

10-11

OCTUBRE 2026

**LETANÍA
DEL OSO II**



BATTLEPLANS

LETANÍA DEL OSO II · GT MADRID

10-11 OCTUBRE 2026 · SCOURGE OF AQSHY · MADRID · POR EQUIPOS

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(2026-27)

BATTLEPLAN 1 (TABLE 1)

INTO THE FIRE

TWIST: Both players' armies have the 'Secure the Gateway' ability. While you are the **underdog**, your army has the 'Determined Defenders' ability.

✕ **Passive**

SECURE THE GATEWAY
 Effect: While you control the **Place of Power** wholly within friendly territory, friendly units' melee weapons have **Anti-charge (+1 Rend)** while they are contesting an objective you control.

● **Passive**

DETERMINED DEFENDERS
 Effect: Add 3 to the control scores of friendly units while they are wholly outside enemy 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.





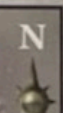
Obscuring
Terrain



Place of
Power



Area Terrain
or Obstacle



N

**ATTACKER'S
TERRITORY**

**DEFENDER'S
TERRITORY**



(2026-27)

BATTLEPLAN 2 (TABLE 1)

BLOODSTAINED COASTS

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

✂ Any Combat Phase

EMBERSTONE-AUGMENTED WEAPONS
Declare: Pick a friendly unit that charged this turn and has any **emberstone slivers** to be the target.
Effect: Pick 1 of the following effects to apply for the rest of the turn:

- Add 1 to hit rolls for the target's combat attacks.
- Add 1 to wound rolls for the target's combat attacks.

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

⬢ 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.



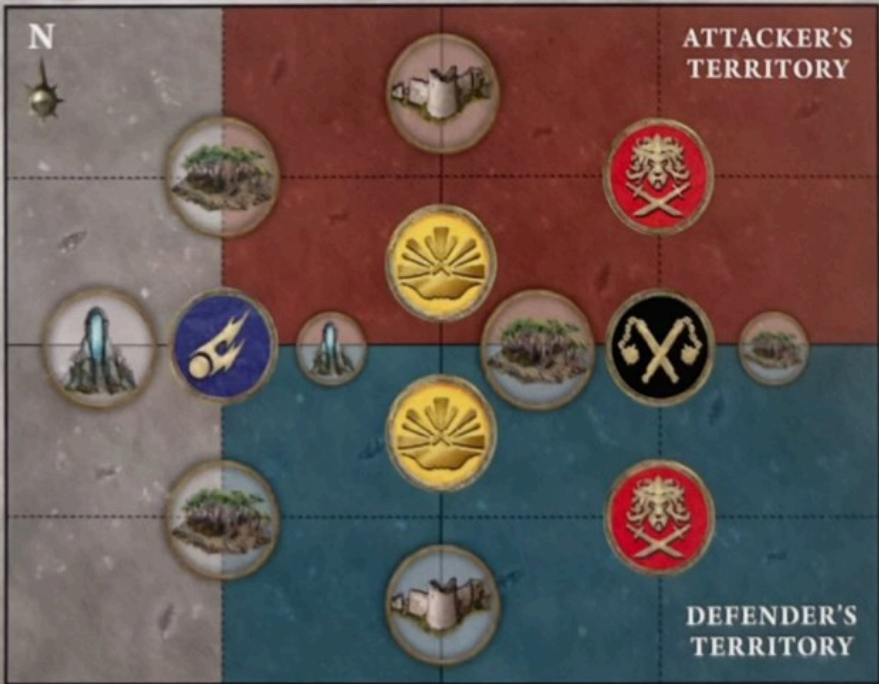
Obscuring Terrain



Place of Power



Area Terrain or Obstacle



The battle map is a rectangular grid divided into four quadrants by a vertical and a horizontal line. The top half is labeled 'ATTACKER'S TERRITORY' and the bottom half is labeled 'DEFENDER'S TERRITORY'. The left side is light grey and the right side is red. The map contains various icons: a North arrow (N) in the top left, several 'Obscuring Terrain' icons (mountain peaks), 'Place of Power' icons (towers), and 'Area Terrain or Obstacle' icons (cannon, cross, etc.). There are also several 'emberstone slivers' (small red and yellow icons) scattered across the map.

