

The background features a large, stylized logo for ETC. The logo is a 3D hexagonal prism with a light blue top face, a light green left side face, a light red right side 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 prism.

ETC 2020 Mission Pack Proposal

ETC Missions Changes post ETC 2019

+++ Notes and General Changes +++

++ Maelstrom ++

+ Reduce randomness and allow card more card recycling through the following ETC Stratagems, which are one-use only per game but should help the 'blocked' hand syndrome.



+ Discard one card at the end of your turn as usual / per rule book.

+ Cap of achieving maximum 3 cards per turn will be re-instated for all missions as Mission 6 was regarded as a bit too much in this regard.

+ Keep Refined Strategy but the following cards are auto-discarded as part of the 6: Advance (41), Kingslayer (61) and Priority Orders Received (66).

+ Area Denial (52) can not be scored in turn one.

ETC Missions Changes post ETC 2019

+++ Notes and General Changes +++

++ Killpoints ++

+ Keep kill point scoring differential of up to 6 but make it more tactical:

Choose a battlefield role before deployment. Each enemy unit with that battlefield role killed awards you one Kill Point.

++ Fixed Game Length ++

+ All games are to be played with fixed 6 rounds.

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: **Acceptable Casualties, Refined Strategies**

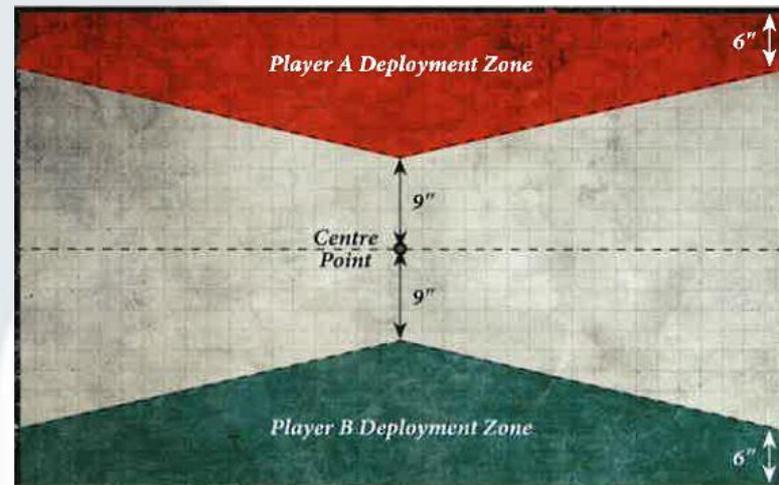
Objective placing happens first (players freely decide where they want to place the markers with the caveat that only marker 1-4 count for EW scoring and that markers are always placed in order) . **Choosing deployment zones** happens right after objective placement.

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.](#)

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**

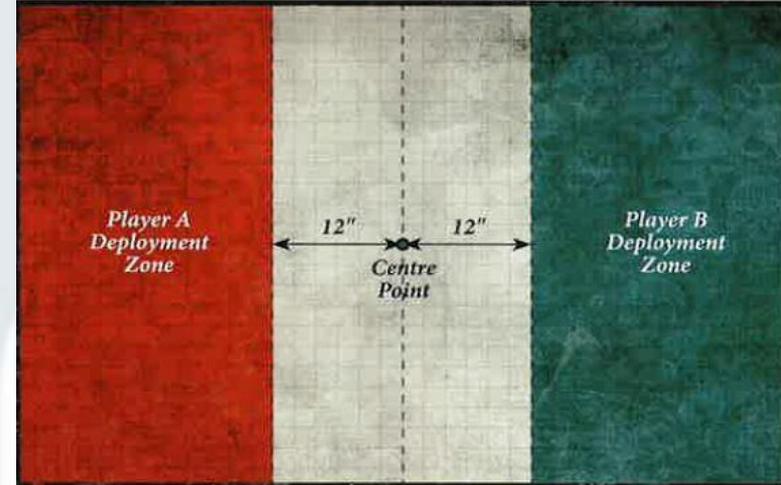
Mission Special Rules: **Acceptable Casualties, Refined Strategies**

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.

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. **At the end of the game, each objective that is not razed will award 2 VP's 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 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!

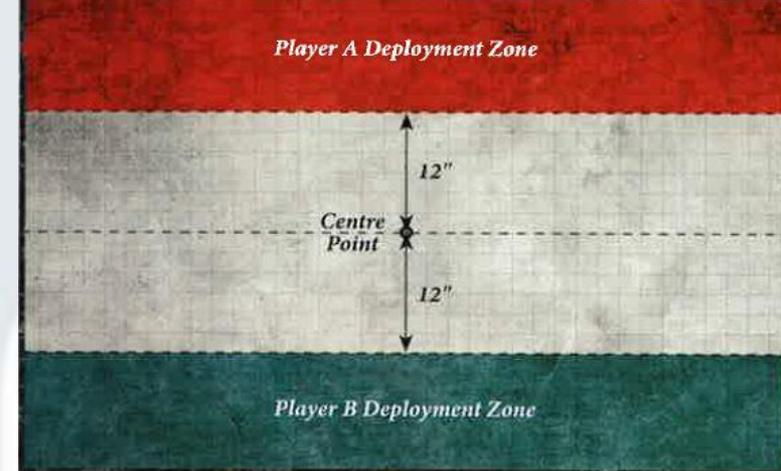
Tactical Objectives: Generate up to 3 Tactical Objectives each turn, and 1 additional card for each KP from the nominated battlefield role you have scored since your previous turn, **up to a maximum hand size of 6.**

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.

