

Granite City WAAAGH! FEST

MISSION ONE: DIZAZTURD MOOVEE

BACKGROUND

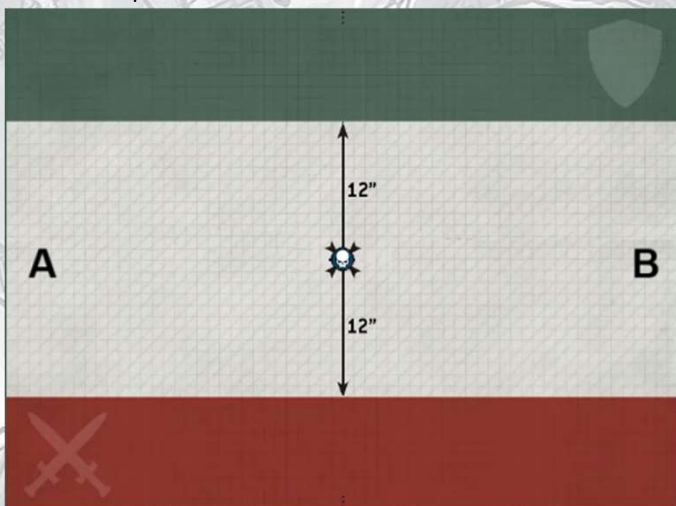
Da ladz have decided ta make a moovee, an a famous Direktor, Mekboi Bae, is chosen to make it. Known for using a lotta dakka, dis mooveez gonna be a bangah! After debate (an a lotta krumpin) da ladz wanna make a dizazturd moovee.....da bestest dizazturd moovee uv all time!

SETUP AND DEPLOYMENT

Dawn of War.

A single objective marker is placed in the center of the board.

Players determine which side is A and B before deployment, as this is important for a mission effect.



MISSION RULES

Dizazturds: In the center of the board is a pile of cards. Before the beginning of each battle round a player will reveal one Dizazturd and follow the instructions on it for the entire battle round. Each Dizazturd is only played once.

Squignado!: Before the start of the game a CD-sized Squignado is placed in the center of the board. At the beginning of each player turn, the player rolls a scatter die and 3D6 to determine where and how far the Squignado is moved. The Squignado is slid across the table and placed in its new location. Any models struck or partially struck by the Squignado suffers Mortal Wounds equal to the 3D6 die roll.

In addition, any unit struck by the Squidnado that survives rolls 3D6 inches and a scatter die for direction, measuring from the center of the Squignado. Units wholly or partially touching the side of the board suffer D6 Mortal Wounds. If the unit contains the MONSTER or TITANIC keyword they suffer 2D6 Mortal Wounds.

The Squignado always moves, cannot leave the board, and is always at ground level even if sitting on a terrain piece.

Hold my beer: A players' cheapest unit on the board at that time assaults the Squidnado in a desperate move to prove to da uvva ladz dey iz tough. Hold my beer is scored if the unit survives. If the unit is destroyed the next cheapest unit may be used to try and score the Hold My Beer points.

VICTORY CONDITIONS

SCORING: At the end of the final round players score points based on which of the following they currently control or have completed.

ITS SAFA OVAH DERE! 6 POINTS At the end of the game add the initial cost of all units wholly in the enemy's deployment zone. The player with the highest cost is awarded the 6 points.

KING OF THE HILL - 5 POINTS At the end of the game score if you control the center objective.

HOLD MY BEER - 5 POINTS Score if your cheapest unit assaulted the Squidnado and survived.

SCREW THIS SHIT, I'M STAYING HOME - 4 POINTS At the end of the game score if you have more units by unit count in your own deployment zone than your opponent.



DA ROK

A meteor strike hits the Center of the board. Any unit wholly or partially within 6" Of the center is removed from play. All units on the board are Immediately pushed D6" away from the center of the board, rolling for each unit. Units that touch the board edge suffer D6 Mortal Wounds, rolling for each unit separately.

Note: this may dislodge units engaged in melee.



VAWL.KANO!

A volcano erupts in the center of the board. For this battle round no unit can move closer than 12" to the center of the board. Units already wholly or partially within 12" of the center of the board take 2D6 Mortal Wounds, making one roll and applying to all their affected units. If the unit survives the unit is moved to the closest edge of the 12" limit.



