

# 1. GOSFORD SHIELD MISSIONS

**Wipeout:** For any mission, if one player is wiped out (or phased out), the winner will get at least 13 battle points and the loser will get at most 7 battle points. The result can be better than 13-7 if the winner can fulfil the victory conditions of the mission. The winning player gets to move in their remaining turns of the game (after the opponent has been wiped out) to try and fulfil the mission objectives.

## 1.1. Annihilation – Pitched Battle

This mission is the standard mission from pages 91 – 93 of the rule book.

**Seeding:** players will be grouped by age/experience. Within each group players will be seeded by the number of kill points in their army.

**Deployment:** Long Table Edges

The players roll off and the winner chooses whether to go first or second. The player that goes first then chooses one of the long table edges to be their own table edge. They then deploy their force in their half of the table, with all models more than 12” away from the tables middle line (ie typically 12” deep deployment zone). The opponent then deploys in their deployment zone. Deploy any infiltrators and make any scout moves.

**Objective:** Destroy your enemy without taking crippling losses.

**Victory Conditions:** At the end of the game, each player receives one “kill point” for each enemy unit that has been completely destroyed. The player with the highest total number of kill points wins.

The winner is the player who has claimed the most kill points from their opponent. The number of Battle Points that each player gets from the game is determined by the following table.

Margin Required	Losing Army’s Starting Kill Points			
Battle Points	0-8	9 -11	12 - 13	14+
10 – 10	0	0	0	0
11 – 9	1	1	1 - 2	1 – 2
12 – 8	2	2	3	3 – 4
13 – 7	-	3	4	5
14 – 6	3	4	5	6
15 – 5	4	5	6	7

Eg. If the losing army started with 8 kill points, then a margin of 4 kill points would result in 15 battle points for the win and 5 kill points for the loss.

If the losing army started with 12 kill points, then a margin of 4 kill points would result in 13 battle points for the win and 7 kill points for the loss.

**Seeding:** Seeding for rounds 2 onwards will be based on total cumulative battle points, to match each player up to one who is close to them on total battle points. Matchups will be subject to players not being able to play the same opponent twice, and as far as possible we will avoid players from the same club playing against each other.

## 1.2. Capture the Flag – Spearhead

This is a “Capture and Control” mission with slightly modified victory conditions.

**Deployment:** Table Quarters.

The players roll-off, and the winner chooses whether to go first or second. The player that goes first chooses a long edge and one table quarter to deploy in.

After deciding deployment zones, but before deploying any unit, starting with the player that deploys first, each player chooses a point in his own deployment zone to be an objective. These objectives must not be in impassable terrain and cannot be within 24” of each other.

The player that goes first, deploys his force in his table quarter, more than 12” away from the centre of the table. The opponents then deploys in the diagonal opposite corner, more than 12” away from the centre of the table.

Deploy any infiltrators and make any scout moves.

**Objective:** Capture the enemy objective while defending your own.

**Victory Conditions:** At the end of the game you control an objective if you have at least one scoring unit within 3” of it, and there are no enemy units (of any sort) within 3” of it. Otherwise, you contest an objective if you have any units, scoring or otherwise, within 3” of that objective.

If both players control the same number of objectives, the winner is the player with the most scoring units with at least one model wholly within the opponent’s table quarter.

Battle Points	Game Result
10 – 10	Draw
11 – 9	No objectives but winner has the most scoring units in opponent’s table quarter
12 – 8	Both players control one objective but the winner has the most scoring units in the opponent’s table quarter; or Control one objective and opponent does not control an objective.
13 – 7	Control your own objective and contest the opponent’s
14 – 6	Control the opponent’s objective and contest your own
15 – 5	Control both objectives

### 1.3. Alien Booty

**Background:** Our best psychers have divined that an alien artefact will be torn from the warp and appear on the planet's surface. Under cover of darkness, our forces have been positioned to recover this. However, the dastardly foe is trying to steal the booty.

