

Granite City WAAAGH! FEST

MISSION SHEET

Mission 1: Red Light Green Light

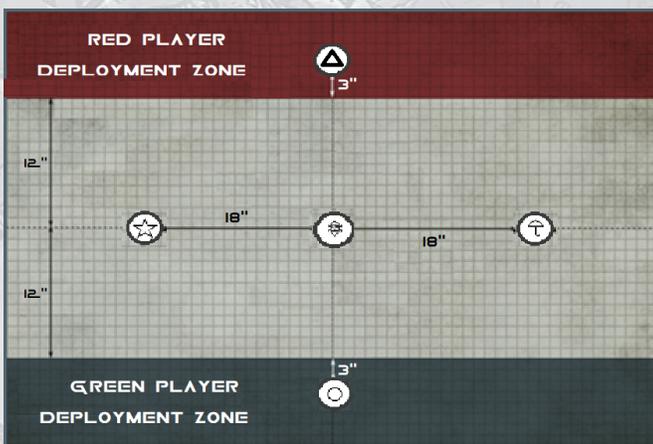
BACKGROUND

"Undredz of toof-strapped lads accept an invitation to compete in da gamez for a temptin prize; TEEF!!! Da ladz betta be ded'ard az da ladz are playin fer keeps!

SETUP

Da Board:

The board is set up according to the diagram below. There are five poker chips set up with with Squig Games symbols on them.



Deployment: Dawn of War

Players roll off, the winning player chooses a side.

Game Length: 5 turns

SPECIAL RULES

Red Light, Green Light:

Everyone knows da red 'unz go fasta!

Battle rounds 1,3, and 5 are Red Light Rounds.

Battle rounds 2 and 4 are Green Light Rounds.

During Red Light Rounds, the movement characteristic of all units is improved by 1".

During Green Light Rounds, each time a unit moved for the first time in a phase it takes D6 Mortal Wounds after the move has been completed. (i.e. Unit A moves in the movement phase and suffers D6 Mortal Wounds. Unit A later assaults/piles in/consolidates again suffering D6 Mortal Wounds).

Honeycomb:

Fer gittin da shapes out ya needz ta be kinninlee brutal!

The five objectives on the board are worth Honeycomb points at the end of each player turn they are controlled, according to the chart below:

△ or ○ 1pt per turn

☆ or ☂ 3pts per turn

⚙ 5 pts per turn

Infiltrate Da Guards:

"Clod is seachin for iz bruvva an finds out about da Squig Gamez! E'ze gonna infiltrate ta keep up da search"

A model named CLOD was provided with your mission packet. CLOD is deployed Infiltrating a friendly unit of your choice.

Uncuvva da Organ 'arvestin Oprashun:

"Sum uv da gards r'caught 'arvestin da organs of da ded. Dis will not be gud fer dem ladz!"

During deployment, designate your cheapest unit based on points value, choose whichever you wish in the case of ties. Inform your opponent of this choice.

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.

Honeycomb • 6 Points Score more progressive points than opponent

Red Light! Green Light! • 5 Points

Have at least one unit within 1" of the enemies board edge at the end of the game.

Infiltrate Da Guards • 5 Points

Clod successfully infiltrated the enemy ranks at some point during the game.

Uncuvva Da Organ 'arvestin Oprashun • 4 Points

Your cheapest unit was destroyed by the opposing player by the end of the game.

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Mission 2: Tug Uv Waaagh

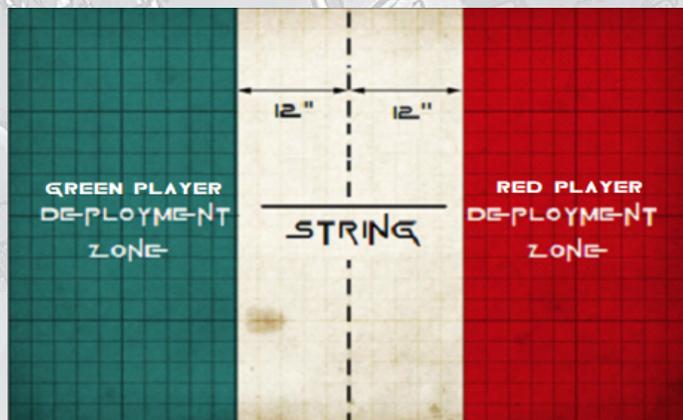
BACKGROUND

Da contestends r'gittin krumped gud!

SETUP

Da Board:

The board is set up according to the diagram below. There is a 7" stick in the middle of the board called Da Rope. The center of Da Rope is marked. Each end of Da Rope is marked either Green or Red, and are referred to as either the Red Anchor or the Green Anchor, or simply Anchor.



