



THE EXARCIS CAMPAIGN

THE GOONHAMMER UK OPEN JUNE 2024

What: Narrative Warhammer: The Horus Heresy Campaign

When: 22nd-23rd June 2024

Where: De Montfort Students' Union, Campus Centre Building, Mill Ln, Leicester LE2 7DR

Players: 56 - 28 Loyalist and 28 Traitor Armies, organised into Battlegroups of 4.

Games: Four games of 2500pts (or 1250pt Zone Mortalis games)

Version 1.2: April 2024 Update

THE EXARCIS CAMPAIGN

In the epoch of the Great Crusade, Vendar languished as a forsaken orb in the Ultima Segmentum, far removed from the vanguard, bereft of Astartes support, and inconspicuous in opulence or riches. Hive Exarcis, its capital, bore the mantle of sector command for the Imperial Army.

Yet, in the turbulent currents of the Horus Heresy, this bastion of countless souls and unyielding plasteel emerges as a linchpin in the Loyalist struggle. Vendar, distanced from the Traitor's primary thrust toward Terra, transforms into a rallying beacon. Legions of militia, numbering in the millions, surge forth from its populace, while neighboring worlds contribute their own fervent levies. Astartes from disparate realms converge, fortifying their ranks and arsenals in readiness for the impending Solar War.

Horus has seen this in his visions. He has sent one of his sons to the Galactic East, ready to destroy the Loyalist forces, and be certain that reinforcements never arrive at Terra, so the palace and the Emperor himself will fall.

Soon, Legions shall battle upon the continent surrounding Exarcis and the planet shall burn.

Welcome to **The Exarcis Campaign**, a Warhammer: The Horus Heresy narrative campaign run by Goonhammer.com. This pack is designed to familiarise you with the format, give some idea of the specific rules we'll be using, how to create an army for the event, and to give you some information about the venue and timings.

The Exarcis Campaign you fight in will be a bloody desperate grind of warfare. It is not a battle in the storied history of any character well known in the lore, and as such no unique characters can be used. It's also not significant enough to draw the Emperor's personal attention, and so his Talons are not present. This is about *your stories*, about the characters you all create, and the amazing deeds they go on to enact.

Both allegiances, loyalist and traitor, will be commanded by a Primarch, one of the Emperor's eighteen sons. These individuals will command the entire battle from afar, but have delegated frontline duties to their Commanders, players with additional responsibilities over the Battlegroups that fight across the planet.

Each Commander will command a small Battlegroup of 4 players, following orders from their Primarch, assigning tables and special missions to their team, and commanding a series of special assets they can give to their Battlegroup.

March 2024 Update

We have announced 16 new tickets and added 2 new battlefronts using the in-development [GOON MORTALIS](#) pack, depicting brutal combat in orbit on Traitor and Loyalist spaceships.

April 2024 Update

We have made some changes to the balance changes and confirmed the date of list submission.

EVENT FORMAT

The weekend will consist of a narrative campaign following the course of the Vendar VII. Each game will help in the struggle for control over different districts within the city, and the outcomes of those games will alter the course of the campaign.

This is **not** a competitive event.

We're all here to play games, shove models around the table, and experience the thrill of having tanks blow up and warlords run away like cowards. Bring fun, interesting lists and not just the thing you think will dominate on the table. In fact, there are no personal awards for winning the most games or scoring the most victory points, it all goes into the narrative. However, please do be aware that you may end up facing *any* kind of army and plan accordingly - make sure you have the key elements of any list and can face down a variety of foes.

ALLEGIANCES

Tickets are sold on a per allegiance basis: Loyalist and Traitor. Let us know if you want to take additional responsibilities as a Commander.

In the case of drops or other unforeseen circumstances that the spare player is not available, volunteers will be asked to change allegiance for the campaign. Players who swap allegiances for the purposes for the campaign won't be asked to change their allegiance in rules terms (and thus lose access to its associated warlord traits and so on) if they don't want to.

FRONTS

The Exarcis Campaign is waged across the planet of Vendar, and even into its orbit, and is split into seven linked fronts, each with its own objectives and special rules:

- The Exarcine Palace - A highly defended region of the capital city, containing the Planetary Governor's palace. A command and control centre for the planet's Imperial Army regiments.
- The Guts - The lower layers of Hive Exarcis, highly built up industrial lands and urban habitats, incredibly hostile to armoured vehicles, favouring infantry combat.
- The Ironyards - An industrial zone just outside of Hive Exarcis, working to supply the regiments recruited on Vendar
- The Badlands - A swirling dustbowl outside of city limits, it's roads connecting the other Fronts
- The Gardens-Belt - An equatorial area exploited for agricultural purposes, providing foodstuff and oxygen to the rest of the planet
- *Mia Donna Mori* - A Death Guard battleship in orbit of the planet, a destructive weapon of war, laden with virus bombs. This is a GOON MORTALIS front.
- *Spear of Vengeance* - A Imperial Fist battleship in orbit of the planet, a valuable staging post for Traitor forces. This is a GOON MORTALIS front.

