The background features a large, stylized logo for 'ETC' inside a hexagonal frame. The letters 'E', 'T', and 'C' are white and set against a background of light blue, light green, and light red/pink. The hexagon has a 3D effect with a light orange/brown base.

ETC 2020 Mission Pack Proposal

Schemes Of War (13 October 2019)

Why Schemes Of War?

From feedback gathered over the last two ETC's there is a lot of "noise" regarding the blocked hand syndrome, and that maelstrom is still too random to be played in a competitive setting. It is therefore that we present this alternate rulespack to consider for the captains, with the aim of partly solving or at least minimalizing the random impact of the maelstrom cards and provide a better gaming experience in our team environment. This is just an initial proposal, meant as a means for captains and players to test and provide feedback to see if this is an alternative they would prefer, before we potentially iron out the details and the kinks.

Schemes Of War:

Constructing Your Deck

When submitting lists, players construct an objective deck, made up of at least 18 Tactical Objective cards. No more than one copy of each uniquely named Tactical Objective (this only really applies to "Secure Objective x" cards) may be included in the deck, meaning you can choose the optimal cards that your army can achieve during each game, better suiting your army composition and playstyle.

Caveat: The Priority Orders Received card is not in play at the ETC. Feedback has it this card is way too swingy, and totally luck-based, taking away from the tactical depth of an ETC game.

Using Your Objective Deck

At the start of the first battle round, each player shuffles their objective deck and draws 5 cards. If either player is not happy with the initial cards they draw, they can choose to place them on the bottom of their Objective deck, in any order, and draw 4 new Tactical Objective cards. This is then their first hand for the round.

At the start of your player turn, place Tactical Objective cards from your hand in play (traditionally until you have 3 in-play tactical objectives or there are no more cards left in your hand but this depends on the mission being played). A Tactical Objective is considered to be generated when it is put in play.

When putting a Tactical Objective in play, it is either placed face up or face down, until such point it is either achieved or discarded. You can only have one face down card in play at any point unless if your army has a stratagem that would circumvent this. You can only achieve in-play Tactical Objectives.

After you have finished putting any Tactical Objectives in play, draw Tactical Objective Cards until you have a hand of 5 cards or as much as mission parameters allow.

When you discard a Tactical Objective, place it face up on the discard pile. Cards in the discard pile are not considered to be in play, and are not part of your Objective deck.

Achieving Tactical Objectives

At the end of every turn (yours and your opponent's), check to see if you have achieved any of your in-play Tactical Objectives. If you can achieve a Tactical Objective, you must do so immediately at the end of the turn and cannot choose not to do so. After a Tactical Objective has been achieved, it is discarded. At the end of the morale phase, you may discard any of your in-play Tactical Objectives. At the end of the morale phase, if a card is impossible to achieve (e.g. you have Big Game Hunter and your opponent has no viable units left on the table), you can immediately discard it.

Stratagems

Re-Prioritize (2CP)- Use this stratagem at the start of your turn. Discard up to two Tactical Objective cards in your hand and re-draw a card for each card that was discarded.

Tactical Foresight (1CP)- Use this stratagem at any point during the turn. You can look at the top three cards in your Objective deck and choose to put each back on either the top or bottom of the deck in any order. You can only use this stratagem once per turn.

Determined Push (1CP)- Use this stratagem at any point during the turn. Select up to three Tactical Objective cards from your discard pile and shuffle them back into your objective deck. You can only use this stratagem once per turn.

If at any point players cycle through their entire deck, they can recycle their discard pile, shuffle it intensely, and start redrawing cards that haven't been achieved yet.

Burden of Command is in play, meaning that at the end of each battle, a player loses 1 victory point for every 3 active Tactical Objectives that have been discarded or haven't been achieved by the end of the battle.

ETC Missions Changes post ETC 2019

+++ Notes and General Changes +++

++ Killpoints ++

+ Instead of counting all units destroyed as a killpoint, players choose a battlefield role before deployment. Each enemy unit with that battlefield role killed awards you one Kill Point, up to a maximum differential of 6.

