

**2019 Mission Proposal
Chapter Approved 2018
Draft 4**

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.

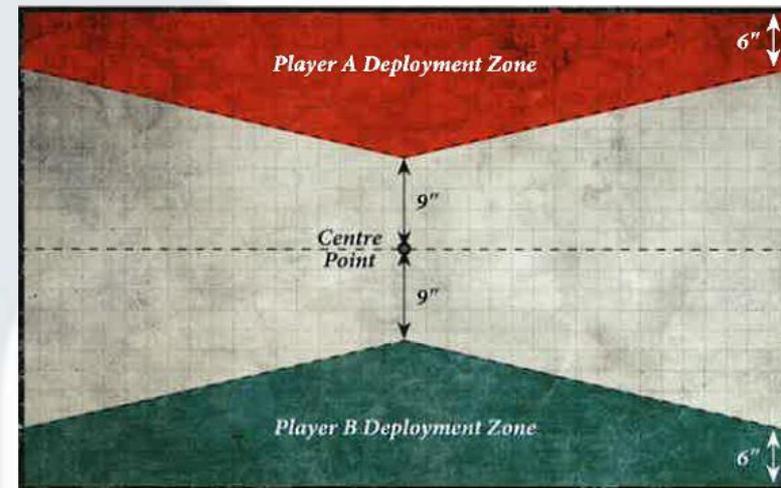
First Turn: The player who did not chose the deployment zone sets up his entire army first and decides who gets the first turn. If they take the first turn, opponent can roll a D6; on a 6, they manage to seize the initiative, and get the first turn instead!

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

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 first. Choosing deployment zones happens right after objective placement.

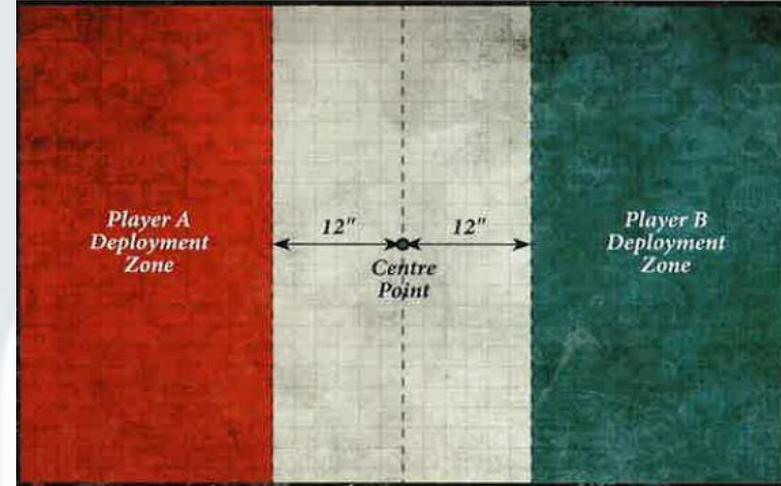
First Turn: The player who did not chose the deployment zone sets up his entire army first and decides who gets the first turn. If they take the first turn, opponent can roll a D6; on a 6, they manage to seize the initiative, and get the first turn instead!

Tactical Objectives: Generate 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

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). **Choosing deployment zones** happens right after objective placement.

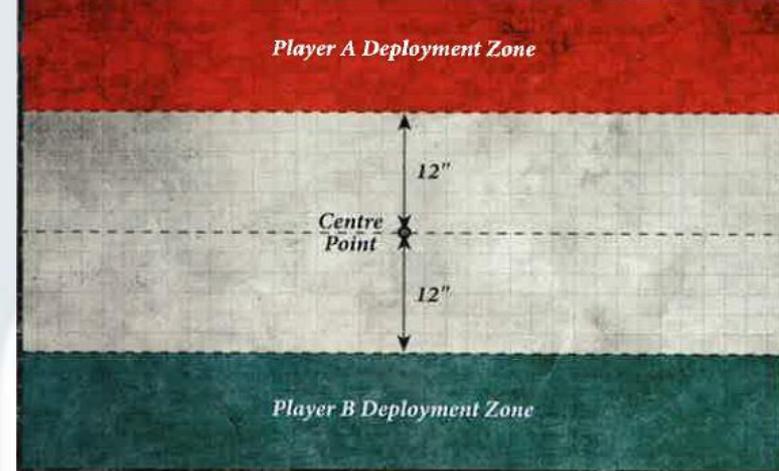
First Turn: The player who did not chose the deployment zone sets up his entire army first and decides who gets the first turn. If they take the first turn, opponent can roll a D6; on a 6, they manage to seize the initiative, and get the first turn instead!

