

THE BERLIN LOOP

A SPECIAL MISSION DESIGNED FOR
THE VANGUARD PROTOCOL
A TIME TRAVEL ROLEPLAYING GAME



MISSION

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CONTENT WARNING
Violence, Death, Mental Trauma, Time Travel

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Example Mission - The Berlin Loop

In the following section, we present a complete mission example titled **The Berlin Loop**. This mission has been organized using the same **Mission Design Outline** introduced in the **TVP Core Rulebook**, allowing you to see exactly how this mission evolved into a fully playable operation. By following this structure, Game Masters can quickly transform their ideas for historical moments and timeline anomalies into missions ready to run at the table. The outline is designed to guide preparation while leaving room for player choice and unexpected outcomes during play.

1. Choose a Moment in Time

- April 30th, 1945 — Berlin, Germany.
- This is the historically recorded day Adolf Hitler died in the Führerbunker as Soviet forces closed in on the city. The moment marks the collapse of the regime and the final turning point of the European war.

2. Define Why This Moment Matters

- Chronoguard PRIMELINE records confirm Hitler's suicide as a fixed historical event. Recent chrono-scans reveal the event is no longer occurring correctly. Instead, Hitler's death is repeating inside a recursive time loop. If the loop continues, projections indicate a divergent future where The Third Reich ideology survives long enough to evolve into a technologically dominant empire by the year 2150. The timeline must be corrected.

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EXAMPLE

3. Establish the Historical Pressure

- Berlin is collapsing under Soviet assault. Bombardments strike the city hourly, supply lines are destroyed, and panic spreads through civilians and soldiers alike. Inside the bunker, Hitler's final hours should be approaching. Instead, unknown actors have introduced cloning technology and memory replication chips that preserve his consciousness across repeated deaths.
- The node stability has already fallen to 34% and is dropping.

4. Determine the Point of Intervention

- Operatives are inserted into Berlin during the final six hours before the historical suicide. The intervention must occur inside the Führerbunker complex, where the cloning mechanism and memory replication system are operating. The operatives must disrupt the loop before the next reset occurs.

5. Define the Mission Type

- **Timeline Correction Mission**
- The goal is not to change history, but to restore it. The recursive loop must be broken and Hitler's death must occur exactly as historical records indicate.

6. Identify the Timeline & Node

- **Node Location:** Berlin, Germany
- **Date:** April 30th, 1945
- **Node Stability:** 34% and falling
- **Loop Cycle:** 6 hours
- Each reset restores the bunker to its original state while preserving the memory of one clone iteration through an implanted replication chip.

7. Establish the Objective

- The operatives must:
 - Infiltrate the Führerbunker.
 - Locate and disable the memory chip replication system.
 - Destroy the cloning infrastructure maintaining the loop.
 - Ensure the historical suicide of Adolf Hitler occurs at the recorded time.
- Success restores the timeline and prevents a divergent future.

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8. Determine the Stakes

- If the operatives succeed, the loop collapses and the timeline stabilizes.
- If they fail, the cloning program continues to refine Hitler's survival across iterations. A surviving clone could escape the node entirely, leading to a radically altered future where his leadership evolves into a technological empire.
- If the loop resets while operatives remain inside the node, they risk becoming trapped within the anomaly themselves.

9. Assign Faction Interests

- Chronoguard has flagged the anomaly but cannot intervene directly due to ongoing operations elsewhere.
- Evidence suggests Phantom Synapse operatives may have created the cloning program to experiment with historical manipulation. Gray Vault defectors may also be involved due to the advanced cloning technology present in the bunker.
- Other factions may attempt to observe or steal the cloning technology for their own use.

10. Define Opposition & Obstacles

- The operatives will face several forms of resistance:
 - SS patrol units guarding bunker access points.
 - The AI defense system Loopwatcher, designed to detect temporal interference.
 - Clone technicians maintaining the replication process.
 - Clone Alpha, the prime iteration controlling the loop.
 - Dr. Albrecht Voss, the scientist who created the cloning program.
 - Erika Stahl, an SS officer protecting the clone operation.
 - E31-Delta, a corrupted Vanguard operative trapped in the loop.
- Environmental hazards include collapsing buildings, air raids, security checkpoints, and unstable bunker systems.

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EXAMPLE

11. Plan Entry & Extraction Conditions

- Operatives arrive via temporal rupture near Tiergarten and must infiltrate the bunker using one of several possible entry routes.
- Possible infiltration options include:
 - Subway tunnel collapse beneath the city
 - Service elevator shaft access
 - Fuel vent crawlspace leading to the cloning lab
 - Civilian disguise at the guard checkpoint
 - Temporal drift reentry through a loop instability
- Extraction occurs through the operatives' Chrono Recall Beacon (Loop Anchor) once the mission objectives are completed or the six-hour deployment window expires.

12. Introduce Complications

- Several complications may escalate the mission:
 - The AI system Loopwatcher begins scanning for anomalies.
 - A clone activation may occur while operatives are inside the bunker.
 - Lieutenant Otto Beck, a Wehrmacht officer suspicious of the bunker activity, may become an ally.
 - E31-Delta may attack or regain temporary clarity depending on player actions.
 - Clone Alpha may attempt to fake his suicide early to trigger another loop cycle.

13. Set Resolution Paths

- Several outcomes are possible:
- **Full Success**
 - The cloning system is destroyed, Clone Alpha is eliminated, and Hitler dies at the correct historical moment.
- **Partial Success**
 - The cloning system is damaged but a clone escapes into another node. The timeline stabilizes but future complications may occur.
- **Failure**
 - The loop continues or Hitler survives. The timeline diverges dramatically and future missions must attempt to contain the resulting temporal war.

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14. Connect to the Larger Timeline

- If the mission succeeds, the Berlin node stabilizes and the **PRIMELINE** remains intact.
- If the mission **partially succeeds or fails**, Phantom Synapse and Gray Vault gains valuable data on historical manipulation and may attempt further experiments in other nodes.
- Recovered journals, memory chips, or captured operatives may reveal the origin of the loop and lead to future missions involving rogue faction interference. **(For the GM: a possible start to a campaign trail)**

In conclusion - The Berlin Loop

Now that you've seen how a mission can be built step-by-step using the **Mission Design Outline**, the following section presents **The Berlin Loop** in its complete operational format. Everything below is organized exactly as a Game Master would use it at the table, including briefing material, encounters, NPCs, and mission timing. We recommend having your players attend a session zero to create operatives and get fully immersed into the mission. You can also create pre-generated operatives to hand out and begin playing immediately. With this information, a GM can immediately run the mission with minimal preparation and see how the outline translates into a fully playable scenario. Some pages have been formatted for printing for ease of use. We have also included **read aloud descriptions** for some areas, or you can create your own. Format this mission to best suit YOUR world or campaign. Have fun with it!



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THE VANGUARD PROTOCOL

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The Berlin Loop (Briefing Hand out)

THE VANGUARD PROTOCOL

MISSION BRIEFING – OPERATION: THE BERLIN LOOP

BRIEFING LEVEL: FIELD OPERATIVE ACCESS

NODE LOCATION: Berlin, Germany — April 30, 1945

EXPECTED MISSION TIME: 6 hours (pre-loop reset)

OBJECTIVE CLASS: RED (Timeline Repair – Priority Alpha)

INTEL SYNOPSIS:

Recent chrono-scans have revealed an anomaly in Berlin at the precise moment of Adolf Hitler's historical suicide. Rather than dying, the target's death is looping—restarting the moment with each failed iteration. Evidence indicates rogue faction interference (Phantom Synapse or Gray Vault) using clone tech and embedded memory replication chips.

Your mission is to break this loop, disable all clone continuity protocols, and ensure the timeline returns to its original, stable state.