Deployment: Hammer and Anvil

Deployment is as normal, except for the following change. Instead of Attacker and Defender, players roll off, the winner deciding who will be the Green Player or Red Player. The Red Player then chooses a unit to place on the board in contact with the Red Anchor, but not past the center of the Rope. No rules beside the above apply to placing this unit. The Green Player then places a unit in contact with the Green Anchor, but not past the center of the Rope. No rules apply beside the above to placing this unit.

These two units are placed before declaring reserves and transports, therefore any transport must be empty if placed in this way.

Deployment then proceeds as normal with the Red Player considered the Defender. The two units placed on the Rope cannot receive nor deal damage, nor can they be targeted, in the first Battle Round.

Game Length: 5 turns

SPECIAL RULES

Da Front Manz Rume:

Clod iz a sneaky git! E'finks if ee kin git in da Front Manz Rume ee kin fine iz bruvva.

When your Warlord is deployed your opponent places a poker chip (marker from Mission One) on the board in base contact with your Warlord. The chip now represents Da Front Manz Rume.

Infiltrator: After deployment but before the first turn, choose an enemy unit and place your Clod within 1" infiltrating the chosen unit. The chosen unit must be at least 24" from Da Front Manz Rume. If no enemy units are far enough, choose the farthest possible unit. You may not choose the unit that was placed on the rope.

Marbles: *'Ave yoo seen my marblez? I seem to ave lost dem.*

Marbles are spread across the board. Whenever a unit moves within 1" of a Marble that unit may pick it up if it's not attached to another unit. The Marble is attached to the unit moving with the unit (staying in base contact with it). If a unit is destroyed or leaves the board the Marbles it was carrying are left in place on the board. If a unit leaves the board without being destroyed any Marbles attached to that unit are given directly to the opponent.

Lights Out! *krumped Wun uv da playaz jus ganked anutha playal! An da gards did nuthin! Diz iz gunna be a gud noyt!*

During Battle Round 3:

During the shooting phase every unit must target the nearest unit, if able, even if friendly. In the charge phase you may target any unit, even friendly. During the fight phase each unit may be selected to fight and target any other unit within 1", even friendly. You may split attacks among all eligible units.

VICTORY CONDITIONS

Tug Uv Waaagh! - Score if the center of the Rope is located within your deployment zone at some point in the game • **6 Points**

Marbles Have more marbles than opponent by the end of the game • **5 Points**

Lights Out! Score if you lost more points than opponent during the Lights Out! game turn • **5 Points**

Git To Da Front Manz Rume: Score if Clod is in base contact with Da Front Manz Rume objective marker at some point during the game • **4 Points**

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Tug Uv Waaagh:

Some awesome flavor text about lifes struggles.

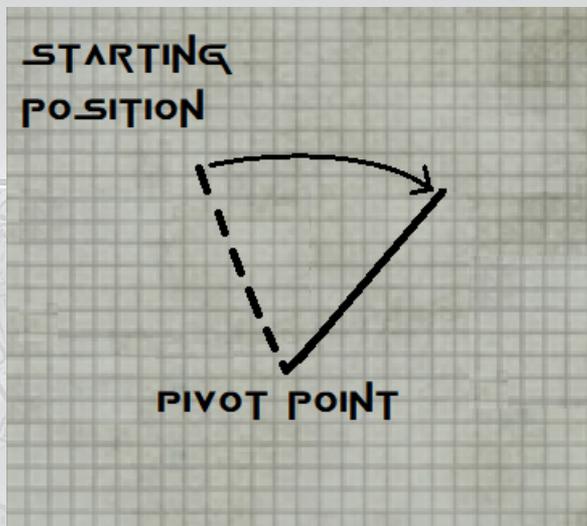
Da Tug: At the end of each movement phase, each player with at least 1 unit in contact with their Anchor rolls a number of dice equal to the number of friendly units in contact with the Rope. Each player takes the highest die roll, plus the STR characteristic of one friendly unit of their choice also in contact with the Rope. The highest total between players wins Da Tug that turn.

The winning player moves all of their units in contact with the Rope up to 3" away from the losing players Anchor towards their own Anchor.

The losing player moves every one of their unit that was in contact with the Rope 3" directly towards the opponents Anchor. Each losing players units in contact with the Rope then takes D3 Mortal Wounds.

Pivot: Once per turn in the movement phase, you may move your Anchor to be in contact with a friendly model that had been in contact with your Anchor earlier in the phase, as long as the opponent's Anchor does not move.

NOTE: The intent here is one of your models is dragging your end (Anchor) along with them.