Tactical Objectives: Generate 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

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

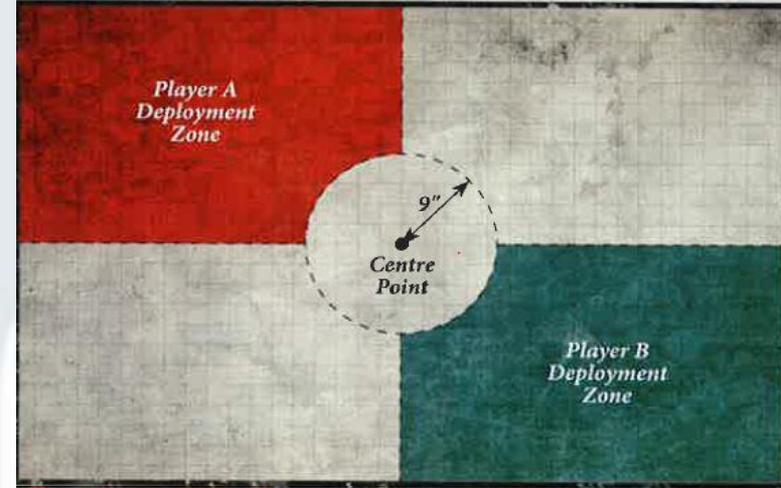
Objective #2: **Maelstrom of War: Disruptive Signals (3 cards/turn cap)**

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). **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 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

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**

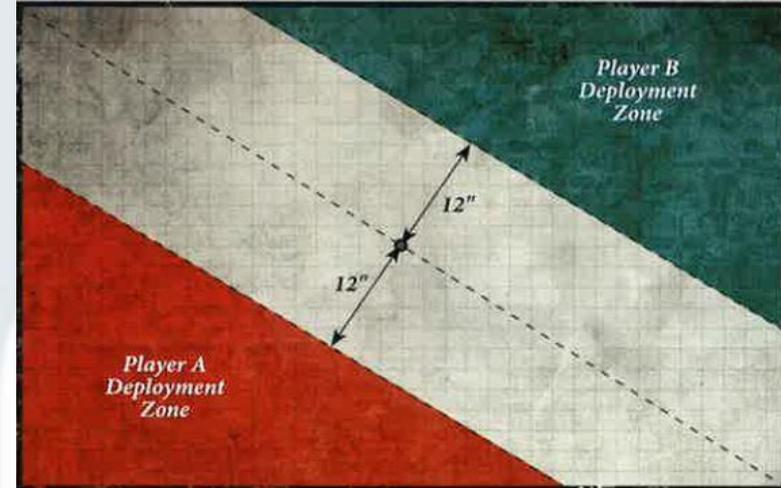
Choosing deployment zones happens before **objective placing** (2 markers are placed in no mans land and two markers are placed in each deployment zone). Players can do this in whichever order they prefer but always starting with marker 1, then marker 2,...

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

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 first. 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: Each player chooses two objectives at the start of their first turn and announces them to their opponent. 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. Points scored for Eternal war are done at the start of the player turn, starting from the second 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 Tertiairy objectives (Slay The Warlord, First Strike and Linebreaker). The difference in total VP's scored decides the outcome of the battle.

