



26-27

SEPTIEMBRE 2026

II GT AOS IND.
GUARHAMMAR



BATTLEPLANS

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TWIST: From the second battle round onwards, both players can use the following abilities:

☉ **Once Per Turn (Army),
Your Hero Phase**

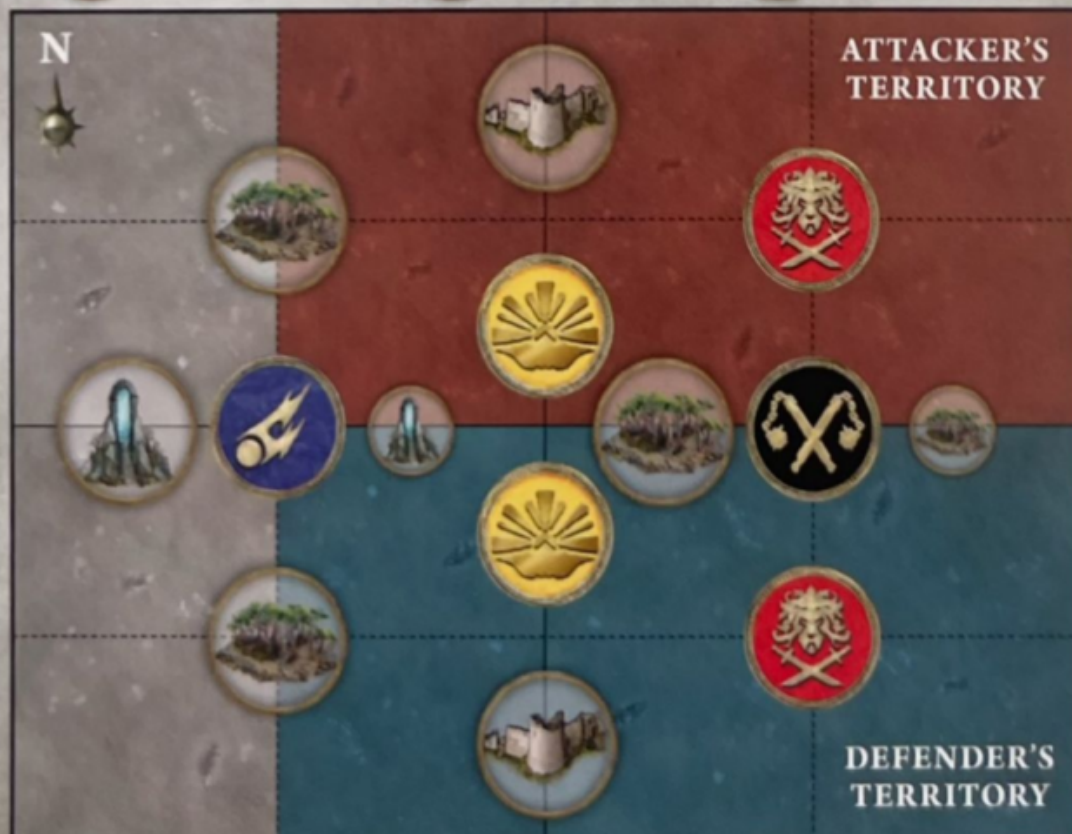
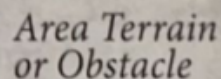
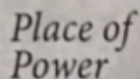
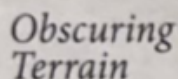
EMBERSTONE CACHE

Declare: Pick a friendly unit contesting an objective you control to be the target.

Effect: Give the target an emberstone sliver.

- Each player scores victory points at the end of each of their turns as follows:
- Score 3 victory points if you control at least 1 objective.
 - Score 3 victory points if you control 2 or more objectives.
 - In the first battle round, score 4 victory points if you control more objectives than your opponent.
 - From the second battle round onwards, score 4 victory points if you control an objective that was controlled by your opponent at the start of the turn.

Then, if you are the **underdog**, remove all of the target's **emberstone slivers**. Otherwise, remove all **emberstone slivers** from each friendly unit.



WHAT'S YOURS IS OURS

TWIST: While the battle round number is odd, the pair of **Golden Lions**  objectives is the **coveted** pair of objectives.

While the battle round number is even, the pair of **Sun Seekers**  objectives is the **coveted** pair of objectives.