RONDA 1 · MISIÓN 3/3

AVALANCHE OF ASH

BATTLEPLAN 3

TABLE 1 · 2026-27

(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

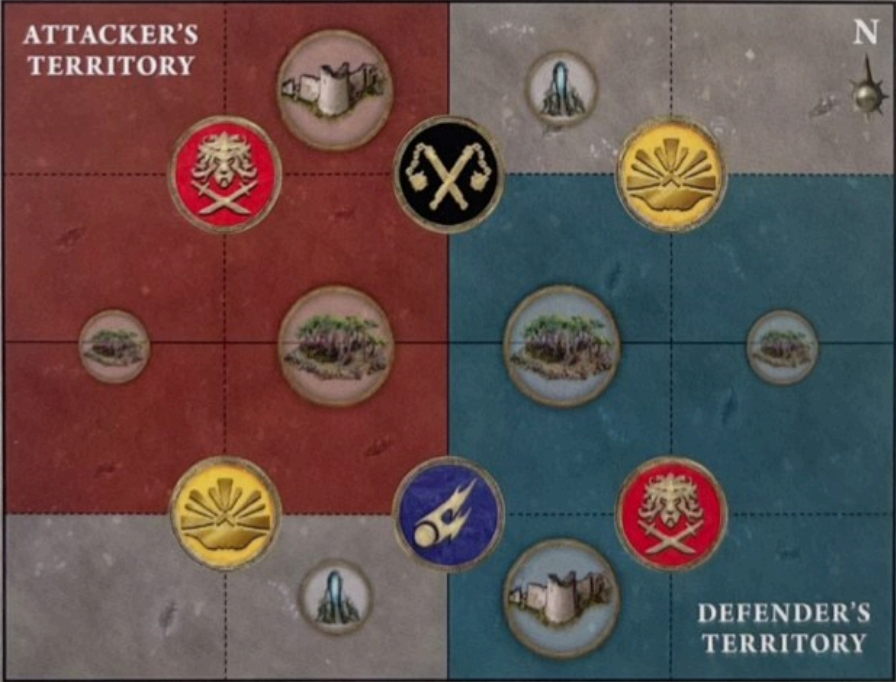


Place of Power



Area Terrain or Obstacle

N



ATTACKER'S TERRITORY

DEFENDER'S TERRITORY

BATTLEPLAN 6 (TABLE 1)

(2026-27)

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.



