

Escalating Engagement Scenario

Two patrols clash while they are probing a weakened sector of the battlefield. 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 Epic tournament army lists.

Table Set-up

The scenario should be played on a table that is 120cm by 180cm (4 feet by 6 feet). Set up the terrain for the game in a mutually agreeable manner using the guidelines from the Epic tournament game rules. If one player sets up the terrain then the opposing player may choose a long table edge to deploy on. If the terrain is set up as a joint effort or by a tournament organizer then the players should each roll a D6 and add their army's strategy rating to the roll, rerolling all ties. The player with the highest total may choose a long table edge to deploy on. Their opponent deploys on the other long table edge.

Formation Set-up

Each player starts with only one formation deployed on the table, anywhere within 45cm of their table edge. This must be the formation with the lowest points value in the army, not including any formations that include war engines or a supreme commander, or formations that may be kept in reserve as per the Epic tournament game rules.

Aircraft, spacecraft and formations that may be kept in reserve can enter play on any turn. At the start of each turn, each player gets some of their remaining formations:

- 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: Any formation where every unit has a speed of at least 0cm.

These formations must come on to the table when they are able, they may not wait until another turn. To show where the formations come on the players alternate at the beginning of the strategy phase, starting with the player with the lower strategy rating, placing a unit from each formation on their table edge. If several formations need to enter play at the same point simply place the units in a row one in front of the other.

Formations move on to the table in the action phase. All measurements for movement should be from where this unit is along the table edge. Formations that fail their action test must choose to move as their hold action.

Victory Conditions

At the end of the fifth turn count up victory points as per the Epic tournament game rules.

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 Epic tournament army lists.

Table Set-up

The scenario should be played on a table that is 120cm by 180cm (4 feet by 6 feet). Set up the terrain for the game in a mutually agreeable manner using the guidelines from the Epic tournament game rules. If one player sets up the terrain then the opposing player may choose a short table edge to deploy on. If the terrain is set up as a joint effort or by a tournament organizer then the players should each roll a D6 and add their army's strategy rating to the roll, rerolling all ties. The player with the highest total may choose a short table edge to deploy on. Their opponent deploys on the other short table edge.

Objectives

Starting with the player with the higher strategy rating each player draws three objective 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 objective counter, face down, in the following table areas:

1. Within 60cm of their table edge.
2. More than 60cm from both their and their opponent's table edge.
3. Within 60cm of their opponent's table edge.

Each player should place an objective counter in an area before moving on to the next area. A player may not place a counter within 30cm of another they have placed, but may place one within 30cm of one their opponent placed.

These objective counters are captured and controlled exactly like objective markers in the Epic tournament game rules. A player may inspect the value of any counter they have captured.

Formation Set-up

If either player is using spacecraft or tunnelers then they are set up first as per the Epic tournament game rules. On-table garrisons are setup 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 remaining formations must be set up within 20cm of a player's edge or be kept in reserve as per the Epic tournament game rules.

Victory Conditions

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 objective counters, including one within 60cm of their opponent's table edge. 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.