PRIMARY OBJECTIVES:

- **Infiltrate** the Führerbunker using one of the access routes.
 - **Identify and disable** the memory replication device.
 - **Terminate or disrupt** any remaining clones.
 - **Ensure** the final recorded suicide of Adolf Hitler takes place as per historical records.
-

SUPPORTIVE ASSETS:

- Equipment stashes placed in old Soviet intel dead drops (optional recovery).
 - Intel logs recovered from Lieutenant Otto Beck (potential ally).
 - Delta-class operative E31 (rogue Chronoguard) confirmed on-site. May be recoverable.
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RISKS:

- Node Loop Reset in 6 hours.
 - Active AI defense system "Loopwatcher" manages timeline continuity.
 - Clone Alpha has retained full tactical memory across multiple deaths.
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EXTRACTION:

- Use portable Chrono-Recall Beacon.
 - If loop resets with you inside, your memory and mission log may be erased.
-

FINAL NOTES:

If this operation fails, projections show an alternate 2150 future ruled by a Nazi techno-empire. Public knowledge of timeline corruption must be prevented at all costs.

History bends. You make sure it bends the right way.

— END BRIEFING —

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The Berlin Loop - GM Notes

MISSION DOSSIER: THE BERLIN LOOP**Timeline Anchor:** April 30th, 1945 – Berlin, Germany**Priority Level:** RED (Category 1 Threat)**Assigned Faction:** OPEN (Chronoguard advised)**Estimated Duration Window:** 6 hours max**Primary Node Stability:** 34% and falling**MISSION STATEMENT:**

Operatives are deployed to Berlin, 1945—hours before Adolf Hitler's historically documented suicide. Temporal readings confirm this event has been compromised. Hitler has not died but is caught in a recursive node loop involving cloned bodies and uploaded memory chips. A rogue faction—suspected Phantom Synapse or Gray Vault defectors—is preserving his consciousness across cloned iterations.

Your mission is to:

- Infiltrate the node before the loop resets.
- Locate the memory chip replication source.
- Destroy the cloning mechanism.
- Restore the timeline by ensuring Hitler's death occurs as historically recorded.

Failure risks the emergence of a timeline where a Nazi techno-empire overtakes Eurasia by 2150.

OPERATIONAL REQUIREMENTS:**Recommended Loadouts (Faction-neutral):****Gear:**

- Phase Pistol or Ion Rifle (light energy weapon for discretion)
- Stealth Cloak or Recon Weave (required for urban stealth)
- Data Spike or Code Injector (required to access bunker terminals)
- Tether Line or Chrono Mark I (escape/evac tool)

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Skills:

- Silent Entry I or II
- Bypass Protocol I
- Scanner Sweep I
- Quick Patch I (for ally recovery)

Augments:

- Intelligence Core I or II (enhanced decryption and logic tracking)
- Dexterity Surge I (stealth movement boost)
- Neural Reflex I (reaction and counter boost)

Special Notes:

- EMP grenades are banned for this mission. Cloning tanks may trigger emergency reboot of other iterations.
- Players must be fluent in German or use Vocal Synth Module to blend in.
- One operative may be required to impersonate a captured officer.

CONDITIONS FOR SUCCESS:**Full Mission Success (Total Restoration):**

- The memory chip replication is permanently disabled.
- The final clone body is neutralized with no remaining backups.
- The suicide of Adolf Hitler occurs precisely at the documented historical time.
- Minimal timeline ripples (<5% projected impact).

Partial Success (Containment):

- The chip network is disrupted, but one clone may escape into another node.
- Timeline altered slightly, but future Nazi empire avoided.
- Public records remain close to original history, but operatives may suffer trace corruption.

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PLAYABLE

Failure (Temporal Collapse):

- Clone survives and escapes the node.
 - Hitler's death is delayed, visibly altered, or publicly refuted.
 - Nazi Empire expands into the tech arms race by 2150, triggering open time war.
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CONTINGENCY PROTOCOLS:**Ripple Containment:**

- If civilians witness clone activity, initiate localized memory suppression using Neural Pulse.
- Any mention of future technology must be erased using Bypass Protocol II and Interface Tap.

Clone Contingency:

- If a clone body escapes with active memory, authorization granted to pursue into secondary node (Directive Lambda-Z).
- If Hitler's suicide is disrupted, players may fake it using temporal echo projection—but this creates a 20% instability risk and must be logged for Chronoguard analysis.

Fail-Safe Option:

- The extraction point will activate at H-6 hours. Players must return before loop resets.
 - If loop resets with players inside, they risk becoming part of the temporal anomaly.
-

Mission Prepared By:

TAC/OPS NODE 88 – TVP

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INFILTRATION ROUTES: THE BERLIN LOOP

OBJECTIVE: ACCESS THE BUNKER UNDETECTED

Route 1: Subway Tunnel Breach

- **Entry Point:** Collapsed U-Bahn track under Tiergarten
 - **Requirements:** Strength + Engineering skill or Phase Cutter gear
 - **Perks:** Least patrolled; emerges behind fuel storage
 - **Risks:** Structural instability causes chip stutters (Augment roll DC 12)
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Route 2: Service Elevator Shaft

- **Entry Point:** Disguised loading lift behind destroyed bakery
 - **Requirements:** Code Injector or Silent Entry skill + Dexterity test
 - **Perks:** Drops directly to bunker mid-level hallway
 - **Risks:** Loopwatcher scans every 10 minutes; roll to hide or jam
-

Route 3: Fuel Vent Crawlspace

- **Entry Point:** Maintenance grate in shell crater near bunker wall
 - **Requirements:** One player must have Size Mod or Utility Augment to shrink or fold body profile
 - **Perks:** Leads directly to cloning lab's rear door
 - **Risks:** Once entered, you cannot retreat same way. Echo bleed zone causes random flashbacks (GM rolls a random vision on entry)
-

Route 4: Civilian Disguise and Deception

- **Entry Point:** Front guard station as civilian evacuees
- **Requirements:** Vocal Synth + Bluff or Cloak Pulse skill
- **Perks:** Avoids combat, access to hallway and control rooms

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- **Risks:** Must maintain deception across 2 social checkpoints. Any failed roll triggers lockdown and SS response.

Route 5: Temporal Drift Reentry (*Advanced CRUMBS Only*)

- **Entry Point:** Node fluctuation in the northwest quadrant
- **Requirements:** CRUMB-exclusive chip to “ride the glitch” between loop iterations
- **Perks:** Can appear inside the medical bay or E31-Delta’s chamber
- **Risks:** Permanent memory loss check; if failed, 1 skill chip temporarily deactivates

Recommended Strategy: Split infiltration routes for misdirection. One stealth team uses Crawlspace or Elevator while distraction is staged above. Coordinate breach and extraction at Loopwatcher terminal.

Field Notes Prepared By:

Strategic Entry Office – Berlin Node Operations

The Berlin Loop - Mission Clock

(The preceding pages have been formatted to copy and print out for easy reference.)

The **Mission Clock** represents the limited operational window the OPs have inside a timeline node before their Time Anchor recalls them to 2256. Each segment on the clock marks the passage of time during the mission and may trigger new events, environmental changes, enemy responses, or narrative developments. As the clock advances, pressure increases and the situation inside the node becomes more unstable. The GM should move the clock forward as time passes during play, using it to introduce escalating tension and ensure the mission continues to progress toward its conclusion. Run the mission with minimal preparation and see how the outline translates into a fully playable scenario.

