

KINGS OF WAR

Welcome to Kings of War!

Kings of War is a mass-battle fantasy wargame set in the world of Mantica, and this free rules download is designed to get you going with the basics.

Inside this document you will find all of the core rules. To get you started, we've also supplied large extracts from each Force List for you to sample the different units and heroes. More will follow as new armies are released.

Not only do these free rules and force lists allow you to get gaming straight away, they are also a great way of introducing your friends and club members to the new and exciting world of the Kings of War game. Please share them!

If you wish to get the full Kings of War experience, then be sure to get the Kings of War 2nd Edition Rulebook.

This book contains all of the rules you need to play, including magical artefacts

you can use to make your forces stronger. All eleven Force Lists are presented in their complete form. It also includes all of the background you need to explore the world of Mantica and its inhabitants, lavish art and awesome photography of big battles.

We recommend getting the book at your local friendly gaming store, or on the Mantic Website.

Finally, thank you to everyone in the community for their help developing this set of rules. The loyal fans who have been with us through the previous editions will be able to see the progress that has been made, and we simply couldn't have done this without our wonderful community and the many long hours of hard work from our volunteer Rules Committee.

On our forums, you can leave your opinions, ideas and feedback. Please keep it coming!

www.manticgames.com/Forum.html

Devastation and slaughter await...

UNITS

In *Kings of War*, all units are made up of one or more models. The number of models that make up a unit is specified in each unit's stats (explained on page 51), and will normally correspond to the number of models you get in boxes supplied by Mantic. These models must be glued onto bases and formed up into units as described below. Each unit belongs to one of the following Types.

Infantry (Inf)

Infantry units come in four sizes:

- Troops consisting of 10 models, arranged five models wide in two ranks.
- Regiments consisting of 20 models, arranged five models wide in four ranks.
- Hordes consisting of 40 models, arranged ten models wide in four ranks.
- Legions consisting of 60 models, arranged ten models wide in six ranks.

Cavalry (Cav)

Cavalry units come in three sizes:

- Troops consisting of 5 models, arranged in a single rank of five.
- Regiments consisting of 10 models, arranged five models wide in two ranks.
- Hordes consisting of 20 models, arranged ten models wide in two ranks.

Large Infantry (Lrg Inf) & Large Cavalry (Lrg Cav)

Large Infantry and Large Cavalry units come in three sizes:

- Regiments consisting of 3 models, arranged in a single rank of three.

- Hordes consisting of 6 models, arranged in two ranks of three models.
- Legions consisting of 12 models, arranged in two ranks of six models.

War Engines (War Eng)

A War Engine is a unit consisting of a single war machine, like a catapult or a bolt thrower. It may also have number of crew models, but these are purely decorative and should be arranged around the machine in a suitably entertaining fashion.

Since the crew is merely decorative, they are ignored for all in-game purposes, such as checking ranges, movement etc.

Monsters (Mon)

A Monster is a unit consisting of a single model – a large and powerful mythical beast or magical construct.

Heroes (Hero/xxx)

A Hero is a unit consisting of a single model. It can be an officer, a sorcerer or even a mighty lord of its race. Heroes vary in size between different races, and can ride many types of mount or even monstrous war-beast, so Heroes always have a tag in bracket specifying what type of unit they belong to – which helps with determining their height and other special rules that are related with certain units.

So a Hero could be a (Hero/Inf), or a (Hero/Cav), or a (Hero/Mon), or a (Hero/Lrg Inf), or a (Hero/Lrg Cav), and though we have not yet conceived a (Hero/War Eng), one never knows...

Sometimes Heroes have options that allow them to choose different mounts – if a mount is chosen, the Hero's unit type will of course change to that of the relative mount, as specified in the Hero's entry.

Base Sizes

Infantry models are based on 20mm square bases, apart from some that will be marked as exceptions in their entry (such as Orcs, which are on 25mm square bases).

Large Infantry models are based on 40mm square bases, apart from some that will be marked as exceptions in their entry (such as Lesser Obsidian Golems, which are on 50mm square bases).

Cavalry models are based on 25x50mm.

Large Cavalry models are based on 50mm square bases, apart from some that will be marked as exceptions in their entry (such as Chariots, which are on 50x100mm).

Monsters and War Engine models are based on 50mm square bases.

Heroes fit on the relevant base of their type unless specified otherwise. For example, a Hero (Inf) will be on a 20mm square base (except for Orc Heroes, which are on 25mm square bases), a Hero (Cav) will be on a 25x50mm base, etc.

Exceptional Base Sizes

You may need a wider or deeper base for exceptionally large heroes, monsters or war engines – in such rare cases, use the smallest base that you can fit your model on.

FRONT, REAR, FLANK

Normally in *Kings of War*, units have four facings: front, rear, left flank and right flank.

Each of these facings possesses an ‘arc’, an area determined by drawing imaginary lines at 45 degree angles from each corner of the unit, as shown in Diagram A.

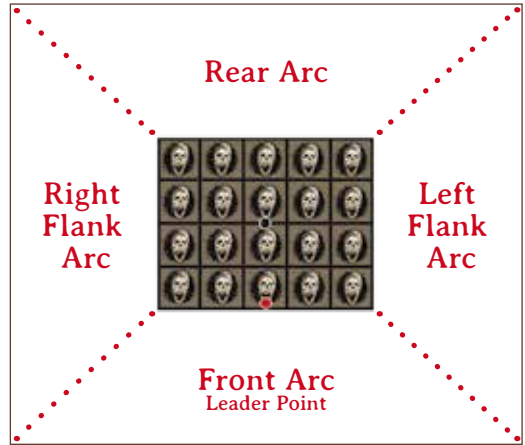


Diagram A – Front, Rear, Flank

UNIT LEADER POINT

The unit leader point is the exact centre of the front edge of a unit’s base. The reason why we call it ‘leader point’ is that some players like to place a suitably imposing model in the centre of the first rank to ‘lead’ the unit.

Whenever the rules say to take something ‘from the unit leader point’ (or just ‘from the unit leader’), such as a measurement or line of sight, it is from this point in the exact centre of the unit’s front edge.

Common Unit Base Sizes

Unit Type	Base Size	Troop	Regiment	Horde	Legion
Infantry	20x20mm	100x40mm	100x80mm	200x80mm	200x120mm
Infantry	25x25mm	125x50mm	125x100mm	250x100mm	250x150mm
Cavalry	25x50mm	125x50mm	125x100mm	250x100mm	n/a
Large Infantry	40x40mm	n/a	120x40mm	120x80mm	240x80mm
Large Cavalry	50x50mm	n/a	150x50mm	150x100mm	300x100mm
Large Cavalry	50x100mm	n/a	150x100mm	150x200mm	300x200mm

CAN THEY SEE?

During the game, you will at times need to determine whether one of your units can see another one, normally an enemy unit that your unit intends to charge or shoot.

Arc of Sight

First, we'll assume that your unit can only see things that are at least partially in its front arc – its 'arc of sight'. The flank and rear arcs are completely blind.

Line of Sight (LOS)

Of course, terrain and other units can still get in the way and hide targets that are in your unit's arc of sight. To determine whether your unit can actually see a target that is in its arc of sight, follow the rules below.

Unit Height

Each unit has a height assigned according to its type:

Unit Type	Height
<i>Infantry</i>	1
<i>Large Infantry</i>	2
<i>Cavalry</i>	2
<i>Large Cavalry</i>	3
<i>Monsters</i>	4
<i>War Engines</i>	1

A hero's height is equal to that of its type. For example, a Hero (Inf) will have a height of 1, while a Hero (Cav) will have a height of 2.

