

KINGS OF WAR

2ND EDITION

Kings of War is a game that is both easy to learn and fast to play, yet will take time and experience to master. With few and simple rules, there is little to get in the way of the fun and slaughter. *Kings of War* is a challenging game of strategy, where you can pit your wits against your opponent without devoting half of your brainpower to remember a plethora of convoluted rules.

And that's not all, the innovative turn structure allows you to play *Kings of War* using a time-keeping tool (like a stopwatch or a chess clock) to time your moves. As the seconds tick away, the pressure and excitement this adds makes *Kings of War* unlike any other large-scale wargame you've ever played before. So read on and enjoy!

This second edition features not only revised rules (thanks for all of your feedback!) and an expanded version of the five existing force lists you have already seen, but also three entirely new armies to make your games of *Kings of War* even more comprehensive and varied.

These three new force lists, are of course in need of some more accurate balancing... and that's where you can help. Please play as many games as you can and give us your feedback at:

www.manticgames.com/Forum.html

In the end, we'll get a game that is made by gamers for gamers!

By ALESSIO CAVATORE

CONTENTS

RULES2
Units2
The Turn5
Move6
Terrain9
Shoot10
Melee12
Testing Nerve14
War Engines16
Special Rules17
Picking a Force20
Timed Games21
Game Scenario22
FORCE LISTS24
Dwarfs24
Elves28
Kingdoms of Men32
Abyssal Dwarfs36
Goblins40
Orcs43
Twilight Kin46
Undead49
FIRST BLOOD (introductory scenario) ..	.54

Artwork: Roberto Cirillo, Sascha Duis, Des Hanley, Phil Moss, Stef Kopinski, Jonas Springborg
Thanks to: Beasts of War, Richard Lambert, Chris Palmer, Tom Pugh and the Chelmsford Bunker, Josh Roberts, Tabletop Insider... oh, and Ronnie too. Scenery from owner's collection.
Produced by: River Horse (Europe) Ltd. (www.riverhorse.eu)
Published by: Mantic Entertainment Ltd. Copyright © Mantic Entertainment 2011. ISBN: 978-0-9569945-0-9

UNITS

In *Kings of War*, all units are made up of one or more models.

These models must be glued on the bases provided with them and formed up into units as described below.

Each unit belongs to one of the following categories:

Infantry (Inf)

Infantry units normally consist of models mounted on 20mm or 25mm square bases, fielded five models wide.

The smallest infantry units are therefore made up of just five models, but such units are rare and normally comprised of extremely powerful warriors. More commonly, units consist of ten models in two ranks of five, fifteen in three ranks, twenty in four ranks, twenty-five in five ranks or thirty in six ranks, which is the largest standard unit.

The number of models that make up a unit is specified in its stats (explained on page 5), and will normally correspond to the number of models you get in boxes supplied by Mantic.

Hordes

Hordes are the largest infantry unit in *Kings of War* and are highly resilient and dangerous. They have a frontage of ten models and are either four, five or six ranks deep.

Large Infantry

Some infantry units consist of large infantry models mounted on larger bases (40mm square, for example).

These units can normally be fielded as a single model, as three models in a file in the case of a Troop, or as two ranks of three models in the case of a Regiment.

Cavalry (Cav)

Cavalry units normally consist of models mounted on 25mm by 50mm rectangular bases, fielded five models wide. Cavalry are not usually as numerous as infantry on the battlefield, but the very rare cavalry Hordes are also fielded ten models wide.

Large Cavalry

Some cavalry units consist of large cavalry models mounted on larger bases (for example, 50mm square bases, or 50mm by 100mm rectangular bases).

These units can be fielded as a single model, as three models in a file in the case of a Troop, or as two ranks of three models in the case of a Regiment.

Heroes or Monsters (H/M)

A Hero or Monster is a unit consisting of a single model, either a large beast or a mighty leader, or even a combination of the two, like a mighty hero mounted on a war-beast.

