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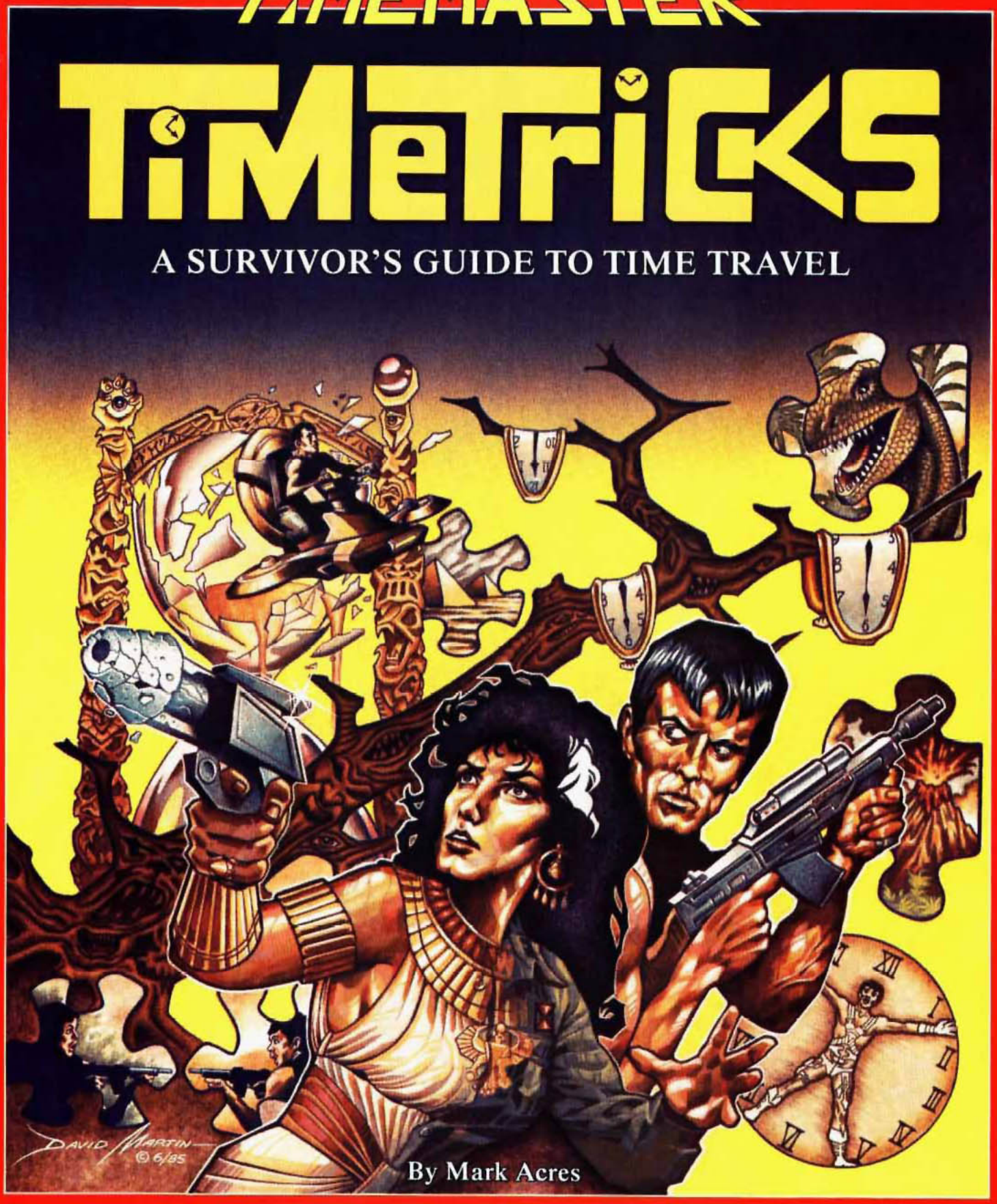
A SURVIVOR'S GUIDE TO TIME TRAVEL



By Mark Acres

Pacesetter

TIMETRICKS

A Survivor's Guide to Time Travel

by Mark Acres

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WARNING

The Time Corps Counterintelligence Division has classified the material contained herein as SECRET.

Regardless of rank and grade, only Time Corps agents selected for the *Timetricks* training program may read this material.

Preface: How to Use This Book

Most of the material in the book is presented in the form of a manual for distribution to Time Corps agents. Some material concerning game mechanics is presented more directly, of course, in the form of actual game rules or instructions for CMs.

Most of the material for the CM is separate from the rest of the text, included in Part IV: Running *Timetricks*. Occasionally, it is necessary to include an explanatory note to CMs in the text of other portions of the book. These CMs' instructions are always separated from the other text by a line of asterisks (*****).

Readers who are reading the book primarily for their own enjoyment, and those who are reading the book the first time to gain an overall familiarity with its contents, may skip over all sections identified as CMs' instructions. These sections are really necessary only for CMs who intend to run adventures using the new game systems presented in *Timetricks*.

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INTRODUCTION

Congratulations.

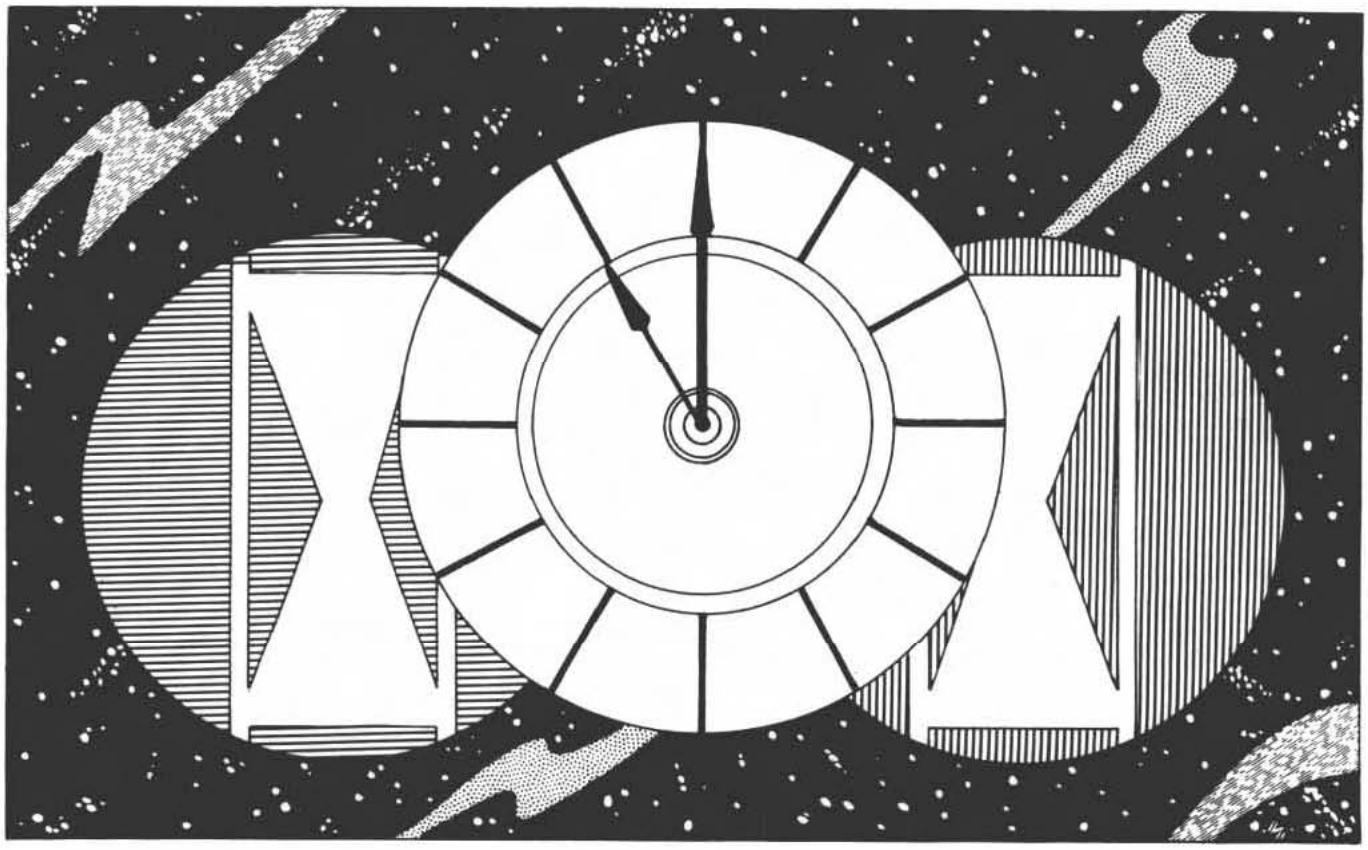
Time Corps agents who are reading this material have been selected for the Time Corps *Timetricks* training program. These agents have been selected on the basis of their division commander's assessment of their experience, judgment and reliability.

Being selected for *Timetricks* training is an honor. During this training, you will learn some of the most closely guarded secrets known to the Time Corps, and you will join the elite company of Time Corps agents who are granted broad freedom to travel throughout the Continuum as they deem necessary.

Study this manual carefully. The material contained here may save more than your life; it may save the future.

Your training begins with an overview of the strategic situation currently facing the Time Corps. This overview was especially prepared by Michael Ward, Chairman of the Time Corps Council, and the highest ranking officer in the Corps.

The Continuum War: A Strategic Assessment



By Michael Ward, Chairman Time Corps Council
with Time Corps Operations Branch General Staff

By resolution of the founding governments, June 1, 7193 A.D., Standard Dating System, the Time Corps is ordered and authorized to wage "open, unrestricted time war against the race, group or organization commonly known as Demoreans."

Technically, this authorization was unnecessary, given the Corps' legal independence. It did, however, make formal what we in the Time Corps have known for some time: we are at war with the Demoreans.

Our current war with the Demoreans is greater in scope and consequences than even the famous Time Wars, which affected the history of only one Parallel. Our battlefield is the Continuum, our prize the Future.

This report is an assessment of the strategic situation as seen by the Time Corps Operations Branch General Staff. The information it contains is available only to agents authorized for *Timetricks* training.

The Current Conflict: Time Corps Goals and Strategies

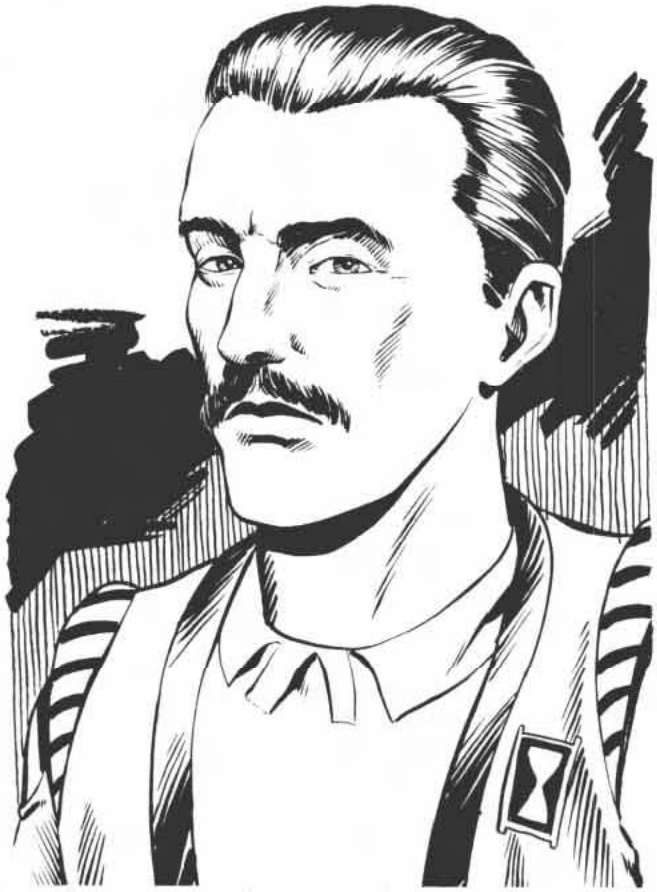
In short, our goal in this war is to secure a free future—one not controlled or predetermined by the conscious manipulation of the past, one in which the free choices of the beings living then will determine the course of their lives, just as the free choices of our ancestors (and those of all the free races) were the major factors in determining their individual and collective futures.

In taking on this strategic goal, the Corps neither endorses nor denies any particular theory of historical causation. The Corps acknowledges that the past always, in some way, affects the present, and that our choices and actions today help determine the nature and quality of our own tomorrows and those of our descendants.

Nevertheless, the Corps believes in the basic rightness of conditioning elements from the past arising from the free choices of the beings living then, and the injustice of those changes imposed by manipulating history with the benefit of hindsight. Imposed conditioning elements direct history toward some goal, some end, chosen by those who impose them; this is incompatible with the freedom of those futureward of the imposed change, including those who live in the evolving "now" on the edge of the Time Barrier. In short, the Time Corps defends the integrity of the past to insure the freedom of the future—our goal in this war, just as it was our goal before this war began.

Demorean Goals and Strategies

We base our knowledge of the Demorean goal upon reports from a few Demorean defectors and our own observation of Demorean behavior in the field. Though these sources provide only limited information, we do know what the enemy wants to do, and something about how he plans to do it.



The Demorean goal is to "perfect the Continuum." In practical terms, this means their goal is to assume total power over the entire Continuum, ordering all societies to conform to their ideal of "perfection." They want everyone else to live as they do: in a totally regimented, completely predictable society.

This bald statement of the Demorean goal often shocks people so badly that they overlook the most obvious fact about it: it is hopelessly unattainable. To devote the entire resources and energy of one's race and culture to a goal which is obviously unattainable, which is exactly what the Demoreans are doing, must be called madness from the perspective of the free races.

Among humans, it has long been common to fantasize about "ruling the world" or "ruling the galaxy," or even "ruling the universe." These pipedreams recur in popular literature from many different time periods on Earth (and on other human-dominated worlds). But these themes are almost always the stuff of fiction and fantasy, designed only to amuse and to entertain. Those who take them seriously have usually been regarded as madmen.

Now, imagine if you can, even fantasizing about "ruling the Continuum"! The very concept is laughable; anyone with any experience of the realities of government, even in a totalitarian system, knows at once that "ruling the Continuum" could never be more than a fancy. Yet, the Demoreans take this goal seriously, spending the bulk of their culture's time, energy and manpower to achieve it.

Despite its insanity, the Demorean dedication to an unattainable goal poses a serious threat to the future of the free races. While these creatures could never succeed in dominating the Continuum, they could, in their mad efforts to do so, seriously alter the past or shape the evolving future of any number of parallels, including T-0.

Demorean Objectives

The very insanity of their goal makes Demorean objectives difficult to predict. Whereas everything else in their society is completely reigmented, and therefore highly predictable, the delusions of grandeur in their ultimate objective make it almost impossible to predict the steps they will take attempting to achieve it.

We have no idea how much the Demoreans know about the free races and their history. We certainly do not know how they view historical changes or historical cause and effect. Obviously, this makes it even more difficult to predict where, when, and how they will strike.

Nevertheless, our intelligence reports and field experience indicate that the following are current Demorean strategic objectives:

1. Eradication of the Time Corps. The Demoreans are aware of the existence of the Time Corps on Parallel T-0 and may well bend every effort toward its elimination. Other T parallels that have developed their own Time Corps may also be targets of major Demorean attacks.

The Demoreans will probably try several lines of attack against the Corps: direct attack by changing history on T-0; indirect attack by using "ripple" effects from other Parallels (see Chapter 4 of this manual); and attrition attacks, the overtaxing of Time Corps resources by a constant series of seemingly random penetrations at numerous points along T-0 and other closely related Parallels.

2. Establishment of Totalitarian States. The Nazi movement of Earth's 1930's and 40's is a Demorean dream come true. The more regimented and totalitarian a society becomes, the easier it is for Demoreans to influence that society by controlling a few of its key individuals. Therefore, Demoreans encourage establishing totalitarian states in all parallels at all times.

3. Destruction of Cultural Achievements. Demoreans perceive cultural achievements, particularly great art, music, and literature, as deadly threats. Why they feel threatened by these things, we do not know. Because they spend a disproportionate amount of effort attacking these achievements, we must assume that this destruction is a Demorean strategic objective. Therefore, we can expect continued major attacks on M parallels, where the great fictions of other Parallels are the existing reality.

Time Corps Strategic Objectives and Operations

We can, of course, be much more specific concerning our own strategic objectives, and the actual operations we will

mount to achieve those objectives. In sum, those objectives, and their related operations, are as follows:

1. Maintain the existence of the Time Corps. This is our primary objective; eliminating the Corps would leave the Continuum to the mercy of the Demoreans, and would be highly uncomfortable for most of us, to say the least. Three types of operations help us to attain this objective:

A. Event protection missions. These involve the permanent placement of Time Corps agents in a particular time and place to guard specific events against Demorean interference. The agents who serve as guards are voluntarily loop-trapped until relieved by the Corps.

B. Counterpenetration mission. The bulk of your assignments to date have been missions of this type. Mission teams from Time Corps HQ immediately investigate and eliminate Demorean penetrations of T-0.

C. Research missions. These missions obtain specific historical information needed by the Corps to better understand historical cause and effect relationships, and to better identify potential Demorean penetration points.

2. Maintain those Parallels directly related to T-0. Due to the nature of ripple effects, explained later in this book, it is necessary to mount major event protection and counterpenetration missions in specific Parallels that bear dis-

tinct relation to T-0. For example, Parallels M-1 and M-6 have a close relationship to T-0, and must be protected to maintain the integrity of T-0.

3. Eliminate Demorean Dimensional Travel Capability. We established this objective only after much debate. To maintain consistency with our own beliefs, we should not interfere in the history of other Parallels, no matter how hostile. However, the only alternative to direct attack against Demorean history is an interminable Time War, with the resulting constant threat to the entire Continuum. Therefore, we have decided to attempt to eliminate the Demoreans' most basic time war capability: their Dimensional Travel PT. In short, we intend to change the history of Parallel A-227 so that the Demoreans never evolve or gain the Dimensional Travel PT.

Operations to attain this objective must be indirect. The Corps believes that at this time, any mission sent directly to Parallel A-227 would be a suicide mission. That parallel is so radically different from anything in our own experience that merely surviving there, much less accomplishing anything, would be almost impossible.

Therefore, the Corps has undertaken limited offensive missions in parallels closely linked to A-227, but less hostile in environment. We hope changes in these parallels will cause changes in A-227 by means of the ripple effect.

4. Harass the Enemy. Specifically, we must hit the Demoreans at every opportunity, thwarting as many of their schemes as possible. Of course, we should commit resources to particular missions only after judging the relative importance of each Demorean penetration and the need for resources elsewhere to achieve other objectives.

5. Parallel Repair. When possible, we shall repair any historical changes the Demoreans cause in any Parallel.

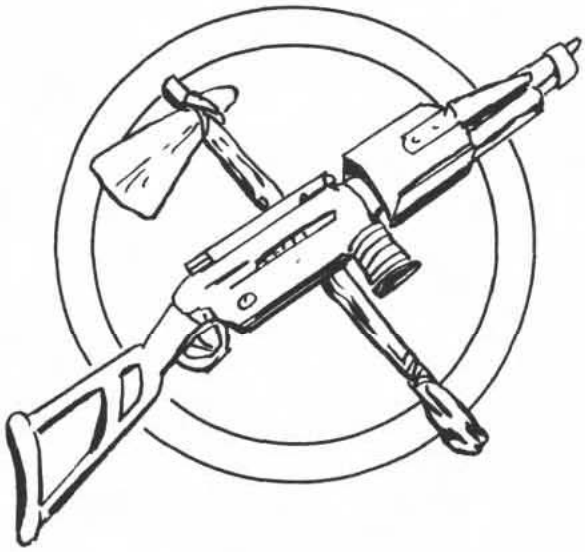
6. Eliminate Renegade Activity. Renegade activity damages the war effort and endangers the Corps. Some renegades have even allied with the Demoreans, acting as mercenaries on their behalf. The Corps routinely captures renegades, confining them to the Prison Parallel.

Prospects for Success

In the present conflict, victory or defeat can come in an instant, in the twinkling of an eye. Among the vanquished, the lucky ones never know they have been conquered; the unlucky have never *been*.

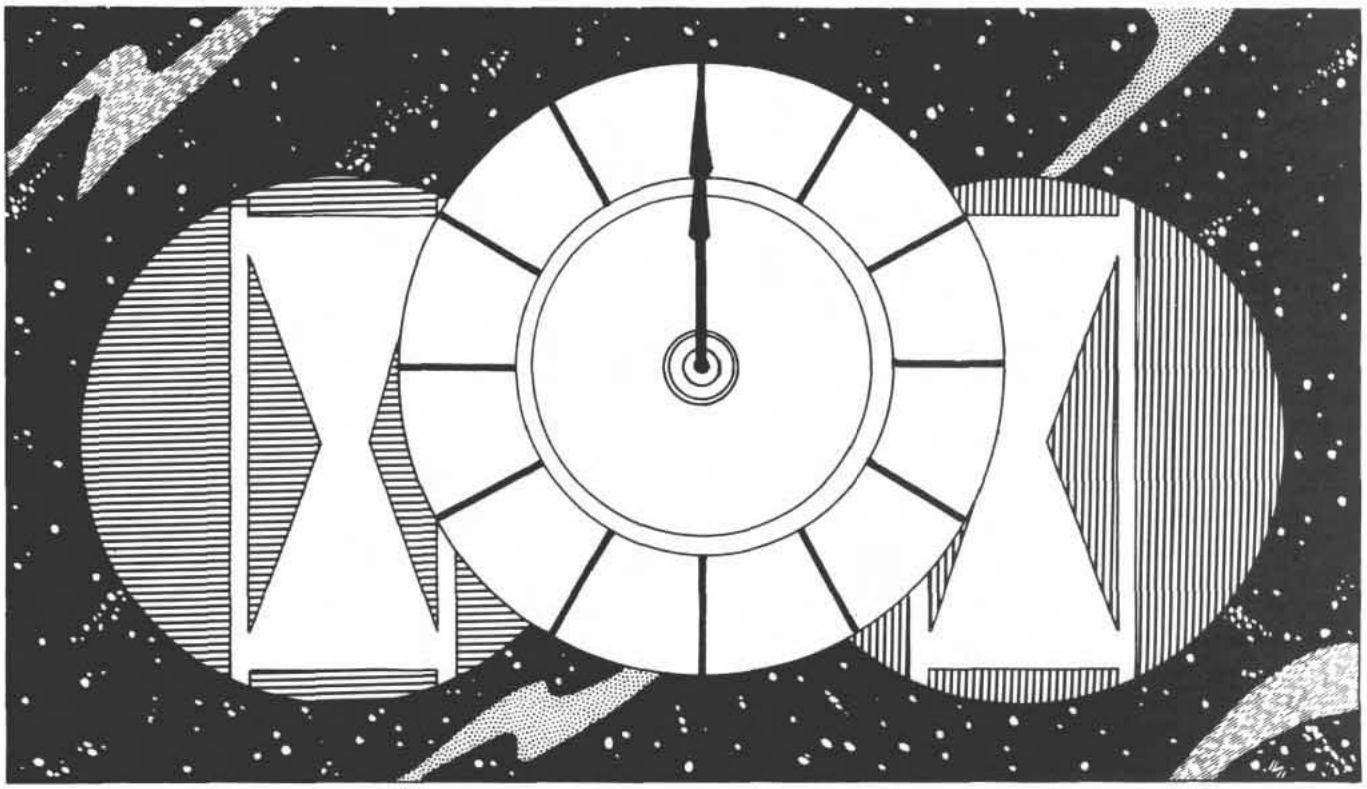
Both sides have great resources available for the struggle. Indeed, we hope for a long war, for we have no prospects for quick victory ourselves. Our offensive operations are still too experimental to neutralize the Demorean threat. A short war could mean only one thing: elimination of the Time Corps by the Demoreans.

We are confident our offensive plans will succeed eventually. Therefore, our ultimate victory in this great war depends above all else on one thing: the quality of our defenses. The cornerstone of our defense is the counter-penetration mission, conducted by highly trained, highly intelligent Time Corps agents. In short, you, ladies and gentlemen, are the deciding force in this war. The fate of the Continuum is in your hands. Our success or failure depends on your judgment, skill, and courage.



I. Advanced Time Travel: Theory and Practice

1. The Reality of Time Hopping



It started out as a routine mission. Demoreans were showing up in Tudor England on T-0 again; seems like we have to go kick them out of that part of the Parallel about once every two or three months. Anyway, we landed okay, met a couple of event guards who helped us get some fake credentials, then went off to see the Queen.

I spotted our first Demorean in a hallway at the palace. No big deal, I thought; seemed like we were on the right track. It spotted me at the same time; probably noticed the Telepathic Probe I threw at it. Anyway, I figured we had plenty of time to work things out, that this was just the tip of the iceberg, that we should take our time—find out how many of them there were, what their plan was, all the usual sorts of things.

Next thing I knew, everything that had happened on the mission so far was strictly Paranormal Memory! I was lying in a field, bleeding to death, and the rest of my buddies were half dead on the ground nearby. We'd been rotting in that field for a couple of days, according to our memories.

You see, that Demorean had used Telepathy to alert the rest of his group, and the tricky little devils had sent a mercenary renegade pastward to ambush us as soon as we popped in. We'd been shot up and left for dead the moment we arrived.

Well, lucky for us we weren't dead, and I was able to sort out some Paranormal Memories and could still identify at least that one Demorean. We holed up, healed up, and then went ahead and completed the mission successfully.

But let me tell you, that pastward hop is deadly. There's nothing worse than having a renegade materialize pastward and undo everything you've done. Chances are you'll be killed. If you're lucky, you'll live, but you may never figure out exactly what happened to you. In fact, unless your Paranormal Memory is sharp, you'll never even know that anything has happened to you.

Of course, a smart agent can see right away how handy a tactic this pastward hop can be for our side....

Jack Johnson
Time Guard/7
Mission Report, 7162

Okay, agents, this is where you start learning about the real stuff the Time Corps has up its sleeve. Up to now, you've been sheltered a bit. The Corps doesn't trust just anyone with all its secrets; you never know how a new recruit is going to turn out. Guys who are careless with the techniques and equipment you already know about could never be trusted with what we're going to show you now.

First, by way of introduction, my name's Jack Johnson, Timemaster/10 and proud of it. I was born back in 1949 in the good old U.S. of A. Did a couple of years of physics in college, but got bored and joined the Army. The Time Corps "recruited" me about ten seconds before a Viet Cong sniper was going to send me to my reward.

I've been around the Corps for quite a while, and with more than 100 missions under my belt I think there are a

few things I can teach you guys, even if you are pretty good already.

Pastward and Futureward

First, we gotta get a couple of terms straight. Talking about time travel can get a guy to talking in circles, and before you know it, everybody's confused. Trouble is, confused agents don't live long. Worse, they can screw up a Parallel royally before they die. We don't want you to do either.

To avoid confusion, then, when we talk about time travel we're going to use two new words: *pastward* and *futureward*. "Pastward" means simply "toward the past." "Futureward" means "toward the future." When you travel on a Parallel, there are two ways you can go from any point: pastward or futureward.

We're going to use these words to talk about where something is on a Parallel in relation to where you are. For example, let's say you've just time traveled to 4 p.m., Sept. 15, 1792, on Parallel T-0. Everything that exists on T-0 before 4 p.m. on Sept. 15, 1792, is pastward from you. Everything that exists on T-0 after that date and time is futureward from you.

Now, let's say you spend a couple of days there in 1792, dancing the minuet or chatting with young Napoleon. For you, the date is now Sept. 17, 1792. Your arrival in this time period on Sept. 15 is now pastward from you.

Further, let's say that before you ever time traveled to 1792, you completed a mission in the year 2315. From your point of view, you were in 2315 *before* you were in 1792. You time traveled to 1792 *after* you time traveled to 2315. However, 1792 is always pastward from 2315, and 2315 is always futureward from 1792. So, while you are in 1792, the things you have already done in 2315 exist futureward from your present position in the Parallel.

The Time Corps Standard Dating System

Whether you're on a mission in 1792, 2315, or 1510 B.C., there are certain questions that can be awkward to answer. For example, "How long have we been working on this mission?" certainly takes a bit of thought. And, if you have a hot date waiting here at Time Corps HQ, it's important to know if you're going to get back to HQ "in time" for that appointment.

The Time Corps has created a Standard Dating System (SDS) to deal with these problems. The amount of time that passes for agents on a mission is always measured in terms of the amount of time which has passed at Time Corps HQ according to the SDS. The SDS measures time according to the forward movement of the Time Barrier on T-0, the barrier's most advanced point.

The Time Corps SDS will be familiar to those of you from post-Renaissance Earth. The system measures time in standard Earth years, months, weeks and days. Days are divided into the standard 24 hours; each hour has 60 minutes, each minute 60 seconds.

Your new chronoscooters (more about those later) are

equipped with an SDS chronometer. This instrument always shows how much SDS time has elapsed at Time Corps HQ since the beginning of the mission, regardless of where or when the chronoscooter happens to be located. Chronometers are also available in wrist or pocket models for constant reference during work in the field.

The chronometer is a useful little gadget for a number of reasons. First of all, you have to realize that the rate at which time passes may differ from Parallel to Parallel. On Parallel T-0, things are pretty simple: one hour is one hour, whether that hour passes in 1792 or 7192. But when you hop over to Parallel R-17, for example, the rate of time flows considerably faster; agents on that Parallel *experience* or *feel* the passage of three hours, while only one SDS hour passes at Time Corps HQ. Similarly, there are Parallels where time flows much more slowly than on T-0; on these Parallels, a full SDS day can elapse while you're ordering a cup of coffee in a restaurant.

Dealing with the varying rates of time flow is not the chronometer's only use. Without this item of equipment, hopeless confusion may arise when agents deal with time hopping, wave changes, and ripple effects, all things you're going to learn about now. We'll talk about the SDS and how it works in relationship to each of these things.

Time Hopping

With those preliminaries out of the way, it's time for the big news, which most of you have probably already guessed. Up until now, your missions, for the most part, have consisted of a single round-trip ticket through time. You left Time Corps HQ, went to your mission site, completed your mission, and returned.

You are no longer as restricted in your ability to travel through time. In your missions from now on, you are free to travel pastward and futureward on a Parallel—even from one Parallel to another—in any way you see fit. This freestyle time travel is called "time hopping" by veterans in the Corps.

Of course, the Corps has always had this capability, but most of you have not been allowed to use it until now, simply because we wanted to be sure that you'd work out as careful, trustworthy agents.

How Time Hopping Works

Time hopping works just like the normal time traveling you have already done, with one difference: you program your own chronoscooter, setting Parallel, time and place coordinates for the destination you desire. Parallel and time coordinates are simple to set; you simply touch-code the correct Parallel identification and the exact time desired into the onboard computer. Place coordinates are a little trickier, but your onboard computer can identify places in a number of ways: by name, by standard geographic coordinates on the planet, or even by such references as "thirty miles north of the English coast and four miles west of London."

Limits on Time Hopping

Our ability to time hop is limited by five factors: the amount of energy our chronoscooters can carry, the natural laws which govern all time traveling, the element of danger involved in hopping to an unknown or unexplored Parallel, Time Corps regulations, and the damage to our chronoscooters and to ourselves that time hopping can cause.

Energy Restrictions: It requires enormous amounts of energy to send a chronoscooter zipping through the Continuum. The energy necessary for these hops through time is stored in energy pods, one of which is sufficient for two "hops" through the Continuum; the length of the hops makes no difference. Up until now, your scooters usually have carried only one energy pod, allowing you to make your initial hop to the time and place required by your mission, and a second hop back to Time Corps HQ.

From now on, each of you will receive additional energy pods at the start of each mission. On most missions, you will be restricted to three pods each, enabling you to make four hops in addition to your initial hop to the mission time and place and your final hop home. The Corps has found by experience that good agents very seldom need more than three energy pods on a single mission.

In extreme circumstances, however, you may be issued even more energy pods. We are prepared to accomodate you in such circumstances: the new model TCA-1A chronoscooter can carry a maximum of ten energy pods.

The Laws of Time Travel: All of the natural laws governing time travel, as presented in the *Travelers' Manual*, apply to time hopping as well: the Law of Identity, the Law of Preservation, the Law of the Time Barrier, and the Law of Death. Certain unusual situations arise in which it may seem that the natural laws work strangely; however, the laws still work. A little later on, we'll look at examples of how these laws apply in special situations.

Dangers: Travel to Parallels which are not yet known, or about which agents have not been briefed, is extremely dangerous for a number of reasons. First of all, without the benefit of a briefing or firsthand knowledge of the parallel, agents don't know what's supposed to be happening, and will have no idea at all if they're radically altering the history of the Parallel, even if by accident.

Second, there is the danger of contacting Time Corps agents from another T Parallel which has its own Time Corps. Only recently we learned that two other T Parallels have their own Time Corps, each very similar to our own. Delicate negotiations are currently underway; any unfortunate incident in the field could disrupt those negotiations and have disastrous consequences for the overall effort against the Demoreans.

Finally, you always run the risk of jumping into a Parallel where you simply can't survive. This is especially true of certain of the A Parallels, where the very laws of nature

are so different that our life form cannot survive in them.

Regulations: Regulation Three has been amended, as given in Part II, Chapter 9 of this book. In addition to the restrictions imposed by Regulation 3, agents are forbidden to travel to Parallels A-220 through A-235 without the explicit, prior written order of the Corps, countersigned and verified by the Chairman of the Time Corps Council.

Damage Caused By Time Hopping: Hopping around through the Continuum is hard on the human body, and hard on the machines that make time travel possible. In fact, time hopping can actually cause a type of damage called *stress damage* to machinery. It also can cause agents a temporary loss of physical Stamina, or, in some extreme cases, actual physical wounds.

Stress damage to chronoscooters or other time travel machines (such as renegade equipment) eventually causes the machines to disintegrate physically. Apparently, time travel places stress on the atomic and molecular bonding of the materials from which time travel machines are made. Each type of time travel machine has a Stress Point rating: this rating is the amount of stress damage that machine can take before disintegrating.

Of course, stress damage is very dangerous: *there is no way to spot stress damage until the machine simply disintegrates.* Some agents have been known to survive such a catastrophe; others haven't been as lucky, their machines disintegrating in the Out-time, leaving them adrift in the eternal void.

The first two time hops on a mission are what we call "stress damage safe." After that, the chance that stress damage will occur on a mission increases with each successive time hop. The risks that you take in a mission, then, are as follows:

First hop	No chance
Second hop	No chance
Third hop	05% chance
Fourth hop	10% chance
Fifth hop	15% chance
Sixth hop	20% chance
Seventh hop	30% chance
Eighth hop	40% chance
Ninth hop	50% chance
Tenth and each successive hop	60% chance

Agents always begin a mission with an undamaged chronoscooter, and when they return from their missions, they can get the stress damage on their vehicles repaired; it's routine. Unfortunately, there is no way to repair stress damage in the field.

The chance that a time travel machine will suffer stress damage during a hop is also the chance the character(s) riding in the machine will suffer some minor damage during the hop.

****

CM's Note

Each time an agent (or a renegade or Demorean, for that matter) time hops, roll a secret specific check against the chance for stress damage. If the number rolled is greater than the chance for stress damage, then no damage occurs. If the number rolled is equal to or less than the chance forstress damage, obtain a specific check result from Column 3 on the Action Table. Interpret the result on the following key:

Stress Damage Results Key

L = Machine suffers 1d10 points of stress damage.
M = Machine suffers 2d10 points of stress damage.
H = Machine suffers 2d10x2 points of stress damage.
C = Machine suffers 3d10x2 points of stress damage.

Subtract the points of stress damage suffered from the time travel machine's stress point rating. When the machine's rating reaches zero or below, the machine disintegrates. The agent riding the machine should be instructed to make a general Luck check. A successful check means the agent arrives at the last time hop destination; he is alive, but his machine is a disintegrated pile of dust around him. An unsuccessful check indicates the agent is forever trapped in the Out-time, the equivalent of character death.

Damage To Characters

The chance that a time travel machine will suffer stress damage during a time hop is also the chance that the character riding on that machine will suffer unarmed combat damage from the hop. Use the same dice roll used to determine stress damage to the machine to determine damage to the character. For this purpose, treat the dice roll as a roll for unarmed combat damage, with results found on Column 3 of the Action Table.

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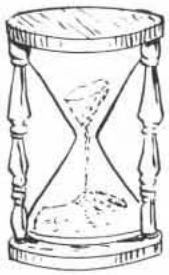
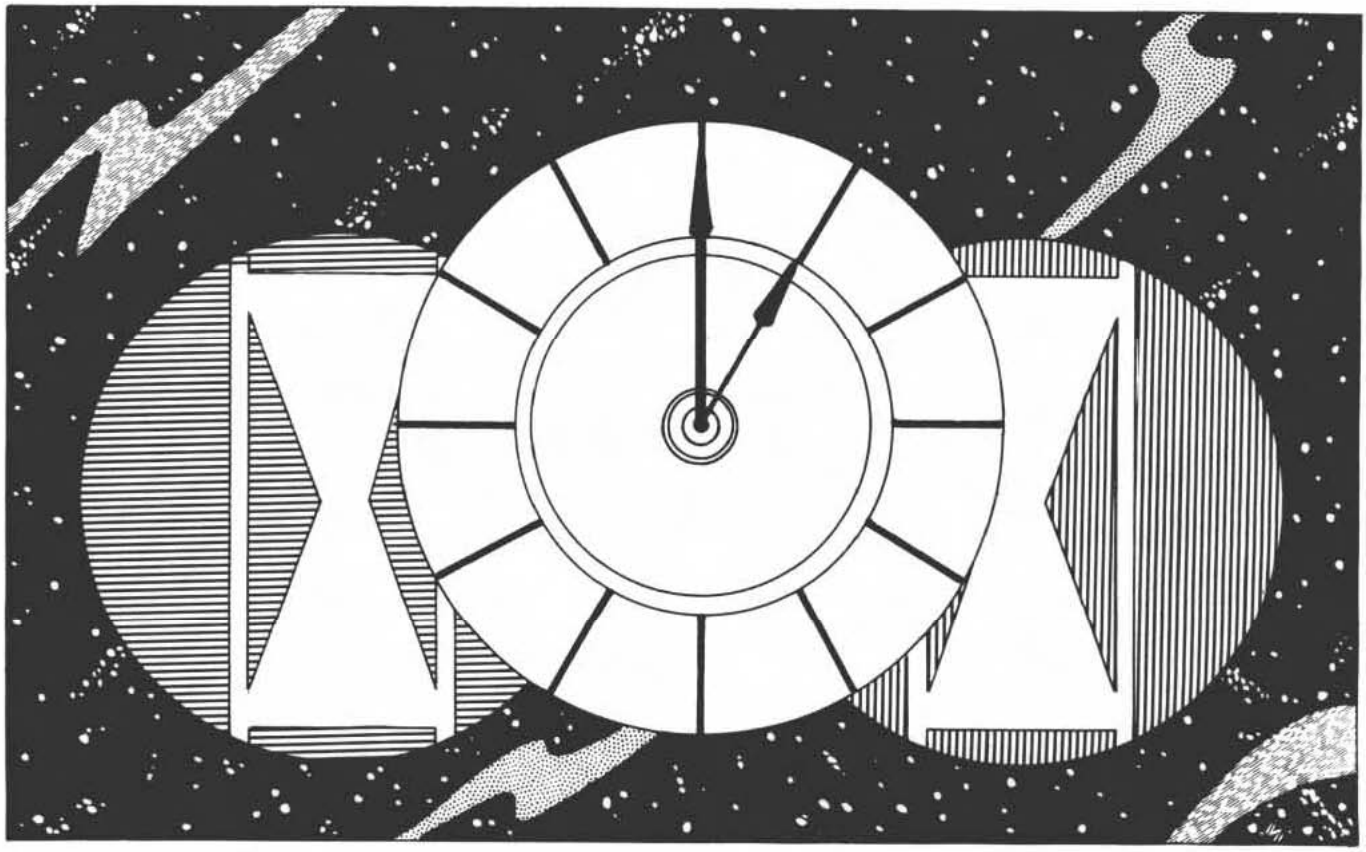


2. Simple Pastward Time Hops



They'd get us, damn it.

I felt angry, frustrated, sick. But there it was in black and white, and I knew there wasn't a thing we could do about it.

"Dear Jack," the note began. "Afraid I've got some bad news. Flavius buys it twelve hours futureward. You and he go to make a routine check on a minor noble in Nottingham. I don't know who gets careless, or even if anybody does. I just don't know. Anyway, the creep is a Demorean. He'll reel us in like trout on a line. Next thing we know, there'll be six 'men-at-arms' after us with AK-47's."

"I barely escape alive. Flavius, if you're reading this with Jack, I'm sorry. I really am sorry. You won't make it. What the hell else can I say?"

"What you want to do is blow away this creep nobleman, Sir Guy, in Nottingham. That solves the whole thing, handles the whole mission. God, Flavius, I'm really sorry."

The tone of that note was bad enough. But what made me sick was the handwriting and the signature. The note was from myself, two hours pastward of our initial penetration point.

Flavius read it over, laughed a little, a kind of sick, kind of sorry, kind of laugh. "Well," he says. "think I'll just pop back to HQ futureward. I've got about twelve hours or so, right, so, I'll just make good use of them, right? Geez, Jack, I don't want to die in this medieval pigsty of a place. Don't worry about the mission, I'll have them send someone else back to work with you on this. Probably have them here about five seconds after I'm gone. And don't worry, Jack, it probably won't be your fault. Anyway, I won't bear a grudge over it. You were always a good partner."

"God, Flavius, I'm sorry," I said. "Like I said, I'm really sorry."

The simple pastward hop is the most familiar time hop in standard missions. A simple pastward hop is a hop in the pastward direction, by all members of a mission team, to a single predetermined place and time.

Of course, all missions begin with a simple pastward hop: your mission team takes off pastward for wherever and whenever the mission is located, right? So what's new to learn about something this simple?

Plenty.

The Simplest Example

Let's begin with a simple example of the pastward hop in practice. A Demorean penetration of T-0 takes place in October, 1967. The exact date and the purpose of this penetration are unknown. After the usual briefing and outfitting, Time Corps agents travel back, arriving at 6 p.m., October 15, 1967.

The agents spend the 15th and 16th just investigating the general situation, learning more details about what's happening and looking for signs of Demorean activity. On the

third day, they strike paydirt, finding and capturing a renegade who's in the pay of the Demoreans. The renegade arrived in this Parallel on October 10, found the Demoreans, and made a deal to provide them with supplies and information. He has been merrily engaged in this activity from October 10 until the time the agents caught him.

From this rascal, the agents learn that the main Demorean penetration took place on October 2, but that Demorean activities did not begin in earnest until October 4. The agents thank the renegade for this information before sticking him in a renegade pod and sending him to the Prison Parallel.

Next, the agents decide to time hop pastward to October 3. On this date all the Demoreans involved in this penetration are present, but they have not begun serious activities. The agents make the hop without difficulty.

Sure enough, the renegade's story was accurate. The agents ambush and destroy the entire Demorean force and all its equipment. Information they find with the Demoreans confirms that the mission team has thwarted the entire Demorean plan.

Fine and dandy, the agents say. Time to head for home. They board their chronoscooters and return to Time Corps HQ, mission accomplished.

This is the simplest form of pastward hop. Clearly, this simple hop can be a very useful tool for completing missions. A diagram of this mission we've described looks like diagram 2-1 on page 17:

SDS Use

In our example, the SDS chronometers carried by the agents would function just like a normal watch, but one which happens to ignore the effects of traveling back in time. In their mission, the agents spent a little less than two days investigating the situation and interrogating their renegade captive. Then, they hopped back, and in a matter of less than an hour, wiped out the Demoreans. Their chronometers thus showed a passage of just under two SDS days.

Futureward Consequences of Pastward Hops

Even the simplest of pastward hops can have consequences futureward—consequences that can change futureward actions agents have already taken and the futureward behavior of other people as well. Furthermore, some things agents do during a a pastward hop can create paradoxes. Let's look at some of the different effects of pastward hops through a series of examples.