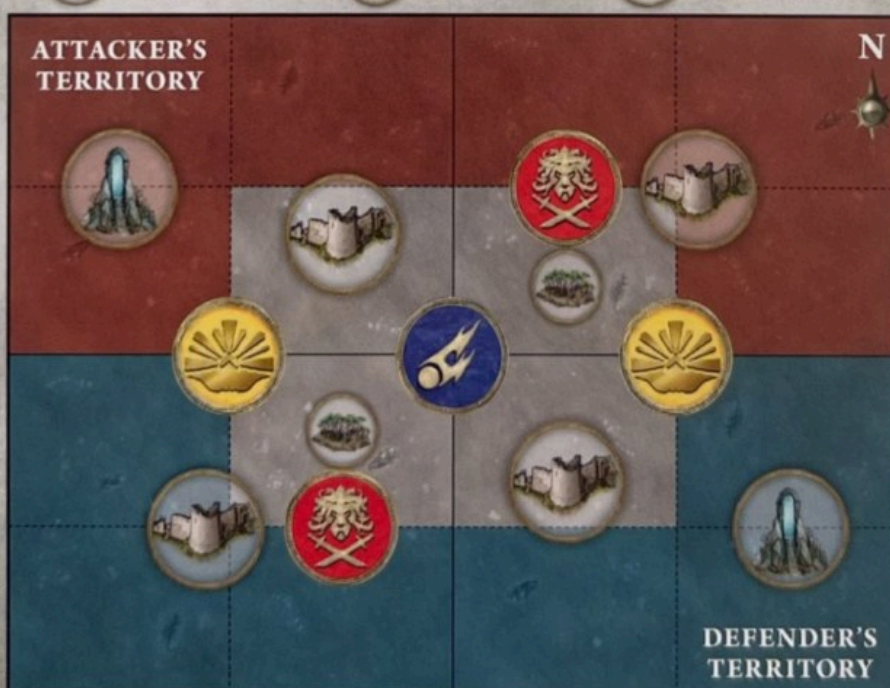
Obscuring
Terrain



Place of
Power



Area Terrain
or Obstacle



(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



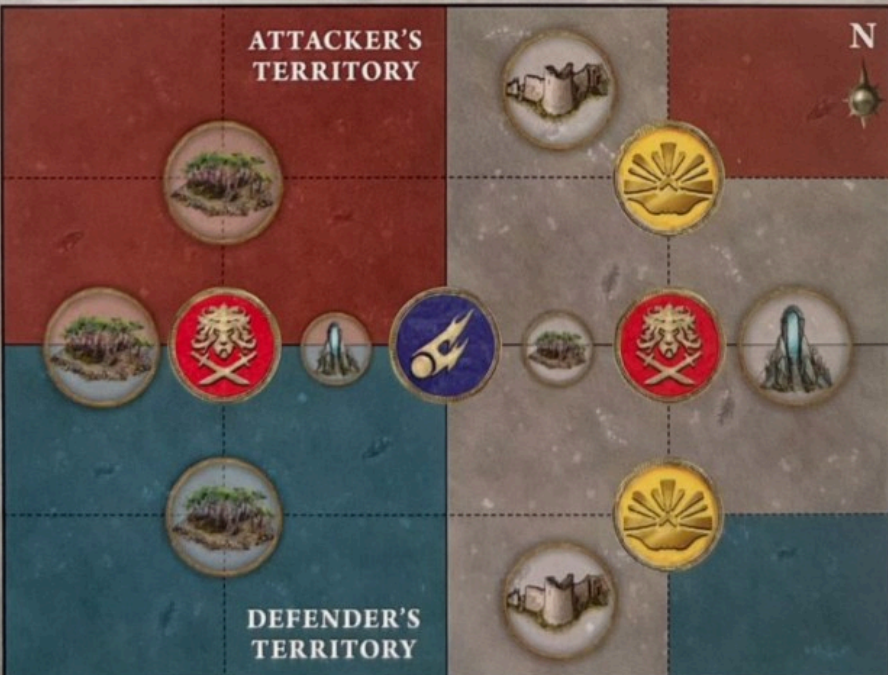
Place of Power



Area Terrain or Obstacle



N



RONDA 2 · MISIÓN 3/3

CAVERNS OF SLAUGHTER

BATTLEPLAN 4

TABLE 1 · 2026-27

(2026-27)

BATTLEPLAN 4 (TABLE 1)

CAVERNS OF SLAUGHTER

TWIST: If you are the **underdog**, you can use the 'Shifting Passages' ability. Both players can use the 'Navigate the Tunnels' ability.

⚙ Once Per Battle Round, Start of Battle Round

SHIFTING PASSAGES
Declare: Pick 2 non-FACTION TERRAIN terrain features to be the targets.
Effect: Remove all **hidden passage tokens** from the battlefield (if any). Then, give each target a **hidden passage token**.

➦ Once Per Turn (Army), Your Movement Phase

NAVIGATE THE TUNNELS
Declare: Pick a friendly unit wholly within 6" of a terrain feature that has a **hidden passage token** to be the target.
Effect: Remove the target from the battlefield and set it up again wholly within 6" of a different terrain feature that has a **hidden passage token** and more than 9" from all enemy units.

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 any pairs of objectives.