If you are the **underdog**, you can use the following ability:

 Once Per Battle Round, Start of Battle Round

ALL THE RAGE

Declare: Pick a pair of objectives to be the target.

Effect: For the rest of the battle round, the target is the **coveted** pair of objectives instead of the other pair of objectives.

Each player scores victory points at the end of each of their turns as follows:

- Score 3 victory points if you control at least 1 objective.
- Score 3 victory points if you control the **coveted** pair of objectives.
- Score 4 victory points if you control more objectives than your opponent.



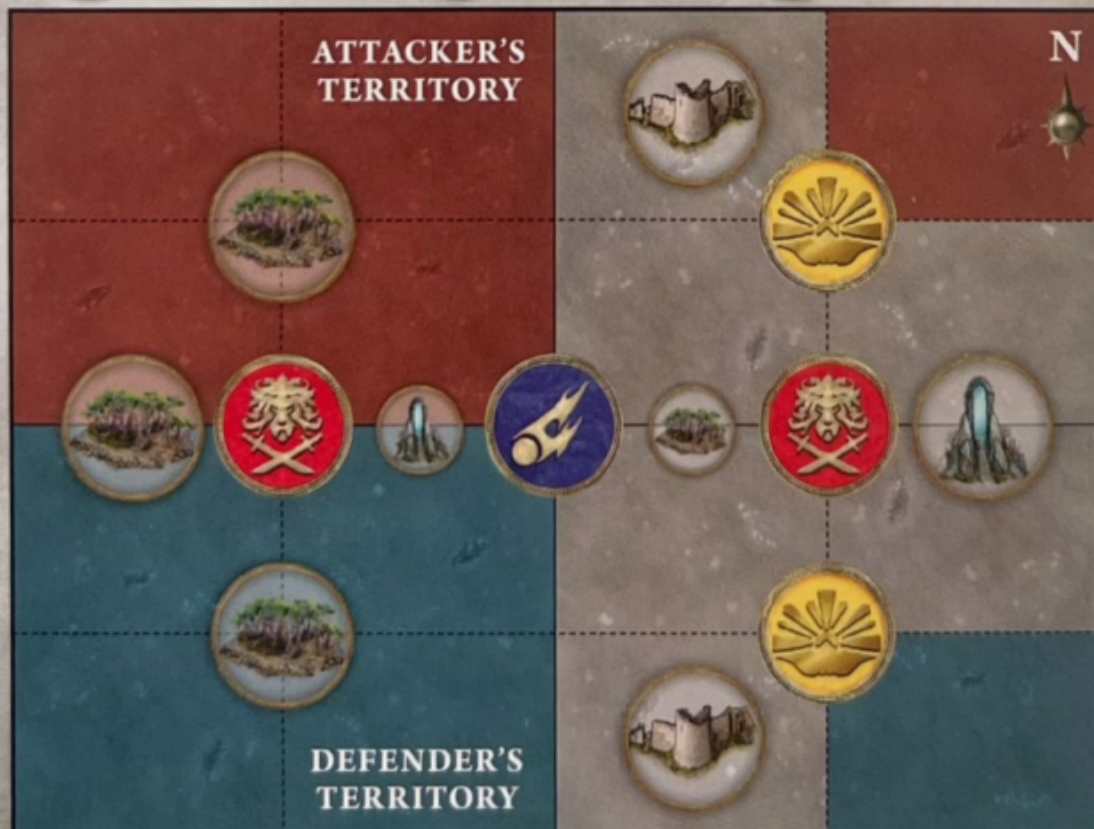
Obscuring Terrain



Place of Power



Area Terrain or Obstacle



WARPED RUINS

Each non-FACTION TERRAIN terrain feature must be set up within 12" of at least 1 other non-FACTION TERRAIN terrain feature.

TWIST: If you are the **underdog**, you must use the following ability:

☼ Once Per Battle Round, Start of Battle Round

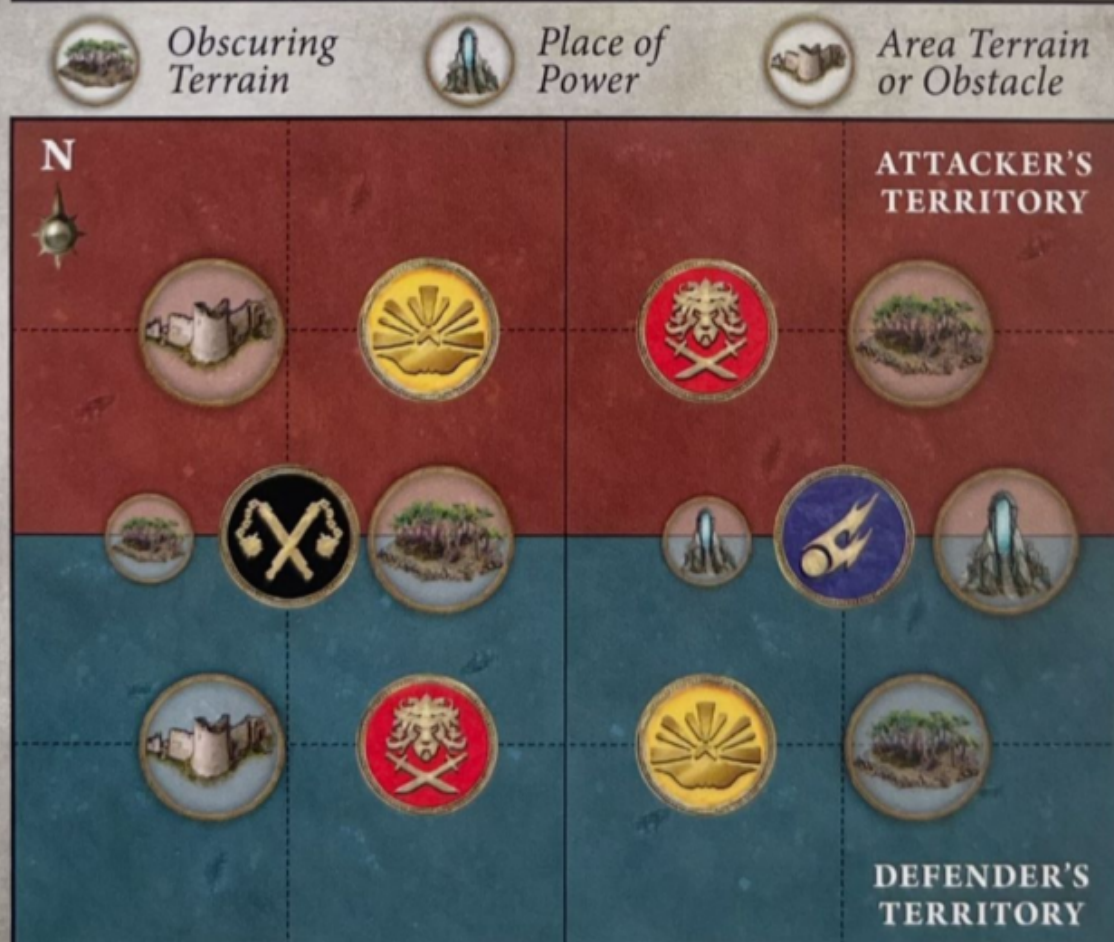
SPREADING WARPFIRE

Declare: If there are no **flaming** terrain features on the battlefield, pick a non-FACTION TERRAIN terrain feature to be the target. Otherwise, pick a non-FACTION TERRAIN terrain feature that is not **flaming** and that is within 12" of a **flaming** terrain feature to be the target.

Effect: The target is **flaming** for the rest of the battle. Then, inflict D3 mortal damage on each unit (friendly and enemy) within 6" of any **flaming** terrain features.

Each player scores victory points at the end of each of their turns as follows:

- Score 3 victory points if you control at least 1 objective.
- Score 3 victory points if you control any pairs of objectives.
- Score 4 victory points if you control more objectives than your opponent.



HIDDEN UNDER ASH-CLOUDS

TWIST: At the start of each battle round, the **underdog** must pick whether or not the ash-clouds are **low-lying**. If there is no **underdog**, the ash-clouds are **low-lying**.

