

# WELCOME TO WAAAGH! PACA

**THE HANDSOMEST WFB TOURNAMENT IN THE WORLD!**

**YOUR NAME** \_\_\_\_\_

**YOUR ARMY** \_\_\_\_\_

**YOUR WARHAMMER CLUB** \_\_\_\_\_

**ROUND 1 OPPONENT** \_\_\_\_\_

**YOUR ROUND 1 BATTLE SCORE** \_\_\_\_\_

**WAS THIS A GRUDGE MATCH? YES / NO (CIRCLE ONE)**

**ROUND 2 OPPONENT** \_\_\_\_\_

**YOUR ROUND 2 BATTLE SCORE** \_\_\_\_\_

**ROUND 3 OPPONENT** \_\_\_\_\_

**YOUR ROUND 3 BATTLE SCORE** \_\_\_\_\_

**ROUND 4 OPPONENT** \_\_\_\_\_

**YOUR ROUND 4 BATTLE SCORE** \_\_\_\_\_

**ROUND 5 OPPONENT** \_\_\_\_\_

**YOUR ROUND 5 BATTLE SCORE** \_\_\_\_\_

**WAS THIS A GRUDGE MATCH? YES / NO (CIRCLE ONE)**

**WHO WAS YOUR FAVORITE OPPONENT OVER THE COURSE OF THE TOURNAMENT?**

**OPPONENT'S NAME** \_\_\_\_\_

**GRUDGE MATCH OPPONENTS ARE \*NOT\* ELIGIBLE**

**\*THE WAAAGH! PACKET'S REPLACEMENT VALUE IS \$2.00 AND 1 ETIQUETTE POINT**

# THE WAAAGH! PACKET CONTENTS

- **YOUR TOURNEY SUMMARY - COVER PAGE**
  - **DO NOT LOSE THE COVER PAGE!**
- **PG 2 - SCHEDULE**
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## SCHEDULE (SUBJECT TO THE WILL OF CHAOS)

### SATURDAY

- **8:00-9:15** - **REGISTRATION**
- **9:15-9:30** - **OPENING CEREMONIES**
- **9:30-12:00** - **GAME ONE**
- **12:00-1:00** - **LUNCH**
- **1:00-3:30** - **GAME TWO**
- **3:30-4:00** - **PLAYER'S CHOICE VOTING**
- **4:00-6:30** - **GAME THREE**
- **6:30-8:00** - **DINNER**
- **8:00-8:30** - **MUSTACHE AWARDS**
- **8:30-???** - **TOMFOOLERY**

### SUNDAY

- **9:30-12:00** - **GAME FOUR**
- **12:00-1:00** - **LUNCH**
- **1:00-3:30** - **GAME FIVE**
- **3:30-4:00** - **RAFFLE**
- **4:00-4:30** - **AWARDS CEREMONY**

## **GENERAL GAME INFO**

- **LISTS WILL BE CLOSED FOR WAAAGH! PACA, WITH THE EXCEPTION OF SPECIAL CHARACTERS.**
  - **ALL SPECIAL CHARACTER RULES MUST BE SHARED BEFORE THE GAME STARTS.**
- **AFTER THE GAME IS FINISHED, PLEASE EXCHANGE LISTS WITH YOUR OPPONENT.**
- **UNLESS OTHERWISE INDICATED, ALL GAMES ARE SIX TURNS IN LENGTH. PLEASE WRAP UP THE TURN YOU ARE ON WHEN THE 15-MINUTE WARNING IS ANNOUNCED. OR ELSE.**
- **PLEASE TURN IN YOUR COMPLETED SCORE SHEET PROMPTLY AFTER EACH GAME, AS YOU WILL EARN ONE BONUS POINT EVERY TIME YOU GET YOUR SHEET IN WITHIN 10 MINUTES OF TIME BEING CALLED. THIS MAKES THE PAIRINGS GO FASTER! (WE WOULD PRINT RED SCORE SHEETS IF WE COULD AFFORD IT)**
- **FEEL FREE TO GRAB AN ORGANIZER IF YOU HAVE ANY QUESTIONS, WE WILL DO OUR BEST TO RESOLVE ANY ISSUES. BUT REMEMBER: OUR SAY IS FINAL.**

