

Age of Sigmar Grotmas Calendar Day 24: Red Gobbo's Big Heist Battleplan

The Grotmas Calendar is one of the most anticipated seasonal celebrations in **Warhammer Age of Sigmar**, delivering daily surprises that range from lore snippets to new rules content. Day 24 stands out as a fan favorite, featuring **Red Gobbo's Big Heist Battleplan**—a scenario overflowing with mischief, narrative flair, and asymmetric gameplay. This battleplan embraces the chaotic spirit of the grots while offering a fresh way to enjoy matched or narrative play during the festive season.

This article breaks down the theme, objectives, setup, tactics, and narrative appeal of Red Gobbo's Big Heist, while also answering common questions players ask when preparing to play this scenario.

What Is Red Gobbo's Big Heist Battleplan?

Red Gobbo's Big Heist is a **thematic battleplan** designed to emphasize sneaky tactics, objective-based play, and cinematic moments rather than pure battlefield domination. Instead of focusing on wiping out the enemy, players are encouraged to outwit their opponent by stealing valuable objectives and escaping with the loot.

The scenario fits perfectly into **narrative campaigns**, casual play, or festive one-off games. While grots are at the heart of the theme, the battleplan is flexible enough to accommodate almost any faction in the Mortal Realms.

Narrative Theme and Atmosphere

At its core, Red Gobbo's Big Heist tells a classic Age of Sigmar story: a cunning raid carried out under cover of chaos and confusion. A heavily guarded stockpile, arcane relics, or stolen supplies sits at the center of the battlefield. One side plays the role of the **defenders**, while the other takes on the part of the **raiders**, inspired by the Red Gobbo's legendary knack for bold thefts.

The tone is playful yet tense. Timing, positioning, and clever movement matter far more than brute strength. This makes the battleplan especially appealing for players who enjoy storytelling and cinematic twists during their games.

Battlefield Setup Overview

The battlefield setup is intentionally designed to encourage movement and interaction:

- **Terrain Placement:** Dense terrain works best, including ruins, obstacles, and narrow pathways. This reinforces the sneaky nature of the heist.
- **Central Objective:** One or more key objectives represent the stolen goods or treasure cache.
- **Deployment Zones:** Defenders typically deploy closer to the objectives, while raiders deploy farther away or arrive from unexpected angles.

This layout creates immediate tension, forcing defenders to spread out while raiders look for weak points in the enemy line.

Objectives and Victory Conditions

Unlike standard battleplans, victory is not determined solely by controlling objectives at the end of each round.

Primary Objective

The raiding force must **secure and extract loot objectives** from the battlefield. Once claimed, these objectives often need to be carried to a specific escape point or held until the battle ends.

Defender's Goal

The defending force aims to **prevent the theft**, either by holding the objectives or eliminating the raiders before they can escape.

Win Conditions

- Raiders win by successfully escaping with a set number of objectives.

- Defenders win by stopping the heist before the time limit expires.

This asymmetry keeps both players engaged until the final turn.

Special Rules That Define the Heist

Red Gobbo's Big Heist introduces unique rules that differentiate it from traditional Age of Sigmar missions:

Sneaky Movement

Certain units may gain bonuses to movement, retreating, or disengaging, reflecting hit-and-run tactics.

Carrying the Loot

Units holding objectives may suffer penalties to speed or combat effectiveness, forcing players to protect their carriers.

Sudden Twists

Optional narrative rules can introduce unexpected events, such as alarms being triggered, reinforcements arriving, or secret tunnels opening.

These mechanics reinforce the idea that this is not a straight fight—it's a daring robbery.

Tactical Tips for Raiders

Players acting as raiders should focus on precision rather than power:

- **Split the Defender's Attention:** Use fast or disposable units to distract key enemy forces.
- **Choose the Right Carrier:** Durable but mobile units make the best loot carriers.
- **Plan an Escape Route Early:** Securing the objective is only half the battle; getting away is what wins the game.

- **Avoid Prolonged Combat:** Every extra turn in melee gives defenders time to regroup.

Patience and positioning often matter more than dice rolls.

Tactical Tips for Defenders

Defenders face a different challenge:

- **Control Choke Points:** Narrow paths and terrain features can limit enemy movement.
- **Protect the Objectives:** Keep durable units near the loot while mobile units respond to threats.
- **Force the Fight:** Engage raiders early to prevent clean getaways.
- **Anticipate Feints:** Raiders thrive on misdirection—don't overcommit too soon.

A disciplined defense can turn the heist into a costly failure.

Why This Battleplan Works So Well

Red Gobbo's Big Heist succeeds because it:

- Encourages **story-driven gameplay**
- Rewards **creative tactics**
- Works well with **mixed skill levels**
- Adds variety to standard Age of Sigmar matches

It's also ideal for holiday gaming sessions, where fun and narrative often take priority over strict competitive balance.

Ideal Play Formats

This battleplan is especially well suited for:

- Narrative campaigns
- Friendly matched play
- Holiday events and club nights
- Teaching new players objective-based gameplay

Because of its flexible structure, it can easily be scaled up or down depending on army size.