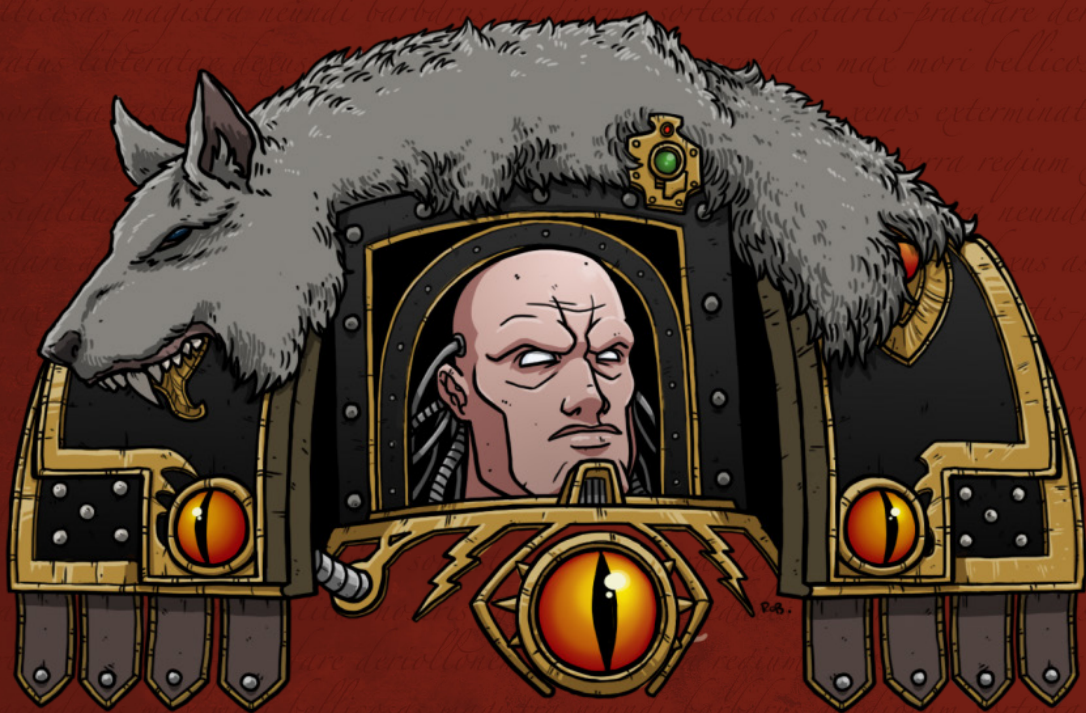# GOONHAMMER APPROVED

Warhammer: The Horus Heresy Mission Pack 2023

Welcome to the Goonhammer Approved Warhammer: The Horus Heresy Mission Pack 2023, a supplement provided by Goonhammer.com. This pack is designed to give you six missions for use in your games of Warhammer: The Horus Heresy, in particular for use at Goonhammer Open Horus Heresy events.

Each of these missions has been designed to grant the same number of maximum Victory Points, and to provide a balance of objective victory points and some awarded for keeping your army alive.If you have feedback around these missions, please let us know at contact@goonhammer.com.

Design, writing and layout by Edwin Moriarty. Copyright Goonhammer 2023.

RULES FOR THIS MISSION PACK

The following rules are in play when using this mission pack.

SETTING UP THE GAME

Each mission in this pack uses a specific deployment map. Do not randomly generate a deployment map for any of these missions. To use this mission pack you will need at most six Objective markers.

Each mission also has details where any objective markers should be placed. Where possible you should place objective markers exactly on the spot indicated. However, if there is a terrain feature that is impassable or otherwise would make it impractical to have the objective marker there, then place it as close to the point as possible while outside of this terrain.

If both players agree, the objective may be placed up to 3" from its specified position in order to sit in a more narratively meaningful or pleasing place.

SUDDEN DEATH VICTORY

If a player wins a sudden death victory as per the guidelines in the core book, then do not immediately declare them the victor. Instead, fast play the remainder of the game to determine how many additional Victory points they will win across the remaining turns then compare the final totals of each player to determine the winner.

DENIAL UNDER FIRE

A unit that is Pinned is not a Scoring unit, as per the core rulebook. However, for the purposes of this mission pack Pinned units are considered Denial units as long as they would not be for another reason. This means that a Line unit that is Pinned stops being a Scoring unit while Pinned, but continues to be a Denial unit.