## **BASIC TERRAIN RULES**

- **TERRAIN IS FIXED, BITCHES.**
- **EACH TABLE HAS A TERRAIN SHEET, INDICATING THE RULES FOR ANY AND ALL TERRAIN FEATURES ON THE BOARD. DON'T SPILL YOUR BEER ON IT.**
- **SOME BOARDS HAVE RIVERS, HILLS OR OTHER FEATURES BUILT DIRECTLY INTO THEM. THESE RULES WILL BE ELABORATED ON IN THE TABLE TERRAIN SHEET. F'IN RIVER TABLES...**
- **UNLESS INDICATED OTHERWISE IN THE TABLE TERRAIN SHEET, CONSIDER ALL TERRAIN ITEMS TO BE MUNDANE.**
  - **IE. WOODS ARE NOT CONSIDERED MYSTERIOUS UNLESS SPECIFICALLY DESIGNATED ON THE TERRAIN SHEET - WHHHHHHHHHHEEEEEW!**

## **MISCELLANEOUS INFORMATION**

- **PLEASE PARTICIPATE IN THE CHARITY RAFFLE, BENEFITING WAUPACA AREA SCHOOLCHILDREN IN NEED, THIS IS WORTH ONE ETIQUETTE POINT.**
- **STICK AROUND AFTER DINNER IF YOU WISH TO ENTER THE MUSTACHE COMPETITION, THIS IS ALSO WORTH ONE ETIQUETTE POINT (AND THERE MAY BE GIRLS ON SKATES)**

## **YOUR 2012 TOURNAMENT SCHEDULE**

- **ADEPTICON - ADEPTICON.ORG**
- **MIDWEST RAMPAGE - MIDWEST-RAMPAGE.JIMEMERICK.COM**
- **THE RODGE PODGE - POINTHAMMERED.COM/FORUM/RETARDED**
- **INVASION KENOSHA - INVASIONKENOSHA.COM**
- **BUGMAN'S OKTOBERFEST - WWHFB.COM**
- **THE NORTHSTAR - THENORTHSTARGT.COM**
- **MERRY MAYHEM - WWHFB.COM**
- **BLOOD IN THE SUN - BLOODINTHESUN.COM**

## **DA MAN OF INTRIGUE RULEZ**

**THE MAN OF INTRIGUE IS USED IN EVERY SCENARIO AND USES THESE RULES:**

- **THE MODEL ITSELF MUST BE NO LARGER THAN 50MM SQUARE**
- **THE MAN OF INTRIGUE IS PLACED IN A CORE UNIT OF YOUR CHOICE AND COUNTS AS ONE REGULAR TROOPER (REGARDLESS OF BASE SIZE).**
- **HE IS ONLY REMOVED AS A COMMAND MODEL, AFTER THE STANDARD AND MUSICIAN, BUT BEFORE THE CHAMPION. (HE CANNOT BE PICKED OUT OR EVER LEAVE THE UNIT).**
- **THE MAN OF INTRIGUE IS WORTH THREE TIMES AS MUCH AS A REGULAR TROOPER IF SLAIN, SUBJECT TO A 25 VP MINIMUM.**
- **SPECIAL RULES: THE MAN OF INTRIGUE MAY HAVE ADDITIONAL RULES AS OUTLINED IN EACH SCENARIO.**

