



LA ESCOTILLA

10-11

OCTUBRE 2026

**GT HUERTANO
INDIVIDUAL**



BATTLEPLANS

GT HUERTANO INDIVIDUAL · IV EDICIÓN

10-11 OCTUBRE 2026 · SCOURGE OF AQSHY · MURCIA

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The Generals Hub



LA ESCOTILLA

(2026-27)

BATTLEPLAN 10 (TABLE 2)

TREACHEROUS GROUND

TWIST: At the start of the battle, all objectives are **stable**.

Both players must use the 'Tread Carefully' ability. Then, from the second battle round onwards, if you are the **underdog**, you can use the 'Violent Tremor' ability.

⚙ Once Per Battle (Army), Start of First Battle Round

TREAD CAREFULLY
Declare: Pick an objective within friendly territory to be the target.
Effect: The target is no longer **stable**.

⚙ Once Per Battle Round, Start of Battle Round

VIOLENT TREMOR
Declare: Pick a pair of objectives to be the targets.
Effect: The **stable** target objective is no longer **stable**. The other target objective is **stable** instead.

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



Obscuring Terrain



Place of Power



Area Terrain or Obstacle



ATTACKER'S TERRITORY

N

DEFENDER'S TERRITORY

(2026-27)

BATTLEPLAN 5 (TABLE 1)

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



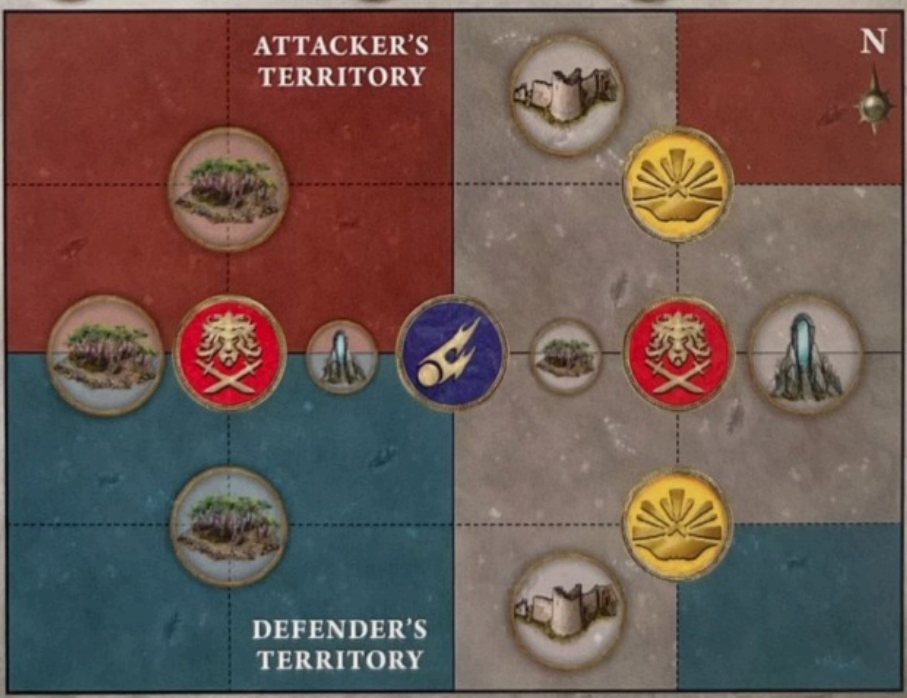
Place of Power



Area Terrain or Obstacle

N





(2026-27)

BATTLEPLAN 3 (TABLE 1)

AVALANCHE OF ASH

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

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

COLLAPSING PASS
Declare: Pick each objective to be the targets. Then, pick 1 of the targets to be the **focus**.
Effect: Roll a dice for each target. Add 1 to the roll for each unit (friendly and enemy) that is contesting it. If the target is the **focus**, you can add 3 to or subtract 3 from the roll. On a 8+, remove the target from the battlefield.

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.
- Score 3 victory points if there is no more than 1 objective on the battlefield and you control a non-FACTION TERRAIN terrain feature within enemy territory.
- Score 7 victory points if there are no objectives on the battlefield and you control more non-FACTION TERRAIN terrain features than your opponent.



