DARKMETAL™

SCENARIO SET 1

Scenario 1 – The Lost Pack

The town of Planir is located on a sparsely settled world that is experiencing problems with local warring factions. One of the town's leaders ordered at least ten bio animaluses for delivery from another one of the more equipped cities. During transportation, one of the towns they are at war with attacked the convoy carrying the animaluses. They were not destroyed during the ensuing battle. They managed to escape and have been harassing the town they were originally supposed to protect, killing livestock and impeding travel along one of the main roads. The townspeople lost several people attempting to kill the animaluses. They have had little success fighting the pack with only the rudimentary weapons they have on hand. Craggler was hired to eliminate the remaining creatures.

Purpose

Scenario 1 provides a good primer on basic combat. The 8 or more enemies you will face have no ranged weapons and should be relatively easy to dispatch (if you stick with ranged weapons and don't allow any one of your characters to be mobbed). This scenario's enemies are sized as 'small' and so receive a +1 toHit, making them harder to damage. See the Attack Roll section under Combat in the rulebook for more information. In addition, each of the enemies in this scenario have Venom attacks. A character who has no Armor rating that is successfully hit by a Venom attack loses an Action on their next turn. The full description of Venom is found in the Venom section under Combat in the rulebook.

Scenario 1

Setup:

A roughly 2' by 2' surface or 24 x 24 hex area.

Place two large pieces of cover and six pieces of concealment randomly across the field, or use the configuration here.

You will need 6 + 2 * NoP figures representing dog-like creatures or other types of animals for enemies (or proxies).

Start:

Place the 6 + 2 * NoP enemy figures randomly from a point roughly 12" away from the far edge of the map by using a randomizer and 1d10. The roll of the 1d10 represents how far away from the point the enemies are placed. The point should be in the middle of the map vertically. Place the figures in pairs and roll once for each pair.

The starting area S extends roughly 1" from the edge of the play area. You may place your figures anywhere in this area, or as close to the edge of the map as possible if they are bigger than 1".

The scenario ends when you have eliminated all of the opposing forces.

Reference:

	Rep	Move	Ath	Pre	Ins	Awa	BHP	AHP	
Bio Animalus	1	6	1	0	2	2	2	0	Ven 1, Small
	Approaches the nearest opposing figure in Line of Sight and attacks. Will Dash if not in range of a target for its 2nd Action. If no figures are in Line of Sight, it moves 4" in a random direction. Prefers to work in pairs, and will stick with its companion until its death.								

Notes:

This scenario is a basic run through of combat. The enemies and terrain are fairly simple. The enemies are size Small and are harder to hit than human sized opponents (see Base Attack Roll Table). The separation between them should help prevent you from being swarmed.

End

With the last of the animaluses destroyed, you call for a dropship to meet you at your extraction zone. Gain an additional 30 Reputation for the completion of this scenario.

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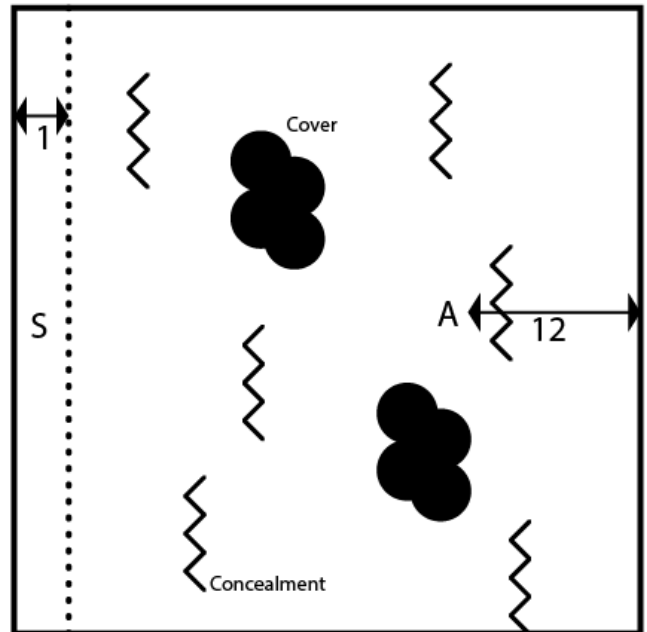
Scenario 2 – Stop the Jacker

