

Mission 1: Enta Than'Uruk da Mad Titan an dah Finitee Klaw

BACKGROUND

Dey callin it da Finiee Waaagh! Dat means fo'eva, which is a mightee long time! Than'Uruk got da flashiest fist in da 'universe and needs some shiny roks ta git all da dakka balanced or sumptin.

Der plenty ah krumpin ta do and a pile uv teef for any git dat brings in da flash! Some freeboota got wun an dat puny 'umie god gotz anuthah. Time fer da boyz ta lay down da krump!

SETUP

Objectives.

Three objectives evenly spaced in no-mans land.

Deployment: Dawn of War.

Players alternate deploying units one at a time.

SPECIAL RULES

Power Stone: All players start with the Purple Power stone.

Da Colleкта haz da Red Stone! Git in dere an finddit! :

At the end of each battle round players roll to see what the objective is. Starting with the player who went second roll a D6 for each objective marker.

- On a 6 it's the (red) Reality stone.
- On a 4-5 it's an Easter Egg (call one of the Waaaghfest staff over to you). If you find something inside it's a one-time use.
- On a 1-3 it's Howard the Duck – he's a talking duck and has no other effect.

The objectives are not removed, and a new result rolled at the end of each battle round. If the objective results in something you've already achieved then there's no further effect this turn.

Slay Loki (Krump da puny 'Umie gawd): Kill the enemy Warlord. As soon as you do you are awarded with the (Blue) Space stone.

Titan Killing Long Term Booty Call: Kill any enemy unit using the (purple) Power stone. This cannot be achieved as the result of a failed morale check.

VICTORY CONDITIONS

Krump da Puny 'Umie Gawd • 6 Points

You slayed the enemy Warlord and collected the (blue) Space stone.

Da Colleкта haz da Red Stone! • 5 Points

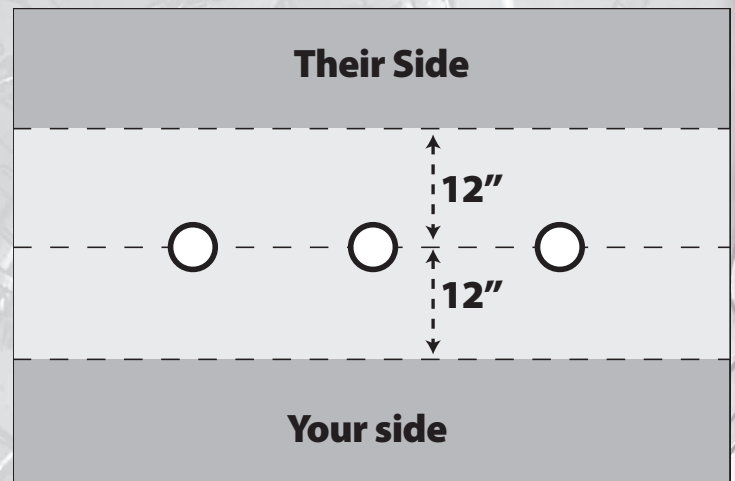
You discovered the (red) Reality stone.

Titan Killing Long Term Booty Call: • 5 Points

You destroyed any enemy unit using the (purple) Power stone.

Easter Egg • 4 Points

You discovered at least one Easter Egg.



BACKGROUND

Rokkit: Sum zonkin jerk lost a bet with me on Gorkamorka, so E' gave me a 'undred teef. I snuck in 'iz room later dat night and stole iz eye. I gave da eye to dis Warboss and 'e' stuck it in iz ead before I warned im too wash it first. Da only way I could sneak it offa Gorkamorka was up me...aaay! Weez 'ere!

SETUP

Deployment: Opposing modified table quarters.
 Opponents will fully deploy their army but must alternate table quarters placing a unit first in table quarter A1, then table quarter A2, until fully deployed. A unit deploying via deep strike counts as that table quarter though the unit is later placed per the deep strike rules.

Pint Glasses (Da F'erg's) : Opposing modified table quarters.
 A pair of pint glasses are placed in the middle of the table evenly spaced from all sides and 6" center to center.

SPECIAL RULES

Finitee Stones: All players start with the (purple) Power stone, the (blue) Space stone, and the (red) Reality stone.

Sorry Little One: Your own most expensive model must die. If multiple models have equal highest point values then the first one dead count towards this goal. As soon as the most expensive model dies you are awarded with the (orange) Soul stone.

He Came Here to Steal a Necklace from a Wizard: Kill any enemy character model. As soon as you do you receive the (green) Time stone.

Da F'erg: The pint glasses represent Da F'erg. To claim, one unit must be within 3" of both pint glasses at the end of the game.

OBJECTIVES

Sorry Little One • 6 Points

Your own most expensive unit was killed to obtain the (orange) Soul stone.

Start Da F'erg • 5 Points

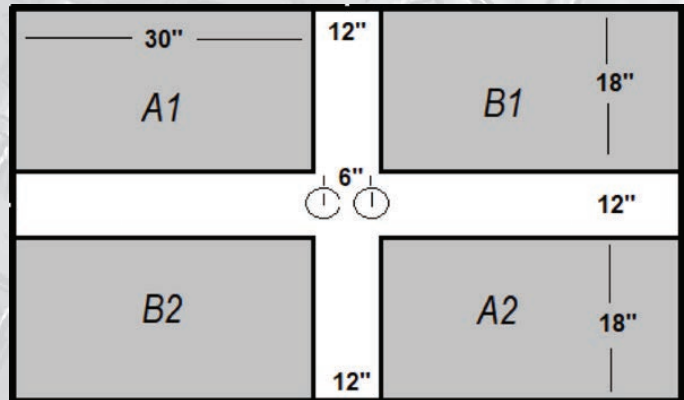
You control both pint glass objectives at the end of the game.

