

# ETERNA WAR – INCURSION

## RANSACK

### MISSION BRIEFING

While the forces meet on the way, both forces hastily attempt to enter the fortified position. Whoever secures the line will be able to dig in and outlast their enemy. However, if the enemy's position can be overrun, a brutal grinding war could be avoided.

### PRIMARY OBJECTIVES

Victory points are awarded for controlling objective markers, as follows:

**Domination (Progressive):** At the end of each player's Command phase, the player who secures it scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

- They control two or more objective markers.
- They control three or more objective markers.
- They control more objective markers than their opponent controls.

This primary objective cannot be scored in the first battle round.

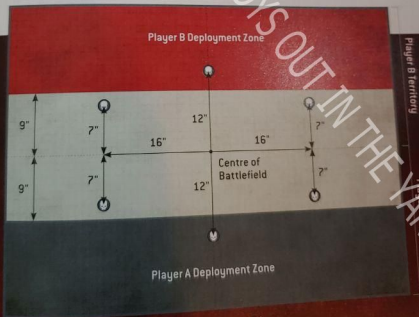
### SECONDARY OBJECTIVES

In this mission, when the players are selecting their secondary objectives, they can, if they wish, choose for one of them to be Ransack, below.

**Ransack (Progressive):** Score a number of victory points at the end of your Command phase if you control one or more of the objective markers that are within your opponent's territory, as shown in the table below.

NUMBER OF OBJECTIVE MARKERS IN OPPONENT'S TERRITORY YOU CONTROL	VICTORY POINTS SCORED
1	2
2	3
3	5

Player B Battlefield Edge



Player A Deployment Zone

Player A Battlefield Edge

# ETERNAL WAR – INCURSION FORWARD PUSH

## MISSION BRIEFING

*This area is of extreme importance and you have been ordered to push forward and lead an immediate all-out assault to capture it. Storm every site of tactical import and leave the foe with no place to hide.*

## Mission Rules

**Quick March:** Any Advance rolls of less than 3 made in the first battle round instead count as 3.

## PRIMARY OBJECTIVES

Victory points are awarded for controlling objective markers, as follows:

**Take and Hold (Progressive):** At the end of each player's Command phase, the player whose turn it is scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

- They control one or more objective markers
- They control two or more objective markers
- They control more objective markers than their opponent controls.

This primary objective cannot be scored in the first battle round.

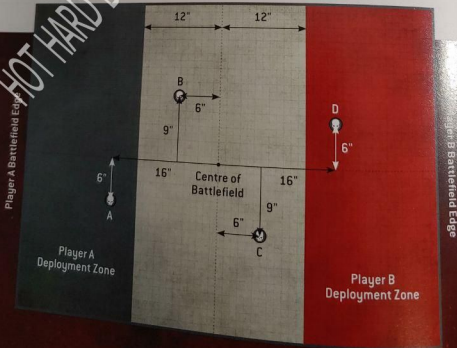
## SECONDARY OBJECTIVES

In this mission, when the players are selecting their secondary objectives, they can only choose one for one of them to be Forward Push below:

**Forward Push (Progressive):** If you select this objective, then units in your army can perform the following action:

**Forward Push (Action):** One unit from your army can start to perform this action at the start of your Movement phase if it is within range of an objective marker that you control. The action is completed at the end of your turn and you score a number of victory points depending on which objective marker this action was performed on:

OBJECTIVE MARKER	PLAYER A VICTORY POINTS	PLAYER B VICTORY POINTS
A	1	8
B	2	4
C	4	2
D	8	1



# ETERNAL WAR – INCURSION

## CENTRE GROUND

3

### MISSION BRIEFING

You must rush alike swiftly into contested territory to seize the battlefield - but, maintaining a strong rearguard to protect your supply line. The battleground is won and lost one yard at a time, and a commander must simultaneously master offensive and defence tactics if they are to prevail.

### PRIMARY OBJECTIVES

Victory points are awarded for controlling objective markers, as follows:

**Take and Hold (Progressive):** At the end of each player's Command phase, the player whose turn it is scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent controls.

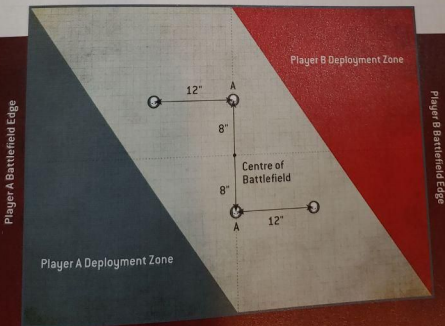
This primary objective cannot be scored in the first battle round.

### SECONDARY OBJECTIVES

In this mission, when the players are selecting their secondary objectives, they can, if they wish, choose for one of them to be Centre Ground, below.

**Centre Ground (Progressive):** Each time a unit from your army successfully completes the following action, you score 3 victory points if you currently control one of the objective markers labelled A, or 5 victory points if you currently control both objective markers labelled A:

**Centre Ground (Action):** One unit from your army can start to perform this action at the end of your Movement phase if it is within range of an objective marker labelled A and no enemy units (excluding AIRCRAFT) are within range of that objective marker. The action is completed at the end of your next Command phase so long as the unit performing it is still within range of the same objective marker.



# 2 ETERNAL WAR – INCURSION CROSSFIRE

## MISSION BRIEFING

*Enemy forces are massing in the area, seeking to secure the battlefield. A direct assault against them may result in unacceptable casualties, but victory can be assured by outflanking the foe and catching them in a deadly crossfire.*

### Mission Rules

**Crossfire:** When resolving attacks against target units that are within 9" of the centre of the battlefield, those attacks ignore the benefits of cover provided you can satisfy at least one of the following conditions:

- You control both objective markers labelled A and the attacking model's unit is in range of an objective marker labelled A.
- You control both objective markers labelled B and the attacking model's unit is in range of an objective marker labelled B.

