

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

Document version **1.3**. Changes in this document from 1.2 are in **RED**.

### Errata

#### Main rulebook

(note: page numbers are for the hardback copy)

#### 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."

#### Page 57, Multiple Charges section

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 62, Cover

Replace the paragraph that begins:

"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 the target is within."

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 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 100, Forces of Basilea

The High Paladin on Dragon should have the standard Base Size of 50mm x 50mm. You can of course use a bigger base following the usual rules.

## Page 124, Elf Armies

The Dragon's Breath War Engine should have Ra -, not Ra 4+

## Page 137, Kingdoms of Men

The Captain's ability Master Tactician cannot be used on allied units.

## Page 163, Forces of the Abyss

Chronneas. While there are more than one of these monsters roaming the Abyss, they are rarely seen on the battlefield and in-game are considered to be Living Legends.

Replace the unit entry heading with the following:

Chronneas [1] Monster

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

## Page 184, Goblin Armies

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

## Uncharted Empires

### Page 13, Brotherhood

The Exemplar Hunter should become Hero (Cav) when the Mount option is taken.

### Page 37, The League of Rhordia

The Halfling Army Standard Bearer should become Hero (Cav) when the Mount option is taken.

### The Trident Realm of Neritica

Page 40, Water Elementals should be 150 points for Regiments.

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

## Page 71, Varangur

Judgement of Korgaan cannot be given to Herja of the Fallen herself.

## Destiny of Kings

Page. 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.

### 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? This has an impact on Surging units. If being 1" away is not permitted then the minimum number of successes any Surge roll will require to make contact will be 2.

**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:** 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:** 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.

**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!

**Please see the updated diagrams on the next page.**

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

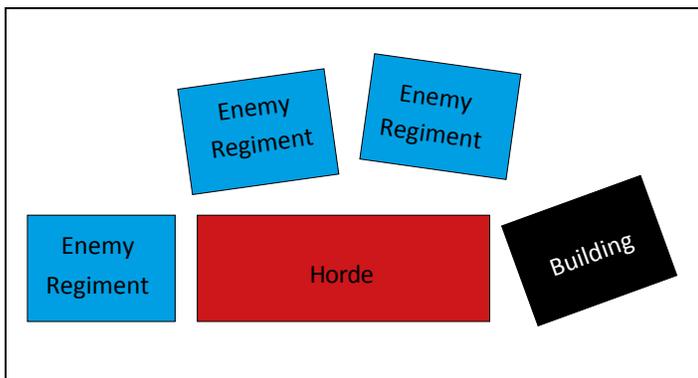
Unit B  
Height 1

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:** 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. How should this be resolved?

In the example below, the horde has two enemy regiments directly in front that it should be able to charge, but is blocked because it would overlap other enemy units or blocking terrain. It is boxed in and can't do anything except retreat.



**A:** This would be unusual to actually happen accidentally although may occasionally crop up. 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. In other words, if a unit is faced with two or more other units and cannot charge any of them because of the way they are positioned when there should clearly be at least one valid charge, then the situation should be resolved as below.

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. Units not involved in the combat are then nudged away as normal if needed.

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.

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

**A:** Yes.

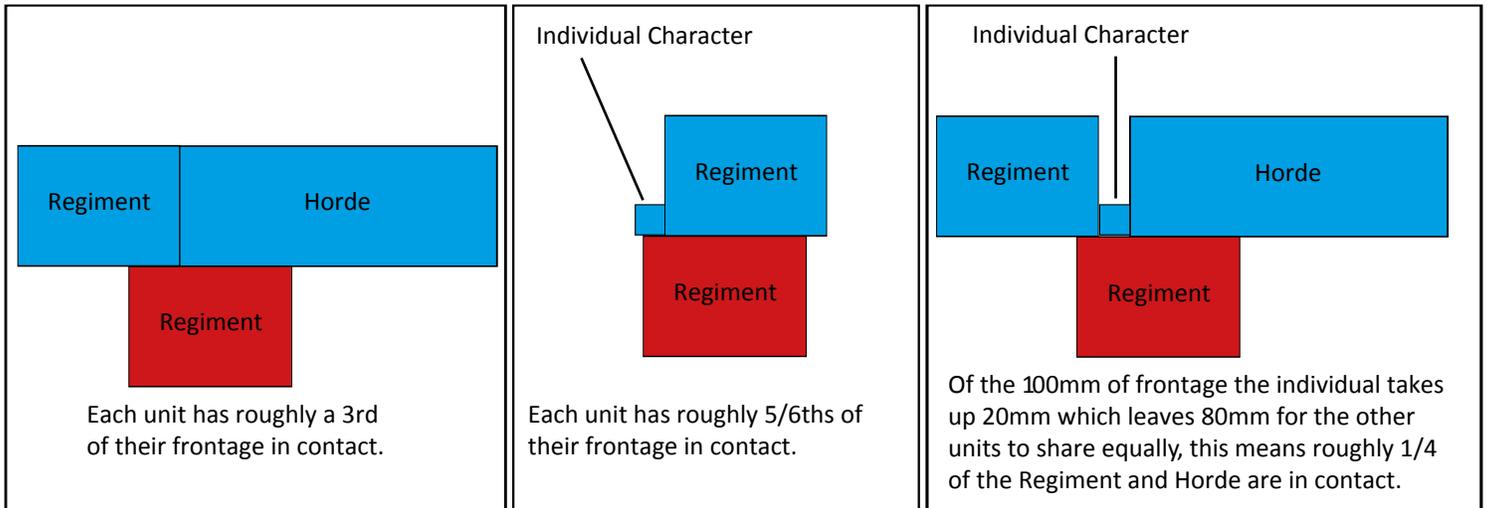
**Q:** If my charging unit can simply pivot where it is to make contact but then either blocking terrain or another unit prevents my unit aligning with the target, can my unit first shuffle and then align?