SHITSTORM

All units on the board are at -1BS, and all melee is considered poisonous meaning all units wound in melee on a 4+.



AW SHIT, 2012

The Mayan Calendar ends. No effect



SOONAWMEE!

When revealed, all units immediately move 3" towards side A of the board. At the end of the battle round all units move 3" towards side B. Units wholly or partially touching the side of the board suffer D6 Mortal Wounds, rolling for each unit separately. Units hitting impassible terrain count it as the board edge.



ERFKWAYKE!

When revealed, all units that do not have the FLY keyword are stuck in place for the entire battle round. If a unit chooses to move anyways during the movement phase, the unit suffers D6 Mortal Wounds. If a unit chooses to move anyways during the charge phase, the unit suffers D6 Mortal Wounds.





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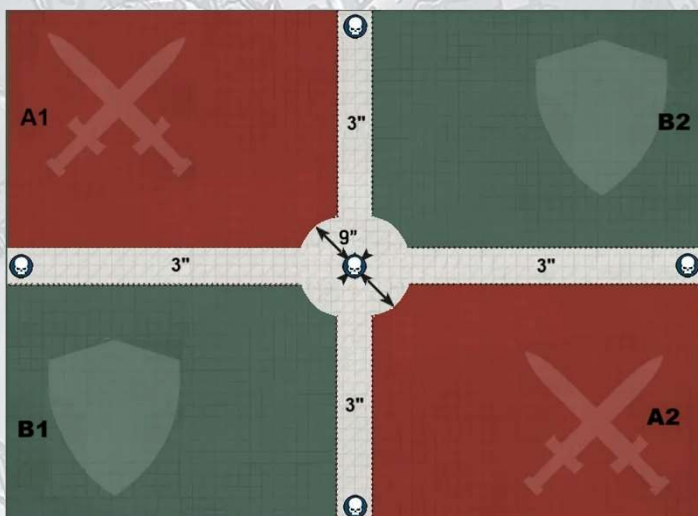
MISSION TWO: DA SLASHA

BACKGROUND

Evree 'orror movee needs a royt proppa slasha, and da lead akta, Clod, iz perfikt fer da job!

SETUP

The center 9" diameter of the board is referred to as **DA LAKE**. In the center of the **DA LAKE** is the **Cabin Fever** objective. Remaining objectives are placed face-down per the map below.



DEPLOYMENT

Deployment is alternating-alternating. Player one deploys a unit in zone A1, then player two deploys a unit in zone B1. Player one deploys a unit in zone A2, then player two deploys a unit in zone B2. The order starts over again with player one deploying a unit in zone A1, until all players units that are not in Strategic Reserves are deployed.

CLOD

CLOD IS DA SLASHA. At the beginning of each battle round choose a slasha card at random. Effects are immediate. If the results of a random card result in a tie, the player controlling the Bonfire objective is targeted.

Because Da Slasha targets characters, a players FINAL GURL can only be chosen by the Slasha if she's the last character model in the army.

Final Gurl: Before the game each player nominates a character model to be their **FINAL GURL**.

SPECIAL RULES

MYSTERIOUS OBJECTIVES: Spread across the board are a number of objective markers featuring symbols. These markers represent various slashes found throughout horror movies. As each symbol is revealed the following effects immediately happen:

- **Cabin Feevah** (bio-hazard symbol, this objective is placed in the center of DA LAKE) – A flesh eating virus inhabits this objective. The unit controlling this objective has their Toughness characteristic immediately halved, rounding down. Toughness characteristic cannot be less than 1.
- **Killah Sofa** – The players unit cannot move while in control of this objective. i.e. no movement, no charges, no pile-in, no abilities etc. If a unit chooses to fight the control of the sofa and move anyways, that unit suffers D6 Mortal Wounds for each move (i.e. movement + advances, charging, consolidations, etc). Pile-in are excluded because they're not voluntary.
- **Da Tire** (Ork Kill Rig tire) – The players unit suffers a psychic attack causing 3 Mortal Wounds each round they control this objective. If the unit contains a psyker, the damage is reduced to D3 but psyker model suffers the damage.
- **Da Mask** (Clod with pig head) – Ranged attacks made by this unit are at half-range.
- **Bonfiyah** – Whatever it iz, it's on fire. Used to break ties if both players have a character model meeting Da Slasha criteria for death.

