

IRONMAN XV

Tournament Missions & Special Rules

1. All missions are drawn from the 5th Edition Warhammer 40k Rules of Engagement.
2. Each player will designate their army general when turning in their army list to the judges.
3. Each player should bring 2 objective markers (see Rules of Engagement)
4. Dice will be provided for your use and each player must use the provided dice.
5. To speed up games we suggest that players roll any saves using the same dice your opponent rolled to wound with (just pick them up and allocate wounds.)
6. Terrain will be set up before the event starts and should not be moved during games (it's o.k. to move trees to place models.)
7. Moving onto hills is considered difficult terrain however moving across the top is open terrain.
8. Any hill or intact building taller than 4" will be considered impassable terrain.
9. Any units in or behind woods will receive a 4+ cover save. **Tanks and Monstrous Creatures must be completely inside of or behind the terrain feature.**
10. Units must be within 2" of barricades or tank traps to receive cover from them this will be a 4+ cover save. They will be difficult terrain to move over and tank traps will be impassable terrain for tanks. Tanks and Monstrous creatures will not receive a cover save from barricades and tank traps unless more than half of them are hidden.
11. All ruined buildings will confer a 4+ cover save to any units except vehicles and monstrous creatures on the base. If you can see over half of a tank or monstrous creature in ruins then it will get no cover save. All levels will be 3" to move up or down no matter how they are modeled.
12. There are no intact roads no matter what it might look like.
13. The player designated as the attacker by the mission will deploy and take the first turn unless the defender seizes the initiative.
14. Control of a table quarter will go to the player with the most models in the quarter.
15. If you destroy all of the enemy units you will receive all battle point modifiers.
16. Major loss = 5pts; Minor loss = 8pts; Draw = 11pts; Minor victory = 14pts; Major victory = 17pts

Mission 1

Deployment Type: **Pitched Battle**. The player with the most Troop choices will receive a +1 on the roll to determine attacker. If both players have the same amount then no one gets the bonus.

Attacker Mission: **Unconventional Warfare**

Defender Mission: **Unconventional Warfare**

Battle point Modifiers

+1 if you kill the other army's general.

+1 if you have more units in the enemy deployment zone than they do.

+1 if you control both enemy objectives.

Mission 2

Deployment type: **Dawn of War**. The player with the most Troop choices will be the attacker. If both players have the same number then the players will roll a d6 with the higher roll becoming the attacker.

Attacker Mission: **Firebase**

Defender Mission: **Sabotage**

Battle point Modifiers

+1 if you kill the enemy general.

+1 if you control more table quarters than the enemy.

+1 if you have more units in your deployment zone than the enemy does.

Mission 3

Deployment type: **Pitched Battle**. The player with the most Fast Attack choices will be the attacker. If both players have the same number then the players will roll a d6 with the higher roll becoming the attacker.

Attacker Mission: **Foothold**

Defender Mission: **Lightning Raid**

Battle point Modifiers

+1 if you kill the enemy general.

+1 if you control more table quarters than the enemy.

+1 if you have more units in the enemy deployment zone than they do.

Mission 4

Deployment type: **Spearhead**. The player with the least Heavy support choices will be the attacker. If both players have the same number then the players will roll a d6 with the higher roll becoming the attacker.

Attacker Mission: **Bombardment**

Defender Mission: **Hold Out**

Battle point Modifiers

+1 if you kill the enemy general

+1 if you control both enemy objectives

+1 if you have more units in the enemy deployment zone than they do