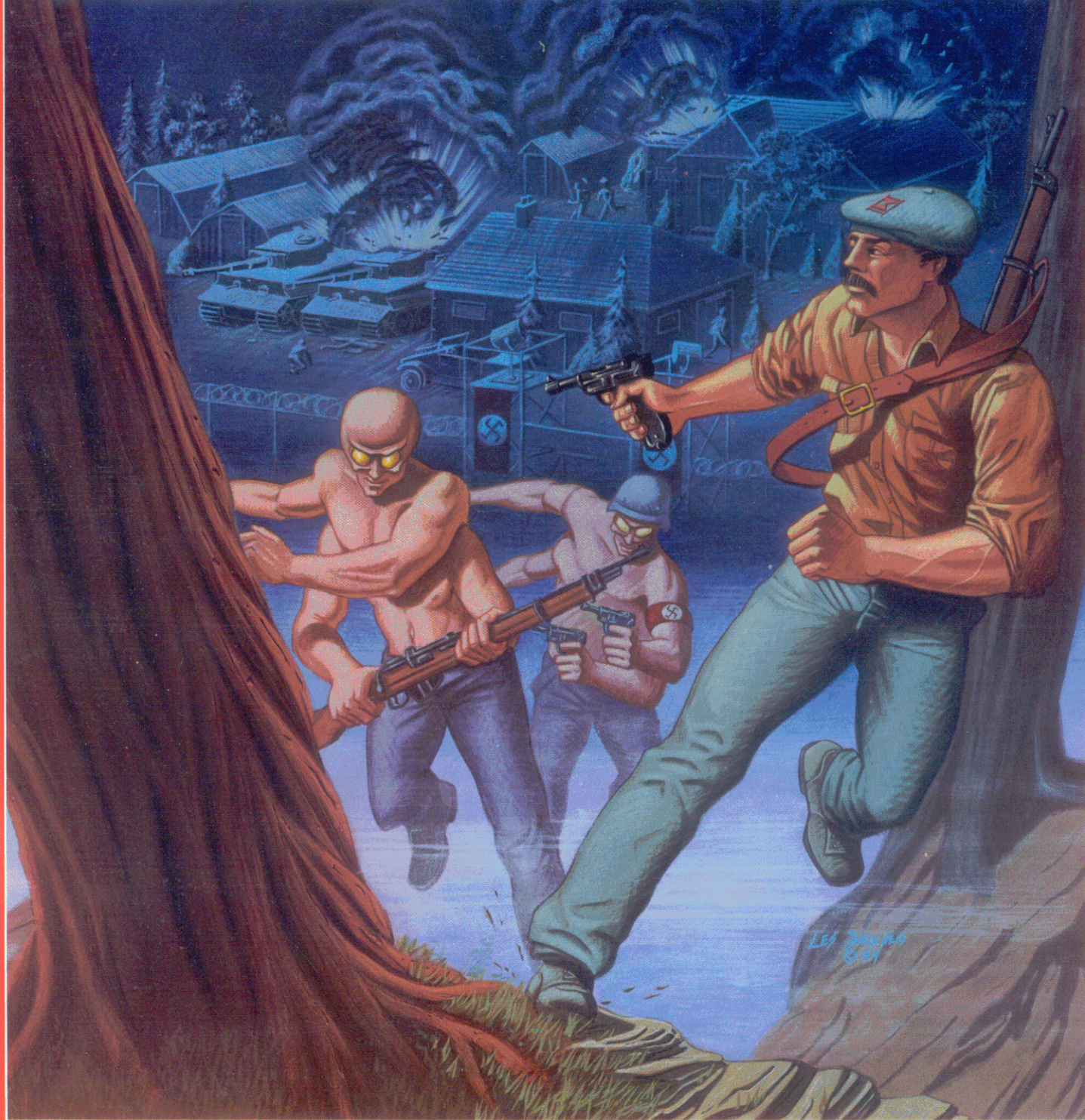


ANOTHER

ADVENTURE

TIMEMASTER

PARTISANS FROM THE SHADOWS



By Gali Sanchez

Pacesetter

NPC Statistics

Cassandra

STR 60 DEX 65 AGL 60
PER 45 WPR 45 PCN 70
STA 70 Unskilled Melee: 60

Current Stamina:

Wounds: 00000000000000

Skills: Short-Handled Weapons 75 (SP); Dagger/knife 115 (MS); Pistol 80 (SP); Ancient Artillery 83 (SP).

PTs: Dimensional Travel; Shape shift; Telepathy; Demoralize 58

Description: The Demorean Cassandra particularly enjoys its role as a traitor. She is armed with a knife.

Six Gestapo Agents

STR 65 DEX 65 AGL 55
PER 40 WPR 50 PCN 50
STA 50 Unskilled Melee: 65

Current Stamina:

Wounds: 00000000000000

Skills: Automatic Rifle 80 (SP)

Description: These six guards work directly for Colonel Steck. They are confident that he will have them shot if they do not accomplish their mission.

Part IV Stand German Guard (300 available at compound)

STR 50 DEX 50 AGL 50
PER 40 WPR 40 PCN 50
STA 50 Unskilled Melee: 50

Current Stamina:

Wounds: 00000000000000

Skills: Automatic Rifle 65 (SP); Bayonet 65 (SP); Machine gun 65 (SP); Long-Barreled Gun 65.

Significance Rating: 1 each

Description: One the ground, each guard carries a submachine gun. The guards in the tower have a rifle each and a heavy machine gun.

Joan Companys

STR 50 DEX 64 AGL 60
PER 52 WPR 52 PCN 72
STA 46 Unskilled Melee: 55

Current Stamina:

Wounds: 00000000000000

Skills: Mechanics 123 (MS); Electronics 117 (MS).

Significance Rating: 75

Description: Companys is a very intelligent man dedicated to liberty and freedom in all countries.

Baucis

STR 48 DEX 70 AGL 52
PER 60 WPR 66 PCN 54
STA 46 Unskilled Melee: 40

Current Stamina:

Wounds: 00000000000000

Skills: Demolitions 77 (SP).

Significance Rating: 25

Description: Baucis is a Scotsman who has lived in France for 20 years. He is part Jewish.

Philemon

STR 40 DEX 45 AGL 40
PER 72 WPR 80 PCN 76
STA 40 Unskilled melee: 40

Current Stamina:

Wounds: 00000000000000

Skills: Investigation 131 (MS)

Description: Philemon is the wife of Baucis. She does whatever she can, regardless of the risk, to aid the Resistance. She is part Jewish.

Part V Standard German Guard (368 available)

STR 50 DEX 50 AGL 50
PER 40 WPR 40 PCN 50
STA 50 Unskilled Melee: 50

Current Stamina:

Wounds: 00000000000000

Skills: Automatic Rifle 65 (SP); Long Barreled Guns 65 (SP); Machine Gun 65 (SP); Grenade 65 (SP).

Significance Rating: 1

Description: These guards are not happy with their duty at Project Demorean. There seems to be a large number of exceptionally cruel officers here.

Standard Demorean Guard (547 available)

STR 60 DEX 60 AGL 60
PER 40 WPR 60 PCN 50
STA 45 Unskilled Melee: 60

Current Stamina:

Wounds: 00000000000000

Skills: Automatic rifle 75 (SP); Pistol 75 (SP); Long-Barreled Guns 75 (SP).

PTs: Dimensional Travel; Shape-shift; Telepathy.

Description: The Demorean guards enjoy pillaging and plundering during WW II. They will challenge anybody inside the compound on the surface in German, and those below the surface in Demorean. They will attempt to capture or kill anyone not able to answer their challenge.

Standard Demorean Officer (300 available)

STR 70 DEX 70 AGL 70
PER 50 WPR 50 PCN 60
STA 60 Unskilled Melee: 70

Current Stamina:

Wound: 00000000000000

Skills: Pistol 100 (EX); Automatic Rifle 85 (SP); Military Leadership 72 (SP);

PTs: Dimensional Travel; Shape-shift; Telepathy.

Description: These are the cruel officers the German guards don't like. These Demoreans torture even those who are supposed to be on their side.

TIMEMASTER™

PARTISANS FROM THE SHADOWS

by Gali Sanchez

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CREDITS

Design: Gali Sanchez
 Editing: Troy Denning
 Cover Painting: Les Dorscheid
 Interior Illustrations: Jim Roslof
 Graphics: Stephen D. Sullivan
 Typesetting: Gaye Goldsberry

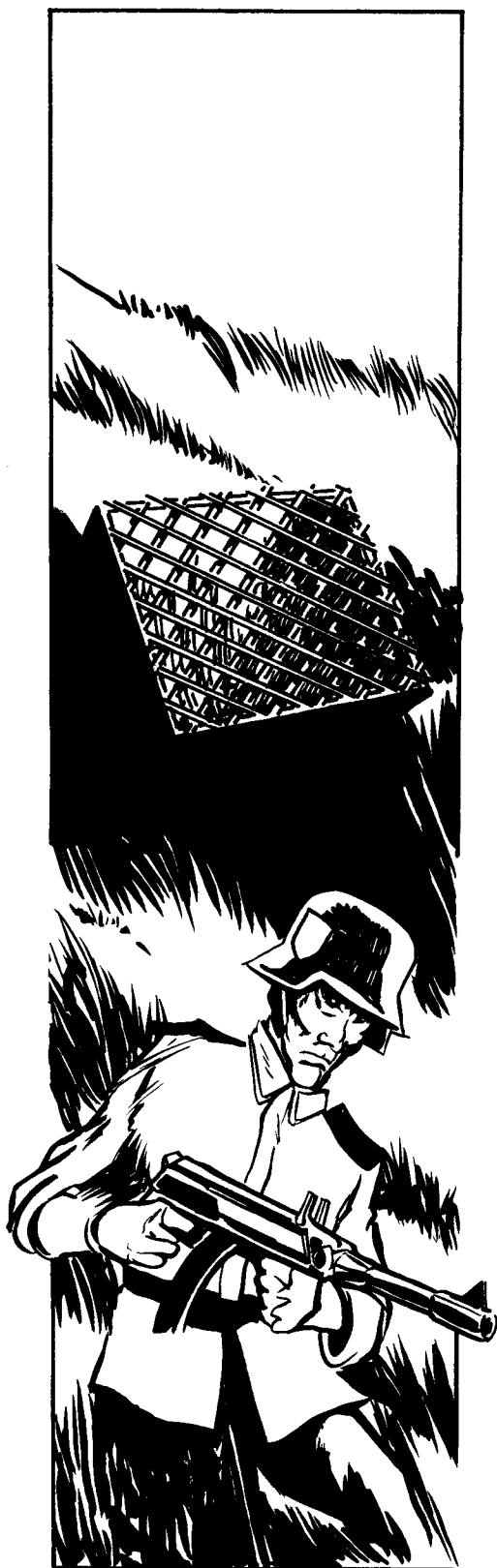
Dedication

This adventure is respectfully dedicated to those members of "Les Maquis" who, among others, arranged for the escape of my family from Occupied France. Many of these people gave their lives so that future generations could enjoy freedom and liberty.

I am a member of such a generation. This adventure is a tribute to these brave Partisans. Although more than 40 years have passed since these men and women gave their lives, we still remember their deeds, which is time travel in the truest sense.



PACESETTER, Ltd.
 P.O. Box 451
 Delavan, WI 53115



PART I: Introduction

Bonjour, my friends. What I show you now, you must never forget. If you cannot recall these simple signals when I ask to see them, I will cut your throat.

You see, you are about to invade my home and infiltrate an organization more sacred to me than life itself. I am Claude Joinville, Timemaster/3, formerly known only as Romulus, member of Les Maquis. You are traveling to my home in Occupied France, 1941. When you arrive, my friends, you must show me the signals I have taught you.

But be careful. I will not yet know you. If you forget these signals, I will turn you away. If you show them to me in the wrong order, I will kill you. In 1941, Romulus trusted no one. He was a Resistance fighter, both hunter and prey of Nazi invaders. He survived only because of his suspicion.

So, give me no reason to doubt your cover. Keep a careful watch over your shoulder. And never trust in my friendship to save your lives. If you follow this advice, if you are lucky men, perhaps I shall greet you once again as Claude Joinville, Time Corps Agent. Until then, I am yours truly, Romulus of the Underground, untrusting and not to be trusted. . .

Partisans from the Shadows is **TIME-MASTER™** adventure scenario for two to eight players. If you're playing in this adventure as a player-character, **stop reading now**. If you are running this adventure as a Continuum Master, read this booklet thoroughly.

HOW TO USE THIS SCENARIO

In *Partisans from the Shadows*, you'll find three pages of maps, pregenerated characters, player's background, and all the plot encounters you need for hours of time-traveling suspense!

You will find the maps in the adventure booklet close to the encounters where you need them. Study these maps carefully before running the encounters. In some cases, you may find it useful to sketch a rough copy for your players, detailing what their

characters can see. Do not show the maps to the players, as they contain information that could spoil the suspense of the adventure. During play, you may find it helpful to place counters on the map in your **TIME-MASTER** game to represent the positions of PCs and NPCs.

On pages 15-18 of the adventure booklet, you will find **eight pregenerated characters**. Your players may wish to use these characters if they do not have their own. Carefully cut out the characters along the dark solid lines and give them to the players. Allow the players a few minutes to choose their characters and familiarize themselves with stats, background, and so on.

Study the **plot summary** carefully. Use the facts you glean from these sections to add flavor to your scenario.

The Plot Encounters

Each plot encounter has several parts: *boxed text*, *CM's Notes*, *Hints for the PCs*, *Encounter Background*, and *NPC Statistics*. In some encounters, one of more parts aren't needed and won't appear.

Read the **boxed text** out loud to the players as they begin each encounter. This text describes the situation as the characters would perceive it.

Do not read any of the other parts to the players. Use your judgement to determine what you should reveal to the players from these sections.

The **CM's Notes** describe what happens during the encounter. Refer to this section during the encounter to remind yourself what the NPCs are doing, what happens next, and so forth.

Hints for the PCs offers bits of information that PCs may discover during the encounter. Clever PCs will investigate and discuss the developments of each encounter. This section lists some of the interesting things they might discover.

The **Encounter Background** describes the action behind the scenes, such as NPC motivations, secret NPC actions, and the significance of the encounter in relation to the rest of

the adventure. This section also describes any Demoreans involved in the encounter, and lists significance ratings that may apply. Most encounters in this scenario have no significance rating, since they did not occur historically and don't involve famous personalities. The PCs' final significance point count will depend much more on the number of NPCs that survive.

Finally, **NPC Statistics** describes important NPCs appearing in that encounter. Many NPCs in *Partisans from the Shadows* appear in more than one encounter. To save space, such NPCs are described on the inside covers of the booklet instead of in each encounter.

Occasionally, statistics will not be provided for a minor NPC. In such cases, use the NPC on the inside front cover titled "Average NPC." Assume this PC has any skills common to his/her status and profession.

MILITARY SUMMARY

Troops in *Partisans from the Shadows* are almost identical to those described in the **TIME-MASTER GUIDE TO THE CONTINUUM**, with a few minor changes. While line infantry during WW II were most often armed with rifles (five-shot clips), the German troops PCs meet are more often armed with MP38 submachine guns. Treat submachine guns as automatic rifles, except the range modifier is -3/100. Submachine guns have a 32-round clip, allowing the character to fire three bursts and two single shots.

French Partisans may be armed with a variety of weapons stolen from the Germans. Unless specified otherwise in the encounter, assume Partisans are armed with rifles (five round clip), a dagger, or an automatic pistol (eight round clip).

Use regular infantry counters for standard German soldiers, and elite infantry counters for SS and Gestapo troops. Use elite infantry counters for Demorean troops, and use militia infantry counters for troops of the French Underground.

All troops are unarmored except for helmets (AR 15).

NOTES ON NPC REACTIONS

World War II in Occupied France was a time of suspicion and betrayal. The Gestapo's treacherous tactics could make a man betray his country, his best friend, or even his family. For this reason, all NPCs regard the PCs with suspicion, even while maintaining an outwardly friendly appearance.

NPCs, especially members of the Resistance, constantly watch for signs that the PCs are not what they claim to be. If they encounter such signs, generous NPCs such as Romulus may give the PCs a chance to explain. More often than not, however, Resistance members simply try to execute suspicious characters at the first convenient opportunity.

Therefore, you should keep careful track of exactly what the PCs have told whom—and which NPCs are likely to compare notes. The first time the PCs slip in the details of their cover story, have an NPC raise an eyebrow or ask the PC to repeat the detail. If the PCs slip a second time,

they might not live to meet Claude Joinville again. . .

ABBREVIATIONS

The following abbreviations are used in this adventure scenario:

STR—Strength	DEX—Dexterity
AGL—Agility	PER—Personality
WPR—Willpower	PCN—Perception
STA—Stamina	USM—Unskilled Melee
SP—Specialist	EX—Expert
MS—Master	CM—Continuum Master

PLAYERS' BRIEFING

Before they start the mission, read the text below to your players:

Bonjour, my friends. What I show you now, you must never forget. If you cannot recall these simple signals when I ask to see them, I will cut your throat open.