The Simplest Example

Let's go back to our simple example, which isn't really as simple as we made it seem. Because the agents wiped out the Demoreans on October 3, there were no Demoreans around on October 10 when the renegade arrived on the Parallel. Consequently, the renegade couldn't have made

a deal with the Demoreans, and couldn't have known anything about their presence in this part of the Parallel. These effects flow directly from the agents' actions during their pastward hop to October 3.

The renegade's motive was profit. Under the circumstances, it seems likely he decided to leave this time period on October 11 to look elsewhere for a chance to make some money. This is an example of how agents' actions during a pastward hop can change the futureward behavior of other people.

Of course, if the renegade did leave the time period on October 11, the agents couldn't have captured him. They couldn't have learned about the Demorean penetration and activities from him, and couldn't have sent him to the Prison Parallel. In fact, they couldn't have known to make the pastward hop to October 3 in the first place. This seems to be a full-blown paradox: the futureward effects of the agents' successful pastward hop destroys the chain of events that led them to make that hop in the first place!

The Corps has learned from experiment and experience that the following consequences occur when agents create a paradox:

1. Once an agent has made a pastward hop, that hop is never eliminated *by its own consequences* unless the entire mission is eliminated or *unless the agent himself chooses to eliminate the hop* as a result of an *anomalous communication* across time from himself or another agent. We cover both self-eliminating missions and anomalous communications later in this chapter.

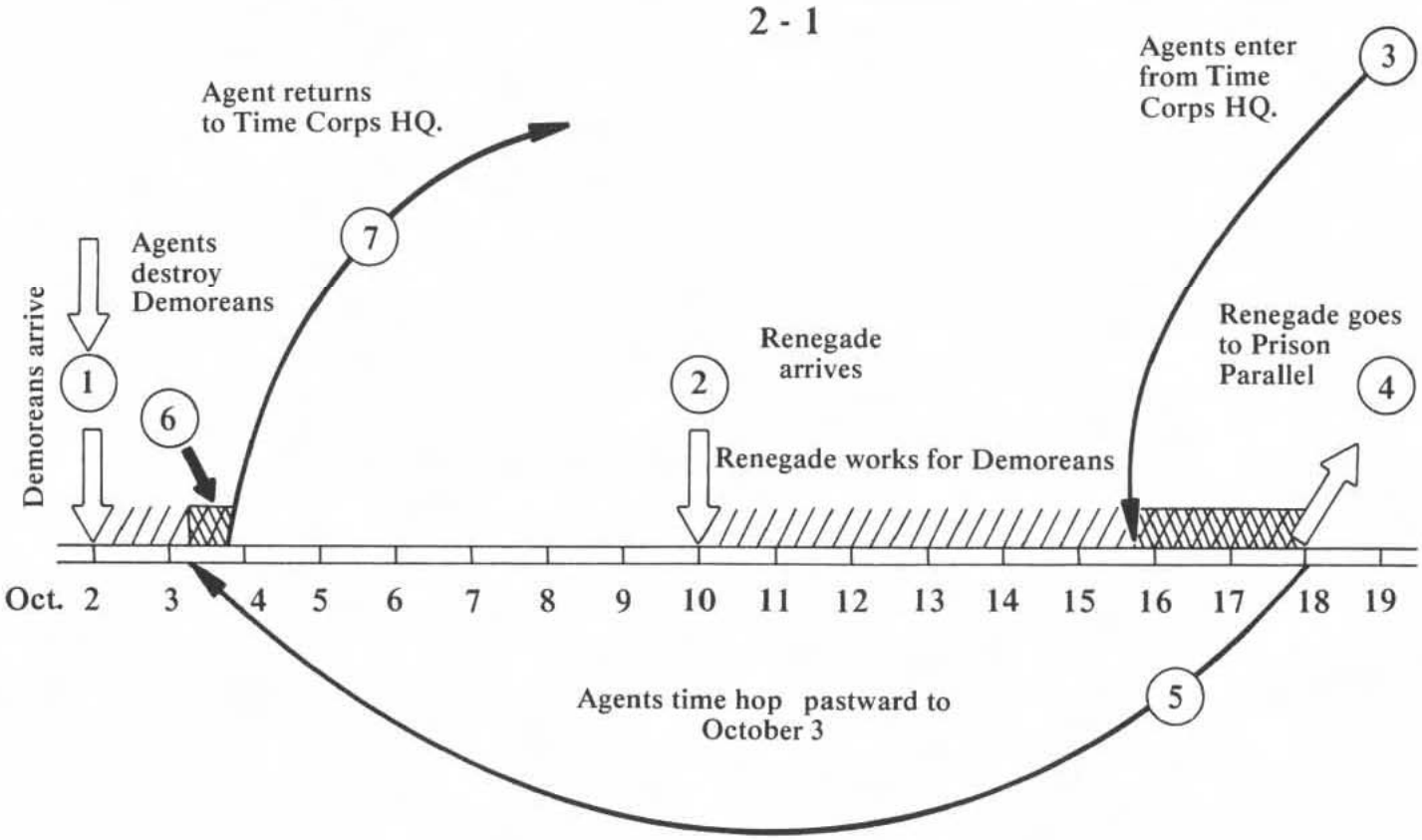
Returning to our example: this means that no matter what the agents do on October 3, they will not eliminate their hop from October 17 to October 3 unless they eliminate their entire mission, or leave some type of message on October 3 which they "find" futureward on October 15, when they first arrive in the Parallel.

This tendency of an agent's behavior to preserve itself against change is a consequence of the Law of Preservation.

It is important to understand that a pastward change caused by someone else *can* cause an agent's pastward hop never to have happened. Using the same example, let's introduce one new element. Suppose the renegade has a time traveling friend, who happens to see him get captured by the Time Corps on October 17. This friend could pastward hop to, say, October 14, and warn the renegade, causing the renegade to leave the time period before being captured and interrogated. In this case, the agents' pastward hop to October 3 *would* be eliminated: it would never have happened. What the agents would experience instead is covered in the points following.

2. Futureward changes caused by a pastward hop can result in changes in agents' memories, including periods of "blackout" which they simply cannot remember. Agents who create a paradox by their own pastward actions will always suffer a memory blackout.

Going back to the original example, suppose that the renegade entered the Parallel on October 2 with the



Demoreans, instead of on October 10. Further, suppose he is captured, interrogated by the Time Corps agents, and sent to the Prison Parallel on Oct 17. The agents make a pastward hop to October 3 to intercept the Demoreans. Of course, the renegade is there too. The agents find the renegade first. He attacks them, and in the fight they have to kill him.

At this point, the agents have a problem: their own actions have eliminated the futureward cause of their pastward hop. That is, because the renegade died on October 3, he was never there on October 17 to tell them about the Demoreans. The Law of Preservation preserves the agent's pastward hop, so they still go to October 3, but the instant they kill the renegade, *they will no longer be able to remember why they have hopped to October 3.* In fact, their memories of October 17 will be sketchy at best; memory of any time spent with the renegade is blacked out completely.

Time Corps HQ and its records are of little help here: the renegade never arrived at the Prison Parallel for processing, because he was killed on October 3.

The agents do have one hope however: Paranormal Memory. Successful use of this PT would enable an agent to remember what "happened" on October 17, *even though what happened on October 17 has now been changed by the PCs own actions.* That is, by means of Paranormal Memory, an agent would remember capturing, interrogating, and sending the renegade off to the Prison Parallel.

The important thing for agents to remember is this: if you develop gaps in your memory, somehow you may have changed what you did futureward. If you have a total memory blackout, you have probably created a paradox.

3. In some instances, agents who create a paradox will suddenly find themselves reliving certain events. The agents have the power to control their own behavior, to change what they did the "first" time they experienced these events. However, they also experience an overwhelming desire to repeat any pastward hop they made when they originally experienced the events.

Let's return to our example and suppose that the renegade arrives October 10, only to find that the Time Corps had destroyed his Demorean friends on October 3. The renegade might attempt to set up a situation in which he could ambush the Time Corps agents on October 17.

In this case, the agents might suddenly find themselves reliving a portion of the events of October 17. They might well find themselves in a combat with the renegade. Regardless of the outcome of these events, however, the agents will feel compelled to make a pastward hop to October 3 at the same time they "originally" made this pastward hop. The feeling of compulsion is complete; the agents will repeat their pastward hop if they are still alive after the renegade's ambush. The compulsion is the working of the Law of Preservation.

Of course, one disturbing thing about reliving an event is that many agents in this situation might mistake it for being caught in a dreaded loop trap. Once again, Paranormal Memory can give you the good (or bad) news.

Determining Futureward Effects

Of course, the futureward effects of a pastward hop depend upon the actions of the agents and the general situation in which they find themselves. However, the Time Corps has learned through experience on thousands of missions that time travelers are more likely than other people to change their behavior as a result of changes in the past.

Some futureward effects of agent actions are obvious: if you kill someone on October 3, that person won't be around to hand out information on October 17. Other cases, however, are doubtful, more difficult for agents to predict. In the example we've been using, the agents might like to know the answer to the following question: once the agents have killed the Demoreans on October 3, what is the chance that the renegade who arrives on the Parallel on October 10 will stick around long enough to be captured?

The Time Corps' experience indicates that the average time traveler is 70% likely to change his or her behavior in response to a pastward change. The renegade in this situation would probably not just lounge around from October 10 to October 17; there is a 70% chance he would travel to another time, or at least to another geographic location—in general, he'd do anything but wait around patiently to be captured!

Persons who have never traveled through time are only 40% likely to change their behavior in response to a past-

ward change.

Use these percentages only when there is serious doubt about a person's response to a change. Even persons who have never traveled through time always react to a pastward change that affects their own lives or vital interests.

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CM's Note

See the section on "Determining Future Effects of PC Actions" in Part IV, Chapter 13 of this book.

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Messages in Time

Still hanging in there? This is where things start getting interesting: it's time we talked about talking to yourself across time.

That's right; it's possible for agents to time hop pastward and leave a message that they will find futureward, telling themselves to change what they've already done before they made the pastward hop! There are several reasons agents do this:

1. Courtesy to a fellow agent who's going to die on the mission. Standard Corps courtesy requires that when an agent dies, someone hop pastward to let him know his time is just about up. Remember, the death of a time traveler cannot be changed. Once you die as a time traveler, you're dead—or at least, you're going to be dead. Agents can still change some of their behavior before death if someone lets them know in time. Usually, agents who know they're going to die abort their mission and return to HQ, where they can enjoy certain special facilities until the hour of death arrives.

2. Warning themselves of ambush or other dangers. This is pretty self-explanatory. When a mission team arrives to begin its mission, it can be really handy if there's a nice letter waiting from the pastward self of one of the team members saying, "Don't trust the mailman delivering this letter. He's a Demorean."

3. Eliminating their own presence on a segment of a Parallel. As explained in the Travelers' Manual, agents can't return to the same time on the same Parallel because of the Loop Trap. Agents frequently use a pastward hop to wipe out part of their existence on a Parallel, preserving the possibility that they can come back to the same time again.

Anomalies

An *anomaly* is a thing whose existence is a paradox: it's an effect which cancels its own cause. When an agent hops

pastward and leaves a message for his futureward self, odds are that the message is going to be an anomaly. That is, if the futureward self changes his behavior somehow, so that he no longer has a need to make the pastward hop and leave the message, the message won't be there. Its existence is a paradox, and the message itself is an anomaly.

Nature doesn't like paradoxes, and she abhors anomalies. In fact, Nature doesn't normally let anomalies exist. At the instant a thing would normally become an anomaly, Nature does one of two things: she either blots out the item or person, or she changes the structure of reality itself so that the anomaly never arises.

In practical terms, this means that nature won't let agents make a pastward hop, leave a message for themselves, receive the message futureward, and then change their behavior so that they no longer make the pastward hop to leave the message. Instead, Nature will simply "wipe out" the message; she does whatever must be done to prevent the anomaly.

As a matter of fact, I've actually witnessed this phenomenon under what you could call "laboratory conditions." Back in the early days of the Time Corps, we did some systematic research into anomalies. I made a pastward hop to June 1, 1985, and spent the day in New York City, enjoying its fine stores and restaurants. That evening I made another pastward hop, back to May 28. I wrote myself a letter, addressed to the hotel where I knew I would be staying on June 1. In the letter, I told myself to cancel my enjoyable day and return to Time Corps HQ immediately.

Now, what's interesting here is that the letter was never delivered. Consequently, nothing happened. Careful investigation by other Time Corps agents revealed that the letter *simply disappeared* when it was mailed.

Okay, I know some Historical Specialist in the 1980's is going to point out to me that the Postal Service then was notorious for losing mail. But that's not what we're talking about here. Nature did not want to trust the structure of reality to the Postal Service's incompetence; she took a direct hand herself and simply destroyed the letter. In similar experiments, observers have even witnessed the spontaneous combustion of written messages.

We tried experiments using small time travel capsules to carry messages back and forth: the results were similar. Anomalous message simply never arrived.

So, the question arises: How can an agent make a pastward hop and leave an anomalous message for his or her futureward self? The answer is a little Time Corps gadget called the *anomaly field generator.*

The Anomaly Field Generator

At the start of each mission, the Corps issues each team of agents one, *and only one*, anomaly field generator. Everything you need to know about this little device is summarized in Chapter 12 of this book. For now, you need to know only four things: what it does, that it is expensive, that it is highly significant, and that it is dangerously unstable.

An anomaly field generator is the Time Corps' way of cheating Nature. Using some of the same technology which makes time travel possible, the field generator makes it possible for an anomaly to exist for a short period of time: no more than 24 hours, maximum.

Let's say an agent wants to leave his futureward self an anomalous message. He writes a letter, records a tape, or whatever. Then, he places the message in the anomaly field generator and activates the device, setting the amount of time he wants the anomaly to continue in existence. The field generator itself vanishes, leaving only the anomalous message, which appears perfectly normal to any type of examination. After 24 hours, measured by the Standard Dating System (or after a shorter time selected by the user), the anomalous item vanishes, and the generator is gone forever.

Now, these little generators are expensive, almost as expensive as chronoscooters. They are not to be used except in cases of genuine need or emergency. The Time Corps has plenty of funds, but it has better ways to use them than providing anomaly field generators for agents who use them as a substitute for brains on their missions.

The anomaly field generator is also highly significant. Leaving one of these behind in the past could be as bad as leaving behind a chronoscooter—maybe even worse, since there is no security clearance needed to operate the device. Therefore, agents should never, under any circumstances, leave the device unused in the past.

Finally, agents must realize that using this gadget is dangerous. There is no guarantee that the thing will always work; our experiments indicate about a 70% chance that the anomalous message will survive in the field. If it doesn't, both it and the activated generator should simply disappear. However, there is a very slim, theoretical chance that the device could "blow," causing a wave of change to ride futureward down the Parallel. More about this later. For now, don't worry; if it happens, you'll probably hear all about it, if you're still around.

Anomalous Communications At Work

Let's look at a simple case. The following comes from a report by two agents sent on a counterpenetration mission to Parallel M-1's England in 1194, the England of the legendary Robin Hood.

We had been given five SDS days in M-1 to solve the Demorean penetration of the Robin Hood legend. Seemed to us that with that much time to work, the mission should be simple enough. But it didn't work out that way.

We had no warning that the noble we were bribing for information was a Demorean. We were completely unsuspecting when he walked us into the ambush. I had just checked my portable chronometer; we were twelve hours into the mission when they hit us.

Flavius fought like a madman. He managed to take down three of them before he died from the multiple gunshots he'd taken. His struggle bought me enough time

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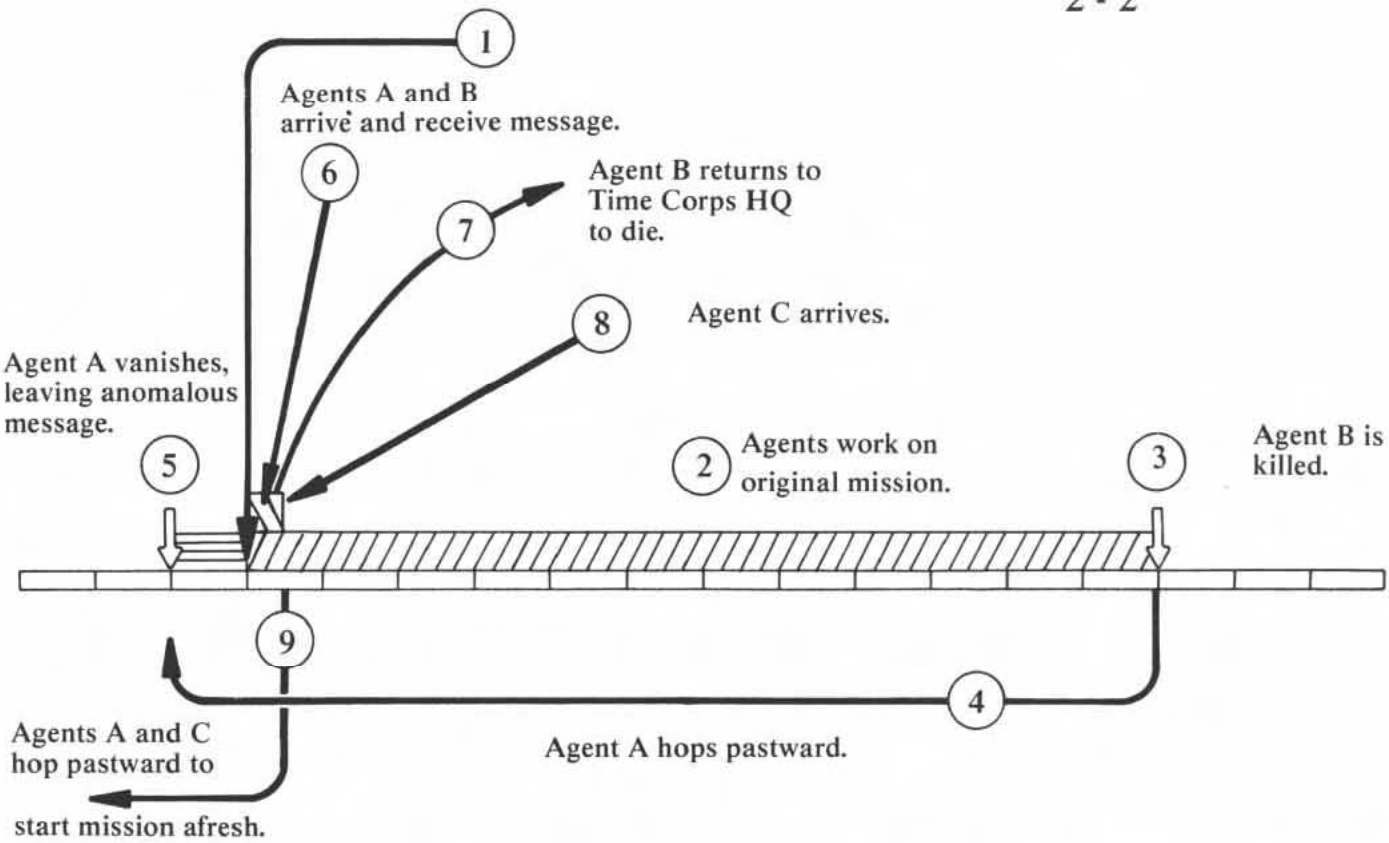

to get away. I was wounded badly, but I was still alive. I knew what I had to do. I stole a horse and rode like the wind to the place where we'd "vanished" our scooters.

In no time at all, I hopped back to one-half hour pastward from our arrival on the mission. I left an anomaly field containing a note explaining everything that had happened—that is, was going to happen—in a place I knew my futureward self would find it. Of course, because my use of the field generator was successful, I then ceased to exist and my pastward hop was eliminated.

When I "arrived" at the start of the mission, Paranormal Memory kicked in. I knew my maneuver had been successful. I immediately grabbed the note and read it with Flavius. He was kind of surprised and a little upset, but in all, he took it pretty well. He chose to die back at HQ, so he immediately aborted and went home. He told them what was going on, and they sent Cynthia to join me. She showed up just a few seconds later, and, after talking over the situation, we pastward hopped two years or so to make a fresh start on this mission.

Diagram 2-2 is a graphic representation of this mission report.

There are five new elements in this case: the anomalous communication, the agents' choices to change their behavior based upon the anomalous communication, what happened to the agent who made the hop and left the note, the SDS effect, and the application of the Law of Death to this particular case.

The reporting agent was successful in his use of the anomaly field generator. His message arrived and his futureward self received it. The field generator didn't "blow," and there were no further complications from use of the device.

The agents were free to change their behavior based on the information in the message. These changes had the interesting consequence of *eliminating part of their existence on the Parallel.* Diagram 2-2 clearly shows that when the agents, after receiving the message, made another time hop, eleven and one-half hours of their presence on the Parallel was eliminated: it never happened; they were never on the Parallel during those eleven and one-half hours.

This elimination of their presence has some interesting consequences. First of all, neither agent will any longer remember those eleven and one-half hours. Their normal memory will tell them that they arrived to begin their mission, found a message from themselves, and then split up, one agent returning to HQ to die, the other continuing the mission.

However, Paranormal Memory can be used to "remember" those eliminated eleven and one-half hours, even though they never happened. If Paranormal Memory fails, all that the agents will know about those hours is whatever is contained in the message itself.

Notice, too, that the agent who made the pastward hop and left the anomalous note ("Agent A" in the diagram) *simply vanished as soon as the field generator was*

activated. This reflects the fact that as soon as the field functioned properly, the change futureward along the Parallel was instantaneous: Agent A's futureward self found the message and changed his behavior, eliminating his presence in the next eleven and one-half hours, and *thereby eliminating his pastward hop to leave the message.* In other words, Agent A's pastward hop was eliminated along with the rest of the eleven and one-half hours. Thus, Agent A "vanished" the instant the field generator functioned. Anyone who had seen Agent A while he was on the Parallel during that pastward hop would instantly forget having seen him; everything he did during the hop was eliminated.

Eliminating the pastward hop by means of his message, Agent A also "bought" himself an extra hop. Because this first pastward hop was eliminated, his chronoscooter never used the energy required for the hop; both his extra energy pods are still full.

By eliminating his presence at certain times on the Parallel, Agent A made himself eligible to return to those times on the Parallel. For example, since Agent A's pastward hop eliminated his presence at, say, 4 o'clock as shown on Diagram 2-2, he could time travel back to that exact point in time on some future mission without danger of loop trapping himself.

The SDS Effect

When Agent A bade a sad farewell to Agent B, met his new partner on the mission, and then hopped pastward with her to begin the mission anew, how much SDS time had elapsed?

Not very much.

When an agent eliminates part of the mission team's presence on a Parallel the way Agent A did, he also eliminates the SDS time that elapsed during that part of the mission. Thus, when Agent A said goodbye to his old friend and met his new mission partner, the amount of SDS time elapsed was only a few minutes: after all, the mission had just begun.

The Law of Death: Nature's Iron Grip

Cheat Nature as we may with the anomaly field generator, and baffle logic as we may by hopping through time to eliminate portions of our own futureward presence, Nature still has us in her iron grip as regards the Law of Death. When an agent dies during a mission, there is absolutely nothing that can be done about it. The agent is dead. Well, almost dead, anyway.

Let's look at our example mission again. Agent B was killed at about 10:30 p.m., as shown on Diagram 2-2. Agent A then made his pastward hop and left a message for his futureward self, explaining everything that had happened (or was going to happen, depending upon your point of view). Agents A and B found the message when they arrived on the Parallel at 11 a.m. to begin their mission. Understandably, Agent B was upset, *for he now knew that he was going to die in eleven and one-half SDS hours.*

There was nothing Agent B could have done to avoid death. What he could, and did, do, is to choose where and, in a sense, when his death would take place. By leaving the Parallel some eleven and one-half SDS hours before his death occurred, Agent B gained the ability to spend those eleven and one-half hours *anywhere else he chose to spend them*. Nothing could alter the fact that after eleven and one-half SDS hours, Agent B would die. However, Agent B could certainly choose what he would do with the time remaining.

In this particular case, Agent B chose to make use of the extensive hospice facilities provided at Time Corps HQ for agents facing just the predicament he faced. However, Agent B could have gone to some other Parallel to spend his last hours. In such a case, the Time Corps automatically grants permission for "recreational" time travel. The agent is obligated to set his chronoscooter to return to Time Corps HQ, along with his other equipment. He is also obligated to observe all normal mission precautions up to the time of his death. Other than that, he can do as he pleases; the Corps figures that at that point, you've earned about whatever you can get from this old Continuum.

By the way, a number of agents faced with this problem have tried some pretty ingenious tricks in an effort to cheat the Law of Death. One agent, who learned of his upcoming death just as Agent B in our example did, hopped back to Time Corps HQ pastward of his own leaving on the mission. Using his Loop Trap Avoidance Field Generator (explained later), the agent persuaded himself not to go on the mission at all! It was a good try, but it didn't work. He dropped dead just a few hours later while playing a quiet game of cards in one of our rec rooms.

The Loop Trap Avoidance Field Generator

There is one other little item which can enable you to talk to yourself across time: the Loop Trap Avoidance Field Generator, usually just called a "looper." Like the anomaly field generator, the looper is expensive, significant, and dangerous.

A looper has one effect: it enables one agent to enter a loop trap for up to one SDS hour without becoming loop trapped. In short, an agent can jump into a Parallel at a time when he's already there, and take any actions he wants, including talking to himself.

Each mission team is equipped with one looper. Use of the looper is so dangerous is should be avoided whenever possible. There's no chance that a looper will "blow" like an anomaly field generator. But there is a 50% chance the thing will fail, which would involve the user in a loop trap. Furthermore, there are some other dangers, as the following mission report indicates:

Pierre Boulier was a good agent; could have become one of the best if he'd lived. But that danged looper did him in.

We'd been on a very complex mission for what seemed like forever to me. Lots of time hopping, lots of confused

memories, you know the problems involved. We'd already used our anomaly field, we were badly shot up, and now here we were, following an informant we foolishly trusted down a narrow, dark alley into what was really a Demorean trap. We were both real tense, ready to shoot anything that moved. Something did move; we heard footsteps coming up behind us very rapidly and lightly. Pierre spun around and opened up with a Thompson submachine gun. The Demoreans heard the shots and opened up with their weapons. A big fire fight followed, and I was lucky to get out alive.

Pierre didn't live through the first burst he fired from the Thompson. That sound behind us, those footsteps rapidly approaching us... well, that was Pierre, you see. He'd used the looper to come back and warn us about the ambush. When he spun around and fired that Thompson, he just blew himself away.

Never use a looper unless you have to.

The Self-Eliminating Mission

I can still remember the first time it happened to me. It wasn't exactly frightening; it was pretty disorienting, though, and it took me quite a while to figure out what had happened.

I had spent about half the day in the Earth Specialty Division library, then knocked off for some lunch, where I met Frank Holmes and Rachel Granocki, a couple of agents recruited from the 36th century. We had the usual shop talk over lunch, and then Frank and Rachel asked if I wanted to head down to the laser firing range.

I said, "I've never even held one of those things. Probably couldn't hit anything at all with one."

"Come on; it's the easiest weapon in the Continuum to get the hang of," Frank told me. So I figured, okay, what's to lose; I got time to burn.

Well, when we got down to the laser range, the oddest thing happened. Frank and Rachel were blasting away at the moving targets and doing pretty well; they were both Masters with those pistols. Then it was my turn. They handed me the weapon, and without even thinking I clicked off the safety, spun around and knocked out 17 of 20 moving targets almost as fast as I could pull the trigger.

"Thought you'd never used one of these," Rachel said, grinning. I think she thought I was trying to sucker them into something.

"I thought I hadn't either. What rating was the target selector set for?" I asked.

"Hey, we had it turned way down for you, to Specialist level. Maybe you better shoot on Expert or Master from now on. This is too easy for you," Frank told me. Then he said something to Rachel in that 36th century lingo they used between themselves. Only this time, I understood it.

That was too much for me. The shooting could have been a coincidence, but I doubted it. Somehow, I had

become a pretty good shot with one of these laser things. And now, I could speak 36th century Universal as well. Something very strange was happening here. I sat down with my friends and told them what I was thinking.

We hashed it over and then filed a report on my strange new behaviors. It didn't take the Division long to haul me in for a complete exam, including psychiatric. After they'd probed and poked and asked me about my parents for a while, they finally jogged my Paranormal Memory, and we were able to put it all together.

Seems that while I was in the library that morning I had been summoned for a quick, simple mission: a single renegade penetration of T-0 in 3562. I'd hopped back to the Imperially occupied Earth of that time and uncovered a pretty big black market scam that my man was involved in. Trouble was, there was no sign of him.

Lucky for me though, this renegade had a big mouth. I finally found an informant who told me that this guy had had a few too many one night, and shot off his mouth about taking the money he was going to make here and going back to Ithaca, where he'd marry the wife of a king and live like one himself. "Of course," he'd said, "I'll have to get rid of her husband first. But that's no problem; he'll be coming home tomorrow. Ha, ha, ha!"

It only took a moment of thought to realize that he had to be talking about Odysseus, the hero of Homer's Odyssey, who existed on Parallel M-6. Why this crazy renegade would want to rule an ancient Greek city state on a fictional Parallel was beyond me, but there's no

accounting for taste.

Anyway, I time hopped across to M-6, arriving three days before Odysseus was due back in Ithaca. Sure enough, there was my renegade, drinking it up with the other suitors of Odysseus' wife Penelope. In that crowd, it wasn't too much trouble to slip the guy a stun dart and drag him outside without arousing undue attention. I popped him in a renegade pod and sent him to the Prison Parallel right away. Then, my job done, I...

I was back at HQ, sitting in the library, without ever having missed a second, that's what. You see, by going to M-6 and imprisoning the renegade from there, I had wiped out his whole trip to T-0. Because his trip never took place, there was no notification from the Sentinel that a penetration of T-0 had taken place. No notification, and thus, no mission. I had never gone. The whole mission existed only in my personal Paranormal Memory.

One nice thing, though. First of all, I had learned to use a laser pistol on that mission, and the new skill stayed with me. So did a little Paranormally remembered Universal, the language I had been implanted with before I went on the mission. Seems that Paranormal Memory can kick in a a few extra benefits even when you don't know you have them.

As the above excerpt from a veteran agent's personal files shows, a mission can be completed so perfectly it wipes itself out. If all trace of the original penetration is completely eliminated, so that the Time Corps is never notified of the penetration, the mission eliminates itself. The agents' only knowledge of what they've done will be in their own Paranormal Memory.

There are two ways to complete a mission so perfectly:

1. If the mission involved a penetration reported by the Time Corps Paranormal Intelligence Branch, *but not by the Sentinel*, the mission self-eliminates if all the Demoreans or renegades involved are rendered ineffective before they have a chance to change history, or before they have been spotted by one of our agents. Penetrations not reported by the Sentinel are noticed only by means of Paranormal Memory, or through reports from our own agents. Wipe out the changes or the sighting, and you've wiped out their reports; no report means no mission, and you've therefore wiped out your own mission.

2. Penetrations reported by the Sentinel result in a self-eliminating mission if the mission team completely eradicates the penetration; that is, if the Demoreans or renegades never traveled in time or through the Parallels to make the initial penetration reported by the Sentinel. Here again, eliminating the report of a penetration to Time Corps HQ eliminates the mission itself.

Of course, the laws of time travel still apply to self-eliminating missions. For example, an agent unlucky enough to be killed on a self-eliminating mission simply drops dead at Time Corps HQ.

Agents still gain partial or full benefits from successfully completed self-eliminating missions. The agents retain skills gained as a result of such missions, for example, although they may not know for a while that they have those skills. There is even a chance that the Paranormal Intelligence Branch, which tries to monitor self-eliminating missions, or even fellow agents, will remember Paranormally that an agent was sent on the mission, allowing him to receive his increase in grade and/or rank.

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CM's Note

Agents who complete a self-eliminating mission receive the full Success Point value for the mission normally. Players can spend these points normally. However, the characters will not know about the benefits they received unless at least one of them (or someone in an official capacity at Time Corps HQ) Paranormally remembers the mission and tells the others about what happened.

There is a flat 70% chance that someone at Time Corps HQ will Paranormally remember the agents' being sent on the mission, confirm this fact officially, and notify the agents of it. If a self-eliminating mission is officially confirmed, the agents who participated in it do receive the normal promotion in rank and grade. However, agents cannot officially confirm their own missions, even if they succeed in remembering them Paranormally.

Should all the PCs fail their Paranormal memory checks, and their mission is unconfirmed, they may still find out about their new skills during the course of play by trying to do something which requires the skill and then "noticing" that they seem to be unusually good at this type of action. However, agents receive no increase in rank or grade for an unconfirmed mission.

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Damage and Pastward Hops

"Time heals all," the old saying goes. Unfortunately, we here at the Time Corps know that it just ain't so.

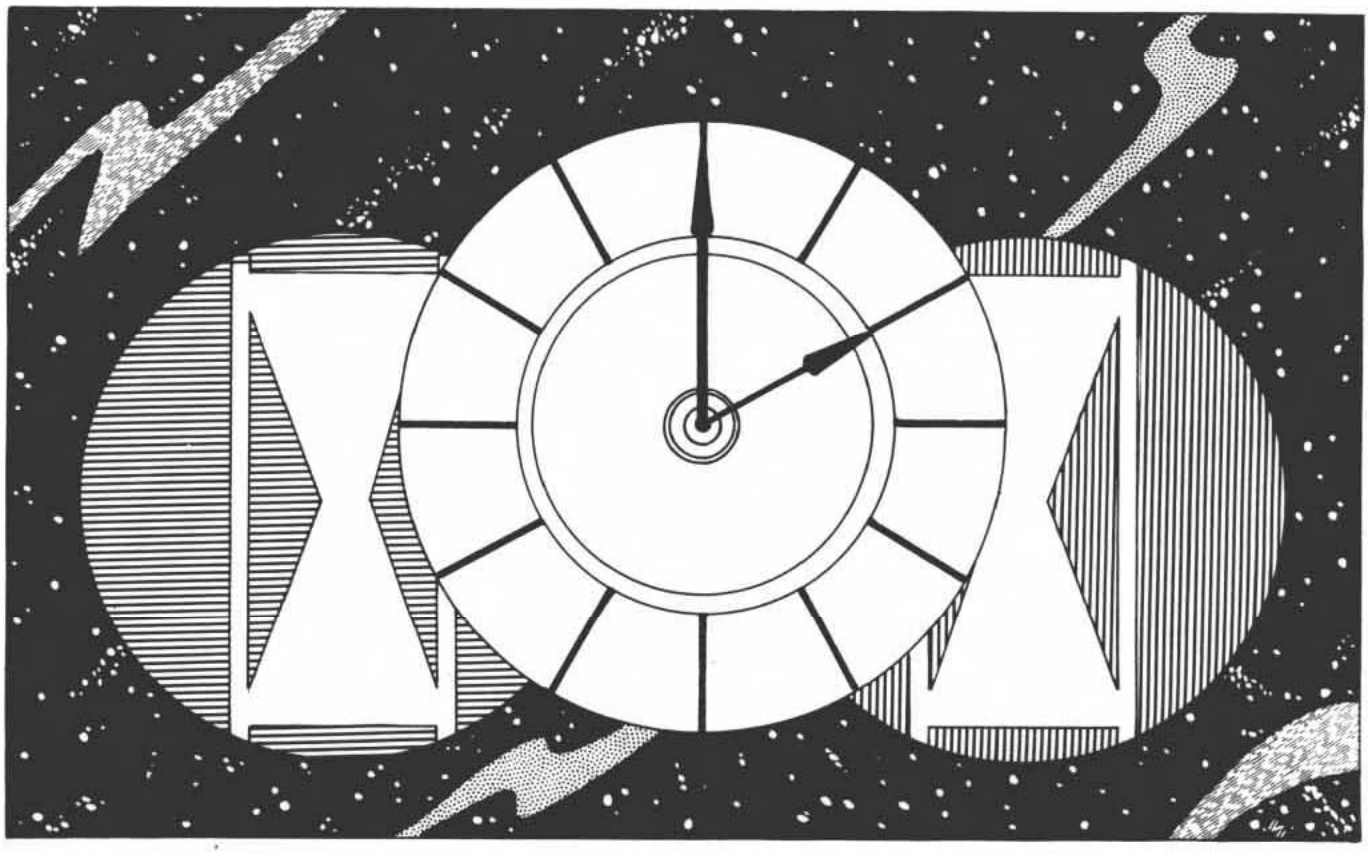
Grizzled old veterans who date all the way back to the last years of the Time Wars can still remember their own dismay when they learned that pastward hops do not, by themselves, heal or remove damage. At first glance, it seems logical that damage should be removed if an agent hops pastward of the time when the damage was received. For example, if an agent is wounded on Wednesday, then gets on his scooter and hops pastward to Monday, it sure seems he shouldn't be wounded; after all, hw won't receive those wounds until Wednesday.

But that is not the way Nature makes the old Continuum work. Agents who are wounded remain wounded until one of two things happens:

1. They heal the damage normally, at the standard rate of two wounds per SDS day of rest (double that if treated by a character who has Medical skill).

2. Their presence in the fight which caused the wounds is eliminated from the Parallel.

3. Complex and Multiple Time Hops



I was sent in on the Robin Hood mission on M-1 after Flavius was killed and came back to HQ to go to the hospice. I was pretty nervous about the mission: I'd never worked with Jack before, and I had this real aversion to his style. I mean, he was heavy into 20th century American macho stuff, and that was just incompatible with my way of doing things.

So anyway, I go in, and there's Jack sitting in Sherwood Forest crying his eyes out about Flavius' death. Well, that wasn't good, but at least it wasn't like all this macho stuff, right? So I helped him get it together and figured out what was happening on this mission, and before long we took off two years pastward, which was when we figured the Demoreans had first penetrated. For sure, we wanted to watch that noble carefully to see if we could find out when he'd been taken over by the four-armed bandits.

Well, that turned out to be a really good thing to do, because we hadn't been there more than 28 SDS hours or so when sure enough, this noble goes out from a tavern where's he's been like partying and disappears behind this stable, and this Demorean pops out of nowhere and goes and knocks him in the head, you know? There are a few more of the creepy things around, carrying this sleep pod. Jack and I are hidden watching all this, and we decide to follow the Dems and see where they put the sleep pod.

Well, once we find where they're stashing the pods the mission becomes like real easy. We go in and shoot the place up and kill most of the Demoreans. Then we get into their computer and find the approximate dates of their penetrations and from there on, it's pretty easy.

I make a futureward hop about two and one-half years to monitor any long-range changes, while Jack hops pastward six months to the neutralize the first Demorean penetration. Then he just works his way futureward along the Parallel. If he makes my mistakes, they show up futureward where I'm like keeping my eye on events, and I hop pastward to one of our pre-arranged rendezvous times and tell him what's gone wrong. This plan works like a charm, and we wrap the whole thing up in under 72 SDS hours, like well within the five day limit we were given.

Mission Report
Cynthia Garnett, Agent/2

This time travel business is really pretty simple, once you get the hang of it. Still, every once in a while an odd situation comes up and leaves even the most experienced agents puzzled for a while, especially if their Paranormal Memory isn't kicking in. In this chapter, we'll talk about series hops, complex hops (which are really just simple pastward and futureward hops in combination), and multiple hops (which happen when a team of agents splits up and each goes time hopping on his own or with only part of the group).

Series Hops

What we call a "series hop" is simply one hop after another, all in the same direction, either pastward or futureward. Series hops in both directions are shown in Diagram 3-1.

Futureward Series

The futureward series hop is the tactic that experienced agents use when they're cleaning up a Demorean-infested segment of a Parallel. It is a simple, straightforward procedure, easy to understand: the agent cleans up March, then cleans up April, skips May because there's no problem then, cleans up June, checks out September just to make sure everything's running smoothly, and finally hops home to HQ, mission accomplished. The futureward series hop is effective against multiple penetrations on the same Parallel: it lets the agent or team deal withone problem at a time, concentrating on the tactics of the mission rather than worrying about some of the more bizarre effects of time traveling.

Tactically, a futureward series does have one weakness: it is predictable. An enemy who has discovered a pattern in a team's series of hops can be a dangerous foe indeed. Furthermore, futureward series hops pose a few special problems for agents. Here are a few things to keep in mind when making a futureward series over a short segment of a Parallel:

1. People the agents met pastward may recognize them, remember things they said or did, and even want to know, "What happened to you for all those years?" In short, they will probably act just as anyone would toward someone they haven't seen for a while—whether friend, acquaintance, or foe. They will plague an agent with questions about where he went, why he went away, why he didn't write or call, why he didn't tell anyone where he was going, and so on. It pays to have some stock answers available for such questions; be sure the answers are believable for the time period you are in.

Almost anyone the agents have met pastward will notice that the agents haven't aged very much. Sometimes this fact can be passed off; in some time periods, though, this will be a major problem, seen as evidence of witchcraft or sorcery, or perhaps as the discovery of some new secret ageless dieting plan. As a general rule, it's often a good idea to have an agent with Disguise skill put a few years on everyone's face before making the next futureward hop in the series.

2. Agents have to face the futureward effects of any pastward actions they have taken. Actually, this situation can be a blessing in disguise. Any anachronisms and/or departures from the way history should be can serve as valuable clues, indicating mistakes the agents may have made pastward.

3. Beware of ambushes! Change the exact geographic location of the chronoscooters with each futureward hop.

More than one agent has been killed because he began a mission at a convenient location and simply left his scooter there each time he hopped futureward. The Demoreans are smart and getting smarter every day. Once they've spotted a Time Corps agent and have a good idea he might hop futureward, they don't mind setting an ambush and waiting (for years, if need be) for their prey to arrive. Nothing can be more frustrating than materializing on a chronoscooter only to be met by a hail of hostile gunfire and PT use. It's not a pretty way to die, and it's a good way to lose a chronoscooter to the Demoreans or renegades.

Pastward Series

Pastward series are used less frequently. Experienced agents don't want to deal with more complexity than is absolutely necessary on a mission, and pastward hops can get a little tricky, especially for those with weak Paranormal Memory. That's not to say you can't use a series of pastward hops; they can be handy on some occasions.

A pastward series is particularly useful for tracking down exactly when and where Demoreans or renegades penetrated a Parallel. Of course, a pastward series is an excellent way to set an ambush or to correct futureward mistakes.

