

## **Personal Trait**

**Legendary Fighter** - 1 Victory Point for each enemy character slain by Warlord

## **Tactical Trait**

**Lead by Example** - Any Secure Objective X (1 - 6) Tactical Objective that the Warlord or his unit scores gains an extra 1 Victory Point

## **Mission Special Rules**

**Line Breaker, Kill the Warlord, First Blood**

## **Mission Type**

**Eternal War: Crusade**

End of game each Objective Marker worth 3 Points

**Eternal War: Purge the Alien**

1 VP for each unit Destroyed (Units falling back or not on the board count as destroyed. Dedicated Vehicles and Independent characters count as a unit on their own)

**Eternal War: The Scouring**

End of game. Players get VP's equal to numbers on objective markers. (4, 3, 3, 2, 2, 1)  
Fast Attack Units Destroyed give 1 VP each.

**Eternal War: Big Guns Never Tire**

End of Game, Objective Markers give 3VP.  
1VP for every Heavy Support Unit Destroyed.

**Eternal War: The Relic**

Single Objective. End of Game, player controlling it gets 3VP.

**Eternal War: Emperor's Will**

Two Objective Markers. At End of Game, Objective Markers give 3VP.

**Maelstrom of War: Cleanse and Control**

6 Objective Markers

Generate 3 Tactical Objectives on start of First Turn. Start of turn generate until the player has 3 Tactical Objectives.

**Maelstrom of War: Contact Lost**

6 Objective Markers

Generate 1 Tactical Objective first round.

Start of round if a player has fewer than 6 Tactical Objectives, generate Tactical Objectives based on Objectives Controlled (no objectives mean no new tactical objectives.

May Discard 1 Tactical Objective a Round

**Maelstrom of War: Tactical Escalation**

6 Objectives Markers

Generate 1 Tactical Objective first Round

If a player has fewer tactical objectives than round number at the start of their round, generate new tactical objectives until they equal the round number in quantity. If a player has more, they must discard until they match the round number.

May Discard 1 Tactical Objective a Round

**Maelstrom of War: Spoils of War**

6 Objective Markers

Generate 3 Tactical Objectives on First Turn.

Beginning of Turn generate Tactical Objectives until the player has 3.

Players cannot discard Tactical Objectives that are "Secure Objective" X (1 - 6).

All "Secure Objective" X objectives can be scored by either player. The Tactical Objective must be discarded whether achieved by owning player or not.

May Discard 1 Tactical Objective a Round

**Maelstrom of War: Cloak & Shadows**

6 Objective Markers

Generate 3 Tactical Objectives First Turn.

If a player has fewer than 3 at the start of their turn, generate more until there are 3 but keep the new Tactical Objectives hidden (secret orders rule). Reveal when achieved.  
May Discard 1 Tactical Objective a Round

### Maelstrom of War: Deadlock

6 Objective Markers

Generate 6 Tactical Objectives first turn.

Discard or generate Tactical Objectives based on below Round numbers:

1 - 6 / 2 - 5 / 3 - 4 / 4 - 3 / 5 - 2 / 6 - 1 / 7 - 1

(Round - Max Tactical Objectives)

May Discard 1 Tactical Objective a Round

### Custom Game

6 Objective Markers

Players decide how many Tactical Objectives are started with on first turn, how many to be drawn a round and how many may be discarded a round.