## **DA OBJECTIVE MARKER RULEZ**

**THE OBJECTIVE IS NOT USED IN EVERY SCENARIO, BUT DEPLOYS WITH THESE RULES:**

- **THE MARKER IS DEPLOYED BY THE MAN OF INTRIGUE AT THE END OF ONE OF YOUR REMAINING MOVES PHASE.**
- **THE MARKER MAY NOT BE DEPLOYED THE SAME TURN THE MAN OF INTRIGUE CHARGES, FAILS A CHARGE, MARCHES, SWIFT REFORMS, FLEES OR GOES STUPID.**
- **PLACE THE MARKER AT LEAST 1" AWAY FROM ANY UNIT OR PIECE OF TERRAIN AND WITHIN "M" INCHES OF THE MAN OF INTRIGUE MODEL (WHERE "M" IS THE MOVEMENT VALUE OF THE MAN OF INTRIGUE).**
- **REMOVE THE MAN OF INTRIGUE FROM THE GAME ONCE THE OBJECTIVE IS DEPLOYED. (HE WILL NOT COUNT AS SLAIN).**

**ONCE DEPLOYED, THE OBJECTIVE USES THESE RULES:**

- **THE MARKER ITSELF MUST BE NO LARGER THAN 50MM SQUARE**
- **IT MAY OR MAY NOT BLOCK LOS (DEPENDING ON THE MODEL ITSELF).**
- **FRIENDLY MODELS MAY MOVE THROUGH THE OBJECTIVE WITHOUT PENALTY**
- **ENEMY MODELS MAY MOVE THROUGH THE OBJECTIVE BUT IT COUNTS AS DANGEROUS TERRAIN TO ALL UNIT TYPES.**
- **ENEMY MODELS MAY END THEIR MOVE ON THE OBJECTIVE IN AN ATTEMPT TO DESTROY IT (SEE BELOW).**

**DESTROYING THE OBJECTIVE:**

- **IF AN ENEMY UNIT COMPLETELY COVERS THE MARKER AT THE END OF THEIR MOVEMENT PHASE (AFTER ANY DANGEROUS TERRAIN TESTS HAVE BEEN RESOLVED), REMOVE THE OBJECTIVE FROM THE BATTLEFIELD.**
- **NOTE: THE OBJECTIVE MUST BE COMPLETELY COVERED, SO SKIRMISHERS OR SINGLE MODELS WOULD NOT LIKELY BE ABLE TO SNUFF OUT THE OBJECTIVE.**

# **DA FIRST SCENARIO**

## **SCENARIO #1**

### **THE MAJOR OBJECTIVE**

- **REDUCE YOUR OPPONENT'S FORTITUDE POINTS BY AT LEAST HALF**

### **DEPLOYMENT**

- **PER BLOOD AND GLORY, PG. 148, WITH THE FOLLOWING EXCEPTION:**
- **THE PLAYER WHO TRAVELED THE FARTHEST CHOOSES TABLE SIDES.**

### **SCENARIO RULEZ**

- **PER BLOOD AND GLORY, PG. 148, WITH THE FOLLOWING EXCEPTION:**
- **THE BREAK POINT IS ONE.**

### **MAN OF INTRIGUE SPECIAL RULEZ**

- **THE MAN OF INTRIGUE COUNTS AS 1 FORTITUDE POINT.**
- **THE OBJECTIVE MARKER IS NOT USED IN THIS SCENARIO.**

### **VICTORY**

- **WIN - MOST FORTITUDE POINTS REMAINING**
- **DRAW - EQUAL FORTITUDE POINTS**
- **MINOR LOSS - ONE FORTITUDE POINT LESS THAN YOUR OPPONENT**
- **LOSS- TWO OR MORE FORTITUDE POINTS LESS THAN YOUR OPPONENT**

