

ETC 2019 Novi Sad - WH40K 8th ed. rulespack version: **0.2** Last Update: **January 13, 2019**



ETC 2019 Novi Sad Rulespack 40K 8th edition

Version: 0.2

More Information about the ETC?

For more information about the ETC tournament please refer to :

<http://warhammer.org.uk/phpBB/viewforum.php?f=33>

Document History:

2018/01/05: [First update for 2018, mission pack altered with new chapter approved missions proposal](#)

2019/01/13: [Update following chapter approved vote by captains](#)

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TOURNAMENT OUTLINE

DATES

The 40K ETC 2018 will be held in Zagreb Arena, Croatia on August 3rd to August 5th.

Subscription fees are XXX€pp and XXX€pp for coach, team assistant or non playing captains. This does NOT include 3 warm meals as they cost an additional XXX€pp.

Register via Tourneykeeper needs to be done by each team player by heading here:
LINK TO ADD

For Team Captains All registration info can be found by heading to:
LINK TO ADD

SCHEDULE

For the schedule head on over to:
LINK TO ADD

GENERAL TOURNAMENT OUTLINE

1. The ETC 40K is an 8 player Team Tournament.
2. 2000 pts Armies, 8th edition WH40K, Matched play rules
3. Armies have to be fully painted and based and be WYSIWYG (see basing document in case there is a question regarding, **or have your captain approve basing that might stray from the norm on the Captains council forum**). Models that are not official, do not fit the WYSIWYG profile, or considerably deviate from the norm **MUST** be presented at the 40K Captains Council (pics preferably), **at least a month** PRIOR to the tournament and meet an approval from a majority of Captains before they can be used at the tournament. Threads can be opened in the captains section on the Warhammer forums, and captains can assume that their players armies are OK'ed if no objections were raised and the thread was started within the deadline. If objections were raised assume the models/armies in questions cannot be used as you intend unless the chairmen intervene and state otherwise. Any models like this in use at the ETC without prior consent will be up for an immediate infraction notice (yellow card) for each game unless original stand-in models can be produced on the spot (for LOS purposes or otherwise).
4. Teams will be matched by swiss system after the first round. First round will be randomly drawn by means of the magic fingers of the Chairmen, or their proxies via Skype or in live fashion, and announced well ahead of the event so the first round can be prepared more intensely, as has been customary these last few years. Challenges can be sent to other teams for the first round, as long as the challenge is accepted by both captains. Challenges need to be announced in the captain's forums before the draw deadline. See the Planning later in this document for precise dates.
5. Battles last a maximum of 4 hours, in addition to the 30 minutes set aside for pairings (4.5 hour rounds).
6. Battles will take place on 72"x 48" tables with preset terrain. Advanced Battlefield Terrain rules are in effect.
7. Official language of the tournament is English.
8. Publications released later than June 17th 2019 may not be used at the ETC for building army lists. FAQ's submitted by GW later than June 24th will not be in use at the ETC. We will try to have a final ETC FAQ out before that date as well, but will implement small errors or oversights that occur pas those dates.
9. The matched play beta rules and guidelines for events are in use. The rule of 3 is applied to the datasheet name, even if the datasheets between different books would have different options/rules. For instance, for the rule of 3 an Adeptus Astartes Terminator unit would count the same as a Grey Knight Terminator unit. Daemon princes from different books would not count towards the rule of 3 as each daemon prince datasheet is named differently.
10. The update for Index: Renegade Knights can be used at the ETC. The update can be found via [THIS LINK](#).
11. The Vigilus book can be used, special Detachments are in play

SENDING IN A TEAM

TEAM FORMATION

If you are interested in bringing a new team to the ETC, you should make yourself known on the [ETC Forum](#) in the general 40K section. One of the admins will then get in touch with the details. In general though, if you want to go to the ETC with an existing team, you need to follow whatever protocol an existing team has put in place to make the team. Get in touch with your captain regarding that. It shouldn't be too hard to come by that info. The way ETC Captaincy works is that only the current Captain can announce his successor.

New teams will be given access to the dedicated sections so they can be part of the processes involved and can get directed help if so needed.

A 40K ETC Team consists of a minimum of 8 playing members. Of which at least 4 need to be able to show a record of nationality for representing a given country. For more info on what this entails, please refer to the ETC Charter. A 9th non-playing member may also attend the tournament to act as a coach or assistant for the team. The Team must have a nominated Captain (either playing or non-playing). A team may have additional roles or non-playing members, but they all need to adhere to the same restrictions and regulations that are put in place for non-playing team members.

Throughout the year, a Captain is the voice of his team and acts in their stead for all official communications and votes that are required. At the ETC, The Team Captain is ultimately responsible for the conduct of his/her Team and for pairing their Team each round, submitting results, and can be called in for a 40K Captains Council in certain situations. The Captains are also responsible for checking all the rows and tables for any discrepancies in terrain density and placement before the start of the tournament, and for organising their teams to check the final submitted rosters (at least 3 other countries) prior to the event.

A non-playing Team Member is allowed to:

1. Be the Team Captain
2. Do/assist the Pairings
3. Collate and submit Team Results
4. Ask questions about how the game is going (only in English, see below)
5. Tell their player how their team is doing and if they require a win/draw/loss from this game

A non-playing Team Member is not allowed to:

1. Give Tactical advice (they may not tell their player 'how' to get that win/draw/loss!) or interject in any way on in-game situations like forgetting that their player forgot to consolidate. If they perceive situations like that, especially in the case where players must do something but forget to, they can call for the game to be stopped, and then get a judge to rectify the situation.
2. Speak to their Team player in their native language. Speaking to their team members in the English Language is allowed as it is the tournaments official language (Not talking in English will be seen as interference with the game and is subject to a yellow card infringement type if reported).
3. Any of the 9 team members may perform a player replacement: play a game with any of the 8 armies submitted by the team in replacement of another team member for the duration of a whole round. Replacement during rounds (ie when games have already started) will not be allowed except under extraordinary circumstances validated by a joint decision by the head referees. A Captain must petition this change before the head referees. Any breach of these rules is to be brought to the immediate attention of a Referee.
4. Once players are at their tables at the start of any given round, it is not allowed within a team to share info on matchups or tactics by means of cellphones or other devices either. Any breach of this rule that gets noticed will see all offenders on the team admonished with an immediate yellow card.

ARMY COMPOSITION

What follows are the rules for composing an Army at the European Team Championships (ETC) 2018. There seem to be a lot of misconceptions so let's get down to basics first:

Army rules

When an Index calls out certain Armies and bestows a benefit for having an 'Army Of ...', like is the case for an Army of Thousand Sons or an Army of the Deathguard, or even an Ynnari army, it will affect all the models on the detachments level that meet the requirements and consist of models with the right keywords. For instance, in a roster that combines an Ynnari detachment alongside two other Aeldari detachments, the Ynnari detachment and all models in it will benefit from all the Ynnari special rules that apply to an 'Army of the Reborn'. Likewise, mixing Deathguard and Thousand Sons detachments will allow the models in each detachment to benefit from Deathguard or Thousand Sons as troops for instance, and all associated rules, as long as they meet all the other requirements listed to be a 'Thousand Sons Army' or a 'Deathguard Army'.