### PRIMARY OBJECTIVES

Victory points are awarded for controlling objective markers, as follows:

**Take and Hold (Progressive):** At the end of each player's Command phase, the player whose turn it is scores 5

victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

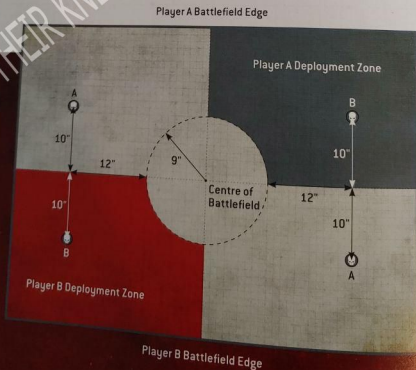
- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent controls.

This primary objective cannot be scored in the first battle round.

### SECONDARY OBJECTIVES

In this mission, when the players are selecting their secondary objectives, they can, if they wish, choose for one of them to be Outflank, below.

**Outflank (Progressive):** At the end of your Command phase, you score 3 victory points if you control both of the objective markers labelled A. Score 5 victory points instead if, at the end of your Command phase, you control both of the objective markers labelled A and there is at least one enemy unit within 9" of the centre of the battlefield. This secondary objective cannot be scored in the first battle round.



# ETERNAL WAR – INCURSION

## DIVIDE AND CONQUER

### MISSION BRIEFING

The enemy's advance forces are seeking to expand into our territory, but they risk overextending themselves. If you strike quickly and capture key battlefield locations you can divide a wedge between the foe's warriors, divorcing them from their support elements and making them easy prey to dispatch at your leisure.

### PRIMARY OBJECTIVES

Victory points are awarded for controlling objective markers, as follows:

**Take and Hold (Progressive):** At the end of each player's Command phase, the player whose turn it is scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points).

- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent controls.

This primary objective cannot be scored in the first battle round.

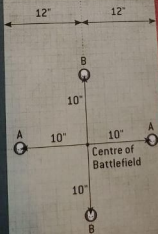
### SECONDARY OBJECTIVES

In this mission, when the players are selecting their secondary objectives, they can, if they wish, choose for one of them to be Lines of Demarcation, below.

**Lines of Demarcation (Progressive):** At the end of your turn, you score 4 victory points if you control both objective markers labelled A, or 2 victory points if you control both objective markers labelled B.

Player A Battlefield Edge

Player A  
Deployment Zone



Player B Battlefield Edge

Player B  
Deployment Zone

# ETERNAL WAR – COMBAT PATROL ENCIRCLE

## MISSION BRIEFING

Both forces have converged on this vital location and a firefight has ensued. Neither side is willing to cede ground, but successfully circumventing the enemy's position will open up a brutal crossfire leaving the objectives for the taking.

## PRIMARY OBJECTIVES

Victory points are awarded for controlling objective markers, as follows:

**Take and Hold (Progressive):** At the end of each player's Command phase, the player whose turn it is scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

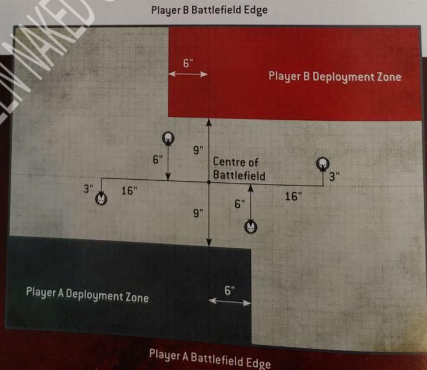
- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent controls.

This primary objective cannot be scored in the first battle round.

## SECONDARY OBJECTIVES

In this mission, when the players are selecting their secondary objectives, they can, if they wish, choose for one of them to be Encircle, below.

**Encircle (Progressive):** Score 5 victory points if you have at least one unit from your army (excluding AIRCRAFT) wholly within 6" of your battlefield edge and at least one unit from your army (excluding AIRCRAFT) wholly within 6" of your opponent's battlefield edge at the end of your turn (score 5 victory points instead if one of these units is also wholly within your opponent's deployment zone).



# ETERNAL WAR – COMBAT PATROL OUTRIDERS

## MISSION BRIEFING

*Advance parties have ranged ahead of the main force in preparation for a large push into enemy territory. They must scout the area, fight off enemy patrols and secure key locations that will prove vital to hold in the larger battle to come.*

## PRIMARY OBJECTIVES

Victory points are awarded for controlling objective markers, as follows:

**Take and Hold (Progressive):** At the end of each player's Command phase, the player whose turn it is scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent controls.

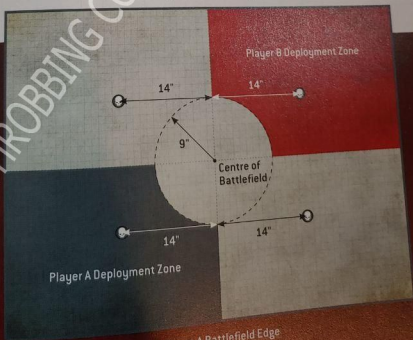
This primary objective cannot be scored in the first battle round.

## SECONDARY OBJECTIVES

In this mission, when the players are selecting their secondary objectives, they can only choose for one of them to be Survey, below.

**Survey (Progressive):** Score 1 victory point if you control both of the objective markers that are not in either player's deployment zone at the end of your Command phase; this secondary objective cannot be scored in the first battle round.

Player B Battlefield Edge



Player A Battlefield Edge

# ETERNAL WAR – COMBAT PATROL INCISIVE ATTACK

## MISSION BRIEFING

Two forces have dug in and fought to a stalemate. Adopting a cautious approach to the war, opportunistic bands of warriors now venture forth into no man's land to seize vital ground for use at the enemy with surgical assaults across the front.

### Mission Rules

**Sweep and Clear:** In this mission, if you control an objective marker at the end of your Command phase, it remains under your control, even if you have no models within range of it, unless your opponent captures it at the end of any subsequent phase.

### PRIMARY OBJECTIVES

Victory points are awarded for controlling objective markers, as follows:

**Take and Hold (Progressive):** At the end of each player's Command phase, the player whose turn it is scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

- They control one or more objective markers,
- They control two or more objective markers,
- They control more objective markers than their opponent controls.

This primary objective cannot be scored in the first battle round.

