

# IRON DREAM TOURNAMENT III

## Conventions & scenarios

**Rules** : Shockforce 2nd ed, including the Q&A available from the Dark tortoise productions website, along with a few home grown rules taking precedence over all those (see "rules addenda").

**Games** : Games will be played at 1500pts per side, with up to 500pts of Renown. All restrictions on force composition apply (so players may give their figures up to 10 Hero Points in total).

Between each game, every contestant will be ranked according to their 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 will be shuffled.

### **Rules common to all IDT III games :**

- Duration : 5 turns.
- WYSIWYG : a model must represent what it is rules-wise; if it doesn't, it must be announced. Special powers and other invisible stuff must be announced, and more generally, we advise players to show their army list to their opponent.

**Holding an objective:** to hold an area, a player must place 1/10<sup>th</sup> of his original army points in it – in the case of our 1500pt games that will therefore be 150pts.

## **Scoring Tournament Points**

### **I) Game Results**

For every game played, players score a basic score of :

- 05 points for a defeat.
- 10pts for a draw.
- 15pts for a victory.

to which must be added the following modifiers, depending on the situation at the end of the game.

- Annihilating your opponent or making him give up : +2pt.
- Losing less than half your army points : +1pt.
- Killing your opponent's most expensive figure : +1pt
- Being wiped out or giving up : -2pt
- Losing your most expensive figure : -1pt

### **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 that has already taken part to an IDT : 2pt
- Playing an army painted by someone else : 5pts
- Eating Cassoulet (or other funny local food) with your fingers : 3pts
- Calling your opponent a "gros enculé" : +1pt
- Being the hero of the day (for whatever reason) : +1pt.
- Not recognizing the theme from the original Doom on the Negromundheim website : -1pt

### **III) Propaganda Bonuses**

As everybody knows, (dis)information is one of the sinews of war. Prior to the IDT, contestants will be able to use the Negromundheim website as well as the WarEngine yahoo group to present both their armies and their heroes to the crowd.

Polls will then be conducted to determine the most popular, which will get the following bonuses:

- the most popular hero will get the "invigorate" tweak (AV 3k3, 0") for one game, up to the player's choice.
- the most supported faction will be helped by a hero of Negromundheim (worth 120-150pts) for one game, up to the player's choice.

## Mission 1 : Clash

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 manages to bring his opponent under  $5/6^{\text{th}}$  of his original numbers at the end of a turn – and preserve his troops from reaching that limit at the end of that turn.

**Deployment** : within 12" along the table's edge.

**Special Rules**: none



## Mission 2 : Domination

An area must be conquered by both factions.

**Victory conditions** : the player holding the greater number of areas wins.

**Deployment** : within 12" x 24" rectangles set in diagonally opposed table quarters.

**Special Rules** : none.



### 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 TWICE 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.

**Special rules** : none.

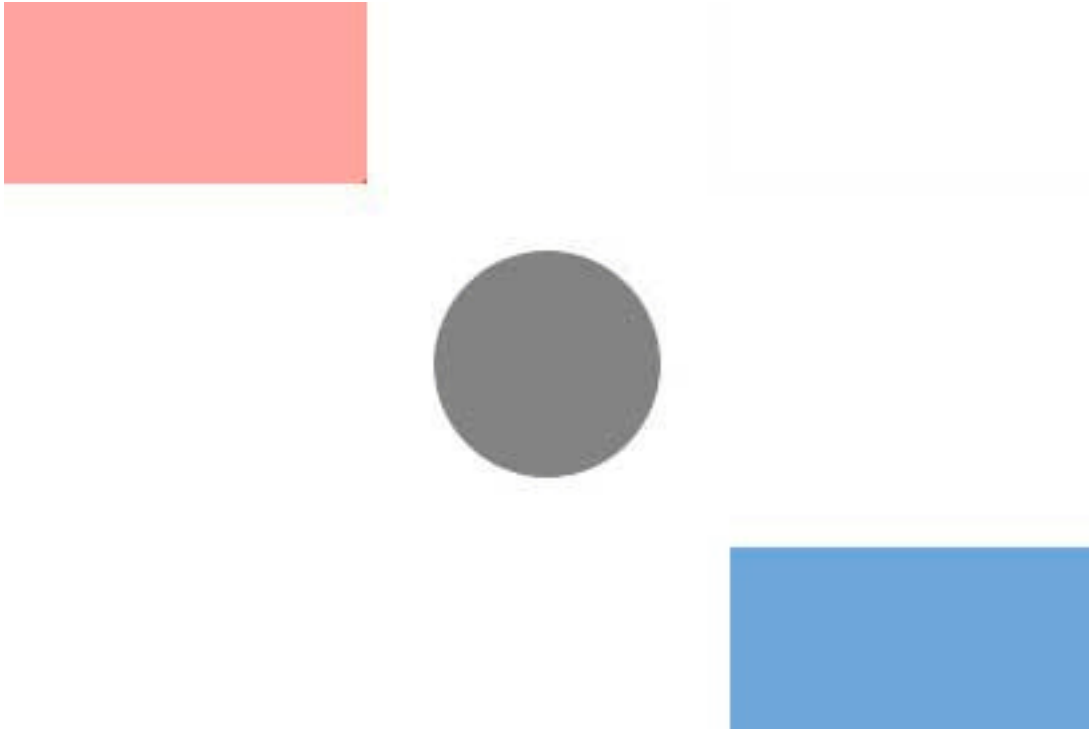


### Mission 4 : Take & hold

A strategic position, whose possession is vital to all parties, must be taken and defended to ensure victory.