Faction rules

There are several factions out there that have an over-arching reach like the Imperium or Chaos faction but also the Ynnari faction. When such detachments are used, they use up all the other factions they are comprised of. For instance, a chaos army featuring a Thousand Sons, Deathguard and Chaos Space Marines would use up those three factions for the team. Please

note that for the Ynnari faction, there can be only one Ynnari build among the Aeldari factions on a team level, and as soon as an army takes any of the 3 models that have a datasheet mentioning the Ynnari keyword, or an army is declared to be a Ynnari army and gains the keyword, the Ynnari faction is used for the team.

When adding an Astra Militarum detachment to a Genestealer Cult army, do note that the faction will no longer be available to be taken up by the rest of team, even though the AM detachment faction does not count against the genestealer cult army and keyword restrictions.

Please note that some models have dataslates with keywords across factions like the Ministorum Priest, who has the Adeptus Ministorum and Astra Militarum keywords. Models like that can be used in each faction as listed on their datasheet. For instance, a ministorum priest taken in an astra militarum army does not take up the Adeptus Ministorum faction slot for the team and vice versa, and the datasheet can be used in both armies. For models with overarching keywords like Magnus, only take into account his actual faction keyword, in this case Thousand Sons. The Team can still have a faction Heretic Astartes Detachment elsewhere on the team. Index Factions like the Astra Telepathica with limited datasheets cannot be played as standalone factions but belong to their parent faction, in this case Astra Militarum.

GENERAL ARMY COMPOSITION ON THE TEAM LEVEL

1. Each Faction can only be used once per team.

- | | | | | |
|------------------------|------------------------|--------------------|--------------------|---------------------|
| - Space Marines | - Adeptus Mechanicus | - Orks | - Eldar Craftworld | - Heretic Astartes |
| - Blood Angels | - Astra Militarum | - Necron | - Drukhari | - Chaos Daemons |
| - Dark Angels | - Astra Telepathica | - T'au Empire | - Harlequins | - Questor Traitoris |
| - Space Wolves | - Adeptus Ministorum | - Tyranids | - Ynnari | - Deathguard |
| - Deathwatch | - Sisters of Silence | - Genestealer Cult | | - Thousand Sons |
| - Grey Knights | - Questor Imperialis | | | |
| - Legion of the Damned | - Inquisition | | | |
| - Adeptus Custodes | - Officio Assassinorum | | | |

As a reference, each book point cost section will list the factions that are available, and each book may feature armies with specific common keywords that can be taken as well.

Armies may include several detachments with different factions as long as they share a keyword. For any given single detachment, the common keyword cannot be Chaos, Imperium, Aeldari, Ynnari, or Tyranids, unless the Detachment in question is a Fortification Network. This implies Tyranid Detachments each must consist out of a different hivefleet. When mixed faction detachments like this are taken, remember that for army construction all constituent factions used will be used by the player and not available for any other players on the team. Remember that daemons cannot be used as a Faction in an army and then be summoned via another players reinforcement points, or taken in two different armies. Once one army has units of the daemon faction in a list, they are locked out of the team composition for the other players. Note that only one player on a team may summon daemons if the daemon faction has not been used in a list and more than one player has reinforcement points left that are eligible to

summon daemons with.

GENERAL ARMY COMPOSITION RULES ON THE PLAYER LEVEL

1. Each ETC army will consist out of a maximum of 3 detachments, following all the rules and restrictions for Battleforged armies as laid out in the Advanced Rules section. No Forgeworld rules or models are allowed at the event, except as stand-ins for models represented in any of the non-FW books released for 8th edition.
2. Detachments may freely be taken in a given army. This means you can have two or more supreme command detachments in one army andsoforth.
3. Understrength units can be used but only in an auxiliary detachment.
4. Once a codex has been released, all index options for a datasheet are void. We do not use the flowchart released by GW in their FAQ documents.
5. The Big FAQ's and Chapter approved are in effect, and we will be implementing all of the beta rules or rule changes at the ETC. For the 3 datasheet limit, this applies to same-named datasheets across books and factions. In case of units that can change their battlefield role, like Khorne berserkers, they can be taken 3 times in the elite slot regardless of how many times they are used as a troop slot in other detachments.
6. The Vigilus Defiant book can be used for the ETC. List special detachments used and CP's spent on your armylist submission.

SCORING AT THE ETC

INDIVIDUAL LEVEL: VICTORY POINTS

Victory points scored by each player for his team are cumulative from three parts: objective scoring (EW and MOW), tertiary objectives (STW, FS, LB) and a killpoint differential (up to 6). **A tabling does not automatically give a player 20 points. Instead the player who is not tabled continues to play the game until natural conclusion. The tabled player scores what VP's he can the turn he is tabled, and then is unable to score objectives, draw new maelstrom cards or score VP's from tactical objective cards in any turns after.**

Game Points

To determine Game Points, each player counts their victory points, subtracts their opponent's victory points and consults the table below.

<i>VP Differential in favor of player</i>	<i>Game Points Player Score</i>	<i>Game Points Opponents Score</i>
0	10	10
1-2	11	9
3-4	12	8
5-6	13	7
7-8	14	6
9-10	15	5
11-12	16	4
13-14	17	3
15-16	18	2
17-18	19	1
18+	20	0

Apart from the victory points specified in the missions, **when you achieve First Strike, Slay The Warlord or Linebreaker you get +1 victory points.**

Tactical Objective Cards

Each player starts with a full deck of maelstrom cards as described in the 8th edition rules. Once a card is completed at the end of a respective player turn, you announce it to your opponent and score that card. Each Tactical Objective number can only be scored once per game. **You may score 3 Tactical Objective Cards per turn unless the mission specifics state otherwise.** If any objective is unattainable, immediately discard that card and redraw another. For a list of the Tactical objectives see the Scoring Document.

Killpoints

At the end of the game, players count up Killpoints scored and the player scoring the most KP's adds the differential to his score. For instance, player A scored 12 KP and player B 3, would

mean player A adds 6 VP's to his tally for the game.

TEAM LEVEL: ROUND POINTS

A Round between teams consists of 8 individual games. Each game will score a number of points as described above. The combined total of all players scores will give a result for the Team as a whole.

A team result consist of the sum of its players game points.

Team result, match points

86-160 = Win, 2 Round points

75-85 = Draw, 1 Round point

0-74 = Loss, 0 Round points

If two or more teams have the same number of Round points (2/1/0) at the end of the tournament, game points gained from all battles will be used as tie-breaker.

NOTE: **penalties** incurred might change the above win conditions. In the cases where penalties on round points apply, a **difference of ten round points** always constitutes a win for the team with the ten points difference. If there are less than 10 battlepoints between the teams it automatically constitutes a draw on the team level.

ETC PAIRING SYSTEM

PAIRING BASICS

Captains have 30 minutes before each game to discuss with their team what the best strategy is for the round and to work out the pairings for the round. Rounds that start later than the allotted 30 minute mark should be reported **immediately** to the judges.

Captains roll off to determine which team will get to choose its table first. That team gains the “table choice” token.

Sequence of events – Step 1

Team A and team B secretly choose their defender and reveal them simultaneously. After that, Team A and team B secretly choose their two attackers for the given defender and reveal them simultaneously. Team A takes the two attackers given by team B, and secretly chooses which one is refused. Team B does the same with the two attackers selected by team A. The refused Attackers are revealed simultaneously, and return to the pool of available armies.

