Read This First:
The rules to *TimeTripper* are organized by major topics arranged in the order in which they occur in the play of the game. Each such major topic is given a number and a name below which is given (usually) a General Rule or Description which summarizes the rules in that section. This is usually followed by numbered paragraphs called Cases, which give the specifics of the rules. Note that the numbering of the Cases is a decimal form of the Major Section number. Players should examine the map and counters and then quickly read the rules (without trying to memorize them). Then the game should be set up to play and a "trial run" made. *TimeTripper* is designed to be played solitaire or with up to four players.

Should you have any difficulty interpreting the rules, please write to SPI, phrasing your questions so that they can be answered by a simple sentence, word, or number. You must enclose a stamped, self-addressed envelope. We cannot guarantee a proper answer should you choose to phone in your question (the right person is not always available—and since SPI has published hundreds of games, no one individual is capable of answering all questions). Write to:

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[1.0] INTRODUCTION

*Vietnam, 1971*

It's about 3 a.m. on a jungle trail in South Vietnam. A few meters from the trail sits a lone American soldier. He is spec-4 Timid Zapeskis, "Timmy the Zap." He's on ambush patrol again. He's not very popular with his platoon sergeant. The company first sergeant doesn't like him very much, either. Timmy has three hobbies (aside from the one shared by most grunts in Vietnam— that of surviving until they fly out): chemistry, electronics, and military history. The military history he got interested in after he was drafted. He always liked to read, and here he was with plenty of time and a little "history in the making" before him. He's read a lot in the last two years.

His electronics hobby is reflected by his experiment with any piece of electronic equipment that comes into his hands. His knowledge of the black market allows him to obtain many esoteric parts and devices. He has customized the radio he normally operates. His superiors don't know exactly what the radio's capable of doing, but they do know that it will do more than the normal radio. Tonight, Timmy's radio is wired into most of the sensor systems in the area as well as an as-yet untested link with the local satellite communications system.

Timmy has been indulging in his chemical interests, and he is now stoned out of his mind. He should have known better than to ingest a new batch without first testing it back at the base camp. But what the hell, this batch was so powerful that even if Charlie found him he probably wouldn't feel a thing when the AK 47 opened up. It's a strange feeling he has now...starting to hallucinate. Off to the right, there is this column of light, like a phosphorescent tornado. He starts playing with his radio. It begins to dawn on him that the column of light is fluxing and moving apparently in response to what he is doing with the radio's customized controls. Well, let's make the old flux dance a little bit. And dance it does. Well, let's bring the old flux in for a closer look. And so it is that the whole inside of the platoon awakens. The radio doesn't have a chance. The smoke gets out before it can react with the air and put out the fire. Well, let's make the old flux change colors. And so it does.

'Ooh ZAP! Oh'

All of a sudden it is daylight and there are no trees. The flux, the still invisible in the sunlight, is about 30 meters away from him off to the right and, holy Jesus, here comes a cop. Wait a minute. A cop? Some guy in front of him, about 50 meters away, wearing a leather jacket and a leather helmet. Wait a minute. This guy is also wearing a skirt and he's carrying a pole. No, wait a minute. That's a spear. There's a whole bunch of 'em! I think I'll go back to reeler, says Timmy the Zap. This chemistry's a little too heavy.

Slowly it begins to dawn on Timmy that he is no longer stoned. That wherever he is, it's real. About that time he's knocked on his back as one of the spears hits him in the chest. Fortunately, his fack jacket absorbs the blow. Timmy, as is his custom, is armed to the teeth: M16, maybe a dozen magazines, .25 calibre automatic pistol with 20 extra rounds of ammunition, 357 magnum revolver with a dozen extra rounds, six hand grenades, three flares and one claymore mine. A few more of those funny guys with the skirts are coming at him with their spears so Timmy lets off a burst with his M16 and the three leather men drop. Another one stands there sort of transfixed. He then coughs a little blood and kneels over.

"I don't think these guys have ever seen a rifle before," Timmy thinks to himself. Timmy stumbles over to the flux which was moving across the battlefield. He has to sniff a few more leather men plus some kid wearing no armor, but slinging spears at him, one of which damn near knocks his helmet off. Timmy gets inside the flux, plays with his radio again, and

"*ZAP!*"

finds himself right behind a sabre-tooth tiger, attempting to bring down what appears to be the largest water buffalo in Vietnam. Timmy thinks to himself, "All of this wouldn't be happening if I'd stayed in college."

[2.0] DESCRIPTION OF THE GAME COMPONENTS

GENERAL RULE:

A complete game of *TimeTripper* includes the rules, Battlefield Display, Past and Future Time Displays, Record Track, 100 die-cut playing pieces, and two dice.
CASES:

[2.1] SAMPLE COUNTERS

The playing pieces (also called “counters”), representing TimeTrippers, historical soldiers, and animals, are often referred to as “units.” Additional counters serve as markers used in the play of the game.

Front

[Image of a counter labeled Melee Soldier]

Back

[Image of a counter labeled Melee Weapon]

Each counter represents a soldier armed with a melee weapon (sword, axe, etc.). When the soldier is killed or disabled, the counter is turned over, and then represents that soldier’s weapon, which a Tripper may subsequently pick up and use.

Front

[Image of a counter labeled Missile Soldier]

Back

[Image of a counter labeled Missile Weapon]

Each counter represents a soldier armed with a missile weapon (bow, rifle, etc.). These units are used in the same manner as melee soldier counters.

Front

[Image of a counter labeled Tyrannosaurus Rex]

Back

[Image of a counter labeled Horse]

Four counters represent Tim (a Tripper) alive, the other Tim dead.

Front

[Image of a counter labeled M26 Grenades]

Back

[Image of a counter labeled M1 Grenades]

These markers indicate how many grenades a Tripper has.

Front

[Image of a counter labeled Trees and Bushes]

Back

[Image of a counter labeled Shellholes]

These counters are deployed on the Battle Display to represent either trees and bushes or shellholes.

Front

[Image of a counter labeled M16]

Back

[Image of a counter labeled Radio]

Other counters in TimeTripper include the M72 Rocket Launcher, the Anklylosaur (300 series), Buffalo (500 series) and Sabertooth (601).

Front

[Image of a counter labeled .357 Magnum Pistol]

Back

[Image of a counter labeled .25 Cal Pistol]

This counter is used on the Battle Display to represent the flux (see 10.0).

Front

[Image of a counter labeled Flux]

Back

[Image of a counter labeled Flux Aligned]

This marker is used to represent the Tripper’s “Location” in time on the Time Displays.

[2.2] THE BATTLE DISPLAY

The Battle Display represents the physical area in which the battles are fought. Each hexagon represents about 5 meters across (each turn represents 5–10 seconds). Each hex on the Battle Display has a unique number on it. In addition, some hexes have a number/letter combination (like “5B,” “3A,” etc.). These hexes are used to deploy counters randomly as described in 6.0. The numbers along the edge of the Battle Display are also used to deploy counters (see 6.0). The “5” hex in the center of the Battle Display is the hex the Tripper always lands on in solitaire play. The numbers on the hexes of that hex are used when a counter must be moved randomly.

[2.3] THE TIME DISPLAYS

The two Time Displays represent the areas in time through which the TimeTripper may travel. One represents the past and the other the future. Each is composed of 37 hexes, representing 36 positions in time (each of which corresponds to a potential “battle”) plus a “Time Hole.” The only counter ever placed on the Time Displays is the Tripper in Time Marker.

[2.31] Past Time Display

(see map sheet)

[2.32] Future Time Display

(see map sheet)

[2.4] THE RECORD TRACK

The Record Track is used to indicate the current status of each TimeTripper in terms of Endurance, Ammo, and Speed. This display has four columns, one for each Tripper’s markers.

[2.5] THE CHARTS AND TABLES AND BATTLE SHEET

The rules booklet includes two pullout sheets. One sheet includes all the Charts and Tables needed to play the game, plus Designer’s Notes. The second is a Battle Sheet on which all 72 battles may be found.

[3.0] HOW TO SET UP THE GAME

GENERAL RULE:

There are two methods of playing TimeTripper: either solitaire or with teams of two to four players (“Tippers”). If you are playing with a team, consult the “TeamTripper” rules Section 13.0. Sections 3.0 through 12.0 deal with TimeTripper solitaire play.

PROCEDURE:

In order to set up a game of TimeTripper, a Player must first set his Tripper’s Endurance and then choose a mix of weapons and equipment that will accompany him on his journey through time.

CASES:

[3.1] SETTING ENDURANCE

Before the start of the game, a Player must set his Tripper’s Endurance Marker on the box marked
[4.0] BASIC PROCEDURE

GENERAL RULE:
The basic action in TimeTripper is the movement of the Tripper in Time from situation to situation as he attempts to get "home" to the present. Each potential situation is represented by a hex on one of the time displays, and is called a "battle." Play of the game consists essentially of a series of battles, punctuated by "jumps" through time by the TimeTripper between those battles. Each jump through time and corresponding battle is considered to be a "Game-Turn."

Game-Turn Outline
Each Game-Turn must proceed strictly as described below.
1. TIME TRAVEL STAGE
The Player resolves the Tripper's travel through time, adjusting the placement of the Tripper in Time Marker on the Time Display to indicate the Tripper's new position in time. Note: If the Tripper returns to the present in this stage, the game is over. If not, when the movement of the Tripper in Time Marker is completed, the appropriate battle is set up, as per 6.0.

2. BATTLE STAGE
A. Tripper Phase
The Tripper may move and/or fire one of his weapons (see 7.0 and 8.0). The Tripper may also (or alternately) attempt to control or otherwise manipulate the flux (see 10.0), or negotiate (optional rule, see 15.0). (Exception: In the first Tripper Phase of a given battle, the Tripper may not move, although he may fire his weapon.)

B. Historical Soldier (or Animal) Phase
Historical soldiers (or animals) may detect, move, and perform combat (see 8.0 and 9.0). Historical soldiers or animals perform these actions individually, not together. (Exception: In solitary games, there is no Historical Soldier Phase in the First Battle Stage of each Game-Turn.)

C. Stun Marker Removal Phase
If the Tripper jumped the flux (see 10.5), the Game-Turn is over, and play proceeds to the Next Time Travel Stage (1) of the next Game-Turn. If not, all Stun Markers on historical soldiers or animals are removed, and another Battle Stage (2) is begun.

Note that while there may never be more than one Time Travel Stage in a given Game-Turn, there is no limit to the number of Battle Stages which may occur in any one Game-Turn.