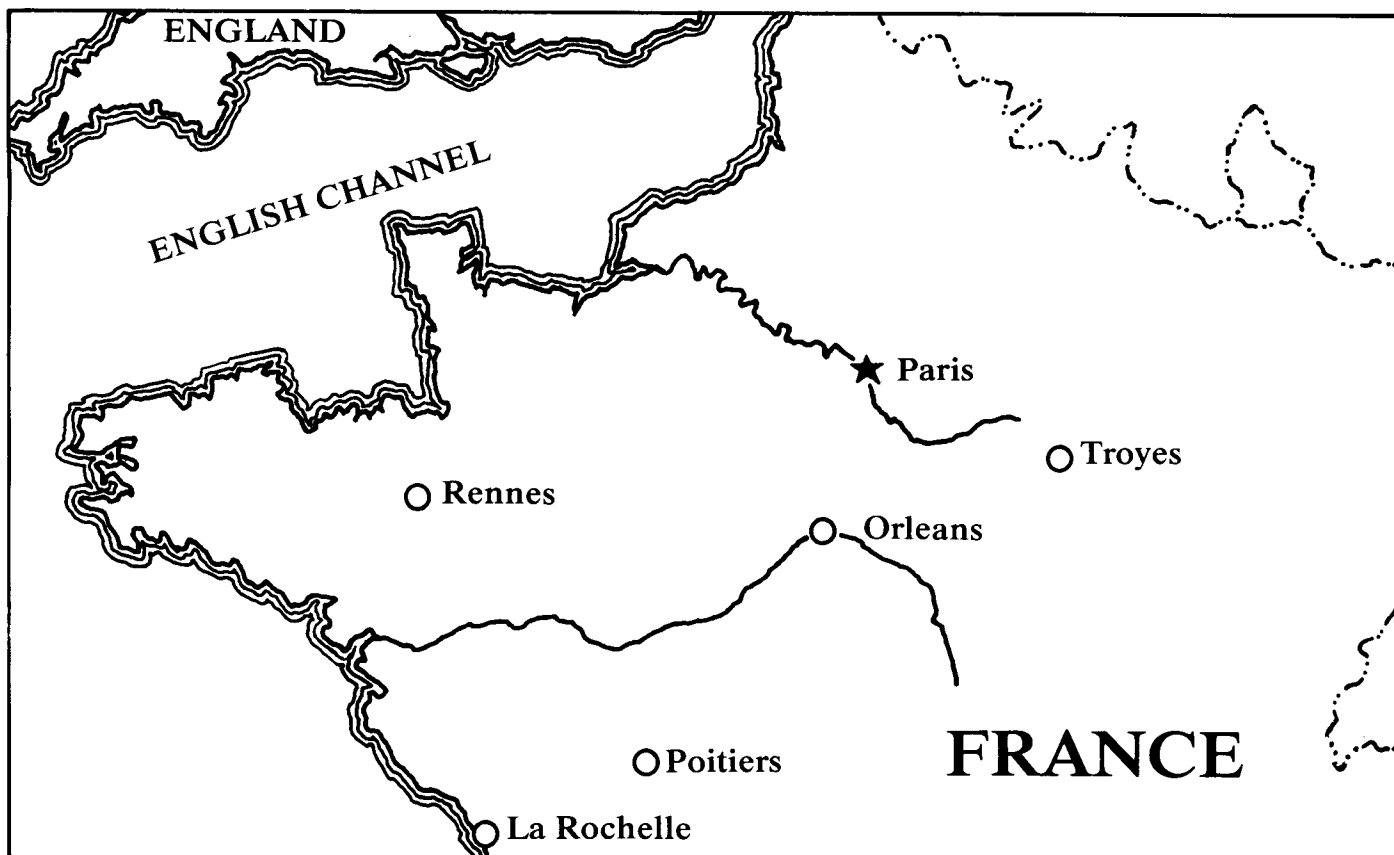
Ah, but I forget myself. Let me in-

roduce my humble personage. I am Claude Joinville, Timemaster/3. My identity and rank now are not important, however. I was formerly known as Romulus, member of the French Underground. On this mission, you will travel to my home in Occupied France, 1941.

Time Corps intelligence recently intercepted a Demorean code phrase, "Kempes Demoraï-Compans." Translated, this means "Project Demorean-Compans." This message was bound for Poitiers, France, 1941. We have no idea what it means, and your job is to find out what those four-armed snakes are doing in my country! Forgive my anger, but when I think of those filthy aliens crawling upon French soil, I grow angry.

As I said, you must discover the meaning of Project Demorean-Compans, and take action to destroy it.

This would be little more than a routine mission, except it takes you into Occupied France. If you are to succeed, no, if you are to survive, you



will need help. Occupied France is a terrible place; there are Germans everywhere. Daily life is little more than a struggle against them and against shortages of food, fuel, clothing, and all of the barest necessities.

At any time, in your own home or on the street, the Gestapo might approach and say, "Your papers, please." Woe to those whose identity and work papers are "not in order." They can expect arrest and brutal torture, followed by shipment to a slave labor camp. Friends and loved ones simply disappear, never to be heard from again.

The Gestapo also uses brutal psychological tortures to force loyal Frenchmen to turn against their country, to force friends to betray friends, even to force men to forsake their families. They collect records of all person's heritages, their hometowns, their present occupations, and where they were born. One can have no secrets from the Gestapo, and if they discover you have tried: "your papers are not in order" and off you go to a camp.

So, you see, you will need help. Fortunately, we Frenchmen are a proud breed. The Germans had no sooner set foot on our soil than we organized Les Maquis—known also as the French Underground or simply the Resistance. For security reasons, we organized into groups (called cells) of four or five Partisans. I am the leader of such a cell.

You will be sent to a small farm outside Paris, a small farm at which I am hiding. Knock on the door; I will answer. Unfortunately, at this time, I have no idea that such a thing as time travel exists, so I do not know you. I will be more open to you than most, however, for my job in the Underground is to aid Allied commandos. Your cover will be that of Allied commandos, so I will be inclined to help you. Show me the signs you have learned—and do it correctly, or I will kill you.

Next, say, "I am a looking for a literary society, for I am a collector of legends. Do you know the legend of Romulus, Remus, and the wolf?" I will ask, "Which one?" Your answer

must be to fold your left arm over your right and say, "Romulus." If you have done everything correctly, I will aid you. If not, I will kill you.

Before you depart, you will be given a set of counterfeit orders from General DeGaulle, asking the Underground to aid you in any manner possible. You will also be given a set of counterfeit identity papers for the Germans.

So, give me no reason to doubt your cover. Keep a careful watch over your shoulder. And never trust in friendship to save your lives. If you follow this advice, if you are lucky, perhaps I shall greet you once again as Claude Joinville, Timemaster/3. Until that time, I remain yours truly, Romulus.

CM'S BRIEFING

Study the plot summary below carefully; it provides a general outline of the direction the adventure is most likely to take. Do not read this information to the PCs.

The Demorean Plan

The Demoreans have established a large base in Parallel T-0, 1941, near Poitiers France. From this base, they have used their *Shape-shift* talent to replace over a thousand officers of the German High Command. They intend to replace close to three thousand German officers before the end of 1941, hoping to correct the many tactical and strategic errors which led to the German defeat in WW II.

The Adventure's Plot

The Time Corps knows nothing of the Demorean plot, except the code name "Demorean-Company's." They are sending the PCs back to Occupied France to investigate. The PCs must contact Romulus outside of Paris. After they earn his trust, Romulus takes the PCs to Poitiers and introduces them to Hercules, the leader of the Poitiers Resistance cell.

After a lengthy interrogation, Hercules volunteers what aid he can to help the PCs. Assuming they survive

a Gestapo raid, the PCs learn of a man named Company's, and that the Germans are building a base outside Poitiers.

If the PCs wisely choose to speak with Company's (after all, the project was named after him), they learn of some high technology inside the camp. This should lead them to the base outside Poitiers.

At the base, the PCs infiltrate and discover the Demoreans have constructed a large subterranean complex for the purpose of storing victims of their *Shape-shift* talents. Inquisitive PCs find such historical figures as Eva Braun, Rommel, and Goering in storage.

If they are to succeed, the PCs will not destroy the base on the spot. Instead, they must knock out the power supply to the subterranean complex, which awakens the sleeping Germans. After helping the most important figures back to the proper niche in history, the PCs can pat themselves on the back and return home to Time Corps HQ.

Just one catch: if the PCs don't discover and eliminate the Demorean infiltrator in Hercules' cell, the mission will be much, much more difficult than necessary.

PC Equipment

The PCs have English, French, and German language implants, and are disguised as Allied commandos trying to infiltrate France. They'll be issued the appropriate costume for a French laborer, and issued only \$500 (in Francs) each—more would look suspicious. They also carry the standard issue Time Corps Stunner (with three extra clips) and communicator.

For weapons, the PCs may take along a bayonet, an automatic pistol, and a sten submachine gun (treat the same as the submachine gun described in the Military Summary, except range modifiers are -04/130).

PART II: Going Underground

In this section, the PCs discover what it means to be a member of Les Maquis. But before starting the mission, they must convince a suspicious Claude Joinville they are worthy of the Underground's help—and he is the very man who, 5,000 years later, sends them on this mission!

The PCs must be careful in this section. Many things can happen to wreck their mission before it begins. If they hesitate when approaching the farmhouse, they may be caught outside after curfew. In this case, they meet the German patrol described in Encounter 3. Of course, the patrol shoots first, asks questions later.

Their actions might cause the death of Romulus, Claude Joinville. If Romulus is killed, they'll have a lot of explaining to do back at Time Corps HQ—if they manage to survive and complete their mission. And speaking of completing their mission, how will they remember what it is? The man who explained it to them died 5,000 years before they met him. In this case, they'd better hope they make their *Paranormal Memory* roll.

Finally, agents must be careful to keep their mission foremost in their minds. It will be easy to wander off track, for clues are hard to find. So warn your players to use caution and keep their wits about them at all times—or the Demoreans may win, and the Time Corps will never have existed. . .

1. WELCOME TO FRANCE

As Commander Watkins gives the signal to clear the launching area, you set your chronoscooters for June 4, 1941 and flip the ignition switch.

A split second later, you sit in a small field surrounded by trees. The day seems more appropriate for a picnic than your mission; the sun is shining warmly, and the air is heavy with the scent of flowers. A small farmhouse sits 350 yards to the north. The curtains behind the few unbroken windows are drawn, while weathered planks have been nailed over the broken windows.

A pasture surrounds the farm-

house, but it has not been grazed in quite some time. A large truck with a canvas covered cargo bed sits next to the farmhouse.

CM's Notes

Remind the PCs that the Germans have imposed an 8 p.m. curfew in the seemingly peaceful countryside. It is 4 p.m. now. Anyone found outdoors after 8 p.m. will be shot on sight (see *Encounter 3, Le Patrol*).

The farmhouse is a Maquis safe-house. This is the farmhouse Claude Joinville (Romulus) instructed the PCs to seek.

NPC Statistics

See *NPC Statistics* on the inside covers for statistics of those inside.

2. MEETING ROMULUS

When the PCs approach the farmhouse and knock on the door, read the following description to them:

For several seconds, there is no reaction from inside the farmhouse. Finally, hurried steps shuffle about inside the house, and eventually the door opens. There stands Joinville, the Timemaster who briefed you a few short hours ago. He seems younger and more gaunt than this morning.

His dark eyes are alert and suspicious as he surveys the party. He stands defiantly in the half-open door in order to block your view. His right hand is hidden behind the door.

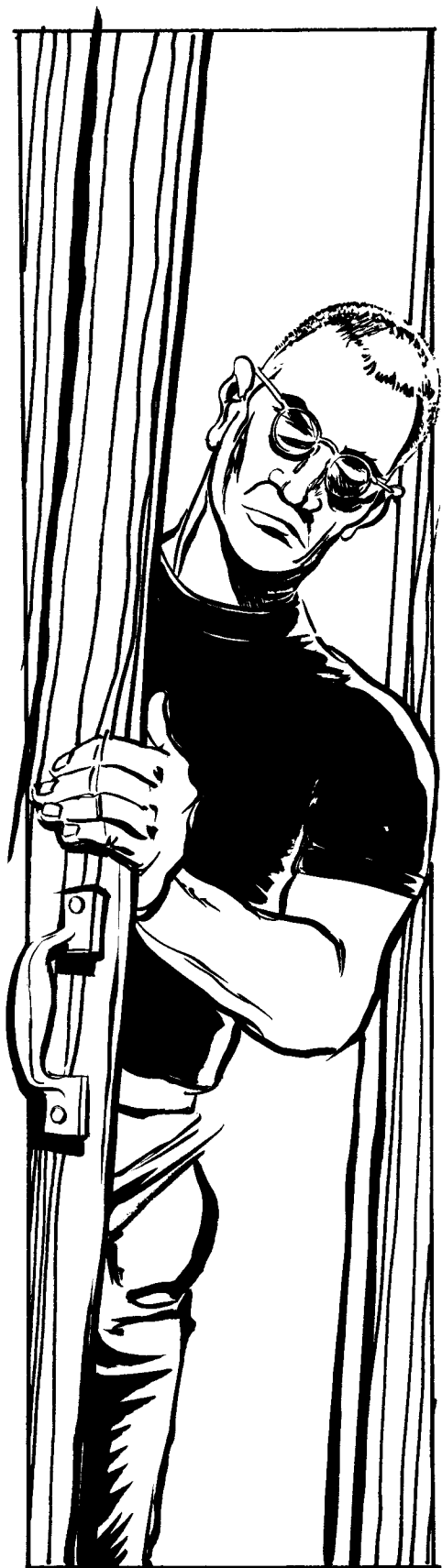
"Comment?" he asks cautiously.

CM's Notes

Although the PCs recognize him, Romulus does not recognize (or even know) the PCs. Remember, the characters met Claude Joinville in 7192 A.D., 5251 years from now!

Romulus treats the PCs with caution. He is suspicious of their accents and will shoot them with the least provocation.

Before Romulus allows the PCs



inside, each PC must whisper the code to him at the front door, and give the proper hand signals in the correct order. The PCs should remember the code from their briefing. It is: "Bonjour, I am looking for a literary society, for I am a collector of legends. Do you know the story of Romulus, Remus, and the wolf?" Romulus will respond, "Which one?" The proper answer is "Romulus."

Each PC must make a general Agility check to determine whether or not he succeeds in giving the proper hand signals. PCs receive a +20 modifier for this check.

Any PC failing either test must wait outside while his companions are searched. Romulus consents to give PCs who failed a second chance, but warns that if they fail again they must be shot. Should any PC fail a check twice, Romulus hands a pistol to one of the PCs that passed and orders him to shoot "the infiltrator." If his order is obeyed, Romulus accepts the entire party as a group of allies. Fortunately for the character failing the check, the pistol Romulus provides is loaded with blanks.

If a PC refuses to obey the order to shoot, or if each PC fails both checks twice, Romulus orders his men to shoot the entire party.

NPC Statistics

Claude Joinville (Romulus) Six Partisans

See "NPC Statistics" on the inside covers for statistics on Romulus and the six Partisans.

3. INSIDE THE FARMHOUSE

Read the boxed text below to the PCs after Romulus accepts them as allies:

Joinville smiles and offers his hand. "I am the one called Romulus. Forgive my caution, my friends. Your accents aroused my suspicion, but I see now that I was foolish. The Gestapo would never prepare an infiltrator so poorly. Your accents are not English, either, so you must be Canadians. How may we help you?"

Romulus continues to study you, and a puzzled look comes across his face. "Forgive me, good friends, but I have the oddest feeling I have known you before. Could we have met before the war?"

CM's Notes

While Romulus speaks, his companions examine the PCs' papers, orders, and equipment. Romulus demands an explanation of anything that appears German. The Partisans appear quite impressed with the orders.

After examining the orders, Romulus burns them, saying, "We will transmit these by word of mouth from now on. If the Gestapo finds these, we will all die very slow, painful deaths."

After showing the PCs to a table laden with wine and food, Romulus takes their papers and goes upstairs. "These are nice forgeries," he says, "but I must add a detail or two."

4. LE PATROL!

Read the description below to the players after Romulus has taken their papers:

A voice from upstairs yells, "Le patrol!" The farmhouse turns into a madhouse. One Partisan literally dumps the contents of the table (food, drink, and plates) into a large barrel. Another grabs all the weapons in the room and dumps them down a trapdoor in the floor. A third man grabs you by the wrists and leads you to the stairway. "Upstairs, quickly!" he says. "Romulus will show you where to hide."

