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MILITARY MISSION GENERATOR

BY CHARLES RICE

INTRODUCTION

Sometimes life and gaming don't mix. When your buddies call on short notice and want to game you have three basic choices: scream "I am not your entertainment center!" and hang up; say "awesome!" then after hanging up the phone look at the ceiling and scream "my empire is crumblinnnnnnnnnnnnnnng!"; or you can run something on the fly. This article is aimed to help you with the last option. The first two are so damn fun you should have no trouble coming up with your own variations.

MISSION CONSTRUCTION

Boiled down to its essence all military objectives can be boiled down into the following orders:

"You must [ACHIEVE] the following [OBJECTIVE] in the hostile [TERRAIN] of a certain [REGION], while overcoming any unforeseen [COMPLICATIONS]."

Each bracketed parameter, as you may have guessed is represented by a table below, allowing you randomly input each element of the mission, creating a complete plot skeleton waiting to be fleshed out for your

group's next hard target search. Of course nothing compares to the boundless imagination of the game master, so don't feel constrained by these results. The mission generator is designed as a springboard to your creativity. If a better idea comes to mind, a more interesting combination of elements or something completely outside the bounds of this work, by all means throw that in to spice things up even more. Sparking creativity is the purpose of this article and if it gives you a totally unrelated idea then it has done its job.



HOW THE SYSTEM WORKS

ACHIEVE NOTES

ASSAULT

A classic. Find the objective and attack it. Capturing it if possible, killing it if not.

RECON

Find out as much information as possible about the objective. Preferable if you are not discovered during the course of this mission.

DEFEND

Find the objective and protect it.

LEAD

Find the objective and assume command. This could either be forces of your own country or those of a friendly or neutral power who have asked your country for guidance and leadership, usually against a common foe.

TRAIN

Find the objective and prepare them for a future mission.

ARM

Find the objective and supply them with state of the art weapons, or weapons more appropriate to their current assignment.

DISARM

Find the objective and relieve them of weapons they should not have.

BUILD

Build the objective. Works best for buildings, but can work for people as well, perhaps creating a dummy hostage as a training exercise or even to draw out an enemy into an ambush.

DESTROY

Destroy the objective. Unlike assault, capture is not preferable in this mission.

BOMBARD

Drop bombs on the objective. This could alternately describe shore bombardment or artillery bombardment. Either way, you are to send a rather unmistakable message to the target without directly engaging it.

TABLE 1: ACHIEVE

Roll (d%)	Result
01-04	Assault
05-08	Recon
09-12	Defend
13-16	Lead
17-20	Train
21-24	Arm
25-28	Disarm
29-32	Build
33-36	Destroy
37-40	Bombard
41-44	Investigate
45-48	Capture
49-52	Liberate
53-56	Repair
57-60	Rescue
61-64	Recruit
65-68	Contact
69-72	Supply
73-76	Isolate
77-80	Transport
81-84	Infiltrate
85-88	Patrol
89-92	Medical Assistance
93-96	Disaster Relief
97-100	Escort

CREDIT WHERE CREDIT IS DUE

This article is inspired by the modern adventure generator written by Gareth Michael Skarka and first appearing in Modern Dispatch Issue #29. Actually “shamelessly adopted” might be more accurate than “inspired” but um, we did ask permission and cleaving as close to the original system as possible makes both issues compatible, allowing you to mix and match results. Oooo, compatibility! Good one! What I meant to say is this article is “compatible” with the modern adventure generator. That sounds better. Definitely.

INVESTIGATE

Track the objective's movements and history. Unlike recon, which is concerned with the now, investigation is concerned with the target's past and possibly future activities.

CAPTURE

Capture the objective. Unlike in the assault mission, where capture is preferable but not required, here it is essential that the person be captured unharmed or the place secured intact.

LIBERATE

Free the objective from foreign control. Unlike capture your government does not much care who does control it, they are only concerned in removing the objective from a particular party's control.

