BACKGROUND

Da Warboss iz ded!

Gitznutz sez e'didit wif a chainboot in da mekshop! Snazgurgle sez e'didit wif a snazstikk in da tellyporta! Gutrencha sez e'didit wif a tankapult in da squigpen! So oo really didit? Oo eva didit makes dem da biggest an da baddest! Ta figger it out we 'ired some freeboota git kallin 'imself an Inquizitah. E'betta 'urry up and figger out it wuz me az ouym da biggest an baddest!

SETUP

Da Board:
There are four terrain pieces with a Room card resting on them. These terrain pieces are referred to as a **"Room," "Roomz,"** or **"Da Roomz,"** throughout the mission rules. While other terrain may be moved as minimally as necessary in order to place terrain models from your list, Da Roomz terrain pieces cannot be moved from their position.

Deployment: Table Quarters
Players roll off, the winning player chooses the deployment map from the following. After the deployment map is chosen, the losing player of the roll off chooses to be either Player A or Player B.
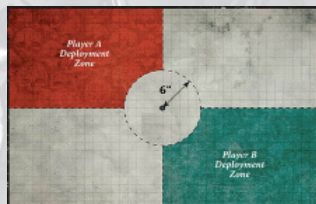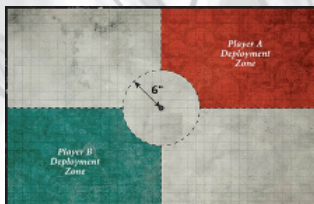
SPECIAL RULES

Da Tunhole and Da Utha Tunhole:

Why izzit called a tunhole boss?

Bekuz it's a big 'ole an it 'olds a tun!

Da Tunhole:

> **Da Tunhole** terrain piece is in the middle of the board, with the other **Da Tunhole** sitting off to the side. These pieces are refered to as **"Da TunHole"**.

> **Da Tunhole** is activated as soon as any model comes into base contact with it. The activating player places the other Da Tunhole terrain piece anywhere on the board. Their opponent then moves it anywhere wholly within 6 inches of where it was originally placed. The other **Tunhole** may not be placed in impassible terrain.

Da Tunhole Rulz: At the end of your next movement phase, you may choose a friendly unit in contact with one of **Da Tunhole** models and remove that unit from the board, placing it into reinforcements. At the end of your movement phase, place the unit back on the board with all models in coherency, as near as possible to **Da Tunhole** terrain piece while more than 1" away from enemy models.

Da Room:

A **Room** terrain piece is controlled like an objective but counting only models partially on or within 1 inch of the terrain feature, including any attached base. If you control a room, during a Command Phase you may use its ability

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 Found a Kloo! I Fink I'm Getting a Kloo Right Now • 6 Points
Use the **Inquizitah - Search For Klooz** ability in at least 3 table quarters.

I've Got a Raging Kloo Right Now • 5 Points
An enemy unit is destroyed by your **Inquisitah**.

But My Kloo'z Pointing Dis Way • 5 Points
Control more **Roomz** than the opponent at the end of the game.

Okay, Let's Follow Your Raging Kloo • 4 Points
At least one friendly unit used **Da Tunhole** and came back onto the board.

DO NOT REMOVE EITHER OF DA TUNHOLES AFTER THE GAME

Take all of the room cards of any room you control at the end of the game with you. If you did not control any rooms at the end of the game please see staff.

BACKGROUND

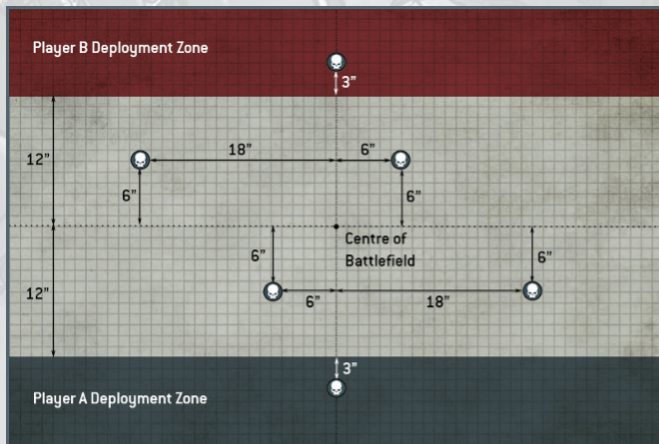Da Inquizitah figgered out where da boss got krumped, but now e'gotta figger out whut'e got krumped wit!

