

# Granite City WAAAGH! FEST

## MISSION SHEET Mission 1: Escape da Brewery

### BACKGROUND

Imperata BrewToof's got a sneaky (and cunnin') plan ta take all of Waaagh!Boss Imorktan Joe's Big Boss Brew and keep it all to hisself. Finkin' dat BrewToof is loadin' up promefeum ta take to da front for all da fastest vehicles, da Warboss tinks nuffin' of it - until some lousy grot goes and tips 'im off. Now da race is on to get away wif da brew!

### SETUP

**Da Waaagh!Rig!!!:** Each player is issued a glass representing the Waaagh!Rig. The Waaagh!Rig is deployed normally with the rest of the players forces and does not count toward the victory point total although it does count as a kill point.

**Deployment: Dawn of War**

### SPECIAL RULES

#### Reserves, Seize the Initiative, Sandstorm

**Sandstorm!** At a predetermined time (randomly determined by staff) a sandstorm descends on the battlefield. Regardless of what point in any players phase/turn it is the Sandstorm rule will be in effect for the rest of the game.

**Sandstorm** adds a +2 cover save to all models and is cumulative with other cover saves to a maximum of 2+. This +2 cover save cannot be ignored/negated. This gives all models a minimum of a 5+ cover save.

#### Da Waaagh!!!Rig! : Tank, Superheavy

**BS0 WSO AV 14,14,13; HP6 - It Will Not Die  
No Weapons or Transport Capabilities**

**The Waaagh!!!Rig! may Ram and Tank Shock**

### VICTORY CONDITIONS

#### We Made it To Da Pass • 6 Points

You moved more Victory Points off the opposing players board edge that came in on your board edge or was deployed in your deployment zone.

#### Yoo da Imperata! • 5 Points

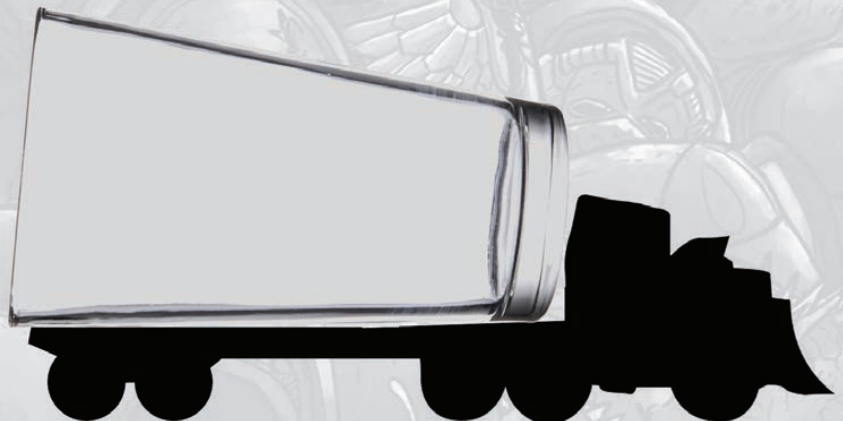
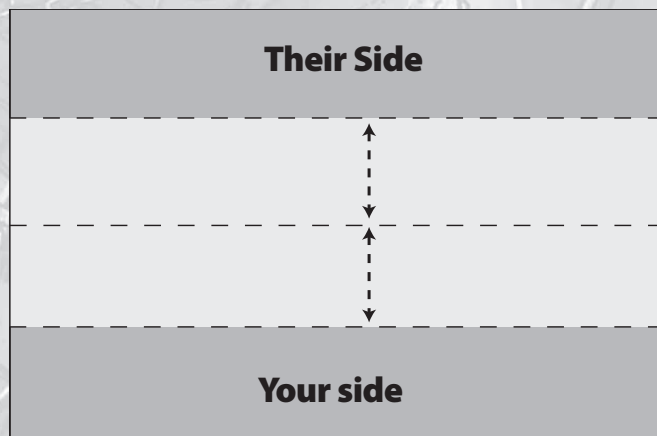
Your Waaagh!Rig moved off the opposing players board edge.

#### Dey Are Awaited in Waaagh!Halla! • 5 Points

You scored more Victory Points than your opponent.

