

WARHAMMER

40,000



GOONHAMMER

2023 US OPEN NARRATIVE EVENT

PLAYER PACK

WELCOME TO THE 2023 GOONHAMMER OPEN NARRATIVE EVENT!

This player pack provides information for the Goonhammer Open Narrative Event. This is a two-day, 6-round event to decide the fate of the planet Attos in the Imperium Nihilus. During this event, players will compete on two teams split across four battlegroups to decide the fate of the planet. This event has been carefully crafted to give each attendee the opportunity to participate in the overarching story taking place throughout the campaign. There are also custom mechanics here that allow each player to craft an engaging story for their own Orders of Battle. We've also designed an event that will be tactically engaging to players of all skill levels, encouraging different styles of play and army strengths.

If you have any questions about the event rules or there's something that isn't covered here, you can contact us directly by emailing us at contact@goonhammer.com.

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1.0 EVENT ESSENTIALS

System:	This event will use Warhammer 40,000 10th Edition Rules with a modified form of the Crusade rules format. Specifically, players will use an Order of Battle from which rosters are constructed. Other Crusade rules, such as those around Requisition Points, XP, and Battle Scars, will not be used.
Battle Sizes:	Players will take part in a series of team battles but will need to have forces prepared for playing games with 500, 1,000, and 2,000 points, and should also prepare a Boarding Actions force (500 points).
Missions:	This event uses custom missions.
Number of Games:	Six
Army Selection:	Players should develop an Order of Battle from which Armies can be built that adhere to Battle-forged rules as established in the Warhammer 40,000 Core Rulebook. The supply limit for this event is 3,000 points. Please note that different missions may require different unit types, and so players are encouraged to bring a wide variety of units which can fit different roles and complete different objectives.
Tools of War:	Players are expected to bring all models required to field their entire Order of Battle, dice, a tape measure, all relevant rules publications, and sufficient copies of their army rosters. Additionally, players will need to register their armies in the Administratum app, which will allow them to track their progress digitally.

2.0 ARMY CONSTRUCTION AND PAINTING

2.1 Army Construction and Army Lists

Players are required to bring at least a 2,000 point Order of Battle and may go up to as much as 3,000 points, from which they can build lists for campaign games. Campaign armies generally come in three sizes, and players should come prepared to play with lists of each size:

- 500 Points (Boarding Actions)
- 500 Points
- 1,000 Points
- 1,500 Points
- 2,000 Points

For the most part, players will be using armies of 500 or 1,000 points, and each round they'll choose a battlefield to play on and commit their forces to that battlefield, choosing to do so with either a 500 or 1,000-point force, joining other players from their team. On day 2 there will be opportunities for some 1-on-1, 2,000-point games.

Where possible, players should attempt to construct armies which can fill a variety of roles - the battlefields of Attos are varied, and different battlefields will reward different unit types and strategies. For example, some missions will focus on fast units with **FLY** and aircraft, while others may focus on vehicles and **MOUNTED** units and others will advantage **INFANTRY** and units which can move through cover. It will be up to player teams to determine which forces to take to each battle.

2.2 Unit Upgrades

Players will purchase Enhancements normally, save for the **Legendary Protégé** Enhancement (See Section 8.0 for more details). Unless otherwise noted, players may only purchase each Enhancement once for their Order of Battle and may not have duplicate Enhancements in their army. Additionally, players will not gain Battle Traits normally but instead will purchase them by spending Agenda Points, as outlined in Section 9.0: Battle Traits. Otherwise, rules for XP, Requisitions, and Battle Scars are not used.

2.3 Epic Heroes

With the exception of those units on the list below, rosters may not include Epic Heroes.

Epic Hero Exceptions

The following Epic Heroes are allowed:

- Assassins
- C'Tan Shards
- Genestealer Patriarch
- Solitaire
- The Changeling
- The Swarmlord
- The Yncarne
- The Avatar of Khaine
- Phoenix Lords
- Drazhar

2.0 ARMY CONSTRUCTION AND PAINTING (cont.)

2.4 Modeling and Basing

Everyone loves playing with and against painted minis. Every model in your army must be fully assembled and painted to at least a Battle Ready standard. Below are some examples of models painted to a Battle Ready standard, which usually includes multiple colors of paint and basing.

Each model in your army must accurately represent its entry on your army roster (What You See Is What You Get - WYSIWYG). For example, if your army includes a Space Marine equipped with a Meltagun, the model must be equipped with a Meltagun. Equipment such as Frag Grenades that are included on every model within a unit, but not included on every model of that type, need not be modeled. Not every miniature in your army needs to be a Games Workshop or Forge World model, but any third party models or proxies you use must be visibly obvious as to what they're intended to represent, and must generally be of the same size and on the same size base as the model they represent.

