



The Sack of Tallarn

THE GOONHAMMER UK OPEN MARCH 2024

What: Narrative Warhammer: The Horus Heresy Campaign

When: 22nd and 23rd March 2025

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

Games: Four games of 3000pts

Version 1.2: Jan 2025 Update - Specifying that Titans don't get any additional benefits to Return Fire

THE SACK OF TALLARN

This verdant planet shall be nought but ash and dust when the Lord of Iron is done with it. It is the will of Perturabo that Tallarn be an example to others. Not a scorched world, but a world blighted for all eternity. A monument to those who would defy him.

Using their dark science, the Lyssatra brotherhood of the IVth Legion has developed a horrific iteration to the life-eater virus. This plague would not only reduce the world to reeking slime but, as it renders all life into grey-white post biological sludge, it exudes noxious corrosive vapours capable of eating through all but the strongest of sealants. Its effects will linger, mutating and changing, tainting the soil for millennia to come.

However the Lord of Iron had miscalculated. Whilst the devastation of Tallarn was inevitable once the life eater virus was unleashed, its blasphemous modifications had slowed its virality and its destruction would crawl across the planet, taking days if not weeks. And Perturabo was not one to wait, immediately landing Traitor armoured divisions to the surface to obliterate what little resistance remained.

But Tallarn would not be so easily crushed. Beneath its cities existed vast subterranean shelter networks, where nearly a billion of its people and Loyalist forces stationed on the planet had survived the devastation above. As the world around them rotted into grim miasma, these brave forces met Traitors head on in the new wastelands above.

With shot, shell and iron tread will this battle be fought.

Welcome to **The Sack of Tallarn**, 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.

In The Sack of Tallarn, conflict will focus on one of the greatest tank battles of the Horus Heresy. Over the course of the planet, the verdant agri-world of Tallarn will be slowly rendered by virus bombs to an inhospitable desert planet. As the bombs drop and the biosphere degrades throughout the weekend, the game will become increasingly hostile to infantry, while still relying on them to hold territory.

This is a tank centric event. While any army will be able to participate in this campaign, you will need a certain amount of vehicles to be victorious in battle, in the same way you would need Line units in a standard mission. For the Sack of Tallarn would recommend **between 3-5 Line units** and **at least 5 vehicles**. There's an example mission near the back of the pack that demonstrates the types of scoring we'll be using. We're also tweaking some of the rules around vehicles (health, reactions, weapon use) so make sure you read those.

The astute lorekeepers among you may notice some divergence from existing lore material regarding when exactly the bombs fell, what forces are present and when massed vehicle combat actually began. We would remind you that remembrancer records during the Heresy are often spotty, portraying conflicting views and impossible sequences of events. This is no exception. Bear in mind this is not *the* battle of Tallarn, but rather *your* battle of Tallarn; its events are yours to forge.

Whilst this is a significant conflict in the Heresy, it did not feature any of the major players in the overall conflict (at least with boots on the ground). This is about *your stories*, about the characters you all create, and the amazing deeds they go on to enact.

EVENT FORMAT

The weekend will consist of a narrative campaign following an escalating series of armoured conflicts on the planet of Tallarn. .

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 side basis, either for the Loyalists or the Traitors. In the event of dropouts, some players may be required to switch allegiances.

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 custom missions that rely on Line units scoring points by holding Objectives, and Vehicle units scoring points by holding large areas of the board.

Each mission will use different Campaign Specific Rules as the devastation escalates.

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

Each player builds a list up to 3000pts using the [standard Crusade Force Organisation Chart](#) or [Questoris Knight Households](#) including any optional Lord of War and Allied Detachments

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

WHAT YOU NEED TO BRING

- Your army
- Two printed copies of each of your lists
- A copy of the core rulebook and the Liber(s) 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, shaken, wrecked etc - you're going to have a lot of vehicles on the table!

LIST SUBMISSION

While this isn't a competitive event, please submit your Army Lists by the **17th February 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.

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. While we respect that assembling and painting a full army is a time consuming and difficult challenge, we want all players to have the experience of playing against opponents who have put care and detail into their force.

If you're unsure if a conversion is appropriate, reach out to us contact@goonhammer.com with "GHO UK HH" at the start of the subject line.

LIST-BUILDING RESTRICTIONS

Several event specific restrictions will apply to the weekend beyond the normal rules. In addition to the normal Goonhammer event rules, additional "Armour Wars Changes" are in place:

1. You may select units from the *Legacies of the Age of Darkness* and *Exemplary Battles* supplements freely.
2. Primarchs and other characters with the Unique sub-type may not be included (this includes all named characters).
3. Some Rites of War are not suitable for this event. **You may not take:** Fury of the Ancients, **Armoured Spearhead** and **Steel Fist**. *NB: All armies gain many of the benefits of Armoured Spearhead, so you don't really need to take it.*
4. Shattered Legions can be brought to the event, but must declare their Major, Minor Benefits and Flaws at the start of the game, and they do not change as the result of Mutable Tactics.
5. 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.
6. 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.
7. No model may take Artificer Armour as an upgrade. Exceptions are made for Independent or "attachable" characters (e.g. Apothecaries) or entire units which can purchase Artificer Armour as an upgrade, like the Sons of Horus Chieftains squad.
8. 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.