### SECONDARY OBJECTIVES

In this mission, when the players are selecting their secondary objectives, they can, if they wish, choose for one of them to be Surgical Assault, below.

**Surgical Assault (Progressive):** Score 5 victory points if you control the objective marker in your opponent's deployment zone at the end of your turn.

Player A Battlefield Edge



Player A  
Deployment Zone

Player B  
Deployment Zone

Player B Battlefield Edge



## BATTLEFIELD SUPREMACY

### ENGAGE ON ALL FRONTS

*Progressive Objective*

Score 2 victory points at the end of your turn if you have one or more units from your army wholly within three different table quarters, and those units are all more than 6" from the centre of the battlefield. Score 3 victory points instead if you have one or more units from your army wholly within each table quarter, and those units are all more than 6" from the centre of the battlefield.

### LINEBREAKER

*Progressive Objective*

Score 4 victory points at the end of your turn if two or more units from your army (excluding AIRCRAFT) are wholly within your opponent's deployment zone.

### DOMINATION

*Progressive Objective*

Score 3 victory points if you control more than half the total number of objective markers on the battlefield at the end of your turn.

## SHADOW OPERATIONS

### INVESTIGATE SITES

*Progressive Objective*

Score 3 victory points each time a unit from your army successfully completes the following action: **Investigate Site (Action)**: One INFANTRY unit (excluding CHARACTERS) from your army can start to perform this action at the end of your Movement phase if it is within 6" of the centre of the battlefield and no enemy units (excluding AIRCRAFT) are within 6" of the centre of the battlefield. The Action is completed at the end of your turn.

### REPAIR TELEPORT HOMER

*Progressive Objective*

Score 5 victory points each time a unit from your army successfully completes the following action: **Repair Teleport Homer (Action)**: One INFANTRY unit from your army can start to perform this action at the end of your Movement phase if it is wholly within your opponent's deployment zone. The Action is completed at the end of your next Command phase provided the unit attempting it is still wholly within your opponent's deployment zone.

## RAISE THE BANNERS HIGH

*Progressive and End Game Objective*

If you select this objective, then units in your army can perform the following action: **Raise Banners (Action)**: One or more INFANTRY units from your army can start to perform this action at the end of your Movement phase. Each unit from your army that starts to perform this action must be in range of a different objective marker that does not have one of your banners raised upon it (see below). A unit cannot start this action while there are any enemy units (excluding AIRCRAFT) in range of the same objective marker. The Action is completed at the end of your turn. If this Action is successfully completed, that objective marker is said to have one of your army's banners raised on it (the banner is 'removed' if your opponent controls the objective marker at the start of any phase). You score 1 victory point at the end of each of your Command phases, and 1 victory point at the end of the battle, for each objective marker on the battlefield that has one of your banners raised upon it.

## WARPCRAFT

### MENTAL INTERROGATION

*Progressive Objective*

Score 3 victory points each time you successfully complete the following psychic action: **Mental Interrogation (Psychic Action - Warp Charge 4)**: One PSYKER CHARACTER from your army can attempt to perform this psychic action in your Psychic phase if it is within 18" of any enemy CHARACTER models.

### PSYCHIC RITUAL

*End Game Objective*

Score 15 victory points at the end of the battle if any unit from your army successfully completed the following psychic action 3 times during the battle: **Psychic Ritual (Psychic Action - Warp Charge 3)**: One PSYKER CHARACTER unit from your army can attempt to perform this psychic action in your Psychic phase if it is within 6" of the centre of the battlefield.

### ABHOR THE WITCH

*End Game Objective*

You cannot select this secondary objective if your army includes any PSYKER units. Score 5 victory points at the end of the battle for each enemy PSYKER CHARACTER that is destroyed, and 3 victory points for every other enemy PSYKER unit that is destroyed.

# SECONDARY OBJECTIVES

When you are instructed to select secondary objectives, you can select from any presented here, in addition to any secondary objective listed on the mission you are playing.

You can score no more than 15 victory points from each secondary objective you select during the mission (any excess victory points awarded are discounted).

Each secondary objective listed below has a category (e.g. Purge the Enemy). When you select secondary objectives, you cannot choose more than one from each category.

## PURGE THE ENEMY

### ASSASSINATE

#### *End Game Objective*

Score 3 victory points at the end of the battle for each enemy **CHARACTER** model that is destroyed.

### BRING IT DOWN

#### *End Game Objective*

Score 2 victory points at the end of the battle for each enemy **MONSTER** or **VEHICLE** model with a Wounds characteristic of 10 or less that is destroyed, and 3 victory points for each enemy **MONSTER** or **VEHICLE** model with a Wounds characteristic of 11 or more that is destroyed.

### TITAN SLAYERS

#### *End Game Objective*

Score 10 victory points at the end of the battle if one enemy **TITANIC** model is destroyed, or 15 victory points if two or more enemy **TITANIC** models are destroyed.

### SLAY THE WARLORD

#### *End Game Objective*

Score 6 victory points at the end of the battle if the enemy **WARLORD** is destroyed.

## NO MERCY, NO RESPITE

### THIN THEIR RANKS

#### *End Game Objective*

If you select this objective, keep a tally of kill points; each time an enemy model is destroyed, add 1 to this tally (add 10 to this tally instead if the model that was destroyed had a Wounds characteristic of 10 or more). A model can, if it is resurrected for any reason (i.e. it was destroyed and subsequently returned to the battlefield), potentially add several points to this tally (assuming it is resurrected and subsequently destroyed several times over). At the end of the battle, divide your kill points tally by 10 and round down – the result is the number of victory points you score.

### ATTRITION

#### *Progressive Objective*

Score 4 victory points at the end of the battle round if more enemy units than friendly units were destroyed this battle round.

## WHILE WE STAND, WE FIGHT

#### *End Game Objective*

If you select this objective, then before the battle you must identify which three models from your army (excluding models with the Fortifications Battlefield Role) have the highest points value, and make a note of them on your army roster (if two or more are models selected, you can choose between them). If your army has three or fewer models, then you instead identify all the units in your army. A model's points cost includes the points of all weapons and wargear it is equipped with. You score 5 victory points for each of these models that are on the battlefield at the end of the battle.

