

IRON CROSS

FREQUENTLY ASKED QUESTIONS

We have been asked a number of things about the upcoming Iron Cross ruleset, so let's dive right into them!

What sized engagements does an Iron Cross battle represent?

A typical Iron Cross force battle pits forces from company to battalion size against each other. In attacker vs defender scenarios, there is a sizeable disparity (as you would expect).

What size figures are used? How many do I need

Any! We have used 15mm, 20mm and 28mm figures. The authors have multiple armies. One recently completed, modest 15mm force has 7 Shermans, 3 halftracks and 14 bases of infantry (approx. 55 figures).

Can you "scale up" Iron Cross games?

Iron Cross was developed with this very aspect in mind. So, you can play Iron Cross with a modest force (in any scale) on a 6' x 4', or you can play on a much bigger playing surface with much larger forces. Much of the playtesting was done with this in mind, using forces comprising up to twenty tanks and many companies of infantry. We are lucky enough to have a rather large club area, so occasionally play on 12' x 6' or 16' x 4' gaming areas!

What are the figure ratios?

An infantry unit represents a section or squad. These are represented by a base of 4/5 figures or the same amount individually based.

Will there be single figure removal or can you play with multiple figure stands?

There is no figure removal at all in Iron Cross, so stands are fine!

Does Iron Cross utilise a UGOIGO turn system, or something else?

There is not a fixed turn system in Iron Cross. At any time one side will have the initiative, but any action may be interrupted by the other side at any time. This serves to make the game very fluid and to constantly challenge the players with decisions to make.

How does a turn broadly work?

Each turn begins with players taking all of their allocated command tokens and ends when all of those tokens have been spent. The side with the initiative - the active side - has the advantage in terms of activating units. The other side - the reactive side - may interrupt any of the opposition's actions by spending a command token and passing the die roll required. A player may pass over the initiative to the other side before spending all his or her command tokens; this is wise as you need to hold something in reserve to counter any threat the enemy may bring to bear.

How does a unit activate?

You spend a command token, declare what the unit will do, then perform the action. A unit may move, take a fast move, fire, move and fire or fall back. A unit may also activate multiple times although subsequent activations require a dice roll.



How does a unit react to enemy action?

Let's say you are the reactive player as your opponent has the initiative. When the opponent declares an action, you may declare a reaction. You can do this for every single action the active player declares, if you want to! You spend a command token and have to pass a die roll.

Success means that a unit may react by moving and/or firing, or by way of a morale test. If that die roll was a '6', the reactive side seizes the initiative from the enemy.

How does the game deal with morale?

Accurate fire inflicts morale markers. Once the number of morale markers exceeds a unit's morale rating, it is out of the game. Morale may be improved by spending command tokens. This is a very interesting balancing mechanism as players are forced to consider the merits of continual unit activation vs managing morale!

Will there be scenarios and army lists in the book?

Yes! The core book contains 4 scenarios and lists for the major belligerents for 1944/5.

Are there expansions planned?

Yes, we will be publishing an expansion book in mid 2016 for the mid-war period. Two further ones are planned following that, plus there will be online stuff.

Is there a points system for pick up games?

Yes. Although we generally do not use points in our own games, there is a pv system in place for all of the lists we will publish.

Is this a replacement for Rules of Engagement?

Nope, RoE is a different type of game for a different level of engagement.

What is unique about Iron Cross and, given the number of WWII games out there, why would we want to play this?

Iron Cross is compact, easy to learn and has tons of decision making, tension and tactical nuances. What it does better than anything on this scale is give you a game that feels like WWII and looks like WWII. The guts of the game is about 10 pages long. A couple of pages are added on for unit rules, a couple for scenario rules, then the rest is orbats and scenarios with a section describing aspects of a game turn being played out.

It's a game that gamers can quickly pick up. We decided to cut out some of the things that appear in other WWII games so that you can concentrate on close quarters engagements between opposing forces of tanks and infantry. Iron Cross is elegantly simple.

How big is the book and how much does it cost?

The book is a very compact 32 pages with an RRP of £12. Released in October.

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