War Engines (War Eng)

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

Kings of War - Units



5 Infantry



5 Cavalry



10 Infantry



10 Cavalry



15 Infantry



War Engine



Hero



Monster ridden by Hero



20 Infantry



60 Infantry (Horde)

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.

LINE OF SIGHT

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.

Real Line of Sight

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, simply lean down on the table and look from behind the head of the unit’s Champion (see below). If the unit’s Champion can ‘see’ any part of the target’s torso (ignore weapons, banners or other decorations, heads, limbs, tails, wings, etc.), then the entire unit can see it.

It is acceptable to ‘see’ a target unit by looking over the heads of an intervening unit, assuming that the target is tall enough

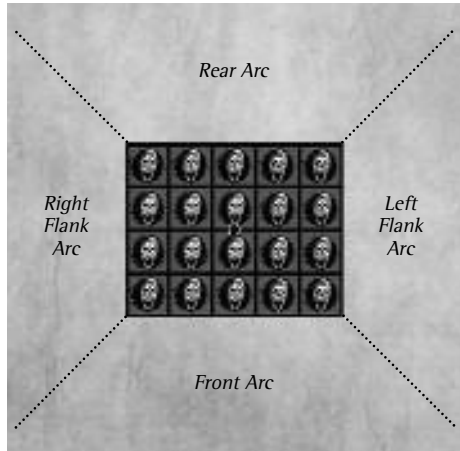


DIAGRAM A

for your Champion to actually see its torso. It is not acceptable however to ‘see’ an enemy through the tiny gaps in-between the models of any intervening units – assume that units are ‘solid’.

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

UNIT CHAMPIONS

Unit Champions are very important, and should be represented by suitably imposing models so that they clearly stand out from the rest of the unit. To avoid any doubt, they are always placed in the centre of the unit’s front rank, or as close as possible to the centre in the case of units with an even number of models in the front rank.

Champions are the commanders of the unit, the ones issuing orders to their comrades. This means they are important points of reference for some of the rules used in *Kings of War*.

If a unit consists of a single model (like a War Engine, a Hero or Monster), that model counts as the Champion.

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.** What type of unit and how many models it comprises.
- **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 (At).** 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.
- **Special.** Any special equipment (like ranged weapons) and rules the unit has.

Example: Elf Bowmen (Type: Infantry)

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	6	4+	4+	4+	10	11/13	90
Regiment (20)	6	4+	4+	4+	10	14/16	160
Horde (40)	6	4+	4+	4+	20	21/23	305

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 his units – this concludes Turn 1 of the game. After that, his opponent 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.

In his turn a player goes through the following three phases:

- 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.

MOVE

During the Move phase of your turn, pick each of your units in turn, and the unit's Champion will 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 B.

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 C.

Back!

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

Sidestep!

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

At the Double!

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

Charge!

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

UNIT INTERPENETRATION

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. Enemy units, on the other hand, block movement.

For clarity's sake, always make sure that there's a 1" gap in between the friendly and

MEASURING DISTANCES

You can measure distances at any time you like. Distances are always measured to or from the nearest points between the bases of the nearest models in the two units. Note that in a few cases, the rules will tell you that the distance has to be measured from the base of the unit's Champion instead.

In order to avoid confusion, keep your units at least 1" away from other units at all times (except when charging – see Charge! on the opposite page).

DIAGRAM B



Change Facing!

enemy units. This ensures that both you and your opponent can clearly tell them apart.

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's Champion can see the target;
- the distance between the base of the unit's Champion and the closest point of the target 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 degrees (as in 'Advance!').

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.

