Escalating Engagement Scenario

Two patrols clash while probing a weakened sector of the battlefront. As the engagement continues, both sides call in additional reinforcements to maintain the attack.

Forces

Both players pick armies to an agreed points total between 2,000 and 5,000 points using the tournament army lists (see 6.2).

Set-up

Set up the terrain and choose table edges as described in the Epic tournament game rules (see 6.1.2).

Objectives

This scenario does not use objectives.

Deployment

If either player is using spacecraft then they are set up first as per the Epic tournament game rules (see 6.1.5). Neither player may set up garrisons.

Next, starting with the player with the higher strategy rating, each player sets up one formation within 45cm of their table edge. This must be the formation with the lowest points value in the army, excluding formations that include war engines or a supreme commander, or formations that may be kept in reserve as per the Epic tournament game rules (see 6.1.6).

Formations that may be kept in reserve can enter play on any turn. All other formations enter play via the *Reinforcements* special rule (see Reinforcements). Which formations arrive on a given turn is described below:

- First Turn: Any formation where the slowest unit in the formation has a speed of 35cm or more.
- Second Turn: Any formation where the slowest unit in the formation has a speed of 20cm or more.
- Third Turn: All remaining formations.

Note: Exclude units that are being transported when determining which unit is the slowest in the formation.

Victory Conditions

At the end of the sixth turn count up victory points as per the Epic tournament game rules (see 6.1.7).

Reinforcements

Reinforcement formations must set up at the start of the strategy phase on the turn they arrive, they may not be kept in reserve until later turns. The players take turns placing a single unit from each formation on their table edge, starting with the player with the higher strategy rating. The unit shows where the formation will enter play, it is a marker until its formation activates. All measurements for movement of units in the formation should be made from where this unit is along the table edge. If several formations need to enter play at the same point, simply place the units in a column, one in front of the other, remembering to measure from the table edge for movement.

Reinforcement formations must carry out an action that will allow them to move onto the table in the action phase. Formations that carry out a marshal or hold action must choose to move as part of that action. If a formation fails its action test and cannot enter play (e.g. the point where its unit is along the table edge is in an enemy unit's zone of control) then it takes a Blast marker and may not take a hold action (it effectively loses its activation).

Encounter Scenario

Two armies meet while attempting to capture strategic locations in the same area of the battlefield.

Forces

Both players pick armies to an agreed points total between 2,000 and 5,000 points using the tournament army lists (see 6.2).

Set-up

Set up the terrain as described in the Epic tournament game rules (see 6.1.2). The player with choice of table edge must choose one of the short table edges to set up on. The opponent sets up on the opposite table edge.

Objectives

Starting with the player with the higher strategy rating each player draws three counters from the same set of ten. Each counter has a value on it between 1 and 3 (there are five 1's, three 2's and two 3's). Each player may look at their own counters but not those of their opponent.

Next, starting with the player with the higher strategy rating, each player places one counter, face down, in each of the following table areas:

1) Within 60cm of their table edge.
2) More than 60cm from either player's table edge.
3) Within 60cm of their opponent's table edge.

Each player should place the counters in the specified order. A player may not place a counter within 30cm of another they have placed, but may place one within 30cm of one their opponent's. These counters are considered objectives and are captured and contested as per the Epic tournament game rules (see 6.1.4). A player may inspect the value of any counter they have captured.

Deployment

If either player is using spacecraft then they are set up first as per the Epic tournament game rules (see 6.1.5). On-table garrisons are set up next as per the same rules, with the exception that no units may be set up more than 60cm from a player's table edge.

Finally, all of the remaining formations must be set up as per the Epic tournament game rules (see 6.1.6), with the exception that they may be set up within 20cm of their player's table edge.

Victory Conditions

At the end of the sixth turn, the game is over. However, at the end of the third turn, or any turn thereafter, either player may declare that the game is over if they have captured at least three counters, including one within 60cm of their opponent's table edge.

When the game is over each player totals up the values of the counters they have captured, the player with the highest total is the winner. In the event of a tie, count up victory points as per the Epic tournament game rules (see 6.1.7).

Attack!/Defend! Scenario

A defender is forced to repel an attacker's advance on a vital area.

Forces

Both players pick armies to an agreed points total between 2,000 and 5,000 points using the tournament army lists (see 6.2).

Set-up

Set up the terrain as described in the Epic tournament game rules (see 6.1.2). The player with choice of table edge must choose, or force their opponent to choose, one of the short table edges to set up on. Whoever chooses a short edge is the defender. The opponent sets up on the opposite table edge and is the attacker.

Objectives

The defender draws six counters from a set of ten. Each counter has a value on it between 1 and 3 (there are five 1's, three 2's and two 3's). The defender may look at the counters but the attacker may not. The defender then places the counters, face down, as follows:

- At least one counter must be placed within 60cm of their table edge.
- At least three counters must be placed more than 60cm from either player's table edge.
- No counter may be placed within 30cm of another.

These counters are considered objectives and are captured and contested as per the Epic tournament game rules (see 6.1.4) but have a "memory". Any counter a player has captured on one turn will be considered captured on all subsequent turns so long as they have not been captured or contested by their opponent. All counters start the game captured by the defender. A player may inspect the value of any counter they have captured.

Deployment

If either player is using spacecraft then they are set up first as per the Epic tournament game rules (see 6.1.5). The defender's on-table garrisons are set up next as per the same rules, with the exceptions that no units may be set up more than 120cm from their table edge. The attacker may not set up garrisons.

The defender's formations are then set up as per the Epic tournament game rules (see 6.1.6), with the exception that they may be set up within 60cm of their table edge. Finally, the attacker's formations are set up as per the same rules, but within 20cm of their table edge.

Victory Conditions

At the end of the sixth turn, the game is over. However, at the end of the third turn, or any turn thereafter, the attacker may declare that the game is over if they have captured at least three counters, including one within 60cm of their opponent's table edge.

When the game is over each player totals up the values of the counters they have captured, the player with the highest total is the winner. In the event of a tie, count up victory points as per the Epic tournament game rules (see 6.1.7).