Obscuring Terrain

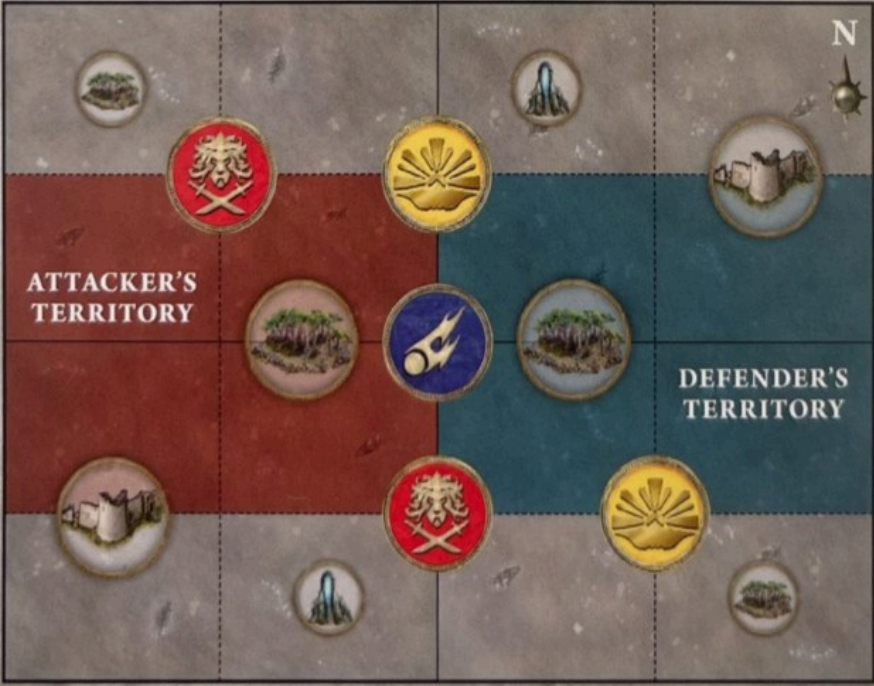


Place of Power



Area Terrain or Obstacle

N



(2026-27)

BATTLEPLAN 8 (TABLE 2)

CURSE OF THE GNAW

TWIST: At the start of the battle, the **instability level** is 1. Each time either player uses the 'Activate Place of Power' ability, add 1 to the **instability level**, to a maximum of 6.

After deciding who will take the first turn, the **underdog** can use the following ability:

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

ECHOES OF BLIGHT CITY
Declare: Pick an objective to be the target.
Effect: Inflict an amount of mortal damage on each unit (friendly and enemy) contesting the target equal to the **instability level**. Then, reset the **instability level** to 1.

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

- Score 3 victory points if you control the **Golden Lions** 🦁 objective.
- Score 3 victory points if you control the **Sun Seekers** ☀ objective.
- Score 4 victory points if you control more objectives than your opponent.



