SETTING UP AN IRON DREAM TOURNAMENT

Rules: Shockforce 2nd ed, without any modifications (homegrown rules & tweaks can of course be accepted if approved by all contestants).

Games : two kind of games can be played during an Iron Dream Tournament.
1) Major games - 2500pts suggested.
2) Minor games - 1000pts suggested.

Between each game, every contestant will be ranked according to his score using the rules of the Swiss round. The first matches will be determined by the points scored independently from the game results (e.g. painting & the various challenges the organisers will think fit). Or they can be randomised.
The number of games and of players per game is up to the organisers to decide.

In the end, of course, whether you choose to play one-on-ones only, or toss in a few 3-4 players games, every contestant must play the same number of games.

We insist that those games be set in the world of Negromundheim (simply because it's both fun and be flexible enough to accept <u>any</u> kind of Force - remember it's WarEngine we're playing), and that the games be more or less loosely linked together. When we say loosely, we mean loosely, however: all that's needed is a rough guideline vaguely resembling a campaign.

The reason why we suggest 2 sizes of games is because both players and organisers need some flexibility: we take it for granted that people coming to an IDT are there to have fun, not to play against the clock. It may therefore be convenient to play a short 1000pt game if you've just finished a 2500pt one and feel you won't have the time and / or the energy to play another one in a row.

Those smaller games may also be the occasion to toss in some variety and have fun with another army than those players use for "Major games". The actions of those secondary armies may be linked to the campaign by saying they're allied of the player's main force, or simply by cowering behind the theory of chaos (which is very convenient).

Rules common to all IDT games:
- Duration: 6 turns.
- WYSIWYG: a model must represent what it is ruleswise.
- High casualties limit: when only 1/6th (rounded up) of the army's numbers are still on the tabletop. This doesn't mean the army must break or lose the game, but the opponent will receive a bonus.

Special rules depending on the scenario played:
- controlling a table quarter or an objective: control is granted to the player with the greatest number of points in the coveted area. To count the number of points, only consider the figures that are entirely in the zone, or within 3" of the objective.
- Victory Points: in the missions using them, an advantage of more than 200 points is a victory ; 200pts and below is a draw.
- Standard deployment sequence
1) Roll 1d6 - the higher is the winner.
2) The winner chooses his deployment zone.
3) The winner deploys a unit.
4) The loser deploys a unit in the opposite deployment area. ; both players deploy their units alternatively.
5) <u>The loser gets the initiative</u> for turn 1.

Scoring Tournament Points

I) Game Results

A) Major games

For every major game played, players score a basic score of 5 points for a defeat, 10pts for a draw, 15pts for a victory, to which must be added or taken the following modifiers, depending on the situation at the end of the game.

- Bringing your opponent below his high casualties limit: + 1 *
- Annihilating your opponent or making him give up: +1pt (cumulate with the preceding bonus) *
- Having at least 2 valid units (characters, vehicles / monsters, or squads with more than 50% of their original numbers) in your opponent's deployment area at the end of the game: +1pt *
- Losing less than half your total numbers.
- Being reduced to less than $1/6^{th}$ of your original numbers: -1pt
- Being wiped out or giving up: -1pt (cumulate with the preceding penalty)
- Having no valid unit outside your deployment area at the end of the game: -1pt *
- Failing to destroy more than half your opponent's numbers: -1pt *
- Losing your most expensive figure: -1pt

Bonuses with a (*) mean they can't be applied to every game, depending on the victory conditions & the number of players.

B) Minor games

For every minor game played, players score 2 points for a defeat, 4pts for a draw, 8pts for a victory. No modifiers added.