Some local hackers have been causing problems for a corporation in one of the larger cities on this planet. They are constantly disrupting operations and stealing information to sell to the corporation's competitors. Unfortunately, the hackers are well enough armed that the civilian guard forces of the business are unequipped to handle them. Law enforcement has more important things to do. The corporation has hired Craggler to find and put an end to the hackers once and for all. Your squad has managed to locate their current location in the slums and has just breached the building. The corporation has agreed to give you a bonus if you stop this latest attempt before its completed. You have 5 turns to find and disable the hacker.

Your Sergeant has gathered the floor plans for the building and indicated that there's at least one other terminal that's not in use. If you can get to it, you can use your own hacking skill to buy yourself more time.

Purpose

Scenario 2 introduces enemies equipped with ranged weapons, cover rules, random events, and the use of skills in the game.

Cover adds Defense dice to characters that are using it for protection. The bandits in area B in this scenario are all in partial cover and receive the applicable +2 Defense Dice bonus. More details on Cover and Concealment can be found in their section under Combat in the rulebook.

Skill tests work very similar to combat. You roll a number of dice equal to the appropriate skill against a target number. Roll the target number or greater and you succeed at the challenge.

For example, if a character with a Security skill of 3 tries to open a door with a difficulty of 2, you roll 3 d10's. If any of the three have a 2 or above, you succeed at the challenge.

This scenario also introduces random events, represented through the use of playing cards and a lookup table. To do this, take the Ace, 2, 3, 4, 5, and 6 from a deck of playing cards and shuffle them together thoroughly, face down. Each time one of your characters opens the door to R1, R2, R3, R4, R5, or R6, draw a card. Lookup the result on the table and follow the instructions listed there.

If you have trouble with this scenario, try equipping some of your characters with grenades and moving close enough to lob them over the barrier. If one of your characters has the Hacking knowledge skill you may use that to delay the enemy hacker's efforts. This gives the rest of your team more time to begin searching the rooms. Another strategy that seems to work well with or without the hacking is to send a quick runner or two over through the top corridor and into the back of the hallway. They can begin searching rooms while the rest of the team engages the bandits, or join in on the fighting. Remember that the bandits will not receive a cover Defense Dice bonus from attacks from this direction.

Finding the enemy hacker before the timer runs out will result in you receiving a greater Rep award at the end.

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Scenario 2

Setup:

A roughly 2.5' by 2.5' surface or 30 x 30 hex area.

The play area is divided into 8 rooms, 1 corridor, and the main hallway. There are 12 doors, 1 barricade, and 1 computer, desk, or representative device.

At point A there is a computer, desk, or representative device.

At Area B there is a barricade that is at roughly 1/2 character height and represents partial cover.

You will need approximately 8 bandit type figures + 1 for each additional player beyond one.

You will need one additional d10 or d6 to keep track of the turns. It starts at 5 and decreases by 1 during the Time Progression phase.

