

Granite City WAAAGH! FEST

MISSION SHEET Mission 1: Doon!

BACKGROUND

Dis is da story about a krumpin tween rival klanz az dey battle for a desert planet called 'Rakis, but weez knowz it az "Doon". Da planet iz de only plaze yooz kin git da spize mélang – now dats a fancée werd!

A lad named Pol runz da klan, witch izzint sittin to good wif Doonz forma owna, Klan Orkonnen. Deyz werked out a deal ta av wun uv iz own to git Pol an stab im in da back!

On top a dat we gotz dem giant squigs wriggling round in da sand!

SETUP

Objectives:

There are three objectives evenly spaced in no-man's land representing Da Spize Minez.

Da Spize (must flow): The WaaaghFest! Staff has set the board with pre-positioned candies that represent spize. Do not move the spize until after the mission has started.

Deployment: Hammer and Anvil

Players alternate deploying units one at a time.

Traitor: – *We snuck one of our boyz intuh da otha team's kamp, like a plan straight otta Mork, or maybe Gork? Komptun? No matta. Juz keep an eye out for da purple one...*

After deployment before turn one each player secretly nominates a character model on the opposing side to be a traitor. Choose a single datasheet from the opposing player-provided army list and write this unit down. Any model using that datasheet may be activated at any time to be the traitor.

Once during the game, you may choose to activate the traitor. Next choose a unit within 6" of the traitor, that unit becomes the TARGET. The TARGET loses all invulnerable saves until the end of the turn and cannot move during its next movement phase.

SPECIAL RULES

Da 'Arvesta: – *"Da boss got da mek boyz to make deez so we can get that spize stuff and sell it for teef and some new flash. Dunno who buyin' dis stuff but I could sure go foh a goldie choppa."*

Players are provided with a pint glass at the beginning of the game. This glass represents a spize 'Arvesta and is used to contain all candies it collects during the game. Da 'Arvesta can move up to 10" per turn, has the Vehicle keyword, cannot

be destroyed by any unit other than the Sandsquig, although it can be assaulted by 40k units to prevent it from moving. Any candies moved over or touched by Da 'Arvesta during its movement are collected. Units in assault with Da 'Arvesta can be shot at. If Da'Arvesta is attacked by the Sandsquig it loses all its candies and is destroyed. A replacement 'Arvesta is deployed normally the next friendly players movement phase.

Smite: – *Sum uv dem weird boyz sez you can eat dis stuff and den you be able to shoot mind bullets like dem. I likes da sound uv dat!*

In your own psychic phase you may consume 2 candies previously collected by Da 'Arvesta to give any one of your units (including Da 'Arvesta) the Smite psychic ability. That unit has the Smite ability until the end of that phase.

- If the unit is not a psyker it becomes a psyker, gains the psyker keyword and can manifest a single power. They only know the Smite Power.

or

- If the unit is a psyker it gains the Smite ability if they do not already have it and increase the number of powers they may manifest by one.

There is no limit to the number of times candies that can be consumed in one turn.

Sandsquig Attack!: – *"Bless da Maker and all His Watah. Bless da cumin and goin uv 'im, May 'is passing cleanse da world. May He keep da world for 'iz ladz."*

In each player turn the very first friendly unit to move into no-mans land OR first unit already in no-man's land that moves is attacked by the Sandsquig Maw at the end of that move. Unless hovering, units with the FLY keyword will not trigger a Sandsquig Maw attack and do not count as the first unit to move for this rule. The Sandsquig Maw causes D6+6 automatic hits at STR 5, AP -2, D1.

VICTORY CONDITIONS AND DEPLOYMENT MAP ON DA UVVER SIDE.

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MISSION SHEET Mission 1: Doon!

VICTORY CONDITIONS

Da Spize Must Flow! • 6 Points

You have the most spize in your 'Arvesta at the end of the game.

Own Da Minez • 5 Points

You control more Spize Minez than your opponent at the end of the game.

