

# HARD DROP

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## INTRODUCTION

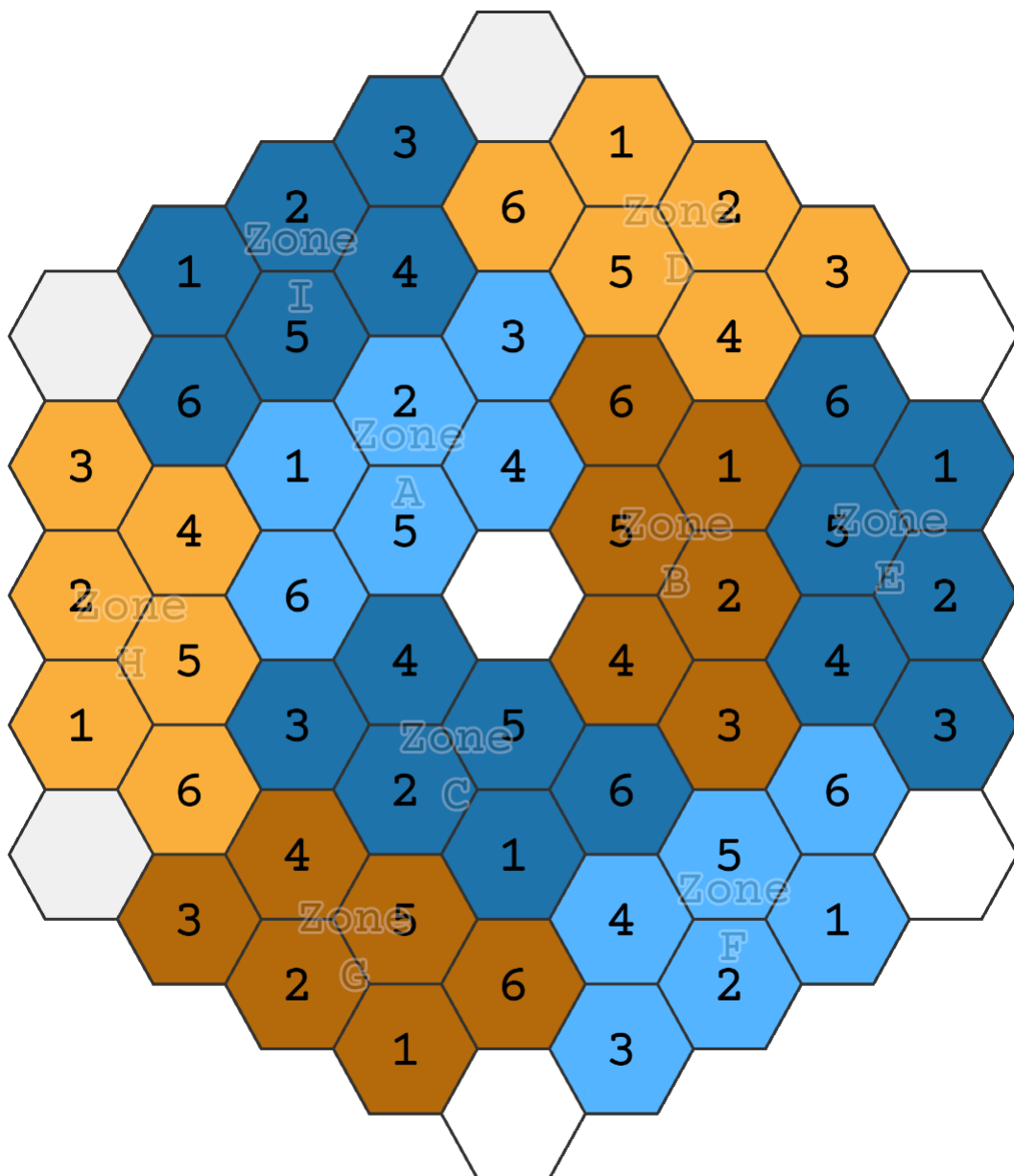
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This toolkit aims to emulate the random generation, mission planning and dynamic terrain traversal of Helldivers 2. It is essentially **system- and setting agnostic**. It tries to capture the vibe of "looking at a map, planning an approach, inserting, achieving objectives and getting out again". The 'default' interpretation of this would be "parachute in, destroy the enemy bases and get to the chopper", but honestly, it might as well be orcs and teleportation circles.