Effects happen each turn while a unit controls objectives. If a condition cannot be met, nothing happens.

At the end of each Battle Round determine who has more objectives controlled. That player receives that many **Slasha Talleez** that count towards **FIVESHADOWING**.

VICTORY CONDITIONS

SCORING: At the end of the final round players score points based on which of the following they currently control or have completed.

FINAL GULR SURVIVES 6 POINTS Score if your own FINAL GULR survives the mission.

FIVESHADOWING (WHICH IS WUN BETTA DEN FORESHADOWING) 5 POINTS Score if you score more **Slasha Talleez** than your opponent. See rules above.

STAYED OUTTA DA WUDZ 5 POINTS Score if you have more character models alive than your opponent at the end of the game.

NOBODY MAKES IT OUT ALIVE 4 POINTS Score if all character models in both armies are killed by the end of the game.



I'M NOT LEAVIN DA HOUSE

Compare armies. The character model closest to their deployment zone is wounded. See Da Slasha Wound Chart. This only affects one character on the board, and the character cannot be a model engaged with an enemy model.



STICKIN CLOSE

Compare armies. The character model closest to the opposing players Warlord is wounded. See Da Slasha Wound Chart. This only affects one character on the board, and the character cannot be a model engaged with an enemy model.



DERZ SUMPTIM IN DA WATAH

Compare armies. The character model closest to Da Lake is wounded. See Da Slasha Wound Chart.



MAKEOUT SESHUN

The Warlord from each players army is immediately removed from the board for this Battle Round. At the beginning of each players movement phase the Warlord unit is re-deployed. At least one model from the Warlord unit must be in contact with the outer edge of **DA LAKE**. This counts as the units movement.



GONE MISSIN

In each players army, a random unit in Strategic Reserve is wounded. See Da Slasha Wound Chart.



DA GHOST STOREE

Compare armies. The character with the lowest LD value gets scared and is wounded. See Da Slasha Wound Chart.. If more than one model have the same lowest LD value randomly determine which model dies. This only affects one character on the board, and the character cannot be a model engaged with an enemy model.



DA SLASHA WOUND CHART

If target character has a starting Wound characteristic of:

6 or less.....suffer D6 Mortal Wounds
7-12.....suffer 2D6 Mortal Wounds
13-17.....suffer 2D6+6 Mortal Wounds
18+.....suffer 2D6+12 Mortal Wounds



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Granite City WAAAGH! FEST

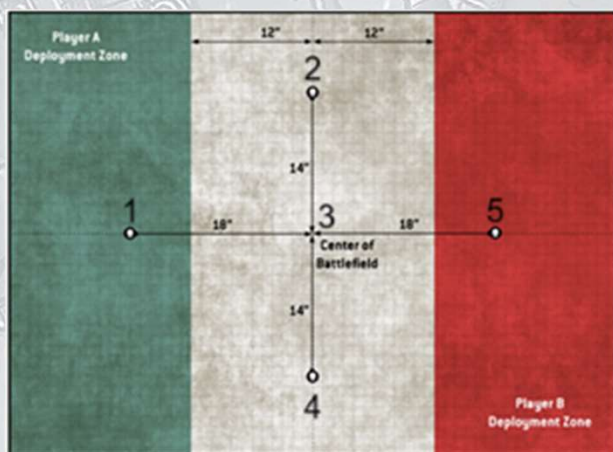
MISSION THREE: LLAMAGEDDON

BACKGROUND:

Whut betta den to make an alien invazun moovee! Dem pezkee zeenoze need a roit krumpin!

DEPLOYMENT

Hammer and Anvil



SETUP

Staff places objectives per the map above.

MISSION RULES

Q cardz A deck of Q cards is provided to the players. One card is revealed at the beginning of each Battle Round. The effect of the card is implemented immediately.

Sealed Envelope: There is a sealed envelope at each table that is opened before the start of the second battle round.

