

TIMEMASTER™

GUIDE TO THE CONTINUUM



**Pacesetter**

PROLOGUE

Buon giorno, agents! I am Alessandro Da Viroli, Lifer/4 in the Time Corps. I was navigator on the third voyage of Cristobal Colon (the famous Columbus) in 1498, when we first landed on the great continent of South America. I suppose I am as qualified as any man to tell you what to expect when you set foot in a "new world."

Expect the unexpected, my friends. Perhaps you've heard the saying that "Times change, but people stay the same"? Well, there's usually some truth in the old sayings, but changes in time make for many differences in people, too. When your mission takes you to another age, you have to keep in mind so many things:

How do the people live? Not only do you want to know the sights, smells, and sounds of the place to which you are assigned (the better to sense when something is wrong), but you should have an idea as to the customs of the people—their traditions, how they view the world. Why, my older brother, a typical 15th century man, refused to sail on the *Santa Maria* in 1492 for fear he would sail off the end of the earth!

How do they use their money, and what is it worth? Obviously, you will not have to worry about how much you spend in another time: the Corps covers reasonable expenses. Still, you might arouse suspicion in a Roman shopkeeper if you pay the price of a battleship for a jar of olives.

How are they governed? You'll want to know more than a simple "England has a queen: her name is Elizabeth," now won't you? It is also important, my friends, to know if a ruler is the *real* power in the land. If not, who is the real power? Who, among the important people of the time, is in favor or out of favor with the powers that be? Yes, you must know more than "Elizabeth is Queen of England," so that you won't introduce yourself to Her Majesty as "a friend of your cousin Mary in Scotland."

How do they fight? What are the weapons and strategies preferred in the warfare of the period? You must fight with those weapons; you must use similar strategies. Neither the Demoreans nor the renegades care about introducing machine guns into the 12th century: you, as agents of the Time Corps, must avoid such mistakes.

This is why we present the *Guide to the Continuum*: instructions on how to understand and behave in times past; descriptions, or "windows," of important eras in Earth's history when the Demoreans are most active. You will be briefed by experts, so listen and learn well, my fellow agents!

TIMEMASTER

GUIDE TO THE CONTINUUM



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HOW TO USE THIS BOOK

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All new agents of the Time Corps, and all CMs, are issued a copy of the Time Corps' *Guide to the Continuum*. This book gives basic advice to time-travelers concerning major "event windows" or time periods they may visit. It also contains a wealth of information to help the CM conduct adventures in those time periods.

What's Inside

Take a moment to glance at the contents of this book. You'll see that it contains several sections:

How To Use This Book. You're reading that now.

Military Formations. This section contains special rules for certain troop formations which appear in various eras. It expands the rules in Chapter 6 of the *Travelers' Manual* so you can add more authentic flavor to the battles in which Time Corps agents are involved.

Earth, 7192. A brief guide to what on Earth is happening (on Earth!) in the time of the Time Corps.

The Demoreans. A very interesting section with which all agents should become familiar. It provides valuable information about the culture and activities of the Time Corps' most powerful foes.

Event Windows. There are six of them. These sections are the heart of this book. Here you'll find out what you need to know in order to go adventuring in six different major time periods in Earth's history.

Earth History Timeline. A summary

of the most significant events and people in Earth's history, with their Significance Ratings. Special attention is given to the time periods covered in the Event Window descriptions.

Running Timemaster. Advice for the CM on how to make his or her TIMEMASTER™ games more fun for everyone.

Who Can Use This Book

This book is for use by players and CMs alike. There's nothing in here that a good CM would want to keep secret from his or her players anyway.

Players will find the book useful in a number of ways. First of all, it provides a lot of useful background information about time periods their characters will be visiting. It tells them what the time period was like for the people who lived in it; it lets them get a feel for the texture of life, the sights, sounds, and smells of the different times. It also tells about some of the ways characters can find themselves in big trouble—for example, advertising your Protestant beliefs during the reign of "Bloody Mary" in the Tudor period of English history!

CMs can use the book for the same purposes. At the same time, they can find a lot of details here which will be very useful when creating adventures of their own. How did the government work in a particular time? How did men dress, work, fight, feel, and think? How will the people of a time react to strangers—like player characters who suddenly turn up posing as visitors from the next county? Even if the CM decides to create an adventure scenario in a time not covered by one of the windows, he or she can learn from considering the *type* of information these windows provide.

CMs will find the *Earth History Timeline* extremely valuable when they begin to create their own adventure scenarios. It provides a listing of key events, major people, and, most importantly, Significance Ratings. The CM should use the SRs in the timeline as a guide when assigning SRs to events which aren't mentioned there.

Finally, this book has been designed

to be painlessly educational for both players and CMs. It's written so it will be fun to read while providing a large amount of useful information.

A Place To Start

Don't expect this 32-page book to provide the CM or the players with everything they'll want to know about history in order to play in an ongoing TIMEMASTER campaign. No single book can even begin to deal with the vast richness of human history—not to mention the possible histories of other planets, or even other Parallels.

Instead, treat this book as a springboard for your own imagination. It is designed to give the flavor of a few periods of history; it does not pretend to be a complete survey of even the most important events which have shaped our lives.

When you find something in this book that excites your interest, don't stop there! Starting with the reading list provided on page 32, find out more about the time that interests you most. Chances are, you can play several exciting adventures in that time period, and you may learn a little more about yourself as well.

In fact, that's what history is all about—us. People who think history is just a string of dates couldn't be more wrong. History is *our* story; it tells us how we got to be the way we are. Why do we have TV, and why aren't there better programs on it? Why do we have colleges? Why do some groups of people hate and kill other groups of people? Why do teenagers in New York and California kiss while Eskimos rub noses? History tells us why, or tells us at least a big part of why.

The men and women who lived before us were just as exciting or adventurous as we are. Just like us, they had hopes, dreams, loves, hates, likes, dislikes, and ideas. What they did about them helped make us what we are, just as we shape the future for all time to come by what we do every day.

So, use this book, and this game, as a springboard to discovering more about yourself. Above all, enjoy it.

MILITARY FORMATIONS

The Military Summaries within each historical window refer to a number of military *formations*. A formation is simply a way of arranging troops for advancing or fighting. This section explains each of the formations mentioned, and provides any special rules for using that formation when playing skirmishes or tactical battles.

LINEAR FORMATION

Troop counters are in linear formation when they are placed in a line on the map and face the same direction, as in the following diagram:



The scenario rules or the rules in the Military Summary may say that certain types of counters must remain in linear formation until melee begins. This means simply that once the counters are set up, the entire line should always be moved so as to keep the formation shown in the diagram. Once the counters are involved in melee, players should still try to maintain a linear formation, but they do not have to sacrifice an advantage in play to maintain the formation after melee begins.

Linear formation is used in both skirmishes and tactical battles.

TACTICAL BATTLE FORMATIONS

Schilltrouns And Squares

Schilltrouns and squares are formations used to repel cavalry charges. They are indicated on the map by placing one of the square markers on top of the counter adopting the formation.

Squares and schilltrouns have all-around facing. They defend against melee attacks from any hex as if it were a front hex. Counters in squares and schilltrouns may not move. They may change formation, but may not move the turn they do so.

Cavalry or chariots charging a square or schilltroun do not receive

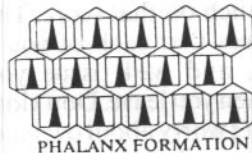
the +30 modifier for charging. Instead, they receive a -30 modifier, because most horses, no matter how well trained, will not voluntarily charge into a wall of spears or bayonets.

The missile value of a counter in square or schilltroun formation is reduced by -40, but the counter has an all-around field of fire. Schilltrouns and squares are more vulnerable to enemy missile attacks; enemies firing at them gain a +30 modifier.

Phalanx Formation

This formation was used by the Greeks for centuries, and was modified and improved by Alexander the Great. Phalanx formation consists simply of two or more lines of troops arranged so that one line is adjacent to and directly behind the other. The number of lines may vary at the players' choice.

When a counter which is part of the front line of a phalanx formation makes a melee attack, it gains a special modifier of +5 for every intact line behind it in the formation. A line is intact if none of the troops in the line are routed or eliminated.



Counters in a phalanx formation shift up one defense column when they defend against bow or sling missile attacks. This shift never makes the defense column higher than column 10. Treat a phalanx as a square when charged by cavalry from one of its front hexes.

Pike Block Formation

This formation is identical to phalanx formation in all respects except one: the maximum length of the lines which make up a single pike block is four counters.

Column Formation

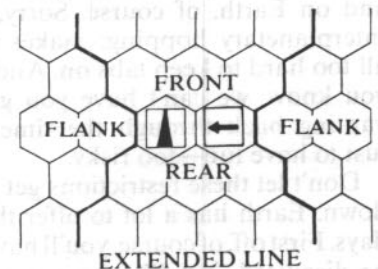
This formation represents men formed in a simple column. It was used in

battles in the period from about 1700 through the Napoleonic Wars. When playing battles in these periods, infantry are assumed to be in column formation unless they are marked as being in extended lines or squares.

Columns have a movement rating of "4," one higher than the rating of "3" shown on the counters. Columns suffer a -20 modifier when making missile fire attacks; missile fire attacks against them gain a +20 modifier.

Extended Lines

Napoleonic infantry counters may form an extended line. Indicate this formation on the map by placing one of the arrow markers from the counter-mix on either side of the troop counter pointing the arrow to the troop counter in the extended line formation, as in the diagram below:



Extended lines fire and move normally. However, an extended line that fails to cause a defender to retreat when making a melee attack is automatically routed.

Extended lines may not be formed in and may not enter hexes containing buildings, swamps, or heavy woods.

CHANGING FORMATIONS

Counters at tactical battle scale spend 2 points from movement rating to change formation.

EARTH: 7192

Welcome, Time Corps trainees. I'm sure you enjoyed your briefing from Commander Watkins; I'm his aide, Bill Taney, Lifer/6. I was born in the United States of America, in Alabama, for those of you who know where that was, back in 1949. I'm here to tell you what to expect when you take R&R among Earth's current inhabitants.

I won't bore you with Earth's history from your own times to the present; you can read that in the Timelines provided in your *Guide to the Continuum*. My job is to tell you how, when, and where to have fun, and how to keep your noses clean while doing it.

Trainees always get three days' leave after every mission. When you're ready to go, just report to the secondary Transport Area and we'll pop you wherever you want to go—in 7192, and on Earth, of course. Sorry, no interplanetary hopping; makes you all too hard to keep tabs on. And, as you know, we can't have you galavanting back through the timeline just to have fun—too risky.

Don't let these restrictions get you down: Earth has a lot to offer these days. First off, of course, you'll have to be disguised, just like for a regular mission. Earthers know about the Time Corps, but it wouldn't do for them to recognize our agents, now would it? Not with heaven knows how many Demoreans slinking about, passing themselves off as Earthers and liking nothing better than to get some leads as to the identity of our agents. The Demoreans are smart as whips when it comes to doing genealogical research.

Now, you can have fun in just about any sector of Earth; fact is, it's pretty hard to tell one area from another these days. You see, they got population control, weather and climate control, world-wide police control, and uniform health and safety standards for resort areas; it's all about the same anywhere on the planet.

Folks, however, are folks, no matter where or when you meet them. And folks around here aren't any different. We've got a majority of good, law-abiding people whose main interest is

supporting themselves, raising their families, and having a good time while they do it. Most of them live quietly in nice country houses. See, there's plenty of real estate to go around now that the planetary population has stabilized at only 2 billion.

Then on the other hand we've got some no-goods who'll try to shark you, cheat you, knock you in the head for a few cheap credits, or maybe cut your throat just to see the look on your face. Now, you all probably already know the kinds of places where this rough crew hangs out, so I won't belabor the point. Just remember, stay out of rough joints, and don't talk about religion, politics or anybody's relatives when you do go in them.

I mentioned credits: that's how money works around here. Everybody earns credits. Most folks get a few paper bills worth a hundred credits or so to keep for spare change; the rest of their credits are stored in some big computer somewhere. Whenever they buy something they just plug their little cards into the store's computer, and the credits are taken out of their account and put in the store's account. You don't have to worry about much on that score. The Time Corps sees that each of you has an account, and we'll issue you your cards when you leave. Don't lose them. And don't worry about overspending; there's enough in each of your accounts to handle anything legal you want to do.

Local authorities won't give you any trouble if you don't give them any trouble. No fighting and carrying on, if you please. That went out of style on Earth a long time ago. People expect any differences they have to be settled peacefully by conversation or, at worst, in the courts. Fact is, most folks don't have that much to fight about. Most Earthers have good wages, good housing, plenty of food, and more conveniences than most of you from earlier times could imagine.

I mentioned not talking about politics; that's a good idea wherever you are. Earth may have a world-wide government and a unified, world-wide culture, but its politics are extremely active. The planet is ruled by

a Chief Executive elected by direct popular vote, and he's watched by a legislature a lot like the old American Congress. Campaigns for those legislative seats get really heated, and it seems like there's someone on the stump any time you visit the place.

Now, there is one thing Earthers are particularly touchy about: they don't like for people to make insulting remarks about their planet. They're proud to be the home planet of the human race, which, as you all should know, is now the dominant species in three galaxies. Earthers will be really friendly to strangers, even to all the kinds of weird-looking aliens who visit here for trade or recreation. But they'll sure get angry if you say something bad about their planet. They even have laws against saying things like that, and if you get yourselves pinched on that rap, well, there's not one blessed thing even the Corps can do about it.

That about wraps it up. You'll find out for yourselves that sports, theatre, museums, night life, and just about anything else are available here. I was going to tell you some of the best places, but I think an adventurous bunch like you would rather find them for yourselves. So have a good time, and don't be late reporting back for your next mission.



THE DEMOREANS

Okay, listen up, Trainees! We've got a lot of things to cover and I don't intend to repeat myself. You get it straight the first time. If you don't, you may be sorry: Demoreans don't give Time Corps agents second chances.

First off, I'm Publius Tarentus Flaccus. You can call me "Sir." I was a centurion in the armies of Rome, and now I'm a Time Corps Lifer/9. I'll be your teacher on the ways and wiles of the enemy. You have questions about Demoreans, you come to me.

KNOW YOUR ENEMY

There's a lot we don't know about Demoreans—like what makes them the crazy, power-mad enemy they are. Don't worry about why they're that way. They are. Worry about how to stop them.

We'll start with the individual Demorean. Your average enemy is similar to a human in appearance. The face is a lot more flat, and he often has a vacant stare in his eyes. But don't look in his eyes if you can help it; it helps him concentrate when he's readying a paranormal attack. Your Demorean has four arms in his natural form, and his skin is a kind of sickening orange color.

Demoreans tend to be puny; in my old days in the army, I wouldn't have traded one good Roman for ten of these four-armed runts. In general, they have low Strength and Stamina and they're not too good with weapons. Still, a few of them work hard enough to acquire some weapons skills, especially with firearms.

Okay, so they're puny. Believe me, they make up for it by the dirty and dishonorable way they fight. Your Demorean in close combat will probably try to hit you first with his Shock or Demoralize PTs. They know we have no defense against those. Your Demorean's plan will be to drain your Stamina or Willpower and put you down; then, while you're unconscious, he can sneak up and kill you whenever or however he pleases.

How do you fight him? First off, always try to attack with a good ranged weapon from beyond 30 feet—your

Demorean can't use Shock or Demoralize beyond that range. If you have to come to close quarters, go for the kill as fast as possible. You're going to lose Stamina from his Shock PT, so you can't afford to waste time. Attack first and ask questions later; the lying Demorean will try to bargain with you until he can concentrate long enough for another PT attack.

Of course, the problem with Demoreans is recognizing them to begin with. They usually shape-shift to human form almost immediately after



they arrive in our Parallel. They're good at mimicking; they can often get away with impersonations of very important people for days, weeks, even months. Don't let this stop you when identification is positive; no matter how it might stick in your craw to attack a famous person you've always admired, if you know it's a Demorean, don't let hero-worship get in the way.

Now, how can you recognize your shape-shifted Demorean? It's not easy. Here's where you have to know a little

bit about how these barbarians live on their own planet in Parallel A-227.

DEMOREAN LIFE

Demoreans don't live like men; not like real men, anyway. In fact, they aren't men, and they aren't women either. Each one of them is both; a Demorean can be either male or female at will. They don't have families either; all children are raised by a class called "Nurturers" under the supervision of the state.