[5.0] RANDOM TIME TRAVEL

GENERAL RULE:
Throughout the course of the game, the Tripper will travel through time one or more times. All time travel is kept track of on the Time Displays (2.31 and 2.32). The "Tripper in Time" (TT) Marker is used to record the position of the Tripper on the Time Display. This is the only marker ever placed on the display, and the hex it occupies indicates the current position of the Tripper in Time. Trippers move through time involuntarily to begin the game and voluntarily by "jumping the flux" (see 10.5) at the end of each Battle Stage. Movement through time is either "random" (wherein the Tripper has no control) or "commanded" (whereby the Tripper has a variable degree of control). This Section concerns random time travel; commanded time travel is covered later (see 10.0).

PROCEDURE:
Random time travel occurs during any Time Travel Stage during which it is required as per 5.1.

A. The Tripper rolls one die. The resulting number is the direction in which the TT Marker will move on the Time Display (the Tripper should consult the numbers adjacent to the hexes of the Time Hole hex in order to determine what direction this die roll indicates). B. The Tripper again rolls one die; the resulting number indicating the number of hexes the TT Marker will move on the Time Display. If an odd-numbered hex on the Time Display is reached and the TT Marker can move no further in the indicated direction, turn the TT Marker two hexes to the right (120 degrees) and continue movement in the new direction.

CASES:

[5.1] WHEN RANDOM TIME TRAVEL OCCURS

[5.11] The Tripper is moved randomly through time to begin the game, after it has been set up (see 3.0).

[5.12] Whenever the Tripper jumps the flux and it has not been aligned (10.4), he is moved randomly through time.

[5.13] Whenever the TT Marker lands (i.e., finishes its movement) on the Time Hole hex and the Tripper fails to regain the present (see 5.3), the Tripper must be moved randomly through time.

[5.14] Whenever the TT Marker lands on a numbered battle hex on the Time Display that has already been visited by that Tripper (the Player must keep track of which numbered battle hexes on the Time Display have been landed on during the course of the game), the Tripper must be moved randomly through time. Note: The effect of this rule is to make it harder and harder to return to the present, the more battles that are fought. However, see also 5.31.

[5.2] TRAVEL FROM THE PAST TO THE FUTURE AND VICE VERSA

If, during movement on the Time Display, the TT Marker passes (but does not land directly on) the Time Hole hex, the TT Marker has passed to the Future Time Display (if the TT Marker currently occupies the Past Time Display) or to the Past Time Display (if the TT Marker currently occupies the Future Time Display). The TT Marker is immediately shifted to the opposite Time Display, while continuing to move the number of hexes (in the same direction) dictated by its random movement.

Example: The TT Marker occupies the 29 hex on the Past Time Display. During random movement, the Tripper rolls a "4" for direction and a "4" for travel length. Moving the TT Marker on the Past Time Display, the TT Marker passes over the Time Hole hex. It is immediately shifted to the Future Time Display and, proceeding to move in the same direction, finishes its movement on hex 48 of this display.

[5.3] REGAINING THE PRESENT

[5.31] If, by virtue of aligned movement on the Time Display (see 10.4), the TT Marker ends up directly on the Time Hole hex, there is a possibility that the Tripper may reach the present day (Vietnam) again. In order to determine if the present has been regained, the Tripper should roll two dice. If the dice roll is equal to or less than the number of flux jumps the Tripper has made during the course of the game (this is kept track of using the Experience Marker; see 12.0), the Tripper has reached the present day again. If not, the TT Marker is immediately subject to random movement on the Time Display (see 5.13).

[5.32] If the TT Marker lands on the Time Hole hex through random movement, the Tripper is not eligible to regain the present (see 5.13).
[6.0] SETTING UP THE BATTLES

GENERAL RULE:
There are two groups of battles, each one corresponding to one of the two Time Displays. Each specific battle is represented by a particular hex on the Past or Future Time Display. Each battle may only be fought once during the course of a game (see 5.14).

Each battle listing includes its title and date (if known), negotiation ratings (see 15.0), treasure (if any; see 14.0), a deployment option for the opposition (either "Random" or "Enter"), and the strengths and number of any opponents, and notes.

PROCEDURE:
After movement of the Tripper in Time Marker (as per 5.0 or 10.0) has been completed, the battle corresponding to the hex the marker occupies is set up. In solitaire play, the Tripper counter is always placed on the "T" hex (0707). Random set-up is always used for any loose equipment belonging to the Tripper (see 13.0), and any historical soldiers inadvertently along for the ride (see 10.62). Depending on the battle, opponents may be deployed using Random set-up or Enter set-up. All units that are to be deployed using Random set-up are deployed first, and then any using Enter set-up.

RANDOM SET-UP
A. The Tripper(s), loose equipment, historical soldiers or animals along for the ride, and the opponents from the present battle (if they are to be deployed randomly) are divided into groups of six, and the counters in each group arranged in order.
B. A letter between "A" and "F" is selected.
C. A die is rolled.
D. The first counter in the first group is placed in the hex on the Battle Display corresponding to the combination of the number and letter (e.g., "3D"). Each of the other counters in the group are in turn placed in one of the other five hexes with the same number.
Example: The letter "D" is selected and the die roll result is "3." The first counter in the group is deployed in hex "3D," the second counter in the group is deployed in hex "3E," the third counter is deployed in "3F," the fourth in "3A," the fifth in "3B" and the last in "3C." See 6.33.
E. Repeat steps "B" through "D" for each group.

ENTER SET-UP (HISTORICAL SOLDIERS OR ANIMALS ONLY)
A. A die is rolled.
B. The Player places each historical soldier or animal counter on any one of the border hexes of the Battle Display which contains the number corresponding to the die roll result.
C. If there are more historical soldiers or animals than appropriately numbered hexes, repeat steps "A" and "B" until all have been deployed.

[6.31] No more than one counter may be placed on any one hex during set-up of a battle. Exception: See 6.32.

[6.32] When horses are called for, each historical soldier counter in the given battle is stacked with a horse counter.

[6.33] Random Set-up Chart
This chart lists the hexes used for Random set-up as per the Procedure. (See mapsheet).

[6.4] STRENGTH VALUES, ENDURANCE LEVELS, AND NUMBERS OF OPPONENTS
[6.41] Four values are listed for each opponent (see 6.1 and 6.2). These values are, respectively, Attack Strength, Accuracy (for firing a ranged weapon), Defense Strength, and Detection Value. An "X" indicates a value of 0 or no value (e.g., a horse has no detection value).

[6.42] Any historical soldier (or animal) with an Endurance Level (listed in the notes of the battle) takes casualties like a Tripper (use a marker for it on the Record Track; see 8.8).

[6.43] The number following the four listed values indicates how many of a given opponent will be present in a battle. If a specific number is given, it is the exact number of opponents. Alternately, a formula giving the number of dice to be rolled and any adjustments to be made to the result may be listed; in such a case, the number of opponents is variable depending on the die roll result. Example: "2D + 2" means that the number of opponents is equal to sum of the result of the roll of two dice plus two; i.e., any number between 4 (if both dice results are "1" and "1") and 14 (if both dice results are "6").

[6.5] "CLEANING UP" BETWEEN BATTLES
Whenever all opponents in a battle have been killed, the Tripper is considered to be free to regain endurance (see 11.0, Procedure), collect treasure, pick up loose equipment and/or weapons, and flux on to the next battle (or home) at his leisure. The rationale behind this is that, with no one to interfere with him, he can do as he pleases.

[6.6] OPTIONAL RANDOM SET-UP PROCEDURE
The random set-up procedure given above has the disadvantage of limiting the deployment of the counters to those hexes which are numbered with the big numbers. The following procedure, though slower, provides more variation.
A. Roll two dice and add the results. The total (i.e., some number between "02" and "12") indicates the first two numbers of a hex.
B. Roll two dice again and add the results (again). The total indicates the second two numbers of a hex.
Example: The first total is "39" and the second total is "11." The indicated hex is "0311."
C. If the hex is unoccupied, place a counter in it. If not, repeat steps "A" and "B."
D. Repeat steps "A" through "C" for each counter to be deployed by random set-up.
[8.21] **Missile Weapon Attack Procedure**

A. The Player determines the accuracy rating of the weapon being employed;
B. The Player determines the range in hexes from the firing unit’s hex (exclusive) to the target hex (inclusive);
C. The Player consults the Accuracy Table (8.6) and rolls two dice, reading the result immediately;
D. If the dice roll is a number equal to or greater than the number appearing at the cross-reference of the range and accuracy rating, the attack is successful; i.e., a “hit” is achieved. If the dice roll is less than the number appearing at the cross-reference between the range and accuracy rating, the attack is unsuccessful; skip step “E.”
E. If an attack is successful, (i.e., a “hit” has been obtained on the target), the target unit’s Defense Strength should be subtracted from the firing weapon’s Attack Value. The resulting number is matched to a corresponding number on the Combat Results Table (8.7). The Player rolls two dice, crossreferencing this column with the dice roll and reading the result. See 8.8 for an explanation of each combat result. The combat result, if any, is applied against the target immediately.
F. Regardless of the result of the attack, the Player must immediately roll two dice in order to determine if the firing weapon runs out of ammunition (see 8.22). A weapon runs out of ammunition if the dice roll is equal to a figure indicated on that weapon’s “Empty Roll” column on the Weapons Chart.

[8.22] If a weapon runs out of ammunition (see 8.21F), the Ammo Marker corresponding to that weapon on the Record Track should be turned sideways, indicating that it is empty. In order to fire that weapon again, it must be reloaded (assuming reloads are available).

[8.23] The dice roll used to determine the accuracy of missile combat is modified under the following circumstances:
A. If the target is a horse, tiger, buffalo, or ankylosaur, add two more to the dice roll;
B. If the target is a man on a horse, add three to the dice roll;
C. If the target is a Tyrannosaurus rex, add four to the dice roll;
D. If the Tripper is moving while firing, subtract one from the dice roll for each hex the Tripper entered during that Tripper Phase.

[8.24] If a Tripper fires at a soldier and horse, the Player must choose which one of them is actually the object of the attack before it is resolved.

[8.3] **Melee Combat**

All weapons listed in 8.1 that have an accuracy value of “X” may only be employed in melee combat; i.e., an attack against a unit in an adjacent hex. Such a weapon may never be used to attack a target unit that is not in an adjacent hex (i.e., for missile combat, it is not considered effective to throw a sword at someone).

[8.31] **Melee Combat Procedure**

A. Subtract the target unit’s Defense Strength from the attacking weapon’s Attack Value;
B. Consult the Combat Results Table, crossreferencing the column corresponding to the figure obtained in step “A” with a dice roll (two dice are rolled);
C. Read the result and apply it immediately (see 8.8).
[8.5] RECOVERING WEAPONS

[8.51] A Tripper may recover a weapon from a dead or disabled historical soldier. This action is considered “picking up a weapon” (see 7.42D).  