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MISSION CLOCK: THE BERLIN LOOP

DURATION WINDOW: 6 Hours (Real-Time inside node) **Node Loop Reset:** Auto-reboot every 6 hours unless terminated

CLOCK TRACK (in 1-hour segments):

00:00 — DROP POINT

- Operatives arrive in Tiergarten via Time Displacement rupture
- Berlin in ruins; firebombs still falling; initial stealth roll required

01:00 — OUTER PERIMETER

- Surface SS patrols tighten as bunker receives news of Soviet advancement
- Civilian movement locked down
- Checkpoint Briefing by Erika Stahl underway

02:00 — LOOPWATCHER ACTIVE

- AI Loopwatcher begins system-wide scan for anomalies
- Players must complete infiltration before next sweep
- Any open tech channel triggers warning pings

03:00 — INTERIOR CONTACTS

- Possible ally (Lt. Beck) becomes available
- First clone activation scheduled; E31-Delta emerges near hallways
- Alarm systems shift to yellow level (high awareness)

04:00 — MEMORY CHIP STABILIZATION

- Hitler Prime enters rest phase for chip sync
- Final clone body nearly complete
- Loopwatcher detects time inconsistencies if not scrambled

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05:00 — LOOPLOCK ENGAGE

- AI begins core lockdown protocol
- Loop Interface Terminal protected by logic puzzles and traps
- Combat expected in cloning or control rooms

06:00 — NODE REBOOTS

- All unsolved events reset
- Operatives not evacuated may be overwritten or integrated into loop

TIMED EVENTS / OPTIONS:

- **Optional Sub-Event: 02:30:** Supply drop disguised as Soviet package contains bonus augment or hacking tool
- **Delta Flashpoint: 03:45:** Memory trigger event in E31-Delta's lair if operatives use code phrase
- **False Death Loop: 05:30:** Clone Alpha triggers fake suicide. Must roll to detect memory loop recycling.

Failure to extract before H-6 triggers permanent ripple condition requiring mission branch follow-up.

Compiled For Operative Briefing:

Temporal Threat Watch – Vanguard Tactical Layer

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KEY NPC DOSSIER: THE BERLIN LOOP

1. Clone Hitler Alpha

- **Role:** Central Target (Prime Clone)
 - **Description:** Nearly indistinguishable from the original Adolf Hitler, Clone Alpha displays all behavioral mannerisms, speech patterns, and ideology of the original. However, Alpha is embedded with a full memory chip seeded with historical divergence triggers and advanced tactical foresight.
 - **Appearance:** Mid-50s, gaunt, military uniform with reinforced mesh underlayer.
 - **Gear:**
 - Memory Replication Chip (Level 3, encrypted)
 - Augment: Neural Targeting Interface (boosts persuasion and control over soldiers)
 - Concealed plasma capsule for emergency suicide (failsafe chip burner)
 - **Behavioral Traits:** Paranoid, charismatic, and believes he is the "reborn Fuehrer" destined to bring about a techno-purity age.
 - **Objective:** To survive long enough to be uploaded into a secure Phantom Synapse node.
-

2. Dr. Albrecht Voss

- **Role:** Lead Cloning Engineer / Rogue Geneticist (Phantom Synapse defector)
- **Description:** A former German scientist turned temporal renegade. Voss masterminded the memory chip synchronization system and the loop continuity algorithm that recycles the clone each time the suicide attempt is disrupted.
- **Appearance:** Late 60s, bald, lab coat covered in burns, cybernetic eye patch (left).
- **Gear:**
 - Code Injector (heavily modified)
 - Custom Augment: Chrono Buffer Core (slows local time for 5 seconds, once per day)

PLAYABLE

- Data Spike with AI assistant "Lumen"
 - **Behavioral Traits:** Brilliant, reclusive, obsessively loyal to the loop. Views Hitler as an avatar of control and order.
 - **Objective:** Maintain the loop and extract data to build a stabilized AI-historical leader hybrid.
-

3. SS Officer Erika Stahl

- **Role:** Field Commander and Clone Protector
 - **Description:** Former SS operative enhanced by early-stage bio-augments smuggled in via timeline corruption. She believes in the "Rebirth Doctrine" and protects Clone Hitler like a sacred figure.
 - **Appearance:** Late 30s, blonde, black uniform, visible scars from augmentation.
 - **Gear:**
 - Arc Blade (melee, 2d6 energy damage)
 - Pulse Pistol (concealed)
 - Augment: Reflex Stabilizer (+2 to initiative and reaction saves)
 - **Behavioral Traits:** Disciplined, ruthless, unwavering. Has moments of regret that she channels into brutality.
 - **Objective:** Delay or kill any operatives who threaten the node or Clone Alpha.
-

4. Lieutenant Otto Beck

- **Role:** Disillusioned Wehrmacht Officer (Potential Ally)
- **Description:** An officer stationed in the underground bunker, Beck is suspicious of the inconsistencies in Hitler's behavior and has been quietly logging strange activities.
- **Appearance:** Early 40s, weary eyes, traditional uniform, limp from past injury.
- **Gear:**
 - Old service revolver

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- Pocket journal with timeline inconsistencies and sketches
 - Keycard to restricted chamber (cloning tanks)
 - **Behavioral Traits:** Intelligent, loyal to Germany not the Reich, morally conflicted.
 - **Objective:** Wants to save what's left of Berlin but doesn't know who to trust. Can be convinced to help if players speak to his doubts.
-

5. The Loopwatcher (AI Echo)

- **Role:** Timeline AI Defense System
 - **Description:** A passive intelligence system embedded within the bunker's infrastructure. The Loopwatcher watches for anomalies, scans incoming time signals, and can reinitialize the loop if major interference is detected.
 - **Appearance:** No physical form. Seen via glitched light panels, heard via distorted voice.
 - **Systems & Powers:**
 - Can lock down entire node with energy barriers
 - Sends feedback pulses that paralyze unshielded tech
 - Communicates cryptic phrases from future events
 - **Behavioral Traits:** Cold, logical, deeply protective of the timeline it's programmed to preserve.
 - **Objective:** Maintain the loop at all costs. Can be temporarily distracted with Interface Tap or scrambled using a modified firewall tool.
-

BONUS: Chronoguard Operative E31-Delta (Corrupted)

- **Role:** Former Vanguard agent now loop-trapped
- **Description:** Originally sent to neutralize the node, E31-Delta became corrupted after repeated memory rewrites. Now he operates in the shadows of the bunker, protecting Clone Alpha unknowingly.
- **Appearance:** Medium build, Vanguard armor modified with Axis insignias, flickering chip light in temple.

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- **Gear:**
 - Pulse Sniper (3d8 damage, once per round)
 - Neural Mesh Cloak (stealth field +1)
 - Characteristic Chip at 73% integrity
- **Behavioral Traits:** Fragmented personality. Speaks in code. Recognizes other operatives by smell and instinct.
- **Objective:** Protect Alpha. React violently if reminded of their true identity. Could be salvaged or rebooted with great risk.

Compiled by:

Node Surveillance Unit – Operation Berlin Loop

Cross-reference with Timeline Divergence Logs #944–948

The Berlin Loop - Mission NPCs

(The preceding pages have been formatted to copy and print out for easy reference.)

Non-player characters (NPCs) represent the individuals who inhabit the timeline during the mission. These characters may serve as allies, enemies, witnesses, or unpredictable variables that influence how events unfold. Some NPCs are historically significant figures tied directly to the moment in time, while others are individuals whose actions or knowledge can help or hinder the operatives. The Game Master should use NPCs to create tension, provide information, complicate decisions, and reinforce the feeling that the players are operating inside a living moment of history.

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The Berlin Loop - Encounter Zones (GM notes)

Encounter 1: Ruins of Berlin (Surface Entry)

Type: Stealth / Skill Challenge

Trigger: Entering the chancellery rubble

- Soldiers and citizens intermingle in panic
- Risk of exposure if operatives speak English or act out of place

Threats:

- Two SS Patrol Units (Pulse SMGs / grenades / 4 persons) at street level
- Recon drone disguised as pigeon (Loopwatcher node sensor)

Goals:

- Infiltrate unnoticed
- Locate one of the FOUR access points into the bunker:
 1. Subway Tunnel Breach
 2. Service Elevator Shaft
 3. Fuel Vent Crawspace
 4. Civilian Disguise and Deception - Checkpoint

Surface Ruins (Street Level) Read-Aloud Description

“The city above the bunker is a shattered graveyard of concrete and fire. Buildings around you are collapsed into jagged silhouettes, their brickwork scorched black from artillery strikes. Burned-out vehicles sit frozen in the streets like skeletal husks, and distant explosions still rumble as the Soviet advance tightens around Berlin. Smoke hangs thick in the cold air, carrying the faint chemical sting of burning fuel. Nazi patrols sweep the rubble in tight, desperate formations, hunting deserters, spies, and anyone not wearing the right uniform. Every movement must be silent and deliberate.”