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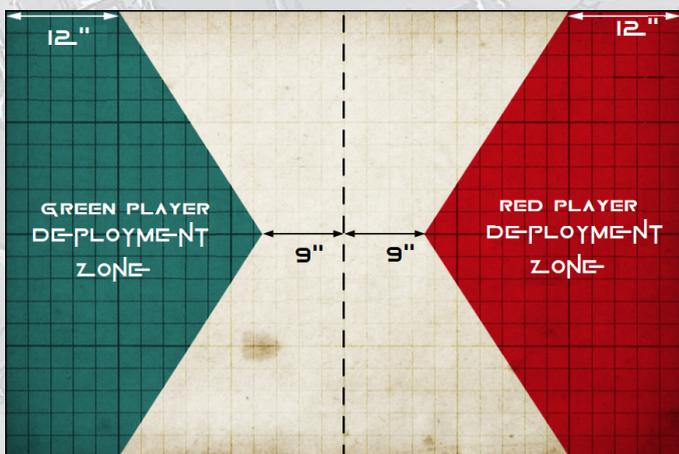
MISSION SHEET Mission 3: Da Squig Game

BACKGROUND

Dis iz it ladz! Da game az gotta end an I needz to win dem teef!

SETUP

Da Board:



Deployment: Spearhead Assault

Game Length: 5 turns

SPECIAL RULES

Infiltrator: Clod is deployed Infiltrating a friendly unit of your choice.

Glass Panels: Each player has a stack of cardboard tokens that represent Glass Panels. There are an even number of tokens that are blank and that feature a red X. Before deployment the stack should be shuffled and players take turns placing them face down on the battlefield outside of either deployment zone, and at least 4 inches from any other Glass Panels. The Red Player places first.

During the game, anytime a unit moves over a Glass Panel flip the token over. If it has a red X on the back the unit that moved over it takes 2D6 Mortal Wounds. The who's unit moved over the panel then collects the token whether it had a red X or not.

Da Squig Game: *Duz yoo no 'ow diz game is played? Me needer. Aw zog it! We juz make up ovr own game den!*

In the center of the board is Da Blue Squig. At the end of each player turn the squig automatically moves 6" directly away from the nearest unit, moving as far as possible if unable to be placed 6" away. Any unit the squig moves over or ends within 1" of takes D3 Mortal Wounds.

If a player has a friendly model within 1" of Da Blue Squig before it moves, they may roll a D6; on a 5 or less Da Blue Squig does not move.

At the end of each player turn score one Squig Point for each friendly unit within 6" of Da Blue Squig.

NOTE: As normal when 2 effects happen "at the end of the player turn" the active player may choose which order to resolve them, so you may move the Squig, then score, or score before moving.

VICTORY CONDITIONS

Da Squig Game: Have the most Squig Points at the end of the game • 6 Points

Glass Panels: Score if you have collected the most Glass Panel tokens • 5 Points

Fine Da Bruvva: An enemy unit was destroyed while your Clod was infiltrating it. • 5 Points

Weez All Winnaz: Buy or offer to buy your opponent a drink. • 4 Points

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CLOD DA COP

Base Profile :

M	WS	BS	S	T	W	A	Ld	Sv
8"	2+	5+	6	5	5	1	10	5+

Weapon	Range	Type	S	AP	D
Slugga	12"	Pistol 1	4	0	1
Pistol Whip	Melee	Melee	User	0	1

Keywords : Character, infiltrator, Clod, Unaligned

Deployment: Clod deployment is dictated by mission.

Movement: Clod moves as normal in it's owners turn.

Charging: Clod may charge any unit, even friendly. *NOTE: Clod may choose to infiltrate after a charge.*

Infiltrate: Anytime Clod is within 1" of any enemy unit he may choose to infiltrate that unit. If more than one unit is within 1" the owning player decides which unit Clod is attached to.

While **infiltrating** Clod is not considered to be present for any rules purposes outside of his own datasheet and mission specific rules relating to him. He cannot be targeted, hold objectives, count as an enemy or friendly model, etc. (i.e. Player A wishes to charge Player B with Clod infiltrated, and Clod is the nearest model. Clod's base is ignored, and Player A must measure to the other models in the target unit).

When any unit Clod has infiltrated completes any movement, Clod is immediately placed by Clod's owner within 1" of any model in the infiltrated unit. Likewise, if models are removed from the board in such a way that Clod would no longer be within 1" of the infiltrated unit, Clod's owner places him within 1" of any remaining model in the infiltrated unit.

If all models in the infiltrated unit are removed from the board, Clod remains in place and is no longer considered to be infiltrated. He may choose to immediately infiltrate a different unit if his position left him within 1" of it.

Get Back In The Fight: Clod can charge on the same turn any units he's attached to falls back.

Immune to Morale

Immune to Friendly Fire

The intent of Clod is to have an infiltrator who leapfrogs from unit to unit, and is shielded from attacks by the unit, until he can locate his bruvver.