You will either need the card deck for this scenario or 6 playing cards of A -> 6.
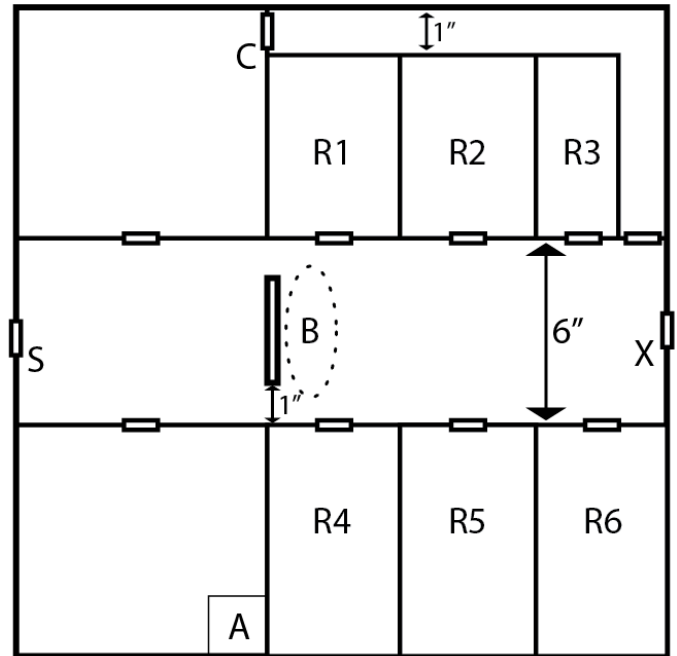
Start:

Place your figures adjacent to each other and as close as possible to the entrance to the building at door S.

Place 5 + 1 * NoP Bandits in Area B, behind the Barrier.

The door to the room containing point A is locked. You can open it by doing 2 damage to it, or by making a Security skill check at difficulty 2.

The device at point A grants access for an allied hacker to oppose the other hacker's efforts. Roll 1d10. Take the higher of that roll and the number 4. Make a Hacking skill check against this number. If you succeed, the timer does not decrease during the next Time Progression phase. If you have at least 3 more successes than fails, add 1 to the timer.

Door C is also locked. You can open it by doing 6 damage to it, or by making a Security skill check at difficulty 6. The door at the other end is not locked.

Every time you open a door to one of the R rooms, draw a random card from the deck and follow its instructions.

If the timer reaches 0, continue the mission but make note that you missed the deadline.

Reference:

	Rep	Move	Ath	Pre	Ins	Awa	BHP	AHP	
Bandit	1	4	1	2	1	0	1	1	
	Does 1 Damage in CC and 1 Damage at Range. Roll 1d6 before firing. On a 1 or 2, Bandit fires at the weakest unobstructed (i.e., lowest THP with no cover) figure. On a 3 or 4, Bandit fires at the closest unobstructed figure. On a 5 or 6, Bandit fires on a random unobstructed figure. In Close Combat always attacks weakest character possible. If not in Area B, and no opposing figures in sight, Bandit will move to Area B.									

Card Reference:

Card	Event
Ace	You find the hacker hunched over and jacked into the port here. A half second later the hacker is dead and this scenario is complete. You can now read the End section.
2	This is a storage room filled with duraboxes containing who knows what. Useless.
3	This room looks like someone has been living in it recently. As you turn to leave, your ear catches noises coming from the end of the hallway. Spawn 1 + 1 * NoP Bandits at door X.
4	There's nothing in here but dust and broken promises.
5	You can barely open the door, but manage to get your head in. There are piles of clutter here, and you don't have time to search through it for any valuables. A fact punctuated by a clamoring noise coming from behind you. Spawn 1 + 1 * NoP Bandits at door X.
6	Make a Traps check against difficulty 2, or an Instinct check against difficulty 8. If you succeed, you duck downwards just as a round of fire rings out over your head. If you fail, take 1 Damage. After waiting a second cautiously, you poke your head up. There's a few non combatants huddled in the corner. One of them has a very new looking pistol and is raising their hands up to try and defuse the situation. Either close the door or dispatch them and continue on.

End

The hacker's life leaks out onto the floor as you lower your weapon. You key up your comms for extraction, mission complete.

If you completed the mission without the time limit expiring, you receive an additional 30 Reputation. If you did not, you get 15 Reputation instead.

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Scenario 3 – The Ambush

A gang of pirates have decided to found a protection services company for a newly settled town. They are heavily armed and armored, and made short work of the town's militia. Craggler has been hired to take care of it. Captain has assigned an additional squad to your leadership, made up of aspiring Squad Leader Leroy and five recruits. It's pretty obvious from the drop plan that the opportunity is superficial, and Captain is intending to rid the ship of dear Leroy and friends. You will be executing an ambush on the pirate forces as they traverse a road on their way back from their latest tax collection run. Leroy's squad will attack them from the front while you decide what vector works best for your forces. The pirates are all wearing Power Armor, while their Leader is encased in a Battle Suit. You can use the limitations of their bulky suits to your advantage.

