

INTRO

Billy Pink surveyed the scene and didn't like what he saw. "Ten, fifteen Hishen," he thought. "At least three Grath and I'll bet that's the Razor I pissed off back in New Hope City."

"I got ten or so back here," Sooze said. "Tell me good news Billy."

Billy slid back down the rock next to Sooze and the Professor. He just shook his head. "Sorry."

"What are we going to do Billy?" asked the Professor.

Just as Billy was going to reply, a loud sound erupted from nearby and a shimmering area of energy appeared.

"What the hell is that?" Bill asked.

"Oh," the Professor began, "It appears to be a *neurvo-anamolic cosmic jibber jabber...*" At least that's what it sounded like to Billy.

"It's a Magic Door," Sooze blurted. "Let's go!"

Sooze took off at a run with Billy close behind. He wasn't sure what he was running to, as much as what he was running from. Being a Razor's plaything didn't sound good. Billy was in mid-leap as he saw Sooze disappear into the energy field.

With a thump Billy landed on the ground, followed by the Professor. As quickly as it appeared, the Magic Door disappeared.

"Well lookie here, Frank," said the outlaw as he pointed his six-shooter at the trio. "Where'd you think they come from?"

"Don't rightly know Jessie," replied Frank. "But I reckon we're gonna find out pretty soon. So what's yer story pardner?"

So what is *Through the Magic Door*? It's a way to use your ongoing characters, from your Campaigns, in new time periods, as a *time traveler*. So let's go over some basics that are found in most of the rules that you can use. Here we go!

REPUTATION

Reputation functions normally throughout the periods.

CLASS

Class functions normally throughout the periods.

ARMOR

Armor functions with the following modifications:

- AC 2 converts to Soft Body Armor.
- AC 4 also converts to Soft Body Armor.
- AC 6 converts to Hard Body Armor.
- Shields work normally vs. pre-gunpowder weapons and provide *concealment* vs. gunpowder or better weapons.
- Exo-Armor and BTA cannot be damaged by pre-gunpowder weapons and do not cause a Received Fire Test to be taken.

WEAPONS

Weapons are divided into pre-gunpowder weapons and gunpowder or better weapons. When using some rules you may have to choose the weapon that fits it the best or even alter their Target Ratings if it is not in the rules.

Example – I use Chain Reaction for the Muskets Period. As muskets take a long time to load I choose to give it a Target Rating of 1 and force the user to spend one turn of activation to reload.

DANCE WITH WHAT YOU BRUNG

You can use any weapon that you bring through the Magic Door in any period with the following restrictions.

- Weapons from a different period have only three "reloads". When you roll Tight Ammo three times with the weapon the third reload is your last. This is for the life of the weapon and not the Encounter so keep track of how many times you roll Tight Ammo.
- For weapons that are from a different period but do not use Tight Ammo roll an extra odd colored d6 when firing. Use this for Tight Ammo purposes. This also includes Target One Laser weapons, bows, etc.

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Example – I go from WW2 to the Muskets Period. During my first Encounter I roll Tight Ammo once. In the next Encounter I roll it two more times. I am now down to my last reload. In the third Encounter I roll Tight Ammo again so this is my last reload. If I roll Tight Ammo again the weapon has run out of ammo.

I grab a musket and continue on. Later I find a Magic Door and go to the Pre-Historic Period. I now have to add an off colored d6 when firing the musket counting it for Tight Ammo purposes.

ATTRIBUTES

Attributes function normally throughout the periods.

SKILLS

Skills function normally throughout the periods.

SIGNATURES

Signatures function normally throughout the periods.

ALIGNMENT

Alignment functions normally throughout the periods. Assign alignment to characters as needed.

PERIODS

Through the Magic Door uses the following time periods. Each corresponds to one or more rules sets. Feel free to use any rules sets that apply or even to skip a period to accommodate what you may have.

There are ten periods starting with the “oldest” and ending with the “newest”.

1 - FANTASY

Use either *Warrior Heroes – Armies and Adventures*, *Warrior Heroes – Legends*, or *Red Sand Black Moon*.

2 - PRE-HISTORIC

Use *Adventures in the Lost Land*.

3 - ANCIENTS

Use either *Warrior Heroes – Armies and Adventures*, *Warrior Heroes – Legends*, both without the magic or fantasy creatures, or *Red Sand Blue Sky*.

4 - MEDIEVAL

Use either *Warrior Heroes – Armies and Adventures*, *Warrior Heroes – Legends*, both without the magic or fantasy creatures, or *Montjoie*.

5 - MUSKETS

Use *Long Rifle*.

6 - COLONIALS

Use *Six Gun Sound* or *Larger Than Life*.