THE COST OF WAR

At the end of the game each player totals up the points value of all units destroyed or falling back. They then win victory points depending on what percentage of their overall force this constitutes:

Percentage of force in lost units	VP earned
Less than 25%	6
25% or more, but less than 50%	4
50% or more, but less than 75%	2

MISSIONS

There are 6 missions provided in this pack:

1. Push the Line
2. Hold all Quarters
3. Rolling Advance
4. Changing Priorities
5. Supply Drop
6. Endurance

PUSH THE LINE

Each force is pushing against the other, trying to hold their lines and push into enemy territory, methodically capturing ground and grinding onwards.

THE ARMIES

For this mission, all players select armies using the standard Horus Heresy - Age of Darkness rules and any one Force Organisation chart of each player's choice, to an agreed points limit.

SETTING UP THE GAME
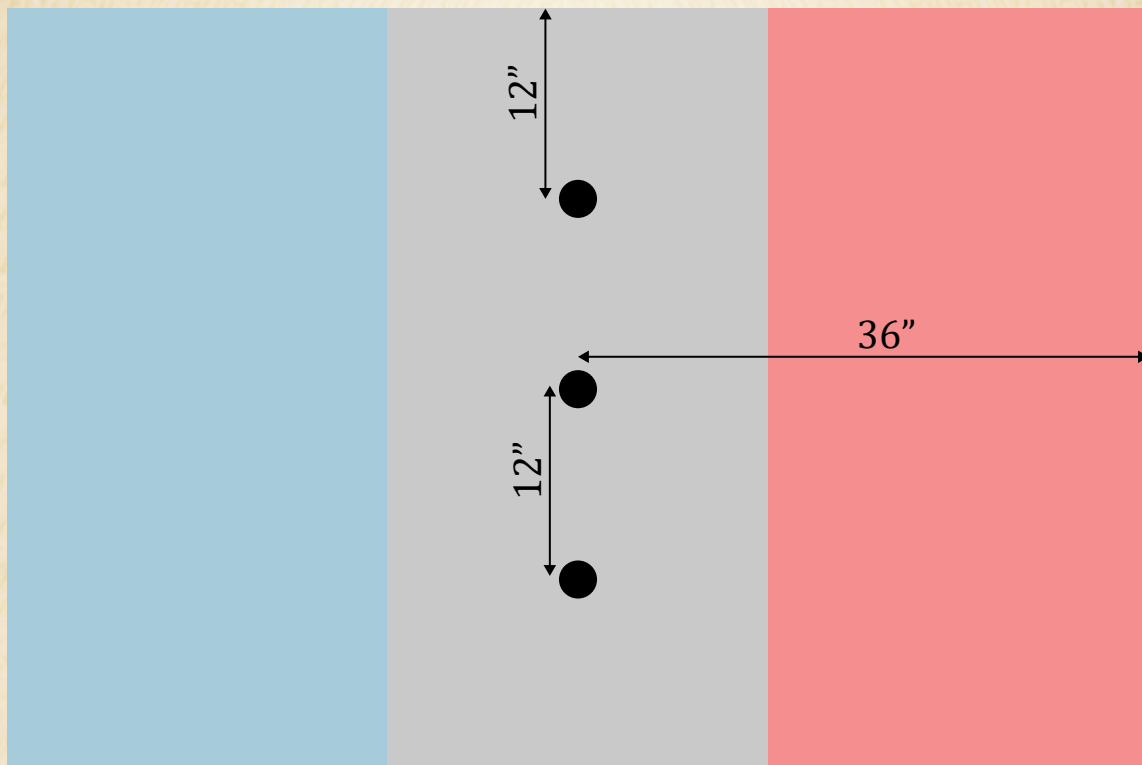
To set up the game, divide the board into three equal sections each 24" by 48" in size. Designate one adjacent to a short board edge as deployment zone A and the opposite zone B. This mission uses three Objective markers. Place three objective markers in the central section along the centre line of the long edge. One should be placed in the centre of the board, with two 12" in from a long board edge.

Before any models are deployed any scenery should be set up, except Fortifications included as part of an army.

DEPLOYMENT

To determine deployment order, the players roll off. The winner may choose to deploy first or second.

The player who deploys first selects their Deployment Zone and then deploys their entire force, including any Fortifications they possess, except for any units held in Reserve, into their Deployment Zone.

The player who is deploying second then deploys their entire force, including any Fortifications they possess, except for units placed in Reserve, into their Deployment Zone.

