

Goonhammer Open Map Pack Oct. 2022

Update Details

Last updated 2022-10-13

If you have any feedback or concerns, please email contact@goonhammer.com

Changelog

- 2022-10-13: Updated maps for Oct. 2022
- 2022-10-14: Added clarification on Area Terrain, changed crates to match rulebook.

General Principles

- Three different terrain layouts are provided, with two of them being used for multiple missions.
- Terrain changeovers are at lunchtime on Saturday and Sunday.
- Some maps have objectives that may be on the ground floor of U-shaped ruins. This is intentional, and permitted.
- **Two versions of each map are provided.** This is because some terrain kits have four large “U” shapes, and some have two large “U”s and two large “L”s. Use the map appropriate to your table.
- Exact measurements will vary by terrain kit, so measurements are not shown on the maps. Instead, objective positions have been drawn, indicating where it is intended to be possible to hold objectives from inside buildings. Use these to guide terrain placement.
- It is intended that:
 - Standard monster bases (e.g. Armigers, The Avatar) are not blocked from moving round the outer edges of any ruins on the map. If there is not enough space between the edge of the wall and the edge of the map, adjust the terrain slightly prior to deployment.
 - Titanic bases can traverse key channels and the middle of the board and key avenues, though may sometimes need to cross area terrain to do so (see below).

Rules

- All fully-enclosed ground floor windows are considered line-of-sight blocking, even if not modelled as such. Windows on upper floors may vary slightly, and should be played as modelled.
- All ruins are considered to be at least 5” tall for the purposes of the Obscuring rule, even if narrowly short of this height.
- Measure Obscuring to the base of the terrain feature.
- Area terrain pieces are considered to be 3” tall for the purposes of the Dense rule.
- Area terrain is intended to be traversable for large models, and raised or protruding sections are primarily for visual effect. Large models may move through these without being obstructed, as long as they can legally place their base/hull on completion of the move (and they still suffer the penalty to their movement from Difficult Terrain). This means that placement of other models may still be able to impede their movement in some cases.
- Containers should be placed two high, and are considered to form an opaque wall, even if there are small gaps in between the individual containers.

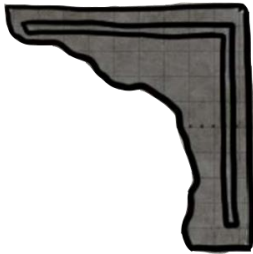
Terrain Types

U-Shaped Ruin



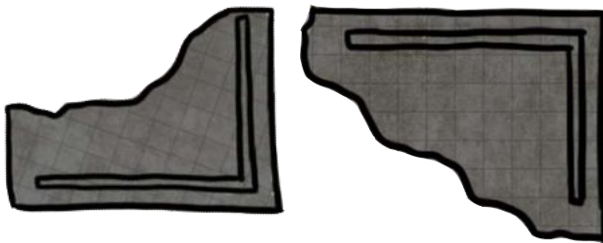
(Area) Light Cover, Defensible, Obscuring, Breachable, Scalable