I should say the state religion instead of "the state." See, your Demoreans are ruled by their priests; their religion is their government. I've seen a lot of religions in my time, and I respect a lot of them, but this Demorean religion may be what makes them so crazy.

Demoreans believe that everything that was, is and ever will be is part of what they call "the Great Oneness." That's not so strange a belief. The nasty side is this: the Great Oneness is perfect, and anything that isn't perfect has to either be made perfect, so it's part of the Great Oneness, or destroyed, so it doesn't mess up the perfection of everything else.

Perfection—there's the key to understanding how your enemy thinks. Things that aren't perfect have no right to exist. The Demoreans' goal is to "perfect" our Parallel—that means changing it until it's just like theirs, until our history matches theirs. Of course, that means Demorean control of the Parallel; what humans were left would become slaves to their priest-government.

All Demoreans are supposed to be perfect—that means, they're all supposed to be the same. Seems that a few are more perfect than others; they haven't solved that one yet. But they're working on getting rid of imperfection, all right. It starts right at birth, when those who are "imperfect" by Demorean standards are "assimilated." That's a polite way of saying they're turned into food for the others.

Anyway, once a Demorean gets through 30 years of rearing at the hands of the Nurturers, he, or she, "it," actually, becomes a Nurturer in

turn. After another 30 years, the Demorean moves on to its next occupation, laborer. They go through quite a few of these cycles:

1. Child - 30 years
2. Nurturer - 30 years
3. Laborer - 30 years
4. Technician - 30 years
5. Military service - 30 years
6. Minor official - 30 years
7. Theocrat (priest) - 30 years
8. Law-giver, time agent, or assimilee

Every Demorean goes through all these stages. By the time they hit the last stage they're 210 years old. Then it's time for the big decision: they can either compete to become Law-Giver—that's their top dog—or they can try to become time agents, or they can be eaten by the others.

Competition for Law-Giver is by a kind of lottery. If you win, you're the top Demorean; Mr. Demorean Perfection itself. If you lose, you're turned into food. If you choose not to compete, you become a Demorean time agent. The Demoreans have no shortage of time agents.

SPOTTING DEMOREANS

Now, this brings us back to how to spot the Demoreans when they're in human form. Demoreans can't stand imperfection, especially any type of imperfection brought about by pain or deformity. So, when they shape-shift into the form of a human, they automatically *correct* any little deformities or pain-related defects that person may have had—things like scars from old wounds or a slight limp. Their shape-shifted copies of people are "perfect" copies.

So, if you want to spot a Demorean, a good way is to knock the person out, then examine the body for scars. Almost everyone gets some kind of a scar on their body by the time they reach adulthood. If there aren't any scars, the person is probably a Demorean in human form.

Of course, as a last resort, you can always use Telepathic Probe. Be careful with this one though. It costs Willpower, and a perceptive Demorean will notice the probe and move against you right away.

DEMOREAN DEFECTORS

Most of our knowledge of Demorean life comes from defectors: Demoreans who have given themselves up to the Time Corps. It seems the Demoreans have a few peculiar customs which make it hard for them to hang onto some of their agents.

First of all, they don't believe in medicine. If you're wounded, it's obvious to the Demoreans that you were wounded because you were imperfect. Everything that's imperfect should be destroyed. Furthermore, the general Demorean population can always use another lesson on the importance of perfection, and what better way to teach them than to show the cost of imperfection? Therefore, the Demoreans torture their own wounded to death.

See, once a Demorean gets wounded (we're talking about critically wounded here, no scratches) it's a doubly dangerous foe. It knows that if it goes home wounded, it'll be tortured for its imperfections and then assimilated. So, it usually tries to take revenge on the agent who wounded it. In a few rare cases, it will have the good sense to surrender and give information in exchange for medical care and life in a Time Corps cell.

Should a Demorean ever try to defect, you should try to bring it in if you can. But don't take any chances. And don't try to bring in any conscious defector: remember, these things are telepathic over any distance, and can summon aid without you ever knowing it.

DEMOREAN SCHEMES

Now, a lot of times you're going to have think fast in the middle of a mission to figure out exactly what the Demoreans are up to. Here are a few pointers on the ways Demorean usually behave when they're trying to change Earth's history:

1. They avoid the obvious, like assassinations of important historical people. That kind of tactic is much too obvious and much too easy for us to stop. The Demoreans haven't tried for a simple assassination since

the Henry VIII caper: I didn't like those frilly Renaissance clothes, but it was good to hold a sword again!

2. Demoreans frequently work in teams varying in size from 3 to 12 or more, depending on the scope of their mission. They're like rats: if you find one, you can be sure there are others lurking about.

3. A favorite Demorean tactic is to infiltrate places of power, make contact with as many key political leaders as possible, then use their Domination discipline. That way they can influence the course of events while keeping a low profile as aides or advisors of the powerful.

4. When Demoreans Shape Shift, they have to keep the original human alive. He's usually unconscious and stashed somewhere not far from the Demorean's main center of operations. If you can find him and awaken him for a while, the Demoreans will probably come looking to see what's happened. That way, you can set them up for the kill.

5. Watch out for high technology showing up in times when it shouldn't be there. I myself was subjected to machine gun fire while straightening out a little situation in 1527. Demoreans don't care about the messes they leave behind for us to clean up. We have to worry about them; that's why we limit the high tech items we take back with us.

6. Don't forget about renegades. They tend to show up anywhere, and may or may not be part of a Demorean plot. There's nothing much more dangerous than a renegade who's sold out to the Demoreans.

WRAPPING IT UP

Well, that about does it. You can see what you're up against, and you can see why you're against it. Good luck.

ATHENS: 5TH CENTURY B.C.

So you want to find out about Athens? What they call the Age of Pericles, in particular? I suppose there are others more qualified on the subject—the Sentinel himself, for one, because he rubbed elbows with all the philosophers and statesmen back there.

Still, I'm not a bad choice for a guide: Aristippus is my name, Operative/4 in the Time Corps. I used to write plays in Periclean Athens. Entered four comedies in the contests at the Festivals of Dionysios—never even got an honorable mention, but then, none of the prizewinners ever got to be a Time Corps agent. Furthermore, since the traditional first prize was a goat, I suppose I made out more than even.

Ah, Athens! The sounds and smells of the Agora, our marketplace, in late morning! Sometimes I miss the shouting, the haggling over prices, the aroma of fresh grain, the warm wind rising through the vines and the olive trees within the town itself—you could even get used to the smell of goat, softened as it was by the whiff of sea-air from the South near the Port of Piraeus.

And the sights were marvelous, too: the Agora was alive with the bright costumes of foreign merchants and students, mingled among the traditional Greek chitons—the white, knee-length robes that just about all Athenians wore. The marble of the temples shimmered. All this brightness lay in the shadow of the Acropolis—the central hill in Athens where the greatest of the temples lay.

The streets of Athens were, to be honest, not that much different from those of other large cities at that time; certainly, they were to my eyes more beautiful than others, but that was only when your feet carried you into the wealthier and more public areas of town. In the back streets, in the rougher districts of the city, there was a poverty and a violence that you would find hard to believe today. It went against all the philosophers' teachings about what a city should be: a refuge for defense, health, statesmanship, and beauty.

The better parts of Athens, however, would have pleased the pickiest

philosopher. In the time of Pericles, ours was the foremost of many city-states which made up the nation of Greece. You didn't really think of yourself as a Greek, but more as, say, an Athenian, a Corinthian, or (Zeus help you!) a Spartan.

Not only were we prosperous, but we felt that we shone among all the other city-states for even more important reasons. We had a system of government that, I understand, has made us famous through the ages. Democracy, we called it, and the great democracies thousands of years later



claimed us as their ancestors and model.

Mind you, Athenian democracy was not as free and equal as people might have you believe: women, of course, could not vote (in fact, it was still a mark against a girl's reputation even to be seen out in society), nor did slaves have any say. Furthermore, the wealthy people in Athens were, for the most part, strongly opposed to this form of government, and did their best to undermine it at every turn; on their side were many writers

and philosophers—I could name names, but it's been 3500 years, and from that distance, I'm inclined to forgive. I mean, after all, you seldom hear anything ill about Plato, do you?

It was always hard to believe, when you looked out upon the city from high atop the Acropolis, that much of this beauty lay in ashes not 70 years before. That was when the Persians, under King Xerxes, stormed Athens, burning most of our city and destroying the Acropolis.

They came from the East (do the powers of the West and those of the East war throughout time?), crossing the straits of the Hellespont in what was later known as Asia Minor. A great Persian fleet (1500 warships and 3000 transports) hugged the coast, sailing alongside the advancing army.

Almost all of northern Greece was simply handed over to the Persians—it was an area too difficult to defend. The first major battle, and a terrible defeat for our forces, came at Thermopylae, where King Leonidas of Sparta commanded a force of about 7000 men (300 of whom were Spartans—the fiercest fighters among all Greeks, and Leonidas' hand-picked guards). After days of heroic fighting against an endless number of Persians, Leonidas was abandoned by all but his Spartan guards. Those who remained—scarcely 300 men—fought bravely to the death. To their credit, Spartans have always been good at that.

The defeat at Thermopylae left Athens wide open. Themistocles, the Athenian naval commander, ignored Spartan orders to move back, and used his wing of the fleet to ferry most Athenians to safety on the island of Salamis. He then pulled a master stroke—not exactly honest, but from early times, we Greeks have known that wits often serve when the sword is powerless. In this battle of wits, King Xerxes was apparently an unarmed man: he believed Themistocles' "secret message" that if the Persians would lift their blockade on Athens, we Athenians would join their side against the other city-states. The slight withdrawal of the Persian fleet gave the Greeks room to breathe: we defeated them soundly in the naval

Battle of Salamis, and without his naval support, Xerxes was forced to retreat to Persia.

He left behind him a demolished city, but ours was a brave and clever people. We began to rebuild the city and its walls, and to fortify the port of Piraeus.

Putting walls around your city, however, is not defense enough: Sparta and the other city-states decided to withdraw from the war, now that they were no longer immediately threatened. But we in Athens depended a great deal on foreign trade, and Persia still threatened any chance of that to the East. What we needed was an alliance with neighbors whose goals and interests were similar to ours. That's why we formed the Delian League: an alliance with many of the Greek cities in Asia Minor who desired to break away from Persia.

Finally, a year before I was born, we broke the Persian navy in the Battle of Eurymedon. It was then that our alliances paid off most richly: Athens was clearly the major power in the Delian League.

So I was born into a time of hope and security in our city. When I was scarcely a toddler, Pericles' career was on the rise in Athens: if you could say any man was singly responsible for the beautiful architecture, the profound philosophy, and the exciting new government which made Athens famous, it would have to be the good General.

Not that there weren't any problems while Pericles was in power: the Persians kept up a few skirmishes at the far edges of Greek territories, and I remember well when Tarentum, an important Greek trading center in Italy, was seized by those boring, humorless Romans. We took all these disturbances and threats in stride: they were all in the outlands.

Closer to home, however, lay the greater perils. Pericles' championing of a democratic government horrified the Athenian aristocracy, and they, of course, began to side with the Spartans against us. That's right: relations between Athens and Sparta remained as cold as marble in the morning. As a matter of fact, we were fighting them

in the First Peloponnesian War. They claimed we were "too subtle" and "put on airs": they "didn't understand us." That from a people who considered the bow a subtle machine because you had to have an arrow to fire it.

Despite these troubles, culture within the city thrived. Competitions in athletics, music, poetry, and drama were held in honor of the gods—not that everyone believed all the legends about Zeus, Apollo, and Athena, but it surely didn't hurt to honor them once in a while. After all, the legends told us that they acted like big, irresponsible children, and even though you could laugh at many of their adventures and mistakes, you didn't want to forget them completely. Furthermore, the festivals gave every free man a chance to compete, to win honors that would make his name famous forever: names such as Crasymolos of Corinth and Melon of Milesia ring throughout time, don't they? They don't? Well, back to my story...

When I was sixteen years old, Pericles arranged the "Thirty Year Truce" between Athens and Sparta, and it was smart that he did: we were getting the worst of the war. Now it seemed for a good many years that we would breathe more easily in the city. Fourteen years later, however, Sparta accused us of helping her enemies and went to war against Athens again, in what is now called the Second Peloponnesian War. That the "Thirty Year Truce" really lasted only 14 years says something for the Spartans' aggres-

sive nature, not to mention their problems with simple arithmetic.

Soon after the war resumed, Athens suffered a disaster far greater than Spartan armies or swords could inflict: plague hit the city, rushing through overcrowded streets and dwellings. Among the many lives it took was that of Pericles; Cleon took his place as General of Athens, but he wasn't nearly the commander that Pericles had been.

We were defeated again. Cleon was killed, and Athens and Sparta agreed to the Peace of Nicias—the Fifty Years' Peace that, in true Spartan fashion, lasted only six years before the Third Peloponnesian War began.

The next eleven years of war kept Athens under a virtually constant siege. The Spartans even cooperated with the Persians—the *Persians*, mind you!—to beat us to our knees. Finally we surrendered after six solid months of starvation. Sparta was the supreme power in Greece, and Athens would never be the same.

I joined the Time Corps during that final siege and wasn't around to see the sad things that followed. What bothers me most of all, as I look back on "the glory that was Greece," is the cruel Law of Identity: knowing that I can never return to the time of Pericles, hear music in the Agora or the plays of Sophocles and Euripides spoken in the language I love. Athens may seem centuries away to you now, as indeed it is. For one such as I, who lived the drama of its theaters and streets, it seems even farther.

CURRENCY

Coin	Value	Purchasing Power
Half Obol		\$.54
Obol		\$1.08
Drachma	6 Obol	\$6.48
2 Drachma	12 Obol	\$12.96
4 Drachma	24 Obol	\$25.92

MILITARY SUMMARY

INFANTRY



Heavy infantry ruled the battlefield in this period. The Greek heavy infantryman, called a *hoplite*, was armed with an 8' to 10' pike and a sword, usually kept sheathed unless needed for personal protection. The hoplite wore a helmet (AR 15), a breastplate (AR 45) protecting the upper and lower torso, and greaves (AR 30) protecting the legs. He also carried a large shield.

Use elite or regular infantry counters to represent hoplites of varying quality. At skirmish scale, each counter represents 10 men. The counters maintain linear formation until melee begins. Usually, there should be at least two or three lines, each one hex behind the next.

At tactical battle scale, each counter represents 100 men. The counters should maintain either linear formation or *phalanx* formation (see "Military Formations") until melee begins.

Ignore the missile value of all counters used to represent hoplite infantry.

In addition to hoplites, the Greeks used light infantry known as *psiloi*. *Psiloi* came from the poorer classes of society and were armed with slings, javelins or short bows. The CM may decide armaments for these troops. Their armor varied; for most games, assume they wear helmets (AR 15) and leather armor (AR 10) that protects the front upper and lower torso.

Use militia or regular infantry counters to represent differing grades of *psiloi*. At skirmish scale, each counter represents 10 men, at tactical battle scale, 100 men.

CAVALRY AND CHARIOTS



Although both cavalry and chariots were used in wars in Greece during this period, neither was too important at this time. The chariot's time had already passed, and the mountainous countryside of Greece prevented effective use of cavalry.

Cavalry in this period were armed with swords and a long pike-like lance which could be used in melee or thrown. Cavalry were armored similarly to hoplites. Use light cavalry counters to represent these cavalry. Each counter represents 10 men at skirmish scale, 100 men at tactical battle scale. Cavalry at skirmish scale should maintain linear formation until melee begins. The missile value of these cavalry should be limited to one use per engagement.



Chariots were used, mainly by the Persians, although the hoplite style infantry greatly reduced their effectiveness. At skirmish scale, each counter represents one chariot carrying one or two men (CM's choice). If two men are carried, one fights while the other drives. Charioteers were armed variously with javelin, lance, short bow, and sword. They often fought dismounted after the initial charge. Their armor was similar to the hoplite's. At skirmish scale, chariot counters keep linear formation until melee begins.

At tactical battle scale, each counter represents 20 chariots. These counters should be kept in linear formation until melee begins.

SPECIAL RULES

Psiloi counters may be moved through hexes that contain hoplite counters. Otherwise, counters may never enter a hex containing another friendly counter. All counters have front facing and fields of fire.

