

Granite City WAAAGH!FEST

MISSION SHEET

Mission 1: Da Gorax

BACKGROUND

Da Warboss likes his Troofala Brew! (don't we all) We'z got to use our Soopa Kustom Haravasta to harvest all da troofala terrain to make his favorite brew. Problem iz, der's some Warboss Gorax dat's trying' ta stop us from getting all the troofala. Fuck da Gorax! We need da troofala terrain to make da bestest brew for da Warboss and he don't care wot's gotta be done ta get em! Troofala Brew! Heheh.

SETUP

Harvasta: Each player is issued a soopa kustom, bigga den life, area terrain Harvasta (Official Waaagh!Fest! Pint Glass).

Troofala Seeds: each player secretly records a single infantry model, either independent or in a unit, to carry the last Troofala seed (see special rules).

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

SPECIAL RULES

Reserves, Seize the Initiative, Nightfight, Harvasta, Troofala Seed

Da last(2) Troofala Seed(s): This seed is used to rebuild one harvested area terrain to its former state. To use the seed the model carrying it must be fully inside a piece of terrain that was previously harvested by the enemy.

Instead of normal shooting attacks during the shooting phase, the unit carrying the seed may plant it. The terrain piece immediately returns to its normal condition before it was harvested (i.e. ruins are once again 4+ cover save). The player that harvested the terrain loses their token for this piece and the token is returned to them. A unit locked in assault cannot plant the seed.

Harvasta: Tank; Superheavy

BS0 WS0 AV 13,13,13; HP6; No Weapons

Your Waaaghfest beer glass represents a terrain harvester that can be used to "harvest" area terrain. Harvesters are deployed just like a normal unit and may be placed in reserve.

Movement: The Harvasta may only move up to combat speed. Harvasta's are immune to immobilization and does not explode when destroyed, instead becomes impassable terrain.

Harvesting: To harvest terrain, the harvasta must be in contact with a piece of area terrain at the start of the owning players shooting phase. If so, the area terrain may be harvested during the owning players shooting phase. Place a marker (Waaagh!Fest! poker chip) on that terrain. It no longer blocks line of site or confers a cover save but still causes difficult terrain checks.

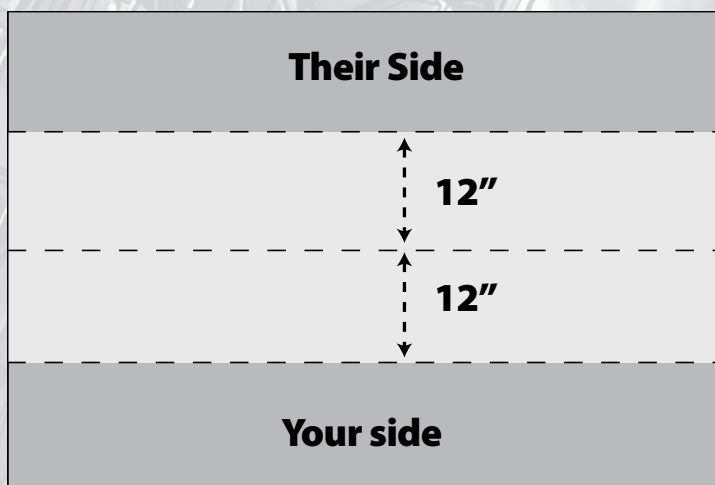
VICTORY CONDITIONS

Da Biggestest Harvasta! • Total 6 possible
You harveted the most terrain.

Grow more Troofala Trees • 5 Points
You planted your Troofala seed.

Kill da Gorax • 5 Points
Slay the Warlord

Cruisin' fer Brews-in!: • 4 Points
Linebreaker.



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Mission 2: Weirdboy Hears a Yoof.

BACKGROUND

Da Warboss's Weirdboy has prophesized about a spore that will turn into a mighty warboss someday soon, perhaps one of the bestest, maybe even a Mork! (or would it be a Gork?). The warboss can't let dis happen and orders this Yoof Spore found. It might be competishun and must be stomped out as soon as possible!

SETUP

Clovas: 3 Clovas are placed in the middle of the board as shown in the setup diagram.

Wakkasham Bruvvas: Each player nominates any one of their own infantry troop choice. This unit must be deployed via an accurate (will not scatter) deep strike. This unit must start the game in reserve.

Deployment: Vanguard Strike (pg. 119, BRB)

SPECIAL RULES

Reserves, Seize the Initiative, Nightfight, Morktun, da Yoof Spore

Da Yoof Spore: Da Yoof is a tiny Spore located in a 'uge field of clovas. When a scoring unit moves within base contact of a clova the true nature of it is revealed. Roll a D6, on a 5+, the objective is the Yoof Spore, otherwise it's a just a stooped clova. There cannot be more than one Spore. As soon as the Yoof is revealed, the remaining objectives become clovas automatically. If the first two objectives are clovas the last objective is automatically the Yoof.

