

FLYING LEAD

Refereed Ganesha Games Scenario

What is a Refereed Scenario?

Refereed Scenarios are skirmish scenarios which have 3 players, an attacker, a defender, and a referee.

The referee designs the scenario and during the fight is the only one who has all of the information. They create a briefing sheet for each player, controlling what information each player has access to.

The referee is free to surprise each player with mid-skirmish events, and each player's objectives and motivations can be hidden from each other until certain times.

Above all, a refereed scenario is a way to tell a story with a skirmish game.

Why Would I Want a Story?

A million reasons come to mind, but since it's called a "tabletop-wargame," let's go with this one: When a scouting party is advancing towards enemy lines, they never know what they will find. When a group of soldiers gets split and must rendezvous with their main forces, they encounter all types of situations which they must figure out.

Battle isn't always balanced, in numbers or information - life is unpredictable, combat even more so. The story gives a way to create those unforeseen circumstances.

Beyond that, it's a skirmish game. This scale of battle gives us characters, not regiments. We can use the story to explore these character level warriors - highlighted beyond being just "spear carrier number 7."

How Do I Make One?

First, decide what story you want to tell. This will be determined a lot by genre, campaign structure, etc.

Once you know the story, break it down onto the GM sheet provided in this booklet. Now, decide what information each player would have. Each player should know their own goals, and their own special rules, but they should not know each others goals.

Fill out what each player needs to know on their respective sheets. Their sheet should tell them the information needed to play the scenario, and they should figure out the rest as the story progresses.

Lastly, return to the GM sheet and determine if certain events which are outside the players control will happen on certain turns, or when a player does a certain thing, and record those surprises on the GM sheet.

Other Information:

These sheets are not system specific. Please use them for any skirmish game you want.

This booklet is not affiliated with Ganesha Games, and is a work of fan contribution.

*V.08 by Hour11
<http://hour11gaming.blogspot.com/>*

All Hour11 PDFs are unlocked. Feel free to make changes that suit your gaming needs.

Running a Scenario

Hand each player their sheet. These should be confidential - not read out loud or shared with the other player.

This should give them the information needed to deploy their forces and begin working for their goals; with a rudimentary introduction to the story. Ofcourse their goals will be in opposition, so a battle is bound to happen.

You, the referee, should control any NPC units on the table, solve any rules disagreements, and narrate specific events you have planned in advance that will "shake up" the scenario.

Things to Keep in Mind

- > Scenarios don't have to be balanced. It's about the story.
- > Encourage players to take notes on their sheets as they begin to assess the situation.
- > Any surprise can completely upend anyone's strategy. The battlefield doesn't have to burst into flames to cause a scene (but it can if you want it to!).
- > It's always about fun.

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