[8.52] If a missile weapon is recovered, the Player should roll a single die in order to see how many ammo reloads can be picked up with the weapon (each reload weighs one pound).  

[8.53] A Tripper may never carry more than one recovered weapon at a time.  

[8.6] ACCURACY TABLE (see charts and tables)  

[8.7] COMBAT RESULTS TABLE (see charts and tables)  

[8.8] COMBAT RESULTS

Combat results only affect living things, never weapons or equipment.  

[8.81] STUN: The Tripper loses one Endurance Point (only). A soldier or animal has a Stun marker placed on its counter and may not move, detect, exert a Zone of Control or attack during the Historical Soldier (or Animal) Phase of the current Battle Stage. If a horse is stunned, it stays put and the mounted soldier cannot move (but may attack).  

[8.82] WOUND: If the Tripper was the target of the attack, one die is rolled and the result is the number of Endurance Points immediately lost. If the target is a soldier or animal, a single die is rolled. A roll of 1-3 indicates that the soldier or animal is disabled; a roll of 4-6 indicates that the soldier or animal is stunned.  

[8.83] DISABLE: If the Tripper was the target of the attack, two dice are rolled and the result is the number of Endurance Points lost. For soldiers and animals, flip their counters over, indicating that they may take no more actions for the remainder of the game. They lose their Zone of Control. In addition, their weapons may be taken by the Tripper (if the weapons are taken, remove the Soldier counter from the display).  

[8.84] KILL: The target is dead. If the target is a soldier or animal, the effect is the same as disable. If the target was a Tripper, there is a possibility that he may be raised from the dead (see 10.63, TeamTripper only). If a horse is disabled or killed, the rider incurs a wound result (which is the only way a rider can “dismount”).  

[9.0] HISTORICAL SOLDIER & ANIMAL DETECTION

GENERAL RULE: Historical soldiers and animals are restricted in the number and type of actions that they may perform during the Historical Soldier (or Animal) Phase. Basically, such unit must attempt to detect the TimeTripper during each Historical Soldier Phase. The result of that detection attempt defines what further actions (if any) that unit will perform in that phase.  

PROCEDURE:

At the beginning of each Historical Soldier Phase, a detection attempt is resolved for each historical soldier and/or animal. First, the Detection Level of the soldier or animal is determined (this will be a letter from A to D). Next, two dice are rolled and the Detection Table (9.4) is consulted. The dice roll result will fall into the range of one of four detection results. These include “away,” “stop,” “towards,” and “attack.”  

CASES:

[9.1] DETECTION

[9.11] Each soldier and animal has a Detection Value (see 6.1 and 6.2). Each soldier and animal must attempt to detect the Tripper as its first action of the Historical Soldier Phase. Exception:  

[9.31B] In TeamTripper — see 13.0 — the soldier or animal attempts to detect the Tripper nearest to it.  

[9.12] A detection dice roll is modified under the following circumstances:  

A. If the soldier or animal is two hexes away from the Tripper, add two to the dice roll;  
B. If the soldier or animal is three hexes away from the Tripper, add one to the dice roll;  
C. On the first Battle Stage after an M1 grenade is thrown (see 8.43C), subtract two from the dice roll; during the second Battle Stage after the grenade is thrown, subtract three; during the third Battle Stage after the grenade is thrown, subtract four; during the fourth Battle Stage after the grenade is thrown, subtract five; during the fifth Battle Stage after the grenade is thrown, subtract six. Following the fifth Battle Stage after the grenade is thrown, there are no modifiers for detection dice rolls (the illumination grenade has gone out).

[9.2] MOVEMENT OF HISTORICAL SOLDIERS AND ANIMALS AS A RESULT OF DETECTION

Each soldier or animal may only move if a “towards,” “away,” or (sometimes) “attack” result occurs due to this soldier or animal’s detection attempt. The movement required by this result must be performed immediately.  

[9.21] If an “away” result is obtained for a detection attempt, the soldier’s or animal’s counter immediately has a Move Away Marker placed on it, and is immediately moved the maximum possible distance in hexes away from the Tripper it was attempting to detect.  

[9.22] A soldier or animal may never leave the battle display due to an “away” result. If the map-edge is reached (or the soldier or animal already occupies a map-edge hex), the soldier or animal immediately stops its movement and the Move Away Marker is removed. It may perform no more actions for the remainder of the Game-Turn.  

[9.23] If a soldier or animal may move away from a Tripper in a variety of directions, it is up to the moving Player to determine the soldier or animal’s movement, as long as the requirements of 9.21 and 9.22 are met.  

[9.24] If a “towards” result is obtained due to a detection attempt, the detecting soldier or animal immediately moves in the most direct path possible towards the Tripper it was attempting to detect. This movement continues until the soldier or animal’s Movement Allowance is expended or the soldier or animal entered the Tripper’s Zone of Control. At this point, the soldier’s or animal’s movement may immediately initiate (see 9.3).  

[9.25] If an “attack” result is obtained due to a detection attempt, a soldier who possesses an “X” Accuracy Rating (that is, armed with a non-missile weapon) moves towards the nearest Tripper as if a “towards” result had been obtained. Those soldiers who possess hand weapons only an attack result immediately fire their weapons from the hex the attack result was obtained in (unless the range is so long that the missile weapon has no chance of having any effect, in which case the missile soldier acts like a soldier with an “X” accuracy; see 9.3).  

[9.26] If a “stop” result is obtained due to a detection result, the soldier or animal attempting this detection may not move for the duration of the Game-Turn (and may not attack).  

[9.3] ATTACKS BY HISTORICAL SOLDIERS AND ANIMALS AS A RESULT OF DETECTION

[9.31] A soldier or animal must attack the nearest Tripper under the following circumstances:  

A. The soldier or animal possesses a missile weapon and an attack result is obtained due to a detection attempt; or,  
B. The soldier or animal is in a Tripper’s Zone of Control. (Note: In this case, there is no detection attempt made for that soldier or animal).  

[9.32] Soldiers and animals perform combat exactly as described in 8.8.  

[9.33] A soldier who performs combat against a Tripper with a missile weapon may not move in the current Game-Turn.  

[9.4] DETECTION TABLE (see charts and tables)  

[10.0] COMMAND TIME TRAVEL

GENERAL RULE: A Tripper moves from battle to battle by “jumping the flux” (a pulsating column of light that makes possible travel through time). In order for a Tripper to jump the flux, it is necessary for him to “command” it. A Tripper may attempt to “command the flux” during a particular Tripper Phase on the Battle Display. A Tripper who attempts to command the flux may only move (or negotiate; see 15.0) in addition to that attempt; see 7.42 and 7.43. If the flux is commanded by the Tripper during a given Battle Stage, there are four actions that the Tripper may take with the flux during that battle stage: conjure it, align it, move it, or jump it. If the flux is commanded, one of these four actions may be taken “for free” (i.e., in addition to commanding the flux and moving or negotiating).  

PROCEDURE:  

If, as one of his actions during a Tripper Phase, the Tripper attempts to command the flux, the Flux Command Table (10.14) must be consulted in order to see if the Tripper has gained command of the flux for the duration of the current Battle Stage. Two dice are rolled and the results totaled. The Tripper’s Experience Points (if any) are deducted from the total (see 12.0). Taking into consideration the type of actions performed by the Tripper (or against him) during the current Battle Stage, a range of numbers can be found on the Flux Command Table. If the total of the dice results falls within this range, the flux is considered to be commanded by the Tripper for the duration of the Tripper Phase.  

CASES:  

[10.1] COMMAND THE FLUX

[10.11] Only a Tripper who is carrying the radio may attempt to command the flux.  

[10.12] Command of the flux lasts only for the duration of the Tripper Phase in which it is commanded. The flux must be “re-commanded” each Tripper Phase that a Tripper desires to command it.  

[10.13] A Tripper who successfully commands the flux in a given Tripper Phase may also conjure, move, align or jump the flux. The one action of these four that the Tripper performs (if any) is in addition to any movement or negotiation that Tripper performs in the Tripper Phase.  

[10.14] Flux Command Table (see charts and tables)
CONJURING THE FLUX

If the Tripper has successfully commanded the flux during a particular Tripper Phase, he may immediately "conjure" the flux. This means the flux counter is brought back to the Battle Display according to the same procedure described in 6.0 (random set-up) when bringing the soldiers or animals onto the Battle Display.

MOVING THE FLUX

If the flux has been conjured, the flux counter is brought back to the Battle Display according to the same procedure described in 6.0 (random set-up) when bringing the soldiers or animals onto the Battle Display.
[13.3] TEAMTRIPPER WEAPON SELECTION CHART
(see charts and tables)

[14.0] TREASURE HUNTING (OPTIONAL RULE)
GENERAL RULE:
Aside from survival in the midst of historical battles, there is also the possibility of historical treasure hunting. Each battle has assigned to it a value for an historical artifact ("Treasure") as well as its weight listed in tens of a pound. To determine the weight of all artifacts carried by a Tripper, total the values and divide by ten, rounding up to the nearest pound. Artifacts may be collected only after every historical soldier or animal on the Battle Display has been killed or disabled. Each artifact must be carried by a Tripper back to the present. Players must keep track of which artifacts are being carried by which Tripper either mentally or on a separate sheet of paper.

[15.0] NEGOTIATION (OPTIONAL RULE)
GENERAL RULE:
In any Tripper Phase, a Tripper may, instead of moving or firing, attempt to negotiate with the historical soldiers on the Battle Display.

PROCEDURE:
During any Tripper Phase in which the Player decides to negotiate, he rolls two dice and consults the Negotiation Results Table (15.3). The dice roll total is cross-indexed with the Negotiation rating letter (see explanation on Battle Sheet) that applies for that particular battle (as listed in 6.1 and 6.2).

A letter result (R, L, F, A1, or A4) will be indicated; this yields the result of the negotiation.

CASES:

[15.1] RESTRICTIONS ON NEGOTIATIONS

[15.11] Only one aword result ("A1" or "A4") may be obtained per battle. Thus, if an aword result is obtained on the Negotiation Table, the table may not be used again during that battle. It doesn’t matter whether or not any of the historical soldiers are actually awed.

[15.12] Animals are not subject to aword results (except for elephants, indirectly, which have human handlers).

[15.13] Awed soldiers, when flushed to another battle, may not move or fire on the first turn of a battle.

[15.2] EFFECTS OF NEGOTIATION

Negotiation results affect all historical soldiers on the Battle Display.