CONTRAST METHOD



CLASSIC METHOD



2.0 ARMY CONSTRUCTION AND PAINTING [cont.]

2.3 Converted and Forge World Models/Units

We're all about sweet conversions and scratch-built units, especially in the Narrative event. For the sake of fairness, these should generally be the same size as the most current version of the model they're supposed to represent. Generally when it comes to conversions and scratch builds a unit should not gain a benefit from converted models, but can incur penalties, i.e. it may be taller so it can be more easily seen, but may not gain line of sight benefits from its extra height. Converted and Scratch-built models must be on the same size base as the current version of the model they're supposed to represent.

If you're looking to field converted or scratch-built models, you should get permission to use those models by emailing us at contact@goonhammer.com. Include a photo of the model in question and send your question at least two weeks prior to the event - any requests sent after this time may not get reviewed, and you run the risk of having them be removed from play or incurring other penalties.

2.4 Basing

Many models are no longer produced on the bases they originally came with. All models in your army should be on the bases that they are currently being packaged and sold with.

2.5 Some Tips and Hints

While the missions used at the event won't be revealed until the round in which they're played, there are a few things to keep in mind as you build armies for the event:

- **Bring some big guns!** Some missions use fortifications, or may have a defender sitting in a fortified position, requiring you to destroy enemy buildings. Make sure you have weapons that can destroy vehicles!
- **Boarding Action Missions.** Some missions and objectives may have players playing Boarding Actions games, playing 500 point games in tight confines with strict rules around army construction. Plan to have a 500 point army for these games.
- **Have some speed.** Some missions may call for speed - chasing down enemy units or attacking a convoy in motion as it speeds to the front to supply enemy forces. These missions may require faster units. You'll also want units with FLY and even AIRCRAFT on some of these missions.
- **...But you don't have to do it all alone.** Remember - you're on a team with seven other players! Each round your team will determine which generals to assign to different missions, meaning that you can assign players with lots of heavy support to the siege warfare missions or players with lots of fast units to raid enemy supply lines. We'd recommend coordinating with your team before the event, if possible.

3.0 POLICIES

3.1 Judges

Judges will be walking the tournament hall during rounds and hold the final say on all game rules and event issues. Individual rulings however, are never binding precedent - it's a game, not a court of law. Rulings should always be based on correct rules interpretations rather than adhering to previous precedent. Also note that the judges are not all-knowing machines - when calling for a judge's assistance, please be prepared to provide any relevant rules references to the particular question.

3.2. Player Conduct, Judging, and Penalties

Warhammer 40,000 is a complicated game but we're all just here to have fun. On rare occasions, players may intentionally or unintentionally commit rules or sportsmanship fouls in the course of a heated game. Behavior such as bullying, rules abuse, moving models illegally, picking up dice before your opponent has had a chance to see the results, lying to judges or opponents, or any other form of unethical or inappropriate conduct can result in substantial in-game penalties, automatic loss assessment, permanent removal of parts of your army for the duration of the event, or removal from the event itself, as well as ITC penalties such as a yellow or red card, commensurate with the severity of the action. Judges are empowered to apply both on-game and scoring penalties equivalent to the magnitude of the foul. Because these can often come down to a "he said she said" scenario when judges are not tableside at the time a foul occurs, behavioral and illegal play penalties will always be adjudicated on a case-by-case basis, with respect for both players involved.

Note that Goonhammer has a zero tolerance policy for hate speech, harassment, and bullying and players who fail to meet these incredibly low standards will be ejected from the event without a refund.

3.3 Streaming and Photography

During the event some games may be streamed on the day live on Twitch and YouTube, and you may be asked to play on the streaming table. This is optional. 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.

4.0 CAMPAIGN FORMAT

4.1 Welcome to Administratum

While we aren't using the full Crusade rules for the campaign, we will be using the [Administratum App](#) for tracking rosters, games, and team scores. Players are required to create a login and build their Order of Battle in the app prior to the campaign, and will be sent an invite before the campaign starts to join the created event. Players are not required to be patrons of Goonhammer in order to use Administratum or participate in the event, and custom materials will be made available in Administratum for free.

4.2 Creating Your Order of Battle

Players must create a Crusade Order of Battle following the guidelines set out in Section **2.0 Army Construction and Painting**.

4.3 Your Teams

Players in the Narrative event are divided into two major teams: Attackers and Defenders.

The Defenders

The Defenders are broadly Imperium-aligned and consist of two teams:

- Loyalists - Imperium-aligned factions dedicated to defending Attos
- Allies of Convenience - Broadly "good"-aligned factions willing to help the Imperium if it means opposing Chaos.

The Attackers

The Attackers are mostly Chaos-aligned, and consist of forces dedicated to ransacking Attos and stealing its resources. Also composed of two teams:

- Heretics - The Traitor forces of Chaos looking to destroy Attos
- Raiders & Renegades - Broadly "Evil" factions looking to raid and reave, or just take advantage of the chaos sown during the fight.

In addition to having broad faction goals of "capture/defend the planet," players in the Attos campaign also have Agendas, sets of goals which are known only to them. Accomplishing these goals yields rewards for the player accomplishing them, and rewards for individual accomplishment will be given based on achieving personal agendas.

The Agendas players can receive will vary according to their team and faction. Each player will receive 2-3 Agenda cards at the start of the campaign, and from this they will choose one to be their active Agenda. Each time a player accrues 3 Agenda points they can buy one advancement.

