

## European Team Championships – 2015 Rulespack Draft version 1.0

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### 1.0 Army Composition:

What follows are the rules for composing an Army at the European Team Championships (ETC) 2015. Before we get to the juicy bits, a reminder of some basics:

**Faction:** A faction is defined as any allowed codex book at the ETC including all its associated supplements, formations, and unit entries, whether they be released through supplemental books or campaign books, printed in White Dwarf, or released as datasheets. This means Codex Tau, Farsight Enclave Supplement, and the Tau Fireblade Cadre are all from the same faction, for example.

**Detachments:** There is still a lot of confusion regarding this one. So let's list it up. Formations are a special kind of detachment, so they belong in here, and are not to be treated as separate items. In essence, there are actually quite a few types of detachments.

- Combined Arms Detachment
- Allied Detachment
- Special Detachments: Inquisition detachment, LOTD detachment, Imperial Knights detachment (no longer the case since the new FAQ), Officio Assassinorum detachment
- Faction Detachments: Any and all formations belonging to a regular faction like the Ork Horde detachment or the Wolves Unleashed detachment, or Cypher's Fallen Champions formation just to give a few examples

**Source:** A Source in this instance refers to any book or release, being datasheet, codex, codex supplement, campaign book, ... etc.

- I. Each ETC army will consist out of a single-source "ETC Primary Detachment" and an optional single-source "ETC Secondary Detachment"
- II. The ETC Primary Detachment can be any Detachment that your warlord can legally come from (so not an Allied Detachment), and must consist of a single faction. The ETC Primary Detachment can be a regular rulebook CAD, any Faction Detachment, or any special Detachment if it meets all the requirements.
- III. The optional single-source ETC Secondary Detachment can be any type of detachment other than a CAD, and must be another faction than the ETC Primary Detachment unless if one or both is/are a Faction Detachment (in essence: if one of both Detachments is a formation) or unless explicit permission for this is given (like for SM and FE).
- IV. Army entry datasheets can be used in a list as if they were a genuine part of the parent book. Belakor would count as faction CSM if taken in a CSM Detachment for instance, and any of the new Tyranid dataslates would count as being part of the regular codex when included in an army list as far as sources go.
- V. Codex Supplements, Formations, Dataslates and special type of Detachments can be used, regardless of their source (Campaign Book Detachments and Supplement Formations are all legal to be used for instance).
- VI. Come the apocalypse allies are allowed in list construction, so are Lords Of War, but none of the superheavy/gargantuan kind. You can leave your C'tans and Stompas at home
- VII. Only Fortification upgrades that have an official GW model are to be used at the ETC. This essentially means we will only see the following fortification upgrades:  
Fortification Upgrades (Stronghold Assault): - Comms Relay, - Icarus Lascannon, - Quadgun, - Ammo Store, - Tank Traps, - Barricades - Magos Machine Spirit (Special Rule) - Ready for Take Off" (Special Rule)

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## 2.0 Team Composition:

What follows are the restrictions and rules for composing a Team at the European Team Championships (ETC) 2015.

- I. Each faction can only be used once in an ETC Primary Detachment and once in the ETC Secondary Detachment. Which means if you build a Tau Primary CAD Detachment with the Tau Firecadre Formation as Allied Detachment for the team, it ran out of slots to use the Tau Faction for other armylists
- II. Mirror combos are not allowed on the faction level. So no SM/Tau and Tau/SM combinations within a given team
- III. Total amount of Sources in any team members armylist may not exceed 2
- IV. Each LOW can only be present once in Team Composition
- V. We will play without the use of Mysterious Objectives

The list of what is allowed at the event:

### **Army Entry Datasheets:**

Cypher, the Fallen Angel (Cypher dataslate)  
Be'lakor (Be'lakor dataslate)  
Gerantius, the Forgotten Knight (White Dwarf)  
Grukk Facerippa (Sanctus Reach: the Red Waaagh!)  
Looted Wagon (White Dwarf)  
Tyrannic War Veterans (Tyrannic War Veterans dataslate)  
Krom Dragongaze (Sanctus Reach: the Red Waaagh!)  
Tyrannocyte, Sporocyst, Mucolid Spore (WD/Shield of Baal:Deathstorm)  
Toxicrene, Maleceptor (WD/Black library site/Shield of Baal:Deathstorm)  
Spawn of Cryptus , Children of Cryptus (Shield of Baal: Deathstorm)  
Blood Angels: Captain Karlaen (Shield Of Baal: Deathstorm)