SPECIAL RULES

Shoot da zeenoze! Each numbered objective represents an alien saucer. Each objective is considered to be inactive unless directed by a Q card, however they are considered to be on the board for abilities that trigger off of them. If a Q card indicates an objective is active the objective is granted certain stats.

To clarify: NOT ALL OBJECTIVES (SAUCERS) ARE ACTIVE.

Shooting: Before each Battle Round begins each active objective will make a shooting attack at the nearest unit, even if engaged in melee. The attack has the following stats: A1, BS 4+, S14, Dam D6+3, AP4, anti-vehicle (2+), anti-monster (2+).

Each active objective has the following stats: T0, W unlimited, Sv 7+, any shooting attacks against the objectives auto-hit. Objectives have the FLYER keyword.

To score the **SHOOT DA ZEENOZE!**, the player who scores the most damage against the active objectives each battle round receives a Zeenoze Tally.

Tun' Hole Vizzun Any time during turn 3, 4, OR 5, for an entire Player Turn, a player may forgo all movement and shooting at the opposing player, instead focusing their entire armies shooting at the active objectives. Units may still defend themselves. To score **TUNHOLE VIZZON** this only needs to happen once.

VICTORY CONDITIONS

SCORING: At the end of the final round players score points based on which of the following they currently control or have completed.

EMBRACE THE LLAMAPOCALYPSE 6 POINTS Score if your Llama is alive by the end of the game.

TUN' HOLE VIZZUN AT 5 POINTS Score if the player spends an entire player turn focusing on the UFO's instead of the opposing player.

SHOOT DA ZEENOZE! 5 POINTS Score if you have more Zeenoze Talleez than your opponent at the end of the game.

BUY YOUR OPPONENT A DRINK 4 POINTS Score if you offered your opponent a drink.



DA MUDDA SHIP

When Da Mudda Ship appears all objectives are active.

For this Battle Round the biggest, baddest saucer playahz have evah seen appears, replacing the saucer in the middle of the board. All shots made by Da Mudda Ship cause Mortal Wounds instead of regular damage.



DA DEFF RAY

Active Objectives: 2, 3, 4

Add the Blast Keyword to active saucers shooting attacks.



SHOKK AND UGH

Active Objectives: 1, 3, 5

After the saucer makes its shooting attack, it makes a second attack against the next closest unit.



KILLA KLOWNZ

Active Objectives: 1, 2, 4, 5

During the saucer shooting instead of dealing damage units hit by this shooting attack are frozen in place by Cotton Candy guns. The unit may not move nor make any attacks as they fight to untangle themselves this round. The Cotton Candy is represented by cotton balls.



MIZZFIYAH

There are no active saucers this Battle Round



DA PROBEZ

Active Objectives: 1, 2, 4, 5

All units within 12" of an active saucer are pulled 3" closer to the active saucer. This may cause some units to become engage. If engaged in this way no engaged units count as charging. And all units within 6" of any active saucer are -1T and -2 Ld because probez hurt.





Granite City WAAAGH! FEST

- Each table has been provided a sealed envelope that is opened at the beginning of the second battle round.
- ~~Alpocalypse!~~ Censored for IP infringement.
- **Llamageddon!**: A purple beam shoots down from the heavenz and turns your Warlord model into a Llama! If your Warlord has already been killed the beam converts the next most expensive model.
- If the Warlord is part of a unit the Llama stays in coherence with this unit.
- Your Llama has the following statline:

SPEZ LLAMA						
M	T	Sv	W	Ld	OC	
6"	3	5+	4	8+	2	
RANGED WEAPONS			RANGE	A	BS	S AP D
Llamavision			See below			
MELEE WEAPONS			RANGE	A	WS	S AP D
Diabolical hooves			Melee	1	4+	3 0 1

ABILITIES

CORE: Fights First, Deadly Demise 4D6 (2+), Immune to Llamavizzon, units cannot Deep Strike within 12" of a Llama.

FACTION: Llama

Llamavizzon: In each envelope is a length of string that is used to aid in this attack. Llama's have a special Command ability called Llamavizzon. During each players Command Phase, starting with the player whose turn it is, each player pulls the string tight from the model's base to any board edge. All units touched by the string takes D3 Mortal Wounds. This ability must be used every turn. This ability ignores all terrain and does not affect active objectives (saucers).