4.4 Resource Points

Teams generate resource points at the end of each round based on which territories they control. Each territory has a different resource value. With the exception of Tranquilis Desert, all territories start under the control of the Defender team. After each battle, players generate a number of RP equal to the total value of their territories, then may choose to spend any or all of those prior to the next set of battles. Unspent Resource Points are kept. Each territory offers a different way to spend Resource Points, but typically only for the team which controls that territory.

4.5 Battle Traits

Instead of tracking XP and buying Battle Traits and accumulating Scars in the traditional Crusade way, the Attos Campaign uses a simplified structure. Instead, players can spend Agenda points to buy Battle Traits. Between battles, players may spend Agenda points to purchase Battle Traits. Purchasing a Battle Trait costs 3 Agenda Points, plus one additional Agenda Point for each Battle Trait the unit receiving the trait already has. Battle Traits are selected from a series of skill trees which players can find at the end of this document [Section 9.0].

4.6 Event Schedule

Saturday

8:00 - 9:00	Registration
9:00	Briefing
9:15 - 12:00	Round 1
12:00 - 13:00	Lunch & Bookkeeping
13:00 - 13:15	2nd Briefing
13:15 - 16:30	Round 2
16:30 - 16:45	Bookkeeping
16:45 - 17:00	3rd Briefing
17:00 - 19:45	Round 3

Sunday

8:45- 9:00	4th Briefing
9:00 - 11:45	Round 4
11:45 - 12:45	Lunch & Bookkeeping
12:45 - 13:00	5th Briefing
13:00 - 15:45	Round 5
15:45 - 16:00	Bookkeeping
16:00 - 16:15	Final Briefing
16:15 - 19:00	Round 6
19:30	Final Results & Debrief
19:45	Award Presentations

4.7 Pairings and Scoring

Each round will present 9 battlefields on which players can commit their forces. Each of these will support battles of up to 2,500 points per side. During the briefing, the GM will outline the missions each team can allocate players to and after the briefing teams are free to determine how they want to allocate players to each mission with either 500 or 1,000 point forces. Each battlefield is designed to accommodate either a 2x2 or a 3x3 battle.

4.8 Team Scoring

Teams accrue Campaign Victory points by winning games and accomplishing key objectives. Additionally, completing specific missions may impact missions in later rounds and give teams a bonus in the next round. However ultimately control of the planet will be decided by territory held at the end of round 6.

4.9 Player Scoring

There are no battle points to be scored here; players win or lose in the campaign as a team. However, there are other metrics we'll be tracking for players during the event.

4.10 Prizes

Although this is a team event, some players can win prizes at the conclusion of the event based on individual performance. Prizes will be awarded for the following:

- The player in each alliance who scored the most total Agenda Points
- The player with the best painted army

5.0 TERRAIN

5.1 Terrain

This event will be using custom terrain and layouts for every game. Terrain will generally be placed by judges between or before rounds. Note that some missions require or allow one team to set up or alter terrain on the battlefield in the manner of their choosing, usually with Fortifications. In these cases, that player is free to move the terrain on the table in any way they wish in order to accommodate these fortifications.

5.2 Fortifications

Some missions allow players to bring Fortifications. In these missions, use the rules for Fortifications released on Warhammer-Community. You can find the datasheets for various fortifications [here](#).

5.3 Battlefield Terrain

Players should agree on terrain traits before the battle, though judges can also help provide context or rulings on terrain. Generally speaking, terrain features will follow the relevant rules in the Warhammer 40,000 10th edition Core Rules (see pages 45-48). Most of these will be Ruins, and use the associated rules.

5.4 Player Fortifications

Players can bring their own fortifications, using the Legends rules laid out in the pdf released by Games Workshop. These follow the standard Matched Play rules for deployment.

6.0 HEALTH AND SAFETY

The health and well being of your event attendees/league participants, their families and loved ones, and the wider community in which we operate is our top priority. We will do everything possible to ensure our attendees/participants are well taken care of, safe, and healthy.

At a minimum, we recommend you always follow all official guidance in your locality.



7.0 THE BACKSTORY

+++++ SEGMENTUM OBSCURUS +++++

+++ VADINAX SECTOR +++

++TYCHON SYSTEM++

Deep in the heart of the Segmentum Obscurus is the Vadinax Sector, a once-thriving center of Imperial commerce and industry. Cut off by warp storms even prior to the opening of the Cicatrix Maledictum, the Imperium's grip had been slowly loosening over the sector for years, a process only accelerated by the onset of the massive warp rift. Now the system has become little more than a frontier world despite its still sizable population, light on law and heavy on refugees, rogue traders, and heretics.

The Vadinax Sector itself became the focal point for a major campaign recently, as Abaddon dispatched an Ark of Omen, **Ten Thousand Lies**, piloted by the Dark Apostle Shanker Gord to the sector to capture a key piece for the key he and Vashtorr were building. While the piece was seized, Imperial forces were able to destroy the ark, smashing it in orbit around Hope's Clarion Call.