BATTLEGROUPS

Each Battlegroup is made up of 4 players who will fight together across the weekend. One of these players is a Commander, a line officer given special responsibilities by their Primarch.

At the start of each of the four rounds, the Commander will be issued with Marching Orders, containing information about the Front they should report to and the mission they will be fighting. They will also receive extra secondary missions and a numbers of special battlefield assets (sniper teams, bombardments, minefields, air assets) to be given to players before the game begins. They are also trusted to award Battle Honours to their players, granting bonuses for the future games.

RULES, FAQs AND ERRATA

The event will use all Games Workshop FAQs and errata published up to two weeks ahead of the event. It will use rules supplements published up to four weeks ahead of the event. Anything published after this date will not be used (subject to TO discretion).

A number of rules changes and restrictions for list building are outlined later in this pack ("Restrictions").

The event will use the Goonhammer Approved Mission pack in the place of the core mission rules.

The GHA Mission Pack places a greater emphasis on objective control, and you are *strongly* recommended to bring sufficient line units to hold 3-4 objectives at once.

The event also uses a number of Campaign Specific Rules, detailed later in the pack, so please read and be familiar with those rules.

RULES QUERIES

If you have any queries related to event rulings, please submit them to contact@goonhammer.com and specify "GHO UK HH" in the subject line.

ARMY LIST SELECTION

Your Warlord must be named - they are your presence in the field and as you win and lose honours so will they. You must submit two lists for the weekend. These lists are as follows:

- **Main Force:** 2500 points list using the Crusade Force Organisation Chart *or* the Questoris Household Force Organisation Chart.
- **Support Force:** 750 points list comprising a single Allied Detachment (from the Crusade Force Organisation Chart) *or* a single Titan Maniple Detachment. You may not include any other detachments. Do not choose a warlord or any warlord traits for this force.
- **Zone Mortalis Force:** 1250 point list comprising a single Zone Mortalis Detachment (from the Siege of Cthonia Mission Pack).

If your Support Force is an Allied Detachment, your Support Force must be drawn from one of the Factions included in your Main Force. Alternatively, you can run a Titan Maniple Detachment or Lord of War detachment as your Support Force, no matter your Main Force.

Two of the fronts are spaceships designed for Zone Mortalis games with the special Goon Mortalis rules for this event. We'll do our best to get everyone at least one Goon Mortalis round, but not every battlegroup might make it to fight in orbit. If you don't want to play Zone Mortalis, let us know and we'll put you in a battlegroup that doesn't want to go there.

Designer's Note: We do not recommend running Militia in Goon Mortalis. Deployment zones in this board are small, benefitting elite forces, and you run 100+ infantry you will end up putting most of your units in reserve. You're welcome to try.

SCHEDULE

SATURDAY

8:30 - 9:00 Registration

9:10 - 9:15 Briefing

9:15 - 13:15 Game 1

13:15 - 14:00 Lunch

14:00 - 14:15 Briefing

14:15 - 18:15 Game 2

SUNDAY

09:00 - 09:15 Briefing

09:15 - 12:15 Game 3

12:15 - 13:00 Lunch and Best Painted Army Judging

13:00 - 13:15 Briefing

13:15 - 17:15 Game 4

17:30 Campaign Epilogue and Prizegiving

LIST SUBMISSION

While this isn't a competitive event, please submit your Army Lists by the **22nd May 2024** contact@goonhammer.com with "GHO UK HH LISTS" at the start of the subject line. Please include your lists including all wargear, warlord traits, rites of war and so on.

If you are attending the event with friends and you want to be put into the same Battlegroup, let us know via contact@goonhammer.com with "GHO UK HH TEAMUP" at the start of the subject line once you have all got your tickets.

