

# Granite City WAAAGH! FEST

## BACKGROUND

Warboss Grash heard some nobz talkin' (dey'z didn't know he wuz listnin') 'bout a book wiv a ton of brutal and kunnin' powa'z. After smakin'em a gud one fer not sharing da info, Grash sets out and orders his growing Waaagh! to "GET ME DA ORKINOMIKON!!!"

## SETUP

**Da Kabin:** Da Kabin is represened by two pint glasses contained in a piece of area terrain placed centrally on the board. Though representing a "building", this is to be considered simply area terrain. Da Kabin may only be entered by any non-vehicle unit.

### Deployment: Dawn of War

## SPECIAL RULES

**Reserves, Seize the Initiative, Nightfighting, Rape Trees, Da Bridge iz Out!, Da Evil Awakenz**

**Rape Trees:** All difficult terrain is now cosidered dangerous. Units that normally ignore terrain are still affected by this rule.

**Da Bridge iz Out!**: Fleeing units are not allowed to leave the board. They will end their movement at the board edge and still be considered broken or fleeing. Broken units will stay at the board edge and are allowed to make Id checks every turn even if below 25%.

**Da Evil Awakenz:** Sometime during the game, it will be inevitable that da evil awakens. Regardless of what point in any players phase/turn it is, once woke, this rule will be in effect for the rest of the game.

During each players turn after deployment but before movement roll a D6 for each model. On a roll of 1 the unit takes an automatic wound or a single glancing hit if a vehicle. No saves are allowed however Feel No Pain or Resurrection Protocols rolls may still be taken.

Any unit in possesion of the Orknomikom is affected on a roll of 1 or 2.

### Lookin' fer Da Book

During the players shooting phase, any unit in (even partially) Da Kabin, may forego shooting and choose to search for the Orknomikom instead, rolling on the Orknomikom Search table and applying the result.

# MISSION SHEET

## Mission 1: Da Evil Ork

## ORKINOMIKON SEARCH TABLE

### 1-2: I'll swallow yer soul.

The unit dies with no armor save as they are raped by Henrietta, turned into miniature versions of themselves, drowned in a shower of blood, etc. No Feel No Pain nor Resurrection Protocol rolls may be taken; the unit is simply removed from the game.

### 3-4: That's right. Who's laughin' now!

The unit takes D6 S8 AP2 close combat hits and the unit is affected even if the entire unit isn't on the Da Kabin terrain. Another attempt to locate the book can be made on the next turn in place of shooting.

### 5-6: Orknomikom.

When found the Orknomikom is treated as the relic and may only be possessed by a non-vehicle model chosen by the owning player. The chosen model must be choosen from the unit that found it. All other searches will be fruitless - don't even bother. There are none more books.

## VICTORY CONDITIONS

### You Possess da Orknomikom • 6 Points

You possess (hehe) the Orknomikom at the end of the game.

### Solo Blood • 5 Points

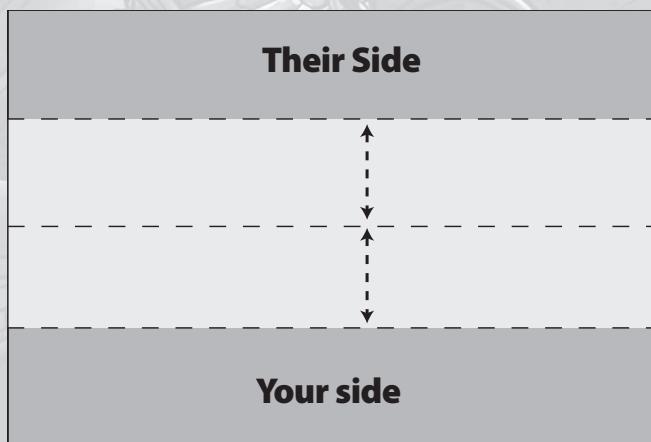
You are the only player to kill a unit in any one turn.

### We'z Found It! • 5 Points

One of your units found the Orknomikom

### Made It To Da Kabin • 4 Points

Any one of your models entered Da Kabin.



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## BACKGROUND

So'z after finin' da Orkinomikon, Grash, the up-and-kommin' waaaghboss took it to his weirdboyz ta figure out how to make da darned ting werk. Lots of big noize, bright lights, and tons o' screamin' later, the chief 'eadbanger said he'd got it to do stuff. Da oddboy didn't tell him exactly "what" he got it to do but it was all too apparent once Grash decided to mount up his Waaagh!!! fer battle!

## SETUP

**Deployment:** Hammer and Anvil

## SPECIAL RULES

**Reserves, Seize the Initiative, Nightfight mandatory 1st round, Rape Trees**

**Each round played will have it's own special rule as follows:**

### Turn 1: Possesed!

Your cheapest unit currently on the board is possessed by some stoopid Kandarian demon so ya's got ta kill it. The owning player gets no control of this unit for the entire turn (i.e. no movement, psychic, assault, shooting, etc,) although the unit will defend itself if assault. If at the end of your turn you haven't killed your possesed unit, control returns to the owning player as the sun rises in turn 2.