Following the destruction of the Ark and the devastation on Hope's Clarion Call, the forces of Chaos fell back to strongholds and fleets on various planets throughout the sector, relying on Imperial disarray and the lack of support on this side of the Cicatrix Maledictum to avoid coordinated reprisal. There the various forces which fought over Vadinax licked their wounds and rebuilt their forces.

Recently a massive piece of Ten Thousand Lies crashed into Attos, a mining world in the Tychon system not far from Hope's Clarion Call. This event served as a beacon for various traitor, heretic, and raider forces in the area, calling them to the planet with the promise of captured loot from the massive wreckage. Imperial defenders rushed to meet these attacking forces, who then brought reinforcements of their own. And once again war broke out in the Vadinax sector, this time over Attos.



7.1 Attos

Located in the Vadinax Sector, the mining world Attos boasts more than one billion Imperial citizens, with the majority situated in the planet's primary hive city. The bulk of the planet's core operations are based around mining and processing prometheum and rare asteroid metals to ship to Astarix 377 for further refinery and manufacture. The planet itself is rather unremarkable, though it did play host to a dozen or so battles when fighting broke out during the Vadinax campaign, with the majority of those conflicts occurring early in the campaign before Chaos forces focused their efforts and moved on to other battlegrounds.

The planet itself had only paltry defense forces and the forces it could muster were all committed to the defense of Hope's Clarion Call during the Vadinax Campaign. This has left the planet largely undefended against a major incursion and as raider ships encircled the planet its governor sent out broad calls for aid to anyone who would listen. And as is always the case, sending messages blindly into the void often beckons replies from parties best left undisturbed.

7.2 Key Locations

The surface of Attos is broken into a series of battlefronts where players compete to capture territory. Each one has a different Strategic Value. Strategic Value is used to determine the winner of the campaign.

Arender Spaceport

Arender Spaceport is a major hub of offworld travel, acting as the primary landing and launching point for spacecraft on the planet. Battles here take place on an orbiting series of asteroids - being able to fly will be very useful on these missions.

Attos Hive Primus

Attos' Hive Primus is the largest civilian structure on the planet, holding most of the planet's billion or so Imperial Citizens. It's an important center for commerce and manufacture, and supplies the outlying territories with the manpower needed to operate. The hive itself is a bustling city with twisting streets and dense terrain.

Attos Hive Main Gate

The Main gate to Attos is a massive structure of fortified plasteel connected to a massive wall which surrounds the city. This will almost certainly lead to a protracted siege... but the walls can come down.

Bantavera Station

Bantavera Station is an orbital mining station which serves as a dedicated mining base for the broken chunks of Attos' primary moon, extracting rare metals and elements from the orbiting chunks of debris. These asteroids have been moved to a geostationary position above Arender Spaceport, making for quick transport between the two locations for craft bringing the materials back down to the planet for refinement.

Manufactorum Ars-Lyri

Ars-Lyri is an ancient manufactorum run by the tech-priests of Astarix 377. Here materials from the offshore Nautilus Refinery are refined and processed before being sent to Hive Primus and Arender Spaceport for final production and shipping. Massive convoys frequently take resources to and from the Manufactorum. The first set of missions on the Manufactorum territory will take place on the rolling road - bring your fastest vehicles.

Outpost Bravo-Foxtrot-Golf

Outpost Bravo-Foxtrot-Golf plays home to the planet's largest defensive outpost, with an anti-orbital gun battery capable of downing ships as they come in and defending hive Primus. The mountainous location is difficult to assault by land, but not impossible.

Nautilus Refinery

Nautilus Refinery is a massive prometheum refinery station off the southern shore of the main continent. Flying and Titanic units can move freely in the deeper waters, but other units may find themselves needing to move to higher ground, especially when the tides come in.

Tranquilis Desert

Largely unremarkable, Tranquilis Desert is a vast expanse of sand and rock which was recently stirred by the impact of a massive chunk of the destroyed space hulk Ten Thousand Lies. The biggest threat may be the harsh conditions which can lead to sandstorms or radioactive clouds.

8.0 DONATION INCENTIVES

8.1 TABLEWAR Charities

Goonhammer is partnering with TABLEWAR Charities. TABLEWAR Charities is a charitable organization whose primary focus is on charitable fundraising for improving the lives of children and adults with Autism Spectrum Disorders (ASD). The organization has a specific goal to fund and/or provide educational advocacy for students with ASD.

You can learn more about TABLEWAR Charities on [their website](#).

8.2 Donating to TABLEWAR Charities

During the Narrative event, players can “buy” additional resources and benefits for themselves or their teammates by donating to TABLEWAR Charities. The benefit gained depends on the donation amount. There is no upper limit to how much a player may donate during the campaign. A player donating to TableWAR charities can email a donation receipt with the comment “2023 US Goonhammer Open” to contact@goonhammer.com.

