

# IRON CROSS

WARHAMMER 40,000 CAMPAIGN

## ARMY LIST

You must bring a prepared army list with you and must be made available to your opponent if he wishes to see it. No VDR vehicles will be used. No special characters will be used. Special Character is any entry that must be played as is and has its own entry in your codex. You may change your army from week to week but your army must fit into your current force organization chart.

## PAIRINGS

The campaign will be played in a Swiss style. The top two (2) players will play each other the next to player with the highest scores will play each other and so on.

## SCENARIOS

All scenarios are randomly chosen from a predetermined pool. All players will play the same scenario. Each scenario will have battle point modifiers in addition to the points earned based on the outcome of the battle. You may never go below three (3) points per game even if the scenario modifiers would normally bring you below three (3) points.

**Victory = 9 points**

**Tie = 6 points**

**Defeat = 3 points**

## VICTORY CONDITIONS

The player with the highest score at the end of six (6) weeks will be declared the winner Score calculation: Total active force organization chart slots remaining + total victory points (game points and battle point modifiers) + total territories controlled. (e.g. 10 total active slots + 38 victory points + 7 territories = 55 total points)

## TERRITORIES

Only territories that are staked allow you to use the ability for that territory. You may stake up to three (3) territories, this would allowed you to use up to three (3) abilities. If you loose your opponent will get to choose one (1) territory from the territories you have staked. He may only choose one (1) territory regardless how many you have staked. You must stake at least one (1) territory even if you do not intend on using its ability. In multi player games you may only stake one (1) territory.

## STARTING FORCE

Each player will begin with on extended force organization chart. Each unit or vehicle that is destroyed will cost the player one (1) slot of the corresponding unit type in his force organization chart. The force organization chart will determine what units each player can field. Units marked in black show the minimum number of units a player may field. Units marked in black may never be taken as casualties. This allows a player to field a balance force in the back end of the campaign. Any unit below 50% must roll to see if it reduces the force organization chart. A unit that is down to "Las man standing" must roll a six (6) to prevent the player from loosing a slot on his force organization chart.

**Unit < or = 50%**

**2+ unit does not take a slot in your chart**

(A unit at or below 50% with an immobilized or destroyed transport would add +1 to its dice roll so it would need a 3+

**Unit < or = 25%**

**3+ unit does not take a slot in your chart**

**Last Man Standing**

**6+ unit does not take a slot in your chart**

**Immobilized Vehicle**

**2+ unit does not take a slot in your chart**

(+1 to roll if the vehicle was purchased as a transport for a unit)

**Weapon Destroyed**

**+1 per weapon destroyed to the roll above**

(e.g. an immobilized landraider would need to roll a 2+ to prevent the loss of a heavy slot. If the same landraider was immobilized and had 2 weapons destroyed he would need a 4+ instead +1 for every weapon destroyed).

## STARTING TERRITORIES

Each player will begin with six (6) random generated territories. All duplicate territories will be re-rolled.

## ODD NUMBER OF PLAYERS















































In the event of an odd number of players the odd player will join one of the other games (determined at random). The game with three (3) players will play the "take and hold" scenario. Each player will play with its full amount of pints (1500 points) and must stake one territory. The winner of the scenario will keep his territory and will choose one (1) territory from the other two (2) territories staked by his opponents. The remaining territory is discarded. To minimize confusion in multi player game you can only stake one (1) territory.