Obscuring Terrain



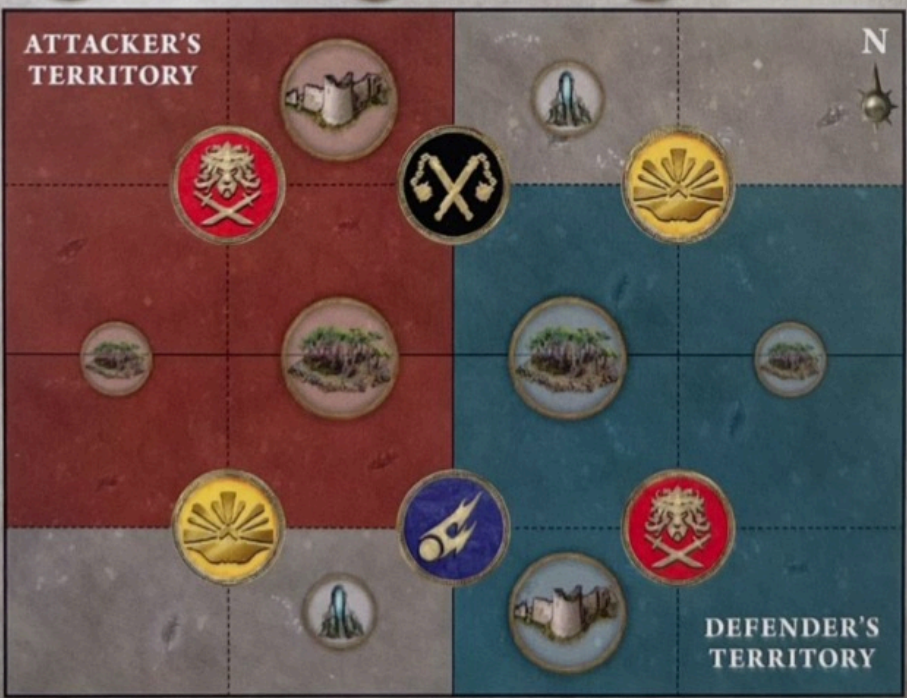
Place of Power



Area Terrain or Obstacle

ATTACKER'S TERRITORY

DEFENDER'S TERRITORY



N



(2026-27)

BATTLEPLAN 9 (TABLE 2)

SEIZE THE EMBERS

TWIST: Both players can use the following abilities:

☼ End of Your Turn

SEARCH THE RUIN
Declare: Pick a friendly unit that does not have an **emberstone nugget** and is contesting a **Sun Seekers** ☀ objective to be the target.
Effect: Give the target an **emberstone nugget**. If you are the **underdog**, the target can immediately move 6" but cannot end that move in combat. The target cannot use the 'Back to Base Camp' or 'Power Through' ability for the rest of the turn.

☼ Once Per Turn (Army), End of Your Turn

BACK TO BASE CAMP
Declare: Pick a friendly unit that has an **emberstone nugget**, was not set up this turn and is contesting a **Golden Lions** 🦁 objective to be the target.
Effect: Remove the target's **emberstone nugget**.

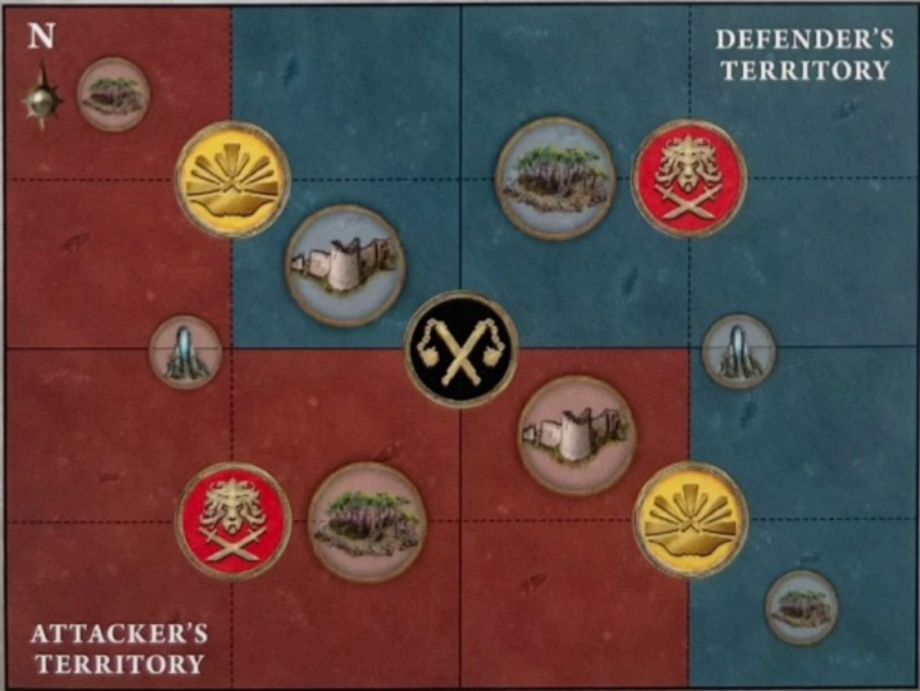
Each player scores victory points at the end of each of their turns as follows:

- Score 3 victory points if you control at least 1 objective.
- In the first battle round, score 3 victory points if you control 2 or more objectives.
- From the second battle round onwards, score 3 victory points if you used the 'Back to Base Camp' ability this turn.
- Score 4 victory points if you control more objectives than your opponent.

 **Obscuring Terrain**

 **Place of Power**

 **Area Terrain or Obstacle**



BATTLEPLAN 7 (TABLE 2)

(2026-27)

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.



Obscuring Terrain



Place of Power



Area Terrain or Obstacle