Below are the incentives players can buy:

- **Command Re-Rolls (\$5 each)** - At the start a player's Command phase, that player may purchase a single Command Re-roll for \$5. That Command Re-roll can be used in any phase and is available for the rest of the game and works identically to the Command Re-roll Stratagem. This Command Re-roll cannot be used in the same phase as the Command Re-roll Stratagem.
- **Command Points (\$10 each)** - A player may, at the start of a game, purchase additional CP at a cost of \$10 per, to a maximum of 3 CP per game per player.
- **Agenda Points (\$20 each)** - A player may spend \$20 to purchase a single Agenda Point.
- **Resource Points (\$20 each)** - A player may spend \$20 to purchase a single Resource Point.
- **Legendary Protégé (\$25 each)** - Prior to the event a player may purchase this Enhancement for a unit in their Order of Battle. You may purchase this Enhancement multiple times for your Order of Battle, choosing a different effect each time, but your army can only contain one unit with this Enhancement. You may not use this to give a VEHICLE unit an ability from a non-VEHICLE unit, and vice versa.

ENHANCEMENT: Legendary Protégé (25 points) - When you purchase this Enhancement, choose one Named Ability of an EPIC HERO that shares a faction keyword with this unit. This unit has that ability. If the named ability would have you choose an effect each turn from a list of three possible effects, then at the start of the battle you must choose one of these effects to be active for the battle.

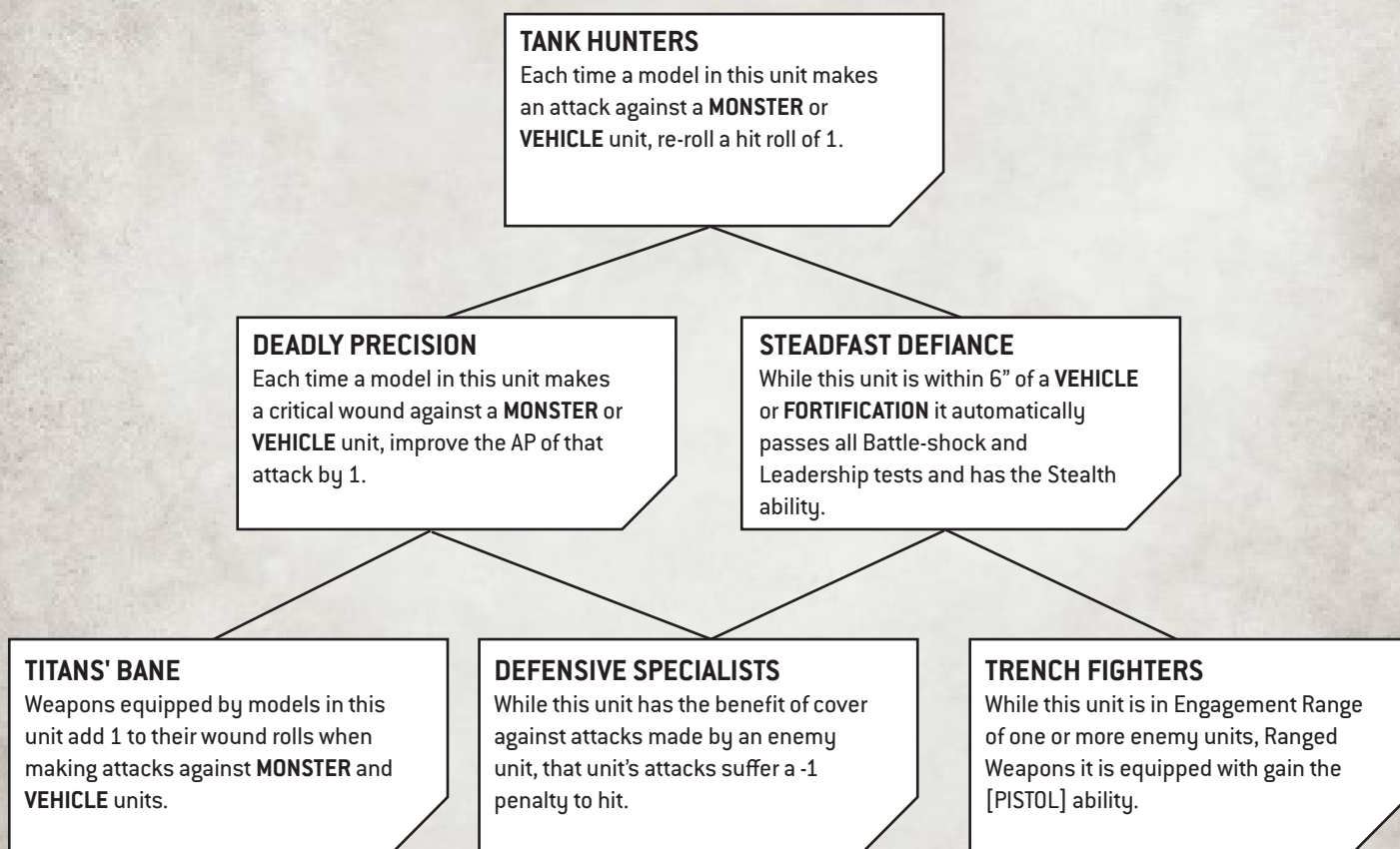
9.0 BATTLE TRAITS

Players can spend Agenda Points to purchase Battle Traits between rounds. When they do, they choose a trait from one of the below skill trees. Each Battle Trait costs 3 Agenda Points, plus 1 for each Battle Trait the unit already has. A unit cannot select a level 2 trait unless it already has the level 1 trait from that same tree, and cannot purchase a level 3 trait without the connected level 2 trait. Units may have traits from multiple trees.