FIRST TURN

The player who deploys first also has the first turn, unless their opponent can Seize the Initiative.

GAME LENGTH

This mission lasts for five turns.

VICTORY CONDITIONS

At the end of the game, the player who has scored the most Victory points has won the game. If the players have the same number of Victory points, the game ends in a draw.

PRIMARY OBJECTIVES

Push the Line: At the start of each Active player's turn, except in the first game turn, the current Active player gains two Victory points for each of the three Objective Markers they control. The second player in the last turn scores at the end of the turn instead of the beginning. These Victory points are kept even if that Objective is lost later in the game, and contribute to the player's Victory points total at the end of the game.

Once an objective marker is scored by a player, move it 6" directly towards their enemy's board edge.

SECONDARY OBJECTIVES

Slay the Warlord: If a side destroyed the enemy Warlord, that side gains 1 Victory point. If that Warlord choice was also a Primarch choice, then an additional Victory point is scored.

The Price of Failure

The Cost of War

MISSION SPECIAL RULES

- Night Fighting
- Reserves

HOLD ALL QUARTERS

A valuable region results in a battle between two armies, each of which is determined to dominate it and hold the most ground.

THE ARMIES

For this mission, all players select armies using the standard Horus Heresy - Age of Darkness rules and any one Force Organisation chart of each player's choice, to an agreed points limit.

SETTING UP THE GAME
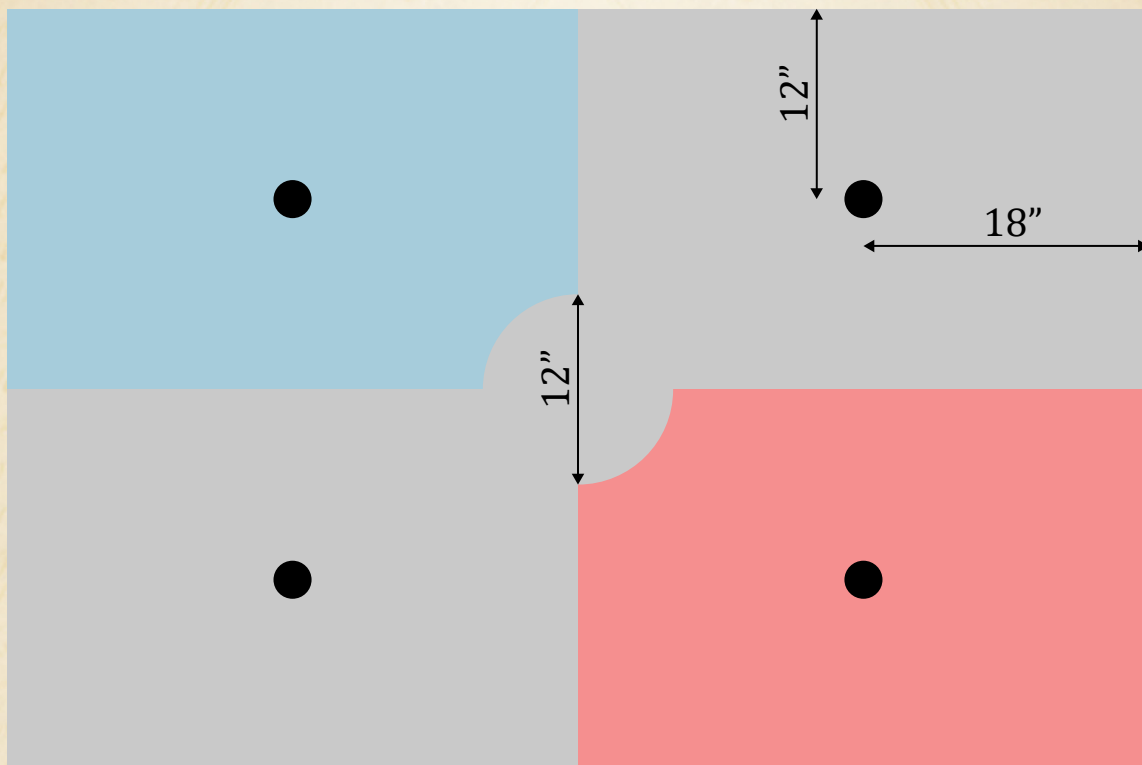
To set up the game, divide the board into quadrants and designate one as deployment zone A and the diagonally opposite zone B, removing a 6" intrusion into each one from the centre point. This mission uses four Objective markers. Place one objective marker in the centre of each quadrant.

