

Secret Mission Generator

We have used this method with great success to generate exciting games or to spice up scenarios for Ganesha Games' [Flashing Steel](#). However, there is no reason why it shouldn't work with other skirmish rules.

Cut out the cards and have each player draw one (or fold the paper slips and draw them out of a cup if you don't want to print it on cardboard). This is his or her objective for the game. Due to there being two of each objectives, it's entirely possible that both players might be after the same thing.

Don't show your card to the other player(s) - let them second-guess your objective!

For the treasure mentioned in the third mission, place a chest or some other token in an area in the middle of the table, where all players have equal access. For *Flashing Steel*, we rule that picking up the chest takes one action. Carrying it reduces the first move to Short and gives -1 to C. It can be dropped any time and will involuntarily be dropped if a figure is thrown back or knocked prone. If you use other rules, see if they cover carrying stuff, otherwise devise some simple house rules.

<p><i>It's something personal!</i></p> <p>Take out the enemy leader.</p>	<p><i>It's something personal!</i></p> <p>Take out the enemy leader.</p>
<p><i>Let's teach them a lesson!</i></p> <p>Take out at least 2/3 of the enemy crew.</p>	<p><i>Let's teach them a lesson!</i></p> <p>Take out at least 2/3 of the enemy crew.</p>
<p><i>Grab the loot!</i></p> <p>Get the treasure to your end of the table.</p>	<p><i>Grab the loot!</i></p> <p>Get the treasure to your end of the table.</p>
<p><i>Get out of the way!</i></p> <p>Get at least 1/2 of your crew to the other side of the table.</p>	<p><i>Get out of the way!</i></p> <p>Get at least 1/2 of your crew to the other side of the table.</p>