Kings of War Version 2 (2015) Official Errata and FAQ

Document version 1.7.2.Changes in this document from 1.6.1 are in RED.

Errata

Main rulebook

(note: page numbers are for the hardback copy)

Page 59, Terrain Types

Replace "There are four types" with "There are five types", add the following bullet point: "Hills - Hills have no impact on movement. For rules on how hills do impact play, see below."

Page 55, Moving Chargers

Replace the paragraph that begins "Once the charging unit is in contact with the target," with the following:

"Once the charging unit is in contact with the target, pick up the charger and align it with the side of the target you are charging so that the charger is flush with the target. The charging unit must still be contacting the initial point of contact with the target and clear of all other units."

Page 56, Proximity to Enemies:

The Gamer's Edition text is wrong. The hardback book is correct. The hardback book text is:

Remember that when charging, units don't have to stay 1" away from enemies, and this means that sometimes a charging unit may end up in contact with both its target and one or more enemy units it has not charged (e.g. when charging a unit that is part of a tight enemy battle line). In this case, you'll have to nudge these enemy units away to ensure that they are no longer touching.

Page 57, Multiple Charges section

Replace the first sentence with:

"If two or more of your units are able to charge the same enemy unit, they can do so, as long as they can all fit against the target facing once the charges are completed."

Replace the last paragraph with:

"Also note that, in multiple charges, charging units charging the same target facing cannot cross each other's way in, i.e. they cannot swap places and must remain in the same relative positions to the target facing when they started their charge (see the last example of Diagram H. Units A and B cannot swap places to try and result in the final situation shown in the middle example in the diagram and thus only the two units may legally charge)."

Page 57, Counter Charge

Replace the paragraph that begins:

"Rather than making a normal Charge move..."

With:

"Rather than making a normal Charge move, simply pick up the Charging unit, turn it to face the target and align it flush with the target's front face."

Page 62, Cover

Replace the paragraph that begins:

"A unit which is standing on a hill ignores any intervening units […]"

With:

"A unit which is standing on a hill ignores any intervening units or pieces of terrain that have an equal or smaller height than the hill when determining if a target is in cover, except for pieces of difficult terrain that half or more of the target's base is within."

Replace the second bullet point with the following:

- LOS to at least half of the target unit's facing passes over intervening units or terrain (including difficult terrain the target unit is in contact with)

Change the "Big Targets" section to read:

Intervening units/terrain that are three height levels smaller than either the firing unit or the target offer no cover. For example, height 1 units/terrain do not offer cover to or from height 4 units.

~~Add a new section:~~

~~"Height 0 units"~~

~~Like obstacles, these are considered to be height 1 for determining cover, but never block Line of Sight.~~

Page 66, Target Remains—Chargers Pull Back

Add the following at the end of the final paragraph:

"In any case, all chargers who charged the same facing must end up the same distance from the unit they charged."

Page 71, Individuals

Add the following paragraphs to the melee section.

"An Individual who does not start the turn in contact with Difficult Terrain that would otherwise block line of sight (such as a height 4 forest for a height 1 hero(infantry) model) may not pivot into the Difficult Terrain to see through it in order to declare a charge."

An individual may be placed in base contact with a friendly unit. Whilst in base contact, the individual may not be charged in the facing that is in contact with the friendly unit, providing the entire facing is in contact with the friendly unit.

Page 83, Add this section to the Surge spell. "This movement may take the unit to within 1" of the enemy. However if it is not in melee at the end of the shoot phase, move it directly away from any enemy units to create a 1" gap. (if possible)

Page 86, Scenario 5: Loot!

Controlling Loot Markers

Replace the first paragraph with the following:

During the game, when one of your units ends a phase of its own turn (excluding Vanguard moves) on top of or in contact with a loot counter, it can pick it up as long as there is no enemy unit also in contact with the counter. That unit will then carry the loot counter.

Page 87, Scenario 5: Loot!

After the paragraph that begins "If one of your units is Routed" add

"Loot tokens may be placed under units with the Individual special rule if no other units are available to receive them. In this case, the Individual is not carrying the Loot token, but is defending it. The Loot token must be placed before the Individual carries out its Regroup action. If the Individual chooses to move forwards or backwards as its Regroup action, the Loot token does not move with the Individual."

Page 100, Forces of Basilea, High Paladin on Dragon

Minimum base size is 50x50mm

Page 124, Elf Armies, Dragons Breath War Engine

Replace Ra 4+ with Ra -

Page 137, Kingdoms of Men, The Captain

Master Tactician cannot be used on allied units.

