

The background features a large, stylized logo for ETC. The logo is a 3D hexagonal shape with a light blue top face, a light green left face, a light red right face, and a light orange bottom face. The letters 'ETC' are rendered in a large, white, sans-serif font, centered on the top face of the hexagon.

**ETC 2019 Mission Proposal
Chapter Approved 2018
Draft 5**

ETC Mission Modalities:

- Players who get to choose deployment zone also decide how the 'line' to divide the table is drawn and can freely choose which part of the table will be their deployment zone.
- If a player runs out of maelstrom cards during a game, he can reshuffle the cards from his discard pile and start redrawing from the pile of cards that haven't been scored during the game.
- In all missions, the objective secured or equivalent rule is in effect, except when the text outlining the ETC mission in this pack states otherwise. We deviate from what is written in the CA or BRB missions considerably. The mission text below always takes precedence.
- When a player gets tabled, the player left without models can score whatever maelstrom and eternal points he still can the turn this happens. In subsequent turns, his opponent plays out the game until natural conclusion up to turn 7 (after dicerolls), discarding any cards that are no longer achievable due to the opponent no longer having models on the board.
- When you score maelstrom cards that award a random amount of victory points, you always score the mean value instead. Example given: D3 VP would award 2VP instead. Look at the mission score sheet if there is any doubt regarding.
- Regarding terrain, the bottom floor of ruins will always count as closed/blocking for LOS purposes if the openings are entirely on the bottom floor and enclosed on all sides (example: a whole window frame).

MISSION 1

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

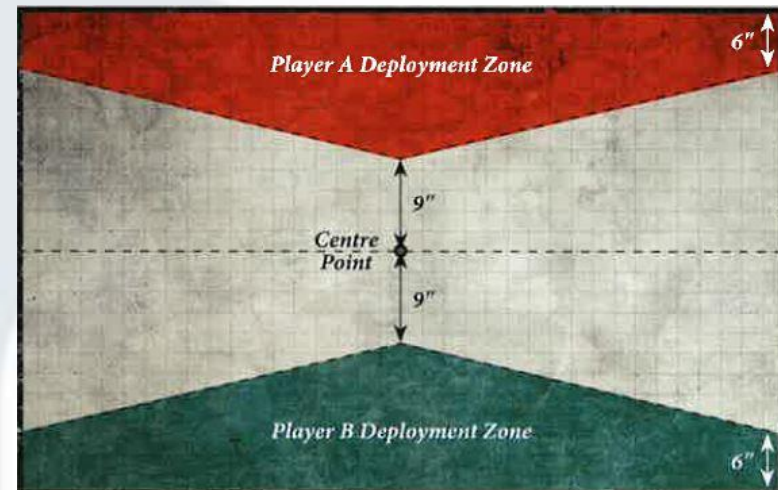
Objective #2: **Maelstrom of War: Contact Lost (3 cards/turn cap)**

Deployment: **Frontline Assault**

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

Mission Special Rules: **Temporary Comms Uplink, Acceptable**

Casualties, Refined Strategies



Objective placing happens first (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 in your hand at a given time.

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.

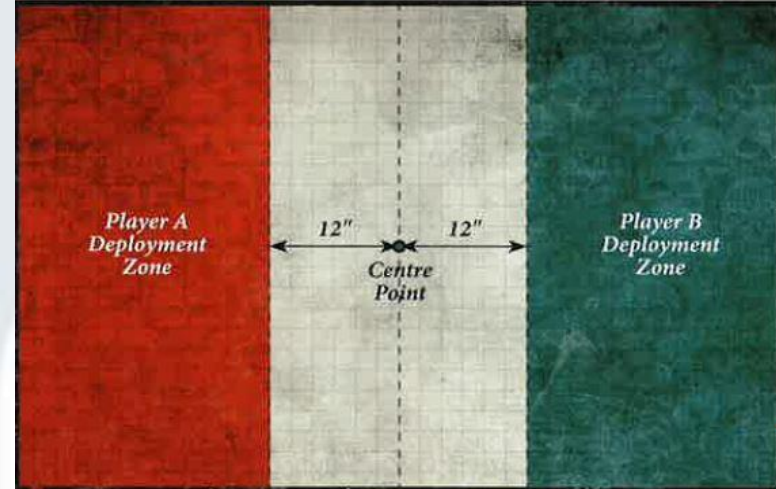
Mission Special Rule:

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 happens first (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, and 1 additional card for each KP you have scored since your previous turn, **up to a maximum hand size of 6.**

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.

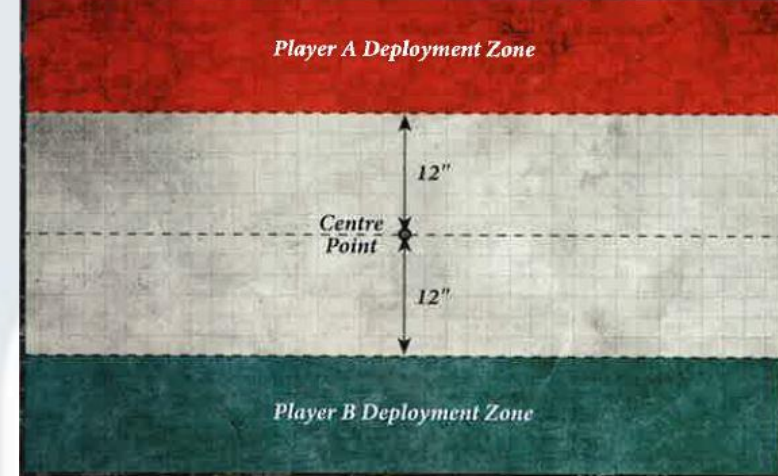
Crucial Intel: Prior to the start of the battle, allocate up to 3 intel points as evenly as possible to the characters in your army. If you have no characters in your army, assign 1 Intel point to your Warlord. As from the **third battle round** on, players count how many intel points are left on models alive on the battlefield (even embarked) and score that many VP at the end of each battleround together with their maelstrom cards.

