In addition some Free Players, especially the Aryan Alternates, are very interested in nuclear weapons and have tried more than once to infiltrate some of their spies into the nuclear projects of our timeline (especially the Manhattan Project).

Finally, TimeZero must be ready to intervene in places in the timeline where a nuclear war has happened (usually to fix it or to investigate the causes), for this reason a group specialized in this environment exists: the Dirt Boys (see sidebar).

RADIATION MECHANICS

Radiation effects are covered in the *Savage Worlds* core rules. Those rules refer to relatively low level radiation, because nobody can actually resist the blast and the subsequent radiation levels of a nuclear explosion.

TimeGuard, and in particular the Dirt Boys, employs some specialized gear to resist radiated areas (see below).

CHARACTER CONCEPT: DIRT BOYS

When necessity requires sending TimeZero personnel into an irradiated or polluted area of the timeline a particular branch of the Operatives is employed: they are the Nuclear Biological Chemical Section (NBC Section), or, as they are usually called in the field, the

Dirt Boys. These men and women are highly trained explorers and survivalists, people who know the dangers of entering a high-rad or bacteriologically polluted area. They tend to be tough, cold individuals, but this is understandable, because if you have seen your mates die of radiation once, you'll try to not get too close to your new comrades.

An Operative can decide to join the NBC Section attending the appropriate specialization courses and passing several exams. In game terms, he can take the following Edge, which is basically a re-trapping of the Woodsman Edge.

NEW EDGE: NBC SPECIALIST (PROFESSIONAL)

Requirements: Novice, Healing d6+, Notice d6+, Vigor d6+, Survival d8+.

You are a Dirt Boy (or Girl), a member of the NBC Section, a specialist in survival in contaminated or irradiated zones. While you are in these zones you receive +2 to Survival and Notice rolls to find your way, to locate shelter and so on. In addition you receive +2 to Healing rolls to cure wounds from radiation, bacteriological or chemical weapons (including gases). Provided you have a TimeGuard Healing Kit, you get the bonus to Vigor rolls to resist radiation effects, and you can bestow the same bonus on up to four other characters in your party.

TEMPORAL THREAT: BETSY

As explained in the TimeZero Player's Guide, choral anomalies and storms are quite common in the timeline. Betsy is the choral counterpart of a hurricane. Betsy causes the opening of a temporary, but very large, Time Gate to a parallel world. This has happened, and TimeGuard is trained to handle such a problem. But the world Betsy opens onto was devastated by a nuclear war and is totally polluted. Any gate opening on Betsy's Home, as it is now called, brings in clouds of toxic material and radiation. Some TimeZero scientists think that one of the causes of the extinction of dinosaurs is an unrecorded appearance of Betsy in our prehistory.

Betsy moves randomly along the timeline, and the temporal physicists of the TimeGuard are going mad trying to devise an algorithm which can predict her movements, but so far nobody has succeeded.



Below is described some special equipment suited to NBC environments.

TimeGuard Breather

This device is usually disguised as a necklace, helm or other similar headgear. Powered by the bioelectricity of the user, it creates a low-intensity force field around the head, preventing the passage of polluted air, and can be activated with a single touch (free action). A filtering device situated in the breather itself pulls in filtered air. It can sustain the user in a polluted environment indefinitely, while in vacuum it grants an air reserve of four hours. It confers immunity to all inhaled poisons, and gives +4 to any opposed rolls versus Powers based on gases.

Cost: 1 BP (inconspicuous modification already present).

Rad Detector

Radiation detectors are active devices which require a Notice (+2) roll to detect radiation levels (Low or High as per Savage Worlds core rules) in a range of 100 yards. Bioscanners have a generic rad-detector built in, but it isn't as refined as a Rad Detector, and Notice rolls gain no bonus. With a success it detects areas of High or Low radiation, which can be avoided.

Cost: 1 BP (Bioscanner can be used as a Rad Detector with -2)

Rad Suit

A rad suit is a particular type of Armor (+0) with the Sealed Enhancement modification, which grants +4 to Vigor rolls to resist radiation while it is intact.

Whenever the user suffers a Wound, the Game Master secretly draws a card from the Action Deck; if it is a Club, the armor is no longer sealed and the user is affected by radiation as usual. Rad Suits cannot be Inconspicuous.

Cost: 2 BP

Rad Resistant (Armor Enhancement)

Armor with the Sealed Enhancement can also be Rad Resistant, granting +2 to Vigor rolls to resist the effects of radiation, so long as the armor is intact (see Sealed below).

Cost: 1 BP as other Enhancements (double the cost for every further enhancement), must also be Sealed.

Sealed (Armor Enhancement)

Against contact gases and similar toxins, the only defense is a sealed suit. With the exception of Rad Suit (above) only Medium and Heavy Armors can be Sealed, both ancient and modern types. Sealed armor grants immunity to contact toxins, while the cuirass is intact. Whenever the target suffers a Wound, the Game Master secretly draws a card from the Action Deck; if it is a Club the armor is ruined and isn't Sealed anymore: it no longer grants total protection, but only +2 to the roll. Damaged Sealed armor can be fixed with a Repair roll. Heavy Armor can be Sealed without drawing too much attention; Sealed Medium Armor is quite obvious, so cannot have the Inconspicuous Enhancement.

Cost: 1 BP as other Enhancements (double the cost for every further enhancement).