Upstairs, Romulus ushers you into a closet. "Into the attic. Do not move, do not make any noise!" A trapdoor leads into an attic furnished with straw and crates. It is apparently used often as a hiding place, for there are several crates of food and many blankets. Thirty rifles lean against the far wall.

CM's Notes

If the PCs refuse to hide, the Partisans must fight the patrol. Assuming he survives, Romulus will be furious with the PCs and they must persuade him to help them complete their mission. Use the Direct Action Results Key to determine the result. The PCs suffer a -20 modifier because Romulus is definitely angry. If the PCs should fail this check, Romulus still carries them to Poitiers (after all, orders are orders), but forces them to ride the entire distance in empty, sealed oil drums. In this case, subtract ten points from each PC's Agility for 24 hours.

Assuming the PCs hide as ordered, tell them they hear nothing for several minutes. Finally, they hear many men stomping up the stairs. This is quickly followed by the sound of furniture being overturned, glass broken, and even fire from automatic weapons.

If the PCs remain hidden in the attic and do not move, the sounds eventually go away. Otherwise, they must fight the patrol. Of course, if the PCs start a battle, Romulus is furious and reacts as above.

Hints for the PCs

If any PC asks what language they hear as the men stomp around below, they recognize it as German. If he passes a general Perception check, a PC listening carefully to the scuffle notes that there are no screams, moans, or curses.

Encounter Background

The patrol is a common wandering patrol of six SS Troopers and a Gestapo agent. They came to the farmhouse as much in search of wine and food as signs of Les Maquis. The patrol will leave on its own as long as the PCs do nothing to reveal their presence.

NPC Statistics

Claude Joinville Six Partisans

See *NPC statistics* on the inside front cover.

Heinrich Manerre, Gestapo Agent

STR 40 DEX 45 AGL 40
PER 35 WPR 75 PCN 80
STA 40 Unskilled Melee 40

Current Stamina:

Wounds: 000000000000

Skills: Pistol 100 (MS); Disguise 70 (EX);

Investigation 119 (MS)

Description: Heinrich Manerre is a cunning, deceitful little man. Spiteful and vicious, he is well-suited for the Gestapo. He carries an automatic pistol (8 round clip).

Six SS Troopers

STR 65 DEX 65 AGL 65
PER 50 WPR 50 PCN 50
STA 50 Unskilled Melee 50

Current Stamina:

Wounds: G1 000000000000

G2 000000000000 G3 000000000000

G4 000000000000 G5 000000000000

G6 000000000000

Skills: Automatic Rifle 80 (SP)

Description: These six German soldiers are all afraid of Manerre's influence. They obey his orders without question as long as he is alive; if it appears likely that he will die, however, none of them will go to any extraordinary length to save him. Each is armed with a submachine gun (see *Military Summary* for details).

5.THE TRIP TO POITIERS

The morning after the German patrol searches the farmhouse, Romulus announces he has fixed the PCs' papers and that he can take them to a member of Les Maquis in Poitiers. His plan, he says, is very simple and reliable. He will pose as a driver taking some workers to the city. He has already prepared the papers, so it should be a simple matter.

Because the truck is sure to be searched several times, Romulus demands that the PCs leave their weapons at the farmhouse. (As long as the PCs' stunners are not disguised as weapons, Romulus does not object



to bringing them; remember, he doesn't know what a stunner is.)

As he loads the PCs into the back of the old truck parked outside, Romulus explains that Poitiers is about 200 miles away. The journey should take six or seven hours. The PCs must stay in the back of the truck until they reach Poitiers. Under no circumstances are they to engage in conversation where a German might hear their accents. He feels confident they will complete the trip before curfew, as long as there aren't too many checkpoints and British fighters do not strafe the truck.

The truck will be stopped at German checkpoints three times along the way, at about 1 1/2 hour intervals. Read the description below to the players each time the truck is stopped:

After an hour and a half of jostling and bouncing, the truck downshifts and whines to halt. As the squeak of the brakes fades away, the air is filled by the voices of

shouting Germans.

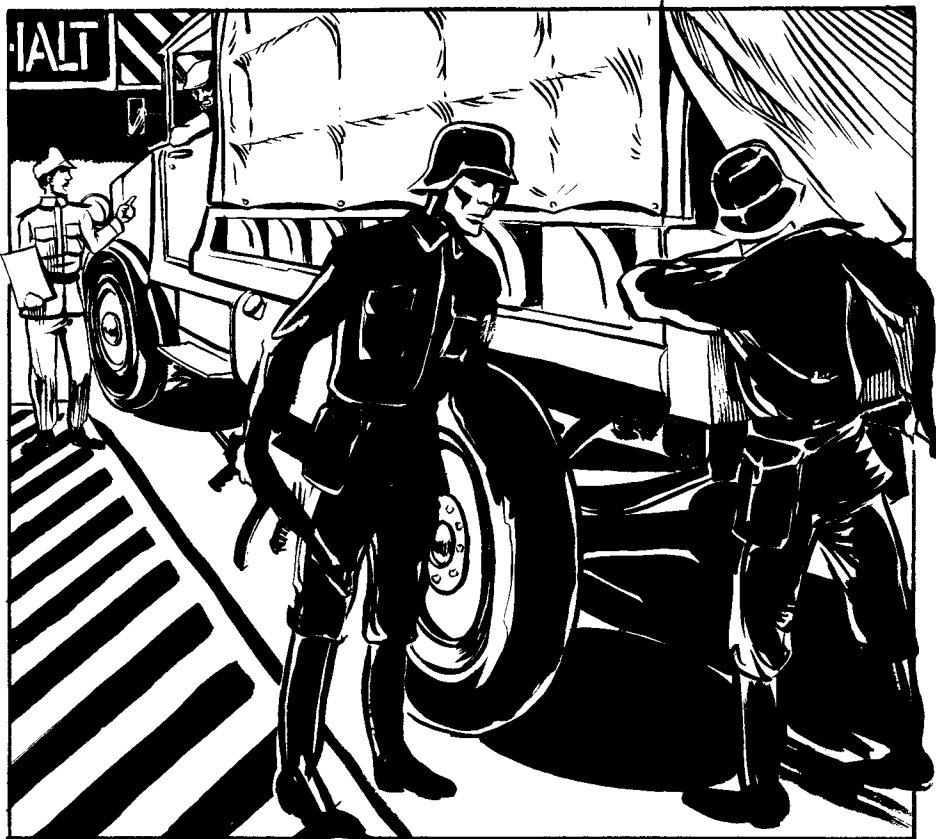
The truck's front door squeaks open and the muffled voice of a man with a thick, guttural accent demands, "Your papers please. What is your cargo and what is your destination?"

At each stop, allow the PCs a moment to react, then continue:

Romulus replies calmly, "I am hauling workers to the mills in Poitiers, as you can see from my papers. As soon as I leave this baggage in Poitiers, I return to Paris.

"Check them if you like, but I would not touch the filthy peasants. They are dirty with lice. I will probably have to burn this canvas."

This much will be the same at each checkpoint. Things will develop differently at each checkpoint, however.



Checkpoint 1

CM's Notes

The 22 guards at this checkpoint are on routine duty. Three soldiers and a single officer open the flap at the back of the truck and look at the "peasants." The officer demands the papers of one member of the party, but tells him to hold the papers at a distance. The three soldiers cover the party with their submachine guns.

Because the officer is not examining the papers closely, he has no chance of detecting them as forgeries. He squints at the papers, then studies the PC's face, then squints at the papers. Roll the dice a couple of times as he does this, as if making a Perception check. Assuming the PCs don't do anything awkward, he will step to one side and wave the truck forward, saying, "Get these field rats out of my sight."

Encounter Background

The officer believed Romulus' story, and did not check the PCs closely

because he was afraid of jumping lice.

NPC Statistics

Hans Brudrinkur, Officer

STR	55	DEX	55	AGL	65
PER	60	WPR	45	PCN	45
STA	60	Unskilled Melee			60

Current Stamina:

Wounds: 00000000000000

Skills: Bayonet 90 (EX); Automatic Rifle 85 (EX); Pistol 70 (SP); Grenade 70 (SP); Military Leadership 69 (SP)

Description: Hans is German officer, and he takes his duty as seriously as he must to earn his men's respect. He is armed with an automatic pistol (8 round clip).

22 German Guards

STR	50	DEX	50	AGL	50
PER	50	WPR	50	PCN	50
STA	50	Unskilled Melee			50

Current Stamina:

Wounds: 00000000000000

Skills: Automatic Rifle 65 (SP)

Description: These soldiers will do as Hans orders. They each carry a submachine gun (see description in Military Summary) and a hand grenade.

Checkpoint 2:

At this checkpoint, the officer greets Romulus' story with a gruff, "Is that so? Let's see this load of carrion you have." When the back of the truck is opened this time, six SS Troopers hold submachine guns on the "cargo." The officer wears the black uniform of a Gestapo agent. He orders a soldier to check each PC's papers as he questions the PC (the acceptable answer appears in parenthesis after the question):

1. What is your name? (The name appearing on the PC's forged papers.)

2. Where are you from? (All papers list Paris, France as place of origin.)

3. What is your destination? (Poitiers. The PCs may even explain they are going to work in the mills in Poitiers.)

4. Where were you last night? (Paris, or a farm outside Paris. If a PC should answer "In bed," a guard strikes the PC with the butt of his gun; roll on the Armed Combat Results table.)

The Gestapo agent asks some characters the same question many times. Unless a PC answers a question poorly or otherwise draws suspicion to the party, the Gestapo agent lets them go. Should a PC arouse the agent's suspicion, however, the Gestapo agent orders five guards to take the PCs and Romulus into a field and shoot them all.

Hints for the PCs

Any PC passing a specific Perception check notices powder burns on the faces of some of the guards. On a result of "C," he hears two guards discussing the explosion at the barracks last night.

Encounter Background

Les Maquis bombed the barracks of these soldiers last night. They are attempting to find anyone whose "papers are not in order" and execute them in retaliation.

NPC Statistics

Romulus (see inside covers of booklet).

Holger Shutfurst, Gestapo Agent

STR	40	DEX	40	AGL	40
PER	35	WPR	60	PCN	70
STA	40	Unskilled Melee			40

Current Stamina:

Wounds: 000000000000

Skills: Pistol 95 (MS); Disguise 67 (EX); Theft 90 (EX)

Description: A small, slight man, Holger is noted for his temper. If insulted, he attacks to kill with his automatic pistol (8 round clip). He is insulted very easily.

12 SS Troopers

STR	65	DEX	65	AGL	65
PER	50	WPR	50	PCN	50
STA	50	Unskilled Melee			50

Current Stamina:

Wounds: 13 each

Skills: Automatic Rifle 80 (SP)

Description: These young soldiers are fanatically loyal to the Nazi party. Somebody bombed their barracks last night and ruined a good night's sleep. They are itching for revenge.

Checkpoint 3

CM's Notes

The final roadblock has only three guards. Each is dressed differently. The first wears a Luftwaffe pin on the breast of his SS uniform. The second wears civilian cloths with a swastika armband and a camouflaged Nazi battle helmet. The last wears a Luft-

waffe captain's dress uniform. They question the PCs much as at the roadblock before, but their French is perfect. Even Romulus compliments them on their accent.

These three are Demoreans. They have dressed rather oddly to try to trick any Time Corps agents into using a *Telepathic Probe* on them. They hope to detect such a probe (remember, they each have an opportunity to pass a general Perception check). If successful, they wait until the truck drives away and use a bazooka (ATW) to destroy the Time Corps agents. If the bazooka attack fails and the agents escape, the Demoreans alert the Demorean agent posing as Gestapo Colonel Steck. Colonel Steck then orders the Gestapo to arrest anyone resembling the PCs.

If the PCs act normally, the Demoreans allow the truck to pass without incident. Of course, if there is an incident, Romulus is extremely upset.

Hints for the PCs

The uniforms and the perfect accents should be enough to warn alert PCs that something unusual is happening here. Any PC with a *Historical Specialty* between 1940 and 1960 may notice something peculiar about the guards' weapons. On a "C" result, he notes that the guards carry M3A1 submachine guns—made in America in 1942! (Same statistics as MP38; see *Military Summary* for a description.)

Of course, if a PC uses *Telepathic Probe*, he may be left with no doubt at all about the true identities of these Demoreans. An alert party will see that these fellows are being just a little too obvious and withstand the temptation to probe them. Whether they deduce the true nature of these guards or use a *Telepathic Probe*, the mere presence of the Demoreans should let them know they are in the right area of France.

Encounter Background

Of course, the Demoreans weren't foolish enough to believe that they could pull off "Project Demorean-Companies" without attracting the

attention of the Time Corps. They have taken many precautions to intercept Time Corps agents—this roadblock is just one of those precautions. They all carry Gestapo papers to explain their strange appearance to other German officers.

NPC Statistics

Three Demorean Soldiers

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

Current Stamina:

Wounds: D1 00000000000000

D2 00000000000000

D3 00000000000000

Skills: Automatic Rifle 75 (SP);

Anti-tank Weapon 75 (SP)

PTs: Shock 60, Shield 50, Shape Shift, Dimensional Travel, Telepathy

Description: These three Demoreans are like the rest of their ilk: cunning, deceiving, and foul. They enjoy inflicting pain on humans, and do so whenever they can. They are armed with submachine guns (see *Military Summary* for a description) and an anti-tank weapon.

PART III: Poitiers

As Romulus brings the PCs into Poitiers, describe it as a dreary, almost lifeless town. As they pass the center of town, the PCs see a monument to the Nazi dictatorship: an ancient insane asylum has been converted to a concentration camp for local citizens.

1. ARRIVING IN POITIERS

Read the following description to the PCs when Romulus finally delivers them to Poitiers:

Romulus stops the truck in an alley behind a large house. "Inside, quickly," he whispers. "I will park the truck in front. Say to the man that answers the door 'Do you believe in legends? We have come with Romulus; he will explain the significance of our tale.' Don't make any mistakes this time, or you will be shot."

At the door, you are greeted by a short, heavysset man with dark eyes. "Comment?" he asks.

Assuming the PCs do as Romulus instructed, the man allows them inside. He regards them with cool suspicion until Romulus enters the room a few minutes later:

Romulus enters the house and hugs your suspicious host warmly. Finally, Romulus introduces him, "This is Hercules, leader of Les Maquis here in Poitiers. Hercules, these are Canadian friends of our leader, here on business. He has asked that we aid them however they ask."

Hercules regards you with suspicion for a moment, then grins widely and offers his hand. "I am very happy to meet our Partisan brothers from Canada. I have a brother in Anchorage. Perhaps you know him?" Hercules has a slight Spanish accent.

CM's Notes

Hercules is testing the PCs, and continues to do so for quite some time. If

the PCs are really Canadians, he expects them to tell him that Anchorage is in Alaska, which is in the United States. He will then smile sheepishly and say, "It is! Please forgive me, I am just an ignorant peasant, but I could swear that Anchorage is in the Yukon. But of course, you must be correct; after all, that is where you are from."

If the PCs are to avoid suspicion, they must insist that Anchorage is in Alaska. If they yield on this point, Hercules feels they are not sure in their own minds; of course, he then feels they might be German infiltrators. In any case, he next turns the conversation to baseball, and must be told repeatedly that this is not the Canadian national sport.

Should the PCs yield on both points, Hercules is absolutely convinced that they are Gestapo agents. He then offers them a meal, which he secretly poisons. On the other hand, if the PCs insist that Anchorage is in Alaska and that baseball is not the Canadian national sport, Hercules invites them to dine with his family.

At dinner, Hercules' two sons and wife join the group. The two boys are about sixteen or seventeen. Hercules introduces them as Castor and Pollux, saying proudly that they are already active Underground fighters. During dinner, he apologizes for questioning the PCs so carefully and explains that he is very suspicious lately because he believes he has an infiltrator in his organization. He also asks the PCs about how he can aid them. During the casual dinner conversation, he will take out a cigarette and hold it to his lips, then say "Haben Sie ein Feuer?" which means, "Do you have a light?" in German.

All PCs must make a general Willpower check with a +20 modifier. Failure indicates they fell into Hercules' trap and took out a match or lighter. Hercules, Romulus, and Hercules' two sons will attempt to cut the PCs' throats, unless the PCs convince Hercules they have a good reason for speaking German so automatically (use a Direct Action Check.).

Hints for the PCs

Clever PCs will realize early on that Hercules is testing them. Any PC stating that he is not letting his guard down through dinner does not need to make a Willpower check when Hercules asks for a light.

Encounter Background

Hercules' organization has recently been plagued by a series of failed operations. He has deduced, quite correctly, that someone is informing on them (see next encounter). He is determined not to allow any more infiltrators into Les Maquis.

NPC Statistics

Hercules
Castor
Pollux
Romulus

See *NPC Statistics* on the inside covers.