Page 163, Forces of the Abyss, Chroneas

Replace the unit entry heading with the following:

> Chroneas [1]   Monster

Page 165, Ba'su'su the Vile, does not have the Fury special rule.

Page 184, Goblin Armies, Slasher

The "small sharpstick thrower" option on the Slasher should additionally have the *Blast*(D3) special rule.

Page 191, Orc Armies, War Drum

Replace Great Thunder special rule text with the following "This unit has the Rallying (2) special rule." (see Uncharted Empires supplement or below for the Rallying! special rule text).

Rallying! (n): Friendly, non-allied units within 6" of this unit have +n to their Waver and Rout Nerve values. This is cumulative, with a maximum total of +2 if multiple units with *Rallying!* are in range. Only the Rout value of Fearless units is affected by *Rallying!*

KINGS OF WAR

Page 193, Orc Armies, Godspeaker

Replace the paragraph,

"For every friendly non-allied Horde within 6", increase the amount of dice rolled for all spells by 1."

With:

"For every friendly non-allied Horde or Legion within 6" (Excluding Orclings), increase the amount of dice rolled for all spells by 1."

Page 203, Undead Armies, Mhorgoth

Touch of Darkness may only be given to a unit with the Shambling special rule.

Uncharted Empires

Page 13, Brotherhood, Exemplar Hunter

Becomes Hero (Cav) when the mount option is taken.

Page 10, Order of the Brotherhood on Foot

The Troop cost is 105.

Page 18, Salamanders, Ghekkotah Warriors

Hordes have 40 attacks.

Page 24, The Herd, Spirit Walkers

Hordes have 40 attacks.

Page 37, The League of Rhordia, Halfling Army Standard Bearer

Becomes Hero (Cav) when the mount option is taken.

The Trident Realm of Neritica

Page 40, Water Elemental regiments are 150 points.

Page 41, Gigas Horde Nerve is 15/17.

Page 42, The Riverguard Captain has the *Individual* special rule.

Page 42, Greater Water Elemental has the Pathfinder special rule.

Page 51, Empire of Dust, Cursed High Priest

Replace "Breath Attack" upgrade with "Fireball".

Night-Stalkers

Page 54, Blood Worms Horde Nerve is 18/21, Legion Nerve is 24/27.

Page 55, Shadowhounds* Troop Nerve is 11/14.

Page 55, Needle-Fangs Regiment Nerve is 10/13.

Page 71, Varangur, Herja of the Fallen.

Judgement of Korgaan cannot be given to Herja herself.

Destiny of Kings

Pages 25, 28, "We are Legion"

Replace the text with the following:

All Abyssal forces have the Endless Tide special rule for this scenario. When a unit arrives on the table because of this rule, they move onto the table from the Abyssal table edge.

Page 47

Add the below section.

These may be included within armies using the normal selection.

Rordin the Dwarf, change to Inspiring (Dwarf Army List only). He will only inspire units from the Dwarf army list.

Demon Lord Ba'el, Bane of the Mortal Kingdoms has Thunderous Charge (2) rather than Thunderous, and Charge (2).

Clash of Kings 2018

General Unit Errata, Some units in this book do not have a "+" listed next to their Me, Ra or De stat lines. Assume a "+" is there in all cases.

Page 29, Spell & Special Rule Changes. Add Alchemists Curse to the group of spells which are affected by cover and the Stealthy special rule.

Page 33, Trident Realm, Thuul & Thuul Mythican, These units have the Stealthy special rule.

Page 35, "Vampire" is "Vampire Lord", and "Pharaoh" is "Cursed Pharaoh".

Page 35, Godspeaker. Special ability includes Legions.

Page 40, Herneas' Hunting Party: Formation Cost 40, Unit Cost 500.

Page 45, Neritica, Thuul Tidal Scourge Formation, Remove the line "The Mythican gains Inspiring" (Thuul only).

Page 45, Broken Slaves, While within 6" of the Slave Driver from this formation, each unit of Slave Orcs in this formation has +2 to their Rout Nerve value and have the Fury special rule.

Page 51, Dwarf Units, Mastiff Hunting Pack*, This unit is Height 0.

Page 54, Agnih-Bhanu, Greater Fire Elemental [1] This unit has the Pathfinder special rule

Page 54, Ogres, Red Goblin Rabble* & Red Goblin Sharpsticks, Add "This unit does not have Brutal."