DAMAGED: 1 WOUND REMAINING

While this model has 1 wound remaining, each time this model makes an attack subtract 1 from the Hit roll.

KEYWORDS: LONE OPERATOR, WAAAGH! FEST, LLAMA



CUT!! (TO RESUME PLAY STAFF MUST YELL "ACTION!!")

Each item is a single use for the day. When used the items effect happens immediately. Once used each item disappears.

- 3D glasses.** Immediately causes D3 Mortal Wounds on any unit within 18" of your Warlord. For the next turn the Warlord is -1 BS and WS.
- We've got to stick together and work methodically:** Move any one enemy unit on the board 2D6" in any direction.
- These teenagers just keep killin themselves!** Target Infantry unit is thrown into a woodchipper suffering 2D6 Mortal Wounds [BLAST].
- We should hide behind the wall of chainsaws!** Target friendly unit replaces a single melee weapon with one of the following Stompa Mega Choppa attack for this turn only.

	Mega-choppa – strike	Melee	6	3+	24	-5	10
	Mega-choppa – sweep	Melee	18	3+	10	-2	3

- Direct to DVD** Target unit is Battle Shocked and loses all abilities until the end of the battle round.
- Da wun take:** Prevent one reroll from affecting target unit. The reroll is lost.
- Ded iz Betta (Dey Kum Back Rong)** Play immediately after one of your character models has been killed. The character model is not removed. The model remains on the board with it's full statline. The character plays as normal for the remainder of the game. After each of the owning players turns is complete, the *Rong* character attacks the owning players nearest friendly unit using a single weapon system chosen by the opponent. This is played just like the *Rong* character is their own army but may only charge OR shoot. This action is taken even if the Rong character model is engaged in melee.
- Car Won't Start** Target vehicle or monster cannot move for this entire battle round.



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SCORE SHEET MISSION 1: DIZAZTURD MOOVEE

Player Name:

Opponent Name:

Did you get first blood?

ITS SAFA OVAH DERE! 6 POINTS At the end of the game add the initial cost of all units wholly in the enemy's deployment zone. The player with the highest cost is awarded the 6 points.

KING OF THE HILL - 5 POINTS At the end of the game score if you control the center objective.

HOLD MY BEER - 5 POINTS Score if your cheapest unit assaulted the Squidnado and survived.

SCREW THIS SHIT, I'M STAYING HOME - 4 POINTS At the end of the game score if you have more units by unit count in your own deployment zone than your opponent.

YOU OPPONENT

☐☐☐☐☐☐☐☐

GAME TOTALS

☐☐

SPORTSMANSHIP SCORE

☐

I enjoyed this game and it was a pleasant experience. Even if the mission was against me or I lost, it was a good game. I would play this person again.

☐

I did not enjoy this game at all. My opponent was deceptive, broke obvious rules abused the clock to their advantage (fast or slow play) or was otherwise a poor sport while either winning or losing. I would not want to play this person again.



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SCORE SHEET MISSION 2: DA SLASHA

Player Name:

Opponent Name:

Did you get first blood?

FINAL GULR SURVIVES 6 POINTS Score if your own FINAL GURL survives the mission.

FIVESHADOWING (WHICH IS WUN BETTA DEN FORESHADOWING) 5 POINTS Score if you score more Slasha Talleez than your opponent. See rules above.

STAYED OUTTA DA WUDZ 5 POINTS Score if you have more character models alive than your opponent at the end of the game.

NOBODY MAKES IT OUT ALIVE 4 POINTS Score if all character models in both armies are killed by the end of the game.

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SCORE SHEET MISSION 3: LLAMAGEDDON

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Opponent Name:

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EMBRACE THE LLAMAPOCALYPSE 6 POINTS Score if your Llama is alive by the end of the game.

YOU

OPPONENT

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TUN' HOLE VIZZUN AT 5 POINTS Score if the player spends an entire player turn focusing on the UFO's instead of the opposing player.

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SHOOT DA ZEENOZE! 5 POINTS Score if you have more Zeenozee Talleez than your opponent at the end of the game.