[15.21] If an "A4" result is obtained, one die is rolled for each historical soldier on the map. A dice roll of 1-4 indicates that that soldier is in awe of the Tripper and is under his control for the rest of the game (or until the Tripper or the soldier is killed). A soldier previously in awe of a dead Tripper, even after that Tripper is brought back to life, is like any other historical soldier that has been transported; that is, the soldier is then hostile to all Trippers. On a die roll of 5-6, the soldier flees. Awed soldiers are treated like Trippers. The player who rolled the aword controls them.

[15.22] An "A1" result is the same as "A4," except a die roll of "1" awes a soldier; a die roll of "2" through "6" causes him to flee.

[15.23] If a "Flee" result is obtained, the historical soldiers move away from the Tripper until they reach the map edge, where they stop for the rest of the Stage and do nothing.

[15.24] If a "Left" result is obtained, consider a Game-Turn to have passed (for the purpose of other Trippers regaining endurance) and roll again on the Negotiation Table using the column to the left of the one previously used (or the same column if column A was just used). Historical soldiers do nothing. Trippers may not move or fire (but may reload, conjure the flux, etc.).

[15.25] If a "Rage" result occurs, the soldiers attack (if missile troops), or move (if not adjacent to a Tripper) if a melee soldier. Attacks are resolved on the Combat Results Table one column to the right of the one they would normally use.

[15.3] NEGOTIATION RESULTS TABLE
(see charts and tables)

[16.0] WINNING THE GAME
GENERAL RULE:
In order to win the game, the Tripper must get back to the present alive. Any one of the following victory options may be chosen by the Tripper before the start of play:

A. Minimal Resource Victory: Attempt to get back to the present alive with less than 50 pounds of weapons and equipment (the lower the weight you carry at the beginning of the game, the better you have performed).

B. Quick Return Victory: Attempt to get back to the present alive in the shortest number of battles. (Six is the absolute minimum, but anything under ten is very good.)

C. Personal Best Victory: Using the same equipment configuration, attempt to get back to the present alive in a shorter period than you did in your last trip.
There are 36 Past Battles and 36 Future and Fantasy Battles. Each battle includes the following information: negotiation values, treasure, method of appearance, number and values of opponents, and notes.

**Negotiation:** Most battles have three letters. To determine which letter will be used for negotiation during the battle, roll a die. On a roll of 1 or 2, the first letter is used; on a roll of 3 or 4, the middle letter is used; on a roll of 5 or 6, the third letter is used.

In some battles (see battle 49, Jaws 27) no negotiation is allowed. Negotiation is optional.

**Treasure:** Most battles have a treasure of some kind. The name of the treasure is given, followed by two numbers. The first number is the value of the treasure; the second number is the weight of the object in tenths of a pound. Treasure is optional.

**Random/Enter:** The historical soldiers/animals come into play either by Random or Enter set-up. Players may use either the Random set-up in 6.6, Procedure, or 6.6, Random set-up. For Enter set-up, see 6.6, Procedure.

**Opponents:** The names of the opponents and their abilities are listed, plus the number of units to be brought into play. The four values of the historical soldiers/animals are: Attack Strength, Accuracy (for firing a range weapon), Defense Strength, and Detection Value. **Example:** In battle 26, Mons, the German infantry have the following values: 15BIF; 1D. They have an Attack Strength of 15, an Accuracy of B (remember that an A means “0,” no value), a Defense Strength of 1, and a Detection Value of F. One die is rolled to determine how many German infantry are brought into play.

**Notes:** Historical information about past battles is given in addition to any special rules used in each specific battle.

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**4. MEGGIDO (1469 BC)**

**Negotiation:** EGF

**Treasure:** Egyptian necklace, 25-3

**Opponents:** Spearsmen: 5X2E; 2D + 2.

**Notes:** The Egyptian Pharaoh Thutmose III crushed a confederation of Syrian princes at the Canaanite city of Megiddo in this, the first recorded battle in western history. Clad only in a linen kilt, each Egyptian spearman carried a 3-foot long, round-topped shield of painted wood. In addition to his 5- to 6-foot spear, he could carry an Aka or bronze bladed throwing axe.

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**5. SIEGE OF TROY (1184 BC)**

**Negotiation:** EGF

**Treasure:** Trojan bracelet, 25-4

**Opponents:** Trojans: 6X5F; 2D.

**Notes:** The climactic siege and conquest of Troy by the Greeks was the zenith of the Heroic Period in preclassical Greek history. The typical weaponry of the Greeks, as well as the Trojans, was a pair of javelins, a sword, and an oval shield.

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**6. CARCHE MISH (805 BC)**

**Negotiation:** EGF

**Treasure:** Chaldean coins, 20-3

**Opponents:** Chaldean archers: 6C3G; 1D + 2.

**Notes:** The Assyrian holdings of Egypt were lost when Pharaoh Necho was crushed by Nebuchadnezzar and his Chaldean army. The Chaldean or Neo-Babylonian archer wears a cuirass of rectangular metal plates over a fringed tunic, and a conical metal helmet; he carries an angular short bow but no secondary weapon or shield. They were barefooted and often fought in pairs.

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**7. MARATHON (490 BC)**

**Negotiation:** DEF 1D

**Treasure:** Hoplite crest insignia, 20-4

**Opponents:** Hoplites: 7X5F; 1D. Pelasgians: 5B2G; 1D.

**Notes:** The Athenian phalanx under Callimachus repelled a mighty Persian invasion force commanded by Artaxerxes near the city of Marathon. The Athenian hoplite carried a 9-foot thrusting spear and sword, a 3-foot diameter round shield, bronze leg greaves, a cuirass of leather reinforced with iron scales, and a “kilt” composed of leather strips called Phyriges. The peltast wore no armor; his only defense was the Pelta, a small crescent-shaped shield. He fought with two throwing javelins and perhaps a dagger.

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**8. ZAMA (202 BC)**

**Negotiation:** DEF

**Treasure:** Libyan knife, 20-4

**Opponents:** Libyan spearmen: 6X2G; 2D.

**Notes:** If hit, an elephant will rampage. It moves randomly (see battle 48) and it attacks all units in hexes it enters as it moves.

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[6.1] **PAST TIMETRIPPER BATTLES**

**1. DINOSAUR COMBAT (81,267,234 BC)**

**Negotiation:** Not allowed

**Treasure:** T rex tooth, 50-5

**Enter**

**Opponents:** Tyrannosaurus rex: 15X15C; 1. Ankylosaurus: 8X10A; 1D-1.

**Notes:** The Tyrannosaurus rex has endurance of 20.

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**2. SABERTOOTH TIGER (456,321 BC)**

**Negotiation:** Not allowed

**Treasure:** Tiger tooth, 40-4

**Random**

**Opponents:** Sabertooth: 12X12E; 1. Buffalo: 8X12A; 1D.

**Notes:** The Sabertooth has endurance of 10.

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**3. CRO-MAGNON BUFFALO HUNT (23,568 BC)**

**Negotiation:** EFG

**Treasure:** Cro-Magnon spear head, 30-3

**Random**

**Opponents:** Cave men: 5X1D; 1D + 3. Buffalo: 8X12A; 1D.

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**9. ALESIA (62 BC)**

**Negotiation:** DEF

**Treasure:** Roman good luck charm, 20-5

**Enter**

**Opponents:** Roman legionaires: 6C5H; 2D.

**Notes:** After firing the first time, each Roman unit converts into “7X5H.” Julius Caesar, in command of a Roman army numbering over 60,000, laid siege to a Gallic army under Vercingetorix at Alesia. After repeated attempts by a 250,000 man Gallic relief army to break through the Romans met with no success, the Gauls in the besieged city surrendered.

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**10. GLADIATOR GAMES (108 AD)**

**Negotiation:** DEF

**Treasure:** Gallic arm bracelet, 15-4

**Enter**

**Opponents:** Slingers: 6A1E; 1D. Gallic swordsman: 8X2G; 1D.

**Notes:** The slinger would wear a waist cloth, a belt holding a pouch for several singly pellets, and his sling. The Gallic swordsman (the Samnite or Myrmillo) would carry a shield and sword — each of varying size — sometimes a helmet, and could wear greaves and/or a metal cuirass.

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**11. ADRIANOPELE (378)**

**Negotiation:** DEF

**Treasure:** Ostrogoth ring, 15-2

**Enter**

**Opponents:** Mounted spearmen (Ostrogoths): 6X5G; 1D + 4. Horses: 2X2X.

**Notes:** The Emperor Valens of Rome was defeated by a mainly cavalry army of Ostrogoths and Visigoths. This defeat, which cost the Emperor his life, portended Rome’s decline and led to the sacking of the “ Eternal City.”

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**12. SIEGE OF PARIS (685)**

**Negotiation:** DEF

**Treasure:** Viking insignia, 10-3

**Enter**

**Opponents:** Viking axemen: 9X4I; 1D + 2.

**Notes:** The Carolingian Frank King, Charles the Fat, refused to face the Viking longship raid head- ing along the Seine River to Paris. The Count of Paris, Eudes, fought them, defeated them, and thus ended the reign of Charles the Fat. The Viking Hasician, short mail corselet, a conical helmet and carried a 3-foot...
The English yeoman archer wears a helmet and perhaps a leather gambeson or coat. In addition to his 6-foot longbow, he carries a small 1-foot diameter buckler, a dagger, and either a sword or perhaps an axe or maul.

18. RAVENNA (1512)
Negotiation: EFG
Treasure: German hat, 8-4
Random: German Landsknechts: 9X5E; 2D.
Notes: In one of the bloodiest battles of the Renaissance era, the Papal-Spanish army under Raimund Cardona was defeated by a French army commanded by Gaston de Foix. Contributing largely to this victory were the German Landsknechte employed by the French.

The German Landsknecht, a “Doppelsoldner,” wears a metal cuirass and hip armor over brightly colored, baggy sleeves and hose. His main weapon is a murderous two-handed sword, supplemented by another 2-foot long sword.

19. BREITENFELD (1631)
Negotiation: DEF
Treasure: Swedish boot, 7-7
Random: Swedish musketeers: 6D2G; 2D.
Notes: After each man fires, he becomes a “4X1F.”
In the first major victory by the Protestants over the Catholics in the Thirty Year War, Gustavus Adolphus’s Swedish-Saxon army overcame the Count of Tilly’s army of the Holy Roman Empire.

The Swedish musketeer carries an empty musket, or arquebus, with up to twelve “charges” of ammunition and a short sword.

20. BLEenheim (1704)
Negotiation: CDE
Treasure: Bavarian uniform buttons, 7-2
Random: Bavarian infantry: 7D1H; 2D.
Notes: After each man fires, he becomes a “4X1G.”
One of the decisive battles in history, the Duke of Marlborough’s victory over the French, commanded by Tilly and Marsin, drove the French back to the Rhine, saving the city of Vienna, and forced Bavaria out of the War of the Spanish Succession.