Some units may be an exception and have a different height – this will be specified in their entry (e.g. Orclings are height 0).

Drawing LOS

To determine line of sight, draw an imaginary straight line from the from the unit leader point to any point of its target's base. If this imaginary line passes over no other unit's base or terrain features, then line of sight is not blocked.

If either your unit or the target unit are taller than any other units or terrain in the way, then line of sight is not blocked. If any units or terrain in the way are the same height or taller than both your unit and the target unit, then line of sight is blocked.

Note that the line of sight does not have to be the shortest line between your unit leader point and the target unit's base; any line from your unit leader point to any part of the target unit's base will do fine.

If you're unsure whether your unit can see a target unit or not, roll a die. On a 4+ it can see it, on 3 or less it cannot.

Terrain and LOS

This is discussed in more detail on page 59.

MEASURING DISTANCES

You can measure any distance at any time you like. Unless otherwise specified, the distance between two units is the distance between the two nearest points of the units' bases.

Keep Your Distance!

In order to avoid confusion, keep your units at least 1" away from enemy units at all times, except when charging or regrouping as explained later. To remove any confusion, ensure that your units are not in base contact with other friendly units at all times.

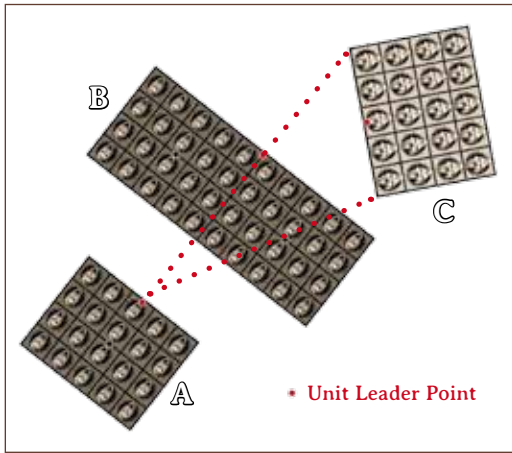


Diagram B1

Drawing Line of Sight – Example A

Unit A is trying to draw line of sight to Unit C (see Diagram B1). The dotted line represents the line of sight trying to be drawn. If either Unit A or Unit C are taller than Unit B then line of sight is NOT blocked. If Unit B is the same height or taller than both Unit A and Unit C then line of sight is blocked.

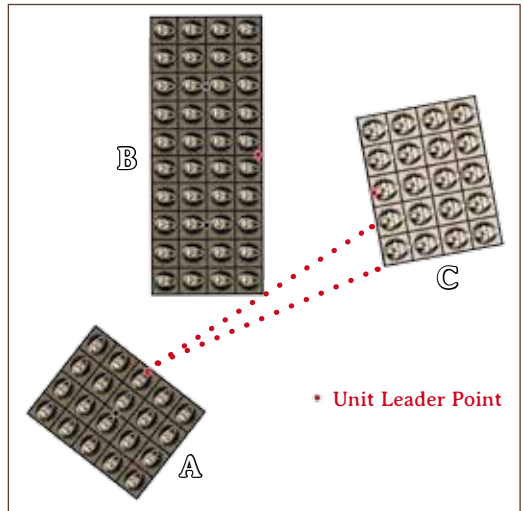


Diagram B2

Drawing Line of Sight – Example B

In this example (see Diagram B2), Unit B is considered to be as tall as Units A and C and therefore blocks line of sight. Unit A can still see Unit C by looking around the edge of Unit B.



STATS

Each unit in *Kings of War* has a name and a series of statistics (for short, we call them 'stats'), which define how powerful it is in the game. These are:

- **Type.** Whether the unit is Infantry, Cavalry, etc.
- **Unit Size.** How many models the unit comprises of.
- **Speed (Sp).** How fast the unit moves, in inches.
- **Melee (Me).** The score needed by the unit to hit in melee.
- **Ranged (Ra).** The score needed by the unit to hit with ranged attacks. If it has no normal ranged attacks, this is a '-'.
- **Defence (De).** The score the enemy requires to damage the unit.
- **Attacks (Att).** The number of dice the unit rolls when attacking, both at range and in melee.
- **Nerve (Ne).** A combination of the unit's size and its training and discipline, this stat shows how resistant it is to damage suffered.
- **Points (Pts).** How valuable the unit is. Used for picking a force and often for working out victory points, depending on the scenario used.
- **Special.** Any special equipment (like ranged weapons) and rules the unit has.

Example:

	Kindred Archers							Infantry
Unit Size	Sp	Me	Ra	De	Att	Ne	Pts	
Troop (10)	6	5+	4+	4+	8	10/12	115	
Regiment (20)	6	5+	4+	4+	10	14/16	150	
Horde (40)	6	5+	4+	4+	20	21/23	250	
Special: <i>Bows</i>								

THE TURN

Much like chess, *Kings of War* is played in turns. Just roll a die to decide who is going to have the first turn – the player winning the die roll decides who goes first. That player moves, shoots and strikes blows in close combat with their units – this concludes Turn 1 of the game. After that, the opposing player takes a turn – Turn 2 of the game, and then the players keep alternating this way until an agreed time limit or turn limit is reached.

A player goes through the following three phases in their turn:

- 1) Move phase;
- 2) Shoot phase;
- 3) Melee phase.

We'll examine each of these phases in detail on the following pages.

Dice

In these rules, whenever we refer to a die or dice, we mean a normal six-sided die, which we call D6. Sometimes we also use terms like 'D3', which is the result of a D6 divided by 2 (rounding up), or 'D6+1', meaning rolling a D6 and adding 1 to the result, or 2D6, which is rolling two dice and adding them together.

Re-Rolls

When you are allowed a re-roll, simply pick up the number of dice you are allowed to re-roll and roll them again. The second result stands, even if it's worse than the first. Regardless of the number of special rules that apply to a particular circumstance, you can never re-roll a re-roll, the second roll always stands.

MOVE

During the Move phase of your turn, pick each of your units in turn and give them one of the following orders:

Halt!

The unit does not move at all.

Change Facing!

The unit remains stationary and can pivot around its centre to face any direction. See Diagram C.



Diagram C – Change Facing

Advance!

The unit can advance straight forward up to a number of inches equal to its Speed. At any point during this move (i.e. before or after advancing, or anywhere along its advance), the unit can also make a single pivot around its centre of up to 90 degrees from its original facing. See Diagram D.

Back!

The unit can move straight backwards at up to half of its Speed. See Diagram E.

Sidestep!

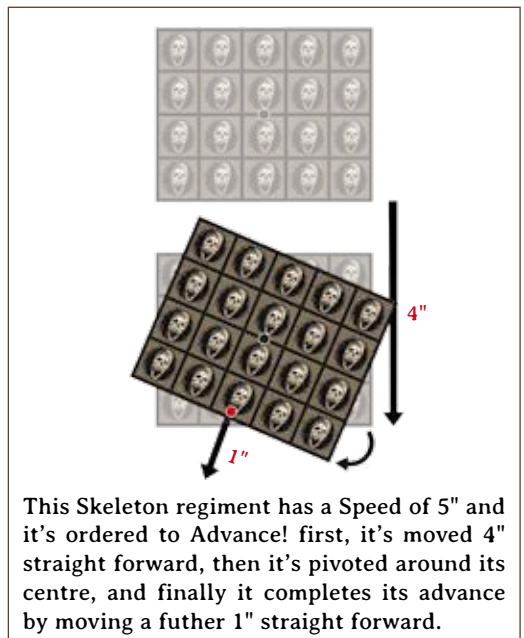
The unit can move sideways straight to its left or straight to its right at up to half of its Speed. See Diagram E.