### **Faction Detachments:**

#### **Campaign:**

- **Astra Militarum:** The Steel Host (Sanctus Reach or WD023), Rampart Detachment (Sanctus Reach Red Waagh)
- **Imperial Knights:** Adamantine Lance (Sanctus Reach Red Whaagh)
- **Orks:** Gorkanaut Krushin' Krew, Mogrok's Bossboyz (Sanctus Reach: Red Waaagh), Grukk's Rippin' Krew (Sanctus Reach: Stormclaw), Skyboss Wingnutz Air Armada, Grukk's Goff Killermob, Kaptin Badrukk's Flash Gitz (Sanctus Reach: Hour of the Wolf )
- **Space Wolves:** The Fierce-Eye's Finest (Sanctus Reach: Stormclaw) Wolfguard Strike Force, Grimnar's Kingsguard, Ragnar's Claws (Sanctus Reach: Hour of the Wolf)
- **Tyranid:** Hive Fleet Detachment, Skytyrant Swarm, Skyblight Swarm, Hypertoxic Node, Neural Node, Skytide, Sporefield (Shield of Baal:Leviathan), Phodian Annihilation Swarm (Shield of Baal: Deathstorm)
- **Blood Angels:** Strike Force Deathstorm (Shield of Baal:Deathstorm)

#### **Dataslate:**

- **Eldar:** Eldar Ghost Warriors (Ghost Warriors Dataslate)
- **Assasins:** Assassinorum Execution Force (Dataslate)
- **Chaos Space Marines:** Fallen Champions (Cypher Dataslate), Helcult, Helfist Murderpack, Mayhem Pack (HellBrutes Dataslate); Dataslate: Kranon's Helguard
- **Adeptus Astartes:** Adeptus Astartes Storm Wing (Dataslate: Adeptus Astartes Storm Wing), Saint Tylus Battle Force (Dataslate: Tyrannic War Veterans), Reclusiam Command Squad (Dataslate: Reclusiam Command Squad), 1st Company Skyspear Assault Wing, 1st Company Hammerfall Assault Force, Strike Force Ultra (Dataslate: Space Marines Strike Force Ultra)
- **Tau:** Tau Firebase Support Cadre (Dataslate: Tau Firebase Support Cadre)
- **Tyranids:** Lictor Forest Brood, Manufactorum Genestealers, Deathleaper Assassin Brood, Broodlord Hunting Pack, Gargoyle Bio-Bombs (Dataslate: Tyranid Onslaught - Rising Leviathan I), Incubator Node, Synaptic Swarm, Living Artillery Node, Endless Swarm (Dataslate: Tyranid Onslaught - Rising Leviathan II), Bioblast Node, Wrecker Node, Tyrant Node, Subterranean Swarm, Living Tide (Dataslate: Tyranid Onslaught - Rising Leviathan III)
- **Dark Angels:** The Unrelenting Hunt (Dataslate:The Unrelenting Hunt)

#### **Supplement:**

- **Dark Eldar:** Grotesquerie, Scarlet Epicureans, Scalpel Squadron, Corpsethief Claw, Dark Artisan Claw, Covenite Fleshcorps, Carnival of Pain (Supplement: Haemonculus Covens),

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- **Orks:** Council of Waaagh!, Ghazghkull's Bullyboyz, Da Vulcha Skwad, Blitz Brigade, Dread Mob, Boss Snikrot's Red Skull Kommandos, Green Tide (Supplement: Waaagh! Ghazghkull)
- **Space Wolves:** Kingsguard Stormforce, Brethren of the Fell-Handed, Wolf Guard Void Claws, Grimnar's Wolf Council, Arjac's Shieldbrothers, Wolf Guard Thunderstrike, The Champions of Fenris (Supplement: Champions of Fenris),

### Codex:

- **Militarum Tempestus:** Airborne Assault Formation, Ground Assault Formation (Codex)
- **Grey Knights:** Grey Knights Brotherhood (Codex)
- **Dark Eldar:** Kabalite Raiding Party(Codex)
- **Orks:** Ork Warband (Codex)
- **Space Wolves:** Great Company (Codex)

