

Granite City WAAAGH! FEST

MISSION SHEET

Mission 1: Da Quest fer da Krumpin' Mug

BACKGROUND

Da Big Warboss just tasted his soopa-charged kustom Waaagh!Fest! Brew® and was struck by a vision from Gork (or was it Mork?) dat it only be drank from da biggest and bestest mug, best fer krumpin'. Da vision showed him where it is and he knows it's in da tower just over dere. It's yer job ta get yer greenskin butt's over there and get it for him before he starts krumpin' 'eads - especially yers!

SETUP

Silly Grot Tower: Each player has at thier disposal a taunting Grot in a Impassible Terrain Tower that is already placed by the Waaagh!Fest! staff. Stats and special rules are listed below. (Official Waaagh!Fest! Pint Glass. Feel free to adlib this at will).

Da Black Noight: Each player is issued a Black Noight model to deploy at the begining of the game (see special rules).

Deployment: Vanguard Strike

SPECIAL RULES

Reserves, Seize the Initiative, Nightfight, Silly Grot Tower, Da Black Noight

Da Black Noight: Da Black Noight follows all rules for Characters, must challenge and accept challenges, is Fearless, and cannot embark in a vehicle. Da Black Noight is deployed with the owning players army and must be deployed during the deployment phase, in thier deployment zone, on the front line (see diagram).

None Shall Pass! Da Black Noight always moves first in the movement phase and will always run (if possible) during the shooting phase. Da Black Noight will always move towards the nearest enemy unit disregarding the other Noight, and the Silly Grot Tower. He will always attempt to charge the nearest enemy unit (where possible) at the begining of the owning players assault phase.

It's just a Flesh Wound! When Da Black Noight dies the first time, at the end of the owning players turn he rolls a 2+ to see if the model stands back up having regained the wound. Every time the Noight is killed his save becomes one worse (i.e. if a knight that stood back up on the previous turn and is killed again his new save is 3+). In the turn the Noight stands back up he cannot be closer than 1" from an enemy model.

Silly Grot Tower: Dis is da tower da Orky Grail is kept is (we tink). The tower is occupied by a gretchin with a strong French accent who lobs small blast S5 AP5, Heavy 1, Range 24" animals down on them. Once per battle the grot can launch the Trojun Squiggoth, turning the blast into S8 AP3. The tower is impassible terrain and cannot be targeted or destroyed.

VICTORY CONDITIONS

Silly Grot Tower! • Total 6 possible
You control the enemy Grot Tower

E' Must Be A Warboss • 5 Points
Your Warlord is still alive.

It's Just Flesh Wound! • 5 Points
Your Noight still is alive.

Bring Out Yer Ded! • 4 Points
You killed more points of stuff than your opponent.

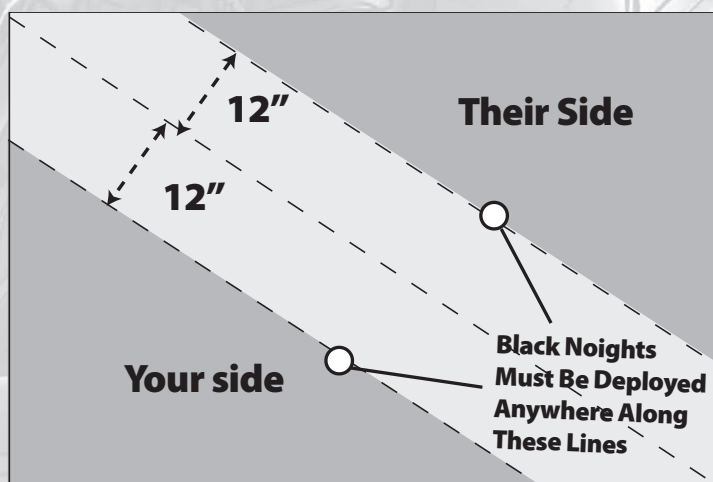
Tally the amount of points your opponent lost in this game using these guidlines:

Entire unit destroyed = 100% of unit cost

More then 50% of a unit destroyed = %50 of unit cost

Less than 50% destoryed = You get nuthin'

Da Black Noight isn't worth any points



Noight	WS	B	S	T	W	I	A	Ld	Sv
	5	0	4	4	3	4	4	10	4+

The Black Noight is equipped with Meltabombs

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Mission 2: Da Killa Squig of Karbannaaagh!

BACKGROUND

Looks as if dat shiney cup wasn't in da tower. After checkin' wiv da weirdboy, he sey'z it's can be found across da Gorge of Ded Killy Stuff. Looks like we're 'eaded dat way den. Seems as tho a buncha uppity nobs gone and set up between us an it. Time to krump some 'eds and get da Warboss his fancy mug!

SETUP

Shrubbery: 3 Shrub objective markers are placed in the middle of the board as shown in the setup diagram.

Caves of Karbannaaagh!: Your opponents Deployment Zone is considered Impassable until the Killer Squig is dead.

Deployment: Dawn of War

SHRUBS AND SQUIGS

The three objectives are shrubs, or so they seem. The true nature of the objective can only be determined by attempting to cut down the shrubbery. With a Herring.

When a model in a unit containing a Herring moves into base contact with a shrub, roll a D6. On a 5+ it's the Killer Squig of Karbannaaagh! instead! Otherwise it is a standard shrub (objective). Albiet, a nice one, not too fancy. Only units equipped with Herrings can control these shrubby objectives.

There will only ever be one Killer Squig. Once the Killer Squig is revealed, all other objectives become shrubs.

The Killer Squig of Karbannaaagh!