Traitorous Betrayal • 5 Points

Score if the TARGET unit was destroyed at some point in the game.

Feed Da Sandsquig • 4 Points

One of your unit dies to the Sandsquig during the Sandsquig attack phase. This cannot be scored more than once and must scored from the Sandsquig Maw damage and not failing morale, etc.

1		1
1	○	1
2	OBJ	3
2		2
3		2
	○	
1	OBJ	1
2		2
3		2
	○	
1	OBJ	1
2		3

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MISSION SHEET Mission 2: Da Boss Rides Da Sandsquig!

BACKGROUND

Dat spize reely packs a wallop! An dem wermz is naztee fingz, but da boss az a plan. He figurez if 'e kin git on wun and ride it aroun, E'll be da baddez boss aroun!

SETUP

Deployment: Vanguard Strike. Players alternate deploying units one at a time.

Each circle on the map represents a small pile of 4 spize each.

There must be one piece of terrain in the center of each board to represent the Sandsquig pit.

Traitorous Traitor : – *Ya should never trust a traitor, cuz they traitorous!*

After deployment but before the first turn, each player publicly nominates an enemy character model (if your opponent has no characters somehow you may nominate any model).

SPECIAL RULES

Thumpers: – *Da Boss has found out the sand squigs love da goff rockerz too.*

At the beginning of each players movement phase a single unit of theirs may deploy a thumper in contact with any model in that unit. The thumper is now active and remains stationary until it is removed at the beginning of that players next movement phase.

Sandsquig : – *The sandsquig is defending its brood, but da boss wants it out of there, maybe we can trick to eat some of demz filthy gitz ova dere. Dem finsz haz a wonky move!*

The Sandsquig model begins the game in the Sandsquig pit. At the end of each movement phase the Sandsquig moves towards an activated Thumper of the current player's choosing. The Sandsquig moves up to 12" towards the chosen thumper. The Sandsquig then moves up to 12" straight towards the second thumper on the board, if there is one.

If the Sandsquig reaches an activated thumper before completing its movement, it stops and the thumper is removed. The Sandsquig will still make a second move if applicable.

If the Sandsquig stops in contact with a unit, move that unit the shortest distance possible to be able to place the Sandsquig. If the Sandsquig moves over or stops within 1 inch of a unit the unit is attacked by the Sandsquig Maw. The Sandsquig Maw causes D6+6 automatic hits at STR 5, AP -2, D1. The Sandsquig cannot be attacked.

Ride Da Sandsquig : – *Da Boss tinkz 'avin a pet sandsquig would be right propa for krumpin dem otha gitz. Guess we gotta bring one ova.*

Each player is trying to get their (Warlord, if none then any HQ unit) to ride the Sandsquig as a show of power to both followers and enemies alike. To accomplish this the players must try luring the Sandsquig close enough for the unit to mount it.

If the unit gets within 1' of the Sandsquig in the movement phase they may automatically hop on and become the RIDER. Only one RIDER can ride at a time, and while riding the RIDER may not make any attacks and moves wherever the Sandsquig moves.

The Sandsquig is represented by the supplied Sandsquig model. (note: you can place your model in the Sandsquig if it fits or set it off to the side until it dismounts). The RIDER automatically dismounts when the Sandsquig stops moving and is placed on the board within 1" of the Sandsquig. The RIDER is not hit by the SANDSQUIG MAW attacks after dismounting but may be hit if the Sandsquig moves again after they have dismounted. While mounted, the RIDER receives a 5++ invulnerable save. If the RIDER already has an invulnerable save it is improved by 1 to a maximum of 4++.

A player may only have one RIDER mount the Sandsquig per game. There can only be one RIDER at a time.

Da thots acquire speed : – *It is by will alone I set muh mine in moshin.*

During a player's psychic phase if they have any units in contact with a spize pile, they may remove 2 spize from the pile they are in contact with. If they do so, the unit in contact with the spize pile until the end of the phase either;

- If the unit is not a psyker it becomes a psyker, gains the psyker keyword and can manifest a single power. They only know the Smite Power.

or

- If the unit is a psyker it gains the Smite ability if they do not already have it and increase the number of powers they may manifest by one.

