



# 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 per turn).

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

### 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.

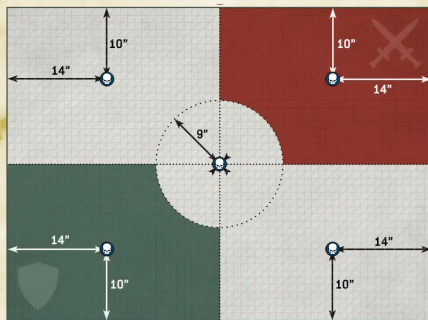
### Infamy Points - Worth +2 VP Each

**"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**.



Deployment: Search and Destroy



# 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 per turn).

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

### 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.

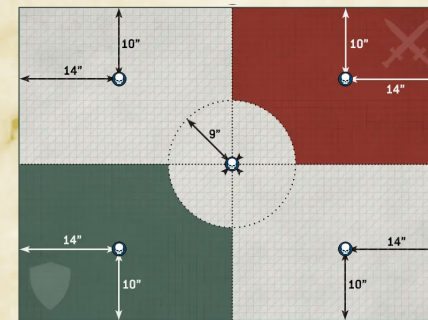
### Infamy Points - Worth +2 VP Each

**"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**.



Deployment: Search and Destroy

# GOFF'M NATIONAL BANK HEIST

*Rogue gangs are hitting da vault! Bat-Mork (or Gork) is on high alert, patrolling da banks to stop anyone from making off with all da the Teef!*

## Bat-Mork (or Gork): Da Kaped Krusada Keeps Watch

Bat-Mork is actively patrolling the vaults, making it difficult for units to maintain control or perform actions.

- **BatMork (or Gork) Deployment:** Bat-Mork (or Gork) starts the game on the Center Objective.
- **Fear the Bat:** At the end of the movement phase (before determining objective control), any unit within 3" of Bat-Mork must immediately take a Battleshock test.
- **Drive Him Off:** Bat-Mork has an OC value of 10. At the end of the movement and charge phases check to see if Bat-Mork owns the objective. If he does not, he is driven off and the player who drove him off chooses a **different** objective on the board to move him onto.

### Crackin' Da Vaults (ACTION)

**STARTS:** Your Shooting phase, from the second battle round onwards.

**UNITS:** One unit from your army within range of an objective marker that is not within your deployment zone.

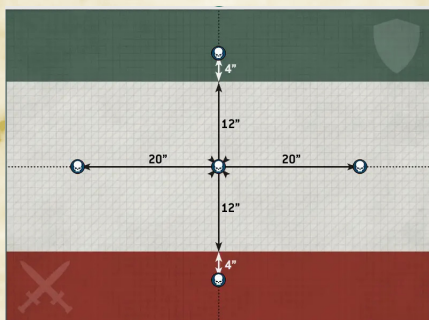
**COMPLETES:** End of your opponent's next turn or the end of the battle (whichever comes first), if your unit is still within range of the same objective marker and you control that objective marker.

**IF COMPLETED:** That objective marker is burned and removed from the battlefield.

### SECOND BATTLE ROUND ONWARDS

**WHEN:** Any time.

Each time a player burns an objective marker, that player scores 5VP if that objective marker was in No Man's Land, or 10VP instead if that objective marker was in their opponent's deployment zone.



Deployment: Dawn of War

# GOFF'M NATIONAL BANK HEIST

*Rogue gangs are hitting da vault! Bat-Mork (or Gork) is on high alert, patrolling da banks to stop anyone from making off with all da the Teef!*

## Bat-Mork (or Gork): Da Kaped Krusada Keeps Watch

Bat-Mork is actively patrolling the vaults, making it difficult for units to maintain control or perform actions.

- **BatMork (or Gork) Deployment:** Bat-Mork (or Gork) starts the game on the Center Objective.
- **Fear the Bat:** At the end of the movement phase (before determining objective control), any unit within 3" of Bat-Mork must immediately take a Battleshock test.
- **Drive Him Off:** Bat-Mork has an OC value of 10. At the end of the movement and charge phases check to see if Bat-Mork owns the objective. If he does not, he is driven off and the player who drove him off chooses a **different** objective on the board to move him onto.