The main tool I use for all this is <https://hexfriend.net/>, set at 4 hexes out from the center. The icon sets I use are included with this file, and can be imported under **Icon Sets**.

## RANDOMLY PICKING HEXES

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Whenever prompted to pick a random hex, use the following procedure (or [use the online tool if you don't feel like rolling](#)):

1D6	RESULT
1-2	Core - Zone A, B and C
3-6	Ring - Zone D to I

For the Core:

1D6	RESULT
1-2	Zone A
3-4	Zone B
5-6	Zone C

For the Ring:

1D6	RESULT
1	Zone D
2	Zone E
3	Zone F
4	Zone G
5	Zone H
6	Zone I

And finally, a D6 to determine the particular hex. Thus, rolling 3D6 and getting 1, 4, 5 means B5.

#### Note

If at any point a hex is rolled twice, see whether it makes sense to simply put the new feature in an adjacent hex, manually pick another spot, or re-roll.

## FLESHING OUT THE DROP ZONE

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In a few simple steps, we can create an interesting mission environment:

### DETERMINE GENERAL TERRAIN

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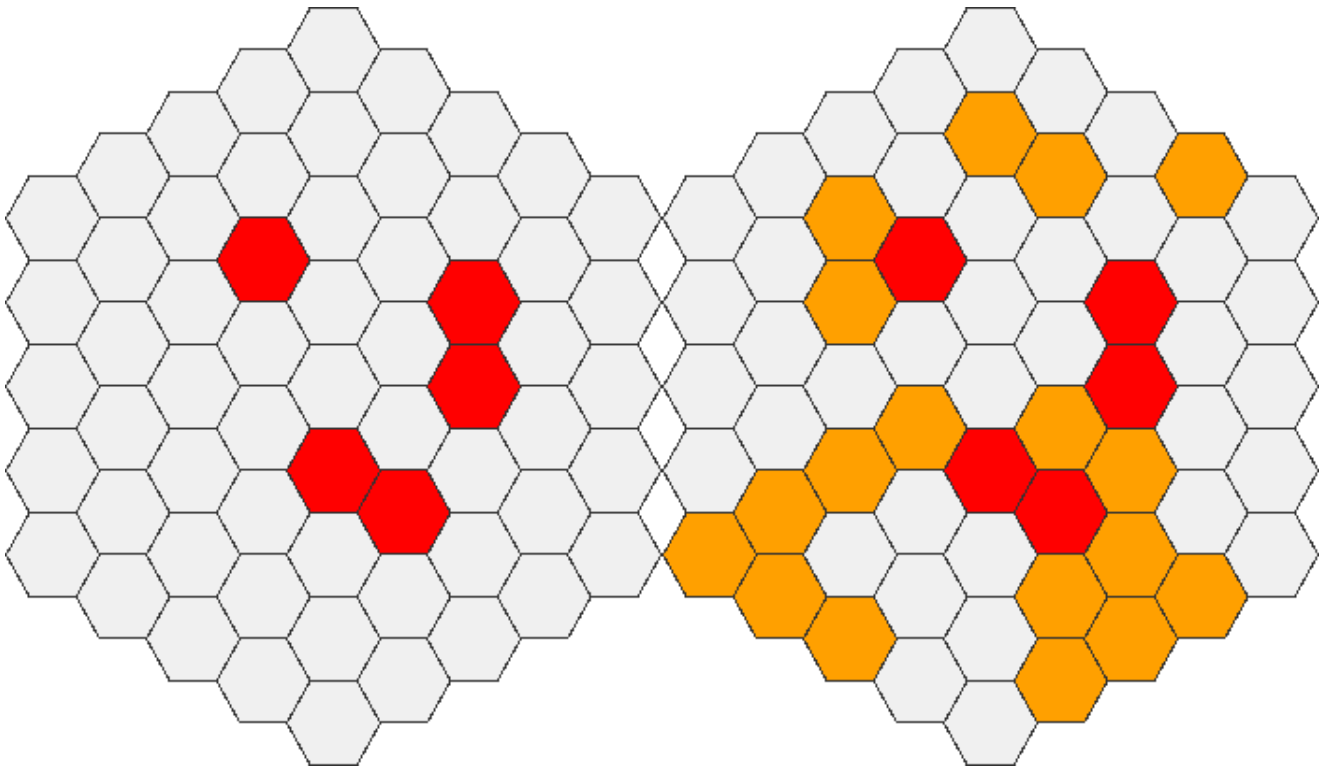
Are we in a desert? Arctic wasteland? Deep jungle? We're going to classify 3 types of terrain:

- **Open Terrain.** Easy to traverse, with only sparse cover and concealment.
  - Tundra, clearings, farmlands, grasslands, rocky flats, savannah, river banks, flood plains and the like.

- **Obstructed Terrain.** Terrain with natural obstacles with provide cover and concealment. Slower to traverse, and the advantages/disadvantages of more cover and concealment apply to both the players *and* the enemy.
  - Forests, jungles, underbrush, bamboo groves, rocky outcroppings, boulder fields, thickets, overgrown terrain.
- **Dangerous Terrain.** Terrain that is inherently dangerous and very slow to cross. Risk of injury (roll required, potential HP damage). Low likelihood of encountering enemy patrols.
  - Crevasses, frozen lakes with thin ice, swamps, deep ravines, rocky cliffs, shifting dunes, scorching desert, hidden sinkholes, venomous wildlife, deep bogs, mine fields, lakes, bodies of water.

I'd start with placing some **Dangerous Terrain** - you can roll for this, or simply draw on the hex map. 3-5 cells is probably enough.

Next, we apply **Obstructed Terrain**. We can roll for this as well; I'd place it in 'splotches' of 3-4 hexes at a time. It might also make sense to have Obstructed Terrain near or surrounding Dangerous Terrain, such as craggy hills near mountain tops.



## OBJECTIVES

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Next, we place the **Objective Sites**. There's a few possible approaches we can take to this:

- We can place 2-3 objective sites that each must be hit individually.
- There might be a required order; head to site A to disengage the emergency bunker protocols, and then to site B to enter the actual bunker. This order might be known to the players beforehand, or might be discovered during the mission. The Referee can even do a sleight of hand; whatever location the players hit first, is *always* the first required one.

- We can place one big site that is being supported by 2-3 minor ones, that provide backup and such. Taking those out makes the main attack easier.
- For mission planning, the Objective sites are probably **known** to the players. Their exact nature might not be.

#### Note

As this system is about abstracting a relatively large area, you can slot in CASTLE and create a base there, which is located on a single hex on the map we're making - allowing you to 'zoom in'.

In my example map, I'm just going to roll: I got I6 and F4, and I think that works. As before, you don't need to roll, and can also hand-place them. I've marked them with a "!!!".

## DANGER ZONES

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I'm also going to add some **Danger Zones**; these are camps, checkpoints, or patrols and the like; clusters of higher enemy presence. Encountering one of these means a definite encounter, though they can be spotted beforehand/still be avoided by stealth. If the players are being loud, these are also the spots from which patrols are deployed.

These zones are **unknown** to players beforehand.

I'm going to place 2 at "logical places" on the map, and roll for the third one.

## EXTRACTION ZONES

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Finally, I'm going to place 1-2 Extraction Zones. These are the spots that are, for whatever reason, most suitable for evac. These are known beforehand to the players, to allow for interesting mission planning.

I'm going to roll: I got E5, which I think works really well, and F6, which is a bit too close to previous locations, so I'm going to move it to H6 instead.

