

GRANITE CITY WAAAGH! FEST

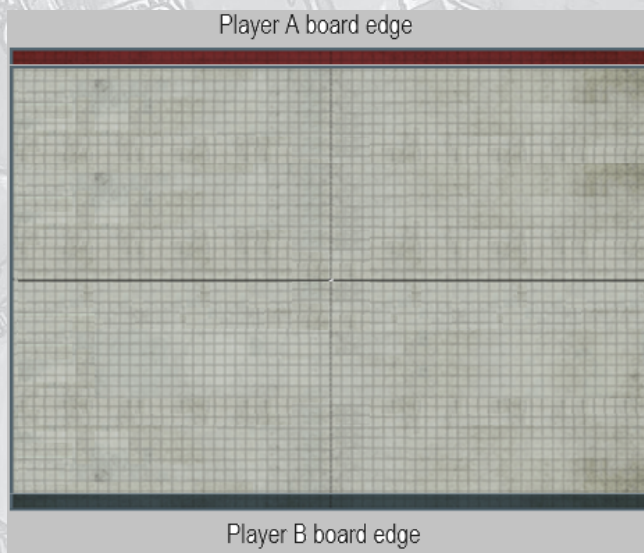
MISSION ONE: DA BARROOM BRAWL.

BACKGROUND

The heros are putting together their band of adventurers inna tavern called Da Yahnin Openin.

SETUP

- There is no special setup for this mission.
- All players get to choose two hero's to use for this mission. Only one hero may be attached to a unit.



DEPLOYMENT

ALTERNATING DEPLOYMENT All units must deploy on or in base contact with a terrain piece, and at least 9" away from enemy units.

If there is no more space on the board to deploy and non-deployed units are placed into Strategic Reserves and may deploy during a later turn by walking in from the owning players long board edge. If a unit has the Deepstrike keyword they may Deepstrike when deploying.

OUTSIDE 'AVING A 'EATER: If deploying from Strategic Reserves by walking on the board a unit may opt to spend a Command point to walk on any short board edge. Players may also opt to spend 2 Command Points to walk on the opposing players long board edge.

PLAYER ONE MAY NOT CHARGE ON THE FIRST BATTLE ROUND because he's too busy getting their drinks to worry about trying to put together their adventurer party. Player One may only charge during turn one if they pay 1 CP per target unit charged. This ability is not a stratagem.

SPECIAL RULES

RANGED WEAPONS: All shooting weapons gain the Pistol keyword. If you are in melee and choose to fire a shooting weapon as PISTOL you cannot melee that turn, unless the ranged weapon already had the PISTOL keyword.

COMMAND DRINK PHASE: Before each battle round any unit touching a terrain feature must take a drink token. Each drink token suffers +1 BS and +1 WS, but gains +1 OC. Additionally, units gain a Feel No Pain with a save equal to 7, minus the number of drink tokens. These tokens may be stacked.

During a players turn a unit may decide to drink even more as that unit's action. Any unit opting to drink more gains D3 drink tokens.

HOLD YOUR LIQUOR: At the end of each battle round roll a D10 for each unit holding drink tokens. If the unit rolls higher than the number of drink tokens, there is no effect.

If you roll equal to or less than the number of drink tokens that unit passes out. All drink tokens are removed from that unit and that unit cannot do anything except defend in melee the next battle round.

CONTROL DA BAR: At the end of each player turn for every terrain piece controlled by the player they score a point that progressively is tallied. At the end of the game the player with more CONTROL DA BAR points wins this objective. For this mission terrain is counted as objectives.

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.

CONTROL DA BAR 6 POINTS Score more progressive points than opponent.

TAKE DOWN DA BIG UN 5 POINTS Score if you kill the most expensive enemy unit.

DA DRUNKEST LAD 5 POINTS Score if you have the unit with the most drink tokens at the end of the game.

