

If I Could Turn Back Time...

Prompts:

The Cold War
Alternate Timelines
Human Trafficking

Introduction:

It's the 1980s and the Cold War is at its height. Ronald Reagan has vowed to destroy the Evil Empire. The Soviets are bogged down in Afghanistan, proxy wars are waged by both power blocs, and nuclear tensions seem at an all time high.

MAJESTIC-12 are helping the struggle in their own way. Whereas Delta Green concerned itself with more domestic and humdrum threats, MJ-12 has always focused on superior technology and its benefits.

Project Chronotrone.

The project would have its origins in the early 60s, a device creating gravitational fields of such force that it makes particles disappear in the direction of the past. Initial experiments were conducted on inanimate objects but the boffins are now convinced they can replicate it on a larger scale.

It's not the first time that the USA have experimented with time travel and it probably won't be the last. The disaster of Project RAINBOW/MIRAGE in 1943 prompted experimentation in a different direction. Project Chronotrone has little to no connection with MAJESTIC's Project TELL.

Only the very senior personnel in Project Chronotrone know that they are part of MJ-6 Project PLUTO. The majority believe they are part of a top secret research project headed by the US Navy.

The Players

For the purposes of this adventure, it is assumed that the players are American and

1. MAJESTIC-12. The players have been selected by
2. Delta Green. It's been over a decade since DG lost its official status but they're still active. The old boys' network and some careful investigation work has uncovered some information on Project CHRONOTRONE.

Why the Players?

Either MAJESTIC-12 or Delta Green have pulled strings to get the players on the programme. The former have poached whoever they can in the military and civilian fields that suit their requirements. The latter are much more limited in their choice but have still managed to scrounge up a few individuals suitable for the project. There is no issue from the player's agencies, legitimate government documents support their 'reassignment'.

Project requirements aren't as rigorous as those for NASA's astronauts but they are still stringent enough. Personnel are generally quite fit and athletic with serious medical conditions only accepted in the case where the subject is essential to the project. Most are in their late 20s to late 40s. Soldiers, scientists, pilots, and engineers, are all part of the diverse team.

The Mission

The players are part of a crowd of over a hundred others in a cramped briefing room. There's a mix of uniforms there that most clued in PCs will recognise, USMC, Army, Navy, Air Force, Coast Guard etc. An admiral heads the briefing, explaining that they are about to sign up for five years of hazardous duty during which time they will be unable to keep in contact with friends or family. Automatic promotion is guaranteed at the close for anyone who satisfactorily completes their contract along with large pay bonuses. Above all, they will have the satisfaction of knowing they've aided their country in its time of need.

Those who agree, remain in the room. Those who do not are politely thanked for their time and escorted out. Players who choose this option will reroll a character who chose to stay.

The admiral thanks those who chose to stay and gets right to it. The fate of the free world is in their hands. Time travel has been discovered and it works. Teams of highly trained volunteers are to be transported back to the Mediterranean Basin and secure

Training

The mission requires that there be no weak links. All members of the project will receive training in firearms, mechanics, survival, first-aid, and other self-sufficiency skills. The six months of training result in boosts (+20%) to several skills (Handler's discretion).

The Real Mission

Humanity's casual interference with time has not gone unnoticed. Alien entities have noted with increasing alarm the proliferation of this technology. The tampering with prealigned timelines has already affected future events, the ripples being felt thousands of years ahead.

A cabal of researchers within Project Chronotrone has determined that the failure of the Zanclean flood to occur has caused untold damage throughout the time stream.

Quick thinking agents will point out that there is a Mediterranean Sea and that clearly it did occur. The Handler will be blunt and state that it is as a result of their actions.

Similar to MAJESTIC's Project TELL, a team is to be sent back a few million years and detonate a specialised nuclear device at what will become the Strait of Gibraltar. This will blast open a gap for the Atlantic Ocean and begin the Zanclean flood.