Cavalry and chariots may charge hoplites, but suffer a -30 modifier instead of the normal +30 charge modifier unless charging the hoplites from the flank or rear.

POLITICAL SUMMARY

The Athenian Assembly, the first great forum of democracy, was open to all free Athenian male adults. It met 40 times a year near the Acropolis. At the Assembly, every citizen could speak his mind on the issues of the day.

To avoid the confusion that can

arise when everyone has equal voice, a 500-man council was chosen by lot from volunteers over the age of 30.

Neither women nor slaves could join in the Assembly. Nor were all free male Athenians content with the form of government—the aristocrats fought against democracy, finally helping to destroy it during the Peloponnesian Wars.

MAJOR NPCS

Pericles

(495-429 B.C.)

Significance Rating: 350

STR	62	DEX	64	AGL	58
WPR	60	PER	74	PCN	74
STA	52	UMS	60	WNDS	13

SKILLS: Military Leadership, Expert 96; Sword, Expert 90; Javelin, Expert 93; Equestrian skill, Expert 96; Investigation, Expert 100; Ancient Artillery, Specialist 84.

If any man was responsible for the Golden Age of Athens, it was Pericles. He was the most powerful man in the city for over 30 years, during which time democracy reached its height, and philosophy and the arts prospered.

Themistocles

(525-460 B.C.)

Significance Rating: 300

STR	60	DEX	58	AGL	62
WPR	54	PER	64	PCN	64
STA	58	UMS	61	WNDS	13

SKILLS: Military Leadership, Expert 90; Sword, Expert 91; Javelin, Expert 89; Investigation, Expert 91; Ancient Artillery, Specialist 76; Swimming, Specialist.

Themistocles was a brilliant Athenian general, chiefly responsible for saving countless Athenians from the Persian invasion, and for the Greek naval victory at Salamis.

ROME: 61 B.C.- 37 A.D.

Avete, good friends. It pleases me that you want to know about Roma, about the most glorious times of our Empire, when we indeed ruled the known world with a strength, majesty, and fairness that...

But forgive me. Sometimes I still forget that I'm no longer in the Forum, speaking to an assembly of Senators. You want information, not fine-flowing speeches. I have the facts, too. One could not be Quintus Furianus Alba, Roman Senator, without knowing the truth—even the unsightly truths we Romans sometimes tried to keep covered.

There was certainly nothing unsightly about the Rome of my time—the great capital of Julius, Augustus, and Tiberius. The great Caesar Augustus was fond of saying that he “found Rome a city of brick, and left her a city of marble.” Indeed he did: our beautiful city by the Tiber River glistened with Italian marble, with buildings designed to imitate the great Greek temples of the Age of Pericles. Certainly there were the dusty back streets, the filth, poverty and cramped living quarters of any ancient town, but we Senators did not trouble ourselves much with those places. We had fine houses in the city, our villas in Tusculum, Lanuvium, Pompeii, or other places outside town.

All villas aside, Rome was the place to be, my friends. The Empire stretched from Britain to Syria when I was a lad, and by my old age it was even more vast. Our city itself held almost a million people, and the Empire governed the lives of millions of others. It often seemed as if every one of these citizens would dwell in or visit the capital at one time or another. By my time, Rome had accepted its role as the center of the world: foreign trade, ideas, and religions were welcome in the city, along with the foreigners who brought them.

The fact that “all roads led to Rome,” made growing up in the city an endless carnival. Greeks, Germans, Syrians, and Egyptians flocked to the city, with their strange clothing, languages, and gods; the bright robes of an Egyptian priest or Syrian merchant would mingle with the white

tunics of the plebeians, our common people, or the ankle-length togas of our senators and aristocratic patricians. The Forum, our great public place, was loud with bargaining and music, fragrant with the wine, olives, apricots, and spices of the busy markets.

It was there in the forum when, as a boy scarcely eleven, I saw the procession of Queen Cleopatra of Egypt when that brilliant, mysterious woman visited Julius Caesar; in her party were hundreds of slaves, courtiers, and priests in the strange an-



imal headdresses of Egypt's many gods. The air was filled with incense.

My boyhood hero, indeed, was the Divine Julius, as he was later known. Three years before I was born, he was elected consul, the chief magistrate of our city. Very soon afterwards, he became a member of the First Triumvirate, our new form of three-man government. The other two triumvirs were Pompey, a general nearly the equal of my hero, and Crassus, one of the richest men in the city. Three such powerful men were not going to share

that power for long: all the adults knew it, although during the time of the First Triumvirate I was too busy playing at being a centurion in Caesar's legions and “fighting Britons” to trouble with politics.

Civil war broke out when I was eight, when Caesar returned from another campaign in Gaul. By this time, Crassus was dead, and the world did not seem big enough to hold both Caesar and Pompey. Battles raged all over the Mediterranean, and Pompey, on the brink of defeat, fled to Egypt. Cleopatra took over from there: she helped decide who would be the sole ruler of Rome, delivering Pompey's head to Caesar as he stood on the docks of Alexandria, Egypt.

Caesar assumed control, and ruled like a monarch. But more than a monarch: he claimed to be a descendant of the gods, of Venus, the goddess of love, for that matter. Considering the way he began and continued to romance Cleopatra, he might have been right. It is said that his wife Calpurnia found the situation scandalous, but despite her influence in the city, she would have created a far greater scandal had she gone against tradition and criticized or even questioned her husband. Some Romans claimed to sympathize with her (although they were more upset with Caesar's taking on more and more power). People began to talk about Egypt as though it was the home of all sin and black magic, and even I changed my mind about my hero; after all, my father spoke harsh words in private against Caesar, and, as was the case in most Roman families, the father's word was law. I, too, soon believed that Caesar was becoming dangerous.

How well I remember the day Caesar's one-man rule of Rome ended. I was in the Forum, eating an apricot beneath the Arch of Fabius, when a great wailing seemed to arise from the other side of the Capitoline Hill, beyond the city walls. I ran toward the source of the noise, but it was a good half hour before I reached the Theatre of Pompey and heard what had taken place: that a conspiracy headed

by Marcus Junius Brutus and Cassius Longinus had stabbed Caesar to death on the theatre steps.

Revenge was quick in coming. The Second Triumvirate—Mark Antony, Lepidus, and Caesar's nephew Octavian—formed almost a year later, and in two years they had defeated the assassins at the Battle of Philippi. After that, the world seemed balanced again.

But Cleopatra was not finished with her tricks; soon she had Mark Antony in her clutches, and the Empire headed straight toward another clash of powerful men. Octavian placed Lepidus safely out of the way, and another civil war began to brew.

I was 23 when I had my chance to serve under a Caesar, though it wasn't the Caesar I admired as a boy. I was on board a ship in Octavian's navy when he met the fleet of Antony and Cleopatra in the Battle of Actium, and we dealt the Egyptians and traitors a crushing defeat. People say now that, had Antony chosen to fight on land, where his troops were experienced and prepared, the story might have been far different. But he was a showman, and lost the battle (and, eventually, his life) in the process. Antony and Cleopatra committed suicide after their defeat, and Octavian became the sole power in Rome.

Octavian was well aware how Julius' ambition and power plays had caused great resentment; he had no desire to end up lying on the steps of the Theatre of Pompey like his uncle. So he hid his power under the acceptable form of Roman government—the republic. He was elected consul for eleven straight terms, twisting arms and making deals behind the scenes to assure that he would win the election again and again. Though he was honored as a god in the provinces, he was careful to avoid encouraging such practices in Rome.

Octavian played the role of first citizen for a long time; it wasn't until 7 years after Actium that he announced what everyone had known all along. He took the new name of Augustus and became virtual Emperor of Rome.

Augustus' reign ushered in the "Pax Romana," or the "Roman Peace." Granted, there was still fighting along the fringes of the Empire; Augustus himself even led a campaign into Gaul when I was in my early 30's (by the way, that campaign proved that our Emperor was a far better peacetime than wartime leader). But all in all, it was a calm time for the people of Rome itself, weary as they were from years of civil war.

Augustus brought not only peace, but prosperity. He provided ways for the poor to acquire wealth and a station in life by permitting freed slaves to marry citizens and to enter the priesthood; mind you, people in our provinces didn't have nearly the same chances as those in Rome and Italy, but from where we Romans stood, things had never looked better.

Just as importantly, Augustus made us proud and patriotic. It was a funny thing about the Romans: we knew that the Greeks (especially the Athenians) considered our culture to be but a pale copy of theirs, and we sometimes seemed more than willing to believe them. Our literature, our sculpture, our buildings—even our gods!—were based on Greek models. It was under Augustus that Roman culture began to be more our own. My grandfather or great-grandfather, though both successful men, would have felt like poor relatives had they met my friend Aristippus, but thanks to the pride Augustus gave us in our laws, our education, our writings, and our art, most of the time I consider myself an equal to my playwriting friend, and I usually don't resent his

superior airs at all.

When Augustus died, Tiberius took over as Emperor. He lacked his stepfather's gift for management and public relations (after all, he was more a soldier than a statesman), and more than that, he lacked the desire to rule. Twelve years after he ascended the throne, he retired (*retired!* can you imagine?) to the island of Capri, leaving Sejanus, a leader of his guards, as his representative in Rome.

Sejanus wasn't about to settle for being Tiberius' spokesman; he wanted the Empire to himself, and schemed behind the Emperor's back to take control of the government. The Emperor received the news down in Capri, and he foiled Sejanus' plans; the guardsman was thrown off the Tarpeian Rock (our most ancient form of execution), and the Empire was safe again, although its leader still ruled from afar. Tiberius died 11 years after his retirement, and was succeeded by Caligula, the most monstrous of men; our Golden Age was over.

I know that things were different later—that the empire never lived up to the great promises of its earlier years. Our famous tolerance changed; we began to persecute certain peoples, and to use our power more brutally. Even our games became sour and bloody. Sometimes I wish that our history had been otherwise—sometimes I wish that we, instead of our Demorean enemies, could set out to make great changes in what was. But laws are laws, and a good Roman knows to follow them faithfully. *Valete*, my friends.

CURRENCY		
Coin	Value	Purchasing Power
Sesterce		\$1.60
Denarius	4 Sesterce	\$6.40
Silver Shekel		\$30.00
Gold Shekel		\$220.00
Silver Talent	3000 Silver Shekels	\$90,000.00
Gold Talent	3000 Gold Shekels	\$660,000.00

MILITARY SUMMARY

INFANTRY



Individual Roman soldiers wore a mail corslet (AR 45) which protected the upper and lower torso, and a helmet (AR 15). Each soldier also carried a large shield. The soldier went into battle armed with a throwing spear, called a *pilum*, a short sword, called a *gladius*, and a dagger.

On the skirmish scale a single infantry counter represents 10 Roman soldiers. Counters should always use linear formation at this scale, until melee begins. On tactical battle scale, each counter represents one *cohort* of approximately 500 men. Both regular and elite counters may be used for Roman troops on both scales. Roman troops on both scales may use missile attack *only once* in a skirmish or tactical battle; this represents the legionaries throwing their *pilum* just before melee.

Militia infantry counters may be used to represent auxiliary troops. These varied greatly depending upon the time and place of the fight, and could include slingers or short bow men. Most wore only a helmet; spear and sword armed auxiliaries carried large shields. Toward the end of the Augustan Age spear and sword armed auxiliaries also wore the mail corslet of the Roman regular.

The arms and armor of Rome's enemies varied so greatly that the CM must specify what these troops wear and carry scenario by scenario.

CAVALRY



Roman cavalry tended to be light cavalry armed with throwing javelins and a sword. Cavalry were generally armored and shielded like regular Roman infantry. Use the light, medium and heavy cavalry counters to reflect the varying qualities of the cavalry; heavy cavalry counters represent the best troops. On skirmish scale, cavalry counters represent ten troopers. They should use linear

formation until melee begins. Each counter represents about 550 cavalry in tactical battles.

The missile value of the cavalry pieces represents their throwing javelins; the CM may limit the number of missile attacks cavalry counters are allowed; four to eight is a recommended number.

As with the infantry, the cavalry of Rome's enemies differed so greatly that the CM must specify their arms and armor scenario by scenario.

SPECIAL NOTES

When playing on tactical battle scale, consider 10 cohorts plus one auxiliary cavalry counter the equivalent of one Roman legion. Use ballistae and catapult counters as desired; each always represents only one weapon with its crew, regardless of scale.

Counters may not enter hexes containing other friendly counters.

POLITICAL SUMMARY

Rome in the time of Julius and Augustus Caesar was changing from a republic, ruled by its Senate and other elected officials, to an Empire, ruled by an Emperor whose ultimate power rested in his personal control of military forces and his appeal to the upper classes.

Julius Caesar diluted the influence of the Senate by increasing the number of senators from 300 to 900. Augustus relied on his appeal to the senatorial class to secure his personal power, and soon became able to appoint senators at will.

During this entire period members of the Senate tended to be wealthy men of influence, often from old, long-established families. The Senate's weaknesses eventually enabled the Caesars to dominate it: many senators took bribes and resisted reforms desired by the Roman lower classes and often needed for the economic health of the state.

MAJOR NPCS

Julius Caesar
(100-44 B.C.)

Significance Rating: 400

STR	54	DEX	54	AGL	52
WPR	68	PER	70	PCN	60
STA	40	UMS	53	WNDS	12

SKILLS: Military Leadership, Master 119; Sword, Expert 83; Ancient Artillery, Expert 87; Equestrian skill, Expert 89; Investigation, Specialist 81; Outdoor Survival, Specialist 75; Dagger/Knife, Specialist 68; Mounted Melee; Mounted Missile.

Julius Caesar was one of the greatest generals in history: his victories in Spain, Britain, and in Gaul (modern France and Germany) expanded the boundaries of the Roman Empire.

Caesar's victory in the Roman Civil Wars secured his absolute power in Rome. He ruled as a virtual dictator from 46 B.C. to his assassination in 44 B.C.

Augustus Caesar
(63 B.C. - 14 A.D.)

Significance Rating: 375

STR	44	DEX	52	AGL	54
WPR	60	PER	78	PCN	78
STA	40	UMS	49	WNDS	12

SKILLS: Investigation, Master 127; Equestrian skill, Expert 92; Sword, Specialist 64; Dagger/Knife, Specialist 64; Mounted Melee.

Unlike his adopted uncle Julius, Augustus Caesar's achievements were those of a peacetime ruler. Augustus was the first Roman emperor, and under his rule the Empire reached the height of its power.

Mark Antony
(82-30 B.C.)

Significance Rating: 275

STR	68	DEX	68	AGL	64
WPR	74	PER	72	PCN	44
STA	64	UMS	66	WNDS	14

SKILLS: Military Leadership, Expert 102; Sword, Expert 96; Ancient

Artillery, Expert 86; Equestrian skill, Expert 98; Outdoor Survival, Specialist 71; Gambling, Specialist 62; Mounted Melee.

A friend of Julius Caesar, Antony helped to avenge the great man's death when, along with Octavian (later known as Augustus) he defeated the assassins at Philippi.

The alliance between Octavian and Antony was short-lived: Antony, joined by Cleopatra, tried to take control of the Empire. They were defeated at the Battle of Actium, and later committed suicide.

Cleopatra, Queen of Egypt (69-30 B.C.)

Significance Rating: 275

STR 50 DEX 66 AGL 52
WPR 40 PER 80 PCN 70
STA 56 UMS 51 WNDS 13

SKILLS: Investigation, Expert 94; Dagger/Knife, Expert 81; Impersonation, Expert 94; Disguise, Specialist 88; Stealth, Specialist 74; Gambling, Specialist 75.

This legendary Egyptian queen was one of the Ptolemies—the descendants of Alexander the Great's chief general. Cleopatra's influence was less military than political: in her time she charmed both Julius Caesar and Antony, hoping to rule the world through one of them.

Tiberius Caesar (42 B.C. - 37 A.D.)

Significance Rating: 150

STR 62 DEX 50 AGL 54
WPR 50 PER 42 PCN 50
STA 50 UMS 59 WNDS 13

SKILLS: Military Leadership, Expert 82; Investigation, Expert 78; Sword, Specialist 74; Javelin, Specialist 71; Ancient Artillery, Specialist 65; Dagger/Knife, Specialist 74; Swimming.