Transmit Intel: As from the **third battle round** on, players score 1 VP for each objective marker with at least one model with an intel point on at the end of their turn. 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 (this also counts for scoring maelstrom purposes). 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 with the dead center being exactly 18 inches up the field and 12 inches into each quarter 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.

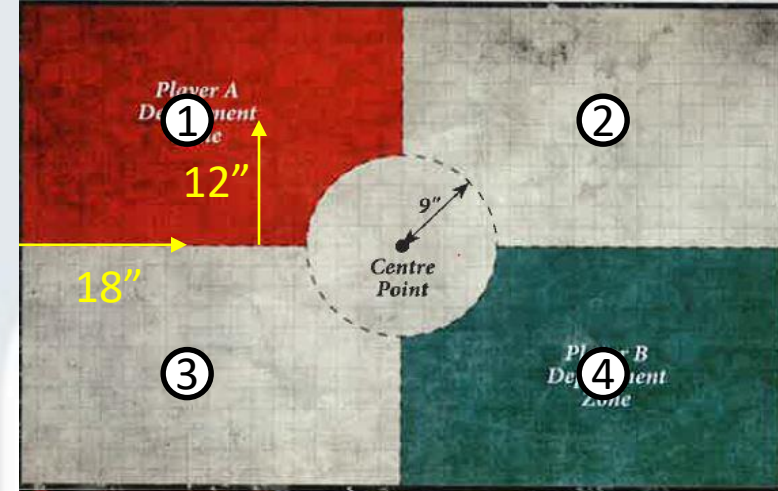
First Turn: The player who did not chose the deployment zone sets up his entire army first and decides who gets the first turn. If they take the first turn, opponent can roll a D6; on a 6, they manage to seize the initiative, and get the first turn instead!

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 battle round, by using the **Signal Interrupt Stratagem** the moment the card is generated.

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**

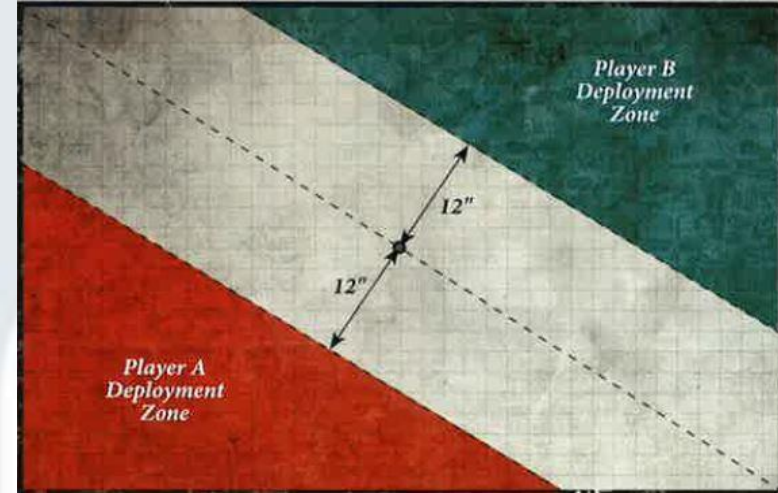
(2 markers are placed in no mans land and two markers are placed in each deployment zone). Players can do this in whichever order they prefer and in a place of their choosing, but always starting with marker 1, then marker 2,...

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. Drawing these cards is always done sequentially. Draw two cards simultaneously each time and put them in stacks of 2 before you and your opponent before he decides which to discard. If either player has an ability or stratagem to discard cards and redraw, discard both drawn cards before drawing two new ones. If one of the 2 drawn cards is unachievable, immediately redraw another one in the set of 2 drawn cards. *At the end of the game, each marker awards 2VP to the player controlling 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: 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. *At the end of the game, every objective you control earns you 2VP.* 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)**

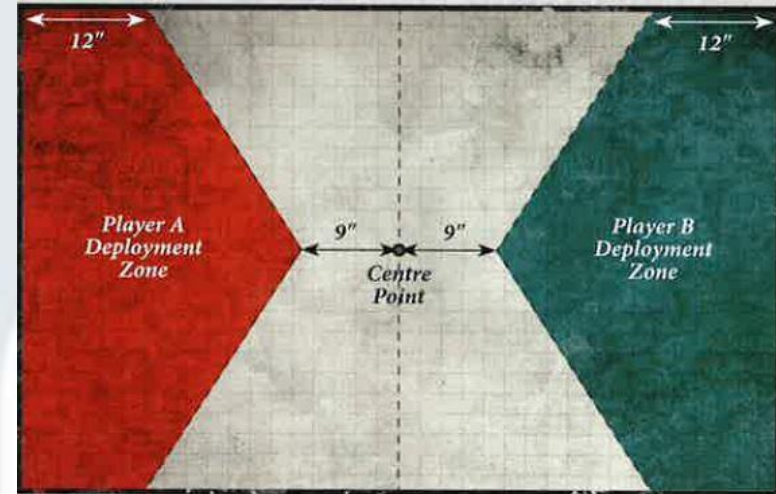
Objective #2: **Maelstrom of War: ETC Tactical Cascade (Altered, No cap on cards scored/turn!)**

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 Rules:

Burden of Command At the end of the game, count up the total number of active objectives in a players hand that have not been achieved. That player looses 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, as there is no cap on the maelstrom scoring this round.

Capture The Data: randomly determine which of the 6 objectives is the active marker each battle round. That marker generates two points for the player that controls it this battle round instead of 1VP. 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.