

IRON DREAM TOURNAMENT IV

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

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 will be randomised.

Note that some (even more) informal games will be played aside from the tournament games ; among them, “KIL!!!” mod games would be a very convenient way to keep busy between tournament matches. See the “KIL!!!” rules for further information.

Scenarios are described in another document. Some may require a smaller budget, and imply force composition restrictions that are described in the “Versus” mod rules – in short:

- a budget ranging from 250 to 500pts. Players are asked to prepare a 500pt force list drawn from one of the main armies they will play during the tournament. They will represent the handful of survivors reaching the latter developments of the tournament’s storyline.
- Maximum weapon range 18”, Troops only, up to 2HP per figure, and some profile limitations.

Rules common to all IDT IV games:

- Duration: 5 turns.
- WYSIWYG: a model must represent what it is rules-wise.
- All models must be painted. No unpainted model will be used in any game. Just leave them in their box.

Special rules depending on the scenario played:

- Holding an objective: to hold an area, a player must place 1/6th of his original army points in it – in the case of our 1500pt games that will be 250pts.
- 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) The winner gets the initiative for turn 1.

Scoring Tournament Points

I) Game Results

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

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

To those must be added the following modifiers, depending on the situation at the end of the game.

- Annihilating your opponent or making him give up: +2pts.
- Losing less than half your total numbers: +1pt.
- Drinking shots, speaking rubbish, and calling your opponent names during the game: +1pt
- Being wiped out or giving up: -2pts
- 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: +2pts
- Playing an army painted by someone else: +5pts
- Eating Cassoulet (or another funny local food) with your fingers: +3pts
- Being the hero of the day (for whatever reason): +1pt.
- Not being French: +2pts.

III) Bubba-Jo's mootatin' !!!

This year's additional tournament bonus will be granted to the player who has taken the greatest care of his troops' physical integrity.

Indeed, staying in such a dangerously toxic, radioactive, mutagenic, and all in all not very healthy area as the Negromnium mine implies that a great number of troops are likely to suffer from mutations.

As the great nations of Negromundheim have the obligation of taking care of their gene-pool, players are required to shoot those troopers that seem to develop some odd features, such as a big nose, extra ears, a fondness for rap music, etc.

During their 1st turn only, players have the opportunity to spot those mutations, and shoot as many of their own figures as they wish. Proceed to shooting as normal, save that the unprepared target may be required to re-roll their DEF roll at the attacker's request.

At the end of the first turn of every game, write down how many of your own troops you killed.

At the end of the tournament, the player who killed the greatest number of his own troops scores 5 tournament points and wins the prestigious title of "Champion of Genetic Purity".

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.
- Squads don’t do rout tests when they lose their leader, but they do one when a character leading the unit dies.

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, all troops inside it must defend against an AV 3k2 AoE attack.

Special Mission : *Ghosts of Negromundheim*

A variation of the Sabotage scenario. Both factions must send troops to explore the galleries of the mine. Were they really prepared for what awaited them?

Victory conditions : To win this scenario, players must send as many figures as possible into the mine. When they end up their activation in the mine, they are removed from play. The player who has sent the greatest number of figures into the mine at the end of the game wins.

Deployment : within 12" along the table's edge. Infiltrators must be deployed more than 6" away from the entry. The ghosts are deployed at the mine's entry.

Special Rules : as it is a poetical scenario with a metaphorical dimension, the ghost of Negromnium is physically embodied by real ghosts going "Booohooohooo la cébé".

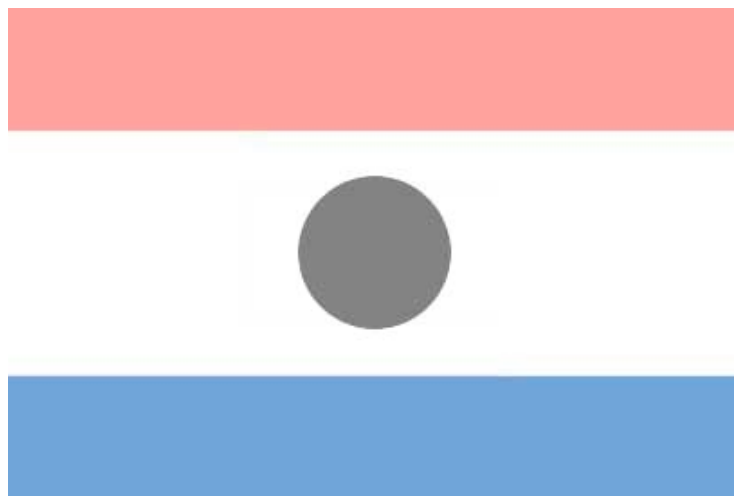
The ghosts are invulnerable, and otherwise have the following profile:

Ghosts of Negromundheim							
Qty	PP	Description	T	Mv	Df	Mn	CR
	na	Ghost	T	6"	na	na	-
		<i>Terrifying, vindictive</i>					
Ghosts' Arsenal							
	WP	Description		R	AV	AE	AET
	na	Touch of Death		-	4k4	2x	CC
		<i>Mental attack</i>					

The ghosts are always activated first, and are considered a single unit for that purpose.

They will not move unless:

- they are more than 6" away from the mine, and they have no figure within 6" to engage ; in which case they will go back to the mine's entry.
- a figure gets within 6" of them ; in which case they will attack them. If several units from the same force can be attacked, the opposing player chooses which. If several units from different players can be attacked, we recommend the following method to determine which player will be charged: use a 16 card deck comprising 8 reds and 8 blacks, and every time the decision has to be made, draw a card – the colour, red or black, will determine which player is attacked.



Special Mission : *The Final Rush* (?)

Our heroes are trapped ! Two forces are reduced to a handful of survivors and know they won't be able to conquer the territory surrounding the mine ; they're looking for the quickest way home, as they are chased by a horde of hydrocephalic zombies going "agnagneu la cébé". Their only way out of trouble is to get on board of the Veh Deh Merd Express, neutralise the other force as well as the Squat commando driving the train, set a new destination - and bring the Negromnium cargo home !

Victory conditions : To win this scenario, players must send as many figures as possible into the Veh Deh Merd Express – and live. The player who has sent the greatest number of figures in the train at the end of the game is considered to have captured the train and its cargo, and wins the game.

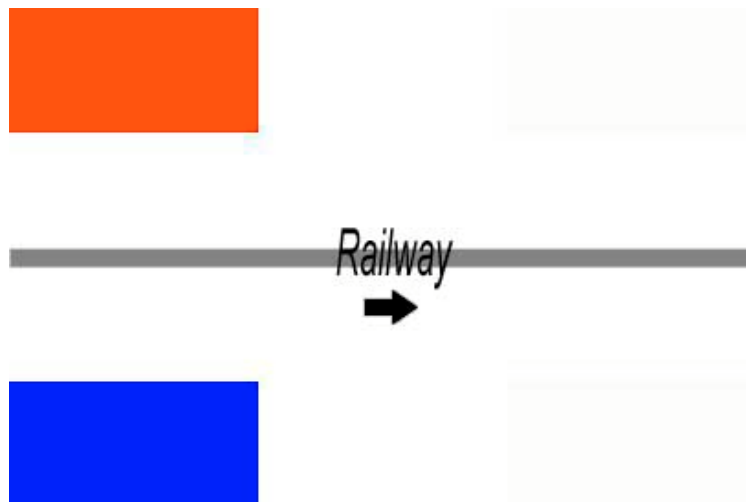
Deployment : within 6" x 12" rectangles set in diagonally opposed table quarters. The zombies are deployed within those quarters, but must start from a table edge.

Special Rules :

- This scenario is designed for a 500pt/player game, and follows the "Versus" Mod limitations. Adapt your army list accordingly (eg. by shortening your long range weapons to 18", and therefore lowering their cost).
- the train moves 6" forwards every turn – at the end of the 5th turn, it is considered to have reached such speed it cannot be got into by any figure.
- When they enter the train, figures cannot be shot at anymore nor use ranged attacks themselves, as the unstable Negromnium cargo is already loaded on the train. The only way to attack enemy figures is therefore close combat.
- Each side is chased by a mob of 10 hungry hydrocephalic zombies – five of them are armed with a rifle, the remaining five only have close combat attacks. They are controlled by the opposing player, are considered a single unit, and part of his force for activation purposes. Every time a zombie is killed, another one of the same type (ie, the same figure) is placed along the table edge during the follow up phase, as at the initial deployment.