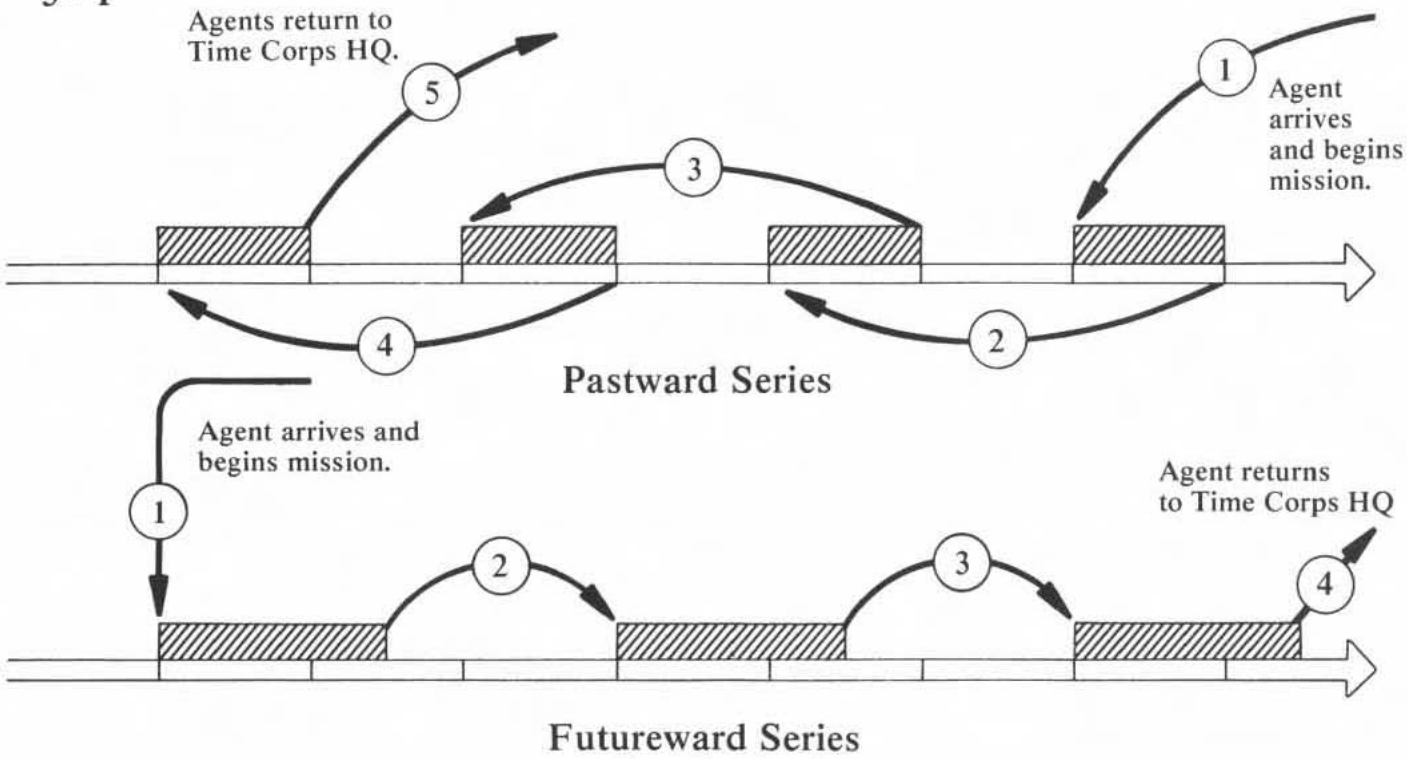
Here are a few tips to keep in mind when making a pastward series:

1. With each pastward hop, agents risk creating futureward effects that will change what they've done futureward, and therefore change or blot out their own memories. It's possible to lose valuable information this way. (Notes, diaries, or tapes are useless, of course.) These changes in memory are instantaneous; one second you'll remember one set of actions, and the next you'll remember something very different, or nothing at all. You won't even remember remembering something different! The best thing to do is to use Paranormal Memory frequently, at least once every three or four hours. It is very disconcerting for an agent to realize suddenly that he no longer knows what he's doing or why he's doing it.

2. Beware of the loop trap! Pastward series over a short segment of time, for example, one pastward hop every few hours, are extremely dangerous. Agents who "overstay" after a short pastward hop will run into a point in time where they already exist, thereby loop trapping themselves. This danger is clearly shown in Diagram 3-2 on page 28. Demoreans (and some renegades) sometimes lure an agent into making a short pastward hop, then knock him out or otherwise detain him so he overstays and becomes loop trapped.

3. Whenever possible, follow a pastward series with a futureward hop which allows observation of the effects of

3 - 1



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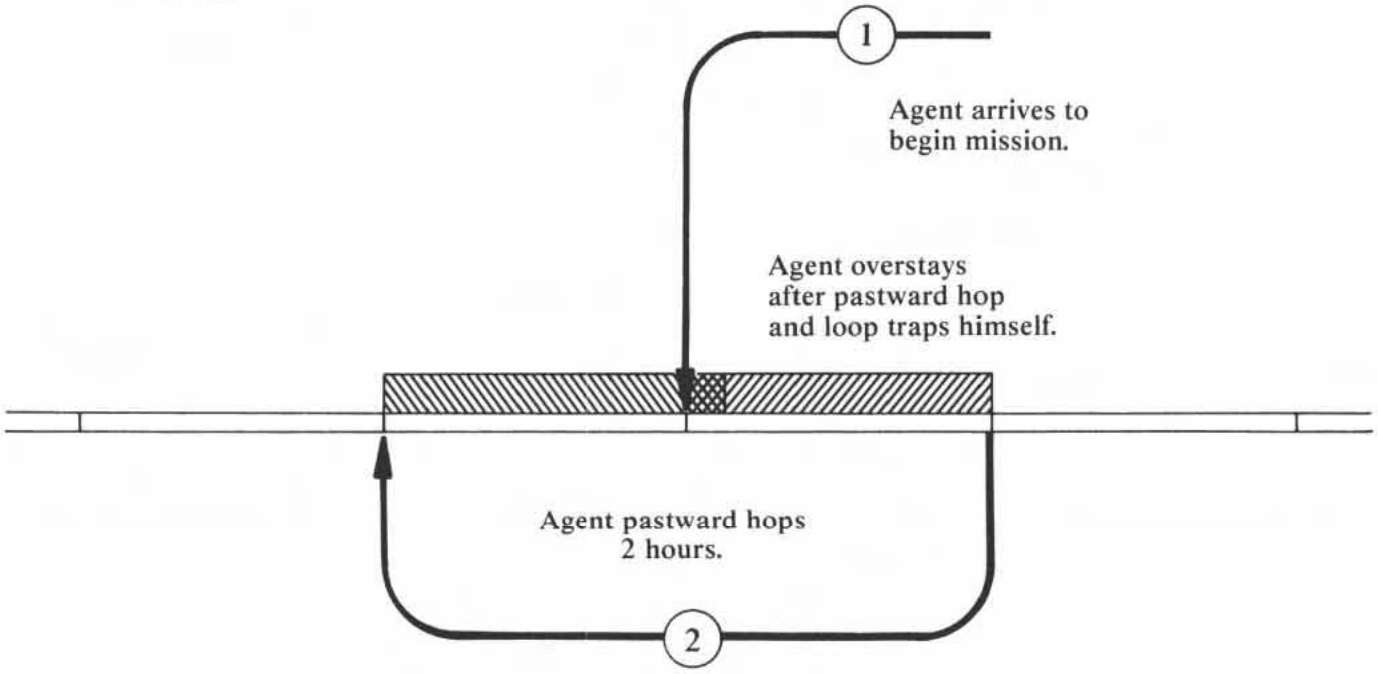

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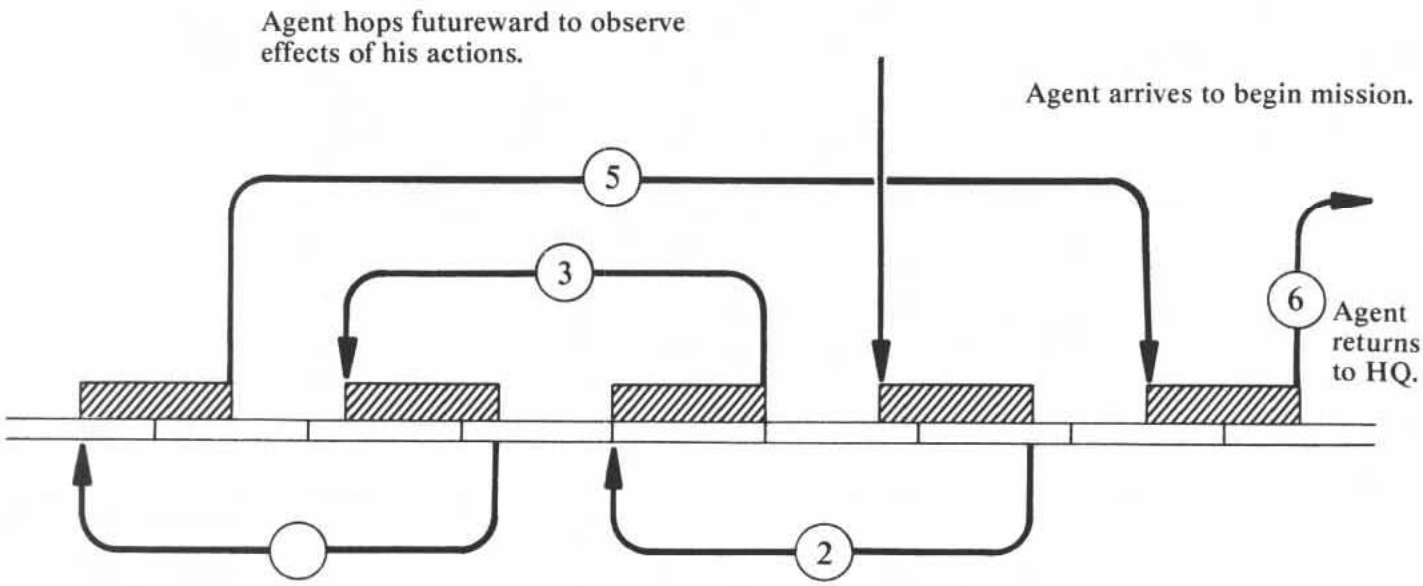


2-4: Agent uses pastward series while performing mission.

all pastward actions. Diagram 3-3 (page 28) shows how this technique works.

Complex Hops

Complex hops are combinations of pastward and futureward hops. Even an agent of Timemaster rank avoids complex hops unless they are absolutely necessary. Agents who use complex hops risk becoming almost hopelessly confused by the webs of cause and effect they weave with their own actions—between events in normal memory and Paranormal Memory. The following should give you an idea of how complex hops can cause a mission to run disastrously afoul:

We were on a terribly complex mission on T-5 involving the beginning of the legend of King Arthur. We began in 492 A.D., and finally found a Demorean base under the ruins of a Roman-style villa. It was quite a setup: they had sleep pods, of course, along with a couple of renegade time machines, and a complete computer center.

The firefight was brief and vicious. When it was over, all nine of the Demoreans were dead. We checked out the sleep pods while their bodies were fizzing away. What we found was a nightmare: there were five people here who had obviously been kidnapped from all over the futureward 40 years, one from 510, one from 520, and so on. The Demoreans had used the renegade machines to bring the bodies in sleep pods here to 492 A.D., probably to foil our efforts against them in those futureward years.

That was bad enough. What we learned from the computer was even worse. Merlin, a key figure in the whole King Arthur history, had been killed by a Demorean ambush team three days pastward. Now we had a number of things to do. We had to figure out when the people in the sleep pods had come from, get them back their right times, and prevent their kidnapping. We had to destroy this computer complex and the equipment in it. And we had to save Merlin. We decided to save Merlin first; maybe the old boy could help us somehow with the rest of the problems we had.

We hopped three days pastward, about a half-hour before Merlin had been killed, near the site where the Demoreans had nailed him. Sure enough, there he was, walking through a little valley between two low hills. And there were the Demoreans. We had killed about half of them when I realized these were the same Demoreans we had killed three days futureward. Nothing like doing the same job twice. Merlin helped out, I have to admit. He was in there flailing away with some big sword like a maniac. Anyway, we finished them off and saved Merlin's skin.

Merlin turned out to be an okay fellow, even though we couldn't let him know everything that was going on. He did agree to meet us in three days at the ruined Roman villa. We figured he might be able to identify some the people in the sleep pods for us, even talk to them, find out when they'd been kidnapped, and so forth. Even if he didn't know them, they would probably know him from their own futureward experience. It was worth a try. We could always do a Restore Memory on the old boy when we were done with him.

We hopped to just a few seconds futureward of when we'd left the Demorean computer complex. Sure enough, Merlin, good to his word, was nosing around the ruined villa above ground, looking for us.

Fortunately, we all still remembered finding this complex, the sleep pods, and the information in the computer. Of course, we had no normal memory of blowing away the Demoreans here; they had all died three days pastward tryng to ambush Merlin. So far, so good.

We invited Merlin downstairs and chatted with him for a while. He was an interesting fellow all right; seemed really curious about everything, including us. We figured it didn't matter what we told him; we were going to Restore Memory on him anyway, right? So, we got kind of loose with what we said, and sure enough, one of us said too much.

Cynthia, especially, was feeling chatty. She happened to ask the old boy if he had Excalibur yet—that was the sword King Arthur was supposed to pull from a stone about 15 or 20 years futureward.

"Oh yes," Merlin replied. "I remember now. In about 15 years, I'll be needing that."

I was so stunned a butterfly could have knocked me over. How could Merlin remember the future? Then he dropped the next bombshell.

"I bought that sword only four days ago from a gentleman much like yourselves—only he was from Gaul, I believe, and his name reminded me of a language I hadn't heard for...oh, a long time. Le Voleur, he called himself. A pity though. In all the excitement of that fight we had with those four-armed monsters, I'm afraid I forgot the sword. It must still be lying back there in that little valley."

Le Voleur! The most wanted renegade in the history of the Corps. And here was our chance to nail him. We had a good excuse to go after him, too. That sword interested me. Why would Le Voleur be selling Merlin a sword that could pass for Excalibur? We had to find out.

We made some polite excuses and bundled old Merlin out of there just as fast as his stubby little legs would take him. Promised to see him later, laughing at our own joke. As soon as he was gone we hit those scooters and pastward hopped four days, all set to intercept and capture the famous Le Voleur.

Suffice to say, we screwed up royally. Le Voleur showed up, okay, and sold the sword to Merlin. We moved in for the capture, but we'd forgotten one little thing: Merlin didn't know us yet. He figured we were some kind of bandits, and lit into us with that sword like a man possessed. By the time we recovered from our surprise and stunned him, Le Voleur was gone. Well, at least we had the sword, right?

Right. But none of us remembered anything about the

sword. Weren't we supposed to be looking for Merlin and some dangerous, mysterious strangers? Then, we'd seen Le Voleur talking to this crazy old man we didn't know, who had promptly attacked us.

Well, it was pretty obvious that we'd done something wrong. Naturally, when things go wrong, they really go wrong: nobody's Paranormal Memory was helping us a bit. We reconstructed what we could of the mission from normal memory. We had entered the Parallel. Right. We had found a Demorean base, with a computer and a lot of sleep pods. We had killed off the Demoreans, and cracked the computer's security. We had learned that they were looking for Merlin, who had wandered off somewhere he historically wasn't supposed to be after fighting a group of mysterious strangers four days ago. So we had pastward hopped here to protect Merlin from these "mysterious strangers," who we figured had to be renegades who weren't involved with the Demorean plot.

Yeah, it all made a lot of sense until we checked our scooters and found we each had only one fuel pod left. By then, the weird old man was waking up. He didn't look very happy. I began wondering if maybe he was Merlin and we were the mysterious strangers....

Excerpted from article, "Dangers of Complex Hops" in "Reports of Failed Missions," Vol. 33, No. 5

Small wonder this mission was aborted. The mission team made numerous mistakes. Their most serious mistake was being lured into a complex series of hops which steadily increased their chances of causing futureward effects on their own actions.

The mission began well. Finding the Demorean base, complete with computer and sleep pod storage center, gave the team a great chance to clean out the Parallel systematically. Let's examine each of the mistakes they made after that point:

1. The team should *never* have jumped pastward three days to rescue Merlin without first securing the people in the sleep pods. At worst, they should have loaded the sleep pods on their scooters. At best, they should have posted one or two agents to guard the sleep pods while the rest of the team hopped pastward to save Merlin. The team had no way of knowing whether or not they had eliminated all the Demoreans on the Parallel at this time, and certainly should have realized that the Demoreans could never have set up all this equipment without renegade help. One of those helpful renegades could pop in here at any time. Fortunately for the team, the Demoreans did not capitalize on this error.

2. When they tried to rescue Merlin from the Demorean ambush, the team should have hopped pastward at least several hours before the attempt on his life. It should have been possible to wipe out the Demorean ambush team before Merlin was even one the scene. As it was, the team let Merlin become involved in the combat, exposing him to

mortal danger and allowing him to see the Demoreans in their natural form.

Notice that the reporting agent makes no mention of Merlin's reaction to seeing Demoreans. Such silence in a report often indicates that even more errors took place, errors the reporting agent would like to avoid discussing.

3. The agents probably wasted a time hop by meeting Merlin three days futureward at the site of the Demorean complex. The report gives no reason the team could not have gone to the site immediately on foot or by horseback, keeping Merlin with them. After all, the team had just killed most of the Demoreans stationed there. As long as they arrived in time to get their job done without loop trapping with their futureward selves, the team could have saved a time hop.

4. Attempting to use Merlin to communicate with the people in the sleep pods was a good idea; if the agents had acted immediately, they might have gained valuable information with a minimum of risk and, as the agent rightly notes, they could have used Restore Memory on Merlin. The people in the sleep pods could then be returned to their proper places along the Parallel, and their kidnappings prevented. They, of course, would then have no memory of having awakened at the Demorean complex because they would never have been there. The team's mistake was in not moving ahead rapidly with this plan.

5. The team erred in not trying to determine Merlin's true identity when he revealed that he could "remember" events from the future. That remark should have tipped the team off that the man was either a renegade playing some game of his own or a Demorean impostor, slipped in between the time the team rescued him and the time he showed up at the ruined villa.

Further comment on agent Cynthia's behavior is in order: Agents should never be loose with what they say while on a mission. Cynthia's slip could have led to a number of major blunders.

6. The team allowed Merlin to leave their presence—in fact, they practically booted the old man out the door—without first performing Restore Memory as they had planned to do. The team was very fortunate to have survived this error and not to have started a Significance Wave, or even worse, to have caused an instant change affecting the entire Parallel.

7. The team made a major error in time hopping pastward to intercept Le Voleur. *The capture of Le Voleur, no matter how attractive a goal, was not part of their mission.* If they could pull off the capture while completing the mission, all well and good. But agents on a specific mission should never allow themselves to be sidetracked by secondary objectives.

The team was correct in assuming that the sword was important. But if Merlin was telling the truth, the sword might still be lying in the valley; the team could have simply walked or ridden over there and picked it up. If the sword were not still there, the team could have gained a clue that there was further Demorean or renegade activity going on—or that Merlin was lying to them.

8. Obviously, the team made a basic error by assuming that Merlin would recognize them when he saw them after their last pastward hop. At that point along the Parallel, Merlin had never met the agents pastward; therefore, he would have no way of knowing them. To him, this was the first time he had ever seen these people, and they appeared obviously hostile.

9. Immediately upon finding themselves confused after their attack on Merlin and Le Voleur, the agents aborted their mission. This proved to be a proper decision, as a later investigation found that the mission could not have been completed with chronoscooter energy pods remaining to the agents. However, the Corps would have preferred to see the agents make at least one more attempt to gain more information before returning to HQ.

No doubt, you can see that complex hops are dangerous business. But, as any experienced agent will tell you, they are sometimes necessary to save an otherwise hopelessly botched mission, or to prevent massive damage to the mission team. Here's a more positive mission report which shows how a complex hop can be used to good effect:

Our mission briefing indicated a Demorean penetration of Parallel T-4 in Chicago, Illinois in mid-August, 1976. It seemed likely that the Demorean goal was to influence the Cook County vote in the futureward American presidential election.

The mission began routinely enough. We entered Parallel T-4 on Aug. 15, 1976. Our initial plan was to carry out an investigation in the Chicago metropolitan area. We began with routine research into details of the election laws, comparing these to analyses of the historical returns we had memorized before leaving on the mission. The native personnel in the government records offices were most helpful. Apparently, however, at least one was a Demorean.

Our research took several days. During that time, the Demorean impostor managed to Dominate one agent in the mission team. The dominated agent revealed the exact place and time we had entered the Parallel. Of course, we did not learn of this until later.

We awoke in a Cook County hospital. Paranormal Memory made very clear what had happened. The Demoreans, knowing the exact place and time of our arrival, had sent a mercenary renegade squad pastward to meet us. These renegades ambushed us as we landed. We did manage to get our scooters into vanish mode before we were all rendered unconscious. Apparently the renegades had left all but one of us for dead. One agent was able to avoid serious harm during the ambush.

As we planned our next moves, the comments of the agent who had escaped harm during the ambush indicated to me that he was under Demorean domination. This would help explain why he wasn't seriously harmed in the ambush; the Demoreans would have instructed their renegade goons to kill him last. Otherwise, they might have suffered serious memory confusion in the midst of their fight with the rest of us. At my suggestion, this agent was forced to recall his scooter and return to Time Corps HQ.

Because the renegades had left the rest of us for dead, they would not be expecting any immediate countermoves by us. Thus, we would have the advantage of surprise in operations against them, and against their Demorean paymasters.

Our team made a pastward hop to two days prior to the renegade ambush. Making some quick arrangements, we rented a backhoe and dug an elaborate pit trap at the point the renegades had entered to set up their ambush. Then we waited.

They showed up just two hours pastward of our team's original entry into the Parallel. Of course, as soon as their machines materialized, they fell into the pit trap beneath them. We jumped them, stunned them, ransacked their machines and equipment, then interrogated them one at a time.

In this way we were able to learn that the original Demorean penetration took place six days pastward, not far from the field where we currently stood. The renegades were then packed off to the Prison Parallel in our renegade pods. We used conventional explosives to destroy their machines and buried the debris in the pit trap.

Finally, we made a seven day pastward hop. We successfully intercepted the Demoreans just as they arrived, destroying all of them without attracting attention from natives of the time period.

All that remained was to be sure we had successfully eliminated the entire penetration. We hopped futureward to one week after the presidential election. The Cook County election returns matched perfectly with those we had memorized before leaving on the mission. We therefore declared our mission accomplished and returned to Time Corps Headquarters.

Our fellow team member was quite relieved to be released from Demorean domination. He was also quite embarrassed about the incident. There was no need for embarrassment, however. First of all, by destroying the Demoreans we had erased the event; he had never been dominated. Therefore, the whole event existed only in our Paranormal Memories—and who's going to hold a few Paranormal Memories against a fellow agent?

The tone of this agent's report reveals the cold, calculating attitude necessary to agents in the field. Even when events took a serious turn against the mission team, the agent did not panic. Instead, he logically reasoned out the situation and guided the team to take corrective action that furthered the accomplishment of the mission.

Successful use of complex hops requires precisely this kind of coolness under fire and logical thinking.

Multiple Hops

Multiple hop is the term used to describe a situation in which a mission team splits up, with different members making hops to different locations on the Parallel, or even to different Parallels. Multiple hops are not recommended by the Corps for the following reasons:

1. The multiple hop can be even trickier than the complex hop. A single mistake by an agent pastward of his fellow team members could result in all their deaths.

2. Multiple hops split up the team, thereby dividing its tactical firepower, sacrificing useful combinations of skills, and losing the benefits of collective thinking. Further, it makes each isolated agent or small group much more likely to suffer from failure of Paranormal Memory at a crucial point in the mission.

3. Multiple hops expend energy. Agents with enough energy left for only one last hop—the long hop home—may be eam for a major showdown with the enemy.

4. Multiple hops are particularly taxing to the mission team's subjective sense of time elapsed, for reasons that will become apparent.

These being the case, why use multiple hops? Because sometimes they can be relatively safe and expedient. For example, it can be very helpful to have one agent make a quick pastward or futureward reconnaissance hop by himself, then come back within a few seconds of himself to report what he has seen. On a complicated mission, a team may want to have one agent posted futureward as an observer while the rest of the team makes pastward adjustments to restore the Parallel to normal. The futureward man and a team liaison man can make periodic hops to a pre-arranged rendezvous time to maintain contact.

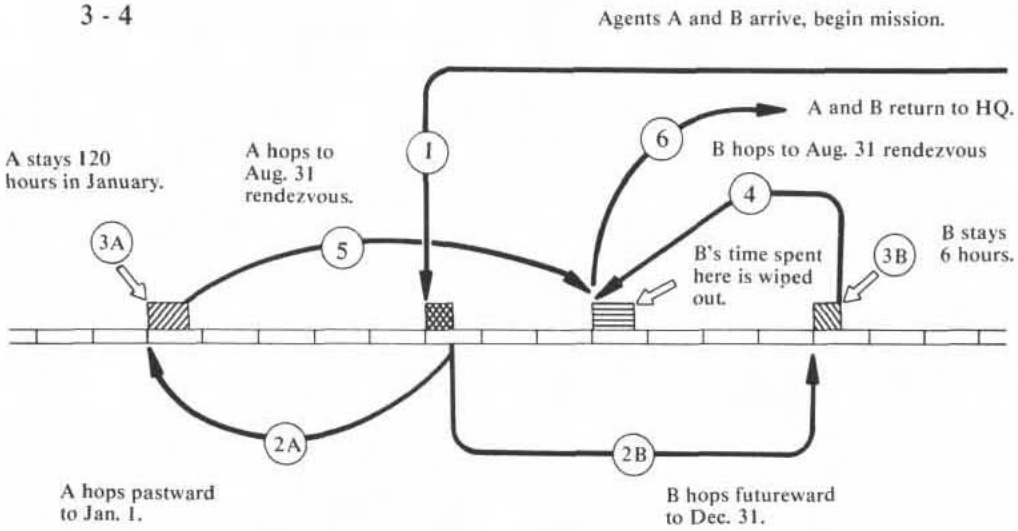
SDS Effects of Multiple Hops

SDS chronometers keep track of mission time elapsed *for the mission team.* The chronometers of all mission team members will always show the same amount of SDS time elapsed. This is true even in the case of agents who are sent to reinforce an ongoing mission. The "late arrival's" chronometer will show the same amount of SDS mission time elapsed as do those of the other team members.

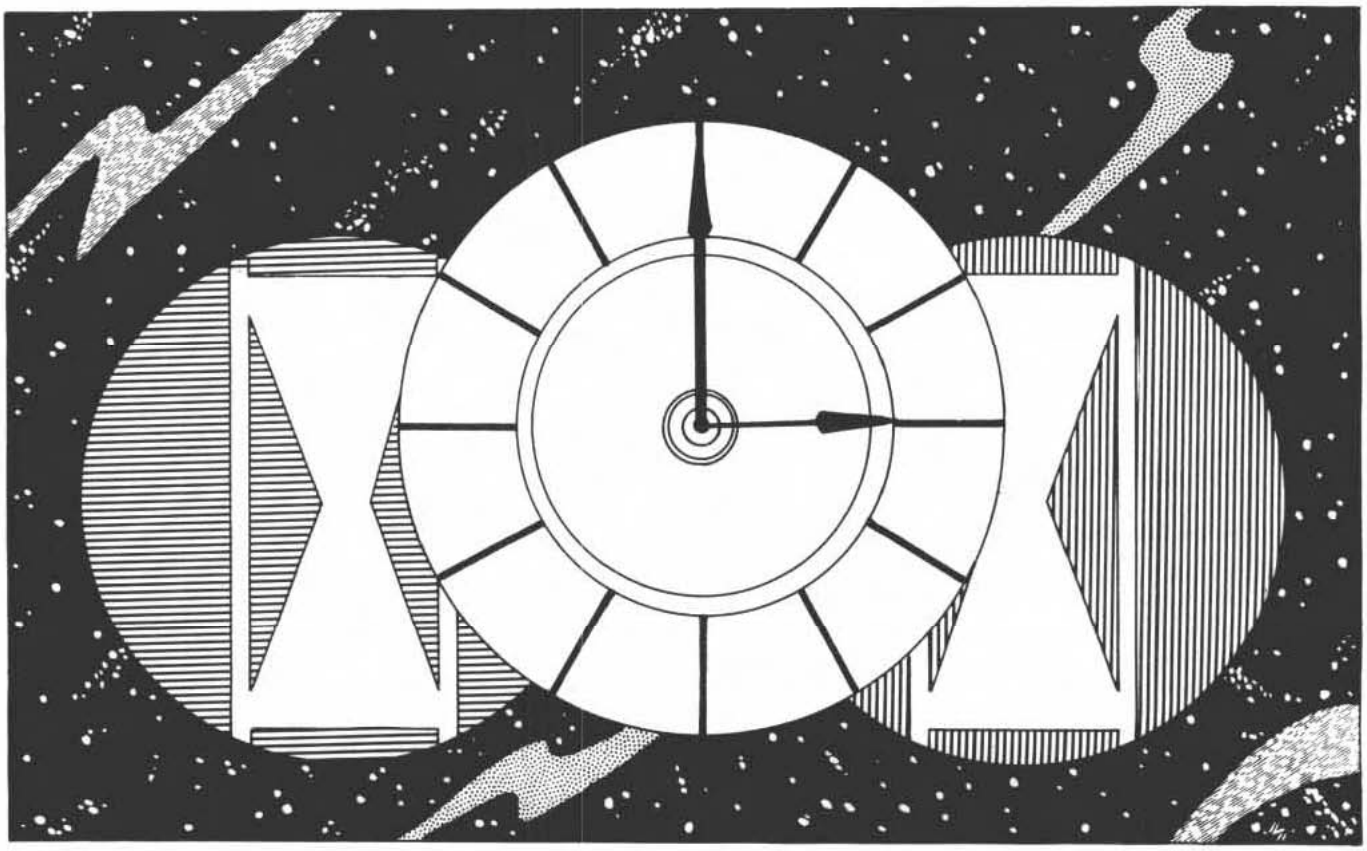
For example, Agents A and B begin a mission together by hopping to June 1, 532 A.D. They spend five hours investigating the situation. They then decide to split up: Agent A will hop pastward to Jan. 1, 532, while Agent B hops futureward to Dec. 31, 532. They agree to meet on August 31, 532. Agent A winds up with a lot to do in January, and spends five days there, a total of 120 SDS hours. He then hops futureward to the Aug. 31 rendezvous point. Agent B spends only six SDS hours on Dec. 31, then hops pastward to the August 31 rendezvous. How much SDS mission time has elapsed when the two rendezvous? Does Agent B "hang around" on Aug. 31, staying into September, waiting for Agent A?

What happens is this: When Agent B arrives at the rendezvous point, his chronometer shows a total of eleven SDS hours elapsed. He will have to wait until another 114 hours of SDS time have elapsed until Agent A arrives. When A does arrive, he will meet Agent B just as he arrives at the rendezvous point. Let's say that A and B then discuss the situation for one hour, come to the conclusion their mission is accomplished, and return to Time Corps HQ. This futureward hop will eliminate Agent B's presence on the Parallel for the next 113 SDS hours. Furthermore, when Agents A and B meet, both their chronometers will show 125 SDS hours elapsed—the longer of the amounts of SDS time spent by a member of the mission. This situation is shown graphically in Diagram 3-4.

3 - 4



4. Wave and Ripple Effects



We were almost responsible for the greatest disaster in Time Corps history—one that probably would have wiped out the Time Corps. If it were not for the quick thinking of agent Marie D'Esquebar, it is very possible that none of you would be reading this report.

A mission team consisting of myself, D'Esquebar, and Philo Antonius was sent to counter a Demorean penetration of T-0 in 331 B.C. The obvious Demorean target was the Battle of Gaugamela on Oct. 1. In this battle, Alexander the Great was to defeat the Persians and their Emperor Darius. The immediate result of this victory would be the spread of Greek culture throughout the ancient world as far as India. The long-term results would be almost incalculable. A defeat for Alexander in this battle would certainly change all of Earth's history, right up to 7192.

We entered the Parallel on Sept. 20. This, we thought, would give us plenty of time to find the Demoreans and counter their plans. We assumed they would infiltrate Alexander's camp, attempt to Dominate the young general, and then give him tactical advice which would result in a Persian victory. We felt it unlikely the Demoreans would attempt to bring in anachronistic weapons for the Persians: that, we believed, would be too obvious.

For days we investigated quietly among the Greek troops, trying to find some evidence of Demorean presence. We could find nothing. Everything, absolutely everything, was going according to history. By Sept. 30, we were desperately afraid we may have guessed wrong; what if the Demoreans were among the Persians, not the Greeks?

We used a pastward hop to get back to Sept. 19, and risked use of the anomaly field generator to leave our futureward selves a message. We assured ourselves there were no Demoreans among the Greeks, and told ourselves to search among the Persians. We then vanished, of course.

We arrived to begin the mission and found our own message. We spent ten days searching desperately among the Persians for a Demorean presence. We couldn't find anything—not a single one of Darius' advisors showed signs of being a Demorean, and there was no sign of Demorean Domination of Darius.

Baffled, we decided we had no choice but to let the battle begin historically on the morning of Oct. 1. On balance, it still seemed likely the Demoreans would make some attempt against Alexander, so during the night we crept into the Greek camp in a desperate final bid to detect the Demoreans.

Nothing—nothing at all. The battle began right on schedule, and at first, everything seemed to be going well. The Persians' chariots were destroyed, just as the history books said. A Persian cavalry charge against Alexander's left flank did heavy damage, but the Greeks held. Alexander's seemingly invincible phalanxes began rolling toward the center of the Persian lines. According to history, at any time Darius would lose his nerve and flee the field of battle, causing his enormous army to panic

and rout.

Well, it didn't happen quite that way. Suddenly, there was the sound of a loud explosion somewhere in the distance, followed by an even louder explosion right in front of us. A 150mm artillery shell had just destroyed Alexander's lead phalanx, and more shells were coming in fast. Fortunately, we were close enough to Alexander that we could almost touch him. D'Esquebar, reacting brilliantly, did a Time Shift, galloped to Alexander's side, pulled him from his horse and fell on the ground on top of him just before the first shell hit. At least Alexander was still alive!

On the Persian side, a horde of newly arrived priests were running up and down their lines, telling the soldiers that the Persian gods were sending fire from the heavens to destroy their enemies, and that the earth itself was opening to devour them. It was as good a description of an artillery barrage as I'd heard; it certainly was accurate in terms of what was happening to the Greeks. The priests, of course, were Demoreans. Their ploy worked; the amazed Persian troops stood their ground.

It was all over in a matter of minutes. Only a few rounds of artillery were enough to destroy the precious Greek phalanxes. The Persians, fired to new heights of courage by what they took to be a visible demonstration of the favor of their gods, charged what remained of the Greeks. We were barely able to get Alexander away alive.

The situation was desperate, and we tried desperate action. Philo took the looper and tried going back a few days to warn us of what the Demoreans were going to do. We watched him leave on his scooter and waited a few minutes. Nothing happened. Apparently the looper had failed to operate properly.

Now we had only two agents, along with one Greek military genius snoozing off the effects of a stunner dart. Darius and his Persian hordes were about to be turned loose on the ancient world with vintage World War I artillery support. The whole history of the world had gone awry from this point futureward—or had it, yet?

"Do not despair yet, cherie," D'Esquebar said grimly. "The very fact we are still here, in 331 B.C., indicates that the futureward consequences of the Persian victory either did not include wiping out our being sent on this mission, or that the consequences have not yet reached the Corps in 7192. I think we must assume the latter. We may be dealing with a Significance Wave effect here, rather than an instantaneous change of the entire Parallel futureward from this point. Of course, even if the wave of change has not yet reached 7192, we have no way of knowing what the current status of the Corps may be. Agents, and others, may already be disappearing. The Corps may well be in chaos. Certainly, returning there now could be disastrous."

"Then what are we going to do?" I replied, a little awed by the quickness and depth of Marie's mind.

"We must go far futureward, and there build a sort of dam against this wave of change flowing forward along the Parallel. We must stop this wave, allowing the Law of Preservation to come into play to save the Corps. Let us go quickly. First we will hop futureward a ways to, say, 1300 A.D., to see if the wave of change has hit there yet."

Well, I'm a specialist in Earth Medieval History, so 1300 was just fine with me. We left Alexander asleep in a little ravine and hopped futureward to Paris, 1300.

Clearly, we were too late. All of the great Empire of Europe and Asia was mobilizing its forces to march against the Moslem secessionists in Africa. Zoroastrianism was the prevailing religion in this wealthy, decadent European culture. Scientific advancement, however, was impressive; the Empire's troops already carried firearms.

We decided to try farther futureward. Earth on Oct. 12, 2054 should have been on the verge of nuclear holocaust. When we got there, it was. That was a good sign; at least the change wave hadn't reached here yet. The world's leaders were meeting in Geneva for last minute peace talks; news reports indicated that the talks were making progress.

"We have arrived only a few hours ahead of the main wave of change, mon ami," D'Esquebar said. "I am a specialist in this time period, and I happen to know there were no peace talks prior to the war. We probably have only a few minutes to stop the wave if we are to do it here."

Things seemed to call for a foolish desperate gesture, so I made one. I hadn't been a pilot in the 23rd Century for nothing. Fortunately, we had set down in West Germany, not far from an air base. With our stunners and D'Esquebar's Disguise skill, getting on the base was easy. Stealing the plane was a little trickier, but I did it. It was no trouble at all to cause one of the nuclear weapons on board to malfunction, so it would be a dud, before I dropped it on Berlin.

Well, that was the end of the peace talks. The holocaust took place right on schedule the next day. The we made another futureward hop of about 1000 years, just to check their history books and make sure the wave had been stopped. Everything looked okay.

We came on home to Time Corps HQ. We weren't anybody's heroes. That wave had done plenty of damage from 331 B.C. up to 2054, and because we hadn't eliminated its cause, it was still there, a kind of "standing wave" in those years. Of course, fixing it was simple enough. The Corps just sent back an agent to Sept. 30, who met us as we were sneaking into the Greek camp. He told us what was going to happen and then returned to Time Corps HQ. It took us only a couple of hours to find the Demoreans building their gun emplacements and waiting for some renegades to arrive with the artillery pieces. We killed all the Demoreans and stayed around to capture three renegades and all the artillery. We waited until a couple of days after Alexander's victory at Gaugamela, until there was nobody around, to have Philo blow up the artillery pieces. Then we all went home, mission accomplished, in a sense.

Until now, you have dealt with all changes on a Parallel as if their effects were instantaneous. Further, you have never

considered the possiblity that changes on one Parallel could result in changes on other Parallels. In this chapter, we'll consider *waves,* delayed changes along a Parallel, and *ripples,* changes on a Parallel caused by changes on another Parallel.

Significance Waves

Significance Waves can be thought of as a series of historical changes which, instead of occuring all at once, gradually move futureward, while hours or even days pass at Time Corps HQ. Significance Waves arise when two tendencies in nature oppose one another: the natural tendency for change to affect an entire Parallel instantly, and the Law of Preservation—the tendency of a Parallel to resist and/or repair historical changes.

Simple, relatively insignificant changes in history do not cause Significance Waves. The effects of simple changes occur instantly at all points on the Parallel futureward of the change. These are the types of historical changes with which you have already dealt.

For example, let's suppose that during the course of a mission in 1300, an agent inadvertently causes the death of a peasant. *Instantly*, all points on the Parallel futureward of that peasant's death will change; the effects of that death, whatever they might be and whenever they might occur, take place immediately. If our rather sloppy agent were to hop futureward about two days, he could observe the peasant's funeral. If he hopped futureward another ten years or so, he could see how the peasant's family was doing without their chief provider. Finally, if the agent hopped futureward about a century or so, he could begin to see the long-term effects that were caused by the untimely death.

In some cases, however, the tendency of timelines to repair themselves and resist change may oppose this natural process of instant change. When this happens, changes move like a wave down the Parallel.

For example, let's suppose our bumbling agent accidentally shot and killed Queen Elizabeth I of England, one of the more significant people in the history of the T-0 Parallel. Furthermore, let's suppose that Elizabeth's death resulted in a Significance Wave rather than instantaneous change along the Parallel. If our agent were to make an immediate futureward hop of, say one or two thousand years, he might arrive in those times *before* the changes caused by Elizabeth's death had caught up to those points on the Parallel—in a sense, having "outrun" the wave. Under these circumstances the agent would find everything just as it should be, historically. If he waited for the Significance Wave to *arrive*, he would probably witness a few hours or even days of radical, chaotic changes to history, as the effects of Elizabeth's death worked themselves out in this point on the Parallel.

For Time Corps agents, the most important thing about Significance Waves is this: *it is sometimes possible to time hop futureward, outrunning a Significance Wave, and do*

something to stop its effects. In this way, the effects of some major changes can be prevented from reaching 7154 or points futureward and wiping out the Time Corps.

How Waves Start

Changes in events which have a Significance Rating of 250 or less never result in a Significance Wave. All such changes have the more familiar, instantaneous effects futureward along the Parallel.

Changes in events with a Significance Rating greater than 250 *may* cause a Significance Wave rather than instant change. The chance of this happening is equal to the Significance Rating of the event changed (or the person who dies) divided by 10. For example, the evacuation of British troops from Dunkirk during World War II has a Significance Rating of 300. Assume something prevents the evacuation. There is a 30% chance (300÷10=30) this change will start a Significance Wave instead of instantly changing the entire futureward portion of the Parallel.

How Long Waves Last

A Significance Wave may not have that drastic a futureward effect on the Parallel. It is possible that the Law of Preservation will eventually compensate for the wave's effects. *The number of years affected drastically by a Significance Wave is equal to the Significance Rating of the changed event (or dying person) that caused the wave multiplied by 10.* There are signs of changes beyond this limit, as we shall discuss later under "Detecting Significance Waves."

For example, a wave caused by preventing the evacuation of Dunkirk (SR 300) would affect the next 3000 years of history on the Parallel (300 x 10 = 3000). Three thousand years futureward of the event, history will return to "normal."

The Speed of Significance Waves

Significance Waves roll forward on a Parallel with great speed; still, they are often just slow enough that a time hopping agent can outrun them.

The speed per SDS day with which a Significance Wave moves futureward is equal to the number of years the wave will last divided by a random number from 1 to 10.

To continue with our Dunkirk example, the Significance Wave caused by preventing the evacuation of Dunkirk would move forward on the Parallel with a speed of anywhere from 300 to 3000 years per SDS day.

Detecting Significance Waves

The limited effects of Significance Waves, and the very fact that they are moving, make them fairly easy to detect, both for Time Corps HQ and for agents in the field. Time Corps HQ can detect a wave in the same two ways it detects any other change: by means of Paranormal Memory reports or by a report from the Sentinel.

The imminent arrival of a Significance Wave into a time period frequently seems to set off a rapid series of seemingly chaotic events. It is as if the wave itself sent out small "shock waves" a few days futureward of itself in order to announce its coming. These "shock waves" signal that the Parallel is about to change from the way things are historically to the way they will be after the Significance Wave passes through. These chaotic events can be witnessed only by someone present in the Parallel at a point just futureward of the lead edge of the wave.

For example, suppose a Significance Wave effect were to reverse the results of the 1984 American presidential election, and that the wave itself would continue into the 1990's. People living in, say, June of 1985 while the wave was approaching might find some strange things happening: the sudden, unexpected resignations of President Reagan and Vice-President Bush; an emergency session of the Congress called to amend the Constitution, state legislatures convening in emergency session to ratify the amendment, election of Walter Mondale to the Presidency by the Congress, and so forth. Of course, a witness in this chaotic time will not remember these bizarre events once the wave has reversed the election results; instead, he or she will remember Walter Mondale's victory in November 1984 (that is, unless Paranormal Memory indicates otherwise).

Temporal Disaster Waves

Significance Waves are actually a kind of blessing in disguise for the Time Corps. Of course, it would be better if history never changed. But, if the enemy must succeed in making an occasional historical change, it is far better for that change to result in a Significance Wave than for it to cause instant change futureward along the Parallel. At least the Corps has a chance to detect and respond to an oncoming Significance Wave; and furthermore, many of these waves are weak enough that their drastic effects do not reach 7154, the year the Corps was founded, or later.

On the other hand, there is always the danger that a simple Significance Wave can become a Temporal Disaster Wave, (abbreviated "TDW").

A *Temporal Disaster Wave* is a Significance Wave run amuck; instead of growing weaker and finally ending, it grows in size and force, becoming stronger and stronger, until it crashes and breaks against the ultimate temporal wall, the Time Barrier. A TDW is to a normal Significance Wave what a tidal wave is to the normal gentle breakers on a quiet beach.

The percent chance that a given Significance Wave will become a TDW is the equal to 1% (one hundredth) of the Significance Rating of the event or person whose change or death caused the wave. For example, a change in an event that has an Significance Rating of 1000 would have a 100% chance of causing a Significance Wave, but only a

10% chance of causing a TDW.

TDWs are particularly dangerous because they do not end until they reach the Time Barrier itself. TDWs move futureward at the same rate as a normal Significance Wave.

Finally, a TDW on any Parallel *always* causes a Ripple Effect on 1-10 other Parallels, plus any related Parallels whose points of relationship are affected by the TDW. The effect of the TDW upon other Parallels makes it the Time Corps' second most feared phenomenon. (The most feared is the Time Storm, discussed later.)