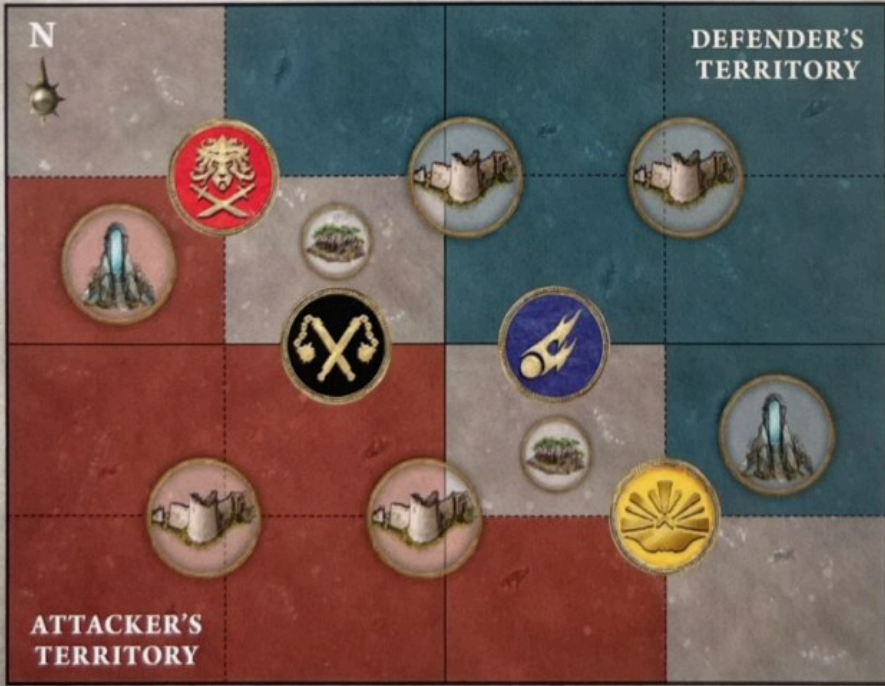
Obscuring Terrain



Place of Power



Area Terrain or Obstacle



(2026-27)

BATTLEPLAN 7 (TABLE 2)

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



RONDA 3 · MISIÓN 3/3

SEIZE THE EMBERS

BATTLEPLAN 9

TABLE 2 · 2026-27

BATTLEPLAN 9 (TABLE 2)

(2026-27)

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.



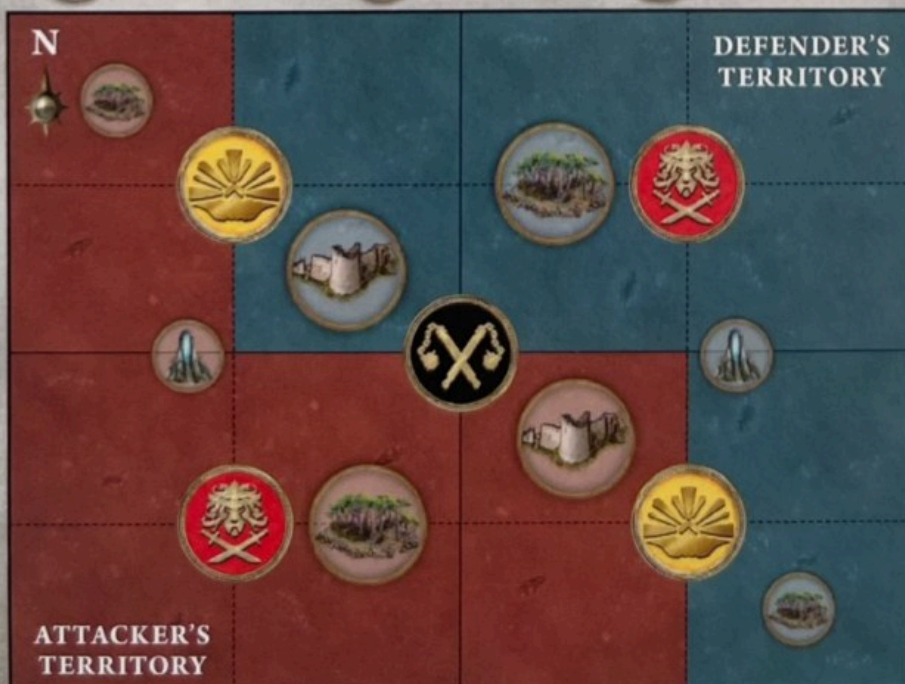
Obscuring
Terrain



Place of
Power



Area Terrain
or Obstacle



(2026-27)

BATTLEPLAN 12 (TABLE 2)

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.