### Specific Faction Detachments:

- **Imperial Knights Detachment**
- **Assasins Detachment**
- **Covenant Coterie** (DE Supplement: Haemonculus Covens)
- **Realspace raiders** (DE Codex)
- **Nemesis Strike Force** (GK Codex)
- **Great Waaagh** (Orks Supplement: Waaagh! Ghazghkull)
- **Ork Horde** (Orks Codex)
- **Inquisition Detachment**
- **Company Of the great Wolf** (Space Wolves Supplement: Champions of Fenris),
- **Wolves Unleashed** (Space Wolves Codex )
- **Legion of the Damned detachment** (LoD Codex)

### 3.0 Team Scoring On the Individual Level: Victory Points

Victory points scored by each player for his team are cumulated from Mission scoring and Kill points, and Secondary Objectives (Slay the Warlord, Linebreaker, and First Blood). An exception is that a tabling player receives 20 game points, a tabled player gets 0 game points.

#### 3.1 Game Points

To determine Game Points, each player counts their victory points, subtracts their opponent's victory points and consults the table below.

VP Differential in favor of Player	Game Points Player Score	Game Points Opponent Score
0	10	10
1-2	11	9
3-4	12	8
5-6	13	7
7-8	14	6
9-10	15	5
11-12	16	4
13-14	17	3
15-16	18	2
17-18	19	1
19+	20	0

Apart from the victory points specified in the missions, **when you achieve First Blood, Slay The Warlord or Linebreaker you get +1 victory points.** Warlord traits such as Legendary Fighter or The Hunt function the same way.

#### 3.1.1 Tactical Objective Cards

Each player starts with a deck of the following Tactical Objective Cards. Once a card is completed at the end of your respective player turn, you note this to your opponent and score that card. Each Tactical Objective can only be scored once per game. **You may only score two Tactical Objective Cards per turn.** If any objective is unattainable, such as destroy a building and your opponent did not bring any, immediately discard it and redraw. However, this does not apply to objectives such as killing a flier if your opponent's fliers are simply not on the board yet. Please note – some objectives have been edited or tweaked, typically to remove components involving D3VP – the table below should be the ultimate reference used during games to determine what each Tactical objective is worth.

D36 #	Tactical Objective #	Description
11	31	Secure Objective 1
12	32	Secure Objective 2
13	33	Secure Objective 3
14	34	Secure Objective 4
15	35	Secure Objective 5
16	36	Secure Objective 6
21	42	<b>BEHIND ENEMY LINES</b> —Score 1 VP if one of your scoring units is within 12" of your opponent's table edge at the end of your turn.
22	44	<b>ASCENDENCY</b> —Score 2 Victory Points if you control any three objective markers at the end of your turn. <b>(Changed from D3 Victory Points)</b>
23	45	<b>SUPREMACY</b> —Score 2 Victory Points if you control at least two Objective Markers and at least twice as many Objective Markers as your opponent controls at the end of your turn. <b>(Changed from D3 Victory Points)</b>

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24	51	<b>OVERWHELMING FIREPOWER</b> — Score 2 Victory Points if you completely destroyed 3 units or more in the shooting phase
25	52	<b>BLOOD AND GUTS</b> — Score 2 Victory Points if you completely destroyed 2 units or more in the Assault Phase
26	53	<b>NO PRISONERS</b> —Score 2 Victory Points if you completely destroyed 3 or more enemy units during your turn.
31	54	<b>HUNGRY FOR GLORY</b> —Issue a Challenge in the Assault Phase or Win an ongoing challenge
32	62	<b>WITCH HUNTER</b> —Score 1 Victory Point at the end of your turn if at least one enemy unit with the Psyker, Psychic Pilot or Brotherhood of Psykers/Sorcerers special rule was completely destroyed during your turn.
33	63	<b>SCOUR THE SKIES</b> —Score 1 Victory Point at the end of your turn if at least one enemy Flyer or Flying Monstrous Creature was removed as a casualty during your turn.
34	64	<b>ASSASINATE</b> —Score 1 Victory Point at the end of your turn if at least one enemy character was removed as a casualty during your turn.
35	65	<b>DEMOLITIONS</b> —Score 1 Victory Point at the end of your turn if at least one gun emplacement or enemy building was destroyed during your turn.
36	66	<b>BIG GAME HUNTER</b> —Score 1 Victory Point at the end of your turn if at least one enemy Vehicle or Monstrous Creature was destroyed during your turn.