Stopping Waves

Timely, intelligent action by well trained field agents can stop both Significance Waves and TDWs before the effects reach the Time Corps. There are two ways to stop a Significance Wave or TDW: of course, the preferred method is to prevent the historical change that caused the wave in the first place. In the case of a wave that will reach the Time Corps, this must be done *before* the wave hits the Corps, using SDS time measurement.

The second way to stop a Significance Wave or TDW is very much like building a dam or hurricane wall in front of an onrushing wave of water. Stopping a flood of water requires a dam of stone or sand bags; stopping a flood of time requires a dam of events.

To stop a wave, agents can position themselves futureward of the wave, then *prevent the major change the wave will cause at the point on the Parallel where the agents are located.* Preventing this change is the key to stopping a wave from its futureward side. This requires that agents in the field to do three things, and do them quickly:

1. Determine a time position they can get to futureward of the wave.
2. Predict the major change the wave will cause at that point.
3. Prevent that change.

Agents already know how to calculate the length and speed of a wave. These facts can help them determine where on the Parallel to try to stop the wave. If Significance Sensing is not available to aid in these calcualtions, agents must use their own best judgment.

Predicting the major change the wave will cause is enormously tricky. Four things, however, can help agents do this:

1. Knowledge of the time period in which they will attempt to stop the wave. The major change that a wave will cause is almost always Significant; the wave usually changes the most Significant event in the time period. That event is the one to go for when in doubt.

2. The rapid, chaotic series of events that precedes the arrival of the wave. Agents can sometimes detect a pattern to these rapid events, which will indicate the direction in which history is about to change.

The previous example of a wave changing the results of the 1984 American Presidential Elections can be used here. If an agent suddenly observed President Reagan preparing to resign and the Congress convening in emergency session, that agent should immediately do all in his power to keep Reagan in office.

3. The Paranormal Talent Predict Change. This newly developed PT is, of course, the preferred way to predict the change which should be prevented. Agents unfamiliar with Predict Change will find it described fully elsewhere in this book.

4. Historical Analysis Skill. While not as easy to use as the PT Predict Change, this skill can be invaluable in predicting the effect a wave will have on a given time period.

Effects of Stopping a Wave

When a wave is stopped from its pastward side, that is, prevented from being started, then nothing happens at all; the wave never occurs.

When a wave is stopped from its futureward side by preventing the change the wave would cause, the wave "flattens out" and recedes back over the entire distance it has already covered on the Parallel. In effect, all changes caused by the wave are eliminated. For all practical purposes, this process is instantaneous.

Agents should carefully note, however, the phenomenon of the "standing wave." A wave caused by Demorean activity can always start all over again *if the original Demorean activity remains unchanged.* For example, suppose the Demoreans start a Significance Wave in the year 450. Time Corps agents hop to 1950 and stop the wave from its futureward side. The Demorean activity in 450 which started the wave remains unchanged, so the wave will start all over again, roaring futureward to 1950, where it is stopped, and so on forever until someone deals with the original Demorean activity. There will be, in effect, a "standing wave" from 450 to 1950.

Standard Procedures for Dealing with Waves

The following steps are standard procedure that all agents should use when they have determined that a wave has begun:

1. Determine the force, speed and type of the wave. Of course, this is not always possible. Agents with the PT Significance Sensing should be quite valuable in making this determination. If Significance Sensing is not available, agents must make a personal judgment of the situation. However, in all cases in which there is serious doubt about the nature or length of the wave, *agents are to assume the wave poses a threat to the Time Corps.*

2. If the wave poses a threat to the Time Corps, take immediate action to stop the wave, aborting your current mission if necessary. Naturally, any threat to the existence of the Corps takes priority over all other considerations.

3. Never assume the Corps has the situation under control. Like any other historical change, a wave can cause havoc at Time Corps HQ. Some effects of the wave can reach the Time Corps before the wave itself (such as the non-existence of key agents who, because of changes caused by the wave, were never born or at least never recruited). Furthermore, it is possible, (although unlikely) that the Time Corps will not detect a Significance Wave in time to respond successfully.

Ripple Effects

Ripple effects—ripples, for short—are changes on a Parallel caused by changes on another Parallel. The Corps has learned that historical changes can sometimes cause a Parallel to "vibrate," so to speak—spreading the shock of its own changes to other Parallels. This effect is most pronounced between directly related Parallels, but also occurs at random, rippling changes to unpredictable locations throughout the Continuum.

Directly Related Parallels

Some Parallels are said to be *directly related* to other Parallels. Two Parallels are directly related if the existence of one is caused by or dependent upon the existence of certain events on the other. For example, there are many M Parallels on which historical reality consists entirely of fiction written on Parallel T-0. Examples of this specific type of M Parallel are the Homeric Parallel, M-6, where the poetry of Homer is the basis of reality, and M-1, where many of T-0 Earth's favorite historical fictions (such as *The Three Musketeers, The Last of the Mohicans, Ivanhoe*) are in fact reality.

How Ripples Start

Ripples can start in four ways:

1. Mission failure or inadvertent changes caused by a mission. Failure of any mission has a standard 17% chance of causing ripple effects on 1 to 10 other random Parallels, *but always including T-0.* Agents who successfully complete a mission, but who nonetheless cause inadvertent changes to history on the mission Parallel, may also cause ripple effects on other Parallels. *The percent chance that a ripple effect occurs is equal to the total of the Significance ratings of all agent mistakes on the mission divided by 60, or 05%, whichever is greater.* These ripple effects hit 1 to 10 random Parallels, but always include T-0.

2. Mission failure or inadvertent changes on a directly related Parallel. Historical changes on any Parallel automatically cause ripple effect changes on all directly related Parallels, *provided the historical change involved affects the relationship of the Parallels.* For example, changes on Parallel T-0 futureward of the writing of Homer's poems would not affect Parallel M-6; only those changes which affect the writing of Homer's poetry would affect M-6. Conversely, changes on M-6 would automatically affect the writing of Homer's poetry on T-0. These automatic ripple effects are *in addition to* ripple effects as determined under point 1 above.

3. Temporal Disaster Waves. First of all, TDWs always cause automatic ripple effects on 1 to 10 other Parallels at random. They also cause ripple effects upon any directly related Parallel influenced by the particular changes upon the original Parallel. For example, a TDW on T-0 beginning in 900 B.C. and continuing (until stopped by agent action) futureward to 1750 A.D. would affect 1 to 10 other Parallels, *plus* all M Parallels where the fictional works produced on T-0 from 900 B.C. to 1750 A.D. are reality. It would not, of course, affect M Parallels containing fictional works of 1000 B.C. or 1800 A.D.

4. Changes caused by Demorean or renegade activity. These have the same chance to cause ripple effects as a failed mission.

Ripple Effect Strength

When a ripple effect hits a Parallel, it does so with a strength equal to the Significance Rating of the changed event which caused the ripple. If the event were the death of a Significant person, the strength is equal to the Significance Rating of the deceased. For example, if a change in an event on Parallel R-7 with a Significance Rating of 400 were to cause a ripple, every Parallel hit by that ripple would suffer a change in an event with an SR of 400.

Ripples can cause Significance Waves or even TDWs on Parallels they hit.

Predicting and Identifying Ripple Effects

Ripple effects are particularly annoying to the Corps. Except in the case of automatic ripple effects between directly related Parallels, the exact nature of ripple effects is difficult to predict. We cannot know in advance, in most cases, how many or which Parallels will be affected, and we cannot predict accurately *how* those Parallels will be affected—which events will be changed.

We do know that ripple effects tend to take place at a point on the Parallel relatively similar to that of the change that started it on the original Parallel: for example, a ripple arising from a change in the 13th century on T-0 tends to cause changes in the 13th Century of those Parallels it hits. Of course, not all Parallels have a 13th Century; in such cases, the ripple could affect any time period on the Parallel.

Ripple effects also tend to resemble the type of change that took place upon the original Parallel. For example, if the original change which caused the ripple was a political upheaval, or a change in the outcome of a battle, or an economic depression, then the changes on affected Parallels will also usually be in the form of political upheavals, or a change in the outcome of a battle or an economic depression.

Aside from these general guidelines, one cannot predict the effects of ripples except by use of the PT *Predict Change*. This PT, however, can only predict changes on the Parallel that the user currently occupies. It tells us nothing about *which* Parallels the ripple effect will hit.

Our only hope for determining which Parallels will be hit by a ripple is to have an agent present on a Parallel effected by the ripple or on the Parallel where the ripple is created. If that agent can then successfully use the PT *Ripple Tracking,* we can obtain an exact determination of which Parallels will be hit, and sometimes even the precise time periods that will be affected. Usually, however, this PT must be used in reserve—to trace down the Parallel where the ripple began.

If predicting ripple effects is difficult, identifying them when they occur is almost impossible. The first changes caused by ripple effects simply *happen,* without apparent warning. This can be incredibly disorienting to Time Corps agents in the field: there is no way for them to know if a change they are witnessing is the result of nearby enemy activity, or a ripple from some Parallel and place almost infinitely distant.

Eliminating Ripple Effects

Ripple effects can be eliminated in one of two ways: the easy way or the hard way. The easy way is to track the ripple to the Parallel on which it began, then prevent that change which caused the ripple in the first place. Sometimes, however, this is not possible. In such cases, we have to do it the hard way: preventing each change on each Parallel one at a time.

There is a long-standing, time-honored tradition at Time Corps HQ: agents clean up their own messes. If your activities cause a ripple, it's expected that you will take the time, effort, and risk involved in cleaning up those ripple effects. Of course, if your mission failed, and another team is then sent on the same mission, you can wait in hopes that they succeed and prevent the ripple you started. But in all other cases, the rule is: pick up your own garbage.

Time Storms

The phenomenon most dreaded and feared by all Time Corps agents, Time Corps scientists, and other sane beings everywhere is, of course, the Time Storm. So far, to our knowledge, a Time Storm has never occurred. In that repsect, this discussion is theoretical. But the theory seems grounded in hard facts, and therefore we must consider the

Time Storm a very real (although remote) possibility.

A *Time Storm* is a series of completely random, unpredictable changes that could affect any number of Parallels, even intermixing people, things, and events among the Parallels. To get some idea of what a Time Storm would be like, imagine a box of dry spaghetti. Take the dry strands of spaghetti out of the box and lay them out, one next to the other, on the surface of a table. You have a rough model of the Continuum now: each strand of spaghetti is like a Parallel. Now, imagine that you've cooked all those strands of spaghetti and dumped them in a heap on a plate. That's roughly what the Continuum would look like after a Time Storm. And, just to make matters interesting, it is possible (at least in theory) that a Time Storm would never end; the tangling and mixing of people, things, and events from all Parallels could go on forever.

Could it happen? In theory, yes. Time Corps scientists have identified two distinct ways that a Time Storm could begin:

1. A Time Storm could arise naturally from a combination of wave and ripple effects. Suppose that a change on some Parallel causes a ripple effect that hits, say, 10 other Parallels. On each of those Parallels, the ripple effect causes a TDW, which automatically causes 10 more ripples. Now imagine that this process continues, until there are an infinite number of ripples running through the Continuum. Finally, imagine that all of these ripples simultaneously collide, all of them hitting the same Parallel at once. In theory, the Parallel so affected by so many ripples could "burst," spewing people, items and events all over the Continuum with such force that other Parallels in turn would burst, and so on. The end result would be a Time Storm, a total randomizing of events on all Parallels, and the destruction and rebuilding of Parallels on a continual basis. Because there are an infinite number of Parallels to start with, this proces would never end; the Time Storm would last forever.

2. A Time Storm could be created artificially by the deliberate, uncontrolled operation of an immensely powerful time travel drive. When agents time travel in their chronoscooters, which actually happens is this: the scooter's drive punches an insignificantly tiny hole in the Parallel, allowing the scooter and its contents to escape. Internal guidance mechanisms guide the scooter while it is "outside time" to the desired location on the target Parallel. The drive then punches another tiny hole to allow the scooter to enter the Parallel at that point.

In theory, it is possible to build a "super drive" which would not punch a tiny, insignificant hole in the Parallel, but rather blast a gap about five years long. The effect would be rather like that achieved by blowing up a high pressure water pipe. The force of the outrushing temporal energy would undoubtedly smash similar gaps in other Parallels. The result: a never-ending Time Storm.

Our scientists tell us that the Corps currently possesses the technology to create such a drive. Of course, it would be enormous, occupying the better part of a planet the size of Earth, and initially powering the drive would probably require sucking all the energy out of several stars. Still, it could be done.

And therein lies part of the reason for the Corps' continual vigilance. Of course, no sane being would ever voluntarily start a Time Storm. But Demoreans, by our standards, are hardly sane. Should they ever master our time travel technology, (and the day they will grows ever closer, thanks to renegade activity) the danger to the entire Continuum would be immeasurable.

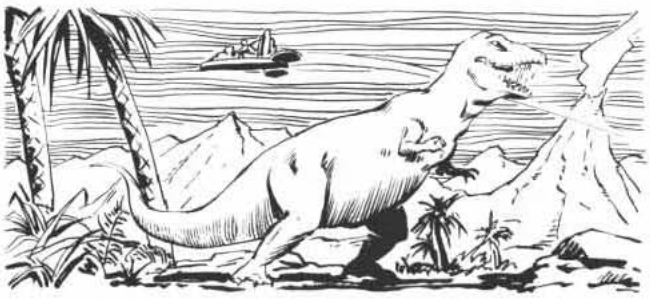
Time Storm Contingency Plan

The Time Corps does have a standing contingency plan, to be put into effect immediately should a Time Storm ever arise. Frankly, it's not much of a plan, but it is our only hope. In the event of a Time Storm, the following situations will take place immediately:

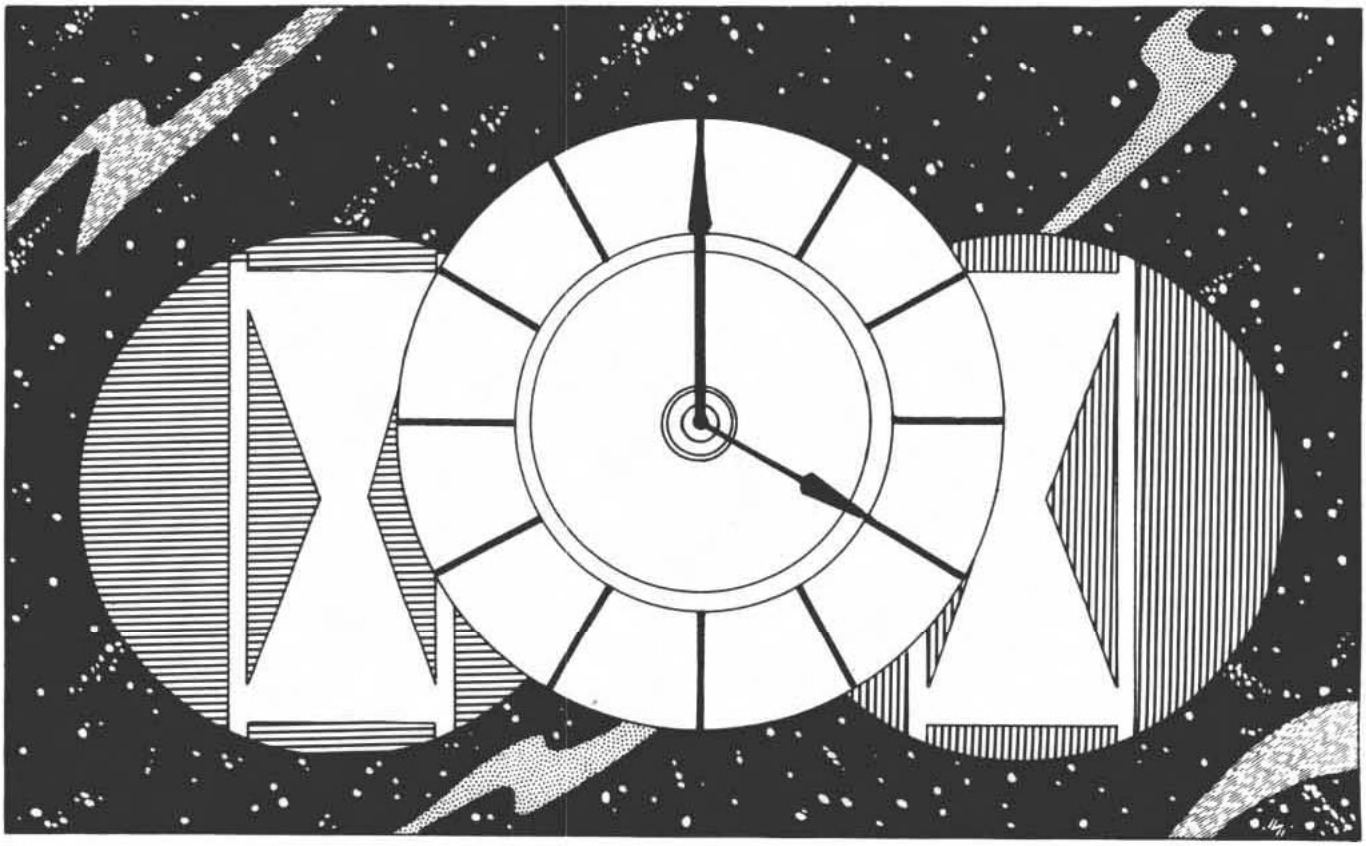
1. Messengers will be sent immediately to all event guards with a Time Storm alert. These event guards are thereby exempted from all Time Corps regulations save one: they are to preserve the event they are guarding at any cost.

2. All other available Time Corps agents will be sent immediately to a point pastward of the Time Storm's origin on its Parallel of origin, if known. If the date of origin of the Time Storm is not known, agents will be randomly scattered over the Parallel of the Storm's origin. If the Parallel of origin is not known, agents will be scattered randomly through the Continuum. In any case, all agents are exempted from all regulations save one: they are to find the point of origin of the Time Storm and prevent its occurrence.

3. Under no circumstances should any agent attempt to return to Time Corps HQ before the Time Storm has ended. It is believed that the farther futureward an agent is, the greater the danger he or she will be killed (or otherwise eliminated) by the effects of the Storm.



5. Timetricks



This chapter is a summary of useful time hopping tricks devised and used by agents in the field. Each chapter entry summarizes the nature of the trick, then provides an excerpt from a mission report illustrating how to use it. The Corps recommends that all agents study this chapter thoroughly: the tactics presented here could save your lives and your missions. Furthermore, it's good to be able to recognize these tricks as they begin to take shape: they could also be used against you by renegades.

Simple Time Hopping Tricks

Time hopping by itself, even without a looper or an anomaly field generator, gives the Time Corps agent a wide range of tactical options. As these field-tested tricks show, even simple hops can sometimes disrupt enemy plans, especially when the enemy expects some complicated and elaborate tactic from the agent.

1. Renegade Surprise

Demoreans often use renegade mercenaries as a strike force to ambush or harass a Time Corps mission. Drawing out these renegades early on can provide pastward security for your mission team. The simplest way to do this involves nothing more than misdirecting Demorean or renegade attentions, then hopping pastward to ambush your renegade ambushers.

The Demoreans were mounting a major operation against Wellington's victory in the Battle of Waterloo on T-0, Sunday, June 18, 1815. We were sent in to stop them.

We made our initial hop to Friday, June 16. On that date, the French should historically be fighting the Prussians at a little village named Ligny, and should be winning big. We went in disguised as infantry of the French 95th of the Line.

At first, everything looked normal. Then I spotted him: the commander of my infantry company. He wasn't anyone you'd normally pay attention to—just a minor officer. But his "perfect" face was a giveaway to me.

I realized right away what the Demorean plan must be. They must have taken over heaven knows how many French lieutenants and NCO's, the real key to any battle situation. Never mind the big decisions by the generals. The Demoreans would have the French win this one where it counted, at the NCO, man-to-man level. Almost certainly, they would have also taken over several British NCO's as well. I could see it now: the sudden unexpected rout of veteran British troops, caused when their sergeants and immediate superiors turned tail and ran.

It was a cunning scheme on their part. Certainly it required that the Demoreans penetrate the Parallel in droves. They probably had sentinels posted everywhere, looking for Time Corps, waiting to call in a pastward renegade ambush. We could take advantage of that fact.

I waited until I knew the Demorean officer could see me. Then I let it drop onto the ground—the bogus journal

I'd written up scarcely an hour ago with entries I hoped the Demorean would find interesting: "Sure hope the Demoreans don't find our original penetration date. But how could they ever guess we came in at 4 p.m. last Monday? Besides, they'll never find that woods south of Charleroi."

I waited a few seconds and then checked out my company commander. He picked up the booklet, read briefly, then stared off into space, as sure a sign as any of a Demorean using telepathy. Their renegade mercs would be heading back to pick us off any time now.

I waited until he wandered off, then told the rest of the team what was up. In the midst of the battle we had no trouble getting away and calling our scooters. It was a simple matter, then. I figured the renegades would show up about an hour before our phony "arrival" to set up their ambush. We hopped to 1 p.m. Monday, June 12, in the woods south of Charleroi, hid the scooters, and took up positions on the fringe of the woods.

Sure enough, our renegades showed up right on schedule at 3 p.m. We hit them as soon as they were off their time travel machines—didn't want any last minute escapes. We bagged all three of them, plus two anachronistic Lewis machine guns. Now we had not only pastward security, but a good idea of the type of anachronism the Demoreans would attempt to introduce into the battle....

2. Hey! Remember Me?

Gaining the cooperation of powerful persons is difficult at any time. Still, however, it can be done: Here's an agent who used a pastward hop to good effect in order to gain that cooperation.

We reached a point in our mission where it was absolutely necessary for us to meet personally with the Holy Roman Emperor, Frederick I, "Barbarossa." Disguised as traveling merchants, we applied for an audience repeatedly, but to no avail. The Emperor was much too busy, we were told, to see us. The person who told us this was not some fancy court figure we could bully around; he was about 250 pounds of surly armored illiteracy, and he didn't much like us. That's not good at any time, but it seemed even worse there in the year 1167 on T-0.

It took a little doing, but we finally came up with a plan. We hopped pastward to when the Emperor would be only a young count, about 10 years old—young enough to be frightened easily, but old enough to be regal and gracious. It didn't take long for us to get some horses, find the young count's residence, and locate his favorite horse in the stables.

We waited around until we were certain young Count Frederick would be going riding and pulled the simplest trick of all: we slipped a burr under the horse's saddle. Then we waited around on the grounds with the rest of the peasants and underlings.

Sure enough, that horse reared and bolted as soon as Frederick was in the saddle. It was just what we were waiting for. We were off in a shot to "rescue" the count, which wasn't terribly difficult: three members of our mission team were equestrian masters.

Well, the little count was grateful, just like we'd figured

he'd be. "You have saved our life," he said, "a service for which we are most gratetul. You may present yourselves and ask a reasonable reward of our bounty." Precocious brat, wasn't he?

"I am called Sigmund, my lord, a humble merchant from Swabia, and these are servants in my employ. I seek no monetary reward for doing my duty to Your Grace. However, there is a boon I would ask," I said. I was laying it on pretty thick, but then, I was enjoying this charade.

"And what boon might that be, merchant?" Frederick replied.

"Your Grace, there may come a day, for who can know the future, when I will be in great need of the attention of Your Grace. I pray you, grant me your promise that at one time of my choosing, Your Grace will consent to give me audience before him."

"A simple enough request, merchant," Frederick says. "You have our promise. And, take this ring. Present it when you request your audience, and we will remember our promise made this day."

"I most humbly thank Your Grace," I said, glomming onto that ring. "And now, Your Grace surely has important affairs. With your kind permission, we will leave Your Grace."

Leave we did. We hit those scooters and went right back to 1167 when our grateful liitle count had become Holy Roman Emperor. I found that mace-wielding lout who kept denying us permission to see Frederick, put the ring in his hand, and told him he'd better show that to the Emperor right away, along with my request for an audience, or he'd be up to his ears in boiling oil. Of course, Frederick remembered the ring and his promise, and saw us right away. He was a little startled at how well we carried our age, but other than that everything went smoothly....

3. See You In A Minute

An agent's chronoscooter can be his best friend, especially if ambushing renegades are foolish enough to open fire while he is still near it or even on it. A quick futureward hop, or a complex hop, can sow confusion among the enemy.

The renegades hit us the instant we materialized. One second we were looking at the familiar sights at Time Corps HQ; the next, we were sitting in a copse, listening to machine gun bullets bounce off our scooters.

Fortunately, we had planned among ourselves exactly what to do in case of an ambush, and we all reacted immediately to put the plan into effect. In a few seconds, the renegades saw us vanish into thin air as we time hopped away.

Naturally, they expected us to make a pastward hop to ambush them before they could ambush us. They gathered up their heavy weapons and headed toward their time travel machines, hidden only a short distance away.

They sure were surprised when we popped in all around them while they were walking to their machines. We were the last thing any of them saw. Under the circumstances, we felt it was...inadvisable to attempt taking them prisoner.

Our little trick worked because they, being time travelers themselves, shared the typical time traveler paranoia about being attacked pastward. A hope three minutes futureward was the last thing they expected from us.

4. I've Been Here All The Time

Some agents have found that keeping their chronoscooters in an unlikely location can have great benefits, especially when they are being watched or spied upon.

I was working alone against a multiple Demorean penetration of Parallel T-3 in Renaissance Italy, 1450 A.D. The Demoreans had come in at several points along the timeline, and every indication was that the penetrations were massive. I made a crucial strategic decision: I'd make a series of pastward hops rather than starting with the most pastward penetration and working forward. In this way, I wouldn't create any futureward effects that could tip off the Demoreans as to where and when I was. For added insurance, I decided to try an elaborate trick.

I hopped to the most pastward of the Demorean penetrations. It didn't take me long to find a Demorean; one was posing as a Florentine noble. It took some time and bribery, but I finally managed to get a set of keys to that noble's dungeon. Then I put my plan in operation.

I hopped forward just a few minutes, causing my chronoscooter to materialize right inside the main dungeon cell. Then it was just a matter of having the scooter vanish, letting myself out of the cell, ditching the keys, and getting myself arrested.

Of course, I made sure that our noble Demorean friend got plenty of clues indicating I was a Time Corps agent. I rightly guessed that he wouldn't have me killed right away: I was too valuable as a possible source of information.

It didn't take old four-arms long to make the connections I wanted him to. As expected, he put me to the torture to find out more about the Corps' operations in the area. That was fine with me; I have an Ignore Pain PT. I pretended to suffer horribly and break quickly, giving him the identity of several Time Corps agents operating in or around Florence. Of course, all this was phony information, designed to keep him, his Demorean friends, and any renegades in their pay busy chasing red herrings while I was eliminating their futureward associates.

Once the Demorean noble was convinced he had learned all he could from me, at least for a while, I was stuck in the main dungeon cell. When I was sure he wouldn't be checking on me for a while, I recalled my scooter, hopped to the most futureward penetration, and began the mission in earnest, wiping out Demoreans and renegades all over central Italy. Every once in a while I'd hop pastward back to my dungeon cell, arriving just a second or so

futureward of my last presence there. The guards, of course, never noticed a thing.

Finally, I had everything wrapped up except for dealing with my increasingly perplexed Demorean "captor." He looked a little startled when I burst into his private quarters with murderous intent in my eyes.

"Before you die, four arms, it might interest you to know I'm the only Time Corps agent involved in this mission."

"How? How did you get out? How did you track us all down? You were in my own dungeon! You were there all the time!" the enraged Demorean screamed at me.

"Yeah," I said, as my sword point entered his throat. "I was there all the time."

Mission Report, 71776
John Watkins, Time Guard/7

Tricks with the Anomaly Field Generator

Despite Time Cops warnings on the dangers of using the anomaly field generator, some of our more creative agents seem addicted to finding clever employments for this device. Here are the some of the best.

1. Thanks, I Needed That

Clever agents quickly realized that the anomaly field generator acts as a sort of looper for items: the field prevents the item from merging with itself if that item already exists just pastward of the time it is entering. This fact can have some interesting consequences.

Things were pretty grim. I was in World War II, somewhere in Belgium during the Battle of the Bulge. The Germans were bad enough, but the place was swarming with Demoreans as well, and they had knocked out the whole mission team except yours truly. I was wounded, being chased through a snowy woods by a band of Demorean Nazis. I had lost all my weapons, and only the fact that my scooter was nearby gave me any hope at all for survival.

Well, I was just ready to recall my scooter when this one Demorean got a little careless and didn't see me, hiding belly down in the snow behind a log. I jumped the little creep, knocked his brains out and stole his hand grenades and rifle.

Then I had an inspired idea. I stuffed those grenades into a bag and slapped them into the anomaly field generator. I kicked the field on, grabbed my scooter, and, taking the grenades with me, hopped pastward a couple of days to where I figured the Demoreans had been then.

I came in right on target. I was on a little knoll, overlooking a road, and marching along down below was the little Nazi Demorean battaliion. In fact, I could even see the little creep I had taken the grenades from futureward. It was fun picking them off, chucking those grenades two at a time on their little column.

The anomaly field generator worked perfectly on this occasion. Not only did it prevent the grenades from looping with themselves— that is, with the one my Demorean was carrying on himself—it also allowed me to keep using them when they were blown up along with him. Neat gadget.

2. Hey, Get Rid of This, Will You?

The anomaly field generator can be useful for getting rid of unwanted items, especially when you don't want to do it yourself—at least, not with your *current* self. If you have the item with you, you can send it to yourself futureward, with instructions on what to do when you find it.

The Demoreans were getting clever. We were on a mission in early Roman times on T-4. The Demoreans had penetrated a relatively quiet segment of the timeline and we had to find out why. We came in disguised as farmers—nothing special— and were doing a little trading in the market. After a couple of days of this, we had learned absolutely nothing, so we decided to hop pastward about two weeks and see if anything was going on then.

Well, there wasn't much happening then, either. We were puzzled. What on earth could the Demoreans be planning? Why were there no signs at all of their activity?

We were sitting around in a little tavernlike place, trying to figure all this out, and I was about to flip the landlord a gold coin when I spotted it: the coin had a tiny slit or crack around its rim. We went outside and opened the thing up: it was a tiny radio transmitter, the kind of thing they called a "homing device" back in the 20th Century.

Two things became pretty obvious to us then. The Demoreans had only one goal in this penetration: to test this homing equipment on us. If it worked, it would be like "belling the cat"; some Demorean with a receiver would always know where we were, and could telepathically communicate that information to every Demorean in the same point on the Parallel with us. They had disguised the device as a common coin and slipped it to us. If we spent it, no big deal: the Demoreans could afford to make hundreds of these gadgets.

Anyway, the coin was a sign that there had to be a Demorean with a receiver around here somewhere. It also meant that the Demoreans knew exactly where we were.

It took only a little thought for us to realize we must have picked up this coin at the market place a couple of days futureward. It would be better to have it destroyed then, before we made this pastward hop. That way, the Demoreans around us now wouldn't be aware of our presence here.

It was simple enough. I hopped futureward to within 24 hours of our first arrival on the Parallel. I put the homing device in the anomaly field generator, along with a message telling us to destroy this thing as soon as we found it.

The field functioned perfectly; as soon as I touched it off, I vanished back to before my futureward hop. Now my normal memory told me I had noticed that coin as soon as it was passed in the marketplace, and quickly destroyed it. I even remembered the merchant who gave it to me. Now we had the advantage. We knew who at least one Demorean was, and they had lost track of us.

3. Turning the Tables

Of course, the original purpose of the anomaly field generator was to let agents communicate with themselves across time, in situations where such communication normally causes a paradox. That's still a good use for the device. When they couple a timely warning with a little time hopping strategy, agents can win big victories against the enemy with relative ease.

We had just about blown it without even knowing it. By the time we figured that out, it was almost too late. Anyway, here we were, being chased around the countryside of 16th Century France by a witch-hunting posse well armed with arquebuses, torches, and kindling. No need to look for the fire: seemed like it was going to find us.

Fortunately, we were able to get to our scooters before the witch burners caught up with us. We hopped to about 12 hours pastward of our original entry into the Parallel to gain a little time and think about what had gone wrong.

It didn't take long to see where we'd made our mistake. We'd entered the village asking a lot of questions about exact times and dates, trying to do a little historical research, not expecting there to be Demoreans present yet. Big mistake. There were Demoreans there, and from the types of questions we were asking they figured out we were Time Corps agents right away.

After that, it was simple for them. One of them accused us of witchcraft. We were hauled before a magistrate, also a Demorean, and before we knew it, they had demonstrated the use of our stunners, calling them "instruments of the Devil" and such like. We were sentenced to be burned.

Well, we'd gotten out of that one by the skin of our teeth, with the villagers, some soldiers, and the Demoreans hot on our tails. Now it was time to think of something brilliant: we had to get the Demoreans out of that village, or the rest of our mission had no chance of success.

After a while we hit upon a plan that seemed to have the right touch of poetic justice to it. We used the anomaly field generator to send a message to ourselves at the point we had first arrived to begin the mission, explaining the entire situation, and our plan.

We received the message as soon as we arrived to begin the mission. The plan looked beautiful. Of course, the Demoreans, knowing we had escaped them, would be expecting us to take some action pastward against them. Immediately upon receiving the message, we hopped to a point several days futureward of our escape from the

witch hunters. Of course, this erased our prior presence on the Parallel, so the Demoreans would now be operating either in ignorance, or on the basis of Paranormal Memory. They certainly wouldn't be expecting us to show up when we did.

We hit the village like gangbusters, disguised as witch-hunting inquisitors from Paris, armed with all kinds of faked special documents we'd forged. We fingered the Demoreans as witches after planting our stunners in their quarters. The trials went very smoothly, and while we'll never know if they died in the flames or popped back home to be assimilated, we were happy in the knowledge that we had not only destroyed the Demoreans, but done so in a particularly appropriate way.

Tricks with the Looper

Like the anomaly field generator, the looper has attracted the attention of several creative agents who seem addicted to high-risk operations. Although the Corps must recommend against its use in most circumstances, the looper can provide the clever, lucky agent with a repertoire of tactical moves that will baffle most foes.

1. I Never Did That

The looper can enable an agent to rescue himself from a sticky situation and give himself an anomalous communication that wipes out the very use of the looper! However, as this agent learned, you can't violate regulations with impunity, even if you wipe out the actions.

I've always hated missions in medieval time. Seems like I always end up on the rack, or being burned with hot irons, or experiencing some of the other pleasantries of the European medieval justice system. This mission was no exception.

Of course, I blundered and gave myself away to the Demoreans. Of course they captured me, took all my equipment, and tortured me. They had a couple of goons helping them with the equipment, natives to the time period. These creeps really enjoyed making me scream in agony. Fortunately, I was able to get off a couple of quick Significance Sensings, and found out these guys were about as significant as a couple of rotten radishes.

At least I knew one place and time where all the Demoreans involved in this penetration would be. My next step was to escape: that took only a couple of days. Thanks to Telepathic Sending, one of my guards became convinced he was receiving messages from a spirit commanding him to let me go.

Once back to my scooter, I hopped futureward to a more congenial time: 1983 in Marseilles, France. There was a gun runner there I'd heard about, and what I'd heard was correct. In no time at all I had a nice Uzi automatic rifle and plenty of ammo.

Now, you have to understand that I was really angry. A few hours in the old torture chamber doesn't do much for your disposition. Anyway, I went to my scooter, kicked on my looper, and hopped pastward to just outside the torture chamber at a time when I was being tortured.

As soon as the scooter vanished, I burst into the dungeon room, Uzi in hand. There they were, the Demoreans and the two local creeps, having at me with a hot iron.

"You shouldn't oughta' do that," I sang out. "Didn't anyone ever teach you any manners?"

I quickly got down to giving them the lesson. Lead flew fast and furious for a few seconds, and then it was all over. My torturers lay dead on the floor, while my poor tortured self looked at me in some horror.

"Where'd you get an Uzi? Do you go futureward and bring that thing back?"

"Sure," I replied to myself. "Wouldn't you, under the circumstances? Sorry, I guess the answer to that one is a little obvious."

"Yeah, but now we, I mean you, I mean, now I've broken Time Corps regulations. Importing anachronistic weapons, and blowing away to natives 'needlessly and recklessly,'" my concerned self accused.

"No problem," I told myself. "Look, you can get out of here now. Just don't make either of the hops I did. That way, the two natives will never have been killed, and the Uzi will never have been brought back here. The Demoreans will stay dead, because they're time travelers and death is always final for them."

"You think Commander Watkins will go for that?"

"I hope so. You got the plan down?"

"Yep. Sure hope my Paranormal Memory is up to all this."

"Me too," I said, turning off the looper. Of course, I merged with myself, and we, or rather I, cleaned up the mess and came home.

Note: Following the filing of this report, this agent was demoted two grades by a disciplinary tribunal. Still, I have to admire the rascal's creativity.

—Commander Watkins, ESD

2. I'd Like You to Meet a Friend of Mine...

Some agents can't resist the sheer joy of leading the enemy into a trap they've set using the looper. This particular example shows some real cunning.

It was the lousiest mission I'd drawn in quite a while. I've done a lot of things for the Corps, without regret and without complaining. But joining the New York City Mafia during a gangland war in the 1940's was downright disgusting. It was beyond me why the Corps would care which of these groups of murdering thugs would come out on top. But then, I don't make policy. I just carry it out.

Infiltrating these guys and winning their confidence wasn't very difficult. I just had to act like a total psychopathic jerk. I did a lot of things I felt real funny about

doing, but I knew that one way or another I'd wipe out all these actions after the mission was accomplished.

After about a month—this was a long mission—I had pretty much figured out the underworld scene: who was who, who did what, and why they did it. Of course, it was dangerous all the time; there was a gangland war going on, and there were three attempts on my life while I was doing my investigating.

Anyway, gangland politics being what they are, the rival factions finally arranged a meeting. I was to be one of the people at that meeting. That was fine with me; I knew several of the goons I'd be meeting with were Demoreans.

Now, the other side wasn't taking any chances with this meeting. It was to be in a public place—a restaurant, in fact. I was to be picked up and taken there. I wasn't supposed to carry any weapons. Probably, I'd be killed after the meeting if we didn't reach an agreement.

Wonderful, I thought. Of course, I had figured out by now that getting rid of these Demoreans would pretty well wrap up this mission. The question was, how? Then I had a pretty neat idea.

I got off by myself and recalled my scooter. It was a simple enough matter to hop futureward to the time of the meeting. Of course, the goons weren't in the restaurant: the meeting was ahistorical and, in terms of SDS time, had not yet taken place. I waited around a few minutes, assembled my submachine gun in the men's room, then hopped pastward to just a few seconds after I had left.

That night, the meeting went down just as planned. We were all there, staring at plates of spaghetti and talking about deals for dividing up illegal activities in the city. At just the right time, I slipped my hand back behind my jacket and activated my looper.

It was really fun to watch myself come leaping out of the men's room, submachine gun ready to fire. I dove beneath the table while my other self started shooting the place to smithereens. The Demoreans were all dead in a matter of less than half a minute.

"Nice work," I called to myself.

I headed out the door with a sense of a job well done, and went on pastward to wipe out my own presence in this portion of the Parallel.

3. It's Just Me

Agents have found that creating several duplicates of themselves can be a very useful, if risky, tool when a mission is otherwise turning sour.

I never had much liking for the 52nd century, and this mission was confirming my feelings. Here we were, running around in this robot-patrolled high security installation on heaven knows what planet, trying to get back the unconscious body of some politician a Demorean had been impersonating. The installation was one of those huge buildings, with lots of levels, all in the kind of sterile interior design common to that time period. It was literally crawling with these security robots, all controlled by a central computer. Of course, the Demoreans had control of the computer.

I don't know what your idea of fun is, but mine sure isn't dodging laser blasts from six-foot metal monsters controlled by a super-fast artifical intelligence. By the time they'd killed three of our team, we decided we'd get out and try something else.

That was a good idea, but it came too late. By the time we were out of the building, all the mission team was dead except for me. I ran like the dickens for my scooter and got completely out of that era, setting down in nice, quiet Victorian London for a cup of tea and some time to think. It didn't take long, in these more peaceful circumstances, to come up with an idea.

I knew the computer program controlling the robots had been programmed by the Demoreans to kill the members of our mission team on sight. But I also knew that security programs from that time period had certain safeguards built into them: for example, the computer wouldn't give the robots a command to fire if there were any reasonable doubt about the identity of the target. The way to get inside, down into the guts of that installation, was to provide that reasonable doubt.

Diguises, even impersonation, would be of no value. Those robot sensors were highly advanced. They scanned body heat patterns, brain wave activity, voice patterns, everything.

Then it hit me. They might, they just might, be confused if they saw several identical beings. The security program's safety features might prevent them from shooting if it could not determine which of two or more beings was the programmed target. I knew what I had to do.

I hopped futureward to a safe location outside the installation. I waited about five minutes, turned on the looper, and looped myself. Now there were two of me sitting outside the installation.

"Sure hope this works," I said.

"Yeah, me too," I replied.

I looped myself again. Now there were three of us, or of me, sitting there.

"Getting kind of crowded, isn't it?" one of me said.

"Yeah, well, it's gonna' get more crowded," I replied. "Anyway, what are you smirking about? If this doesn't work, it's your farm that's bought as well as mine."

All in all, I made six of myself. I figured that would be the right amount of firepower, and would maximize the chances of fooling the security program as well.

We all walked in together. The first security robot we saw heard us coming and spun around, laser rifle levelled. I winced, expecting to die six times all at once.

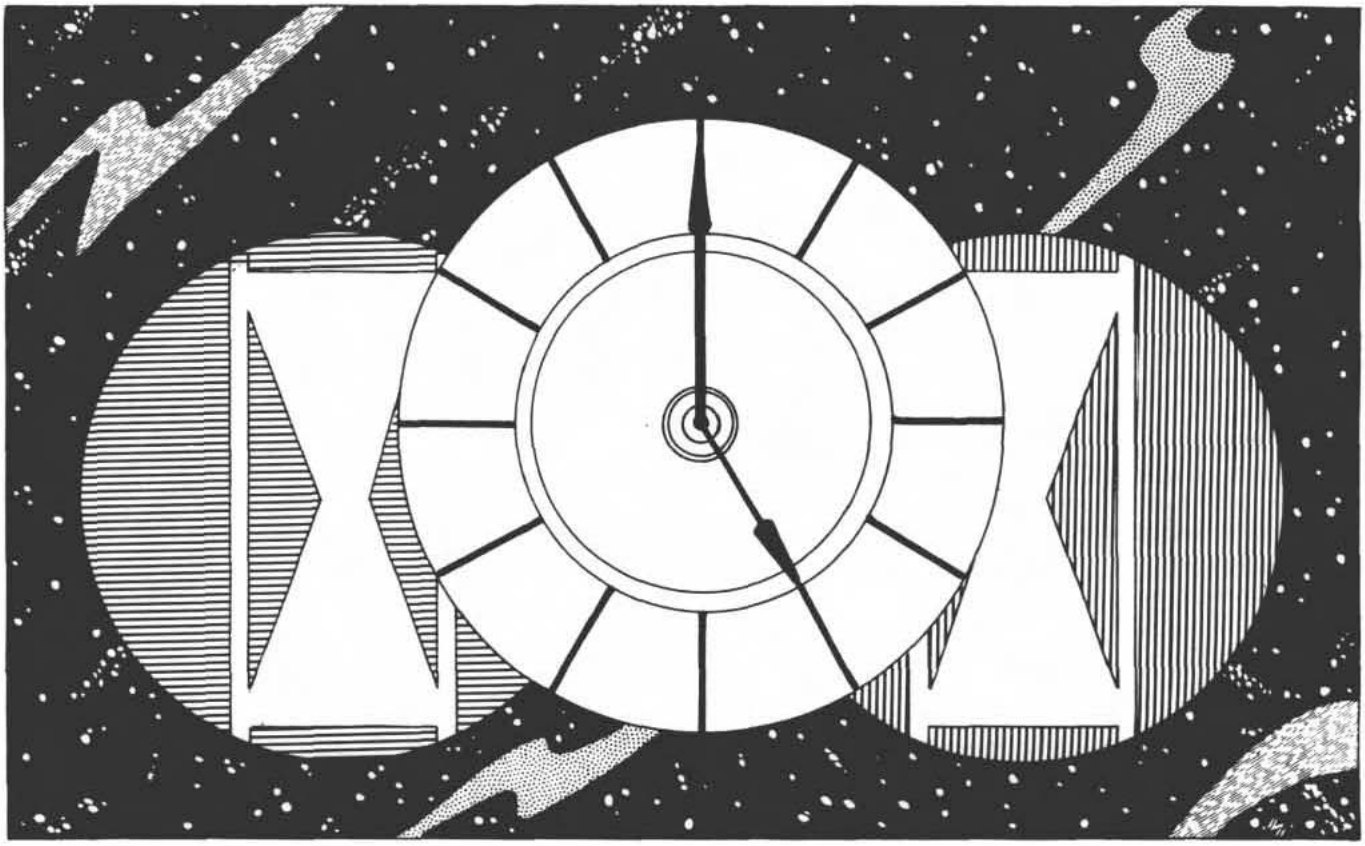
"Please identify yourselves," the thing said.