II) Iron Dream Tournaments Challenges

An ancient competition attracting the world's greatest competitors, the Iron Dream Tournament is an every instant challenge that will not spare the nerves of the weak and the undeserving.
Consequently, it is the organisers' duty to set up various challenges to test the skills of the IDT competitors.
Those who will fulfil these conditions will get tournament points:

- Being physically attractive: 5pts
- Watching some stupid B-movie till the end: 3pts
- Downing your glass of strong liquor in one: 1pt
- Playing a silly army: 5pts
- Playing an army painted by someone else: 5pts
- Eating Cassoulet (or other funny local food) with your fingers: 3pts
- Drinking shots, speaking rubbish, and insulting your opponent during the game: +1pt
- Being the hero of the evening (for whatever reason): +1pt.

As explained later, the Iron Dream Tournament Challenges are part & parcel of the spirit of the competition, and mustn't be neglected, be it by the organisers or the competitors.
It is recommended that they be nonsensical; those given here are just examples, feel free to adapt them to your own private jokes & local culture.

The Spirit of the Iron Dream Tournament

Rule #1 is the tournament mustn't be taken too seriously. By any participant.
Organise one when you just feel it's the right time and you can have your best gaming buddies and / or motivated strangers to participate, with a silly army if possible.
Rule #2 is you must have fun and "fraternise" as much as possible with the other participants ; to that purpose, try to have everyone eating & sleeping at the same place, or spending as much time as possible together, which will allow you to organise your Iron Dream Tournament challenges, which definitely contribute to the spirit of the competition, by making the tournament points nearly irrelevant (try not to make them TOO irrelevant, though).
Rule #3 is the main tournament prize must be GLORY. That's the reason why all IDT organisers should see to it that there is a fluff or background behind the tournament. It can be real vague: saying that the winner of the Tournament will change the fate of Negromundheim, or his name will be written in letters of blood in the Negronomicon with those of the other eternal champions of the IDT is enough.
Rule # 4 is there must be such prize for everyone ; try to make every game important for one reason or another, so that every winner can have his quarter of glory.
If you have "material" prizes to give (minis and such) better have little prizes you can give everyone under a silly excuse (including the challenges ; "Best Cassoulet eater" is a possibility, for example), rather than concentrating the prizes on the top rankers.

Respecting all those rules should ensure a light atmosphere, good fun & glory to everyone.

Missions

I) Standard missions

Mission 1 : Colonisation
The forces are fighting for the numerical domination of the area, which should serve their propaganda and help them spread their genes among the local population and colonise durably the area. To that purpose, they must aim at diminishing the other force's numbers as much as they can.
Victory conditions : The winner is the player who's got the greatest number of figures on the table top at the end of the game.
Deployment : in diagonally opposed table quarters. Every figures must be deployed further than 18" from any enemy figure.
Special Rules: none.

Mission 2 : Domination
An area must be conquered by both factions.
Victory conditions : occupying table quarters.
Deployment : in diagonally opposed table quarters. Every figure must be deployed further than 18" from any enemy figure.
Special Rules : none.

Standard missions are those which should ensure the fairest games, provided the terrain doesn't advantage anyone.

When organisers choose one, they should consider the victory conditions, and possibly adapt some: some scenarios advantage "horde" forces, some disadvantage them ; some are cool when you have monsters or vehicles representing a large portion of your points, some are not.

When you design your own scenarios always bear in mind that mobility must be encouraged by mission objectives.
You don't want a stand and shoot game, do you ?

We included "exotic" scenarios as examples of how to promote mobility - however, they do rely on more die rolling than the others.

Mission 3 : Sweep
Both forces try to fight their way through the enemy lines.
Victory conditions : Victory points. Add to the points scored by each player for destroying enemy units the value of the units they manage to send into, and keep in the enemy's deployment zone. If those units have lost half or more of their original numbers, the player only scores half the unit's value.
Deployment : within 12" along the table's edge.
Règles spéciales : none.