SETUP

Deployment: This mission uses the following deployment map, roll off with the winner choosing to be either Play A or Player B. Player B chooses which side of the battlefield will be theirs.

Player B Deployment Zone

Player A Deployment Zone

At the table you will find 6 **wepin** cards. The **wepinz** are placed before deployment using this method:

- Player A chooses a **wepin**
- Player B places that **wepin** model on the battlefield at one of the points indicated on the deployment map.
- Player B then chooses a **wepin**
- Player A places that **wepin** model on the battlefield at one of the points indicated on the deployment map.
- Alternate until all 6 **wepinz** have been placed on the battlefield.

SPECIAL RULES

Wepinz rulz:

The **wepinz** can be picked up by any unit by moving into base contact with them. After a unit picks up a **wepin** move the **wepin** along with the unit until that unit is destroyed or chooses to drop the **wepin** before making a movement of any type. Until the unit chooses to drop the **wepin** or is destroyed, it is carrying that wepin. If the unit is destroyed or chooses to drop a **wepin** the player controlling the unit places it anywhere on the battlefield in base contact with a model in the unit before moving or removing the unit from the battlefield. A unit may only carry 1 **Wepin** at a time.

Armory Points: At the start of your command phase score 1 armory point for each **wepin** currently carried by a unit you control.

Da Roomz: Before deployment, choose any one Room card you collected during mission 1. For this mission you may apply its bonus as specified on the card.

Da Tunhole: At the end of your own movement phase, you may choose a friendly unit in contact with one of Da Tunhole models and remove that unit from the board, placing it into reinforcements. At the end of your next movement phase, place the unit back on the board with all models in coherency, as near as possible to a Da Tunhole terrain piece while more than 1" away from enemy models.

VICTORY CONDITIONS

Git da Skooby Snaxx! - I guess we foun'out whut iz weeknez wuz. Bulletz • **6 Points**
The player with the most or tied for most **armory points** at the end of the game.

Search for Klooz: Zoinkz! *It's like a total crime scene here. He just died, and we got our fingerprints all over the place!* • **5 Points**
A unit carrying a **wepin** used the **Search for klooz** ability

Shiny Gibbons: *Surprise Mudderfucker! Dis iz whutdunnit!* • **5 Points**
Kill any enemy unit using a unit that is carrying a **wepin**.

Call in da ladz: *Why are your feet covered in feces? Because your fucking dog shit in my lab!* • **4 Points**
Have one unit wholly within the enemy deployment zone at the end of the game.

DO NOT MOVE DA TUNHOLE MODELS

Take all Room cards from mission one with you as well as all wepinz that were held by a unit at the end of the game. If you did not hold any wepinz at the end of the game please see staff.

BACKGROUND

Inquizitah Kog stood in front of da ladz, addressing one by one. "So Gitznutz, yoo sez yoo yooz'd a chainboot in da mekshop, yet yer chainboot wuz foun in da shitta! An Snazgurgle. Yoo sez yoo yooz'd a snazstikk in da tellyporta! Dat ain't roit cuz da korpz 'ad all ten fingaz, meenin 'e ain't been in da tellyporta fer at least a week!

Just then Kog heard a voice "Jus git to da zoggin point!"