### FIRST STRIKE

#### *End Game Objective*

Score 5 victory points at the end of the battle if any enemy units were destroyed in the first battle round, and score an additional 3 victory points if more enemy units than friendly units were destroyed in the first battle round.

## 15. ENDING THE BATTLE

The battle ends after five battle rounds have been completed. If one player has no models remaining in their army at the start of their turn, the other player may continue to play out their turns until the battle ends.

## 16. DETERMINE VICTOR

At the end of the battle, the player with the most victory points is the winner. If players are tied, the battle is a draw.

Each player can score a maximum of 45 victory points from primary objectives and a maximum of 45 victory points from secondary objectives (from a maximum of 15 victory points from each of the 3 secondary objectives you have selected), for a total of 90 possible victory points from mission objectives (any excess victory points awarded are discounted). If every model in a player's army was painted to a Battle Ready standard, that player is awarded a bonus 10 victory points. This gives the player a maximum total score out of 100 victory points.

### MISSION OBJECTIVES

During the battle, players can earn victory points by achieving mission objectives. There are two types of mission objectives: primary and secondary. Primary mission objectives are described in the mission's Mission Briefing. Secondary mission objectives are chosen by each player after the mission has been determined and the armies have been revealed. In either case, mission objectives can either be 'End Game' or 'Progressive'. End Game mission objectives are scored at the end of the battle. Progressive mission objectives are scored during the battle (exactly when is detailed on the objective itself), and can be achieved and hence award victory points several times.



units from their army in a location other than the battlefield, they must use such Stratagems (now), and which of their units will start the battle embarked within **TRANSPORT** models (they must declare what units are embarked on what model). When both players have done so, they declare their selections to their opponent.

No more than half the total number of units in your army can be Strategic Reserve and/or Reinforcement units, and the combined points value of all your Strategic Reserve and Reinforcement units (including those embarked within **TRANSPORT** models that are Strategic Reserve and/or Reinforcement units) must be less than half of your army's total points value, even if every unit in your army has an ability that would allow them to be set up elsewhere.

In Eternal War missions, Strategic Reserve and Reinforcement units can never arrive on the battlefield in the first battle round. Any Strategic Reserve or Reinforcement unit that has not arrived on the battlefield by the end of the third battle round counts as having been destroyed, as do any units embarked within them (this does not apply to units that are placed into Strategic Reserves after the first battle round has started).

## 11. DEPLOY ARMIES

The players alternate setting up their remaining units, one at a time, starting with the Defender. A player's models must be set up wholly within their deployment zone. If one player finishes deploying all their units, their opponent then deploys the remainder of their units.

If a model from your army is so large that it cannot physically be set up wholly within your deployment zone (i.e. the smallest dimension of that model is greater than the depth of your deployment zone), it must be set up so that it is touching your battlefield edge. In the first battle round, that model's unit cannot do any of the following: make a Normal Move, Advance, Fall Back, attempt to manifest or deny psychic powers, make any attacks with ranged weapons, declare a charge, perform a Heroic Intervention, perform any actions or psychic actions. Models in such units count as having moved a distance in inches equal to their Move (M) characteristic in their first Movement phase. If the unit has a minimum Move characteristic, it counts as having moved its maximum Move characteristic.

It does not matter that allow them to be set up 'after both armies have deployed', the players must roll off after all other units have been set up and alternate setting up these units, starting with the winner.

## 12. DETERMINE FIRST TURN

The players roll off. The winner declares whether they will take the first or second turn.

## 13. RESOLVE PRE-BATTLE ABILITIES

Players alternate resolving any pre-battle abilities units in their army may have, and resolving any Stratagems that are used before the battle (excluding those that upgrade their units or those that enable them to set up a unit in a location other than the battlefield), starting with the player who will take the first turn.

## 14. BEGIN THE BATTLE

The first battle round begins. Players continue to resolve battle rounds until the battle ends.

### Ending the Battle Early or Conceding

Ideally, a battle should always be played until the end. On occasion, though, one or both players may not be able, or may not wish to, complete the battle.

If you and your opponent both agree to end the battle early, then you can end the battle at a mutually agreed point (we suggest at the end of a battle round). You and your opponent can then calculate your final victory points totals, taking into account any objectives achieved, to determine the victor.

If only one player wants to end the battle early then that player must concede and remove all their models from the battlefield. A player who concedes scores 0 victory points for that battle and their opponent is automatically the victor (even if they scored 0 victory points during the battle). The other player may continue to play out their turns until the battle ends if they wish, perhaps to accrue a few more victory points, or they can choose to end the battle now.

### INCURSION MISSIONS

#### D6 MISSION

- 1 Divide and Conquer [pg 289]
- 2 Crossfire [pg 291]
- 3 Eagle's Ground [pg 291]
- 4 Forward Push [pg 292]
- 5 Re-back [pg 292]
- 6 Shifting Point [pg 293]

### STRIKE FORCE MISSIONS

#### D6 MISSION

- 1 Retrieval Mission [pg 295]
- 2 Front-line Warfare [pg 296]
- 3 The Four Pillars [pg 297]
- 4 No Man's Land [pg 298]
- 5 Scorched Earth [pg 299]
- 6 Vital Intelligence [pg 300]

### ONSLAUGHT MISSIONS

#### D6 MISSION

- 1-2 Lines of Battle [pg 301]
- 3-4 All-out War [pg 302]
- 5-6 Pathway to Glory [pg 303]

## 4. READ MISSION BRIEFING

Each mission has a mission briefing that will detail the primary objectives that award victory points to the players. Some missions may also include one or more secondary objectives that players can choose to select during the Select Secondary Objectives step. Some mission briefings also list one or more mission rules that will apply for the duration of the battle. The players should read and familiarise themselves with these before proceeding.

## 5. PLACE OBJECTIVE MARKERS

The players now set objective markers up on the battlefield. Each mission's deployment map will show the players how many to set up, and where each should be placed.