At this point, two defenders know their attackers; this identifies two games. Log this on the score sheet. The Team with the “table choice” token lets his defender choose the table first followed by the defender who's team didn't have the table choice token. Two tables are now no longer available.

Sequence of events – Step 2

Repeat Step 1 with the difference that the Team without the “table choice” token now becomes the owner of this token throughout this pairing step.

Sequence of events – Step 3

Change “table choice” token again during this pairing step. This step will identify the remaining 4 games: 2 games “attacker vs. defender”, 1 game between refused attackers and 1 game with the remaining players.

Team A and team B secretly choose their defender and reveal them simultaneously. After that, Team A and team B secretly choose their two attackers for the given defender and reveal them simultaneously. At this point there is only one last player available remaining in each team. These are automatically designated as being the last matchup. Each team immediately notes this on their round pairing log-sheet.

Team A takes the two attackers given by team B, and secretly chooses which one is refused. Team B does the same with the two attackers selected by team A. The refused Attackers are revealed simultaneously. They will automatically be designated to play the 7th game of the round and face each other. Defenders know their attackers; this identifies two matches. Log this on the score sheet. Team with the “table choice” token let his defender choose the table and then teams alternate choosing tables, starting with the defending players first.

LIST SUBMISSION OUTLINES

PLANNING

Captains make sure -their teams army lists are submitted on the forum by 23:59 CET on list submission date.

After list submission deadline, each country will be assigned 3 other countries to check for errors. Teams have about one week to do this and two days to make necessary corrections (if any). Teams that meet those deadlines and submit correct army lists will receive 2 Team points (as for one team win) at the end of the tournament. The Head Referees will be in charge of overseeing this process. Glaring errors might result in a reduction in points, under the purview of the Referees. Making correct lists and submitting them in the correct format should be no difficult task for seasoned players. Army lists are first going to be posted on the captain's forum. After the submission deadline they will be published in the public section for all to see.

To summarize for 2019

Document deadline: [June 17th for codex releases](#), [June 24th for FAQ's from GW](#) (all FAQ's from GW released until June 24th are played and accepted at the ETC. Publications as of 25th on are disregarded, except for the ETC FAQ, for which we reserve the right to make small adjustments and correct oversights up until list submission date).

Player Tourneykeeper Subscription: before [July 22nd](#) (all players need to be subscribed at tourneykeeper.net and signed in to the respective tournaments they will be attending)

Submission of Lists: [July 8th](#) (lists in by 23:59 CEST time at the latest)

Checking of Lists: July 8th to July 14th (checking done 23:59 CEST time at the latest)

Final Revisions: July 15th to July 21st

Round 1 Draw: [July 22nd](#) (organized by the chairmen per usual, might have neutral supervisors if anyone wants to follow the process) and release of army lists on the public forums together with the Draw.

Round 1 Challenges: BEFORE July 22nd. Any challenges between teams need to be announced and accepted by teams on the 40K captains forum before July 22nd otherwise teams will be put into the drawing hat as per usual.

ETC Proper: August 9-10-11

ESC: August 7-8

LIST SUBMISSION TEMPLATE

1. Each Army list MUST mention which model will be the [Warlord](#). If your Warlord is a character, assign a warlord trait to him, or indicate you will roll-off every battle. Add text as a **suffix behind the unit's point value as follows – WARLORD (Tenacious Survivor)**. **Warlord traits may be changed before the start of every game at the ETC but just need to be mentioned as a fallback in case changes are not communicated before the game, so no unfair advantages are gained. In such cases, use the warlord trait as mentioned on the armylist. Characters that have fixed warlord traits are of course exempt from choosing another warlord trait.**
2. Each Army list MUST mention which basic psychic powers have been assigned to the models or if they will be generated freely each round. The same goes for artefacts or relics or equivalents if they are chosen for models. Those that will be generated by CP prior to a battle need not be mentioned on the armylist. Such items can be changed before the start of each battle but just need to be mentioned as a fallback in case changes are not communicated before the game, so no unfair advantages are gained. In such cases, use the things listed on the armylist. Psychic powers may be freely chosen/changed before the start of each game but are listed as a fallback.
3. Each Team Roster must include all the [necessary info](#), meaning player names with the correct army, and clearly indicate what detachments are taken and how many command points each detachment provides to the player, and all other relevant information for your opponent. In the case of Space Marines for instance, it needs to be mentioned which Chapter you are playing, in the case of the Mechanicus, the Forgeworld, and so on... In the case of cross-faction detachments, each entry needs to be succeeded by their faction or chapter denomination. For instance - Troops: Plague Marines <Deathguard>. The overall Army Faction of a roster is always defined by the common keyword of the army.
4. Team Rosters need to indicate if a [coach/assistant](#) spot is filled by the Team.
5. Every player entry needs to list the [country](#) to be able to quickly browse through list.
6. Every player entry needs to list the [tourneykeeper profile NAME and NUMBER](#) used for the player when registering for the ETC on [tourneykeeper.net](#).
7. Detachments from a list are separated by double "=" and always mention how many Command Points the detachment brings to the army. A total CP number shall be listed on the armylist as well.
8. All upgrades and options must be shown on any given unit except those that come as standard on the model and cost zero points. Any wargear that is chosen (whether it costs points or free) must be listed.
9. List transports together with the unit entries they were bought for.
10. Upgrades to specific models in a complex unit are indicated per model.
11. Players opting to keep summoning points in reserve need to indicate so clearly, and how many points are available, on their army roster.
12. **Players need to list the cards they discard for Refined Strategies purposes at the bottom of their army list when submitting lists.**
13. **Players need to list specialist Detachments used on their armylist, as well as CP's spent to purchase said Detachments**

NOTE: It is perfectly fine to simplify the list outline below for detachments that are not complex. You can skip noting down all the craftworld/hivefleet/forgeworld notations and such if there can be no confusion in your list. It would be perfectly fine to state the Detachment is Biel-Tan in the Detachment header instead of repeating the craftworld notification for each unit for instance.

```
+++++
+PLAYER: Michael Bræmer Nielsen
+ PLAYER TOURNEYKEEPER PROFILE: Michael Bræmer Nielsen, 1
+ ARMY FACTION: Blood Angels
+ TOTAL COMMAND POINTS: 13
+ TOTAL ARMY POINTS: 1991 pts
+ ARMY FACTIONS USED: Blood Angels, Adeptus Mechanicus
+ TOTAL REINFORCEMENT POINTS: Not Applicable
+++++
== Batallion Detachment == Blood Angels [568 Points] 5 CP
HQ: Captain with Jump Pack (93), Storm Shield (15), Thunder Hammer (21), Angels Wings (1
CP), Death Visions of Sanguinius (1 CP) - [6pls] [129pts] – WARLORD <Selfless Valour>
HQ: Captain with Jump Pack (93), Storm Shield (15), Thunder Hammer (21), The Hammer of
Baal (free), Death Visions of Sanguinius (1 CP) - [6pls] [129pts]
HQ: Mephiston (145) - [8pls] [145pts] - Psychic Powers: Smite, Quickening, Unleash Rage, Wings
of Sanguinius
TR: 5 Scouts (55), Combat knife and bolt pistol (0) - [4pls] [55pts]
TR: 5 Scouts (55) - [4pls] [55pts]
TR: 5 Scouts (55) - [4pls] [55pts]
== Batallion Detachment == Adeptus Mechanicus [1423 Points] 5 CP
HQ: Tech-priest Engineeer (35), Ommissian axe (0), Servo-arm (12) [3pls] [47pts]
HQ: Tech-priest Engineeer (35), Ommissian axe (0), Servo-arm (12) [3pls] [47pts]
TR: Skitarii Rangers (5*7=35) [4pls] [35pts]
TR: Skitarii Rangers (5*7=35) [4pls] [35pts]
TR: Skitarii Rangers (5*7=35) [4pls] [35pts]
FA: Sydonian Dragoons (6*59=354), Broad spectrum data-tether (6*0=0), Taser lance (6*9=54)
[18pls] [408]
FA: Sydonian Dragoons (6*59=354), Broad spectrum data-tether (6*0=0), Taser lance (6*9=54)
[18pls] [408]
FA: Sydonian Dragoons (6*59=354), Broad spectrum data-tether (6*0=0), Taser lance (6*9=54)
[18pls] [408]
ARMY REINFORCEMENT POINTS: 0
ARMY REINFORCEMENT FACTION: NONE
```