# DA FIRST SCENARIO SCORESHEET #1

**TABLE # \_\_\_\_\_**  
**YOUR NAME**

-----  
**OPPONENT'S NAME**  
-----

**DID YOUR OPPONENT ARRIVE TO THE GAME ON TIME? (PLACE AN X)**

**YES \_\_\_\_\_**

**NO \_\_\_\_\_**

**WHO WON THE GAME? (PLACE AN X)**

**YOU**

**YOUR OPPONENT**

**WIN - 3 PTS**

**DRAW - 2 PTS**

**MINOR LOSS - 2 PTS**

**LOSS - 1 PT**

**DID EITHER OF YOU ATTAIN THE MAJOR OBJECTIVE? (PLACE AN X)**

**YOU**

**YOUR OPPONENT**

**YES - 1 PT**

**NO - 0 PTS**

-----  
**SCORER USE ONLY-**

**WAS THE SCORESHEET TURNED IN ON TIME? (CIRCLE ONE)- YES / NO**

# **DA SECOND SCENARIO**

## **SCENARIO #2**

### **THE MAJOR OBJECTIVE-**

- **DEPLOY YOUR OBJECTIVE WITHIN 8 INCHES OF THE CENTER OF THE TABLE**

### **DEPLOYMENT**

- **PER BATTLELINE, PG. 144, WITH THE FOLLOWING EXCEPTION:**
- **THE ORC PLAYER CHOOSES TABLE SIDES (ROLL A D6 IF NEITHER PLAYER (UNLIKELY) OR BOTH (LIKELY) PLAY ORCS).**

### **MAN OF INTRIGUE SPECIAL RULEZ**

- **THE MAN OF INTRIGUE WILL DEPLOY THE OBJECTIVE.**

### **VICTORY CONDITIONS**

- **WIN - YOUR OBJECTIVE IS THE ONLY ONE IN THE CENTER**
- **DRAW - BOTH OBJECTIVES ARE IN THE CENTER OR BOTH ARE NOT**
- **MINOR LOSS - YOUR OPPONENT'S OBJECTIVE IS IN THE CENTER. YOUR OBJECTIVE IS NOT.**
- **LOSS - YOU NEVER DEPLOYED YOUR OBJECTIVE**

# DA SECOND SCENARIO SCORESHEET #2

**TABLE # \_\_\_\_\_**  
**YOUR NAME**

-----  
**OPPONENT'S NAME**  
-----

**DID YOUR OPPONENT ARRIVE TO THE GAME ON TIME? (PLACE AN X)**

**YES \_\_\_\_\_**

**NO \_\_\_\_\_**

**WHO WON THE GAME? (PLACE AN X)**

**YOU**

**YOUR OPPONENT**

**WIN - 3 PTS**

**DRAW - 2 PTS**

**MINOR LOSS - 2 PTS**

**LOSS - 1 PT**

**DID EITHER OF YOU ATTAIN THE MAJOR OBJECTIVE? (PLACE AN X)**

**YOU**

**YOUR OPPONENT**

**YES - 1 PT**

**NO - 0 PTS**

-----  
**SCORER USE ONLY-**

**WAS THE SCORESHEET TURNED IN ON TIME? (CIRCLE ONE)- YES / NO**

# **DA THIRD SCENARIO**

## **SCENARIO #3**

### **THE MAJOR OBJECTIVE**

- **SING AT LEAST ONCE.**

### **DEPLOYMENT**

- **PER MEETING ENGAGEMENT, PG. 149, WITH THE FOLLOWING EXCEPTION:**
- **THE PLAYER WITH THE LEAST FACIAL HAIR CHOOSES TABLE SIDES.**

### **MAN OF INTRIGUE SPECIAL RULEZ**

- **THE MAN OF INTRIGUE IS AN ENCHANTING SINGER. WHILE HE LIVES:**
- **A PLAYER MAY "BOOST" ONE SPELL PER PHASE BY SINGING DURING THE SPELL DICE ROLL AND MAINTAINING THE SONG UNTIL:**
  - **THE OPPONENT ROLLS HIS DISPEL DICE, LETS THE SPELL GO OFF, OR 30 SECONDS. WHICHEVER IS SHORTEST.**
- **THIS "BOOSTED" SPELL ONLY NEEDS TO MEET THE UNBOOSTED SPELL CASTING COST, BUT HAS THE BOOSTED SPELL EFFECTS.**
  - **IF THERE ARE MULTIPLE LEVELS, THIS ONLY BOOSTS IT ONE LEVEL**
- **A PLAYER MAY "BOOST" ONE DISPEL ATTEMPT PER PHASE BY SINGING DURING THE DISPEL DICE ROLL.**
  - **THE "BOOSTED" DISPEL ADDS 5 TO YOUR DICE ROLL.**
- **THE OBJECTIVE MARKER IS NOT USED IN THIS SCENARIO.**