The following passive ability applies this battle:

⚙ **Passive**

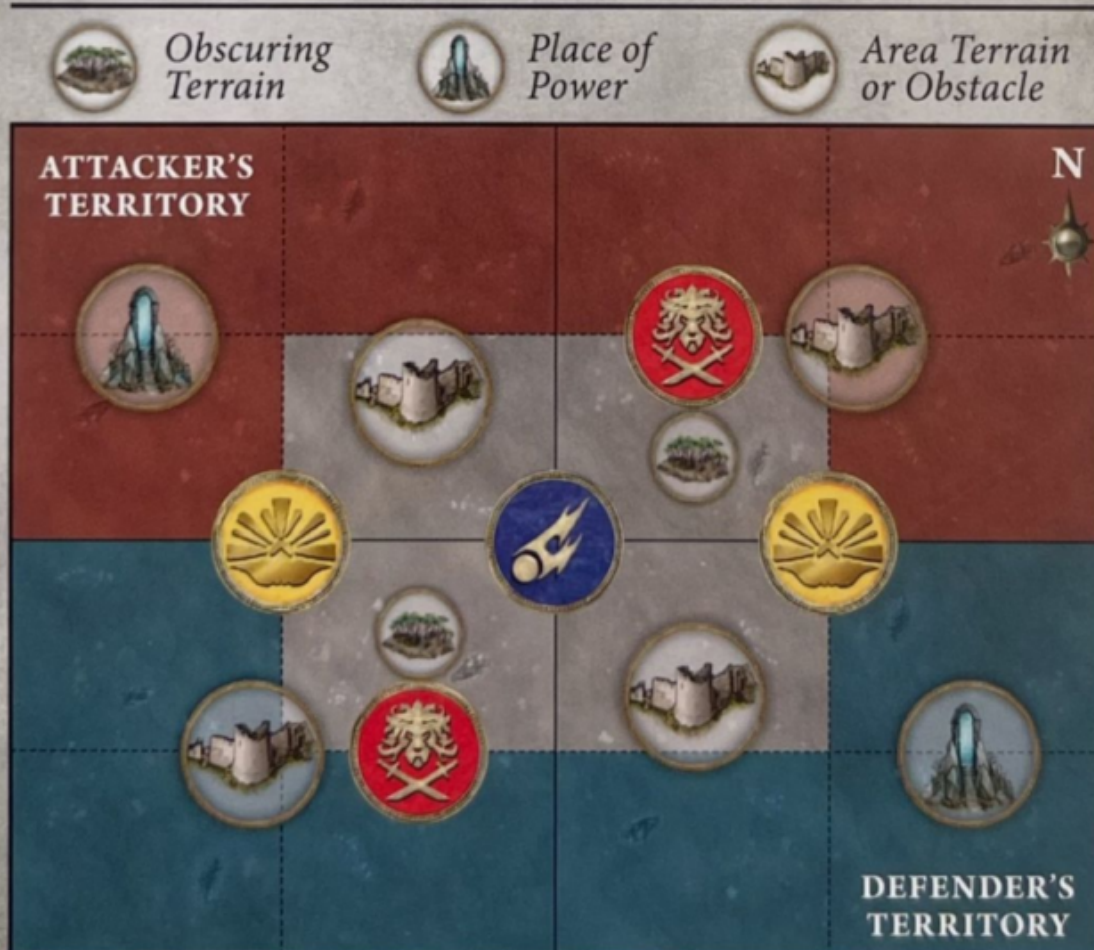
ROLLING ASH-CLOUDS

Effect: While the ash-clouds are **low-lying**:

- Units and **MANIFESTATIONS** cannot be set up in neutral territory.
- Units and **MANIFESTATIONS** cannot end a move within neutral territory unless they started that move wholly within neutral territory.
- Models and **MANIFESTATIONS** are not visible to other models more than 3" away unless a straight line can be drawn between any points on their bases that does not cross neutral territory.

Each player scores victory points at the end of each of their turns as follows:

- Score 3 victory points if you control at least 1 objective.
- Score 3 victory points if you control 2 or more objectives.
- Score 4 victory points if you control more objectives than your opponent.



POWER OF THE REALMS

TWIST: At the start of the battle, the **Sun Seekers** ☀ objective is the **primary** objective and the other objectives are **secondary** objectives.

If you are the **underdog**, you can use the following ability:

⚙ **Once Per Battle Round, Start of Battle Round**

ARCANE CHARGE

Declare: Pick a **Place of Power** you control to be the target.

Effect: Draw a straight line from the centre of the **primary** objective to the target. If that line crosses any **secondary** objectives, the first **secondary** objective that the line crosses is now the **primary** objective and all other objectives are now **secondary** objectives.

Each player scores victory points at the end of each of their turns as follows:

- Score 3 victory points if you control the **primary** objective.
- Score 3 victory points if you control 2 or more **secondary** objectives.
- Score 4 victory points if you control more objectives than your opponent.