The spore works exactly like the Relic on page 131 of the BRB with the following exceptions:

- The model that siezes the spore becomes Morktun (see below)
- Morktun may not board vehicles

Morktun: The model that picks up Da Yoof Spore becomes Morktun, and Morktun is imbued with special powers from this mysterious Yoof Spore. Da Yoof Spore gives him a psychic shooting attack with the stats below. If Morkton fails his Perils of the Warp test, he immediately drops the Yoof Spore.

Yoof Spore Blast! Range: 48" Str9, AP2 Type: Assault, Psychic.

Da Yoof Spore also gives Morktun the Shrouded USR.

OBJECTIVES

Kontrol da Yoof Spore • 6 Points

You have the Yoof Spore in your posession.

Oh No You Don't! • 5 Points

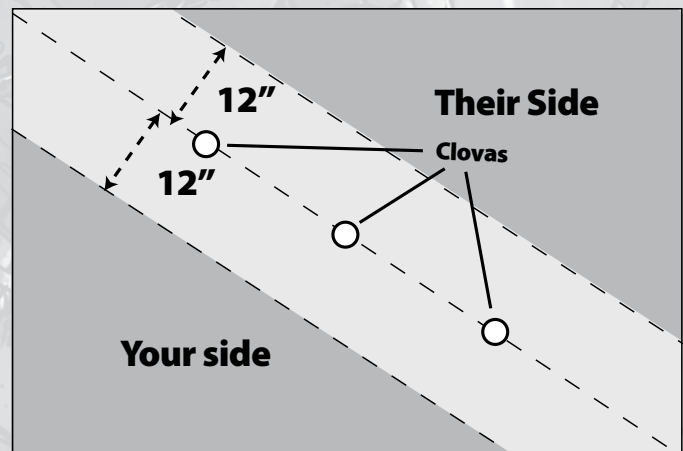
You destroyed the enemy Wakkasham Bruvvas.

Last Blood! • 5 Points

You were the last player to destory a unit in the game.

Da Weediest is Ded • 4 Points

Your own weediest (cheapest) unit has been destroyed.



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Mission 3: Da Lad in Da 'at

BACKGROUND

Wot da 'ell 'appened 'ere?! All dis stuff layin' around not killin' anyfing, not makin' noizes or bein' loud! Just a buncha scrap an junk bein' wasted! Looks like Da Lad in Da 'at is a full blooded Deff Skull! Tings may not be da right color (well, dere pink, really), we'z can paint it all up bloo and make all the lootin' stuff proppa once we'z got it in our poseshun!

SETUP

Da Lootin' Stuff: The board has three objectives placed in the middle an equal distance apart. Each objective is something a no gud, lootin' Deff Skull would be proud ta have in his arsenal - they could be guns, armor or even vehicle hulls (truffala trees from last mission).

Da lad inna 'at - nominate your most expensive monstrous creature or vehicle to be Da Lad. If an army has no monstrous creature or vehicle then use your most expensive character model to be Da Lad. In the event of two units priced equally the owning player chooses one of them. This unit is now scoring. If this is a flying unit it must be grounded or in skimmer mode to claim the objective.

FUN IN DA BOX

Fing Wun - Players must nominate one of their troop choices as Fing Wun. All models in this unit now have a 5+ invul and 5+ FNP. If all or part of the unit is a vehicle it gains It Will Not Die.

Fing Too - Players must nominate one of their troop choices as Fing Too. All models in this unit now have a 5+ invul and 5+ FNP. If all or part of the unit is a vehicle it gains It Will Not Die.

Deployment: Hammer and Anvil Deployment (pg. 119 BRB)

SPECIAL RULES

Reserves, Seize the Initiative, Da Lad, Fing Wun, Fing Too

Get ta Lootin'! The only scoring units for this game is Da Lad, Fing Wun, and Fing Too. The only denial units are Da Lad, Fing Wun, and Fing Too. If Fing Wun, Fing Too or Da Lad in da 'at is a flyer unit, it must be in skimmer or grounded mode to claim or deny the objective.

OBJECTIVES

Da Lad's Got It • 6 Points

Your Lad holds an objective

Fing Wun's Got It • 5 Points

Your Fing Wun holds an objective

Fing Too's Got It • 5 Points

Your Fing Too holds an objective

Da Lad'z Is Alive! • 4 Points

Da Lad iz the host of the show, and as such he needs to be spared. 4 pts if the enemy Lad is alive at the end of the game