BUY YOUR OPPONENT A DRINK 4 POINTS Offer to buy your opponent a drink. It can't hurt.

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MISSION TWO: DA GRETCHEN DUNGUN

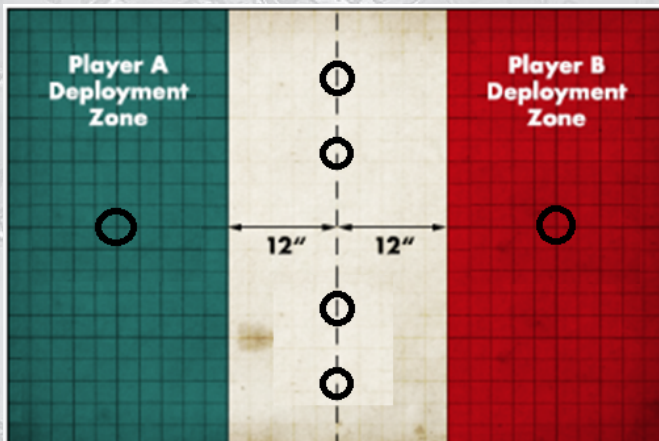
BACKGROUND

Wif da map in 'and da merry lads run off ta krump a dungun.

SETUP

Hammer and Anvil.

- SHINY GUBBINZ Chests: there are 6 SHINY GUBBINZ chests set up on the board.
- All players get to choose three hero's to use for this mission. Only one hero may be attached to a unit



SPECIAL RULES

DUNGUN TERRAIN: To represent the dungun all terrain is impassible and blocks line of sight.

SHINY GUBBINZ CHESTS: Count as an objective but units must be in base contact to open. If players want to open the chest it counts as that unit's action for that turn. Each player can only open one chest per turn.

When a chest is opened roll D4.

- 1: Eets a Trap! Unit takes D4 Mortal Wounds.
- 2: A Secret Door is discovered. Only the unit discovering the door **may** use it. The door must be used immediately, and transports the discovering unit to any terrain feature on the board. The unit is redeployed to the terrain feature and all models must set up in base contact with the feature. This redeployment may put the redeployed unit into base contact with an enemy unit. If in contact this counts as a charge. If a unit chooses to use the Secret Door the player gains a SHINY GUBBINZ token.
- 3: The chest is actually a Mimic that attacks in the fight phase.

MIMIC! A Mimic immediately attacks the unit.

The Mimics stats are S5, T5, W5, WS4, A4 for D1, AP1.

Fights First and prevents Fall Back.

Once the Mimic is dead, the unit it attacked gains D4 SHINY GUBBINZ tokens.

- 4: SHINY GUBBINZ! Collect D8 SHINY GUBBINZ tokens and keep with you for Mission three!

VICTORY CONDITIONS Once the opened chest result has been resolved remove the chest from play.

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

DA "SIDE" QUEST 6 POINTS Can be scored any turn after turn one. At some time during the game any hero unit must touch a long board edge in the enemy's deployment zone.

DA MURDER HOBO 5 POINTS Score if you kill more points than your opponent.

Git Da SHINY GUBBINZ 5 POINTS Score if you have more SHINY GUBBINZ tokens than your opponent.

E' 'EROICALLY DIED (TOTAL PARTY KILL) 4 POINTS Score this if all your hero's are dead by the end of the game.

After the game players hold on to up to 5 of their SHINY GUBBINZ tokens!

GRANITE CITY WAAAGH! FEST

MISSION THREE: DA DRAGUN

BACKGROUND:

Da playaz are now in da lare uv a dragun. E seez dey av iz trezzur an 'e wantz it back!

SETUP

Dawn of War.

