BACKGROUND

I know, right?! You'ze askin' "Who's spore did I haft fondle to get my very own tournament theme?" I can't tell ya, but 'iz name rhymes with "Gurly Man".

What's dat? You'ze wandering' wot I'm doin' 'ere, sittin' on dis overpass? Dat no gud nob, Francis, done wrecked my face so he'z gots ta pay. I know he's comin' through dis way and I'll be here when he does.

SETUP

Francis
Place four objectives, evenly spaced, in no-mans land. When a model ends their move in base contact roll a D6. On a 6 it's Francis; if not remove the objective. As soon as Francis is revealed, the remaining objectives are removed. If the first three objectives are not Francis the last objective is automatically Francis.

Deployment: Modified Hammer and Anvil
Units deploy on the short edges of the board and can deploy out to 27" but no closer than 9" from any long board edge. This represents the highway where the battle will take place.

SPECIAL RULES

Win the Dead Pool: After deployment but before the first turn each player announces an enemy unit or character. This unit is now in their Dead Pool.

Who's Kitty Litter Did I Just Shit In?: You must kill any enemy non-flyer unit from their Fast Attack slot. If there are no Fast Attack units in the opposing players army then use the non-flyer unit with the fastest Move characteristic from any slot. If there are two or more units with an identical movement characteristic any one of them can be used to score this objective. This unit must be determined prior to deployment.

VICTORY CONDITIONS

Francis! • 6 Points
You hold the objective at the end of the battle.
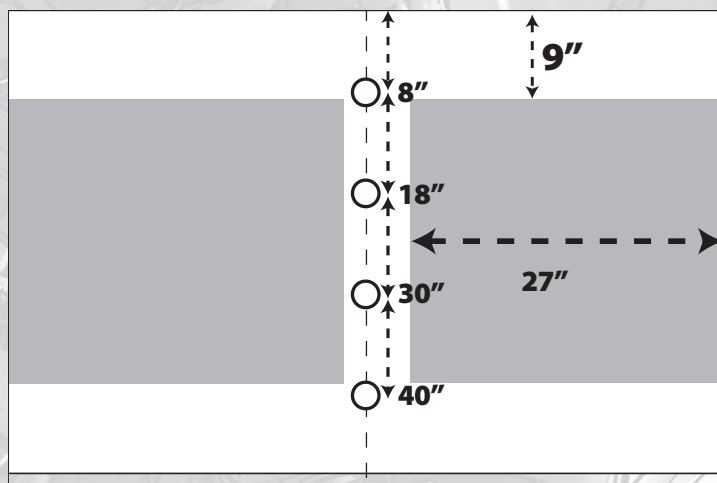
You Won the Dead Pool • 5 Points
You destroy the chosen enemy in your Dead Pool.

Whose Kitty Litter Did I Just Shit In? • 5 Points
You destroyed an enemy Fast Attack unit.

D'edpull • 4 Points
Your D'edpull killed any model during the game.

BACKGROUND

Dat no god nob, Francis slipped out at da end of da battle. Fuck muppets! Not only dat, he's kidnapped da sporefriend (ya know, Kopygrot!). Looks like he's got her (it?) trapped in some kinda stasis chamber and tryin' ta get away aboard a wrecked lifta-carrier. Time ta go Kommando and use Maximum Effurt!

SETUP

Deployment: Dawn of War

SPECIAL RULES

Stasis Chamber, Carrier Crash, Debris

Stasis Chamber: Before the battle each player is given a pint glass. This glass is the stasis chamber holding Copycat and is deployed along with their army no closer than 6" from any board edge. The chamber does not count as a unit in the owning players army with reference to staying more than 9" away from enemy units.

Carrier Crash: What a buncha *assholes!* At a predetermined time (as announced by the Waaagh!Fest! staff), the entire board begins tilting towards one of the short edges. One player rolls to see which way the board is leaning. Players moving units at all towards the low edge gain up to 2" of additional movement characteristic and units moving at all away from the edge lose 2" of movement. If this event occurs part-way through a players movement phase they should finish moving that unit unaffected then all subsequent units use the Carrier Crash rule.

Debris: When the ship begins falling anything not nailed down on the deck begins sliding off. To represent this, once, in each player's shooting phase after **Carrier Crash is in effect,** they can elect any enemy unit to be hit. The elected unit immediately suffers D3 Mortal Wounds.

OBJECTIVES

Kill Francis! • 6 Points
You killed the enemy Warlord with D'edpull.

Theres No Pulling Out Tonight • 5 Points
Your D'edpull got into base contact with the opponents Stasis Chamber at any point during the game.