2. LES MAQUIS IN POITIERS

Read the following description to the players after the PCs finish dinner:

After dinner, Romulus rises and says, "I must leave, mes amis. If I hurry, I will be in Orleans before curfew." Romulus hugs everybody in the French manner, including you. "Good luck on your mission. I certainly hope it is successful, for I feel fate has decreed that our paths shall cross again in the future."

Romulus has barely been gone five minutes when a small rap sounds on the front door. "Ah! The rest of my group," Hercules says. "Perhaps they can help with our little problem."

As Hercules opens the door, two men, two women, and four small children file inside. "These two gentlemen are Aeneas and Virgil," Hercules says, "and the ladies are Cassandra and Diana. My good friend Catullus will be down shortly; he lives upstairs.



"If these people cannot help you, you cannot be helped. Catullus is already a veteran of the Spanish Civil War in 1939, and he knows many military tricks. And Cassandra has twice survived terrible tortures at the hands of the Gestapo. Even a German pig could not bear to blemish so beautiful a face, but I understand they weren't so careful with the rest of her body."

Cassandra turns to you and says, "I am very pleased to meet you. I hope you will excuse my display." With that, she pulls her dress up well past her knee, revealing a flawless thigh. A set of documents and a sheathed knife are secured in the top band of her stockings. She withdraws the documents and hands them to Hercules, saying, "War is no place for modesty, is it mes amis?"

CM's Notes

Hercules explains that the PCs are here on a mission for the Allies, and that Les Maquis has been instructed to aid them however possible.

Hints for the PCs

Cassandra's beauty and flawless legs might lead PCs to suspect that she is not a woman that has twice been tortured by the Gestapo. Cassandra is really a Demorean infiltrator that assumed the shape of the real Cassandra. Any PC making a successful *Telepathic Probe* on Cassandra realizes this. PCs asking about the condition of her children note that they look rather frightened.

Of course, Hercules' cell will not believe she is a Gestapo agent. They have known Cassandra all their lives, and seen her suffer terribly for the cause. If the PCs attack her in front of the cell, Hercules and the others will defend her. They might be puzzled by the lack of scars on her body, but the scars alone will not be enough to convince Hercules and his Partisans that she is an agent. After all, it is easier to explain a few missing scars than an exact double.

Assuming the PCs ask about "Project Demorean—Companies," the Partisans volunteer many possible meanings. Roll a d10 and read the corresponding clue to the PCs. Keep reading clues until the PCs stop you or you have read all the clues. Don't read a clue twice.

1. Aeneas says, "Perhaps Demorean—Companies is Domremy-la-Pucelle. But that is east of Paris."

2. Diana says, "A Demorean must be something manufactured. A Nazi secret weapon, such as an invincible tank? But there is no such manufacturing complex near Poitiers, and the only new facility is that base they are building outside of town."

3. Virgil volunteers, "The problem here is that nobody knows what a Demorean is, and a Company can be several things. I need to think more on this."

4. Catullus says, "I don't know about Demorean, but what about Joan (pronounced joe-WHAN), the engineer? You remember, Joan Companies (pronounced coam-PAH-neeze), he was taken by the Gestapo a few months ago to work on a special project. That would explain Companies, but what does Demorean mean?"

5. Cassandra says, "Demoralize! This must be some sort of a propaganda operation. They can't demoralize me. I will fight to the end, give my life if I must, but never give up!"

6. Hercules volunteers thoughtfully, "There is Compiègne north of Paris. Does that help?"

7. Diana says, "I am going to have company for dinner. Company, companies, somebody visiting? I don't know."

8. Catullus proposes, "Not that it has anything to do with the riddle, but isn't it interesting that the installation is constructed so quickly outside Poitiers and then you show up looking for something? Maybe we should

think in those terms instead of the riddle."

9. Hercules says "There is no manufacturing of any consequence in Poitiers. Company? I don't know."

10. Virgil informs the group. "I work at the train station. I have seen nothing by rail that gives me a clue to this riddle."

Encounter Background

The Demorean Cassandra infiltrated the local cell of Les Maquis in order to keep abreast of any Maquis plots to disrupt the work on the Demorean base outside Poitiers. Whenever Hercules tries to move against the base, she arranges for the Gestapo or German army to foil his plan. Even if the PCs don't try to probe her, Cassandra feels fairly certain they are Time Corps agents.

NPC Statistics

See *NPC Statistics* on the inside cover for statistics on Hercules' cell.

3. GESTAPO RAID!

Read the description below to the PCs as soon as the clues in Encounter 2 have been given:

A sharp rap sounds on the front door and a voice thick with a German accent says, "Police! Open the door!" A look of horror crosses the faces of the Partisans in the room.

Hercules looks at you accusingly, then walks to his coat hanging in the corner. He says, "Open the door, let them in, and kill them quietly. We will be in the back room. If you do not do as I say," he takes a grenade out of the coat pocket, "I will not hesitate to use this."

Hercules' cell files into the back room just as the Gestapo kicks the front door open.

CM's Notes

The six policemen at the door are Gestapo. They have come to arrest or execute all in the house, save Cassandra. If attacked, they will fire their weapons to defend themselves.

Even if the PCs use their Time Corps stunners in order to avoid killing the Gestapo agents, Hercules insists that the PCs slay them. He views any refusal to do so as a suspicious act. Hercules orders his Partisans to aid the PCs as soon as the first PC falls unconscious.

Cassandra uses *Demoralize* on the most effective NPC fighter on the PCs' side.

After the raid, Hercules says, "I knew they would find us sooner or later. It is now time for my family to find a new home. Until then, we must all find a safe place to hide." He leads the PCs to a cellar beneath the train station. The cellar entrance is cleverly hidden beneath a trash incinerator.

Hints for the PCs

Should a heated battle break out, any PC getting a "C" result or higher on a Perception check notes that Cassandra is not actively taking part.

Encounter Background

Cassandra used *Telepathy* to alert Colonel Steck, another Demorean highly placed in the Gestapo, of the Time Corps' presence. They agreed to try to eliminate the agents immediately via a Gestapo raid.

NPC Statistics

Hercules, Castor, Pollux, Aeneas, Catullus, Diana, Virgil, Cassandra, Six Gestapo Agents.

See the inside cover for stats on these NPCs.

PART IV: Companys and the Concentration Camp

Part IV was designed with three basic assumptions in mind: 1. Hercules is still willing to aid the PCs; 2. The PCs have concluded it is important to talk to Joan Companys; 3. The PCs will prudently choose to speak with Monsieur Companys before attempting to destroy the Demorean base. (Note that the Demoreans have arranged to hold Companys in the concentration camp in Poitiers. This is a completely separate facility from the Demorean base outside town.)

Should the PCs fail to meet any of these three conditions, you may have to adjust this part of the adventure. For example, if the PCs have attacked or attempted to infiltrate the Demorean base, security around Companys will be greatly increased and it will prove much more difficult to speak with him.

1. A DISCUSSION OF TACTICS

Read the description below to the PCs if they ask for more information on Companys:

Hercules is silent for a moment, then looks from one member of his cell to another. "Well," he asks, "what do we know of Joan Companys?"

CM's Notes

The members of Hercules' cell may reveal the following facts about Companys. Roll 1d10 and read the corresponding statement to the players. Do not read any statements inside parenthesis, however. Continue to read statements until the players stop you or all statements have been read.

1. Pollux says, "Companys, yes I remember him. His son and I were in school together. I would not recognize him on the street, I can tell you that."

2. Catullus says, "Companys was a very famous engineer in Spain. He specialized in wiring, ventilation, and plumbing for large subterranean installations. The Germans must need him for some important project, for

he was an anti-fascist guerilla in Spain, and such men are most often returned to Spain to be shot."

3 or 4. Diana says, "He has told a friend of mine that he cooperates with the Germans only because his entire family is held by the Gestapo."

Hercules snarls, "The Gestapo are lying pigs! I helped smuggle his family to Algeria."

5 or 6. Aeneas says, "He plays on the concentration camp soccer team each week. He is number 10. Perhaps we can smuggle you into the game tomorrow to speak with him."

Virgil adds quickly, "Or better yet, smuggle Companys out. I know a young man who would trade places with Companys in order to speak with his wife."

7 or 8. Hercules says, "Whether we try to get you in or Companys out, there will be a great many risks."

9 or 10. (If she is still alive), Cassandra says, "They keep Companys

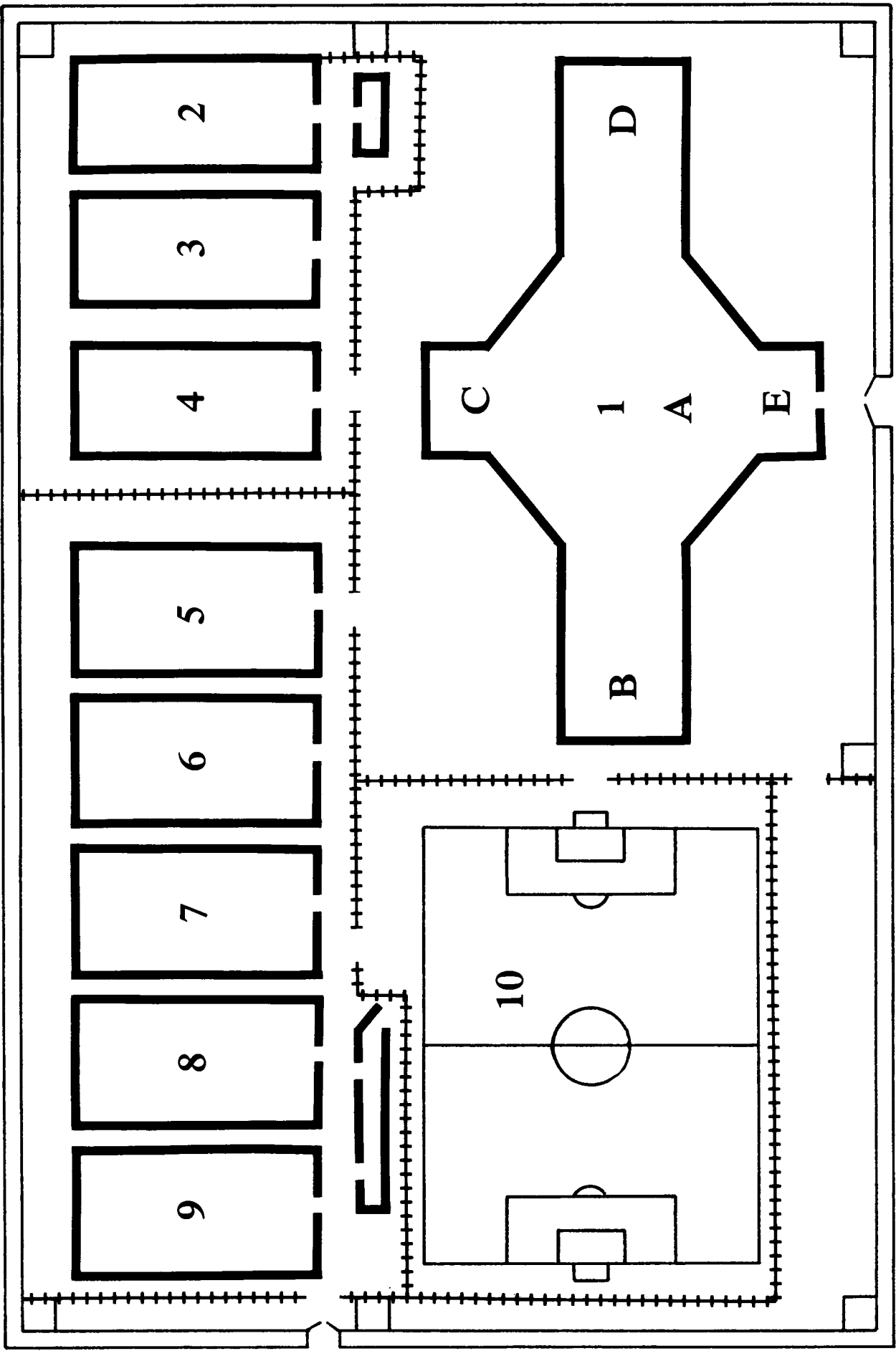
on the second floor of the eastern wing of the hospital building. I believe he stays in room 206. I saw him several times while the Gestapo had me there for torture. He didn't look like a prisoner to me."

Hints for the PCs

The general lack of information about Companys and where he is kept should alert PCs to the fact that it will be difficult to get to him. The best plan is that offered by Virgil and Aeneas: arrange a switch on the soccer field. Other plans stand very little chance of success (see Encounter 2: The Concentration Camp).

Of course, PCs who realize Cassandra is a Demorean will know better than to trust her statement. If the PCs haven't discovered Cassandra's true identity by now, the incongruity of her statement with everything else that has been said about Companys should give them a hint. If she is present in this encounter, Cassandra informs the Gestapo of any plan to speak with Companys.





KEY



Tower

+++++ Barbed Wire Fence + + Gate

0 10 20 40 Yards



GERMAN CONCENTRATION CAMP



PARANORMAL TALENTS

Name Score

Paranormal Memory 29
Ignore Pain 29
Memory Restoration 36

Current Stamina:
Stamina Regeneration: 5/round
Current Willpower:
Wounds: 00000000000000

BASIC STATISTICS

Strength 48 Perception 44
Dexterity 52 Willpower 42
Agility 68 Luck 56
Personality 60 Stamina 56

Unskilled Penetration
Melee 58 Bonus 0

SKILLS

Name Rank Score

Historical Specialty SP 58
(Greece 1250-1225 B.C.)
Time Corps Stunner SP 67
Swords EX 88
Shortbow EX 82
Automatic Rifle EX 82
Stealth SP 75

JACASTINIS



PARANORMAL TALENTS

Name Score

Paranormal Memory 37

Current Stamina:
Stamina Regeneration: 4/round
Current Willpower:
Wounds: 00000000000000

BASIC STATISTICS

Strength 72 Perception 56
Dexterity 50 Willpower 54
Agility 64 Luck 36
Personality 34 Stamina 58

Unskilled Penetration
Melee 68 Bonus +15

SKILLS

Name Rank Score

Historical Specialty SP 70
(Northern Europe
150-170 A.D.)
Time Corps Stunner SP 65
Short-Handled Weapons EX 98
Wrestling EX 98
Pistol EX 80
Stealth SP 72

BRAUN AXEWIELDER



PARANORMAL TALENTS

Name Score

Paranormal Memory 38

Current Stamina:
Stamina Regeneration: 5/round
Current Willpower:
Wounds: 00000000000000

BASIC STATISTICS

Strength 42 Perception 60
Dexterity 68 Willpower 52
Agility 74 Luck 58
Personality 42 Stamina 62

Unskilled Penetration
Melee 58 Bonus 0

SKILLS

Name Rank Score

Historical Specialty SP 61
(Japan 1880-1924)
Time Corps Stunner SP 83
Marital Arts MS 114
Advanced Self-Defense MS 114

SUGI TUP



PARANORMAL TALENTS

Name Score

Paranormal Memory 30

Current Stamina:
Stamina Regeneration: 4/round
Current Willpower:
Wounds: 00000000000000

BASIC STATISTICS

Strength 54 Perception 60
Dexterity 66 Willpower 28
Agility 62 Luck 46
Personality 46 Stamina 48

Unskilled Penetration
Melee 58 Bonus +5

SKILLS

Name Rank Score

Historical Specialty SP 59
(German 1600-1620)
Time Corps Stunner SP 81
Pistol EX 96
Thrown Weapon: Dagger MS 115
Security Devices EX 88

BARON HEINZ

SUGI TUP

PERSONAL DATA

Born: June 19, 1880
Age: 44
Ht: 5'0"
Wt: 98
Hair: Black
Eyes: Brown

Rank: Trainee/7
Nationality: Japanese
Race: Oriental

Sugi Tup, the adopted child of the Reverend and Mrs. Charles Beverly, has always been considered something of a loner and a radical by her acquaintances. The Reverend and Mrs. Beverly found Sugi at the age of two; she fed herself by begging on street corners. Although they tried to raise her in the Christian tradition, the child spent most of her time investigating various eastern religions and their connection to the martial arts. She joined the Time Corps after meeting an agent who happened to be an expert in Advanced Self-Defense.

JACASTINIS

PERSONAL DATA

Born: May 2, 1250 B.C.
Age: 27
Ht: 5'8"
Wt: 135
Hair: Black
Eyes: Brown

Rank: Trainee/6
Nationality: Amazon
Race: Caucasian

Jacastinis was a member of the legendary Amazon city/state of Greece. She spent much of her youth hunting and making war on the men of Greece. She felt there was something unjust in the way her peers treated men, however, and spent her leisure time trying to discover exactly what the natural relationship between men and women should be. On more than one occasion, she was forced to fight to defend her views. She was greatly relieved when she was asked to join the Time Corps, though it is still difficult for her to work with men as equals.