As well as grenades. Captain says to bring grenades.

Purpose

Scenario 3 is far more complex than the other two scenarios and introduces allied non player characters, more complex enemy characters, and the rules for Bulk, Rotation, and Armor. If you can complete this scenario, along with the previous two, than you will have more than enough knowledge of the game system to be able to complete the first campaign.

Armored opponents are +2 toHit for each point of Armor. For each point of Pierce that the character attacking them has, reduce Armor by 1 point. This removes the +2 toHit penalty that the Armor grants.

Larger and heavier units have to deal with the consequences of Bulk. This has some benefits, but also subjects those characters to the Rotation rules. Characters subject to Rotation loses the ability to roll Defense dice in combat if attacked from the rear. Their attackers also gain 1 additional Attack Dice when attacking them from the rear. Take advantage of this by engaging them with one character and then sending another one to attack from the other side. Remember that their Armor value and the effects to the toHit target number still comes into effect.

Using grenades on the tightly packed enemy formation to soften them up is a great strategy. The opponents will focus on attacking the nearest target to each of them as individuals. You can use this to your advantage by approaching from the rear and drawing the nearest two pirates toward your forces while leaving Leroy's squad to tie up the other three in combat.

Shock is effective on the Armored characters if you have some on your team, and can be a good way to buy some time to take them down.

Scenario 3

Setup:

A roughly 2' by 2' surface or 24 x 24 hex area.

There is a road running across the map that is 4-6" wide. The road is lined by three swaths of vegetation such as trees or bushes. If these are unavailable, some other form of concealment can be used.

The walls at A, S1, and S2 are ruins / standing walls. Full buildings or shacks can be used instead if they are available.

You will need 5 recruit looking figures and 1 leader for those recruits. You will need 4 armored characters and 1 slighter larger character that looks distinctive to the other 4.
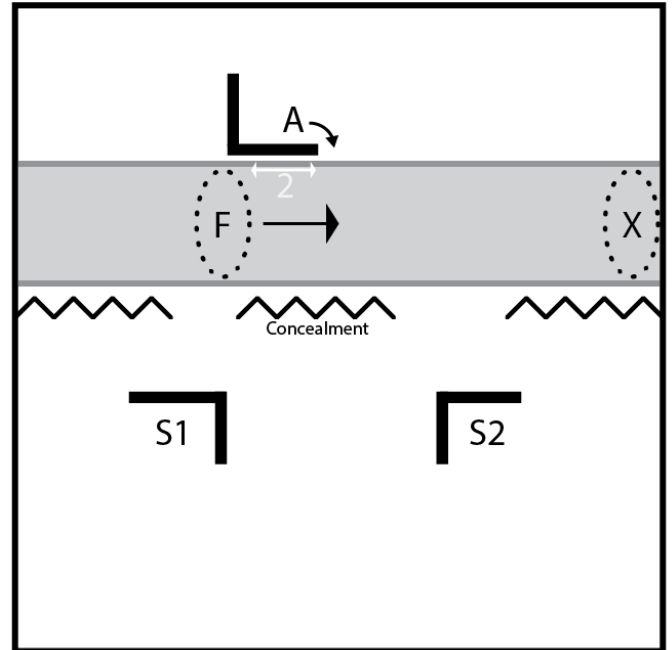
Start

You can choose to deploy your squad at either S1 or S2, or split the members between the two.

Place the 5 recruits and their leader at point A. For every Squad Leader over 1 participating, remove 1 recruit.