REPAIR

Find the objective and repair a vital piece of equipment.

RESCUE

Find the objective and protect it until a certain dilemma endangering it has passed.

RECRUIT

Bring the objective under the control of your leaders of its own free will.

CONTACT

Deliver a message to the objective, usually by hand.

SUPPLY

Deliver rations, ammunition and other supplies forces need to stay operational to the objective.

ISOLATE

Cut the objective off from supply lines.

TRANSPORT

Move the objective from point A to point B undamaged.

INFILTRATE

Pretend to join the objective to learn more about it.

PATROL

Travel a predestinated route near the objective to prevent trouble.

MEDICAL ASSISTANCE

Provide medical expertise or supplies to the objective.

DISASTER RELIEF

Help the objective recover from a natural disaster such as an earthquake or hurricane.

ESCORT

Travel with the objective for a period of time and protect it.

OBJECTIVE NOTES

ARMY

A difficult objective, the ground forces of a foreign nation.

NAVY

A difficult objective, the sea forces of a foreign nation.

AIR FORCE

A difficult objective, the air forces of a foreign nation.

MARINES

A difficult objective, the amphibious forces of a foreign nation.

TABLE 2: OBJECTIVE

Roll (d%)	Result
01-04	Army
05-08	Navy
09-12	Air Force
13-16	Marines
17-20	Hostage
21-24	Dictator
25-28	Leader
29-32	Organization
33-36	Terrorist Group
37-40	Intelligence Agency
41-44	Airport/Naval Base
45-48	Rebels
49-52	Political Party/Leader
53-56	Estate
57-60	Expert
61-64	WMD
65-68	Factory
69-72	Drug Trafficker
73-76	Ship/Submarine
77-80	Airplane
81-84	Financial Institution
85-88	Religious Leader/Icon
89-92	Weapons/Armor
93-96	Informant
97-100	Monument

TABLE 3: TERRAIN

Roll (d%)	Result
01-05	River
06-10	Canyon
11-15	Plains
16-21	City
22-27	Town
28-32	Village
33-38	Hills
39-43	Mountain
44-48	Swamp
49-53	Jungle
54-58	Tundra
59-64	Arctic
65-69	Coastal
70-74	Ocean
75-79	Delta
80-84	Ruin
85-89	Savannah
90-95	Desert
96-100	Rain Forest

HOSTAGE

Someone who has been taken captive by someone else.

DICTATOR

Someone who rules a nation outside the rule of law or by force.

LEADER

Someone who rules a nation or leads an organization within the rule of law.

TABLE 4: REGION

Roll (d%)	Result
01-05	Western Europe
06-10	Central Europe
11-15	Eastern Europe
16-21	Russia
22-27	India
28-32	Asia
33-38	Middle East
39-43	North Africa
44-48	South Africa
49-53	Japan
54-58	Pacific Islands
59-64	Australia
65-69	Canada
70-74	United States
75-79	Caribbean
80-84	Central America
85-89	Arctic
90-95	Antarctica
96-100	Greenland

ORGANIZATION

A group formed for a non-military task.

TERRORIST GROUP

A group formed for the purpose of attacking and/or intimidating non-combatants for political purposes.

INTELLIGENCE AGENCY

A group formed for the purpose of intelligence gathering, spying or infiltrating others.

AIRPORT/NAVAL BASE

A home base for a military power.

REBELS

Armed combatants operating within the nominal control of another government or military. Unlike terrorists, rebels attempt to strike at military targets and/or achieve military (rather than political) objectives.

POLITICAL PARTY/LEADER

A group or leader of a political party. The results of kidnapping or assassinating such an individual can be extremely volatile but sometimes such things are necessary.

ESTATE

The home of an affluent individual.

EXPERT

Someone skilled in a specific area of expertise, usually a rare one.

WMD

A weapon of mass destruction, typically one of nuclear, biological or chemical nature. This could also include the means to make such weapons or a storehouse where they are housed.

FACTORY

A manufacturing facility for durable goods.

