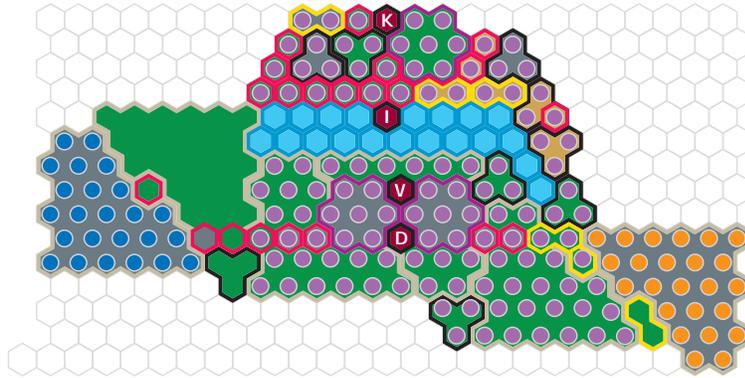




# ONLINE EXCLUSIVE GAME SCENARIOS



ROUND  
MARKER  
TRACK



## TG1: The Long Wait at the Table of the Giants

**MASTER GAME – The Long Wait**  
 Required sets: Master Set (2 Players)  
 After taking heavy losses (in the Clashing Fronts), one army is victorious. However, news of a more powerful enemy rapidly approaching makes the survivors wary. Rather than moving on and engaging them in the open plains, the surviving army remains camped on the Table of Giants, taking advantage of the terrain's defensive advantage. Now the long wait for reinforcements begins.

**Goal:** Take control of the battlefield by destroying all your opponent's figures.

**Setup:** Place the glyphs power-side up where shown.

**Two Players:** Player 1 (attacker) drafts a 400-point army. Player 2 (defender) drafts a 260-point army. Player 2 does not have to place his/her army on the battlefield during drafting and may place his/her army after Player 1 has chosen and placed his/her entire army.

Player 1 starts in blue starting zone. Player 2 starts in the purple starting zone.

Player 1 must set up first. Player 2 is allowed to set up last.

**Special Rules:** At the beginning of the 6th and 7th rounds, if player 2 has at least 1 figure still alive, he/she may roll the 20-sided die to determine if reinforcements arrive at the beginning of that round. Reinforcements may arrive only once in the game on the orange zone. Use the table below.

Round	Die Roll Needed
6	11-20
7	6-20
8	Automatic

On round 8, if reinforcements have not yet arrived and player 2 has at least 1 remaining figure, he/she automatically receives a 400-point army for reinforcements.

**Victory:** Player 2 must hold onto the territory while waiting for reinforcements. Player 1 must destroy all of player 2's army before overwhelming reinforcements arrive to win the game. If the reinforcements arrive, the last player on the battlefield wins the game. If the battle reaches the end of the 12th round, the player with the most points on the battlefield wins (see Scoring, on page 10 in the Master Game Guide).

