



Adventures / Run the Clock

Run the Clock

Getting Started

This adventure was designed for use with certain types of characters. Although there is some flexibility, mainly for use of rebels, it is meant to be a Mercenary and/or Bounty Hunter Game. Other characters should not be included without consideration of their motivations for being involved. It should also be noticed this write-up presents many possible choices the characters can make, however they can still surprise you. This game is meant to be fairly flexible if parts of it get screwed up by the characters, let them take you in another direction, and improvise.

Episode 1: Contact

The characters find themselves contacted by MetaCorp's offices on the world of Kashan. The Facility looms over much of the surrounding city like a giant monolith. It is a massive duracrete and durasteel building standing at one hundred and forty stories tall. Its transparisteel windows are mirrored on the outside and reflect the dismal city of Palsheen back out at it. The characters are whisked up to one of the top floors of the building by black suited security guards.

MetaCorp Security Guard: Dexterity 3D, Firearms:Pistol 5D, Dodge 5D+1, Knowledge 2D, Mech 2D, Perception 3D, Strength 2D+1, Technical 2D Equipment: Silenced Czerka Slasher

They are escorted up to an office that is plush and luxurious. The back wall of the room is entirely made of the mirrored transparisteel. It looks out over the city of Palsheen. The sky is covered in an orange haze from the industrial waste that floods it, blocking out the sun. Before the characters is a large wooden desk. Behind it sits a plump man in a business suit. He greets the characters and identifies himself as Biblid Kor, the top executive at this facility. He then explains that there is a dire situation.

"We here at Metacorp, are always working to uncover the next generation of any technology. We have bio-medical labs working constantly to come up with vaccines for various diseases. However, our scientists discovered a startling trend, as diseases became more and more potent. In an effort to curb this, we had them engineer the most powerful virus possible. From there they could engineer a vaccine and possible cure for it."

"This would give us a head start on the disease of the future. We could modify the vaccines however necessary and cure anything that cropped up. It would be a miracle for the galaxy as a whole. However, shortly after the completion of the viral agent, it was stolen from our labs. This virus, which we nicknamed Death Knell, has the potential to wipe out an entire planet in the course of forty-eight hours, and there is no cure."

If the characters ask for clues, Kor will inform them that they have many enemies. On Kashan alone

there are dozens of corporations that would see them ruined. the Rancor Munitions Corporation, known as RanCorp, is their greatest enemy, but does not have facilities on planet. Kashan Systems however was also fighting Metacorp on the nearby world of Palan, and owned the planet Kashan. The executive will inform the characters that the virus must be retrieved at all costs, and they will be paid 50,000 credits each for its safe return.

At this point the characters have some choices to make. They can ask to see where the virus had been stored, and stolen from. They can go to investigate Kashan systems, or they can see what they can learn from the local underworld. The players may come up with a few ideas of their own, some improvisation may be necessary for that circumstance. We will explore all three of these mentioned choices though.

Episode 2a: MetaCorp Bio-Med Labs

The Metacorp Bio-med facility is deep underground, in reinforced duracrete bunkers, linked together by airlocks. this entire facility is under the giant skyscraper and runs on its own power, water, and air. All of these things are internalized in case of an accident. The walls here are all pristine white and smell of sterilization. As they walk around they will be escorted through hallways looking out over various labs below, where experiments are being performed. They will be led to an Airlock labeled '024x'.

Security will unlock the airlock for the characters and admit them. inside are several examination tables, tables full of beakers and test tubes, blood testing equipment, and rows of computers. The place seems to hum with machinery. The entire room is sterile and there's no sign of conflict. A set of test tube holders sit empty on a table by themselves.

At this point a perception or Search check is in order. It will be a Moderate difficulty, if it's passed, the characters will notice a pair of holocams hidden away in opposite corners of the room. They watch silently, their lenses slowly panning out over the room. A difficult search check will also uncover a spot of dirt by the table with the empty test tube holders. The dirt is left in the form of a small print of a footprint. If the characters notice the holocams, the security guards will offer to take them to the monitoring station that receives the feed from those cameras.

If the characters notice the boot print have them roll knowledge. it is a Difficult roll unless the characters have been in military service. Any character who has been in a military only needs a Moderate roll. If the roll is successful they will know that it is an Imperial combat boot print..