#### What a Lovely Waaagh!!! • 4 Points

Scored a Kill Point during the sandstorm.



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## MISSION SHEET Mission 2: Get to da Green Zone!

### BACKGROUND

Looks like BrewToof got away wif da brew! Going to da legendary Green Zone, where orkses are free to drink all da brew dey want. Only ting, once BrewToof and da Boyz get there, dey find it's a swamp! Not only dat, Imorktan Joe happened to sneak a traitor Waaagh!Boy into your mob.

Time to save da barrels of Waaagh!Boss IPA and figure out wot ta do next.

Whaaaaa? Some grot's done snuck all da brew outta one of da few barrels of beer dat's left!

### SETUP

**Brew Barrels:** Before deployment, each player alternates placing 3 objectives each using standard objective placement rules.

**One of'em's Empty!** After both players are deployed but before the start of turn 1, randomly determine which Brew Barrel is empty and removed from play.

**Traitor Waaagh!Boy!** At the beginning of the game, before any dice are rolled for deployment, each player swaps their cheapest unit with their opponent. This unit is now a Waaagh!Boy Traitor and becomes part of each others army and considered a Battle Brother for all intents and purposes..

Yes, this includes armies considered "Come the Apocalypse".

A Warlord may NOT be a Trator Waaagh!Boy.

**Deployment: Hammer and Anvil**

### SPECIAL RULES

**Reserves, Seize the Initiative, Nightfight, Da Green Zone, Da Green Zone iz Poisoned!**

**Da Green Zone** - The Green Zone is swampland, the entire board is difficult terrain.

**Da Green Zone iz Poison-** At the beginning of your movement phase the you MUST choose any one enemy non-vehicle unit on the table not embarked in a vehicle. Each model in the unit suffers a wound on 5+. Armor saves may still be taken.

### OBJECTIVES

**You Gots All Da Brewz! • 6 Points**  
You control more Brew Barrels than your opponent.

**Manifest Destiny • 5 Points**  
The opposing players Waaagh!Boy Traitor you control is still alive.

**Not Manifest Destiny • 5 Points**  
Kill your Waaagh!Boy that went traitor.

**We're Breakin' Troo! • 4 Points**  
You scored a Linebreaker secondary objective.

**Their Side**

12"

12"

**Your side**

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## MISSION SHEET Mission 3: Back to Da Citadel!

### BACKGROUND

So, if'n Waaagh!!!Boss Imorktan Joe iz out here chasin' us around wiv all his Waaagh!Boyz, who'z back at Da Brewery? Time ta get back to da Brewery before 'e doez! Let's go boyz!

### SETUP

**Da Brewery:** In the middle of each table, there is a building of some significant height. This is da Brewery. It is a ruin that confers a 4+ cover save. This is the objective for the game. Any units conducting charges into, out of, or through Da Brewery always suffer -2 to charges.

**Deployment:** Deployment follows the normal rules for Pitched Battle but used a modified Spearhead layout (see diagram). Players deploy from the short table edges instead and may deploy anywhere in the white triangle area up to, but not inside the Brewery's footprint.

### SPECIAL RULES

**Reserves, Retaliate First!**

**Retaliate First!:** Sieze the Initiative is successful on a 4+.

**Boardin' Planks:** All transport vehicles used in this mission are kitted with a boardin' plank. A boardin' plank allows a single embarked model to make a single close combat attack against an enemy vehicle during its movement phase.

This attack may be placed against any vehicle the transport comes within 2" during it's movment.

Attacks made by models using the boardin' plank are against a vehicles side armor.

Attacks made by models using the boardin' plank cannot target Zooming Flyers.

Walkers attacked by models using the boardin' plank cannot attack back.

Flyers must be hover mode to use the plank.

### OBJECTIVES

**Da Brewery Iz Ours! • 6 Points**  
You control the Brewery

**Waaagh!!!Boss Imorktan Joe Is Ded! • 5 Points**  
Slay the Warlord

**Rememba me?!!! • 5 Points**  
You killed an enemy unit on the last game turn.

**Stormin' Da Brewery • 4 Points**  
You completed a charge into, out of, or through Da Brewery.