At the Double!

The unit can advance straight forward up to double its Speed. See Diagram E.

Charge!

This is by far the most exciting of orders. It is also the most complicated and so it's described in detail below.



This Skeleton regiment has a Speed of 5" and it's ordered to Advance! first, it's moved 4" straight forward, then it's pivoted around its centre, and finally it completes its advance by moving a futher 1" straight forward.

Diagram D – Advance!

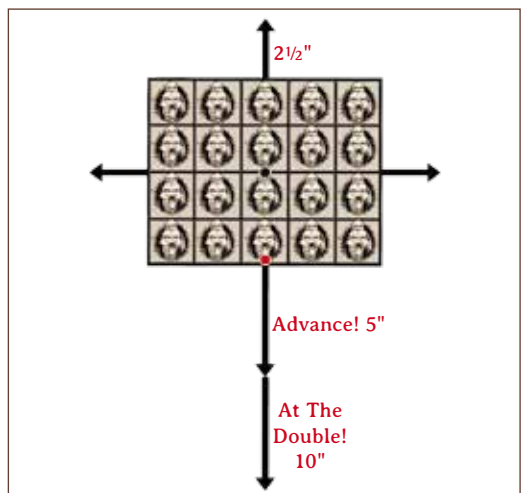


Diagram E – Move

UNIT INTERPENETRATION

Interpenetration When Moving

The following rules regulate interpenetration when a unit moves directly forward, backwards or sideways.

Friends

Friendly units can be moved through (except when charging, see below), but you cannot end a unit's move on top of another unit, so you'll have to be sure that your units have enough movement to end up clear of their friends.

Also, at the end of their move, your units must not be in base contact friendly units. This ensures that both you and your opponent can clearly tell them apart.

Enemies

Enemy units, on the other hand, block movement. Your units can never approach to within 1" of them, except when charging or during a pivot.

Interpenetration When Pivoting

In reality, regimented units are more flexible in rearranging their ranks and files than our miniatures, so when a unit is pivoting around its centre it can pivot through both friends and enemy units, and all types of terrain, including blocking terrain and the edge of the table. They must of course still end their pivot (and their entire move) clear of blocking terrain (and completely on the table!), not in base contact with friendly units, and 1" away from enemy units.



CHARGE!

A charge is the only way your units can move into contact with the enemy. A unit can charge a single enemy unit ('the target') as long as the following conditions are met:

- the target is at least partially in your unit's front arc;
- the unit can see the target;
- the distance between your unit's Leader point and the closest point of the target unit's base is equal to or less than double your unit's Speed;
- there is enough space for your unit to physically move into contact with the target by moving as described below.

Moving Chargers

As they move, charging units can move forward without measuring how much distance they actually cover, and pivot once around their centre up to 90°, at any point during their move.

They must, however, always use the shortest way possible, going around any blocking terrain and any unit in their way (friends and foes). Note that they must go through any area of difficult terrain or obstacle that would normally slow down their movement. These elements of terrain do not slow down Charge moves, but they cause the charging unit to suffer a slight penalty in the ensuing melee.

Once the charging unit is in contact with the target, align it with the side of the target you are charging so that it is flush with it.

Finally, shuffle the chargers sideways until their unit leader point is facing directly opposite the centre of the target unit, or as close as possible to it.

Basically, the main thing that matters during a Charge move is that the unit has physically enough space to move into contact with the target. Note that the unit needs to be able to have at least some of its front physically into contact with the unit being charged, contacting a unit exclusively with the point in the exact corner of the unit is not allowed.

Flank and Rear Charges

If the leader point of the charging unit is in the target's front arc when the order to Charge is given, the unit must charge the target's front facing.

If the leader point of the charging unit is in the target's right or left flank arc when the order to Charge is given, the unit **must** charge the target's appropriate flank facing.

If the leader point of the charging unit is in the target's rear arc when the order to Charge is given, the unit **must** charge the target's rear facing. See Diagram F.

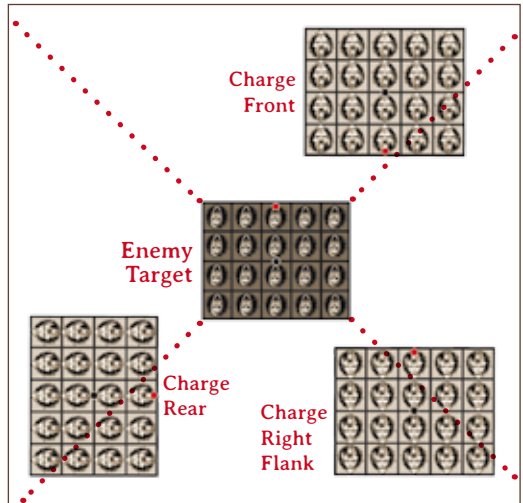


Diagram F – Flank and Rear Charges

Proximity to Enemies

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 by an inch or as much as possible to ensure that they are no longer touching.

This represents the charging unit concentrating its fighting efforts against a single enemy, while holding at bay the other enemy units nearby. It might look a bit strange at first, but remember that the enemy units will normally get to charge back into the fight to help their friends in their following turn.

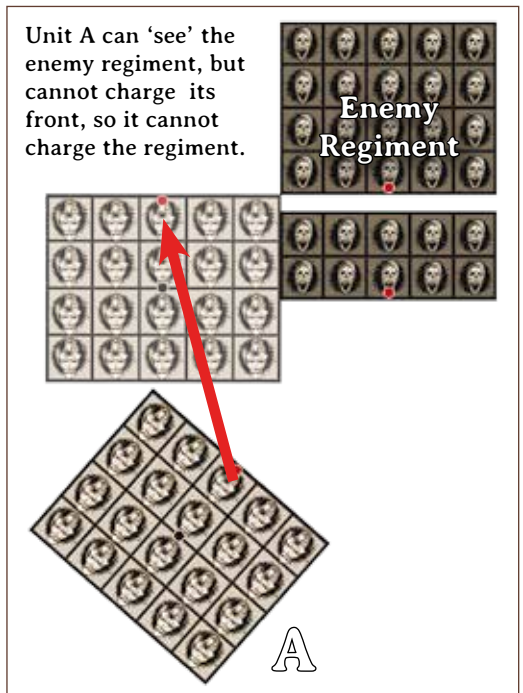


Diagram G – Charging

Corner-to-Corner Charges

In some rare cases, the only possible way for a charger to make physical contact with a target would be by literally having one corner of its frontage in contact with one corner of the target.

These extreme cases are called 'corner to corner' contact – one example of this is shown in Diagram G.

We deem that this is not enough to warrant a sensible charge and combat, so we disallow these charges.