Before any models are deployed any scenery should be set up, except Fortifications included as part of an army.

DEPLOYMENT

To determine deployment order, the players roll off. The winner may choose to deploy first or second.

The player who deploys first selects their Deployment Zone and then deploys their entire force, including any Fortifications they possess, except for any units held in Reserve, into their Deployment Zone.

The player who is deploying second then deploys their entire force, including any Fortifications they possess, except for units placed in Reserve, into their Deployment Zone.

FIRST TURN

The player who deploys first also has the first turn, unless their opponent can Seize the Initiative.

GAME LENGTH

This mission lasts for five turns.

VICTORY CONDITIONS

At the end of the game, the player who has scored the most Victory points has won the game. If the players have the same number of Victory points, the game ends in a draw.

PRIMARY OBJECTIVES

Hold all Quarters: At the start of each Active player's turn, except in the first game turn, the current Active player gains a Victory point for each Objective marker they control. If they currently control at least three of the four objectives, they gain two additional Victory points. The second player in the last turn scores at the end of the turn instead of the beginning. These Victory points are kept even if that Objective is lost later in the game, and contribute to the player's Victory points total at the end of the game.

SECONDARY OBJECTIVES

Slay the Warlord: If a side destroyed the enemy Warlord, that side gains 1 Victory point. If that Warlord choice was also a Primarch choice, then an additional Victory point is scored.

The Price of Failure

The Cost of War

MISSION SPECIAL RULES

- Night Fighting
- Reserves

ROLLING ADVANCE

As two armies meet each attempts to take and hold ground at the fore, moving aggressively in a rolling advance.

THE ARMIES

For this mission, all players select armies using the standard Horus Heresy - Age of Darkness rules and any one Force Organisation chart of each player's choice, to an agreed points limit.

SETTING UP THE GAME
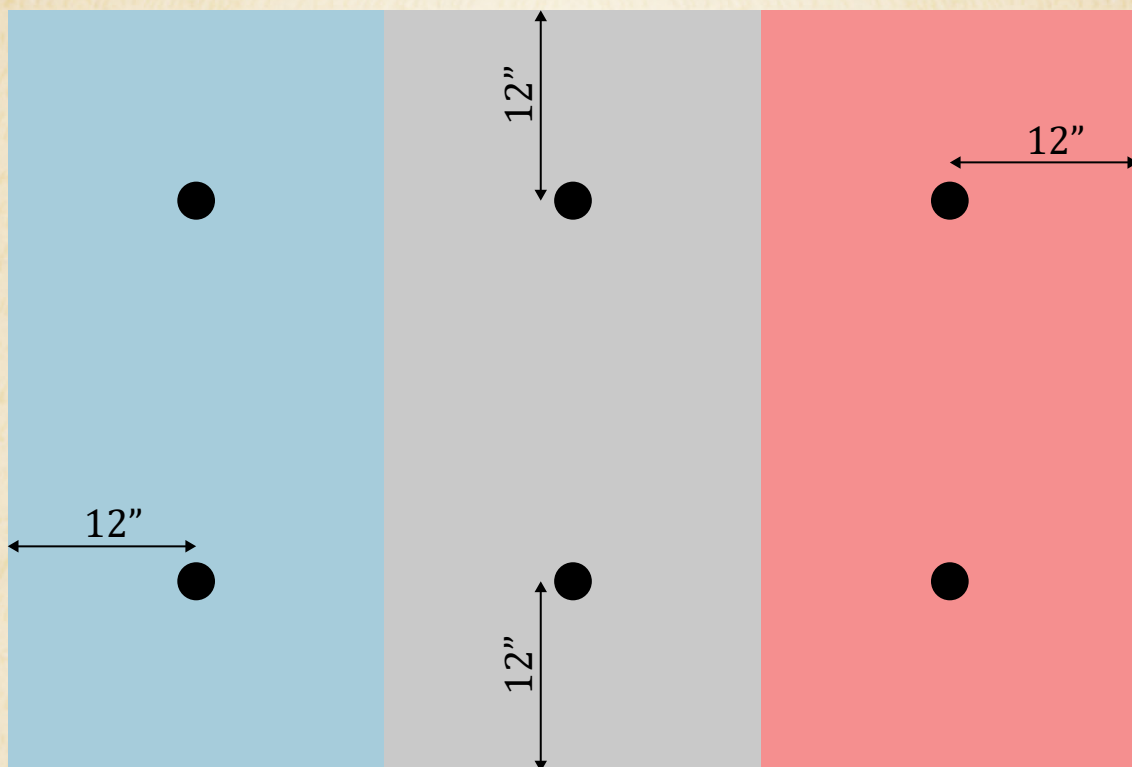
To set up the game, divide the board into three equal sections each 24" by 48" in size. Designate one adjacent to a short board edge as deployment zone A and the opposite zone B. This mission uses six Objective markers. Place an objective marker in the middle of each section lengthways across the board and 12" from each board edge.