Page 55, Abyssal Dwarfs Units, Mutated Mastiff Hunting Pack*, This unit is Height 0.

Page 61, **Artefacts & Spells**, Staying Stone, Remove "/Nerve" - Note: This item only increases the units waver value.

Page 72, Scenarios, 11: Take and Hold, Remove the following text: "Smaller Board: We recommend using one Objective Marker per player instead of two on a 4'x4' board."

FAQ

Proximity to enemy units

Q: Sometimes the rules talk about stopping 1" away from enemy units. Elsewhere the rules say you cannot come within 1" of an enemy unit. These are contradictory (if a unit is exactly 1" away, it is also within 1"). What is the correct ruling?

A: Yes the wording is contradictory. In all cases, assume being exactly 1" away is legal. Interpret it as not being allowed *closer* than 1". This means that a Shambling unit can move and stop 1" away from an enemy unit and then only 1 success is required on the roll to Surge them into contact.

Movement

Q: Can a flying unit pivot while above another unit?

A: Yes, fliers may pivot while above other units as long as the flying unit's entire move ends clear of any units

or blocking terrain. Unlike other units, fliers do not need to end their pivot clear of the other unit.

Charging

Q: When declaring a multiple charge against a target, are all the units considered to charge simultaneously or do they move one at a time?

A: The charges are declared simultaneously but the units are moved one at a time. This means that units must have LOS to the target and be in range from their Leader point to declare the charge. Other units charging the same target can be moved first if it means units behind then can then make a legal charge move. What's important is that they have room to legally get there and then fit against the target facing at the end of all the charge moves. Note however that units still cannot swap places (cross each other's paths on the way in) and must maintain their positions relative to each other and the target unit facing. Also see the related question below.

Q: When I charge with multiple units at the same target, how do I determine final placement to ensure that charging units do not cross each other's way?

Q: How does unit alignment work when one or more units charge an Individual?

A: Move the first charging unit to contact the Individual. The Individual then aligns to this first charging unit. The remaining charging units then make contact and align to the Individual.

Q: Individuals get a free pivot to face any direction, if the order being chosen is a charge, can this pivot end within 1" of the enemy?

A: Yes.

Q: What does "the shortest route" mean when charging?

A: It means going the most direct route the unit can in order to make contact with the enemy unit being charge. The unit should only pivot if it needs to in order to travel in the most direct route and that might be to manoeuvre round some blocking terrain or another unit.

A: The leader point of each charging unit must stay in the same relative position to the leader points of all other units charging the same facing. In other words, the leftmost leader point before the charge must still be the leftmost leader point after the charge, etc.

If it is particularly close and hard to determine, use a straight line perpendicular from the charge target, move it directly left/right, and see which unit it touches first.

In the event that multiple leader points are lined up exactly with each other, then the charging player may choose the final position.

Units B's leader point is farther left than Unit C's so Unit B will align to the left.
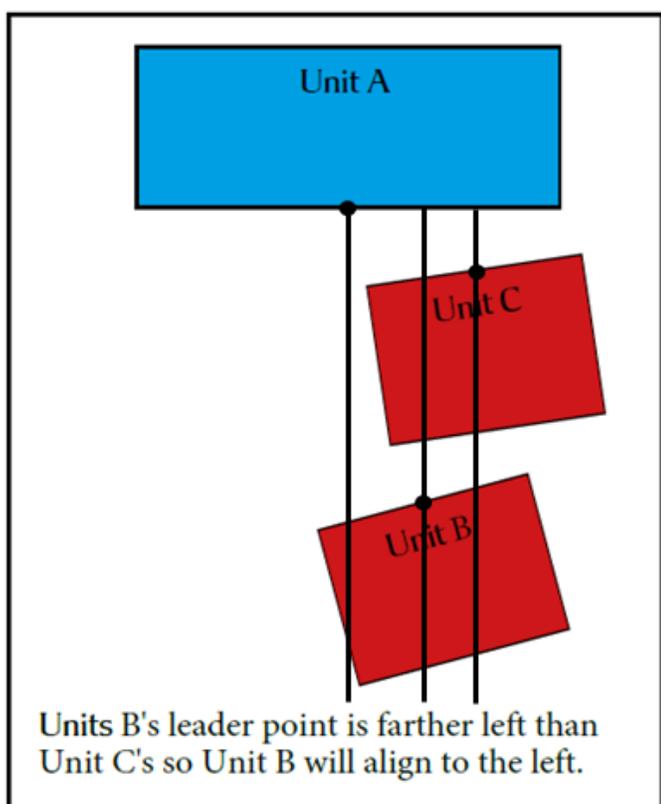
Q: When declaring a multiple charge, can units shuffle sideways to accommodate other units charging the same facing in a multiple charge before the other units move? Can units potentially block each other from declaring a multiple charge in the first place?