“Having just completed the JUMP, you appear in 1945 sitting on the ground with your gear. You stand and hunker down next to a large section of rubble out of sight for now where you can't be seen.”

PLAYABLE

Access Point: Subway Tunnel Breach

Type: Stealth / Environmental Challenge

Trigger: Players choose to enter through the collapsed U-Bahn line beneath Tiergarten.

Threats:

- Structural collapse risk from unstable tunnel supports
- Dust clouds and falling debris causing visibility penalties
- Occasional German patrols inspecting tunnel sections

Goals:

- Clear or bypass rubble blocking access
- Maintain stealth while approaching the bunker rear access
- Reach the fuel storage corridor without triggering bunker alerts (Fuel Vent Crawlspace)

Read Aloud:

“The ruined entrance to a Berlin subway tunnel yawns beneath the rubble of a shattered street. Twisted rail tracks disappear into darkness while dust drifts slowly through the broken concrete. Far down the tunnel, dim lights flicker where the bunker’s lower infrastructure connects to the old transit system. Every step echoes through the hollow passage, and the air smells of oil, smoke, and damp earth.”

Access Point: Service Elevator Shaft

Type: Stealth / Technical Skill Challenge

Trigger: Players access the disguised service lift behind a destroyed bakery.

Threats:

- Loopwatcher anomaly scans every few minutes
- Mechanical traps and security locks on the shaft doors
- Guards patrolling the bunker mid-level corridor

Goals:

- Hack or bypass the elevator system
- Descend quietly without triggering Loopwatcher detection and
- Enter the bunker hallway undetected

Read Aloud:

“Behind the remains of a collapsed bakery sits a metal freight door half buried in brick and ash. Inside, a narrow service elevator shaft descends deep beneath the city toward the bunker complex. The machinery groans softly as emergency power keeps the lift barely operational. Dim warning lights blink along the shaft walls, casting long shadows down into the darkness.”

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Access Point: Fuel Vent Crawlspace**Type:** Stealth / Environmental Hazard**Trigger:** Players enter through the maintenance grate in a nearby shell crater.**Threats:**

- Tight crawlspace forcing single-file movement
- Fuel vapors that can ignite if weapons are fired
- Temporal echo effects causing brief memory flashes

Goals:

- Navigate the cramped vent system and avoid detection by bunker maintenance sensors
- Reach the cloning laboratory rear entrance

Read Aloud:

“A jagged shell crater exposes a rusted maintenance grate pressed against the bunker wall. Behind it lies a narrow ventilation crawlspace that reeks of fuel and metal. The tunnel twists through the bunker’s lower infrastructure, barely wide enough to move through. Every scrape of armor against the steel walls echoes loudly in the confined space.”

Access Point: Civilian Disguise and Deception**Type:** Social Interaction / Deception**Trigger:** Players attempt entry through the front guard checkpoint posing as civilians or staff. (Uniforms from the time period can jump with them)**Threats:**

- SS security officers verifying identity papers
- Multiple checkpoints before reaching the bunker interior
- Suspicion triggered by unusual speech or behavior

Goals:

- Maintain disguise during questioning
- Pass through security without triggering alarms
- Gain access to the bunker corridors

Read Aloud:

“Outside the bunker entrance, desperate civilians and soldiers crowd together under the glow of burning buildings. Guards shout orders as frightened evacuees are pushed through security lines one by one. The bunker doors loom ahead, guarded by SS officers demanding identification. The chaos of the collapsing city might provide cover. But one wrong word could expose you instantly.”

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ENCOUNTER 2: Reception Tunnel Checkpoint

Type: Combat or Social Deception

Trigger: Moving past the main gate and into the bunker proper.

- Erika Stahl leads the checkpoint; she demands ID

Threats:

- SS Officer Erika Stahl overseeing bunker security
- 4 SS guards equipped with pulse SMGs and grenades
- Security checkpoint with identity verification and access control

Goals:

- Pass the checkpoint using deception or disguise
- Neutralize the guards quietly to avoid bunker-wide alerts
- Bypass the checkpoint through the service shaft or alternate passage

Read Aloud:

“Getting past the guards at the main gate, the concrete tunnel opens into a reinforced security checkpoint lit by harsh industrial lamps. A steel barricade blocks the passage forward while two armed SS soldiers inspect identification papers and bark orders at anyone approaching. **Behind them, a blast door leads deeper into** the bunker complex. The atmosphere is tense—everyone here knows the war is lost, but the guards are determined to hold their posts until the very end.”

Beyond the blast doors:

“A reinforced stairwell descends into a dim concrete corridor, the walls sweating with condensation and echoing faint footsteps from deeper inside. The air smells of oil and stale cigarettes — this place has been lived in, not abandoned. A checkpoint stands ahead: sandbags, a field radio, and two SS guards leaning into their rifles, eyes glassy from exhaustion but still dangerous. Their commander is nearby, pacing, barking clipped orders into a receiver. If they raise an alarm, the entire bunker will lock down. You are finally inside.”

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ENCOUNTER 3: Medical Bay**Type:** Stealth / Investigation / Sabotage**Trigger:** Players enter the bunker medical wing while progressing deeper toward the cloning facilities.**Threats:**

- Security locks controlling access to medical bay (needs hacking check)
- Medical staff and technicians working in the cloning preparation area
- Noise or alarms that may alert guards deeper in the bunker
- Security locks controlling access to the cloning chamber (needs a hacking check)

Goals:

- Gather intelligence about the cloning process stabilizing Clone Hitler
- Sabotage the memory injector console to corrupt future clone iterations
- Maintain stealth while bypassing staff and equipment
- Gain access to the cloning chamber beyond the secured door

Read Aloud:

“The air shifts as you enter. Warm, humid, and vibrating with a low electrical hum. Stainless WWII surgical tables line the room, but spliced between them are sleek chrome injector frames, digital displays flickering in pale blue. Cryo-pod cylinders stand along the far wall, each holding a nearly finished human form suspended in amber fluid, twitching occasionally like something dreaming of a life that hasn’t happened yet. Orderlies move mechanically, heads down, not questioning the advanced machinery as if they’ve seen it a thousand times. A memory-port console pulses with faint light, its interface suspiciously modern—the point where future tech and 1945 medicine overlap. A single wrong noise here could echo down the halls.”

Options From This Location:

- Perform a stealth take down of the medical staff.
- Observe the clone preparation process to learn how Clone Hitler is being stabilized.
- Sabotage the memory injector console to corrupt future clones.
- Impersonate a technician and move deeper into the facility unnoticed.
- Attempt to swap or alter a memory-port chip to change identity outcomes.