## Territory Chart

11	<b>Hospital</b> - you may ignore the first lost slot in your force organization each game.
12	<b>Sniper Training Center</b> - one (1) free (no point cost) assassin using the Vindicare rules this model takes one elite slot in your force organization chart. And if killed will cost you one elite slot in your force chart.
13-15	<b>Improved Sentries</b> – all enemy units that wish to infiltrate must roll a 4+ on one (1) D6. On a roll of 1, 2 or 3 the player must deploy them in his deployment zone.
16-18	<b>Temple</b> - on a roll of 4+ you may rebuild one of your HQ slots in your force organization chart.
19-21	<b>Sabotage</b> - the enemy loses any one (1) territory ability for the duration of the game. You must tell your opponent before the game starts but after territories have been staked what ability he cannot use during the game.
22	<b>Low Orbit Station</b> –start rolling for reserves on turn one (1) but will need a 5+ to bring any units in reserve.
23-24	<b>Space Station</b> - any one (1) unit in your army may now Deep Strike on missions that allows Deep Strike. Except for walkers, monstrous creatures and vehicles (tanks & transports) may not deep strike unless allowed in the rules of your codex (e.g. Dark Eldar Raiders, Necron Monolith, etc...) Units embarked in a transport may not deep strike. Walkers may not deep strike.
25-28	<b>Landing Pad</b> - on a roll of 4+ you may rebuild one of your Fast Attack slots in your force organization chart.
29-30	<b>Satellite Uplink</b> - allows any one unit in your army to infiltrate on missions that allow infiltrators. Exception vehicles, walkers and monstrous creatures may not infiltrate. Units embarked in a transport may not infiltrate.
31-32	<b>Industrial Factory</b> – vehicles in your army only cost you a slot if they are destroyed not immobilized.
33	<b>Mobile Strike Center – MSC</b> - allows you to use the Planetary Defenses, Satellite Uplink and Space Station abilities. You may switch abilities each game but you can only use one per game unless you control multiple MSCs.
34-36	<b>Spy Network</b> - your spy has intercepted valuable enemy plans. You may re-roll to see which player goes first.
37-38	<b>War Academy</b> - on a roll of 4+ you may rebuild one of your Elite slots in your force organization chart.
39-41	<b>Propaganda Officer</b> - you may ignore the first failed morale or pinning test of each game. This cannot be used to prevent a unit from becoming entangled when exiting a vehicle.
42-43	<b>Barracks</b> - on a roll of 4+ you may rebuild one of your Troop slots in your force organization chart.
44	<b>Mobile Defense Center – MDC</b> - allows you to use the Planetary Defenses, Weather Station and Sentries. You may switch abilities each game but you can only use one per game unless you control multiple MDCs.
45-48	<b>Field Medic</b> - you may re-roll when checking if a unit below 50% forces you to lose a slot in your organization chart.
49-50	<b>Supply Drop Ship</b> - you may add +1 to all your reserve rolls in scenarios that use reserves. A roll of 1 always fails.
51-52	<b>Engineering Division</b> - you may add +1 to all repair dice rolls in your force organization chart
53-54	<b>Planetary Defenses</b> - allow you to use a Preliminary Bombardment at no point cost.
55	<b>Data Center</b> - you may switch the deployment sequence of any one unit in your army. (e.g. you may deploy a heavy support choice during your fast attack phase you must deploy one of your fast attack units during your heavy support phase. You may not switch the deployment order with a unit type that you are not using.)
56-57	<b>Weather Station</b> - prevent your opponent from using Deep Strike and Planetary Defenses.
58-59	<b>Underground Tunnels</b> - you may re-deploy one (1) unit after all units have been deployed but before battle begins. Final placement of the unit may not be outside of the deployment zone
60-61	<b>Defense Depot</b> - on a roll of 4+ you may rebuild one of your Heavy Support slots in your force organization chart.
62-63	<b>Motor Pool</b> - all immobilized vehicles in your army become repairable on a roll of six (6) on one (1) D6.
64-65	<b>Counter Intelligence</b> - after all units have been deployed you may move one (1) enemy unit up to 6" in any direction. Final placement of the unit may not be outside of the deployment zone.
66	<b>Command Center – CC</b> - allows you to use the Planetary Defenses, Weather Station, Sentries, Satellite Uplink and Space Station You may switch abilities each game but you can only use one per game unless you control multiple Command Centers.

NAME	ARMY	<b>1500 POINTS</b>
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**FORCE ORGANIZATION**

HQ								
ELITE								
TROOP								
TROOP								
HEAVY								
FAST								
Unit at 50% Unit at 25% Last Man Standing Immobilized Vehicle Weapon Destroyed		2+ unit does not take a slot in your chart 3+ unit does not take a slot in your chart 6+ unit does not take a slot in your chart 2+ unit does not take a slot in your chart +1 per weapon destroyed to the roll above (e.g. an immobilized landraider would need to roll a 2+ to prevent the loss of a heavy slot. If the same landraider was immobilized and had 2 weapons destroyed he would need a 4+ instead).						

**TRACKING CHART**

STARTING TERRAINS	CONQUERED TERRAINS	WEEK No.	W	L	D	GAME POINTS	BATTLE POINTS	TOTAL POINTS
		1						
		2						
		3						
		4						
		5						
		6						
Victory = 9 points      Tie = 6 points      Defeat = 3 points						<b>TOTAL</b>		