Before any models are deployed any scenery should be set up, except Fortifications included as part of an army.

DEPLOYMENT

To determine deployment order, the players roll off. The winner may choose to deploy first or second.

The player who deploys first selects their Deployment Zone and then deploys their entire force, including any Fortifications they possess, except for any units held in Reserve, into their Deployment Zone.

The player who is deploying second then deploys their entire force, including any Fortifications they possess, except for units placed in Reserve, into their Deployment Zone.

FIRST TURN

The player who deploys first also has the first turn, unless their opponent can Seize the Initiative.

GAME LENGTH

This mission lasts for five turns.

VICTORY CONDITIONS

At the end of the game, the player who has scored the most Victory points has won the game. If the players have the same number of Victory points, the game ends in a draw.

PRIMARY OBJECTIVES

Rolling Advance: At the start of each Active player's turn, except in the first game turn, the current Active player gains Victory points for each Objective marker they control depending on the location of the Objective marker. The two closest to a player's board are worth no Victory points if held by that player; the centre two are worth a Victory point each if held; the further two are worth 2 Victory points each if held. The second player in the last turn scores at the end of the turn instead of the beginning. These Victory points are kept even if that Objective is lost later in the game, and contribute to the player's Victory points total at the end of the game.

SECONDARY OBJECTIVES

Slay the Warlord: If a side destroyed the enemy Warlord, that side gains 1 Victory point. If that Warlord choice was also a Primarch choice, then an additional Victory point is scored.

The Price of Failure

The Cost of War

MISSION SPECIAL RULES

- Night Fighting
- Reserves

CHANGING PRIORITIES

As priorities change two armies must adapt quickly, repositioning themselves to ensure that they can gain the upper hand.

THE ARMIES

For this mission, all players select armies using the standard Horus Heresy - Age of Darkness rules and any one Force Organisation chart of each player's choice, to an agreed points limit.

SETTING UP THE GAME
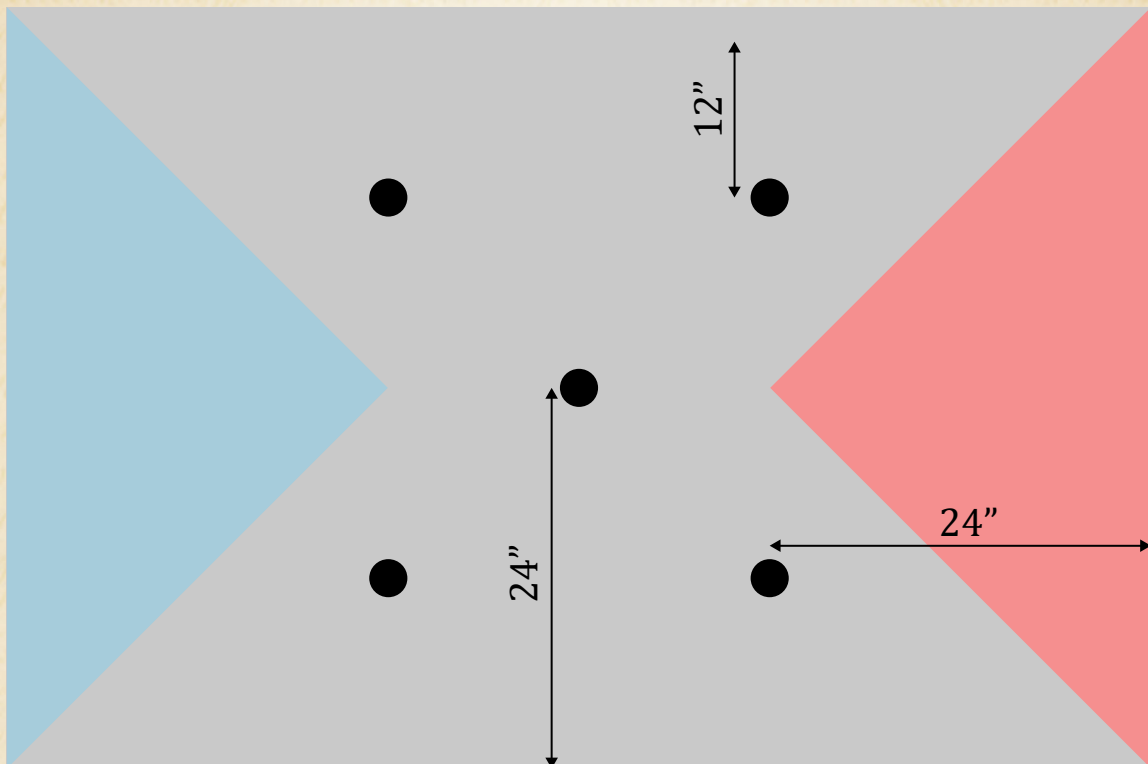
To set up the game, divide the board into three sections: one on each short end of the board made up of a triangle drawn from each corner to a point on the centreline 24" towards the centre of the board. Designate one adjacent to a short board edge as deployment zone A and the opposite zone B. This mission uses five Objective markers. Place an objective marker 12" each side of the centreline from the short edge at 12" from the centre line from the long board edge. Place one objective at the centre point of the table.