### 3.1.2 Kill Points Differential (up to 8 Victory Points)

At the end of the game each player counts the number of kill points they have achieved from their opponents force - including units created during the game via mechanisms such as Conjuring, the Portaglyph, and others. Next, determine the difference in kill points by subtracting the lower total from the higher. Each point won by translates to +1 victory point, **to a maximum of 8**.

### 2.1.3 Game Points: Example Scoring

For our example, we will use:

#### MISSION 1

Objective #1: Eternal War: Big Guns Never Tire - 5 Objectives (3 game points each)

Objective #2: Maelstrom of War: Tactical Escalation

Deployment: Hammer and Anvil

At the end of the game, each player has captured the following:

#### Player 1:

4 Objectives from Objective #1 [12VP]  
Killed 2 Heavy Support Units [2VP]  
Achieved 9VP from Tactical Objective Cards,  
Objective #2 [9VP]  
Achieved First Blood, and Linebreaker  
[2VP]  
Obtained 4 Kill Points to Opponents 8  
[0VP]  
**Total: 25VP**  
**Difference: 10 VP**

#### Player 2:

1 Objective from Objective #1 [3VP]  
Killed 1 Heavy Support Unit [1VP]  
Achieved 6VP from Tactical Objective Cards,  
Objective #2 [6VP]  
Achieved Slay the Warlord [1VP]  
  
Obtained 8 Kill Points to Opponents 4  
[4VP]  
**Total: 15VP**  
**Game Points: 15-5**

### **4.0 Order of Pre-Game Actions**

1. Roll-off: Winner places the first objective. Players then alternate placing objectives until all are out, except for Emperor's Will objectives in Mission #3.
2. Roll-off: Winner chooses deployment zone. In Mission #3, the player who chose sides now places their Emperor's Will objective first.
3. Roll for Warlord Traits, beginning with the player who chose deployment zones
4. Roll for Gifts, Boons and any other pregame rolls, beginning with the player who chose deployment zones
5. Roll for Psychic Powers, beginning with the player who chose deployment zones
6. Roll for Night Fight
7. Roll-off: Winner chooses whether to deploy first or second. Fortifications are placed during deployment.
8. Roll off to Deploy Infiltrators
9. Player who deployed first decides who gets first turn
10. Roll off for Scout moves. It is courtesy to ask your opponent if he has any Scout Moves before proceeding to Seize The Initiative. If the question has not been asked and the dice has been rolled, the Seize The Initiative Attempt must be re-rolled only if the player in question actually makes Scout Moves.
11. Seize the initiative
12. Let the fun begin

### 5.0 Missions

Unless specified, the rules are the same as the Rulebook missions. In Big Guns Never Tire, each player receives 1 Victory Point for each enemy heavy support unit that has been completely destroyed. In missions where the Eternal War objectives are less than 6, both players note which one's below are only for Eternal War (ie: Objectives 1-5 for big guns, objectives 1-4 for Crusade, and objectives 1-2 for Emperor's Will with objectives 3-6 placed pre-deployment).

#### MISSION 1

Objective #1: Eternal War: Big Guns Never Tire - 5 Objectives (3 Victory Points each)  
Objective #2: Maelstrom of War: Tactical Escalation  
Deployment: Hammer and Anvil

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#### MISSION 2

Objective #1: Eternal War: Crusade 4 objectives (3 Victory Points each)  
Objective #2: Maelstrom of War: Cleanse and Control  
Deployment: Vanguard Strike

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#### MISSION 3

Objective #1: Eternal War: The Emperor's Will (4 Victory Points for each EMPEROR'S WILL objective)  
Objective #2: Maelstrom of War: Contact Lost  
Deployment: Dawn of War

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#### MISSION 4

Eternal War: The Relic (6 Victory Points; the relic is a separate objective from all others)  
Objective #2: Maelstrom of War: Spoils of War  
Deployment: Dawn of War

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#### MISSION 5

Objective #1: Eternal War: The Scouring - Each player places three markers at least 6 "from the edge, 12" from each other worth 1, 2 and 3 points (point values noted in secret by the player deploying them). Before rolling to seize the initiative, you reveal the value of each marker.  
Objective #2: Maelstrom of War: Deadlock  
Deployment: Vanguard Strike

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#### MISSION 6

Objective #1: Eternal War: Crusade 4 objectives (3 Victory Points each)  
Objective #2: Maelstrom of War: Contact Lost  
Deployment: Hammer and Anvil