I couldn't help but smile—in fact, all six of me smiled.

"That's your problem, bub," one of me said. We walked right by the robot. It stood there paralyzed. I could almost hear the circuits burning up inside it, as the computer couldn't decide what to do.

Well, you're reading this report, so you know the Paranormal Memory worked. Wonder if I ought to file six copies of this, just for form's sake.

6. Demorean Tactics



We've seen what a Time Corps agent with time hopping capability can do. Now it's time to take a look at what the Demoreans usually do. Knowledge of the enemy's common operating procedures can often mean the difference between life or death, mission success or mission failure.

Simple Demorean Missions

All agents are already familiar with the typical tactics Demoreans use during a simple penetration mission. The Demoreans send a team of agents into a given time. These agents shape shift to convenient human forms: sometimes, they impersonate important people from history; sometimes, they impersonate some minor figure, but attempt to change history by Dominating a major actor in the drama of the times. Frequently, they introduce anachronistic weapons, equipment or ideas to achieve their purposes.

Even on a simple mission, the Demoreans usually bring in a good deal of anachronistic equipment. Some equipment (for example, computers and sleep pods) they bring for their own direct use. On occasion, they build a major headquarters simply to store these items. Frequently they attempt to change history by supplying some historical person or group with anachronistic weapons or knowledge of the future.

Of course, the Demoreans have little chance of success without the aid they purchase from renegades. Despite paranormal talents and great cunning, the Demoreans need renegades for three reasons: time travel machines, supplies, and firepower.

Renegades sell or rent the time travel machines which make it possible for Demoreans to haul supplies and equipment from one Parallel, time, and place to another. It is vital to understand that Demoreans cannot carry items with them when using their Dimensional Travel PT: anytime Demoreans appear with anachronistic equipment, the chances are good that they have struck a deal with a renegade.

In addition, renegades themselves furnish Demoreans with those supplies. For the most part, human, Kleibor, and Tarsan technology is much more advanced than that of the Demoreans, although Demoreans can learn to use devices made by these other races. For this reason, among others, they are usually anxious to buy human-made equipment or supplies—weapons, armor, tools, and construction equipment. Renegade groups carry on thriving trade, selling advanced technology to the Demoreans.

Firepower is the third reason Demoreans rely on mercenary renegades. Demoreans usually number no more than a dozen at any one point on a Parallel. Given the physical frailty of the creatures compared to that of most races in the Time Corps, the Demoreans need some edge when it comes to physical combat. Mercenary renegades provide that edge; on even a simple mission, Demoreans may have anywhere from one to a dozen combat-trained renegades on hand for the express purpose of eliminating Time Corps opposition.

These, then are the Demorean tactics that agents have already learned from experience, and have long been accustomed to overcoming. Now it's time to look at the more complex plans Demoreans have been hatching: plans that make it necessary to provide advanced equipment and classified knowledge to more qualified Time Corps agents.

Multiple Penetration Missions

The most common form of advanced Demorean mission is the multiple penetration mission. In this type of mission, the Demoreans penetrate a Parallel at several different points in time, all of which are related to a single key event or process that the Demoreans want to change. The Demoreans then stagger their attacks; the most pastward group usually attacks first. If, after they have waited a set amount of SDS time, the next group futureward does not perceive the intended change in history, they swing into action, and so on.

For example, a recent Demorean attack on T-0 against the legend of King Arthur involved four separate groups of Demoreans penetrating T-0 at four different points during Arthur's lifetime. These penetrations were about ten to fifteen years apart. The most pastward group of Demoreans attempted to prevent Arthur's birth. When Time Corps intervention caused that group to fail, the next group futureward swung into action, attempting to prevent Arthur from becoming king.

Of course, the Demoreans realize that even after they have made a change in history, the Time Corps, if it's still around, can send in agents to undo their work. That's why Demoreans on a multiple penetration mission often have renegade time machines to work with: at least some of the Demoreans at each penetration point use the machines to loop trap themselves willingly, guarding the changes they have made and/or standing ready to create new changes should Time Corps pastward action wipe out an established change.

Demoreans on multiple penetration missions also make use of renegades as a kind of temporally mobile reserve. As soon as they spot Time Corps activity, the Demoreans begin planning how best to use their renegade reserve. Frequently, the mercenary renegades wait in a safe time and place on another Parallel until the Demorean mission commander decides when and where to use them. Demorean messengers using renegade time travel machines then carry the orders to the renegades. Usually, the renegades ambush the Time Corps team at some point in time when the team is uniquely vulnerable: after it has just arrived, at night in some secluded area, or when a team is split up and can be eliminated one agent at a time, or in small groups.

Changing The Pattern

Demorean mission planners as just as aware as we are of the tactical dangers of following a set pattern on every

mission. That's why they try to come up with new patterns. Often, they come up with a variable plan, shifting the method, strategy, and approach of the mission depending upon the nature of the Time Corps response.

For example, a multiple penetration mission might be set up as follows: The most pastward group of Demoreans (1950) takes action to cause an historical change. The futureward penetrating groups (1952, 1954, 1956) wait for evidence of the change, as usual. If and when the Time Corps intervenes, the Demoreans present the agents with evidence leading them not to the next most futureward penetration (that in 1952), but the second most futureward penetration (1954), as shown in the accompanying diagram. In this way, the Demoreans have a team *pastward* of the Time Corps agents, able to take action not only to accomplish the desired historical change, but also to launch some form of attack on the Time Corps agents themselves.

Of course, a flexible Demorean plan requires extensive use of messengers on renegade time travel machines, maintaining communications between the different groups located at different times on the Parallel.

Misdirection and Ruse

Demorean mission planners resort more and more to tricks, misdirections, or "red herrings" to throw Time Corps agents off the track. The most common diversion is the double historical change, or, as veteran agents call it, the "double whammy."

A double historical change is a change in two historical events at the same time. For example, Demoreans might penetrate the year 1929 in an effort to cause two changes at once: preventing the Stock Market Crash and changing the structure of the New York City underworld. Of these two changes, only one would be the real Demorean goal. The second would be a ruse, set to occupy the attention of Time Corps agents until the real change goes into effect.

The Demorean "double whammy" makes it more important than ever that agents be briefed on all major events they should expect in the place and time of their mission. They must study briefing materials carefully, and be alert to any historical changes, no matter how unrelated these may seem to be to the current mission.

Multiple Parallel Penetrations

Another trick the Demoreans use often is a combination of the multiple penetration mission and the use of the "red herring": penetrations of several directly related Parallels. These attacks are a nightmare for agents, demanding an ability to intervene quickly and efficiently in several different times and cultures, on several different Parallels, and with very little preparation.

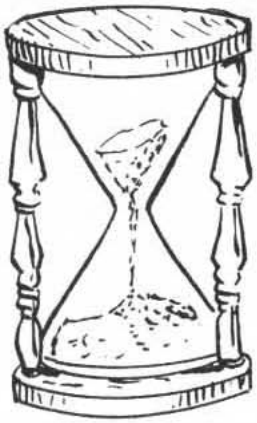
For example, let's suppose that the Demoreans wanted to destroy the fictional works of Mark Twain. (This would be in keeping with their hatred and fear of artistic achievement, and would have an impact on history very difficult to predict.) They might launch a multiple Parallel penetration mission, sending two teams to two different points in the *The Adventures of Huckleberry Finn* on Parallel M-3, while two other Demorean teams penetrated T-0 to interfere directly in Mark Twain's life. All four groups would maintain contact through messengers using renegade time travel equipment. The entire mission might be backed by the typical mercenary renegade reserve. In short, this could be a very complex mission; changes on either Parallel would have automatic ripple effects on the other Parallel.

Demorean Limitations

While the possibilities for Demorean activity seem endless, and the task of protecting the Continuum almost impossible, Demorean theology and philosphy remain the unwitting allies of the Corps.

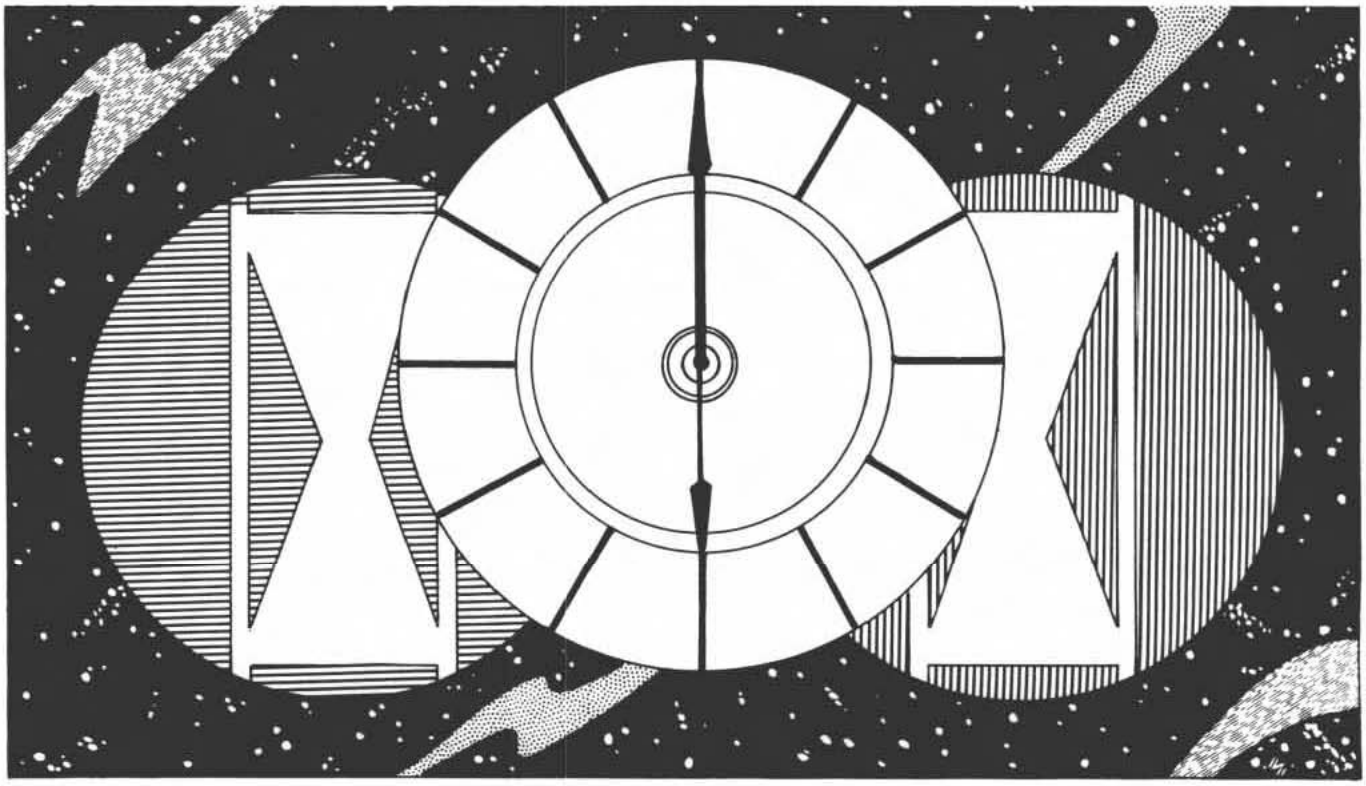
In theory, there is no reason why any given battle between the Time Corps and the Demoreans shouldn't turn into an endless cycle of fights: the Demoreans come in to change history; the Corps takes action to prevent the change; the Demoreans send in another team to eliminate the actions of the Time Corps team; the Time Corps responds, and so on in an infinite series. In fact, this never happens, thanks to Demorean philosophy and religious beliefs.

Agents will recall from earlier training the Demorean obsession with "perfection." Now, Demoreans are not stupid; as this chapter shows, they are capable of incredibly devious, cunning and flexible plans. But their obsessions have a practical effect on the activities of their time agents and mission planners: *Any plan that ultimately fails is judged imperfect. An imperfect plan should not be repeated.* The imperfect planner should be assimilated. Whenever Time Corps agents complete a mission, some Demorean mission planner somewhere becomes chow for his buddies. It seems as though the Great Oneness of Demorean belief isn't in favor of Demorean victory.



II: Life as a Time Corps Agent

7. Time Corps Organization and Facilities



New agents are not permitted to know much about the size, organization and facilities of the Time Corps. Proven agents, such as yourselves, are allowed a closer, more detailed view of this unique organization.

Size

First of all, the Time Corps is much larger than one would initially think. Initially, the Corps was a small organization; however, it has expanded through the years to meet the growing Demorean/renegade threat.

Demorean Agent Resources

The Demoreans have no shortage of time agents. As explained in the *Guide to the Continuum*, Demoreans reaching the seventh 30-year stage of their lives have three options: they can compete to become the Law-Giver, they can become time agents, or they can be assimilated (that is, eaten) by the rest of the Demorean population.

Our research indicates that there are approximately 40 billion Demoreans on Parallel A-227. Given the "perfection" of the Demorean population control program, this number stays relatively stable. At any one time, one-seventh of this number, or about 5.7 billion, are in the seventh stage of Demorean existence, and hence potential time agents.

Our limited information on Demorean society indicates that of the 5.7 billion Demoreans in the seventh stage of their lives, 60% voluntarily submit to assimilation. Demorean religion praises the "perfection" of those who choose this means to further the cause of the Great Oneness. Another 30% of the population feel sufficiently "more perfect" than their fellows that they risk competing for the Law-Giver position. Of course, there is only one winner, and the rest of this 30% join the vast majority as assimilees.

Finally, 10% of the 5.7 billion volunteer to become time agents. While we are fortunate that this percentage is relatively low, we are unfortunate in that the 10% who choose this course are usually the best and brightest of their kind, those who are much too smart to become someone else's dinner or to enter a lottery they have almost no chance of winning. Thus, the Demoreans have a constant supply of volunteer time agents—about 570 million of them.

The Demorean emphasis on planning and perfection expresses itself in the development of huge, regimented bureaucratic organizations. The Demorean Time War organization is no exception: for every Demorean agent who is trained for activities in the field, nine others are required to instruct, support, regulate, administrate, and report on that agent. This means that of the 570 million Demoreans available for the Time War, only 57 million are actually active field agents.

Finally, the Demorean emphasis on perfection in plan-

ning dictates that much active agent time be spent planning the next mission. In fact, we have learned that the Demoreans usually have about half of their active agent force at home on Parallel A-227 planning new mischief. Thus, the Demoreans have in the field, engaged in active operations, only about 29 million agents at any one time.

Time Corps Agent Resources

It may seem that countering the activities of 29 million Demoreans throughout the Continuum would require a very large number of Time Corps agents. Were it not for the high quality of the agents recruited by the Corps, that would be true; however, by selective recruiting and careful training, the Corps finds it possible to oppose the Demorean threat by maintaining only 300,000 active agents.

The number 300,000 is, of course, approximate; the actual number of agents may fluctuate by more than 10,000 at any one time, given deaths, retirement, and variable success at recruiting.

However, the general reasoning at Time Corps HQ is that one of our agents should be able, eventually, to counter the activities of about 100 Demorean agents. In other words, each of you is trusted to be the equivalent of 100 Demoreans in the field.

Total Size of the Corps

Of course, the Time Corps, too, has a "logistical tail," an organization that trains, feeds, clothes, arms, equips, pays, and otherwise supports its agents. The Corps is proud of the fact that its bureaucracy is much smaller than that of the Demoreans. While it takes nine Demoreans to support one active field agent, the Corps requires only seven active workers to support one field agent.

The total size of the Time Corps at any given moment is about 8 x 300,000, or 2,400,000 active personnel. When you add a few miscellaneous political activities (and the agents to perform them) onto the periphery of the Corps' concerns, the total grows to about 2.5 million.

Time Corps Organization

The Time Corps was established March 14, 7154 by the Empire, the Federated Alliance, and the Confederation of Non-Aligned Worlds. The original purpose of the Corps was to clean up the mess caused by the Time Wars. As all agents know by now, that purpose was expanded to include countering the threat to our future posed by Demoreans and by renegade activities.

The Top Level

As established in the addendum to the Temporal Treaty, the Corps is a completely autonomous organization, owing allegiance to no single government. This fact is reflected in the top level organization of the Corps.

The governing body of the Time Corps, the Time Corps Council, consists of 100 members, 33 from each of the major galactic powers, plus a Chairman elected by the other 99 members. The Council has complete authority over all Time Corps activities: it establishes all top level policies, it hires and fires, it promotes, orders or cancels missions, and generally disposes of the resources of the Corps.

The Council sustains a number of advisory bodies that aid it in the performance of its duties, and it also supports the personal staff assistants of the Council members. The Council's advisory bodies have wide-ranging investigative powers; members of the various advisory bodies can generally be found digging into almost any aspect of Corps activities. In all, the Council and its associated bodies have a membership of about 5,000.

However, the Council has delegated most of its day-to-day authority to the Committee of Seven. This committee consists of six members of the Council, two from each major power delegation, plus the Chairman. The Chairman of the Council also serves as Chairman of the Committee of Seven and can cast the tie-breaking vote in committee. In effect, the Chairman serves as the day-to-day administrator and chief executive officer of the Corps.

Branches and Divisions

Reporting to the Chairman are the Time Corps Branch Executives, each of whom heads a specific branch of the Corps. Beneath the Branch Executives are the Division Commanders, each in charge of a Time Corps Division. The various Branches of the Corps, and the more important divisions within each branch, are listed and explained below.

The most important divisions are, of course, the actual Operations Divisions (such as the Earth Specialty Division to which you belong). The Commander of each Operations Divisions reports to the Operations Branch Executive. However, each Operations Division has personnel from most of the other Branches of the Corps attached to it and reporting to its Division Commander. Other than the Operations Branch Executive, most Branch Executives coordinate the activities of their Branch, assigning personnel to various Operations Divions, but leaving the evaluation, promotion, and direct management of most Branch personnel to those Operations Division Commanders for whom they work on a day-to-day basis.

The Operations Branch

The Operations Branch is the heart of the Time Corps. Its Executive has ultimate responsibility on a day-to-day basis for all Time Corps missions. It is his responsibility to be sure that missions of the various Operations Divisions are well coordinated, that the Operations Divisions are well trained and equipped, and that agents maintain the highest possible efficiency while in the field. Finally, the

Operations Branch Executive makes the ultimate decisions concerning especially risky missions, such as those that will require use of a TCA-3 or TCA-4A time travel machine.

The personnel of the Operations Division include all 300,000 active Time Corps agents. These agents are divided into the divisions listed below.

Earth Specialty Division:
The largest and in many ways most important of all the Operations Divisions, the Earth Specialty Division (ESD) is responsible for guarding the history of Earth, possibly the most important planet in the history of Parallel T-0. In addition, the ESD is responsible for the protection of Earth histories on all Paralells where a human populated Earth exists, and the protection of all Parallels directly related to any other Parallel through human culture. For example, M-6, the Homeric Parallel, is the responsibility of the ESD. It's a big assignment, which is why, with 10,000 field agents and 70,000 support personnel, ESD is the largest of the Operations Divisions.

Emniyet and Shamba Specialty Divisions:
After the ESD, these two divisions are regarded as the most important in the Operations Branch. Emniyet and Shamba, home respectively to the Kleibor and Tarsan civilizations, both of whom vastly assisted Earth's rebuilding after the Holocaust of 2054, are critical to history on T-0. Like the ESD, these two divisions are responsbile for the history of their namesake planets on all T Parallels, and on all Parallels directly related to T-0 through the Kleibor and Tarsan civilizations. The Emniyet Specialty Division (abbreviated EmSD) fields 9000 Kleibor agents. The Shamba Specialty Division (SSD) fields 7000 Tarsan agents.

Minor Planetary Specialty Divisions:
Over 100 specialty divisions maintain responsibility for the history of the 18,000 known worlds and their native races in the three partially explored galaxies. These divisions must cover all the T Parallels and those fictional or other directly related Parallels that originate from the culture of these races. Often, agents of several different species are placed together in these divisions. The Minor Planetary Specialty Divisions field a total of 150,000 agents.

Magical Parallel Specialty Division:
The Magical Parallel Specialty Division (MPSD) guards the history of all Parallels where magic functions, with the exception of those magical Parallels directly related to the culture of some race on T-0. In other words, the ESD takes responsibility to those Parallels which are the product of human fantasies; the MPSD takes reponsibility for magical Parallels which are the products of no one's imagination, but rather have their own, independent existence.

Agents for this division are drawn from all known intelligent races; the Corps has learned that on the Parallels for which this division is responsible, race is not as important as high Willpower, high Perception, and great courage. The division currently fields about 300 agents, whoare usually kept segregated from other Corps agents—as much their decision as that of the Corps. These agents tend to devote most of their recreational or leave time to arcane, esoteric studies, and their conversation is often so bizarre that it would be severely disturbing to most other agents.

Alien Parallel Specialty Divisions:
As the A class Parallels were discovered and explored, the Corps formed several specialty divisions for guarding their history. Currently, there are 120 such divisions, averaging 1000 agents each. Thus, these divisions account for about 120,000 agents.

Members of an A Parallel specialty division are usually recruited from the A Parallel they are to guard. As with MPSD personnel, Alien Parallel specialty division personnel are usually kept separate from other Time Corps personnel whenever possible. Agents from the T and M Parallels usually find beings from the A Parallels at best bizarre if not outright repulsive, while most A Parallel beings find it difficult if not impossible to tolerate the presence of humans, Kelibors or Tarsans. This does not mean these radically differing races cannot to maintain friendly relations; it simply means that communication between them is difficult given their gross physical and mental differences.

Offensive Operations Specialty Divisions:
There are three divisions of 1000 agents each, specially trained for offensive operations against the Demoreans. These operations are generally kept top secret, revealed to other Time Corps personnel on a "need to know" basis only. Further discussion of these divisions is not permitted.

IntParTacComTempReal, "Last Resort":
The InterParallel Tactical Command for Temporal Realignment is the most exclusive, elite force in the Time Corps. This division consists of 500 hand-picked agents recruited from throughout the Continuum. Included in the division are the duplicates of some of the greatest heros from both history and literature in over 100 Parallels. For example, King Arthur is an agent in this force; although he's a King Arthur from a Parallel in which King Arthur was an insignificant person.

This division is reserved exclusively for two types of missions: those that other agents have already tried and failed to accomplish, and those considered so dangerous, difficult, or both, that no other group of agents would have any chance for success. Hence the code name for this division: "Last Resort." To date, the Last Reset division has never failed on any mission.

Because this division may be assigned to a mission anywhere at anytime on any Parallel, it often works in close concert with the command and resource personnel of the other divisions which is called upon to aid, especially

the Earth Specialty Division.

The Intelligence Branch

The Intelligence Branch of the Corps is responsible for all military information-gathering activities. The primary goal of the branch is to provide advance warning of Demorean activities and intentions. It is also responsible for frustrating Demorean attempts to learn more about the Time Corps and about the history of Parallels other than A-227. The major divisons of the Intelligence Branch are:

Paranormal Intelligence Division:
This division consists of about 5,000 agents gifted with extremely high Paranormal Memory abilities. These personnel are usually assigned to the various Operations Divisions, and share that division's specialty. Their primary responsibility is to research continually the history or histories covered by their assigned division, using their Paranormal Memory to spot any deviations from the established course of events.

Field Intelligence Division:
This divison processes agents' mission reports, looking for signs of Demorean activity overlooked in the field, searching for possible patterns in Demorean activites or tactical methods, and organizing information on renegades and renegade activities. These agents report directly to the Executive of the Intelligence Branch, who issues reports and summaries to the Operations Divisions are needed.

Counterintelligence Division:
The Counterintelligence Division roots out Demoreans attempting to obtain intelligence about the history of the various parallels, especially the history of T-O and the events leading to the formation of the Time Corps. Both the methods and personnel of this divison are secret.

All Time Crops agents are expected to give their full cooperation to Counterintelligence Division personnel whenever requested. Counterintelligence personnel have broad investigative powers, and show up frequently during missions in the field as well as the Time Corps HQ.

The Sentinel:
The Sentinel was once the very best Time Corps agent, the crack agent of the Last Resort division. When it became obvious to the Corps that the Paranormal Intelligence Division had to have more help in detecting Demorean activity, a research program was undertaken which resulted in the Sentinel's current posting.

The Sentinel's human consciousness was actually removed from his body and shot into Out-Time. There, it maintains itself as a living, timeless being, able to observe all history on all parallels at once.

Of course, the shock of this transition was great. It was several years before the Sentinel telepathically contacted the Corps and began to report regularly on Demorean and

renegade activities. Now, the Sentinel's reports are frequent, but not always complete or completely reliable; the Sentinel has a tendency to forget himself in philosophical musings about the Continuum. Nevertheless, his warnings are often the best intelligence reports the Corps can receive.

Historical Research Branch

The Historical Research Branch is charged with the enormous task of collecting, preserving and providing information about the histories of all known worlds on all known Parallels. The task is obviously impossible, but the 38,000 personnel of the Historical Research Branch have succeeded beyond all expectation in their attempt to reach that goal.

The Time Corps Library of History is the grand achievement of the Historical Research branch. The library boasts the most massive collection of historical research materials ever assembled. Over 20 billion documents and sources have been collected, evaluated and catalogued by the library staff. The main collection is housed in the spacious Library of History Building, a massive forty-story structure covering half a square mile. Portions of the collection, along with some historical Research Branch personnel, are assigned to the libraries maintained at the headquarters of the various Operating Divisions.

The Historical Research Branch will perform research at the request of any other branch of the Time Corps.

Neeedless to say, requests from the Operating Division have the highest priority. In fact, preparation of agent historical briefings is one of the chief functions of the branch. Usually, the extremely knowledgable research staff can obtain a mission briefing for any given time period in less than 12 hours.

This cooperation with the Operating Divisions is a two-way steet: frequently, the historical Research Branch will request a research mission to be performed by an Operating Division. The purpose of such research missions is usually to find the answer to some obscure historical question.

Research and Development Branch

History is not the only subject of interest to the Time Corps. The Corps is vitally interested in the latest findings of temporal physics and paranormal research. The Corps obviously needs to have up-to-date information on the latest developments in weapons and manufacturing techniques. All these areas are the province of the Research and Development Branch.

Temporal Physics Division:
The hundreds of scientists and technicians here do double duty: while some conduct pure research into the theory of time travel and temporal disturbances, others apply the principles learned so far to the development of newer and better time travel equipment. The anomaly field generator and the loop trap avoidance field generator are two of the latest brainchildren of the Temporal Physics Division.

Paranormal Research Division:
The division conducts research into the still mysterious field of paranormal talents. Some pure research involves the evolution of paranormal talents in various life forms; this research is highly classified, its results presented directly to the Chairman of the Committee of Seven.

Another area of interest to the division is the development of new paranormal talents for use by agents in the field: recently, the division has developed some seven new talents easily learned by most agents.

Standard Engineering Division:
This small group of technicians provides the Corps with the best possible contemporary weapons, such as the Time Corps stunner, and with other equipment, such as the Time Corps communicator.

The Manufacturing Branch

Time Corps equipment, including weapons and agent disguises, is manufactured at Corps HQ by the Manufacturing Branch. Everything from TCA-4A chronoscooters to medieval broadswords rolls off the lines here, which are manned by some 25,000 workers.

The Quartermaster Branch

The Quartermaster Branch stores, maintains, and issues the equipment and supplies agents take with them on missions. Personnel from the Qaurtermaster Branch are assigned to each Operations Division.

Administration Branch

The largest branch of the Corps, Administration does all the unglamorous, mundane work that must be done. Major divisons within the branch include Personnel, Food Services, Housing, Medical, Plant Maintenance, Finance, and Medical.

Time Corps Finances

Agents do not need to involve themselves directly in the financial affairs of the Corps, but it's a good idea for every agent to have some idea of the value of the equipment provided for field missions. Protecting the Continuum is an expensive business, requiring sustained contributions from all of the governments involved in establishing the organization.

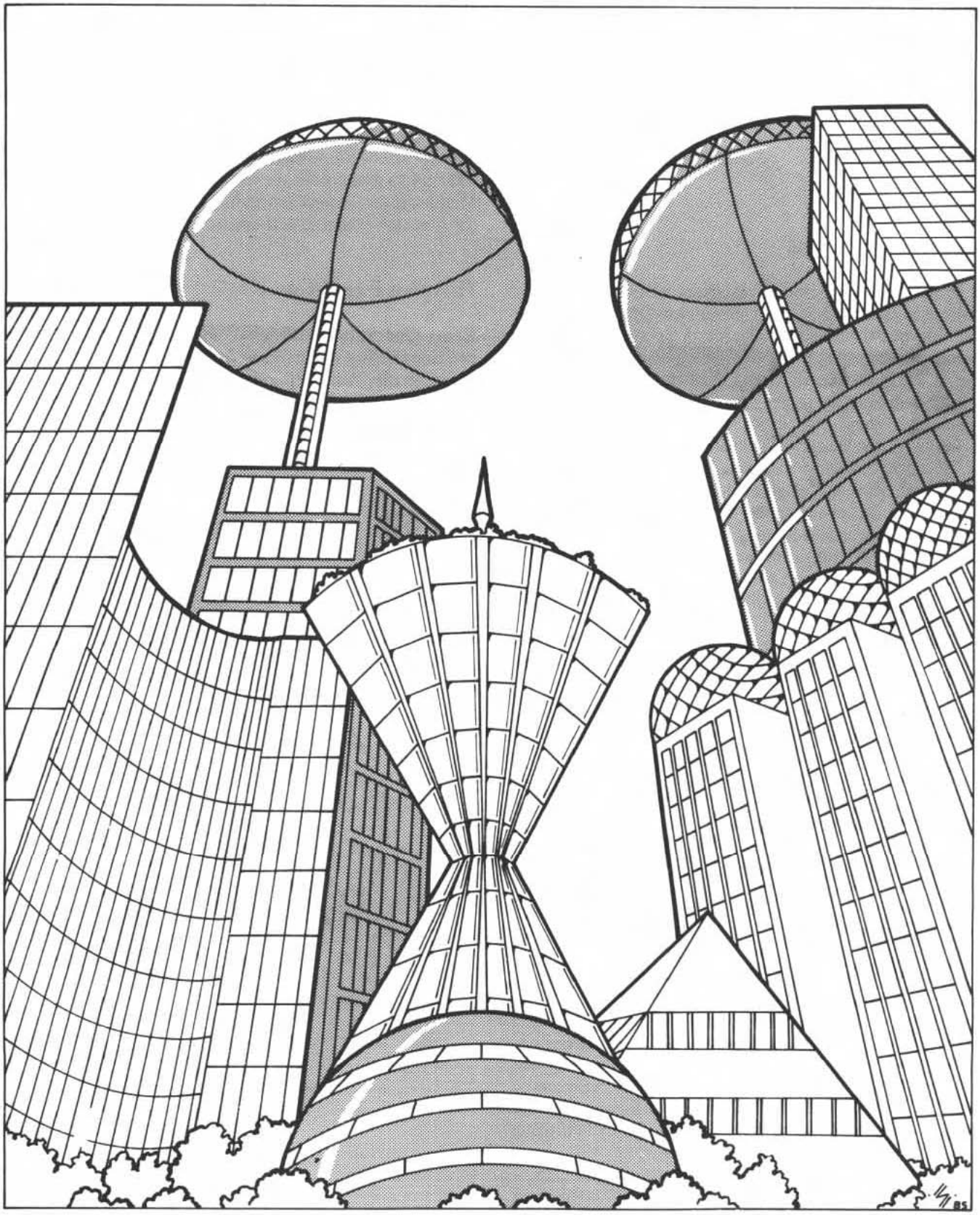
To start with, there are the basics familiar to most agents: chronoscooters, communicators, stunners, anomaly field generators, loopers, and other miscellaneous gear. To get an idea of the funds involved, take a look at this price list:

Item	Cost*
Model TCA-1A chronoscooter	$20,000,000
Fuel pod for TCA-1A Chronoscooter	3,000,000
Time Corps Stunner	5,000
Time Corps Communicator	100,000
Anomaly Field Generator	12,000,000
Looper	11,000,000

* All prices are given in 1985 American dollars.

Thus, sending one agent on a typical mission involves entrusting him or her with about $61 million in equipment. Now, let's assume that on a slow day the Time Corps has only 100,000 agents in the field—a mere third of its agent force. In such circumstances, basic expenses would come to a $6,100,000,000,00, or six trillion, one hundred billion dollars worth of equipment in the field.

Of course, this is just the tip of the iceberg. The 2.5 million people who support Time Corps must draw a


Temporal Physics Division
Standard Engineering Division
Intelligence Division
Paranormal Research Division
Administration and Council
Historical Research Branch
Quartermaster Branch
Earth Specialty Division
Last Resort

paycheck. Agents need housing, food, and clothing. Expenditures to obtain new equipment, maintain existing equipment, maintain the Time Corps HQ facilities themselves, operate the research and intelligence branches—all of these add up.

In short, the Time Corps has an operating budget in excess of 30 trillion dollars per year. Agents are encouraged to keep this fact in mind when they consider the frivolous or "convenient" destruction of equipment in the field.

Facilities for Agents

All agents receive personal quarters in the building or quadrangle that houses their particular Operations Division. The plush facilities of the Earth Specialty Division, for example, combine the convenience of a wide variety of housing, food and recreational facilities in a small area while still managing to preserve a pleasant natural environment.

Of course, the quality of housing facilities varies with rank and grade; higher ranks and grades have more extensive and more expensive facilites: after all, they've earned them. But even the lowliest Trainee/1 has private quarters with areas for sleeping, cooking, entertaining and holo viewing. Higher ranks and grades receive larger quarters at first, then graduate to suites, then private apartments, and finally to all the household luxuries one could desire.

Recreational facilities are extensive, both to help agents enjoy themselves and to encourage them to maintain their peak physical condition.

On a day to day basis, most agents have little reason to mingle with agents from other divisions, or to visit their facilities. However, as most agents already know, the parties are rumored to be best in the *bodrum* living facilities of the Emniyet Speciality Division. The Kleibor agents don't seem to mind company; in fact, there are some human agents who practically live in the EmSD facilities when not on missions.

Living With Aliens

It may take some agents a while to get used to the idea that humans constitute only a small minority within the Time Corps. This is especially true of human agents recruited from times prior to the age of human galactic expension.

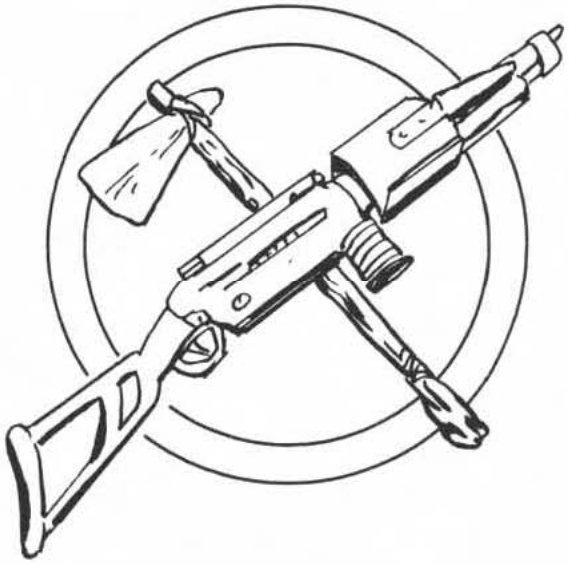
Suffice to say that all alien races in the Time Corps are dedicated to the same purpose that motivates the humans of the ESD: the preservation of the free future, and the defeat of the Demorean threat. We are all in this thing together.

Nonhumans have made countless important contributions to the Corps; human agents should realize this, and are expected to deal with alien agents on a basis of friendship, cooperation, and equality. The outdated concepts of racism and humanocentrism are not tolerated within the Time Corps.

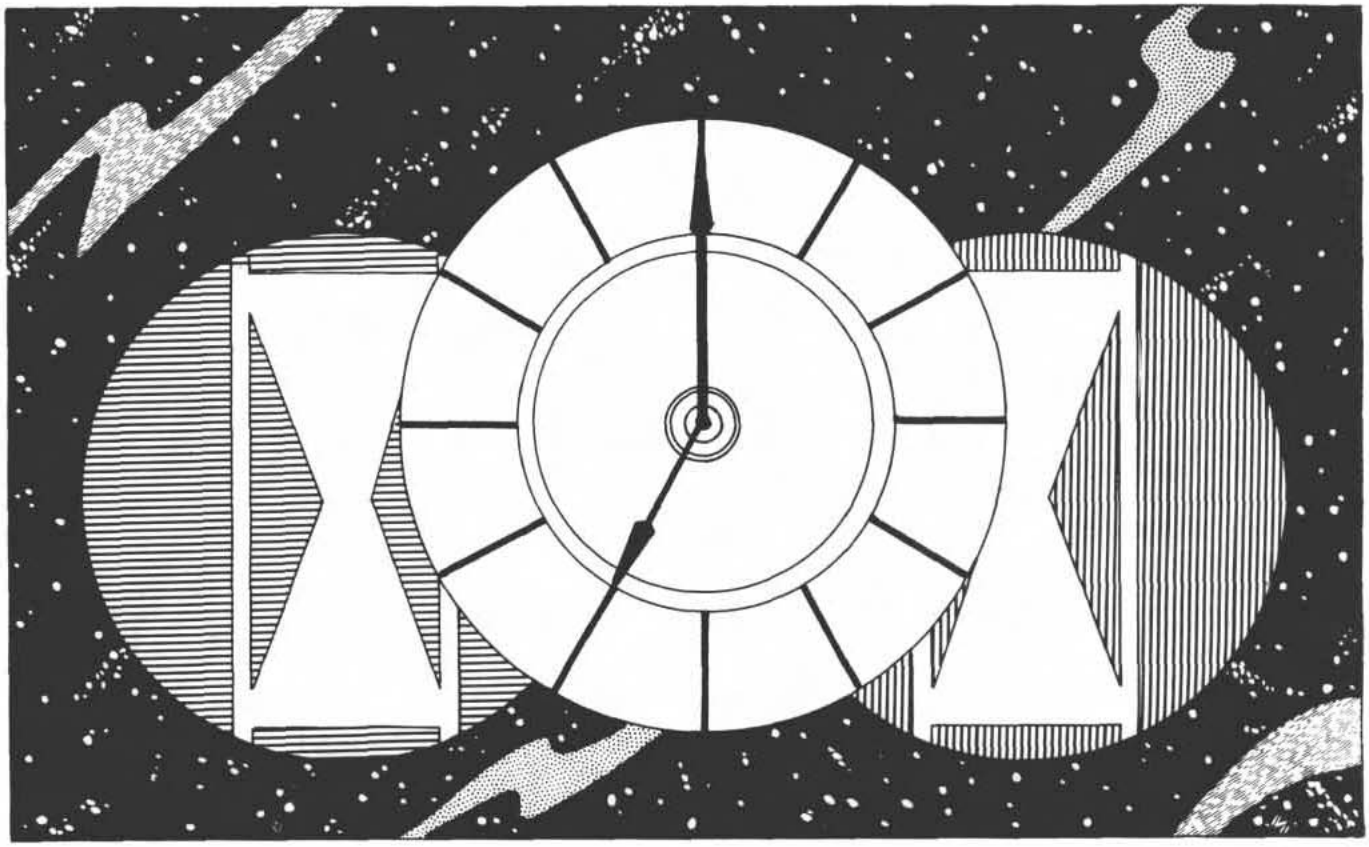
As already noted, however, experience has shown that it is very difficult for races from the A Parallels to deal on a day to day basis with races from the other parallels. Not only are their environmental needs drastically different from those of other races, but their physical appearance and mental processes are so alien as to make pleasant contact almost impossible for both groups. ESD agents are advised to avoid contact with these races when possible. When contact is necessary, humans are urged to maintain the greatest possible self-control.

Hospice Facilities

Every Operations Division of the Corps maintains a small hospice facility for the care of agents who know they are about to die. As a general rule, agents who report to the hospice facility may have their every whim granted. Psychological counselling is also available for those whose expected life span is greater than a few hours.



8. Missions



The Time Corps calls upon its agents to perform many different types of missions. This chapter explains how missions originate, lists the different types of missions, and provides standard operating procedures and tips for agents.

How Missions Begin

Most missions begin with a report from the Time Corps Intelligence Branch, concerning a confirmed Demorean or renegade entry into a Parallel or some change in history that implies such a penetration has taken place. These reports may originate from the Sentinel, from Paranormal Intelligence Division personnel, or from agents on event guard missions. Intelligence personnel attached to an Operations Division report any relevant information directly to their Operations Division commander as well as to their superiors in the Intelligence Branch.

The division commander must instantly assess each and every intelligence report, judging the threat posed to the Time Corps and the size and nature of the appropriate response. Intelligence and Historical Research personnel can assist in this assessment, but only the division commander makes the final decision. In some cases, the Executive of the Operations Branch is involved, especially if the situation seems to require special equipment, such as a TCA-4A chronoscooter.

When he or she makes the decision to send a mission team, the division commander alerts the Historical Research and Quartermaster personnel assigned to his or her division to begin preparing the historical briefings and equipment the agents will need. Next, the commander makes the most crucial decision of all: which agents will make up the mission team.

Once the mission team assembles, receives its briefing and its equipment, and readies its chronoscooters, the mission begins.

Types of Missions

There are six basic types of missions: event guard missions, research missions, counterpenetration missions, offensive missions, emergency missions, and failure recovery missions.

Event Guard Missions

An event guard mission is simply a mission designed to protect a specific, highly significant event. Time Corps agents on event guard duty observe the event, remaining alert to any possibility of renegade or Demorean interference.

Event guards have two major duties:

1. To prevent changes in the event they are guarding.
2. To notify Time Corps immediately in the event of *any* renegade or Demorean activity. This is usually done by sending one member of the mission team back to Time

Corps HQ with the relevant information.

Normally, sending a team to observe an event is protection enough. The team can observe the event, return to Time Corps HQ, then go on to perform other missions. Any Demoreans or renegades attempting to interfere with the event would still "meet" the mission team in the time of the event.

However, the Corps wants to avoid a situation in which a member of an event guard team goes on to complete other missions, then gets killed by a Demorean or renegade penetration of an event he has guarded. In such a case, all those missions undertaken *after* (not necessarily futureward of) the event guard mission would have to be redone.

To avoid this problem, event guard mission teams are required to loop trap themselves in the time of the event they are guarding. This procedure guarantees the maximum flexibility of agent response and a minimum interference with other Corps activities. Eventually, the Corps will "relieve" an event guard mission team by sending a replacement team.

The replacement team can easily release the original team from its loop trap. Standard operating procedure calls for the relieving force to relieve the loop trapped event guards at the very beginning of one of their loop cycles, thereby allowing them to eradicate most of their presence during the mission.

To reduce risk to the event guard team even further, the loop trapped agents keep the amount of time "in the loop" to a bare minimum. For example, a team guarding the assassination of Julius Caesar would probably arrange to be present only for an hour or two on the day of the assassination itself. The loop trapped agents would continually live over this one or two hours.