Your Name Is Francis? Let Me Spell It For You • 5 Points
You killed at least one model from three different units in any one phase. Causing 2 unsaved wounds on a Lord of War counts as one of the units towards this objective. If the opponent doesn't have three units at the start of the game you are automatically awarded the points.

Kill D'edpull • 4 Points
You reduce the enemy D'edpull to 0 wounds at least once during the battle.
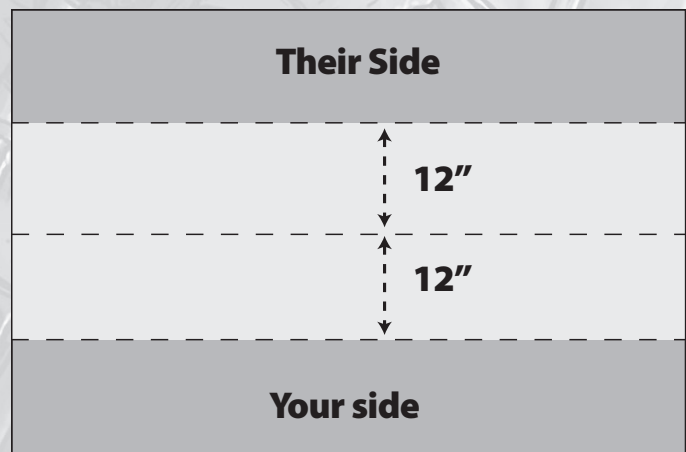
Their Side	
	↕ 12"
	↕ 12"
Your side	

BACKGROUND

Fuck Gurly Man. First, he rides my coattails with the Waaagh!-rating. Then, the hoity-toity motherfucker ups da ante by dyin'. What a squig-dick! Well, guess wot, Gurly? I'm dyin' in dis one, too!

SETUP

Da Trukk: The prison truck sets up in the middle of the board. On each players movement phase the players whose turn it is gains control of the truck. Use the following statline for the truck:

NAME	M	WS	BS	S	T	W	A	Ld	Sv
DMC truck	8"	69	🔴	🟢	Q	1000	0	420	-20

Any units (friend and enemy) in base to base contact with the truck at the beginning of the fight phase immediately suffer D6 Mortal Wounds.

Deployment: Dawn of War

SPECIAL RULES

Domino: During each player turn, that player is granted one free reroll. This reroll complies with the rules for rerolling per the basic rule book page 178.

X-Farce! : D'edpull has assembled his team of X-Farce. At least one unit (but up to three units) must be chosen. The chosen unit(s) are set up in a cargo plane instead of placing them on the battlefield. At the end of any of your movement phases the chosen unit(s) can use a HALO jump to land on the battlefield. Set them up anywhere on the battlefield that is more than 9" away from any enemy unit. X-Farce units do not need to be set up adjacent to each other. Units deploying using the X-Farce rule upon landing suffer D6 mortal wounds on a D6 roll of 1 or 2.

Editor's note: Some armies may be designed with the intent of deep-striking up to half of the army. In this event units that already have the deep-strike ability must still choose a unit to comply with the X-Farce mission rule.

OBJECTIVES

Reynolds Wrap • 6 Points
The player with the closest unit to the truck at the end of the game controls it. Units must be within 12" to claim this objective.

It Looked Like Fun • 5 Points
Your own D'edpull was reduced to 0 wounds at least once during the game (please note you still cannot shoot your own units).

I Just Responded To The Ad • 5 Points
Your own cheapest unit is alive at the end of the game.

Merc Juice at Sister Margaret's Bar • 4 Points
You bought (or offered to buy) your opponent a drink

Their Side
↕ 12"
↕ 12"
Your side

MAXIMUM EFFORT!

Each ability may only be used one time each for the duration of the event, can only be used on D'edpull and only if D'edpull is alive. These can be played at any time and may interrupt whatever action is currently occurring.

To use a Maximum Effort ability the player must yell "Maximum Effort"! A staff member will come over, punch the card, then the ability immediately takes place.

● **Jacking off a Unicorn:** D'edpull gets an additional 6" movement and +4 Attack characteristics until the end of that phase.

● **Colossus:** Opponent cannot attack D'edpull with any units in close combat.

● **Teleport:** D'edpull immediately disappears and reappears per his Lethal Ambush ability.

● **Ammo bag in the cab:** For the duration of this phase, D'edpulls pistols are 3D3 shots each.

● **Chimichanga!:** D'edpull immediately regains d6 wounds.