## 6. CREATE THE BATTLEFIELD

The players now create the battlefield and set up terrain features. Missions are played on rectangular battlefields. The size of your

battlefield depends on the battle size you have selected, as shown in the table below (the table shows the minimum size of battlefields):

### BATTLEFIELDS

BATTLE SIZE	BATTLEFIELD SIZE (Minimum)
Combat Patrol/IncurSION	44' x 30'
Strike Force	44' x 60'
Onslaught	44' x 90'

Unless noted otherwise, when setting up terrain features, use the guidelines detailed on pages 266-269. Terrain features cannot be set up on top of objective markers. Players must use the battlefield terrain rules for terrain features, as described on pages 260-265.

## 7. SELECT SECONDARY OBJECTIVES

Each player then secretly selects three secondary objectives for the battle and writes them down. Each can award victory points to the player who chose them. The secondary objectives that players can choose from can be found on pages 284-285, though some missions will include secondary objectives the players can also choose from. Once both players have selected their secondary objectives, they reveal their selections to their opponent.

## 8. DETERMINE ATTACKER AND DEFENDER

The players roll off and the winner decides who will be the Attacker and who will be the Defender.

## 9. CHOOSE DEPLOYMENT ZONE

The Defender now selects one of the deployment zones for their army. Their opponent uses the other deployment zone.

## 10. DECLARE RESERVES AND TRANSPORTS

These missions use the Strategic Reserves rules (pg 256).

Both players now secretly note down on their army roster which of the units in their army will start the battle in Strategic Reserves, which of their units will start the battle in a location other than the battlefield (if a player has access to any Stratagems that enable them to set up

# ETERNAL WAR MISSION PACK

An Eternal War battle is waged by following the sequence below:

## 1. SELECT BATTLE SIZE

The players must first select the battle size they wish to play: Combat Patrol, Incursion, Strike Force or Onslaught. The table below gives a rough guide of how long each should take.

BATTLES	BATTLE DURATION
Combat Patrol	Up to 1 hour
Incursion	Up to 2 hours
Strike Force	Up to 3 hours
Onslaught	Up to 4 hours

## 2. MUSTER ARMIES

Each player must then select a Battle-forged army. The points limit of each player's army, and the number of Command points each player starts with when they begin mustering their army, are shown in the table below:

ARMY	BATTLE SIZE	POINTS LIMIT	COMMAND POINTS
Combat Patrol		500	3
Incursion		1000	6
Strike Force		2000	12
Onslaught		3000	18

Details of how to Battle-forge an army can be found on page 244. Details of how to use a points limit can be found on page 241. Details of how to select a **WARLORD** and what information your army roster must contain can be found on pages 238 and 251 respectively. You cannot include any Understrength units in your army. All of the units in each Detachment in your Battle-forged army must have at least one Faction keyword in common, and this keyword cannot be **CHAOS**, **IMPERIUM**, **AELDARI**, **YNNARI** or **TYRANIDS**, unless the Detachment in question is a Fortification Network (this has no effect on your Army Faction). If you are playing a Combat Patrol battle, the only Detachment your army can include is one Patrol Detachment (pg 248), unless your Army Faction is **IMPERIAL KNIGHTS** or **CHAOS KNIGHTS**, in which case the

With the exception of units with the Troops or Dedicated Transport Battlefield Roles, or units that are added to your army during the battle that cost Reinforcement points, each player can only include the same datasheet in their army three times. For the purposes of this restriction, the Daemon Prince, Daemon Prince of Chaos, Daemon Prince of Nurgle and Daemon Prince of Tzeentch datasheets are all considered to be the same datasheet. In addition, if by deleting the word 'Cult' or 'Brood Brothers' from a datasheet's title in *Codex: Genestealer Cults* it would match the title of a datasheet from *Codex: Astra Militarum*, then for the purposes of this restriction, those datasheets are considered to be the same.

only Detachment your army can include is one Super-heavy Detachment (pg 250).

If either player has access to any Stratagems that are used before the battle that upgrade units, these must be used now and the details of the upgrades noted on the player's army roster. Each player must then provide a copy of the army roster for their opponent to read through.

## 3. DETERMINE MISSION

The players determine which mission will be used for the battle; they can choose from the missions for their chosen battle size. This will determine the deployment map that the players use, as well as the specific mission briefing. You can either simply agree with your opponent which you will use, or you can roll to randomly select a mission using one of the following tables:

### COMBAT PATROL MISSIONS

#### D6 MISSION

1-2 **Incisive Attack** (pg 286)

3-4 **Outriders** (pg 287)

5-6 **Encircle** (pg 288)



# ETERNAL WAR – ONSLAUGHT PATHWAY TO GLORY

3

## MISSION BRIEFING

*High command has ordered you to discover the hidden entranceway to a long-lost webway portal, part of a network of an ancient pathway through the stars. If your forces can find and secure this portal before the enemy can, the strategic advantages are vast.*

## Mission Rules

**Secure the Search Area:** The area of the battlefield is 12" of the centre of the battlefield is the search area. In this mission, if you control an objective marker labelled A at the end of your Command phase, it remains under your control, even if you have no models within range of it, unless your opponent controls it at the end of any subsequent phase.

## PRIMARY OBJECTIVES

Victory points are awarded for controlling objective markers, as follows:

**Domination (Progressive):** At the end of each player's Command phase, the player whose turn it is scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

- They control two or more objective markers.

- They control three or more objective markers.
- They control more objective markers than their opponent controls.

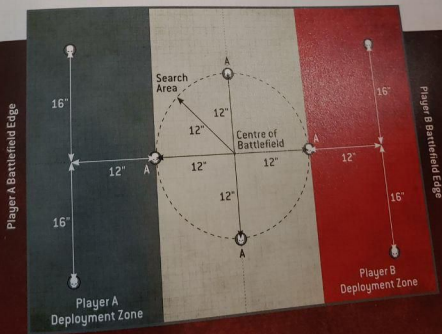
This primary objective cannot be scored in the first battle round.

## SECONDARY OBJECTIVES

In this mission, when the players are selecting their secondary objectives, they can, if they wish, choose for one of them to be Search for the Portal, below.