**Victory conditions** : The player holding the objective at the end of the game wins.

**Deployment**: within 12" x 24" rectangles set in diagonally opposed table quarters.



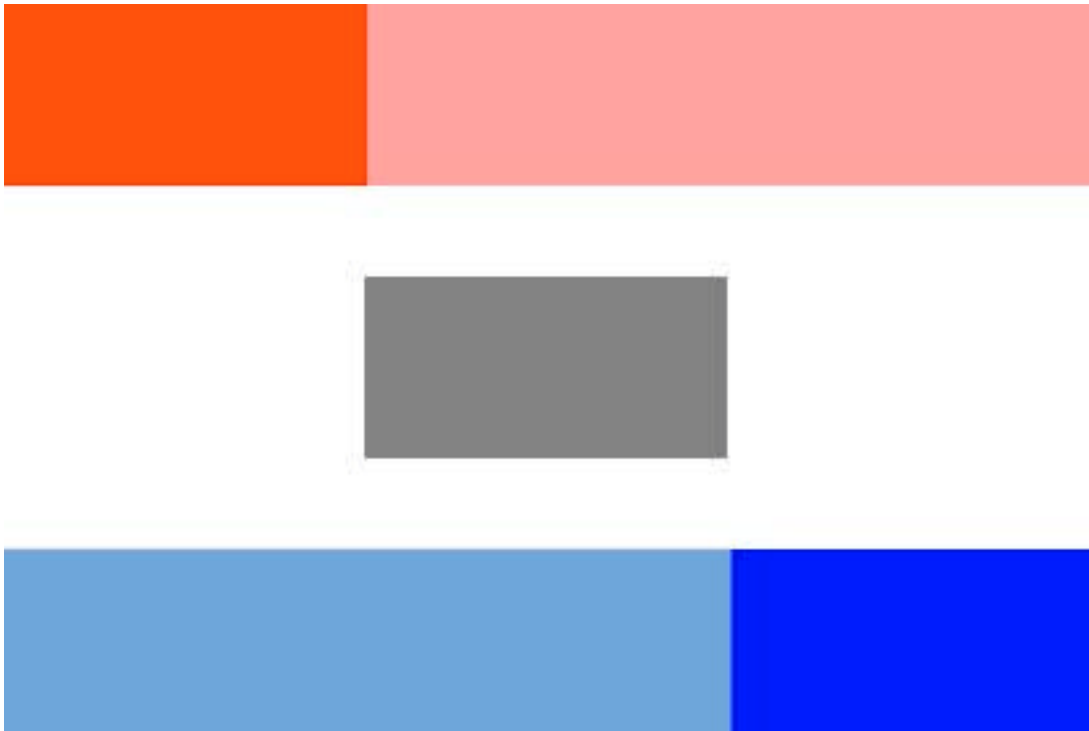
## Mission 5: Conquest

Both forces try to seize vital objectives.

**Victory conditions** : the rectangle set within each player's deployment zone ("home") is worth 1pt, the central one is worth 3pts, the one set in the opponent's deployment zone is worth 5pts. The player scoring the greater number of points wins.

**Deployment** : within 12" along the table's edge.

**Special Rules** : none.



## Rules addenda

### Vehicles / Monsters and LOS:

- M and H figures can only be "screened" by M or H figures.
- M and H figures block friendly and enemy lines of sight.
- H figures that get killed / destroyed remain on the tabletop and still block all LOS.
- M figures that get killed / destroyed remain on the tabletop and still block all LOS on 4+.

✍ It is therefore asked to all IDT contestants to think of those rules when choosing a type for their units, and to be flexible and sensitive when determining LOS during their games.

### Vehicles / Monsters and buildings:

L, M and H figures cannot enter buildings, unless otherwise stated.

### Characters, leaders and morale:

- Reminder: Characters joining a squad do not add to its numbers for morale purposes
- Characters' Mental may be used for rout tests, in which case both the squad and the character rout if the test is a failure. The player may however choose to use the squad's Mn, in which case only the squad routs. One of the consequences is that only the last member of a squad routs when he is the last squad member standing and a character was in the squad.

### Massed attacks and AoE attacks:

We consider there are two ways to mass attacks on an AoE attack:

- a) reserved attacks are massed on one of the multiple attacks.
- b) reserved attacks are massed on several of the multiple attacks.

In other words, a simple attack does not raise all the multiple attacks by 1k1, but one only.

Ex: 2 troopers mass fire on the squad's SAW (3k2, 2x Bu). The player will then either get one 5k4 and one 3k2 attack, or two 4k3 attacks – not two 5k4 attacks !

### Additional Tweaks:

#### **+2 Transport** *Type : L, M, H only*

Unless other tweaks, this one can be taken more than one time and a vehicle or a monster with it can carry one mini per selection. The vehicle can be deployed separately from the transported unit(s). To embark in the vehicle, troops must be in base to base contact with it during the follow up step. When they disembark, troops are re-deployed in base to base contact with the transport during the follow-up step, and both the transport and the unit(s) that were transported then act independently during their next activations. If transport is destroyed, troops inside it must make a DEF check: on a result of 10 or more, they survive ; otherwise they're destroyed.