

# Granite City WAAAGH! FEST

## MISSION SHEET

### Mission 1: Welcome to Waaaagh!-Mbee-Land

#### 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

3 Twinkies (objective markers) are placed in the middle of the board as shown in the setup diagram. When a scoring unit moves within 6" the true nature of the objective is revealed.

Roll a D6, on a 5+, the objective is the Twinkie, otherwise it's a Snowball. There cannot be more than one Twinkie. As soon as a Twinkie is revealed, the remaining objectives become Snowballs automatically. If the first two objectives are Snowballs the last objective is automatically the Twinkie.

#### Sacrificial Grot

Pick one, single wound model in your army. Mark this model with a piece of paper, tape, chewing gum, whatever. This model is now the Sacrificial Grot (see Victory Conditions).

**Deployment:** Dawn of War (pg. 119, BRB)

#### SPECIAL RULES

**Deepstrike, Scout, Infiltration, Outflank, Reserves, Seize the Initiative, Zombies!**

**Double Tap:** Once per game, one of your infantry units may shoot twice during the shooting phase. The second shot must target the same unit.

#### VICTORY CONDITIONS

**Needz Me Sum Twinkies! • Total 6 possible**

Control the Twinkie: 4 points

Each Snowball controlled: 1 point

**For the Greater Waaagh! • 5 Points**

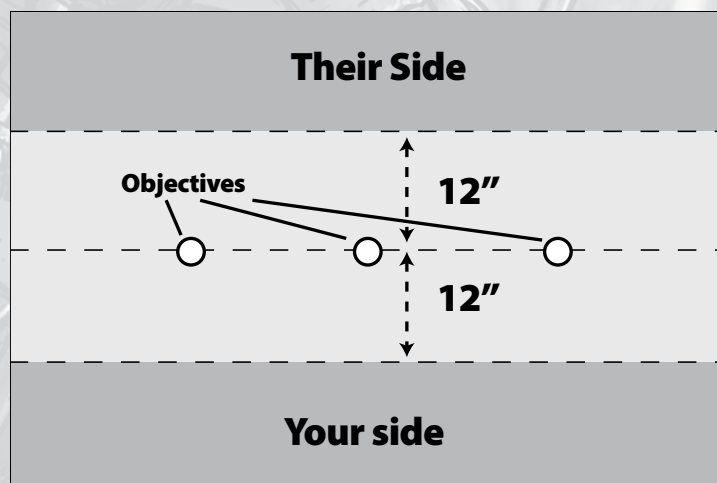
Your Sacrificial Grot was killed by a Zombie. That model must die at the hands of zombies to get the points.

**Zombie Kill of the Week • 5 Points**

Kill the most zombies. No points for tie.

**Kardeeoh! • 4 Points**

Any one non-flyer unit that starts in your deployment zone must get into the enemies deployment zone and leave the board along the opponents long table edge provided that unit entered from your own long table edge or started the game in your own deployment zone. Departing units may not return.





# Granite City WAAAGH! FEST

## MISSION SHEET Mission 2: Da Wokkin' Ded

### 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 Kure!** Place one objective marker in the center of the board. This represents Da Kure.

**Deployment:** Table Quarters - see diagram.

**Raised from da Dead:** Each player is given control of 15 zombies before deployment starts, 3 mobs of 5 zombies each. Players deploy in this order:

**Player One -> Player Two -> Zombies**

After both players have deployed, Player One deploys 5 zombies in the enemy deployment zone, 5 zombies in thier own deployment zone and the other 5 zombies are held in reserve and will be deployed as if deepstriking.

Zombies held in reserve will roll for reserves as normal during the controlling players turn. Zombie use the deepstrike rules for deployment but are not technically deepstriking - they are arrising from the dead, clawing thier way up from the darkened earth from wence they were buried. Zombies are not placed in a tight circle but placed using the regular coherencey and spacing rules according to the Zombies! USR.

Zombies may not be deployed within 1" inch of another model. Zombies that are "Raising from da Dead" will stop thier deviation 1" from a model and all models placed at least 1" away from other models.

### SPECIAL RULES

**Deepstrike, Scout, Infiltration, Outflank, Reserves, Seize the Initiative, Warlord, Zombies!**

**Infekshun!:** (Gonasyphaherpalides) At the begining of your turn, pick any single enemy unit on the board or embarked in a vehicle. There is a chance that this unit has become infekted!