Tiberius was Augustus' adopted son, and became emperor in 14 A.D. Not overly fond of ruling, he withdrew from power, retiring to the island of Capri, where he spent his last days—in his absence, still the most powerful man in Rome.



ANGEVIN ENGLAND: 1154-1216

Guillaume D'Arcy at your service. I'm rather new to these briefings—in fact, I'm rather new to the Time Corps itself, but they didn't see my greenness as a problem, fresh as the memories of Angevin England remain in my mind.

Those of you who fancy a knowledge of the English and their customs may wonder why I, with my French name, am chosen to give you this background. "He's a Frenchman!" I can hear you saying: "he won't have one good thing to say about the English!"

Well, *mes amis*, you are wrong. Though I am French in a sense, I'm as English as any of the three kings I'll tell you about—Henry II, Richard I, and John—and I do have some good things to say about them. Well, about two of them.

I met Henry first. A servant's child in the Court of the Aquitaine, I had really no hopes of going anywhere, of seeing anything but the southern French countryside around the castle. But I stood behind the arras in the throne room to peek at the foreign prince who was asking our good Queen Eleanor's hand in marriage. He was about what I had imagined: large, ruddy, and every inch royalty. He was just the kind of man for our Shining Lady. I expected that the Queen would be off to England soon, and that would be the last I would see of her.

Imagine my surprise when I was asked along! I could play the lute, yes, and I could sing, but there were others in court more able than I. But that's the way Queen Eleanor was: grand, gracious, and often kind.

London was cold and drizzly; the river turned like a dark serpent through the large city—25,000 people in one town: imagine! The buildings rose to meet one another over the muddy and filthy streets, slanting like the sides of tents above our heads. Shopkeepers leaned out of windows to shout and bargain—even to the royal party! The streets stank of garbage. I feared we would stay here forever, but soon found that we would spend much of our time in Normandy and Anjou, under friendly French skies.

Henry preferred it that way, and Eleanor, still very young, preferred it that way for her Henry.

Within two years, her Henry was King of England, and none could ask for a better monarch, even though he was cruel to my Lady in the later times. He restored the economy by establishing new taxes and the practice of *scutage*: now nobles who owed the king military service could send money instead. Scutage stuffed the treasury, and enabled Henry to hire and pay soldiers—soldiers answerable to no feudal lord, but to the king alone.



Henry's legal reforms were also very important to the changes that took place in England: he established the grand and petit juries, the beginnings of English common law. The grand juries brought the names of murderers, thieves, and violators of the king's peace to the attention of justices; the petit juries decided civil suits. These juries were composed of expert witnesses who knew about the case at hand rather than (as I understand was later the case) impartial men who decided on the evidence in a

trial. At any rate, those brought to justice by the grand juries went through trial by ordeal to decide their innocence or guilt: they would plunge a hand into boiling water or carry a hot bar of iron. If the burn was not infected within three days, the man was innocent.

It was the law that first brought Henry into crisis. He urged Thomas a' Becket, the Archbishop of Canterbury, to allow those clergymen found guilty of high crimes by the church courts to be sentenced and punished by civil law. Becket would hear nothing of what we all thought was a reasonable request, and friendship between the two was broken.

Henry's temper flared; its cost was tragic. In rage, he shouted to some men at court, "Will no one rid me of this troublesome priest?" The men took him at his word. Becket was murdered, and Henry was pitifully sorry—for a while.

But now he had other things to distract him, many of which were Eleanor's doing. She had been busy as Queen indeed, and mostly busy with wonderful things: troubadours came to her court at Poitiers, and she encouraged music, poetry, and the great tradition of courtly love—where a man adores, indeed worships, his lady, treating her with respect and knightly courtesy. A far cry from the way common and servant women were treated, mind you, but a pleasure to the women of the court.

Unfortunately for her, Eleanor had not spent all her time in the world of music and romance. Her sons—Henry, Richard, Geoffrey, and John—were plotting against their father, and M'Lady, wounded deeply by her husband's unfaithfulness in marriage, supported their uprising. Young Henry died soon after the rebellion began, and the king pursued his advantage, crushing his sons' revolt and imprisoning our fair queen.

I went to prison with her, and indeed there were worse places to be: King Henry may have been unknighly in his treatment of his wife, but he was a good enough politician to know that treating her too harshly could bring him trouble from his sons and

from his fellow rulers. No, the prison was sunny, warm, and even pleasant at times—made even more livable and bright by M’Lady’s presence. I played the lute and sang for her, she embroidered and gossiped, and we heard the news from the outside.

We heard the news when Philip II, Philip Augustus, became King of France; little did we know the trouble that would arise from that! We heard of the crimes of Saladin, the Moslem ruler who seized many lands to the East, including the Holy Land. We heard the sad news when M’Lady’s son Geoffrey was killed in a jousting match in Brittany, leaving behind an infant son, little Arthur. Finally, and as if with a sigh of both sorrow and relief, we heard of King Henry’s death. We were free.

Free to be ruled from a distance by Richard *Coeur de Lion*—the Lionheart, the older of M’Lady’s surviving sons. What a perfect knight! What a gentleman and warrior! Our King in the field, he left on a Crusade against Saladin shortly after he was crowned, letting his younger brother John rule in his place. The years of Richard’s absence were hard: he suffered on the Crusade. Although he won some victories, Saladin was a fierce enemy, a good match for Richard in intelligence and military skill. Furthermore, Richard had joined forces with Philip Augustus, who had no liking for our good king: they quarreled constantly in the Holy Land, and Philip ended up seizing England’s territory in France—all our beautiful castles fell into French hands.

As if that were not enough, Richard was captured and imprisoned by the treacherous Duke of Austria as he returned from the Crusades. He was held prisoner for well over a year, in which time John continued to rule in his stead.

To be truthful, “misrule” is a better name for John’s behavior at this time. He inherited his father and brother’s strong home army, and he used it for his personal gain and to reign as a tyrant over our people. “John the Bad” they began to call him, and for good reason. This was the time in which the stories of Robin Hood

arose; whether true or not, the tales spoke to the very true feeling among the people—that the man who sat on Richard’s throne had gone too far.

At any rate, we were all relieved when Richard was released and returned to England. We crowned him again, and he even stayed a while before he galloped off to battles on the continent against, of course, Philip Augustus. It was a war of sieges: in the Year of Our Lord 1199, outside the walls of Chalus in France, Richard received a mortal wound. What we had dreaded came to pass: our great champion was fallen, and now John ruled in more than name only.

M’Lady was nearly 80 years old at the time, yet her energy never seemed to cease. She knew very well that John was weak and unpopular; she also knew that, in the worlds of statecraft and of war, Philip II could eat her youngest son alive. So she gathered herself together and helped to defend Anjou and the Aquitaine against the armies of her grandson Arthur (still a boy, but with a man’s ambitions)—thus John remained in her debt.

Thanks largely to his mother, John was able to secure his throne. (Arthur starved to death in prison—John’s heart was always vicious.) Soon after M’Lady passed to reward (may Eternal Mercy shine upon her!), John began the great conflict of his reign: with His Holiness Pope Innocent himself!

It seems that the English Church had elected their choice for Archbishop of Canterbury without consulting the king; since he had not been consulted, the choice was defi-

nitely not to John’s liking: he sent his own candidate to Rome. Innocent declared both choices invalid, and invested Stephen Langton as Archbishop. John flew into a rage and refused to allow Langton back into the country. The Pope placed England under interdict—that meant that public worship was suspended, and the sacraments were denied in most situations. John, in response, seized all the church lands.

For five years, the King set the souls of his people in danger: he refused to make peace with the Pope, to have the interdict lifted. Finally, and less from spiritual concern than from a desire that Innocent not ally with Philip against him, John submitted to the Pope.

Though it relieved his people of a great burden, John’s submission did nothing to aid him on the field of battle: Philip thrashed the English army soundly at the Battle of Bouvines in 1214, and the defeated John had new troubles on his hands.

The people, the barons, and the clergy were outraged at the evils of their king. Faced with an uprising, John had to buy time: at Runnymede, he placed his seal on the Magna Carta—a document that limited the powers of the king and granted certain rights and privileges to the barons.

The great period of trials from Henry to John was drawing to a close. We had seen the heights of greatness and the lowest points of villainy. It was the time in which England grew into a country, and a time of romance and honor. I envy those of you who stand at the edge of this window!

CURRENCY

Coin	Value	Purchasing Power
Denier		\$4.75
Sou	20 Denier	\$95.00
Mark	10 Sous	\$950.00
Livre	2 Marks	\$1900.00

MILITARY SUMMARY

INFANTRY



Infantry in this period were completely secondary to heavy cavalry: armored knights on heavy horses. What infantry there were tended to be of two types: spearmen and shortbow men.

Spearmen were armored either in leather (AR 10) or, if they could afford it, in mail shirts (AR 45). In either case, this armor protected the upper and lower torso and the arms. The men also wore helmets. Infantrymen in Angevin times were armed with thrusting spears—sometimes with sword and dagger as well. Ignore the missile value of counters representing spearmen. Use any type of infantry counter to represent these men, using the gradations of elite, regular and militia to reflect their relative training and skill. On skirmish scale each counter represents 10 men. The counters should maintain linear formation until melee begins. On tactical battle scale, each counter represents 100 men.

Archers wore the same kinds of armor as the infantry. They did not carry shields. They were armed with the shortbow, usually carried 20 or 40 arrows into battle, and often carried a sword, dagger or both for use in melee. Use either regular or militia infantry counters for archers—never elite infantry counters. Each counter represents 10 men on skirmish scale, 100 men at tactical battle scale.

CAVALRY



Cavalry dominated the battlefields of western Europe in the late 12th and early 13th centuries.

Knights were armored in mail suits (AR 45) which protected the entire body. They carried large shields. They fought armed with the horseman's lance, the sword, or occasionally a short handled weapon such as the axe. The CM should specify the melee weapon being used scenario by scenario.

Use heavy cavalry counters to represent these knights; use medium and light cavalry counters for additional knights but treat them as heavy cavalry in all respects. Ignore the missile values on the counters. Each counter represents 10 mounted knights at skirmish scale, 100 knights at tactical battle scale. Mounted knights should always maintain linear formation at skirmish scale until melee begins.

SPECIAL NOTES

Counters may never move through hexes occupied by other friendly counters.

Some spearmen, notably the Scots, protected themselves from heavy cavalry by forming a large circle several ranks deep and extending their spears. The CM may allow this formation, called a schilltroun (see "Military Formations"), at tactical battle scale. Use a square marker to indicate a counter adopting schilltroun formation.

It was typical for battles of this period to involve relatively small forces on each side; an army containing a few hundred knights on horseback would be a powerful force in most situations. The CM should scale battles in scenarios of his own design accordingly.

One of the principal goals of fighting in this period was to capture prisoners, who were then held for ransom: indeed, this happened to Richard as he returned from the Crusades! When PCs are involved in personal melee in the midst of a battle in this period, their opponents attempt to capture, rather than kill them.

Other than catapults and miscellaneous rock-throwing weapons used for siege work, there was no significant use of artillery of any type in this period.

POLITICAL SUMMARY

The so-called "Angevin Empire" which was cobbled together by Henry II (and lost by his less able sons) consisted of all of England and most of western France. The King of Eng-

land was king there in his own right, but technically owed "fealty," an acknowledgement of loyalty, to the French king for his possessions in France. This rather complicated situation gave rise to constant friction and conflict between the Angevin kings and the French monarchy.

Within England, Henry II's legal reforms vastly expanded the area covered by the "king's justice" as opposed to those offenses which could be dealt with by the powerful land-owning nobles. However, for the common peasant, often tied to land he worked and completely without political or economic power, the authority of the local baron was still close to absolute.

At this time, England was still torn by internal friction between her Norman conquerors (the king and nobles) and the Saxon majority of the peasant population. Occasionally, this friction led to localized revolts which were put down with a brutality and zeal hard for the modern mind to imagine.

In fact, the CM should always bear in mind that the nobility of this period were largely illiterate men whose greatest joy and primary ambition in life was fighting. When they weren't fighting, they were usually drinking, hunting, or "wenching." Of course, kings such as Henry, Richard, and Philip II were highly educated men, and an exception to this rule.

The Catholic Church was also a major power in its own right. The church controlled great wealth in the form of lands and buildings, and its teachings were of major importance to the people, whether peasant or noble. The Church was believed to control the destiny of a man's soul, and no matter how strongly he resisted its more peaceful teachings, even a king could eventually be brought to kneel before the spiritual power of the Church. In fact, stories claim that the dying King John desired to be dressed as a peasant in the hopes that he could slip into Heaven unrecognized! An important bishop could wield as much power as a baron; the Pope was often the most influential figure in Europe.

MAJOR NPCS

Henry II, King of England
(1133-1189)
Significance Rating: 350

STR 62 DEX 54 AGL 58
WPR 70 PER 64 PCN 68
STA 60 UMS 60 WNDS 14

SKILLS: Military Leadership, Expert 95; Sword, Expert 90; Investigation, Expert 98; Equestrian skill, Expert 89; Wrestling, Specialist 75; Dagger/Knife, Specialist 75; Horseman's Lance, Specialist 75; Mounted Melee.

Henry II was the son of Matilda (daughter of Henry I) and Geoffrey Plantagenet, Count of Anjou. He gave the family name Plantagenet to a line of kings who ruled until 1485. The earlier kings of this line were called "Angevins" because of their home in Anjou.

Despite all the troubles during Henry's rule—his open disputes with Becket and with his own sons—he is considered by history as one of England's most capable rulers.

Richard I, King of England
(1157-1199)
Significance Rating: 150

STR 68 DEX 66 AGL 62
WPR 52 PER 68 PCN 54
STA 58 UMS 65 WNDS 13

SKILLS: Military Leadership, Master 117; Sword, Expert 95; Ancient Artillery, Expert 90; Equestrian skill, Expert 96; Outdoor Survival, Specialist 67; Bow, Specialist 81; Dagger/Knife, Specialist 80; Horseman's Lance, Specialist 80; Mounted Melee; Mounted Missile.

Although Richard cut a noble figure during his brief ten-year reign, he did very little as King of England. Almost all of his time on the throne was spent off the throne, campaigning in the Crusades or in military ventures on the French mainland.

Apparently, Richard's military

strengths were balanced by his political weaknesses; Philip II outwitted him regularly, and his leaving John to rule England in his absence showed little concern for the welfare of his people. Still, Richard is remembered well for his knightly qualities: his courage in battle, his skill as a musician and poet, and his gentlemanly bearing.

If the Robin Hood legends are to be believed, the Saxon people admired Richard greatly. This was probably because of his dashing, romantic image; however, suffering was so great under John that the absent king may have looked good by comparison.

John, King of England
(1167-1216)
Significance Rating: 275

STR 52 DEX 66 AGL 54
WPR 70 PER 36 PCN 54
STA 50 UMS 53 WNDS 14

SKILLS: Investigation, Expert 84; Equestrian skill, Expert 82; Sword, Specialist 68; Gambling, Specialist 67; Military Leadership, Specialist 68.

Even if Richard can be accused of being a "non-ruling" king, he never abused his power as did his youngest brother, John. If D'Arcy seemed horrified at John's refusal to submit to Pope Innocent III, it was with good reason: the people of England believed that John was risking their souls for his political ambition.

The Magna Carta John sealed at Runnymede is often considered one of the landmark documents of human freedom. It did limit the powers of the monarchy, but its value was mainly as an example to later political thinkers: only the barons and lesser nobility received more rights and privileges; the life of the common people and the servants changed little as a result of the Magna Carta.

Eleanor of Aquitaine
(1122-1204)
Significance Rating: 200

STR 48 DEX 62 AGL 58
WPR 72 PER 70 PCN 72
STA 62 UMS 53 WNDS 14

SKILLS: Investigation, Master 127; Dagger/Knife, Expert 83; Equestrian skill, Specialist 79; Disguise, Specialist 81; Military Leadership, Specialist 79.

Eleanor was a highly influential figure in European politics even before she married Henry. In fact, she was married to King Louis VII of France in 1137, and accompanied her first husband on the Second Crusade in 1147. Her conduct on the Crusade must not have been quite proper, for she and Louis soon annulled their marriage.

Besides being the wife of two kings and the mother of two, Eleanor's patronage of the arts made her influential for centuries to come.