**Search for the Portal (Progressive):** Each time a unit from your army successfully completes the Search for the Portal action (see below) you score 1 victory point, plus 1 additional victory point for each objective marker labelled A that is currently under your control (for a maximum of 5 victory points).

**Search for the Portal (Action):** One INFANTRY unit from your army (excluding CHARACTERS) can start to perform this action at the end of your Movement phase if it is wholly within the Search Area shown on the deployment map. The action is completed at the end of your next Command phase so long as the unit performing it is still wholly within the Search Area.



# ETERNAL WAR – ONSLAUGHT

## ALL-OUT WAR

### MISSION BRIEFING

*This swathe of ground must be captured and denied to the enemy. Your commanders do not care whether you drive back the foe's centre or surround and exterminate them – complete domination of this area is their only concern.*

### PRIMARY OBJECTIVES

Victory points are awarded for controlling objective markers, as follows:

**Domination (Progressive):** At the end of each player's Command phase, the player whose turn it is scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

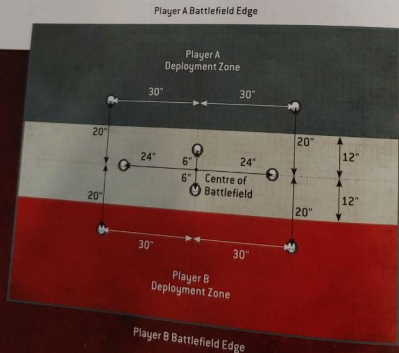
- They control two or more objective markers.
- They control three or more objective markers.
- They control more objective markers than their opponent controls.

This primary objective cannot be scored in the first battle round.

### SECONDARY OBJECTIVES

In this mission, when the players are selecting their secondary objectives, they can, if they wish, choose for one of them to be Surround Them, below.

**Surround Them (Progressive and End Game):** Score 4 victory points at the end of your Command phase and at the end of the battle if you control both the objective markers in your deployment zone and one or more objective markers in your opponent's deployment zone. Score 8 victory points instead if you control all four objective markers that are in deployment zones.





# ETERNAL WAR – ONSLAUGHT LINES OF BATTLE

## MISSION BRIEFING

*The only way to drive the enemy back is to push forwards against a wall, from it. If you lose it, a force on one flank, the enemy will break through you on the other. We must anchor our forces around a central point and pin them back as one.*

## PRIMARY OBJECTIVES

Victory points are awarded for controlling objective markers, as follows:

**Unified Advance (Progressive):** At the end of each player's Command phase, the player whose turn it is scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

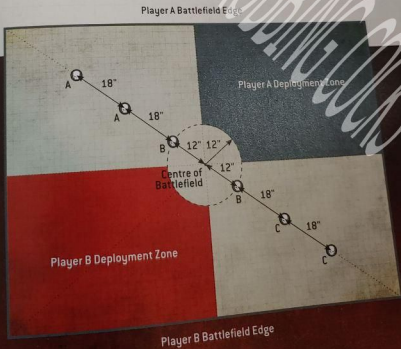
- They control one or more objective markers.
- They control at least one objective marker labelled A, and at least one objective marker labelled C.
- They control at least one objective marker labelled A, at least one objective marker labelled B and at least one objective marker labelled C.

This primary objective cannot be scored in the first battle round.

## SECONDARY OBJECTIVES

In this mission, when the players are selecting their secondary objectives, they can, if they wish, choose for one of them to be Hold the Centre, below.

**Hold the Centre (Progressive):** Score 5 victory points at the end of your Command phase if you control more objective markers labelled B than your opponent does and you have more models wholly within 12" of the centre of the battlefield than your opponent does. This secondary objective cannot be scored in the first battle round.



# ETERNAL WAR – STRIKE FORCE

## VITAL INTELLIGENCE

### MISSION BRIEFING

Important tactical information must be captured. Key data terminals have been detected, but the machine spirits of several must be slaved to your data-tethers at the same time if you are to intercept the intelligence you need.

### Mission Rules

**Data Terminals:** The objective markers in this mission represent data terminals. In this mission, if you control an objective marker at the end of your Command phase, it remains under your control unless your opponent controls it at the end of any subsequent phase, even if you have no models within range of it.

### PRIMARY OBJECTIVES

**Domination (Progressive):** At the end of each player's Command phase, the player whose turn it is scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

- They control two or more objective markers.
- They control three or more objective markers.
- They control more objective markers than their opponent controls.

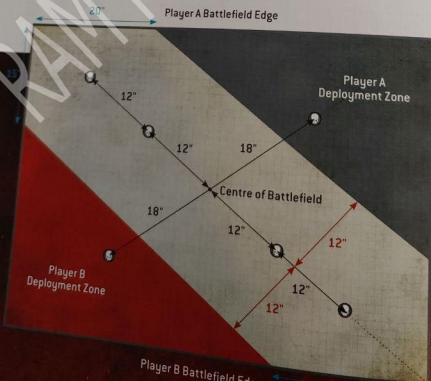
This primary objective cannot be scored in the first battle round.

### SECONDARY OBJECTIVES

In this mission, when the players are selecting their secondary objectives, they can, if they wish, choose for one of them to be Data Intercept, below.

**Data Intercept (Progressive):** Each time a unit from your army successfully completes the following action, you score a number of victory points equal to the number of objective markers you currently control:

**Data Intercept (Action):** One unit from your army can start to perform this action at the end of your Movement phase if it is within range of an objective marker and no enemy units (excluding AIRCRAFT) are within range of that objective marker. The action is completed at the end of your next Command phase so long as the unit performing it is still within range of the same objective marker.



**Designer's Note:** This battlefield uses diagonal measurements. The shortest distance between the two deployment zones is 24". The deployment map includes some measurements in blue that help make finding the corners of the deployment zones easier on a battlefield that is approximately 44" x 60".