A: Yes to both. Assuming all units can legally make the charge move, move each unit and shuffle it to its final position (ready to accommodate the other units so they all share the space available) before moving the next unit. Tidy up the unit arrangement against the target

facing after all chargers have moved so they share the space correctly if you've judged it slightly wrong.

It could be however that if a unit is too close behind another, that even though it can see the target and is in range and the more advanced unit goes first and shuffles, a single pivot when charging is still not enough to make contact. This would be a failed charge and the unit must be given a different order. Nimble units can obviously avoid this with their extra pivot!
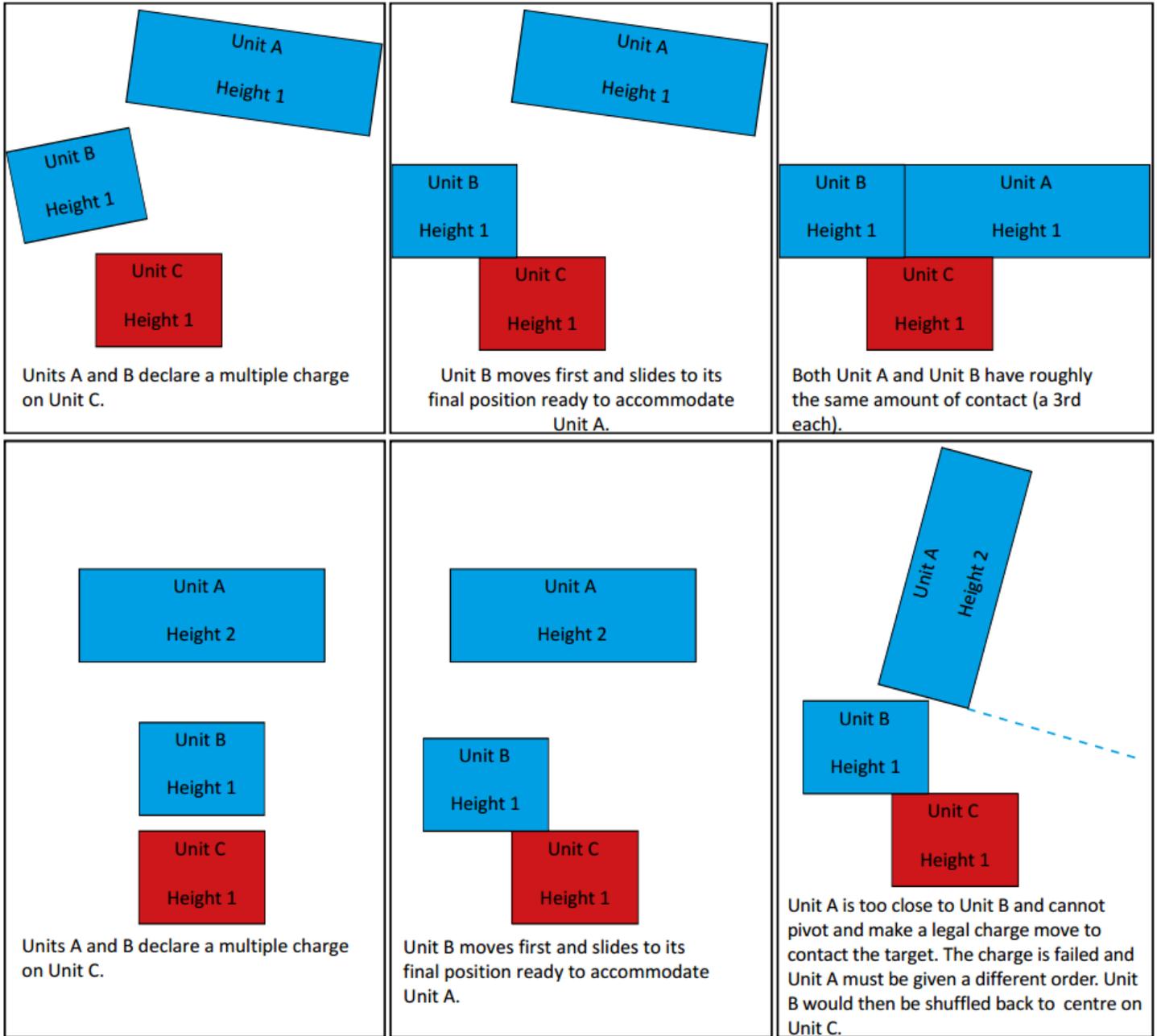
Q: A unit can sometimes be "boxed in", stopping it from doing anything but back up (and sometimes not even that!). The positioning of an enemy unit might mean that none of the viable targets that the unit *should* be able to charge can be because the charging unit cannot align to any of them such as in the example below. How should this be resolved?
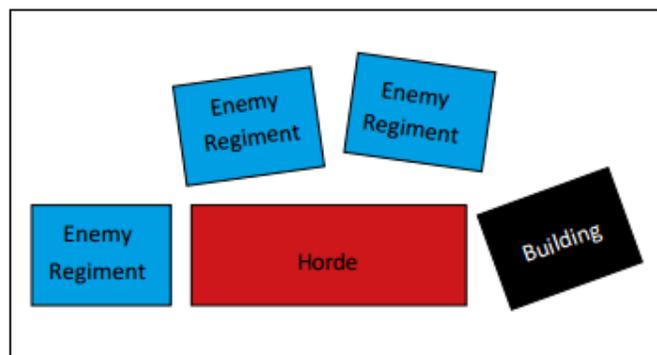
A: It is of course perfectly fine to force an enemy unit to legally charge a unit of your choosing (e.g. screening a unit with a different one) or using terrain to cleverly shield units or protect flanks. However, forcing a situation where no legal charge is possible due to the angles of the multiple possible targets (total charge blocking by "gaming" the rules) is not permitted.

