



# EA: ETERNAL WAR

In this document I hope to explain the differences with netEA and EA-Eternal War for people wishing to give it a try but wanting a fast description of what its about.

## **Added Rules**

### **H-AVs**

Heavy Armour Vehicles have been added to represent WE with 2DC. With the amount of extra rolling and odd way you have to work out multiple War Engines in combat (this is done wrong a lot). H-AVs are essentially an AV with 2 damage capacity.

### **God Machines**

God Machines added to Major Titans from army lists.

Spacecraft pinpoints gain (TKD6) against these machines instead of the normal TK(D3).

## **Scenarios:**

EA-Eternal War has added a couple of extra scenarios to try and combat the single turn armies and try and force a game from turn 1.

### **Battle Line**

Battle Line is the Grand Tournament Scenario from netEA. Only difference is that if a player holds 4 of the 5 objectives at the end of any turn then the game ends and that player wins. This is introduced to try and combat the turn 3 armies.

### **Secure the Drop Zones**

This is a new scenario a guy from Sweden came up with which was played and developed. This scenario creates a very aggressive game.

### **First Contact**

Another new scenario. This was created to create a blind game not knowing what objectives you would need to get.

## **Factions:**

### **Adeptus Astartes – Codex Astartes**

- \*Stalkers added as an alternative AA option.
- \*Land Raiders in options of 3 instead of the usual 4.
- \*Strom Talons to replace Thunderbolts in all Space Marine Factions.
- \*Battle Barge changed to Slow to Arrive. May enter on turn 2 onwards but reduced to 10BP.
- \*Predator Destructor Auto Cannon replaced with a Predator Cannon.

### **Adeptus Mechanicus - Centurio Ordinatus**

- \*New List
- \*Ordinatus Marjoris and Minoris added to the new Skitarii list to keep a Adeptus Mechancius Theme.

### **Adeptus Mechanicus - Collegia Titanica**

- \*NetEA Titan Legion with small changed to support.
- \*Questoris Banner to replace Forge Knights
- \*Ironstrider Cavaliers added to support
- \*Sydonian Dragoons added to support
- \*New Skitarii Maniple added to support
- \*Secutarii Detachment upgrade added to Corvus assault pods.
- \*Avenger Strike Fighters replace thunderbolts.

### **Adeptus Mechanicus - Imperial Knights**

- \*New list trying to capture the new Knights of 40k

### **Adeptus Mechanicus - Skitarii**

- \*New list trying to capture the Skitarii of 40k

### **Astra Militarum - Armageddon Steel Legion**

- \*Lord Commissars added
- \*Voice of Command added
- \*Regimental HQ reduced in size and points
- \*Mechanized Infantry Company reduced in size and points
- \*Conscript Company added to replace Infantry Company
- \*Artillery Company reduced in size and points
- \*Gun Emplacements upgrade added to artillery formations
- \*Stormblade and Stormsword added to Super Heavy Tank Platoon
- \*Leman Russ Platoon replace Leman Russ Company and becomes support.
- \*Vultures size reduced and points
- \*Tempestus Scion Company Replaces Storm troopers with Taurox added. Also gain 1+ Initiative.
- \*Bullgryn Platoon added
- \*Ogryns gain Fearless
- \*Infantry lose autocannons for every second stand but gain the option of 4 Heavy Weapons Teams.
- \*Sentinel to 5+ Armour
- \*Valkyrie Rocket pods become 1BP but not Single Shot.

### **Astra Militarum - Cadian Shock Troops**

- \*New lists
- \*Some units from the existing Cadians list carried over.

### **Astra Militarum - Catachan Jungle Fighters**

- \*New list
- \*Heavily airborne list.

### **Imperial Inquisition - Adepta Sororitas**

- \*Very similar to the taccoms list.
- \*Heavy Bolters and Flamers were swapped from Battle Sisters and Retributor Sisters.
- \*Core formations altered for list building

### **Chaos Space Marines - Black Legion**

- \*Daemon Engines added with lowered Initiative rating.
- \*Daemons reworked, most lose armour save and gain 5+ Invulnerable save.

### **Chaos Space Marine - Death Guard**

- \*New List

### **Chaos Space Marines - Emperor's Children**

- \*Similar to the netEA list
- \*Noise marines compulsory in core retinues.
- \*Titan weapons changed
- \*Knights altered
- \*Debasers added
- \*Daemons reworked, most lose armour save and gain 5+ Invulnerable save.

### **Chaos Space Marines - Thousand Sons**

- \*Exact same as the list posted on taccoms

### **Chaos Space Marines - Thousand Sons**

- \*New List

### **Chaos Space Marines - World Eaters**

- \*New List

### **Lost and the Damned**

- \*New List
- \*Theme taken from the current Redux Lost and the Damned list.