LISTBUILDING RESTRICTIONS

Several event specific restrictions will apply to the weekend beyond the normal rules:

1. The following Factions are not suitable for this event: Legio Custodes, Sisters of Silence.
2. You may select units from the *Legacies of the Age of Darkness* and *Exemplary Battles* supplements freely
3. Traitor armies that includes a Primary Detachment drawn from the Ruinstorm Daemons Army List CAN include Allied Detachments from another faction or a Lords of War Detachments drawn from the Ruinstorm Daemons Army List. Ruinstorm Demons count as Fellow Warriors with all other Traitor armies.
4. Traitor armies that includes a Primary Detachment that does not use the Ruinstorm Daemons Army List CAN include an optional Allied Detachment drawn from the Ruinstorm Daemons Army List, but not a Lord of War Detachment drawn from the Ruinstorm Daemons Army List.
5. Primarchs and other characters with the Unique sub-type may not be included (this includes all named characters)
6. Some Rites of War are not suitable for this event. You may not take: Fury of the Ancients or Armoured Spearhead
7. Any unit with the Dreadnought type cannot have multiple models in the same unit. For example, a Contemptor Dreadnought Talon can have only a single dreadnought in it and additional dreadnoughts may not be selected
8. Iron Warriors Siege Tyrants, Iron Warrior Havocs, Emperor's Children Sunkillers, Mechanicum Myrmidons of any kind and Legion Heavy Support Lascannon and Volkite Squads are all limited to 5 model units.
9. No may take Artificer Armour as an upgrade. **Exceptions are made for entire units which can purchase Artificer Armour as an upgrade, like the Sons of Horus Chieftans squad.**
10. You may bring a Phobos Land Raider instead of a Proteus Carrier when one is permitted by the Dedicated Transport rule.

These restrictions may be updated or changed before the event depending on the publications, FAQs and errata released.

All models are to be *Battle Ready*, painted and based on their correct bases as a minimum. All models are to be modelled WYSIWYG for main guns and armaments, but you do not need to model grenades, non-optional wargear and other minor items. Please feel free to go crazy with conversions as long as it is still clear to your opponent what is going on. If you're not sure if a conversion is appropriate, reach out to us contact@goonhammer.com with "GHO UK HH" at the start of the subject line.

GOON MORTALIS LISTBUILDING RESTRICTIONS

Several event specific restrictions will apply to the weekend beyond the normal rules:

- Max 1 Contemptor Dreadnought or equivalent.
- No Pride of the Legion.
- All battlefields will use ceilings, so the use of Jump Infantry is not advised.
- All missions will contain 3-4 objectives, but all infantry units without a 2+ save will be able to capture them as per "Special Rules" in the Goon Mortalis Pack. You are advised to bring a good amount of Line.

BALANCE CHANGES

The following rules changes will be in effect for the weekend:

1. Interceptor reactions, even those granted by Auspex and other equipment for free, count towards your total reactions allocation of 3 in a single phase
2. The wounds characteristic of Contemptor Dreadnoughts and Leviathan Dreadnoughts (as well as their Legion-specific equivalents) is reduced by 1
3. Gravis power fist and Leviathan siege claw are Brutal (2) and not Brutal (3)
4. Clade Callidus Assassins are not denial units until their polymorphine rule is no longer in effect (they have made an attack)
5. The Telepathic Hallucinations psychic weapon reduces the Leadership of the target unit by 1 for each hit rather than adding 1 to the dice roll. This means that Stubborn units will not have any modifier to their Pinning Checks
6. Units mounted on Legion Scimitar Jetbikes, Legion Shamshir Jetbike and Legion Spatha Combat Bikes are T5.
7. Aircraft can arrive from reserves on Turn 1 on a 4+.

These changes may be updated or changed before the event depending on the publications, FAQs and errata released.

WHAT YOU NEED TO BRING

- Your army
- Two printed copies of each of your lists
- A copy of the core rulebook and of the Liber that your army is drawn from
- A printed copy of any units you are using from a PDF resource (such as *Legacies of the Age of Darkness*)
- Dice, templates, measuring tapes, a pen/pencil
- Some tokens or markers for states like pinning, etc

CAMPAIGN SPECIFIC RULES

As the forces of the loyalists and the traitors clash over the planet of Vendar, a number of new rules will be used to represent the progress of the campaign and also track the experiences of the heroes fighting in it.

GOONHAMMER APPROVED MISSION PACK

The games you play while at the event will use deployment maps and mission rules as provided in the [Goonhammer Approved Mission Pack](#). You will be told which mission you are going to be using for each game as you are assigned a table and opponent for each round.

GOON MORTALIS APPROVED MISSION PACK

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BATTLE HONOURS

After each battle the Commander will award Battle Honours to members of their Battlegroup who performed particularly well. Each Primarch also has a number of awards to give.

This will be decided by the commanders, who will be provided with the records of the battles and may choose to talk to the players to decide who is worthy of each honour. These honours can bestow particular bonuses or improvements to a warlord's character, which you should make a note for for future battles.

Warlords killed in battle are considered to have been badly wounded but rescued at the last moment, and may be eligible for specific honours for their bravery. They do not lose any previous honours they have won.