DISCIPLINE AT THE ETC

REFEREES

The Tournament will be officiated by 3 Head Referees. One from the host nation (normally) and two chosen by the ETC Chairmen from available candidates. They will be supported by any number of Line Referees, generally provided by the host country. As a general rule, a given Referee may never rule on a table where their own nation is competing unless both players at the table agree that it is OK to do so. A Referees word is usually final, but if a captain does not agree with a certain (important) decision he can petition a head ref for another opinion. Abuse of this right will not be tolerated. A red/yellow card system will be implemented to handle any disputes/issues (see penalty section below).

TEAMS FORFEITING

When an issue, or a complement of issues arises for a team to get to the point like they feel they want to concede a round at the ETC, take note of the following course of action.

Head referees will be warned and informed about the situation. If it is a gaming issue between two teams the head refs can try to defuse a situation and come to some sort of fair resolution for both parties. Head refs and captains of teams are the only involved parties here. There will be no onlookers or coaches or other teammates involved.

If there is a need for it, the head refs or one of the teams can ask for the 40K chairmen to intervene on an issue. This might result when the head refs feel like they are not comfortable taking a decision, or if one of the captains feels like the situation is still not treated fairly enough to proceed with playing the round, or if the head refs feel like the situation supercedes their authority or mandate

Chairmen take an informed decision after listening to the three parties: head refs and both captains.

Chairmen or either of both captains can then escalate to a prompt captains council for an immediate vote on the matter.

If the outcome of any of these is not acceptable to proceed with the round for either captain, that team forfeits the round, the losing team scores 0 points and the team left without opponents gets 90 points. The team that forfeits a round also forfeits their right to a vote the year after. There should be no gaming situation that warrants people coming from so far, paying so much money, and then not playing a round, and there should be some consequence to teams that force that kind of situation, for whatever reason.

PENALTIES AT THE ETC

PRE-EVENT PENALTIES

Teams need to submit lists in the correct format without errors or lose 'real' points. No exceptions, no come backs, no second chances.

After list submission deadline, each country will be assigned 3 other countries to check for errors. Teams have about one week to do this and two days to make necessary corrections (if any). Teams that meet those deadlines and submit correct army lists will receive 2 Team points (as for one team win) at the end of the tournament. The Head Referees will be in charge of overseeing this process. Glaring errors might result in a reduction in points, under the purview of the Referees. Making correct lists and submitting them in the correct format should be no difficult task for seasoned players. Army lists are first going to be posted on the captains forum. After the submission deadline they will be published in the public section for all to see.

Any [formatting errors](#) will **NOT** incur a penalty and this as long as they get corrected **IN TIME** before the list correction deadline has passed ([otherwise a -5BP penalty applies](#)). This penalty is not so much handed out as a result of not following the ETC format perfectly but more along the lines of not properly listing the itemization of models and units. i.e. not stating what options they have if there are multiple free or basic options (not listing what type of force weapon comes to mind for instance). Not stating the Warlord. Not correctly allocating dedicated transports to units. Those sort of things.

In the case of an [illegal list](#), **- 10 battle points per player** will be immediately handed out. Pretty self-explanatory. Lists that do not follow the ETC comp rules. There is no excuse for this, as teams and captains can freely ask if a given list would be OK well before the ETC starts. Changes made to an illegal list will always have to be as minimal as possible. For instance if there is a mistake in just 1 of three detachments, you can only change that detachment to make your list fully compliant. In the case an army gets invalidated because of this and an entire list needs to be changed, the referee corp might apply additional penalties because of unfair advantages gained after list submission. This will be evaluated on a case by case basis and motivated before the ETC 40K captains in a debrief.

Not fulfilling [list checking duties](#) will see a deduction of **-50 battlepoints per team not checked**. Teams will need to reply to the thread with an OK from their team for the lists of teams they are required to check for compliance, even though another team might already have OK-ed the check with a post of themselves. No reply post automatically means a penalty. Going over the deadlines will also automatically incur a penalty. This will be applied very strictly. Please note that the penalty **ONLY** applies to 1st round checks. This is also overly harsh but listchecking is serious business, and as such every team should make the effort to comply. So as an overview: every team that needs to check the lists of a given country needs to reply to the thread on the

forums with either an OK or with their findings to correct. It is stimulated to help each other conform to the norm. For instance someone with some free time could reformat a list that is not fully compliant and post it in the thread to save the referees and the other teams some time, but it is also Ok to just post that the formatting is not compliant.

Any checks required as a result of incorrect or illegal lists, will be done by the referee corps to make sure it is done quickly and the corrected list are final and compliant.

Any teams who have not signed up their full complement of players at tourneykeeper.net will incur a pre-event win penalty. Effectively, 2 points will be deducted from their overall score at the end of the tournament. This is harsh, but so is making it a pain for the organization. Any questions or comments regarding tourneykeeper, contact a chairmen or launch a topic regarding. Player profiles need to be INSTANTLY RECOGNISABLE for the referees. Opening a profile with the name Awesomedude 1 for instance is not OK. If for some reason players want to keep their anonymity, it is fine to refer to yourself as N. Kerr or Neil K. or Scottish Player 1 as long as it is easily and instantly traceable from the armylist for instance for those organizing the event. In every situation where this is not the case, teams will LOOSE these two GAME points.

EVENT PENALTIES

All in-event penalties are **team cumulative**, and will strictly be imposed on the **round points**. As an example, Team A and B have a result of 75-85 in the round, but Team A incurred two penalties that round and effectively sit at 65 points. This loses them the round. The penalties below are applied incrementally. This means if player A on a team gets penalized, then subsequently player B on same team gets penalized, the penalty against their Team escalates as the Team has then effectively committed 2 offenses. This can cause that team to lose a match, it cannot cause the other team to win the match (ie, you still need to reach 76 points as the opposing team to draw, and 86 to win). This can result in a match result of a draw/loss or loss/loss in extreme scenarios.