The recommended way to resolve this is to allow the charging unit to select their target of choice (either of the two units to the front in the example given), move into contact and then align the target to the charger rather than the other way round.

How to resolve these situations greatly depends on other units and terrain. Players should use the recommended approach above but find a neutral third party if they're unable to agree this is the best solution for their specific case.

Unit A Height 1

Unit B Height 1

Unit C Height 1

Units A and B declare a multiple charge on Unit C.

Unit A Height 1

Unit B Height 1

Unit C Height 1

Unit B moves first and slides to its final position ready to accommodate Unit A.

Unit B Height 1

Unit A Height 1

Unit C Height 1

Both Unit A and Unit B have roughly the same amount of contact (a 3rd each).

Unit A Height 2

Unit B Height 1

Unit C Height 1

Units A and B declare a multiple charge on Unit C.

Unit A Height 2

Unit B Height 1

Unit C Height 1

Unit B moves first and slides to its final position ready to accommodate Unit A.

Unit A Height 2

Unit B Height 1

Unit C Height 1

Unit A is too close to Unit B and cannot pivot and make a legal charge move to contact the target. The charge is failed and Unit A must be given a different order. Unit B would then be shuffled back to centre on Unit C.

Q: If a charging unit shuffles to line up with the target unit and the shuffle takes the unit into difficult terrain of onto an obstacle, is the charge considered to be Hindered?

A: Yes.

Q: If my charging unit can simply pivot where it is to make contact but then either blocking terrain or another unit prevents my unit aligning with the target, can my unit first shuffle and then align?

A: No, the steps are Move, Align then Shuffle (slide).

Q: When charging, can you make contact with a different facing than the one you charged?

A: No. You must hit the facing being charged, or a corner of that facing, **before** aligning to the target unit.

Q: During a charge my unit can contact the enemy but there isn't enough room where it contacted to align and slide the unit into position on the correct facing. Can I "teleport" the unit over any models/impassable terrain etc. into a position where it can fit?