"It's likely US troops have, will be, and are, fighting to control Gibraltar. That is irrelevant. Only your mission is important. You'll have seventy two hours from your arrival to get to the site and set the device".

The device is the size of a large duffel bag and capable of being carried by one man with some difficulty. Two can move it at normal speed. Agents dubious of the small size will be assured that it is the latest in modern technology and extremely destructive.

Travel

The agents travel as part of a larger contingent on military transport to NATO bases in Spain. They are then transferred to elements of the Sixth Fleet who are currently conducting an exercise in the Mediterranean. Tension is high. Soviet vessels have been shadowing the fleet and their movements around the Med appear to make no sense.

The agents will move to their landing vehicle. It consists of a vehicle that looks like a dune buggy mated with a glider. All are familiar with it after training. Each vehicle can comfortably take four. If there are more than four agents, then just increase the number of vehicles. Each is well stocked with provisions, ammunition, batteries, wilderness supplies etc. Each vehicle also has a set of solar panels to help recharge electronic fuel cells.

The vehicles are driven into the next hold. The agents will be sealed inside a metallic room some thirty six hours before the drop. Radio transmissions with the bridge will gradually grow fainter and more indistinct until they finally cut off. The world will go black for the agents before a bright light flashes.

Arrival

The first few moments of the players' arrival are peaceful. They are treated to a view of the Mediterranean basin and its surroundings. To the south where Africa should be is only towering cliffs and a looming plateau. Their glide is problem free until the radio starts to chatter. Players will hear their sister team contacted and requested to give their location. The team will oblige.

Moments later they will be contacted by the voice, identifying itself as 'The Welcome Committee'. A second transmitter will cut in midway, urging the players not to give away their position. The first transmitter will claim the interrupters are saboteurs.

Allow a few minutes for the players to argue over this. It all becomes a moot point when the sound of a large explosion is heard, followed by the telltale shape of a mushroom cloud in the last known direction of their sister team.

The second voice will interject again. "Now do you believe me? Don't respond, keep moving west. We'll find you". The first voice will transmit shortly afterward, "Don't listen to them, it's a trap. Your enterprise has been doomed from the start. Give yourselves up while you still have a chance. `` Any trace of an American accent is gone. Any European or Middle Eastern accent will work for the speaker's voice.

Regardless of the players' choice, their location will be bracketed by atomic artillery. Players with knowledge in Artillery or Military Science will be able to deduce that their attackers aren't sure of their exact location and are spacing out their shots to try and cover as wide an area as possible.

Aside from the warm welcome, the landing will be smooth. The glider apparatus can be detached quickly from their vehicle, enabling the team to make a quick getaway.

Atomic Artillery

The tactical nuclear weapons being used are small yield, designed for use at a local level. They are designed to be fired from modified artillery guns and recoilless rifles. They are inspired by the real life W82 and Davy Crockett Weapon System.

For the game, the players are unlikely to suffer a direct hit unless they actively give away their position. They will however see the aftereffects of the indiscriminate bombardment. Geiger counters will chime ominous warnings and they will see local wildlife, such as mammoths, suffering from the effects of radiation poisoning.

Rendezvous

Players who listen to the request to move west will move through scattered patches of brush and greenery. Keen eyed agents will be able to spot the tell tale shape of jets high in the sky. Occasionally there will be sounds of explosions way off in the distance, the mark of a strafing run.

A helicopter will swoop low over the trees at one point, bearing NATO markings. Agents who continue on will be hailed by an American voice. If pressed, he will provide the correct password and countersign.

A tattered looking figure in worn fatigues will come out of the brush, clutching a well used M16. A little suspicion, he'll introduce himself as Sergeant Farrell. He continually keeps looking skyward or wincing when hearing a far off explosion.

Farrell won't entertain questions until they're in better cover. He urges the agents to drive forward slowly after him but not after demanding a promise to not shoot at his buddy.