Place the enemy squad of armored characters at area F such that the lead figure of the squad is 2" from the end of walls at point A. Place them in the following formation:
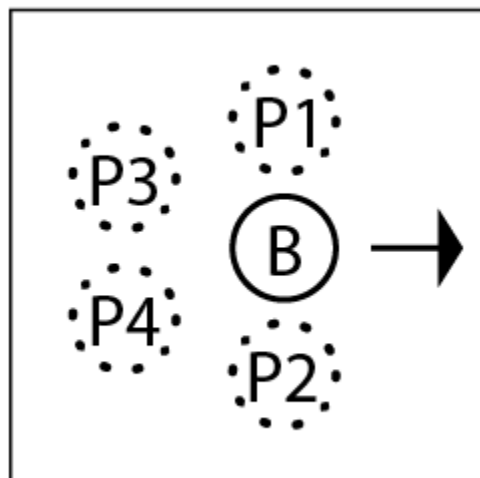
Where P1, P2, P3, and P4 are Pirates; and B is the Pirate Leader.

In the first turn, the movement and action phase for the opposing force at area F occurs before any other phases. Their first movement phase will be a group move of 3" towards point X. They will not

perform any other actions (i.e., they will not see the force at Point A). After the first turn, play progresses as normal.

Reference:

	Rep	Move	Ath	Pre	Ins	Awa	BHP	AHP	
Rookie	1	4	1	0	0	0	2	0	
	Equipped with an assault knife and Heavy Pistol. Must spend an Action to switch weapons or suffers a -1 Ath penalty in Close Combat. Does 1 Damage in Close Combat and 1 Damage, 1 Pierce at Ranged Combat with a +4 toHit if Range > 5.								
Rookie Squad Leader	2	4	2	0	1	1	3	1	
	Equipped with an assault knife and Heavy Pistol. Must spend an Action to switch weapons or suffers a -1 Ath penalty in Close Combat. Does 1 Damage in Close Combat and 1 Damage, 1 Pierce at Ranged Combat with a +4 toHit if Range > 5. Carries 1 Attack Grenade, doing 2 Damage at 1” on all figures within 1” or 1 hex of the impact point. If the Rookie Squad Leader is still holding their grenade upon dying, it automatically explodes, centered on their last position. Roll Instinct vs 5 for -1 Damage to any Allies still within range (the OpFor has no Instinct to roll).								
Pirate	5	4	1	2	0	0	2	6	Arm 1, Bul 2, Sys 2
	Equipped with Power Armor classed melee weapon and shotgun. Ranged attack of 2 Damage with a -2 toHit. In Close Combat, hits for 2 Damage and up to 2 Targets within 1” of each other. Will spend 1 Power every turn they are in Close Combat to add 1 to their Ath skill, Pierce 1, and Shock 1. They will turn to target the weakest enemy or, if multiple enemies at the same health, a random enemy. Their first round of combat, they will fire twice at range if able. On following rounds, if not already in Close Combat, they will spend 1 Action to Move. If still not in Close Combat, they will use their remaining Action to fire. When moving, they will always try to position themselves so that they can hit 2 enemies with one swing.								
Pirate Leader	20	3	1	2	0	0	2	9	Arm 2, Bul 3, Sys 3
	Equipped with Power Armor classed melee weapon and shotgun. Ranged attack of 2 Damage with a -2 toHit. In Close Combat, hits for 3 Damage and up to 2 Targets within 1” of each other. Will spend 1 Power every turn they are in Close Combat to add 1 to their Ath skill, Pierce 1, and Shock 1. They will turn to target the weakest enemy or, if multiple enemies at the same health, a random enemy. Their first round of combat, they will fire twice at range if able. On following rounds, if not already in Close Combat, they will spend 1 Action to Move. If still not in Close Combat, they will use their remaining Action to fire. When moving, they will always try to position themselves so that they can hit 2 enemies with one swing.								

End

The last of the pirates falls with a whimper, their life fluid visible through the cracks in the armor. The combined fire of your team and the rookies has decimated the gang of thieves. You key up your comms channel for extraction and medevac. Gather an additional 20 Reputation points for the successful completion of this scenario.