



Data Transfer

A Sample Scenario & Battle report

By Gavin Fry

This article is an expansion of the game I ran at the Inquisitor Grand Tournament 2012. Unlike many games or campaigns, the IGTs have players GMing a single, one-off game involving characters they're likely to have never encountered before and with players they meet irregularly. To this end the participants often create self-contained scenarios; including generic hand outs and a simple over arcing plot.

So, in this article I hope to present one of my own GT scenarios with notes and design concepts, and give a short battle report covering the game on the day.

+++ Players Notes +++

Player 01

+++INCOMING TRANSMISSION+++

Honoured Brother,

Our associates have acquired important information regarding the infiltration of Orbital Defence Satellite 23.

An agent has been dispatched to recover this information and you are required to ensure this information reaches an extraction point to be confirmed by the Agent.

May He guide your hand.

+++END TRANSMISSION+++

Your crew has successfully encountered a fellow agent carrying a data-slate containing important information.

For this scenario your crew is joined by an NPC character (provided by the GM). This NPC has an accompanying Character Sheet.

You may assign the data-slate to any of your controlled characters and are required to confirm this choice with the GM.

Your crew deploys first, within 8" of one of the short table edges and need to extract the data-slate off the opposite side of the board.

Bonus points are awarded if the NPC also makes it off the same board edge.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
The Courier	48	65	48	53	43	66	57	59	68

Equipment: Laspistol (right handed), 2 reloads, Short Sword

Armour: Flak to all locations (AV3), Carapace to chest & Abdomen (AV6)

Abilities: Catfall, Deadeye Shot

Players 02 and 03

+++INCOMING TRANSMISSION+++

Honoured Brother,

Information has fallen into the clutches of an opposing faction that may be of interest to our organisation.

We know where the extraction point is and the route a convoy will be taking. Proceed to the attached location coordinates.

Our heads are divining the appropriate method of dealing with this issue and you shall retrieve instructions.

+++END TRANSMISSION+++

Compare the Leadership statistic of your crew's leader with the Ld stat of the other non-deployed crews' leader.

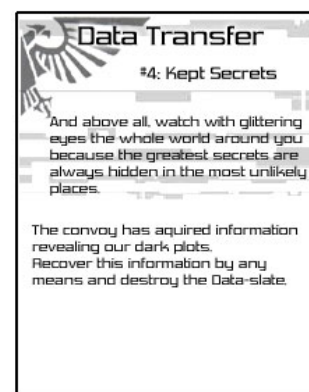
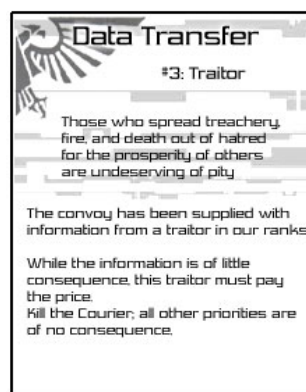
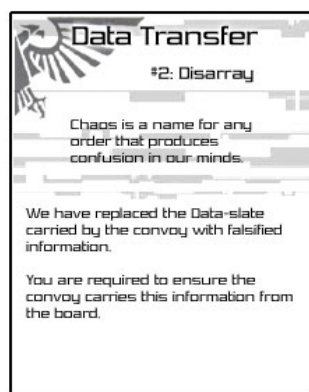
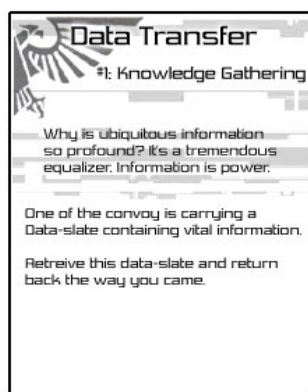
Whoever has the higher stat may choose to deploy First or Second. Whoever deploys First may choose a Long table edge and deploy up to 6" on, at least 12" from either of the corners.

The final crew deploys on the opposite board edge, upto 6" on and at least 12" from either of the corners.

You will be given 3 Objective cards (see overleaf), and are required to choose one, either by choice or randomly!



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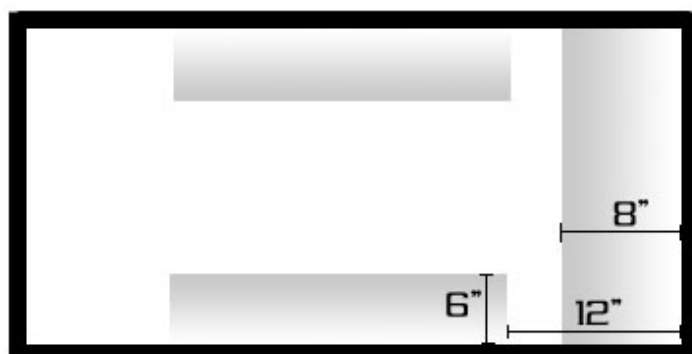
+++ GM Notes +++

Player 01

Player 01 must assign the data-slate to any of his controlled characters and is required to confirm this choice with the GM.