- **DRAGUN:** there is a Dragun set up in the center of the board with 5 SHINY GUBBINZ tokens in or on it's base. There are also six SHINY GUBBINZ chests along the center of the board.
- All players get all four hero's to use for this mission. Only one hero may be attached to a unit



SPECIAL RULES

DRAGUN: Da Dragun will attack at the end of each battle round. Using it's Breth Wepun, the Dragun attacks the player who has the most SHINY GUBBINZ tokens, attacking the nearest unit. If a unit is in base contact with the Dragun it will attack that unit instead. See the attached Dragun datasheet for more information.

BRETH WEPUN: Da Dragun has a breth wepun based on its color. Damage and effects are noted on the cards supplied at each table.

DROP DA LOOT!: At the beginning of each Battle Round players may secretly opt to drop any number of SHINY GUBBINZ tokens they have collected, depositing up to 6 tokens on the Draguns base, the rest are discarded. Each player records the number on paper and reveals the number to opposing players at the same time. If the Dragun is slain, it's SHINY GUBBINZ are left in its place.

DEAD UNITS DROP DA LOOT: When any unit dies the player places one of their SHINY GUBBINZ token on the table where the unit died.

LOOT, SCOOT, N BOOGY: Once per turn a player may pick up a SHINY GUBBINZ one of their units is in contact with.

LOOKIN FER LOOT: In a players turn, each of their units may perform their action by *Lookin Fer Loot*. The unit must be in base contact with a terrain feature. That unit immediately gains the player 1 SHINY GUBBINZ token for each unit spending their turn looking.

SHINY GUBBINZ CHESTS: Count as an objective but units must be in base contact to open. If players want to open the chest it counts as that unit's action for that turn. Each player can only open one chest per turn.

When a chest is opened roll a D20.

- 1: There is nothing inside.
- 2-5: Collect 1 SHINY GUBBINZ tokens.
- 6-9: Collect 2 SHINY GUBBINZ tokens.
- 10-14: Collect 3 SHINY GUBBINZ tokens.
- 15-19: Collect 4 SHINY GUBBINZ tokens.
- 20: Collect 5 SHINY GUBBINZ tokens.

Once the opened chest result has been resolved remove the chest from play.

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.

I HAZZIZ DA SHINY GUBBINZ 6 POINTS Score if you have more SHINY GUBBINZ tokens than your opponent.

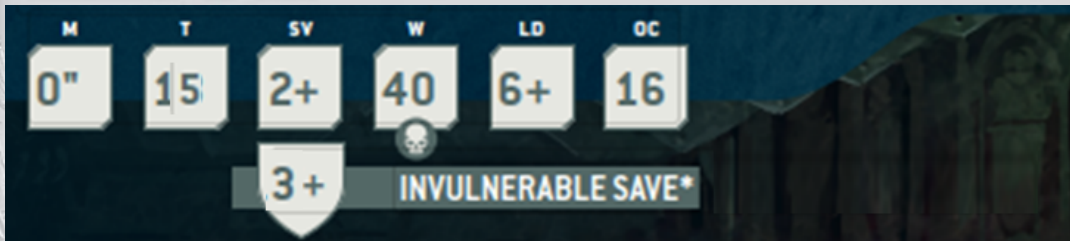
KILL DA DRAGUN 5 POINTS Scored to the player who slays the Dragun using a Hero unit that struck the killing blow.

TOTAL PARTY KILL (TPK) 5 POINTS Score if you kill all of your opponents Hero units by the end of the game.

I IZ POOR 4 POINTS Score if you have fewer SHINY GUBBINZ tokens at the end of the game than your opponent.

GRANITE CITY WAAAGH! FEST

DA DRAGUN



RANGED WEAPONS

RANGE

A

BS

S

AP

D

Breth Wepun[IGNORES COVER, TORRENT]

48"

D4+D8+D10+D12

N/A

7

-2

3

THE DRAGUNZ COLOR ALSO HAS A SPESHUL EFFECT

BLACK [POISON]

Anti-Infantry 2

GREEN [ACID]

Anti-Vehicle 2, Anti-Monster 2

RED [FIRE]

Melta 2

WHITE [ICE]

A unit damaged by this Breth Wepun is Move -2".