1st infraction - official team warning
2nd infraction – 5 Round points per team
3rd infraction – 10 Round points per team
4th infraction – 15 Round points per team
....

In addition, if an **individual player** is responsible for **3 infractions** during the event, they are **expelled immediately** from the ETC event as soon as the 3rd infraction is confirmed by the referee crew. Any remaining games immediately are allotted a 0-20 score. Additionally, the player in question will be imposed with a one year cool-off period and will be expelled from attending the next ETC automatically. After that his infraction log will be reset.

The referee crew has the right to escalate any infraction to an immediate expulsion or even life-

time ban from the ETC depending on the gravity of the infraction and the situation that presented itself. The ETC referee crew will motivate this decision in their post-event debrief before the ETC40K Captains.

Note that a record of all infractions will be kept and published after the event. All infractions and warnings will be taken into consideration for 3 successive years. We want to flag repeat offenders and take preventive measures to exclude such individuals from attending and ruining the experience. After each ETC the captain's council will be able to review the data and see if there's a pattern, whether a lot of warnings were received playing against certain teams or certain players. The idea is then for the community to decide if certain penalties that were received will be adjourned for the following year or not.

A list of offenses follows below. Take note that the referee corps main concern should always be that games are completed and played. This of course depends on the transgression but normally the focus should always lie on games to be played even if certain penalties will apply. Everyone payed good money to be at the ETC and to play some games so that should be enforced. For example, someone might have modeled his entire army in a thematic way but his opponent and the referees agree it falls into the realm of modeling for advantage and the player in question does not have enough stand-ins available. Referees will force the game to be played and at the end of the round apply any penalties that are in place for such transgressions. This way we are sure everyone gets their full complement of games in under normal circumstances.

LIST OF OFFENCES AT THE ETC

Time Issues:

Slowplay is a serious issue, and all games at the ETC should at least **finish turn 5** within the allocated timeframe, though games preferably go the mile with a natural roll for turn 6 and 7. Any reports of games not finishing on turn 5 will see a **MANDATORY** use of a chess clock for the rest of the tournament for the players involved. If either player does not manage to finish any of their games within the allotted timeframe, **ALL** of their games at the ETC, retro-actively, will be scored 0-20. This is harsh, but so is stealing away points from other teams by not finishing games or having them run their course. We expect teams that take armies that take a while to play to train their teammates to use it within the allotted timeframe, or leave said armies at home. We encourage players to call upon a referee for every instance where players think time might be or become an issue, and this at any stage of the game, whether when discussing lists, during deployment, or during any of the battle rounds.

It is not mandatory to fill in and use the timesheets for each game. When issues with time constraints and slowplaying are reported, both players involved will be requested to use a chessclock in the game where the slowplay was reported, as well as all ensuing games. Players that refuse or do not properly measure and record the

time they use during a battle from that point on, will be automatically **expelled from the tournament** and all their games will be reported as a 0-20 loss. This may impact previous rounds and team scores. It is both players duty to keep an eye on time allocation for both players. If problems in a game are suspected, the referee crew can be notified prior to or during a game, and a time allocation sheet can be used to keep track of how long each players turns are to indicate where the problem lies.

Alternatively, at any time, one or both players may petition the referee crew to foresee a chess clock for a particular game. The allocated time for games where a chess clock is in use will be divided equally over both players. Once a player hits their allotted time on the clock they can take no further actions during the game except in order to:

Make pile in moves

Make saving throws, and taking a leadership test if required to

Score objectives that they have already achieved or already hold

Chessclock Time Management:

General rules are that time can be passed any time when it is the opponent's action/decision making, and is always paused in the event of a rules discussion. We don't encourage a switching between players time for each action that occurs during a game like for every armor save that needs to be taken, as time spent this way is mostly trivial over the course of the game, though players may always opt to inform their opponents they are passing along the time and then pass on the time used on the clock if they feel their opponents are taking too long.

When does time start?

Time starts when the first pregame action or dice roll happens.

Rules:

1. Each player is responsible for their own time. It is a player's obligation to make sure that their time is being handled properly. If this is not the case, see the penalty outlined above. Being expelled from the tournament is a likely eventuality in case of bad time management when chess clocks are appointed.

2. Any major rule dispute results in a paused time scenario. The time is to remain paused until a formal judge is called to the table and resolves the dispute. Time allocated this way will be distributed equally amongst both players and deducted from their overall remaining time.

3. If a player's time runs out (2h minus half of stop-the-clock time), they may not perform any more actions. The only exception is if they are in the middle of moving a unit, they may finish so that the unit is placed legally on the board. As an example, this can include moving a unit in the movement phase, finishing moving a unit into assault (note they will not be able to attack), or consolidating a unit. Any other action is immediately stopped.

4. If a player runs out of time they may only perform the following actions:

- a. Pile in moves.
- b. Making saving throws, and taking a leadership test if required to.
- c. Scoring objectives that they have already achieved or already hold.

The most important rule is rule number 1. This is the most important rule because it puts time in your control, and fairly allocates time while players interact. It is each player's right to pass the time to his opponent whenever their opponent is making an action or spending time making a decision.

Some examples of this are as follows:

1. You put 20 wounds on a unit containing multiple special weapons and models with different saving throws. Pass the clock to your opponent so he can make decisions regarding where to start saving and make the necessary rolls.
2. Your opponent must make 3 leadership tests after the shooting phase is over. Pass the clock to your opponent while he makes these tests and removes models from the units that failed.
3. You destroy a vehicle and your opponent has a large squad inside that he wants positioned just right. Pass the clock to him while he disembarks his models.

These examples are limited but show the basic concept. You manage your own time and it is up to you to pass the clock. If you burn your own time, it is not your opponent's fault.

When does the game end?

Games end naturally depending on random game length rolls or at the start of a new turn when neither player has greater than 5:00 minutes of time left on the clock. Stop the game and count points instead of starting another round. If the game has not concluded by the natural roll of a dice to see if round 6 occurs when this happens, players will be subject to a warning.

Excessive rules questions:

If a player is found to be repeatedly calling referees over for rules questions which are clearly answered in any of the relevant game literature including the ETC FAQ, they will receive an infraction penalty (this is a form of time wasting). The number of rules calls required to gain such a penalty is determined at the discretion of the 3 head referees on a case by case basis - this prevents people being penalized for language issues resulting in such questions, and also for stops player 'playing the system' and stopping before the threshold for a penalty is attained.