### **VICTORY CONDITIONS**

- **ALL PLAYERS ARE LOSERS (OBVIOUSLY) IN THIS SCENARIO**
- **YOU CAN SALVAGE THE SITUATION BY ACCUMULATING SOME VICTORY POINTS (CALCULATED PER PG. 143 OF THE RULEBOOK)**
  - **0 TO 250 VPS - 0 POINTS**
  - **251 TO 500 VPS - 1 POINT**
  - **501 TO 1,500 VPS - 2 POINTS**
  - **1,501+ VPS - 3 POINTS**
- **THIS IS PURELY HOW MUCH YOU GAIN YOURSELF, NOT THE DIFFERENCE. BOTH PLAYERS COULD SCORE 3 POINTS IN THIS SCENARIO.**

# DA THIRD SCENARIO SCORESHEET #3

**TABLE # \_\_\_\_\_**  
**YOUR NAME**

-----  
**OPPONENT'S NAME**  
-----

**DID YOUR OPPONENT ARRIVE TO THE GAME ON TIME? (PLACE AN X)**

**YES \_\_\_\_\_**

**NO \_\_\_\_\_**

**HOW MANY VPS DID YOU GET? WRITE DOWN THE ACTUAL TOTAL!**

<b>YOU</b>		<b>YOUR OPPONENT</b>
-----	<b>1,501+ VPS - 3 PTS</b>	-----
-----	<b>501+ VPS - 2 PTS</b>	-----
-----	<b>251+ VPS - 1 PT</b>	-----
-----	<b>LESS THAN 250 VPS</b>	-----

**DID EITHER OF YOU ATTAIN THE MAJOR OBJECTIVE? (PLACE AN X)**

<b>YOU</b>		<b>YOUR OPPONENT</b>
-----	<b>YES - 1 PT</b>	-----
-----	<b>NO - 0 PTS</b>	-----

-----  
**SCORER USE ONLY-**

**WAS THE SCORESHEET TURNED IN ON TIME? (CIRCLE ONE)- YES / NO**

# **DA FOURTH SCENARIO**

## **SCENARIO #4**

### **THE MAJOR OBJECTIVE**

- **DEPLOY YOUR OBJECTIVE ON THE OPPONENT'S HALF OF THE TABLE.**

### **DEPLOYMENT**

- **PER BATTLELINE, PG. 144, WITH THE FOLLOWING EXCEPTION:**
- **THE PLAYER WITH THE LEAST FORTITUDE CHOOSES TABLE SIDES.**

### **SPECIAL RULES**

- **PLAYERS MAY CAPTURE TABLE QUARTERS.**
- **THE PLAYER WITH THE MOST FORTITUDE IN A TABLE QUARTER AT THE END OF THE GAME CAPTURES IT.**
- **IF FORTITUDE POINTS ARE EQUAL, THE TABLE QUARTER IS CONTESTED AND COUNTS FOR NEITHER PLAYER.**
- **IF A UNIT STRADDLES MULTIPLE QUARTERS, USE THE PLACEMENT OF THE STANDARD BEARER TO DETERMINE THE CORRECT TABLE QUARTER.**

### **MAN OF INTRIGUE SPECIAL RULEZ**

- **THE MAN OF INTRIGUE WILL DEPLOY THE OBJECTIVE.**
- **THE OBJECTIVE COUNTS AS TWO FORTITUDE POINTS IN THE TABLE QUARTER IT IS IN.**

### **VICTORY CONDITIONS**

- **WIN - MOST TABLE QUARTERS CAPTURED**
- **DRAW - EQUAL NUMBER OF TABLE QUARTERS CAPTURED**
- **MINOR LOSS - ONE LESS TABLE QUARTER THAN YOUR OPPONENT**
- **LOSS - TWO OR MORE TABLE QUARTERS LESS THAN YOUR OPPONENT**