Mission 4 : Take & hold
A strategic position, whose possession is vital to all parties, must be taken and defended to ensure victory.
Victory conditions : Victory points. In this scenario, the objective in the very middle of the table is worth 500pts.
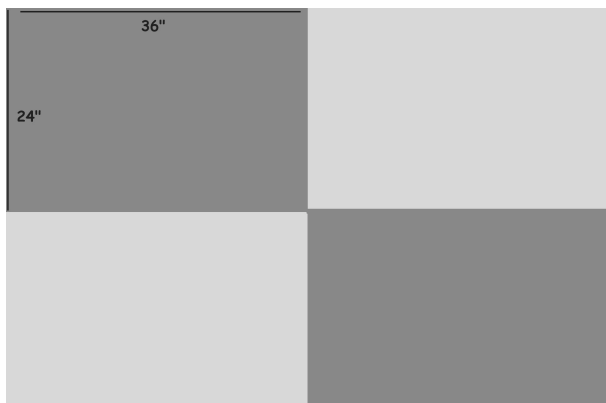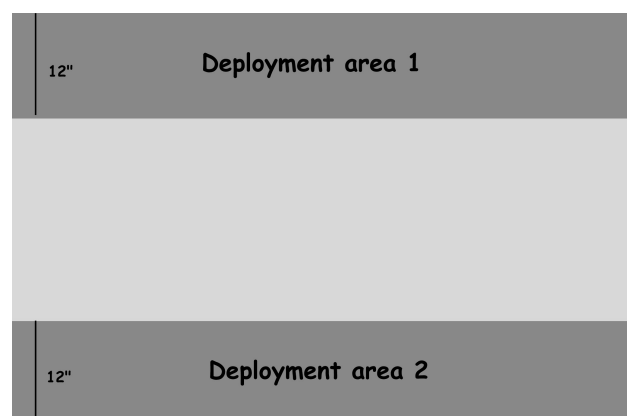**Deployment**: within 12" along the table's edge.

Deployment in table quarters

Deployment along the table edge

II) "Exotic" games

Mission 1 : The Negronomicon
As they were facing each other on the plain of the Dead (one of the many communal grave sites on Negromundheim), both factions are the victims of a terrible spell and the Dead rise from the graves. The living must escape the place as soon as possible to avoid having their brain eaten out of their skulls.
Victory conditions : The winner is the player who's got the highest number of points in his exit zone at the end of the game.
Deployment : Forces are deployed in an 18"x18" square located in table corners facing each other. They must hurry to the an 18"x18" square exit zones located in the diagonally opposed table corners.
Special rules : 6 tombstones laid at regular distances in each table length half (3 in each) represent the location of the communal graves. Roll a dice every turn to know how many zombies rise from 2 randomly determined graves (one on each side of the table) ; if less than 4 zombies are summoned, they will be armed with missile weapons marquent l'emplacement des 6 fosses communes, if 4 or more of them are summoned they'll just have close combat weapons. Zombies will attack the closest target in LOS, or at least walk towards the closest.
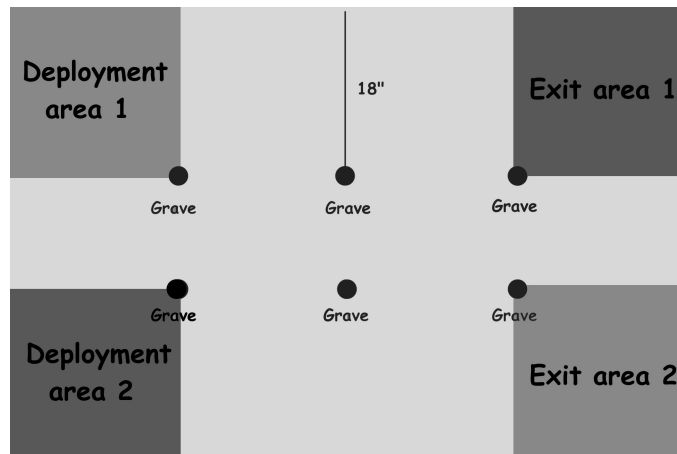
Troops			Hero Pts			Total=	
Qty	PP	Description	T	Mv	Df	Mn	CR
1-6		**Zombie**	T	6"	2k2	4k4	-
		Sole survivor					
	WP	Description		R	AV	AE	AET
		Brawling			-	1k1	-	-
		cc weapon			-	2k2	-	-
		Assault rifle			18"	2k2	-	-

Mission 2 : Nightfall on Skaviet Avenue

Two enemy factions are surprised by nightfall right in the middle of a skaviet territory. They must rush and hide into the few buildings to escape the wrath of the dreaded cannibal slavers..