The success of an event guard mission depends upon maintaining the disguise and cover stories of the agents guarding the event. For this reason, *agents on event guard missions are strictly ordered not to interfere in or assist other Time Corps missions which they may see going on around them.* By the same token, agents on other types of mission should never take any action that could reveal the identity of an event guard. Sometimes, this arrangement can be trying both to event guards and to other agents, especially when an event guard must stand idly by and allow fellow agents to die, simply because he must avoid revealing his own identity as a Time Corps agent.

Research Missions

Research missions take place at the request of the Historical Research Branch. Their purpose is to provide answers to certain historical questions through direct observation. Ordinarily these missions are not dangerous, but some require considerable ingenuity, and a few involve high risk.

For example, a research mission may require agents to eavesdrop on the private conversations of heads of state. It may require them to track down some shadowy historical personage under extremely harsh conditions. For ex-

ample, one recent historical research mission undertaken by the Earth Specialty Division involved eavesdropping on the 1943 Yalta Conference between Franklin Roosevelt, Winston Churchill and Josef Stalin, while another mission involved attempting to find the lost 20th century flyer, Amelia Earhart.

Agents on research missions are expected to render assistance as needed to other Time Corps agents in the same time period. Research missions have the lowest possible priority, and should be aborted if necessary to render aid to fellow agents on higher priority missions.

Counterpenetration Missions

The vast majority of all missions, including probably all of the missions you have undertaken so far, are counterpenetration missions. As their name implies, these are missions undertaken to counter the effects of Demorean or renegade activity. Details pertinent to these missions have been presented in other materials and need not be repeated here.

Offensive Missions

Offensive missions are missions directed against the Demoreans themselves on their home Parallel. Seldom any but the most experienced and talented agents go on offensive missions, because they involve creating changes in the history of a Parallel which will, in turn, create ripple effects on A-227.

Unlike counterpenetration missions, these missions are not in response to any particular Demorean activity. Rather, they are the result of long-range planning involving the Intelligence and Operations Branches, and ultimately the Chairman of the Time Corps Council himself.

Agents on an offensive mission have the following responsibilities:

1. To create a specific change in the history of a specific Parallel. Of course, the exact change is always specified in the mission briefing. The agents are to create no changes other than the one specified.
2. To trace paranormally all ripple effects that result from the change the agents create.
3. To eliminate all ripple effects except those that strike Parallel A-227.

Being chosen to participate in an offensive mission is one of the highest honors a Time Corps agent of any rank and grade can receive. The choice reflects the complete confidence and trust placed in the agent by his superiors in the Corps.

Emergency Missions

Emergency missions are launched in response to a direct threat to the Time Corps itself. Usually, this threat is one which, for some reason, lies undetected until the very existence of the Corps itself is in peril. For example, a recent Demorean attack directed against the King Arthur legend on T-0 very nearly wiped out the very existence of the Time Corps. A handful of agents launched into the past to counteract this Demorean attack; the last thing they saw before leaving Time Corps HQ was the gradual dissolution of the Corps itself, fellow agents disappearing before their eyes. Fortunately, swift, decisive action on this emergency mission saved the Corps before the Demoreans could achieve total victory.

In addition to countering previously undetected Demorean or renegade action, an emergency mission will be launched immediately in the event of a Time Storm. This would be a massive emergency mission involving all available Time Corps agents.

The Time Corps grants agents on an emergency mission much broader powers than usual. The agents are allowed full discretion to travel through time or between Parallels as they may deem necessary. They are not to be reckless about causing historical changes, but are to take whatever action is necessary to preserve the existence of the Corps. If they make a mess of portions of history in the process, that can be straightened out after the existence of the Corps is once again assured.

Failure Recovery Missions

Failure recovery missions correct and/or replace a previous mission that failed. Usually, the failed mission was a counterpenetration mission; in any case, the failure recovery mission is identical to the original mission with one exception: the first responsibility of the failure recovery mission team is to get the original mission team back to Time Corps HQ.

Typically, this simply involves launching to the same Parallel, date, time and place as the original team and contacting that team using the Time Corps communicator. The recovery team tells the original team that, unfortunately, their mission has failed, and that they are to abort and return to Time Corps HQ at once. The recovery team then takes over the mission from the original team.

Of course, this procedure has the benefit of getting the original mission team out of the way, so that the recovery team doesn't have to work around them. Furthermore, the procedure completely eliminates most of the failed mission. The original team will recall their failures only through Paranormal Memory; unfortunately, agents killed in the original team's failure still die at the appointed time.

Failure recovery missions do not embark every time a mission fails. They are very expensive, and the Corps generally avoids them, unless it is believed that the failure of the original mission poses a direct threat to the Time Corps or causes a drastic deviation in history to the Demoreans' advantage.

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CM's Section

Significance and Success Points on Missions

This section explains how the CM should determine and award Success Points for various types of missions. At first, it may seem that time hopping will make mission success much easier for the PC agents; in fact, however, the threat of time hopping renegades plus the danger of starting wave and/or ripple effects introduces an entirely new set of perils and difficulties.

Success Points for Counterpenetration Missions

The following rules apply to awarding Success Points for counterpenetration missions:

1. If the entire mission takes place without the PCs' using any of the new PTs, skills, equipment, or time hopping rules from *Timetricks*, award Success Points exactly as prescribed in the *Travelers' Manual*.
2. If any *Timetricks* material is used on the mission, agents receive no Success Points if they inadvertently change history on *any Parallel*. This means that agents must eliminate all wave and ripple effects they may have caused in order to receive any Success Points for their mission.
3. If agents time travel during a mission, the CM should deduct 100 points from the total Success Points available to the group for each time hop undertaken *solely* to correct a mistake or eliminate a Success Point penalty. This penalty should not apply to time hops undertaken to inform an agent of his death, to eliminate the presence of one or more agents from a section of a Parallel, or to perform some other valid mission function. The CM's discretion is required in assessing this penalty: the basic idea is to penalize unnecessary time hopping.

Guard Missions

Success Points for guard missions are awarded just they are for a counterpenetration mission. The overall value of the mission is equal to the Significance Rating of the event being guarded. There are the normal chances for SP penalties due to errors, and for inadvertent changes to history.

Research Missions

Normal research missions have a flat Success Point value of 500 points. The CM may increase the value of the mission if the agents are called upon to assist other agents on another mission, or if the research mission turns into a counterpenetration mission because of Demorean or renegade activity. The normal penalties for mistakes, ripple effects, and so on apply.

Emergency Missions

The Success Point value of emergency missions must be determined uniquely. Normally, an emergency mission with no more complications than a normal counterpenetration mission should have a value of 1000 Success Points. Much more complex missions, such as a Time Storm mission, should have a higher value. As a general guideline, the CMs should assign a value of 1000 Success Points for every four time hops by the entire party which are absolutely essential to completing the mission successfully. Thus, for example, an emergency mission requiring a minimum of 8 time hops by the team should be worth about 2000 Success Points.

Failure Recovery Missions

Success Points for failure recovery missions are awarded just as they would be awarded for the original mission that failed.

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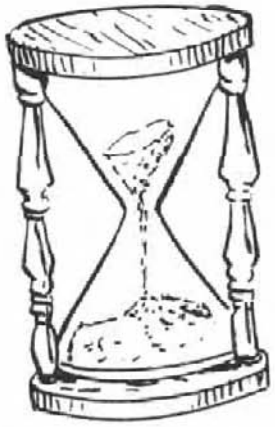
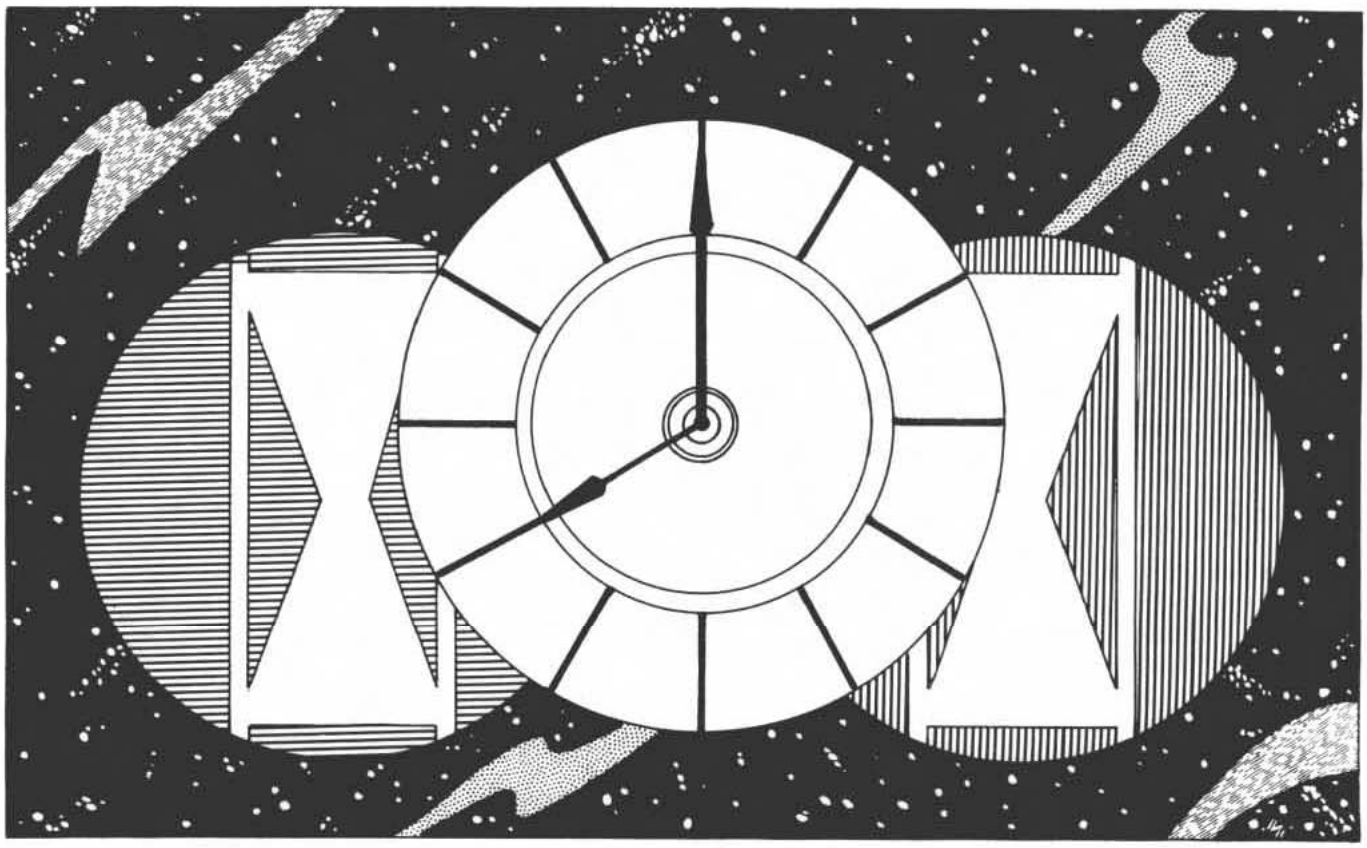


9. Regulations and Procedures



Recent innovations in time hopping, not to mention the availability of new equipment, skills and PTs, require some amendments and additions to Time Corps regulations presented in the *Travelers' Manual*. Further, there are some new procedures which agents should learn. Although these procedures do not have the full force of regulations, failure to follow them can result in either informal or formal disciplinary action.

Time Corps Regulations

The eight Time Corps regulations presented in the *Travelers' Manual* are hereby officially amended. The official text of the regulations as amended is presented here.

Regulation 1

No Time Corps agent shall ever needlessly or recklessly take human or friendly alien life. The taking of life while participating in a battle situation, or while participating on an emergency mission, shall not be construed as a violation of this regulation, unless done without reasonable cause or with malice aforethought.

Regulation 2

Renegades and Demoreans must be rendered ineffective. If possible, renegades should be captured and sent to the Prison Parallel by means of renegade pod. Otherwise, captured renegades should be returned to Time Corps HQ. Demoreans must be destroyed unless capture procedures can be followed.

Regulation 3

No agent shall ever undertake any time travel without permission from the Corps. Agents on a mission, however, are automatically granted permission for any time travel necessary or relevant to the accomplishment of their mission.

Regulation 4

No agent shall ever leave any device, weapon, or item in a time or Parallel from which it did not originate, nor shall an agent cause any such item to be left. Temporally displaced persons shall be returned to their appropriate time and Parallel, and their displacement prevented, whenever possible. Should return not be possible, temporally displaced persons shall be sent to the Prison Parallel.

Regulation 5

No agent shall ever willfully or by carelessness reveal the existence of the Time Corps, the reality of time travel, or any other data, information or idea which does not belong in the time or Parallel at hand. This regulation does not

apply to attempts to recruit new agents when recruitment is attempted following standard procedures. This regulation does not apply when dealing with temporally displaced persons, as long as such persons are returned to their appropriate time and Parallel, and their memories are restored to erase knowledge of inappropriate data and/or ideas.

Regulation 6

No agent shall ever attempt to discover or reveal the ancestry of another agent. Agents using a Loop Trap Avoidance Field Generator and/or Anomaly Field Generator shall never contact nor attempt to contact themselves during their lives prior to their recruitment by the Time Corps.

Regulation 7

Renegade equipment must be destroyed. Agents on a mission may use such equipment in an emergency, but the equipment must be destroyed after use. All use of renegade equipment must be reported to the Corps upon completion of a mission.

Regulation 8

Agents may not return from a mission unless they have completed it or are forced to abort it. The same team of agents will never be sent back to "repair" or "complete" a mission. However, agent teams are responsible for correcting any inadvertent ripple effects they may have caused while on a mission. Furthermore, agents on an event guard mission may return to Time Corps HQ during their mission for purposes of reporting changes in history, or renegade or Demorean activity.

Standard Operating Procedures

Unusual situations, not covered by regulations, can develop in the. The Time Corps likes to rely on the initiative, ingenuity, and judgment of its agents to deal with the unusual; however, the Corps has found the following standard operating procedures to be invaluable in most circumstances. Agents departing from these procedures should be prepared to defend their actions to their Operations Division Commander.

Recruitment Procedures

The recruitment of new agents is a constant concern to the Corps. It is essential to keep bringing "new blood" into the organization; at the same time, we must take the greatest care to avoid revealing the existence of the Corps or time travel to people who should not know of these things, and, of course, to avoid recruiting a Demorean who has shape-

changed to human form. The key problems in recruitment are recognizing potential recruits, attempting recruitment while revealing as little information as possible, avoiding revealing information to Demoreans or renegades, and dealing with the consequences of failed recruitment attempts.

Recognizing Potential Recruits

Agents may accidentally discover a potential Time Corps recruit on any mission on any Parallel. Don't be misled, however; it isn't easy to be a Time Corps agent (as you well know), and every recruit should have the following characteristics:

1. The potential recruit should possess either an outstanding attribute, or a combination of higher than average attributes, which would make him or her a valuable member of a mission team. Ideally, a recruit should be highly skilled at interpersonal relations and have the physical capability for intensive combat training; however, it is unusual to find such people.

2. The potential recruit must be trustworthy. Ordinarily, the Corps automatically rejects persons whose professions are essentially dishonest, although some exceptions may be made in rare circumstances. Agents should see the potential recruit in action under high stress situations, such as combat, before even considering a recruitment attempt.

Recruiting agents should constantly ask themselves, "Would I trust my life to this person?"

3. The potential recruit must have the capability to learn at least the PT Paranormal Memory. Persons with no capacity for paranormal talents cannot be recruited. Fortunately, the new PT called "PT Detection" can enable agents to identify individuals with latent PT capacity.

4. The potential recruit must be relatively insignificant to the history of his or her Parallel of origin. Persons with a Significance Rating greater than 25 cannot be considered. This can usually be determined by successful use of Significance Sensing. In any doubtful case, the potential recruit should not be approached until the Time Corps Historical Research Branch can confirm his or her lack of historical significance.

5. The identity of the potential recruit must be established beyond any reasonable doubt. In practice, this means the potential recruit should be stunned and searched carefully for marks or scars, preferably by an agent with Disguise skill who could recognize Demorean use of make-up or plastiflesh to create false scars. In addition, the potential recruit should be probed telepathically at least twice.

Recruitment Procedure

Once a likely potential recruit has been identified, any agent may begin the delicate recruitment process. Normally, the recruiting agent begins by drawing the potential recruit into a conversation about personal likes and dislikes. Any indication at this point that the potential recruit has strong emotional ties to people or places in his own time should result in immediate termination of recruitment, *unless the potential recruit is about to die anyway.* Slowly, the recruiting agent should bring the conversation around to the potential recruit's interest in the past and the future, and his general beliefs about the general desirability of freedom for intelligent, sentient beings. (The Time Corps has no desire to recruit persons who see a totalitarian system as the best of all possible worlds.)

If the potential recruit shows positive signs of interest in history and the future, and is capable of appreciating the desirability of freedom (no matter how unlikely or unworkable a free system may seem to him), the recruiting agent may proceed with the recruitment attempt proper. The agent should be certain that he and the recruit are completely unobserved, and that there will be no conceivable difficulty if it becomes necessary to stun the potential recruit and restore his or her memory.

The recruiter may then reveal the reality of time travel to the recruit, and explain the general nature of the Time Corps to him or her in simple terms. It is entirely possible that the potential recruit will think the recruiting agent mad, or find the concept of time travel impossible to grasp, or both. If even a simple demonstration of advanced technology is not sufficient to sway such beliefs, the potential recruit should be stunned and his memory restored at once. If the potential recruit eventually agrees to recruitment, he or she should be stunned and brought back to Time Corps HQ immediately.

Failed Attempts

Even the most likely recruits may resist recruitment for personal reasons. That is perfectly all right; the Time Corps doesn't have a compulsory induction system! However, in any failed recruitment attempt, *it is absolutely essential that the potential recruit not be allowed to communicate with anyone else until his or her memory has been restored.* Recruiting agents are personally responsible for seeing that successful memory restoration takes place.

Dealing with Temporally Displaced Persons

On occasion, agents may encounter innocent persons who have become displaced in time. Displacement could occur as a result of a Time Storm, but is more likely the result of renegade or Demorean activity. The Corps has developed the following procedures for recognizing and dealing with temporally displaced persons.

Recognizing Displaced Persons

There are several clues that can indicate that a person has been temporally displaced. In some cases, of course, immediate identification is possible: an agent who finds Napoleon in a Demorean sleep pod in the year 1985 on T-0 can be pretty certain that the fellow snoozing in the pod is temporally displaced. But beyond the obvious, here are some signs which could indicate temporal displacement, and which justify further investigation:

1. Language difficulties: People who can speak no language recognizable to others around them may be temporally displaced. This certainly isn't grounds for a certain identification, however; they may be nothing more than lost tourists.

2. Disorientation or insanity: Some temporally displaced persons suffer emotional and/or mental breakdowns as a result of their displacement. They may appear confused, befuddled, bewildered, unable to function normally in their environment. Here again, however, this is hardly a certain clue to temporal displacement. Individuals behaving in this manner may be suffering from any one of a number of mental or emotional disturbances.

3. An anachronistic name: A person's name can sometimes be a subtle clue to temporal displacement. A name which sounds odd or slightly out of place in a given place and time usually justifies further investigation by agents.

For example, not many people run around in ancient Rome on T-0 with a name like George William Harrison.

4. Minor ahistorical or unusual events: Some temporally displaced persons, especially those pastward from their proper time, attempt to profit economically, politically, militarily or otherwise from their displacement. An alert agent once spotted a temporally displaced person on T-0 in 1491 Spain: this individual gave himself away by selling stock subscriptions and engaging in other business manipulations to profit from Columbus' upcoming voyage, which would result in the "discovery" of the New World.

5. The PT Parallel Identification: This PT enables an agent to determine the Parallel, time, and place in which a displaced person belongs. Of course, the agent must have his or her suspicions aroused by some other clue before knowing to use the PT.

Dealing with the Temporally Displaced

Once they spot a temporally displaced person, agents should use the following procedure:

1. Determine the person's state of mind. The person may or may not realize that he or she has travelled through time. In fact, the mental state of a temporally displaced person may vary from delight and curiosity to total temporary insanity.

2. Determine the Parallel, time and place from which the person was displaced. This can be accomplished by the PT Parallel Identification. In some cases, if the person is mentally balanced and realizes the situation, simply talking to him or her can provide sure clues as to the Parallel of origin. Of course, even temporally displaced persons who realize they have traveled through time cannot themselves provide the proper identification of their Parallel of origin.

3. Determine whether or not it is feasible for members of the mission team to return the individual to his proper place and time. Frequently this poses no great difficulty. However, agents who have made numerous time hops or who are deeply engaged in a complex mission may find it too risky to themselves and/or their mission to return the person.

4. If return is feasible, put the displaced person to sleep prior to the time travel involved, and be certain to perform memory restoration before leaving the person at liberty in his or her home Parallel, time and place. Whenever, possible, return individuals to a time only a few seconds futureward of the time they were displaced. If a Time Storm caused the displacement, make the return several minutes futureward from the displacement, the better to avoid being caught in the storm itself.

5. If return is not feasible, the displaced person should be put to sleep and placed in a renegade pod with a message providing all known details about the individual. The renegade pod should then be sent to the Prison Parallel. Time Corps personnel in the prison Parallel will process the displaced person and try to see to his safe return home.

Agents from Other Time Corps

Parallels T-1 and T-2 have progressed in time to the point that they each have their own Time Corps. Our Time Corps on T-0 is attempting to open negotiations with these other Time Corps, but the process is very difficult and very slow. At the present stage of their development, the Corps on T-1 and T-2 are not yet certain whether we of T-0 are, in fact, a genuine Time Corps, or some elaborate Demorean hoax designed to lure them to their doom.

It is entirely possible that during a mission agents from the Time Corps on T-0 will encounter agents from one of these other Time Corps. Such situations are delicate, to say the least. The following procedure should be used in such cases whenever possible.

1. Be reasonably satisfied the persons encountered are in fact agents from another Time Corps, and not Demoreans, or, what is more likely, renegades posing as Time Corps agents. Unfortunately, there is no absolute way to

be certain; even a telepathic probe will simply give the individual's real name, and there is no way to tell a renegade from a Time Corps agent simply on that basis. If the individual is carrying both a Time Corps stunner and a Time Corps communicator, the chances are very good that the person is a genuine Time Corps agent.

2. If these alternate Parallel agents have not yet spotted you as also being time travelers, take no extraordinary action: do not approach them, do not reveal your Time Corps affiliation, and above all, do not jeopardize your mission.

3. If the alternate Parallel agents have spotted you as time travelers, *avoid capture at all costs*. These agents will almost certainly believe you are renegades or worse. The following evidence will lead them to that conclusion:

—Our agents have Antistun available, and are probably immune to their stunners. Because the T-1 and T-2 Time Corps have not yet developed Antistun, they take such immunity as a sign of the enemy; in their experience, it is characteristic only of Demoreans and renegades.

—It is possible our agents will look exactly like another agent from their Corps, or even exactly like one of them. Remember, history on T-1 and T-2 closely resembles history on T-0; even the individuals recruited for their Time Corps are, for the most part, duplicates of our own agents. Such a resemblance will probably lead them to conclude that our agents are Demoreans, perhaps using some strange new shape shifting PT.

Thus, these alternate Parallel agents will probably conclude that our agents are either renegades, in which case they will attempt to send them to their Prison Parallel, or Demoreans, in which case they will attempt to kill them.

4. Avoid hostile action against these agents. Use stunners, if necessary to avoid capture or death, but do not kill these agents or wound them seriously. From the Corps' point of view, it is better to have our own agents captured, or even killed, than to jeopardize the possibility of future good relations with these Time Corps.

Procedure for Taking Demorean Prisoners

Time Corps Regulation 2 specifically states that Demoreans should be destroyed. Of course, it is allowable to keep a Demorean alive in the field for a short time for purposes of gathering information. Generally, such Demoreans should be destroyed once their usefulness to the mission has ended. In rare cases, however, Demoreans may be taken prisoner.

A Demorean may be taken prisoner under the following circumstances:

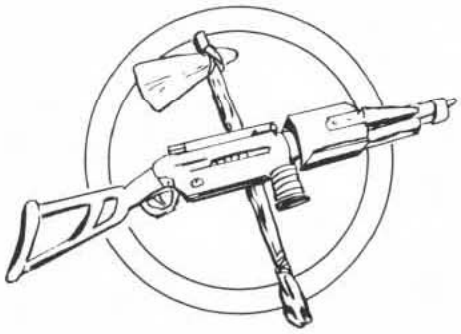
1. The agent or team has knowledge beyond a reasonable doubt that the Demorean to be taken is the last of his kind at the current point in time on the Parallel. Thus, it will not be possible for this Demorean to communicate telepathically with other Demoreans.

2. The Demorean can be quickly and effectively stunned or otherwise rendered unconscious. Never transport a conscious Demorean prisoner.

3. The Demorean is willing to surrender to save its own life. Often, this indicates the Demorean could be a valuable prisoner, cooperating freely with interrogation teams.

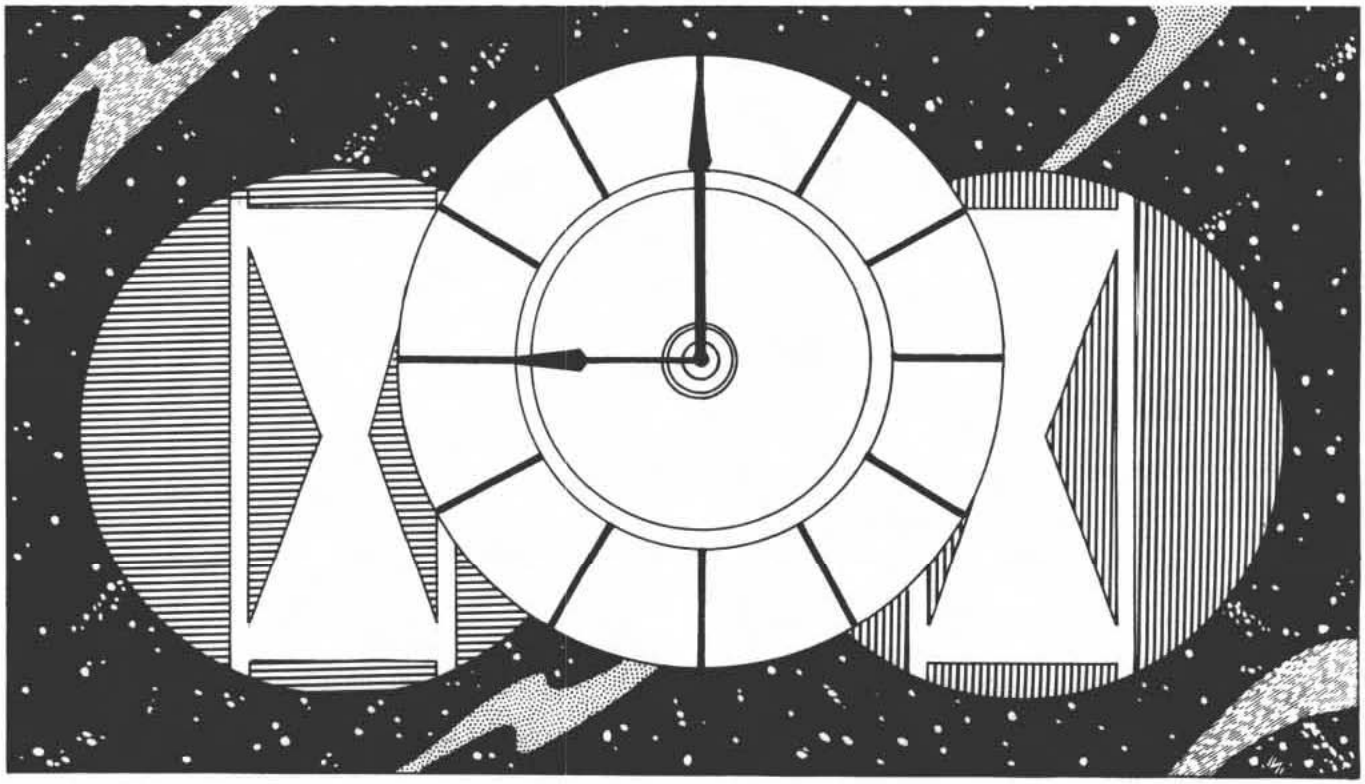
4. The Demorean is incapable of shape shifting. Assuring this is rather difficult for the Time Corps agent: if the Demorean is in human form when the capture attempt takes place, it must voluntarily shift back to its natural form; if the creature is already in natural form, it must voluntarily shape shift into the form of any convenient, nearby human, then shift back to its natural form, thereby guaranteeing that it cannot shape shift again without first returning to Parallel A-227. If neither of these conditions is met, the Demorean must be destroyed, as there is no assurance that it cannot shape shift after being taken prisoner.

Demorean prisoners should be placed, unconscious, in a renegade pod and sent immediately to the Prison Parallel. Special Time Corps facilities exist there for the proper handling of Demorean prisoners.



III. New Talents, Skills, and Equipment

10. New Paranormal Talents



New Paranormal Talents For Agents

The Time Corps Paranormal Research Division has developed several new Paranormal Talents that any agent can learn. This chapter presents a summary of the latest PTs our people have devised. Training in these PTs is now available, on the same basis that you have acquired other PTs.

The descriptions of these new PTs use the same format as in the *Travelers' Guide*. One new listing, *Prerequisites*, is inlcuded for those PTs that cannot be learned without first learning one or more other PTs.

In addition, this chapter describes some new uses and procedures for using a Paranormal Talent already familiar to all agents: Paranormal Memory.

Paranormal Memory

Base: (Perception + Willpower)÷3
Willpower Cost: None
Check: Specific, secret
Column: 2
Time Required: 1 round
Range: NA
Duration: NA

Paranormal Memory is already "standard equipment" for all Time Corps agents. The Corps' current intention is to familiarize agents (and CMs) with new ways Paranormal Memory may be used when time hopping, or when involved in potentially paradoxical situations.

We have long known that Paranormal Memory allows characters to remember what "should" have happened in history after history has been changed; less widespread is the knowledge that it also allows them to remember their own actions after those actions have been changed.

For example, Paranormal Memory can enable agents who participated in a self-eliminating mission to remember the entire mission, even though the mission never happened.

This new use of Paranormal Memory can be critical to agents in loop traps, or agents who make a pastward hop and then take some action that changes their futureward actions.

The CM should feel free to roll secret Paranormal Memory checks for agents whenever he or she believes the agents should have a chance to "remember" their own actions after those actions have been changed (either by their own activity or that of the enemy). If a check indicates some degree of success, the CM can provide the amount of information he or she feels that the specific result merits.

Using Paranormal Memory does not cost Willpower. However, an agent may attempt to use Paranormal Memory only once in any given situation, and only once to recall a given specific event or series of events.

Advanced Memory Restoration

Base: (Willpower + Perception + Luck)÷4
Willpower Cost: 10
Check: General
Time Required: 1 round
Range: Touch
Duration: Permanent
Prerequisite: Memory Restoration

This PT is identical to the old PT, Memory Restoration, with two exceptions: its use requires much less Willpower and much less time. Agents cannot learn this PT without first learning Memory Restoration. Without this prerequisite, the advanced technique poses too great a threat to the mental stability of the person whose memory is being restored.

Ancestor Recognition

Base: (Willpower + Perception)÷3
Willpower Cost: 20
Check: General, secret
Time Required: 1 round
Range: Sight
Duration: 1 mission in one time period and/or culture
Prerequisite: Adaptation

Ancestor Recognition allows an agent to recognize his or her own ancestors immediately, when spotting them with the naked eye. Each successful use of the PT lasts as long as the user remains in the same general time period and culture. Each use requires the prior successful use of the PT Adaptation. The user need not wait for the effects of Adaptation to be felt before using Ancestor Recognition; an agent could use Adaptation one round and then Ancestor Recognition on the very next round. Of course, if the use of Adaptation is unsuccessful, the attempt to use Ancestor Recognition is also unsuccessful automatically, and the user still loses the Willpower expended.

The user of this PT simply announces that he or she is going to use it. Then the CM rolls a secret general check. A successful check indicates that the user immediately recognizes his or her ancestors on sight. Failure means the agent cannot recognize his ancestors by paranormal means.

Demorean Telepathy

Base: (Willpower + Perception + Personality)÷4
Willpower Cost: 20
Check: General
Time Required: 1 round to activate
Range: Sight
Duration: 1 minute (12 rounds) after activation
Prerequisite: Telepathic Sending

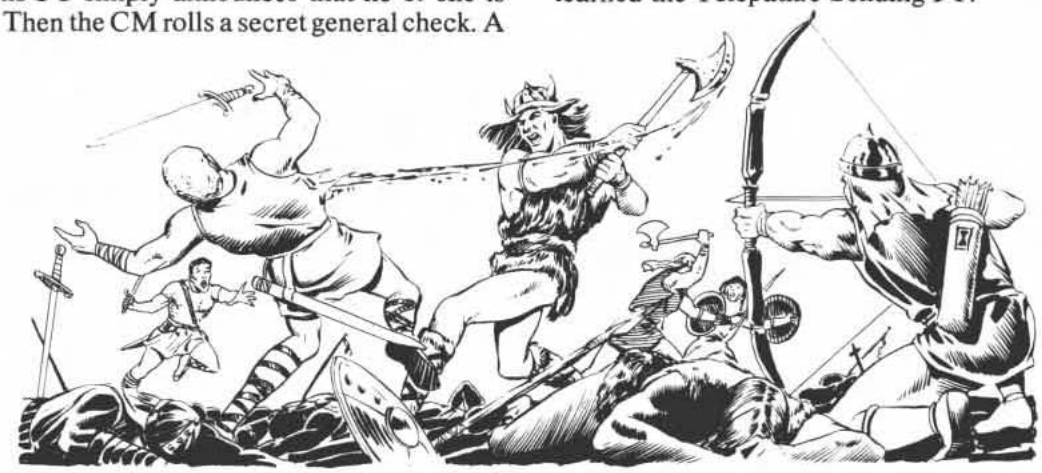
This remarkable new PT enables the user to enter into full telepathic communication with any Demorean in sight, exactly as if the user were himself a Demorean. The user can both send and receive telepathic messages from any Demorean he can see (either with the naked eye or with equipment which enhances the naked eye, such as binoculars, telescopes, or infrared scopes).

Demorean telepathic communication is almost constant: the creatures are continually sending and/or receiving messages from one another while conscious. This communication, and the use of this PT, is like normal spoken communication except that several Demoreans can "send" to the same "receiver" at once. The result, for a human, is maddeningly like being in a room with several people all speaking at the same time.

However, Demorean telepathy is not a form of mind probe; a Demorean reveals nothing to another that it does not want to reveal.

This talent is especially useful for agents in heavily Demorean-infested areas who are attempting to pass themselves off as shape-changed Demoreans. Agents should be aware, however, that they will be unable to send or receive messages from Demoreans *whom they cannot see for any reason*. This can be a problem, particularly in a large crowd.

Characters cannot learn this PT without first having learned the Telepathic Sending PT.



Mass Memory Restoration

Base: (Willpower+Perception+Personality+Luck)÷5
Willpower Cost: 30
Check: General, secret
Time Required: 1 minute (12 rounds)
Range: Sight
Duration: Permanent
Prerequisites: Memory Restoration, Advanced Memory Restoration

Mass Memory Restoration allows an agent to perform Memory Restoration on any number of characters at one time. The characters whose memories are being restored need not be sleeping or unconscious, but they must be within sight of the character using this PT for the full 12 rounds required.

Use of this PT requires only a general check. This check should be rolled secretly by the CM.

An agent must learn both Memory Restoration and Advanced Memory Restoration before learning this PT.

Paranormal Talent Detection

Base: (Willpower + Perception + Luck)÷4
Willpower Cost: 10
Check: Specific, secret
Column: 2
Time Required: 1 round
Range: Sight
Duration: Round of use
Prerequisites: None

Paranormal Talent Detection enables an agent to scan the mind of one, specific being, learning whether that being has any Paranormal Talents, and, in some cases, what those Paranormal Talents are. The individual scanned by this PT must be within unaided eyesight of the user.

Use of the PT requires a specific check rolled secretly by the CM: failure of the check indicates that the user gains no knowledge of the Paranormal capabilities of the scanned individual. Interpret successful check results on the following results key:

L = The user learns whether or not the individual being scanned possesses any Paranormal Talents, but not what those talents are.

M = The user learns whether or not the individual being scanned possesses any Paranormal Talents, and how many PTs are possessed, but not what the specific PTs are.

H = The user learns whether or not the individual being scanned possesses any Paranormal Talents, how many PTs are possessed, and the exact identity of two of those PTs.

C = The user learns the exact identity of all PTs possessed by the individual being scanned.

Parallel Identification

Base: (Willpower + Perception + Luck)÷4
Willpower Cost: 20
Check: Specific
Column: 2
Time Required: 1 minute (12 rounds)
Range: Self or 30 feet
Duration: Round of use
Prerequisites: None

Parallel Identification is useful in two ways: it enables an agent to identify the Parallel he is currently occupying, and it enables an agent to identify the Parallel of origin of any one specific being or thing within 30 feet.

Agents don't usually have any problem keeping track of what Parallel they occupy, but this use of Parallel Identification is nonetheless invaluable for dealing with situations that may arise if one is kidnapped or swept up in a Time Storm. Of course, the second use of the PT can be essential for determining exactly where in the Continuum a temporally displaced person or item belongs.

Use of this PT requires a specific check, with results interpreted on the following key:

L = The user learns the identity letter and number of the Parallel he is on, or of the Parallel of origin of the person or item being checked.

M = The user learns the identity letter and number of the Parallel he is on, plus the century or general time period he is in. For example, a character in 1776 in Revolutionary America on T-0 would learn he was on T-0 in the eighteenth century. If checking a person or item, the user learns the Parallel and century or general time period of the person or item's origin.

H = The user learns the identity letter and number of the Parallel he is on, the century or general time period he is in, and his current geographic location, down to the city or town. For example, an agent might learn he was on T-0 in the eighteenth century in Boston, Massachusetts. If checking a person or item, the user learns the Parallel, time period and geographic location from which the person or item orginated.

C = The user learns the identity letter and number of the Parallel he is on, his current geographic location, and the exact date. If checking a person or item, the user learns the Parallel and geographic location of origin of the displaced person or item, and the exact date on which the person or item was displaced.

Predict Change

Base: (Willpower + Perception + Luck)÷4
Willpower Cost: 30

Check: Specific
Column: 2
Time Required: 1 minute (12 rounds)
Range: Parallel user is on
Duration: Rounds of use
Prerequisites: Adaptation

Predict Change enables the user to predict the major historical change be caused by a Significance Wave or TDW when it hits the time period he or she occupies. The user must be located futureward of the Significance Wave or TDW by at least 24 SDS hours in order to use this PT successfully. Further, the user must have already used the PT Adaptation successfully in the same 24 hour period. The user need not feel the effects of Adaptation yet; he or she could use Adaptation one round and Predict Change the very next round, provided the use of Adaptation is successful. If the use of Adaptation is not successful, the attempted use of Predict Change automatically fails, but the Willpower expended in the attempt is still lost.

The successful use of Predict Change causes the user to receive mental images and/or "gut feelings" about the change in history about to occur. Failure in the attempted use simply means the agent receives no mental impressions or feelings concerning the upcoming historical change.

Interpret the specific results of successful use according to the following results key:

L = The user knows only that the change will be of a certain general type. For example: the reversal of the outcome of a battle, a change in the political leadership of a major power, an ahistorical economic boom or depression, an ahistorical invention, or the untimely death of a highly significant person.

M = The user knows the general type of change and the general location in which the change will occur. For example, the reversal of the outcome of a battle in Europe or North America, a change in political leadership in Great Britain, or an ahistorical economic boom or depression in central Africa.

H = The user knows the general type of change, the general location in which the change takes place, and something about how the way the change will arise. For example, the outcome of a battle in Europe will be reversed by the unexpected intervention of a third power, or an ahistorical economic boom in central Africa will be caused by the unexpected discovery of new sources of platinum.

C = The user obtains complete general information about the change about to occur. He knows generally what will happen, and when, where, and how the change will take place. This result provides enough information to allow agents to formulate a plan of action to counter the change; however, it does not include every minor detail needed to guarantee the success of this plan.

Notice that this PT does not enable the user to predict changes that will occur because of direct Demorean or renegade action; it can predict only those changes caused by a Significance Wave or TDW, although Demoreans or renegades may have caused the wave or TDW.

This PT can be particularly valuable in conjunction with Historical Analysis skill, used either by the same agent or by two agents acting together.

Ripple Tracking

Base: (Willpower + Perception + Luck)÷4
Willpower Cost: 20
Check: Specific
Column: 2
Time Required: 1 minute (12 rounds)
Range: Unlimited, but ripple being tracked must touch the Parallel and time period occupied by the user
Duration: Time of use
Prerequisite: Parallel Identification

Ripple Tracking enables the user to track a ripple effect across Parallels. The talent is useful in two different ways:

1. To find out what additional Parallels (and time periods on those Parallels) will be hit by a ripple originating on or passing through the Parallel and time period occupied by the user.
2. To track down the Parallel and time period on which a ripple originated. In this case, the user must be on a Parallel and in a time period affected by the ripple which is being tracked back to its origin.

In order to learn this PT, an agent must first have learned Parallel Identification. However, it is not necesary to use Parallel Identification in order to use Ripple Tracking successfully.

Use of this PT requires a specific check. Each type of use has its own results key.

Prediction Results Key

This key is used when the agent attempts to predict what additional Parallels and time periods the ripple will hit.

L = User can predict one additional Parallel (and the time period on that Parallel) that the ripple will hit. The predicted time period will be accurate to within 300 SDS years. In other words, the time period which will be hit by the ripple will be within 300 years of the date predicted by the user of this PT.

M = The user can predict up to three Parallels that the ripple will hit. In addition, the user can predict accurately the time period to be hit by the ripple to within 200 SDS years on each Parallel.

H = The user can predict up to five Parallels that the ripple will hit. In addition, the user can predict accurately (to within 100 SDS years) the time periods the ripple will hit.

C = The user can predict all Parallels the ripple will hit, the time periods it will affect (to within 5 SDS years), and the general geographic locations it will affect initially.

Tracking Results Key

This key is used when the agents attempt to track down the Parallel and time period in which a ripple originated.

L = User learns the Parallel on which the ripple originated, and the time period, accurate to within 500 SDS years.

M = Same as "L" result, but time period is accurate to within 200 years.

H = Same as "L" result, but time period is accurate to within 100 years.

C = Same as "L" result, but time period is accurate to within 5 years. In addition, the user knows the general geographic location (continent, nation, or state) of the historical change that caused the ripple.

When tracking a ripple back to its Parallel of origin, an agent is able to learn only the Parallel of origin of the particular ripple he is tracking. For example, suppose a ripple effect begins on R-17 and hits R-15, M-14 and T-22. On T-22 the changes caused by the ripple in turn cause another ripple which affects T-21, T-9 and T-0. An agent on T-0 could track the second ripple to its origin on T-22. The agent would have to use the PT a second time to track the ripple on T-22 back to R-17. Of course, eliminating the original ripple on R-17 would eliminate all of its effects on all the other Parallels, thereby eliminating the ripple effect on T-0.

Temporal Tracking

Base: (Willpower + Perception + Luck)÷4
Willpower Cost: 20
Check: Specific
Column: 2
Time Required: 1 minute (12 rounds)
Range: Special, see below
Duration: Time of use
Prerequisite: Parallel Identification

How often have renegades barely escaped the grip of the Time Corps by some trick that allows them to get to their time travel machines and hop to some other place, time or Parallel? Too often. The new Paranormal Talent Temporal Tracking was devised to enable Time Corps agents to solve this particularly thorny problem.

Successful use of this PT allows an agent to "track" another time traveler—to determine the Parallel and time period to which he has gone. The user can track any number of time travelers, provided they all left from the same Parallel, place, and time and are all going to the same Parallel, place, and time. If a group of travelers splits up,

with one individual or a small group going to one destination while others go elsewhere, the tracking character can track only one of the travelers or groups. The user must determine which specific individual he or she is tracking before using the PT; successful use will then allow tracking of that individual and all others in that individual's group.

