

ETC Mission Scoring Sheet / 2017 Proposal

				Turn			Players 1:			Players2		
D4	D6	Objective	VP	During	End	Goals	Piecked	Achieved	Discarded	Piecked	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	1		Y	1+ scoring model completely within 12" of the opponent's table edge						
2	2	Ascendency	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+ ennemy units in your shooting phase						
2	5	Blood & Guts	2	Y		Completely destroy 2+ ennemy units in your assault phase						
2	6	No Prisoners	2	Y		Completely destroy 3+ ennemy units in your turn						
3	1	Hungry for glory	1	Y		Issue a challenge OR win an ongoing challenge						
3	2	Witch Hunter	1	Y		Destroy 1+ ennemy unit with the Psyker rule						
3	3	Scour the skies	1	Y		Destroy 1+ ennemy unit with the Flyer or FMC rule						
3	4	Assassinate	1	Y		Destroy 1+ ennemy unit with the character rule						
3	5	Demolition	1	Y		Destroy 1+ ennemy building or Gun emplacement						
3	6	Big Game Hunter	1	Y		Destroy 1+ ennemy model with the Vehicle or MC rule						
4	1	Defend Objective	2		Y	Control any given objective marker for 2 consecutive turns						
4	2	Control The Field	2		Y	Control at least two even numbered objective						
4	3	Secure The Field	2		Y	Control at least two odd numbered objective						
4	4	Command The Field	3		Y	Control at least 2 even numbered objective & 2 odd numbered objective						
4	5	Drive Them Back	1\2	-	-	Destroy 1 ennemy unit controlling an objective\ score 1 extra VP if you control that objective						
4	6	The Bigger They Are	2	Y		Destroy 1+ Lord of War						
Mission	Deployment	Description (You can score 3 maelstrom each turn)					Point count	Player1	Player2	VP Difference	Final Score Player 1 Player 2	
1	Hammer & Anvil	Maelstrom : Cleanse & Control (must have 3 obj. At the start of the turn)					Maelstrom (8pts)					
		Eternal : The Scouring - 6 obj.(1-2-3 VP + 1VP per Fast Attack)										
2	Vanguard Strike	Maelstrom : Deadlock (# of obj. Must equal 7-[current game #], min = 1)					Eternal (6pts)					
		Eternal : Crusade - 4 obj. (3 VP each)										
3	Daw of War	Maelstrom : Contact Lost (1 Obj. At the start of turn1, then generate 1 obj. For each obj. Controlled up to 6)					Kill Point (4pts)					
		Eternal : Big Guns Never Tire - 5 obj. (3 VP each + 1VP per Heavy Support)										
4	Hammer & Anvil	Maelstrom : Tactical Escalation (# of obj. Must be equal to the game turn #)					Line Breaker					
		Eternal : The Emperor's Will & Relic (4 VP each)										
5	Dawn of War	Maelstrom : Spoils of War (must have 3 obj. At the start of the turn ; "secure obj." cannot be discarded & can be achieved by either player)					Others					
		Eternal : Crusade - 4 objectives (3VP each)										
6	Vanguard Strike	Maelstrom : Cleanse & Control (must have 3 obj. At the start of the turn)					A tabling does not automatically give a player 20 points. We always play the game to tis natural conclusion.			Final Score	Player 1	Player 2
		Eternal : The Scouring - 6 obj. (1-2-3 VP + 1 VP per Fast Attack)										

ETC Mission Scoring Sheet / 2017 Proposal