

WAR OF THE WAAAGH!

Sport is afoot in the Badlands. The air reeks of tension (and other things) as rival greenskins gather for a brawl. Banners of crude bone flap in the wind while war drums pound. At the center lies a lone and dishevelled goblin, looking very worried indeed...

Army Selection

Players should write a muster list from the Orcs and Goblins Tribes Grand Army composition to an equal points value. Prior to deployment, both players roll off. The winner decides whether to fight for Mork (or Gork) or Gork (or Mork).

Set Up: The Delicious Goblin

Some want it for its meat. Others, for worship. Whatever the reason, all eyes are fixed on the unfortunate, puny-looking prize.

Terrain is placed in a mutually agreeable manner. In addition, place a single goblin model in the centre of the board. This is the **delicious goblin**. The delicious goblin is too busy snuffling to move by itself, and too slippery to target/attack in any way.

The first unit to move through or make base contact with the delicious goblin counts as being in possession of it. Place the goblin in the centre of the unit's front rank, displacing models as needed.

The delicious goblin is considered to have a Movement value of 4. The unit in possession of it follows all movement rules for Characters & Units as seen on p. 208 of the rulebook.

The possessing unit will drop the delicious goblin if:

- the unit falls back in good order
- the unit flees
- the unit is destroyed

If dropped, the delicious goblin is left where it was prior to the unit moving. It may then be picked up by another unit.

Historical Recreation

Greenskins have fought one another since time immemorial; there are simply too many cases to pick out a notable conflict. Know that whatever the army lists - and no matter the events that unfold - that your battle has an exact historical precedent.

Deployment

Deployment zones are set out to an equal and mutually agreeable manner.

Game Length

The battle will last for six rounds or until one side concedes.

Victory!

Victory points are calculated as normal. In addition to this, the side in possession of the delicious goblin at the end of the game gains 200 bonus Victory Points.