### Crackin' Da Vaults (ACTION)

**STARTS:** Your Shooting phase, from the second battle round onwards.

**UNITS:** One unit from your army within range of an objective marker that is not within your deployment zone.

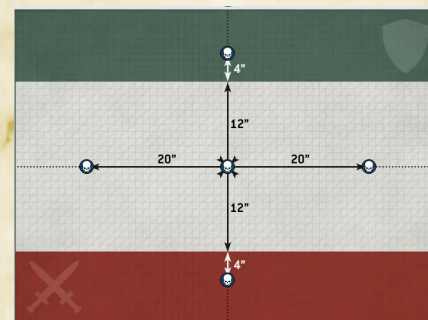
**COMPLETES:** End of your opponent's next turn or the end of the battle (whichever comes first), if your unit is still within range of the same objective marker and you control that objective marker.

**IF COMPLETED:** That objective marker is burned and removed from the battlefield.

### SECOND BATTLE ROUND ONWARDS

**WHEN:** Any time.

Each time a player burns an objective marker, that player scores 5VP if that objective marker was in No Man's Land, or 10VP instead if that objective marker was in their opponent's deployment zone.



Deployment: Dawn of War

### SECOND BATTLE ROUND ONWARDS

**WHEN:** End of the Command phase (or the end of your turn if it is the fifth battle round and you are going second).

The player whose turn it is scores 5VP for each objective marker they control (up to 10VP per turn).

### Infamy Points - Worth +2 VP Each

**"Vault Cracker":** Raze more objectives than your opponent.

**"Bat-Bully":** Successfully move BatMork from an objective more times than your opponent.

**"Greedy Gits":** End the game with a friendly unit in the enemy's home objective and your own home objective simultaneously.

**"Outta My Way, Bat-Git!":** Move Bat-Mork onto an objective that your opponent currently controls.

### SECOND BATTLE ROUND ONWARDS

**WHEN:** End of the Command phase (or the end of your turn if it is the fifth battle round and you are going second).

The player whose turn it is scores 5VP for each objective marker they control (up to 10VP per turn).

### Infamy Points - Worth +2 VP Each

**"Vault Cracker":** Raze more objectives than your opponent.

**"Bat-Bully":** Successfully move BatMork from an objective more times than your opponent.

**"Greedy Gits":** End the game with a friendly unit in the enemy's home objective and your own home objective simultaneously.

**"Outta My Way, Bat-Git!":** Move Bat-Mork onto an objective that your opponent currently controls.



# PRIMARY MISSION

## KIDNAPPIN' DA KOMMISH

MISSION #3

*Da gangs have snatched Kommish Gore'Dun to lure Bat-Mork (or Gork) into a trap! It's a race to drag da snivvlin' humie back to da hideout before da Dakka Knight "rescues" him.*

### Bat-Mork (or Gork): Da Shadow uv Da BatMork (or Gork)

Unlike previous missions where Bat-Mork is a stationary threat, here his presence is a direct mental weight on the unit carrying the Kommish.

- **Targeted Fear:** At the start of the Owner's Command Phase, the unit carrying Gore'Dun must take a Battleshock test with a -1 modifier. This -1 modifier applies to any Battleshock test the carrying unit is required to take (e.g., from stratagems, abilities, or being Below Half-strength).

**The Kommish Gore'Dun token is placed on the center objective.**  
Units with the Gore'Dun Token cannot charge or shoot.

### Grabbin' Da Komish

**RESETTING Gore'Dun:** The Gore'Dun token is placed on an objective in no man's land by the player whose unit does NOT own the unit that dropped it (or had it previously).

If Gore'Dun is moved to a No-Man's Land objective that a player already controls, the Gore'Dun token is immediately attached to an eligible unit from the controlling player.

### SECOND BATTLE ROUND ONWARDS

#### TAKE DA HOSTAGE:

**When:** The beginning of each phase.

The player who controls the objective where the Gore'Dun Token is chooses one of their units in range of the objective and gives the token to that unit (place the token near that unit). If there are no units on the objective, the Gore'Dun token remains unattached.