The Bavarian infantry wore a blue coat, large cuffs, musket, cartridge pouch and short sword.

21. MONMOUTH (1778)
Negotiation: FGH
Treasure: American powder horn, 6-2
Random: American infantry: 7E1E; 2D+. Notes: After each man fires, he becomes a “4X1F.”

The longest battle of the American Revolution was fought between the Continentals, commanded by Lee, and the British under Clinton. Only Washington’s timely arrival saved the Continental Army. As it was, the British retired from the field in this inconclusive battle.

The patriots frequently wore hunting shirts of linen, buckskin instead of uniform coats, a cartridge box that held up to 24 rounds, a canteen, a bayonet and musket — either the English “Brown Bess” or the French “Charlesville.”

22. WATERLOO (1815)
Negotiation: DEF
Treasure: Yeoman necklace, 8-1
Enter: Mounted French hussars: 6X1H; 2D. Horses: 2X2X.
Notes: In one of the best known battles in history, Napoleon’s French were defeated in a three-day battle by the Duke of Wellington’s Anglo-Allied army and Von Blucher’s Prussians.

The hussars wore a splendidly colored uniform, with much lace and decorative panoply. His weaponry consisted of a sabre, and a single shot lightweight “carbine.” Occasionally as many as two (a brace) of single shot pistols could also be carried.

23. BLOOD RIVER (1839)
Negotiation: EFG
Treasure: Zulu assegai fragment, 5-3
Enter: Zulus: 7X3I; 2D + 2.
Notes: Fleeing from English injustices, the Boer (Dutch) in African Cape Colony migrated northward. In so doing they encountered the fierce Zulus under Dingaan. Andries Pretorius made a stand near the 500 Boers standing against repeated assaults by 10,000 Zulus. Three thousand Zulus fell, and the Boers remained to found the Republic of Natal the following year.

The Zulus wore ornamental feathers and fur indicating rank and martial status. He carries an assegai or short stabbing spear up to two feet long. His lizard-shaped, rawhide-covered shield measures 3 to 4 feet.

24. BATTLE OF SHILOH (1862)
Negotiation: DEF
Treasure: Union document, 5-1
Enter: Union infantry: 10B1E; 1D + 2.
Notes: After each man fires, he becomes a “4X1F.”
In the Battle of Shiloh, the Confederates surprised Grant’s encamped Federal army and nearly engulfed it. The confusion of the terrain, the stubborn Federal defense, and a morning counterattack finally threw the Confederates back in defeat.

The Federal, or Union soldier carried an 1861 Springfield musquet, bayonet, cartridge pouch, powder horn, belt and buckles.

25. LITTLE BIGHORN (1876)
Negotiation: CDE
Treasure: Sioux beadedwork, 4-3
Enter: Sioux warriors: 5X1G; 1D + 2. Sioux bowmen: 5A1E; 1D.
Notes: In the Custer’s last stand, a group of 200 cavalry were wiped out. Reno and Benteen’s detachments were only rescued when two other columns of troops arrived. The victors of this encounter were the Confederation of tribes of the Sioux and Cheyenne under Sitting Bull, Crazy Horse and Gall. The Indian warrior was dressed in buckskin trousers, loin cloth, occasionally a bone-cuirass, a circular hide shield, a small axe, a spear and/or a captured musket, rifle or Sharps, Spencer, or Winchester repeater carbine.

26. MONS (1914)
Negotiation: CDE
Treasure: German documents, 3-2
Enter: German infantry: 15B1F; 1D.
Notes: Place 5 “trees and bushes” markers on the map randomly (see 6.0); a marker adds 8 to the defense of a unit in the same hex. These markers do not affect movement in any way. A Line of Sight must be used; a unit may not fire through such a line into a hex with a “tree or bush” marker in it.

In the opening month of World War I, the Franco-British and German offensives clashed head-on.

German infantry wore the spiked helmet (the Pickelhaube), and carried a Mauser 1898 rifle and bayonet. The British, however, carried the trenching tool, and 160 rounds of ammunition.

27. VERDUN (1917)
Negotiation: DEF
Treasure: French postcards, 3-1
Enter: French infantry: 15C2E; 1D.
Notes: Place 5 shellholes on the map randomly, as [continued on page 11]
per 6.6; they add 8 to the defense of a unit in the same hex. Units must stop when they enter a shellhole hex but may move normally out of a shellhole hex. On every Battle Stage, roll for artillery fire (one shell per turn, with dice rolls as per 6.6 indicating the hex it lands on). A shell does damage as follows: In the hex of impact, strength of “14” and accuracy of “A.” 1 hex away, strength of “10” and accuracy of “A.” 2 hexes away, strength of “8” and accuracy of “A.” 3 hexes away, strength of “6” and accuracy of “A.”

For six months the Germans sought to bleed the French army white by continuously assailing a position to draw more and more French into its defense. The ploy succeeded in killing 315,000 French, but also cost the Germans a tidy 280,000, all to no real purpose.

French infantry wore a long trench coat, helmet, the 1886 Lebel or 1917 Lebel rifle, bayonet, canteen, gas mask and about 100 rounds of ammunition.

28. WARSAW (1920)

Negotiation: DEF
Treasure: Cossack cap, 2-3

Enter
Opponents: Mounted Russian cossacks: 12B1F; 1D + 2; Horses: 2X2X.
Notes: At the close of WWI, the Poles sought to break away from Russian dominance and finally succeeded. The Poles, under Piłsudski, smashed a Russian army under Budenny, and the Russian army disintegrated.

The Russian cossacks were armed with the sâbre, as many as three six-shot revolvers, a rifle, or carbine, and numerous other bits of captured weaponry.

29. GUADALAJARA (1937)

Negotiation: DEF
Treasure: Flask of wine, 2-2

Enter
Opponents: Italian infantry: 12D1D; 2D + 2.
Notes: In the Spanish Civil War, a Nationalist army of Italians under General Mario Roatta attacked a Republican army under Colonel Jurado, with Guadalajara as the objective. The Italians broke under the counterattack by the Republicans, who were aided by Russian aircraft and tanks; the thrust on Guadalajara ended.

The Italian soldier was rather well equipped with a Mannlicher-Carcano 1891 rifle and bayonet, helmet, canteen, and ration bag.

30. KIEV (1941)

Negotiation: CDE
Treasure: Copy of Pravda, 1-2

Enter
Opponents: Russian infantry: 12B1F; 1D + 2.
Notes: The rapid German advance in the early fall of 1941 created one of the largest “pockets” of enemy troops ever encircled. Nearly 600,000 Russians were killed or captured between September 9 to the 16th.

The Russian soldier carried either a M91/30 rifle (7.62mm, 90ds/min., range 500m) or PPSh machine pistol (7.62mm, 80ds/min., range 100m), helmet, canteen, bread bag, and possibly a hand grenade or two.

31. ALAM HALFA (1942)

Negotiation: DEF
Treasure: Tin of beef, 1-2

Enter
Opponents: British infantry: 15G1; 1D + 1.
Notes: British infantry will not attack unless fired at first or unless they are within two hexes of a non-British infantry unit. They will advance on a Tripper, however.

General Rommel’s advance in North Africa ended, when, at this battle, his veteran Panzers were stopped by Montgomery’s British. Rommel was crushed at El Alamein two months later.

The British infantryman carried the excellent Lee-Enfield M11 bolt action rifle, long bayonet, steel helmet, entrenching tool, canteen and bread bag.

32. FALAISE GAP (1944)

Negotiation: DEF
Treasure: Iron Cross, 10-1

Random
Opponents: German genteel infantry: 12D1C; 2D.

Notes: The Soi Lo breakthrough after the D-Day invasion of Normandy finally allowed Patton and Creighton to encircle the German and defensive positions. The Falaise Pocket cost the Germans 60,000 in dead and prisoners.

The German soldier, a fugitive attempting to escape the encirclement, would carry the SG44 assault rifle (7.92mm, 80ds/min., 200m range) or the MP41 machine pistol (9mm, 90ds/min., 100m range), a few hand grenades, canteen, knife, entrenching tool, helmet, gas mask, and bread bag.

33. GUAM (1945)

Negotiation: CDE
Treasure: Katana, 30-10

Enter
Opponents: Japanese banzai troops with rifle: 12C2; 2D + 1.
Notes: Japanese troops will only fire on a roll of 2 or 3; otherwise they will charge with bayonet at a strength of 5X21.

The American 3rd Amphibian Corps, commanded by General Geiger, after a bloody fight finally recaptured the island from the Japanese defenses, commanded by General Takashina.

The Japanese soldier was not well equipped, as the war caused severe hardships to Japanese supply capabilities. He would carry either the Arisaka M38 (6.5mm, 12ds/min., range 500m) or the model 99 (8.8mm, 12ds/min., range 600m) and a bayonet. His other gear could include grenades, canteen, bread bag, or even a Nambo 1914 pistol (8mm, 36ds/min., 75m range).

34. IRON TRIANGLE (1950)

Negotiation: DEF
Treasure: Cap insignia, 10-1

Enter
Opponents: Chinese infantry: 10E1F; 2D + 1.
Notes: From their “staging area” in the Iron Triangle, the Chinese-North Koreans launched a massive offensive that drove the ROK and UN troops south for five days. Only after a savage fight and counterattack did the UN troops push the Communists back to the Triangle.

The Chinese soldier would carry any variation of the submachine gun, such as the Russian PPSh (7.62mm, 90ds/min., range 100m), two or more grenades, knife, canteen and other field gear.

35. GOLAN HEIGHTS (1967)

Negotiation: DEF
Treasure: I.D. bracelet, 5-1

Random
Opponents: Syrian infantry: 15E1C; 2D + 1.
Notes: The Israelis, seizing the initiative, simultaneously unleashed a massive air and armor strike against the IAR, Jordan, and Syria. This strike preempted an offensive by these nations upon the smaller and numerically weaker Israeli army. The strike was successful on all fronts.

The Syrian soldier was well armed, but not very well trained. He carried a Russian made AK-47 assault rifle (7.62mm, 60ds/min.). He may carry several 30-round magazines, plus grenades.

36. LEBANON BORDER (1970)

Negotiation: EFG
Treasure: None

Enter
Opponents: Palestinian terrorists: 10D1D; 1D + 3.
Notes: The turn after somebody fires, roll for Israeli mortar fire. One mortar shell per Battle Stage impacts randomly (see 6.6). They do damage to the hex of impact and 1st, 2nd and 3rd hexes from impact as follows: 14, 10, 8, 6; their accuracy is A in every hex (see battle 27, Verdun).