BARON HEINZ

PERSONAL DATA

Born: April 1, 1600
Age: 23
Ht: 5'11"
Wt: 195
Hair: Brown
Eyes: Blue

Rank: Trainee/6
Nationality: Bavarian
Race: Caucasian

Baron Heinz was born to a family of impoverished nobility. Despite the fact that her grandfather had lost the family fortune through gambling, Heinz's mother taught him to carry himself as if he were a wealthy noble. As a boy, Baron's peers often made fun of him for his odd, arrogant manner.

By the time he was 16, Baron had decided that he would do whatever he must to become rich and famous. He was about to embark upon a life of crime to accomplish his goals when he was recruited into the Time Corps. Although he is still somewhat arrogant, he has happily chosen the duties of a Time Corps agent over the temptations of a thief.

BRAUN AXEWIELDER

PERSONAL DATA

Born: February 14, 150 A.D.
Age: 22
Ht: 6'4"
Wt: 220
Hair: Blond
Eyes: Blue

Rank: Trainee/5
Nationality: Barbarian
Race: Caucasian

Braun Axewielder was considered a giant in his own time. Born to the Barbarian tribes of northern Europe, he learned early the arts of personal combat. At the age of 15, he defeated the king of his tribe in a contest of strength. In the months that followed, his tribe ran rampant over the neighboring tribes, but was quickly defeated when he met organized resistance. Angered by the hard times they then found under his leadership, the tribe banished Braun from its company at the tender age of 18. By the time he was 19, Braun had run across the Time Corps and been recruited into it.

BASIC STATISTICS

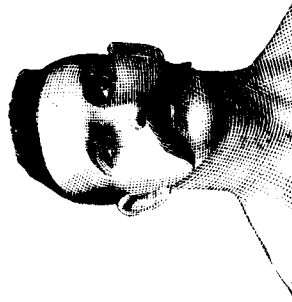
Strength	60	Perception	42
Dexterity	58	Willpower	62
Agility	66	Luck	54
Personality	46	Stamina	50
Unskilled Melee	63	Bonus	+10

SKILLS

Name	Rank	Score
Historical Specialty (U.S. 1900-1929)	SP	67
Time Corps Stunner	MS	113
Boxing	EX	92
Automatic Rifle	EX	88
Theft	EX	84

PARANORMAL TALENTS

Name	Score
Paranormal Memory Telepathic Probe	35 41
Current Stamina: Stamina Regeneration: 4/round Current Willpower: Wounds: 00000000000000	



“KNUCKLES” YANSON

BASIC STATISTICS

Strength	64	Perception	48
Dexterity	68	Willpower	42
Agility	62	Luck	44
Personality	46	Stamina	50
Unskilled Melee	63	Bonus	+10

SKILLS

Name	Rank	Score
Historical Specialty (Earth 2250-2280)	SP	60
Time Corps Stunner	SP	83
Dagger/Knife (Melee)	MS	118
Laser Pistol	SP	83
Pistol	MS	115

PARANORMAL TALENTS

Name	Score
Paranormal Memory Telepathic Sending	30 34
Current Stamina: Stamina Regeneration: 5/round Current Willpower: Wounds: 00000000000000	



“ACE” PACHECO

BASIC STATISTICS

Strength	38	Perception	74
Dexterity	60	Willpower	54
Agility	60	Luck	68
Personality	72	Stamina	72
Unskilled Melee	49	Bonus	0

SKILLS

Name	Rank	Score
Historical Specialty (Scotland 950-968)	SP	79
Time Corps Stunner	EX	90
Dagger/Knife (Melee)	EX	79
Disguise	SP	81

PARANORMAL TALENTS

Name	Score
Paranormal Memory Adaptation Time Shift	43 50 41
Current Stamina: Stamina Regeneration: 5/round Current Willpower: Wounds: 00000000000000	



LADY LORAINÉ

BASIC STATISTICS

Strength	52	Perception	44
Dexterity	66	Willpower	50
Agility	66	Luck	46
Personality	64	Stamina	50
Unskilled Melee	59	Bonus	+5

SKILLS

Name	Rank	Score
Historical Specialty (U.S. 1920-1940)	SP	62
Time Corps Stunner	EX	96
Lasso	SP	74
Net	SP	77
Pistol	SP	81
Gambling	SP	60
Stunt Driving	MS	110

PARANORMAL TALENTS

Name	Score
Paranormal Memory	32
Current Stamina: Stamina Regeneration: 4/round Current Willpower: Wounds: 00000000000000	



TINA FLIP

“ACE” PACHECO

PERSONAL DATA

Born: November 2, 2250
Age: 30
Ht: 62"
Wt: 190
Hair: Brown
Eyes: Blue
Rank: Trainee/9
Nationality: United Federation
Race: Hispanic

Ace Pacheco is a fighter pilot from the 23rd century. Like fighter pilots of all times, he tends to be impulsive, flashy, and daring. He can fly sub-starship craft of any type, and is always looking for a chance to do so. He relies on his dazzling smile to charm ladies, and upon his harsh, rugged features to intimidate potential foes. After becoming mixed up in a Demorean plot to overthrow the government of Luna, Ace chose to join the Time Corps rather than have his memory restored.

TINA FLIP

PERSONAL DATA

Born: July 4, 1920
Age: 22
Ht: 5'6"
Wt: 105
Hair: Black
Eyes: Brown
Rank: Trainee/6
Nationality: U.S.
Race: Black

Tina did what many teenage boys and girls dream of doing: she ran off and joined the circus. There, she learned many different and unusual skills, but excelled at doing stunts with motor cycles and small cars. During her time in the circus, she also learned how to deal with the less pleasant sides of life, and picked up a few skills to help out in difficult situations, such as *Gambling* and *Pistol*. She joined the Time Corps after an agent convinced her she would find just as much excitement in the 72nd century as in the 20th.

“KNUCKLES” YANSON

PERSONAL DATA

Born: January 1, 1900
Age: 31
Ht: 6'0"
Wt: 210
Hair: Brown
Eyes: Blue
Rank: Trainee/7
Nationality: U.S.
Race: Slavic

When he was a small boy, “Knuckles” Yanson dreamed of being a professional boxer. As a young adult, he pursued this dream in the rings of Chicago. He quickly earned the respect of fighter, fan, and promoter. By his fourth fight, “Spats” McBrighton had signed Knuckles on as a regular ticket at the downtown ring. Unfortunately for Knuckles, Spats was involved with mobsters and soon asked him to take a dive. Knuckles refused. Shortly afterward, Spats’ boys broke his knecaps, and Knuckles was out of the boxing ring. For the next two years, Knuckles held a few unsavory jobs to make ends meet. He agreed to join the Time Corps when he found out his knees could be repaired in the 72nd century.

LADY LORAINÉ

PERSONAL DATA

Born: July 2, 950 A.D.
Age: 19
Ht: 5'3"
Wt: 100
Hair: Red
Eyes: Scarlet
Rank: Trainee/8
Nationality: Scottish
Race: Caucasian

From the beginning of her life, Lady Loraine was the victim of terrible misfortune. She was born to a superstitious Scottish lord who, upon beholding her scarlet eyes, ordered her slain immediately. Loraine’s mother secretly sent Loraine to live with noble relatives in the Highlands. Unfortunately, the entire family fell ill and died shortly after Loraine turned twelve. The servants, fearing that Loraine was indeed a witch, informed her father that she was alive. Loraine spent the next six years fleeing her father’s men, hiding wherever she found help. She was recruited into the Time Corps when she turned eighteen. Loraine often wears contact lenses to conceal the color of her eyes on missions.

Encounter Background

The Demoreans arranged to have Companys arrested in order to take advantage of the Spaniard's engineering talents. Although they have engineers of their own, they felt the base would seem more human and draw less attention if it was designed by a man.

2. THE CONCENTRATION CAMP

If the PCs wish to speak with Companys, they must enter the concentration camp. The most effective way to do this is via the weekly soccer game; in this case, go to Encounter 3, The Soccer Game. Many circumstances may arise, however, that might cause the PCs to enter the concentration camp via a different method. For example, the Gestapo in PART III, Encounter 3 might arrest them.

The concentration camp stands in the middle of town. It appears to have been a large mental hospital before the war, for its high stone walls were clearly designed to keep those inside separated from those outside. The walls are now topped by double strands of barbed wire. Guard towers manned by soldiers with heavy machine guns stand along the wall at regular intervals.

The grounds of the hospital are divided into four sections. The first section surrounds the hospital building itself. The yard here is nicely kept, and patio tables have been placed in it for the comfort and enjoyment of German officers.

The second and third sections of barbed wire surround two groups of tar-paper shacks. This is where the prisoners live.

The fourth section surrounds a muddy exercise field. The prisoners have painted a few white lines onto it to represent a soccer field.

CM's Notes

Prisoners may never receive visitors. The menu consists of two meals a

day, at 6:30 a.m. and 3:00 p.m. Each meal is either a piece of bread fried in olive oil or a meat broth, perhaps with a piece of potato if the lucky diner is a "privileged prisoner."

The Germans have loosely divided the prisoners into four classes. The two "privileged classes" are the French political prisoners and the refugees from the Spanish Civil War of 1939. They are fed better, live in less crowded shacks, and are less likely to be selected for reprisal executions.

The two classes of common prisoners are gypsies and members of the Jewish faith. These unfortunates are held in camps like these until they die of disease, are worked to death, or are shipped to death camps in Eastern Europe.

Escape is practically unheard of. Two pairs of submachine gun armed guards patrol each wall. A pair of soldiers also patrols the exterior perimeter of each barbed wire fence inside the compound. All guards have orders to shoot when in doubt. The guard towers are placed to have maximum viewing capacity into the camp as well as outside. In addition, many prisoners are "snitches;" they inform the guards of escape attempts in return for favorable treatment.

New prisoners are treated with suspicion and often malice until they prove they aren't snitches or plants. For this reason, PCs trying to infiltrate the camp as prisoners may have a difficult time finding Companys (-20 on Direct Action Checks).

Remember: if Cassandra is aware of the PCs' plan to rescue Companys, the Germans will be aware of it and react accordingly.

Each numbered area on the Concentration Camp Map corresponds to a numbered entry below. These entries describe that area. Refer to each entry as necessary.

1. Hospital Building: If the PCs attempt to infiltrate this area disguised as German officers, there is a 10% chance each hour (25% chance in the Gestapo wing) that a guard asks for identification and questions them at length. At the first sign of trouble, especially if the PCs have not taken

care to make sure they have adequate papers, the guard calls for help. 3d10 x 10 guards will respond. PCs cannot infiltrate disguised as anything but German officers.

A. Center Lobby: This area once served as the reception lobby for the mental hospital. Hallways lead from the lobby into each of the four wings. It has a three-story vaulted ceiling with dirty skylights. A balcony with an entrance to each wing circles the vaulted area on both the second and third floors. A large circular stairway climbs to the balcony along the exterior wall of the lobby. In the center of the room, an ornate marble staircase leads to the subterranean level.

Two guards stand at the entrances to each wing on each floor. Four guards stand at the top of the staircase leading to the subterranean level.

The subterranean level is presently a strategic headquarters. During the day, generals and other high-ranking officers are a common sight on these stairs. At night, the map rooms below are monitored by lieutenants and captains. Only officers with proper identification and a special pass are allowed downstairs.

B. West Wing: All three floors of this wing are used as a barracks for the soldiers guarding the camp and building. Up to 300 guards from this area respond to a call for aid from their comrades.

C. North Wing: All three floors of this wing house German officers. Lieutenants and captains have small private rooms on the first floor (the captain's rooms have private bathrooms). Majors and colonels have sleeping quarters with attached offices and bathrooms on the second floor. The third floor contains the suites of the four or five generals that might be visiting Poitiers at any given time. Officers below the rank of colonel are not allowed on the third floor.

D. East Wing: The east wing houses the Gestapo. The first floor is used for offices. The second floor houses Gestapo agents assigned to Poitiers.

(Room 206 serves as the office of Colonel Steck, local Gestapo commander. He is not present if the PCs enter this room. A careful search of his desk reveals a small laser pistol disguised as a cigarette lighter.) The third floor serves as a detention/interrogation center for special prisoners. Two plain clothed Gestapo agents always stand guard at the end of the corridor on this floor.

E. South Wing: Because of repeated Partisan sniper attacks on this wing, it is almost completely empty. The windows here are either boarded up or broken out. Almost any wall opposite a window has a bullet hole in it. On the third floor, two guards stand behind sandbags to keep a careful watch on town. Unwelcome transfers (such as "observers" from Berlin) are sometimes assigned temporary quarters in this wing.

2-4: These tar-paper shacks house female prisoners and their children. Most of these prisoners spend the day standing at the barbed wire fence separating their compound from the men's. Each cabin has enough bunkbeds for two-hundred people, though conditions are much more crowded. Curfew in this compound is 8 p.m. Anybody caught outside between 8 p.m. and dawn is shot on sight.

5-9: These tar-paper shacks house male prisoners. Those not assigned to work details spend the day standing at the fence next to the women's compound, or watching other prisoners on the exercise field. Those assigned to work details are herded into trucks through the gates on the west side of the compound.

Unlike the women, the men have no beds. They must sleep on the floor where they can find room. Close to three-hundred men sleep in each shack. Like the women's compound, curfew here is 8 p.m.

Joan Companys lives in barracks 7. He sleeps near the middle of the building.

10. Soccer Field: Prisoners use this exercise field as a soccer field. French

political prisoners and Spaniards have free access to this field during the day. The guards do not allow gypsies and Jews into the exercise area.

The weekly soccer game between the prisoners and townspeople is held here, under the watchful eyes in the towers.

11. Guard Towers: Two guards man each tower. One watches the interior of the compound and the other watches the exterior. Each guard has a rifle (5 round). The tower is also equipped with a heavy machine gun on a 360 degree swivel mount. The base of the tower stands just inside the stone walls of the camp.

Companys' Schedule

Should the PCs attempt to contact Joan Companys on their own, his daily schedule may be important. Between 8 p.m. and 6 a.m., Companys is always near the middle of building 7, usually asleep.

He rises about 6 a.m. with the rest of the prisoners and stands in line for a shower. By 6:30, he stands in line for breakfast, which he eats close to the front steps of his building. On the days he remains in camp (90% chance, as most of his work is completed), he is on the soccer field with two or three hundred others by 7:30. At 2:30, he (and everybody else) gives up soccer to stand in line for dinner. By 4:00 p.m., dinner is over and Companys spends the remaining four hours of the evening visiting or doing minor chores.

He treats strangers in a friendly enough manner, but does not discuss his work or his family for fear that they are snitches. If the PCs present evidence that his family is safe in Algeria (such as a note from Catullus or Hercules), he discusses his work freely. Unfortunately, he feels convinced the only way to infiltrate and/or destroy the base is for him to accompany the raiders. He hints at an "Achilles' Heel" he designed into the camp's structure. Unless the PCs arrange his escape, however, he won't reveal the nature of this weak spot.

Hints for the PCs

PCs might note two weaknesses in the security of the Poitiers concentration camp. First, when Companys is on his way to or from work at the Demorean base, the PCs might ambush his six guards and release him. Note that there is only a 10% chance that he will leave the compound on any given day, and the PCs have no way of knowing when he is called to work.

Second, if they can infiltrate the perimeter surrounding the hospital building and smuggle Companys out of the prison compound, they could conceivably disguise him as a German officer and walk out through the front gate.

Needless to say, either of these methods has its risks. An ambush runs the risk of inadvertently killing Companys, while disguising him might get him shot as a spy along with the PCs.

Encounter Background

Because of the Demorean presence, the camp at Poitiers has taken on added significance. It now serves as a strategic planning center for the German High Command. The only Demorean in the main building, however, is Gestapo Colonel Steck.

NPC Statistics

See *NPC Statistics* on the inside covers for statistics on the 300 German guards available here.

3. SOCCER ANYONE?

If the players choose the soccer plan to rescue Companys, use the following encounter. Remember: if the PCs have not neutralized Cassandra, the Germans know of their plan.

Four hundred townspeople have come to the soccer game, but they appear more interested in relatives behind the barbed-wire fence than watching soccer. One hundred yards away, on the other side of a line of German guards and a barbed wire fence, hundreds of

men jostle and push each other, hoping to catch a glimpse of a wife or child.

A weak-hearted cheer rises as the prisoners' team takes the field. Number 10, Joan Companys, is a short, athletic man with black, wirey hair. As he trots onto the field, a look of bewilderment crosses his face—he has noticed that your team contains many new faces. He quickly forces his expression back to normal.

CM's Notes

Horace, the young man Aeneas spoke of in Encounter 1, also wears number 10. He guards Companys throughout the first half. During this time, he explains the plan to the engineer. At half time, Horace informs the PCs that Companys refuses to cooperate until he sees evidence that his family is safe. (A note from Catullus or Hercules will suffice, but let the PCs think of this.) The PCs must get this information to him. Luckily, both Catullus and Hercules are among the spectators.