A Gazelle light helicopter has landed in a small clearing up ahead. Numerous bullet holes are seen in the fuselage and it has definitely seen better days. Another soldier is there nearby, his weapon in hand, Specialist Anderson. He raises a hand in greeting before asking them to stop. "Now just hold on a second". He gives a whistle.

Moments later, a figure comes out of the trees. Clad only in a pair of rolled up camo trousers, the figure looks to be some sort of large advanced chimpanzee. More bewildering is the fact it has a slung AK-47, webbing with magazines, a field cap, and sunglasses. The apeman grins at the group with disturbingly large and sharp teeth.

"Goodday am" he says by introduction, tapping his chest before nodding in greeting.

Farrell and Anderson will do their best to fill the agents in on the basics. They've been here a year already, fighting a low intensity war with the communists. Their job is to link up with any later arrivals, hoping to save them from the same fate as their sister team had. Both are gruff and embarrassed about their failure.

Enemies? A mixture of Soviets, eastern Bloc, Arabs, and mercenaries. Allies? The apemen. What about the Europeans? Euros, a lot of them went rogue. Half the bases are their own little fiefdoms. Gibraltar? Still standing but everyone seems mad to capture it.

There isn't enough room for them to take everyone in the Gazelle and even if there was, the vehicles need to be taken for their supplies. They volunteer to leave Goodday as a guide with the agents.

Grand Basin

The main area of operations is centred around what will become the Mediterranean Sea. To the south lies the African plateau, to the north, Europe.

Locations of Interest

Maledetta (The Fortress), located in what will become Porto Pino Gulf of Palmas. First port of call for most arrivals from the future. Maledetta is a half ruined maze of cavern and tunnels with slit trenches, bunkers, and sangars constructed at the entrances. A contingent of US personnel with indigenous allies maintain a permanent presence there.

Bermuda. Atlantis base. Main centre of US/NATO operations. Bermuda is the location of the Allied research base a few million years in the future. It is also where the various travellers are to assemble at the end of their mission to await transportation to the future.

Spanish bases. Cadiz. Provides resources for Atlantis and the larger bases. A selection of smaller camps and firebases scattered along the southern and western coasts (and cliffs) of the Iberian Plateau.

Baltic Site. Mysterious overgrown ruins, hundreds, if not thousands of years old. A couple of survey teams have ventured this far but none have lingered. Theories abound as to whether they are spacecraft launching facilities or immense mausoleums.

North African plateau. Bandit country. The site of Arab and Soviet airbases. Venturing too far south is meant to be a death sentence. The enemy are too numerous and too hostile. They keep up a pattern of aggressive patrolling and raids, constantly skirmishing with the NATO forces and occasionally launching all out assaults.

Sanctuary

Farrell and Anderson wait for the players to leave, giving them a headstart before their chopper departs. Goodday seems delighted at the prospect of riding in a vehicle and is full of chatter. He uses broken sentence fragments, confuses tenses, and lacks a complex vocabulary but his enthusiasm makes up for it.

Players who ask him about himself will find out he is a member of the Tall Tree kindred or tribe. The Americans first made contact with them a few years ago. He was a hunter but now proudly taps his chest for emphasis "Am soljer". He snarls at mention of the Soviets but calms to explain that their sky machines have brought much death to his people.

Goodday is a skill tracker and hunter. Despite standing only 5 foot high, he is far stronger than any of the agents. He is loyal and generally good humoured, only being riled by insults to his skill as a warrior.

Eventually after random encounters and skirmishes (see below), the players will make it to Maledetta. The troops there greet them with little enthusiasm. Even non military characters will be able to see that there has been some serious fighting in the area. Much of their supplies will be requisitioned but savvy players can argue their case for keeping what they need.