BLUE [ELECTRICITY]

Replace the Torrent Keyword with Sustained Hits 2, BS 3+.

*If the dragun is a Tiamat model roll D10 to figure out what Breth Wepun is used for that attack.

MELEE WEAPONS

RANGE

A

WS

S

AP

D

Claws and Teef

Melee

2D8

3+

12

-1

4

ABILITIES

CORE: **Fights First, Deadly Demise 4D8 (+2)**

FACTION: **Dragun**

Striding Colossus: Each time you target this model with a stratagem, you must spend twice that Strategem's state CP cost to do so.

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: **WALKER, MONSTER, TOWERING, WAAAGHFEST, DRAGUN**



Black Dragon Breth Wepun

RANGED WEAPONS	RANGE	A	B	S	AP	D
[IGNORES COVER, TORRENT]	48"	D4+D8+D10+D12	N/A	7	-2	3
BLACK[POISON]	Anti-Infantry 2					



Green Dragon Breth Wepun

RANGED WEAPONS	RANGE	A	B	S	AP	D
[IGNORES COVER, TORRENT]	48"	D4+D8+D10+D12	N/A	7	-2	3
GREEN [ACID]	Anti-Vehicle 2, Anti-Monster 2					



White Dragon Breth Wepun

RANGED WEAPONS	RANGE	A	B	S	AP	D
[IGNORES COVER, TORRENT]	48"	D4+D8+D10+D12	N/A	7	-2	3
WHITE [ICE]	A unit damaged by this Breth Wepun is Move -2".					



Red Dragon Breth Wepun

RANGED WEAPONS	RANGE	A	B	S	AP	D
[IGNORES COVER, TORRENT]	48"	D4+D8+D10+D12	N/A	7	-2	3
RED [FIRE]	Melta 2					



Blue Dragon Breth Wepun

RANGED WEAPONS	RANGE	A	B	S	AP	D
[IGNORES COVER, TORRENT]	48"	D4+D8+D10+D12	N/A	7	-2	3
BLUE [ELECTRICITY]	Replace the Torrent Keyword with Sustained Hits 2, BS 3+.					



Tiamat Dragon Breth Wepun

RANGED WEAPONS	RANGE	A	B	S	AP	D
[IGNORES COVER, TORRENT]	48"	D4+D8+D10+D12	N/A	7	-2	3
BLACK[POISON]	Anti-Infantry					
GREEN [ACID]	Anti-Vehicle 2, Anti-Monster 2					
WHITE [ICE]	A unit damaged by this Breth Wepun is Move -2".					
RED [FIRE]	Melta 2					
BLUE [ELECTRICITY]	Replace the Torrent Keyword with Sustained Hits 2, BS 3+.					

* Tiamat models roll D10 to figure out what Breth Wepun is used for that



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Clod

DA 'EROZ: *Each player gets to choose a pair of heroes to start their adventure. Heroes are represented by their unit buff ability and have no stat line. Any unit that features one of the character classes below is referred to as a "Hero". Only one Hero can be attached to a unit. If the unit the hero is attached to is destroyed the Hero is also destroyed.*

DA FI'TA:

This Clod grants the unit's melee weapons he's attached to +1 Strength.

Once per game, at the start of a fight phase, this units' melee weapons are +1 Attack.

DA ROGG (GRETCHEN MODEL):

This Clod grants the unit he's attached to **Stealth**.

If engaged in melee, before combat begins, this Hero may steal 1D3 SHINY GUBBINZ Tokens from their opponent.

SNEAK ATTACK. Once per game, the unit this Hero is attached to gains Lethal Hits.

DA WIZ BANG:

For each game, this Clod grants the attached unit any two spells that may be used one time.

DIMENSHUN DOR: When used during a players movement phase the unit immediately makes a deep strike re-deployment up to 12" away from their current location.