Before any models are deployed any scenery should be set up, except Fortifications included as part of an army.

DEPLOYMENT

To determine deployment order, the players roll off. The winner may choose to deploy first or second. The player who deploys first selects their Deployment Zone and then deploys their entire force, including any Fortifications they possess, except for any units held in Reserve, into their Deployment Zone.

The player who is deploying second then deploys their entire force, including any Fortifications they possess, except for units placed in Reserve, into their Deployment Zone.

FIRST TURN

The player who deploys first also has the first turn, unless their opponent can Seize the Initiative.

GAME LENGTH

This mission lasts for five turns.

VICTORY CONDITIONS

At the end of the game, the player who has scored the most Victory points has won the game. If the players have the same number of Victory points, the game ends in a draw.

PRIMARY OBJECTIVES

Current Priority: At the start of each Active player's turn, except in the first game turn, the current Active player gains six Victory points for one Objective marker they control. This marker is then removed from play. If the player controls more than one Objective marker they may choose which one to score and remove. The second player in the last turn scores at the end of the turn instead of the beginning.

SECONDARY OBJECTIVES

Slay the Warlord: If a side destroyed the enemy Warlord, that side gains 1 Victory point. If that Warlord choice was also a Primarch choice, then an additional Victory point is scored.

The Price of Failure

The Cost of War

MISSION SPECIAL RULES
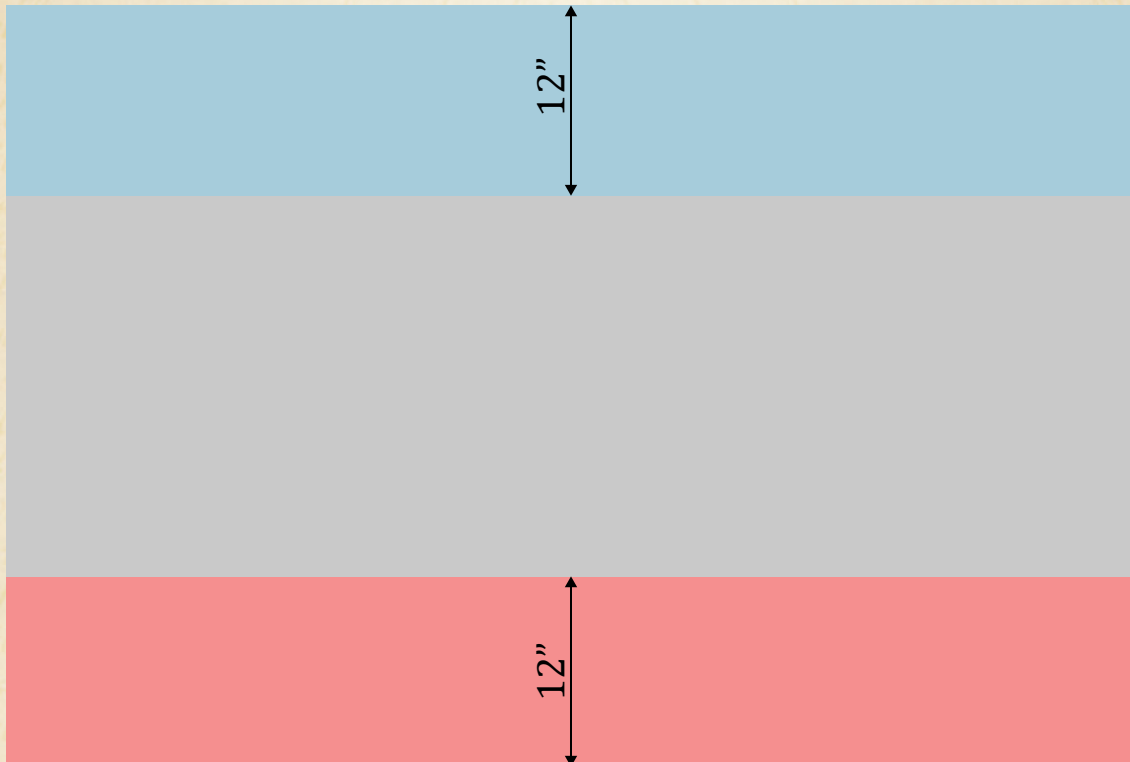
- Night Fighting
- Reserves

