

ETC 2014- Maelstrom of War Tactical Objective list

D3	6	Objectives	VP	Turn (When?)		Goal	Player 1			Player 2		
				During	End		Picked	Achieved	Discarded	Picked	Achieved	Discarded
1	1	Secure Objective 1	1		Y	Control objective 1						
1	2	Secure Objective 2	1		Y	Control objective 2						
1	3	Secure Objective 3	1		Y	Control objective 3						
1	4	Secure Objective 4	1		Y	Control objective 4						
1	5	Secure Objective 5	1		Y	Control objective 5						
1	6	Secure Objective 6	1		Y	Control objective 6						
2	1	Behind Enemy Lines	2		Y	One of your unit is within 12" of opponent's table edge						
2	2	Ascendancy	2		Y	Control any 3 objectives						
2	3	Supremacy	2		Y	Control 2+ obj and at least twice as many obj as your opponent						
2	4	Overw. Firepower	2	Y		Completely destroy 3 enemy units or more in the shooting phase						
2	5	Blood & guts	2	Y		Completely destroy 2 ennemy units in the assault phase						
2	6	No prisoners	2	Y		Completely destroy 3 units during your turn						
3	1	Ungry for Glory	1			Issue a challenge during an assault OR win an ongoing challenge						
3	2	Witch Hunter	1	Y		1 ennemy unit with the psycker rule was completely destroyed						
3	3	Scour the Skies	1	Y		1 flyer or CMV was completely destroyed						
3	4	Assassinate	1	Y		1 ennemy with the character rule was removed as casualty						
3	5	Demolitions	1	Y		1 ennemy gun emplacement or building was destroyed						
3	6	Big Game Hunter	1	Y		1 ennemy vehicle or MC rule was destroyed						

MISSION	DEPLOYMENT	DESCRIPTION	POINTS	PLAYER 1	PLAYER 2
1	Hammer & Anvil	Big guns - 5 objs (3 VP each + 1 VP per HS) Tactical escalation (players must have a number of tactical obj equal to the game turn)	First Blood		
2	Vanguard Strike	Crusade – 4 objs (3VP each) Cleanse and control (player must generate tact obj to have 3 tact obj at the start of their turn)	Line Breaker		
3	Dawn of war	Emperor's will -2 objs (4VP each) Contact lost (player must generate 1 tactical objective for each obj he controls- up to max of 6)	Kill the WarLord		
4	Dawn of War	The relic – 1relic (6VP) The spoil of war (player must generate tact obj to have 3 tactical obj at the start of their turn) +precious cargo (secure objective cannot be discarded) +Steal of loot (secure objective can be achieved by either player- Tact Obj achieved are then discarded)	Kill points (max +8)		
5	Vanguard Strike	The scouring – 5 Obj (1-2-3 VP) Deadlock (at the start of his turn, a player must have exactly (7- (current turn) tactical obj -min1)	Maelstrom Obj		
6	Hammer & Anvil	Crusade – 4 obj (3VP each) Cleanse and control (player must generate tactical obj to have 3 at the start of their turn)	Eternal War obj		