This is implemented after varying feedback that:

- a) Killpoints aren't really an 8th edition mechanic
- b) Achieving kills is part of the basic premise of the game already, and can now be built towards with constructing your deck if it's what your army relies on
- c) It's a deterrent against spam and extreme army builds. Not all armies are created equal in CP management and in the costs of their units, and often matchups are generated at the ETC that see a limited amount of interaction between the players' armies. We want to mitigate that aspect as much as we can, giving every player as much to play for as possible instead of just 'suffering through a game'. This change skews the odds towards more balanced 'elite-style' armies when facing extreme army builds that spam a certain strong unit, whether it is because most armies have difficulties to interact with them with most of their army due to high Toughness, or because they simply spam a certain good unit type.

++ 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**

Deployment: **Frontline Assault**

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

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

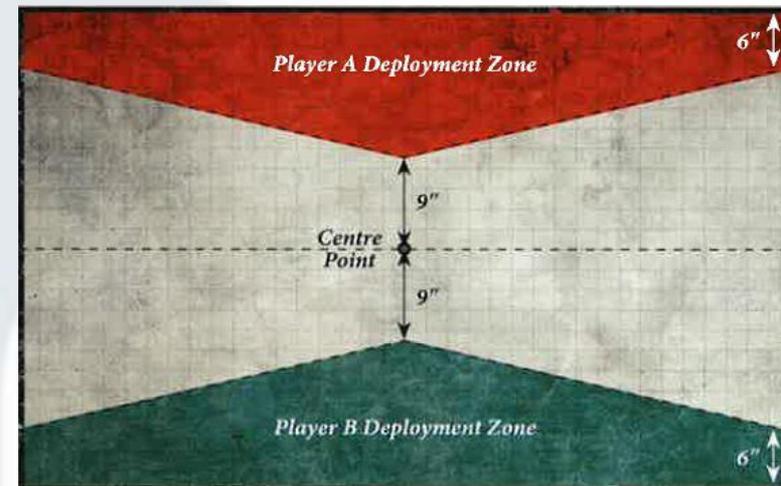
Objective placing happens first (players freely decide where they want to place the markers with the caveat that only marker 1-4 count for EW scoring and that markers are always placed in order) . **Choosing deployment zones** happens right after objective placement.

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: Put 3 Tactical Objectives into play on the first turn. In subsequent turns you can put an additional objective into play if you control more markers than your opponent at the start of the battleround. You can maximally have 5 tactical objectives in play at any 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**

Deployment: **Hammer and Anvil**

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

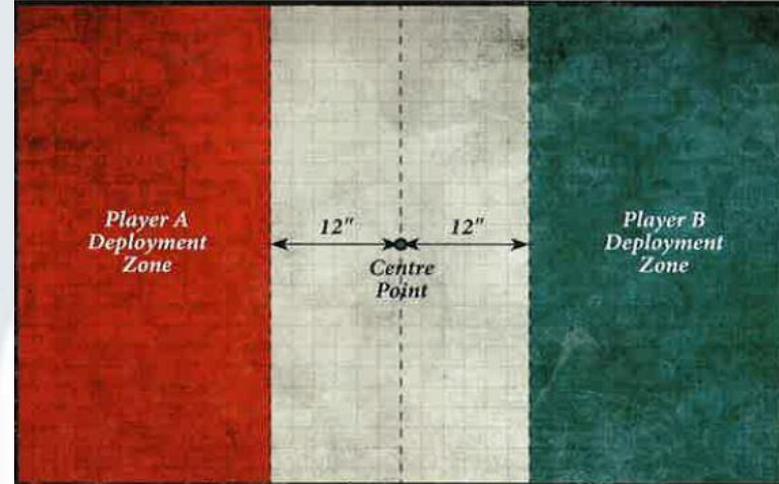
Mission Special Rules: **Acceptable Casualties, Refined Strategies**

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 up to 5 Tactical Objectives each turn. You can only put two cards into play turns 1 and 2, three cards in turn 3 and 4, and four cards in turns 5 and 6.

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

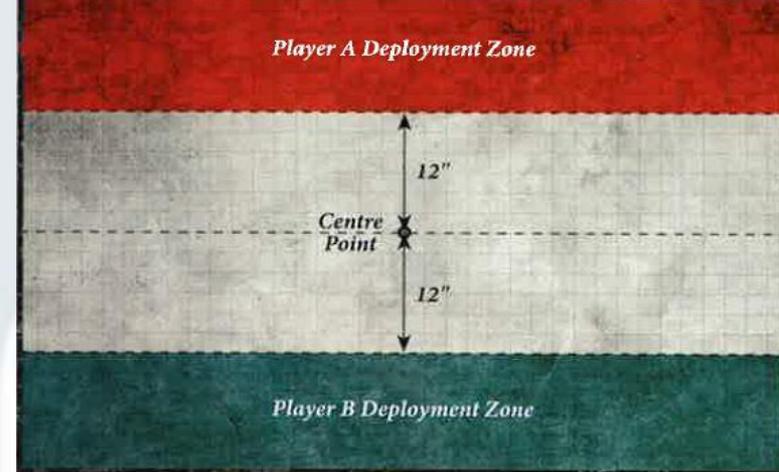
Objective #1: **Eternal War: ETC Secure and Control (ALTERED, 1-6) and ETC Cut off the Head (ALTERED)**

