

MODERN SCENARIO STARTING POINTS

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With most of the modern games I play (such as Skirmish Sangin or Spectre), a good scenario is key to your enjoyment. It can paper over any cracks with the dreaded points system and make for something that feels less like a game and more like a story or a recreation of a real life event. That said, sometimes you just want to get some figures on the board and play. Games Workshop does a pretty good job of this with their scenario selection but they also rely heavily on carefully matched points and knowing the local meta.

The idea is that these templates are game agnostic and should be considered guidelines or inspirations as a jumping off point. For this reason, many of the rules are generic. They are primarily designed for squad level games but some of the themes could easily be scaled up. The details may seem familiar if you've played other wargames or spent some time in online FPS games over the years – why not work from what you've got! In addition, I've included some variations and modifiers to tweak up how you play. You need to pick a variation but can run multiple modifiers. You can pick your scenario and tweaks or use the tables at the bottom. After that, tweak it to hearts content, select your forces and then play!

This article is super WIP and will be updated as I go along. Feel free to use this for your own games and I look forward to what people end up playing because of it.

More scenarios coming soon but for now, here is the generation table. I recommend a D10 when generating.

Roll	Type
1-2	Firefight
3-4	VIP Escort
5-6	Search and Destroy
7-8	King of the Hill
9-10	Delivery

FIREFIGHT

A meeting engagement, a brawl in the street. Two teams enter, one team leaves.

1	2
3	4

Teams: Nothing Special

Map: Standard layout – no special scenery required

Deployment: Split the board into quarters, teams deploy in opposite corners (we recommend in cover).

Time: Play until one team is annihilated or you run out of time

Victory Conditions: Last standing team wins! Otherwise, work out the points. The team that claimed the most points from kills wins

Variant – Kill Confirmed

Either HQ wants the body count or you want gear off the dead, you need to confirm casualties.

After a model is killed, leave it in place. If a model on the same team as it reaches it, the enemy haven't been able to confirm and gain no points from that kill. If an enemy model reaches it, the victory points are added to the running total.

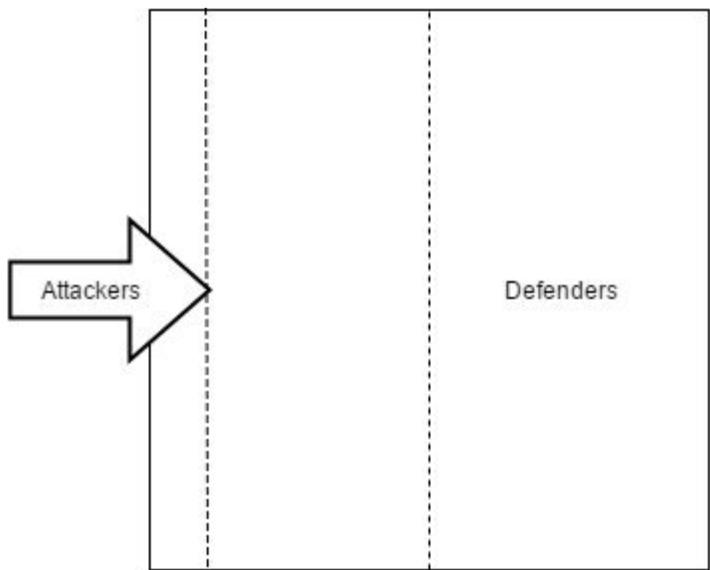
Modifier- Scattered Deployment

Maybe it was the storm, maybe it was poor planning, maybe it was the layout of this place. Somehow, we've been split up and the enemy is close at hand.

Instead of splitting the board into quarters, split it into 8ths and number each from 2 to 9. Separate your force into four groups and roll a D10 for each group. On a 1, your opponent picks that group's starting section. On 10, you pick your starting section. Otherwise, that group starts in the section specified by the dice roll. Multiple groups can spawn in the same section. If a group from each side is in the same section, they must start with plenty of cover between them (no first turn reenactments of the Valentine's Day Massacre)

VIP ESCORT

A captured prisoner, an injured friendly agent, the criminal snitch on the way to the courthouse. One team needs to get a VIP from A to B and the other team wants to stop that happening.



Teams: The Attacker gains a VIP character (feel free to add gear and weapons)

Map: Standard layout – no special scenery required

Deployment: Attacking team begins on the board edge, Defenders take position in the remaining 1/2 of the board

Time: Play until one team is annihilated, the VIP leaves the board via the opposite edge or time runs out

Victory Conditions: Attackers win if the VIP escapes, Defenders win if

the VIP is killed or does not leave the board.