Spurred by the Israeli territorial expansion in 1967, the Palestine Liberation Front terrorists stepped up their sporadic raids upon Israeli frontier establishments.

The terrorists may carry the AK-47, pistols, grenades, bayonets, “Molotov cocktails,” or even the RPD machinegun (7.62mm, 60ds/min., range 600m, weight 15lbs).

[6.2] FUTURE AND FANTASY BATTLES

37. CAIRO (1974)

Negotiation: DEF
Treasure: None
Random
Opponents: Egyptian militia: 12C1B; 2D.

38. HELLS ANGELS (1983)

Negotiation: EFG
Treasure: Angel colors, 10-2

Enter
Opponents: Hells Angels: 5X1G; 1D + 3. Motorcycles: 2X4X.
Notes: Use horse counters for cycles.

39. EASY GOING INFANTRY (1993)

Negotiation: EFG
Treasure: Some EGI drugs, 10-3

Enter
Opponents: EGI: S5H1; 2D + 2.
Notes: Infantry use rubber bullets because they don’t really want to hurt anybody seriously; they just want to go home and get stoned. For EGI weapons only, all wound and disable effects on CRT count as stun; kill counts as wound.

40. MIND POLICE (2027)

Negotiation: BCD
Treasure: Police manual, 20-2

Enter
Notes: Mind Police use a cattle prod-type device. Their normal mind control weapons do not work against the mentally primitive and deranged Trippers.

41. INSELENS (2178)

Negotiation: CDE
Treasure: Starsoldier crest, 30-3
Random
Opponents: Inseleins: 10X10E; 1D + 3. Starsoldiers: 15A10C; 1D.
Notes: Starsoldiers will not attack a Tripper unless the Starsoldier is transported to another battle. Insect repellent is quadrupled in effect when used against Inseleins.

42. MUTANT SPEARMEN (2206)

Negotiation: FGH
Treasure: Finger with two nails, 20-1

Enter
Opponents: Spearmen: 8X4D; 1D + 3.

43. THE MAGICIAN OF DUBLIN (FANTASY)

Negotiation: EFG
Treasure: Magician’s wand, 15-3
Random
Opponents: The Magician (no weapon): 2X10X; 1. Leprechauns (armed with clubs): 8X6H; 2D.
Notes: The Magician has endurance of 20. The Magician himself does not “detect;” the Leprechauns do it for him. Each time the Magician is attacked (after the results of the attack are applied), roll one die for more Leprechauns (random entry up to the counter-max limit (14). Once the Magician is dead, the Leprechauns cannot detect but will, as always, attack if adjacent.

44. THE DRAGONLORD (FANTASY)

Negotiation: DEF
Treasure: Dragon’s nostril, 15-4
Random
Opponents: One Dragonlord: 12F14I; 1.
Notes: A Dragonlord is a fire-breathing serpent with an endurance of 20. It only detects a unit in or adjacent to a treasure hex or within three hexes of the Dragonlord. Five treasures are placed randomly as per 6.0.
45. BUFFALO CASTLE (FANTASY)
Negotiation: Not allowed
Treasure: Buffalo chip, 5-5
Random
Opponents: Five shellholes (representing exits from Buffalo Castle); placed randomly as prs. 6.0. Buffalo: 10X121.
Notes: A “towards” or “attack” result (on a detection resolution for an exit) will cause a buffal oto come out of the exit. Buffalo is placed next to exit and automatically detects any Tripper. Only five buffalo counters may be in play at any one time.

46. GUNFIGHT AT THE BIONIC CORRAL (FANTASY)
Negotiation: ABC
Treasure: Bionic eyeball; 25-1
Random
Opponents: Bionic gunslingers (armed with pistols that only function when used by bionic gunslingers); 10E2H; 1D+. 2

47. THE SERAGLIO OF SITRI (FANTASY)
Negotiation: BCD
Treasure: Handmaidens’ whip; 10-1
Random
Opponents: Sitri (one of King Solomon’s demons): 5X10G; 1. Handmaidens: 5X11; 2D; 5X1; 2D.
Notes: The Sitri is armed only with muscle and has an endurance of 10. The handmaidens are armed with whips and wear only an evil smile. Against handmaidens, male Trippers may not attack when adjacent and subtract three from accuracy die roll. Female Trippers may attack when adjacent and add 2 to accuracy die roll when fighting handmaidens; also female Trippers have defense of only 1 in this scenario (one of Sitri’s powers was to make women show themselves naked).

48. ROLLERBRAWL (FANTASY)
Negotiation: DEF
Treasure: Brass knuckles, 5-4
Random
Opponents: The Brawballer: 10X10X; /. Rollerbrawlers: 8X5; 2D.
Notes: The Brawballer moves randomly each turn. Roll one die for direction and two dice for the number of hexes it moves in that direction. If the ball hits the edge of the display, it ricochets out of that hex and rebounds two hexes to the right of the hexside from which it attempted to exit the display. Example: The Brawball starts in hex 0090; a roll is directed for a 10 and 4 for the number of hexes. The ball moves into 1003, 1103, 1202, 1203, 1204, 1205, 1206, 1207, 1208, 1209. The ball attacks anyone it hits or moves through in a hex it hits. Roll more balls if it is hit. Rollerbrawlers are armed with brass knuckles and muscle; rollerbrawlers move at a rate of 6.

49. JAWS’27 (FANTASY)
Negotiation: Not allowed
Treasure: Shark tooth, 5-3
Random
Opponents: Landmobile sharks: 10X12H; 1D+2

50. KING PONG (FANTASY)
Negotiation: Not allowed
Treasure: None
Random
Opponents: Pongballs: 10X10X; 1D+3.
Notes: Pongballs move randomly each turn and attack anyone in a hex they move through. They move just like a brawball (see aisle 48).

51. THE AUTOZOO (FANTASY)
Negotiation: Not allowed
Treasure: Weird animal parts, 25-5
Random
Opponents: The animals of the Autozoo: 1D+2.
Notes: Roll two dice for attack and defense strengths. All have “X” accuracy. Roll two dice for their detection rating. 2-A, 3-B, 4-C, 5-D, 6-E, 7-F, 8-G, 9-H, 10-I, 12-J. Roll for each creature’s value.

52. THE LAST SUPPER
Negotiation: EFG
Treasure: None
Enter
Opponents: Zombies (armed with teeth and a taste for live flesh): 8X12; 2D+2.
Notes: Any Tripper that gets a wound or disable result from a zombie loses one additional Endurance Point per Stage until the end of the battle.

53. ATTACK OF THE NYLON WARRIORS
Negotiation: EFG
Treasure: Zapper, 8-2
Enter
Opponents: Nylon Warriors: 12E6H; 2D.
Notes: On a Stop or Avert detection result, Nylon Warriors move randomly (roll die for direction and then move two hexes in that direction). Each Nylon Warrior is armed with a zapper that only works for that warrior.

54. IN THE HALL OF THE MOUNTAIN KING
Negotiation: BCD
Treasure: Drind’s nose ring; 12-3
Random
Opponents: Alrod (throws lightning bolts): 8E121; 1. Drindl (wields a 300 pound tree trunk): 12X11; 1. Trunzis (no weapons, they grab you): 5X14; 1D. Note: These creatures are not animals.

55. THE TIMEPOLICE SQUAD ROOM
Negotiation: ABC
Treasure: Timepolice coffee mug, 2-2
Random
Opponents: Timepolice: 10A5; 2D.
Notes: The Timepolice are armed with stun-pistols, which only stun, and have one Fluxreactor model AQ12G, XC81, placed randomly. If a Timepolice unit moves adjacent to the AQ12G (in response to a detection return), he stops. When the flux appears, the Timepolice unit automatically operates the immobile AQ12G against the flux. If it accurately hits, the flux jumps (without the radio Tripper, if he’s with it). Any previously fluxed Trippers return to the battlefield randomly and must then re-conjure the flux to get it back.

56. TEHRAN
Negotiation: DEF
Treasure: Communist Party card, 5-1
Random
Notes: Citizens are routed from the main mosque by revolutionary militia with automatic weapons.

57. THE ROBOT FACTORY
Negotiation: Not allowed
Treasure: Robot data plate, 20-1
Random
Opponents: Transbots: 4X12H; 2D. Sanbots: 5E18H; 1D.
Notes: Transbots pick up and carry any non-robot thing. A Tripper is too heavy to carry, so the transbot stops when adjacent to one and tries to pick him up. Sanbots destroy any living matter.

58. TIMEPOLICE SQUAD ROOM (see 55)

59. TIMEPOLICE MOBILE TEAM
Negotiation: ABC
Treasure: Timepolice belt buckle, 10-1
Random
Opponents: Timepolice: 10A6H; 1D+2. Fluxfixigs: 3B6G; 1D.
Notes: Timepolice (move at 6) have stun-pistols (see 55). Mobile Fluxfixigs (move at 3) are used only against the flux; a successful hit (only the accuracy roll is used) will jump the flux (see 55).

60. THE BATTLE OF THE GATE (FANTASY)
Negotiation: ABC
Treasure: None
Random
Opponents: Energy creatures: 7CSG; 2D.
Notes: All effective results against energy creatures are stuns. Passing the flux through an energy creature’s hex eliminates it from the battle (returns it to its own dimension). Use of the flux ripped open a dimensional gate which allowed pure energy creatures in.

61. TIMEPOLICE MOBILE TEAM (see 59)

62. LOS ANGELES FREEWAY
Negotiation: Not allowed
Treasure: None
Random
Opponents: Cars: 11X15; 1D.
Notes: Do not use detection. On initial placement, only one car may be placed in each hex row. Cars move 6 hexes per turn down that hex row towards the bottom of the display, attacking any Tripper in its path (without stopping). A car reaching the lower edge of the display immediately re-enters the same hex row at the top of the display.

63. TIMEPOLICE SQUAD ROOM (see 55)

64. PSIONIC FLESH EATING PLANTS
Negotiation: Not allowed
Treasure: None
Random
Opponents: Plants: 5X5F; 2D.
Notes: Plants do not move. Detection “away” results are “stop” and “towards” results are “attack.” One plant may telepathically control more than one Tripper. A Tripper may be controlled by only one plant (the nearest) at a time. Plants make Trippers move towards them at top speed possible. The Trippers may not be commanded to do anything else. A stun result (or greater) on a plant releases the Trippers it controls for one stage. Plants may attack more than one adjacent Tripper per stage at full strength, resolving each attack separately.