Objective #2: **Maelstrom of War: Decapitation Strike**

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: Put up to 3 Tactical Objectives in play each turn, and 1 additional card if you killed more units **from your nominated battlefield role** than your opponent in the previous battleround. You can have **up to 5 objectives in play at any given time**.

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)**

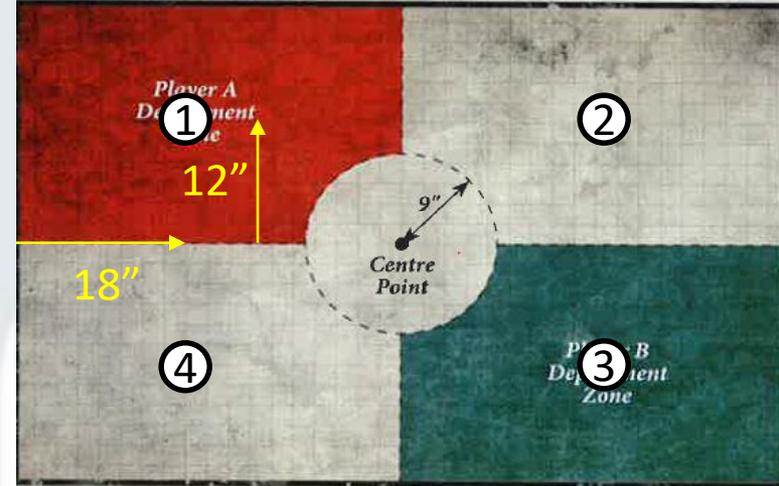
Objective #2: **Maelstrom of War: schemes of war**

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: Put up to 3 Tactical Objectives into play 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**

Deployment: **Vanguard Strike**

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

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

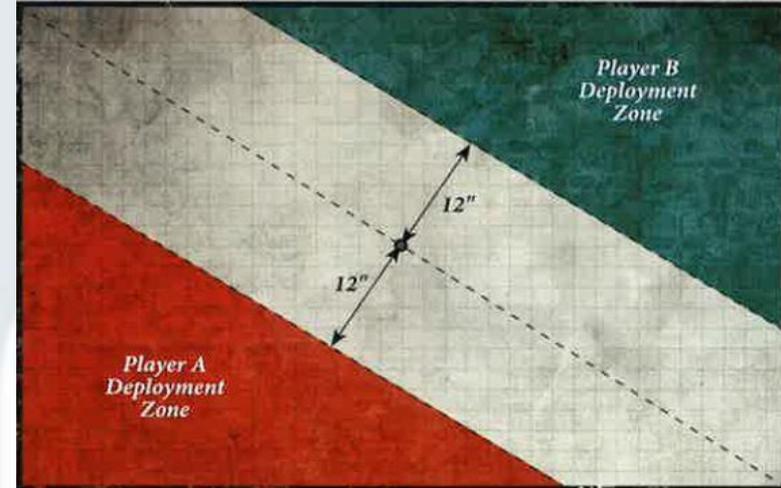
Objective placing: (1 marker is placed in no mans land 1 marker is placed in each deployment zone by each player). Players can do this in whichever order they prefer and in a place of their choosing, but always starting with marker 1, then marker 2,...

Choosing deployment zones happens right after objective placement.

First Turn: The player who did not 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: Put up to 4 Tactical Objectives in play each turn. After doing so, your opponent immediately gets to discard one of the cards.

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)**

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 to be in play at the start of their first turn and randomly draws 5 cards at the end of their turn to make up their hand of tactical objectives. In subsequent turns, you can put into play 2 objectives for each objective achieved since your previous turn. If you achieved all of your in-play objectives since your previous turn, you can draw an additional card and put an extra one into play up to a maximum of 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.