Assuming the PCs provide the evidence Companys needs, the young man guards Companys closely during the second half. Late in the game, he starts a fight. The members of Les Maquis on the soccer team (along with the PCs, one would hope) crowd around the fight, giving Companys and the young man a chance to exchange clothes.

Afterward, the game continues; although the other players notice the switch, they don't say anything. Every Frenchman knows what the Resistance does to collaborators.

There is a 15% chance that the German sentries notice the switch, however. Roll a **single** general Perception check (with a -35 modifier) for all of the Germans; if they pass, one of the sentries noticed the switch. (Note: if Cassandra is alive and aware of the plan, the Germans automatically pass this check.)

If they notice the switch, the Germans move swiftly. The alarm sirens sound. The guards shut all gates, and the guards lining the field quickly



move to separate the players from the crowd. All spectators are released within a week, but the players are never released from the camp.

Needless to say, there are no more soccer games. Hercules cannot provide help, either.

Hints for the PCs

If Cassandra is alive and knows the plan, any PC getting an "H" result or better on a specific Perception check notices a peculiarity in the behavior of the guards. When the prisoners take the field, the PC notices several guards studying Companys, as if trying to memorize his features.

Encounter Background

Horace, the young man trading places with Companys, has been looking for an opportunity to talk to his wife for several months. She was arrested because she was Jewish. He wants to tell her that their children are safe in Algeria. After telling her that, he intends to try to escape with her, even if it means death for both of them.

NPC Statistics

Fifty German Guards

See NPC Statistics on the inside covers for statistics on the guards.

PART V: Project Demorean-Companyns

In this section, the agents must infiltrate the Demorean base and uncover the Demorean plan. There is more to the Demorean plan than meets the eye, however. They plan to replace the entire German High Command, and many lesser officers, with Demorean doubles. In order to accomplish this, they must keep the original models alive, yet secure.

That is why they constructed the base outside Poitiers. Beneath the base, they have built a complex of subterranean chambers. The Demoreans are presently storing nearly a thousand German officials in sleeping pods in these chambers. If the agents simply destroy the base, they destroy the Germans hidden away beneath the base. Although this is not what the Demoreans want, it would certainly alter history—and the Time Corps doesn't want that!

To succeed at their mission, the PCs must rescue these Germans. Anything more or less alters history—and the agents fail.

1. COMPANYYS' STORY

After rescuing Companyns, the PCs must interview him. Of course, they need a safe place to do this. If he is with them, Hercules suggests returning to the hidden room in the basement of the train station. Otherwise, the PCs must find a secure place on their own.

CM's Notes

Companyns eagerly cooperates with the PCs, but does not volunteer information because he doesn't understand their mission. The PCs must ask him specific questions. He can supply the following answers in response to their questions:

1. "The Gestapo arrested me a few months ago and assigned me to a special work detail. They ordered me design the electrical and ventilation systems for a military complex they are building outside Poitiers. At first, I refused to cooperate, even though they tortured me and kept me in solitary confinement.

"They finally forced me to do as they asked. The fascist pigs told me they had arrested my wife and child. Colonel Steck threatened to torture them within my sight unless I cooperated. Forgive me, comrades, but I could not bear the thought of my daughter dying in agony and cursing me for allowing those reptiles to mutilate her."

2. "Now that I think about it, I find it strange that the Gestapo never questioned me about Les Maquis. I am certain they have records of my involvement with the Underground in Spain; they would not know about my engineering talents unless they knew my identity. They did not ask me a single question about the Resistance. It is almost as if they already knew everything there was to know about our organization and its plans."

3. "My job was to plan the ventilation and electricity, provide blueprints for these systems, and supervise the installation. These systems were extremely important, as the Germans wanted to keep the temperature at exactly 60 degrees Fahrenheit. Isn't that peculiar? Under different circumstances, I would have enjoyed working on such a demanding project."

4. "I was shocked by the cruelty of these Germans. They are the worst of their stock. The first day, over half of the workers collapsed from the beatings the guards gave them. It seemed as though the guards were having a contest to see how many prisoners each one could beat senseless.

"Perhaps they are a new division of the Gestapo or SS. Perhaps they are the Demorean company; I only know that they are the cruelest Germans I have ever seen."

5. "Their equipment is very strange. It almost seems to be out of an American science fiction book. They have electrical equipment which regulates air flow, electric current, and temperature. They have black boxes which draw electricity from the sun. They have long silver-colored beds which look like giant tin-cans with a win-

dow on the side.

"With such technology as this, it is difficult to see how they can lose the war. Never have I seen such marvels. But the Germans do have an Achilles' Heel. Their equipment must have a steady flow of electricity and a constant temperature. That is why they forced me to work for them; to guarantee a fool-proof system of temperature and electricity control.

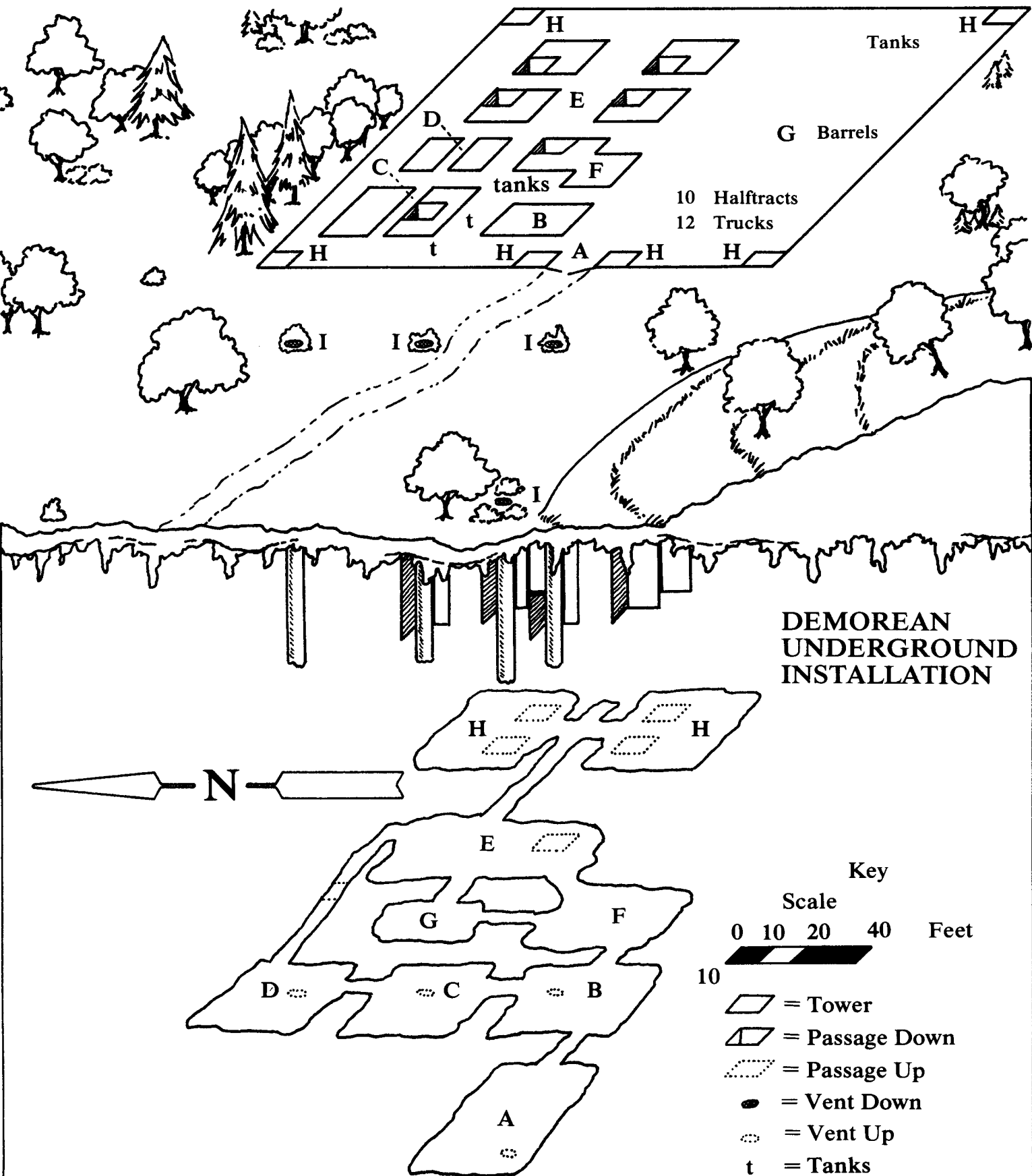
"These Germans are not too shrewd, though. They made me design back-up system after back-up system, just in case the impossible happens and many things fail at once. But they are so arrogant it never occurred to them that someone might penetrate their security, someone who knew their systems better than they. So they did not look for a crossroads where all systems cross, where a single blow can wipe out all of the systems and the back-up systems at once!"

Companyns smiles with pride, "I designed such a crossroads into their camp. All ventilation systems, and all electrical systems, cross on opposite sides of the same wall in a building within their complex. If we can destroy that wall, we cripple their defenses. We might even destroy enough equipment to set their plans back for many months. I will take you to this wall."

6. If the PCs ask Companyns about a man or creature with four arms, a look of despair and self doubt temporarily crosses his face. He buries his face in his hands, then says, "Am I finally mad? I thought I had put that terrible experience behind me, and now you ask me if I have seen that which cannot exist!"

"Yes, I am afraid I believe I saw a man with four arms. I was inspecting the ventilation system in a remote room of the complex when I intruded upon three SS officers. One was dressed in red pajamas. When I entered the room, he looked quite startled and drew his arms quickly behind his back. But I noticed that he also had arms folded across his chest. The other two SS troopers drew their guns and ordered me to leave, schnell. I obeyed their command as quickly as possible.

DEMOREAN BASE MAP



"Even though it is an impossibility, my mind still tells me I saw such an abomination. And now you ask me if I have seen such a thing, as casually as if asking about an acquaintance. I have lost my mind, no?"

Hints for the PCs

From Companys' description, any PCs worthy of their status as Time Corps agents should deduce that the base outside Poitiers is a Demorean base. His description of the four-armed man confirms this suspicion.

Observant PCs will note that the Achilles' Heel Companys described is probably deep within the complex. They will need a wiring diagram or Companys to find it.

Encounter Background

The Demoreans are building a base outside Poitiers. From it, they plan to use their *Shape-shift* abilities to infiltrate the German High Command and correct the strategic errors which led to the downfall of the Third Reich.

The equipment Companys observed included computers, solar cells, electric eyes, and sleeping pods. The four-armed man Companys saw was a Demorean preparing to assume the shape of an SS officer.

2. OBSERVATION POST

Both Hercules and Companys suggest the PCs base their operations at the house of two elderly Partisans called Baucis and Philemon. Assuming the PCs accept this suggestion, read the following description to them:

The house is a small country dwelling. A small vegetable garden surrounds the house. From its yard, it is possible to look down upon the German/Demorean camp. Otherwise, there is little to draw attention to this simple country dwelling.

When Philemon opens the door, her face lights up in surprise. "Joan!" she cries, "what are doing here?"

Have you escaped?" She stands to one side and waves all of you into the house without any sign of suspicion.

Joan answers quickly, "Yes, the time for my revenge has come. With your help and mine, these Allied commandos are going to remove that eyesore down in the valley."

Philemon turns to you and says, with a thick Scottish brogue, "So you're English, then? Of course, my husband and I will help however we can."

CM's Notes

The pair have opened their home to all who fight the Nazi Regime: Partisans in hiding, Allied pilots, and now, unknowingly, Time Corps Agents. Philemon's seemingly unsuspicious manner is actually an excellent cover for use of her *Investigation* skill. After an evening of pleasant chat, she takes pains to confirm every detail of what her guests said. For instance, if the PCs agree that they are English, they had better have the proper accents and manners (an *Adaptation* talent would come in handy here). At the slightest hint of something out of place, she checks their story with Hercules (who probably believes they are Canadian). Should something lead her to believe the PCs are not who and what they claim to be, they might never awaken from a very pleasant night's sleep. (Make a secret general Luck check for the PC with the highest Personality score. Success indicates Companys has convinced Baucis and Philemon to interrogate the party at gunpoint before killing them. Run this interrogation according to the NPC Reactions rules in chapter ten of the rulebook.)

Unless given reason to doubt the PCs' cover, both Baucis and Philemon assist the PCs in any manner they can. Because of their age, however, the pair can do little but provide a base of operations and an extra set of eyes.

If the PCs have not neutralized Cassandra, fifty troops from the camp climb up the hill to the house at mid-

night. Companys wakes the PCs and informs them of the approach of the soldiers. The PCs have just enough time to escape, if they do not hesitate. Baucis and Philemon refuse to leave their property, saying they have a surprise for the "Nazi Trespassers." A short time after the PCs leave, at about the time the soldiers would be entering the house, there is a tremendous explosion. (If the PCs refused to leave the house, they suffer 120% catastrophic damage along with Baucis, Philemon, and the Germans.)

Hints for the PCs

The yard or a window in the house provides an excellent vantage point from which to study the camp below. Companys can describe many of the buildings (see *Encounter 3, The Demorean Camp*).

Encounter Background

Both Baucis and Philemon are part Jewish. Although the Germans have not yet come for the elderly couple, they feel certain it is only a matter of time. They have rigged their house with explosives. When the soldiers come, they don't intend to be the only ones to die.

In the mean time, they do what they can to aid the Resistance movement.

NPC Statistics

Baucis and Philemon

See *NPC Statistics* on the inside covers for statistics on Baucis and Philemon.

3. THE DEMOREAN CAMP (Above Ground)

The descriptions below assume Joan Companys is with the party. If Companys is not with the party, do not read the material between quotation marks to the PCs. This material reflects Companys' knowledge of the camp; if the PCs did not bring him, they should not receive the benefit of his narrative.

All locations described in this



section are visible from the house, and are described as if the PCs are observing the camp from there. Draw them a sketch map of the surface level. Answer their questions about each location using Companys' voice.

If the PCs enter the camp, roll 1d10 every five minutes of game time. On a roll of 1-3, they encounter a soldier. When such an encounter occurs, roll percental dice. On a roll of 1-25%, the soldier is a German guard; 26-50%, he is a Demorean guard; 51-75%, he is a Demorean officer; 75-100%, the PCs meet a pair of Demorean soldiers on roving guard duty. If the PCs are not dressed as Germans, anyone encountered attempts to shoot the PCs and/or sound the alarm.

PCs dressed as Germans are greeted politely. As long as the PCs return the greeting in German, they are not harassed by anyone but the pair of roving Demorean guards. The roving Demorean guards inspect the PCs' papers. They sound the alarm unless the characters have one of the special passes required for entrance to this camp.

See *NPC Statistics* inside the back cover for statistics on standard German and Demorean PCs. 1d10 additional guards will answer any summons for help each round, except on a roll of "0". A "0" indicates that no guards answer the summons. The first guards to answer the summons will be Demoreans; after that, only Germans answer the summons.

A. The Front Gate

The gates open outward. Two German soldiers stand in each tower. They have a heavy, belt-fed machine gun and a large searchlight. The two guards at ground level check incoming and outgoing traffic.

"Note that the tower guards keep a careful watch on the area directly in front of the gate. There is a special weakness in that area. One can enter the camp without going through the gates."

CM's Notes

The weaknesses are the areas marked "I," the air vents. They are disguised as three bushes. It would be foolish to attempt to enter the camp through these vents, for the guards are aware of this weakness and watch it carefully.

B. Military HQ

The German flag flies from a pole standing in front of this building. There are many staff cars parked outside it.

"The Germans designed this building to look like the base headquarters on both the outside and the inside. All incoming vehicles must register here. But there are more important things in the building behind it."

CM's Notes

This building serves as the headquarters for the day-to-day operation of the camp, such as posting the guard, duty rosters, etc. But the real headquarters, those of the Demor-

eans, are located in area F.

C. The Ammunition Dump

Both of these buildings have barn-like roofs. Two guards are posted outside each one.

"These two buildings are ammunition dumps. Either building contains enough explosives to blow the entire camp twenty years into the future. An air vent runs directly below the southern building. There is an access hatch inside."

CM's Notes

The buildings contain enough explosives to destroy the camp. However, effective agents will soon realize that simply destroying the camp might not fulfill their mission. If they destroy the camp, they also destroy the real German officers inside the sleeping pods below ground. Needless to say, most of these officers are quite significant to history.

Hints for the PCs

Any PC passing general Perception check realizes that none of the guards are smoking near these buildings.

D. Military Workshops

These buildings appear similar to those in area C. Many trucks and tanks are parked outside both buildings.