Obscuring Terrain



Place of Power

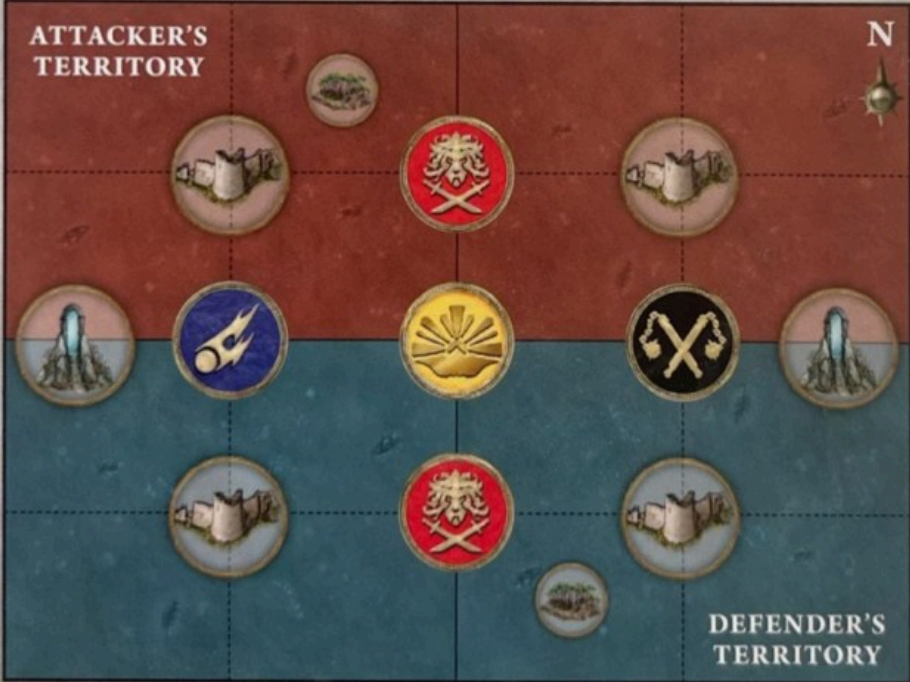


Area Terrain or Obstacle

N


ATTACKER'S TERRITORY

DEFENDER'S TERRITORY



(2026-27)

BATTLEPLAN 11 (TABLE 2)

ESCAPE FROM THE COAST

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

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

TO THE SHIPS!
Declare: Pick the **Heldenhain** or a **Sun Seekers** objective to be the target.
Effect: 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.

Obscuring Terrain

Place of Power

Area Terrain or Obstacle

ATTACKER'S TERRITORY

DEFENDER'S TERRITORY

RONDA 4 · MISIÓN 3/3

TREACHEROUS GROUND

BATTLEPLAN 10

TABLE 2 · 2026-27

BATTLEPLAN 10 (TABLE 2)

(2026-27)

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



DEFENDER'S
TERRITORY

RONDA 5 · MISIÓN 1/3

CURSE OF THE GNAW

BATTLEPLAN 8

TABLE 2 · 2026-27

(2026-27)

BATTLEPLAN 8 (TABLE 2)

CURSE OF THE GNAW

TWIST: At the start of the battle, the **instability level** is 1. Each time either player uses the 'Activate Place of Power' ability, add 1 to the **instability level**, to a maximum of 6.

After deciding who will take the first turn, the **underdog** can use the following ability:

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

ECHOES OF BLIGHT CITY
Declare: Pick an objective to be the target.
Effect: Inflict an amount of mortal damage on each unit (friendly and enemy) contesting the target equal to the **instability level**. Then, reset the **instability level** to 1.

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

- Score 3 victory points if you control the **Golden Lions** 🦁 objective.
- Score 3 victory points if you control the **Sun Seekers** ☀ objective.
- Score 4 victory points if you control more objectives than your opponent.