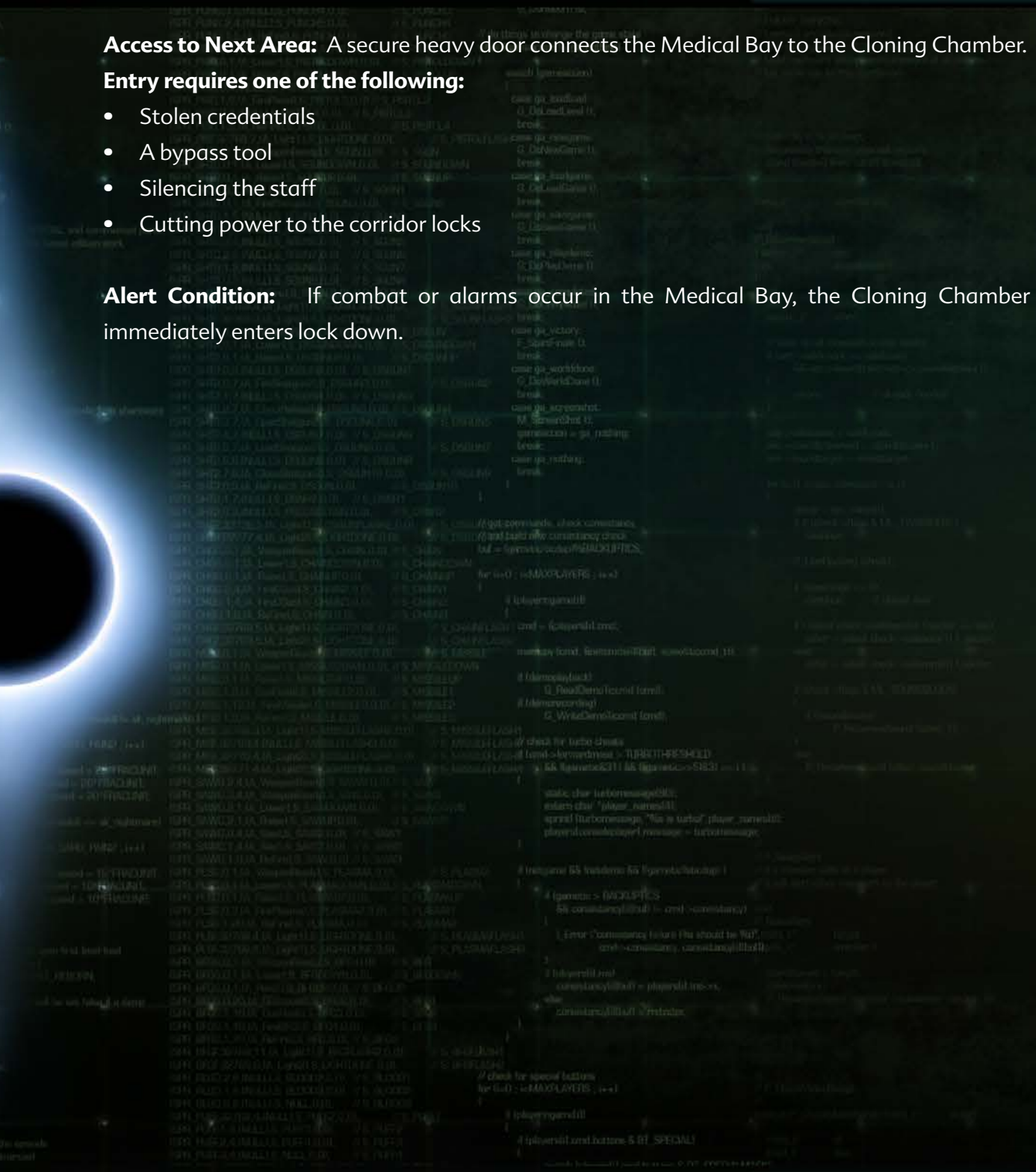
PLAYABLE

Access to Next Area: A secure heavy door connects the Medical Bay to the Cloning Chamber.

Entry requires one of the following:

- Stolen credentials
- A bypass tool
- Silencing the staff
- Cutting power to the corridor locks

Alert Condition: If combat or alarms occur in the Medical Bay, the Cloning Chamber immediately enters lock down.



MISSION

ENCOUNTER 4: Cloning Chamber**Type:** Stealth / Sabotage / Combat**Trigger:** Players breach the secured door from the Medical Bay and enter the cloning chamber.**Threats:**

- Four Loop-Enforcer guards patrolling the overhead catwalks (Phantom Synapse)
- Automated sequencing array controlling clone growth cycles
- Security systems linked to the chamber's emergency override and vent systems
- Alarms that may alert the entire bunker if major sabotage occurs

Goals:

- Disrupt or destroy the cloning process maintaining the loop
- Prevent the activation of additional clone bodies
- Gather biological or technological intelligence if desired
- Escape or secure the chamber before bunker reinforcements arrive (guards and operatives)

Read Aloud:

“Steel and phosphor light fill this cavernous room; four vertical Cryo-tanks hum in synchronized rhythm on the left-hand side, veins of tubing and nutrient conduits snaking into central consoles that feed them data and bio-chemicals. The air tastes metallic; the scent of growth, antiseptic, and something older that makes the mind wonder.”

“Circuit boards blink beside tall glass growth tanks where new bodies are assembled layer by layer, muscle and nerve knitting themselves into human form under the direction of an automated sequencing array. The room is filled with the rhythmic hiss of nutrient pumps and the wet, mechanical breathing of the developing clones. The tanks pulse faintly with bio luminescent growth gel, each one at a different stage of completion. Some only skeletal lattices, others disturbingly close to alive. A steel catwalk network winds above the vats, patrolled by silent Loop-Enforcer guards who watch the chamber with blank, unblinking expressions. On the far wall, on the same level as you, a pressure vent release and emergency override panel sit behind hazard glass; triggering either could flood or destroy the chamber entirely—but doing so will undoubtedly trigger alarms throughout the bunker.”

PLAYABLE

Options From This Location:

- Sabotage the sequencing array to cause improper growth cycles or failed clones.
- Vent the growth tanks, destroying the current clone bodies (loud, high-risk).
- Perform a stealth take down of the catwalk guards to maintain silence.
- Extract biological or DNA samples for verification or future intel.
- Plant time-stamped contamination to cause future clones to awaken malformed or unstable.
- Use a Data Harpoon or hacking tools to corrupt the organ-printing patterns and permanently ruin replication quality.

ENCOUNTER 5: E31-Delta's Lair

Type: Narrative / Combat (Optional)

Trigger: Players discover the hidden panel west of the central hallway and access the concealed chamber.

Threats:

- E31-Delta, a Loop-Enforcer unit with fragmented memory systems
- Confusion between past and present identities may cause Delta to misidentify the players as allies or enemies
- If hostilities begin, Delta engages using sniper capabilities and stealth augments

Goals:

- Determine Delta's condition and intent
- Attempt to restore or reboot Delta through Chronoguard signal codes
- Neutralize Delta if negotiations fail

Read Aloud:

“Behind the concealed panel lies a narrow chamber lit only by the cold glow of dormant equipment. A single armored figure stands motionless in the center of the room, surrounded by scattered components and partially disassembled systems. As you enter, the figure's head lifts slowly, optics flickering as if struggling to focus. Its voice crackles through damaged speakers, repeating fragments of old commands and names that may, or may not, belong to you.”

MISSION

ENCOUNTER 5: E31-Delta's Lair (continued)