Philip II, King of France
(1165-1223)
Significance Rating: 275

STR 56 DEX 58 AGL 62
WPR 56 PER 64 PCN 70
STA 58 UMS 59 WNDS 13

SKILLS: Military Leadership, Expert 89; Equestrian skill, Expert 92; Sword, Expert 89; Bow, Expert 88; Ancient Artillery, Specialist 79; Dagger/Knife, Specialist 74; Horseman's Lance, Specialist 74; Mounted Melee; Mounted Missile.

Philip was the son of Louis VII by a second wife. His conflicts with Richard are famous, in part because the two were such opposites: Philip was cold, brilliant, and crafty, and managed to recover much of the land and power his father had lost through misrule.

TUDOR ENGLAND: 1509-1603

Andrew Ross at your service. I was a very old man by the time the last of the Tudor monarchs, Elizabeth I—our Gloriana, our Faerie Queen—passed on and left the throne of England to My Lord and Countryman James VI of Scotland. When James took the title “King James I of England,” it should have been the best of times for a Scotsman, but I missed those proud and dashing Tudors, especially Elizabeth and her father, Henry VIII.

I remember well my first trip to London, a lad of sixteen sitting in the bed of an ox-drawn cart. The year was 1529, Henry VIII had been King for 20 years, and for the first time Welshmen or Scotsmen like myself (but still not the Irish, mind you!) could hope to become wealthy or famous in the big city.

Och, and big it was! Over 150,000 people huddled around the banks of the Thames River, and the city still growing! Bustling, loud, and dusty my first impression of London was—cattle herded to markets, shopkeepers hawking their wares, garbage and filth in the gutters—I suppose that now many of you would consider it an overgrown country town, but to me it was enchantment! And mind you, I had not yet visited the Court.

Of course, even in a worldly city like London, it was easier for a young man like me to make my way than it would be for a lady; that wasn't to change for centuries, although when Elizabeth sat on the throne, it became harder for all those stuffy old men to claim that women were their inferiors.

So there I was, scarcely a man, but expected to act like a man at once: I took up lodgings in the Southwark area of the city—not exactly the best neighborhood. Within a month I had killed a man in a swordfight up on Cannon Street: such things happened all the time, but I would have been hanged for it, because I had not the money to hire one of London's countless lawyers, those fly-by-night creatures who kept the city aboil in lawsuit after lawsuit.

So there I was in Marshalsea Prison, with what seemed to be my whole future in the loop of a gallows noose.

Thank Heavens my father had taught me to read! For I could claim “benefit of clergy” by reciting the “neck-verse”—showing the authorities that indeed I could read a Psalm from the Bible, and therefore could be considered a clerk, under protection of the Church. They did, however, brand my left thumb with an “M” for “Murther”: the next time I committed the crime, they would know that I was what you call now a “repeat offender,” and they would be less merciful.

Don't ask how a boy who received such a rough greeting in the city



managed to spend his last years in the court of the world's most powerful queen. Believe me, don't ask: often a young man who had political ambitions was asked to...watch certain people. Sometimes those people's heads ended up on stakes outside the Tower of London. You watched out for yourself, and you watched out for others. At any rate, I became a wealthy man, and 16th century England wasn't like the old times: the Tudor monarchs didn't look down their noses at the common people, pro-

vided those common people had money. So it came to pass that, by the time I was 30, I had been to several royal feasts, met many of the young men in velvet doublets and hose, met the ladies in their gemmed (and unbearably heavy) gowns, and all and all had begun to learn my way around Court.

I admit I showed some good political sense in turning Protestant when Henry broke with the Catholic Church. People say he did this to divorce his first wife and marry Anne Boleyn (who, by the way, became Elizabeth's mother), but I had kept track of the news in London and seen it coming for a while—good King Harry wasn't about to answer to anyone, neither his advisors nor Pope Clement VII himself. As many young people in London, I heard the tune of the times, but out in the countryside, especially to the North in Yorkshire and Scotland, people resented the King's appointing himself Head of the Church. But it was the same then as it was throughout my lifetime: as London went, so went England.

I bring up the religious question only to give you an idea of what it was like back then. Now, of course, Protestants and Catholics may differ in some areas of belief, but as a rule they're tolerant of one another. Not so in the mid-1500's, when people often felt that religious belief had a lot to do with politics; if, for example, Catholics refused to accept Henry as Head of the Church, then they were traitors in his eyes. When his daughter Mary took the throne (“Bloody Mary,” they called her, though she was really no “bloodier” than her father) the tables were turned, and it became hard to be a Protestant.

I weathered Mary's reign, though, basically by not talking about my beliefs too terribly much. You'd be surprised at how much you could avoid in Mary's England simply by keeping your mouth shut. Furthermore, she was executing about 8 people a day, and I'd seen the gallows from too close once before.

Then there was Elizabeth. She came to the throne in 1558, and from the beginning, many of us fell in love.

Not that she was a beautiful woman, but her energy and intelligence made us proud to be Englishmen.

Despite all her talents, Elizabeth had to struggle with all the problems she inherited. First of all, it seems that Henry had left the country practically bankrupt: we didn't know it at the time, and the new queen wasn't about to let us know. Furthermore, trouble was beginning to brew up in Scotland (though I hate to admit it): Henri II of France believed that his daughter-in-law, who was Queen Mary of Scotland, had more right to the English throne than Elizabeth. Throughout these challenges Elizabeth showed herself to be a marvelous actress: she protected her expeditions to the New World, and protected her country against France and Scotland, by forming an alliance with Philip II of Spain. Actually it was more than an alliance—the good queen talked as though she were going to marry the Spanish ruler. By 1565, when I'd been at Court for a year, I knew better than to spend my money on a wedding gift: the woman was every bit the politician her father was.

Her reign began there, on the shaky ground of economic trouble and political threat. Who could have guessed that this would be the most exciting time in English history? The Queen herself turned back the challenge to the throne by Mary, finally having the Scottish queen executed in 1587 after a long imprisonment. She and her great sea captains, Sir John Hawkins and Sir Francis Drake, handled King Philip's Grand Armada—that fleet he sent to destroy us in 1588—and for the first time in our memories, England was one of the major powers in Europe.

It was a time of great events, a time of discovery, imagination, and danger. Sir Walter Raleigh discovered Virginia in 1584 and established the first colony there: mysteriously, the colony vanished entirely, leaving no clues as to what happened.

Nor did we explore the New World only: great thinkers and writers explored the oldest territory of all—that of the human mind and spirit. Many of the more educated people now

believed the findings of the Polish astronomer Copernicus that the earth indeed did move around the sun. The same people now chuckled at the ancient beliefs in witches, although Mr. Shakespeare could still put such creatures into his plays and be assured that most of his audience would take them on face value.

Shakespeare...wonderful man! That playwriting band of rascals were, all in all, some of the most fascinating men of my time. Shakespeare himself was one of the calmer members of the group: I talked to him only twice—once at the Mermaid Tavern in Cheapside, and once outside the Rose Theatre following a play (not one of his, unfortunately!). A good sense of humor, and good common sense: not at all like some of his friends, but I knew enough from my past not to judge a man by his comrades.

Social life—the plays, pageants, and even the bear-baiting—came to a terrible halt in 1592. The Plague returned, with its swelling, its blackening of the skin, its countless deaths. The great disease spread through London like a fire through a dry forest. I was one of the luckier ones: I could leave town and move to the Kentish countryside—to a less crowded and contagious area. We could return to London in 1593, but by that time things had changed; you might say that a shadow of death had passed over the bright realm.

The Queen was as magnificent, as shrewd as ever, but she began to entertain favorites—younger men to whom she granted special privileges

and powers at court. There had been Robert Dudley, the Earl of Leicester, in the years before the Armada: now her attentions passed between Sir Walter Raleigh and Robert Devereux, Earl of Essex. Both were dashing, heroic young men, but there was no love lost between them. For a time that seemed like ages, we at Court had to play the dangerous guessing game of "who's in and who's out."

Essex finally won the upper hand, and Raleigh, always the gentleman (and if you ask me, always the better choice), bowed out gracefully. The Queen would live to regret her choice: in 1601, in the twilight of her reign, Essex led a revolt against Her Majesty. He got off easily: beheading was far too good for him.

She left us in suspense to the last, that glorious woman. She was unmarried, was childless, and all the world guessed and wondered at who would follow her onto the throne. Only on her deathbed did she make it clear that her cousin James VI would unite the countries of England and Scotland under one rule. It was so like her—saving one last bit of drama for her final exit.

The throne of England passed to various families—through the Stuarts, the Hanovers, the Windsors, and (it's amusing now) the Borbons, the descendants of those very Spaniards Elizabeth fought in 1588. But still when I think of England, when I see bright colours in the clothing the young people wear, or when I hear a clever or beautiful way of saying something old or something completely new, I am with the Tudors once more.

CURRENCY

Coin	Value	Purchasing Power
Pence		\$42
Shilling	12 Pence	\$5.00
Crown	1 Shillings	\$25.00
Guinea	21 Shillings	\$105.00

MILITARY SUMMARY

INFANTRY



The Tudor period was a time of great change in the nature of land warfare in Europe. It was a time when the firearm and the long pike—a spear-like weapon 12 to 18 feet long—were replacing the bow and had already gained dominance on the battlefield over the armored knight of earlier times.

Use regular or elite infantry counters to represent pikemen. The missile value of these counters is ignored. The individual pikeman was variously armored during this period; for most purposes, assume they wear a helmet (AR 15), and a breastplate (AR 60) to protect the front upper torso. Each counter can represent 10 pikemen at skirmish scale or 100 pikemen at tactical battle scale.

The firearm of the Tudor period was the arquebus. Individual arquebusiers wore either no armor other than a helmet (AR 15) or were armored like pikemen (CM's choice). They were armed with the arquebus, swords and daggers. Use regular or militia infantry counters to represent arquebusiers of varying quality. Each counter represents 10 men at skirmish scale, 100 men at tactical battle scale.

On skirmish scale, both types of infantry maintain "block" formation until melee begins. This formation is explained in the section "Military Formations" in this book. All infantry of this period can fire and melee only to their front.

Special Infantry Tactics

In tactical battles, pikemen can change formation to "square", but only by making a successful morale check prior to changing their formation. Failure means they cannot make the formation change, but they do not rout because of this failed check. A square defends against melee attacks as though it had all-around facing.

As an exception to the normal rules, arquebusiers may end their

movement in the same hex with friendly pikemen. This "stack" of counters may fire with the arquebusiers' missile value and melee with the pikemen's melee value. The stack checks morale as if it were a single counter, using the pikemen's morale value. Any combat result that affects one of the counters automatically affects the other counter in the same way. This special rule may be used on either skirmish or tactical battle scale.

CAVALRY



There were a bewildering variety of cavalry types, arms and armor in this period of history. The following standardized types are most useful for game play, but the CM may change or adapt these for any particular battle he wishes to represent during play.

Shock Cavalry

Shock cavalry were light, medium or heavy cavalry who charged into melee. Any of the three types of cavalry counters may be used, depending upon the quality of the troops to be represented. The lance and most heavy armor were discarded with the advent of firearms. Most shock cavalry wore breastplates (AR 60) to protect the front upper torso, and a helmet (AR 15). They were armed with swords. A few heavy cavalry still wore helmets (AR 15) and full plate armor (AR 60) which protected the entire body.

Each counter represents 10 shock cavalymen at skirmish scale or 100 troops at tactical battle scale. Ignore the missile value of these counters. Shock cavalry at skirmish scale maintain linear formation until melee begins.

Firearm Cavalry

Some light and medium cavalry were armed with pistols and trained to trot up close to the enemy, fire their pistols, and wheel their horses away—a maneuver called the "caracole." These cavalymen were usually armed with

three antique pistols each. They wore either no armor, or helmets and breastplates like shock cavalry. They also carried swords.

Firearm cavalry may charge only one enemy unit in a round or turn. Instead of melee attacking the unit, they attack using their missile value.

Use light or medium cavalry counters to represent this type of cavalry. Each counter represents 10 men at skirmish scale or 100 men at tactical battle scale.

ARTILLERY



Artillery was used with increasing frequency and effect on the battlefield in this era. Light, medium and heavy artillery can be used in battles in this time period. However, the movement ratings on the counters are ignored; once set up on the field, these counters cannot be moved. No horse artillery is available.

GENERAL RULE

Except as noted for arquebusiers and pikemen, counters in this time period may not enter hexes occupied by other, friendly counters.

POLITICAL SUMMARY

Politics in Tudor England was a fascinating but dangerous occupation. History books are filled with the names of brilliant men, some virtuous, some scoundrels, who literally lost their heads because of political miscalculation.

Henry VIII succeeded in making the power of the monarchy stronger than ever before in England. The king's power rested upon the desire of the people for a strong, united country, the increasing dependency of the barons on the crown for their own economic well-being, and the force of the monarch's personality. What Henry VIII wanted, Henry VIII got. Elizabeth I had her own way as well, but often achieved her desired ends more subtly than her blustering father.

Parliament convened at the pleasure of the monarch, but had the

power to approve or disapprove taxation. Most of the power in Parliament was still in the hands of the House of Lords, consisting of the important nobles of England.

The actual government of the country was firmly in the hands of the monarch, aided by a small group of hand-picked advisors. This select group of powerful advisors was known as the Privy Council.

For justice, the people turned to the common law courts established centuries before by Henry II. However, the powerful often turned to the Star Chamber, a special court existing outside the usual rules of common law. The Star Chamber could hear any case, either on petition or by its own choice. It required no jury, and could hand down any sentence except the death penalty.

For ambitious men and women, the way to rise to power in Tudor England was to make yourself valuable to someone who already had wealth and power—and no one had more of that than the monarch. As a result, a system of patronage developed, with officials holding offices from Privy Councillor on down at the pleasure of those above them.

But high office could be dangerous, as many men and women learned. For disagreement with the monarch on a major question of policy could quickly be considered high treason and punished by death.

MAJOR NPCS

Henry VIII, King of England (1491-1547)

Significance Rating: 350

STR 58 DEX 54 AGL 56
WPR 60 PER 66 PCN 70
STA 62 UMS 57 WNDS 14

SKILLS: Military Leadership, Expert 92; Investigation, Expert 96; Equestrian skill, Expert 89; Gambling, Specialist 75; Sword, Specialist 72; Bow, Specialist, 69; Mounted Melee; Mounted Missile.

Henry VIII has often been treated unfairly by history: more has been

made of his six wives than of his quite capable rule. The fact of the matter is that even Henry's marriages were intended to help his country in some way; they reflect his search for a woman who would bear a male heir to the throne.

In fact, Henry was a strong ruler who established both the English Protestant Church and a strong navy (which helped to assure British power for years to come).

Mary I, Queen of England (1516-1558)

Significance Rating: 100

STR 48 DEX 50 AGL 50
WPR 52 PER 54 PCN 48
STA 44 UMS 49 WNDS 12

SKILLS: Investigation, Specialist 67; Dagger/Knife, Specialist 64; Equestrian skill, Specialist 67; Military Leadership, Specialist 67.

Mary I of England is remembered in history as "Bloody Mary": she tried to restore Roman Catholicism in England and brought about a time of persecution in which over 300 Protestants were burned as heretics.

Mary, Queen of Scots (1542-1587)

Significance Rating: 150

STR 48 DEX 58 AGL 60
WPR 50 PER 72 PCN 66
STA 56 UMS 54 WNDS 13

SKILLS: Investigation, Expert 93; Bow, Specialist 73; Equestrian skill, Specialist 79; Disguise, Specialist 80.

Mary claimed to be the rightful ruler of England during the early part of Elizabeth's reign. Many intrigues and scandals surrounded Mary's reign in Scotland, and in 1568 she fled to England.

Soon Mary, because of her claim to the English throne and her Roman Catholicism, became suspected of plotting against Elizabeth's life. She was imprisoned for years, and executed in 1587.

Elizabeth I, Queen of England (1533-1603)

Significance Rating: 375

STR 50 DEX 52 AGL 60
WPR 78 PER 76 PCN 80
STA 52 UMS 55 WNDS 13

SKILLS: Investigation, Master 133; Military Leadership, Expert 98; Equestrian skill, Expert 96; Dagger/Knife, Specialist 70.

One could make a good case for Elizabeth's being the greatest of the English monarchs. The last of the Tudors, she faced many challenges and tasks in her highly successful reign. She restored the supremacy of the king or queen as the head of the Church of England, her navy defeated the Spanish Armada in 1588, and her reign established a security and prosperity in which arts and learning could thrive.