Da Grog uv Life: – *Oy, grotz! We gotta get the Grog uv life so l's can transmute into the "queso hat rack" or somefin. Sounds like the best hat dere is, so get to it!*

At the end of any player turn if any unit is within 3" of the sandsquig pit the active player rolls a D6;

- 1-2 *The Larvae Attack!*
Any unit with 3" of the sandsquig pit suffers D3+3 SANDSQUIG LARVAE automatic hits at STR 5, AP -2, D1
- 3 *Keep searching ya gitz!*
Nothing happens.
- 4-6 *Try squeezein da tail.*
Either player with units within 3" of the sandsquig pit get Da Grog Uv Life

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MISSION SHEET Mission 2: Da Boss Rides Da Sandsquig!

VICTORY CONDITIONS

Rode da Sandsquig! • 6 Points

Score this if friendly unit became the RIDER

Git da Grog uv Life • 5 Points

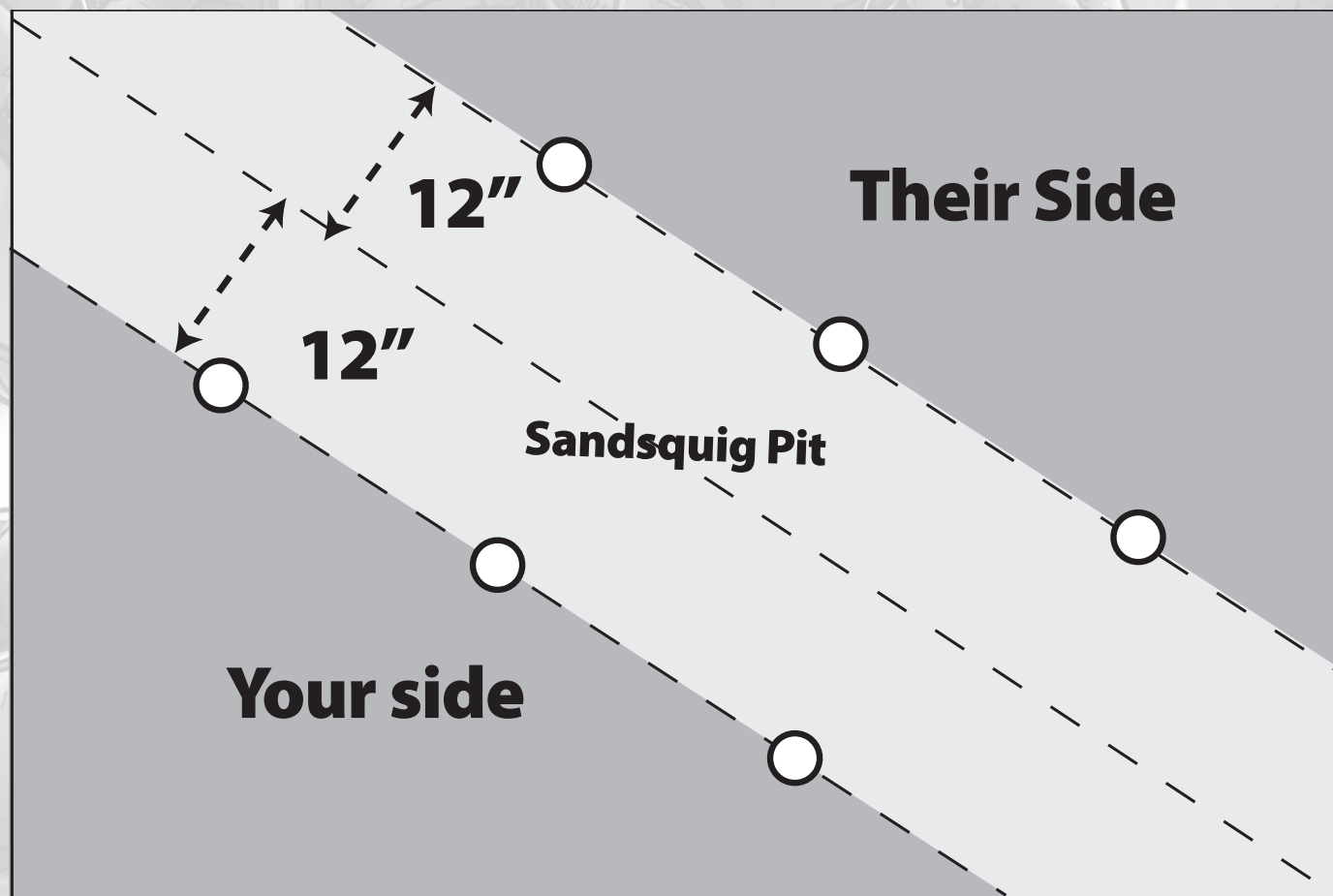
Players found the Grog Uv Life at some point during the game