**Special Rules:** Night Fight special rule is in effect for game turn 1. "A tear in the warp" applies from game turn 2.

*A tear in the warp:* The alien artefact is represented by a large blast template (5" diameter). This arrives at the start of game turn 2. Place the template at the centre of the table and scatter it 2D6". If it is within 18" of a table edge, move the template directly away from the table edge so that it is 18" from the table edge. This final position is where it lands.

Any model that is fully covered by the template when it lands is sucked into the warp (no saves of any type). Any model partially covered by the template will take a Str 8 AP1 hit (invul saves permitted, hits on vehicles are resolved against the side armour). Vehicles that are immobilised or destroyed by this hit are removed. Surviving models are then pushed out from under the template by the shortest route (if necessary move other friendly or enemy models to make room). Units suffering 25% casualties have to take a morale check.

The EM and etheric disruption from the tear in the warp will also disrupt communications. No deep striking units can be placed within 15" of the edge of the artefact. If any deep striking unit (including drop pods) deploys or scatters such that at least one model deploys within 15" of the artefact then the unit suffers a "Misplaced" Deep Strike Mishap (rulebook p95).

The booty is impassable terrain (and skimmers may not end their move on it) that does not obscure or block line of sight, and does not provide a cover save.

**Deployment:** Pitched Battle – Long Table Edges (refer rulebook p92)

**Objective:** Claim the Alien Booty by having the most scoring units touching it at the end of the game.

**Victory Conditions:** A unit is considered to be touching the objective if it has at least one unengaged (rulebook p35) model in base to base contact with the objective. The unit must also be in coherency and not falling back.

If at least one player has a scoring unit touching the booty at the end of the game, the winner is the player with the most scoring units touching the booty. If neither player has a scoring unit touching the booty, the winner is the player with the most units touching the booty.

Battle Points	Game Result
10 – 10	Draw
11 – 9	Margin of 1 or 2 units touching the booty
12 – 8	Margin of 3 or more units touching the booty
13 – 7	Margin of 1 scoring unit touching the booty
14 – 6	Margin of 2 scoring units touching the booty
15 – 5	Margin of 3 or more scoring units touching the booty

## 1.4. Seize Ground – Dawn of War

This mission is from pages 91 – 93 of the rule book with slightly modified rules for deploying objectives.

**Deployment:** Table halves. Before deciding deployment zones, the players must determine the position of 4 objectives. The winner of a roll off places the first objective on the table and players then alternate in placing objectives. Objectives must be at least 12” from each other and the short table edges, and must be at least 18” from the long table edges.

Each player can deploy up to one HQ and two Troops units. Units must be more than 18” from enemy units.

During game turn 1, the Night Fight special rule is in effect.

**Objective:** Control the most objectives and prevent your opponent from capturing objectives.

**Victory conditions:** At the end of the game you control an objective if there is at least one of your scoring units, and no enemy units of any type, within 3” of the objective. If a unit is within 3” of more than one objective the player must nominate which one of the objectives it wishes to claim/contest. The player controlling the most objectives wins.

If both players control the same number of objectives, the winner is the player who controls the most objectives if only scoring units can control or contest objectives.

Battle Points	Game Result
10 – 10	Both opponents control the same number of objectives, even if only scoring units can control or contest objectives.
11 – 9	Both players control the same number of objectives, but one player controls more objectives if only scoring units can control or contest
12 – 8	Margin of 1 (eg 2-1 or 1-0)
13 – 7	Margin of 2 (eg 2-0 or 3-1)
14 – 6	Control 3 objectives and neither player controls 4 <sup>th</sup> objective.
15 – 5	Control all 4 objectives

Eg. Player A has scoring units contesting 3 objectives, and Player B has non-scoring units contesting the same 3 objectives. The 4<sup>th</sup> objective has no models within 3”. Both players control the same number of objectives (0 objectives). However, the result is an 11-9 win to Player A because if only scoring units are counted Player A has a 3-0 result.

Eg. Player X has a scoring unit claiming one objective, and non scoring units contesting the other three objectives. Player Y has scoring units contesting the 3 contested objectives. Because there is a clear result (a 1-0 margin in favour of Player X) this is a win for player X and is a 12 – 8 result.