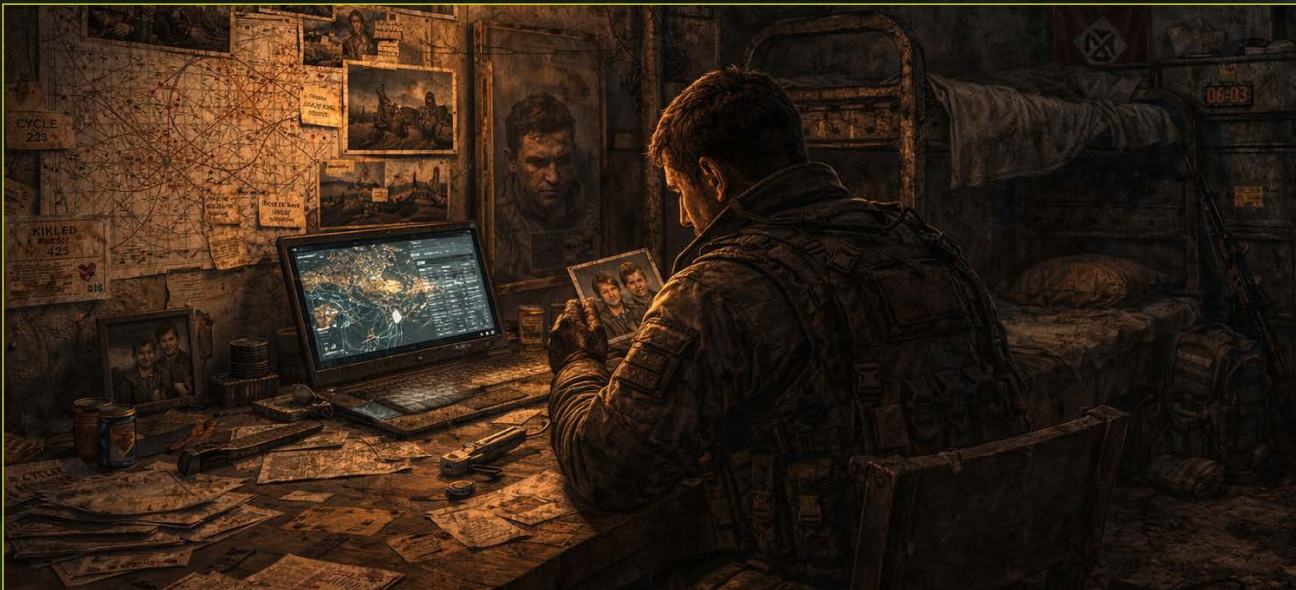
Interaction Options:

- Attempt parley using Chronoguard signal codes to trigger a memory glitch.
- A successful interaction may reboot Delta, turning it into a temporary ally.
- Failure causes Delta's systems to lock into combat mode, activating sniper and stealth augment protocols.

E31-Delta's Mission - GM Notes

E31-Delta was deployed as a Loop-Enforcer unit assigned to monitor and maintain the stability of the Berlin Loop. Its directive was simple: ensure the cloning sequence continued without interruption and prevent any temporal interference that might break the repeating cycle anchored beneath the bunker. Delta was responsible for overseeing security around the cloning infrastructure, identifying anomalies within the timeline, and eliminating any operatives who attempted to disrupt the process.

However, prolonged exposure to the looping timeline has degraded Delta's memory core. Fragments of past iterations bled together, causing it to confuse present events with echoes of previous loops. Because of this instability, Delta may hesitate, misidentify intruders, or respond unpredictably when confronted. Whether it becomes an ally or a deadly opponent depends entirely on how the operatives handle the encounter.



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THE VANGUARD PROTOCOL

PLAYABLE

E31-DELTA (Fragmented Vanguard Operative)

Entity: Cyborg (Heavily Altered)

Role: Unstable Ally / Mini-Boss

HP: 42 **Move:** 30 ft

Defense: +2 vs Ranged, +1 vs Melee

EMP Vulnerability: Must roll 20% or lower or shut down.

Initiative Bonus: +2

ATTRIBUTES

Strength: +2
Strikes hit harder than expected

Dexterity: +1
Quick, but stance is uneven

Intelligence:
Fragmented

LOADOUT

Phase Blade (Melee)
2d10 to hit, +3 melee damage. Ignores 1 Armor

Pulse Sidearm (Ranged)
2d10 to hit (30 ft), +2 energy damage

SPECIAL ABILITIES

Loop Echo Instability
When Delta takes damage, roll 2d10:
2-6: **Pain Spike** (+1 Attack)
7-13: **Memory Fracture** (Lose Bonus Action)
14-20: **Clarity Flash** (1 Round of Lucidity)

BEHAVIOR

- ▶ Bursts of Aggression & Confusion
 - ▶ Never Flees (Escape is impossible)
- If Stabilized:**
- ▶ Reveal Loop Anchor or Join Party Briefly

WEAKNESS

- ▶ **EMP Vulnerability**
EMP Burst Shuts Delta Down
Roll 20% or Less to Resist



MISSION

ENCOUNTER 6: Private Quarters (Clone Alpha)

Type: Investigation / Narrative / Optional Combat

Trigger: Players enter the private quarters located opposite the Medical Bay across the central hallway.

Threats:

- Two Loop Enforcer Guards, failed Clone Alpha prototypes. They are emotionless, silent, and eerily precise.
- These guards obey Clone Alpha alone, not SS command.
- They watch behavior rather than uniforms and will react to suspicious movement or interference.

The guards may be handled in several ways:

- Avoided through stealth and careful timing
- Distracted using sound displacement
- Deceived with Memory Port identity bluffs
- Neutralized through silent take down

Goals:

- Confirm how Clone Alpha maintains identity continuity between loops.
- Disable, steal, or corrupt the memory index continuity chip.
- Gather intelligence from Clone Alpha's journal and identity ledger.
- Undermine the stability of the loop without necessarily engaging in combat.



P32

THE VANGUARD PROTOCOL

PLAYABLE

Purpose of the Room:

This chamber is where Clone Alpha preserves his continuity across every reset of the timeline loop. Inside this room he stores the Memory Index Chip Case and maintains a personal journal used to reconstruct his identity after each cycle.

Destroying, stealing, or corrupting the chip case breaks Clone Alpha's continuity. Future clones awaken confused, unstable, or incomplete. This action significantly weakens his ability to control the loop.

This encounter is not designed primarily as a combat scene. It is an opportunity for information warfare and destabilization of the loop's foundation.

Clone Alpha Presence

Roll % (1–100)

- 01–50: Clone Alpha is present in the quarters.
- 51–100: Clone Alpha has exited through a concealed door leading to the Control Room. The operatives will encounter him there.

If Alpha is present, he attempts to engage the operatives in calm conversation. If the players attempt to destroy or take the journal or chip case, Alpha activates the room security systems and combat begins.

Clone Alpha Personality

Clone Alpha believes he is the perfected version of himself. In his mind the world has already ended and only he remains to shepherd what comes next. He is not preserving Hitler; he believes he is becoming the architect of fate itself.

He speaks slowly and calmly. His voice never rises. He believes the operatives were always meant to arrive and sees their presence as confirmation of his destiny.

He does not fear death. He believes he will simply awaken again.

Primary Objective

- Disable or replace the Memory Index Continuity Chip.
- This action destabilizes Clone Alpha's ability to retain identity between loops.

P33

MISSION

Optional Objectives

- Steal the journal, which reveals loop duration intervals and anchor reset points.
- Discover the point where the timeline was first interfered with.
- Decode a reference revealing Phantom Synapse as the origin of the loop.
- Plant false identity entries that destabilize future Alpha iterations.

Interaction Options

From this location the players may:

- Examine the journal to learn how many loops have already occurred.
- Steal or destroy the memory index chip case.
- Impersonate a technician and attempt calm conversation with Alpha.
- Plant false continuity records to cause psychological collapse in future clones.
- Set an ambush if Alpha returns to the room.

Outcome and Stakes

Action = Result

Destroy Chip Case = Future clones awaken unstable and easier to defeat

Steal Chip Case = Alpha begins hunting the operatives but loses strategic cohesion

Steal Journal = Operatives gain major intelligence and future campaign hooks

Fight Alpha Here = Boss fight begins early

Mission Rule Clarification

- The timeline does not require Hitler to die by his own hand. The only requirement is that he does not survive beyond April 30th, 1945, and that the cloning loop ends.
- If the operatives destroy the cloning system, destroy the control room to reset the node, and kill Clone Alpha, the mission succeeds.
- If Alpha dies but the cloning chamber or control room remains active, a new clone spawns and the loop continues.
- If all enemy faction operatives are killed, the cloning system and control room are destroyed, and Alpha is then killed, the loop collapses permanently and the timeline stabilizes and returns to what it was prior to the Faction Intervention. It is recommended to destroy the control room LAST in the series to reset the node. Any Chronoguard OP will know how.

PLAYABLE



Read Aloud:

“The room is immaculate and unnervingly serene, as though curated to preserve the idea of a man rather than an army or a regime. A gramophone plays Wagner on crackling vinyl in the corner. A half-finished cup of tea cools beside a fountain pen and a leather-bound journal filled with tight, elegant handwriting. A pressed uniform hangs on a mannequin like a shrine.”