# ETERNAL WAR – STRIKE FORCE SCORCHED EARTH

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## MISSION BRIEFING

*The time for a decisive strike against the foe is nigh. Key objectives have been identified and their continued existence cannot be tolerated. Spread ruination throughout the enemy's territory and leave nothing but heaped corpses and blazing wrecks in your wake!*

### Mission Rules

**Raze Objective (Action):** One unit from your army can start to perform this action at the start of your Movement phase if it is within range of an objective marker that can be razed, and no enemy units (excluding AIRCRAFT) are within range of that objective marker. Player A can only attempt to raze the objective markers labelled B, and player B can only attempt to raze the objective markers labelled A. The action is completed at the end of your turn. If this action is successfully completed, that objective marker is razed and removed from the battlefield.

### PRIMARY OBJECTIVES

Victory points are awarded for controlling objective markers, as follows:

**Take and Hold (Progressive):** At the end of each player's Command phase, the player whose turn it is scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

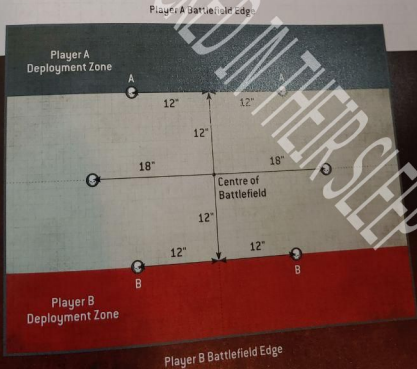
- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent controls.

This primary objective cannot be scored in the first battle round.

### SECONDARY OBJECTIVES

In this mission, when the players are selecting their secondary objectives, they can, if they wish, choose for one of them to be Raze, below.

**Raze (End Game):** At the end of the battle, a player scores 5 victory points if one objective marker was removed from the battlefield due to a successful Raze Objective action performed by a unit from their army during the battle, and 15 victory points if two objective markers were so removed.



# ETERNAL WAR – STRIKE FORCE

## NO MAN'S LAND

### MISSION BRIEFING

*Following a bloody skirmish over a vital objective in no man's land, two forces have withdrawn to the relative safety of their own lines to rearm and reinforce before venturing forth once more to attempt to claim the prize, or at least deny it to the enemy.*

### Mission Rules

**No Man's Land:** If a unit has a pre-battle rule that allows it to be set up anywhere on the battlefield, that unit must still be set up wholly within your deployment zone. If a unit has a pre-battle rule that allows it to make a move, it must end that move wholly within your deployment zone.

### PRIMARY OBJECTIVES

Victory points are awarded for controlling objective markers, as follows:

**Take and Hold (Progressive):** At the end of each player's Command phase, the player whose turn it is scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

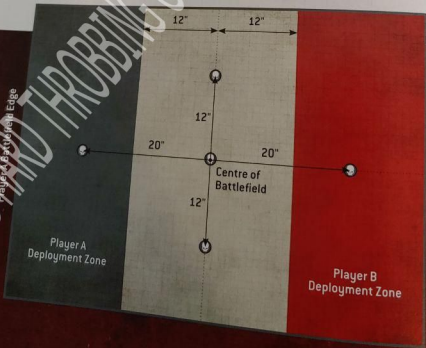
- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent controls.

This primary objective cannot be scored in the first battle round.

### SECONDARY OBJECTIVES

In this mission, when the players are selecting their secondary objectives, they can, if they wish, choose for one of them to be Secure No Man's Land, below.

**Secure No Man's Land (Progressive):** At the end of each of your turns, if you control the central objective marker you score a number of victory points equal to the current battle round number (so 1 victory point in the first battle round, 2 victory points in the second battle round etc.).



# ETERNAL WAR – STRIKE FORCE

## THE FOUR PILLARS

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### MISSION BRIEFING

Ancient alien pillars that crackle with distorting energies dominate this battlefield. If their power can be siphoned off, you will gain a significant resource to use against your foes.

#### Mission Rules

**The Pillars:** In this mission, Reinforcement units cannot be set up within range of any objective markers.

### PRIMARY OBJECTIVES

Victory points are awarded for controlling objective markers, as follows:

**Take and Hold (Progressive):** At the end of each player's Command phase, the player whose turn it is scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent controls.

This primary objective cannot be scored in the first battle round.

### SECONDARY OBJECTIVES

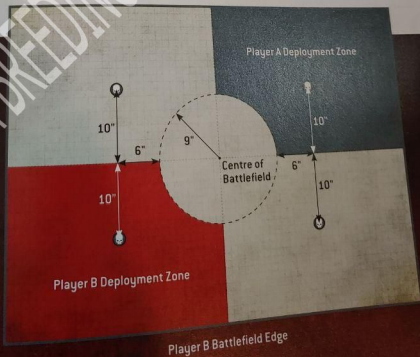
In this mission, when the players are selecting their secondary objectives, they can, if they wish, also use for one of them to be Siphon Power, below.

**Siphon Power (Progressive):** If you select this objective, units in your army can perform the following action:

**Siphon Power (Action):** One or more units from your army can start to perform this action at the end of your Movement phase. Each unit that starts to perform this action must be within 6" range of a different objective marker. A unit's movement for this action while any enemy units (excluding **AVANGARDS**) are in range of the same objective marker. The action is completed at the end of your next Command phase, and you score a number of victory points depending on how many units completed this action this phase, as shown in the table below:

SIPHON POWER ACTIONS	VICTORY POINTS
1	1
2	3
3	6
4	10

Player A Battlefield Edge



# ETERNAL WAR – STRIKE FORCE FRONT-LINE WARFARE

## MISSION BRIEFING

Your forces have encountered the enemy along a contested border between your territory and theirs. It is imperative that you seize the disputed ground quickly, while preventing them from crossing the border into your own lands.

## PRIMARY OBJECTIVES

Victory points are awarded for controlling objective markers, as follows:

**Take and Hold (Progressive):** At the end of each player's Command phase, the player who then it scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent controls.

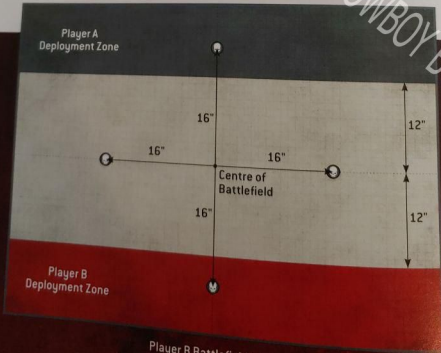
This primary objective cannot be scored in the first battle round.