The hydrocephalic zombies have the following profile:

Hydrocephalic Zombie							
Qty	PP	Description	T	Mv	Df	Mn	CR
	na	Zombie	T	6"	2k2	na	0"
		<i>Poorly trained, ballsy, coup counter</i>					
Ghosts' Arsenal							
	WP	Description		R	AV	AE	AET
	na	Agnagneu		-	2k1	-	-
	na	Assault rifle		12"	2k2	-	-



Special Mission : *Ultimate Rumble*

Just when you thought it was over! The Veh Deh Merd Express stops suddenly a few minutes after it started, and after some investigation it seems its main power source is out. Unfortunately for those who were riding on the train, their pursuers are on their heels and will try to seize that last occasion to get hold of the train.

Victory conditions : To win this scenario, players must have at least one figure in the command centre at the end of turn 5, and activate the secondary power generator that will start the train again.

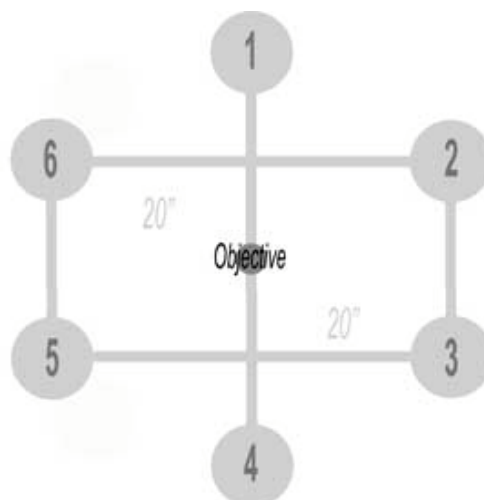
Deployment : Forces are deployed in 8" wide circles, set at each corner of a 20"sided hexagon, as illustrated on the figure.

Special Rules :

- This scenario is designed for a 500pt/player game, and follows the "Versus" Mod limitations. Adapt your army list accordingly (eg, by shortening your long range weapons to 18", and therefore lowering their cost).
- Initiative for turn one is determined by the current tournament ranking: number 1 goes first.
- A hideous demonic mutant is hiding in the command centre, and will get out of it on Turn 2. The mutant is always activated first ; it will attack the nearest unit of a player randomly determined as follows: use a deck of 7 cards, one for each player, and one joker. At the beginning of each of the monster's activations, draw a card – if the joker is drawn, the monster goes berserk: draw two cards instead of one that turn. The monster will only use his movement to get in LoS and within range of the target.

The hideous demonic mutant has the following profile, and 6 Hero Points he will only use to defend himself:

Totzupaqatl, semi-demon-god of the Negromnium mine							
Qty	PP	Description	T	Mv	Df	Mn	CR
	na	Totzupaqatl	C	12"	4k3	na	-
		<i>frenzied</i>					
Ghosts' Arsenal							
	WP	Description		R	AV	AE	AET
	na	Poisoned claws		-	3k2	2x	CC
		<i>Highly accurate</i>					
	na	Vomit-spitter-death-gun		18"	3k3	2x	Ex



Special Mission : *Brave Kindreds !*

In that scenario, a squad of Kindred encounters some horrible hydrocephalic zombies for the first time, as they were scouting the mining village in which they dug out. The objective of the scattered squad is to regroup, and operate a careful retreat into their tunnel.

Victory conditions : All tournament participants are offered to try this scenario as the Kindred player. Their aim is to bring as many Kindred as possible to safety. Freddy Bagshot and Stan Gammage must survive.

Deployment : Game can be played on a 48"×48" table. Stan Gammage and Pvt. A. Grubb are deployed by the tunnel's entrance. Two groups of two kindred are scouting the area, and are deployed 20" away from the hole, and 20" away from each other. The kindred player chooses which of those two groups Cpt Freddy Bagshot joins at the beginning of the game.

The stinking muties are deployed in 3 groups (2 groups of 2, and one group of 6 emerging from a building to cut their retreat), as shown on the scenario map.

Note: though deployed separately, the kindreds are all part of the same squad, and the zombies are all considered part of the same squad as well.

Special rules:

- Because of the particular situation, of their spirit of sacrifice, and because it works better that way, Kindreds are allowed to ignore the target priority rule, and may therefore shoot any zombie in range and line of sight.
- Zombies will not take any rout test, regardless of casualties.
- Kindreds can enter the tunnel as soon as they wish – just move over it, and you're safe!
- The game lasts 6 turns. At the end of turn 6, big trouble happens to all kindreds still on the board, and they are all considered lost because of a napalm strike, a herd a marauding monsters crossing the village, or simply a zombie they didn't hear coming in their back.