Dice-, movement- or rules-cheating:

Any instances of the following, or anything deemed as cheating within similar confines, witnessed by a referee and/or an impartial bystander (i.e. a person not associated in any way with either player or team) dice cheating (loaded dice, incorrectly counting the number of passed or failed rolls, changing the value of dice rolled, etc) , movement cheating (moving too far, pushing

models outside of their regular movement allowance, etc), rules cheating (forgetting core rules for your OWN army and models, etc), will all result in an instant infraction. It is to be considered common practice to let your opponent roll ANY dice you also use during the game **without the need for consent**. Players that have issues with this can opt to use any other set of dice they feel comfortable their opponent also uses. ***In regards to dice policy, players need to discuss how they will handle cocked dice, dice that land on top of each other and such before the start of the game. If this does not happen, dicerolls will only count when the bottom of the dice surface is entirely touching table surface.***

Poor sportsmanship or negative/aggressive attitude:

Any player or team member seen to be acting in any manner not in-line with the expectations of friendly but competitive gaming at the ETC, as to be deemed by any referee in conference with at least 2 head referees, will be immediately penalized with an infraction notice. This penalty is in place to ensure the referee crew has the necessary clout to enforce the spirit of the game. We want to stress, as a community, that this is a gentleman's' game played in a friendly but competitive manner. A few examples to make it clear:

- A player forgets to immediately roll for reserves or drawing tactical objectives, and his opponent objects to this when the player remembers later in the turn during any given phase. A judge will immediately sanction players objecting to this taking place, and hand out a warning for unsportsmanlike conduct. Team in question will suffer an infraction penalty if a warning or penalty was already issued to said player. It is both players responsibility to ensure mandatory things that happen in the game take place.
- A player forgets to announce he will use a certain Doctrine or wargear, or skyfire, at the start of the turn or phase and remembers later in the turn or phase. It is OK as an opponent to disallow the use of said rule or item, but let it be known that we strongly discourage such behavior and as such any player clinging to this course of action in terms of getting a better in-game advantage will still be issued an official warning for unsportsmanlike conduct. All of this will be viewed by the judges within the confines of the turn or phase. As an example it would not warrant a penalty if a player used up all his dice in the psychic phase while forgetting to cast Invisibility or the like.

Illegal Alternative Models:

If a player uses alternative models that have not gained prior approval at the captains council,, then at the discretion of the referees those models will be removed from the board if an unfair in game advantage is felt to have been gained. The player will have the opportunity to replace them with the official GW models. If no models are immediately available he will continue the event without the use of said models whatsoever. If a player subsequently is caught reusing said 'banned' models he will incur an infraction notice.

Illegal communication between team members

Any communication between team members and/or spectators should always be in English wherever possible and have no relation to strategic or tactical advice regarding any games in progress. Failure to do so will results in an infraction when reported. Obviously in some cases communication may not be possible in English, in such a case players should seek the assis-

tance, where possible, of a referee who understands their language so as to adjudicate. If such a referee is not available then it is up to the discretion of the head refs if it is felt illegal tactical or strategic advice has been given or not. Players can of course seek the approval of their opponents to confer with a countryman in their native tongue prior to starting a conversation.

Slow Play

A minimum of 5 mandatory turns is required to be completed every game. Teams taking armies or players that take a lot of time should train hard to be able to finish games to turn five within the allotted time frame or not take said armies to the ETC. Again it is the responsibility of the players, not the referees, to make sure games complete at least 5 turns, and that a roll-off for turn 6 happens with time left to play said eventual turn. So once more Teams need to factor this into both their list design and their play-testing or suffer the consequences. If it looks like a game will not reach the end of turn 5, even early on in the game, then it should be brought **immediately** to the attention of the refs - who will decide based upon the following, but not exclusive, criteria, if any penalties are required:

Number of ref calls by a player (see previous for policing). The referees will have a list of teams and players to keep track of this over the course of the tournament. Refs will align these numbers every round. Calling a ref and waiting or looking for a ref have been common to slow down progression in games over the years so this is a factor to take into consideration. Players calling refs to their tables a lot will be judged with the possibility of foul play and stalling in mind.

Number of models in an army, including summoned units. This can have an effect, especially if 2 big armies are facing each other. As such it is down to the referees to decide if it was unintentional or not.

Time taken to deploy should have been logged on the timesheet. Unlike turns which involve the interaction of both players, the deployment does not. Excessive deployment time can therefore be an indicator of slow play. Then obviously it is down to the discretion of the ref if a player is slow playing on purpose.

It is **both players** responsibility to ensure games finish in time. Any game that gets reported where players do not play all turns, including random game length, will see both players receive an official warning. If your opponent is too slow, tell him/her to speed up, if it doesn't help, get a judge to help speed things up. If that doesn't happen the above will be strictly applied. Consecutive games where there is the suspicion of slow play will see players that were previously warned incur an automatic infraction penalty. Thereafter any instance of slow play as deemed by the referees instantly incurs further penalties, cumulatively within even a single round if required.

ETC MISSIONS

GENERAL MISSION CLARIFICATIONS

For the purpose of objectives, players need to provide objective markers from either 1, 2 or 3 inch diameter. This to make measuring distances easy during the game. Always measure distances to the board edges and other markers from the center of the marker. Disregard any referral to players picking the deployment map in the missions played, as the ETC uses fixed deployment types.

The acceptable casualties rule is in effect. As soon as a tabling happens, the player with models left on the table continues to play out his turns until the game's natural conclusion. Count points afterwards with the caveat that the player who is tabled may score whatever VP's he may at the end of the turn in which he was tabled but cannot draw new maelstrom cards nor score tactical objective cards in any turns after.

The First strike rule is in effect in all games.

The Refined strategies rule is in effect for all games. List the 6 cards you discarded when submitting your armylist.

Players need to make sure to keep their discard pile separate from their achieved and active tactical objectives. When a player rotates through their entire deck, they are allowed to reshuffle their discard pile and draw cards if and when eligible to do so.

Objective placing: Players roll off. Whoever rolls highest starts placing objectives. Typically this is 1 of 6 objective markers, alternating between players until all have been set up. Note that when placing objectives, they are always dropped in order. Place objective 1 first, followed by objective 2, ... unless the mission dictates otherwise (like is the case for 4 Pillars)

Choosing deployment zones: Players roll off. Player with highest score choses deployment zones and deploys his entire army.

First Turn: The player who finishes setting up first gets to decide if he wants to go first or second. If he decides to go first, opponent can try to seize the initiative.

Random Game Length: The player who had first turn rolls a dice after T5. Game continues on the roll of 3+. At the end of T6, the player who went second rolls a dice. Game continues on the roll of 4+.

Scoring: Count up points scored from maelstrom, eternal war, killpoints, and tertiary objectives (Slay The Warlord, First Strike and Linebreaker). The difference in total VP's scored between the two players decides the outcome of the battle.

MODIFIED PRE-GAME INTERACTIONS

Follow this procedure to start your games at the ETC:

1. Roll off for who places first objective
2. The player winning the roll off now selects his warlord trait. His opponent then does the same
3. The player having won the roll off chooses his psychic powers. His opponent then does the same
4. The player having won the roll off chooses if he will spend CP's for stratagems (for extra relics and soforth). His opponent then does the same.
5. Start placing objectives
6. Roll off for who chooses sides
7. Whoever did not chose side starts to deploy his entire army
8. Opponent then deploys army
9. Player who deployed first decides if he will take first turn or not
10. Roll to seize the initiative in case first turn was chosen
11. Pre-game deployment
12. Players announce their remaining available command points and clearly mark this somewhere for their opponent to keep track of during the game. **Players remove their Refined Strategy cards and bar them on the scoring sheet**
13. Start the first battle round

MISSION 1

MISSION 1

Objective #1: **Eternal War: Frontline Warfare (Marker 1-4)**

Objective #2: **Maelstrom of War: Contact Lost (3 cards/turn cap)**

Deployment: **Frontline Assault**

Tertiaries: **First Strike, Linebreaker, STW**

Mission Special Rules: **Temporary Comms Uplink, Acceptable Casualties, Refined Strategies**

Objective placing (players freely decide where they want to place the markers with the caveat that only marker 1-4 count for EW scoring and that markers are always placed in order) . **Choosing deployment zones** happens right after objective placement.