If the characters find neither item, they will not find any further evidence, and should proceed to one of the other previously mentioned options.

If the characters discover the boot print and understand what it means, they can roll a Very Difficult streetwise roll to see if they have heard of any Imperial activity on planet. A successful roll will tell them that there are rumors of some sort of Imperial Black Op on planet.

Inside the security room is row after row of holodisplays. They show countless views of the medlabs the room watches over. little people can be seen moving about the displays, performing their experiments as if nothing was wrong. The people manning the station will pull up old footage from 024x. It will show four men entering the lab in white lab coats and wearing proper ID badges. They all have fairly short hair and

no really distinguishing features.

At this point you can either call for a perception check, or pick one character to have notice that one of the men in lab coats is wearing military boots. If you decide on a Perception check it should be no more difficult than a moderate.

One of them has almost rogan hair, but it is cut very short. He wears a pair of thick glasses.

The man with the glasses does something on the computer. Easy Perception check to notice, Moderate Technical or Computer Roll to determine what he's doing. A successful tech roll allows the characters to determine that he is destroying records.

The men gather up 48 test tubes and carefully store them in a thermos-like container. They then finish up and leave quickly. They touch nothing, and all were wearing latex gloves.

If the characters think to ask to see footage from other cameras, they will be able to find the men again. They can see footage of them entering from a cargo-lift, going straight to the lab, then coming out afterwards. They exit by the same cargo turbolift, not the way the PCs came down.

If the characters ask about it, security will inform them that the lift leads up to a speeder loading bay just below street level.

Again, if the characters think to ask, the security people can pull up holo footage of the loading bay. This footage shows the men getting into a dark blue speeder sedan. It has tinted windows, and the license plate number is almost visible for a moment, before the craft leaves via a ramp up to the street.

The security people can enhance the number revealing the license plate number 'EVR-9X7' if you guessed it, The Characters ask!

There's really not much else that can be learned at the MetaCorp facility. So the GM should probably gently prod the characters to going another course of action. There are still some possibilities.

The characters can still investigate Kashan systems, if they do see Episode 2b.

The characters can still scope out the local underworld, if they do, see episode 2c.

The characters can go out searching for the blue speeder sedan, see episode 3.

Episode 2b: Kashan Systems

If the characters thought the Metacorp building was large, they are in for a shock. The Kashan systems building is 250 stories tall, with a great plaza before it with a large duracrete fountain. The front is open to the public but there are Palvar defense Force troopers everywhere, including the lobby. Around back the building is fenced off with chainlink, most likely electrified. PDF troopers also patrol around here.

PDF Army Troopers

If the characters go in through the front, they'll notice PDF troopers keeping an eye on them. Inside the doors open into a narrow hallway that then leads 20 meters to the lobby. If the characters try and come in shooting, they will be cut down here quickly. If the characters try to talk their way in, give them a chance. The turbolifts are locked remotely by people at the front desk, so those people are the ones who need convincing. The characters may attempt to Con their way into the upper levels. allow this ONLY if they have a good story behind it though. A roll alone does not make a good con. If they fail or have a lousy con idea, then security will escort them out. security being the PDF Army Troopers.

If the characters go around back they will see a total of 8 troopers patrolling the back section which is where the doors to the loading bays are. Another two troopers stand guard at the gate in the fence. If they wait a little bit, a semi-truck type speeder will approach the gate. The characters can jump on the back and ride it in right into the loading bay.

Once inside the loading bay they will see workers scurrying about loading and unloading dozens of speeders just like this one. About thirty meters away, in one wall is a cargo turbolift. It will require two sneak rolls to get to the turbolift. There are boxes and crates about around the truck so the first roll will be a Moderate Difficulty (moderate because of the number of people still around) there is no cover for the last 10 meters though so the second sneak roll will be a Difficult roll. If they make it successfully then this choice emerges up with if they successfully coned their way into the turbolifts.

If they are caught while sneaking to the turbolift, workers will sound the alarm for security. They will be able to get to the turbolift and continue on. However security is going to be hot on their tails throughout the rest of their stay here.

If they give themselves up to security, peacefully, they will only get kicked out of the building. If they fight and are captured they will be detained, effectively ending this adventure. One would suggest trying to avoid this at all costs, if it can't be avoided, an adventure can be planned for them to break out of prison.