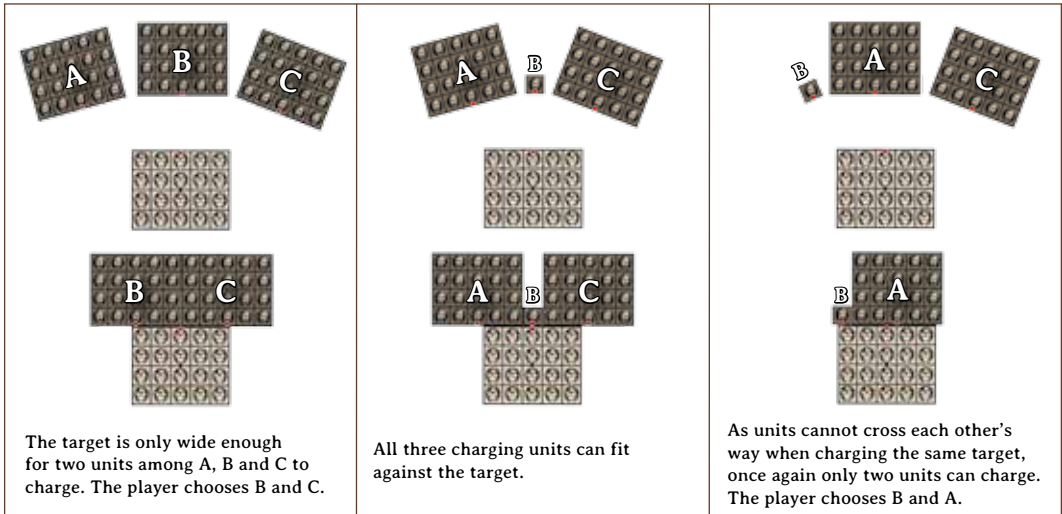


Diagram H – Multiple Charges

Multiple Charges Against the Same Target

If two or more of your units are able to charge the same enemy unit, they can do so, as long as they can fit. Just issue a simultaneous order to all of the units that are charging the same target.

Any units that have charged the same facing of the target will have to share the space available as equally as possible, as long as they can fit after all chargers have moved.

If there isn't enough space for all of the units to fit against the facing of the target they are charging, some of the units will not charge and must be given a different order.

You will notice how it is impossible for three units of exactly the same frontage (e.g. 100mm) to charge the facing of an enemy that has the same width (100mm). This is because corner-to-corner charges are not allowed – so only two such units can charge the same facing, the third will have to be given a different order.

Also note that, in multiple charges, charging units cannot cross each other's way in (see the last example of Diagram H).

Counter Charge

If a unit was charged by one or more enemy units in the previous turn, it may elect to perform a Counter-Charge instead of a regular Charge.

If a unit decides to Counter-Charge then it may only do so against an enemy unit which charged it in the previous turn. It does not need Line of Sight and the enemy unit does not need to be in the front arc, so it may Counter-Charge against units in its flank or rear arcs.

Also note that Counter-Charging to the flank or rear can sometime prove slightly tricky in narrow confines. It is perfectly fine to slide the unit sideways to fit against the front of the enemy, as long as the final position does not overlap any other unit. If the unit cannot fit against the target, then it cannot counter-charge that unit.

All rules that apply in a charge also apply in a counter-charge, unless otherwise specified.

TERRAIN

Elements of terrain make your table look more impressive, but they also make the game more complex, so don't use too much terrain in your first games of *Kings of War*. In war games, terrain is normally made in either of two ways: single terrain pieces or areas of terrain. The rules for both are below. Before the game, it's always a good idea to agree with your opponent how you are going to treat each of the pieces of terrain on the table.

TERRAIN AND MOVEMENT

Terrain Types

There are four types of terrain in *Kings of War*:

- **Blocking Terrain**

Units cannot move across blocking terrain and must go around it. We recommend treating buildings, high walls and other large pieces as blocking terrain. The edge of the table is also normally treated as blocking terrain. Units can pivot through Blocking Terrain in the same way as other units (see Interpenetration when pivoting on page 8).

- **Difficult Terrain**

This type of terrain consists of things like woods, crop fields, areas of rocky terrain or scree and so on. They are normally made by gluing a number of pieces of terrain onto a large base. This conveniently shows the area of the terrain – the entire area of this base counts as difficult terrain. While moving At The Double, units treat Difficult Terrain as Blocking Terrain instead.

- **Obstacles**

Obstacles are long and narrow pieces of terrain, like a low wall, a fence, a hedge, etc. – something that a roughly man-sized creature could see over and clamber across easily. Units can move over obstacles normally (even ending their move on top of them), but cannot cross them while moving 'At the Double'. Obstacles should be no more than 1" high – any higher and they will be Blocking Terrain instead.

- **Decorative Terrain**

Small pieces of decorative terrain, such as

lone trees or bushes, are treated as decorative terrain and are ignored for all in-game purposes. Units can move over/through them freely and can even end their move on top. It's best that decorative terrain like this is removable, but a unit's position can be marked some other way if it can't physically balance on top.

TERRAIN AND LINE OF SIGHT

Terrain Height

Heights of all terrain features should be agreed before the game. As a rough guideline, a piece of terrain has one level of height for each inch of actual physical height, so a 2" high wall would be height 2 for example. See below for some example pieces of terrain and their designations.

Obstacles are height 1 for determining cover, but never block Line of Sight.

Drawing Line of Sight

When working out Line of Sight, terrain blocks LOS to any units behind in the same way as a unit of the same height. For example, a height 2 or higher wall will block LOS between two height 2 units.

Some pieces of terrain, such as rivers and ponds, will be completely flat and never block Line of Sight. As always, these should be agreed with your opponent before the game.

Difficult Terrain

If any part of a unit is inside a piece of difficult terrain then that piece of terrain will not block LOS. In other words, areas of difficult terrain block LOS to units behind them (depending on height, of course), but not to units inside them.

Hills

While standing on a hill, a unit adds that hill's height to its own. For example, a height 1 war engine on a height 2 hill would be height 3, while large infantry (height 2) would be height 4 while stood on the hill.

A unit must have the majority of its base on a hill in order to be standing on it.

SHOOT

When you're done moving all of your units, it's time to shoot with any of them that can do so. Pick one of your units at a time, choose a target for them, and let loose!

If you start the Shoot phase and have not issued orders to all of your units, it is assumed that all units you have not ordered during the Move phase have been ordered to Halt.

If a unit has two or more types of ranged attacks (including spells), it can only use one per turn.

MOVING AND SHOOTING

Units that have received an 'At the Double' order that turn are too busy moving to be able to use ranged attacks.

MELEE AND SHOOTING

Units that are in base contact with enemies cannot use or be targeted by ranged attacks, unless specifically allowed.

RANGES

The ranges of the most common weapons used in *Kings of War* are:

- Long rifles, heavy crossbows: 36"
- Bows, crossbows, rifles: 24"
- Harpoon guns, carbines, firebolts (i.e. the flaming attacks used by some supernatural creatures): 18"
- Pistols, javelins, thrown weapons: 12"

If a unit has a ranged attack with a range

COVER

In cases when the target unit is partially visible behind a unit or terrain piece, the firing unit might suffer from the negative 'cover' modifier on its rolls to hit. To decide whether the target unit is in cover, draw LOS from the unit leader point of the firing unit to the side of the target unit that the firing unit is in (front, rear, or either flank).

A firing unit ignores any piece of terrain that it is currently within, or in base contact with, for determining whether an enemy unit is in cover, unless the enemy unit is also touching or within the same piece of terrain.

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.

The target unit will be in cover if:

- At least half of its base is within difficult terrain, or...
- LOS to at least half of the target facing is blocked, or passes over intervening units or terrain that have a smaller height than the firing or target unit.

Big Targets

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

Not Sure?

In the rare, marginal cases when you're not sure whether your target is in cover or not, simply roll a die. On a 4+ it is not, on 3 or less it is.

that is different from the ones above, it will be specified in its special rules.

SHOOTING AND HITTING THE TARGET

Once the target has been picked, roll a number of dice equal to the firing unit's Attacks value. Your unit's dice rolls, with any modifiers that apply, must score a number equal to or higher than its Ranged Attack value in order to hit its target. Discard any dice that score less than that.

Modifiers

A number of factors can affect the chance of hitting a target:

- **-1 Moving.** The firing unit received any order other than Halt that turn. This modifier does not apply to pistols, javelins, thrown weapons.
- **-1 Cover.** The target is in cover (see overleaf).