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BUY YOUR OPPONENT A DRINK 4 POINTS Score if you offered your opponent a drink.

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FAVORITE OPPONENT TODAY?

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Player Name:

Opponent Name:

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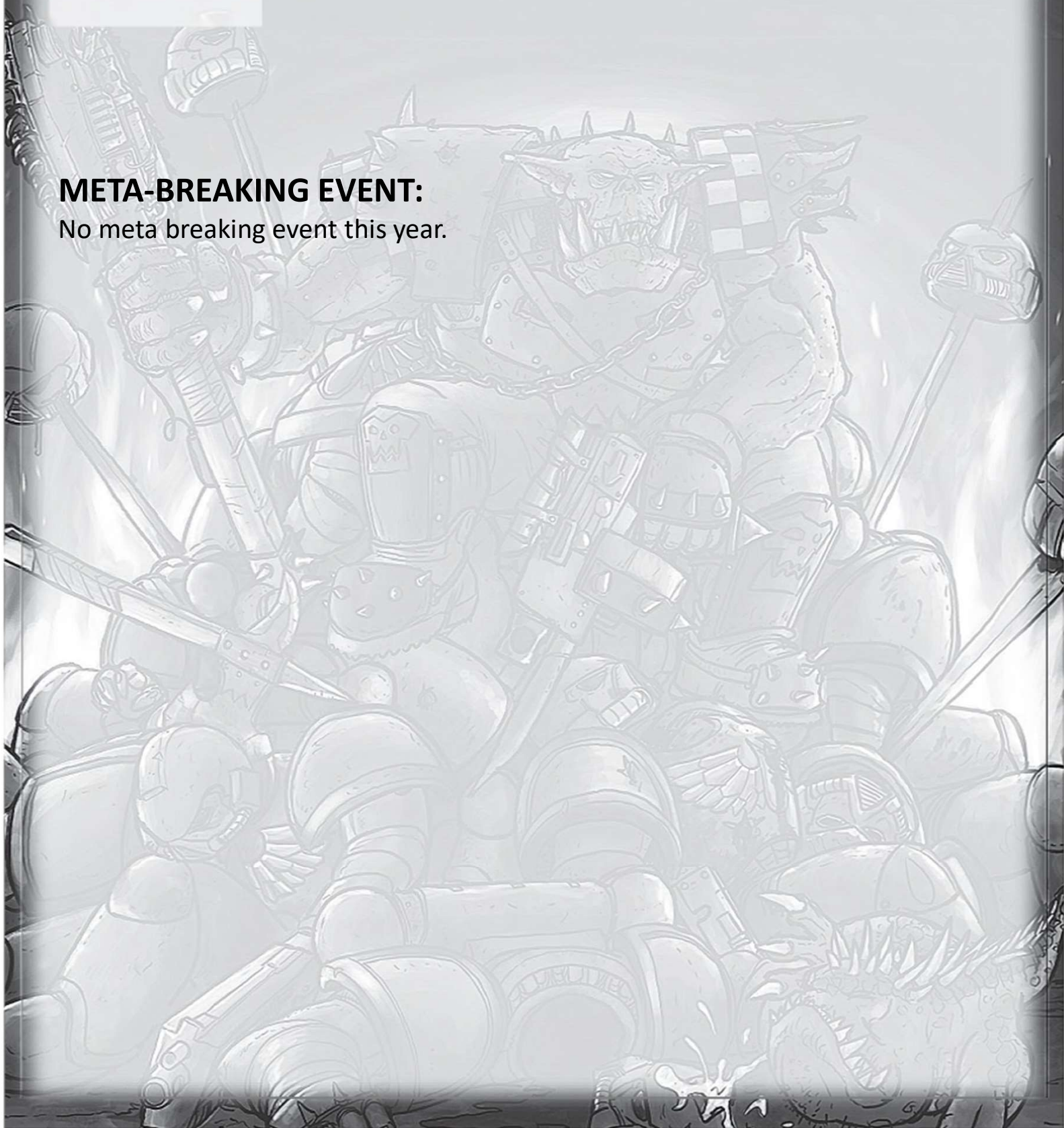