A: No "teleporting" is not allowed. Your align step must be contacting the same point of the enemy unit that you first contacted and you cannot shuffle through enemy units.
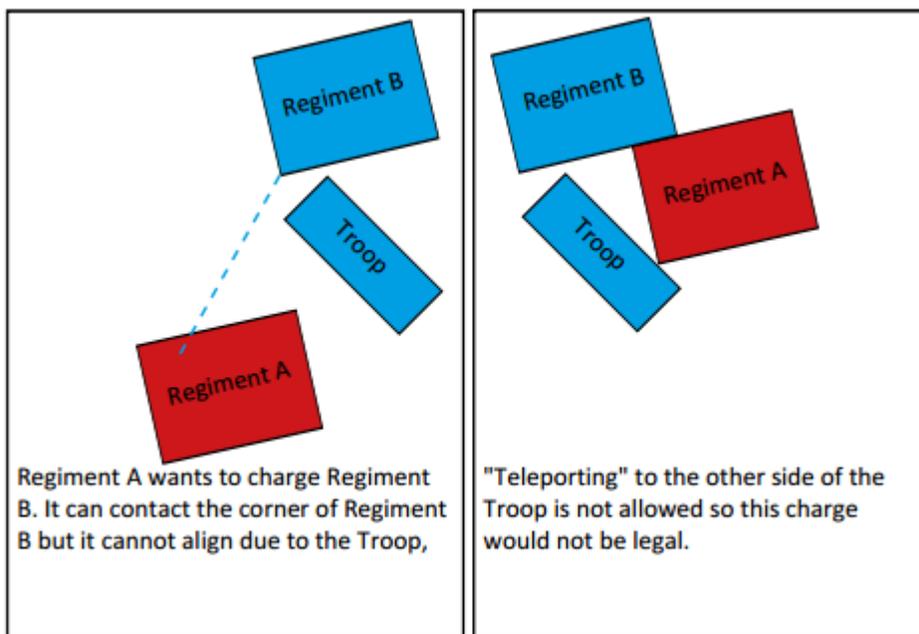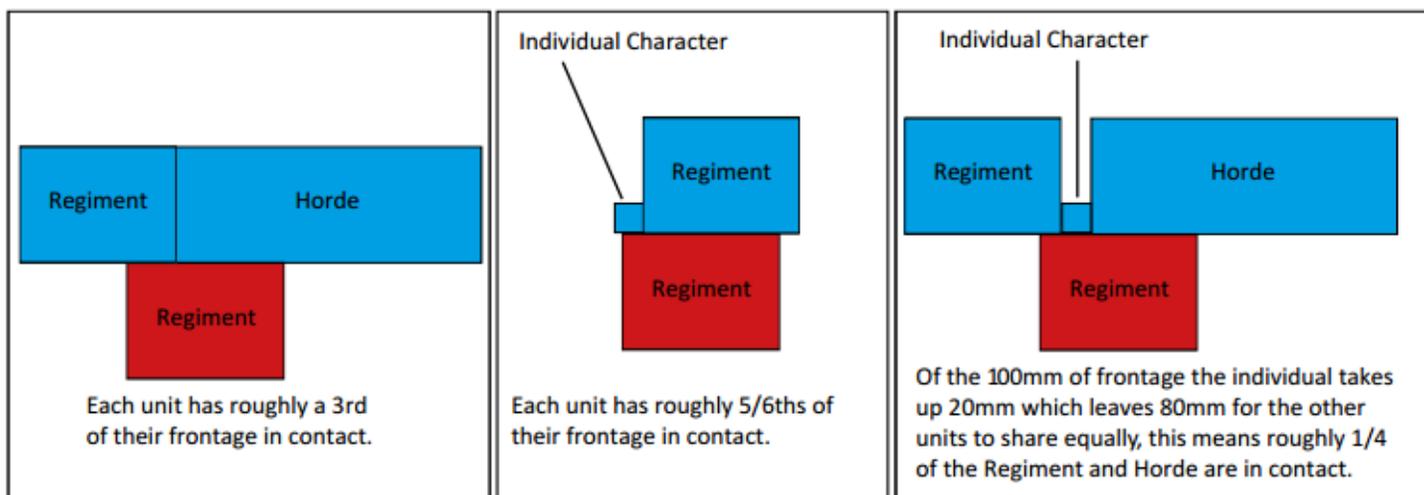
Q: When I charge with multiple units at the same target, how do I arrange them so they "share the space available as equally as possible"?

A: In the case of two units, each unit should have roughly the same fraction of contact as shown below. In the case of more than two units the central units will of course be fully in contact, divide the remaining frontage evenly. There is no need to micromanage this to the last millimetre; placing the units in roughly the correct position by eye is sufficient.

Q: Can you pivot through units (friend or foe) during a charge?

A: Yes, as long as the charging unit ends its pivot clear of the other unit, you may pivot through units when charging (See Interpenetration When Pivoting under Unit Penetration).

Each unit has roughly a 3rd of their frontage in contact.

Each unit has roughly 5/6ths of their frontage in contact.

Of the 100mm of frontage the individual takes up 20mm which leaves 80mm for the other units to share equally, this means roughly 1/4 of the Regiment and Horde are in contact.

