

The Epic Duel

Warhammer 40.000

As the campaign progresses, you have come to a conclusion. The only way to avoid a protracted war of attrition is to eliminate the opponent's commander personally, to break his forces morale. This would be difficult, if your opponent hadn't gotten the same idea and is coming your way! Guess its time for the Epic Duel.

Rules:

Both sides are determined to end this war, here and now. Therefore they have abandoned all precautions and are letting themselves be led to death or glory by their commander.

Select one HQ independent characters as your commander. If you have none use another HQ-unit/model. At the end of each of your movement phases, you commander must end up at least 1" closer to the opponents commander and may not leave close combat with him voluntarily for any reason. Only measure the general direction, no need for specifics. This also applies if he is in a transport vehicle. Furthermore he may not fleet, run, jet pack or likewise away from the enemy commander, as he is not some sod roaring a heroic battlecry and then hanging around behind while his men do the fighting. You may however consolidate away, as your commander sees the value of rallying before a great struggle.

Victory Conditions:

If your commander is alive and your enemy's is dead, you have won, hurrah!

If both are dead/alive, count killpoints as per annihilation rules. If your commander was involved in the close combat that killed the enemy commander, the enemy commander counts for another killpoint.

Tactical Overview