Large L-Shaped Ruin



(Area) Light Cover, Defensible, Obscuring, Breachable, Scalable

Small L-Shaped Ruins



(Area) Light Cover, Defensible, Obscuring, Breachable, Scalable

Area Terrain



(Area) Dense Cover, Difficult Ground, Breachable

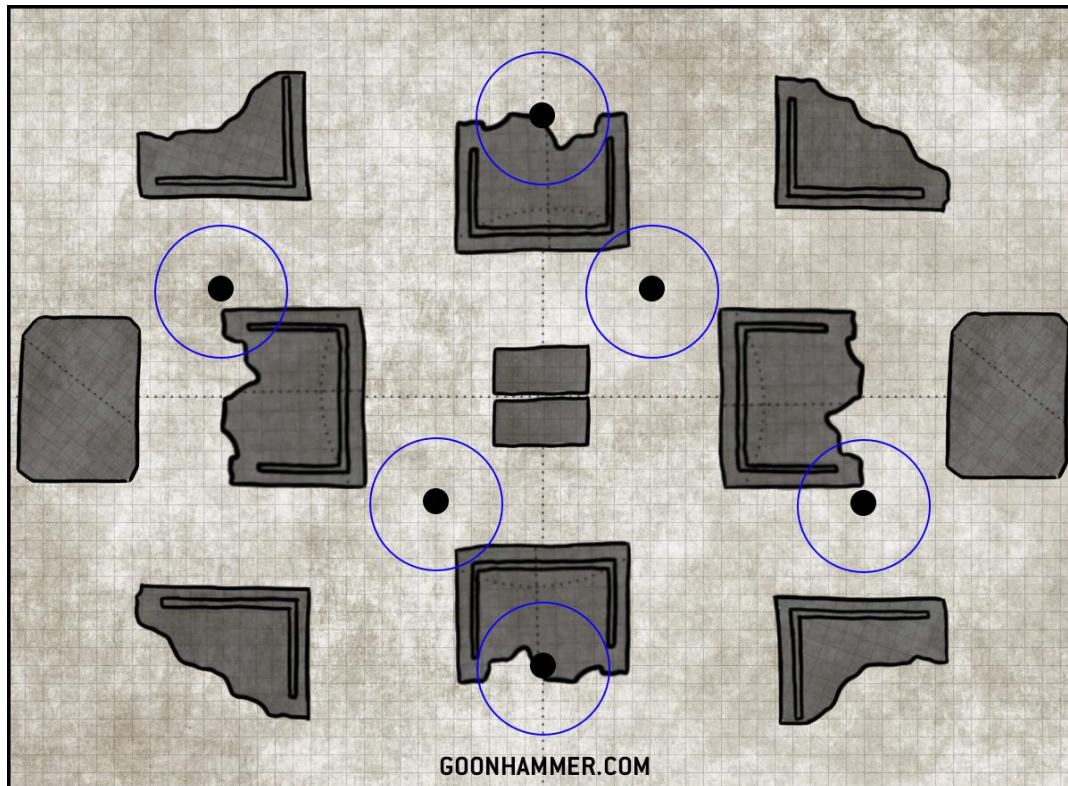
Crate Pile (Two Crates High)



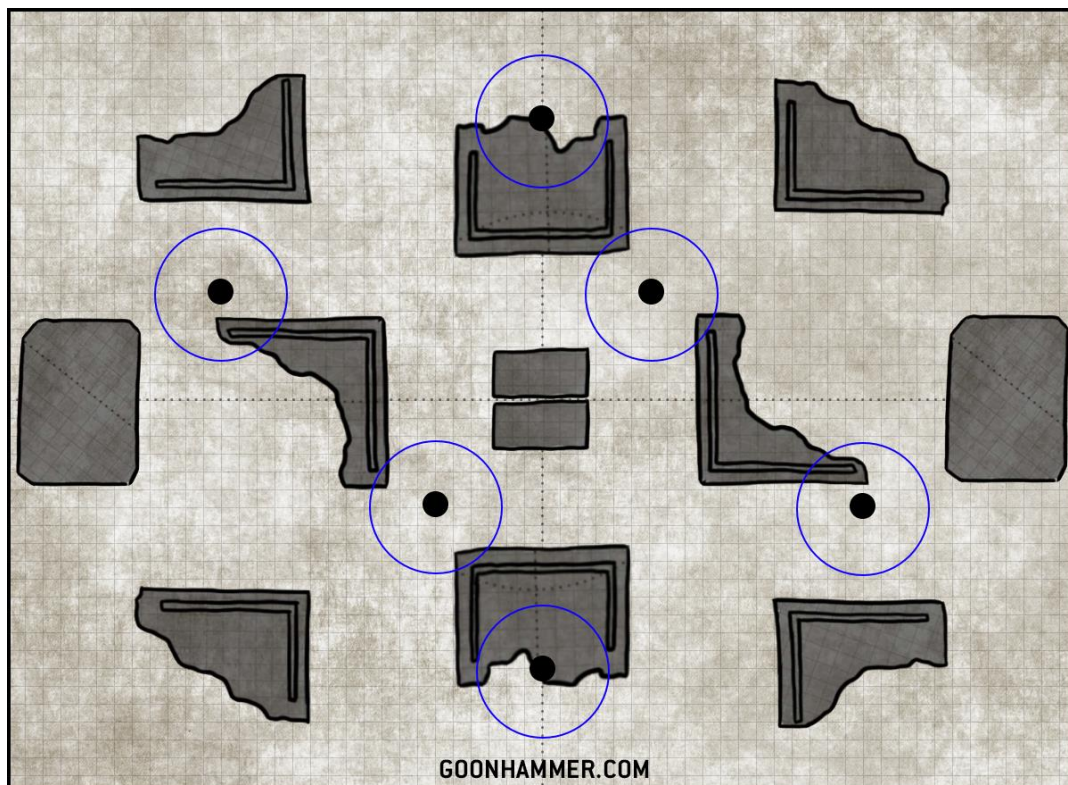
(Obstacle) Light Cover, Scalable, Exposed Position