7 - PULPS & WW2

Use *Larger Than Life* or *NUTS!*

8 - MODERN

Use either *Larger Than Life*, *FNG2*, *NUTS*, or *All Things Zombie – Final Fade Out*, without the zombies.

9 - APOCALYPTIC NEAR FUTURE

Use either *After the Horsemen* or *All Things Zombie – Final Fade Out*, with or without the zombies.

10 - FAR FUTURE

Use *5150 New Beginnings*.

CR 3.0 & SWORDPLAY

It is possible to play every period with these two sets of rules but it is up to you to modify them as desired.

THROUGH THE DOOR

The purpose of the Magic Door is to transport your *ongoing* characters into new time periods and adventures. You can play with Magic Doors as a one off game but it will not be as much fun. The most enjoyment will be the excitement of not knowing

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when the door will pop up, where it will go to and if all of your characters can pass through.

Now let's get going!

THE DOOR APPEARS

The door will only appear during one of your Encounters. Start by choosing the game that you want. *Long Rifle, New Beginnings*; it's up to you. During the game a Magic Door may or may not appear. Here's how we do it:

- Add 1d6 of a different color to your activation dice. This means you will use 3d6 when rolling for activation.
- When activation is rolled and all three numbers match (trip, get it?) the Magic Door has appeared.
- Add the three scores together. The result is how far the door is from each of your character. This means it will be always be 3, 6, 9, 12, 15 or 18 inches away. Place it on the table as close to the distance as possible but regardless of its actual location, this is the distance it is from each of your characters.

Example – Billy Pink, Sooze and the Professor are my characters. They are four inches apart from each other. I roll activation and triple fours are rolled. The Magic Door has appeared 12" from the characters. I place the door on the table and in reality it is 10" from Billy, 11" from Sooze and 14" from the Professor. It doesn't matter, as it's considered to be 12" away.

SHOULD I STAY OR SHOULD I GO?

Once the door has been placed on the table, in the middle of an Encounter, any or all of your characters must decide if they wish to go through the door. Here's how we do it:

- Decide if the character will try for the door.
- Stars can choose to stay or go. If the Star does go it is allowed to roll Leader Die for the Grunts when they roll to decide to go.
- Grunts will roll 2d6 versus their Rep.
 - If they pass 2d6 they will immediately head for the door.
 - If they pass 1d6 they will hesitate then head for the door. Count them as one Rep lower for Fast Move purposes.

- If they pass 0d6 they will stay put.

The door will disappear after all characters have attempted to pass through the door. Once they have the door is removed *and the Encounter continues.*

Example – The door appears and two characters run through it. Three characters either choose not to or can't make it through in time. The door disappears and the WW2 Patrol Encounter continues less the characters that went through the door.

MOVING THROUGH THE DOOR

So you've decided that you want to go through the door. Here's how we do it:

- Decide the distance from the character to the door by adding the scores of the three activation dice.
- Decide if the character wants to go through the door, by choice if a Star, or by rolling 2d6 versus Rep if a Grunt.
- If the distance to the door is equal to or less than the character's normal move, the character has reached it and went through.
- If the distance to the door is greater than the character's normal move it must attempt a Fast Move. If the Fast Move distance allows the character to reach the door it went through. If the Fast Move left the character short the door will shut before it can go through it.
- Characters on mounts can make it through the door with their mount.
- Characters in a vehicle can move through the door but their vehicle will not.

Example – Billy Pink, Sooze and the Professor see a Magic Door appear. Billy is a Star and Sooze a Co-Star so they decide to go for it. The Professor is a Grunt so rolls 2d6 versus his Rep of 4. As Billy has chosen to go through the door he is allowed to roll Leader Die to help the Professor make it. But with the Leader Die the Professor only passes 1d6. He hesitates but goes for it. As the door is farther than a normal move for all the characters they take a Fast Move Test. Billy passes 2d6 and can move 16". Sooze passes 1d6 and can move 12". The Professor rolls against his Rep of 4 but counts it one lower. He rolls a 4 and 5 so passes 0d6 and runs 8". Billy and Sooze run through the door and it closes on the Professor. He must now continue the current Encounter on his own.

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NPCs GOING THROUGH THE DOOR

What about other characters? Can your enemies go through the door as well? That would be up to you, just use the same procedure as previously outlined.

WHERE'D HE GO?

Okay so you made it. But where did you go? Here's how we do it:

- Start with 2d6 of opposing colors.
- Designate one as the future and the other as the past.
- Roll the 2d6 after all the characters have moved through the door.
- The higher score determines if you went into the future or past.
- Subtract the lower from the higher and move that many periods into the future or past.
- If you score doubles you stay in the same time period but have left the Encounter.

