

The logo for ETC is a large, stylized, three-dimensional letter 'E' in a light blue color. The 'E' is composed of several rectangular blocks, giving it a geometric, isometric appearance. It is centered in the upper half of the image.

ETC 2019 Mission Pack

(update July 5th 2019)

ETC Mission Modalities:

- Players who get to choose deployment zone must choose a deployment zone as depicted in the deployment zone options outlined by the mission map.
- 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, and objectives are controlled by having models within 3 inch of its centre, 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 the openings are enclosed on all sides (example of an enclosed opening: a whole window frame).

ETC Pre-game actions:

Follow this procedure to start your games at the ETC:

- Roll off for who places first objective. Players can now choose to change their Refined Strategy Cards and remove their choice cards from their decks and bar them on the scoring sheet, starting with the player that won the roll-off. Do so and follow the procedure lined out below **before** starting to place any objectives
- The player winning the roll off now selects his warlord trait. His opponent then does the same
- The player having won the roll off chooses his psychic powers. His opponent then does the same
- The player having won the roll off chooses if he will spend CP's for stratagems (for extra relics and so forth). His opponent then does the same
- Start placing objectives (unless stated otherwise in the mission this is always done before choosing sides)
- Roll off for who chooses sides
- Whoever did not chose side starts to deploy his entire army
- Opponent then deploys his army
- Player who deployed first decides if he will take first turn or not
- Roll to seize the initiative in case first turn was chosen
- Pre-game deployment step for abilities or stratagems that take place prior to the start of the first turn
- Players announce their remaining available command points and clearly mark this somewhere for their opponent to keep track of during the game.
- Start the first battle round

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!

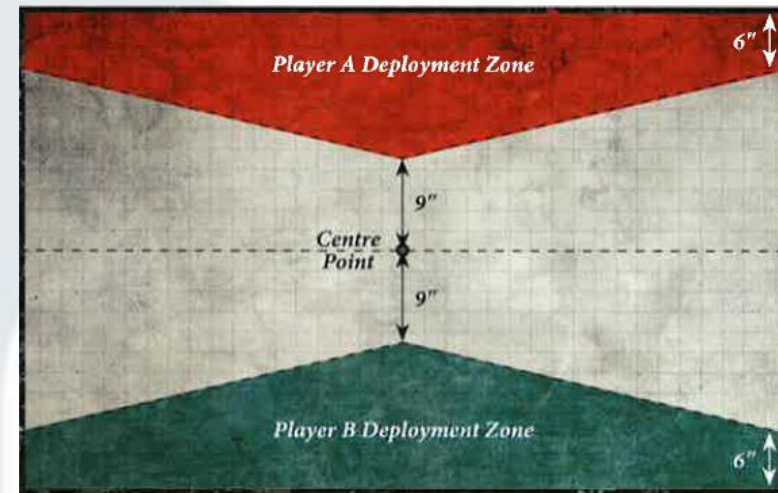
Tactical Objectives: Generate 1 Tactical Objective first turn and then 1 additional objective for each marker under your control starting from the second turn, up to a maximum of 6 in your hand at a given time.

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: **Acceptable Casualties, Refined Strategies**

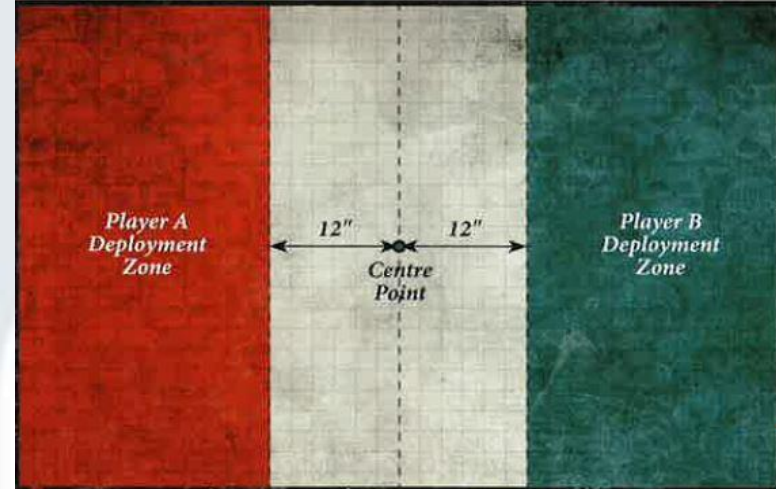
Objective placing first. Choosing deployment zones happens right after objective placement.

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.

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 start of their turn, starting from the 2nd battleround for each objective marker they control. However, if an objective marker is within the enemy's deployment zone you can choose to raze it at the start of your turn 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: **Acceptable Casualties, Refined Strategies, 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. These are revealed at the start of the first battleround). **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!