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)**

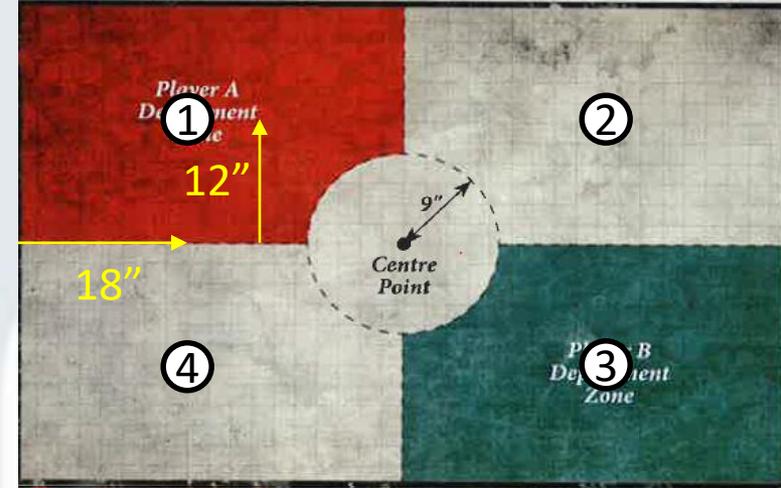
Objective #2: **Maelstrom of War: Disruptive Signals (3 cards/turn cap)**

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**. At the end of the game the two fixed objectives outside of the deployment zones (objectives 2 and 4) score 2VP to the player controlling it, while objectives 5 and 6 are worth 3 Victory Points each to the player controlling them.

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**

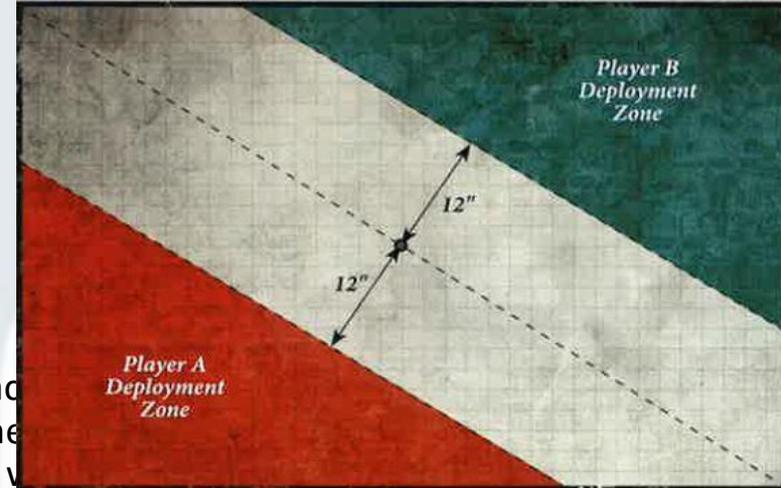
Objective placing: (1 marker is placed in no mans land 1 marker is placed in each deployment zone by each player). Players can do this in whichever order they prefer and in a place of their choosing, but always starting with marker 1, then marker 2,...

Choosing deployment zones happens right after objective placement.

First Turn: The player who did not choose 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.**

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), Resupply Drop (Altered)**

Objective #2: **Maelstrom of War: ETC Tactical Cascade (Altered, 3 cards/turn cap)**

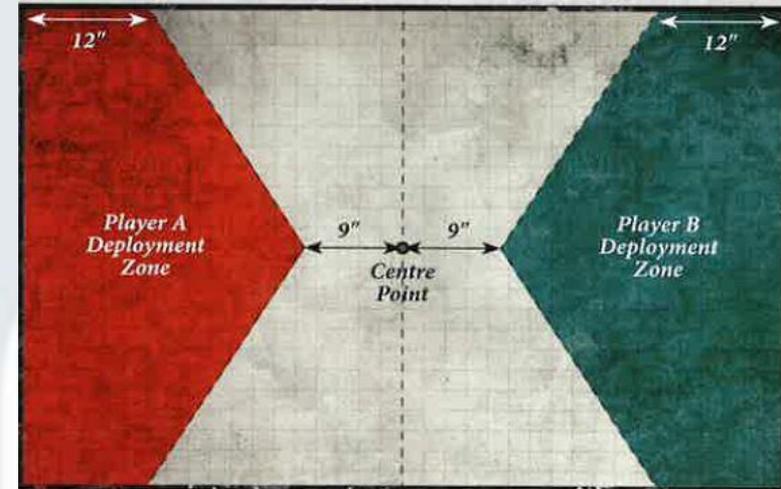
Deployment: **Spearhead Assault**

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 game does not end when a player has achieved 25 tactical objectives. Keep on playing until the game concludes normally at the end of round 6.

Mission Special Rules:

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

At the start of their respective third turn each player chooses one objective. These objectives will not count for Endgame Scoring. At the end of the game each of the four remaining objectives are worth 3 Victory Points.

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.