

KINGS OF WAR – OFFICIAL FAQs by Alessio Cavatore

ERRATA

Cover rules missing from the mini rule book

Q) How does cover work, there appears to be a section missing from the mini rulebook PDF?

A) Here is the text from the full rulebook, together with the Shooting Modifiers text that includes a couple of amendments (highlighted in ***bold&italic*** below):

[SHOOTING] Modifiers

A number of factors can make a hit less likely to happen.

The most common are:

- **-1 extreme range.** The target is over half of the attack's range away.
- **-1 soft cover.** The target is in soft cover.
- **-2 hard cover.** The target is in hard cover.
- **-1 moving.** The firing unit received any order other than Halt that turn.

For each of these factors, deduct ***the modifier*** from the score rolled by the dice. For example, if your unit normally needs a 4+ to hit, but it's shooting at a target in ***soft*** cover, you will need 5 or more to hit instead. If the target was at extreme range 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 shoot and will need 6 to hit, but it only rolls dice equal to half of its Attacks (rounding down).

COVER VERSUS RANGED ATTACKS

To decide whether the target unit is in cover, take a look at it from behind the head of the firing unit's Leader.

- If he can see more than half of the target unit clearly, the target is not in cover.
- If at least half of the target unit is out of sight, or partially obscured by intervening terrain or models, the target is in cover.
- If at least half of the target unit is inside an area of difficult terrain, the target is in cover. People may agree at the beginning of the game that some areas of difficult terrain do not confer any cover (like quicksand, for example...).
- If the line of sight of the unit leader goes through 3" or more of an area of difficult terrain, the target is in cover (unless you have agreed that the area of difficult terrain does not confer cover, see above).
- If you're not sure whether the target is in cover or not, roll a die. On a 4+ it is not, on 3 or less it is.
- If the majority of the cover comprises of things that in reality would hide the unit but not stop any bullets, arrows or shrapnel, use the soft cover modifier. This includes enemy and friendly troops, on account that they'd try to get out of the way of the shots as much as possible. Otherwise, use hard cover. Agree before the game what is going to count as hard and soft cover.

UNITS

Base Sizes

Q) Could you please clarify the base sizes for Naiads, Sylphs, Gnomes, Sylvan Kin, Salamanders, Lower Abyssals and other units whose models have not being released yet?

A) Here's a list (courtesy of Darklord, edited by Alessio):

- **Infantry** is on 20mm square bases, apart from Orcs, Sylvan Kin, Salamanders, Lower Abyssals & Gargoyles, which are on 25mm square bases.
- **Large Infantry** is on 40mm square bases, apart from Lesser Obsidian Golems, which are on 50mm square bases.
- **Cavalry** is on 25x50mm.
- **Large Cavalry** is on 50mm square bases, apart from Mincers, all Chariots & Fight Wagons which are on 50mm x 100mm.
- **Monsters** are normally on 50mm square bases, but you can use a 50mm x 100mm base if your monster doesn't fit.
- **War Engines** don't have to have a base, but if you want one, treat them as Monsters.
- **Heroes** fit on the relevant base – i.e. a model on foot will use a 20mm base. (unless it's an Orc or other race that uses larger bases for infantry, as noted). If you mount a character on a horse, he then is put on a 25mm by 50mm. Mount them on something bigger like a Slasher/Griffon/Dragon etc, and they'll be on a 50mm base. Again, if your Dragon needs a bigger base, that's fine.

Basing

Q) The rulebook states: "These models must be glued on the bases provided with them and formed up into units as described below." Is this to be taken literally forbidding unit basing and the like?

A) No, as long as the unit itself conforms to the correct size for the ranked up models (plus or minus a movement tray) then the way the individual models are based does not matter.

Orc Basing

Q) Can Orcs be mounted on 20mm bases instead of 25mm ones? Can any infantry models be placed on either base size?

A) No to both questions. As stated above, models must be glued to the bases provided with them.

MOVE

Charging and Line of Sight

Q) When charging a unit, the Leader must be able to see it. Does the leader have a 90 degree arc of sight or does the leader use the unit's arc of sight?

A) Remember that the target unit has to lie within the front arc of the charging unit. So as long as the target or part of it is within this arc and the leader can draw a LOS to it, this condition for charging is satisfied. The leader model himself doesn't have a personal 90 degree front arc.

Unit Interpenetration

Q) Under what circumstances is it acceptable to interpenetrate an enemy unit? The text in the rulebook can be (mis)read to state that it is possible to advance through an enemy unit as long as a pivot is involved at some point in the move.

A) Interpenetration is only possible during the pivot itself and usual movement restrictions apply for the rest of movement.

Pivoting interpenetration during a charge

Q) Can a pivoting unit interpenetrate an allied or enemy unit during a charge?

A) Yes, but only literally when pivoting, and not when moving forward.

TERRAIN

Regrouping and Terrain

Q) Is 'regroup movement' affected by difficult terrain? And what about obstacles, do they affect regroup movement?

A) No, Regroup movement is not affected by difficult terrain or obstacles.

Dark Surge and Terrain

Q) Is the Dark Surge move affected by difficult terrain (so each 4+ "hit" on the unit only moves them forwards 0.5")? And what about obstacles, do they affect Dark Surge movement?

A) No, Dark Surge movement is not affected by difficult terrain or obstacles.

