

WELCOME TO THE GRAINTE CITY WAAAGH!FEST! PRE-TOURNAMENT TEASER PLAYER PACKET (WHEW, DAT'S A MOUTHFUL!)

Thanks for downloading this file and getting a taste for what Waaagh!Fest! weekend will bring. This is a working document, and changes may be made before the actual event. If you do have questions, need/want clarifications, or notice something glaring that we may have missed, please let us know via email at: **admin@waaaghfest.com**

Thanks again for chcking this out and we all look forward to spending the day eating, drinking, and throwin' dice with friends at Waaagh!Fest!

DA MANAGEMENT



WELCOME TO GRANITE CITY WAAAGH!FEST! 2026

Da Story:

Henchmen from all across da Goff'm Sector are out of work 'cuz some guudie two-shoes, Kaped Krusada has decided he'z gonna clean up da place and put all of da baddies in prison.

BatMork (or Gork), a Bad Moons Big Mek, has kaptured all of the Vill'nz and locked'em up good where dey's can't be knickin' stuff or gettin' in da way of da uvver Bad Moons Warbosses kunnin' plans.

Someone has decided dat maybe da Henchmen should gang up and break dee'z Vill'nz out so's they can have jobs again being, ya know, Henchmen?

Welcome to Waaagh!Fest! 2026!

For those who have attended in the past, this year will be one of changes and new experiences as Waaagh!Fest! moves forward and adapts to the changing times. For those who are new, we're glad you're here and hope that your experience exceeds your expectations and you bring all of your friends next year!

This year's hook: Today, all of you are "**Out of Work Henchmen**" in da Goff'm Sector. BatMork (or Gork) has taken away your livelihood by capturing all the Vill'nz and you're all going to break them out so you can be makin' teef again.

How Waaagh!Fest! 2026 Works

TLDR:

- Waaagh!Fest! 2026 is moving to GW-style Primary and Secondary mission scoring.
- Each game, players choose 2 Vill'n Cards that work like fixed Secondaries, setting their Secondary scoring goals and granting in-game benefits.
- Vill'n choices can change from game to game.
- Choose Vill'nz based on the Primary Mission, your army, your opponent, or whatever sounds most fun.
- BatMork (or Gork) appears in every mission as a special table element with mission-specific rules.

First up: We're moving from the old 6/5/5/4 system to GW-style **Primary** and **Secondary** mission scoring. With that in mind, we ARE doing the Secondaries a little differently. It wouldn't be Waaagh!Fest! if we didn't, right?

Everyone will receive the **Primary Scoring Sheet** before each game so they have time to ingest. These should look pretty much like any other Mission Card (just bigger).

Each Primary Scoring Sheet will have the instruction for how BatMork (or Gork) will affect the mission. BatMork (or Gork) will be represented at each table by a 40mm figure and he will figure prominently in each game. BatMork (or Gork) does not have a statline and cannot be targeted in any normal way.

Where we've switched things up is the Secondaries.

Upon check-in, along with your swag items, you will receive a BatMork (or Gork) belt pouch that contains a myriad of items, including: 8 Vill'n Cards, a scoring tray, Waaagh!Fest! branded measuring device, and tokens that are used for the various Vill'nz to keep track of things like status and effects.

Each player, upon the start of each game, will choose 2 of the Vill'nz to "work for" during that match. These Vill'n Cards provide two things; the **Secondary Scoring** conditions, and a benefit to the player who chooses those Vill'nz.

This choice is made at anytime up until when you would draw Secondaries. Choices can be kept hidden before this, but must be revealed at that time.

In closing.

We here at the **Granite City Waaagh!fest!** want to thank all of you for coming out today and choosing to enjoy your summer-y June day here in Minnesota with us, and others who believe the same as we do.

That Warhammer 40K is a game of grown people playing with toy soldiers. It is a social opportunity to spend time with and to make new friends. It is nothing more and nothing less. This is the way 40K began in England so many years ago and we believe it's the way it should be played today.

Thank you, and good luck to all of you!

THE STAFF OF THE GRANITE CITY WAAAGH!FEST!