# DA FOURTH SCENARIO SCORESHEET #4

**TABLE # \_\_\_\_\_**  
**YOUR NAME**

-----  
**OPPONENT'S NAME**  
-----

**DID YOUR OPPONENT ARRIVE TO THE GAME ON TIME? (PLACE AN X)**

**YES \_\_\_\_\_**

**NO \_\_\_\_\_**

**WHO WON THE GAME? (PLACE AN X)**

**YOU**

**YOUR OPPONENT**

**WIN - 3 PTS**

**DRAW - 2 PTS**

**MINOR LOSS - 2 PTS**

**LOSS - 1 PT**

**DID EITHER OF YOU ATTAIN THE MAJOR OBJECTIVE? (PLACE AN X)**

**YOU**

**YOUR OPPONENT**

**YES - 1 PT**

**NO - 0 PTS**

-----  
**SCORER USE ONLY-**

**WAS THE SCORESHEET TURNED IN ON TIME? (CIRCLE ONE)- YES / NO**

# **DA LAST SCENARIO**

## **SCENARIO #5**

### **THE MAJOR OBJECTIVE**

- **DEPLOY YOUR OBJECTIVE ON THE OPPONENT'S HALF OF THE TABLE.**

### **DEPLOYMENT**

- **PER BATTLELINE, PG. 144, WITH THE FOLLOWING EXCEPTION:**
- **THE LUCKIEST PLAYER CHOOSES TABLE SIDES.**
- **(DETERMINED BY WHOEVER ROLLS HIGHER ON A D6)**

### **SPECIAL RULES**

- **VICTORY POINTS PER PG. 143 WITH THE FOLLOWING EXCEPTIONS:**
- **SEIZED STANDARDS ARE WORTH 100 VP INSTEAD OF 25 VP.**
- **THE MAN OF INTRIGUE IS WORTH A MINIMUM OF 100 VP INSTEAD OF 25 VP.**
- **TABLE QUARTERS ARE WORTH 100 VP.**
- **(USE TABLE QUARTER CAPTURE RULES PER SCENARIO #4).**

### **MAN OF INTRIGUE SPECIAL RULEZ**

- **THE MAN OF INTRIGUE WILL DEPLOY THE OBJECTIVE.**
- **THE OBJECTIVE COUNTS AS TWO FORTITUDE POINTS IN THE TABLE QUARTER IT IS IN.**

### **VICTORY CONDITIONS**

- **WIN - WON THE GAME BY MORE THAN 100 VP**
- **DRAW - WON OR LOST THE GAME BY LESS THAN 100 VP**
- **MINOR LOSS - LOST THE GAME BY LESS THAN 300 VP**
- **LOSS - LOST THE GAME BY MORE THAN 300 VP**

# DA LAST SCENARIO SCORESHEET #5

TABLE # \_\_\_\_\_

YOUR NAME \_\_\_\_\_

OPPONENT'S NAME \_\_\_\_\_

**DID YOUR OPPONENT ARRIVE TO THE GAME ON TIME? (PLACE AN X)**

YES \_\_\_\_\_

NO \_\_\_\_\_

**WHO WON THE GAME? (PLACE AN X)**

**YOU**

**YOUR OPPONENT**

_____	<b>WIN - 3 PTS</b>	_____
_____	<b>DRAW - 2 PTS</b>	_____
_____	<b>MINOR LOSS - 2 PTS</b>	_____
_____	<b>LOSS - 1 PT</b>	_____

**DID EITHER OF YOU ATTAIN THE MAJOR OBJECTIVE? (PLACE AN X)**

**YOU**

**YOUR OPPONENT**

_____	<b>YES - 1 PT</b>	_____
_____	<b>NO - 0 PTS</b>	_____

**WERE YOU SUCKERED INTO DRIVING YOU FRIENDS TO WAAAGH! PACA?  
WHO WAS IN YOUR CAR? PLEASE LIST THEM:**

\_\_\_\_\_  
\_\_\_\_\_

-----  
**SCORER USE ONLY-**

**WAS THE SCORESHEET TURNED IN ON TIME? (CIRCLE ONE)- YES / NO**