

Granite City WAAAGH! FEST

MISSION SHEET Mission 1: Warband uv Bruvvers

BACKGROUND

Warboss Red Jack has decided to increase da morale of his troops by bringing da party to da boyz on da front line. For dat, he needs a lot of brew! Luckily a nearby town has a large concentration of Squigg Brew® houses and he wants ya to get'em for him. Once you enter town though, your ragged warband is set upon by a sneaky git hidden in a bell tower wiv a snipa rifle! Da warboss ain't gonna like dis unless ya can take out dat snipa and snag him some brew!

SETUP

There are three Squigg Brew Houses and two bell towers. These are all objectives. The three brewhouses are placed along the center of the board. One in the middle, the other two evenly spaced between center and short board edges. The towers are placed during deployment.

Deployment: Pitched Battle (from BRB pg. 92) Players roll a D6. The player who rolls the highest may choose to deploy first or second. After sides are determined but before models are placed, the player who goes first places his bell tower (pint glass) anywhere in their own deployment zone. The other player then places their tower in the same way. Now models are deployed as normal.

SPECIAL RULES

Weedy Git Snipa! Each side has weedy git who finks dey'za crack-shot! Hiding in the bell tower is a grot who gotten a hold of a snipa rifle. Along with the snipa rifle, he's also knicked from Da Big Boss one round of Soopa Killy ammo. One grot, one gun, one shot per turn.

Weedy Git Snipa: BS3 T2 W1

Range S AP Type

Sniper Rifle: 36" X 3 Heavy 1-Str 3 vs Vehicles
Always wounds on a 4+, rending and causes Pinning

Range S AP Type

Soopa Killy Round: 36" 10 3 Heavy, One-shot

This round can only be used once and uses the grot's normal ballistic skill to hit.

The grot has found himself a fortified, nigh indestructable bell tower to hide out in. The bell tower cannot be assaulted or destroyed. The grot cannot be assaulted (he's dug in really gud), but can be shot at. The tower confers the Weedy Git Snipa a 2+ save. This is not a cover save, but a regular save. Think of the grot wearing a concrete tower for armor :)

If a Weedy Grot Snipa can draw a line of sight to the other tower, he can target the other snipa, regardless of range.

Deepstrike, Scout, Infiltration, Outflank, Reserves, Seize the Initiative.

SPECIAL SCORING RULES

- A scoring unit must be within 3" to control an objective.
- A scoring unit may only control a single objective.
- A unit that has control of one objective may not contest another objective.
- If a unit is within range of two objectives, it controls the objective it came within range of first.
- A scoring unit must control the objective for it to count at the end of the game. Tabling your opponent will not automatically give you all objectives, you must control them with a scoring unit to count. That does mean that you cannot earn points for these if the enemy is completely destroyed and you control no objectives. This goes for both the Brew Houses and the Bell Tower.

VICTORY CONDITIONS

We'z Gonna Partee T'night! • 6 Points

Control more Squigg Brew Brew Houses than your opponent.

Got Da Tower! • 5 Points

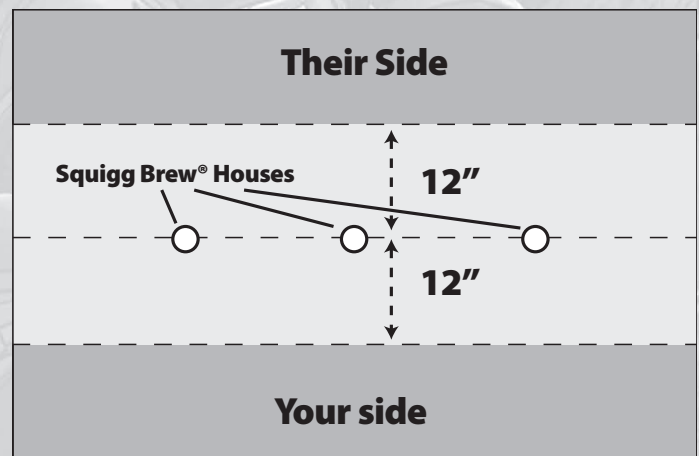
Control the enemy bell tower.

Checkin' Out Da Next Battle! • 5 Points

Get one unit off the enemy's long board edge. Unit must have been deployed in your own deployment zone or entered via your own long table edge.

Kilt Dat Weedy Git! • 4 Points

Killed da enemy snipa!



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MISSION SHEET Mission 2: Da Wizard uv Waaagh!!!

BACKGROUND

Enormous city sized, warp based tornados (from last years Kalm and Waaagh!Fest - some might remember these...) have sucked up a multitude of armies from across the galaxy, randomly depositing them in the midst of strange battlefields and against unknown foes.

SETUP

Da Wizard! "Da Wizard" is the only one who can send you home to your previous dimension/world/galaxy/state of being. Da Wizard is actually a teleporter placed here by a stoopid wayward grot trying to hide it from his Big Mek master for his own cunning plans. Da Wizard is represented by one objective marker placed in the center of the board. Players decide which players objective marker is used.

Da Witch: Each player designates one model in an HQ unit to be Da Witch for this mission. In assault, this model counts as an Independent Character.

SPECIAL RULES

I don't fink we'z in Kansas no more: Special deployment. All units are held in reserve at start of the game and **must** enter the board, **starting round one**, via the deepstrike rules. This means you roll for reserves starting round one, units entering on a 4+. Turn two on a 3+, etc. No Outflank, Scout or Infiltration is allowed.