SUPPLY DROP

Vital supplies have been dropped in contested territory and two forces battle for control over them.

THE ARMIES

For this mission, all players select armies using the standard Horus Heresy - Age of Darkness rules and any one Force Organisation chart of each player's choice, to an agreed points limit.

SETTING UP THE GAME

To set up the game, divide the board into three sections, the two closest to the long board edges measuring 12" by 72" in size, the centre section measuring 24" by 74". Designate one adjacent to a long board edge as deployment zone A and the opposite zone B. No objectives are placed during set up - see the Mission Special Rules for more information.

Before any models are deployed any scenery should be set up, except Fortifications included as part of an army.

DEPLOYMENT

To determine deployment order, the players roll off. The winner may choose to deploy first or second. The player who deploys first selects their Deployment Zone and then deploys their entire force, including any Fortifications they possess, except for any units held in Reserve, into their Deployment Zone.

The player who is deploying second then deploys their entire force, including any Fortifications they possess, except for units placed in Reserve, into their Deployment Zone.

FIRST TURN

The player who deploys first also has the first turn, unless their opponent can Seize the Initiative.

GAME LENGTH

This mission lasts for five turns.

VICTORY CONDITIONS

At the end of the game, the player who has scored the most Victory points has won the game. If the players have the same number of Victory points, the game ends in a draw.

PRIMARY OBJECTIVES

Capture Supplies: At the start of each Active player's turn, except in the first game turn, the current Active player gains a Victory point for each Objective marker they control. When an Objective marker is scored, remove it from the board. The second player in the last turn scores at the end of the turn instead of the beginning.

SECONDARY OBJECTIVES

Slay the Warlord: If a side destroyed the enemy Warlord, that side gains 1 Victory point. If that Warlord choice was also a Primarch choice, then an additional Victory point is scored.

The Price of Failure

The Cost of War

MISSION SPECIAL RULES

Supply Drop: At the start of each Active player's turn (but after objectives are scored if they are at the beginning of this player turn), including the first game turn, count how many Objective markers are currently on the board. Starting with the Active player, and then alternating between players, a number of Objective markers are placed onto the board until there are five. To place an Objective marker on the board a player nominates a point on the board outside of their deployment zone and further than 6" from any existing objective markers and then scatters the Objective marker 2d6". If this would result in a marker not being placed on the table, it is not placed.

- Night Fighting
- Reserves

ENDURANCE

A vital resource is able to be accessed from numerous points in a contested area, but as the forces clashing draw on them they close off other access points.

THE ARMIES

For this mission, all players select armies using the standard Horus Heresy - Age of Darkness rules and any one Force Organisation chart of each player's choice, to an agreed points limit.