9.1 SIEGE SPECIALISTS

These veteran warriors have become experts at fighting protracted siege battles and taking out the fortified emplacements and heavy machinery that dominate the battlefield.

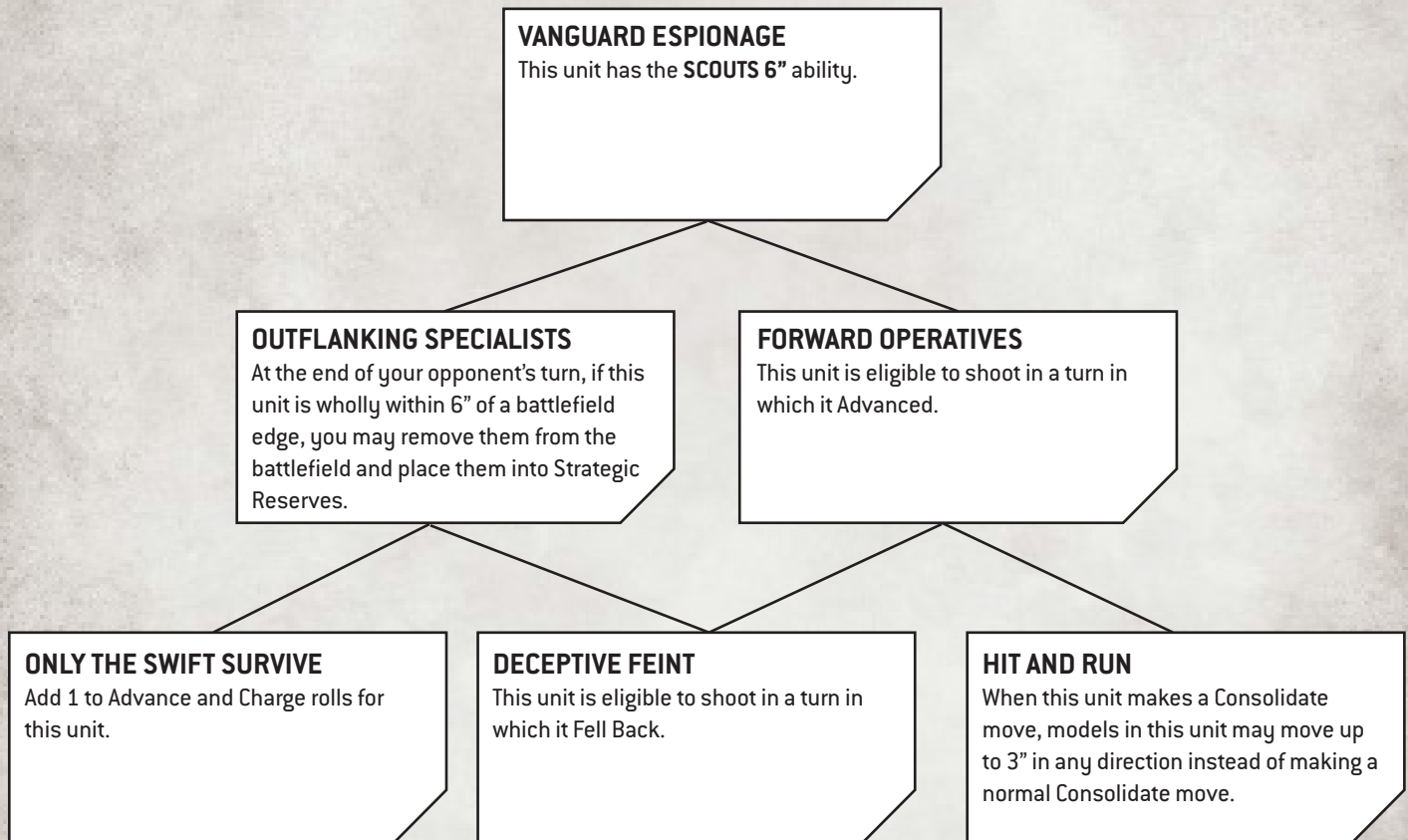
The following traits can only be purchased by **INFANTRY** and **MOUNTED** units. If a unit has the SIEGE SPECIALIST keyword, it can ignore the additional cost when purchasing multiple Traits from this tree.



9.2 RECON SPECIALISTS

These veteran warriors have honed their skills ranging far ahead of their main force, scouting enemy positions, identifying weakened flanks, and relaying information back to their commanders.

The following traits can only be purchased by **INFANTRY** and **MOUNTED** units. If a unit has the RECON SPECIALIST keyword, it can ignore the additional cost when purchasing multiple Traits from this tree.