Most wear some semblance of an American or allied uniform. However closer inspection will reveal subtle differences, unfamiliar unit patches, strange weapons, bizarre accents etc. Some of the troops present include:

Farid el Borak. A Janissary, originally from what would have been southeastern Europe and part of the Prophet's Blades. Deserted after the battle at Cadiz and now in the American camp.

Arthur Masters. Originally with the 12th Imperial Lancers, based in North Carolina (known for Pickett's Charge of the Light Brigade), he was transferred as part of Project Chronotrone. Carries a 6.5mm Winchester assault rifle.

Cathal Mak Maeldun. A native of Nua Eboracum in Hy-Brasil. Speaks choppy English with an Irish/Welsh style lilt. American flag features a sunburst instead of stars.

Cuahtemoc. A Jaguar Warrior, fresh from fighting on the northern frontier with Iroquois Confederacy. His American flag features a winged serpent.

Erik Bloodaxe. A Skraeling from New Denmark. He always carries his tomahawk.

Santie Wilson. A former peon from west of the Mississippi, Santie is paranoid of any Spanish speaker.

People's Commissar John Rierdon. A morale officer from the Chicago Soviet. Continually watches for treachery among the US ranks and refers to the enemy forces as Rooseveltites.

Gibraltar

The battle for Gibraltar seems to ebb and flow. The American forces strive to hold it, terrified that the Pillars of Hercules will be blasted open and flood their sites. The Soviets want it because the Americans have it. The other factions seek to take it for bargaining power.

Players run the risk of encountering enemy forces the closer they get to The Rock as it's known. They also could fall afoul of overeager sentries if failing to follow correct procedure. The defences are mixes of slit trenches, sangars, crude bunkers, loosely strung razorwire, and minefields. Skilled commandos could slip through the dispersed defences but a larger group will blunder into a listening post or patrol base.

Friendly forces will be grateful for reinforcements but unaware the agents are here to undo all their work. Enterprising agents might try 'defecting' to the other side and launching an assault with their assistance.

Others will infiltrate the base under the guise of reinforcements before planting the device and fleeing. A firefight with friendly forces will likely happen in this case and force the players to shoot allies.

Whatever the outcome, the players face their next challenge of returning home. For those with Unnatural knowledge, it can be a simple matter of opening a Gate and returning. For those without magical talent, a sympathetic Handler can decide their correcting of the timestream causes them to wake back up in the 20th century, none the worse for wear.

And for those Handlers of a particularly cruel disposition then this can be the starting point of a jaunt through the prehistoric era, forced to seek out unnatural allies or conspire with dark entities to find a way back to the future.

Monsters and Races

Apes and Hominids

Australopithecus africanus. The most common apeman to be encountered, the Chaps, as they're affectionately known, have been enlisted/conscripted by most parties for use in the conflict.

Anthropus Africanus Boisei. Relatives to the Chaps. 2-2.5m tall. Calm, vegetarian, fleeing north to Switzerland. These appear intimidating to the human eye but will cower at the sight of violence. They are of no danger to any of the players.

Voormi. Hominid Tsathoggua worshippers in Hyperborea. Hominid apes (*homo erectus*) construct Thule in Central Africa. These violent and homicidal creatures will actively resist any encroachment on their territory. *Homo habilis* are also present in strength.

Foehst. Degenerate hominid offshoots of *homo sapiens*, scattered amongst the wider hominid like grains of sand in a desert. Theories abound as to whether they're the result of interbreeding or some genetic anomaly.

Mythos Creatures

There are several mythos beings in the prehistoric era. Serpent folk, Lloigor in Mu, enslaving and engineering hominid stocks. Elder things, on their last legs in Antarctica, bioengineering hominids. Mi-Go, reduced presence since the Cretaceous but still around.

Alternate Worlds and Strange Futures.

The unstable nature of time travel means that those arriving in the prehistoric Earth come from a variety of different futures where different world powers dominate. Superficially, there is little difference. Time travellers will still refer to the USA, to the Soviet Union etc but more than a few minutes of conversation will result in some shocking revelations. It might start with how a character pronounces a place name or a throwaway reference to some historical event that the PC doesn't recognise at all. The scale of the SAN loss is up to the Handler's discretion.