#### GETTIN' 'IM TO DA HIDEOUT:

**When:** The movement phase.

If the active player controls one or more objective in no man's land and they control a unit with

the Gore'Dun token they can add +2" to their movement stat for each objective in NML they control to the unit with the Gore'Dun Token.

#### DA EXTRASHUN:

**When:** A unit that currently holds the Gore'Dun token ends a normal move or advance within their own deployment zone.

The player that controls that unit scores 5 VP. The opposing player places the Gore'Dun Token on an objective in no man's land.

#### DA FUMBLE:

**When:** The unit carrying Gore'Dun is destroyed or fails a Battleshock test (including the mandatory Command Phase test), or is removed from the battlefield.

Reset the token as described above.

#### SHADOW OF DA BAT:

**When:** The start of the command phase.

The active player scores 5VP if they control an objective in NML and an additional 5VP if they control more than their opponent.

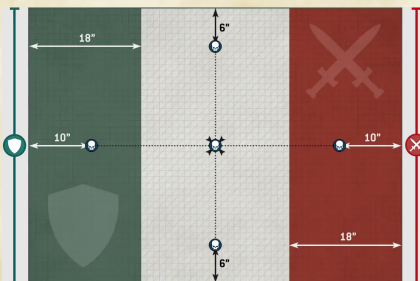
### Infamy Points - Worth +2 VP Each

**"Goff'm Marathon":** Successfully extract Gore'Dun more than once.

**"Tight Grip":** Carry Gore'Dun for 3 consecutive player turns without dropping him or failing a Battleshock test.

**"Not Today, Bat-Mork (or Gork)":** Have a unit successfully extract Gore'Dun while they are Below Half-strength.

**"Da Gambla":** Place the Gore'Dun token on an objective the opponent controls.



Deployment: Hammer and Anvil



# PRIMARY MISSION

## KIDNAPPIN' DA KOMMISH

MISSION #3

*Da gangs have snatched Kommish Gore'Dun to lure Bat-Mork (or Gork) into a trap! It's a race to drag da snivvlin' humie back to da hideout before da Dakka Knight "rescues" him.*

### Bat-Mork (or Gork): Da Shadow uv Da BatMork (or Gork)

Unlike previous missions where Bat-Mork is a stationary threat, here his presence is a direct mental weight on the unit carrying the Kommish.

- **Targeted Fear:** At the start of the Owner's Command Phase, the unit carrying Gore'Dun must take a Battleshock test with a -1 modifier. This -1 modifier applies to any Battleshock test the carrying unit is required to take (e.g., from stratagems, abilities, or being Below Half-strength).

**The Kommish Gore'Dun token is placed on the center objective.**  
Units with the Gore'Dun Token cannot charge or shoot.

### Grabbin' Da Komish

**RESETTING Gore'Dun:** The Gore'Dun token is placed on an objective in no man's land by the player whose unit does NOT own the unit that dropped it (or had it previously).

If Gore'Dun is moved to a No-Man's Land objective that a player already controls, the Gore'Dun token is immediately attached to an eligible unit from the controlling player.

### SECOND BATTLE ROUND ONWARDS

#### TAKE DA HOSTAGE:

**When:** The beginning of each phase.

The player who controls the objective where the Gore'Dun Token is chooses one of their units in range of the objective and gives the token to that unit (place the token near that unit). If there are no units on the objective, the Gore'Dun token remains unattached.

#### GETTIN' 'IM TO DA HIDEOUT:

**When:** The movement phase.

If the active player controls one or more objective in no man's land and they control a unit with

the Gore'Dun token they can add +2" to their movement stat for each objective in NML they control to the unit with the Gore'Dun Token.

#### DA EXTRASHUN:

**When:** A unit that currently holds the Gore'Dun token ends a normal move or advance within their own deployment zone.

The player that controls that unit scores 5 VP. The opposing player places the Gore'Dun Token on an objective in no man's land.

#### DA FUMBLE:

**When:** The unit carrying Gore'Dun is destroyed or fails a Battleshock test (including the mandatory Command Phase test), or is removed from the battlefield.

Reset the token as described above.

#### SHADOW OF DA BAT:

**When:** The start of the command phase.

The active player scores 5VP if they control an objective in NML and an additional 5VP if they control more than their opponent.