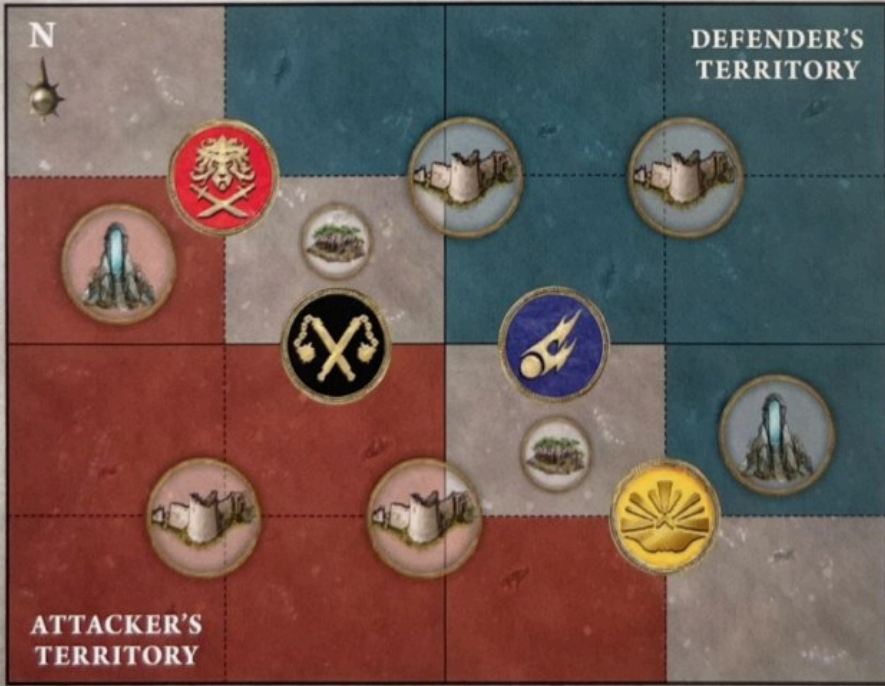
Obscuring Terrain



Place of Power



Area Terrain or Obstacle



(2026-27)

BATTLEPLAN 2 (TABLE 1)

BLOODSTAINED COASTS

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

✂ Any Combat Phase

EMBERSTONE-AUGMENTED WEAPONS
Declare: Pick a friendly unit that charged this turn and has any **emberstone slivers** to be the target.
Effect: Pick 1 of the following effects to apply for the rest of the turn:

- Add 1 to hit rolls for the target's combat attacks.
- Add 1 to wound rolls for the target's combat attacks.

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

⬢ 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.



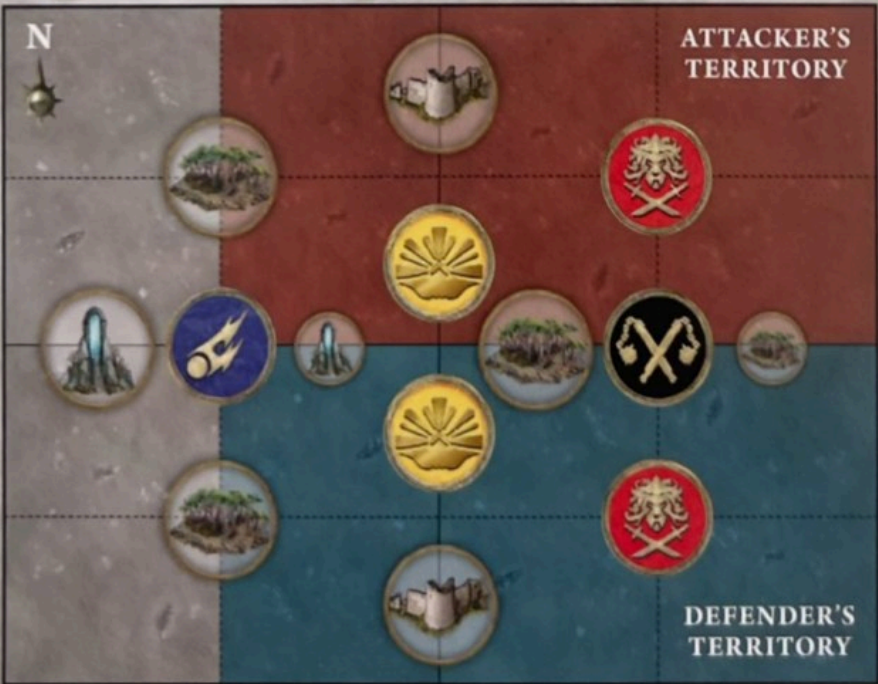
Obscuring Terrain



Place of Power



Area Terrain or Obstacle



The battle map is a 5x5 grid. The top half is red, labeled 'ATTACKER'S TERRITORY', and the bottom half is blue, labeled 'DEFENDER'S TERRITORY'. A north arrow is in the top left. Various icons are placed on the grid: 'Obscuring Terrain' (green hills), 'Place of Power' (blue tower), 'Area Terrain or Obstacle' (brown rock), and 'EMBERSTONE CACHE' (yellow sunburst). The map is divided by a central vertical line.