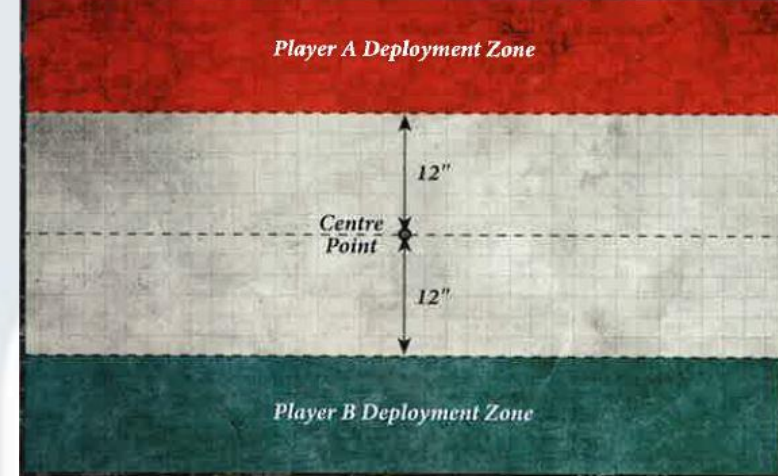
Tactical Objectives: Generate up to 3 Tactical Objectives each turn, and 1 additional card for each KP you have scored since your previous turn, **up to a maximum hand size of 6.**

Mission Special Rule:

Transmit 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 score 1 VP for each objective marker with at least one model with at least one intel point on at **the start 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.

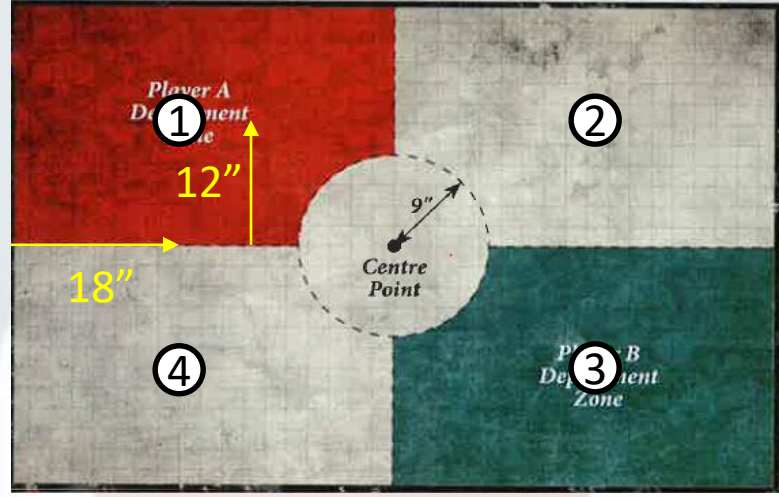
Scoring: At the end of the game each marker is worth 4, 3 or 2 VP respectively to the player controlling it. The difference in total VP's scored during the game decides the outcome of the battle. Count up points scored from Eternal War, Maelstrom, Killpoints and secondary objectives objectives (Slay 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: **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 (only counting objectives 1-4) than their opponent scores 1 victory point, or 3 VP if they control all markers (which are marker 1-4 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, by using the **Signal Interrupt Stratagem** the moment all cards for that turn are drawn. Signal interrupt can be used on any active tactical objective, even ones generated in previous rounds, and can be used to interrupt the same tactical objective in their opponents subsequent turns.



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 (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**

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,...

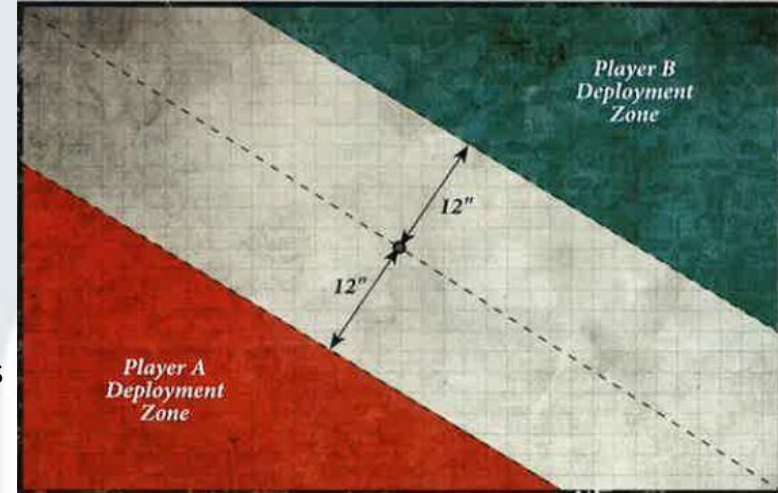
Choosing deployment zones happens right after objective placement.

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. Each turn, your opponent gets to discard one of the freshly drawn cards after the drawing process is completely done and the player whose turn it is has used stratagems or abilities to recycle/redraw cards or anything of the sort.**

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, 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. If priority orders is chosen, randomly generate which card is the priority order. In subsequent turns, generate 2 objectives for each objective achieved since your previous turn (the card used to complete priority orders received will only ever count as one objective achieved), 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:

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: Players score 1 VP for each marker under their control at the start of their turn starting from the second battleround.

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.