Map 1 – Tide of Conviction

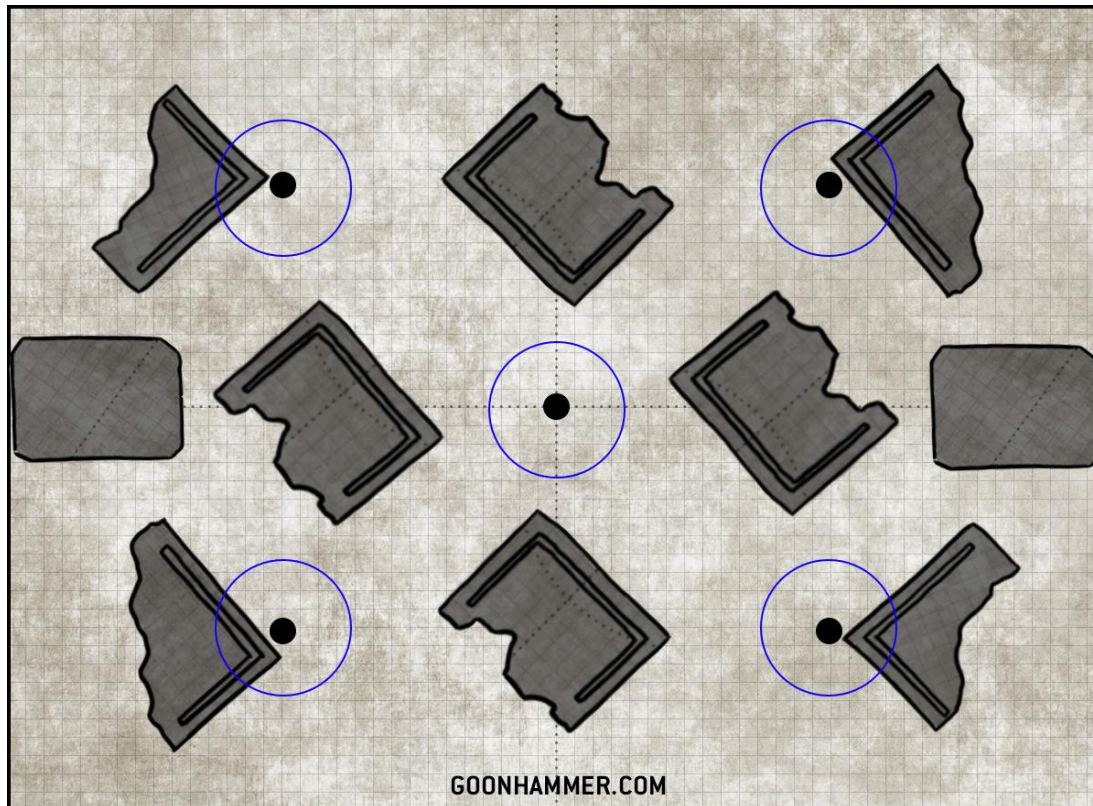
“U”s Only



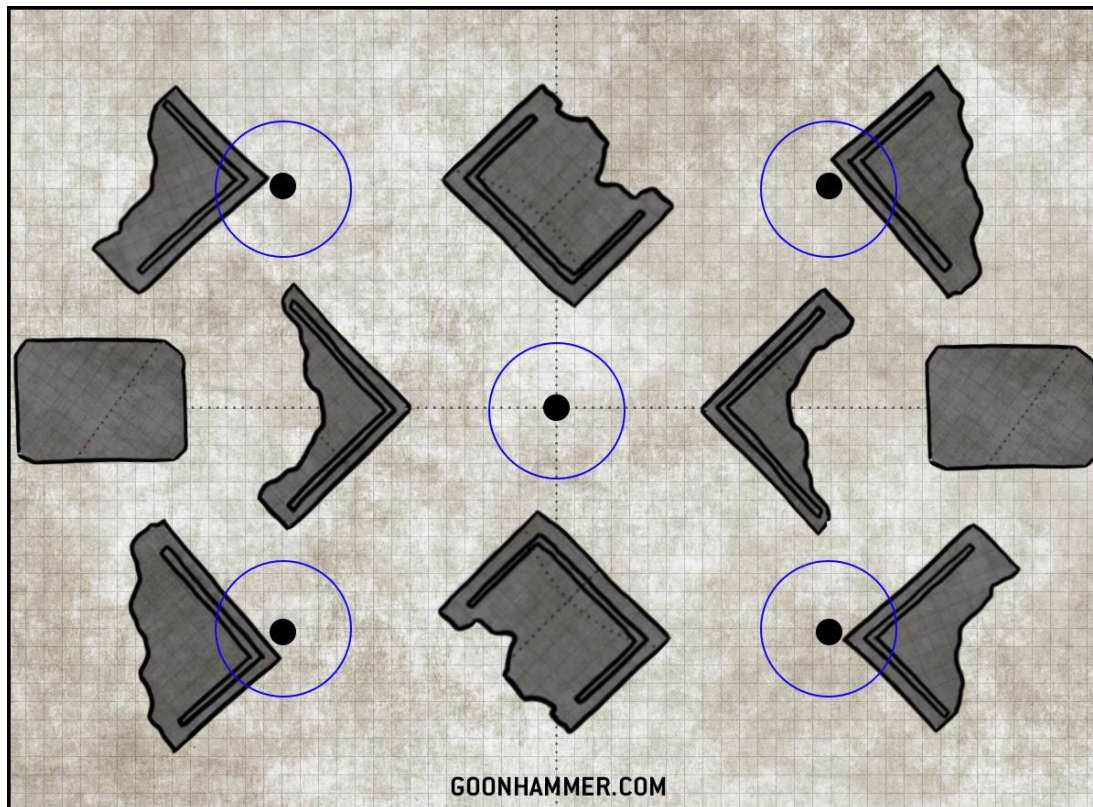
“L”s & “U”s



Map 2 – Death and Zeal/Tear Down