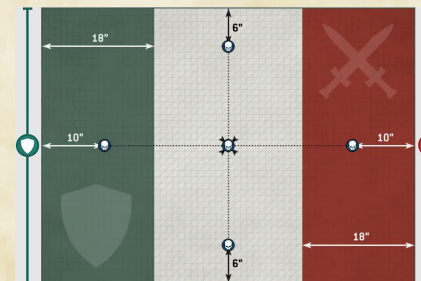
### Infamy Points - Worth +2 VP Each

**"Goff'm Marathon":** Successfully extract Gore'Dun more than once.

**"Tight Grip":** Carry Gore'Dun for 3 consecutive player turns without dropping him or failing a Battleshock test.

**"Not Today, Bat-Mork (or Gork)":** Have a unit successfully extract Gore'Dun while they are Below Half-strength.

**"Da Gambla":** Place the Gore'Dun token on an objective the opponent controls.



Deployment: Hammer and Anvil

Player Name: \_\_\_\_\_

First Blood?

Opponent Name: \_\_\_\_\_

First Blood?

	Primary VP's Scored	Secondary VP's Vill'n #1	Secondary VP's Vill'n #2	Write the number for your chosen Vill'nz in da space provided.
Round 1	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	___ Da Jokka
Round 2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	___ Double Jaw
Round 3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	___ Da Diddler
Round 4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	___ Meg Bane
Round 5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	___ Mista Chill
				___ Scaregrot
				___ Toxic Plant Gurl
				___ Catgit

Infamy Points: Check Each Item Accomplished - Worth +2 VP Each

- Da Masta Blasta       Iron Gob      Total Infamy Points   
 First Out' da Gate       Ka-Boom!

<input type="checkbox"/>	+	<input type="checkbox"/>	+	<input type="checkbox"/>	+	<input type="checkbox"/>	=	<input type="checkbox"/>
Primary VP's Total		Vill'n #1 VP's Total		Vill'n #2 VP's Total		Infamy Points Total		Total Points

	Primary VP's Scored	Secondary VP's Vill'n #1	Secondary VP's Vill'n #2	Write the number for your chosen Vill'nz in da space provided.
Round 1	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	___ Da Jokka
Round 2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	___ Double Jaw
Round 3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	___ Da Diddler
Round 4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	___ Meg Bane
Round 5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	___ Mista Chill
				___ Scaregrot
				___ Toxic Plant Gurl
				___ Catgit

Infamy Points: Check Each Item Accomplished - Worth +2 VP Each

- Da Masta Blasta       Iron Gob      Total Infamy Points   
 First Out' da Gate       Ka-Boom!

<input type="checkbox"/>	+	<input type="checkbox"/>	+	<input type="checkbox"/>	+	<input type="checkbox"/>	=	<input type="checkbox"/>
Primary VP's Total		Vill'n #1 VP's Total		Vill'n #2 VP's Total		Infamy Points Total		Total Points

Player Name: \_\_\_\_\_

First Blood?

Opponent Name: \_\_\_\_\_

First Blood?

	Primary VP's Scored	Secondary VP's Vill'n #1	Secondary VP's Vill'n #2	Write the number for your chosen Vill'nz in da space provided.
Round 1	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	___ Da Jokka
Round 2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	___ Double Jaw
Round 3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	___ Da Diddler
Round 4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	___ Meg Bane
Round 5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	___ Mista Chill
				___ Scaregrot
				___ Toxic Plant Gurl
				___ Catgit

Infamy Points: Check Each Item Accomplished - Worth +2 VP Each

- Da Masta Blasta       Iron Gob      Total Infamy Points   
 First Out' da Gate       Ka-Boom!

<input type="checkbox"/>	+	<input type="checkbox"/>	+	<input type="checkbox"/>	+	<input type="checkbox"/>	=	<input type="checkbox"/>
Primary VP's Total		Vill'n #1 VP's Total		Vill'n #2 VP's Total		Infamy Points Total		Total Points

	Primary VP's Scored	Secondary VP's Vill'n #1	Secondary VP's Vill'n #2	Write the number for your chosen Vill'nz in da space provided.
Round 1	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	___ Da Jokka
Round 2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	___ Double Jaw
Round 3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	___ Da Diddler
Round 4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	___ Meg Bane
Round 5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	___ Mista Chill
				___ Scaregrot
				___ Toxic Plant Gurl
				___ Catgit

Infamy Points: Check Each Item Accomplished - Worth +2 VP Each

- Da Masta Blasta       Iron Gob      Total Infamy Points   
 First Out' da Gate       Ka-Boom!

