

BATTLEPLAN GROTMAS GETAWAY

Hashutite inventor Niklozzar of the Ashen Beard has had their latest creation stolen by Da Red Gobbo. This piloted suit is highly experimental and, with Da Red Gobbo in charge, completely unpredictable. Will you be the one to capture Da Red Gobbo and claim the prize?



ADVANCED RULES

In addition to the Core Rules, this battleplan uses the following Advanced Rules modules from the General's Handbook 2025-26: **Commands 2025-26**, **Terrain 2025-26**, **Magic 2025-26**, **Army Composition 2025-26**, **Command Models**.

SET UP THE BATTLEFIELD

The players roll off. The winner chooses who is the **naughty player** and who is the **nice player**.

Next, the **nice player** sets up Da Red Gobbo anywhere on the battlefield. Da Red Gobbo is an objective that units (friendly and enemy) cannot end their move on.

Then, the **nice player** sets up terrain features. We recommend 4 small and 4 medium terrain features. Each terrain feature must be set up more than 3" from the battlefield edge, more than 3" from Da Red Gobbo and more than 6" from all other terrain features.



PICK TERRITORIES AND ESCAPE POINT

After Da Red Gobbo and terrain have been set up, the **naughty player** picks which territory is their territory. The other territory is the **nice player's** territory.

Then, the **naughty player** picks one of the short battlefield edges. The central point of that battlefield edge is the **exit point**, indicated by the black circle on the deployment map.

DEPLOYMENT

The **naughty player** begins deployment.

BATTLE LENGTH

The battle lasts for 5 battle rounds.



TWIST

Players **must** use the following abilities:

⚙ Start of Your Turn

WHAT HAPPENS IF I PRESS...: *Da Red Gobbo doesn't know what he's doing any more than the rest, but he's nothing if not enthusiastic.*

Effect: Roll a dice and apply the corresponding effect. If any enemy units are contesting Da Red Gobbo, you can add or subtract 1 from the roll (to a minimum of 1).

- 1 ...**Da Green Button?**: Add 1 to the Attacks characteristic of each unit's melee weapons (friendly and enemy) for the rest of the turn.
- 2 ...**Da Blue Button?**: Each player can re-roll 1 hit roll, 1 wound roll or 1 random characteristic roll for a weapon's Damage characteristic this turn.
- 3 ...**Da Yellow Button?**: Each player gains 1 command point.
- 4 ...**Da Orange Button?**: Each unit (friendly and enemy) on the battlefield has a Move characteristic of 3D6" for the rest of the turn.
- 5 ...**Da Purple Button?**: Units (friendly and enemy) are not visible to other units outside their combat range for the rest of the turn.
- 6 ...**Da Red Button?**: You must immediately use the 'Clank, Clank, Clank' ability as if it were the end of your turn.
- 7+ ...**Da Whirly Button?**: Pick an enemy unit within 18" of Da Red Gobbo. Remove that unit from the battlefield. Then your opponent picks a point on the battlefield. Set up that enemy unit within 1" of that point and more than 9" from all enemy units. Each model in that enemy unit that cannot be set up in this way is automatically slain.

➤ End of Your Turn

CLANK, CLANK, CLANK: *Da Red Gobbo puts the suit into overdrive, and off it goes!*

Effect: Roll 3D6. If Da Red Gobbo is within a number of inches of the **exit point** equal to the roll, he escapes, the battle ends immediately and both players **lose**.

Otherwise, pick a point on the battlefield within a number of inches of Da Red Gobbo equal to the roll. That point must be as near as possible to the **exit point**. Remove Da Red Gobbo from the battlefield and set him up again as near as possible to that point and more than 1" from all terrain features. If you are the **underdog**, set him up again within 6" of that point and more than 1" from all terrain features instead.

⚙ Passive

NAUGHTY OR NICE?: *Your ability to catch Da Red Gobbo will all depend on how good you were this year.*

Effect: If you are the **naughty player**, friendly units' melee weapons have **Crit (Auto-wound)** while they are contesting Da Red Gobbo.

If you are the **nice player**, friendly units have **WARD (6+)** while they are contesting Da Red Gobbo.

VICTORY POINTS

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

- Score 5 victory points if you control Da Red Gobbo and no enemy units are contesting Da Red Gobbo.
- Score 3 victory points if you control Da Red Gobbo and any enemy units are contesting Da Red Gobbo.

GLORIOUS VICTORY

At the end of the battle, if Da Red Gobbo has not escaped and if one player has at least 5 victory points more than their opponent, they win a **Happy Holiday**. If one player has fewer than 5 more victory points than their opponent, they win a **Festive Season**. If the players are tied on victory points, each player 'wins' a **Lump of Coal**.