Player 01's crew deploys first, within 8" of one of the short table edges and need to extract the data-slate off the opposite side of the board.

Bonus points are awarded if the NPC also makes it off the same board edge.



Players 02 and 03

Compare the Leadership statistic of each crew's leader with the Ld stat of the other non-deployed crews' leader.

Whoever has the higher stat may choose to deploy First or Second. Whoever deploys First may choose a Long table edge and deploy up to 6" on, at least 12" from either of the corners.

The final crew deploys on the opposite board edge, up to 6" on and at least 12" from either of the corners.

Each player be given 3 Objective cards & is required to choose one, either by choice or randomly!



So, **Data Transfer** is the scenario I wrote for the IGT2012.

A common objective for Inquisitor scenarios is to retrieve an artefact or object. In this scenario I've given one of the players the objective and the instruction to exit off the opposite board edge.

However, while issuing an NPC called "The Courier" I gave the player the option of giving the artefact to any member of the warband; this gave the option for stealth and subterfuge, allowing for misdirection and the other players guessing where the objective was.

The remaining players were given 4 options for their own objectives;

- The first is a standard conflicting objective; steal the objective. This could range from a firefight to persuading the warband to hand it over...
- Second objective was one designed to sow confusion; the player is required to ensure the first player achieves their objective; with the usual contrary objectives, even stating intentions in-game may not work...
- Third objective was along the lines of a standard scenario; kill the courier. Even if this objective is obtained, it is still possible for the first player to achieve their objectives, especially if the courier isn't carrying the artefact...
- The final objective was to destroy the data-slate. This is fairly conflicting, but allows for more strikes and ambushes; even for setting traps to destroy the slate and anyone nearby...

While in the original scenario scripts, the players randomly draw their objectives it is entirely possible to enforce specific ones or alter available choices allowing for the scenario to be run several times with different results.

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Battle Report

What follows is a report on the game at the Inquisitor Grand Tournament 2012.

Player 01, Adlan, was given the character referred to as The Courier, and the data-slate which he was required to transport off the opposite board edge.

Karandras and Myriad took the roles of Players 02 and 03. Karandras was forced to randomly choose his objective, ending up with #2: ensure the data-slate is taken off the opposite board by player 01. Myriad picked #3: Kill The Courier.

While Inquisitor Rex ran toward a building, the Sergeant-Major advanced forward and the third member spending a mass of time reaching a building furthest from the courier and more time climbing up it (i know what 1 action a turn feels like!), Hanja, Ungan and the Courier advanced straight down the middle, the xenos crew spreading out further, noticeably the hrud and mercenary going onto rooftops, the floaty one headed toward Rex...

Hanja attempted to Distract Rex, but failed horribly, losing a dozen WP points!

Rex wasn't so lucky when the floating Xenos managed to Terrify him to the spot!

The Sergeant headed toward the Courier as Verger ran by, unnoticed!



Adlan gave the dataslate to his guardsman, Verger who snuck into some ruins to his right. Karandras' warband deployed on that side, far across the settlement.

Myriads' xenos crew were on the opposite, spread across the edge.



It's worth noting Adlan's warrior fired a "warning" shot that hit Hanja in the arm from the other side of the board, missing the melee, the Courier and the building he was stood by!

While Ungen and the Sgt ended up in a melee, the Hrud had snuck onto a rooftop and shot Hanja while Verger hit the third warrior, who had finally reached a rooftop, with a smoke grenade!

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The floating Xenos charged into the Courier, Mesmerising Hanja in a heroic display of psychic mastery! Rex, recovering his wits, joined the Sgt in assaulting Ungan and the lone warrior put a gunshot through Verger's leg!



Thankfully the light wound didn't hamper him, but he failed to get enough actions to leave the board!

And so we ran out of time. The Courier uninjured, a stale-mate melee and the data-slate 10" away from completing the objective!

I was happy with the way it played out in the GT and from receiving over the average score as a GM it looks like my players enjoyed the scenario!

Hopefully you've enjoyed reading this write up and the print&play style scenario sheets may have some use for you!



About the Author

"Greenstuff" Gav Fry lurks in the depths of Somerset, preferring to play old school GW and smaller skirmish games while pushing putty around, filling his desk with half completed projects!