

Military Mission Generator

By Trevor Scott
neverengine.wordpress.com

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This generator will work in any setting / genre in which a military mission is called for. Its results are vague enough that you can easily supply your own details to fit your world, but specific enough that you don't have to come up with everything yourself. The below "mad-libs" style sentence will help you understand your random results. Whenever you see a **[bold]** word in the sentence, it refers to the random table of the same name. All you have to do is roll on that table and insert the result into the sentence at that point!

*The enemy is a force of **[Enemy]** lead by a(n) **[Leader Skill]** commander, and composed of **[Army Skill]** **[Army]**.*

*The friendly forces which the PCs will be assisting are lead by a **[Leader Skill]** commander, and composed of **[Army Skill]** **[Army]**. The PC's mission is to **[Mission]**. The terrain around the objective is **[Locale]**. Possible twists and turns include: **[Twists and Turns]**.*

Enemy (d100)

Roll Result

1-5	Rebels
6-10	Deserters
11-15	Pirates / Outlaws
16-25	Militia
26-100	Soldiers

Leader Skill (d100)

Roll Result

1-5	Brilliant
6-25	Skilled
26-75	Accomplished
76-95	Adequate
96-100	Barely capable

Army Skill (d100)

Roll Result

1-5	Legendary
6-25	Veteran
26-75	Regular
76-95	Green
96-100	Poorly Trained

Army (d100)

Roll Result

1-30	Infantry, Cavalry, & Artillery
31-50	Infantry & Cavalry
51-65	Cavalry
66-80	Infantry
81-90	Infantry & Artillery
91-100	Cavalry & Artillery

Mission (d2 then d100)

Roll a d2. One a 1, the mission is Offensive, on a 2 it is Defensive.
e.g. if "Destroy a Port" is rolled Offensively, the PCs want the port destroyed, but if it is rolled Defensively, the PCs must protect the port from destruction.

Roll Result

1	Incite a Rebellion
2	Gather Information
3-4	Capture a Manufactury
5-6	Destroy a Research Center
7-9	Capture a Munitions Dump
10-13	Destroy a Port
14-18	Capture a Strategic Position
19-26	Disrupt Supply Lines
27-34	Capture a Fort
35-42	Capture a Settlement
43-50	Destroy a Bridge
51-100	Meet the Enemy in Battle!

Locale (d100)

Roll Result

1-25	Civilized Countryside
26-50	Wilderness
51-65	a Fort
66-75	Behind Enemy Lines
76-85	Coastal
86-95	a Settlement
96-98	an Old Ruin
99-100	an Exotic Landscape

Twists and Turns (d100)

Roll Result

1-3	A rescue mission
4-6	A weapon of high technology
7-9	Ambush
10-12	Another Enemy, hostile to all, appears
13-15	Bad intelligence
16-18	Commander KIA
19-21	Cowardice
22-24	Enemy marching orders will be found
25-27	Enemy's cause is sympathetic
28-30	False Flag Operation
31-33	Family in danger
33-36	Greed
37-39	Local militia helps or hinders
40-42	Midway through, PCs are replaced
43-45	Mistaken Identity
46-48	No collateral damage allowed
49-51	PCs must assemble and/or train a force to help
52-54	Personal rivalry
55-57	Red Herring
58-60	Reinforcements will appear
63-66	Revenge
67-69	Sickness
70-72	Supplies sabotaged
73-75	Supply cache found
76-78	Terrible weather
79-81	The enemy can't be beaten via direct conflict
82-84	PCs and allied Commander receive conflicting orders
85-87	Traitor
88-90	Traps
91-93	Two Bad Things, only one can be stopped
94-96	Unwanted Ally
97-99	Urgent new mission arises