Variant – All Capture, No Kill

Turns out we're not the only one who wants this guy. OPFOR want's him alive

The VIP must now be captured alive. Both teams lose if the VIP is killed. It's up to you to work out how the VIP can be captured.

Modifier- Unwilling VIP

The Doctor stopped complaining after two hours. By the fourth hour we could see him waiting to escape. At the fifth hour Davis sat on him to prevent any attempts.

The VIP will only move when accompanied by another attacker. In the event of them becoming separated, the VIP falls under the defender's control. An Unwilling VIP can be targeted.

Modifier- Squad VIP

O'Malley should have known better than insulting the Sheikh. Now we had gunmen chasing after us – after all, honour demanded it.

No VIP character is added to the attacking team. Instead one of the attacking is considered the VIP. The squad VIP can either be:

- Known to both players
- Known to only the attacking player
- Known to only the defending player
- Known only to the GM

Modifier- Multiple VIP

It was '89 and we were rushing four scientists to the border...

There are now multiple VIPs that must be extracted. For ultimate hard mode, all of them must be extracted. The exact number should be decided by the players or by rolling a dice (D3 or D6 recommend)

Modifier- Vehicle VIP

Boar Fighter was their target but it had to get through no matter what.

The VIP is a vehicle. This may require some terrain and force tweaks.

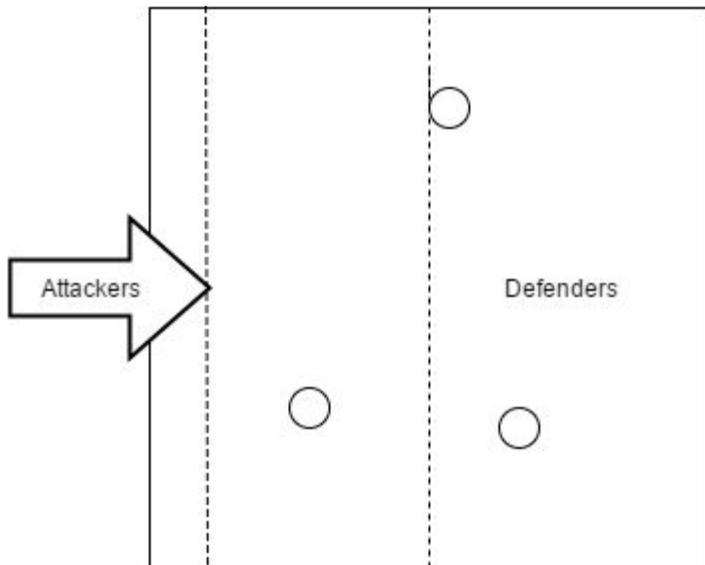
Modifier- We're all VIPs now

The heist had failed and now we were rushing through the streets to get to the van...

No VIP character is added to the Attackers. Instead, the Attackers gain points for figures moved off the board while defenders gain points for attackers killed or still on the board at the end of the game.

SEARCH AND DESTROY

A series of arms caches, remnants of a downed cargo plane or an enemy leader. One team needs to find and destroy objectives while the other defends.



Teams: No special additions
Map: D6 objectives are placed on the map. Players can take turns or place them and then scatter.
Deployment: Attacking team begins on the board edge, Defenders take position in the remaining 1/2 of the board.
Time: Play until all objectives are interacted with, one team is annihilated or you run out of time
Victory Conditions: Gain points for each objective interacted with.

Variant – Race to the Prize

We're not the only ones after that gold...

Both teams are out for the prizes. Deployment is changed so both start at the board edge and must move on the targets. The winner is the one with the most objectives destroyed/captured

Modifier – Find and Recover

Rather than letting us just blow the cargo up, HQ wants us to recover it.

Objectives can now be moved by a character (it's up to you and your rules for how objectives should be handled). Objectives only count if still held by the attackers at the end of the game or if they were taken off the attackers side of the map.

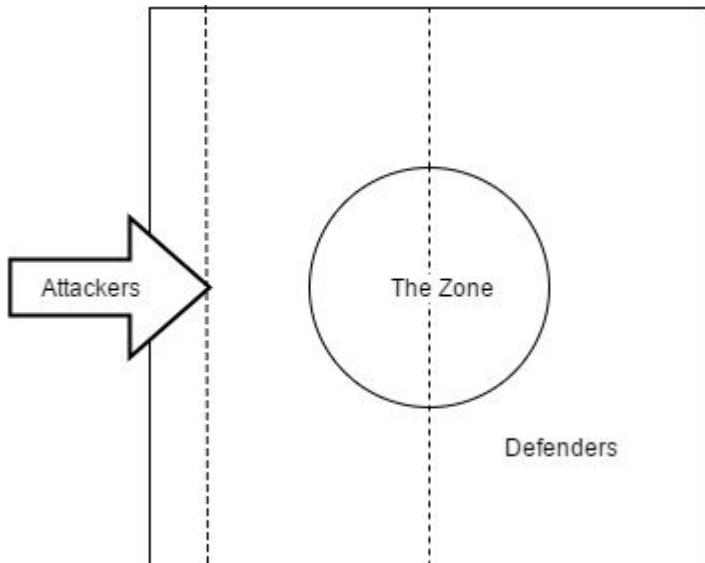
Modifier- Spoof Objectives

Got a lot of pings on the scanner. Wish the tech heads would make this thing a bit more accurate.