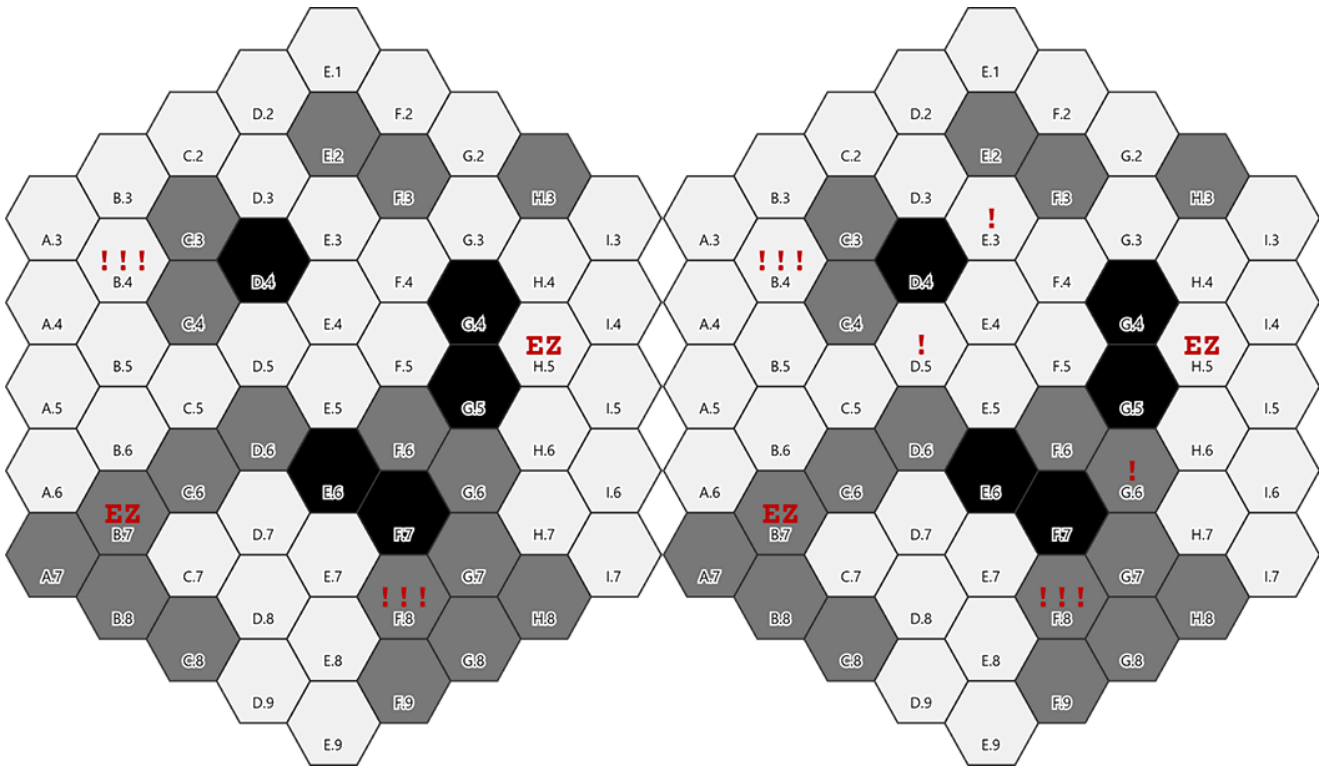
#### Note

DEAD ZONE contains mechanics for tense waiting-for-extraction scenarios.