The infected unit must take a toughness test for each single wound model in the unit. A failed toughness test results in a wound for that model. Saving throws are allowed. If a unit is equipped with different wargear/weapons, individual toughness rolls must be made for those models.

**Da Kure!:** Any non-vehicle unit can control Da Kure. If uncontested at the beginning of their turn the controlling player is immune from the effects of Infekshun. This same unit may not be used to control table quarters.

### OBJECTIVES

**We've Got Da Kure! • 6 Points**  
Control da Kure.

**We've Got It Unda Kontrol • 5 Points**  
Control more table quarters.

**Kilt'em Ded • 5 Points**  
Kill da enemy Warlord.

**Kilt'em All Ded • 4 Points**  
You have more victory points than your opponent. Zombies do not count towards victory points (they have no cost).





# Granite City WAAAGH! FEST

## MISSION SHEET

### Mission 3: World Waaagh! Z

#### 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

**Zombie Horde:** All 30 zombies are placed in the center of the board no closer than 1" from each other. All zombies now have the REDD ZOMBIES! Special Rule.

**Deployment:** Vanguard Strike (pg. 119 BRB)

#### SPECIAL RULES

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

**REDD ZOMBIES!: Somebody dun painted all da zombies red!!!**  
Zombies are no longer slow and purposeful, but instead move as beasts (12" move in movement phase, ignore difficult terrain), have initiative 3 and they also have Rage (+2 attacks on charge instead of +1).

Zombies ignore all difficult and dangerous terrain and do not need to test for these. Impassible terrain is still impassible.

**Sky Flower Kannon :** Each side is given control of a Sky Flower Launcher (pint glass) that is deployed along with thier army and cannot be held in reserve.

**Sky Flower Kannon:** BS3 AV13 HP 2

Range	S	AP	Type
48"	9	2	Heavy 1, Interceptor, Skyfire Immobile

In addition to the stat line listed above, the launcher has one other ability. If used to launch Sky Flower rounds, a large aerial burst is fired high into the sky and explodes in a shower of sparkly lights and colors. The zombies are stunned and will stare dazedly at the fireworks.

If a player decide to fire Sky Flower rounds instead of the standard ammunition during thier shooting phase, the zombies will ignore the entirety of that players army for the duration of the game turn.

If both players use their Sky Flower Kannonns to cause zombies to ignore them, the zombies just stand there in a daze, looking at the pretty sky things.

#### OBJECTIVES

**We've Got Da Kure! • 6 Points**  
Kill Points

**We've Got It Unda Kontrol • 5 Points**  
Destroy da enemy Sky Flower Kannon

**Get to Da Choppa! • 5 Points**  
Linebreaker.

**I Are Legund • 4 Points**  
Kill the last zombie on the board.



**USR**  
**ZOMBIES!!!**

## WAAAGHFEST USR: ZOMBIES!

Zombie	WS	B	S	T	W	I	A	Ld	Sv
	3	0	3	3	1	1	1	10	6+

### Special Rules:

- Unit type: Infantry
- Slow and Purposeful
- Feel No Pain
- Fearless

### Zombie Horde: Brayunzzzzz!!!!

Zombies have thier own turn after both players have had thier turns. The new turn order is:

**Player One -> Player Two -> Zombies**

Zombies automatically move 6" during the movement phase. Movement will always be toward the nearest non-flyer, non-vehicle unit.

### Unit Coherency:

Zombie models move as a group and will wlways move in a straight line towards the nearest valid enemy. They must maintain unit coherency with the following exceptions: All models in a zombie horde must stay within 2" of another zombie but no closer than 1" of another zombie unless charging into assault or piling in during an assault.

### Assault:

Zombies will always attempt to charge the nearest non-flyer, non-vehicle unit that is within 6" of it at the begining of thier assault phase. Zombies will not Disordered Charge multiple units.

Zombies will always attempt to get as many zombies in base to base contact during the pile in phase of as-sault.

### Firing Into a Zombie Assault:

Provided there are no friendly models in hand to hand with a unit of enemy models engaged in hand to hand with zombies, you may fire into an assault, causing casualties as per regular 6th ed rules, closest model first. (you may fire at an enemy who is engaged in hth with Waaagh!Fest zombies).

- Zombies cannot not contest objectives.
- Zombies cannot be controlled in any way.