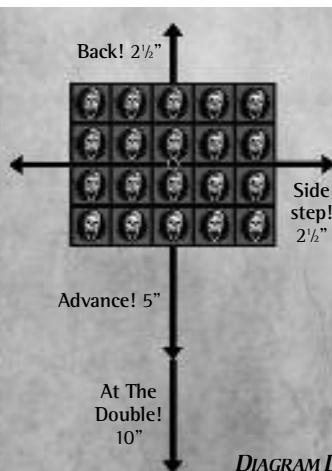
The only thing that matters during a Charge! move is that the unit has physically enough space to move into contact with the target. Once the charging unit is in contact with the target, shuffle it sideways until its Champion is facing directly opposite the centre of the target unit, or as close as possible to it.

DIAGRAM C

Advance!



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 further 1" straight forward.



Flank and Rear Charges

If a charging unit's Champion is in the target's front arc when the order to Charge! is given, the unit must charge the target's front facing.

If a charging unit's Champion is mostly 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 a charging unit's Champion is mostly in the target's rear arc when the order to Charge! is given, the unit must charge the target's rear facing.

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.

Once contact is made, any units that have charged the same facing of the target will have to share the space available as

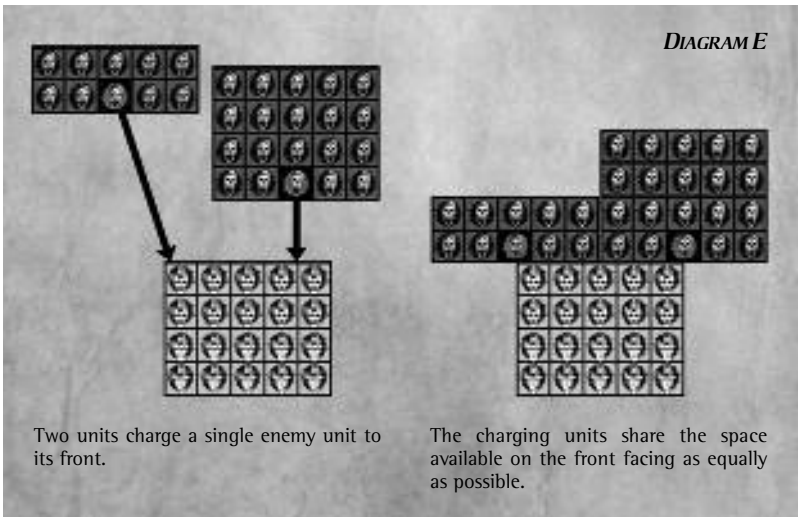
equally as possible, so shuffle them sideways as shown in Diagram E.

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.

Remember that when charging, units don't have to stay 1" away from friends and 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 battleline). In this case, you'll have to nudge away these enemy units so that they are no longer touching.

Defending Obstacles

Sometimes an enemy will be placed right behind an obstacle, as this makes for a strong defensive position. Your units can still charge a target behind an obstacle. Measure the distance to the obstacle rather than the target unit.



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 wargames, 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.

Single Terrain Pieces

These are individual pieces like a lone tree, a house, a boulder, a fence, a hedge or a wall. They will be either blocking terrain, an obstacle or decorative terrain.

- **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.
- **Obstacles.** Obstacles are long and narrow pieces of terrain, like a low wall, a fence, a hedge, a stream, etc. – something that a man-sized creature could see over and clamber across easily. Units can move over obstacles normally (even ending halfway over them), but cannot cross them while moving 'At the Double!'
- **Decorative Terrain.** A unit can move over decorative terrain pieces as it pleases, ignoring them altogether and nudging them out of the way if it ends its move on top of any (but remember to put them back in their original position once the unit moves off!). This is best for small terrain pieces like small bushes or individual trees.

Areas of Difficult Terrain

This type of terrain consists of things like woods, farms/hamlets, crop fields, areas of broken, 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. Units can move through these areas, but every inch they cross counts as two inches.

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 a unit has two or more types of ranged attacks (including magical ones), 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 shoot.

MELEE AND SHOOTING

Units that are in base contact with enemies cannot shoot, and cannot be shot at.

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 front arc.
- the target is visible to the unit's Champion.
- the distance between the base of the unit's Champion and the closest point of the target is equal to or less than your unit's weapon range.