Treaty of Cortez. A world where Mexico controls the territory west of the Mississippi and the USA is a second/third world country with huge emigration and extensive crime.

Treaty of Medina. Unified the Arab League as a superstate, currently engaged in a war with the European Federation and Sahel Congress.

Imperial America. A despotic regime that changed America to a monarchy.

Goliath's Ruin. An Israel responsible for NATO's southern flank. Controls from the Nile to the Euphrates. Control the Sixth Fleet. Main centre of stability in a Middle East and North Africa that are either client states or in anarchy. They took heavy losses in the battles for Gibraltar and Cadiz but they still possess a fearsome amount of firepower.

United Pan-Arab Republic. Treaty of Medina. Palestinian fanatic MIG-25 pilots, based out of African plateau. Armed with mostly Soviet weaponry, they are committed to the destruction of all other factions.

Numerous Americas where a different colonial power seized control or a native empire reign supreme.

Trader Mercenaries. French, Italian, German, Eastern bloc advisors. USSR/Arab League backed. Well armed but have turned renegade and now are a wild card.

USSR. A USSR that controls all of Europe, one where it is a rump state like Russia in the 90s, another where it still controls Alaska.

Random Encounters and Events.

The agents will find the prehistoric world much quieter than their own one but the Mediterranean Basin is uncommonly busy and settled for Earth. When journeying more than an hour from a base, roll a d6 for an encounter.

Random Encounters

1. A steel pipe is rammed into the ground. A severed human head is mounted atop it. A pilot's helmet is on the screaming face, an oxygen mask dangling. Lose 1d3 SAN.
2. Apemen Skull tree. A marker with the heads of their kills. Several are human. Lose 1d3 SAN.
3. MIG strafing run. Agents have a chance to spot or hear the approaching jet with a successful Alertness roll. The MIG will strafe the players, making at least two runs.
4. Friendly patrol. Agents encounter friendly allied soldiers or apemen. They can swap intelligence, supplies. Enemy patrol (trader mercenaries, Soviets etc). Begin combat! Even odds of being either.
5. Supply cache, stocked full of goodies at the Handler's discretion.
6. Native wildlife. Sabretooths, mammoths, and other critters.

Ambush!

This event can be used at any point when the agents are travelling through the wilderness. A six man patrol stumbles across the players and engages them in a firefight. The Handler can decide as to whether they are Soviets, Arabs, Trader Mercenaries, or something else.

Other Agencies

This scenario assumes that the players are US government personnel, either military or science. It is perfectly possible to use alternate player agencies such as PISCES, GRU-SV8, or The Men from Yith. Handlers might also like to run this without any other agency featuring.

Stats

Soldiers

Not sure what is happening. Angry at being betrayed and taking it out on everyone. Scared and in over their head. Regardless of their allegiance, they didn't sign up for this.

STR 11 CON 11 DEX 11 INT 11 POW 10 CHA 11

10 HP, 6 Armor

SKILLS: Alertness 50%, Athletics 40%, Firearms 40%

ATTACKS: Unarmed 40%, damage 1d4-1

Assault rifle 40%, damage d12 / 10% Lethality

Goodyday (and other apemen)

Apeman guide and companion.

STR 18 CON 14 DEX 13 INT 13, POW 14, CHA 5

HP 16 WP 10

ARMOR: 1 point of thick hide.

SKILLS: Alertness 60%, Athletics 90%, Dodge 40%, Firearms (Lasguns) 20%, Forensics 50%, Melee Weapons 80%, Search 50%, Stealth 60%, Unarmed Combat 60%.

ATTACKS: Bash or bite 60%, damage 1D8.

Assault Rifle 20%, damage d12/10% Lethality