The characters search aimlessly through the building, finding nothing but locked doors for the most part. Occasionally they have to turn around and go a different direction due to seeing security down the hall. Finally they find their way up to second highest floor. Have them roll perception, Moderate Difficulty. If they succeed they hear soft noises coming from the air vents.

If the security alarm was triggered, skip this part, and go to the very next, about the togorian.

They will hear the voice of Mr Aarlis Nacirem coming from a vent in the ceiling. It must lead up to the floor of his office. If they stay to listen this is what they'll hear.

"If you do not give in to our demands, we will release the agent. Your entire planet will die. You have 4 hours until we release the virus."

"There is simply no way I can meet your demands in that amount of time. I need time to gather the money"

"You have four hours."

Sound of Holonet communication cutting off

In their eagerness to listen to the conversation though, they missed the togorian security guard stalking up on them. He says very simply in a broken basic "Misterrrr Nacirrrrem wishes to see you."

Togorian Security Guard: Dexterity 3D+2 Brawling Parry 5D+2, Blaster 5D, Dodge 5D, Know 2D, Mech 2D, Per 3D, Sneak 6D+2, Strength 4D, Brawling 6D, Technical 2D. Equipment: DL-44, Comlink

If the characters go with the guard willingly he leads them up to the top floor and into the office of Aarlis Nacirem. Nacirem sits behind his desk, fingers steepled.

Nacirem: "well, well, well. We have intruders it seems." Togorian: "They were listening through the vents." Nacirem "So, we have spies then? Perhaps we should kill them?" Togorian "perhaps." Nacirem "Oh don't look so frightened. I know exactly who you are, and what you're doing here. By now you already should know that I do not have the virus. Oh don't look so surprised, this is my planet. I know everything that goes on here."

Nacirem explains to the characters that the terrorists who have stolen the virus are demanding 4.6 billion credits to not release the virus on the public. There is less than four hours until the deadline is up. Nacirem tells the characters that they must recover this virus at all costs, however they are to give it over to him, not Metacorp, after they recover it. At this point, if the characters do not have a speeder of their own Nacirem will give them one for their own transport. Security will then escort them out of the building.

Episode 2c: Kashan's Underworld.

The local underworld is run by a meris named Fettigan Neral. Like the great Jabba the Hutt he maintains a palace for people to attend him and generally hang about. This place is the Lucky Shot Casino and bar. Here is where all the low life scum of the planet tend to migrate. Have the characters roll Streetwise, Difficult difficulty if they have never been on Kashan before, Moderate if they have once or twice, Easy if they've spent years on the planet. A successful roll allows them to find a human information broker named Duncan Kendra. Duncan is actually one of the lieutenants for Artulla the Hutt who is not actually in Fettigan's organization but does business with him.

Ask about, the Virus "No, I don't know anything about any virus."

Ask about, MetaCorp "There is much I could tell you about them, be a little more specific?"

Ask about Imperial Activity "Ah yes that will be costly, twenty thousand." Bargaining Difficulty: Moderate

Duncan will explain that he has indeed heard that Imperial Intelligence agents are on planet. There is a major operation going on he claims. "Oh yes, gotta be something big. Destab is in on it, you know how they get. They rented a blue speeder sedan from one of my spies, that's how I know. The license number was ERV-9X7. I'd stay away from them though."

Duncan won't really know much specifically and after a while he'll look at his wristchrono. "I must go now. I'm going to be late for the shockball playoff game. There's going to be so many people there, I won't be able to get a parking spot if I'm late."

With that Duncan will leave. There won't be anyone around with any better information, though some people may try to swindle the characters into thinking they know more. The clock is ticking.

Episode 3: The Blue Sedan

The characters have two choices how to handle this. They can look on their own or go to the local police.

Episode 3a: Kashan 5-0

The characters go to a local police precinct. They will need to do some fast talking as to why they need an APB. The Sergeant on duty has a perception of 2D+1 so the characters can try to con him if they so desire. Shortly after the APB is issued a report will come in that the vehicle has been spotted parked outside a building. The police all jump into action together to that building. It is assumed that the characters go with the police.

When they get there they find a tall, skinny house before them. It is like a two story townhouse. The ground slopes down to a two door garage, in front of which sits the blue sedan. Police have the building surrounded now. There appears to be no activity from the house. Citizens are being cleared out of the area. The SWAT teams charge forward suddenly, leaving the PCs back by the barricade of police vehicles.