PRIMARY MISSION

BUSTIN' DA BOYZ OUT

MISSION #1

Bat-Mork has locked your crew's "associates" in the deepest, dankest cells of Orkham. It's time to blow the gates and cause some beautiful, villainous chaos.

Bat-Mork (or Gork): Da Dakka Knight Rizes

At the start of **Battle Round 2**, Bat-Mork (or Gork) (represented by a 40mm base model) is placed directly on the center objective. He cannot be targeted or destroyed.

- **Fear the Bat:** At the end of the movement phase, any unit within 9" of Bat-Mork must immediately take a Battleshock test.

Collect da Bommz

At the end of the turn, for each objective the active player owns in no man's land, the active player gains a "Bomb Token."

You can spend these Bomb Tokens when completing the breakout action to gain an additional 2VP per Bomb Token spent (max 4 bombs).

Alternatively, Bomb Tokens can be spent to use the Grenade strategem (core rules) for OCP.

Achievement ideas (Infamy Points):

"Da Masta Blasta": Collect more Bomb Tokens than your opponent.

"Iron Gob": Successfully pass a Battleshock test within 9" of Bat-Mork three or more times in a single game

"First Out' da Gate": Be the first player to successfully perform the Breakout action on the center objective.

"Ka-Boom!": Score a Breakout while holding 4 or more Bomb Tokens.

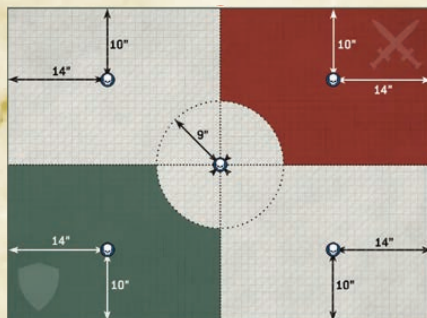
Da Breakout (ACTION)

STARTS: Your shooting phase.

UNITS: One unit within range of Orkham Asylum (center objective).

COMPELTES: End of your turn.

IF COMPLETED: The player gains 4VP +2VP for each Bomb Token spent.



Deployment: Search and Destroy

MISSION #1 PRIMARY SHEET

"THREE OF EGHT" WILL "M CARIDS

DOUBLE JAW

Listen up, 'cause I won't say it twice. I've got two faces, two fangs, and a pair of iron gobs dat'll ruin your day. Don't fink twice about it—just grab the loot and make it a double. In Goff'am, it's always a tale of two gits!

The Job:
At the end of your turn, score 4 VP if you control an even number of objectives, or 2 VP if you control an odd number, or 0 if you control no objectives.

DIECES



WHEN: End of your Movement phase.

TARGET: One objective marker on the battlefield.



EFFECT: Flip a coin (or roll a D6: 1-3 is Tails, 4-6 is Heads).

HEADS (Double Trouble): Target an objective you control OR an uncontrolled one. It remains yours even if you leave, until an enemy takes it.

TAILS (Split Decision): Target an objective you already control. It remains yours even if you leave, until an enemy takes it.

DA DIDDLER

Think you've got it figured out? I've got questions for your questions! Is the prize behind Door Number One or Door Number Two? It's a real brain-teaser—try not to hurt yourself thinkin' about it, ya git!

The Job:
At the start of your Command Phase, roll a D6 to determine one No Man's Land objective to be the "Riddle Objective". Score 5 VP at the end of your turn if you control the Riddle Objective.

RIDDLE ME DIS



WHEN: Start of your Command Phase.

TARGET: Two objective markers in no man's land.



EFFECT: Until the end of your turn, combine the total OC of all units from both players within range of both objectives. This combined total counts for both selected objectives when determining control.

SCAREGROT

Nothin' beats the smell of panic in the mornin'! Scare-Grot's got special koxins that make even the bravest humble see ghosts in every shadow. When they start shakin', they start breakin'. Harvest the smell of fear in the alleys and show 'em that in Goff'am, the only thing to fear... is us!

The Job: Harvest da Fear
At the end of your turn, score 4 VP if one or more enemy units failed a Battleshock during that turn.

FEAR GAS CLOUD



WHEN: End of your Shooting phase.

TARGET: Select up to three enemy units that were shot by any of your units in the last shooting phase.



EFFECT: The selected units must immediately take a Battleshock test.