DRUG TRAFFICKER

Someone who sells drugs illegally. Since both involve crossing borders without consent this objective could also include smugglers of any commodity, even legal ones (such as pirated software or entertainment).

SHIP/SUBMARINE

An ocean-going vessel, either above or below the waves.

AIRPLANE

An airplane, including helicopters.

FINANCIAL INSTITUTION

A bank, stock exchange, lending institution, ATM etc.

TABLE 5: COMPLICATIONS

Roll (d%)	Result
01-05	Double Agent/Mole
06-10	Redundant Cell
11-15	Foul Weather
16-21	Love Interest/Dependant
22-27	Reporter
28-32	Civil Conflict
33-38	Transportation Problems
39-43	Competition
44-48	Blown Cover
49-53	Illness
54-58	Wounded
59-64	Civilians in need
65-69	Old Friend
70-74	Natural Disaster
75-79	Regime Change/Election
80-84	Legal Troubles
85-89	Problem Past
90-95	Mistaken Identity
96-100	Old Enemy/Rival

RELIGIOUS LEADER/ICON

A religious group or its leader. Even more sensitive than a political group, this mission could inflame a conflict greatly if it is not handled with care.

WEAPONS/ARMOR

A weapon or means of defense, usually for the individual soldier.

INFORMANT

Someone in possession of secret information.

MONUMENT

A place dedicated to a religion or national struggle.

COMPLICATIONS NOTES

DOUBLE AGENT/MOLE

An enemy poses a friend, working to hinder their mission.

REDUNDANT CELL

A second group of enemies is working on the same mission, making the PCs work twice as hard to stop it.

FOUL WEATHER

The weather makes the mission more dangerous and difficult.

LOVE INTEREST/DEPENDANT

A dependent of the characters has shown up to make the mission more difficult.

REPORTER

A reporter is covering the mission, either from the outside or even imbedded with the group. Either way the characters must make sure they do this

mission “by the numbers” to avoid embarrassing their superiors. They may also have to protect the safety of the reporter.

CIVIL CONFLICT

A civil uprising such as a riot or labor strike is taking place in the country, making the mission more difficult.

TRANSPORTATION PROBLEMS

Transportation problems make it more difficult to get to the mission or (possibly more dangerous) get out after it’s over.

COMPETITION

Someone is attempting to complete the mission first, perhaps in a different way.

BLOWN COVER

Those interested in stopping the PCs’ mission are well aware of their location and intentions.

ILLNESS

One of the PCs becomes sick during the course of the mission.

WOUNDED

One of the PCs is seriously wounded during the course of the mission.

CIVILIANS IN NEED

The PCs encounter civilians who need their help, complicating their mission.

OLD FRIEND

An old friend becomes involved in the mission but is he a friend or a foe?

NATURAL DISASTER

Weather so bad it threatens more than the mission, it threatens the PCs' lives.

REGIME CHANGE/ELECTION

During an armed conflict to force a regime change a mission will be doubly dangerous. Even if the regime change is peaceful, security tends to be much tighter around elections, which will make it harder for the PCs to travel unhindered.

LEGAL TROUBLES

One of the PCs encounters trouble of the law-enforcement variety during the course of the mission, perhaps even being arrested.

PROBLEM PAST

Something from the PCs' past has returned to haunt them.

MISTAKEN IDENTITY

One or more of the PCs are mistaken for someone else.

OLD ENEMY/RIVAL

An enemy from the PCs past has shown up to oppose them.

SAMPLE ADVENTURE

Needing an adventure on the fly the GM rolls d% five times with the following results: 28, 87, 13, 67 and 10. This results in the mission skeleton: **[Disarm]** the following **[Religious Leader]** in the hostile **[Plains]** of **[United States]**, while overcoming any unforeseen **[Redundant Cells]**.

This provides a mission that feels pulled from the headlines as the PCs attempt to disarm two radical religious sects based in the America Midwest, who are arming their followers and preparing them for "judgment day".



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