Sir Walter Raleigh (1554-1618)

Significance Rating: 150

STR 62 DEX 64 AGL 68
WPR 66 PER 74 PCN 72
STA 58 UMS 65 WNDS 13

SKILLS: Sword, Master 120; Dagger/Knife, Expert 95; Military Leadership, Expert 98; Investigation, Expert 101; Equestrian skill, Expert 99; Gambling, Expert 91; Florentine Style, Specialist 81; Outdoor Survival, Specialist 78; Mounted Melee.

If Elizabethan England had a "Renaissance Man"—that ideal person who excelled in many different areas of life—it would have been Sir Walter Raleigh. Poet, philosopher, soldier, explorer, and historian, Raleigh was in and out of favor at the court of Elizabeth.

Raleigh lost court favor entirely under James I, Elizabeth's successor, and was executed in 1618.

NAPOLEONIC FRANCE: 1804-1815

Soldats! Attendez-moi! I am Jean Paul Desnouettes, formerly a corporal in the Imperial Guard of His Majesty Napoleon I, now merely a Time Corps Sentry/4 and your guide to Napoleonic France.

What a glorious France that was! Never, before or since, did my people aspire to or achieve such greatness as was ours under the Emperor! Never, before or since, was there a leader like him! As you can no doubt tell, my heart will always long for those days of glory, when the Emperor led us from victory to victory and the cries of "Vive Napoleon!" rang out so loudly they seemed to drown the hundreds of cannon raining fire on the battlefields of Europe.

Napoleon once said, "I did not steal the crown of France. I found it in the gutter, and I picked it up and put it on my head." How sad, and how true. The Emperor was the salvation of a France torn apart by internal political struggles and under attack by the monarchs of Europe, who feared the Revolution, who in fact feared their own people more than they feared the French.

Nowhere was the Emperor loved more than in Paris, the heart of the Empire, the living heart of France herself. And at the heart of Paris, that famous center of beauty, culture, and learning, was the mob.

It was the Paris mob who brought the Revolution to France, and it was the mob that every politician of the time at once feared and played to—except the Emperor, of course. For Paris was full of people of the lower classes. They had tasted blood during the Revolution and the following "Terror" when thousands of the aristocrats of France had been sent to their destiny in the public squares by "Madame Guillotine." No politician could be sure when the mob would want to taste blood again.

But they filled the streets of Paris, looking for work, looking for food, and often looking for both pleasure and trouble. It was Napoleon who tamed them, who even at the end had them eating from his hand as a fine trainer does a lion.

That was no small accomplish-

ment in a time when rumor and gossip were the principal sources of information in the city for both lower and upper classes. Looking back upon it now, I suppose that was only natural. After all, Napoleon's government controlled the press, and the new men who came to power beneath the Emperor did not have the confidence that comes to ruling families used to generations of power.

Indeed, what a scramble there was by men to rise to power and wealth in those days! Always, always the common people and the mighty shared one topic of conversation: who was



in the Emperor's favor, and who was not. Opportunities to win his favor were plentiful. For Napoleon kept intact that great principle of the equality of all men, even if liberty did have to suffer a bit under his rule.

The Emperor looked for men of talent, regardless of their social class or who their parents happened to be. The inefficient were weeded out, as much as was possible, and replaced in the government by men of merit, or at least by the friends of men of merit

who had risen to great positions of power.

Not suprisingly, many of the powerful were military men. Under Napoleon's leadership, a common soldier could become a king—that happened, you know, to Joachim Murat. He was a cobbler's son who joined the Army and in the end was made a Marshal of France and the King of Naples!

Of course, as a youngster I followed eagerly the news of the then General Bonaparte. I marvelled at the way he transformed our tired, hungry, underpaid troops into an unstoppable victorious machine, rolling over the power of the Hapsburgs of Austria and carrying the tri-color banners of the Republic as far as Egypt. Like most Frenchmen, I was content when he finally proclaimed himself Emperor in 1804. In fact, it was in that very year I joined the Army as a private in the 95th Regiment of the Line.

I first saw Napoleon in the summer of 1805. The Army was encamped at Boulogne, on the English Channel coast. Napoleon himself came to check on our training and readiness for action. Our regiment snapped to attention, and waited. Soon I heard hoofbeats on the sand away to my right, and already my heart leapt for joy. And then, as he galloped past on his white charger, raising his hand in salute to the 95th, the cry of "Vive l'Empereur" sprang from the souls of the 2700 men of the 95th. I could not have stopped that cry from my own lips had I wanted to. We were ready to die for him. Many of us did. And I, for one, would gladly go back for the chance to do so again myself. But my destiny is with you, *mes amis*, and not with my Emperor.

How can I explain to you what it was like to live then? For in that very year of 1805, all Europe exploded into the series of wars known as the "Napoleonic Wars." As if they were all his fault. As if England, Austria and Russia did not form a Coalition in 1805, invade our neighbor Bavaria and threaten our possessions in Italy!

Well, our Emperor made short work of the 1805 war! In late September we marched from the channel coast deep into southern Germany.

By November, we had taken Vienna, the hated Hapsburg capital, and on Dec. 4, 1805, I had the great privilege to serve Napoleon in the Battle of Austerlitz, his greatest victory.

In 1806, it was upstart Prussia's turn. In three weeks, only three weeks, mind you, the might of Prussia was no more. And in the spring of 1807 the Tsar of Russia himself met Napoleon at the Polish border to sue for peace.

In 1808 the Emperor directed the initial conquest of Spain, and his Empire stretched from the border of Portugal to the borders of Russia. Only England refused to come to terms with him, and some Spanish guerrillas, encouraged by England, continued to resist our occupation of Spain.

The wars continued, though. Austria rose again under the Archduke Charles, and even the Emperor was hard put to recover his military balance after her surprise attack, again into Bavaria. Spain continued to fester, draining the Empire of 50,000 soldiers every year.

Finally, ambition's gleam in the Emperor's eye turned to a peculiar madness: for reasons still unclear to me, he decided to invade Russia. At the head of 600,000 men, the largest army modern Europe had ever seen, he marched into the trackless wastes of the East. It was June, 1812. By then I had been transferred to the Imperial Guard. How well I remember the march into Russia! In the first week, we lost 100,000 men to heat and hunger. The dust on the roads was so thick some men literally choked to death while marching in column.

The invasion of Russia was the beginning of the end. By December we had advanced all the way to Moscow, and retreated once again, through the bitter Russian winter, to Poland. Of our proud army, 600,000 strong, only 35,000 remained alive.

In 1813 all Europe rose against our troubled Emperor. The armies of Russia, Prussia, Austria and Sweden marched against us, and war ravaged the continent. By 1814, Napoleon had been driven all the way back to Paris, and in the end, was forced to abdicate—to give up the throne. He was sent in

exile to the tiny island of Elba in the Mediterranean. The "Corsican ogre," as the English called him, was caged.

In France during this time all was well with our people—better than it had been for thirty years. Napoleon had stabilized our economy. He had given us new, codified laws, the Code Napoleon, which served as the basis of French justice for 200 years. Only a few shortages, caused by our embargo of England and England's blockade of our ports, troubled us.

Small wonder, then, that there was little enthusiasm for the Bourbon king, Louis XVIII, with whom the Allies burdened us after 1814. Small wonder, too, that a man of Napoleon's ambition and genius could not be held long even on a barren rock in the middle of the sea.

He landed in southern France in 1815 with barely 1000 men. By the time he reached Paris, his army had swelled to 100,000, myself among them. The Emperor truly wanted peace, but the Allies, well, the Allies would have none of it. They declared war on him. Mind you, not on France, on *him*.

We struck at once, like lightning. The Prussians and English were forming in Belgium for a drive into France. Napoleon stole a march and defeated the Prussians at Ligny on June 16. All day on the 17th we marched through the pouring rain, chasing Wellington's English army toward a little Belgian town called Waterloo.

I have learned from science that sooner or later, every star must explode and die; everything that has

risen in the sky must fall again to the dust of the earth. So it was with my Emperor. I remember how we of the Guard formed square to protect him as he left that dismal field, how he wept in his carriage as we marched along, weeping not for himself, but for France, who never again would know true glory, and for his son, who would never wear his father's crown, and for his "star," his destiny, which had died that day with so many thousands of brave men in coats of blue and red.

History to do this day does not know how to judge Napoleon, *mes amis*. None doubt his greatness, but whether it was for good or for ill, well, it depends upon whom you ask. Some say he was a warmonger, and he himself once said, "The lives of a million men are as nothing to a man like me." But he wept for the deaths of his friends like any man. I know only this: for me, he will always be *the* Emperor.

CURRENCY

Coin	Value	Purchasing Power
Silver franc		\$6.00
Gold franc	5 silver francs	\$30.00
Gold Napoleon	4 gold francs	\$120.00
Louis d'Or	Same as Napoleon	\$120.00

MILITARY SUMMARY

INFANTRY



Infantry were the most numerous types of troops on the battlefield in the Napoleonic Wars. When playing Napoleonic period battles, use the elite infantry counters to represent the "guards" units that almost all nations had. The regular infantry counters represent standard infantry, and the militia counters represent less well-trained troops or troops of generally poorer quality, such as the Moscow Militia who appeared at the Battle of Borodino.

Each infantry counter represents 10 men in skirmishes. In tactical battles, each counter represents one *battalion* of 600 men.

Infantry at skirmish scale should maintain linear formation until melee begins. At tactical scale, they may form extended lines, columns, or squares.

All infantry are armed with muskets and bayonets. They usually carry a field pack with four days' rations and other necessary items. Infantry of this period are not armored.

CAVALRY



Cavalry were used to screen the advance of an Army from the enemy, to gather information about enemy movements, and to guard lines of communication. Cavalry in the Napoleonic Wars almost always attacked by charging the enemy.

Each cavalry counter represents 10 troopers at skirmish scale or a *regiment* of 300 troopers at tactical battle scale.

The heavy cavalry counters represent men on heavy horses armed with long sabers or swords. Most troopers also carried two single-shot flintlock pistols. Some French heavy cavalry, the famous cuirassiers, wore breastplates (AR 60) which protected the front of the upper torso.

Medium cavalry counters are *dragoons*, cavalry on medium horses who

were armed with sabers or swords, two pistols, and a sometimes a dragoon musket. Dragoons were trained to dismount and fight like infantry, although they seldom did so.

The light cavalry counters are armed with sabers or lances and ride light horses.

When playing Napoleonic scenarios, ignore missile values on the cavalry counters. Cavalry use firearms only in close combat as individuals.

At skirmish scale, cavalry should maintain linear formation until melee begins.

ARTILLERY



Foot artillery counters represent cannons of various sizes and their crews of 4 to 12 men. The same counters can be used for light, medium or heavy artillery. Light artillery are 3-pound to 6-pound guns. Medium artillery are 8 or 9 pound guns, while heavy artillery are 12-pound guns.

Each counter represents one gun at skirmish scale or a *battery* of 6 to 8 guns at tactical battle scale.

Horse artillery are the same as foot artillery except for their movement rate. All horse artillery are light artillery in Napoleonic scenarios.

POLITICAL SUMMARY

The French Empire under Napoleon was quite literally *under* Napoleon. He personally directed most affairs of state through secretaries whom he might call at any time, day or night, to take dictation of as many as 12 letters at once. Other notable political figures of the period were Marshal Ney, Marshal Davout, Talleyrand (the Secretary of State), and the Englishman Arthur Wellesley, First Duke of Wellington, who defeated Napoleon in the Battle of Waterloo.

MAJOR NPCS

Napoleon Bonaparte
(1769-1821)

Significance Rating: 400

STR	56	DEX	60	AGL	60
WPR	80	PER	78	PCN	80
STA	56	UMS	58	WNDS	13

SKILLS: Military Leadership, Master, 127; Cannon, Master, 125; Investigation, Master, 135 Bayonet, Specialist, 73; Equestrian skill, Specialist, 81; Long barreled gun, Specialist, 75.

Napoleon Bonaparte was born into a poor Corsican family and rose to become Emperor of France. From 1805 to 1815 he was without question the dominant personality in European politics. He believed in his own destiny, above all else, and was a master at persuading even powerful men to follow him and do as he bade.

Michel Ney
(1769-1815)

Significance Rating: 100

STA	66	DEX	68	AGL	70
WPR	54	PER	60	PCN	62
STA	68	UMS	68	WNDS	14

SKILLS: Bayonet, Expert, 98; Lance, horseman's, Expert, 98; Sword, Expert, 98; Equestrian skill, Master, 121; Mounted Melee; Cannon, Specialist, 79; Military Leadership, Master, 115.

This tall, thin, ruddy man rose under Napoleon to become a Marshal of France and hold the title "Prince of the Mosca" for his role in commanding the rear guard during Napoleon's retreat from Russia in 1812. Ney was never quite the same mentally after the 1812 campaign. In 1815 he was sent by Louis XVIII to capture Napoleon and vowed to "bring him back to Paris in a cage." Instead, Ney found he could not arrest his Emperor, and ended his military career leading a series of bloody, futile cavalry charges at Waterloo. Ney was shot by the Bourbon government for high treason following Napoleon's second abdication.

FRANCE, 1940-1944

No doubt you will have many missions in occupied France, 1940-1944, for it seems the Demoreans have a particular fondness for working in the period when the Nazis ruled my homeland. I am Claude Joinville, Timemaster/3, although in my life before joining the Corps I was better known to the Gestapo (the hated Nazi secret police) as "Romulus," my code name in the Resistance cell I led. Allow me to acquaint you with the realities of life in occupied France.

My friend Jean Paul Desnouettes remembers the glory days of the Empire of Napoleon; I remember the days when France was ground under the heels of the occupying Boche. But I am no less proud than he. Many brave Frenchmen answered the call of patriotism to resist the hated Nazi invaders.

The Germans came in May of 1940. Using their new blitzkrieg tactics to launch a surprise attack through the Ardennes forest in Belgium, they divided our forces and simply bypassed our famous Maginot Line, a monument to the stupidity of relying on fixed fortifications to defend a nation.

By early June, the war was all but over. Our British allies, trapped against the sea by German Panzer troops, barely evacuated their forces from Dunkirk in time to have an army left. While far-sighted patriots like General Charles DeGaulle called for an immediate counterattack using our still superior tank forces, the tired old men of our military high command, like General Weygand, thought only in terms of defeat. The Nazis goose-stepped into Paris on June 14. On June 17 Paul Reynaud resigned as Prime Minister, and Marshal Petain, the hero of World War I, assumed power to ask for an armistice.

For Adolph Hitler, it was a moment of gleeful triumph. To add to the dishonor of our people, he insisted that the armistice agreement be signed in the same railroad car where we, the victors of 1918, had met the Germans to sign the armistice ending World War I. The agreement was signed June 21; hostilities officially ceased June 25.

Now France was divided into two countries. Three-fifths of our territory was under direct German occupation and control; Marshal Petain was allowed to head what Hitler hoped would be a puppet government for the rest of the country, which was commonly known as "Vichy France," after the name of the new capital city.

But even this token independence for a small portion of France was not allowed to remain. After the British and American invasion of North



Africa on Nov. 8, 1942, Hitler ordered the occupation of Vichy France by German troops. My country lay broken, in the hands of the most barbaric of enemies.

What a nightmare it was to live in France then! The Germans were everywhere, especially in Paris, and daily life was a struggle for survival against them and against shortages of food, fuel, clothing, and all the barest necessities of life. France was stripped to support the German war effort; our people received the scraps from their masters' tables.

How well I remember those early days of the German occupation in Paris! I would get up early, very early, in the morning, to go to the food shops in hopes of finding enough to feed my family that day. I carried with me a book of ration coupons—everything, of course, was rationed by the Germans. I also carried my identity papers, for I might be stopped at any time, night or day, in any street or alley, by some German soldier, or worse, Gestapo agent, who would demand, "Your papers, please." Woe to those whose papers were "not in order"; they could expect arrest, relentless questioning, brutal treatment, perhaps shipment to a slave labor camp in Germany or occupied Poland, perhaps shipment to one of the Nazi death camps. People became accustomed to the idea that friends, relatives, or loved ones might simply disappear some day.

