

THE IRON DREAM TOURNAMENT SCENARIO PACK

This document is meant as a scenario resource for ShockForce / WarEngine players (and maybe others, as they're easily adaptable) ; not that they are particularly inspired or original, but sometimes you just need a formal description of simple scenarios, and we thought it might be useful to someone. Most of them are intended for tournament, or at least balanced play – games in which each player has equal objectives and a similar set up. Others are special scenarios that have been used in Iron Dream Tournaments.

As usual, your feedback is very welcome.

The Iron Dream Tournament Committee - Syl.boud@free.fr H.al@infonie.fr

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 5/6th 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.



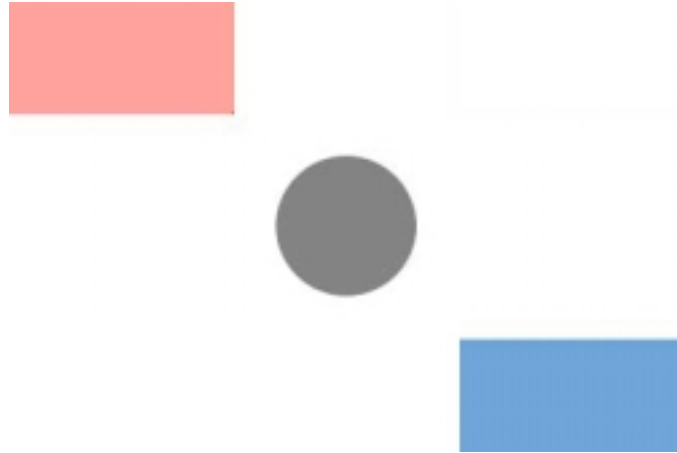
Special rules : none.

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 (may as well be played with a horizontal deployment).



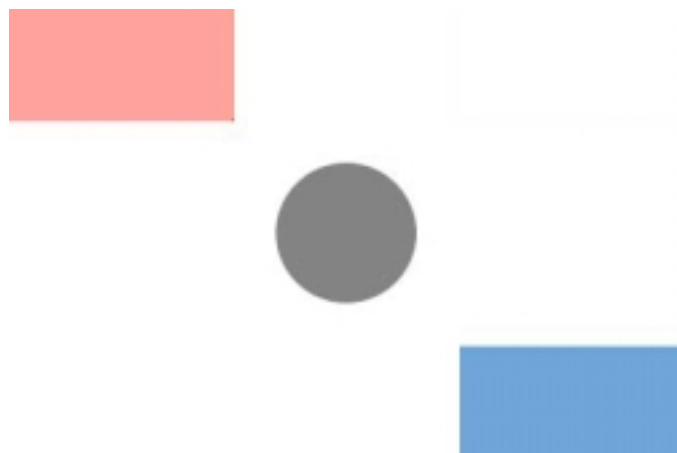
Special rules : none.

Mission 5 : Sabotage

An objective must be sabotaged / hacked / looted / peed on by both parties.

Victory conditions : A figure in contact with the objective during the follow-up step scores one point. The player who has scored the greatest number of points at the end of the game wins.

Deployment: : within 12" x 24" rectangles set in diagonally opposed table quarters (may as well be played with a horizontal deployment).



Special rules : none.

Mission 6: 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 2pts, the one set in the opponent's deployment zone is worth 3pts. The player scoring the greater number of points wins.

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



Special Rules : none.