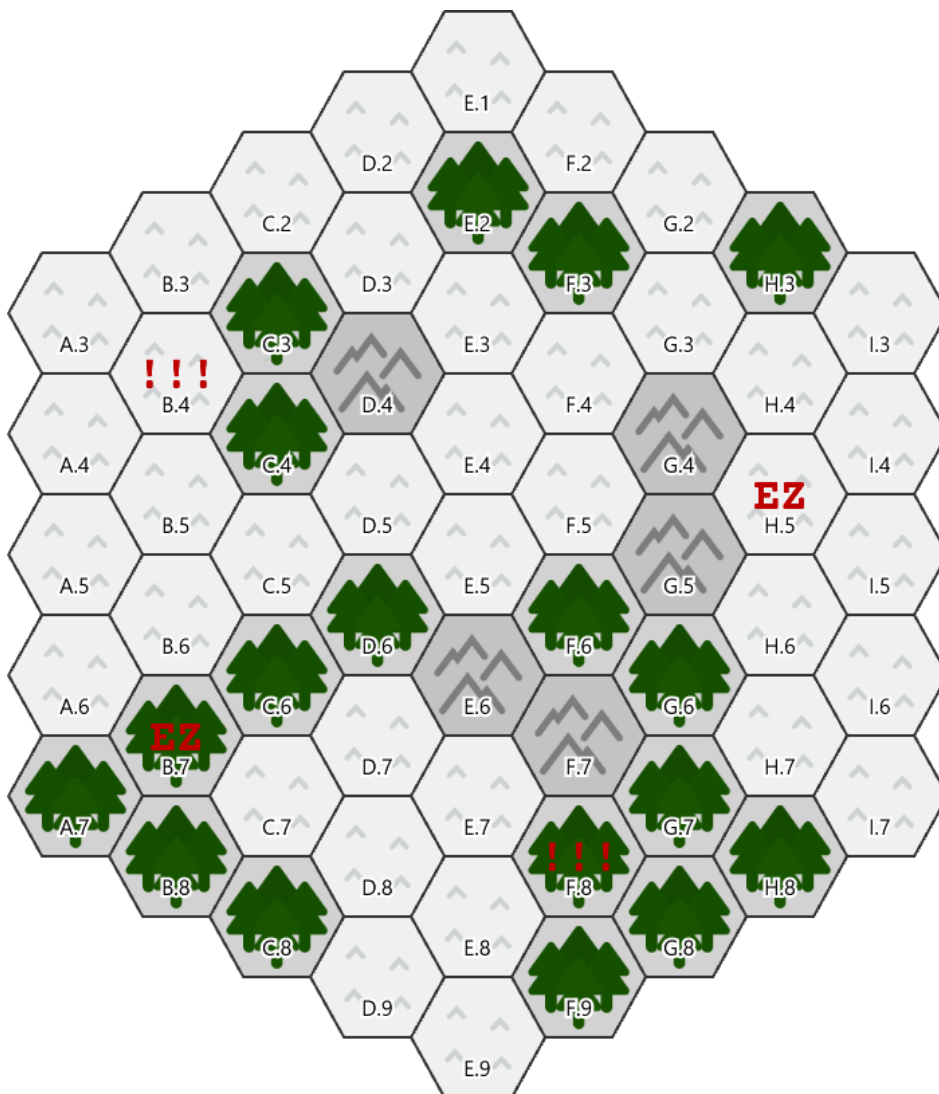
## FINISHING UP THE MAP

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In Hexfriend, turn on "Show Coordinates" (I personally like Letter/Number). The Zone system we used before was purely for random generation; these coordinates allow for easy reference between Referee and players. Export a version for yourself as the Referee (including the Danger Zones), and one for the players without.



We can also use Hexfriend to flavor the map a bit more, by interpreting it as a frozen cold wasteland:



# RUNNING THE MISSION

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That's basically all we need! A few final considerations:

- Players are free to drop wherever they want, and probably know the locations of the Objectives and general lay of the land.
- For an interesting twist, go full Fortnite and allow the players to only drop along a predefined path.
- Implement a roll of sorts to see whether players manage to parachute on target or land on adjacent hexes.
- A single hex is probably about 1 square kilometer big, but don't overthink it.
- If you don't use any other time keeping or time pressure methods, "slow traversal" can simply mean "an extra encounter roll" (as in, risk of an encounter, not definitely an encounter).
- To increase time pressure, use escalating encounter rolls; a big table of increasing threats, and the encountered threat is  $1D6 + \text{Number of Previous Encounters}$ .
- CASTLE contains suggestions for auxiliary base structures; you can put these around the map instead of on the same hex as the base. Taking out an AA station might be required for successful extraction.
- Add an interesting event table (1D6 when time passes/moving to another hex/roll twice when crossing Obscured Terrain, on a 1 face an encounter, on a 2 the hints of an encounter, on a 3 the weather shifts etc.) and encounter table (including a Heat mechanic as seen in DEAD ZONE) and you have everything you need for a mission!