

Goonhammer Open September 2024 – Mission & Terrain Pack

Missions

We will be playing the following Missions from the Pariah Tournament Companion:

Saturday

- **09:00-12:00 Round 1 – Mission J – Linchpin/Raise Banners/Search & Destroy**
- **13:00-16:00 Round 2 – Mission M – Purge the Foe/Rapid Escalation/Crucible of Battle**
- **16:30-19:30 Round 3 – Mission E – Take and Hold/Prepared Positions/Hammer & Anvil**

Sunday

- **09:00-12:00 Round 4 – Mission D – Scorched Earth/Swift Action/Tipping Point**
- **13:00-16:00 Round 5 – Mission O – Terraform/Stalwarts/Crucible of Battle**
- **16:30-19:30 Round 6 – Mission I – Burden of Trust/Prepared Positions/Search & Destroy**

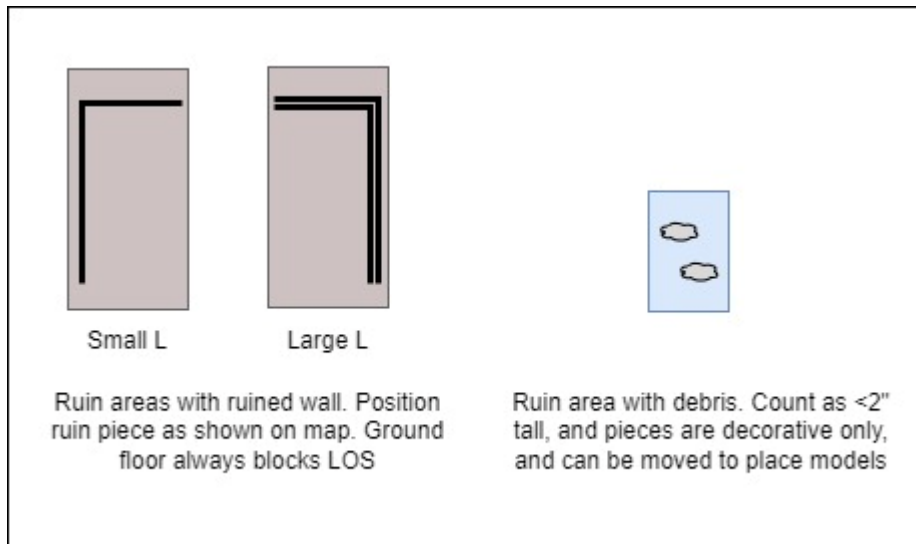
Terrain Rules

On day 1, all games will be played on **GW Map 1**

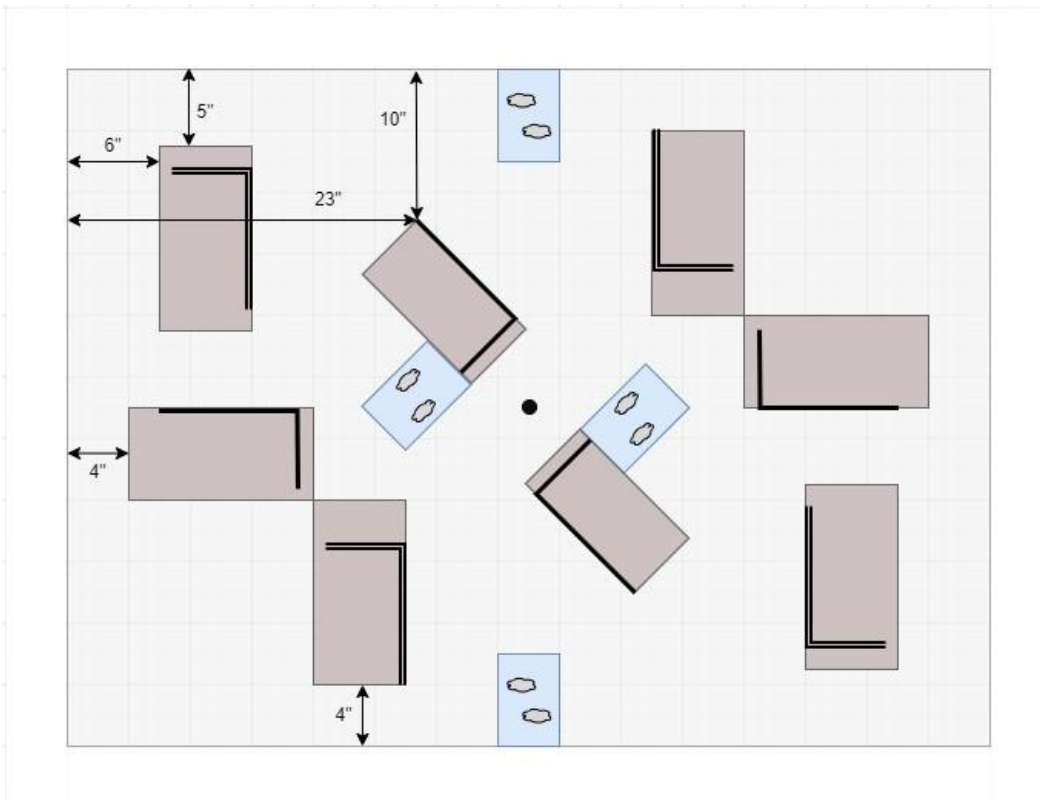
On day 2, all games will be played on **GW Map 6**

See maps below for how to position terrain pieces on each.

Terrain Key



Day 1 – GW Map 1



Note: Gap between Ls in bottom left is large enough to allow a 120x92 Oval base to pass lengthways. Gap to left of run on bottom left allows a Monolith/Baneblade to pass.

Day 2 – GW Map 6