To track a traveler successfully, the tracker must arrive at the point the traveler left within five SDS minutes of his or her leaving. The tracker must know the traveler's identity, or at least have a reasonably accurate (CM's discretion) visual image or memory.

Use of the PT requires a specific check. Results come from the following key:

L = The user learns the Parallel to which the time traveler went and the time period within 30 days.

M = The user learns the Parallel to which the time traveler went and the time period within 10 days.

H = The user learns the Parallel to which the time traveler went, the time period within 10 days, and the general geographic location, such as the continent, country or state.

C = The user learns the Parallel to which the time traveler went, the exact time on that Parallel, and the geographic location within one mile.

A character must learn the PT Parallel Identification before he or she can learn Temporal Tracking.

New Demorean Paranormal Talents

The Corps has discovered two new Demorean Paranormal Talents. These PTs seem to be linked to the nature of the Parallels on which they are operative; neither of them will work on any T Parallel.

The descriptions which follow use the same format as that given in the *Travelers' Manual*. One new entry, *Parallels*, indicates those Parallels on which the Corps knows with certainty these new PTs will work. This listing may not be exhaustive; the Corps has had neither time nor resources to identify every Parallel on which each of these talents may work. Remember: neither of these new Demorean PTs will work on any T Parallel.

Alter Shape

Base: (Willpower + Personality + Perception)÷3
Willpower Cost: 50
Check: General
Time Required: 1 round
Range: Self
Duration: Until the user voluntarily abandons the shape or is killed
Parallels: M-6, any Parallels with natural or magical shape shifters

This PT is a highly advanced form of Shape Shift, in which the user assumes the form of any sentient being—any being who can think and/or feel. *The sentient being does not have to be unconscious or captive* for the PT to work. All the user must do is spend at least one round observing the being whose form the user assumes.

Basic abilities of the user remain the same no matter what form is taken, although the assumed form may restrict skill use. The user may assume the form of a being of any size; Time Corps stunners cannot stun a user who has assumed a larger than man-sized form.

Once the Demorean has altered its shape to that of another sentient being, it cannot use Alter Shape again until after it returns for a rest to its own Parallel and time. This PT cannot be used in conjunction with Shape Shift.

Metamorphose

Base: (Willpower + Perception)÷2
Willpower Cost: 50
Check: Specific
Column: Current WPR of intended victim; if more than one victim, use victim with highest current WPR
Time Required: 1 round
Range: Sight
Duration: Permanent
Parallels: M-6, Parallels where magic will work

Metamorphose allows the Demorean to change the form of other characters into that of any animal. Changed characters retain their full intelligence and Basic Ability scores. Their new forms, however, restrict communication, and, depending on the form, some skill use.

The user may affect anyone it can see with the naked eye at the instant it uses the PT. Treat those only partially visible (for example, those half-hidden behind a rock or watching out of a window) as visible.

Using the PT requires a specific check on the column corresponding to the victim's current Willpower. When more than one character is to be metamorphosed, the PT requires a specific check using the Willpower column of the potential victim who has the highest current Willpower.

Results of the PT use are given on the following key:

S = 1 target character metamorphosed.

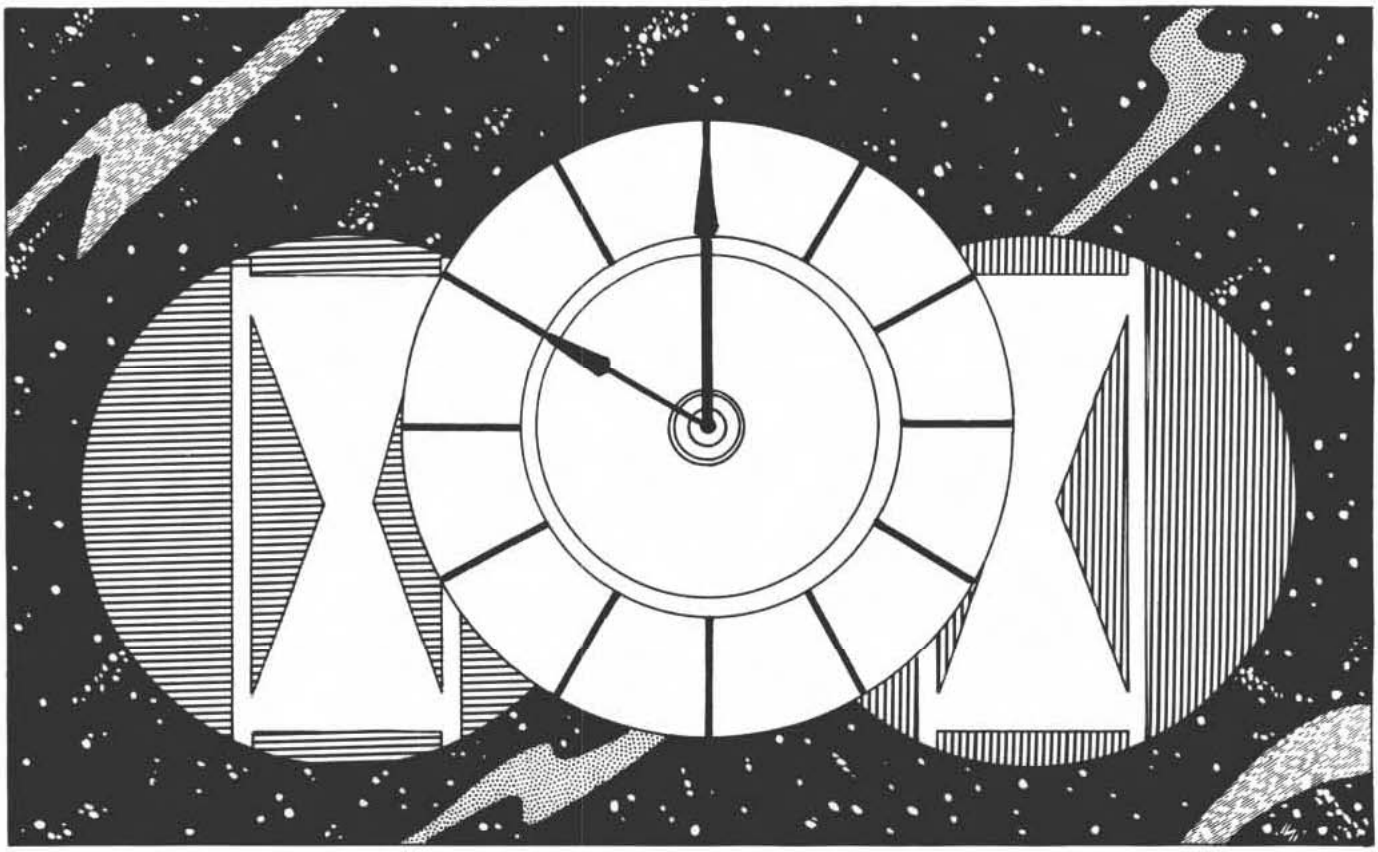
L = 25% of target characters metamorphosed (round up).

M = 50% of target characters metamorphosed (round up).

H = 75% of target characters metamorphosed (round up).

C = 100% of target characters metamorphosed (round up).

11. New Skills



Acrobatics/Gymnastics: *Base = (Wpr + Pcn + Agl)÷3. General or specific check at CM's discretion.*

This skill increases a character's chance to perform extremely difficult movements or combinations of movements, such as somersaults, back flips, cartwheels, walking on a wire or tightrope, swinging on chandeliers, or leaping over obstacles. The skilled character may opt to use his or her skill score instead of the Agility score for attempts to perform these difficult actions. Using the skill can require either a general or a specific check at the CM's discretion. (See the example of the use of general and specific checks in a movement situation on pages 14-15 of the *Travelers' Manual.*)

Advanced Temporal Engineering: *Exclusive skill. Base = (Wpr + Pcn + Dex)÷3. Secret specific check.*

Knowledge of how to construct a time travel drive is a secret the Time Corps has guarded carefully: only characters who have Advanced Temporal Engineering skill are able to construct such a drive. Of course, in addition to Time Corps agents, many renegades now have this skill.

Successful use of this skill enables the user to build a time travel drive, using materials, tools and techniques *available in the time period in which he finds himself.* In short, this skill is the ultimate rescue for agents who for any reason find themselves stranded in time without their chronoscooters.

Results of the use of this skill depend upon the technology and time period in which the agent finds himself. Specific check results are given for different technology levels. These results include the time required to build the time travel drive (including the machine it will power), and the accuracy of the machine.

"Accuracy" is the percent chance of reaching the exact date for which the machine is set, and the margin for error, or number of years off target a machine may arrive should it not hit the exact date for which it is set. CMs should assign an "off target" time travel machine a 50% chance of arriving pastward of its target date, a 50% chance to arrive futureward.

All time travel drives built using this skill have only enough power for one trip through time. Only commercially or professionally constructed machines are capable of being recharged or carrying extra fuel.

A failure result indicates the character spends six weeks in an attempt to build the time travel drive before realizing the effort is doomed to failure. A character may make only one attempt to build a given time travel drive; the character may not try again until he or she has time traveled by some means.

Advanced Temporal Engineering Results Chart

Era*	L	M	H	C
Stone Age	2 yrs	98 wks	88 wks	78 wks
(50% accuracy, + or - 5d10x10 SDS years)				
Metal Age	65 wks	52 wks	48 wks	36 wks
(60% accuracy, + or - 3d10x10 SDS years)				
Age of Enlightenment	48 wks	36 wks	24 wks	12 wks
(70% accuracy, + or - 2d10x10 SDS years)				
Industrial Age	24 wks	12 wks	8 wks	6 wks
(80% accuracy, + or - 1d10x10 years)				
Atomic Age	8 wks	6 wks	5 wks	4 wks
(85% accuracy, + or - 1d10x5 SDS years)				
Space Age	5 wks	4 wks	3 wks	2 wks
(90% accuracy, + or - 1d10x3 SDS years)				
Modern Age	4 days	3 days	2 days	1 day
(95% accuracy, + or - 1d10 SDS years)				

* *Era* refers to the technology of the time period in which the construction is attempted. These technology eras are drawn from Earth history on T-0; CMs working with agents in alternate Parallels should pick the era whose description below most closely resembles that of the era in which the characters are trying to construct the time travel drive.

Stone Age: all technologies up until the development of primitive metal smelting.

Metal Age: all technologies from the development of metal smelting to the invention of the printing press. In Earth history, this covers most of civilized history up to the end of the European middle ages.

Age of Enlightenment: the period from the invention of the printing press up to the Industrial Revolution, ushered in by the first widespread use of the steam engine in the late 1700's in England.

Industrial Age: the period in Earth history from the late 1700's to 1945, characterized by rapid industrialization, extensive development of machinery, and use of internal combustion engines.

Atomic Age: the period in Earth history from 1945 through the post-Holocaust world of the 21st century.

Space Age: the period in Earth history from contact with Kleibor and Tarsan civilizations (2105) through the Xenophobic Wars. A period characterized by faster than light spacecraft drives and communications, based on Xantium crystal technology.

Modern Age: contemporary 72nd century technology.

Artifact Construction: *Base = (Pcn + Dex)÷2. Secret specific check.*

Use of this skill enables characters to construct typical, simple items, using technology contemporary for the time period they are in, but not including methods involving post Industrial Revolution machinery. The items to be

constructed should not involve electrical, electronic, computer, or other forms of higher technology. The items could, however, be made of cloth, wood, stone, or metal, or combinations of these materials. Examples of the types of items which can be constructed are simple clothing, simple tools, stone knives or axes, arrows, spears, pikes, animal-drawn plows, metal armor, even crude gun barrels.

This skill is most commonly used in the field to construct or repair common equipment, using the tools, supplies, and other equipment available in the time period and place.

The time required for such construction or repair may vary greatly, depending upon the type of item the user desires, the tools and supplies he has available, and the technology he uses.

The CM should secretly roll a specific check for each use of this skill, and determine the time required to build or repair the item, using the following results key entries as a rough guideline, adjusting as circumstances dictate:

L = User constructs or repairs the item in about twice the time required by a skilled craftsman native to the time period.

M = User constructs or repairs the item in about the same amount of time required by a skilled craftsman native to the time period.

H = User constructs or repairs the item in about 75% of the time required by a skilled craftsman native to the time period.

C = User constructs or repairs the item in half the time required by a skilled craftsman native to the time period.

If the specific check results in failure, the character spends about half the time required by a skilled craftsman to the do the job before realizing he or she will fail. Only one check is allowed per item to be constructed or repaired.

Bargaining: *Base = (Wpr + Per)÷2. Secret specific check, depending upon use.*

Characters who have bargaining skill have an advantage when they deal with NPCs concerning the sale, purchase, or barter of goods, services, or information. Successful use of the skill enables the character to get a better deal or price, when bargaining over price is appropriate.

Use of the skill requires that the skilled character make a specific proposal for the purchase, sale or trade of certain goods, services or information. A specific proposal should include a list of the exact items involved in the transaction, and the exact price the skilled character is either offering to pay or attempting to charge. In addition, the skilled character should state what arguments or line of reasoning he or she is using in order to make the deal attractive to the other parties involved.

Once the skilled character has put forth his or her proposed deal, the CM should roll a specific check against the skilled character's skill score, obtaining a result from the Action Table on the column corresponding to the involved NPC's current Willpower score. If more than one NPC is involved, the CM should use the score of the NPC with the highest current Willpower.

Interpret the effect of the skill use on the following results key:

L = NPC accepts the deal, but only if the PC's gain or discount over standard market prices is limited to 10%.

M = Same as "L" result, but PC's gain may be up to 25%.

H = Same as "L" result, but PC's gain may be up to 50%.

C = Same as "L" result, but PC's gain may be up to 100%.

Failure of the specific check indicates the NPC rejects the deal. If the check is successful, but the PC's gain is over the limit indicated by the result, the NPC will continue to bargain with the PC until the PC either lowers his or her offer to a price within the limits imposed by the original check result or breaks off negotiations.

Diplomacy: *Base=(Wpr+Pcn+Per)÷3. General or specific check, depending upon the use of the skill.*

Diplomacy skill increases a character's chance for success when dealing with high ranking NPCs in matters of politics, religion, national trade agreements, international marriage arrangements, or other areas of negotiation common to heads of state or high ranking diplomats.

Characters may use the skill score in several ways:

1. Instead of the Personality score for purposes of Direct Action checks during diplomatic negotiations.
2. Instead of a character's Perception score for purposes of determining how well the character understands a proposed agreement, including any loopholes or possible negative consequences which might arise as a result of a proposed agreement.
3. A successful general check against the skill score eradicates any negative Direct Action Check modifiers obtained from a Situation Check. This use of the skill represents the skilled character's ability to know "the right thing to say" in a touchy situation.

Historical Analysis: *Exclusive Skill. Base=(Wpr + Pcn + Luck)÷3. Secret specific check. Prerequisite: Computer Skill.*

Successful use of this skill enables the user to predict the major effect of historical change at any desired point on the affected Parallel futureward of that change. For example, suppose a team of agents is on a mission on T-0 at the battle of Gettyburg, 1863, during the American Civil War. Dur-

ing the course of their mission, the Confederate forces win that battle, unleashing a Significance wave that will change the course of history on T-0. The agents hop futureward to 6500 in an attempt to stop the wave. They wish to know what major change to expect in that year. Successful use of this skill can provide the answer.

A character must have Computer skill at Master level before acquiring Historical Analysis skill; use of this skill requires extensive knowledge of computer programming. Use of this skill also requires a skill kit, which consists of a software program compatible with even the most primitive Earth computers. (Versions of this software compatible with alien computers are available for missions into the history of alien worlds or Parallels where non-humans are the dominant species.) The kit contains the modifications needed to run the program on any type of human constructed computer using any programming language.

To use this skill, the user must have the skill kit, software program and, of course, a computer. There are three types of computers for purposes of determining the results of this skill use: standard computers, computers linked to a significant number of other computers as part of a data net, and the computers at Time Corps HQ.

Successful use of the skill always results in a correct prediction of the major change to expect in the time period specified. This time period may be no shorter than four SDS weeks and no longer than five SDS years.

Use of the skill requires a secret specific check, which determines how long it takes the user to obtain the desired result in SDS hours. Failure indicates that the program runs for the maximum period of time, 72 SDS hours, and concludes that there is insufficient data to make a significantly correct prediction.

Interpret results on the following chart:

Historical Analysis Results Chart

Result	Computer	Computer Net	TCHQ Computer
L	72 hours	48 hours	24 hours
M	56 hours	32 hours	16 hours
H	52 hours	28 hours	12 hours
C	48 hours	24 hours	8 hours

The results shown are the number of SDS hours of work at the computer required to obtain the desired result.

If the user of this skill successfully uses a Historical Specialty skill covering either the time period in which the original change to history took place, or the time period for which a major change is to be predicted, cut in half the amount of time on the results chart. The same is true if another character who has the appropriate Historical Specialty skill assists the user continuously.

Further, if someone (either the user or a character assisting him) uses the PT Predict Change to predict the change about which information is sought, decrease the time required for the skill according to the result obtained by use of the Predict Change PT:

NEW SKILLS

Name	Base	Check
Acrobatics/Gymnastics	(WPR+PCN+AGL)÷3	Varies
*Advanced Temporal Engineering	(WPR+PCN+DEX)÷3	Secret specific
Artifact Construction	(PCN+DEX)÷2	Secret specific
Bargaining	(WPR+PER)÷2	Secret specific
Diplomacy	(WPR+PCN+PER)÷3	Varies
*Historical Analysis (Prereq.: Computer)	(WPR+PCN+LUCK)÷3	Secret specific
Nautical	(PCN+DEX+AGL)÷3	Varies
*Navigation/Astrogation	(PCN+LUCK)÷2	Secret general
*Research/Knowledge	(WPR+PCN)÷2	Secret specific

* = Exclusive Skill

NEW PARANORMAL TALENTS

Name	Base	Cost/Column, Check
Paranormal Memory	(PCN+WPR)÷3	-/2 Specific
*Advanced Memory Restoration	(WPR+PCN+LUCK)÷4	10/-General
*Ancestor Recognition	(WPR+PCN)÷3	20/-Secret General
*Demorean Telepathy	(WPR+PCN+PER)÷4	20/-General
*Mass Memory Restoration	(WPR+PCN+PER+LUCK)÷5	30/-Secret General
Paranormal Talent Detection	(WPR+PCN+LUCK)÷4	10/2 Secret specific
Identification	(WPR+PCN+LUCK)÷4	20/2 Specific
*Predict Change	(WPR+PCN+LUCK)÷4	30/2 Specific
*Ripple Tracking	(WPR+PCN+LUCK)÷4	20/2 Specific
*Temporal Tracking	(WPR+PCN+LUCK)÷4	20/2 Specific

* = PT has prerequisite

NEW DEMOREAN PARANORMAL TALENTS

Name	Base	Cost/Column, Check
Alter Shape	(WPR+PER+PCN)÷3	50/-General
Metamorphose	(WPR+PCN)÷2	50/WPR, Specific

NOTE: Neither of these new Demorean PTs will work on any T Parallel.

L = cut skill use time by 25%
M = cut skill use time by 50%
H = cut skill use time by 75%

Of course, if a character has obtained a C result with the Predict Change PT, there is presumably no need to use the Historical Analysis skill.

Reductions in the time required to use this skill are cumulative; an agent at Time Corps HQ, assisted by one agent with an appropriate Historical Specialty and another who successfully used Predict Change, could conceivably complete his predictions in one hour.

Nautical Skill: *Base=(Pcn + Dex + Agl)÷3. General or specific check, depending upon use of the skill.*

Characters who have Nautical skill are trained and familiar with the use of all types of sea-going craft, from small sailing boats to ocean liners. Skilled characters can handle a small craft, or command and pilot those craft large enough to require a crew. Depending upon the type of craft and the situation, characters who have this skill may gain certain advantages when commanding a craft in naval combat.

The CM may require either a general or a specific check against the skill score, depending upon the circumstances. Typical uses of the skill in play are piloting a ship through heavy seas or storms, determining the seaworthiness of a vessel by inspection, determining what course of action could save a vessel in danger of sinking, if any, and spotting water navigation obstacles such as hidden reefs or shoals.

Navigation/Astrogation: *Exclusive skill. Base= (Pcn + Luck)÷2. Secret general check.*

Characters successfully using this skill are able to figure out where they are (geographically) and how to get where they want to go. The skill is useful for both on-planet navigation and for astrogation on interplanetary or even interstellar journeys. The skill is useful on any T Parallel, and on any other Parallels where the physical universe is identical to that on T-0.

Time Corps agents who learn this skill also learn how to run a special navigation program on the onboard computer on their chronoscooters. Use of this computer significantly reduces the amount of time required to make navigational calculations.

Each use of the skill requires a secret specific check. Interpret results on the following key:

L = Character's calculations are essentially correct. The course he or she plots will place off those who follow by no more than 15% of the total distance to be traveled. If using the skill to determine his or her exact location, the character determines the location correctly. The calculations required for the use take 1d10 hours if done manually, 1 to 5 hours if done on a computer, or 1d10 minutes if done on the chronoscooter computer.

M = Same as the "L" result, but the margin of error is reduced to 10%.

H = Same as the "L" result, but the margin of error is reduced to 5%.

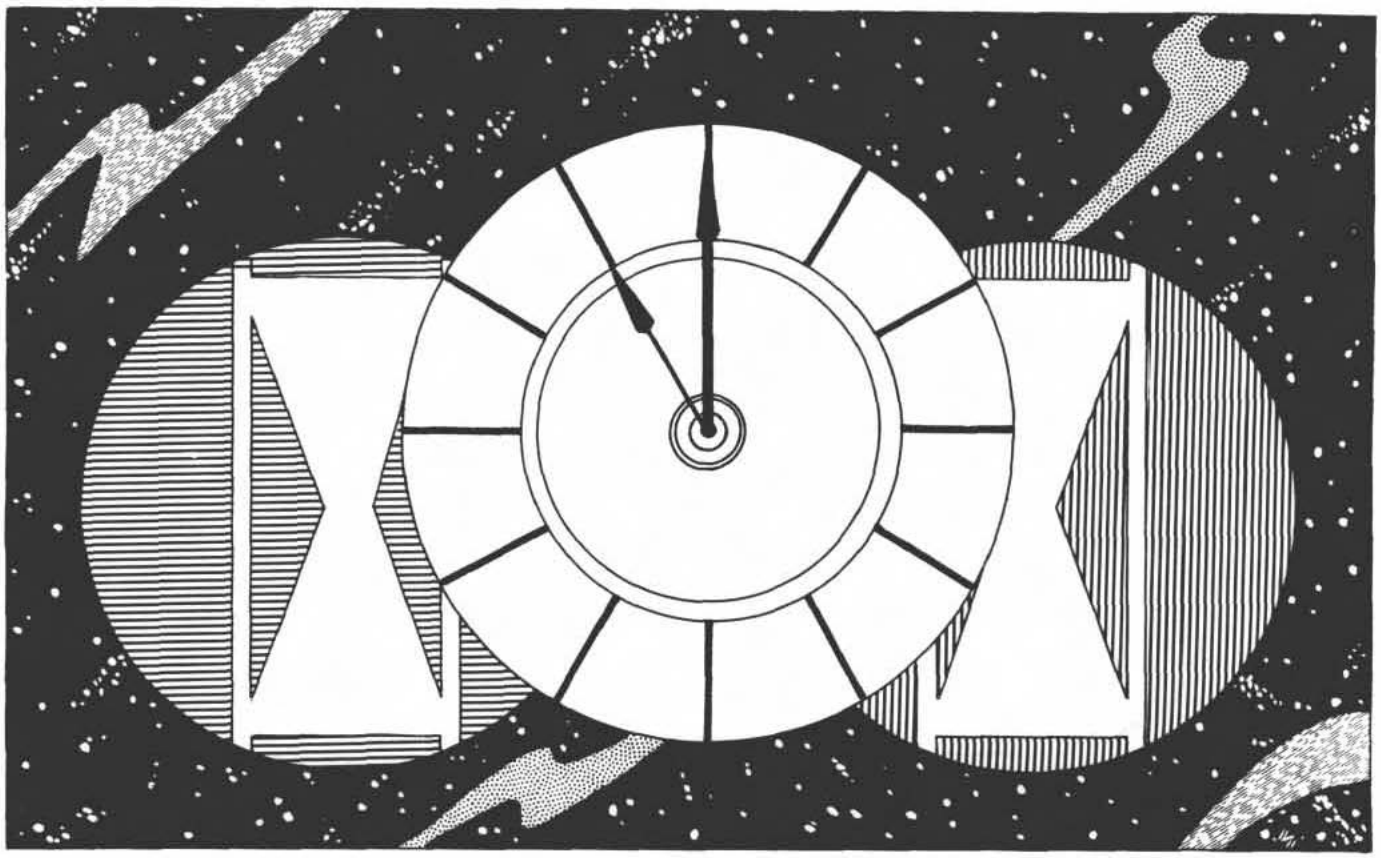
C = Same as the "L" result, but there is no error at all in the calculations.

A character need not know the identity of the Parallel he is on in order to use this skill. As an added benefit, skilled characters can read maps of almost any type, and can use their skill score as their chance to recognize otherwise indecipherable or mysterious documents as maps.

Research/Knowledge Skills: *Exclusive skills. Base =(Wpr + Pcn)÷2. Secret specific checks.*

There are frequently occasions on a mission when the team needs to gather an odd fact or two, or add to the information provided in their briefing about the very time period they are visiting. Research/knowledge skills enable agents to know the answers to some of their questions, and to use the research facilities available in the time and place they are visiting to find answers to their questions (provided that answers are available in that time and place).

12. New Equipment



Now that you've been initiated into most of the secrets of the Time Corps, you'll be trusted with more equipment. This chapter describes the new gadgets available for agents. It also describes some new items the Demoreans and renegades have begun using, items agents should look out for when they're in the field.

Chronoscooters

The chronoscooters you have used in your missions to date are wondrous machines, but the Corps has better equipment available: this is where you learn about it. Until now, you have been using the model TCA-1 chronoscooter. From now on, your personal machine will instead be the TCA-1A. This machine is similar to the TCA-1, but has several extra features. Further, you may on occasion be assigned any one of several other models for a particular mission. Agents should be familiar with all models of chronoscooter available from the Corps.

Chronoscooter Model TCA-1A

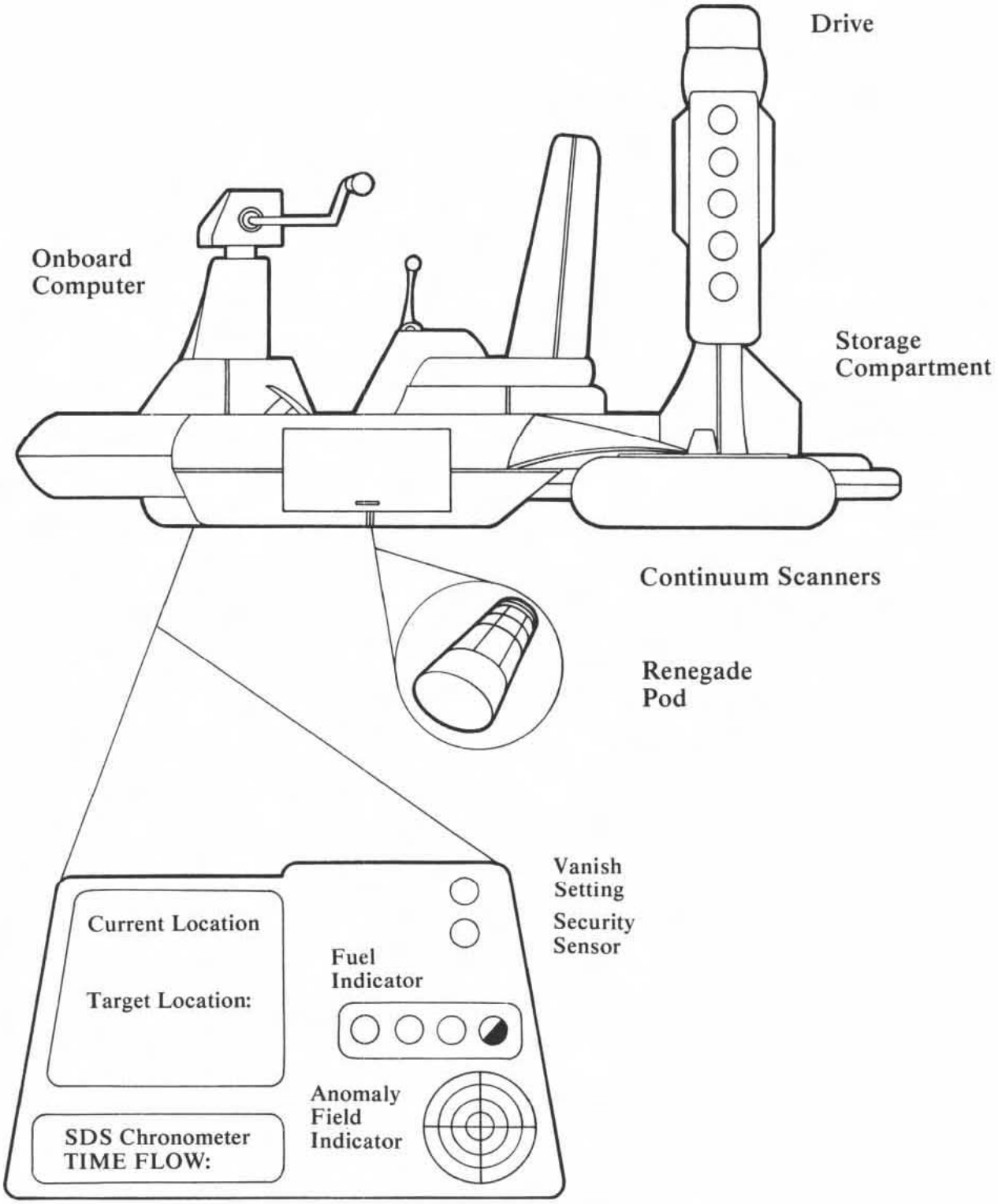
Significance Rating: 1000
Stress Points: 60

The TCA-1A represents the most advanced design technology in personal time travel machines. The standard features on this model are illustrated in the accompanying diagrams.

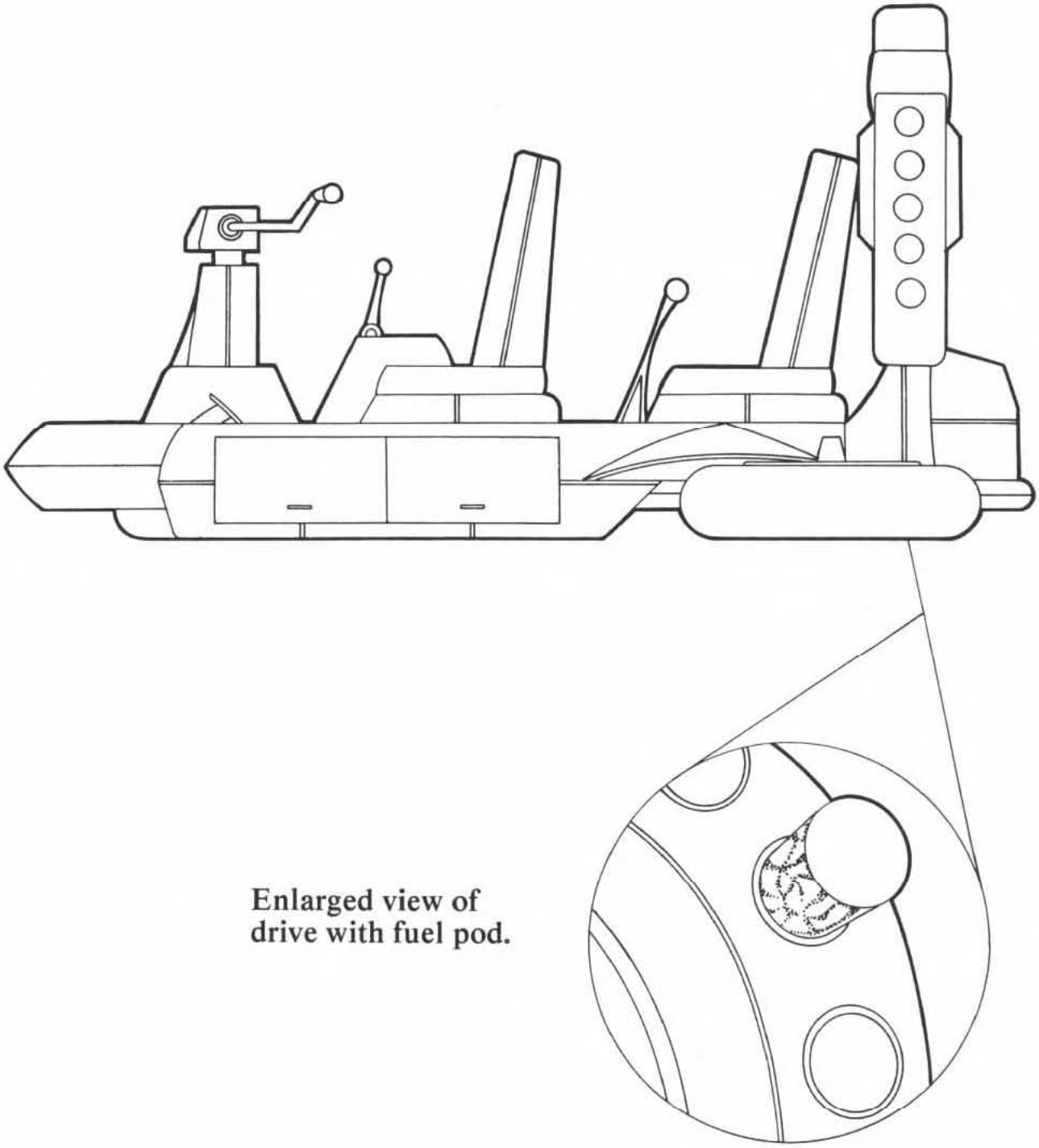
Drive: The main time travel drive is located inside the large, round drive shielding on the back of the craft. The rim of the drive shielding contains ten cylindrical openings leading into the drive itself; these openings are for the storage of the drive's fuel pods. Time Corps HQ technicians or characters who have Advanced Temporal Engineering skill can insert fresh fuel pods or remove empty ones at any time.

Continuum Scanners: The two smaller, circular appendages on the back sides of the TCA-1A are the machine's Continuum scanners. These special devices are essential to the machine's ability to travel to the correct Parallel, date, time and place. When the machine is in use, these devices scan the Continuum from outtime, feeding the data gathered to the onboard computer and directing the machine toward its proper destination.

Equipment Storage Compartment: This is a collapsible compartment identical to the storage compartment on the model TCA-1. Only the agent assigned to a particular chronoscooter can open this compartment, using a touch code control on his or her Time Corps communicator. Attempts to tamper with this security device trigger the machine's main security scanner, with the customary explosive results.



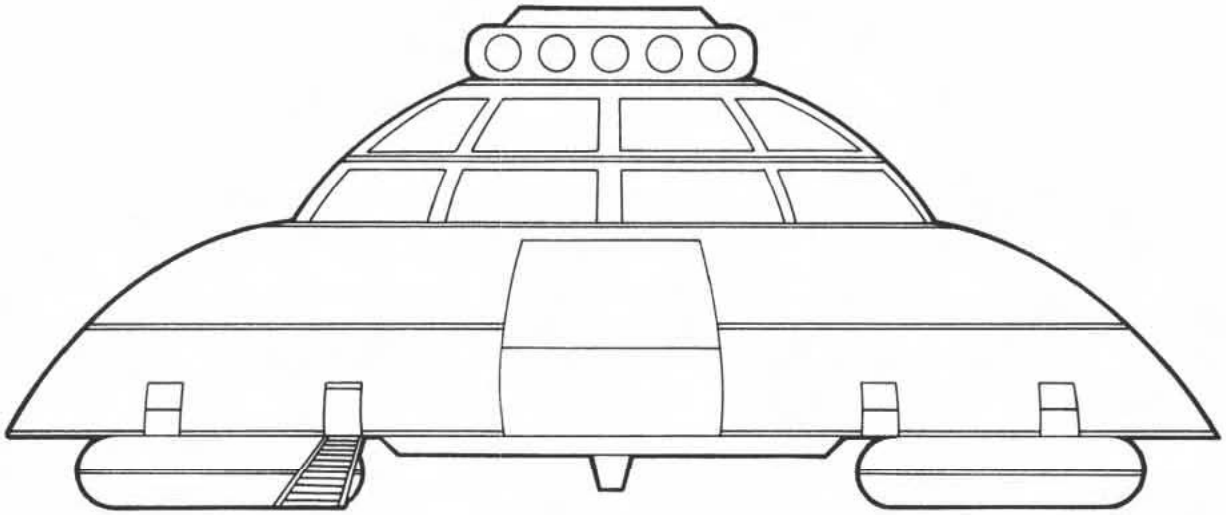
CHRONOSCOOTER MODEL TCA-1A

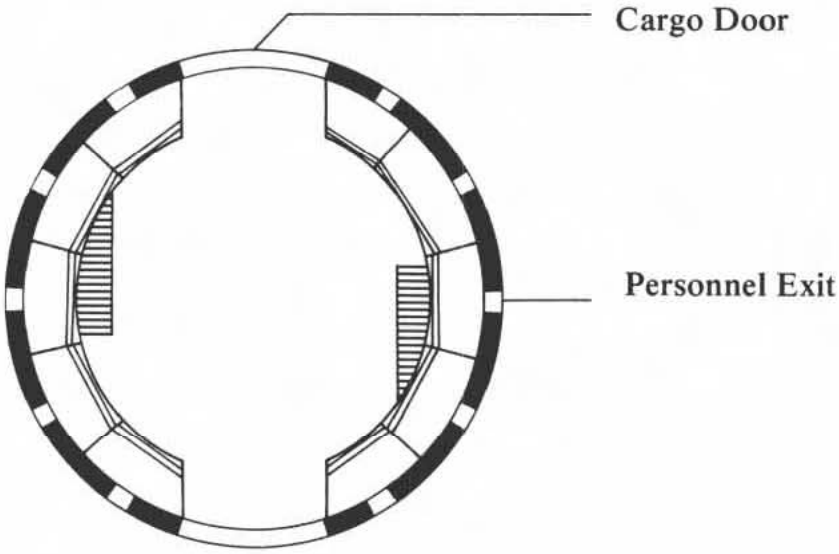


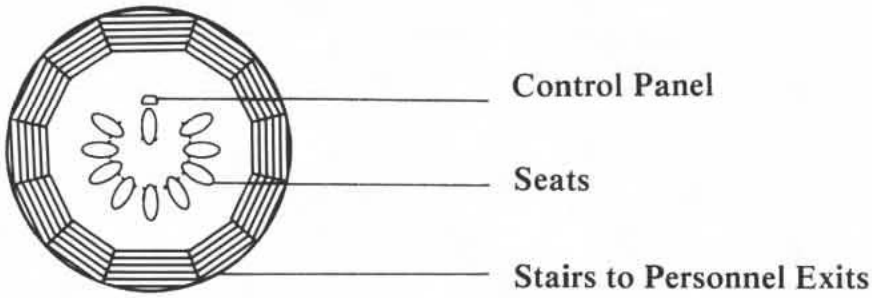
Enlarged view of
drive with fuel pod.

CHRONOSCOOTER MODEL TCA-2A

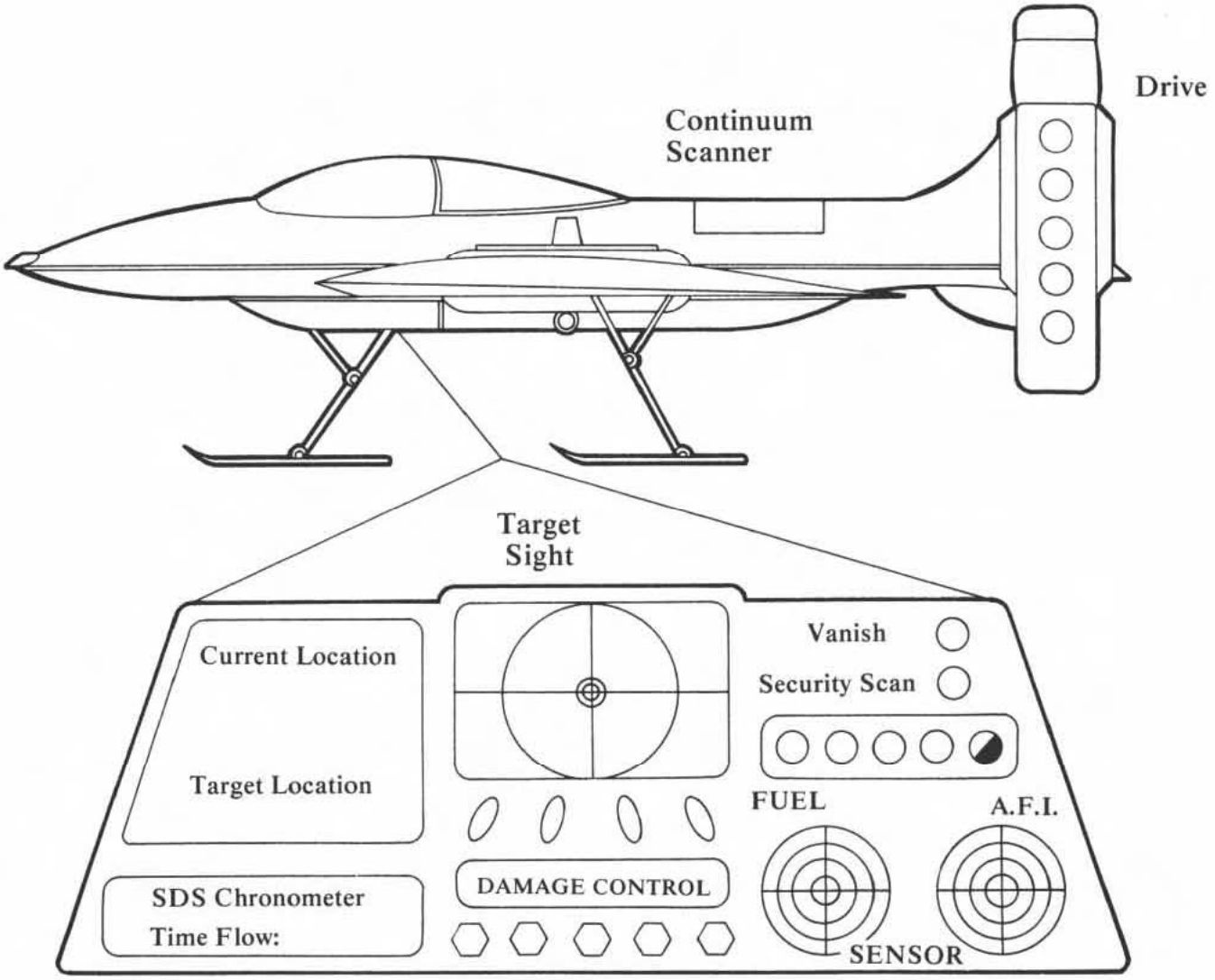
MODEL TCA-3
CHRONOSTRIKE CARRIER







CHRONOSCOOTER MODEL TCA-4A



Weapons Controls

The equipment storage compartment expands to a maximum length of nine feet, with a height and width of just about three feet. The compartment can carry up to 1,000 standard Earth pounds of equipment.

Renegade Pod Storage: The TCA-1A comes equipped with two renegade pods. The pods are stored, collapsed, in the pod storage area indicated on the diagram.

Onboard Computer: This is the heart of the TCA-1A. It contains the guidance programs for the machine which, in connection with the Continuum scanners, enable the machine to travel accurately through time and space, and even across the infinite Parallels of the Continuum.

There is one access touch control to the onboard computer. It enables agents to program the TCA-1A's destination, and to use the computer to run the Navigation/Astrogation skill kit software. Other than this, the computer is unavailable for agent use. Attempting to overcome the computer's security, or to tamper with or damage the unit itself, will trigger the TCA-1A's security response: an explosion causing 175% catastrophic damage in a 300-foot radius of the machine.