9.3 CITYFIGHT SPECIALISTS

These veteran warriors have experience fighting in urban environments, going block to block sweeping and clearing out enemy forces.

The following traits can only be purchased by **INFANTRY** units. If a unit has the CITYFIGHT SPECIALIST keyword, it can ignore the additional cost when purchasing multiple Traits from this tree.

SUPPRESSING FIRE

If a unit suffers a wound as a result of a ranged attack from one or more units with this ability, that unit cannot be selected for the Fire Overwatch Stratagem this turn. Additionally, that unit must take a Battle-shock test.

GUERRILLA FIGHTERS

This unit is eligible to declare a charge in a turn in which it fell back.

RESOLUTE VETERANS

Each time you take a Battle-shock, Leadership, Desperate Escape, or Emergency Disembarkation test for this unit, add 1 to that test.

A TRAP SPRUNG

While this unit is wholly within a terrain feature, they have the Fights First ability.

POINT BLANK OVERWATCH

When firing Overwatch, if the unit being targeted is within 12", then this unit's attacks hit on a 5+ instead of a 6+. Additionally, Ranged attacks in this unit gain the [PISTOL] ability when firing Overwatch.

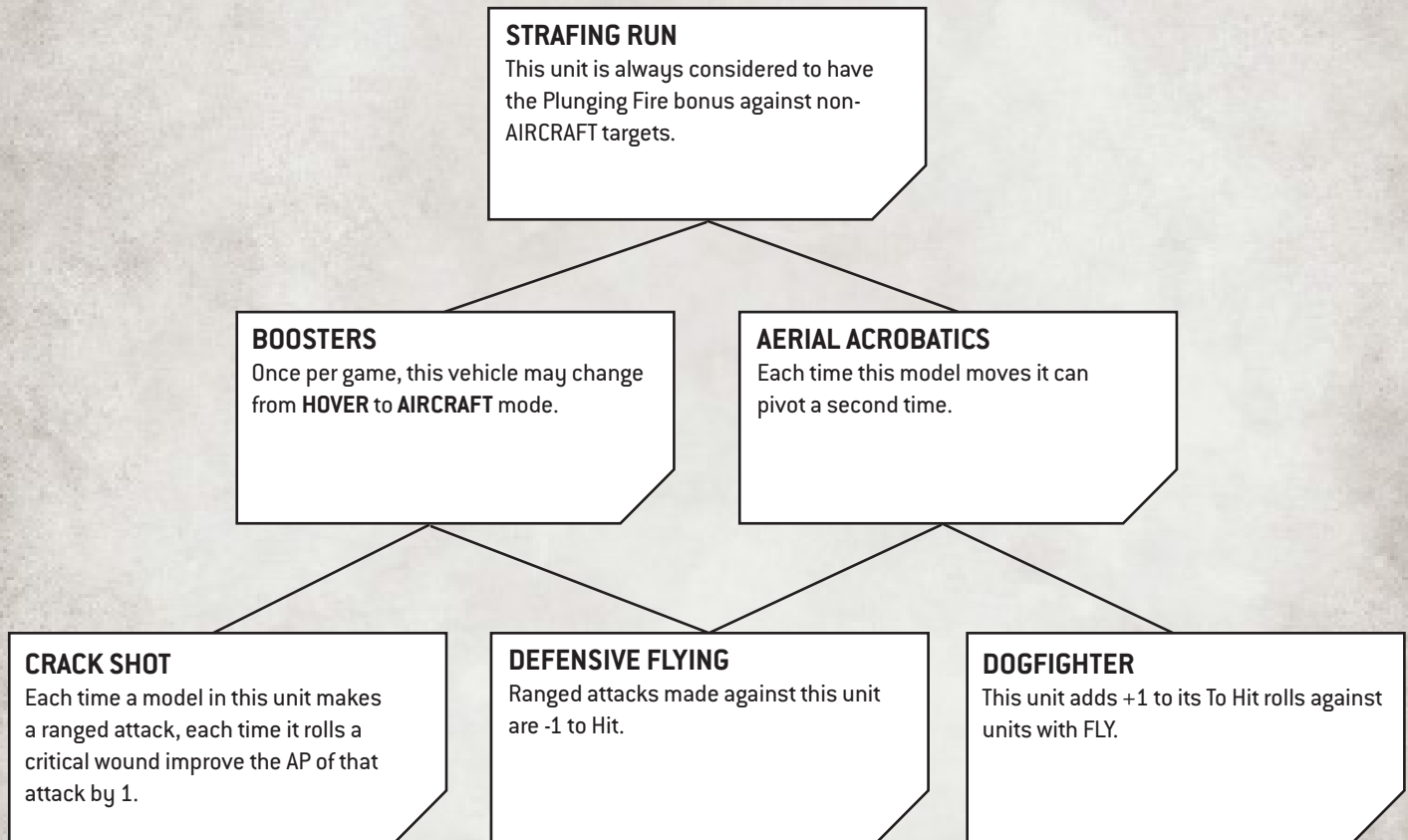
SWEEP AND CLEAR

Ranged attacks from this unit have the [Ignores Cover] ability.

