

Tempus Fugit

A Scenario for
.45 Adventure

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Introduction

This is a simple stand-alone scenario designed to give the players a chance to exercise their characters and learn the rules while having a bit of fun.

Scenario

A deranged genius or secret cult has placed a terrible and deadly bomb in the downtown area. Villains must arm the bomb before those meddling Heroes discover and defuse it.

The problem is everybody has arrived at the same time and in the confusion nobody is sure who to trust...

Characters

Each player selects a Grade 3 Hero and a Grade 1 Sidekick to play with. This also means each player will start with 5 Hero Points.

The Board

For two to three players use a 2' x 2' playing area, preferably built up like some kind of urban environment themed to your taste. For four to six players a 3' x 3' area is more appropriate.

There should be a bomb marker of some kind placed at the exact centre of the table. The bomb can either be inside a building, or placed disguised in an open area for more of a challenge.

Setup

For each player, create a slip of paper that either says 'Hero' or 'Villain' on it. If you've got an odd number of players, just make it an even number of slips and let fate decide.

Shuffle the slips and have each player secretly draw a slip and keep it to themselves. Heroes are trying heroically to disarm the bomb, Villains are villainously trying to set it off.

You're not obliged to reveal or discuss your slip until the end of the game, when the victor is decided (see Victory).

The first turn starts with players determining initiative as usual. Characters move onto the board, in initiative order, from any table edge.

Encounter Markers

There are six encounter markers. Three are marked 'Hero' and three are marked 'Villain'. These are placed face up in a circle around the central bomb, at least 6" away from each other and 8" away from the bomb itself. The markers are meant to represent bomb making plans, pliers, fuse wire, secret arming codes etc.

A character captures a marker by moving on to it and stopping there for the turn. Once a marker has been captured that character takes it with them and can drop it at any time without penalty. Markers can be taken by overpowering the owner and any character carrying a marker that fails a Panic test from fire, drops that marker before they flee.

If at least two Hero markers have been captured by Heroic players the bomb may be disarmed by taking one Hero marker to the bomb. It requires a player action to place a marker on (or adjacent) to the bomb. Heroes players must control the two Hero markers, although they're not obliged to reveal themselves as such until Victory is met below.

The above rule also applies to Villainous players and Villain markers.

The bomb will only arm/disarm at the end of the current turn if one type of marker is placed on it. Eg. If two Villain markers are stacked on the bomb with a single Hero marker, nothing will happen. However once the Hero marker is removed, the bomb is armed!

Victory

At the end of the current turn when only a one type of marker is stacked with the bomb, the game ends.

The Heroes win if the bomb is disarmed - hurray!
The Villains win if the bomb is armed - hiss!

Reveal your slip of paper and revel in victory or slump in defeat as appropriate.