ARMOUR WARS CHANGES

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

1. Legion Sicaran Squadrons, Legion Predator Squadrons, Imperialis Militia Leman Russ, Auxilia Armoured Tercio and Krios Squadrons may be taken as Non-Compulsory Troops choices.
2. A single vehicle from the above list of units may also be taken as your compulsory HQ choice. If you do this, this vehicle must be your Warlord and take the Master of Armour Warlord Trait from pg. 102 of Liber Astartes / Liber Hereticus.
3. All Vehicles have one additional Hull Point.
4. All Vehicles (**Except Titans**) can Return Fire against and Overwatch other Vehicles, Dreadnoughts, Armigers, Artillery, and Automata (with more than 5 Wounds) with both Battle Weapons and Defensive Weapons.
5. Vehicles can Snap Fire Blast Weapons. When Snap Firing:
 - Weapons require direct line of sight
 - May not subtract Ballistic Skill from the scatter distance
 - May not re-roll the scatter (e.g. using nuncios).
6. An Explodes result on the Vehicle Damage table does not destroy the Vehicle outright, and instead inflicts an additional D3 Hull Points of damage on the Vehicle. If this destroys the Vehicle, then the vehicle "Explodes" as normal.

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, Leviathan Dreadnoughts and Decimators (as well as their Legion-specific and Adeptus Custodes equivalents) is reduced by 1.
3. Gravis power fist, Leviathan siege claw and Decimator siege claws 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 have Battle Hardened (1).
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.

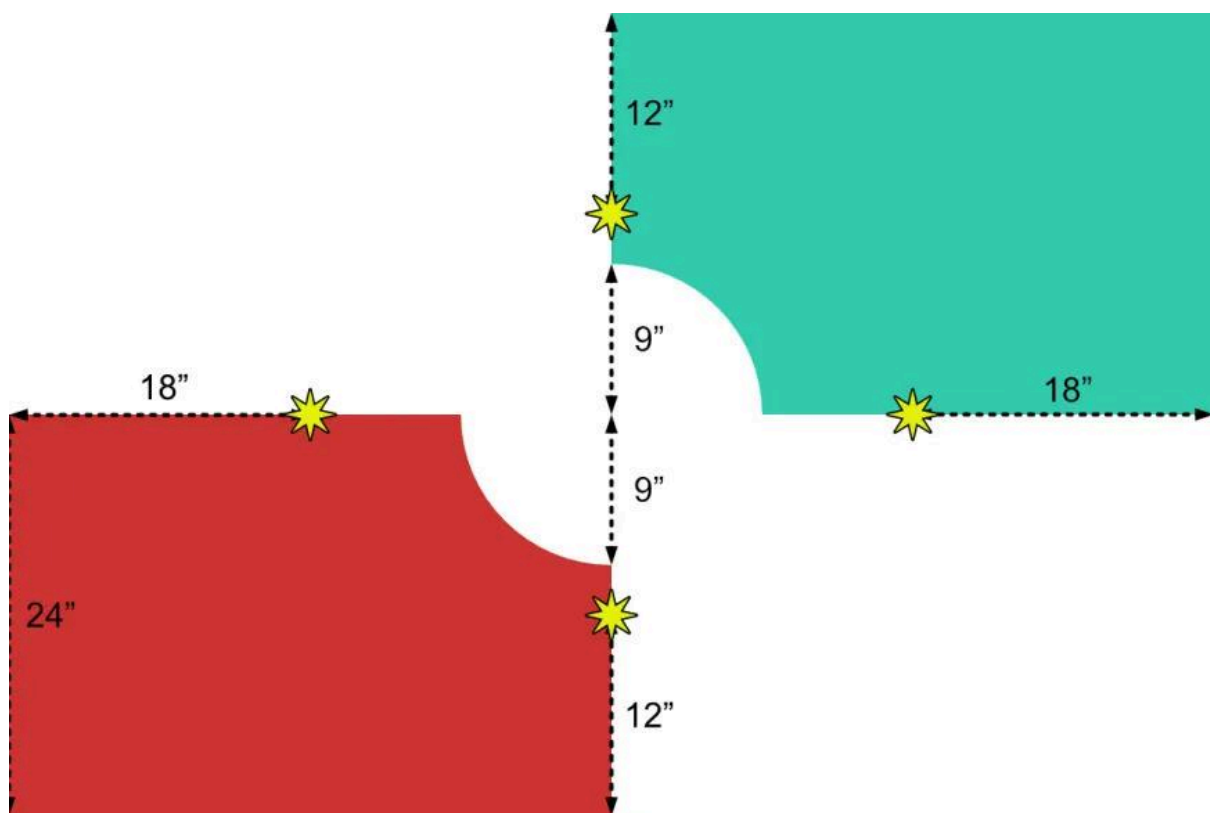
CAMPAIGN MISSION PACK

The games you play while at the event will use deployment maps and mission rules as per the custom scenarios. 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. An example mission is listed below:

MISSION 2: SPEARHEAD ASSAULT

You are commanded to take advantage of a break in the enemy line. Secure your position and push into enemy territory.