“Among the scattered papers and folders on the desk rests a polished chrome case roughly four inches square. Inside are memory index chips labeled in looping script, each one a life intended to overwrite the last.”

“The air feels still, heavy, and watchful. This is not merely a room. It is an attempt at continuity. An insistence that this version deserves to exist.”

P35

MISSION

ENCOUNTER 7: Control Room

Type: Timed Puzzle / Technology Challenge

Trigger: Players reach the Loop Interface Terminal inside the bunker control room.

Threats:

- The Loopwatcher security system will trigger a facility “lock down” if the terminal is accessed incorrectly. (Hacking attempt at -4 skill)
- Lock down activates in 3 rounds once security is triggered.
- A complex control puzzle must be solved to interrupt the loop process. (GM, create a puzzle)

Goals:

- Disable the loop continuity system controlling the cloning cycle.
- Unlock access to Clone Alpha’s final chamber.
- Prevent Loopwatcher from activating bunker-wide alerts.

Puzzle Challenge

The Loop Interface Terminal controls the cloning cycle and timeline reset system. Operatives must align memory chip data paths with the binary loop gates shown on the interface display. This requires an Intelligence + Interface Tap check. (Hacking skill check at -4)

Success

- Loop continuity is disabled.
- The cloning system can no longer regenerate Clone Alpha.
- Clone Alpha’s final chamber unlocks. (Final clone can be destroyed)

Failure

- The system reboots three previous clone log sequences.
- Alerts are sent throughout the bunker.
- Security forces begin moving toward the control room. (What is left of them)
- The bunker begins responding to the operatives as a confirmed threat. (Loopwatcher)

(Check the Partial Shutdown vs Overload chart on page 39)

PLAYABLE

Read Aloud:

“The hallway opens into a chamber that looks wrong the instant you see it. The walls don’t line up with themselves; they pulse, as if reality is breathing. A desk flickers between being metal, then wood, then nothing at all before returning to metal again.”

“You hear footsteps that don’t match anyone present, echoes of people from other moments walking across the floor, vanishing mid-stride. A thick column of cabling feeds into a cylindrical device at the center of the room, pulsing with dim red light — the Loop Anchor, the machine forcing history to repeat itself.”

“A monitor beside it displays multiple conflicting dates at once, switching rapidly between 1945, 2039, 2150, and blank static. The air hums with a low frequency vibration, the kind that makes your teeth ache and your thoughts feel crowded. You feel like you are standing in a place that is not entirely in the world, but touches all versions of it at once.”

From here, you can:

- Analyze the Loop Anchor to understand how the loop resets Clone Alpha.
- Attempt to shut down the anchor cleanly, preventing catastrophic paradox.
- Overload the anchor, causing a collapse that ends the loop instantly—but risks timeline instability.
- Sever the memory-sync conduit to ensure future clones awaken incomplete.
- Plant false historical feeds to rewrite how Clone Alpha perceives the world.
- Use an EMP to disrupt the room, VERY high risk, will cause a timeline rupture wave. (Not recommended)

GM Notes (Important Hidden Logic)

This is the Real Objective Room. Destroying or disabling the Loop Anchor is the true mission success trigger. The loop resets here.

If Clone Alpha dies while the Loop Anchor is still active, he is reborn in the Cloning Chamber.

If the Loop Anchor is destroyed, Killing Clone Alpha permanently ends the loop.

MISSION

TIMELINE RIPPLE CONSEQUENCES – CARD SET

Each consequence represents a timeline ripple caused by failure, interference, or instability during mission actions. GMs may ROLL randomly; based on player actions or use the below to represent butterfly effects.

1. Alternate Survivor

A historical figure believed to have died (Churchill, Patton, Trotsky) survives. Faction agents scramble to correct or exploit the shift. A new mission node becomes active within 12 hours.

2. Tech Leak

A piece of futuristic gear (weapon, chip, or augment) is recovered by 1945 engineers. Advancements spike 40 years ahead of schedule. Increased anomaly detection risk in all 20th-century missions.

3. Civilian Witness

A civilian sees an operative use modern tech. Historical accounts become corrupted. Public legend may form around the sighting.

4. Echo Trauma

An operative's memory chip retains corrupted data. They begin to experience alternate versions of their own history. Roll each session for a temporary skill loss or hallucination.

5. Ghost Glitch

Temporal ghosts begin appearing in major historical events. Harmless at first but may destabilize node integrity. Certain factions begin capturing them for research.

6. Implant Drift

An augment malfunctions due to instability. Operative must spend downtime re-stabilizing or replace it entirely. CRUMBS may offer black-market fixes at a cost.

CARD

7. Deity Syndrome

In a ripple-heavy zone, locals begin worshipping an operative or their tech. A religion forms around them—spanning hundreds of years. Faction response: erase the origin.

8. Lost File

A crucial mission data file is erased or altered. Future versions of the event are misrepresented. Role play consequences for any mission reviews, rank evaluations, or promotions.

9. Unstable Anchor

An operative's characteristic chip vibrates against the timestream. Difficulty entering nodes increases until re-calibrated. Increased risk of being trapped during loop resets.

10. Recursive Seed

Something the players did creates a minor loop elsewhere in time. Another team will be dispatched. But the players begin hearing echoes from that loop. They may have to return.

