

# Goonhammer Open 2024 – Mission & Terrain Pack

## Missions

We will be playing the following Missions:

### Saturday

- **Round 1 – Take and Hold/Chilling Rain/Search and Destroy**
- **Round 2 – The Ritual/Chilling Rain/Hammer and Anvil**
- **Round 3 – Priority Targets/Chilling Rain/Crucible of Battle**

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

### Sunday

- **Round 4 – Purge the Foe/Chilling Rain/Crucible of Battle**
- **Round 5 – Scorched Earth/Chilling Rain/Dawn of War**
- **Round 6 – Vital Ground/Chilling Rain/Sweeping Engagement**

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

## Terrain Rules

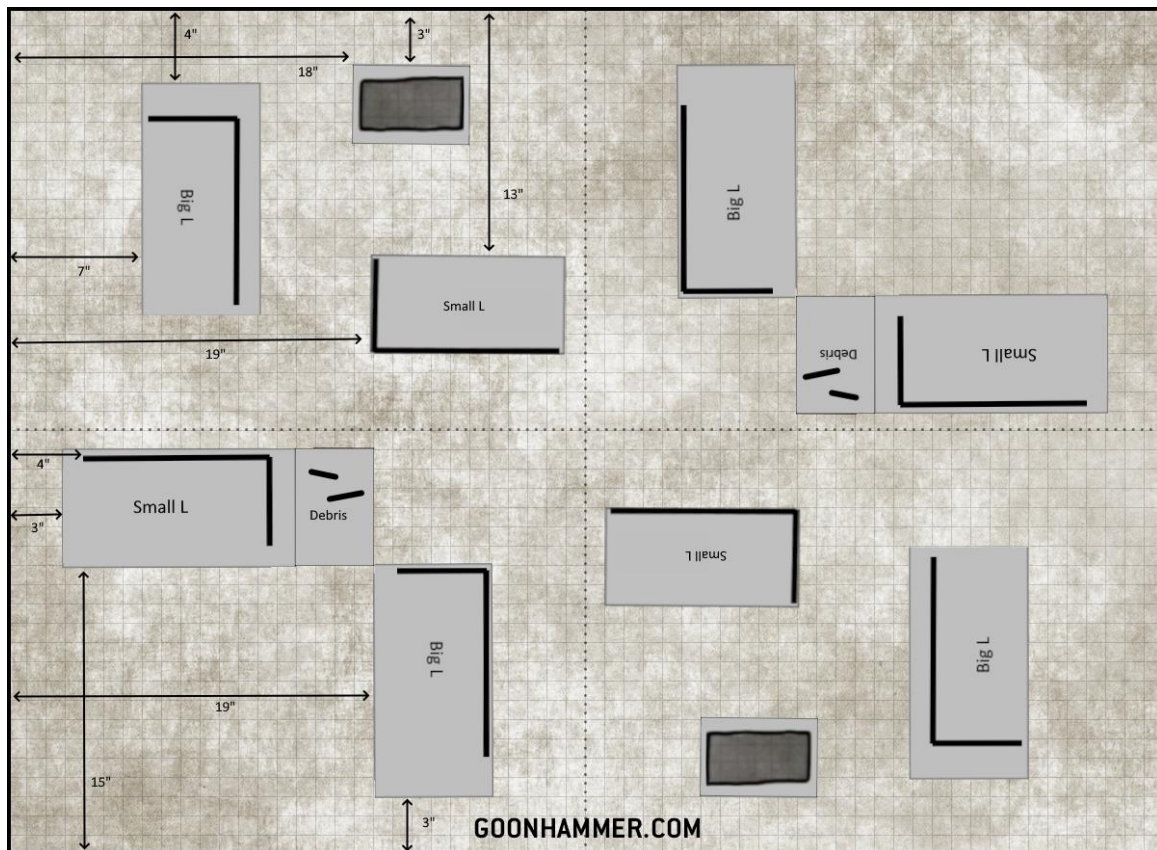
All areas marked count as **Ruins**. In all cases, treat all windows/holes on ground level as being opaque.

The small areas with the large crates/walls on them still count as **Ruins** for line of sight/cover purposes, but Infantry/Swarms/Beasts **cannot** move through the crates/walls.

The small areas marked as containing **debris** still count as **Ruins** for line of sight/cover purposes, but you should treat all physical pieces of terrain on these squares as being 2" or less in height, meaning that all models can move freely over them as if they were not there.

The combination of ruin piece placements and use of the debris tiles with the above rule is designed to ensure that anything up to the size of a Baneblade/Monolith can navigate the tables.

Day 1 Map (Based on GW Map 4)



Day 2 Map (Based on GW Map 3)