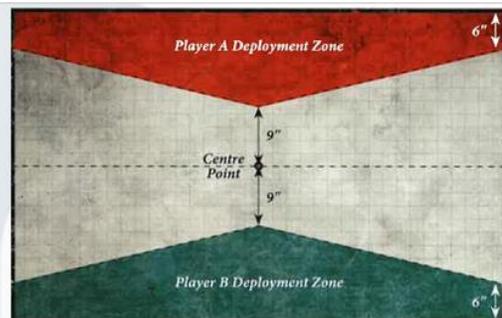
First Turn: The player who did not chose the deployment zone sets up his entire army first and decides who gets the first turn. If they take the first turn, opponent can roll a D6; on a 6, they manage to seize the initiative, and get the first turn instead!

Tactical Objectives: Generate 1 Tactical Objective first turn and then 1 additional objective for each marker under your control starting from the second turn, up to a maximum of 6 cards.

Mission Special Rule: Temporary Comms Uplink Stratagem At the start of any of their turns, a player with less than 6 active tactical objectives can spend 3 Command Points to generate an extra card that turn.

Random Game Length: The player who had first turn rolls a dice after T5. Game continues on the roll of 3+. At the end of T6, the player who went second rolls a dice. Game continues on the roll of 4+. This is a mission roll and cannot be re-rolled with a command point reroll.

Scoring: At the end of the game Eternal War points are scored for Markers 1 to 4. Markers completely in your own deployment zone are worth 1 VP, while Markers completely in the enemy's deployment zone are worth 4 VP and other Markers are each worth 2 victory points. Markers are assumed to be completely within a deployment zone if the very center of the marker is located within a deployment zone. At the end of the battle, count up points scored from Eternal War, Maelstrom, Killpoints and secondary objectives objectives (Slay The Warlord, First Strike and Linebreaker). The difference in total VP's scored decides the outcome of the battle.



MISSION 2

MISSION 2

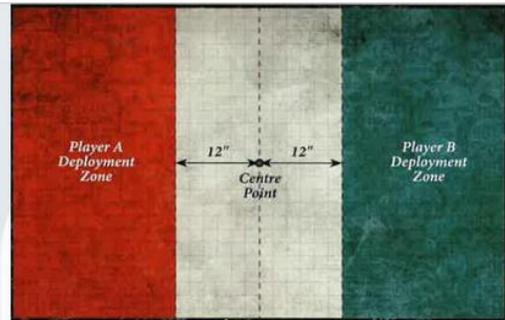
Objective #1: **Eternal War: Scorched Earth (Marker 1-6)**

Objective #2: **Maelstrom of War: Tactical Escalation (3 cards cap/turn)**

Deployment: **Hammer and Anvil**

Tertiaries: **First Strike, Linebreaker, STW**

Mission Special Rules: **Tactical Priority, Acceptable Casualties, Refined Strategies**



Objective placing and **Choosing deployment** zones happens first.

First Turn: The player who did not chose the deployment zone sets up his entire army first and decides who gets the first turn. If they take the first turn, opponent can roll a D6; on a 6, they manage to seize the initiative, and get the first turn instead!

Tactical Objectives: Generate Tactical Objectives up to the current battle round each turn.

Mission Special Rule: Both players announce their **Tactical Priority Objective Type** (Capture and Control, Storm and Defend, Purge, Seize Ground, Annihilation, Take & Hold) that will score an extra VP or diminish points when discarded, starting with the player that goes first. If you discard a card that is unachievable, no points are lost.

Random Game Length: The player who had first turn rolls a dice after T5. Game continues on the roll of 3+. At the end of T6, the player who went second rolls a dice. Game continues on the roll of 4+. This is a mission roll and cannot be re-rolled with a command point reroll.

Scoring: Each player scores 1 VP at the end of each of their turns for each objective marker they control. However, if an objective marker is within the enemy's deployment zone you can choose to raze it if you control it; doing so scores you 2 victory points instead of 1 but that objective marker is then no longer scoring points for Eternal War. The difference in total VP's scored during the game decides the outcome of the battle. Count up points scored from Eternal War, Maelstrom, Killpoints and secondary objectives objectives (Slay The Warlord, First Strike and Linebreaker). The difference in total VP's scored decides the outcome of the battle.

MISSION 3

MISSION 3

Objective #1: **Eternal War: ETC Secure and Control (ALTERED, 1-6) and ETC Cut off the Head (ALTERED)**

Objective #2: **Maelstrom of War: Decapitation Strike (3 cards/turn cap)**

Deployment: **Dawn Of War**

Tertiaries: **First Strike, Linebreaker, STW**

Mission Special Rules: **High Value Targets, Acceptable Casualties, Refined Strategies, Crucial Intel, Transmit Intel**

Objective placing (Players secretly note the point values of the markers being 4, 3 or 2 VP as they put them down) and **Choosing deployment** zones happens first.

First Turn: The player who did not chose the deployment zone sets up his entire army first and decides who gets the first turn. If they take the first turn, opponent can roll a D6; on a 6, they manage to seize the initiative, and get the first turn instead!

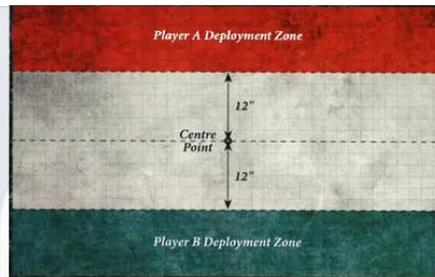
Tactical Objectives: Generate up to 3 Tactical Objectives each turn.

Mission Special Rule: High Value Targets Players randomly discard an active tactical objective when a character from their army is slain, or D3 cards when their warlord is slain. **Crucial Intel:** Allocate up to 3 intel points as evenly as possible to the characters in your army. If you have no characters in your army, assign 1 Intel point to your Warlord. As from the end of the third battle round on, players count how many intel points are left on models alive on the battlefield (even embarked) and score that many VP at the end of each **battleround**. **Transmit Intel:** As from the second battle round on, players score 1 VP for each objective marker with a model with an intel point on. If several models with intel points are on the same objective, the player with the most intel points on any given marker controls that objective. Models with intel points will override the objective secured ability of troop units and control the objective instead. In the case of a tie for intel points the player with the most models on the objective controls it, otherwise the player with the most intel points on an objective controls it.

Random Game Length: The player who had first turn rolls a dice after T5. Game continues on the roll of 3+. At the end of T6, the player who went second rolls a dice. Game continues on the roll of 4+. This is a mission roll and cannot be re-rolled with a command point reroll.

Scoring: At the end of the game each marker is worth 4, 3 or 2 VP respectively to the player controlling it.

The difference in total VP's scored during the game decides the outcome of the battle. Count up points scored from **Eternal War, Maelstrom, Killpoints** and secondary objectives **objectives** (Slay The Warlord, First Strike and **Linebreaker**). The difference in total VP's scored decides the outcome of the battle.