For each of these factors, deduct one from the score rolled by the dice. For example, if your unit normally needs a 4 or more to hit, but it has moved, you will need 5 or more to hit instead. If the target was in cover as well, you would need 6s.

Any dice that rolls a 1 is always a miss, regardless of modifiers. However, if modifiers to the roll mean that the unit would need more than 6 to hit, it can still use ranged attacks and will need 6 to hit, but it only rolls dice equal to half of its Attacks (rounding down).

DAMAGING THE TARGET

After discarding any dice that missed, pick up the dice and roll them again, to try and damage the enemy unit. The number your unit needs to damage the target is equal to the target's Defence value. This

roll can sometimes be modified by special rules, etc.

Any die that rolls a 1 always fails to damage, regardless of modifiers. If a modifier brings the score required to damage a target to above 6, that target cannot be damaged.

Recording Damage

For each hit that scores damage, place a damage marker next to the unit. This represents physical damage and casualties as well as a decline in the unit's morale, cohesion and will to fight on.

As the unit accumulates damage markers, it might be more convenient to record this by writing it down, or placing a die (possibly an unusual one, of a different size or colour, to avoid rolling it by mistake) next to a single damage marker behind the unit, or using some other suitable tokens.

TESTING NERVE

At the end of the Shoot phase, test the Nerve of any unit you inflicted damage on in that phase. This test is described on page 68, and will determine whether the damaged units stand, waver or run away.

Picking a Target

A unit can pick a single enemy unit as a target for its ranged attacks as long as the following conditions are met:

- the target is at least partially in the unit's arc of sight.
- the unit has line of sight to the target.
- the distance between the unit leader point and its target is equal to or less than your unit's weapon range.

MELEE

When you're done shooting with all of your units, it's time for your warriors to strike against the enemies that they have charged that turn. Of course, in reality the enemy warriors would be striking against yours, but for the sake of playability we imagine that in your turn the impetus of the charge means that your men will be doing most of the hacking and slashing, while the enemy mostly defend themselves. If the enemy is not annihilated or routed, your men will fall back and brace themselves, for you can be sure that the enemy will charge back into the fight during their turn to avenge their fallen comrades.

At this stage, there will be a number of combats on the table equal to the number of enemy units you charged in the Move phase. Pick one of these combats and resolve it completely before moving to the next, and so on until all combats have been resolved.

STRIKING

To attack the unit you charged, roll a number of dice equal to the charging unit's Attacks value.

If your unit is attacking an enemy to the flank, it doubles its Attacks.

If your unit is attacking an enemy to the rear, it trebles its Attacks.

HITTING THE TARGET

This process is exactly the same as described for ranged attacks, except that it uses the unit's Melee value rather than the Ranged one, and the modifier below rather than the ones for shooting.

Modifiers

A number of factors can make a hit less likely to happen, such as a -1 modifier for Hindered charges (see below) or those from special rules.

For each of these factors, add or deduct the modifiers from the score rolled by the dice. For example, if your unit normally needs a 4 or more to hit, but is Hindered (-1 modifier), you will need 5 or more to hit instead. If you incur an additional -1 to hit, you would need 6s.

Any dice that rolls a 1 is always a miss, regardless of modifiers. However, if modifiers to the roll mean that the unit would need more than 6 to hit, it can still attack and will need 6 to hit, but it only rolls dice equal to half of its Attacks (rounding down).

Hindered Charges

If a charging unit's move has gone through or ended over any portion of difficult terrain or an obstacle then it is Hindered in the following melee phase. While Hindered, units suffer a -1 modifier when rolling to hit. A unit can only be Hindered once in any given charge, so will only ever suffer a single -1 modifier as a result of a Hindered charge.

A unit that is Counter-Charging is never Hindered, whether by terrain, special rules or any other method.

DAMAGING THE TARGET

This process is exactly the same as described for ranged attacks.

Recording Damage

This process is exactly the same as described for ranged attacks.

TESTING NERVE

At the end of each combat, if you have managed to score at least one point of Damage on the target, test the target's Nerve. This test is described on page 68, and will determine whether the damaged units stand, waver or run away.

REGROUP!

Target Destroyed – Chargers Regroup

At the end of each combat, if your unit(s) managed to rout the target, it can do one of the following:

- stay where it is and pivot around its centre to face any direction (as per a Change Facing order).
- move directly forward D6". The unit must move the full distance rolled. This move is not affected by difficult terrain and obstacles.
- move directly backwards D3" (as above).

A unit cannot move through any other units while regrouping, though it can pivot through them as long as it ends clear.

Once the Regroup move has been carried out, shuffle the unit so that there is a 1" gap between it and all enemy units, and so that it is not touching any friendly units. Move the unit the shortest distance possible in any direction to maintain the gap (usually this will be straight back 1" but use whichever direction is the shortest).

Target Remains – Chargers Pull Back

If, on the other hand, your unit did not manage to rout its enemies and is therefore still in contact with them, it must be moved

directly back 1" – your warriors have been fought off and must fall back, close ranks and brace themselves for the inevitable counter-attack.

Remember at this point to separate any unit that ended up very close to other enemy units when charging the target, so that they are 1" apart once again. Also, make sure that your own units are separated by a little visible gap (a millimetre or so...).

If it is impossible to achieve the 1" distance from enemies, see if this can be done by moving said enemies away until they are 1" away. In the very rare cases when even this is impossible, then it's fine to leave them closer than 1".

DISORDERED

Units that have suffered at least one point of damage in the melee phase are Disordered – mark them with an appropriate counter.

They will remain disordered until the end of their following turn, when the Disordered counters are removed.

No Ranged Attacks

Disordered units cannot use any form of ranged attack (including magic). This is because they have been disrupted by the melee or are busy fighting back in close quarters.

NERVE

As a unit accumulates damage, it will become more and more likely to lose cohesion, until eventually it will turn tail and run from the field, never to return.

WHEN TO TEST

At the end of both the Move and Shoot phase of your turn, you test the Nerve of any enemy unit you managed to inflict damage upon during that phase. In the Melee phase, however, this test is done immediately at the end of each combat, if you managed to inflict damage on the target during that combat. In a combat where more than two units are involved, resolve all of the attacks first, and then take the Nerve test.

HOW TO TEST

Each unit has two numbers under its Nerve value. The first number is the unit's Wavering limit, the second number is its Routing limit.

To test the Nerve of an enemy unit, roll 2D6 and add to the result the points of damage currently on the unit, plus any other modifiers that apply (such as some special rules). This is the total you're using to 'attack' the enemy unit's Nerve. This total is then compared with the Nerve value of the enemy unit.

- If the total is equal to or higher than the unit's Routing limit, the unit suffers a Rout (see below).
- If the total is lower than the Routing limit, but equal to or higher than the Wavering limit, the unit suffers from a Wavering result (see below).
- If the total is lower than the unit's Wavering limit, then the unit is said to be Steady, which means it is completely unaffected and continues to fight on as normal.

For example, let's assume you are testing the Nerve of an enemy unit that has a Nerve of 11/13 and has suffered 3 points of damage. If you roll a seven or less, your total will be ten or less and the enemy will be Steady. If you roll an eight or nine, your total will be eleven or twelve and the enemy will be Wavering. If you roll a ten or more, the enemy Routs!

Steady

The unit continues to fight normally and does not suffer any negative effects. Remember however that units capable of ranged attacks, which have been Disordered will not be able to use their ranged attacks in their next turn.