65. TIMEPOLICE MOBILE TEAM (see 59)

66. THE TIMELORD’S LAIR
Negotiation: ABC
Treasure: Timelord’s ring, 10-1
Random
Opponents: The Timelord: 8C12D; 1.
Notes: The Timelord attempts to detect the flux, if it is present or the Tripper, if one is within two hexes of the Timelord. If he detects the flux, he will attempt (if successful with his accuracy roll) to jump it, with or without the Tripper. The Timelord never jumps with the flux. A Tripper carried with the flux randomizes as a group on the Time Display, remains in that battle for “I” Game-Turns, then randomizes again. This is repeated “12” times. If the Tripper in Time Marker lands on the Time Hole hex, the Tripper returns to the present. In TeamTripper, the radio Tripper, if left behind, must re-conjure the flux, jump it, and try to link up with any of his group that the Timelord jumps, if he wishes.

67. TIMEPOLICE SQUAD ROOM (see 55)

68. CRYPT OF MIDNIGHT
Negotiation: ABC
Treasure: Vampire’s cape; 15-2
Random
Opponents: Vampire: 8X10F; 1.
Notes: If disabled or killed, the vampire endures: returns at full strength after one complete Stage of death (during which you can’t kill him, he’s already dead). At the end of 12 Battle Stages, dawn arrives, and the battle ends.

69. TIMEPOLICE MOBILE TEAM (see 59)

70. PACK OF MAXIWOLVES
Negotiation: Not allowed
Treasure: None
Enter
Opponents: Giant wolves: 10X10H; 2D+2.

71. EAST SIDE STORY
Negotiation: EFG
Treasure: Copy of Zap #6, 10-1
Random
Opponents: Militarized street urchin gang, with home made weapons: 7X3G; 2D & 8SFH; 2D+1.

72. BLACK HOLE
Notes: All Trippers in a TeamTripper game must roll for their weapons’ mix all over again (using Chart 13.3) and randomly start from the Time Hole. Solitaire Tripper regains all ammunition and starts again. All experience and treasure are lost. No negotiation possible; no treasure.
Game-Turn Outline

Each Game-Turn must proceed strictly as described below.

1. TIME TRAVEL STAGE
The Player resolves the Tripper’s travel through time, adjusting the placement of the Tripper in Time Marker on the Time Display to indicate the Tripper’s new position in time. Note: If the Tripper returns to the present in this stage, the game is over. If not, when the movement of the Tripper in Time Marker is completed, the appropriate battle is set up, as per 6.0.

2. BATTLE STAGE
A. Tripper Phase
The Tripper may move and/or fire one of his weapons (see 7.0 and 8.0). The Tripper may also (or alternately) attempt to control or otherwise manipulate the flux (see 10.0), or negotiate (optional rule, see 15.0). (Exception: In the first Tripper Phase of a given battle, the Tripper may not move, although he may fire his weapon.)

B. Historical Soldier (or Animal) Phase
Historical soldiers (or animals) may detect, move, and perform combat (see 8.0 and 9.0). Historical soldiers or animals perform these actions individually, not together. (Exception: In solitaire games, there is no Historical Soldier Phase in the First Battle Stage of each Game-Turn.)

C. Stun Marker Removal Phase
If the Tripper jumped the flux (see 10.5), the Game-Turn is over, and play proceeds to the Time Travel Stage (1) of the next Game-Turn. If not, all Stun Markers on historical soldiers or animals are removed, and another Battle Stage (2) is begun.
### [8.1] WEAPONS CHART

<table>
<thead>
<tr>
<th>Tripper Weapon</th>
<th>Mode of Use</th>
<th>Accuracy Level</th>
<th>Attack Value</th>
<th>Weight</th>
<th>Empty Roll (2 Dice)</th>
<th>Maximum</th>
</tr>
</thead>
<tbody>
<tr>
<td>M16 Automatic Rifle</td>
<td>Single</td>
<td>A</td>
<td>15</td>
<td>7</td>
<td>2</td>
<td>1</td>
</tr>
<tr>
<td></td>
<td>Rapid</td>
<td>C</td>
<td>15</td>
<td>7</td>
<td>2-4</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Burst</td>
<td>D</td>
<td>25</td>
<td>7</td>
<td>5-6</td>
<td></td>
</tr>
<tr>
<td>Shotgun (Remington Model 11-48 12 Gauge)</td>
<td>Single</td>
<td>G</td>
<td>20</td>
<td>7</td>
<td>5-6</td>
<td>1</td>
</tr>
<tr>
<td></td>
<td>Rapid</td>
<td>G</td>
<td>15</td>
<td>7</td>
<td>5-6</td>
<td></td>
</tr>
<tr>
<td>Smith &amp; Wesson Model 20 .357 Pistol</td>
<td>Single</td>
<td>F</td>
<td>15</td>
<td>3</td>
<td>2-4</td>
<td>1</td>
</tr>
<tr>
<td></td>
<td>Rapid</td>
<td>D</td>
<td>15</td>
<td>3</td>
<td>2-6</td>
<td></td>
</tr>
<tr>
<td>Browning .25 Cal Pistol</td>
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<td>H</td>
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<td>1</td>
<td>2-4</td>
<td>1</td>
</tr>
<tr>
<td></td>
<td>Rapid</td>
<td>E</td>
<td>10</td>
<td>1</td>
<td>2-6</td>
<td></td>
</tr>
<tr>
<td>M72 LAW (Light Anti-tank Weapon)</td>
<td>Single</td>
<td>B</td>
<td>100</td>
<td>5</td>
<td>One Shot</td>
<td>1</td>
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<tr>
<td>M26 A1 Grenade</td>
<td>Single</td>
<td>A</td>
<td>12/8/6</td>
<td>1</td>
<td>One Shot</td>
<td>6</td>
</tr>
<tr>
<td>M1 Grenade</td>
<td>Single</td>
<td>E</td>
<td>5</td>
<td>1</td>
<td>One Shot</td>
<td>6</td>
</tr>
<tr>
<td>Claymore Mine</td>
<td>Single</td>
<td>G</td>
<td>12</td>
<td>4</td>
<td>One Shot</td>
<td>1</td>
</tr>
<tr>
<td>Bayonet</td>
<td>Melee</td>
<td>X</td>
<td>3</td>
<td>1/2</td>
<td>None</td>
<td>1</td>
</tr>
<tr>
<td>Insect Repellant</td>
<td>Melee</td>
<td>X</td>
<td>2</td>
<td>1/2</td>
<td>2-3</td>
<td>1</td>
</tr>
<tr>
<td>Bayonet and Insect Repellant Together</td>
<td>Melee</td>
<td>X</td>
<td>7</td>
<td>1</td>
<td>2-3</td>
<td></td>
</tr>
<tr>
<td>Recovered Melee Weapon</td>
<td>Melee</td>
<td>X</td>
<td>4</td>
<td>4</td>
<td>None</td>
<td></td>
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<tr>
<td>Recovered Pre-Gunpowder Missile Weapon</td>
<td>Single</td>
<td>E</td>
<td>3</td>
<td>3</td>
<td>2-3</td>
<td></td>
</tr>
<tr>
<td>Recovered 1914-1945 Missile Weapon</td>
<td>Single</td>
<td>D</td>
<td>12</td>
<td>10</td>
<td>4-5</td>
<td></td>
</tr>
<tr>
<td>Recovered 1950-1973 Missile Weapon</td>
<td>Burst</td>
<td>B</td>
<td>12</td>
<td>7</td>
<td>5-6</td>
<td></td>
</tr>
</tbody>
</table>

**NOTES:** Trippers always defend with a value of "4." The full-name of each Tripper weapon is listed under "Tripper Weapon."

**Mode of Use** = The method of firing the weapon; see Combat (8.0). Single Shot = May fire once into one hex. Rapid = May fire up to four times into the same hex or into four adjacent hexes, one after another; after each firing, two dice must be rolled to determine if weapon is out of ammunition. Burst = Same as "Rapid" except that the weapon continues to fire until it runs out of ammunition; after each firing, two dice are rolled to determine if weapon is out of ammunition. Melee = Hand-to-hand combat weapon.

**Accuracy Level** = Accuracy of weapon; see Combat (8.0). Before using the Combat Results Table (8.7), the Accuracy Chart (8.6) must be used for missile weapons.

**Attack Value** = Strength of weapon in combat; see Combat (8.0). When using the Combat Results Table (8.7), the Attack Value is subtracted from the defender’s Defense Value before resolving combat.

**Weight** = Weight of the weapon, assuming a loaded weapon. Ammo re-loads weigh one pound each.

**Empty Roll** = Dice range to determine if weapon is empty.

**Maximum** = Maximum limit on number of weapon type that may be carried per Tripper. Note that weight considerations may in effect lower these limits.

**Note:** Some weapons may be used only once ("One Shot"), and Recovered Melee Weapons and Bayonets are never checked for ammo. Weapons themselves may never be damaged or destroyed.

---

### [8.6] ACCURACY TABLE

<table>
<thead>
<tr>
<th>Accuracy Rating</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6 to 9</th>
<th>10 or more</th>
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<tbody>
<tr>
<td>A</td>
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<td>6</td>
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<td>8</td>
<td>9</td>
</tr>
<tr>
<td>B</td>
<td>4</td>
<td>5</td>
<td>6</td>
<td>7</td>
<td>8</td>
<td>9</td>
<td>10</td>
</tr>
<tr>
<td>C</td>
<td>5</td>
<td>6</td>
<td>7</td>
<td>8</td>
<td>9</td>
<td>10</td>
<td>11</td>
</tr>
<tr>
<td>D</td>
<td>6</td>
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<td>6</td>
<td>7</td>
<td>8</td>
<td>9</td>
<td>11</td>
<td>13</td>
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</table>

**Note:** Numbers under 2 or over 12 apply when modifiers are used. Grenade and shells always use column 1.

### [8.7] COMBAT RESULTS TABLE

<table>
<thead>
<tr>
<th>Dice</th>
<th>0 or less</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5 to 6</th>
<th>7 to 9</th>
<th>10 or more</th>
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<tbody>
<tr>
<td>2</td>
<td>Stun</td>
<td>Wound</td>
<td>Wound</td>
<td>Wound</td>
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<td>Kill</td>
</tr>
<tr>
<td>3</td>
<td>Stun</td>
<td>Wound</td>
<td>Wound</td>
<td>Dsble</td>
<td>Dsble</td>
<td>Kill</td>
<td>Kill</td>
<td>Kill</td>
</tr>
<tr>
<td>4</td>
<td>Stun</td>
<td>Wound</td>
<td>Wound</td>
<td>Dsble</td>
<td>Dsble</td>
<td>Kill</td>
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<td>Kill</td>
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<tr>
<td>5</td>
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<td>Kill</td>
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<td>12</td>
<td>Stun</td>
<td>Wound</td>
<td>Dsble</td>
<td>Dsble</td>
<td>Kill</td>
<td>Kill</td>
<td>Kill</td>
<td>Kill</td>
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* = No effect; Dsble = Disabled.
### [9.4] DETECTION TABLE