### **Slaves to Darkness**

- \*New List
- \*Theme taken from the current Lost and the Damned List

### **Daemonic Incursion**

- \*New List

### **Dark Eldar - Kabal of the Black Heart**

- \*Similar to the Development list posted on taccoms
- \*Vessels moved to 1/3
- \*Incubi become a BTS
- \*Titan reduced in power and points
- \*Executioner altered

### **Eldar - Biel-Tan**

- \*Warlorcks added to replace Farseers in guardian formations
- \*Farseers added as an upgrade to warlocks to put a price tag on the Avatar and Farsight.
- \*Prisms altered to become an AA option
- \*Firestorms reduced to 1 per Falcon formation
- \*War walkers armour become 5+ and reduced in points
- \*Super Heavy Tanks gain Holofield 5+
- \*Rangers armour reduced to 6+
- \*Void Spinners up to 300 for the Holofield
- \*Autarch and Exarch weapons simplified
- \*Wraithguard reduced to a 3+ save but cheaper
- \*Vampire raider gains a Holofield 5+
- \*Nightwings and Phoenix Bombers reduced to 2 and points reduced

### **Eldar – Iyanden**

- \*Warlorcks added to replace Farseers in guardian formations
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- \*Rangers armour reduced to 6+
- \*Autarch and Exarch weapons simplified
- \*Wraithguard and Wraithblades reduced to a 3+ save but cheaper
- \*Vampire raider gains a Holofield 5+
- \*Wraithknights added.
- \*Nightwings and Phoenix Bombers reduced to 2 and points reduced

### **Eldar - Saim-Hann**

- \*Prisms altered to become an AA option
- \*Firestorms reduced to 1 per Falcon formation
- \*Super Heavy Tanks gain Holofield 5+
- \*Vampire Hunter gains a Holofield 5+
- \*War walkers armour become 5+ and reduced in points
- \*Nightwings and Phoenix Bombers reduced to 2 and points reduced

### **Eldar – Ulthwe**

- \*Masters of the webway added for Black Guardians.
- \*Prisms altered to become an AA option
- \*Firestorms reduced to 1 per Falcon formation
- \*Rangers armour reduced to 6+

- \*War walkers armour become 5+ and reduced in points
- \*Super Heavy Tanks gain Holofield 5+
- \*Void Spinners up to 300 for the Holofield
- \*Autarch and Exarch weapons simplified
- \*Wraithguard reduced to a 3+ save but cheaper
- \*Vampire raider gains a Holofield 5+
- \*Nightwings and Phoenix Bombers reduced to 2 and points reduced

### **Harlequins - Masque of the Veiled Path**

- \*New List

### **Harlequins - Masque of the Midnight Sorrow**

- \*New List

### **Genestealer Cult - Cult of the Four Armed Emperor**

- \*New List

### **Necrons - Maynarkh Dynasty**

- \*Ctan removed and replaced with Ctan shard to keep theme with Sautekh and 40k
- \*Ctan Shard cheaper but removed when broken
- \*Living Metal is simplified to a 4+ invulnerable save
- \*Warriors reduced to 5+ armour to keep theme across lists
- \*Tomb Complex is free
- \*Immortals to replace warriors

### **Necrons - Sautekh Dynasty**

- \*New List
- \*Ctan Shard cheaper but removed when broken
- \*Living Metal is simplified to a 4+ invulnerable save
- \*Tomb Complex is free
- \*Immortals to replace warriors

### **Orks - Goffs Warhorde**

- \*Dreadmod added
- \*Killacruiser reduced in points
- \*Soopaguns increased to 75cm
- \*Gargants reworked
- \*Oddboy added options
- \*Warbuggies increased to 4+ armour
- \*Stompas incread to H-AVs
- \*Battle Fortress and Gun Fortress increased to 5+ RF

### **Orks - Gargant Mob**

- \*New list

### **Orks - Evil Sunz Speed Freaks**

- \*Spleenrippa added
- \*Bomber added
- \*Killacruiser reduced in points
- \*Soopaguns increased to 75cm
- \*Oddboy added options
- \*Warbuggies increased to 4+ armour
- \*Battle Fortress and Gun Fortress increased to 5+ RF

### **Orks - Snakebite Clan**

- \*Orkeosaurus reduced to warbands
- \*Squiggoths increased to H-AVs and points

### **Tau - Sa'Cea**

- \*Manta Reduced to 6DC and points
- \*Sunshark bombers replace Tigershark Bombers

### **Tau - Vior'la**

- \*New list

### **Tyranids - Hive Fleet Dagon**

- \*New List