SETTING UP THE GAME
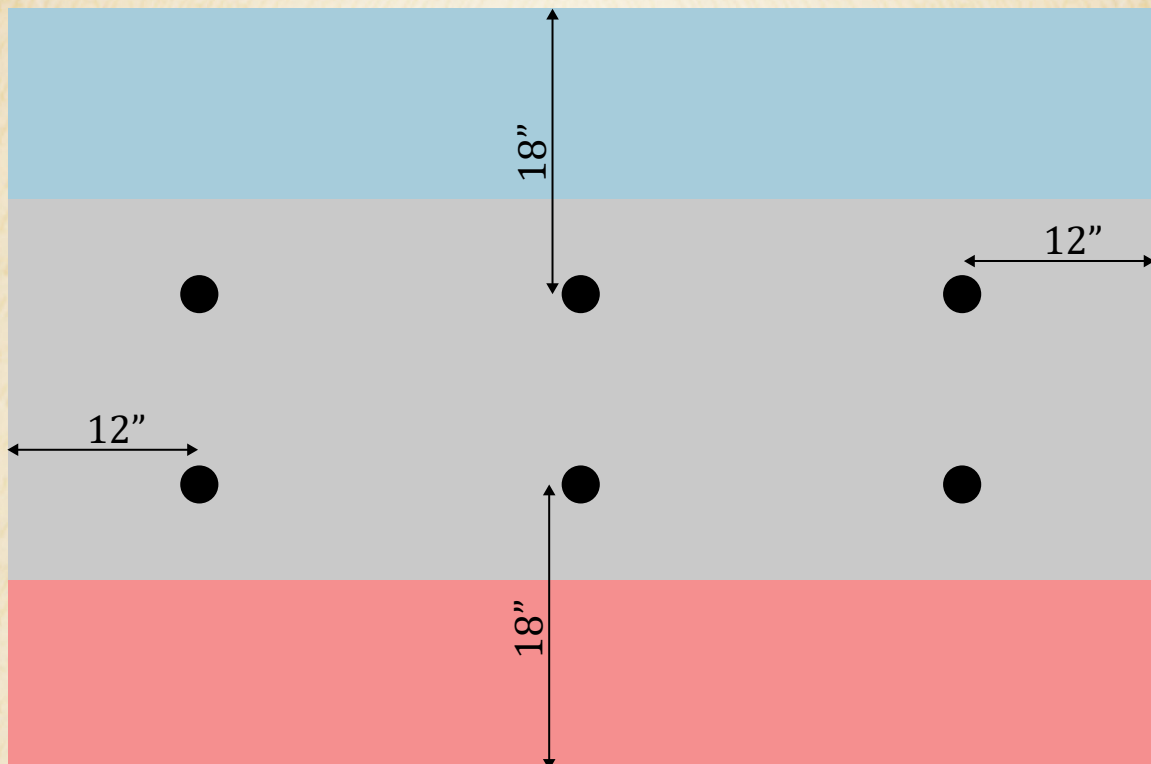
To set up the game, divide the board into three sections, the two closest to the long board edges measuring 12" by 72" in size, the centre section measuring 24" by 74". Designate one adjacent to a long board edge as deployment zone A and the opposite zone B. This mission uses six Objective markers. Place an objective marker 6" into the central section from each deployment zone 12" in from each short edge and then at the centre point measuring along the long edge.

Before any models are deployed any scenery should be set up, except Fortifications included as part of an army.

DEPLOYMENT

To determine deployment order, the players roll off. The winner may choose to deploy first or second. The player who deploys first selects their Deployment Zone and then deploys their entire force, including any Fortifications they possess, except for any units held in Reserve, into their Deployment Zone.

The player who is deploying second then deploys their entire force, including any Fortifications they possess, except for units placed in Reserve, into their Deployment Zone.

FIRST TURN

The player who deploys first also has the first turn, unless their opponent can Seize the Initiative.

GAME LENGTH

This mission lasts for five turns.

VICTORY CONDITIONS

At the end of the game, the player who has scored the most Victory points has won the game. If the players have the same number of Victory points, the game ends in a draw.

PRIMARY OBJECTIVES

Access the Resource: At the start of each Active player's turn, except in the first game turn, the current Active player gains a Victory point for each Objective marker they control. The second player in the last turn scores at the end of the turn instead of the beginning. These Victory points are kept even if that Objective is lost later in the game, and contribute to the player's Victory points total at the end of the game.

SECONDARY OBJECTIVES

Slay the Warlord: If a side destroyed the enemy Warlord, that side gains 1 Victory point. If that Warlord choice was also a Primarch choice, then an additional Victory point is scored.

The Price of Failure

The Cost of War

MISSION SPECIAL RULES

Direct the Flow: At the beginning of each Game Turn, except in the first game turn, before any objectives are scored, check which of the Objective markers are controlled. If there are any Objective markers that are not controlled by either player, but at least one Objective marker is controlled by a player, the players should roll off. The winner removes one Objective marker currently not controlled by either player from play. When a marker is removed from play, the player who removed it selects the closest controlled Objective marker to its previous position and increases the number of Victory points that objective scores by 1. If there are multiple controlled Objective markers equidistant to it, the player removing the objective chooses which it goes to.

- Night Fighting
- Reserves