

Gosford Shield 2008 Mission Pack

The player match ups for the first mission will be determined by the armies comp scores. The match ups for the other missions will be determined by total generalship points scored to date. The Generalship points awarded for each game are shown in the table below.

Generalship Points		Battle Point Difference	Victory Point Difference
Win	Loss		
10	10	0	0 – 124
11	9	1	125 - 299
12	8	2	300 – 599
13	7	3	600 – 899
14	6	4	900 – 1249
15	5	5+	1250 +

The Warhammer rule book assumes that games will be played on a board that is 4' or 48" deep. Australian boards are typically 1200mm deep, which is 47¼" deep. Also there can be some variation between board sizes. Because of this, for this event the deployment zones are specified in terms of the distance that models must be from the long centre line of the board.

Mission 1 (9:00am): **Breakthrough** (Recon Alpha with modified victory conditions)

The objective is to break through the enemies lines while still defending your side of the board. This is a Recon mission with one battle point earned for each scoring unit entirely in the opponent's deployment zone, plus an extra battle point for each table quarter you hold.

Being an Alpha level mission, the infiltrate special rule is not in effect. This is a 6 turn game.

Set up:

- Both players roll a dice, the winner chooses which of the long table edges to deploy in. The opponent gets the opposite deployment zone.
- Starting with the player that scored lowest, the players take it in turns deploying a unit at a time in their deployment zone, until all their available models are on the tabletop. Models must be deployed more than 24" from any enemy and more than 9" from the long centre line (ie deployment zone approx 15"). Players must deploy their units in the following order – Heavy Support, Troops, Elites, HQ and Fast Attack.
- Models with the Scout USR may move. If both players have models with the Scout USR, roll a d6. Highest score may choose whether to move their units with Scout first.
- Roll a d6. Highest score may choose whether to go first or second.

Victory Conditions:

Score one battle point earned for each scoring unit entirely in the opponent's deployment zone (ie more than 9" from the long centre line), plus an extra battle point for each table quarter you hold.

You hold a table quarter if you have a scoring unit in that table quarter, and your opponent does not. If a unit spans multiple table quarters, the quarter with the most models in it is the one that the unit claims or contests. In the case of a single model unit, the quarter that the centre of the model (or the centre on the flying base in the case of skimmers) is the quarter that the model claims or contests. If it can not be determined which quarter a unit claims or contests, roll a dice.

A unit may count for both being entirely in the opponent's deployment zone and also as claiming/contesting a table quarter.

Mission 2 (11:00am): **Take and Hold** (Omega)

The objective is the centre of the board. You score victory points for enemy losses plus victory points for your own units entirely within 12" of the centre of the board.

Being an Omega level mission the following rules are in effect: Escalation, Concealment, Infiltrate, Deep Strike, Dusk & Dawn, Random Game Length, Reserves, Victory Points. Random game length provides for a maximum of 3 extra turns (i.e. maximum 9 turn game).

Units coming on as Reserves that don't Deep Strike will move on from the player's long table edge. The distance moved is the distance from where the model entered the table edge to that portion of the model furthest from where it entered.

Set up:

1. Both players roll a dice, the winner chooses which of the long table edges to deploy in. The opponent gets the opposite deployment zone.
2. Starting with the player that scored highest, the players take it in turns deploying a unit at a time in their deployment zone, until all their available models are on the tabletop. Models must be deployed more than 12" from the long centre line. Players must deploy their units in the following order – Heavy Support, Troops, Elites, HQ and Fast Attack.
3. Roll a d6 to determine if Dusk or Dawn is in effect. On a roll of 1, Night Fighting rules apply in turn 1. On a roll of 6, Night Fighting rules apply from turn 6 on.
4. Models with the Scout USR may move. If both players have models with the Scout USR, roll a d6. Highest score may choose whether to move their units with Scout
5. Roll a d6. Highest score may choose whether to go first or second.

Victory conditions:

Determine victory points based on the damage you have inflicted on the enemy. Add victory points equal to the value of your own scoring units entirely within 12" of the centre of the board.

If one player has at least a margin of 125 victory points more than their opponent, they win.

Mission 3 (2:00pm): Cargo Drop (Gamma with modified alpha victory conditions)

This mission is based on the Secure and Control mission, but with different deployment rules and a slight difference in how you claim objectives. The following rules are in effect: Deep Strike, Dusk and Dawn. Victory Points are not being used for this mission.