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 9" intrusion into each one from the centre point.

This mission uses four Infantry Objective markers. Place one objective marker in the centre of each dividing line between quadrants.

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 their deployment Zone and whether to deploy first or second. The first player must then deploy their entire force, including any Fortifications they possess, except for any units held in Reserve, into their Deployment Zone, followed by the second player.

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

Infantry control: 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. (Maximum score per turn: 4VP)

Vehicle Control:

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 quadrant, excluding their deployment zone, that they have a vehicle wholly within. If your opponent also has no vehicles in that quadrant, you score an additional Victory Point. The second player in the last turn scores at the end of the turn instead of the beginning. (Maximum score per turn: 6VP).

SECONDARY OBJECTIVES

Slay the Warlord (1VP)

MISSION SPECIAL RULES

Night Fighting

Reserves

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 Warlords
- Best Hobby (Painting / Conversion)
- Favourite Army (Theme/Most creative army)
- Best Vehicle

The EOs will determine these results, with the assistance of voting from players and guest judges where relevant. In addition further spot prizes will be available on the weekend, as a treat.

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 within short walking distance.

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.

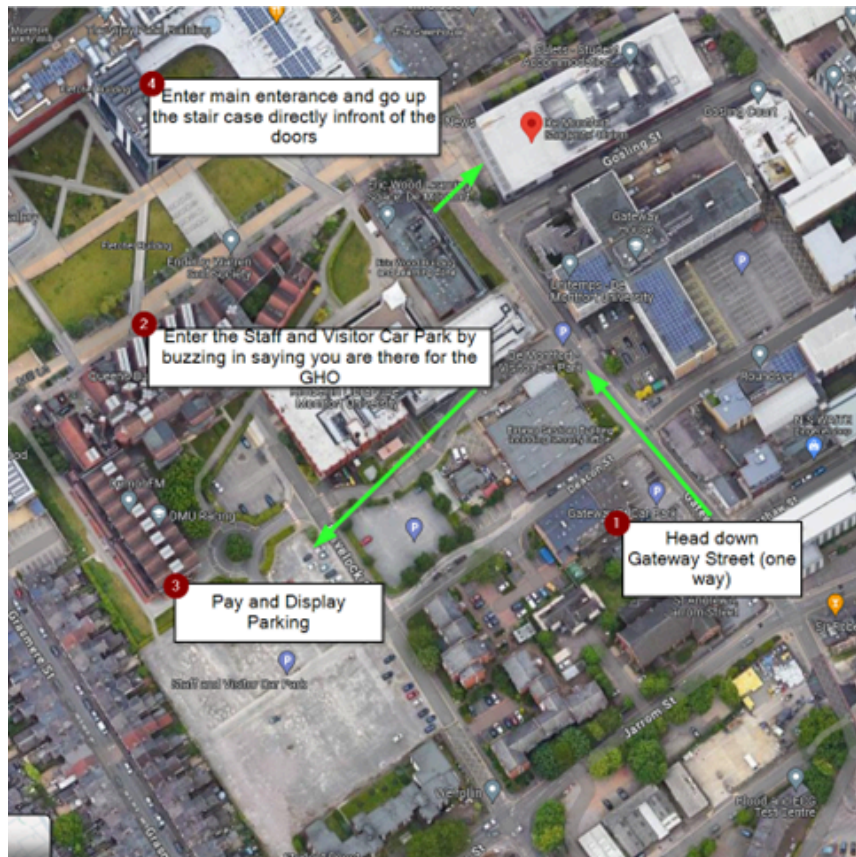
FOOD AND VENDORS

The venue will have a staffed bar serving refreshments and snacks throughout the weekend. Alcoholic beverages are available; we kindly ask that you check with your opponent before getting a drink out of courtesy. Any drunken behaviour will not be tolerated at the event, drink responsibly.

The Student Union is well placed for a short walk to numerous different food options - such as Tesco, Dominos and burger joints five minutes away. The lobby has a lounge ideal for having your lunch if you bring it in or have it delivered. There is no issue with bringing outside food into the venue.

Finding the Venue and Parking

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 which needs to be **prebooked** in advance using a link that will be shared closer to the even via email and updated in [this pack on the events page](#).



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!