<input type="checkbox"/>	+	<input type="checkbox"/>	+	<input type="checkbox"/>	+	<input type="checkbox"/>	=	<input type="checkbox"/>
Primary VP's Total		Vill'n #1 VP's Total		Vill'n #2 VP's Total		Infamy Points Total		Total Points

Player Name:  First Blood?

Opponent Name:  First Blood?

	Primary VP's Scored	Secondary VP's Vill'n #1	Secondary VP's Vill'n #2	Write the number for your chosen Vill'nz in da space provided.
Round 1	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	___ Da Jokka
Round 2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	___ Double Jaw
Round 3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	___ Da Diddler
Round 4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	___ Meg Bane
Round 5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	___ Mista Chill
				___ Scaregrot
				___ Toxic Plant Gurl
				___ Catgit

	Primary VP's Scored	Secondary VP's Vill'n #1	Secondary VP's Vill'n #2	Write the number for your chosen Vill'nz in da space provided.
Round 1	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	___ Da Jokka
Round 2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	___ Double Jaw
Round 3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	___ Da Diddler
Round 4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	___ Meg Bane
Round 5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	___ Mista Chill
				___ Scaregrot
				___ Toxic Plant Gurl
				___ Catgit

Infamy Points: Check Each Item Accomplished - Worth +2 VP Each

- Vault Cracker       Bat-Bully      Total Infamy Points   
 Greedy Gits       Outta My Way...

Infamy Points: Check Each Item Accomplished - Worth +2 VP Each

- Vault Cracker       Bat-Bully      Total Infamy Points   
 Greedy Gits       Outta My Way...

<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	=	<input type="text"/>
Primary VP's Total		Vill'n #1 VP's Total		Vill'n #2 VP's Total		Infamy Points Total		Total Points

<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	=	<input type="text"/>
Primary VP's Total		Vill'n #1 VP's Total		Vill'n #2 VP's Total		Infamy Points Total		Total Points

Player Name:  First Blood?

Opponent Name:  First Blood?

	Primary VP's Scored	Secondary VP's Vill'n #1	Secondary VP's Vill'n #2	Write the number for your chosen Vill'nz in da space provided.
Round 1	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	___ Da Jokka
Round 2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	___ Double Jaw
Round 3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	___ Da Diddler
Round 4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	___ Meg Bane
Round 5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	___ Mista Chill
				___ Scaregrot
				___ Toxic Plant Gurl
				___ Catgit

	Primary VP's Scored	Secondary VP's Vill'n #1	Secondary VP's Vill'n #2	Write the number for your chosen Vill'nz in da space provided.
Round 1	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	___ Da Jokka
Round 2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	___ Double Jaw
Round 3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	___ Da Diddler
Round 4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	___ Meg Bane
Round 5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	___ Mista Chill
				___ Scaregrot
				___ Toxic Plant Gurl
				___ Catgit

Infamy Points: Check Each Item Accomplished - Worth +2 VP Each

- Vault Cracker       Bat-Bully      Total Infamy Points   
 Greedy Gits       Outta My Way...

Infamy Points: Check Each Item Accomplished - Worth +2 VP Each

- Vault Cracker       Bat-Bully      Total Infamy Points   
 Greedy Gits       Outta My Way...

<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	=	<input type="text"/>
Primary VP's Total		Vill'n #1 VP's Total		Vill'n #2 VP's Total		Infamy Points Total		Total Points

<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	=	<input type="text"/>
Primary VP's Total		Vill'n #1 VP's Total		Vill'n #2 VP's Total		Infamy Points Total		Total Points

Player Name:

First Blood?