The police is every obviously over zealous. They charge in and burst down the front door fanning out into the building. They shoot out windows and climb through as well. They rush through the building yelling like madmen. Then there are even more frenzied shouts. The characters manage to see a few of the police running back for the exits just before their vision is consumed by unending white. They must all roll resist now. If they are behind the barricade they get +2D to resist the damage. The explosion will do 8D damage at their range. If they tried to follow the police in, they will take 10D damage instead and do not get +2D to resist.

When their vision clears, presuming they're alive, they'll see only a big crater where the building was. Have them roll perception. They'll see a white speeder van down the street suddenly start and head off. The characters have been tricked! See Episode 4.

Episode 3-B: Hunt for the Blue November

If the characters hunt for the blue sedan on their own have them roll search. Every 15 minutes game time have them make these search checks. Subtract their roll from 100. Whenever they get it to 0 or below, then they find the Blue sedan. (This is just a way of trying to convey the time crunch while also showing how long it would take to track down a vehicle in such a huge city)

The characters arrive at a two story townhouse, with a driveway sloping down to twin garage doors. The blue sedan pulls down into the driveway, where a white speeder van is already parked. The men get out of the sedan and pull open the back doors of the van.

The characters now have a big choice to make. Do they try and take the men now, or wait and see what they are up to?

If the characters choose to attack the imperial agents they are in for a hard battle. The four men are all armed dangerously and have high skills. Their stats:

Destab Agents: Dexterity 3D, Blaster 7D, Dodge 7d+1, melee Combat 5D, melee parry 5D+1, Know 2D Intimidation 5D, streetwise 5d mech 3D, perception 3D, con 5D sneak 6D Strength 3D, brawling 5D, Tech 2D Demolitions 8D

Equipment: Heavy Disruptor pistol, SorroSuub Light Combat Armour, Comlink, 2 fragmentation Grenades (5D damage)

(As you can see, attacking them at this juncture might not be so smart!)

If they sit back and watch they'll see intriguing events. A large metal device is pulled out of the van. The test tubes are carefully loaded into it, and the device is then put back in the van. Two of the men hop in the back with it, closing the doors behind them. The other two get in front and drive off!

If the characters attack and actually manage to wound or kill one or two agents, they may get in the van and drive off in retreat. This is unlikely though.

Episode 4: Cut to the Chase (It's about f\$%^ing time too!)

You knew it had to come sooner or later. The high speed chase scene. As the characters naturally follow the imperials in their van, they are spotted. The imperials floor it and take off down the crowded streets of Plasheen. Here is where it gets fast and furious. Hope you got airbags!

If Nacirem gave the characters their speeder you might have missed the stats for it. They can be found here.

The van whips around a 90 degree turn onto a sidestreet. The turn for the characters has a difficulty of 15. Assuming they make it they come in behind the van, as it is heading up onto an overpass. The van goes up onto the overpass and guns its repulsors to full jumping the barrier onto the road below! It is a Difficulty of 20 to follow without damaging the vehicle. (If the characters stop to look around they'll see an exit ramp up ahead leading down onto that road and can quickly catch up!)

They are now on a major highway, behind the van. One of the backdoors of the van opens and one of the Imperials fires his disruptor pistol at the characters' speeder. Have them roll to evade the shot, but fudge it to make sure the shot doesn't hit, it would rip their craft apart most likely.

The Van suddenly stops, causing the characters to crash into it. This sends the one agent flying out the back, into the characters' windshield. It shatters as he hits it, and the van takes off again. The back door of the van is pulled shut. The Imperial agent on the top of the speeder's neck is broken and he is already dead. He slides off the hood as the characters follow the van again. The maneuverability on their speeder is reduced by 1d due to the damage from the crash.

The characters have fallen behind now and they are losing track of the van as they can't keep up due to

the damage. They finally pull in to a ramp of some kind. It leads up into a parking lot. As they climb up a large dome becomes visible higher and higher. Before them sits Kashan's Shockball stadium!

Episode 5: Power Play!

The characters quickly park their damaged speeder. The game has already started an hour ago. The white van is pulled up along the side of the building. A ladder goes up the side of the building, and at the very top of it a man is scrambling onto the roof. If the characters do not go up to the roof see Game over Man.