WS6, BS0, S6, T6, W3, I10, A5, Ld10, fearless, Sv 3+, AP2, Fleshbane, Armorbane.

Once revealed the squig immediately counter-assaults, locking that model/unit in assault, effectively ending their movement. If the squig survives combat it will always move towards the nearest unit. If a unit is in assault with the squig, the opposing player is allowed to shoot into the melee on their turn provided none of their own units are involved.

SPECIAL RULES

Reserves, Seize the Initiative, Nightfight, Nobs Who Say "Ni", Gorky Hand Grenade of Antiork, Herrings!

Herrings! All Troop units are deployed with Herrings.

Da Gorky Hand Grenade of Antiork:

Range: 8", Type: Assault 1, Vortex - One Time Use

Each player has one vortex grenade given to any infantry unit of thier choice. The vortex effect will automatically dissapate at the end of the players turn who threw it. If the Killer Squig of Karbannaaagh! is touched by this weapon, it is slain outright and removed from play with no saves or anything. Yes, this means it is dead. Just like this parrot.

Nobs Who Say "Ni": Once per turn, during your shooting phase, you may point to any enemy unit and shout, "Ni!" That unit suffers a single Str 5, AP3, Heavy 1 hit. The shot is resolved as coming from the direction of the Player at the time they point and declare "Ni!"

OBJECTIVES

Being Naughty in My Sight, Shall Snuff It • 6 Points

You killed the Killer Squig of Karbannaaagh! with the Gorky Hand Grenade of Antiork.

You Returned With A Shrubbery • 5 Points

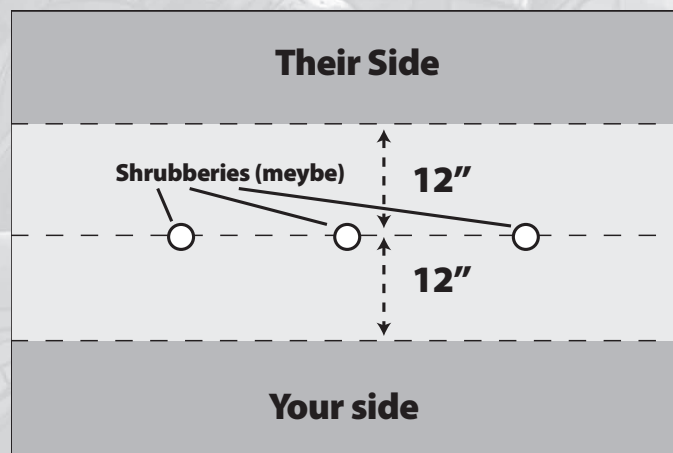
You control more objectives than your opponent.

Survived the Kaves of Karbannaaagh! • 5 Points

You achieved the Linebreaker secondary objective.

It's Just Simply Ded • 4 Points

You killed the Killer Squig by any other means than the Gorky Hand Grenade of Antioch.



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Mission 3: Da Gorge uv Ded Killy Stuff

BACKGROUND

We got'z dem Nobz Who Say "Ni!" taken care of, now it's on to da Gorg of Ded Killy Stuff. I tink I can see dat shiny krumpin' cup just over dere! 'Ere we go, boyz!

SETUP

Castle Waaagh!Thrakka: The Warlord and any unit he is attached to are lured away to Castle Waaagh!Thrakka where he is waylaid by sum really gud squig brew and shooty stuff! The Warlord is automatically in reserve and can only deploy on an un-modifiable 6+. He will automatically deploy on turn 4. He could deploy sooner but it's too much dakka fun!

If the player wishes, they may detach the Warlord from any unit he's intended to be with before deployment unless the rules specify he must deploy with that unit. (basically, you get to choose if an attached Warlord takes the unit with or not)

Deployment: Hammer and Anvil Deployment

SPECIAL RULES

Reserves, Seize the Initiative, Gorge of Ded Killy Stuff, Grotstables

Grotstables: All of the players' troop choices start the game as Lunden Grotstables (Bobbies). In assault before combat begins, any Grotstable unit may attempt to arrest the enemy unit by rolling a D6. On a 5+ both the Grotstables and the enemy unit are removed from play with no saves of any kind allowed. If this roll fails, assault continues as normal but the Grotstables are now I1. If both units in the combat have the Grotstables rule then the assaulting unit rolls first.

If the Grotstables are engaged in a multiple assault situation against more than one unit and successfully makes an arrest, they may only arrest one unit. The player who owns the Grotstables making the arrest chooses which unit is arrested.

This is a one time ability for each player. Once your Grotstables have made an arrest, all other Troop units are no longer Grotstables.

Da Gorge uv Ded Killy Stuff: The no-man's land between deployment zones is a giant gorge filled with all sorts of nasty beasties, dangerous terrain and generally terrible stuff. With the exception of flyers, ALL units moving through Da Gorge must roll dangerous terrain checks every turn any model in a unit starts or ends its movement in Da Gorge.

Da Gorge uv Ded Killy Stuff: (kontinued)

Any unit suffering more than 25% casualties due to the Gorge must make a morale check. Losing this morale check is treated as losing in assault and must Fall Back. It's just too perilous!

OBJECTIVES

We'z got'em! • 6 Points

Your Grotstables arrested any enemy unit

No, ya don't! • 5 Points

None of your units were arrested

Favorite Color Is Blue • 5 Points

Traversed da gorge. Get any non-flyer unit that started in your own deployment zone wholly into the enemies deployment zone.

Castle Waaagh!Thrakka iz Da Bomb! • 4 Points

You bought your opponent a beverage during this match, preferably something wiv a kick. (we're sure you'll score better on Sportsmanship if it's a beer, mixed drink, or shot ;))