Wavering

The unit does not rout, but is severely shaken during its next turn. In its next Move phase, it can only be given one of the following orders: Halt, Change Facing or Back. In addition, the unit is Disordered (so it will not be able to use its ranged attacks in its next Shoot phase).

It is normally a good idea to mark Wavering units with a token of some kind (like a bit of cotton wool).

Rout!

The unit routs of the field, is butchered to a man, or surrenders to the enemy and is taken prisoner – in any case, as far as this game is concerned, it is destroyed. Remove it.

EXCEPTIONAL MORALE RESULTS

Double Six – We Are Doomed!

If you roll double six when testing Nerve and the unit is not Routed, it will still suffer from a result of Wavering, as insidious news of defeat start to spread through the ranks.

Double One – Hold Your Ground!

If you roll snake eyes (double one) when testing Nerve, the enemy is filled with implacable resolve and will always be Steady and fight on, regardless of any modifier.

FEARLESS!

A few units in the game have a value of “-” for their Wavering Limit. For example, they could be -/14. These units are normally composed of fanatical, frenzied warriors or mindless supernatural creatures - in any case, they cannot Waver, and will therefore remain Steady until they eventually Rout.

Of course a routing result for such troops represents them being utterly annihilated, or collapsing as their magical lifeforce abandons them.

WAR ENGINES

Following are all of the exceptions that apply to War Engine units, unless differently specified in their entry.

Move

War Engines cannot be ordered to move At the Double, nor to Charge. While moving, War Engines treat obstacles as blocking terrain.

Melee

Attacking War Engines

Units attacking a War Engine always treble their Attacks, regardless of position.

Remember also that even if it survived such an onslaught, a War Engine would become Disordered as normal.

Shooting

Unless otherwise specified, War Engines have a range of 48”.

Arc of Sight

If a War Engines' base is wider than 50mm, then its arc of sight is not taken from the corners. Instead the 50mm wide arc should be defined on the unit's base, such as by painting two vertical lines on the front or marking it with appropriate scenic decoration. It still has a front arc as normal, but when choosing a target for ranged attacks it may only choose one within the arc of sight taken from the 50mm marked on the base.

For example, the base shown right has an 80mm width, but the arc of sight only extends from a 50mm width on the front of the base.

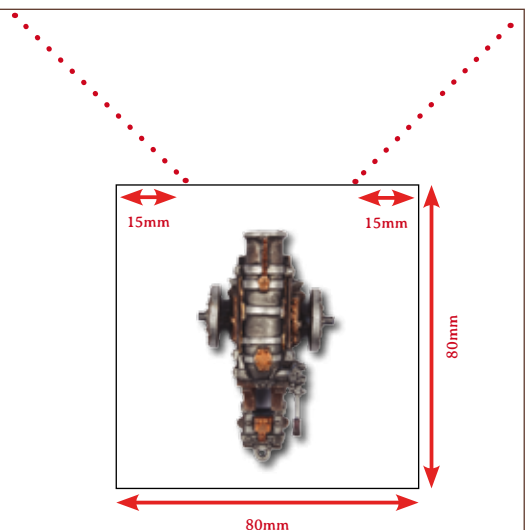


Diagram I – War Machines

INDIVIDUALS

Units with this rule are normally made of a single model representing a roughly man-sized individual, on foot or horseback. These obviously behave in a very different manner from regimented units or very large creatures. The following rules represent this:

Line of Sight

Before being given an order, an individual may pivot to face any direction for free.

Individuals never block line of sight or offer cover against ranged attacks.

Move

Individuals have the Nimble special rule.

Shooting

Individuals may pivot to face any direction for free before picking a target in the shooting phase.

Enemies shooting against Individuals suffer an additional -1 to hit modifier.

Melee

When charging an individual, a unit must make contact with the face that they started in as normal, however the Individual will turn to align flush with the unit's facing, rather than the unit aligning to the individual's facing.

Enemies never double/treble their Attacks when fighting the individual (including against Individual War Engines).

Similarly, the individual does not double/treble its own attacks when attacking an enemy in the flank/rear. It does still treble its attacks against war engines, however.

If an individual is routed and the charger (including another individual) decides to advance D6" directly forward, it can make contact with another enemy unit. This is treated as a successful charge and the charger is lined up against the new enemy as normal and can immediately attack again!

If either the initial charge move or the regroup move took the charging unit over an obstacle or through difficult terrain, then it is hindered during this additional combat.

Also note that if the new enemy is another individual, which is then routed, the charger can again advance D6" forward as above, and so on – you can run over any number of meddling individuals in a single charge!

SPECIAL RULES

Some units, or even entire armies, possess what we call 'special rules'. Each of these special rules is an exception to the normal rules. Some are listed with the units themselves, but the most common are listed below.

Big Shield

If you are worried about not finding any cover, best bring it with you to the battle!

All attacks (ranged and melee) from enemies that are in the unit's front arc treat its defence as 6+.

Blast (n)

This rule is used for all weapons that explode on impact with the target or otherwise inflict massive amounts of damage with a single hit.

If the unit's attack hits the target, the target suffers a number of hits equal to the number in brackets, rather than a single hit.

For example, if a unit suffers a hit from a *Blast (D6+3)* attack, it will suffer from four to nine hits rather than a single one. Once this is done, roll for damage as normal for all of the hits caused.

Breath Attack (n)

This rule is used for dragon breath and other attacks where a great gout of flame or toxic gas fills an area.

The unit has a ranged attack for which you roll (n) dice rather than the Attacks value of the unit. This attack has a range of 12" and always hits on 4+, regardless of any modifier.

Sometimes this rule is listed as Breath Attack (Att). In this case use the unit's Attacks stat as the value for n.

Brutal

To be showered with the life fluids and innards of one's former comrades is a rather unnerving experience...

When testing the Nerve of an enemy unit in melee with one or more of your units with this rule, add +1 to the total.

Crushing Strength (n)

This rule is used to represent the devastating effects of melee hits from creatures of terrible strength or that are equipped with very heavy close combat weapons or even magical weaponry.

All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.

Elite

Creatures with this rule are supremely skilled – true masters of the art of war.

Whenever the unit rolls to hit, it can re-roll all dice that score a natural, unmodified 1.

Ensnare

This rule is used to represent all of the means, both physical and supernatural, to slow down an enemy's momentum – from weighted nets to beguiling spells.

When attacking this unit in its front, enemies suffer an additional -1 to hit in melee.

Fly

This rule can literally represent flying movement (not really soaring high in the sky, however... more like fluttering around, a bit like a chicken), or even a ghostly creature's ability to move through solid matter.

The unit can move over anything (blocking terrain, enemy units, friendly units when charging, etc.), but still cannot land on top of them. The unit does not suffer hindered charges for moving over difficult terrain or obstacles, unless it ends the move within or touching them. The unit also has the *Nimble* special rule.

Fury

Some warriors and creatures are just too frenzied with bloodlust to ever slow down in their relentless assault.

While wavered, this unit may declare a Counter-Charge.

Headstrong

"Wavering's for little wide-eyed girls with ribbons in their hair... and Elves." – Dwarf proverb.

Whenever the unit begins a turn Wavering, it rolls a die. On a 4+ it shrugs off the effects of Wavering and is Disordered instead.

Indirect Fire

The unit fires its shots in high arcing trajectories, which means that the distance to the target is pretty much irrelevant and that most cover is pretty much useless. However, if any enemies get really close, it's impossible to hit them.

The unit fires in high arcs, hitting the target from the top, which means it does not suffer the -1 to hit modifier for cover.

On the other hand, the unit cannot shoot targets that are within 12".

Note that the firing unit does still need to see its target to fire at it.