RONDA 5 · MISIÓN 3/3

AVALANCHE OF ASH

BATTLEPLAN 3

TABLE 1 · 2026-27

(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

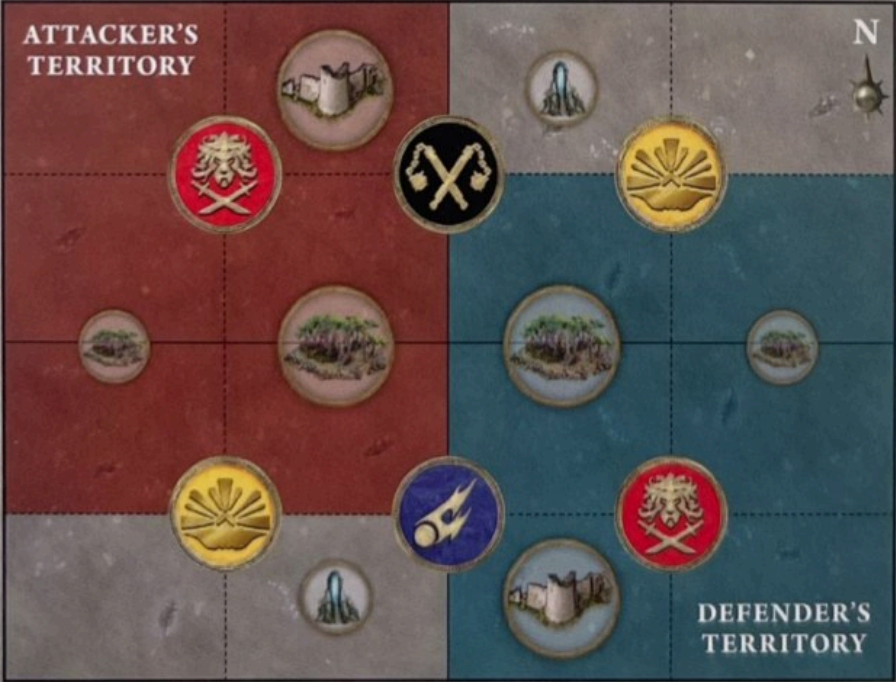


Place of Power



Area Terrain or Obstacle

N



The battlefield map is divided into two main sections: **ATTACKER'S TERRITORY** (left, red background) and **DEFENDER'S TERRITORY** (right, blue background). The map is divided into a 4x4 grid of squares. Various terrain features and objectives are placed on the map, including:

- Attacker's Territory:**
 - Top-left square: Red circle with a white cross (Faction Terrain).
 - Top-right square: Yellow circle with a black cross (Faction Terrain).
 - Middle-left square: Green circle with a white cross (Faction Terrain).
 - Middle-right square: Yellow circle with a black cross (Faction Terrain).
 - Bottom-left square: Yellow circle with a black cross (Faction Terrain).
 - Bottom-right square: Blue circle with a white cross (Faction Terrain).
- Defender's Territory:**
 - Top-left square: Green circle with a white cross (Faction Terrain).
 - Top-right square: Yellow circle with a black cross (Faction Terrain).
 - Middle-left square: Green circle with a white cross (Faction Terrain).
 - Middle-right square: Yellow circle with a black cross (Faction Terrain).
 - Bottom-left square: Yellow circle with a black cross (Faction Terrain).
 - Bottom-right square: Red circle with a white cross (Faction Terrain).