Regiment A wants to charge Regiment B. It can contact the corner of Regiment B but it cannot align due to the Troop,

"Teleporting" to the other side of the Troop is not allowed so this charge would not be legal.

Q: Following a melee where the charging unit(s) did not Rout the target unit, they must fall back 1" or "as much as necessary". Due to the proximity of other enemy units and in an effort to maintain a 1" distance from them, this could push them back much further than 1" away from the unit they attacked. See the example diagram below. The blue unit has attacked unit A and now moves back 1". In order to not be 1" away from the other enemy units either side (B and C) the unit must fall even further back beyond the other units. Is this right?
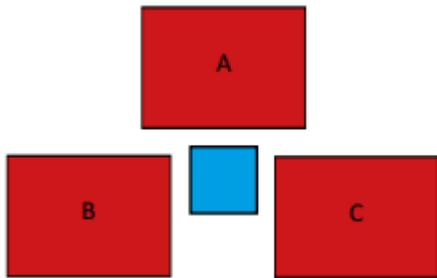
A: That is not the right way to play it and players should be sensible about such situations. After attacking, the unit(s) falling back shouldn't be travelling more than 1". Just stop there and nudge any other units away so it's clear they are not in contact with each other. Put a full 1" gap between units if there is room but if not don't worry. Don't over-think it and end up having to manage a complicated ripple effect of shifting units :)

Nerve

Q: If during your own turn, one of your units receives damage (i.e. from a friendly Red Goblin Blaster explosion or similar effect) is a nerve test required?

A: No. A nerve test is not required when one of your units takes damage on your turn.

Special Rules

Q: If a unit has two Breath Attacks (e.g. starts with one and buys the Diadem of Dragon-kind), do the two stack?

A: No, they are two separate ranged attacks.

Q: Can a unit use its Fly special rule when being moved forwards by the Surge spell?

A: No. Units are Surged along the ground.

Q: If a unit has Piercing, Blast or Reload! and then a magic artefact like the Diadem of Dragon-kind is added to the unit, do these rules apply to the ranged attack of the magic artefact?

A: No. Piercing, Reload! and Blast all apply only to any attacks the units already possesses. The special rules on unit entries could have been clearer in conveying this (e.g. "Crossbows with Piercing (1) and Reload!"). Note that Vicious and Elite will still work with any artefacts.

Q: Does Rallying stack with Valiant?

A: Yes, but to a maximum of 2.

Q: If a unit has been blinded by the Solar Staff, can it still be Surged into Combat?

A: No. The Solar Staff prevents the blinded unit from entering into combat in any way. In the event that the blinded unit would be surged into combat with an enemy unit, it stops 1" away from that unit instead.

Spells

Q: When a unit is Surged but contact is made against a corner of an enemy unit and not an edge, which of the target unit's arcs is considered to have been charged?

A: If you can see this is going to happen, determine which arc of the target unit the leader point of the surging unit is in *before* it moves. That is then the side the surging unit will align to and attack. This is only the case when the surging unit hits a corner, otherwise the normal surge rules apply.

Q: Since the Greater Air Elemental variant has a spell, can all Greater Elementals take the new spells in the Clash of Kings book, or only the Greater Air Elemental?

A: Only the Greater Air Elemental has a spell or the ability to take a spell, so only the Greater Air Elemental has the option to take the new spells.

Q: Do spell dice bonuses, such as the Orc Godspeaker, Empire of Dust Monolith etc. apply to the spells in Clash of Kings?

A: Yes

Q: If a unit is surged forward and contacts two enemy units at the same time, which unit does the surged unit charge?

A: In this event, the attacking player may choose which unit is being charged.

Scenarios

Q: In the Dominate scenario, do players need to get units into the whole of the area between the deployment zones or is it a 12" radius area in the middle of the table?

A: The latter. It's a 12" radius circle centred exactly in the middle of the playing area.

Q: When playing any scenario that uses Loot tokens, if a unit drops a token either forcibly due to routing or voluntarily, can it be placed outside the units footprint?

A: No, it should be placed entirely within the footprint of the unit.

Artefacts

Q: Can the Crystal Pendant of Retribution trigger multiple times?

A: No it will only work the once, when the unit actually routs. So if a unit is saved by Inspiring or Herja's Judgement of Korgaan for example, the Crystal Pendant will not take effect.

Q: When a unit with the Crystal Pendant of Retribution is Routed, is the 2D6 dice roll a single roll for all units in base contact, or is it rolled separately for each unit?

