# Goonhammer Open 2023 – Mission & Terrain Pack

## **Update Log**

- 2023-07-09: Maps updated based on tester feedback
- 2023-08-01: Removed Supply Drop. Reordered day 1 missions. Updated Bandua map for day 2 to increase movement options for large models.

## Missions

We will be playing the following Missions:

## Saturday

- Round 1 Mission A Take and Hold/Chilling Rain/Search and Destroy
- Round 2 Mission H The Ritual/Chilling Rain/Hammer and Anvil
- Round 3 Mission J Priority Targets/Chilling Rain/Crucible of Battle

These missions will be played on terrain layouts inspired by GW Map 4

## Sunday

- Round 4 Mission M Purge the Foe/Chilling Rain/Crucible of Battle
- Round 5 Mission L Scorched Earth/Chilling Rain/Dawn of War
- Round 6 Mission O Vital Ground/Chilling Rain/Crucible of Battle

These missions will be played on terrain layouts inspired by GW Map 3

#### Terrain Rules

We are using two types of terrain piece for the Goonhammer Open.

**Ruins** – Played according to the rules for Ruins. All pieces will have a footprint or be placed on a base to create one. In all cases, treat all windows/holes on ground level as being opaque.

Walls/Crate Stacks – Played according to the rules for Hills/Sealed Buildings.

In all cases, gaps between solid parts of terrain pieces are intended to be large enough to allow a Knight to pass them. If this is not the case, either adjust the terrain in agreement with your opponent, or call a judge to reposition it.

## Terrain Sets

We will be using up to three different terrain sets at the Goonhammer Open:

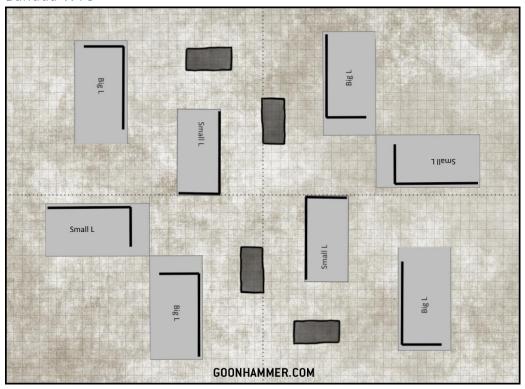
- Bandua WTC
- FactoruM Necrotek
- FactoruM Military Base

Each terrain set has a specific map in the layouts that follow.

When using Bandua WTC terrain, make sure to position the ruins on the larger bases as-shown on the maps.

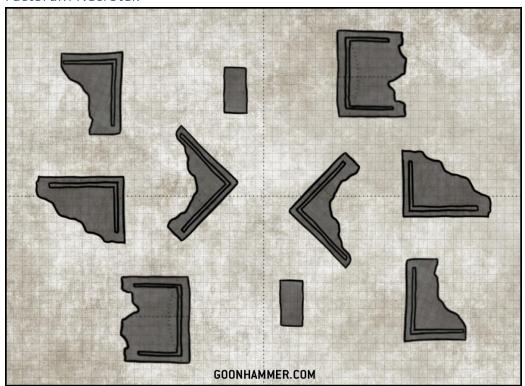
# Day 1 Maps (Based on GW Map 4)

# Bandua WTC

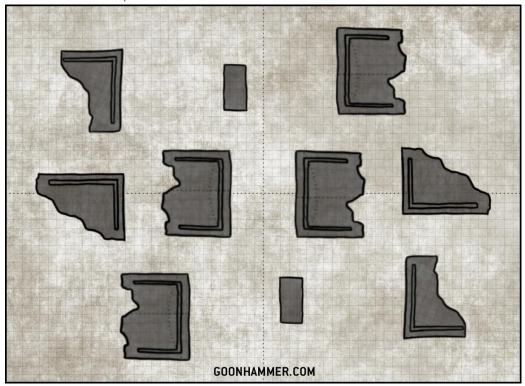


**Note:** the position of the ruins on the bases in the bottom left/top right corners is designed to ensure that a Knight can pass between them.

## FactoruM Necrotek

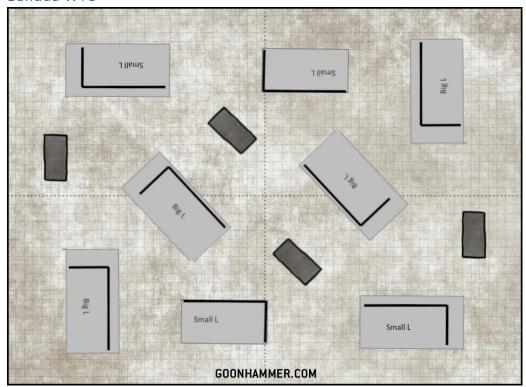


# FactoruM Military Base

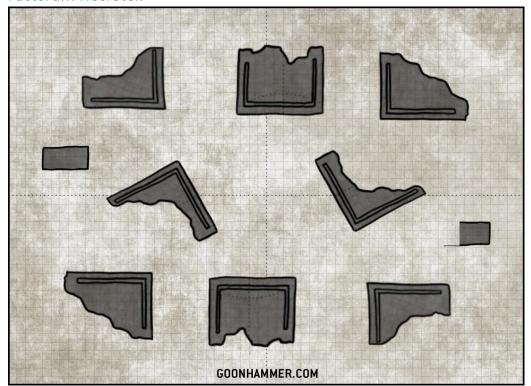


Day 2 Maps (Based on GW Map 3)

# Bandua WTC



# FactoruM Necrotek



# FactoruM Military Base