	Primary VP's Scored	Secondary VP's Vill'n #1	Secondary VP's Vill'n #2	Write the number for your chosen Vill'nz in da space provided.
Round 1	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	___ Da Jokka
Round 2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	___ Double Jaw
Round 3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	___ Da Diddler
Round 4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	___ Meg Bane
Round 5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	___ Mista Chill
				___ Scaregrot
				___ Toxic Plant Gurl
				___ Catgit

Infamy Points: Check Each Item Accomplished - Worth +2 VP Each

- Goff'm Marathon       Tight Grip      Total Infamy Points   
 Not Today, Bat-Mork       Da Gambla

<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	=	<input type="text"/>
Primary VP's Total		Vill'n #1 VP's Total		Vill'n #2 VP's Total		Infamy Points Total		Total Points

Opponent Name:

First Blood?

	Primary VP's Scored	Secondary VP's Vill'n #1	Secondary VP's Vill'n #2	Write the number for your chosen Vill'nz in da space provided.
Round 1	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	___ Da Jokka
Round 2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	___ Double Jaw
Round 3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	___ Da Diddler
Round 4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	___ Meg Bane
Round 5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	___ Mista Chill
				___ Scaregrot
				___ Toxic Plant Gurl
				___ Catgit

Infamy Points: Check Each Item Accomplished - Worth +2 VP Each

- Goff'mv Marathon       Tight Grip      Total Infamy Points   
 Not Today, Bat-Mork       Da Gambla

<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	=	<input type="text"/>
Primary VP's Total		Vill'n #1 VP's Total		Vill'n #2 VP's Total		Infamy Points Total		Total Points

Player Name:

First Blood?

	Primary VP's Scored	Secondary VP's Vill'n #1	Secondary VP's Vill'n #2	Write the number for your chosen Vill'nz in da space provided.
Round 1	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	___ Da Jokka
Round 2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	___ Double Jaw
Round 3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	___ Da Diddler
Round 4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	___ Meg Bane
Round 5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	___ Mista Chill
				___ Scaregrot
				___ Toxic Plant Gurl
				___ Catgit

Infamy Points: Check Each Item Accomplished - Worth +2 VP Each

- Goff'm Marathon       Tight Grip      Total Infamy Points   
 Not Today, Bat-Mork       Da Gambla

<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	=	<input type="text"/>
Primary VP's Total		Vill'n #1 VP's Total		Vill'n #2 VP's Total		Infamy Points Total		Total Points

Opponent Name:

First Blood?

	Primary VP's Scored	Secondary VP's Vill'n #1	Secondary VP's Vill'n #2	Write the number for your chosen Vill'nz in da space provided.
Round 1	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	___ Da Jokka
Round 2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	___ Double Jaw
Round 3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	___ Da Diddler
Round 4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	___ Meg Bane
Round 5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	___ Mista Chill
				___ Scaregrot
				___ Toxic Plant Gurl
				___ Catgit

Infamy Points: Check Each Item Accomplished - Worth +2 VP Each

- Goff'mv Marathon       Tight Grip      Total Infamy Points   
 Not Today, Bat-Mork       Da Gambla

<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	=	<input type="text"/>
Primary VP's Total		Vill'n #1 VP's Total		Vill'n #2 VP's Total		Infamy Points Total		Total Points



# HELP WANTED

**WAAAGH! FEST!**

2026 VILL'N CARDS



# DA JOKKA!



“Wanna see a magic trick? I’m gonna make dat tank... disappear! [High-pitched Orky cackling] See, strategy is for gits wot can’t afford enough TNT.

I want explosions dat make me ears ring and krumpin’ dat makes me ribs ache from laughin’.  
If it ain’t messy, it ain’t a joke!”

## The Job:

Score 4 VP if a unit was destroyed by a hazardous check, deadly demise, or a hazardous weapon on your turn.



## BANG!

**WHEN:** Any Shooting phase or Any Fight phase.

**TARGET:** One unit from your army that has not yet been selected to shoot or fight.

**EFFECT:** Until the end of the phase, all ranged weapons in that unit gain the [HAZARDOUS].

Additionally, until the end of the phase, every model in this unit gains the [Deadly Demise 1] ability. If a model already has a Deadly Demise value, increase that value by 1 (ex, D6+1). Instead of the model exploding on a 6, the model explodes on a 4+.