During round one, units land like drop pods. If the deviation would land them on friendly/enemy units or impassable terrain, the stop just short enough to deploy, leaving at least 1" between enemy units. If the unit deviates off the table edge, return that unit to reserves status and roll again next turn. This only happens during turn one!

Die roll determines who goes first - this is not a choice, the person who wins the roll-off will go first. There is no seizing the initiative in this game.

Reserves

OBJECTIVES

We're Off Ta See Da Wizard! • 6 Points

If you have more scoring units within 3" of da Wizard, you control Da Wizard. Controlling Da Wizard confers the "Dere'z No Place Like Waaagh!!!" Special Rule in the last game.

Ding Dong, Da Witch Iz Ded • 5 Points

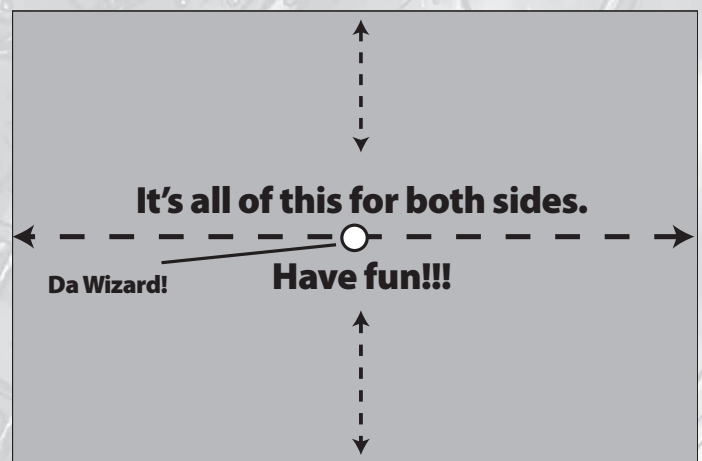
Destroy the enemy Witch.

What would you do with a brain if you had one? • 5 Points

Kill more Victory Points than your opponent.

I'll Get Yer Little Grot Toto Too! • 4 Points

Destroy the enemies cheapest troop unit.



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MISSION SHEET Mission 3: Da Big Brawl!

BACKGROUND

After a 'ard day uv knocking' in heads, deer's nuttin' better den sittin' down wiv a 'uge mug of Squigg Brew®! Too bad a bunch other boyz think dat's great idea too and dey'z look like dey'z wantin' to start sumtin'. FIGHT!!! This is a straight up, knock down, drag out fight to da finish.

SETUP

Da Barsenal: At the beginning of the game, after deployment, but before the die roll to go first, each player chooses a non-vehicle, non-walker unit from their army and rolls a d6. Do this for units in reserve as well. On a 5 or 6, that unit gets to roll on the Barsenal table. This unit now has an extra "weapon" available to it for the duration of the fight. Do this for each non-vehicle and non-walker unit. Each army may only have a maximum of three (3) weapons from the Barsenal, so stop after you get three, you've got enough! Keep track of what units have what weapons using scraps of paper, french fries, shots of liquor or anything else suitable.

Da Barsenal:

- Broken Beer Bottle** - Allows unit to re-roll to wound rolls in assault.
- Bar Stool** - Allows unit to re-roll to hit rolls in assault.
- Aiming Fluid** - Confers a +1 BS to unit.
- Get to da Winchesta!** - Allows unit to re-roll hits in the shooting phase.
- Garbage Can Lid** - allows unit to reroll saving throws .
- Liquid Courage** - Give unit Fearless, if unit is already Fearless, confers Feel No Pain as well. If unit already has both, you're already tough enough! Choose another unit and roll again.

If an Independant Character has a Barsenal weapon and joins a unit, the weapon is confereed to the unit. A unit with a Barsenal weapon will confer the weapon to the IC. The weapon stays with the unit that originally rolled it and will not go with the IC/unit if it/they leave.

If an IC deployed in a unit with a Barsenal weapon decides to leaves it, the weapon goes with the IC and the rest of the unit loses it.

Roll to see who goes first. Higher roll gets to choose and deploy 1st or 2nd.

Deployment zone is 18" along long board edge.

SPECIAL RULES

Dere'z No Place Like Waaagh! : Anyone controlling Da Wizard at the end of the last game gets to Deepstrike one unit without deviation in this game. Unit must be declared at beginning of game during deployment and held in reserves as normal for deepstrike deployment

"Get Outta da Fight Free Card" (or - Check Pleaze!) - Each player has one Get Outta... card. They may use this at any time to give any one unit the Hit and Run USR for one turn. A leadership check is not necessary when using this card, it's automatically passed.

Deepstrike, Scout, Infiltration, Outflank, Reserves, Seize the Initiative.

OBJECTIVES

Layin' Da Smak Down! • 1-10 Points

Each 200 victory points = 1 Battle Point for a max of 10.

0-200 VP = 1 BP

201-400 VP = 2 BP

401-600 VP = 3 BP

601-800 VP = 4 BP

801-1000 VP = 5 BP

1001-1200 VP = 6 BP

1201-1400 VP = 7 BP

1401-1600 VP = 8 BP

1601-1800 VP = 9 BP

1801-2000 VP = 10 BP

We Showed'em Gud • 4 Points

Your most expensive unit is still alive.

Save Me A Seat • 3 Points

You control more table quarters than your opponent.

I Gots My Buddies • 3 Points

The most non-vehicle/non-walker models left in play at the end of the game.

Their side of the bar

6"

6"

Your side of the bar