<table>
<thead>
<tr>
<th>Detection Rating</th>
<th>Away</th>
<th>Stop</th>
<th>Towards</th>
<th>Attack</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>2-6</td>
<td>7-11</td>
<td>12</td>
<td>13+</td>
</tr>
<tr>
<td>B</td>
<td>2-5</td>
<td>6-10</td>
<td>11</td>
<td>12+</td>
</tr>
<tr>
<td>C</td>
<td>2-6</td>
<td>7-9</td>
<td>10</td>
<td>11-12+</td>
</tr>
<tr>
<td>D</td>
<td>2-5</td>
<td>6-8</td>
<td>9</td>
<td>10-12+</td>
</tr>
<tr>
<td>E</td>
<td>2-4</td>
<td>5-7</td>
<td>8</td>
<td>9-12+</td>
</tr>
<tr>
<td>F</td>
<td>2-4</td>
<td>5-6</td>
<td>7</td>
<td>8-12+</td>
</tr>
<tr>
<td>G</td>
<td>2-3</td>
<td>4-5</td>
<td>6-7</td>
<td>8-12+</td>
</tr>
<tr>
<td>H</td>
<td>2</td>
<td>3-4</td>
<td>5-7</td>
<td>8-12+</td>
</tr>
<tr>
<td>I</td>
<td>–</td>
<td>2-3</td>
<td>4-5</td>
<td>6-12+</td>
</tr>
</tbody>
</table>

\(-= Not applicable. Determine the Detection Level for the historical soldier/animal and roll two dice; the result of the roll determines the reaction.

**Die Roll Modifiers:** If units are adjacent, "Attack" happens automatically. If the detecting unit is two hexes away from the target unit, 2 is added to the die roll; if it is three hexes away, 1 is added to the die roll.

### [10.14] FLUX COMMAND TABLE

<table>
<thead>
<tr>
<th>Tripper Activity</th>
<th>Control Flux</th>
</tr>
</thead>
<tbody>
<tr>
<td>None</td>
<td>2-9</td>
</tr>
<tr>
<td>Move only</td>
<td>2-7</td>
</tr>
<tr>
<td>Shot at</td>
<td>2-5</td>
</tr>
<tr>
<td>Negotiate</td>
<td>2-6</td>
</tr>
</tbody>
</table>

Use two dice; if die roll falls within indicated range, the flux is controlled. Always use the least favorable activity for Trippers.

### [13.3] TEAMTRIPPER WEAPON SELECTION CHART

<table>
<thead>
<tr>
<th>Item</th>
<th>Die roll</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
</tr>
</thead>
<tbody>
<tr>
<td>M16 Ammo Reload</td>
<td></td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>5</td>
<td>6</td>
</tr>
<tr>
<td>Shotgun Reload</td>
<td>0</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>2</td>
<td>2</td>
<td>3</td>
</tr>
<tr>
<td>.357 Pistol (Each Player rolls)</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>–</td>
<td>–</td>
<td>–</td>
<td>–</td>
</tr>
<tr>
<td>.25 Pistol (Only Players who did not roll a .357)</td>
<td>1</td>
<td>1</td>
<td>–</td>
<td>–</td>
<td>–</td>
<td>–</td>
<td>–</td>
</tr>
<tr>
<td>.357 Reloads (Each owner rolls)</td>
<td>0</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>2</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>.25 Reloads (Each owner rolls)</td>
<td>0</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>2</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>M26 Grenades (Each Player rolls)</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td></td>
</tr>
<tr>
<td>M1 Grenade (Each Player rolls)</td>
<td>0</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>M72</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>–</td>
<td>–</td>
<td>–</td>
<td>–</td>
</tr>
<tr>
<td>Claymore</td>
<td></td>
<td>1</td>
<td>–</td>
<td>–</td>
<td>–</td>
<td>–</td>
<td>–</td>
</tr>
</tbody>
</table>

\(= No weapon.

### [15.3] NEGOTIATION RESULTS TABLE

<table>
<thead>
<tr>
<th>Dice</th>
<th>A</th>
<th>B</th>
<th>C</th>
<th>D</th>
<th>E</th>
<th>F</th>
<th>G</th>
<th>H</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>R</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>A4</td>
</tr>
<tr>
<td>3</td>
<td>R</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>A4</td>
</tr>
<tr>
<td>4</td>
<td>R</td>
<td></td>
<td>L</td>
<td></td>
<td>F</td>
<td>F</td>
<td>A1</td>
<td>A4</td>
</tr>
<tr>
<td>5</td>
<td>R</td>
<td>L</td>
<td></td>
<td>F</td>
<td>F</td>
<td>F</td>
<td>A1</td>
<td>A4</td>
</tr>
<tr>
<td>6</td>
<td>R</td>
<td>R</td>
<td></td>
<td>F</td>
<td>F</td>
<td>F</td>
<td>A1</td>
<td>A4</td>
</tr>
<tr>
<td>7</td>
<td>R</td>
<td>R</td>
<td></td>
<td>F</td>
<td>F</td>
<td>F</td>
<td>A1</td>
<td>A4</td>
</tr>
<tr>
<td>8</td>
<td>R</td>
<td>L</td>
<td>L</td>
<td>F</td>
<td>F</td>
<td>A1</td>
<td>A4</td>
<td>A1</td>
</tr>
<tr>
<td>9</td>
<td>R</td>
<td>L</td>
<td>L</td>
<td>F</td>
<td>F</td>
<td>F</td>
<td>A1</td>
<td>A4</td>
</tr>
<tr>
<td>10</td>
<td>L</td>
<td>F</td>
<td>F</td>
<td>F</td>
<td>F</td>
<td>A1</td>
<td>A4</td>
<td>A4</td>
</tr>
<tr>
<td>11</td>
<td>L</td>
<td>L</td>
<td>F</td>
<td>R</td>
<td>F</td>
<td>A1</td>
<td>A4</td>
<td>F</td>
</tr>
<tr>
<td>12</td>
<td>L</td>
<td>F</td>
<td>F</td>
<td>A1</td>
<td>A1</td>
<td>A4</td>
<td>A4</td>
<td>A4</td>
</tr>
</tbody>
</table>

\(R = Rage; L = Left; F = Flee; A1,4 = Awe,4. Roll a die to determine which of the three negotiation letters are to be used during the battle. A roll of 1 or 2 means the first letter is used in negotiation; a roll of 3 or 4 means the second letter is used; and a roll of 5 or 6 means the third letter is used. Roll two dice and cross-index the resulting number with the Battle Negotiation Rating to determine the final reaction. See 15.2 for effects of negotiation.
[9.4] DETECTION TABLE

<table>
<thead>
<tr>
<th>Detection Rating</th>
<th>Away</th>
<th>Stop</th>
<th>Towards</th>
<th>Attack</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>2-6</td>
<td>7-11</td>
<td>12</td>
<td>13+</td>
</tr>
<tr>
<td>B</td>
<td>2-5</td>
<td>6-10</td>
<td>11</td>
<td>12+</td>
</tr>
<tr>
<td>C</td>
<td>2-6</td>
<td>7-9</td>
<td>10</td>
<td>11-12+</td>
</tr>
<tr>
<td>D</td>
<td>2-5</td>
<td>6-8</td>
<td>9</td>
<td>10-12+</td>
</tr>
<tr>
<td>E</td>
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<tr>
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<tr>
<td>G</td>
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</tr>
<tr>
<td>I</td>
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</table>

= Not applicable. Determine the Detection Level for the historical soldier/animal and roll two dice; the result of the roll determines the reaction.

Die Roll Modifiers: If units are adjacent, "Attack" happens automatically. If the detecting unit is two hexes away from the target unit, 2 is added to the die roll; if it is three hexes away, 1 is added to the die roll.

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<tr>
<td>Negotiate</td>
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</tbody>
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Use two dice; if dice roll falls within indicated range, the flux is controlled. Always use the least favorable activity for Trippers.

[13.3] TEAMTRIPPER WEAPON SELECTION CHART

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<thead>
<tr>
<th>Item</th>
<th>Die roll</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
</tr>
</thead>
<tbody>
<tr>
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<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>5</td>
<td>6</td>
<td></td>
</tr>
<tr>
<td>Shotgun Reload</td>
<td>0</td>
<td>1</td>
<td>1</td>
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<td>2</td>
<td>3</td>
<td></td>
</tr>
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<td>1</td>
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<td>-</td>
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<td>2</td>
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<td></td>
</tr>
<tr>
<td>.25 Pistol (Only Players who did not roll a .357)</td>
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<td>1</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
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</tr>
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<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td></td>
</tr>
<tr>
<td>M1 Grenade (Each Player rolls)</td>
<td>0</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>M72</td>
<td>1</td>
<td>1</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td></td>
</tr>
</tbody>
</table>

Claymore: 1 - - - - - -

= No weapon.

[15.3] NEGOTIATION RESULTS TABLE

<table>
<thead>
<tr>
<th>Battle Negotiation Rating</th>
</tr>
</thead>
<tbody>
<tr>
<td>2 R F L F L A1 A4 A4 A4</td>
</tr>
<tr>
<td>3 R F F L A1 A4 A4 A4</td>
</tr>
<tr>
<td>4 R L L F A1 L A1 A4</td>
</tr>
<tr>
<td>5 R L R F F A1 A4 A4</td>
</tr>
<tr>
<td>6 R R L L F L F A1</td>
</tr>
<tr>
<td>7 R R R L L F F A1</td>
</tr>
<tr>
<td>8 R L L L F A1 A1 A1</td>
</tr>
<tr>
<td>9 R L L F F A1 A1 A4</td>
</tr>
<tr>
<td>10 L F F F A1 A1 A4 A4</td>
</tr>
<tr>
<td>11 L L F R F A1 A4 F</td>
</tr>
<tr>
<td>12 L F F A1 A1 A4 A4</td>
</tr>
</tbody>
</table>

R = Rage; L = Left; F = Flee; A1,4 = Awe1,4. Roll a die to determine which of the three negotiation letters are to be used during the battle. A roll of 1 or 2 means the first letter is used in negotiation; a roll of 3 means the second letter is used; and a roll of 5 or 6 means the third letter is used. Roll two dice and cross-index the resulting number with the Battle Negotiation Rating to determine the final reaction. See 15.2 for effects of negotiation.