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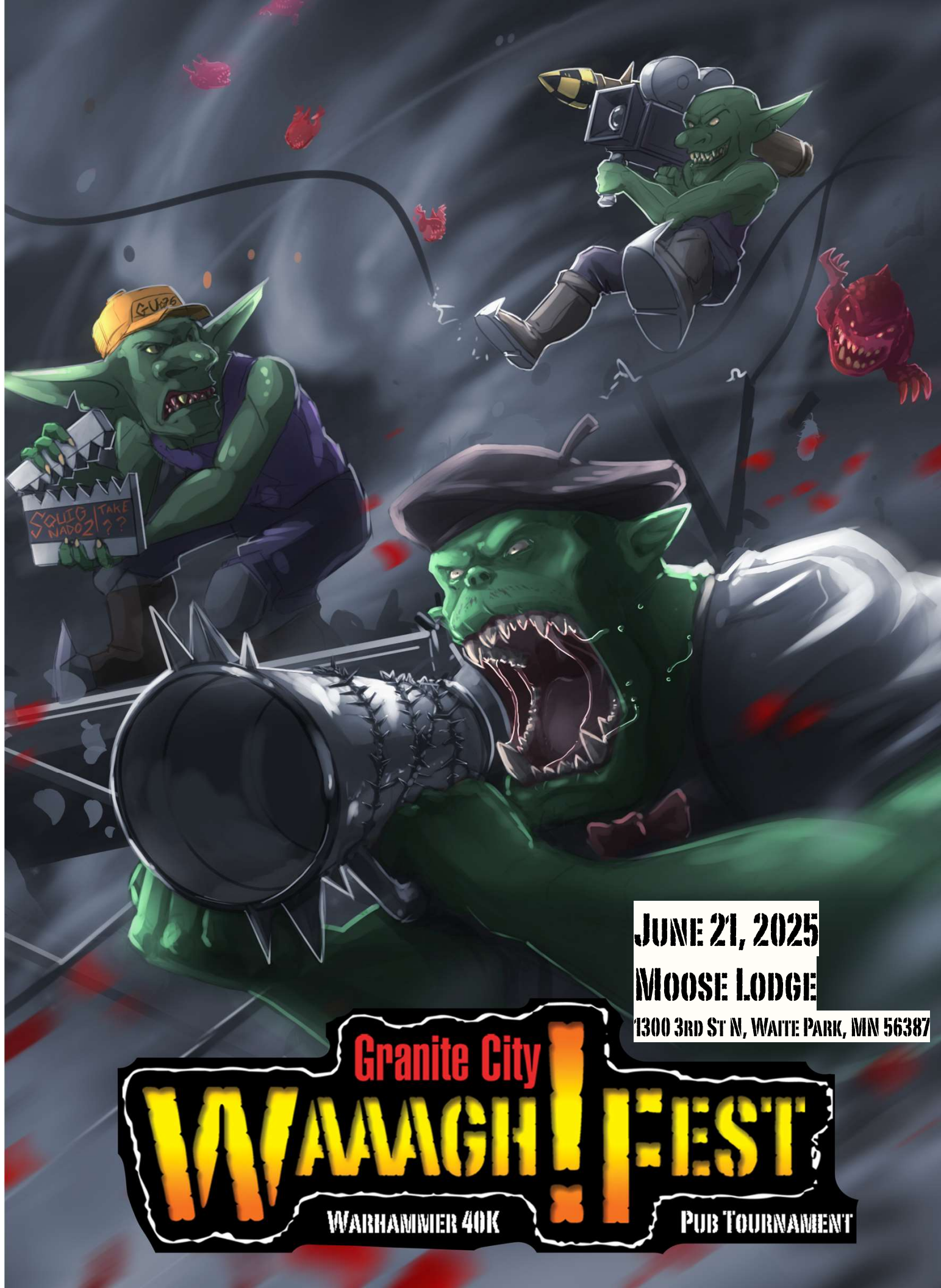
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Granite City WAAAGH! FEST

META-BREAKING EVENT:

No meta breaking event this year.





JUNE 21, 2025

MOOSE LODGE

1300 3RD ST N, WAITE PARK, MN 56387

Granite City
WAAAGH! FEST
WARHAMMER 40K **PUB TOURNAMENT**