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

**Q:** When 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.

Please see the diagrams on the next page for some examples.

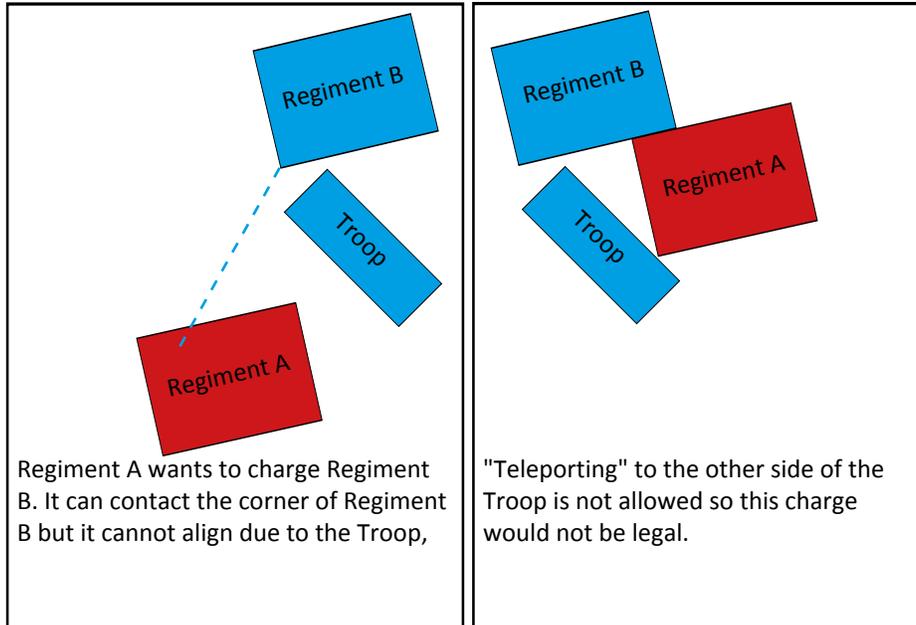


**Q:** When charging, can you make contact with a different facing than the one you charged?

**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?

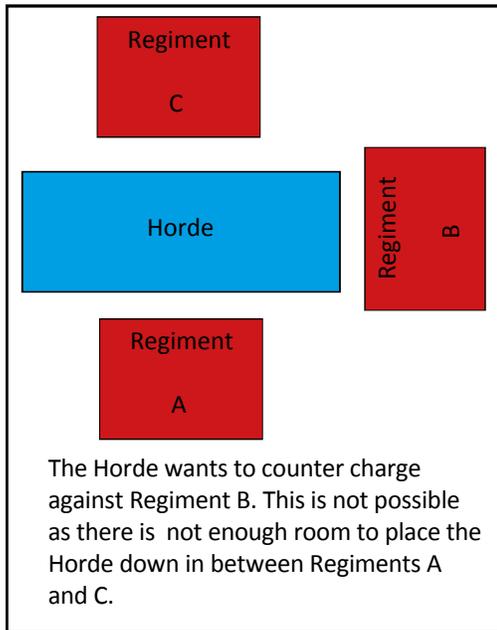
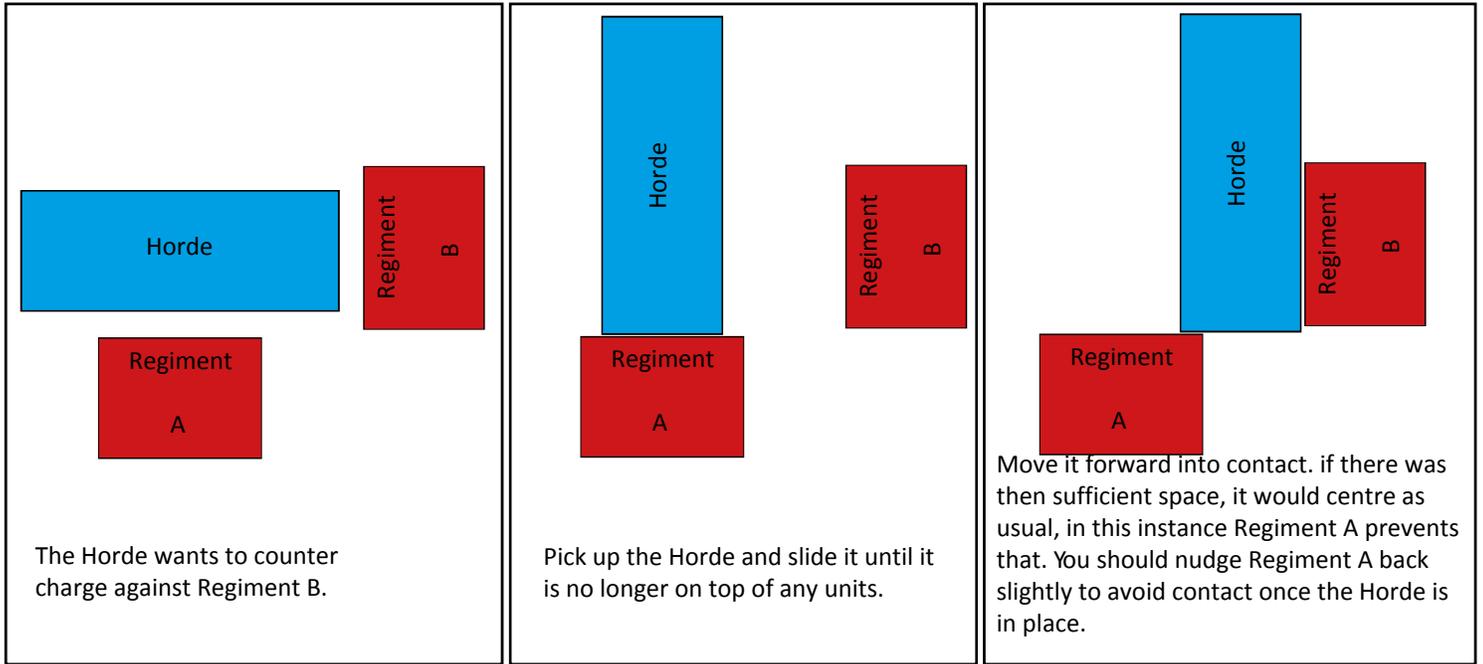
**A:** No "teleporting" is not allowed.



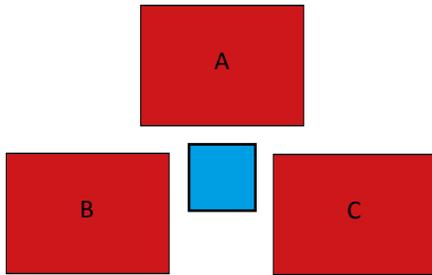
**Q:** How does a Counter charge work when the pivot would place it on top of an enemy.

**A:** Pick your unit up into the air, pivot it, then slide it until it's no longer on top of the unit then place it down

on the table. Move it forward to contact the enemy. If you cannot place the unit down and still contact the enemy, then a Counter charge is not allowed.



**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 :)

**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).

## 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.

## 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.

## 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.

## Terrain and gaming tables

**Q:** How much terrain should I have on the table?

**A:** It's hard to say as everyone's collection is different. However, a good rule of thumb as a minimum is 1 piece, at least 6" square, for every 2x2 (feet) of table and then also some linear obstacles and decorative terrain for looks. Thus on a typical 6x4 table you would expect to find 6-7 pieces of mixed terrain types plus some obstacles. For example, a large hill, a small hill, some difficult terrain (likely a wood or two), some blocking terrain, some walls and hedges.

# KINGS of WAR

Try not to simply put the terrain around the table edges all the time which just creates a vast empty killing field in the middle. Make the game more challenging for both players and spread the terrain across the whole table, perhaps with blocking or difficult items just off centre. Don't always put hills in deployment areas either!

There are some example layouts below.

**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**

Single storey buildings: Height 3

Woods and 2-storey buildings: Height 4-5



## 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:** Page 206 of the rulebook says that “it must be reasonably close to the correct amount, so that there is no chance of misleading your opponents in regards to the real size of the unit.”

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									
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:** 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).