

Random Skirmish Scenario Generator

Random scenarios for a 2 player match for ANY system

Roll a six sided die 3 times – once on each table – to generate a random scenario consisting of 3 mission objectives. Whoever claims 2 of them wins the match.

- Offense:** Divide the gaming area into 4 sectors of equal size. Place a *Control* marker in the centre of each sector. A model may move over a *Control* marker to align the marker to its own team. Claim this objective upon having 3 *Control* markers aligned to your team.
- High Ground:** Place a piece of terrain into the centre. It should take a fighter at least one entire turn doing nothing else to reach the top of the piece of terrain. Whoever is on top first claims this objective.
- Breakthrough:** The first player to have at least one of his models leave the gaming area through the opponent's setup zone claims this objective.
- King Of The Hill:** Divide the gaming area into 4 sectors of equal size. Place 5 *KOTH* markers: 1 in the very centre, 1 in each sector's centre. A model can move across a *KOTH* marker to immediately align the marker to its own team. Receive 1 *Victory Point* at the beginning of each turn for each *KOTH* marker aligned to your team. The player with the most *Victory Points* at the end of turn 4 claims this objective.
- Tug Of War:** Players setup their teams in opposing corners. Place 1 *TOW* marker in the centre of the gaming area. Place two more *TOW* markers on the centre of each line from the central marker to each setup zone. A model moving over a *TOW* marker immediately changes the marker's alignment to its own team. A player claims this objective either by having two markers aligned to the own team at the end of turn 4 or immediately as soon as all 3 *TOW* markers are aligned to the own team.
- Zones:** Players setup their teams in opposing corners. Divide the gaming area into 4 sectors of equal size. In the centre of one sector not containing a player's setup zone there is a gate leading to who-knows-where. Models have to leave the gaming area via this gate. Once gone, they cannot return. The player who has lead more models (decide before the game whether „more“ is a question of models' costs or raw number of models) through the portal at the end of the game claims this objective.

- Unearthed Arcana:** Place an *Arcana* marker at the centre of the gaming area. It takes a model 1 action to pick up that marker. A model drops the marker either upon being killed or when fleeing (if the game played involves morale). If a model leaves the gaming area through the own setup zone carrying the *Arcana* marker, its player claims this objective.
- Capture The Flag:** Each player places a *Flag* token in the own setup zone. It takes a model 1 action to pick up a *Flag*. A model carrying the *Flag* drops it upon either being killed or when fleeing (if the game played involves morale). To claim this objective, bring the opposing *Flag* into your setup zone with your own *Flag* in place.
- Infiltrate:** Players setup their teams in opposing corners. Each player starts with 2 *Infiltration* markers, which are kept off the gaming area initially. A model can spend 1 action to place an *Infiltration* marker in base contact. Also, a unit can spend 1 action to return an *Infiltration* marker in base contact to its player. Have both *Infiltration* markers placed within the quarter of the gaming area containing your opponent's setup zone and at least 2 average movement actions apart from each other to claim this objective.
- Plot:** Roll a die, distribute that many *Plot* markers randomly in the gaming area. Find your own narrative what exactly there is at each location of a *Plot* marker. A model can spend 1 action to fulfil that *Plot* markers *Solve* condition. Decide for yourselves, whether some kind of test needs to be performed at the *Plot* marker. *Plot* markers are not removed and can be *solved* by each player. Claim this objective by being the first player to *solve* all *Plot* markers.
- Scavenge:** Place 6 *Scavenge* markers randomly. Each *Scavenge* marker looks alike; on their flipside they are numbered 1-6. A model picks up a *Scavenge* marker by moving across it. A model can only carry 1 *Scavenge* marker at a time and drops the marker upon being killed or when fleeing (if the game played involves morale). Bring the *Scavenge* marker into your setup zone to *gather* it. When all markers have been *gathered*, roll a die. Claim this objective when the number rolled equals any number of your markers.
- Yuletide:** Roll 7 dice and place them randomly. Each die represents a Gift. Its number shows, how well it is hidden. By spending an action, a model reduces a die's face by 1. As soon as a Gift shows a 1, it is discovered and can be picked up by moving across it. Claim this objective by bringing 4 Gifts into your setup Zone.

- Joust:** Make sure the centre of the gaming area is open terrain. Each player assigns one of his models as his *Duelist*. A *Duelist* can only harm and be harmed by the other *Duelist*. Claim this objective by killing the opposing *Duelist* in the centre of the gaming area. Once this objective has been claimed, the surviving *Duelist* returns to his setup zone and reverts to being a regular model.
- 1000 year old Vampire:** Each player assigns one of his models secretly (e.g. by writing on a note) as his *Vampire*. A *Vampire* is revealed upon killing another model. Whenever a *Vampire* kills another model, he restores his entire health. Claim this objective by being the first to slay the opposing *Vampire*.
- Guerilla:** Pick or create a fighter of a faction not being one of the players' factions and place him randomly somewhere inside the gaming area. This is the *Guerilla*. After each model's activation, a player gets to act additionally with the *Guerilla* as if he were on his team. Claim this Objective upon killing the *Guerilla*.
- Assassinate:** Each player notes down secretly one opposing model as his *Target*. Claim this objective by being the first to kill your *Target*.
- Rescue:** Place a *Victim* model in the centre of the gaming area. The *Victim* cannot fight for itself and is killed upon receiving any damage. The *Victim* moves along with any players' model, as long as that player has got more models in base to base contact to the *Victim*. Claim this objective either by moving the *Victim* off the gaming area through your setup zone or if your opponent manages to kill the *Victim*.
- X-Case:** Each player assigns one of his models secretly (e.g. by writing on a note) as his *Alpha*. For his attacks or skills the *Alpha* may use line of sight of each other model of his team, while still using his own range/reach. Also, each other model can use the *Alpha*'s line of sight for attacks and skills while still using the own range/reach. A player does not have to reveal, who the *Alpha* is, as long as the *Alpha* is still participating in the game, but must do so, once the *Alpha* is killed. Claim this objective by being the first to kill the opposing *Alpha*.

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