Replace the objectives with numbered markers. Ask another player to put the markers down, noting which markers are actual objectives and which are spoofs. When the marker is interacted with, reveal what kind it is.

KING OF THE HILL

An extraction site, a downed satellite, a meth lab out in the sticks. One team needs to hold an area while the enemy team tries to clear them out.



Teams: No special additions
Map: Central zone should be clearly marked to all players.
Deployment: Attacking team begins on the board edge, Defenders take position in the remaining 1/2 of the board.
Time: Play until one team is annihilated or you run out of time
Victory Conditions: If the attackers still hold the zone (enemies outnumbered in the area) at the end of the game they win!

Variant – Defend

It's alright lads, we just need to hold out until help arrives

Deployment changes: Attackers begin in the Zone while the defenders can enter from any board edge

Variant – Take the Hill

The compound in the middle of the village was vital for both forces.

Deployment changes: Both Attackers and Defenders start on opposite board edges and must advance on the central zone.

Modifier- Multiple Locations

Keep hold of these locations is like spinning plates

There are multiple zones to keep track of and keep clean.

Modifier – Gradual Points Increase

We had to set up our tools at the target location – we couldn't just stroll in at the last-minute
Every turn a zone is held gives the holding it points.

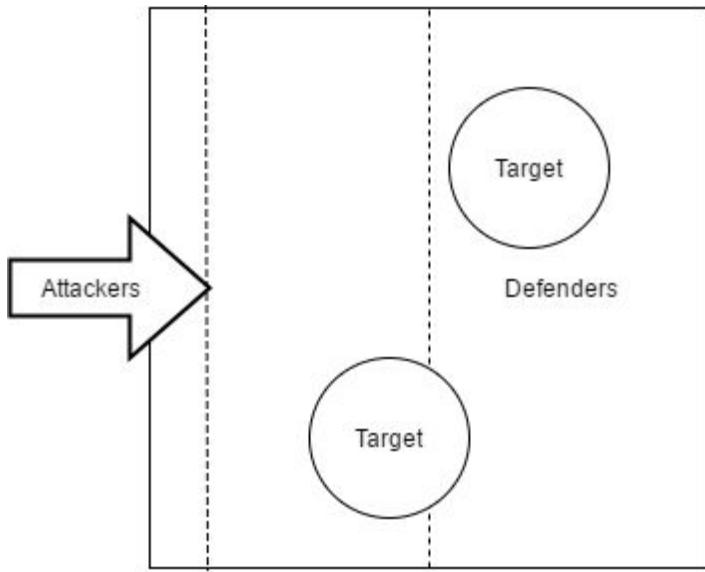
Modifier – Clear Zone

Apparently the fly birds won't land until the area is completely clean of bad dudes

The zone only counts as being held if it is entirely clear of enemies.

DELIVERY

A bomb site, a pile of money, a scientist to defuse the chemical weapons. One team needs to carry equipment to a zone on the map while the other team tries to stop them.



Teams: Attackers have one model or squad carrying The Object.

Map: D6 Target Zones should be visible on the board and clearly marked for all players. Placement location and method are up to the players.

Deployment: Attacking team begins on the board edge, Defenders take position in the remaining 1/2 of the board.

Time: Play until all zones have been visited by an object, one team is annihilated or you run out of time

Victory Conditions: Attackers

need to visit all the required zones with a character carrying the object.

Variant – Only One Zone is Needed

If in doubt, Rush B

There may be multiple zones but only one is needed. Randomly determine it either by a dice or using another player. The defender should not know which zone is required

Modifier- Limited Info

Intel was a big vague where exactly they wanted us to place the giant bomb

There may be multiple zones but some don't actually need your attention. Randomly select which zones are not needed once they have been placed. Do not tell the attacker.

Modifier- Object is a VIP

The Agent was adamant she was coming with us – she wanted to check the sites herself.

There are multiple zones to keep track of and keep clean.

Modifier- One Use Items

You've all been given demo charges. We have a lot of ground to cover and we need every hand we can get.

Everyone in the team has an object they can use in the zone. However, each object can only be used once.