A: It is a single 2D6 roll.

Terrain and gaming tables

Q: What sort of Terrain Heights should we use?

A: Again this is going to depend on the terrain in your collection but as a rule of thumb, you can use the following:

- Hills: Height 1-2
- Single storey buildings: Height 3
- Woods and 2-storey buildings: Height 4-6

Clash of Kings 2018 FAQ

Q: When disordered, do Large Cavalry and Large Infantry units with the Fly or Nimble special rules increase their unit strength by 1 due to the loss of the Fly or Nimble special rules?

A: No

Q: When a Large Cavalry or Large Infantry unit has Wine of Elvenkind, does its Unit Strength decrease?

A: Yes

Q: Can a unit draw line of sight through/over itself to an enemy unit?

A: No

KINGS OF WAR

Multi-basing and using Counts-as units

Q: When multi-basing a unit, what's the minimum amount of models that should be used to represent the unit size being modelled?

A: Obviously, rather than stifle creativity, this has been left vague so that people can express their units as they wish. For friendly games and among regular gaming partners, anything goes. However, for fairness in organised play and to ensure the intended spectacle of massed battles the game is all about, for events there should be a minimum number of models using the rules below.

Models must be based on the appropriate base size and shape for their type. Unit-basing (or "multi-basing") is permitted so long as the unit footprint is accurate for the unit size. Model counts for multi-based units must be at least one model greater than the listed number for the unit size below (or more than 50% of the "expected" model count the unit is representing if there is no smaller size). For example, a multi-based Infantry Regiment must be at least 11 models (one more model than a Troop). The preferred model count is 66% or more to maintain the visual spectacle of mass battles.

Thus the unit footprint table can be expanded to show the Minimum Model Count (MMC) and Preferred Model Count (PMC) event sizing as follows:

Unit Type	Base Size	Troop			Regiment			Horde			Legion		
		Footprint	MMC	PMC	Footprint	MMC	PMC	Footprint	MMC	PMC	Footprint	MMC	PMC
Infantry	20x20mm	100x40mm	6	7+	100x80mm	11	14+	200x80mm	21	27+	200x120mm	41	41+
Infantry	25x25mm	125x50mm	6	7+	125x100mm	11	14+	250x100mm	21	27+	250x150mm	41	41+
Cavalry	25x50mm	125x50mm	3	4+	125x100mm	6	7+	250x100mm	11	14+	n/a	-	-
LrgInf	40x40mm	n/a	-	-	120x40mm	2	2+	120x80mm	4	4+	240x80mm	7	9+
Lrg Cav	50x50mm	n/a	-	-	150x50mm	2	2+	150x100mm	4	4+	300x100mm	7	9+
Lrg Cav	50x100mm	n/a	-	-	150x100mm	2	2+	150x200mm	4	4+	300x200mm	7	9+

Q: What is the minimum model count for "Swarm" style units such as Orclings?

A: Swarm units adhere to the same basic rules for MMC as other units. This, however, doesn't mean that you only need, say, 4 Orcling models for a Horde of Orclings. You need 4 "full" bases of Orclings (or 2 "full" bases for a Regiment). What qualifies as a full base depends largely upon model choice. For smaller models like Orclings you will most likely need between 5-8 models per base. For larger, human sized models such as Tortured Souls you will need at least 3 models per base (12 models to a Horde). To clear up any confusion regarding what constitutes a Swarm, the following is a list of all Swarms currently in the game:

Abyssals: Imps*

Abyssals: Tortured Souls

Empire of Dust: Swarm*

Night-Stalkers: Needle-fangs*

Orcs: Orclings*

Ratkin: Vermintide*

Salamanders: Ember Sprites*

Trident Realms: Tidal Swarm*

Q: How does minimum model size work when using "counts-as" models or proxies instead of the actual models? What is acceptable for an alternative model?

A: Proxy models or "counts-as" models must be appropriate alternatives to the models they are representing (no Treemen representing Orclings!). They should follow the same guidelines for minimum model counts as above or should occupy the equivalent volume (or as close as possible) as the models they are representing. For example, 2 heavy chariots taking up roughly the same space as the regiment of 10 knights they are representing is acceptable. AT ALL TIMES, it must be clear to your opponent what the unit actually represents. Inform them clearly before the game begins what is what in your army if you have any such units and remind them during the game too. You should avoid any confusing imagery (models with wings that don't actually have the *Fly* special rule for example).