Even early risers like myself could expect to stand in line for hours to get a loaf of bread, a few potatoes—perhaps, on a very good day, a scrap of meat. You can understand easily why a "black market" soon arose: that is, the illegal sale of food, fuel and other items "under the table" for much higher prices than normal. Alas, some of my countrymen joined with some of the greedy Germans in supporting this vile practice, which ground the life out of the poor and made the shortages of legitimate goods even worse.

Of course, the Germans held us to a strict curfew; it varied from 6 to 10 p.m. across the country. Violators had little to fear at first if the violation was minor and their papers were in order. But after the Resistance began serious operations, it was a different matter.

I joined the Resistance shortly after my wife and children were taken. I came home one evening to our little flat, rejoicing over finding a whole fresh fish during the day. My flat was empty, the small table in our sunny kitchen overturned, my daughter's doll propped sadly in the windowsill. Apparently the Gestapo, always relentless, had learned that my wife was partly Jewish. I never saw her, or my

children again. I knew that soon they would come for me, so I grabbed what items I could and sneaked out of the city, out of Paris, headed for the home of a friend in the country who had once hinted to me that I might be useful to what he called his "literary society."

By 1942 the Allies were dropping us weapons and supplies. We in the Resistance struck when and where we could. We blew up railroads, fuel dumps, ammo depots. We ambushed the Boche whenever they showed themselves along our country roads. We camped and lived in the woods, the caves, abandoned farmhouses, the untilled fields—always on the move in fear we would be discovered by German patrols.

We gained experience and expertise. We became very skilled at moving silently at night, wearing black clothing, smearing black mud on our faces. Our presses churned out false identity papers for our necessary trips into the towns to buy, or otherwise obtain, the food, ammunition, clothing, and other supplies we needed. And wherever we went, we spread the word as best we could: resist, resist, resist!

The Germans struck back. The worst thing for me personally to bear were the reprisals. Suppose we blew up a German installation near some small town. The next morning, the Nazis would round up 5, 10, maybe even 50 people at random from that town for every single German we had killed. These people would be lined up against walls and shot like dogs; machine-gunned in cold blood. The Nazi idea was to discourage people from cooperating with us. It backfired: the more French men, women and children they shot, the more patriots found their courage, picked up an old, hidden rifle, and joined us in the fields.

The Germans of course tried more subtle methods. They would use turncoats, paid traitors, to infiltrate our ranks and expose the members of our groups. They would continually bombard the people in the cities and towns with an endless stream of propaganda, preaching their doctrine of

German superiority, telling them of German victory after German victory, urging my people to cooperate before they were wiped from the face of the earth.

We adapted to the German tactics as best we could. We gave ourselves code-names and operated in very small groups of three or five, coming together only for major operations. Those who came to join a cell meeting and did not have the proper passwords, we shot; that bothers me still of a night, for what if we made mistakes? But we could not risk infiltration by German agents. We steeled ourselves to prefer death to capture; the Gestapo could make even the strongest man talk.

Our one comfort, and the one comfort for many of the people of France, was the radio. For try as they might, the Germans could not silence the voice of Radio London. It was from London that we heard the voice of General DeGaulle, proclaiming the cause of Free France. It was from Radio London we heard the daily coded messages telling us of Allied victories, informing us of the plans of other Resistance groups, arranging drops of supplies, and even drops of special Allied commando teams sent into France on special missions.

Fortunately for us, the British and the Americans adopted a policy of providing support to all Resistance groups, regardless of their politics. You see, some of our groups were loyal to General DeGaulle; others were Communists. In fact, the Communists were probably the most ef-

fective Resistance groups. But the Allies, and we ourselves, had the wisdom to keep our own political differences to a minimum; the first job was to rid France of the Nazis.

Our strength grew. By early 1944 we were operating at times in units of hundreds of men, armed with automatic weapons, machine guns, anti-tank rifles, and other heavy weapons. We fought entire German battalions to standstills for days.

At long last, the word we had longed to hear was broadcast by Radio London. How well I remember sitting just outside a small cave with two compatriots, listening carefully to static and whistling coming from the short-wave, listening for the coded message which would mean liberation for my country. It was late, a clear summer night, and we were weary from our most recent, bloody battle with the Boche. We listened for an hour, and finally heard one blessed sentence, repeated twice, "The red tulips bloom in the spring. The red tulips bloom in the spring." For a moment we sat as if we had been struck dumb. The whole countryside seemed to fall into a deep and perfect silence. Our weariness vanished; our hearts rejoiced. But there was no time to celebrate the hour we had awaited through those long, unspeakable years. We grabbed our weapons and explosives and set out at once for a major roadway bridge which must be destroyed that night; for the Allies would land at dawn.

CURRENCY

Coin
Franc
Mark

Purchasing Power
\$.10
\$2.00

MILITARY SUMMARY

INFANTRY



Individual infantry men carry a rifle with a 5-shot clip, a bayonet, 2 hand grenades, and additional rifle ammo. Infantry are unarmored except for helmets (AR 15). Infantry counters represent 10 men at skirmish scale, 100 men at tactical battle scale. Elite counters represent German SS troops or various elite Allied formations. Regular infantry counters represent normal troops; militia infantry counters are German Volksgrenadiers and "green" Allied units in combat for the first time.

VEHICLES



Tank and SPG counters represent 1 vehicle at skirmish scale, 3 Allied vehicles or 5 German vehicles at tactical scale. Light tanks are German Pz I's or Pz II's, or French or Italian tanks. Medium tanks are American Shermans or Grants, or German Pz III's. You can use Medium tank counters for Pz IV's; increase the defense bonus by +1 when doing so. Heavy tanks are German Pz V's (Panthers) or Pz VI's (Tigers). Increase the defense bonus by +1 for Tiger tanks. SPG counters are German StG III self-propelled guns.

All truck or APC counters represent 1 vehicle at skirmish scale, 5 at tactical battle scale.

SPECIAL NOTES

Use machine gun, ATW, mortar, anti-tank gun, and flamethrower counters only in skirmish scale scenarios, not tactical battle scale scenarios. All infantry in World War II scenarios have all-around fields of fire.

POLITICAL SUMMARY

Occupied France was run by the German Army, whose commanders and assistants came and went with great frequency. The SS, an organi-

zation composed of fanatical Nazi party members, fielded its own military units. These units were technically under Army command, but because of their political status actually had a great deal of independence. The Gestapo was a special branch of the SS: the Nazi secret police force in both Germany and the occupied countries.

Among the most notable of the German generals who commanded Army units in occupied France was General Erwin Rommel, commonly known as the "Desert Fox," who was in charge of preparations to resist Allied invasion.

Vichy France was headed by Marshal Henri Philippe Petain, an old man by then, who probably acted in what he believed to be the best interests of France. The second most important Vichy French official was Admiral Darlan, who commanded French forces in Africa. Darlan disobeyed Petain's orders and cooperated with the Americans and the British when they invaded Vichy French possessions in North Africa.

Vichy France produced a large number of minor politicians who collaborated with the Nazis. Some were sincere men who were attempting to get the best deal possible for their country; some were out to grab as much power and wealth as they could during the occupation. The Allies tried many of these men for treason after the liberation of France.

In London, General Charles DeGaulle headed the Free French government in exile. Despite the tremendous political differences which divided the French people before, during and after World War II, DeGaulle triumphed after the Allies liberated France, and became the head of the new Fourth Republic.

MAJOR NPCS

Charles DeGaulle
(1890-1970)

Significance Rating: 150

STR	52	DEX	56	AGL	62
WPR	76	PER	68	PCN	74
STA	58	UMS	57	WNDS	13

SKILLS: Bayonet, Specialist, 72; Equestrian skill, Specialist, 77; Long barreled gun, Specialist, 71; Pistol, Specialist, 71; Grenade, Specialist, 71; Machine Gun, Specialist, 71; Artillery, Expert, 95; Investigation, Master, 128; Military Leadership, Expert, 96.

DeGaulle was above all a French patriot, determined first to liberate France from Nazi rule, and then to assure France a position among the great powers of the world. He often seemed cold, arrogant, harsh, and difficult to work with to many other Allied leaders, but his Free French leadership provided a rallying point for the French people.

Genral Erwin Rommel
(1891-1944)

Significance Rating: 150

STR	58	DEX	54	AGL	56
WPR	66	PER	74	PCN	78
STA	54	UMS	57	WNDS	13

SKILLS: Bayonet, Specialist, 72; Equestrian skill, Expert, 92; Mounted Missile; Automatic Rifle, Long barreled gun, and Pistol, Specialist, 69; Grenade, Specialist, 69; Artillery, Expert, 96; Machine Gun, Expert, 84; Mortar, Specialist, 81; Mechanics, Specialist, 81; Military Leadership, Master, 121; Outdoor Survival, Expert, 95; Tracking, Specialist, 79.

Rommel was a light infantry leader in World War I, and became a leading advocate of the new style of tank warfare during the interwar years. He earned the nickname the "Desert Fox" for his brilliant leadership of the *Afrika Korps* in North Africa, 1941-1943. He commanded Army Group B, which opposed the Allied landings in France in 1944. Rommel was forced to commit suicide after being implicated in a 1944 plot by several generals to assassinate Hitler.

EVENT WINDOW TIMELINES

ATHENS: 5TH CENTURY B.C.

490: Greeks defeat Persian army at the Battle of Marathon (SR 1000).

480: Persian King Xerxes defeats the "300 Spartans" under King Leonidas at Thermopylae (SR 750). The Spartan stand buys time for the rest of Greece to arm. Xerxes burns Athens, destroys the Acropolis, but is defeated at the Battle of Salamis (SR 1000).

462: Pericles begins his rise to power in Athens.

443: Pericles elected Athenian general.

431: Peloponnesian War between Athens and Sparta begins (SR 750).

429: Death of Pericles in plague (SR 500).

405: Spartan navy destroys Athenian fleet at Aegospotomai. End of Peloponnesian War (SR 500).

399: Death of Socrates.

ROME: 61 B.C.-37 A.D.

60: Caesar elected consul, and forms First Triumvirate with Pompey and Crassus (SR 500).

58-50: Caesar conquers Gaul (SR 1000).

51: Caesar invades Britain (SR 1000).

49-47: Civil war between Caesar and Pompey for control of Rome. Pompey murdered in Egypt at Cleopatra's orders. Caesar becomes sole ruler of Rome (SR 1000).

44: Caesar assassinated (SR 400). Second Triumvirate (SR 600) formed by Antony, Octavian and Lepidus.

42: Second Triumvirate wins Battle of Philippi (SR 300) against Brutus and Cassius, who commit suicide.

34: Battle of Actium (SR 1000). Antony and Cleopatra are defeated by Octavian and commit suicide. Octavian assumes title "Augustus" and becomes virtual emperor of Rome.

14 A.D.: Augustus dies; succeeded by Tiberius.

37: Tiberius dies; succeeded by Caligula.

ANGEVIN ENGLAND: 1154-1216 A.D.

1154: Henry II begins reign (800).

1163-1170: Quarrel over legal jurisdictions between Henry and Arch-

bishop of Canterbury Thomas a Becket. Beckett eventually murdered (SR 500) in Canterbury Cathedral by knights loyal to Henry.

1180: Phillip Augustus becomes King of France (SR 700).

1187: Saladin takes Jerusalem (SR 1000).

1189-1194: Henry II dies; Richard I (Lionheart) becomes king, joins the Third Crusade (SR 300). Richard returns from Crusade but is captured and held for ransom (SR 100). When released, he returns to the throne.

1199: Richard killed at Siege of Chalus (400). John (Lackland), his youngest brother, becomes king.

1209-1213: Dispute between John and Pope Innocent III (SR 400).

1215: John forced to sign Magna Carta (SR 1000).

1216: John dies; succeeded by Henry III.

TUDOR ENGLAND: 1509-1603

1509: Henry VIII becomes King of England (SR 450).

1531-1535: Reformation in England (SR 1000).

1542: Mary, Queen of Scots, becomes queen at age six (SR 150).

1547: Henry VIII dies; succeeded by Edward VI.

1553: Edward VI dies; succeeded by Queen Mary I (Bloody Mary).

1558: Elizabeth I, daughter of Henry VIII and Ann Boleyn, becomes Queen of England.

1559: Mary, Queen of Scots, claims right to the English throne.

1567-1586: Mary forced to abdicate Scottish throne, takes refuge in England, where she lays claim to English throne.

1578: James VI takes throne of Scotland (SR 300).

1584: Sir Walter Raleigh discovers Virginia (SR 150).

1586: Babington plot to murder Elizabeth discovered; Mary, Queen of Scots implicated.

1587: Execution of Mary, Queen of Scots.

1588: English "sea dogs" led by Sir Francis Drake defeat the Spanish Armada (SR 1000).

1603: Elizabeth dies; James VI of

Scotland becomes James I of England.

NAPOLEONIC FRANCE: 1804-1815

Dec. 2, 1804: Napoleon crowned Emperor of the French (SR 150).

1805-1807: Successive victories over Austria, Prussia, and Russia make Napoleon the main power in Europe (SR 1000).

1809: Napoleon wins second war with Austria at Battle of Wagram, July 5-6 (SR 500).

June-December, 1812: Napoleon's invasion of Russia fails, despite early victories (SR 1000).

1813: Russia, Prussia, and Austria drive Napoleon from central Europe at Battle of Leipzig (SR 500).

April 6, 1814: Napoleon abdicates; Louis XVIII becomes King of France.

March 1815: Napoleon reclaims French throne. Allies declare war.

June 18, 1815: Napoleon decisively defeated by Wellington at the Battle of Waterloo (SR 1000).

June 21, 1815: Second abdication of Napoleon. Exiled to St. Helena, he dies May 5, 1821.

FRANCE 1940-1944

May 10, 1940: Germany invades France, Belgium and the Netherlands (SR 150); Winston Churchill becomes Prime Minister of England (SR 450).

May 28-June 4, 1940: British forces, trapped against the sea, are evacuated from Dunkirk back to England (SR 300).

June 21, 1940: France surrenders (SR 300).

June 23, 1940: DeGaulle proclaims Free French cause from London (SR 300).

Nov. 11, 1942: Germany occupies Vichy France. (SR 100)

June 6, 1944: Allied forces invade France at Normandy (SR 1000).

Aug. 25, 1944: Paris liberated by Allies (SR 100).

EARTH HISTORY TIMELINES

The following list contains some of the most important events in Earth's history. These events all have a Significance Rating of 1000, as should any adventure scenario which centers on them.

1184 B.C.: Siege and destruction of Troy by the Achaean Greeks. This war is the basis for Homer's *Iliad* and *Odyssey*.

Oct. 1, 331 B.C.: Battle of Gaugamela. Alexander the Great destroys the power of the Persian Empire, and goes on to spread Greek culture through the known world.

_____ A.D. _____

June, 451: Battle of Chalons. Aetius, a Roman general of barbarian background, defeated Attila the Hun, preventing the complete collapse of Roman, Christian civilization.

c.516-537: Arthur, leader of the Britons, temporarily halts Saxon expansion in Britain. His victories and reign spark the legend of King Arthur which fired the British imagination until the Holocaust of 2054.

October, 732: Battle of Tours. A Frankish force under Charles Martel defeats a Moslem force under Abd er-Rahman, ending Moslem expansion into Western Europe from Spain.

December 25, 800: Charles the Great (Charlemagne) is crowned Holy Roman Emperor by Pope Leo III. The establishment of the empire has great political influence for the next 1000 years; the Holy Roman Empire is not officially dissolved until 1805 after the defeat of Austria by Napoleon.

Oct. 14, 1066: Battle of Hastings. The Norman conquest of England is decided at this battle won by William, Duke of Normandy against Harold of England.

1271-1295: Marco Polo's journey to China fuels the imagination of Europe and aids the growth of the mercantile middle class.

May 7, 1429: Joan of Arc leads a French assault to break the English siege of Orleans. Her success is the turning point in the Hundred Years'

War and inspires the beginnings of true national spirit in France.

Aug. 3, 1491: Christopher Columbus sails from Palos, Spain, to find a westward passage to the Indies. Instead, he discovers the North American continent.

1512: Nicolaus Copernicus publishes *Commentariolus*, in which he claims that the Earth and other planets orbit the sun.

Oct. 31, 1517: Martin Luther begins the Protestant Reformation by nailing his "95 Theses" to the door of the Palast Church in Wittenburg.

1665: Isaac Newton invents the differential calculus and begins experiments concerning gravity.