Their Icons/Secure Missing Artefacts
"U"s Only

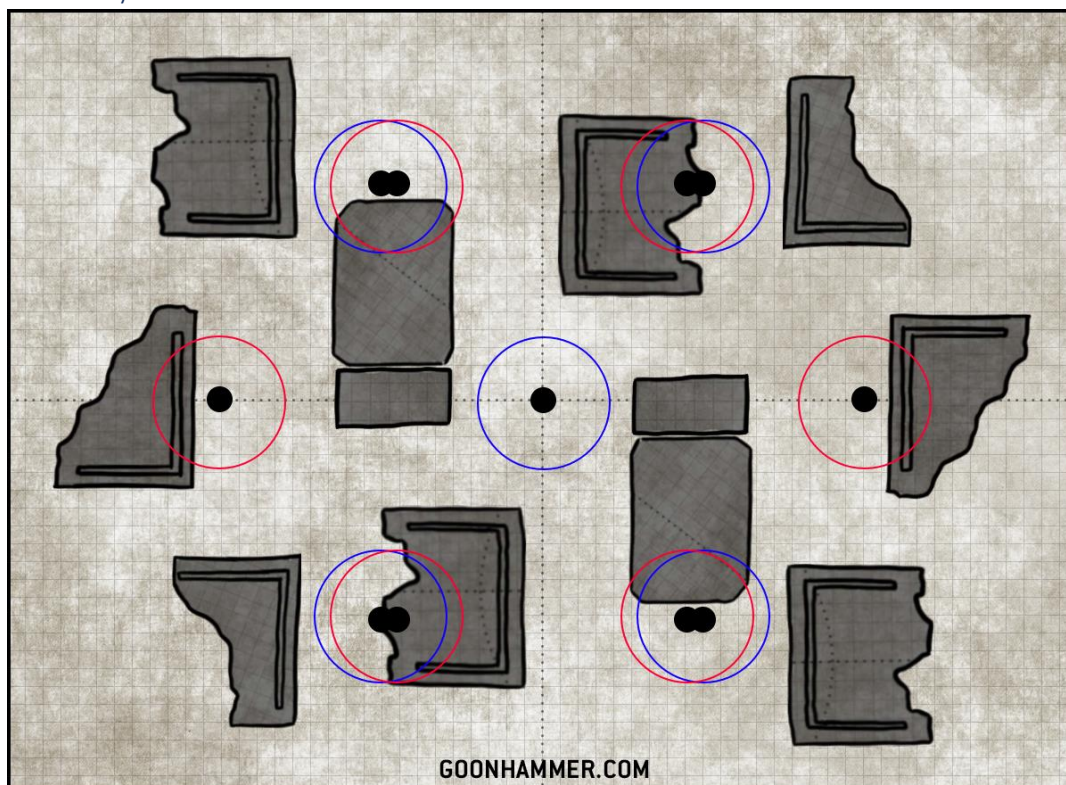


“L”s & “U”s



Map 3 – Recover the Relics/The Scouring

"U"s Only



"L"s & "U"s

