



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 alot). H-AVs are essentially a AV that need to be killed twice.

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

This list is pretty much the same as the existing space marine army list with a few stat changes for models that have hardly been seen in space marines.

Adeptus Mechanicus - Centurio Ordinatus

This is a new Skitarii list to represent the new Skitarii models with the fluff for ordinatus models.

Adeptus Mechanicus - Collegia Titanica

Collegia Titanica is the netEA Titan Legion list with supports to match with the Skitarii and Adeptus Mechanicus theme.

Adeptus Mechanicus - Imperial Knights

A newer knight list. This list will need looking at as it's a lot different to the current netEA list.

Adeptus Mechanicus - Skitarii

Skitarii is a new list trying to represent the current 40k list.

Astra Militarum - Armageddon Steel Legion

Steel Legion is very similar to the current Steel Legion list on netEA. Difference are Storm Troopers are now Tempest Scions with a Leader Character, also 1+ initiative and have access to Taurox. Voice of Command added for a 1 time a turn +1 to activate. Core formations are a little cheaper. Tank Companies are removed for a Tank list. Artillery Companies are smaller and cheaper and a lot of the artillery in the army list has access to gun emplacements.

Astra Militarum - Cadian Shock Troops

Cadian Shock Troops is a new list focusing on Heavy Tanks and formations. This list will need a look at as it is very new.

Astra Militarum - Catachan Jungle Fighters

Catachan Jungle Fighters was a list taken from taccoms and played a bunch of times until it felt like it was worth taking. The list looks very overwhelming to look at but has a lot of weak options.

Imperial Inquisition - Adepta Sororitas

Sister of Battle is very similar to the list posted on taccoms with a few changes to make it worth taking certain formations. Heavy Bolters and Flamers were swapped from Battle Sisters and Retributor Sisters.

Chaos Space Marines - Black Legion

Chaos Space Marine - Death Guard

Chaos Space Marines - Emperor's Children

Chaos Space Marines - Thousand Sons

Chaos Space Marines - World Eaters

Dark Eldar - Kabal of the Black Heart

Eldar - Biel-Tan

Eldar – Iyanden

Eldar - Saim-Hann

Eldar - Ulthwe

Harlequins - Masque of the Veiled Path

Harlequins - Masque of the Midnight Sorrow

Genestealer Cult - Cult of the Four Armed Emperor

Necrons - Maynarkh Dynasty

Necrons - Sautekh Dynasty

Orks - Goffs Warhorde

Orks - Gargant Mob

Orks - Evil Sunz Speed Freeks

Orks - Snakebite Clan

Tau - Sa'Cea

Tau - Vior'la

Tyranids - Hive Fleet Dagon