DUELS IN THE AGE OF SIGMAR

In the mortal realms the fate of many is often decided by the courageous duels between heroes. Below are some supplemental rules to help fight out these duels.

THE COMBATANTS

Each player chooses a single HERO. While you can play with any heroes, for the first game choose a hero on foot with no more than 6 wounds.

FIGHT!

Follow the same game sequence as standard Age of Sigmar. You still roll at the start of each battle round to see who chooses who goes first, and still follow the standard phases of the turn, except there are no movement or battleshock phases.

Players may use abilities and spells as normal, and can make shooting attacks in their Shooting phase.

Abilities based on having made a charge can only be used in the first turn of the game by the player who went first, or in the turn immediately after a disengage.

COMBAT

The main difference in gameplay is in the combat phase.
Both players roll a dice for each melee attack on the warscroll. Keep the dice for different weapons separate. Order the dice from highest to lowest. These dice determine the order in which the players can attack.

The player who's turn it is, takes any dice that had a 6, and can use those dice to attack as normal. Then the other player can attack with any dice that had a 6.

Then move on to dice that rolled a 5 and so on. If a player doesn't have any of a particular number then they will skip that number.

OFF BALANCE

If you roll a 1 on any hit rolls, this leaves your hero off balance. If your opponent has the next attack then they add 1 to their next hit roll.

DEADLY STRIKE

If you roll any doubles for a weapon then these can be used to do a deadly strike. Instead of attacking normally with the two dice, you can declare a special attack. The opponent rolls a dice. If they roll a 6, then the special attack has no effect. Otherwise they suffer a number of mortal wounds equal to the damage characteristic of the weapon.

Regardless of whether the attack is successful or not, the two dice are discarded and cannot be used for any other attacks or defence in this turn.

PARRY

If you roll any doubles across all weapons then these can be used to do a parry. When your opponent has made a successful hit and wound roll but before you make your save roll, you can declare that you will be using a parry.

Instead of making a normal save, roll a dice. On a 2+, the attack is parried. On a 1, the attack carries on and you can attempt a normal save. A parry cannot be used to stop a special attack.

Regardless of whether the parry is successful or not, the two dice are discarded and cannot be used for any other attacks or defence in this turn.

DISENGAGE

If you roll a triple across all weapons, then at the point you would use these dice to attack, you can instead use them to disengage from the combat. The combat phase ends immediately.

The player who takes the subsequent turn can benefit from any bonuses from charging, as the two heroes re-enter combat.

VICTORY

It is a fight to the death. The last hero alive wins!

EXAMPLE

As an example let's look at a duel between a Nomad Prince and Tenebrael Shard. We'll skip the actual hit, wound and save rolls and just focus on the mechanics of the combat.

Tenebrael Shard wins the roll off at the start of the battle round and chooses to go first. Tenebrael Shard doesn't have any abilities or shooting that he can use in the duel so we go straight to combat.

Tenebrael Shard has 6 attacks with Bladed Barbs so he rolls 6 dice and gets 1, 3, 3, 4, 5, 6. He also has 2 attacks with Reaper Gauntlets, so he rolls 2 dice and gets 1, 4.

The Nomad Prince has 4 attacks with his Starlight Spear so he rolls 4 dice and gets 1, 1, 2, 6.

1. Both have 6s but it is Tenebrael Shard's turn so he goes first. He rolls for one attack with his Bladed Barbs.
2. Then the Nomad Prince uses his 6 to attack once with his Starlight Spear.
3. Then Tenebrael Shard can use his 5 to attack once with his Bladed Barb.
4. The Nomad Prince has no 5s and so skips this go.
5. Now Tenebrael Shard has a 4 with both weapons so he can attack with both of these.
6. The attack with the Reaper Gauntlet hits and wounds, so the Nomad Prince uses his double 1 to do a special defence. He needs to roll a 2 or more to parry the attack.
7. The Nomad Prince has no 4s and so skips this go.
8. Tenebral Shard now does a special attack using his double 3 on the Bladed Barbs. The Nomad Prince must roll a 6 to stop the attack.
9. The Nomad Prince has no 3s and so skips this go.
10. Tenebral Shard has no 2s and so skips this go.
11. The Nomad Prince can now use his 2 to attack.
12. Tenebral Shard can now use his 1s to attack once with each weapon.
13. The Nomad Prince used his 1s for a special defence and so cannot use them to attack.

The combat phase is finished for this turn, and so it is now the Nomad Prince's turn.