Individual

This rule is explained on page 71.

Inspiring

The bravery of a heroic general, or the presence of a great big flag, can convince warriors to stand their ground a little longer. For creatures like the undead (that don't care much about banners), the proximity of their general or of a sorcerous banner fills them with supernatural energy.

If this unit, or any friendly non-allied unit within 6" of this unit, is Routed, the opponent must re-roll that Nerve test. The second result stands.

Note a unit can also have Inspiring (specific unit) – in that case the unit will only inspire itself and that unit.

Iron Resolve

Some elite troops can hold their ground even when they have taken horrendous casualties.

If this unit is Steady as a result of a nerve test, it regains 1 point of damage previously suffered.

Lifeleech (n)

The blood and life energy of the enemy are sustenance for these unnatural creatures.

In a melee, this unit regains one point of damage it has previously suffered for every point of damage it deals, up to a maximum of n.

Nimble

Used for flyers, lightly armed units like skirmishers and scouting cavalry, and heroic individuals that venture on the battlefield on their own, this rule makes the unit considerably more manoeuvrable and more suited at using their ranged weapons to harass the enemy.

The unit can make a single extra pivot of up to 90 degrees around its centre while executing any move order, including a Charge! It cannot make this extra pivot when ordered to Halt.

In addition, the unit does not suffer from the -1 to hit modifier for moving and shooting.

Pathfinder

Mystical affinity to nature or simply a very good eye for terrain?

The unit suffers no movement penalties for difficult terrain, simply treating it as open terrain.

Pathfinder units are not Hindered for charging through difficult terrain.

Phalanx

From the front, these units look like a forest of sharp spikes pointing at you.

Units that charge this unit's front cannot use the Thunderous Charge special rule.

Piercing(n)

This rule is used for ranged attacks that can penetrate armour with ease (such as shots from rifles), as well as magical ranged attacks.

All ranged hits inflicted by the unit have a +(n) modifier when rolling to damage.

Regeneration (n)

Creatures gifted with this ability are very difficult to kill, as their wounds heal at incredible speed.

Every time this unit receives a move order (including Halt!), before doing anything else, roll a number of dice equal to the amount of damage currently on the unit. For every result of (n) or higher, the unit recovers a point of damage.

Reload!

Some powerful missile weapons take much longer to reload, making them less flexible.

The unit can fire only if it received a Halt order that turn.

Shambling

Braiiinsss... braiiiiinnsssss...

The unit cannot be ordered 'At the Double', except when carrying out a Vanguard move.

Stealthy

The unit is extremely adept at hiding or benefits from magical protection that makes it very difficult to target with ranged attacks.

Enemies shooting against the unit suffer an additional -1 to hit modifier.

Strider

The unit is big enough or agile enough to brush past any barrier.

The unit never suffers the penalty for Hindered charges.

Thunderous Charge (n)

This rule is used for mounted knights equipped with lances and other units that rely on momentum to deliver a powerful charge.

All melee hits inflicted by the unit have a +(n) modifier when rolling to damage. This bonus is in addition to the unit's Crushing Strength (if any), however the unit loses this bonus when Disordered or during Hindered charges.

Vanguard

This unit is trained to range ahead of the main force, scouting the terrain and gathering information about the enemy.

The unit can make a single At the Double or Advance order after set-up is finished. If both armies have units with this rule, roll a die. The highest scorer decides who begins to move one of their *Vanguard* units first, then the players alternate until all *Vanguard* units have been moved.

Very Inspiring

The best leaders are able to command every unit on the battlefield by use of sorcery or numerous brave messengers.

This is the same as the *Inspiring* special rule, except that it has a range of 9". Any rule which affects *Inspiring* also affects *Very Inspiring*.

Vicious

The unit fights with utter ferocity, resorting to serrated blades and wicked hooks, eye gouging and all manner of other unsporting behaviour.

Whenever the unit rolls to damage, it can re-roll all dice that score a natural, unmodified 1.

Yellow Bellied

What did the boss-man say? It sounded like 'retreat'... yes, I'm pretty sure it was that...

When this unit wishes to charge an enemy unit's front facing, roll a die. If the result is a 1 then the unit 'misunderstands' the order and carries out a Halt! order instead.

This does not apply if the unit wishes to charge the flank or rear of an enemy unit, an individual or war engine, or if it is carrying out a Counter-Charge.

PICKING A FORCE

You can play *Kings of War* with just a few units per side, without worrying about the two sides being equally matched. This is great for learning the game, but after you've become familiar with the rules and have amassed a large collection of models, you might want to try a game where the forces facing one another across the battlefield are balanced, so that both players have an equal chance of winning the game.

In order to achieve this, you and your opponent must pick an army before the game. First agree a total of points, say for example 2,000 points. Then start picking units from one of the force lists provided in this book – each unit costs a certain amount of points, as listed in its entry in the appropriate force list (including any options like magical artefacts). For example a regiment will cost around 100 points.

As you pick them and include them in your army, keep adding their cost until you have reached the total you agreed. You can of course spend less than the agreed total, but you cannot spend even a single point more. However, an army is still considered to be the size of the maximum total the players agreed on (e.g. an army which come to 1995 points would still be considered a 2000 point army).

Army Selection

In order to restrict the possible (nasty) combinations that can be fielded and to make sure armies have a resemblance of 'realism' about them, we introduce the following limitations to the unit types that can make up your army:

Troops

Your army can include up to 2 Troops per Regiment in the army.

Your army can also include up to 4 Troops

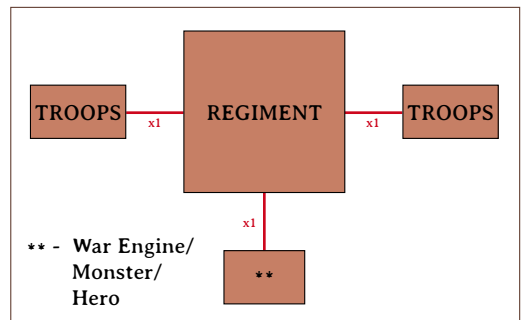
per Horde in the army.

Regiments

Your army can include as many Regiments as you like. For every Regiment in the army, you can also include the following:

1 War Engine OR 1 Monster OR 1 Hero

For example, including 3 Regiments gives you access to up to 3 additional units chosen from War Engines, Heroes or Monsters.



Hordes

Your army can include as many Hordes as you like.

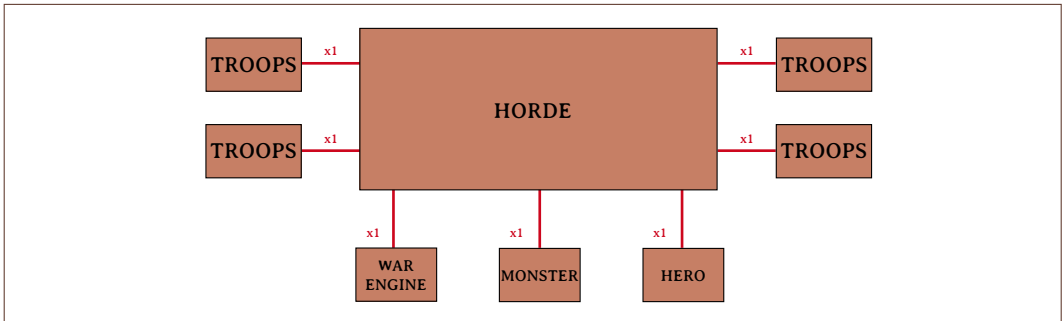
For every Horde in the army, you can also include the following:

Up to 1 war engine and 1 hero and 1 monster.