# 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.



## DUECES

**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.

# MISTA CHILL

It's snow secret I want dis turf ice-olated. Don't let dem gits melt me cool by gettin' close. It's n-ice and simple: keep it sub-zero or feel da avalanche! Stay frosty, or I'll freeze your teef right off!

## The Job: Cold Storage

Score 4 VP at the end of your turn if you control an objective in No-Man's Land and there are no enemy units within 9" of that objective.



## SUDDEN PERMAFROST



**WHEN:** Start of the enemy Movement phase.

**TARGET:** Select one objective marker you control.

**EFFECT:** Place a 6" x 2" Ice Wall template anywhere on the battlefield so that it is wholly within 9" of that objective and not on top of any models.

Until the start of your next Command Phase, this template is treated as Impassable Terrain (Ruin).

Models cannot end a move (including Pile-in or Consolidate moves) on top of the Ice Wall and line of sight cannot be drawn through it.



# MEGA BANE



Find da biggest, toughest fing on da field and snap its spine. No fancy tricks, just pure krumpin'. They think they're da "Apex" of Goff'am? Show 'em what happens when a real Ork juices up and starts swingin'

## The Job: Break Da Bat

- Each time an enemy MONSTER or VEHICLE unit is destroyed gain 2VP.
- If the total of the Wounds characteristics of the models in that destroyed unit was 15+ (at its Starting Strength). +2VP
- If the total of the Wounds characteristics of the models in that destroyed unit was 20+ (at its Starting Strength) +2VP



## BORN IN DA SCRAP



WHEN: Start of any fight phase.

TARGET: Select one friendly unit and an enemy Vehicle, Monster, or Warlord that it is in engagement range of.

EFFECT: Until the end of the phase, the following rules apply:

**"I Will Break You"**: The enemy unit cannot Fall Back.

**"Venom Overdrive"**: Models in the friendly unit gain a 4+ Feel No Pain against attacks made by the selected enemy unit.



# SCAREGROT



Nothin' beats the smell of panic in the mornin'! Scare-Grot's got special toxins that make even the bravest humie 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.



## TOXIC PLANT GURL



She says Goff'am is too grey and needs more 'Green.' I told 'er we're already green, but she started talkin' about plants and spores. Fine by me! If we sit in da ruins and let the weeds grow, the whole city turns into a jungle. Stay in da bushes, keep the gits out, and let 'The Green' take over. It's sproutin' time!

### **The Job: Reclaim Da Streets**

At the end of your turn, score 4 VP if you have more units wholly within No-Man's Land terrain features than your opponent.



## SPORE OVERGROWTH

**WHEN:** Start of the enemy Movement phase.

**TARGET:** Select one terrain feature wholly within No-Man's Land.



**EFFECT:** Until the start of your next Command phase, that terrain feature is "Overgrown."

**Sneaky Spores:** Friendly units wholly within this terrain feature gain the [STEALTH] keyword.

**Vines of Da Green:** Each time an enemy unit finishes a move (Move, Advance, Charge, Pile-in, arrives from Reserves, or Consolidate) within this terrain feature, roll a D6 for each model in that unit that is within the terrain. On a 4+, that unit suffers d3 Mortal Wounds.



# CATGIT



Goff'am is full of shiny gubbins, and I want 'em all! Don't just stand around krumpin' in the streets—sneak into their backyard and swipe the good stuff right from under their noses. They won't even know we was dere until they realize their fancy hat is missing and there's a 'meow' painted on the wall! It's the purr-fect crime, see?

## The Job: Da Grot Burgla

At the end of your turn, score 4 VP if one or more of your units are wholly within the enemy deployment zone.



## NINE LIVES

**WHEN:** End of your Shooting phase.

**TARGET:** Select one unit from your army that made a ranged attack and did not advance, arrive via strategic reserves this turn, and did not disembark from a transport this turn.



### EFFECTS:

**Cat-Walk:** That unit may immediately make a **Normal Move** of up to 6". This unit is not eligible to charge this turn.

**The Pounce:** If that unit ends this move wholly within the enemy Deployment Zone, it is eligible to declare a Charge this turn.