Victory conditions : Victory points.

Deployment : in diagonally opposed table quarters. Every figures must be deployed further than 18" from any enemy figure..

Special rules : none save the following:
- round 1: LOS range up to 24".
- round 2: LOS range up to 18".
- round 3 (& later): LOS range up to 12" et 2 groups of skaviets chosen at random get out of 2 of the 4 sewer hatches deployed in the middle of each table quarter. The skaviets ignore restrictions on LOS and will frenetically attack any figure in LOS (movement / charge + shooting). If several targets are available, they will choose the closest.

> Skaviets are the Ratmen of Negromundheim. You can represent them with gothrats, or if you have no matching figure use scavengers and ghouls of all kinds.

The Skaviets will ignore any figure inside a building. Up to 6 human sized figures can be efficiently hidden in a building. L, M, or H figures cannot enter the buildings.
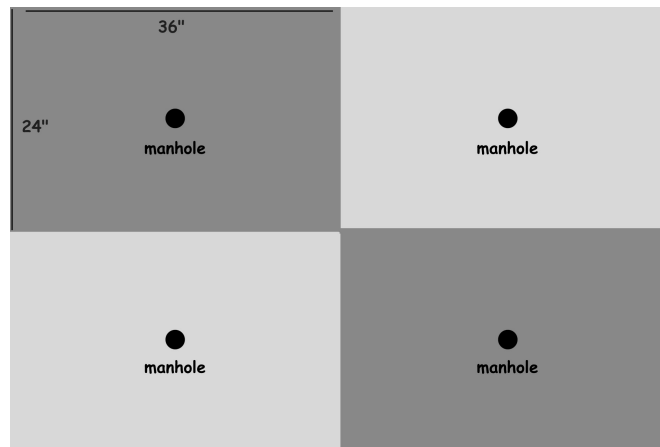
Troops			Hero Pts			Total=	
Qty	PP	Description	T	Mv	Df	Mn	CR
3-5		**Skaviet**	T	12"	2k2	3k2	-
0-1		**Skaviet leader**	T	12"	2k2	3k2	4"
	WP	Description		R	AV	AE	AET
		Brawling		-	2k1	-	-
		cc weapon		-	2k2	-	-
		Submachine gun		18"	2k2	-	-
		Pistol		12"	2k2	-	-
		Shotgun / Boltpistol		12"	3k2		
		Assault rifle		24"	2k2		
		Boltgun		18"	3k2		

Mission 3 : The Troll Hunt

On the trail of a troll, the forces are searching an abandoned area to take hold of the beast's precious testicles.

Victory conditions : Victory points. In this scenario, players bringing back the Troll's testicles to their deployment area score 500pts. Players who have the testicles outside their deployment area only score 200 pts.

Deployment : within 12" along the table's edge

Special rules : Any unit entering a building can search it by rolling 2d6 ; on a result of 12, the troll is inside the building. If all but one building have been searched, it's the one where the Troll is hiding. A figure in base to base contact with the defeated troll is considered as carrying its testicles without movement penalty. If the figure is killed, any friendly or enemy figure can take them on the corpse. The troll can be detected thanks to the "Tracker" edge.

Troops			**Hero Pts = 6**			**Total=**	
Qty	PP	Description	T	Mv	Df	Mn	CR
3-5		**Troll**	L	12"	4k3	4k4	-
	WP	Description		R	AV	AE	AET
		Punch (2)		-	5k2	2x	CC
		Vomit		-	4k3	-	
		Slow reload					

We would like to thank Sylvain Clément (sylvain.clement@wanadoo.fr) for inspiring those conventions & scenarios.