MAGIC MISSILE: Used during your shooting phase in addition to any other shooting attacks the unit makes, this attack causes D4+1 wounds at AP1 to any enemy unit within 18" away.

WISH: Used during your turn to change any one die roll to any result.

FIREBALL: Used during your shooting phase, this attack is range 72", BS4+, S6, blast 6D6 attacks at AP0, damage 1, Devastating Wounds.

DA EALEE GUY:

This Clod grants the attached unit a Feel No Pain on a 6+.

In your Command Phase, you can heal 1D4 wounds in the attached unit. If the unit is comprised of single wound models, previously killed models are returned to play in base contact with any model from the Hero unit. The footprint of the Hero unit may not be expanded when models are returned to play.



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Da Rogg

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PUNCHCARDS

ROLL FOR INITIATIVE!!

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

Potion of Giant Strength: Often comes in a metallic container a handwidth in height and marked with the words "Monster". grants any one single melee attack Str 20.

Bag of Devouring: Appears as a bag with 'uge, gnashing teef. When used the target unit loses 1D3 SHINY GUBBINZ Tokens.

Cape of Billowing: When used the target unit is -1 to be hit because the enemy is awestruck by their majestic cloak.

Teddy Bear: Allows the target unit to auto-pass a Morale check.

Rod of Shifting: When used the target unit is directed to slide to the right, or step to the left, by 2".

Pinkeye of the Beholder: Appears as a living ball of yuck about 1' in diameter. This item shuts off a target unit's abilities until the end of the current phase.

Tome of Enfeeblement: Reduces the target units Toughness by 2 until the end of the current phase.

Immovable Rod: When used the target unit cannot move, charge, pile-in, fall back, or move in any way until the end of the battle round.



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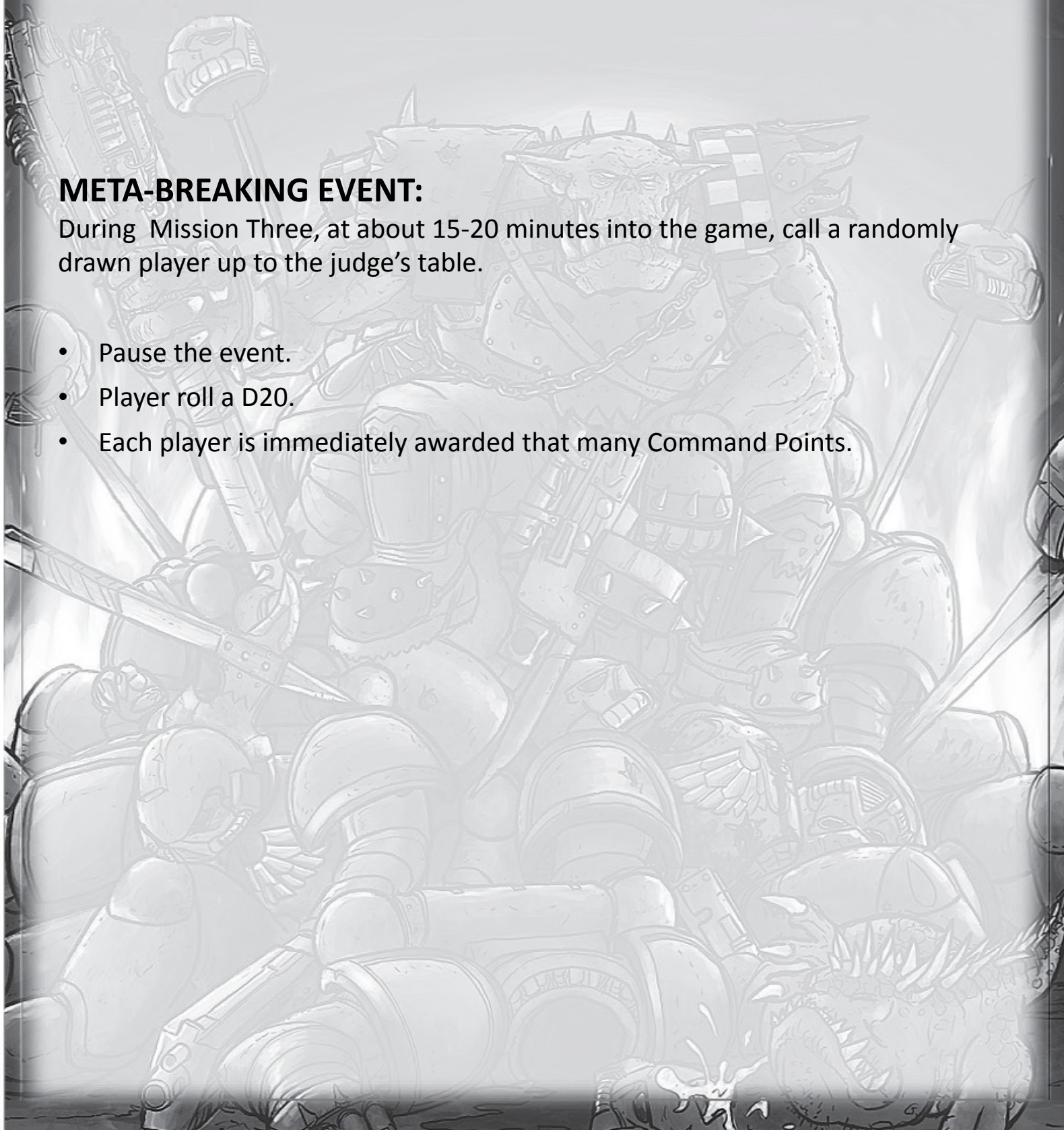
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STAFF NOTES