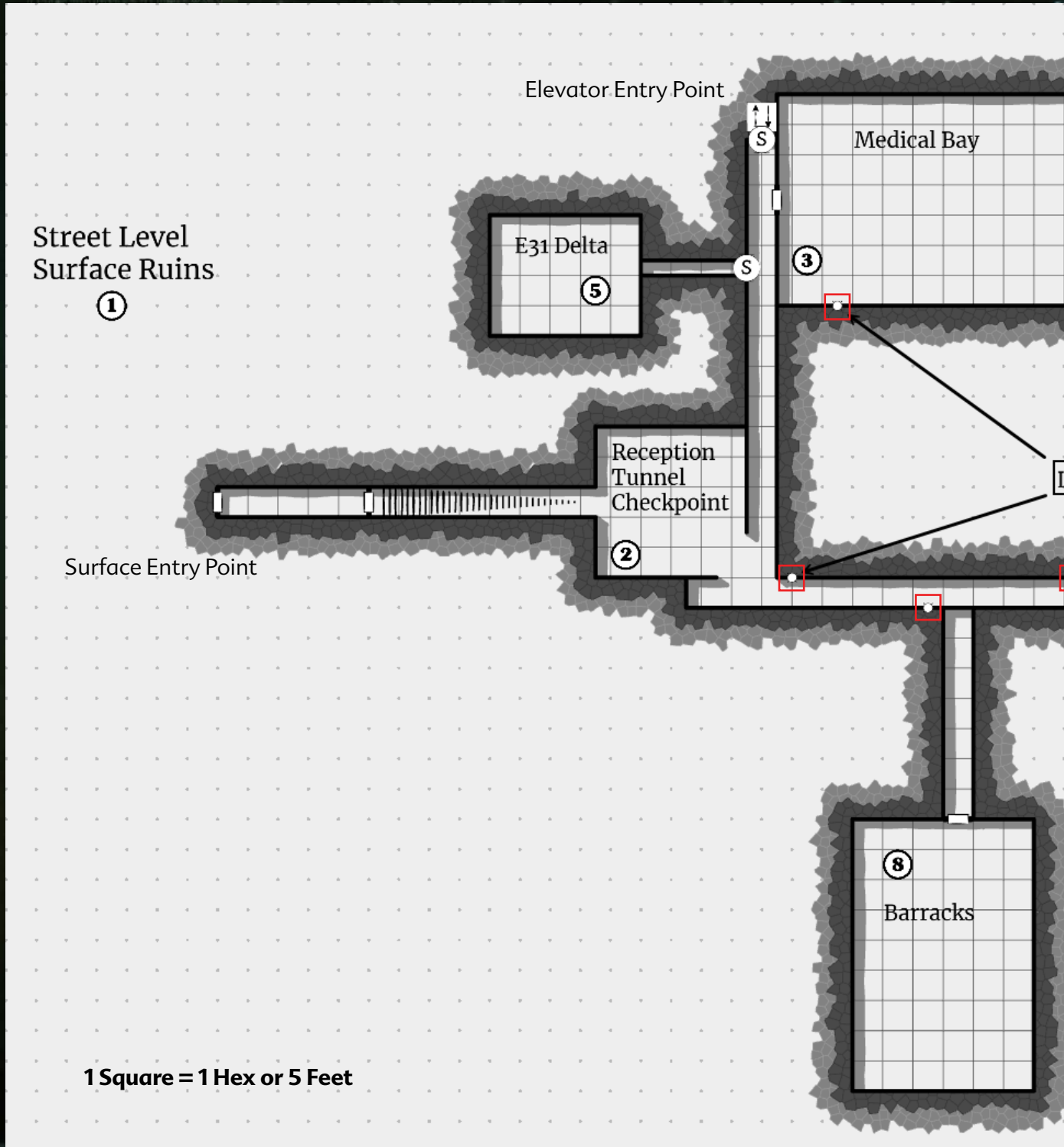
Partial Shutdown vs Overload

Player Action	Result	Consequence
Clean Shutdown (INT or tech check succeeds)	Loop breaks <i>without</i> damage	Timeline remains stable
Partial Disruption	Clone Alpha wakes disoriented, weaker	Timeline ripples expand (GM draws Ripple Consequence Card)
Total Overload / Blow It Up	Loop ends instantly	Timeline shockwave → players must escape before collapse

This lets you tune pacing based on how fast the session is moving.

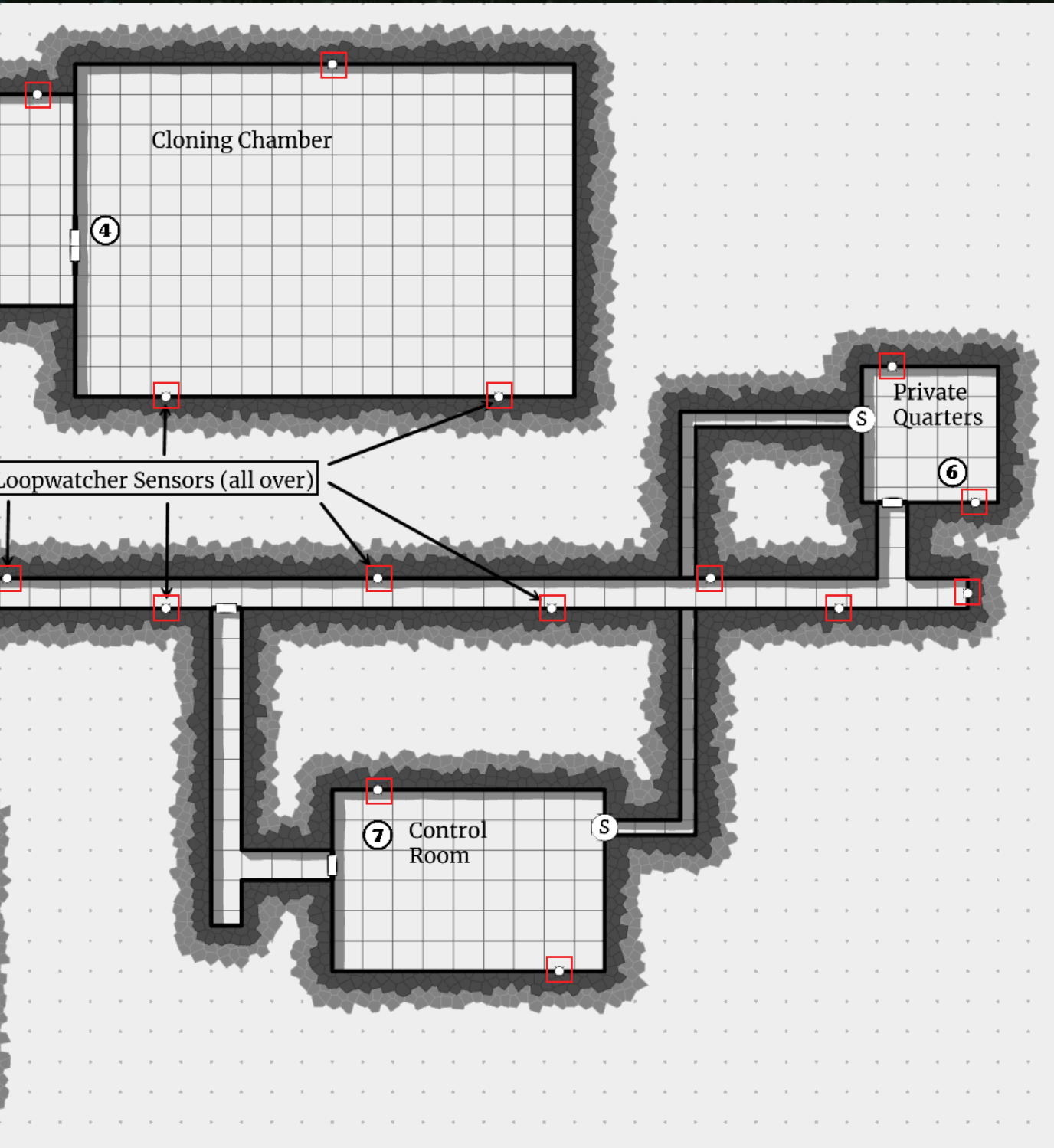
MISSION

The Berlin Loop - Mission Map (GM)



P40

MAP



MISSION

Skill Chip Drops

OFFENSIVE SKILLS

Level	Skill Name	Effect
1	Sonic Jab I	On hit, deals +1 damage
1	Shock Pulse I	On hit, deals +1 energy damage
1	Pulse Strike I	On hit, deals +1 damage
1	Kinetic Lunge I	On hit, deals +1 damage if you moved at least 1 Hex before attacking
2	Kinetic Lunge II	Move 1 Hex, then attack; on hit, deals +2 damage and pushes target 1 Hex
2	Phase Shot II	On hit (2 Hex), ignores cover and barriers, +2 to hit behind obstacles
3	Pulse Strike III	On hit, deals +3 damage; on critical hit, target is stunned for 1 round
3	Sonic Jab III	On hit, deals +2 damage; on failed defense, target loses next main action

DEFENSIVE SKILLS

Level	Skill Name	Effect
1	Iron Guard I	+1 to all defense rolls
1	Reactive Brace I	Reduce first damage taken each combat round by 5
2	Iron Guard II	+2 to defense rolls against melee and ranged attacks
3	Reactive Brace III	Reduce first damage taken each combat round by 15

PLAYABLE

Skill Chip Drops (continued)

UTILITY SKILLS

Level	Skill Name	Effect
1	Lockbreak I	+2 to lock or hack attempts
1	Scan Sweep I	Detect hidden enemies within 1 Hex
1	Ghost Step I	+2 to stealth check once per mission
2	Scan Sweep II	Detect hidden or cloaked enemies within 2 Hex once per round
2	Ghost Step II	+3 to stealth check once per mission; movement is silent across all surfaces

Gear Drops

GEAR

Item	Effect
Thermal Shroud	Become invisible to heat detection for 1 round
Field Trauma Kit	Restore 5 HP; 3 uses
Chrono Beacon	Marks a recall or extraction point in the timeline; activate to return here within 5 minutes
Data Harpoon	On hit, jack into an active working target system or OP and extract data for 30 seconds
Stasis Bolas	On hit, immobilize target for 1 round; target loses Movement Action; a successful Agility check DC=14 to escape

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THE
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