Up to now there has been a stalemate at the local section of the battlefield. Each side has troops deployed to hold the line. Suddenly (due to a SNAFU) a shipment of cargo pods land in No Mans Land between the two forces rather than being teleported down safely behind the lines. Cargo pods contain equipment and supplies vital to the war effort and both sides will rush in reinforcements to claim them.

For gaming purposes the cargo pods are modelled on 40mm bases and count as level 1 impassable terrain that provides a 6+ cover save. Jet bikes, jump troops and skimmers may move over the cargo pods but may not end their move over the cargo pod. (It must be something to do with the residual energy from the teleportation).

The cargo pods cannot be targeted; however it is permissible you can fire/position template weapons so that the cargo pod is under the template (but not under the hole). However, be careful of ordnance scattering onto the cargo pod. The cargo pod has an AV14 force field protecting it. If this is breached (a glancing hit or better) then the pod is destroyed and the firing player will be penalised 1 battle point for "Reckless destruction of army property".

You start the game with two troops choices on the board. The rest of your army is split into reinforcements and reserves. At the beginning of your turn 1 you can choose any or all units that didn't start on the board to be reinforcements, the remaining units that started off the board are reserves. Reinforcements move on from your table edge at the start of turn 1. Reserves are rolled for randomly from turn 2 and may arrive from your long table edge or deep strike (if eligible).

Setup:

1. Set up the 5 cargo pods along the centre line of the board mid way between the two deployment zones, 12" from the edge and 12" apart. This represents where the cargo pods are predicted to land.
2. Both players roll a dice, the winner chooses which of the long table edges to deploy in. The opponent gets the opposite deployment zone.
3. Starting with the player that scored highest, both players deploy one selection from the troops section of their Force Organisation Chart (FOC). For most armies this means one unit of troops. For Imperial Guard, this could be one platoon of several squads. All models must be over 12" away from the table long centre line.
4. Both players deploy their second unit of troops.
5. Any units with the Scout USR may be deployed. If both players have such units they take turns deploying them starting with the player that rolled highest in (2).
6. The Cargo Pods land. Each Cargo Pod is scattered D3" to account for random variations of the teleportation targeting.
7. Roll a d6 to determine if Dusk or Dawn is in effect. On a roll of 1, Night Fighting rules apply in turn 1. On a roll of 6, Night Fighting rules apply on turn 6.

8. Models with the Scout USR may move. If both players have models with the Scout USR, roll a d6. Highest score may choose whether to move their units with Scout first or second.
9. Roll a d6. Highest score may choose whether to go first or second.
10. In each players first turn they split the remainder of their army into Reinforcements and Reserves. Reinforcements move in from the players long table edge on turn 1. Reinforcements with the Infiltrate USR may move on either from the players long table edge or from a short table edge of the owning players deployment zone. Reserves enter as normal.

Victory Conditions: For each cargo pod that you have a model from a scoring unit in base contact, without any of your opponents scoring units having a model in base contact, you score one battle point.

Mission 4 (4:00pm): **Seek & Destroy** (Gamma with modified alpha victory conditions)

It has come down to a final battle. Destroy your opponent's ability to engage in combat while preserving your own forces. This is a gamma level Seek & Destroy mission with modified alpha victory conditions.

Being a gamma level mission the following rules are in effect: Infiltrate, Deep Strike, Dusk and Dawn. Victory Points are not being used for this mission.

Set up:

1. Both players roll a dice, the winner chooses which of the long table edges to deploy in. The opponent gets the opposite deployment zone.
2. Starting with the player that scored lowest, the players take it in turns deploying a unit at a time in their deployment zone, until all their available models are on the tabletop. Units must be deployed more than 24" from the enemy and more than 9" from the table long centre line. Players must deploy their units in the following order – Heavy Support, Troops, Elites, HQ and Fast Attack.
3. Roll a d6 to determine if Dusk or Dawn is in effect. On a roll of 1, Night Fighting rules apply in turn 1. On a roll of 6, Night Fighting rules apply from turn 6 on.
4. Models with the Scout USR may move. If both players have models with the Scout USR, roll a d6. Highest score may choose whether to move their units with Scout first or second.
5. Roll a d6. Highest score may choose whether to go first or second.

Victory Conditions:

Rather than calculating victory points at the end of a long day you will score 1 battle point for each enemy scoring unit that is no longer scoring, 1 battle point for each enemy independent character below half wounds and 1 battle point for each of your own scoring units that is still a scoring unit.