### Turn 2: Fly's Troo da Woods

At the beginning of each players second turn they may choose any one enemy unit to be transported via deep strike rules to any other valid location on the board. Along the way the unit is pummeled and thrashed by branches causing D6 S6 AP4 hits. Vehicles automatically take a glancing hit. Deep Strike mishaps are rerolled.

### Turn 3: Grash!

At the beginning of each players third turn any one friendly model except your Warlord, into Grash! The model replaces any prior movement stats with Infantry, is an Independent Character with the following stats:

**Grash:** WS4, BS4, S4, T4, W2, I4, A1, LD10, Sv 3+

**Da Chainsaw of Grash!** S10, AP1, Armorbane, Fleshbane

**Da Boomstick!** S10, AP1, assault 2, small blast, Fleshbane

Grash gains Feel no Pain and It Will Not Die. All previous abilities, stats, and benefits are lost. Groovy.

# MISSION SHEET

## Mission 2: Da Evil Ork Too

### Turn 4: Time Warp to 1300 AD!

At the beginning of turn four a vortex opens in the middle of the board. Any models in either deployment zone are permanently removed from play for the duration of the battle, this includes immobile and immovable (ie: fortifications) models/units. If an independent character is attached they go with the unit. Morale checks apply for remaining models.

### Turn 5: Kilin' all da Dedites!

Kill a dedite in 1300 AD! Just kill da enemy!

## OBJECTIVES

### Gnash Kills da Frienz • 6 Points

Your Gnash (or the unit he's with) kills an enemy unit.

### Da Hero from Da Sky • 5 Points

Your Gnash makes it to 1300 AD, ei. survives the vortex.

### Killin' Some Dedites • 5 Points

You destroyed an enemy unit in turn 5.

### Kilt da Possesed • 4 Points

You killed your Possesed unit.

## Their Side

12"

12"

## Your side

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# MISSION SHEET

## Mission 3: Armee uv Orkness

### BACKGROUND

Aaaaggghhh!!!!!! Worthless gitz and upstart nobz! Stoopid boyz lost da Orkinomikon durin' da last fight and now we'z got ta find it all over again. Grash knows dere's a lot moar in dat book den grabby trees and telyportin' places.

Not a complete cockup, some of da grots came up wiv somethin' fun after da last fight. Figure we'd let'em have at it to test it out. Looks killly!

Funny thing tho, dere's anuver ork dat thinks it's Grash! Marchin' up and down thinkin' he's in charge. Tlme to show dat no-good imposta who da real boss is and take back da Orkinomikon!

### SETUP

**Deployment:** Vangaurd - 4 "Books" spaced 18" apart on center line. See diagram.

### SPECIAL CHARACTERS/UNITS

**Gnash:** Replace any one friendly model with Gnash.

**Grash:** WS4, BS4, S4, T4, W2, I4, A1, LD10, Sv 3+

**Da Chainsaw of Grash!** S10, AP1, Armorbane, Fleshbane

**Da Boomstick!** S10, AP1, assault 2, small blast, Fleshbane

Grash gains Feel no Pain and It Will Not Die. All previous abilities, stats, and benefits are lost. Groovy.

**Evil Grash:** Each player is given a model to represent Evil Gnash. Evil Gnash is a doppleganger of the enemy Warlord and has the exact same stats, abilities, and wargear. This model deploys along with the rest of the players army and may not join the same unit as Gnash.

**Da Grotzmobile Shredda '88:** Each players beerglass (standing on end) represents Gnash's sweet ride. AV14 all round tank with 4 HP filled with a whirling set of blades. All models, including flyers, within 3" of the hull at any time gets hit by S10, AP1. This works similar to Vector Strike so will also strike models/units during its move.

All hits are resolved at the end of the movement phase.

Da Grotzmobile Shredda '88 deploys with the army just like any other vehicle unit and has no transport capacity.

### SPECIAL RULES

#### Reserves, Seize the Initiative

**Find the Orknomikon (again):** There are four books in the center of the board but only one is the real Orknomikom. The first time a unit comes into base contact with each book roll one die and apply the following results: Note: Each result can only be rolled once.

- 1-2: Da book is a Str:D (small blast) vortex that stays in play until the end of battle, even if the book is found. The vortex scatters 2D6 after EACH players movement turn and causes a Str D hit on any models it lands on. The vortex does not remove the other book objectives.
- 3-4: Da book turns into a 'uge mouth that attacks causing D6 automatic hits, S10, AP1.
- 5: Da stoopid book flies away.
- 6: Da book is da Orknomikon. Once found it plays just like the Relic and all other books can be removed.

### OBJECTIVES

#### Kill Da Evil Gnash • 6 Points

Your enemies Evil Gnash is dead.

#### We'z Got It! • 5 Points

You possess da Orkinomikon.

#### Killa Shredda '88 • 5 Points

Your Grotzmobile Shredda '88 destroyed a unit.

#### Hail to da Warboss Baby • 4 Points

You purchased a beverage for your opponent.