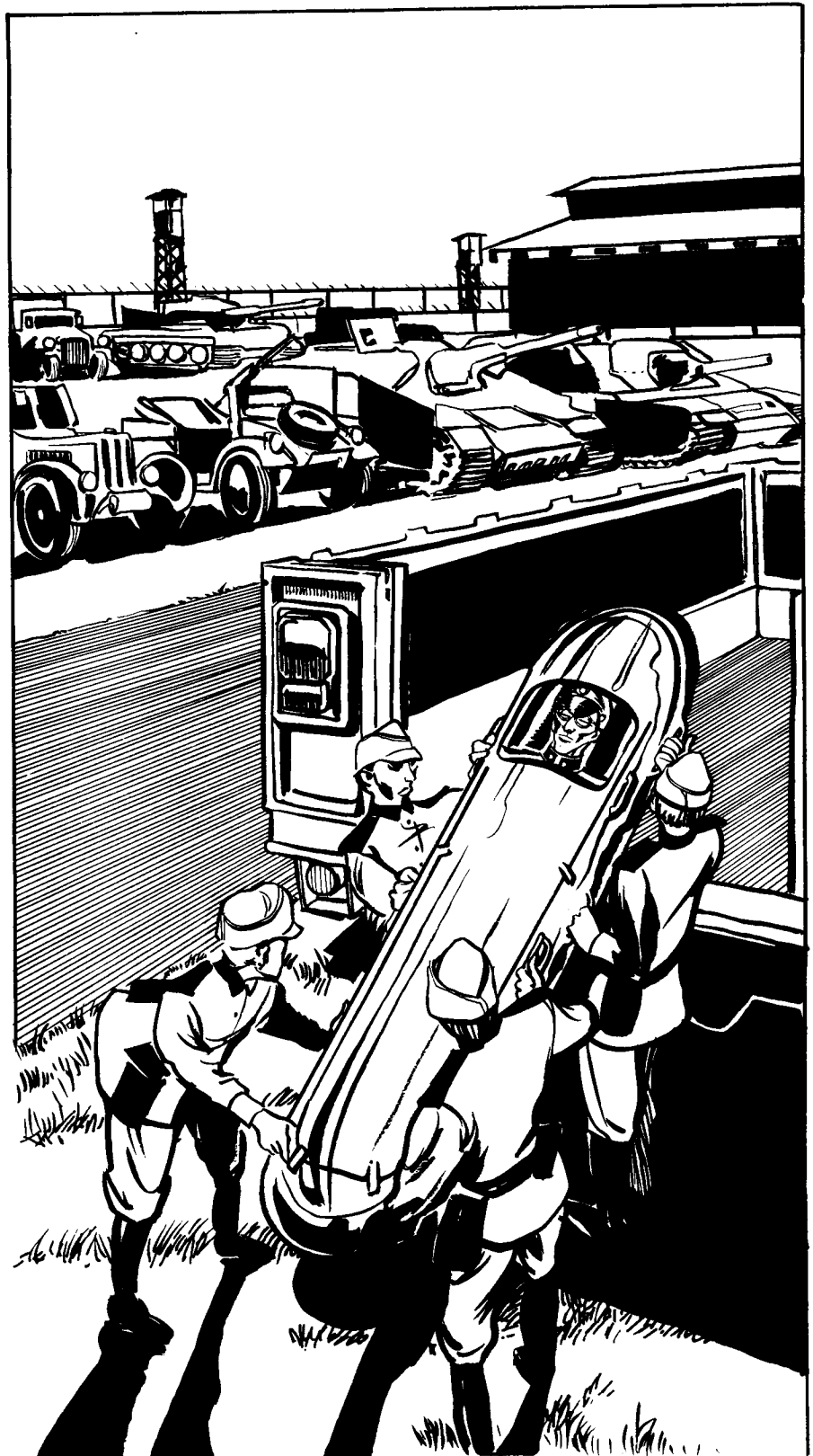
"I believe both are vehicle repair shops. There are no vents near either one."

CM's Notes

Two tanks in the northern building are being fitted with laser-guided missiles. There are two guards inside the building on the north.

E. The Barracks

These four two-story buildings are obviously barracks. Soldiers enter and exit them with regularity. Through some of the open win-



dows, a few soldiers can be seen taking care of routine chores.

"Each building houses 80 to 100 soldiers. But looks can be deceiving. A ladder beneath each building leads to the underground complex, where there are quarters for perhaps 1,000 more. I have been puzzled for quite some time about why they went to the trouble and expense of constructing so much living space underground, when it is so much easier to build above ground. Surely, they cannot be *that* concerned with British bombers. I think there is something more than what meets the eye here, yes?"

CM's Notes

The 368 men housed in the chambers above ground are German soldiers. The 547 beings housed underground are Demorean imposters.

F. The Nerve Center

Several tanks stand outside this building. It appears to be some sort of officers' quarters, for many men in a casual state of dress lounge nearby. Two guards stand at constant attention outside the doorway.

"Although it appears to be only the officers' quarters, it is the real headquarters of this camp. All of the important documents are kept here. It is also where the radio and telegraph centers are located.

"There is a subterranean chamber directly below it. I have seen nobody except officers going to or from that chamber. I think the officers live underneath that building, rather than in it.

"That building is the Achilles Heel of this camp. If we destroy its center wall, we knock the whole camp out of operation. The search lights will not work. The underground ventilation fans and the lights will not work. The temperature will rise, and all of their gadgetry will not work. That is where we must strike."

CM's Notes

Company's has guessed essentially correct. If the ventilation and electrical circuits inside are destroyed, the sleeping pods below ground cease to function. The occupants will then awaken and flee (especially if the PCs urge them to). The Demoreans will then be faced with the difficult task of rounding up these individuals.

Of course, the agents must discover this for themselves, after they've been underground and see what the Demoreans are doing.

G. The Lots

There are dozens of trucks, armored cars, and tanks parked in this area. It is obviously the camp's motor pool.

"As you can see, this is a motor pool of some sort. I have seen many trucks enter the compound with the silver-colored sleeping capsules I told you about earlier. Once, I thought I saw a dead man inside one, though I couldn't be sure. The barrels stacked next to the vehicles contain petrol."

CM's Notes

The Demoreans often bring truckloads of *Shape-shift* victims into the camp. The armored cars and tanks are here to be fitted with laser sights and guided missiles as part of an experimental program.

All of the vehicles are operable. The armored cars and trucks can travel up to 50 mph, while the tanks' top speed is generally about 35 mph.

H. The Watchtowers

Each watchtower stands 30 feet high, with a 20' x 20' base and a 10' x 10' platform at the top. Each platform holds a search light and a heavy machine gun.

Two German guards man each tower, running the beam of the searchlight along the fence. A pair of guards armed with submachine guns walk the fence between each tower. They make contact with

each tower about once every twelve minutes.

"I noticed something very strange one time. The Resistance had attacked earlier that night, and the guards were very excited. Some of them conversed with each other in a language I have never heard before. If I had not seen them speaking, I would not have believed the sounds could come from a human mouth."

CM's Notes

Of course, the guards speaking the strange language were Demoreans.

I. The Air Ducts

The PCs will not notice these air ducts unless they state they are investigating the bushes. Even then, they must pass a general Perception check. If he is with them, Company's will point out the vents when the PCs have finished asking questions.

Three small bushes rise unobtrusively in front of the fence, about forty feet away from the gate.

"One man could crawl into each vent and sneak into the camp through the subterranean level, if we could sneak past the guards and the searchlights. But I know a better way."

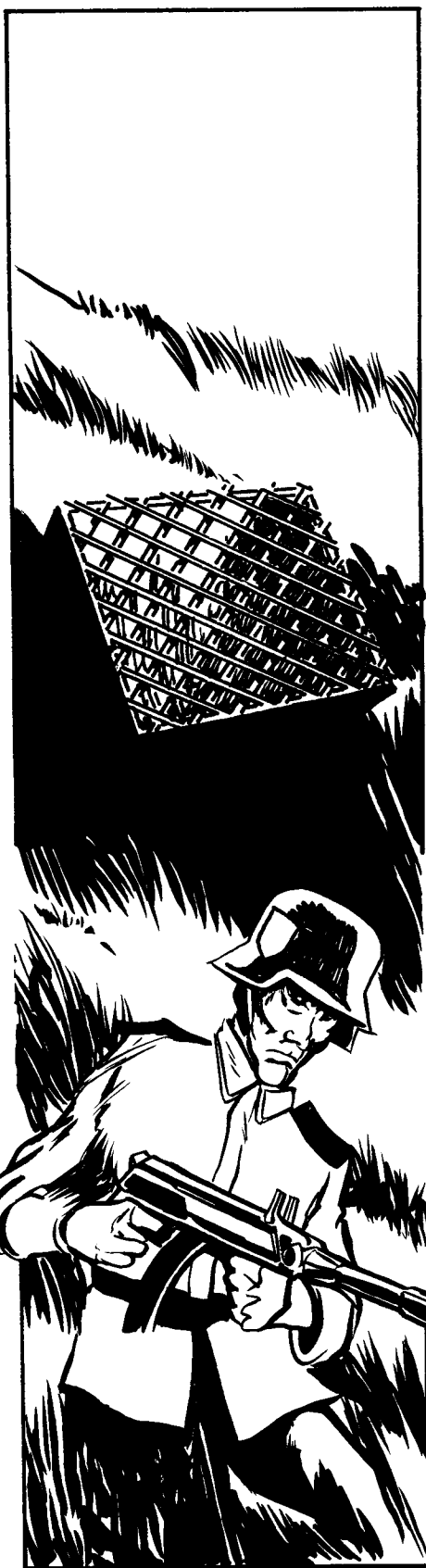
J. The Hill Vent

The PCs will not be able to identify this vent unless Company's points it out to them.

"There is another ventilation duct on the hill. I think we want this one because it is closest to the house and it is hidden by the trees. But most important of all, it leads deep into the subterranean works. I have no idea what we will find when we drop out of the vent into the room below, but it seems to be safer than the front gate, no?"

CM's Notes

The air vent is guarded by a Demorean soldier and a German soldier. If the PCs do not dispose of the



Demorean within three rounds, he uses *Telepathy* to alert the base that it is under attack. Unless given the luxury of six rounds, however, the Demorean does not specify where the attack is coming from. In this case, those receiving the message assume it is a Resistance attack on the surface, and double the guard in the towers and along the fence.

The ventilation shaft is covered by a steel grill. Removal of this grill without first deactivating the electronic alarm alerts the Demoreans inside the camp that someone is toying with this vent. If the alarm is tripped, ten Demorean guards rush to Chamber 1 underground to intercept intruders. A German patrol of 15 men is also dispatched to investigate the vent on the surface.

The shaft is wide enough for one man at a time to enter. It leads to Chamber 1 in the subterranean complex.

Hints for the PCs

Any PC observing the guards for a moment notes that the Demorean treats the other with distaste. Any PC making a successful Perception roll also notes that both guards avoid the ventilation vent, even though it appears to be the most comfortable place to sit.

4. THE UNDERGROUND COMPLEX

As in Encounter 3, the descriptions below assume Joan Companys is with the party. If Companys is not along, do not read the material between the quotation marks to the party.

While Underground, the PCs may encounter Demorean guards. Roll percental dice each time the PCs leave a chamber. On a roll of 05 or less, they encounter a single Demorean guard dressed as an SS Trooper. (If any PC passes a general Perception check, he hears footsteps before the party meets the guard). The Demorean attempts to question the PCs in the Demorean language. When they do not answer, it attempts to

capture them. Unless rendered unconscious within three rounds, it uses *Telepathy* to alert other Demoreans of the PCs' presence.

Because the Demoreans are using prisoners for labor, such alerts are common. The Demoreans do not pour into the area in large numbers. Instead, they simply quadruple the guard. The PCs encounter two Demorean guards on a roll of 10 or less. In addition, four Demorean sentries are posted in each chamber. After attempting to question the PCs in Demorean, all guards attempt to capture or kill them.

See *NPC Statistics* inside the back cover for stats on roving Demorean guards. If a gunfight breaks out, 1d10 additional Demorean guards will join the battle every five turns.

A. Do Drop In

The ventilation shaft ends in the ceiling of a large chamber lit by electric lamps. It is about 20 feet to the floor.

About 450 stainless steel cylinders are stacked in this room. Each cylinder has a plexiglass window in its side. What you recognize as a mini-computer is attached to each cylinder beneath the window.

Hints for the PCs

Any character inspecting a cylinder discovers a uniformed German officer inside. Should a PC open a cylinder, the officer inside awakens. He will not trust the PCs however, and insists upon finding the commandant of the camp. Unfortunately for the PCs, if a pod is opened, the Demorean impersonating the officer immediately knows something is wrong and alerts the entire Demorean population at the base via *Telepathy*. In this case, ten Demorean guards immediately rush to rooms 2, 3, and 4 to defend against intruders. If the PCs open more than one pod, one hundred Demorean guards will rush to each room.

Encounter Background

This is one of the rooms where the Demoreans keep Shape-shift victims.

Penalize the agents 1 significance point for each German if they destroy this room and the Germans die.

B. Cannery Row

There are about 900 stainless steel cylinders in this chamber. There is an exit in each of the north, east, and west walls.

"Take the exit to the north; it is the quickest way to the vents under the ammunition dump. The exit to the east leads to the German officers' barracks."

Encounter Background

Like chamber one, this is a storage chamber for Shape-shift victims. Penalize the PCs 1 significance point for the death of each German if the PCs destroy this room.

C. Sleeping Leaders

There are 100 cylinders in this room. The only exits from the room lead north and south.

CM's Notes

Two Demorean guards are assigned to this room. The PCs have interrupted them in the middle of looting one of the cylinders. When the PCs do not answer their greeting in Demorean, the guards open fire on them.

Because their superiors frown on looting these particular cylinders, neither Demorean uses Telepathy to sound the alert, unless death is imminent.

Although he does not recognize any of the sleeping Germans in this room, Companys insists that they immediately kill everyone in the room if the PCs let slip the name of any sleeper. The PCs may have to physically restrain Companys if they fail their Direct Action check.

After Destroying the Achilles Heel

The PCs should return to this room after shutting off power to the sleeping pods. Their journey will be dark,

difficult, and crowded with Demoreans, but they will have no incidents while returning to this area. Once they have returned, however, they will have their hands full.

It seems a Demorean officer realized the danger to Project Demorean-Companys caused by the loss of power. To protect the mission, he immediately rushed to Chamber 3 with as many Demorean guards as he could convince to come with him. There are ten Demoreans guarding this chamber. They will not allow any PCs inside while they are alive.

If the PCs throw hand-grenades into this area, they stand a 10% chance for each one thrown of killing a German in this room. A flame-thrower, however, fries the Demoreans without injuring the Germans. (The Germans are protected by stainless steel cases.)

Hints for the PCs

Any PC checking the open pod will be astonished to find Hitler's fiancée, Eva Braun. If the PCs check at least 10 other pods, they find other famous people of the Nazi regime: Goering, Rommel, Himler, and many others.

Encounter Background

Two guards are assigned to this room at all times. These two were removing some diamond jewelry of Eva Braun's; one of the Demoreans made sure Eva did not wake, while the other removed the jewelry.

The death of any German in this room costs the PCs 100 significance points, with a few exceptions. The death of Eva Braun costs 115 SPs; Rommel=150 SPs; Goering=200 SPs; and Himler=250 SPs.

D. More of the Same

There are 800 cylinders stacked in this room. The only exits are through the east and south walls.

CM's Notes

This is another storage area for sleeping German officers. Assuming



Companys is still with the party and conscious, he informs them that the ventilation duct into the ammunition dump is about halfway down the corridor to the east.

Of course, unless the PCs can convince him otherwise (and their arguments had better make sense), Companys insists that they use the explosives from the ammunition dump to blow the base sky-high. He is not interested in rescuing any Germans.

Note that if the PCs do as Companys wishes, they destroy not only the base, but also the Germans sleeping in the pods below the base. This would undoubtedly result in the failure of their mission. On the other hand, their mission will probably succeed if the PCs cut off the power to the sleeping pods (which causes the Germans inside to awaken), then hasten to areas 2, 3, and 4 to usher the confused soldiers out of immediate danger.

Companys also notes that the next chamber they enter (#5) is directly below the building that appeared to be the officers' quarters on the sur-

face. That building is where he hid the "Achilles' Heel."

Encounter Background

Penalize the PCs 1 significance point for the death of any soldier in this room.

E. The Nerve Center

Read the following description to the PCs when they approach within thirty feet of Chamber 5:

A terrible sound echoes from the room ahead. It sounds as if someone is choking and trying to sing baritone at the same time. Of course, you recognize it as a Demorean conversation.

CM's Notes

Three Demoreans are studying a strategic map in the chamber. They are busy plotting the defeat of England before the U.S. enters the war. Unless the alarm has already been

sounded, the Demoreans automatically lose initiative and must check for surprise at -20.

These are not typical Demoreans; they are the equivalent of generals. Use the stats at the end of this description instead of those for the typical Demorean guard.

If they are still functional after three rounds, the Demoreans telepathically alert the rest of the base of the PCs' presence in that room. The telepathic alarm, or the sound of gunfire, will draw 1d10 Demoreans from chambers 6 and 8 each round. They begin arriving 1d10 rounds after the alarm is sounded.

