

Timeblocks are a mechanical representation of what your character accomplishes in between Events. Most of what you can expect to accomplish will need to be within Camp Bastion itself, unless you have secured the means to travel elsewhere. You will be able to accomplish this over the course of the game by unlocking location codes for the Transporter Pad, or using influence to smuggle yourself in and out of camp along a Route that you have invested in.

Timeblocks are relatively simplified; rather than taking into account how much time there is between Events, the default use of Timeblocks allows two Actions or Questions. Actions are things your character *does*, whereas questions are things your character attempts to research. In addition, if you have a crafting ability, you will be able to produce any items that you have the resources and skills to make.

Actions and Questions should be submitted in the form of a single, non-compound sentence, in order to prevent a single action or question from functioning as multiple ones. Additional notes can be provided after that sentence for clarification, however we reserve the right to ignore anything that could be considered a separate Action or Question in those notes. Some examples of acceptable Actions and Questions are as follows:

“I survey the outer areas of Camp Bastion to look for clues about its history.”

“I work to shore up the camp’s outer wall to deter further attacks against us”

“Where are the Flash Bangers based out of?”

“What’s haunting the bathroom?”

You can further invest in your Timeblocks by attaching one or more Influence Tokens to an Action or Question. Doing so might open doors not otherwise available and improve your results. Certain questions or actions might even require Influence to get the result you want.

In order to use Credits, Components, or other Items during Timeblocks, they must be in your character bag when you check out at the end of an Event. You may make transfers between characters using the automated functionality of the website before you submit relevant actions, but may not request that resources be manually transferred by staff.

You do NOT need to expend Timeblock resources to learn new Skills. You also do not need a teacher to learn new Skills, unless the Skill explicitly states “Requires In-Game Training” or does not appear in the rulebook. The amount that you can learn between games is limited only by your available CP. You will be given an opportunity in your Timeblocks to indicate what new Skills you would like to learn, and how you would like to have learned them (such as from a specific NPC), so that staff can establish consistency between your story and ours. We reserve the right to reject these details--perhaps that NPC was missing and not available to teach you--but this does not prevent you from learning the Skill. You should also not expect this to yield “results” outside of training akin to another action; for example, you cannot use this as an opportunity to establish a relationship with a new contact or gain additional information.

Timeblocks are due 1 week after a corresponding mid-season event (May, August), and 2 weeks after a corresponding end-season event (June, September). Always defer to the post-event announcement for the deadline in case of any changes. Timeblocks are a free service, which you can take full advantage of if you attended the corresponding Event.

Timeblocks will be compiled in a personal Google Doc--that means that going forward, you'll only need to check the same document again to see your updates, and you can reference your previous entries at any time.