9.4 AERIAL ACES

These veteran pilots have flown hundreds of missions and can effortlessly weave between streams of enemy fire while taking out their targets with deadly accuracy.

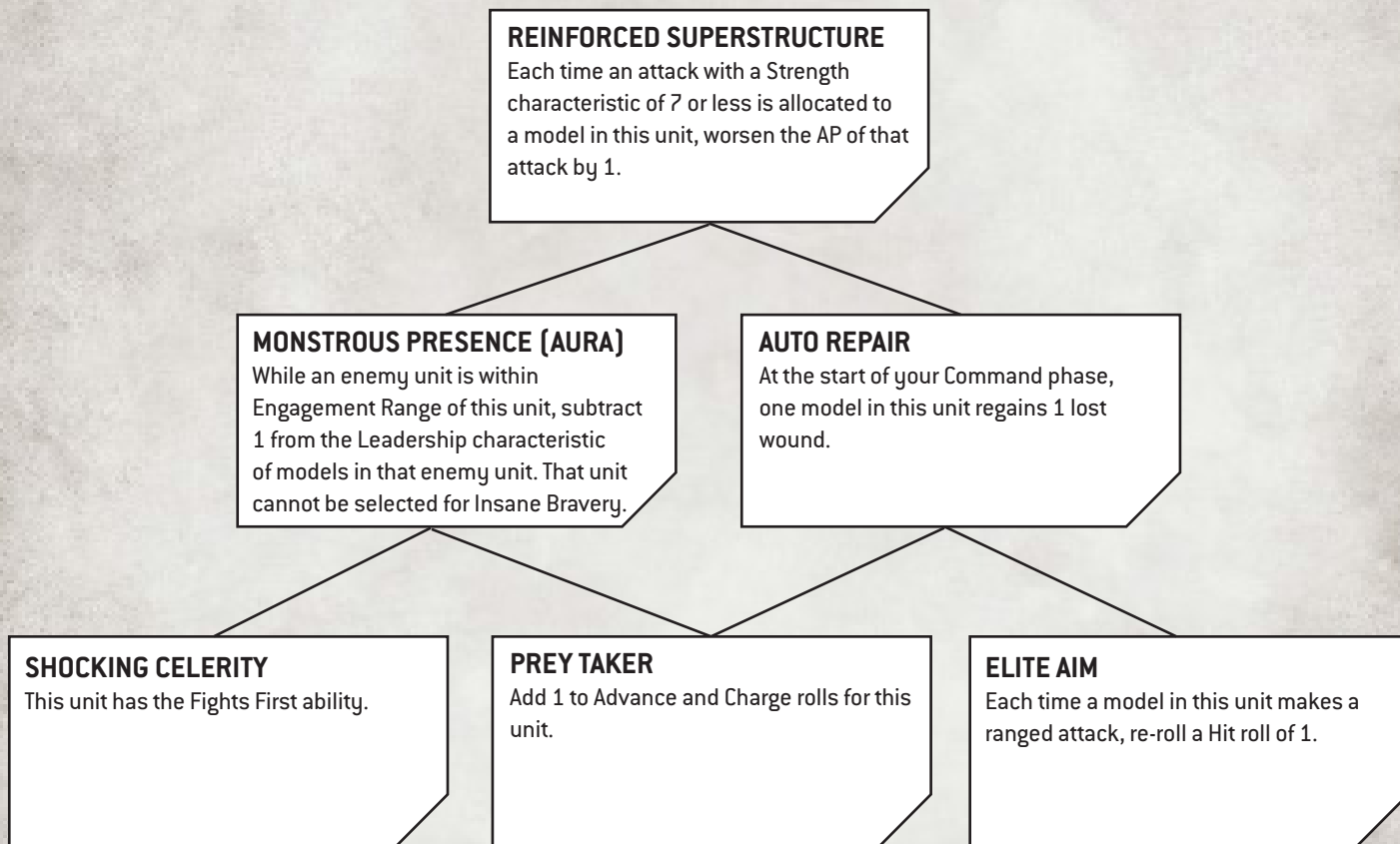
The following traits can only be purchased by **AIRCRAFT** units. If a unit has the AERIAL ACE keyword, it can ignore the additional cost when purchasing multiple Traits from this tree.



9.5 FORGED IN FLAME

These veteran crews and monsters have been through the fires of battle and come out stronger than ever. They strike fear into their enemies and dominate the battlefield.

The following traits can only be purchased by **VEHICLE** and **MONSTER** units. If a unit has the FORGED IN FLAME keyword, it can ignore the additional cost when purchasing multiple Traits from this tree.



9.6 GREAT LEADERS

These battlefield commanders have proven themselves time and time again, inspiring their troops and leading from the front with great resolve.

The following traits can only be purchased by **CHARACTER** units. If a unit has the GREAT LEADERS keyword, it can ignore the additional cost when purchasing multiple Traits from this tree.