For example, including 3 Hordes gives you access to up to 3 additional War Engines, up to 3 additional Heroes AND up to 3 additional Monsters (see diagram overleaf).

Legions

Legions are Hordes for the purposes of army selection.



Irregular Units

Note that some units have an asterisk next to their name (for example: Gargoyles*). We call these *irregular units*, because they are not representative of the core, or mainstay force, of their army. This means that the unit is treated as a Troop from the point of view of Army Selection, even if it is a Regiment or Horde – i.e. it does not unlock any optional Troops, Heroes, Monsters or War Engines, and it needs to be unlocked by a Regiment, Horde or Legion of ‘regular’ troops.

Heroes (Monsters)

Heroes that belong to the Monster unit type (Hero (Mon)) simply count as a Hero from the point of view of force selection. So if you have a Horde, you can field a Hero (Mon) as well as a Monster.

Living Legends

In addition, if a unit has [1] after its name in the list, it is a Living Legend and this means that only one such unit exists and can therefore be included in an army. Of course it might happen that both opponents field this unit... in which case one of them must surely be an impostor and only the test of battle can show which one!

ALLIES & ALIGNMENTS

When using allies, you are free to mix units from different army lists in your army, as long as you always keep in mind that you need Regiment/Hordes of a specific army to include Troops, War Engines, Heroes or Monsters of that race, as normal.

Smaller Games

If you are a new player with a small model collection you sometimes want to throw a few units on the table to learn the game. You might even be running a small demo of the game for friends or even teaching the kids the joys of war-gaming. Whatever the circumstances, you might want to consider allowing any number of Troops in an army when playing games below around 750 points. This allows both sides to field a decent variety on unit types and for players who are still collecting their armies to get them on the table and play some games.

If you are using allies then you may only choose up to 25% of your points limit from the allied list. You may not take Living Legends as Allies. In addition, alliances between races that are hated enemies in the *Kings of War* background are not very ‘realistic’, so we have given a specific Alignment to each army – either Good, Evil or Neutral.

Good races should never ally with Evil races, but anybody can ally with Neutral races. So please don’t mix Evil and Good units in the same army, unless your opponent agrees, of course. You can also join forces with your friends and play with several allied armies on either or both sides, as long as the points values are balanced.

SPELLS

The spells listed below summarize in brief the wealth of subtly different magical powers wielded by the spellcasters of the world of Mantica, which we refer to with the generic term of 'Wizards'. A wizard is any unit that has access to the spells below, and not a unit that is equipped with a magical artefact that reproduces the effects of a spell (like the Boomstick, for example).

Spells are ranged attacks and thus follow the normal rules for shooting (e.g. a model that moves at the Double cannot use these powers that turn), with the exceptions listed below.

For spells, you always roll the number of dice indicated in the (n) value in the Wizard's entry for that spell, rather than the Att value of the Wizard itself. The Att value of the Wizard is only used if the model was to use a normal ranged attack, like a bow, instead of its spells.

Spells always hit on 4+, and ignore all to-hit modifiers for ranged attacks, including any modifiers from special rules. Note that re-rolls (like the one provided by the Elite rule), unlike modifiers, do apply.

Some spells can only target a friendly unit – this is marked as 'friendly unit only'. Note that such spells cannot normally target the wizard itself and cannot target friendly allied units – so a wizard from your main force can't bane chant an allied unit for example, and a wizard from your allied force can't heal a unit from your main force.

Each wizard's individual entry lists which spells can be purchased for him/her, much in the same way as equipment, and how much each additional spell is going to cost. This allows you to customise your wizards for your favourite battlefield role. Keep in mind, however, that a unit can make only a single shooting attack per turn, so buying more than one spell gives your wizard flexibility, as you can choose which one to use, but does not allow the Wizard to cast more than one spell per turn.

Spell	Range	Special Rules
Fireball (n)	12"	None – roll to damage as normal.
Bane-chant (n)	12"	Friendly unit only, including units engaged in combat. Hits don't inflict damage. Instead, if one or more hits are scored, for the rest of the turn all of the unit's melee and ranged attacks increase their Piercing and Crushing Strength value by 1, or gain Piercing (1) and Crushing Strength (1) if they don't already have these rules. Note that multiple bane-chants hitting the same unit do not have cumulative effects.
Wind Blast (n)	18"	Hits don't inflict damage. Instead, each hit pushes the target enemy unit 1" directly backwards if the caster is in the target unit's front arc, directly sideways and away from the caster if the caster is in either of the target unit's flank arcs, or directly forwards if the caster is in the target unit's rear arc. The target stops 1" away from enemy units or just out of contact with blocking terrain and friends. This spell has no effect on units with a speed of 0.
Lightning Bolt (n)	24"	Piercing (1) – roll to damage as normal.
Heal (n)	12"	Friendly unit only, including units engaged in combat. Hits don't inflict damage. Instead, for every hit 'inflicted', the friendly unit removes a point of damage that it has previously suffered.
Surge (n)	12"	Friendly unit with the Shambling special rule only. Hits don't inflict damage. Instead, for every hit 'inflicted', the Shambling friendly unit moves straight forward a full inch (stopping just out of contact from friendly units and blocking terrain). If this movement brings it into contact with an enemy unit, treat this as a successful charge against the enemy facing that has been contacted. However, the charged unit will not take any Nerve tests for any damage it might have taken previously in that Shoot phase. If the Surge move took the unit over an obstacle or through difficult terrain then it will be hindered in the ensuing combat as normal. "This spell has no effect on units with a speed of 0.

PLAYING A GAME

1) Prepare your Forces

First of all you and your opponent need to pick armies to an agreed total of points, using the process described in 'Picking a Force', on page 76.

2) Choose a Gaming Area

We assume that games of *Kings of War* will be played on a 6'x4' foot table or other flat surface, like a floor.

For larger games, we recommend an extra 3' of width for every 1000 points over 2000. For games with 1500 or fewer points, we recommend using a smaller board size, like 4'x4'.

3) Place Terrain

Before the game, it's a good idea if you and your opponent put some terrain on the battlefield. Arrange it in a sensible manner, trying to recreate a plausible landscape of the fantastic world your armies are battling in. Alternatively, find a third and neutral person to lay out the terrain for you.

During this stage it's vital that you agree what each piece of terrain is going to count as during the game – is it blocking terrain, an obstacle, a piece of decorative terrain or an area of difficult terrain?

4) Set-up

After rolling for the type of game and setting up the objectives/loot, if any, both players roll a die. The person scoring highest chooses one long edge of the battlefield as their own and then places one of their units on that side of the battlefield, more than 12" from the middle line (see Set-Up diagram). Their opponent then does the same on the opposite side of the table. The players keep alternating in doing this until they have placed all of their units onto the table.

5) Who Goes First?

Both you and your opponent roll a die. The highest scorer chooses whether they are going to have the first turn or give the first turn to their opponent instead. Game on!

6) Duration

The game lasts until each player has taken six turns. At the end of turn 6, one player rolls a die. On a 1-3 the game ends. On a 4-6 both players play an extra turn and then the game ends – work out the winner as described in the scenario conditions.

You can of course vary the number of turns you want to play for, or decide to play for a set amount of time instead (e.g. two hours), after which the game continues until each player has had the same number of turns.

7) Objective

At the end of the game, add up the cost of all of enemy units you Routed. That is your score. Your opponent does the same and you compare scores.

If the difference between the scores in favour of a player is at least 10% of the total cost of the armies, that player wins, otherwise the game is a draw. For example, in a game where armies are 2,000 points, you need at least 200 points more than your opponent to win.

Set-Up Diagram