Combat following regrouping or 'dark surging' across terrain

Q) If a unit overruns an individual, regroups D6 across difficult terrain and contacts another unit, this means it's another charge. The regroup movement is not affected by the difficult terrain penalty, so does the -1 to hit for disrupted charge still apply? And what if the unit is Dark Surged through difficult terrain to charge an enemy – does the disrupted charge apply?

A) No, the disrupted charge penalty does not apply.

MELEE

Space for models following combat

Q) What should be done if there is not enough space to move a unit or model back 1" when the Chargers Pull Back following combat.

A) This situation is extremely unlikely, as the chargers needed enough free space to be able to charge in the first place. However if the situation described was to happen somehow, move the chargers as much as possible backwards, just enough to separate them a few millimetres from the target. If even this is impossible, it's acceptable to move the target backwards until the two units are roughly 1" apart.

Separating multiple chargers following combat

Q) If multiple chargers succeed in destroying an enemy unit should they be separated by 1" before or after proceeding with their regroup actions? If not then it could be said that their regroup moves are not legal if the units do not end 1" apart.

A) First execute their regroup moves, then, if necessary, separate them, moving units as little and as equally as possible.

SPECIAL RULES

Re-re-roll?

Q) Is it ever possible to re-roll a re-roll?

A) No, never. The second roll always stands.

Inspiring

Q) Some units say "Inspiring only to X". Does that mean that they are not inspiring to themselves (e.g. Dwarf Warsmith and new Ogre Warlock)?

A) A unit that is Inspiring is always Inspiring to itself, even if the extended effect is restricted to other particular unit types.

Nimble/Individuals and Charging

Q) Does having Nimble grant you an extra turn when you charge? And can Individuals pivot any number of times when charging?

A) No, the charging rules take precedence in either case and so Nimble units can only pivot twice when charging, like any other unit.

Individuals, however, can first rotate up to 360° to choose a new facing and then charge, but then during the charge they can then only pivot twice, like any other unit.

NOTE – this Answer has been changed from previous versions of this document.

Regrouping and Individuals

Q) Following combat, and the successful routing of your opponent, you get to regroup. This is either: Change facing, Directly forward D6, Back-up D3. All simple. But can an individual, who has a 360° movement arc, move D6 in any direction (or backup D3 in any direction)?

A) As the individual would have lined up with the target as part of the charge move anyway, it is easier to simply follow the rules as written and literally leave it where it is (i.e. change facing), or move it forward D6" or backwards D3".

Over-running Individuals

Q) Is there a limit to the number of times you can rout individuals in a single turn?

A) No there is not limit. If you are lucky enough to rout more than one individual (or your opponent was foolish enough to set it up for you!), then you can keep going until you fail to rout one.

Nimble units and Halt or Regroup

Q) If a Nimble unit is ordered to Halt, can it still do its free pivot? If so, does it then count as having been ordered to Halt from the point of view of shooting (no –1 to hit for moving, shooting even with Reload!)? And what about as part of a Regroup?

A) No, if Nimble unit is ordered to Halt, it does not move at all. The Nimble rule only works when the unit is actually executing a normal move, having received an Advance!, Back!, Sidestep! or At the Double! order. For the same reason, Nimble units cannot use this ability when Regrouping, Pulling Back, Dark Surging or any other type of non-standard movement.

Shambling Vanguard

Q) How do the Shambling and Vanguard special rules work together?

A) Shambling units with Vanguard may make a double move before the game, as this represents them working their way onto the field earlier than the rest of the army, possibly by stealth or magical means rather than by speed. From that point onwards they revert to their Shambling movement.

FORCES LISTS

Ogre Shooters

Q) The Ogre Shooters in the Ogre Army from the Kings and Legends book are different from the ones in the Kingdoms of Men list in the rulebook, so which one should I use?

A) If you are using the Ogre Shooters as part of a Kingdoms of Men army, use the profile in the rulebook, while if you are using an army from the Ogre Army on Kings and Legends, use the entry from that book. Obviously, the equipment carried by Ogre mercenaries in human armies is slightly worse!

Ogre Shooters musicians and banners

Q) Should Ogre Shooters have the option for a musician and/or banner?

A) No. By the way, this is not really an FAQ...

Orc Chariot musicians and banners

Q) Can a single Orc Chariot take a musician and/or banner?

A) Yes, it can have either (or both!).

Abyssal Dwarf 'Dragon' Fire-team

Q) An Abyssal Dwarf Fire Team is both an Individual and a Warmachine, meaning that when charged enemy units both NEVER triple their attacks and ALWAYS triple their attacks against it. Which takes precedence?

A) The Individual rule takes precedence, so enemy units do not triple their attacks against it.

Wavering be the Pious

Q) Can 'Blessed be the Pious' be used by a unit that is wavering?

A) Yes.

Basilean Phoenixes

Q) The Phoenix has Renewal and is also Angelic. So does that mean it has Regeneration twice, one which can be lost and one which cannot? Is this intentional or should the Renewal replace the Regeneration granted by being Angelic?

A) The Phoenix does not regenerate twice. Rather, the Renewal rule simply means that it can never lose its angelic Regeneration.

Confident Angels

Q) How does Helm of Confidence work with Elohi and other Angelic units?

A) The Helm of Confidence has no effect on Angelic units, as they are immune to its effects.

Helm of Confidence vs. Bhardoom!

Q) Does Brakki Barka's Bhardoom rule negate the Helm of Confidence?

A) No it does not, the Helm continues to work, as Bhardoom only affects Inspiring rules generated by friendly heroes.