Hints for the PCs

A ladder leads into building 6 on the surface from this room. If any PC climbs this ladder, go to Encounter 5, Achilles' Heel.



NPC Statistics

Three Demorean Generals

STR	40	DEX	40	AGL	40
PER	40	WPR	70	PCN	55
STA	40	Unskilled Melee			40

Current Stamina:

Wounds:

D1: 000000000000

D2: 000000000000

D3: 000000000000

Skills: Pistol 70 (EX); Bayonet 55 (SP); Artillery 110 (SP); Military Leadership 105 (MS)

PTs: Dimensional Travel; Shape shift; Telepathy; Demoralize 63

Description: These three generals really enjoy the WWII era and are looking forward to dabbling in it. They deal with any Time Corps agents interfering with their fun in the harshest possible manner, including torture.

F. Demorean Officers

As long as the agents have not made any loud noises approaching this chamber, the Demoreans they find here are asleep. Read the following description to the PCs as they enter the room:

This chamber contains 300 sleeping Demoreans. All of them have the equipment of a German Colonel or higher officer near their bed.

CM's Notes

If the agents caused any loud noise (such as gunfire) approaching this chamber, the Demoreans are getting dressed and preparing for a fight.

G. Demorean Officer's Mess

This room contains rows of tables and chairs, suggesting it is the mess hall.

H. Underground Barracks

As long as the agents have not made any loud noises approaching either

chamber, the Demoreans they find here are asleep. Read the following description to the PCs as they enter the room:

This chamber contains 300 sleeping Demoreans. All of them have the equipment of a German lieutenant or captain near their bed.

CM's Notes

If the agents caused any loud noise (such as gunfire) approaching this chamber, the Demoreans are getting dressed and preparing for a fight.

5. ACHILLES' HEEL

To complete their mission successfully, the PCs must awaken the German officers that have been victimized by the Demoreans' Shape-shift. The most effective means of doing this is to attack the wall Companys calls the base's "Achilles Heel." By destroying this wall, the PCs shut off the supply of electricity and cooled air that keeps the Germans in their state of hibernation. The Germans, awakening in this strange environment, will need very little persuasion to convince them to escape.

The PCs will also plunge the entire base into a state of terrible confusion. Clever players will take advantage of this confusion to usher the most important historical figures—those located in Chamber 3—out of the camp and make sure they return to their proper historical locations. The other Germans, at first believing they are in an Allied prison camp, will escape on their own and eventually work their way back to where they are supposed to be.

The description below assumes the PCs enter the room in the easiest fashion, from subterranean Chamber 5. If they enter from another place, you may need to alter the description slightly.

Four SS soldiers sit around the table in this room. As you enter, they turn and ask you a question in the choking language of the Demoreans.

Behind them, you can see the center wall. A case of hand-grenades and a flame-thrower sit next to it. True to Companys' word, the wall is lined with ventilation ducts and electrical conduit.

CM's Notes

When the PCs do not immediately answer the Demorean question, the four Demorean guards posing as SS officers realize the base has been infiltrated to its core. They immediately reach for their weapons and begin firing.

After the PCs destroy the power center, the camp is plunged into confusion. The PCs will not be stopped on their way back to Chamber 3. Remember, it will be dark down there—the lights have been turned off! PCs need a flashlight or torch to see by. Luckily for them, Demoreans can't see in the dark either. Most will be stumbling about blindly, while a few have flashlights.

Hints for the PCs

Since the Achilles' Heel is in full view, PCs do not need to fight their way into the room. Simply tossing the explosives into it and ducking back down will accomplish the job.

On the other hand, the PCs may need the flamethrower and/or hand-grenades to fight their way out, or to rescue the Germans. Remember, it's going to be dark down below, and you can't shoot what you can't see. You can burn or throw hand-grenades at it, though. If they chuck explosives and run, they might be leaving useful equipment behind.

PART VI: Wrapping Up

In the confusion resulting from destroying the ventilation and electrical supply, the Demoreans are interested only in securing the base perimeter. With the exception of Chamber 3, PCs and Germans are not harassed unless they try to leave the base. Whenever the PCs try to leave the base, there is a 50% chance 12 Demorean guards challenge them. These guards open fire only in self-defense; they believe the PCs to be escaped Germans. If a German escapes alive, at least they have twelve hours to re-capture him.

Of course, clever PCs may think of a way out of camp other than climbing the fence or charging the gate. One obvious choice is to climb back through the vents. There is a 75% chance that a Demorean observes them entering the vent and telepathically arranges to have a dozen Demorean guards waiting at the other end.

A safer way of escaping is to steal the tanks and armored cars located in area G. The PCs may climb into the vehicles and crash through the fence at any point without fear of injury. (If you wish to add more excitement to the escape, a couple of Demorean crews might man the two tanks that were being fitted with laser-guided missiles in area 4. Treat these as medium tanks armed with four AA rockets each.)

Explaining to the Germans

After rescuing the Germans, the PCs must convince the most important ones to go about their lives as normally as possible. The Germans insist on knowing what happened to them, who was running the base, etc. Agents must provide a logical explanation and convince the Germans to ignore this little episode in their lives. (Remember, Time Corps rules prohibit revealing the existence of Demoreans or time travel.) For example, they might show Rommel evidence of his double's actions in Africa, then say, "Wouldn't the Furher find your amnesia most distressing?"

Different Possibilities

The PCs might use other possible ways to infiltrate and/or blow up the Demorean base. Use your common sense and knowledge of the base to determine how well their plan succeeds. For example, the PCs might try to infiltrate the base disguised as high-ranking Germans. They would have little trouble gaining entrance to the camp, but wouldn't be allowed underground unless they spoke Demorean. (They might also run the risk of falling victim to a Demorean *Shape-shift*.)

Another way to accomplish the mission might be to arrange a Resistance attack on the base, either as a diversion or a direct attack. Hercules can find 50 well-armed Partisans for the attack. Of course, the plan runs the risk of betrayal by Demorean/German infiltrators. It might also prove difficult to stop the Resistance from shooting every German officer in sight. (Roll 1d10 and multiply the result by the number of Partisans taking part in the attack. This is the number of Germans the Partisans kill.)

Conditions of Failure and Significance Checks

The mission fails if the PCs failed to awake the Germans in the subterranean chambers and help them escape. The Demorean plan succeeds and Germany conquers the world.

If the PCs do not fail outright, check to see if they inadvertently change history. Add all of their significance point penalties together, penalizing them 1 point for each NPC native to the time that died as a result of their actions. Roll a significance check as explained in Chapter 3 of the **TIME-MASTER™** rules. The significance of this adventure is 1000. If this roll is successful, the PCs succeed. Award them success points as explained in Chapter 3 of the **TIMEMASTER** rules.

If the roll fails, consult the *Historical Changes Chart* below. Award them bonus success points **ONLY**, as explained in Chapter 3 of the **TIME-MASTER** rules.

Historical Changes Chart

Difference of 801 or more: Rumours of a secret Allied "Brainwashing Camp" near Poitiers infuriate Hitler. He invades England early in the war. Despite the attack's foolishness, the English are caught unprepared and it succeeds. Germany occupies the continents of Europe and Africa through 1960.

Difference of 601-800: The Resistance learns of the concentration of German High Command officers near Poitiers. They launch an all-out search and destroy mission. Germany's most experienced officers are executed by Les Maquis in 1941. England, in a series of stunning tactical victories, destroys the Third Reich before the U.S. enters the war.

Difference of 401-600: Hitler hears of a super-race of four-armed men. He steps up German research into the effects of various drugs on genetics, trying to breed a similar race. The European gene-pool is nearly destroyed. All of central Europe becomes a nation of dim-witted, six-fingered peasants.

Difference of 201-400: German High Command, intrigued by possibilities of duplicating important commanders, launches a study of cloning. By the end of the way, they have mastered the technique. The Nazis emerge again in South America in 1954. Mysteriously, the entire High Command of World War II forms the core of the party. They start World War III by 1958.

Difference of 1-200: Eva Braun falls in love with a stranded Demorean and dumps Hitler. Hitler, despondent, shoots himself before 1942. Without his interference, Germany wins the war.

NPC Statistics

Average NPC

STR 45 DEX 45 AGL 45
PER 45 WPR 45 PCN 45
STA 45 Unskilled Melee: 45

Current Stamina:

Wounds: 000000000000

Skills: As appropriate to status and profession.

Significance Rating: 1

Romulus (Claude Joinville)

STR 64 DEX 70 AGL 66
PER 58 WPR 72 PCN 68
STA 54 Unskilled Melee: 65

Current Stamina:

Wounds: 000000000000

Skills: Long-barreled gun 100 (EX); Pistol 100 (EX); Disguise 79 (SP); Forgery 107 (EX).

Significance Rating: 100

Description: Romulus is a dedicated member of Les Maquis. He joined the Time Corps shortly after World War II ended, and is presently a Time-master/3.

Six Partisans

STR 60 DEX 55 AGL 50
PER 45 WPR 50 PCN 65
STA 60 Unskilled melee: 55

Current Stamina:

Wounds:

P1 000000000000 P2 000000000000

P3 000000000000 P4 000000000000

P5 000000000000 P6 000000000000

Skills: Dagger/knife 70 (SP); Long-barreled gun 70 (SP); Disguise 65 (SP).

Significance Rating: 5 each.

Description: The six Partisans with Romulus are all dedicated freedom fighters. They respond warmly to anyone with Partisan loyalties, and attempt to kill anyone they believe possesses German loyalties.

Hercules

STR 40 DEX 68 AGL 36
PER 78 WPR 70 PCN 76
STA 48 Unskilled Melee: 38

Current Stamina:

Wounds: 000000000000

Skills: Wrestling 93 (MS); Dagger/knife 93 (SP); Demolitions 87 (SP).

Significance Rating: 25

Description: Hercules immigrated to France from Spain many years ago. He is very loyal to his new country.

Castor

STR 60 DEX 60 AGL 75
PER 50 WPR 60 PCN 60
STA 65 Unskilled Melee: 68

Current Stamina:

Wounds: 000000000000

Skills: Dagger/knife 83 (SP); Long-Barreled Gun 75; Wrestling 98 (EX).

Significance Rating: 15

Description: Castor is quick to anger and hesitant to forgive.

Pollux

STR 60 DEX 60 AGL 75
PER 40 WPR 50 PCN 70
STA 65 Unskilled Melee: 68

Current Stamina:

Wounds: 000000000000

Skills: Dagger/knife 83 (SP); Long-Barreled gun 75 (SP); Wrestling 128 (MS); Investigation 95 (SP).

Significance Rating: 20

Description: Pollux is more quiet and timid than his older brother. He has learned to wrestle extremely well because of his brother's fondness of picking on him.

Aeneas

STR 44 DEX 68 AGL 56
PER 48 WPR 66 PCN 54
STA 60 Unskilled melee: 50

Current Stamina:

Wounds: 000000000000

Skills: Long-Barreled Gun 83 (SP).

Significance Rating: 5

Description: Aeneas is a strong-willed, quiet man dedicated to driving the Germans off French soil.

Virgil

STR 42 DEX 60 AGL 40
PER 56 WPR 66 PCN 78
STA 56 Unskilled Melee: 41

Current Stamina:

Wounds: 000000000000

Skills: Bayonet 71 (MS).

Significance Rating: 5

Description: Virgil is normally a quiet, unassuming man. When the Germans interned his Jewish wife, however, a fire of hatred started to burn.

Catullus

STR 38 DEX 45 AGL 42
PER 60 WPR 70 PCN 65
STA 45 Unskilled Melee: 40

Current Stamina:

Wounds: 000000000000

Skills: Long-Barreled Gun 75 (EX); Swords 95 (MS); Military Leadership 86 (EX).

Significance Rating: 5

Description: Catullus is an elderly Spanish gentleman who will never tire of battling any form of fascism.

Diana

STR 44 DEX 72 AGL 46
PER 60 WPR 78 PCN 60
STA 70 Unskilled Melee: 45

Current Stamina:

Wounds: 000000000000

Skills: Pistol 102 (EX).

Description: Diana is young housewife anxious to rid France of the German invaders so her children can grow up free. She has not seen her husband since the Gestapo took him six months ago.

PARTISANS FROM THE SHADOWS

by Gali Sanchez

As if sheathing the blade, she slips the stiletto into your torso. The steel scrapes between your ribs as her small hand twists the blade and thrusts it toward your heart. Surprised by the betrayal, you slump to the ground and lie motionless. She leaves without hurry, as though from a casual midnight rendezvous. . .

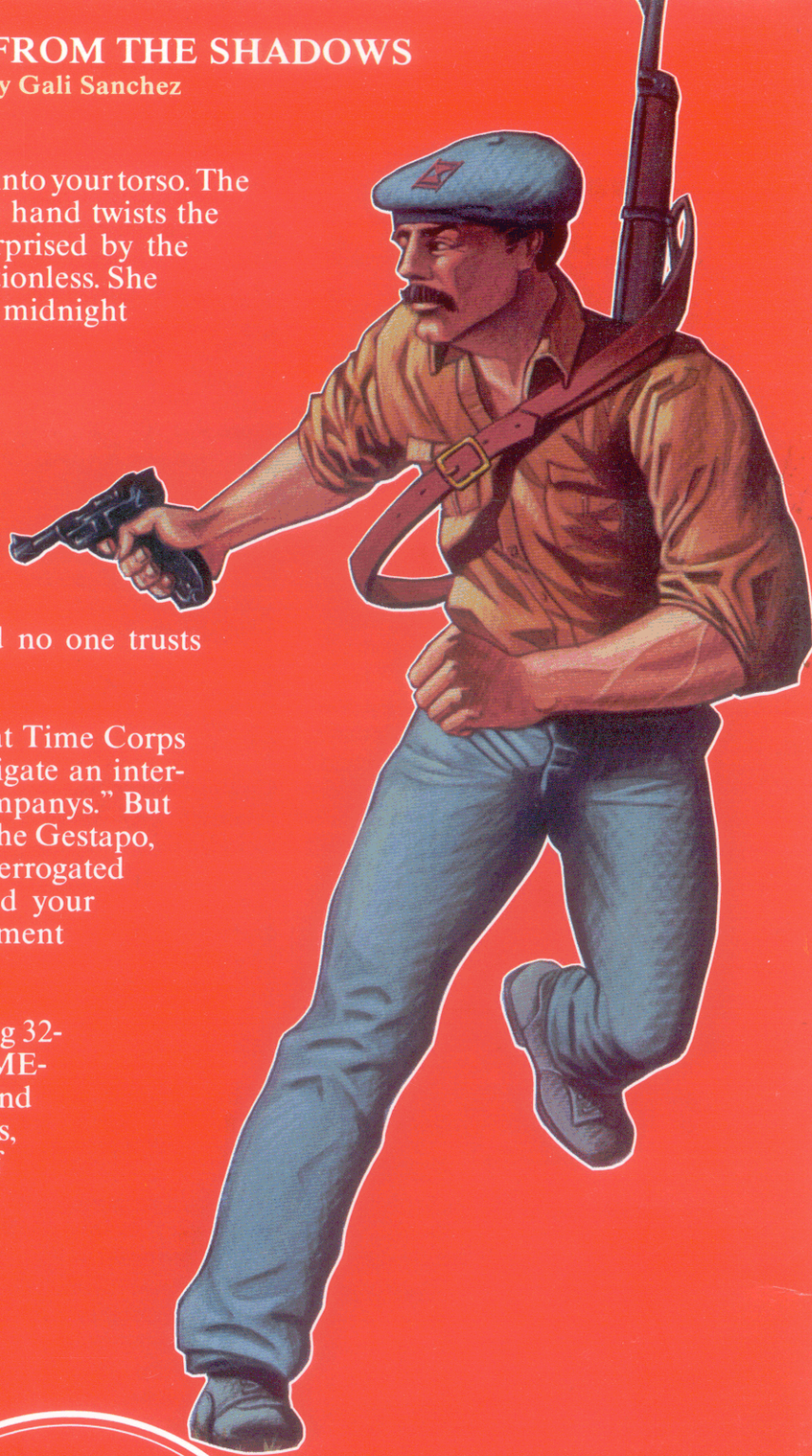
The beautiful woman is as mysterious as she is dangerous. Is she a traitor to the French Underground? A Gestapo infiltrator? A Demorean agent? Or merely a loyal Partisan, suspicious of your terrible accent?

In Occupied France you trust no one. And no one trusts you.

Your mission seemed simple enough back at Time Corps HQ. Go to Poitiers, France, 1941 and investigate an intercepted code-phrase: "Project Demorean-Companys." But since your arrival, you've been assaulted by the Gestapo, betrayed by "trustworthy" Partisans, and interrogated by the Underground. Nobody's talking, and your only lead is a prisoner in a Nazi internment camp.

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