SETUP

Deployment: Use the following deployment map with objective markers of your choosing placed in the indicated spots.
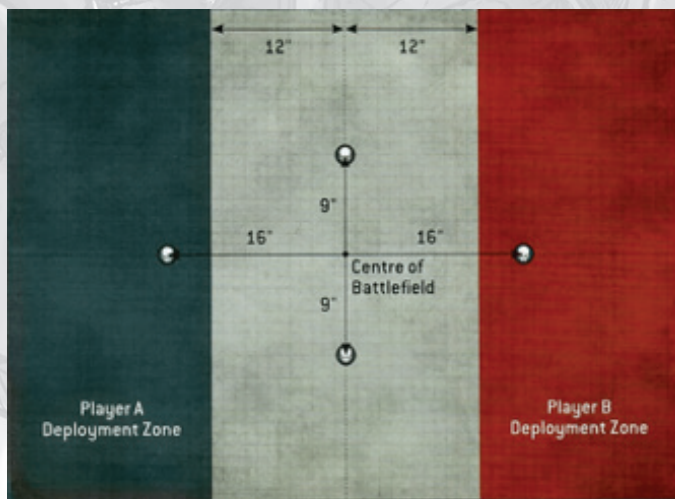
SPECIAL RULES

Wepinz and Rooms :

You may choose one **Room** and one **Wepin** that you have available to use during mission 3.

Choose a unit to be carrying your **wepin** at the start of the game.

Rules reference for Wepinz and Da Tunhole are on the next page, but they work the same as they have.

Find Da Killah:

When your **Inquisitah** uses **Search fo' Klooz** within 3 inches of an objective roll a d6 and add the turn number. On a 6+ you have found **Da Marx Man**, replace the objective marker with the provided model and reference the rules for **Da Marx Man** on the next page, the objectives have no further effect in this game.

You may not use the **Search fo' Klooz** ability on the same objective for 2 consecutive turns.

VICTORY CONDITIONS

From Each By Ability - : *"Communism is a red herring" –Warboss Snagrod right before being killed by a Grot Revolutionary army soldier* • **6 Points**
Deal more unsaved damage to **Da Marx Man** than your opponent.

Ee Noze too Much: : *Make sure dat Freeboota git duzzn't come back an tell Gutrencha it wizzn't me dat killed dah warboss" –me* • **5 Points**
Your **Inquisitah** is destroyed. Any voluntary leaving of the battlefield/board does not qualify (walking off a table edge, using **Da Tunhole** on the final turn, etc.)

Slay da Warboss: *Coulnna be 'im, ee'z ded!:* • **5 Points**
Your opponent's warlord was destroyed.

And I'm Super Glad We're Still Friends: *Friends Look! Footprints! Dey come from da bottom uv our feet!* • **4 Points**
Buy or offer to buy your opponent a drink.

REMENER DEE'Z FINGS

Wepinz: Before deployment choose one **Wepin** you collected in mission 2. A friendly unit of your choice will be deployed carrying that **Wepin**.

The **wepinz** can be picked up by any unit by moving into base contact with them. After a unit picks up a wepin move the **wepin** card along with the unit until that unit is destroyed or chooses to drop the **wepin** before making a movement of any type. Until the unit chooses to drop the wepin or is destroyed it is considered to be carrying that wepin.

If the unit is destroyed or chooses to drop a **wepin** the player controlling the unit places it anywhere on the battlefield in base contact with any model in the unit before moving or removing the unit from the battlefield.

Da Tunhole: At the end of your own movement phase you may choose a friendly unit in contact with **Da Tunhole** and remove it from the board, placing it into reinforcements. At the end of your next movement phase, place the unit back on the board with all models in coherency, as near as possible to a **Da Tunhole** terrain piece while more than 1 inch away from enemy models.

Da Roomz: Before deployment, choose any one **Room** card you collected during mission one and give it to any one unit. For this mission you may apply its bonus as specified on the card.

Utilize this profile for The Assassin in mission 3, use a model on a 25mm base to represent it

Da Marx Man!

M	WS	BS	S	T	W	A	Ld	Save
6"	2+	2+	3	3	∞	0	10	5+

Rushin' around: At the start of every command phase, this model is moved up to 6" by the non-active player. This movement may not end within 1 inch of any other models.

Stalin' fuh time: This model cannot be removed from the board for any reason.

Putin' 'em down: At the end of every turn the nearest unit to Da Marx Man receives d6+3 mortal wounds.

To each by need: Add one to the damage characteristic of any attacks against Da Marx Man for each point of strength above 6 of that attack.

Sikorsky's infernal wingless flying machine: This model has FLY.

Cloak o' finest Linen: This model benefits from an additional +1 to saves if it is in cover.

: Da Marx Man Is always treated as an enemy model.