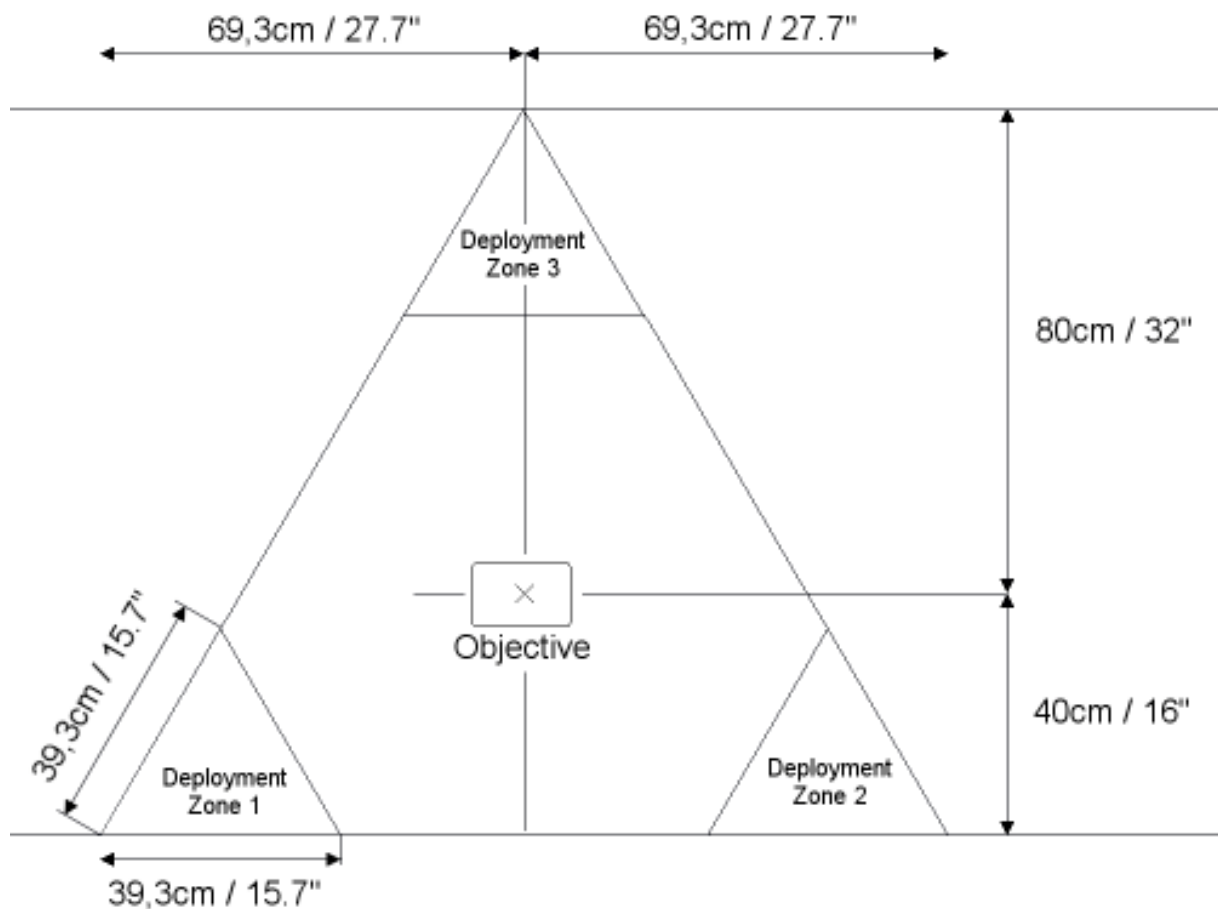


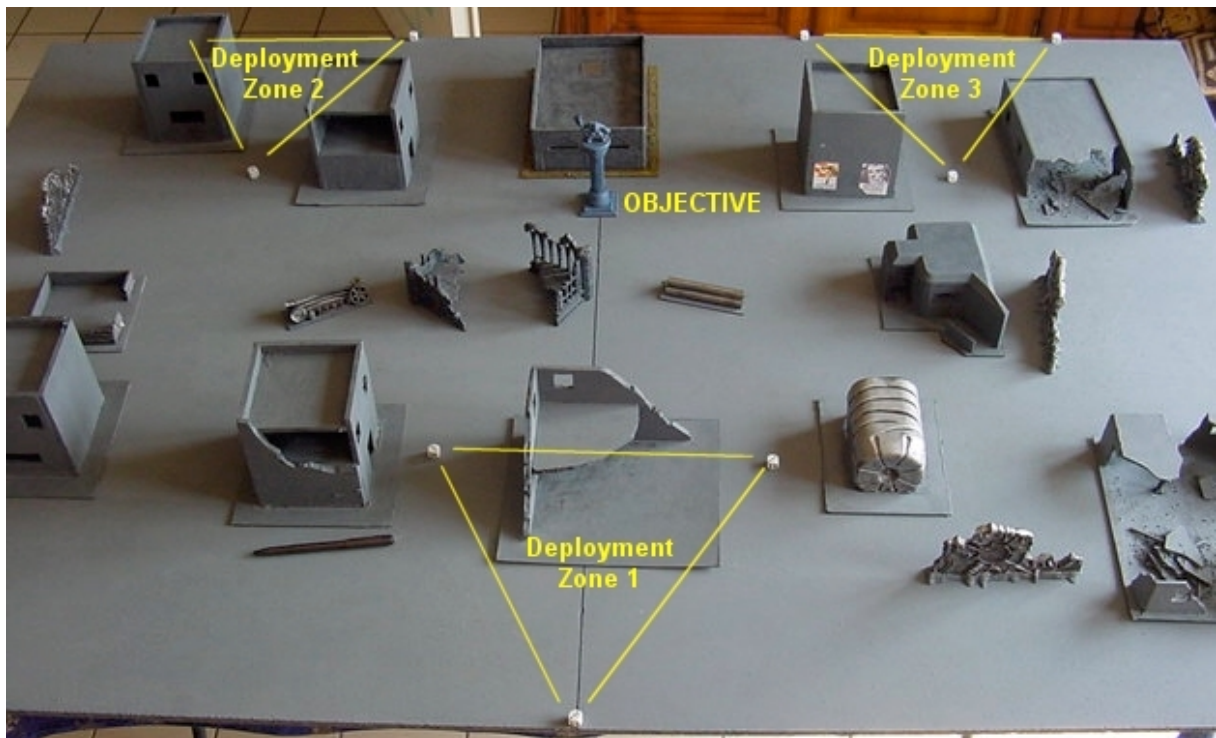
How to run a three player game

If you've already tried to run such a game, you've probably noticed that there something always goes wrong : the game tends to evolve into a two-on-one fight ; or in a status quo when none of the players dares to advance towards of his opponent because of the third player's menace. This is usually caused by an inadequate deployment method on a square-shaped or rectangle-shaped table. Don't worry : you won't need a triangular table to run a three-players game. On a classic wargame-dedicated tabletop (let's say 48"x72") trace an imaginary triangle with one of its angle coinciding with the middle of one of the table's edges, like this :



This method of deployment has become a standard for three-player games played during the Iron Dream Tournament II.

Here's a practical example on a 48"x72" tabletop :



Such a game is better run with a material objective that each army must control, such as a vital military outpost, a statue of Über-Diktator Zugrub Oomifrind, a radioactive pig farm, etc. The victory condition can be of two types :

- The winner is the player controlling the objective at the end of the game (most of the time by having some of his troops in it or close to it), like in "Battle at the Pig Farm".
- The winner is the player who has kept control of the objective for the highest number of turns : for instance, the owner of every mini or unit standing on the objective for one complete turn scores 1 Victory Point to its owner, like in "The Rush for a Pee on The Uberdiktator's Statue". That type of mission incites players to go for it so you can avoid the "final rush" syndrome.

It works - Just give it a try.