Example – Billy and Sooze are in the Far Future. I roll a red d6 for the future and a white d6 for the past. I score a white 5 and red 2. This means the duo has jumped 3 time periods into the past; from the Far Future, to the Apocalyptic Near Future to the Modern and landing in the Pulps/WW2 period. I now switch to Larger Than Life.

END OF THE LINE

What happens if you find yourself at one end or the other of the time line (Fantasy or Far Future) and the dice result sends you in a direction you can't go? Just go the opposite way!

Example – Billy and Sooze are in the Far Future. I roll a red d6 for the future and a white d6 for the past. I score a white 2 and red 3. This means the duo has jumped 1 time period into the future. But as I am at the end of the time line, I go into the past, from the Far Future, to the Apocalyptic Near Future.

WHAT ABOUT INCOMING?

When you roll triples for activation and the door opens up there is a chance that someone or thing is could be coming over to your Encounter! Here's how we do it:

- If the activation d6 result is equal or lower than the Encounter Rating or Enemy Activity Level, you have generated a PEF.

- Resolve the PEF using the rules for time period on the other side of the Magic Door.
- If anything shows up roll it from the time period on the other side of the door.

Example – The Magic Door opens on trip twos. The Encounter Rating of the Encounter is 3 so a PEF has been generated. I roll for the PEF Rep, and then roll to resolve using the rules for the period, Larger Than Life. As LTL doesn't use PEFs I use New Beginnings. The result is Criminal Element, but as they are not in LTL I roll an opponent from LTL at random.

HOW BIG IS THE MAGIC DOOR?

That's a good question. A mounted character can make it through the door with its mount. This is the maximum size. If you encounter something else on the other side of the door coming through that is too big to fit, just let part of it come through.

Example – A PEF has come through the Magic Door and is resolved as contact. The time period on the other side of the door is Pre-Historic. I roll for what it is using Adventures in the Lost Lands and score a Ferocious dinosaur. It is a T-Rex. I figure that the T-Rex can squeeze his head through the door but that's it.

NOW WHAT?

Okay, you've made the jump into the past or into the future, now what?

You enter a new Encounter which is always a Patrol, Chillin' or similar Encounter where you will run into the inhabitants of the period but with a few twists.

- Before you land set up the terrain and the PEFs for the new Encounter. Now we will see in which section of the table you will land.
 - Roll 1d6. If an even number is rolled the table is divided into nine sections in the normal manner. If an odd number is rolled the table sections are altered. What would normally be section 4 is now section 1, with the other sections altered accordingly.
 - Again roll 1d6. The result is the section that you have landed in. You are always placed in the center of the section. This means that it is possible to drop into a section that will require an immediate PEF resolution.

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- When you encounter people during this first Encounter they may or may not be friendly but you will count a -1 to your Rep or Skill for any People Challenge or similar you will take as you look “odd”. Once you have finished the Encounter, you automatically trade your clothing for those of an appropriate style to blend in. The People Challenge penalty is no longer in force.

Example – Billy Pink, Sooze and the Professor have jumped into the Colonial Period. I choose to make this the American Old West. I lay out the table and place three PEFs. I now roll 1d6 and score an odd number. This means section 4 is now section 1 for placement purposes. I roll 1d6 and score a 3. The trio of time travelers is placed in what normally would be section 6. They are placed in the center, right next to a PEF. Resolving the PEF finds they have met a band of Outlaws. I choose them to be the James Gang.

WHAT CAN I KEEP?

When you move through the door you keep whatever you have with you. Weapons, back pack, clothing, Items; whatever you have with you.

Note that these Items could be worth more in the new period or they could be worthless. That’s for you to decide.

HEY, WHAT ABOUT?

Playing with unit based games? Like a WW2 American infantry unit going back in time to the American Revolution.

You bet! Just use the period guidelines and choose the rules that work the best such as *Muskets and Mohawks*, *NUTS*, or even *Rally Round the King*.

FINAL WORD

That’s it folks. *Through the Magic Door* is not a set of hard and fast rules but more like guidelines to bring unpredictability to your adventures and allow you to use more of your THW rules. Where you think something is missing or could be tweaked, go ahead. After all it’s your game. That’s the Final Word and remember...

JUST PLAY THE GAME!

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DROPOUT GENERATOR

(Subtract the lower from the higher)

#	PERIOD
1	Fantasy
2	Pre-Historic
3	Ancients
4	Medieval
5	Muskets
6	Colonials
7	Pulps/ WW2
8	Modern
9	Apocalyptic Near Future
10	Far Future