Target Location Indicator: This is a readout on the machine's main operator screen, showing the Parallel, date, time and place to which the machine is currently programmed to travel.

Current Location Indicator: This is a readout on the machine's main operator screen showing the Parallel, date, time and place for which the machine was programmed before making its most recent trip through time. Under normal circumstances, this should show agents the exact Parallel, time, date and place at which they have arrived.

Notice, however, that in the event a chronoscooter moves through time by means other than its own drive, as could happen in a Time Storm, this readout could very well be inaccurate in all regards.

SDS Chronometer: This device provides a reading of the exact amount of SDS time which has elapsed since the beginning of the agent's current mission. This chronometer is linked to those of all other agents on the mission team and thus gives a readout of SDS time spent by the team, rather than simply that spent by the individual agent.

Time Flow Indicator: This simple indicator shows the relative rate at which time passes on the occupied Parallel compared to the rate at which it flows at the Time Barrier on T-0. This is always expressed as a simple ratio, such as 0.5:1, 1:1, 2:1, 3.4:1, and so on. The first number always indicates the rate of flow on the Parallel occupied by the machine. Thus, a rate of 2:1 would indicate that on the Parallel currently occupied, two hours would pass in the equivalent of one hour on T-0.

Vanish Setting: This is simply a button. Pushing the button puts the TCA-1A in "vanish" mode, traveling pastward through time at the exact rate at which time is flowing futureward. In essence, the machine "disappears" into a single instant of time until recalled.

Fuel Indicator: This indicator shows the number of fuel pods remaining in the time travel drive.

Security Scanners: These devices completely personalize the agent's TCA-1A. The scanners activate automatically when someone touches any control on the machine; almost instantly they attempt to verify the identity of the person or being attempting to use the machine. Should any person or being other than the assigned agent attempt to operate the machine, the security system simply shuts down all other machine systems. Any attempt to tamper with or remove the security scanners results in an immediate explosion, causing 175% catastrophic damage in a 300-foot radius of the machine.

Anomaly Field Indicator Display: This display by the main operator's screen flashes an immediate warning if any anomaly field is in operation within 100 miles of the machine. The display further shows the direction and distance from the machine of the anomaly field. This indicator can be of great importance in alerting agents to messages they have travelled pastward to leave for their futureward selves.

Chronoscooter Model TCA-2A

Significance Rating: 1000
Stress Points: 70

This machine is simply a two-man version of the TCA-1A. This machine is sometimes assigned to a mission team when the mission involves recruitment of a new agent or agents, or the relocation of a temporally displaced person.

This model is basically identical to the TCA-1A. The machine is, of course, equipped with two seats, and double the equipment storage capacity. The security scanner system allows operation by any agent on the mission to which the machine is assigned. The machine can be operated only from the main operator's position; it cannot be operated from the passenger seat.

Model TCA-3: The "Chronostrike Carrier"

Significance Rating: 1000
Stress Points: 80

The TCA-3 is a time travel machine designed to carry up to ten heavily armed agents plus heavy equipment on highly specialized combat missions. This machine is assigned to mission teams only when their mission involves a

purely military strike against a known major Demorean concentration or renegade base, or on missions that take place during the era of the Time Wars on those T Parallels advanced to the equivalent of 7054 on T-0.

The drive and control systems on this model are essentially identical in design and function to those on the TCA-1A, including the vanish setting control. Their locations are shown in the accompanying diagram. However, this machine is much more limited in fuel efficiency. Each time hop with this machine requires the consumption of five full fuel pods. The machine carries a maximum of ten pods in its drive, so it is strictly limited to an "in and out" type of operation.

Time Corps HQ sets the security scanners and system on the TCA-3 prior to operation. Usually, any member of the mission team can operate the machine; however, in rare cases, the machine may be set so that only a selected member or members of the mission team can operate it.

The main attraction of the TCA-3 is its storage capacity. The machine can transport up to ten agents, along with a full ton (Earth normal weight) of equipment for each. In addition, it can carry up to three heavy vehicles, such as a large tank or bulldozer, or about six smaller vehicles, such as jeeps or hover cars. All in all, the machine has an internal storage area of 7200 cubic feet (30'x 20'x12').

Chronoscooter Model TCA-4A

Significance Rating: 1000
Stress Points: 100

On extremely rare occasions, it is necessary to send agents on especially dangerous missions during the Space Age or Time Wars era—missions that require the use of armed time travel machines capable of atmospheric and space flight. Usually, these missions involve deadly combat with renegades, Demoreans, or both, as well as delicate interactions with the native population.

Fortunate agents never have to go on one of these deadly assignments. Those who are chosen, however, are not entirely abandoned by Lady Luck: they will be assigned a Model TCA-4A chronoscooter. Note that only agents with Pilot skill are ever assigned these machines, and usually only agents with Pilot skill at Master level.

The TCA-4A is a combination one-man space fighter craft and time travel machine. In outward appearance, it is similar to several types of space fighters used during T-0's Xenophobic Wars (3500-5000), and still common during the period of reconstruction of galactic civilization. Its one remarkable outward feature, from the point of view of natives of those time periods, is of course the attached time travel drive, which most observers mistake for some new type of experimental weapon system.

The following features of the TCA-4A are essentially identical to those on the TCA-1A: the time travel drive, fuel pod storage and time travel drive fuel restrictions, renegade pod storage, equipment storage, onboard computer, all visual displays, vanish setting, anomaly field indicator, and security scanner and systems. The Continuum scanners are disguised in the streamlined "wings" of the craft.

As a space fighter craft, the TCA-4A has the following characteristics, as spacecraft characteristics are described on page 37 of the *Travelers' Manual:*

Type	Fighter
Speed	10
MR	+35
Damage Modifier	2
Crew	1
Weapons	Beam
FOF	A

Specifically, the craft carries a single beam weapon console which can activate one beam weapon per firing phase. There are actually four separate beam weapons on the craft, giving it an all-around field of fire.

The craft carries enough fuel to operate for up to 12 hours at sublight speeds, covering a maximum distance equal to that from the sun to the orbital plane of Pluto. In combat situations, the craft burns much more fuel, and is subject to the normal 3d10 rounds of time on target (see page 37 of the *Travelers' Manual*).

Ordinarily, agents do not use the TCA-4A as a spacecraft for interplanetary travel; it is much more efficient to use the time travel drive for such purposes.

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The TCA-4 in the STAR ACE® Game

The TCA-4A is easily modified for use in the galactic civilization of Pacesetter's STAR ACE™ game. When taking the TCA-4A on a mission in the world of STAR ACE, use the STAR ACE space combat rules, and the following description for the TCA-4A as a space fighter:

Stress Points: 100
VCR: 80
Cost: NA
Combat Speed: 10
Crew: 1
Type: Tactical

Weapons and Damage Boxes

Front: + 10 laser □
Rear: +10 laser □
Drive: □ □
Time Travel Drive: □ □
Right side: +10 laser □
Left side: +10 laser □
Control: □ □

Capacity: 0.2 cargo units

Only enemies who are aware that the TCA-4A is a time travel machine may call a shot to knock out a time travel drive box.

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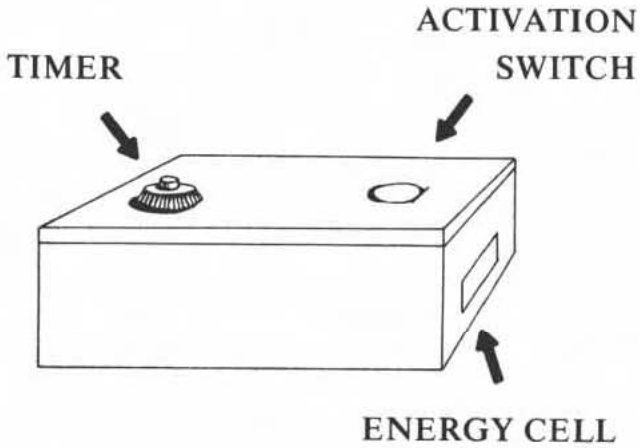


Anomaly Field Generator

Significance Rating: 1000

The anomaly field generator is a device that makes it possible to preserve an anomaly's existence for up to 24 SDS hours. The generator looks like nothing more than a dull, gray metal box, about 3" thick, with interior dimensions 24" long, 12" wide and 12" high. The top side of the box is the lid, which is hinged at the back. On the lid is a simple timer dial and a hooded activation switch. It is possible to make out a rectangular weld on the sides of the box, where the energy cartridge that powers the device was inserted during its construction.

To operate the generator, an agent merely takes the item whose existence is to be preserved, places it inside the box, and closes the lid. Next, the agent sets the timer for the number of SDS hours (up to a maximum of 24) he wishes to preserve the item. Finally, the agent activates the device by uncovering the activation switch and flipping it on.

Once activated, the generator disappears completely, leaving in its place only the item to be preserved. This item can be picked up, carried about, handled or even damaged normally; for all intents and purposes, the box is gone forever.

Unfortunately, the anomaly field generator is not foolproof: there is only a 70% chance that the device will function properly. Should the device fail to function, it will simply disappear, leaving the item behind. the item itself will cease to exist at the instant it would become an anomaly. (See the definition of *anomaly* on page 19.)

If the device fails to function, there is also a 1% chance that its power unit will "blow," causing an immediate change in some event with a Significance Rating of 1d10 x100, and automatically launching a Significance wave futureward.

Anomaly field generators are issued to be used in emergencies only. Agents should refrain from using them whenever possible. Only one anomaly field generator is issued to a team of Time Corps agents per mission. The device is immediately checked back in by Time Corps HQ when the team returns from the field, unless it was used during the mission.

Antistun

Significance Rating: 200

Antistun is a new drug which, as its name implies, prevents or cancels the effects of Time Corps stunner darts. The drug comes in small tablet form. A single tablet is effective for 24 SDS hours. A five day supply is now included in every agent's basic equipment.

Unfortunately, renegades and Demoreans have learned of the development of this drug, and both groups of our enemies now also carry it as standard equipment.

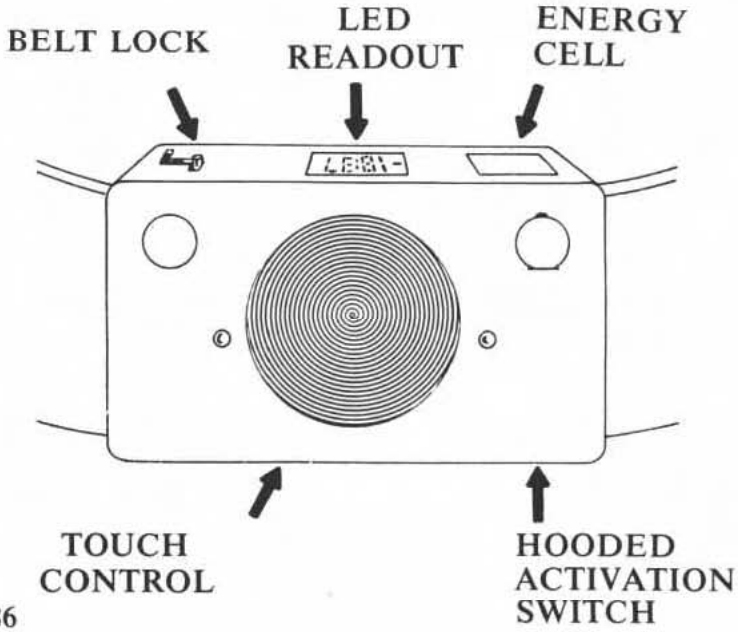
Chronobelt

Significance Rating: 1000

The chronobelt is a miniature time travel machine that can transport its wearer up to 24 SDS hours pastward or futureward in one time hop. The belt carries sufficient energy for only two hops, but can be recharged.

The chronobelt consists of a thin, flat, metallic belt with a fairly heavy, thick buckle. On the top of the buckle is a release for opening and closing the belt, a digital readout screen, and the energy cell slot where energy cells can be inserted or removed from the device. The readout screen displays the number of SDS hours and minutes for which the belt is set to hop. A "+" sign in front of the readout indicates the belt is set for a futureward hop, while a "-" sign indicates a pastward hop.

The front of the buckle features a circular area engraved with numerous tiny grooves, just like a Time Corps communicator. This area is the touch-activated setting control. By touching in the proper code, the agent using the belt can set it to hop up to 24 SDS hours futureward or pastward.



Next to the setting control is a small, hooded switch. The chronobelt activates simply when the user lifts the hood and flips the switch.

The chronobelt is limited to 24 SDS hour or shorter hops, and cannot be used to hop from one Parallel to another. The energy cell carried in the belt buckle is sufficient for only two hops. The device cannot be activated unless the buckle control device is on the belt.

The belt will carry with it the one person who is wearing it, plus any small items he or she is holding when the belt is activated, such as a pistol, or rifle. It will not transport large or extremely heavy items, and will not transport two or more people.

Warning: the belt must be worn to be used safely.

The chronobelt can be used to carry a Loop Trap Avoidance Field in addition to its own buckle.

Historical Analysis Skill Kit

Significance Rating: 700 on any Parallel which eventually develops computer technology as part of its normal history; no Significance Rating on Parallels where such technology never normally develops.

The Historical Analysis Skill Kit is basically a software program that is adaptable for use with any type of computer. Characters who have Historical Analysis skill can use the kit to help predict certain historical changes. (See the description of Historical Analysis skill, p. 76).

The kit consists of two, thin, metallic program discs, a small, flat operating box similar in some respects to a tiny, old-fashioned 20th Century computer disc drive, and a universal adapter set that enables the user to attach the operating box to any known type of computer. One of the program discs is the historical analysis program itself; the second is a translation program, which automatically translates the analysis program into a computer language usable by the computer available to the agent.

To use the kit, an agent need simply insert the two program discs into the operating box and connect the box to any computer, using the universal adapter set.

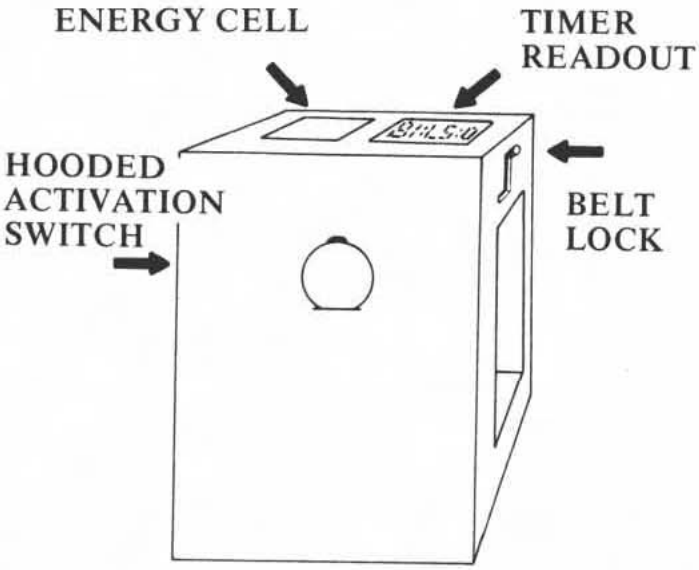
Loop Trap Avoidance Field Generator

Significance Rating: 400

The Loop Trap Avoidance Field Generator, commonly called a "looper," is nothing more than a tiny field generator that allows an agent, any items he can normally carry, and his chronoscooter to avoid being loop trapped for a maximum of one SDS hour.

The looper looks like a small, ¼" thick metallic box. It has slits in its sides, allowing it to be attached to a chronobelt. The top edge of the looper contains another slot for the insertion of a single, small energy cell, and a readout screen which constantly displays the amount of SDS time remaining before the field ceases to exist.

On one side of the looper is a belt lock for tightening the



device onto the chronobelt. On the front of the device is a hooded switch for activating the loop trap avoidance field.

To use the looper, the agent need only flip the switch. The agent must do this before entering a time period in which he or she would normally be loop trapped.

When it functions properly, the looper allows an agent the rare opportunity to meet and talk with himself. An agent can even "loop" himself several times, creating in effect any number of replicas of himself in the same time.

When it functions properly, the looper also prevents the agent's chronoscooter and equipment from being loop trapped.

The danger, of course, is that the looper is only 50% reliable. If the looper fails to operate properly, the agent is immediately loop trapped. Agents who make multiple "copies" of themselves in a time period undergo an even greater risk; each "copy" must check for looper failure. The failure of any one looper means that all the "copies" of the agent merge and are loop trapped.

The looper carries only enough power in its energy cell to operate for one SDS hour.

Only one looper is issued per team of agents sent on a mission, and only one energy cell for the looper is provided. The Corps recommends use of the looper only in cases of extreme emergency.

Renegade Pods

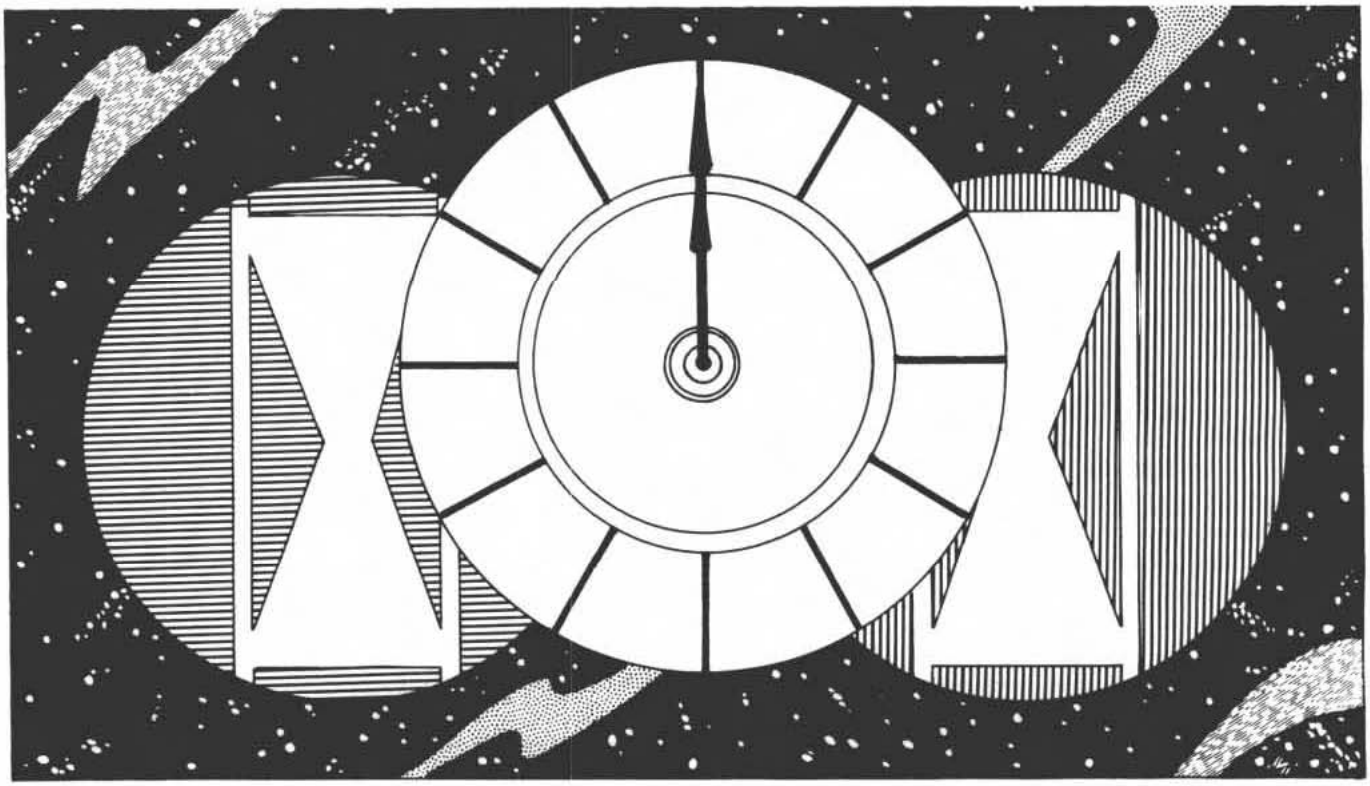
Significance Rating: 1000

A renegade pod is a one-way time travel machine present for a journey to the Prison Parallel. It is used to dispose of renegades captured during the course of a mission.

The pod is actually nothing more than a cylinder with a time travel drive and the necessary related equipment packed into one end. The cylinder can be collapsed to a height of only 12", or extended to its full length of 8 feet. The device is somewhat narrow; a few fat renegades have found the pod a tight squeeze.

IV. Wrapping Up Loose Ends

13. For the CM: Running Timetricks



Timetricks vastly expands the possibilities of the TIME-MASTERS® game system. With the addition of time hopping, wave and ripple effects, and the introduction of the new PTs, skills, and equipment provided in this volume, TIMEMASTER truly becomes a comprehensive time travel role playing game. Now the possibilities for scenarios and campaigns are virtually endless, and the plots and devices available to both the PCs and their foes are practically limitless.

Running a TIMEMASTER game using the additional material provided in *Timetricks* can be one of the most rewarding game mastering experiences ever. At the same time, it can be challenging and demanding, for the mental puzzles and paradoxes posed by time travel tax the ingenuity of not only the players, but even the best CMs. This final chapter is devoted to advice and suggestions that will help CMs to run *Timetricks* adventures with a minimum of work and a maximum of fun for both themselves and their players.

Getting Started

CMs who want to begin using *Timetricks* material in their games should start out small: don't make your first *Timetricks* adventure a Time Storm! There is a lot of material to absorb before CMs and players are comfortable with all the intricacies of hopping around the Continuum.

The material in *Timetricks* allows CMs to introduce time hopping into their campaigns in small doses. In fact, some PACESETTER adventure scenarios for TIME-MASTER anticipate portions of *Timetricks* by providing for limited forms of time hopping. Probably the most helpful example of these pre-*Timetricks* time hopping adventures is *Clash of Kings,* an adventure set in the time of Arthur and Merlin.

If you choose to introduce time hopping into your campaign gradually, rather than throwing everything in *Timetricks* at your players in one dose, here is a recommended order for introducing things:

1. Begin with a standard TIMEMASTER adventure, but give the PCs the ability to make about two time hops in addition to their initial trip to the mission site and their return to Time Corps HQ. Structure the scenario so that *one* of these hops is necessary to the successful completion of the mission, while the group can use the second as a sort of "safety net"—to repair some terrible blunder they may make in the course of the adventure.

2. Next, introduce a scenario with multiple Demorean penetrations. Give the PCs TCA-1A chronoscooters, and allow about four additional time hops. You might include some renegades in the Demorean forces, who can come in pastward of the PCs and ambush them, thus introducing your players to this favorite Demorean tactic.

3. In a third scenario, increase the number of time hops allowed, and introduce the wave and ripple concepts.

Ideally, the PCs in this scenario should try to outrun a wave effect back to Time Corps HQ, and then have a ripple or two to clean up before they can complete their mission.

4. By your fourth game using *Timetricks*, both you and your PCs should be comfortable enough with the system to introduce the paradox creating equipment, such as the anomaly field generator and the loop trap avoidance field generator. After you introduce of this equipment, you and your players will be playing full scale *Timetricks*.

Preparing Scenarios

There is virtually no limit to the type and number of scenarios that can be created using TIMEMASTER® and *Timetricks*. We have included some suggested scenario ideas in this chapter to help fire the imaginations of CMs; however, no matter how appealing the topic or time period of a scenario may be, making that scenario fun to play will require some careful preparation by the CM. Here are some tips based on experience with the *Timetricks* system which should save the CM considerable time.

What Are The Bad Guys Up To?

First, no matter where or when the action of the scenario is to take place, the CM must decide upon a logical set of goals for the villains of the scenario, and a consistent plan for achieving those goals. The exact goals should vary, depending upon the nature of the villain in the adventure.

As a general rule of thumb, remember that Demoreans usually try to change history for one of two reasons: to eliminate the Time Corps, or to bring about large, monolithic, totalitarian states or empires, which they can then secretly control or manipulate. Of course, there are any number of changes which could be made in history to achieve either of those goals, and countless ways in which those changes could be brought about.

The specific Demorean plan will depend upon the overall goal, and the type of scenario you want to run. Some players prefer to play a very serious, historically oriented TIMEMASTER campaign. For these players, you will want to construct a Demorean plan based upon making several subtle changes in history to achieve a desired effect. There should be nothing obvious about the Demorean presence, and the adventure should emphasize the flavor of the time period the PCs are visiting. Interaction with historical figures, investigation, and a sense of mystery are key elements in such an adventure scenario.

On the other hand, some players prefer a wild, science fiction or science fantasy approach to the game. In designing a scenario for these players, stress major, glaring anachronisms, a cunning but highly visible Demorean presence, and opportunities for plenty of time hopping and paradoxes.

Whatever style of play your group prefers, you can best accomodate that style by the type of plan you devise for the Demoreans. Actually, working out the Demorean plan is one of the most fun aspects of designing a TIMEMASTER *Timetricks* scenario. It allows a CM a good chance for historical speculation, a chance to dream about "what might have happened if...," and a chance to share those interesting speculations with others. The most important thing is that the Demorean plan be specific, logical, and consistent with the style of game you want to run and your players want to play.

Scenarios with one or more renegades as the main villain will differ from scenarios based on Demorean attempts to change history, but coming up with a logical plan for the villains is still the first step in a solid scenario design. In many ways, renegades can be much more interesting and difficult opponents for the PCs than Demoreans. Renegades aren't particularly trying to change history; they are simply pursuing some private advantage, and changing history in the process. They do not have to answer to any authorities, and certainly have no dedication to the "perfect" plan that obsesses the Demoreans. This means they can adapt themselves and their plans much more easily than can the Demoreans. In addition, renegades have the advantage of full-fledged, individual personalities, interesting in their own right.

Whether you are devising a plan for Demoreans or for renegades, always keep in the mind that the villains in a TIMEMASTER adventure should not be dummies. They are aware of the Time Corps and have come to expect its interference. *They will plan some clever ways to counter the threat posed by the PCs who intend to counter their activities.*

How Will The Mission Begin?

Once you know what the bad guys are planning to do, decide how much success you want them to have *before* the Time Corps notices their activities. This is critical to the successful running of a *Timetricks* adventure. There are several options for the CM to choose from:

1. The villains may already have completed their activities before the mission begins. In this case, the changes they've caused either can't be great enough to affect the Time Corps, or the changes have started a Significance wave which hasn't yet hit the Time Corps by the time the mission begins. If the change isn't great enough to affect the Time Corps, the PCs will know what the change is and be a little more relaxed about the mission; if the change has caused a Significance Wave which is rushing toward the Corps, the PCs will have a very limited amount of SDS time in which to complete their mission.

This type of scenario requires that the Time Corps have learned about the enemy activity either from the Paranormal Intelligence Division or from agents on an event guard mission.

2. The villains may have just penetrated the affected Parallel a few SDS minutes or hours before the Time

Corps mission begins, and the PCs can thus arrive before the dreaded historical change takes place. In this case, of course, the PCs won't know exactly what historical change to expect. Further, the change, once it takes place, could either launch a Significance Wave futureward (a lucky break for the PCs) or it could simply change the whole Parallel instantaneously. If such an instantaneous change affects the Time Corps, it is possible, of course, that the PCs will cease to be at some point in their adventure.

This type of scenario requires that the Time Corps have learned about the enemy penetration either from the Sentinel, or from agents responding very quickly from an event guard mission.

3. The villains could have accomplished a portion of their plan before the Time Corps mission begins, but still not have caused the major change that is the Time Corps' real concern. In other words, the villains could be at any point toward the accomplishment of their goal. The Time Corps could have learned of the enemy activity through the Paranormal Intelligence Division, the Sentinel, or agents on an event guard mission. The PCs, in this case, will have limited information about the enemy activity, and total uncertainty as to the effects that activity may cause.

The key point for the CM to decide is: how much SDS time has elapsed from the time the enemy began activity and the time the Time Corps mission team embarks? Keeping track of SDS time is one of the most important factors in successfully running *Timetricks.* The reason that this is so important will become clear in the following pages.

Formatting Your Scenario

Once you have decided what the bad guys are going to be doing, and have decided how much SDS time will elapse between the time they start doing it and the time the PCs begin their mission, you are ready to set up a CM's *format* for your adventure. The format is simply a convenient device designed to help the CM keep track of what's happening, what's already happened, and what's no longer happened during a *Timetricks* adventure.

The *Timetricks* adventure format is really just a side-by-side listing of four sets of events: historical events, NPC actions, PC actions, and changes brought about by PC or NPC actions. A sample adventure format is included on this page. Take a moment to read it over carefully.

The format is for a possible adventure scenario involving the legend of Robin Hood. It shows that the Demoreans first penetrate the Parallel two SDS hours *before* the Time Corps counterpenetration mission embarks. Taking the form of human soldiers, they ambush Robin Hood as he is escaping from Prince John's feast the evening of May 5. This causes a Significance Wave to start moving futureward along the Parallel.

The PCs enter the Parallel six SDS hours before Robin's death at the hands of the Demoreans. Winning his friendship, they attend the feast with him, and are able to

ADVENTURE FORMAT: ROBIN HOOD

	HISTORY	NPC ACTIONS	PC ACTIONS	NOTES OR CHANGES
1193	MAY 5: Robin	Demoreans:	0SDS: Pre-	
	escapes	-2SDS kill	vent Robin's	
	John's feast	Robin	death	
		Wave begins		-Wave stopped
	MAY 15: Robin	+8 SDS:	+1½ SDS: PCs	+8 – Demor-
	recruits Little	Demoreans	see real Little	eans make
	John	take Little John	John	switch
		try to domin-	recruited	pastward of
		ate Robin		the PCs!
	JUNE 10: Robin	+24 SDS:		
	robs Sheriff's	Demorean takes		
	convoy; falls	Will Scarlett's		
	in love	form to		
		dominate		
		Robin		

kill his Demorean ambushers, thereby preventing his death and cancelling the Significance Wave.

The format reveals that the next set of encounters in the scenario is planned for May 15, when Robin Hood is supposed to recruit Little John. The Demoreans who penetrated the Parallel on May 15 are to do nothing for eight SDS hours, after which, if Robin Hood is still alive, they are to capture Little John. One of them will take Little John's form and attempt to Dominate Robin Hood. If this attempt is successful, Robin will be persuaded to give up his revolt and become Captain of the Guard for the Sheriff of Nottingham.

The Demoreans also have a team which has penetrated the Parallel on June 10, the day Robin is historically supposed to rob the Sheriff of Nottingham's convoy and, in the process, become romantically involved with the Lady Marian. The Demoreans here will wait 24 hours; if Robin is not either dead, or the Captain of the Sheriff's Guard, one of the Demoreans will shape shift to the form of Will Scarlett and make a new attempt to Dominate Robin Hood.

Notice that formatting the adventure in this way helps the CM keep track of the amount of SDS time elapsed and the exact situation at the major encounter points along the timeline. Keeping track of these things is the real key to running Timetricks.

To continue the Robin Hood example, let's suppose that after killing Robin's ambushers, the PCs immediately made a hop futureward to May 15 to witness the recruit-

ment of Little John. When they arrive, their chronoscooters show that six and one-half SDS hours have elapsed. *They will witness the actual, historical recruitment of Little John.* However, after they have been present here for one and one-half SDS hours, the Little John they are talking to will, suddenly, be a Demorean! This is because the Demoreans working this section of the Parallel were programmed by the CM not to replace Little John until the passage of 8 SDS hours. In effect, the replacement of Little John by the Demoreans has taken place one and one-half hours pastward from the Time Corps agents. The effects of the replacement are, however, instantaneous, so that the Little John the PCs are eating dinner with is, quite suddenly, a Demorean.

At this point, the CM should use the procedures given below for dealing with changes which occur pastward from an agent or team's current position on a Parallel. Formatting the adventure before play makes it possible for the CM to deal with this and other effects of time travel in a smooth, easy way that doesn't interrupt the flow of the game.

Procedures for Running the Game

This section provides definite procedures the CM should use when running a TIMEMASTER® game using *Timetricks* material. Using these procedures will make the game run smoothly and logically; failure to use them can result in confusion for the CM, logical holes in the progress of the adventure, and frustration for the players.

Pastward Hops By The PCs

Simple pastward hops are the easiest time travel effect to run. The CM usually must do only a few things:

1. As soon as the PCs announce they are making the hop, roll any necessary checks for injuries and stress damage to their time travel machines.
2. Check your adventure format to determine the situation the PCs are hopping to; in other words, be sure you know what's going on at the point to which they hop.
3. Keep careful track of what the PCs do, making notes as necessary. If the PCs' actions create a paradox, use the paradox procedures given below.
4. Keep careful track of SDS time elapsed. It is just possible the PCs may "run into" their futureward selves on the Parallel, thereby loop trapping themselves.
5. Assuming the PCs don't loop trap themselves, decide on any futureward effects of their actions before they make their next hop.

Futureward Hops By The PCs

Futureward hops can be as simple as pastward hops. When PCs make a simple futureward hop, use the same procedure used for a pastward hop, with one exception: Step 4 in the pastward hop procedure is not necessary. The

CM should note if the PCs loop trap themselves by hopping futureward to a point in time they have already occupied.

Determining Futureward Effects of PC Actions

When running *Timetricks*, the CM must constantly be assessing the effects of PCs' actions on the futureward points of the Parallel they occupy. Usually the CM need not worry about the distant future: the Significance Check at the end of the adventure normally handles this. The CM does need to keep track, however, of how PC actions may change the immediate future, the future they are likely to be dealing with later in the adventure.

These effects are entirely at the discretion of the CM. Some effects are obvious. If the PCs kill an NPC, for example, that NPC won't be showing up in an encounter ten years futureward. Beyond that, however, the CM must improvise futureward effects as needed, based on his own knowledge of his scenario.

These futureward effects may be as subtle or as obvious as the CM desires. All that is important is that the futureward effect be part of a logical chain of cause and effect, beginning with the PCs actions and ending with the futureward effect.

Here is an example of how good CMs have handled the "futureward effects" problem:

In a Time Storm scenario, agents in 1974 on T-0 found Sherlock Holmes and Dr. Watson in New York City, suddenly transported there by the Time Storm. A little investigation, plus the use of the PT Parallel Identification, quickly revealed the place, exact time, and Parallel from which Holmes had been picked up by the Time Storm. The storm had even carried along the large stuffed chair in which Holmes had been sitting.

The PCs put Holmes and Watson to sleep and transported them to their Parallel of origin about five minutes futureward of the passing of the Time Storm. Immediately upon arrival in Holmes' apartment, the PCs used Memory Restoration successfully on both Holmes and Watson. They then hopped to another Parallel, place and time, pursuing another aspect of the adventure.

The PCs thought they handled this section of the adventure brilliantly. The CM, however, made a note to himself that they had forgotten about Holmes' chair. Holmes awoke, his memory restored, and immediately took up the Case of the Missing Chair. Unable to solve the mystery, Holmes went insane and eventually died in obscurity in an asylum. On T-0, Arthur Conan Doyle, author of the Sherlock Holmes stories, became noted instead for historical romances. The PCs discovered this when they visited a library in the 1990's and saw a small display on Conan Doyle.

Pastward Attacks On PCs

Pastward attacks on PCs come in a number of forms. The most common is an ambush by renegades who travel to a time and place where the PCs have been and then attack them. More subtle forms of pastward attack can occur, even by accident, as shown in the Robin Hood example above.

There are two different ways the CM may deal with a pastward attack situation. Each has its advantages and disadvantages; either is acceptable. The CM should choose the method he or she will use based upon what will provide the most fun and enjoyment for the players.

The first method is most true to the spirit of a time travel game: the CM simply confronts the PCs with the changed situation they face as a result of the attack that took place in their past. For example, a group of PCs may be sitting in a restaurant, planning their next move, when the CM tells them, "Joe, you roll over in your hospital bed. You can see Fred there in the bed next to yours. He doesn't look very good. You both vaguely remember how the renegades jumped you as soon as you arrived on this Parallel. It was a tough fight, and you're both lucky to be alive."

Use of this method requires that the CM *estimate* the likely outcome of any attacks on the PCs, assigning damage to them. Note that a good CM should *never, under any circumstances*, use this method to kill a player character. Further, this method requires the CM to assume the most likely course of behavior taken by the PCs from the time of the attack up to the point in time they actually occupy. The CM's assumptions about their behavior are communcated to the PCs as *what they now remember*. They can remember the things they really did, which have been changed by the pastward attack, only through Paranormal Memory.

While this first method for dealing with pastward attacks is the most realistic, and, in the hands of a good CM, will give the most "time travel" flavor to an adventure, many players will prefer the second method, which is to immediately set the adventure as a whole back to the point of the attack, play through the attack to find its results, and then quickly get back to where you were before.

For example, the CM tells our PCs in the restaurant, "You've just arrived in the Parallel. As you set your scooters on 'Vanish' you hear the sound of a bolt drawing back on an automatic assault rifle somewhere very near you. What do you want to do?" The CM would then check for surprise and run the ambush set by the renegades.

At the conclusion of the combat, the CM should say something like, "Okay. Fred's badly wounded, but Joe's okay and Ralph's only lightly wounded. Fred wants to go to the hospital for a day or two. We'll assume there are no problems with that, and that you two still did most of what we've already played out during those two days. Now, Fred's out of the hospital and we're back in the restaurant..."

Of course, CMs must use good judgment to decide what part of an adventure must be replayed in light of the changes a pastward attack brings about. When replaying segments of the adventure, the CM must remember to make whatever changes are logical given the outcome of the attack. For example, Demoreans and renegades now

know the attack results, and change their behavior accordingly.

Note when using the second method that information the PCs gain when first playing through part of an adventure is lost to them unless they regain it by replay or by CM's assumption: it is *not* available by means of Paranormal Memory. Allowing the PCs to replay the attack and any actions that follow actually wipes out their futureward presence on the Parallel until things are replayed.

The second method of resolving pastward attacks is attractive because it preserves players' options. CMs should note, however, that while the first method may seem more arbitrary, it protects characters from death, while the second method does not. In addition, the first method mimics more accurately what the PCs would perceive and feel if these timetricks were to happen in "reality."

Handling PCs Scattered Through Time

Eventually, the CM will face a situation in which the PCs split up through time, some hopping futureward, others pastward, until they are scattered along the Parallel. There are two ways the CM can handle this situation

The first method is cumbersome but produces the most accurate outcomes in game play. The CM should divide play into a set amount of SDS time—such as one SDS hour or one SDS day—whatever is appropriate given the specific situations the PCs face. Then, run each PC or group separately for that amount of time, beginning with the most pastward group, and noting any futureward changes they cause that could be noticed by futureward PCs.

For example, let's say Fred hops two days pastward of Joe. The CM should deal with Fred's actions for about one SDS hour, then see what Joe is doing during that SDS hour, informing Joe's character at the appropriate time of any effects he notices as a result of Fred's actions. Then the CM can return and run another SDS hour or so for Fred's character, and so on until the PCs reunite.

The second, and slightly simpler way to handle split groups of PCs is simply to run all actions for the most pastward group first, then run the next most futureward group, and so on. The CM should still note futureward effects of the more pastward group's action, revealing these to the more futureward groups when it is proper to do so. While this method of dealing with split parties is a little easier on CMs, it may tend to cause play to drag, especially if the more pastward groups become involved in complex activities.

Paradox Procedures

The rules for *Timetricks* are structured so that paradoxes usually exist only through the use of the anomaly field generator or the loop trap avoidance field. Still, agents may sometimes take actions that cause paradoxes. For example, let's say a mission team enters a Parallel on Monday, meets a person who gives them valuable information, and then hops pastward to the previous Friday and for some reason kills the person who gave them the information on Monday. The futureward effect of this kill is, of course, to wipe out the information gained on Monday. However, as was pointed out in Part I, Chapter 2, the agents' pastward hop still stands, and they can in fact use Paranormal Memory to retain the information they received on Monday!

There remains the problem of what the agents "did" on Monday. Obviously, they didn't meet the man they killed on Friday and obtain any information from him, even though they can remember doing all this by means of Paranormal Memory. There are three ways the CM can handle this situation.

1. If it doesn't matter to the adventure what the PCs "did" on Monday, the CM can simply *ignore the paradox*. The PCs can be told, if necessary, that their normal memory of Monday tells them they arrived, investigated, and then hopped back to Friday for some reason. Memory gaps are a small price for PCs to pay in return for being allowed to create paradoxes! This solution will handle about 90% of all paradoxical situations that arise during play.

2. If it does matter what the PCs "did" on Monday, the CM can have the PCs replay Monday without the presence of the NPC killed on Friday. The PCswill be unable to prevent themselves from hopping pastward to Friday, unless they are killed on Monday. The CM should handle the necessity of this pastward hop by explaining to the PCs they feel "an overwhelming compulsion" to hop back to Friday. This compulsion is actually the Law of Preservation at work.

3. In any case where the paradox becomes too great to handle, the CM has the option to back play up to the last non-paradoxical point in the story, then tell the PCs that their actions have created a paradox beyond nature's ability to tolerate, and have thus been "wiped out." The PCs can still recall those actions through Paranormal Memory.

Adapting Existing Adventures for *Timetricks*

You will be able to use future TIMEMASTER® scenarios released by Pacesetter, Ltd. either with or without Timetricks; however, CMs may want to adapt existing Pacesetter scenarios in order to use *Timetricks* material. Here are some suggestions for particular adjustments to existing adventure scenarios. Of course, these suggestions are just a beginning; the CM may make additional changes at his option.

First, the CM must limit the amount of time hopping allowed if most of the existing scenarios are to remain challenging. For adventures with a fairly straightforward plot, such as *Crossed Swords*, we recommend limiting the PCs to no more than two additional time hops. Adventures which are based in large part on a journey, such as *Sea Dogs of England*, *Whom the Gods Destroy*, or *The*

Cleopatra Gambit similarly require the CM to limit time hopping: this can easily be done by controlling the amount of fuel allowed the agents at the beginning of the scenarios.

The Historical Changes charts for scenarios released prior to *Timetricks* should be modified (at the CM's discretion) to make them conform with the section in this book on the effects of changes on Time Corps HQ.

Combining *Timetricks* With Other Pacesetter Games

Players who enjoy a completely wild, freewheeling style of adventure might enjoy adventures which combine TIME-MASTER® and *Timetricks* with Pacesetter's compatible CHILL® and/or STAR ACE® games. There are several ways to combine the games and provide an enjoyable adventure. Here are a few suggestions:

1. TIMEMASTER characters might very well be sent on a mission in the STAR ACE game world. STAR ACE, set in the 36th century, features complete systems for interstellar travel, adventures on alien planets, and space combat. The game also contains a wealth of information about the Kleibor and Tarsan races, as well as the general history of the 36th century. Because humans were common throughout the worlds of STAR ACE, Earth Specialty Division agents could embark on a mission almost anywhere within the world of STAR ACE.

2. STAR ACE alien PCs could be adapted for TIME-MASTER quite easily. For example a Kleibor PC from STAR ACE could be recruited for the Emniyet Specialty Division of the Time Corps. When adapting STAR ACE characters for TIMEMASTER, allow the characters to keep their STAR ACE skills, but modify the skill scores with skill level modifiers for the TIMEMASTER game system rather than the higher modifiers possible in the STAR ACE game, with the exception of Spacecraft Piloting skill. Make skill checks on Column 3 of the Action Table, as is common for the TIMEMASTER game.

3. S.A.V.E. envoys from the CHILL game might be recruited as Time Corps agents, especially if the Time Corps were to encounter some horrific, supernatural threat from the Unknown. Alternatively, Time Corps agents adventuring in the period from the 1840's to the present might well encounter some unexplainable thing from the Unknown and enlist the aid of CHILL PCs to help them on their mission.

4. For a totally bizarre adventure, the CM might place Time Corps agents, S.A.V.E envoys, and STAR ACE Star Team members in a combined alliance against some menace from the Unknown threatening the history of the 36th century.

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TIMEMASTER®

TiMeTriCKS

By Mark Acres

"Hey, Leo! Tell us about the time you found yourself in Pickett's Charge at Gettysburg. You remember. . . Hey, Leo, what's wrong?"

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