If they inspect the van the characters will find it is now completely empty. They presumably climb the ladder onto the roof. They get there just in time to see a large hatch in it slam shut behind someone. There is a beep and a security device locks the door. It will now take a moderate Security roll to get the lock open. Or the door has an effective strength of 4D, an explosive of some kind could most likely open it.

Once the characters get in they find another ladder leading down from the hatch. As they climb down, they find themselves up on giant metal rafters over the stadium. The shockball playoff game is going on below, and the sight is dizzying. Moderate Willpower check to not become dizzy!

The rafters stretch across the top of the stadium like an intricate and interconnected maze. Only a few meters ahead of the characters is one of the Imperial agents, his back turned to them. He is struggling to make himself walk across the giant beams. He is obviously dizzy from the height.

After the characters deal with the agent, they will quickly see where the last two have gotten to. They are at the center of the stadium. More precisely they are on top of the giant scoreboard that hangs down in the stadium. The rafters form a box around it, and two separate ladders lead down onto the huge repulsorlift supported display box. The two agents are setting up some sort of strange device on the scoreboard.

It will take four dexterity checks to balance across the beams all the way to the ladder. The difficulties are 5, 8, 13, 16. If a check is failed the character slips and falls grabbing onto the rafters cliff hanger style. It will take a lifting roll on their part to get back up, or on the part of the other characters to pull them back up. When they get to the ladders the agents will have already finished setting up the device.

"You're too late scum! As soon as the clock on this scoreboard hits zero, that device will release the virus into the air, and everyone here will be infected! Isn't it ironic, that a planet's own obsession is the timer on its doom? Anything you do now is just running down the clock until the inevitable."

Yes, you guessed it. It is time to get jiggy with it, and show these Imperials who's boss. Should the characters have trouble fighting even only two of these agents, get creative and help them out. It shouldn't be an impossible battle. They are using disruptors, every dangerous weapons (prone to explode) figure something out. =)

The two imperial agents are now dead, or perhaps your characters are? no? good. Then the imperials must be dead, or unconscious. It's time to deal with that bomb. There's only a minute left on the clock! the game is winding down and everyone's holding their breath, especially the characters. It will take 3 distinct Demolitions rolls to disarm the bomb. They are first a Very Difficult roll, then a difficult, and then a Moderate. The first roll is to disarm the booby traps set up on the device. The second is to disarm the connection to the scoreboard. the third is to disconnect the redundant timer that has been synchronized to the timer.

If the characters fail by more than 5 or get a complication, the bomb goes off prematurely. the viral agent releases! see Game Over Man.

Assuming the characters succeed, the timer on the side of the bomb stops at 1 second left, and as it does, the scoreboard beneath them lets out a deafening whine as the clock hits 0!. Everyone in the stands cheer. the announcers scream "Kashan wins! Kashan wins! Kashan is going to the championship!"

Now wait just a minute before your characters start congratulating themselves. What are you going to do with that virus? Are you going to give it to the brutal Aarlis Nacirem, or the greedy metacorp? tough decisions. Nacirem could order you killed, but Metacorp is willing to pay 50,000 credits to each character. If your characters choose to give it to nacirem they don't get paid, but can keep the partially damaged speeder. If they give it to MetaCorp they get paid 50,000 credits but Aarlis Nacirem has them blacklisted on every Palvar defense Force world, and the PDF has orders to detain them on sight. One last decision after saving the planet, eh?

The End

Game Over Man!

So they didn't follow them up to the roof? Or did they die up on the rafters? Or maybe they botched disarming the bomb. Well here's all the juicy details. the scoreboard buzzes as it hits zero and the bomb suddenly hisses and sprays the viral agent throughout the air as a clear mist which quickly spread throughout the arena. Everyone is infected as they get up to go home after a great playoff game. Twelve hours later the hospitals fill with people who are sick and dying. They begin sweating blood through their skin, vomiting intensely, and go blind within the first hour of their sickness. Within 24 hours dead are choking the hospitals and the streets abound. In 36 hours all the streets of Kashan are choked with dead and dying as Death Kneel ravages the planet. In 48 hours the planet is completely silent, there is no sentient life left.

Page designed in Notepad, Logo's done in Personal Paint on the Commodore Amiga

All text by Dave Maloney, HTML and logos done by FreddyB

Images stolen from an unknown website at some remote time in the past.

Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster [FreddyB](#).