META-BREAKING EVENT:

During Mission Three, at about 15-20 minutes into the game, call a randomly drawn player up to the judge's table.

- Pause the event.
- Player roll a D20.
- Each player is immediately awarded that many Command Points.





SCORE SHEET MISSION 1: DA BARROOM BRAWL.

Player Name:

Opponent Name:

Did you get first blood?

CONTROL DA BAR 6 POINTS Score more progressive points than opponent.

TAKE DOWN DA BIG UN 5 POINTS Score if you kill the most expensive enemy unit.

DA DRUNKEST LAD 5 POINTS Score if you have the unit with the most drink tokens at the end of the game.

BUY YOUR OPPONENT A DRINK 4 POINTS Offer to buy your opponent a drink. It can't hurt.

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.



SCORE SHEET MISSION 2: DA GRETCHEN DUNGUN

Player Name:

Opponent Name:

Did you get first blood?

DA "SIDE" QUEST 6 POINTS Can be scored any turn after turn one. At some time during the game any hero must touch a long board edge in the enemy's deployment zone.

DA MURDER HOBO 5 POINTS Score if you kill more points than your opponent.

Git Da SHINY GUBBINZ 5 POINTS Score if you have more SHINY GUBBINZ tokens than your opponent.

E' 'EROICALLY DIED (TOTAL PARTY KILL) 4 POINTS Score this if all of your hero's are dead by the end of the game.

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SCORE SHEET MISSION 3: DA DRAGUN

Player Name:

Opponent Name:

Did you get first blood?

I HAZZIZ DA SHINY GUBBINZ 6 POINTS Score if you have more SHINY GUBBINZ tokens than your opponent.
KILL DA DRAGUN 5 POINTS Scored to the player who slays the Dragun using a Hero unit that struck the killing blow.
TOTAL PARTY KILL (TPK) 5 POINTS Score if you kill all of your opponents Hero units by the end of the game.
I IZ POOR 4 POINTS Score if you have fewer SHINY GUBBINZ tokens at the end of the game than your opponent.

YOU OPPONENT

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