## SECONDARY OBJECTIVES

In this mission, when the players are selecting their secondary objectives, they can, if they wish, choose for one of them to be Vital Ground, below.

**Vital Ground (Progressive):** At the end of each of your Command phases, you score 3 victory points if you control the objective marker in your opponent's deployment zone, and score 2 victory points for each objective marker that you control that is not in either player's deployment zone (for a maximum of 7 victory points). This secondary objective cannot be scored in the first battle round.

Player A Battlefield Edge



Player B Battlefield Edge

# ETERNAL WAR – STRIKE FORCE RETRIEVAL MISSION

## MISSION BRIEFING

The battlefield is strewn with discarded equipment, supplies and other detritus of war that, for various reasons, you wish to recover. You must recover as many of these vital objectives as you can without sustaining unacceptable casualties in the process.

## PRIMARY OBJECTIVES

Victory points are awarded for controlling objective markers, as follows:

**Take and Hold (Progressive):** At the end of each player's Command phase, the player whose turn it is scores 1 victory point for each of the following conditions they satisfy (for a maximum of 15 victory points):

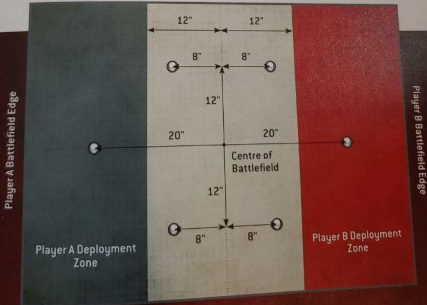
- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent controls.

This primary objective cannot be scored in the first Command round.

## SECONDARY OBJECTIVES

In this mission, when they are not selecting their secondary objective, they can, if they wish, choose for one of them to be Mission's goal – opposite.

**Minimise Losses (End Game):** At the start of the battle, add up the number of units in your army – this is your army's Strength. If a unit splits to form two or more individual units during the battle, then immediately increase your army's Strength accordingly (e.g. if one unit splits, your army's Strength is increased by 2). If a unit merges with another to form a combined unit during the battle, then decrease your army's strength by 1. At the end of the battle, add up how many units from your army are left on the battlefield, including all units embarked within **TRANSPORTS**, but excluding all units that have been added to your army during the battle. If the total is 75% or more of your army's Strength, score 15 victory points; if the total is less than 75%, but is 50% or more of your army's Strength, score 10 victory points; if the total is less than 50%, but is 25% or more of your army's Strength, score 5 victory points.





# ETERNAL WAR – INCURSION SHIFTING FRONT

## MISSION BRIEFING

Both forces strike out from their positions, probing the front for vulnerable weak points ahead of an all-out offensive. The slightest gap in the opponent's defensive line could give our forces the breakthrough needed to cut off the enemy's supply lines.

### Mission Rules

**Supply Lines:** In this mission, a player only receives the Battle-forged CP bonus at the start of their Command phase if they control the objective marker in their deployment zone.

## PRIMARY OBJECTIVES

Victory points are awarded for controlling objective markers, as follows:

**Take and Hold (Progressive):** At the end of each player's Command phase, the player whose turn it is scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent controls.

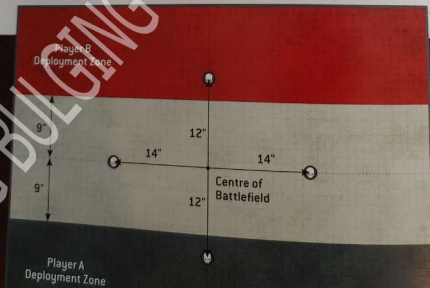
This primary objective cannot be scored in the first battle round.

## SECONDARY OBJECTIVES

In this mission, when the players are selecting their secondary objectives, they can, if they wish, choose for one of them to be Test Their Line, below.

**Test Their Line (Progressive):** Score 3 victory points at the end of your turn if two or more units from your army (excluding AIRCRAFT) are wholly within your opponent's deployment zone and at least two different battlefield edges have at least one of those units wholly within 6" of them (if one of those battlefield edges is your opponent's battlefield edge, score 5 victory points instead). For the purposes of this objective, a unit can only count as being wholly within 6" of one battlefield edge at a time – if a unit is within 6" of two battlefield edges because it is in the corner of the battlefield, you can select which battlefield edge it counts as being wholly within 6" of at the end of your turn.

Player B Battlefield Edge





# ETERNA WAR – INCURSION

## RANSACK

### MISSION BRIEFING

While the forces meet on the way, both forces hastily attempt to enter the fortified position. Whoever secures the line will be able to dig in and outlast their enemy. However, if the enemy's position can be overrun, a brutal grinding war could be avoided.

### PRIMARY OBJECTIVES

Victory points are awarded for controlling objective markers, as follows:

**Domination (Progressive):** At the end of each player's Command phase, the player who secures it scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

- They control two or more objective markers.
- They control three or more objective markers.
- They control more objective markers than their opponent controls.

This primary objective cannot be scored in the first battle round.

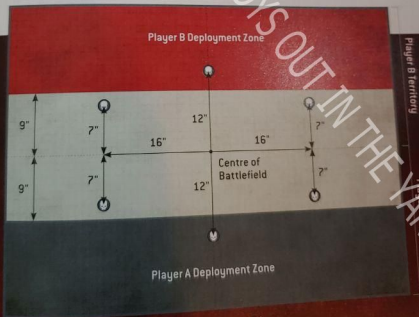
### SECONDARY OBJECTIVES

In this mission, when the players are selecting their secondary objectives, they can, if they wish, choose for one of them to be Ransack, below.

**Ransack (Progressive):** Score a number of victory points at the end of your Command phase if you control one or more of the objective markers that are within your opponent's territory, as shown in the table below.

NUMBER OF OBJECTIVE MARKERS IN OPPONENT'S TERRITORY YOU CONTROL	VICTORY POINTS SCORED
1	2
2	3
3	5

Player B Battlefield Edge



Player A Deployment Zone

Player A Battlefield Edge