Kill Da Traitorous Traitor • 5 Points

You killed the chosen enemy character at some point during the game

Find da Fremen • 4 Points

One of your units is in the enemy's deployment zone at the end of the game



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MISSION SHEET Mission 3: M'oar Teef!

BACKGROUND

The Final battle commences in earnest! After sufficiently lengthy training montages both sides rally their armies to attempt to control the source of all galactic spize and become the ultimate masters of destiny!

SETUP

Deployment: Dawn of War

There must be one piece of terrain in the center of each board to represent the Sandsquig pit.

SPECIAL RULES

Atomics! : – At the end of a player's turn, after turn one, the following ability may be used once (by each player) during the game by the active player.

You may remove a single piece of terrain from the board (multi-layer hills count as a single piece of terrain). This terrain piece must be terrain that was placed by WF staff and cannot be a fortification placed by the opposing player, or the large center piece terrain (the sandsquig pit).

Units in the terrain or within 3 inches of it when it is destroyed suffer D6+1 mortal wounds. (Authors note: yes, this is so you help us pack up the boards. ;-p)

May his passing cleanse the world : – *Your Warlord has control of a Sandsquig that he rides into battle!*

If your warlord's base is smaller than the sandsquig replace your warlord's model with the provided sandsquig model. (You are encouraged to place your warlord's model in the mouth of the sandsquig, though this is not required).

Your warlord's movement is increased to 18" (or remains the same if greater than 18"), your warlord also receives a 5++ invulnerable save. If your warlord already has an invulnerable save it is improved by 1 to a maximum of 4++. In close combat the warlord may also make the following attack once per activation in addition to its normal attacks. The Sandsquig Maw causes D6+6 automatic hits at STR 5, AP -2, D1.

Da Wyrding Way : – *Your armies have trained in the ways of the "Quiddich half track" and their power has increased tremendously!*

Every non-psyker unit in your army becomes a psyker, gains the psyker keyword and can manifest a single power per turn. They only know the Smite Power.

Units that already have the psyker keyword gain the Smite ability if they do not already have it and increase the number of powers they may manifest by one.

VICTORY CONDITIONS AND DEPLOYMENT MAP ON DA UYVER SIDE.

Granite City WAAAGH! FEST

MISSION SHEET Mission 3: M'oar Teef!

VICTORY CONDITIONS

Da Spize Must Flow • 6 Points

You have the most models within 9" of the center of the board at the end of the game. Treat this as controlling an objective.

A Stinging Blow • 5 Points

Slay the Warlord

For he is the Quiznos heart attack! • 5 Points

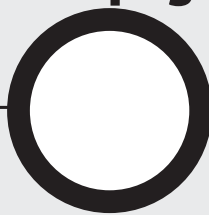
You destroyed an enemy unit using Smite.

Da Grog of Life • 4 Points

You bought your opponent any drink.

Their Side

Sandsquig Pit



12"

12"

Your side