INTERVENTIONS

If a player finishes their game then their round is not over: they should present themselves to an Event Organiser to record their scores, and then to their Commander for further instructions. This is where your Support Forces can be used.

Once completed, their Commander can choose to send them to an ongoing game in the same Front. They will place a Timed Action card on the board to represent incoming reinforcements arriving in the oncoming game.

Support Forces may not be deployed onto a board unless both players are happy with an additional player joining their game. If either player feels the arrival of new players would be an unfun experience for them, they can veto the arrival of support forces without hesitation. The role of Support Forces is to make fun, exciting events that are enjoyable for both players. If two players are having fun in a game by themselves, let them get on with it!

At the start of the next friendly turn, the Support Force player arrives from reserves. They may enter from any board edge, not just the friendly board edge, and use any special rules they have (Deep Strike, Outflank, Subterranean Assault, Drop Pod Assault, etc).

These units may not be targeted by Interceptor Reactions unless they Deep Strike.

The game is now a doubles game for one side. When playing a doubles game, each team counts as one player, but each army is its own list with its own detachments. No matter their factions, the armies on the team consider each other Fellow Warriors. When calculating the Cost of War consider the total points value of both lists together.

A team can never have more than one warlord. If a player is fielding their Support Force then they do not have a warlord anyway.

Each team has a reaction allocation of 1 per phase, which they must share between them, plus any bonuses from the warlord or other sources.

Interventions are not possible in Goon Mortalis games.

PRIZES AND SPONSORS

The Goonhammer Open could not happen with support from our Event partners and sponsors. We'd like to thank each of them and encourage you to check them out!



Element Games have come through with some amazing prize support for everyone. Prizes will be awarded for the following:

- Most Honoured Loyalist Warlord
- Most Honoured Traitor Warlord
- Best Loyalist Army
- Best Traitor Army

The Most Honoured Warlord of each faction will be determined by a combination of favourite opponent vote and battle honours won across the weekend.

REFUNDS

Requests for a refund on the ticket price can be made on Eventbrite up to 30 days ahead of the event.

ACCOMODATION

Being in the heart of Leicester there are plenty of options for accommodation for all different budgets.

We did have a few people get caught out by renting cheap student flats on AirBnb which got cancelled on them last minute when they found out they weren't students – so be mindful of that.

PHOTOGRAPHY

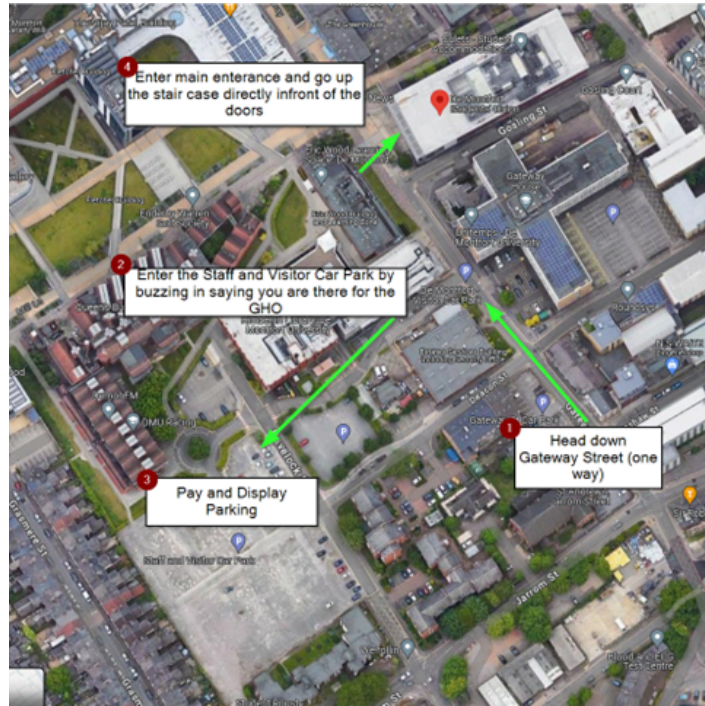
The Goonhammer team will also be taking photos throughout the event. Our privacy policy is published on the Goonhammer Open UK events page on the website.

ACCESSIBILITY

We want to ensure our event is accessible to everyone. If you have any specific accessibility requirements or if there is anything we can do to make your experience more comfortable please let us know at contact@goonhammer.com with UK GHO in the subject line.

VENUE

The event is hosted at the De Montfort Student Union building (LE2 7DR) pictured below. We have use of the onsite parking at the Staff and Visitor Car Park if you have provided your name and numberplate to us when you bought your ticket.



As inner Leicester is all one way roads, do not overshoot the parking entrance (pictured below) – this will cost you 5 minutes of looping back around!