Sept. 13, 1759: Battle of Quebec. British Gen. James Wolfe defeats Marquis Louis Joseph de Montcalm's French forces, effectively ending French claims to a major colonial empire in North America.

April 19, 1775: "The shot heard round the world" is fired when British regulars under Major John Pitcairn engage American colonial militiamen under Capt. John Parker on Lexington Common, Lexington, Mass.

July 14, 1789: Paris mobs storm Bastille Prison, marking the effective overthrow of the monarchy and the triumph of the French Revolution.

1848: While socialist movements gain support across Europe, Karl Marx and Friedrich Engels issue the *Communist Manifesto*.

1859: Charles Darwin publishes *On the Origin of Species by Natural Selection*.

July 1-3, 1863: The Battle of Gettysburg. Confederate troops under Robert E. Lee are defeated in a bloody, three-day struggle by Union forces under Major General George C. Meade. The battle ends Lee's invasion of the North and is the turning point of the American Civil War.

1900: Sigmund Freud publishes *The Interpretation of Dreams*.

1905: Albert Einstein originates the Special Theory of Relativity.

Sept. 5-10, 1914: The Battle of the Marne. French forces under Joseph J.C. Joffre desperately defend the line of the Marne River against attacking German armies, preventing French

collapse and insuring the stalemate on the Western Front in World War I.

Nov. 7, 1917: Bolshevik Revolution, led by Vladimir I. Lenin, takes power in Russia.

December, 1942: Battle of Stalingrad. The German Sixth Army under Gen. von Paulus is forced to surrender to Russian forces. This costly battle is the turning point of World War II in Europe.

July 16, 1945: The first atomic bomb tested near Alamogordo, New Mexico, marking the beginning of the atomic age in warfare.

May 14, 1948: Israel declared an independent state in Palestine.

July 20, 1969: Apollo 11 makes first manned lunar landing.

Oct. 13, 2054: Earth engulfed in nuclear holocaust following years of increasing tension between USSR, USA, and China.

June 10, 2105: First contact between Earth and the peaceful alien Kleiborr and Tarsan civilizations results in establishment of trade relations.

Aug. 16, 3059: Earth Council votes to join the Federation of Planets.

Sept. 19, 3480: Federation forces defeated at the Battle of Sol; Earth comes under Imperial domination.

3500-5000: The Xenophobic Wars drain resources of the Imperium and opposing galactic powers as all face the continued threat of hostile alien invasion.

6000-7000: Reconstruction of galactic civilization after end of the Xenophobic Wars.

May 11, 7051: First time-travel machine successfully tested.

July 12, 7054: Imperial agents use time-travel device to alter Federation history; the Time Wars begin.

Jan. 1, 7154: Signing of Temporal Treaty ends the Time Wars.

March 14, 7154: Addendum to the Temporal Treaty establishes the Time Corps.

RUNNING TIMEMASTER

TIMEMASTER is a wide open role-playing game. Adventures in TIMEMASTER can take place at literally any time, on any planet, in any world. The rules you've read in the *Travelers' Manual* provide a framework for an unending campaign of adventure, mystery, and intrigue.

You, the CM, have the most important role of all in this continuum of adventure. You "run" the game; you set up plots and scenarios, interpret and apply the rules, bring the NPCs to life, and generally make sure that everyone has fun while playing. This section of the rules contains tips for running your games.

SETTINGS

We've already said that a TIMEMASTER game can be set anywhere in any time. Your first task is to decide upon those settings which will provide the most fun for your group of players.

Most players will want to adventure to their favorite time periods from "real" history—at least at first. The *TIMEMASTER™ Guide to the Continuum* and the adventure scenarios to be published by PACESETTER, Ltd. will help you play in historical settings.

Repeated Play In The Same Setting

You may find that your players enjoy playing repeatedly in one particular adventure setting, a "favorite" time period. This may seem to cause a problem because of the "loop trap" that engulfs PCs who enter the same dates in the same Parallel more than once. You can easily solve this problem, however, by setting these multiple adventures in a Parallel that has a history almost identical to Earth's.

Research

Eventually, you will want to design historical scenarios of your own. To do this, you will have to do some research into the time period you want to use as an adventure setting.

A good place to start is with a good encyclopedia. After reading what it

has to say about the period in question, check the history section in a good library. Most libraries will be delighted to help you find just the kind of information you need.

And what kind of information is that? Two kinds: facts and flavor.

Facts are important, of course. You don't want to send your players to Rome in 350 A.D. and have them bump into Julius Caesar; he'd already been dead for almost 400 years by then. The facts about some interesting event are important to maintaining the fun and believability of your game.

Flavor is essential to your game. It includes the colors, the sights, the smells, and the sounds that the people of the past experienced. It includes their customs and beliefs, from the trivial to the very important: everything from the way they combed their hair to the what they thought about life and death.

The *TIMEMASTER Guide to the Continuum* is designed to help you add flavor to your game when your characters adventure in certain time periods. When creating scenarios of your own, use the *Guide* as a model for the type of information you want to find about a time period.

Alternate World Setting

Eventually, you and your players will want to try adventures in alternate Parallels. This means that sooner or later you, as a CM, will be creating your own alternate world. Now, creating an imaginary world is no mean feat, and no set of rules can tell you how to do it. You must use your own imagination. But keep one important principle in mind at all times: *make the alternate Parallels believable*.

Players gladly accept almost any set of conditions in an alternate world, but the world itself won't be believable unless it is *consistent*. Whatever intelligent creatures inhabit your world, and whatever natural or magical or other laws apply, they must apply in a consistent and logical way. Inconsistency will make your world unbelievable and eventually boring to your players, no matter how

many interesting things you create to put in it.

Other Games

TIMEMASTER can obviously be used as a gateway to other, existing role-playing games. In particular, it has been designed so that the same characters can move easily between it and PACESETTER Ltd.'s other role-playing games, including CHILL, a horror role-playing game, and STAR ACE, a game of adventure in outer space. CMs should feel free to experiment by taking TIMEMASTER characters into other game worlds.

SCENARIOS

Before you get around to creating worlds, you'll probably be creating scenarios, individual adventures which can be played in one to three gaming sessions. The most typical type of TIMEMASTER scenario is the "prevention" scenario: the Demoreans are out to change the history of this world or some other one, and the PCs are being sent back in time to prevent this change.

A good "prevention" scenario should contain at least three of these four key elements:

1. *Mystery*: At the start of the scenario, it should not be absolutely clear to the players just what the Demoreans or other bad guys are up to. Part of the adventure should be figuring out the nature of the enemy's plot. Most players enjoy mystery as long as you provide enough clues to keep the game moving forward and don't make the mystery so hard the players can't solve it in time to stop the enemy.

2. *Action*: Players usually like a lot of action in their games. This doesn't mean your scenario should be one constant fight; that gets boring very quickly. A good scenario contains a variety of action-oriented encounters: fistfights, duels, gunfights, desperate chases, wild brawls. These should all arise naturally from the overall plot of the adventure.

3. *Battles*: One of the unique elements of TIMEMASTER is its sys-

tem allowing PCs to take a role in major historical battles and role-play their characters in the midst of those battles. This doesn't mean that every scenario should contain a battle. It's a choice you have, however, and one which many players may relish.

When playing a battle, you may not be recreating the entire battle; you may choose to play only the crucial, decisive portion of the battle, letting the PCs play a major role in determining the outcome. But remember, you characters aren't going to fight in a battle just because you provide it for them; there must always be a logical reason for them to become involved in such a dangerous situation. Frequently, they will be involved in a battle because it is the only way they can find to prevent some Demorean plot from succeeding.

4. *Intrigue*: More experienced players, especially, will enjoy scenarios that involve plots, counterplots and intrigues among the rich, the famous and the powerful. These types of scenarios demand more from the CM in terms of creating a plot line, and more from the players, but can be the most enjoyable of all. Every scenario should contain hints of intrigue when powerful historical people are involved.

Other Scenario Types

There are many types of scenarios other than "prevention" scenarios, of course. Here are a few you will want to try:

1. *Alterations*. These are scenarios in which the PCs must make a carefully controlled change in history. This type of scenario usually arises when the Demoreans have caused a change in history, and the Time Corps judges that it would be too difficult or dangerous to intercept the Demorean mission. Instead, the Corps decides to "undo" the effects of the change the Demoreans have caused.

2. *Double reversals*. In some alternate world, history is supposed to come out differently than it did on Earth, and a Demorean or renegade is trying to make it match Earth's.

3. *Paradox scenarios*. The PCs are in a twin Parallel on a mission. This twin Parallel is old enough that it too has a Time Corps, and the PCs' "twins" are agents of that Time Corps. The PCs have a mission, and their twins have a completely opposite mission in the same time and place.

Assigning Significance Ratings

Significance Ratings serve two functions: they reflect the relative importance of a person or event to history, and they serve as the basis for the character advancement system in the game. Of these two functions, *the second is the more important*. Professional historians could argue for hundreds of years over the relative significance of different events; in the end, any decision is a matter of opinion. Don't let that hinder you. Use the SRs in this book and in PACESETTER adventure scenarios as guidelines, and assign the SR you think appropriate for your game.

Historical Changes

One of the most fun aspects of preparing a scenario is dreaming up what happens if the PCs fail their mission or change history by accident. Here's how to go about it.

First, take a look at the Historical Changes Chart in *Red Ace High* as an example of how to set up your own chart. Next, decide what will happen if the PCs completely fail in their mission. How will history be changed? Of course, this is purely an opinion, but it should be based on thought and common sense. Be sure the change that occurs is important enough to justify the SR of the adventure.

Now, go through your scenario and find the items or events which have a very high SR. Your PCs will make gross, major changes in history if these points count against them; probably changes similar to those which occur if they fail, but on a smaller scale. Finally, think through the smaller changes. Here we're probably in a range where the change will come about because the PCs have made a number of small mistakes. These

outcomes can thus be anything reasonable which could result from the combined effect of those mistakes.

GAME BALANCE

You will quickly discover that armed combat in the TIMEMASTER™ game system becomes very deadly very quickly! It is extremely important when you are designing your own scenarios to make sure that the PCs have a good chance to win the fights in which they become involved. As a general rule of thumb, one or two skilled NPCs for each PC in a fight should make an even match. As the PCs gain more and different skills and Paranormal Talents, you can gradually increase the ratio to three or more skilled NPCs per PC in the encounter.

Until you have gained experience running the game system, *don't be afraid to err on the side of the PCs*. You can always make an encounter tougher if need be; a few more guards can come along, a few more soldiers can hear the sounds of fighting. You can't always make an encounter easier in the same way without destroying the believability of the game.

Balance also applies to the mystery and intrigue elements of a scenario. Every mystery must have clues to help the PCs solve it; every intrigue must provide an opportunity to escape or to reverse the plot. At all times, the PCs should at least *think* they have a good idea of what they should be doing or trying to accomplish.

CAMPAIGN PLAY

Your players will probably want to be involved in an ongoing campaign: a series of adventures using the same characters over and over again. Here are a few important tips to keep in mind when you begin a campaign:

1. Know the rules of the game. The CM should be familiar with all the game rules and know where to look in the books to find a needed rule quickly. You interpret the rules, and your decisions are final; in fairness to your players, you must know the

rules well when you make decisions.

2. Keep accurate records of each character's Basic Abilities, skills and PTs. Also, keep a log for yourself of the time periods that each character has visited. Your players should be willing to help with this record keeping, but *you should always have your own copies of all records*. You will find these very useful during play when rolling secret checks, and when the players forget to record some important item or event.

3. Keep accurate records of the progress of your game. Make notes to yourself about major NPCs, about any plots or intrigues going on in an adventure. It is vitally important that you keep the "plot" of the story straight. If you don't keep some notes or records, you will probably forget important details.

4. Your players will probably enjoy a campaign game even more than they normally would if you create a few standing NPC villains: powerful Demoreans or renegades whom the PCs keep bumping into on different adventures. Give each of these villains a distinct personality and style. You'll know you've hit the right way to present them when you hear your players say things like, "Hm...This looks just like the kind of situation old so-and-so (referring to the NPC villain) would try to set up."

5. Don't be afraid to enforce the rules. The biggest error many beginning CMs make is letting the PCs get away with too much by making the game too easy for them. While players always enjoy seeing their characters advance and become more powerful, they quickly get bored when they don't have to think hard and fight hard to earn that advancement.

6. HAM IT UP. Don't hesitate to really speak and gesture like the NPCs your PCs meet during an adventure. The more you act "in character," the more your players are encouraged to do so, and the more fun your game is for everyone.

THE MOST IMPORTANT RULES

We saved the two most important rules of the game for the last of this book. They are:

1. FUN. The purpose of playing any game is to have fun. No matter what else your group is doing "right" or "wrong" according to the rules, if everyone, including you, is having fun, you aren't doing anything seriously wrong. If someone isn't having fun, do whatever is necessary to see that they do.

2. CONTROL THE GAME. The CM has absolute control over what happens in his or her own game, for the purposes of seeing that everyone does have fun. You have the power, as CM, to change any die roll, interpret, or if need be, even change, any rule. Use this power sparingly, but don't hesitate to use it to keep the game moving and keep the game fun.

The success of the scenario or the campaign is up to you; despite the rules and suggestions provided in the *Manual* and the *Guide*, your imagination will bring the TIMEMASTER™ adventure to life. Somewhere in time, the Demoreans are already at work, tinkering with the delicate balance of history. Assemble your agents, sit back, and enjoy: the time is right.

SUGGESTED READING

The following books will help you find more information about the time periods discussed in the *Guide to the Continuum*. They would be a good place to begin your own research.

ATHENS, Fifth Century B.C.

Hamilton, Edith: *The Greek Way*
Herodotus: *The Persian Wars*
Homer: *The Iliad* and *The Odyssey*
Thucydides: *History of the Peloponnesian War*

ROME, 61 B.C.-37 A.D.

Caesar, Julius: *Commentaries*
Grant, Michael: *History of Rome*
Hamilton, Edith: *The Roman Way*
Barker, Phil: *The Armies and Enemies of Imperial Rome, 150 B.C. to 600 A.D.*

ANGEVIN ENGLAND, 1154-1216

Costain, Thomas: Any of his several histories and historical novels deal-

ing with Plantagenet England
Goldman, James: *The Lion in Winter* (drama)

Oldenburg, Zoe: *The Crusades*

Oman, Charles: *The Art of War in the Middle Ages*

TUDOR ENGLAND, 1509-1603

Chute, Marchette: *Shakespeare of London*

Jenkins, E.: *Elizabeth the Great*

Mattingly, Garrett: *The Armada*

Oman, Charles: *A History of the Art of War in the Sixteenth Century*

Tillyard, E.M.W.: *The Elizabethan World Picture*

Wilson, John Dover: *Life in Shakespeare's England*

NAPOLEONIC FRANCE, 1804-1815

Chandler, David: *The Campaigns of Napoleon*

de Caulaincourt: *With Napoleon in Russia*

Forester, C.S.: Any of the "Hornblower" series of novels

Petrie, F.W.: Any of several histories of Napoleonic campaigns

FRANCE, 1940-1944

Eisenhower, Dwight D.: *Crusade in Europe*

Patton, George S., Jr.: *War As I Knew It*

Ryan, Cornelius: *The Longest Day*

Shirer, William: *The Collapse of the Third Republic, The Rise and Fall of the Third Reich*

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TIMEMASTER Action Table

Defense Column

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

ARMED COMBAT RESULTS

Code Result (Defender loses points from current Stamina.)

- S **Scratch:** Lose 1-2 points (see above), and mark one wound box.
- L **Light Wound:** Lose 2-20 points (1d10×2), and mark two wound boxes.
- M **Medium Wound:** Lose 4-40 points (2d10×2), and mark three wound boxes.
- H **Heavy Wound:** Lose 6-60 points (3d10×2), and mark four wound boxes.
- C **Crippling Wound:** Lose 6-60 points (3d10×2), and mark five wound boxes. (Or called shot, if specified otherwise.)
- K **Knockdown:** Defender knocked down and back 5 feet; must make DEX check to hold onto any hand-held items; all uncompleted actions this round are cancelled.

COMBAT PROCEDURE

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

UNARMED COMBAT RESULTS

Code Result (Defender loses points from current Stamina.)

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

SEQUENCE OF PLAY FOR ONE ROUND

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

Side
A's
Attack

Side
B's
Attack