He Came Here to Steal a Necklace from a Wizard • 5 Points

You obtained the (green) Time stone.

Stormbreaker • 4 Points

You have at least one unit within either enemy deployment zone at the end of the game.



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MISSION SHEET

Mission 3: Battle of Waaaghkanda!!!

BACKGROUND

Dem fancy gitz from Waaaghkanda is holdin onta da bosses last stone; da shiny yelloo wun! Da meks from Waaaghkanda put a supa Kustom Force Field tryin ta keep da boyz from gittin da stone! Time ta krump som 'eads an loot da stone for Than'Uruk. Time ta be brutal an cunnun. Da boss wants iz shiny fist dun!

SETUP

Deployment: Hammer and Anvil
Players alternate deploying.

Objectives: After deployment but before Scout moves each player is given an objective marker to place in the order of deployment. This objective must be placed anywhere on the leading edge of their but wholly within the deployment zone.

Da Finittee Stonez: All players start with the (purple) Power stone, (blue) Space stone, (red) Reality stone, (orange) Soul stone, and the (green) Time stone.

SPECIAL RULES

Resolute: There are no morale checks in this mission.

Da Shield: For the first turn all targets of shooting attacks that are still within their deployment zones gain a +2 cover save.

Da Mind Stone: At the end of any battle round if this objective is scored roll a D6; on a 6 they have found Da Mind Stone. (Players need to yell You should have gone for the 'Ead and call a judge over for results)

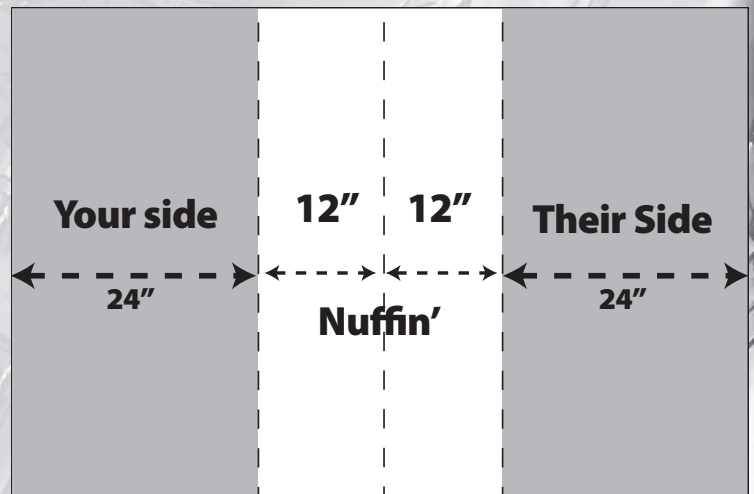
OBJECTIVES

Ya Shoulda Gon' Fer Da 'Ead • 6 Points
You gained the Mind stone.

Nuffin But Dust'n Blood • 5 Points
You obtained First Blood

We'z Gots Blood ta Spare • 5 Points
Perform one heroic intervention at any point during the game.

Da Final Affair • 4 Points
You bought (or offered to buy) your opponent a drink



DA FINITEE STONES

NOTE regarding use: To use any of the stones abilities you must have at least one model present on the table. Any stones ability can be used at any time unless specified and the effect happens immediately. Stones cannot be used before the beginning of the first battle round. Each stone may be used once per battle.

Power (purple) stone

- Player chooses any one single model and adds 6" to all of their weapons ranges and double each weapons strength until the end of the phase.

OR

- Player chooses any one single model and doubles their strength and gets +1 to their number of attacks until the end of the phase.

Space (blue) stone

This stone allows any one unit to teleport during their movement phase up to 24" away. The teleport counts as the unit's movement, although the unit is considered to have not moved for consideration of heavy weapons, charges, etc. The unit must end their movement more than 1" away from an enemy unit and they may not advance. No Line of sight is required.

Reality (red) stone

Choose any one enemy unit. After attacks are announced but before any die rolls are made all damage and their effects from that unit are nullified (turn to bubbles and float away). Only powers/weapons/abilities that inflict damage are counteracted by this stone. **NOTE: THIS STONE CANNOT BE USED TO COUNTERACT THE PURPLE STONE.** If the purple stone is activated after this stone players may attempt to use this stone again at a later time.

Soul (orange) stone

At the beginning of the movement phase choose any single model unit that has been entirely wiped out. This stone will resurrect the unit and the unit comes back with 4D3-1 wounds. The resurrected unit may not heal beyond the starting number of wounds per the unit's datasheet. The unit deploys that turn touching the players back edge of the deployment zone and this counts as the unit's movement. If originally outfitted with single-use weapons those are regained. This ability does not cost any points and the stone cannot be used to resurrect an immobile unit.

Time (green) stone

Pick a single die and choose the result. This may be used on an opponent's die roll.

Mind (yellow) stone

On your player turn choose any one weapon on any one enemy model. For any single phase that weapon is under your control and may be used to make a single attack. The weapon may be turned against the user. Any abilities that enhance the weapon (i.e. Regimental abilities, Chapter Tactics, etc) are also conveyed to the weapon for this attack.