MISSION 4

MISSION 4

Objective #1: **Eternal War: ETC The Four Pillars (Altered)**

Objective #2: **Maelstrom of War: Disruptive Signals (3 cards/turn cap)**

Deployment: **Search and Destroy**

Tertiaries: **No Prisoners, First Strike, Linebreaker, STW**

Mission Special Rules: **Acceptable Casualties, Refined Strategies, Signal Interrupt Stratagem**

Objective placing (markers 1-4 are pre-set and then players can place objective 5 and 6 alternating starting with the player who has won the roll-off) and **Choosing deployment** zones happens first.

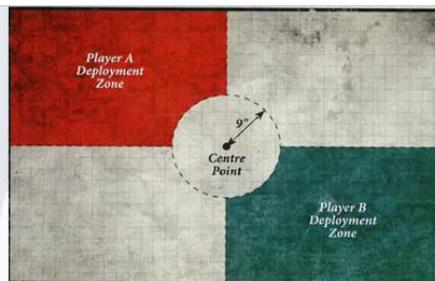
First Turn: The player who did not chose the deployment zone sets up his entire army first and decides who gets the first turn. If they take the first turn, opponent can roll a D6; on a 6, they manage to seize the initiative, and get the first turn instead!

Tactical Objectives: Generate up to 4 Tactical Objectives each turn.

Mission: At the end of each **BATTLE ROUND**, the player controlling more objective markers than their opponent scores 1 victory point, or 3 VP if they control markers 1 to 4 (which are the 4 automatically placed objectives situated along the diagonal lines). 1VP is awarded to the player that destroyed more units from their opponents army each **BATTLE ROUND**. Players can spend 1 CP to disallow an opponent from scoring 1 objective the turn it is generated with the **Signal Interrupt Stratagem**.

Random Game Length: The player who had first turn rolls a dice after T5. Game continues on the roll of 3+. At the end of T6, the player who went second rolls a dice. Game continues on the roll of 4+. This is a mission roll and cannot be re-rolled with a command point reroll.

Scoring: At the end of the game, count up points scored from **Eternal War, Maelstrom, Killpoints** and **tertiary objectives** (No Prisoners, Slay The Warlord, First Strike and **Linebreaker**). The difference in total VP's scored decides the outcome of the battle.



MISSION 5

MISSION 5

Objective #1: **Eternal War: ETC Beachhead (Altered, Marker 1-6)**
Objective #2: **Maelstrom of War: Visions of Victory (3 cards/t cap)**
Deployment: **Vanguard Strike**
Tertiaries: **First Strike, Linebreaker, STW**
Mission Special Rules: **Acceptable Casualties, Refined Strategies**

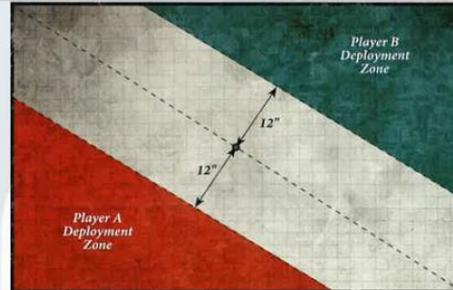
Objective placing (2 markers are placed in no mans land and two markers are placed in each deployment zone) and **Choosing deployment zones** happens first.

First Turn: The player who did not chose the deployment zone sets up his entire army first and decides who gets the first turn. If they take the first turn, opponent can roll a D6; on a 6, they manage to seize the initiative, and get the first turn instead!

Tactical Objectives: Generate up to 4 Tactical Objectives each turn. For each card that needs to be generated, draw 2 instead, your opponent picking which goes to the discard pile and which goes to the players hand.

Random Game Length: The player who had first turn rolls a dice after T5. Game continues on the roll of 3+. At the end of T6, the player who went second rolls a dice. Game continues on the roll of 4+. This is a mission roll and cannot be re-rolled with a command point reroll.

Scoring: Starting from the second battle round, and at the start of their turn, players score 1 victory point if they control both objective markers in their deployment zone, 2 victory points if they control both objectives in no mans land and 3 victory points if they control both objectives in the enemy deployment zone. Count up points scored from Eternal War, Maelstrom, Killpoints and tertiary objectives. The difference in total VP's scored decides the outcome of the battle.



MISSION 6

MISSION 6

Objective #1: **Eternal War: ETC Vital Intelligence (Altered)**
Objective #2: **Maelstrom of War: ETC Tactical Cascade (Altered, No cap on cards scored/turn!)**
Deployment: **Spearhead Assault**
Tertiaries: **First Strike, Linebreaker, STW**
Mission Special Rules: **Acceptable Casualties, Refined Strategy, Burden of Command, Capture The Data**
Objective placing and **Choosing deployment zones** happens first.

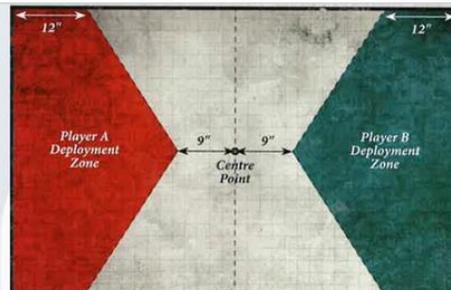
First Turn: The player who chose the deployment zone sets up his entire army first and decides who gets the first turn. If they take the first turn, opponent can roll a D6; on a 6, they manage to seize the initiative, and get the first turn instead!

Tactical Objectives: Each player chooses two objectives on their first turn. In subsequent turns, generate 2 objectives for each objective achieved in the previous battle round, **up to a maximum of 6 in your hand at a given time**. The games does not end when a player has achieved 25 tactical objectives. Keep on playing until the game concludes normally at the end of round 5, 6 or 7.

Mission Special Rule: Burden of Command At the end of the game, count up the total number of active objectives that have not been achieved by either player. They each loose 1 VP for each complement of 3 objectives they haven't achieved this game. All 6 cards in your hand can be scored freely every turn, there is **no cap on the maelstrom scoring** this round. **Capture The Data:** randomly determine which of the 6 objectives is the active marker this battle round. That marker generates two points at the end of the battle round instead of 1. Bear in mind that points scored for Eternal war are done at the end of the **BATTLE ROUND**.

Random Game Length: The player who had first turn rolls a dice after T5. Game continues on the roll of 3+. At the end of T6, the player who went second rolls a dice. Game continues on the roll of 4+. This is a mission roll and cannot be re-rolled with a command point reroll.

Scoring: The difference in total VP's scored during the game decides the outcome of the battle. Count up points scored from Maelstrom, Eternal War, Killpoints and Tertiary objectives (Slay The Warlord, First Strike and Linebreaker). The difference in total VP's scored decides the outcome of the battle.



IMPORTANT DOCUMENTS AT THE ETC

BASE SIZE AND ALTERNATIVE BASE COMPENDIUM

Follow [THIS LINK](#) to check the PDF regarding allowed base sizes at the ETC.

SCORING SHEET ETC

Follow [THIS LINK](#) for the scoring sheet to be used at the ETC.

PAIRING SHEET

Follow [THIS LINK](#) for the pairing sheet to be used at the ETC.

MISSION OVERVIEW SHEET

Follow [THIS LINK](#) for the mission overview sheet to be used at the ETC.