RANGES

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

- Bows, crossbows, rifles: 24"
- Pistols, javelins, thrown weapons: 12"

If a unit has a ranged attack with a range that is different from the ones above, it will be specified in its special rules.

FIRING 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 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 cover.** The target is in cover (see above right).
- **-1 moving.** The firing unit received any order other than Halt! that turn.

For each of these factors, deduct one 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 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).

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

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 Champion.

- 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 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.

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 14, and will determine whether the damaged units stand, waver or run away.

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

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. The most common is:

- **-1 defensive positions/disrupted charge**
The target is behind an obstacle and/or the chargers' move has gone through any portion of one or more areas of difficult terrain or obstacles.

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, test the Nerve of any unit you inflicted damage on in that phase. This test is described on page 14, and will determine whether the damaged units stand, waver or run away.

REGROUP!

At the end of each combat, if your unit(s) managed to rout the enemy it was fighting, it can either stay where it is and pivot around its centre to face any direction, or move directly forward D6" (it must move the full distance rolled, but must stop 1" away from other units), or even move directly backwards D3" (with the same restrictions).

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.

Also remember at this point to separate any unit that ended up in contact with friendly units when charging, so that they are 1" apart once again.

FOLLOW-ON COMBAT

If a unit is not routed by a charging enemy, in its next turn it must be ordered to Charge! one of the units that charged it in the previous turn. This represents the unit remaining engaged in the fight.

This rule does not affect units that cannot Charge the enemy units that charged them (because they are Wavering, because the enemy is not in their arc of sight, etc).

TESTING 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.

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 banners and musicians – see below). 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!

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.

Wavering

The unit continues to fight, but is severely disordered. 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 so disrupted that it will not be able to shoot 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.

BANNERS & MUSICIANS

Some units have the option of being given banners and/or musicians. These models replace a normal model in the unit's front rank and confer the following bonuses:

Banners

When testing the Nerve of an enemy unit that has a banner, you suffer from a -1 penalty to your total, as the enemy will be braver under the colours of their lord. Note that this does not apply to Heroes that carry banners.

Musicians

When testing the Nerve of an enemy unit in combat with one or more of your units containing a musician, you can add +1 to your total, as the terrifying effects of the instrument take their toll on the foe's morale.

WAR ENGINES

For your convenience, we have collected in one place all of the exceptions that apply to War Engines.

ARCS

War Engines have no flank or rear arc.

LINE OF SIGHT

War Engines can see all around – always pivot the machine to face towards the intended target and look from the point of view of its barrel or another clearly identifiable aiming point. Tell your opponent where you're looking from and then stick to that.

MOVE

War Engines can only be ordered to Halt! or to Advance!, in which case they are free to move in a straight line in any direction.

TERRAIN

War Engines treat all obstacles as blocking terrain instead.

SHOOTING

Moving and Firing

All War Engines have the Reload! special rule (see page 19).

Picking a Target

When firing a War Engine, simply pivot it on the spot to point at the intended target and then check its line of sight, as described above. This does not count as moving.

Range

Unless differently specified in their rules, War Engines have a range of 48".

MELEE

Attacking War Engines

War Engines are really useless in combat, so units attacking a War Engine always treble their Attacks, regardless of position.

Follow-on Combat

If a War Engine survived a melee in the previous enemy turn, it will try to escape – it must be ordered to Advance!

SPECIAL RULES

Some units, and sometimes entire armies, possess what we call 'special rules'. Each of these special rules is an exception to the normal rules. More of these will be added later (we won't be able to help ourselves...), but the most common are listed below.

Blast (Dn)

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 ranged attack hits and scores damage on the target, roll a die as indicated in the bracket and multiply the point of damage by the result of the die. For example, if a unit suffers a point of damage from a Blast (D6) ranged attack, it will suffer from one to six points of damage rather than a single one.

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.

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 one of the dice that failed to hit.

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. As a consequence, in melee it never suffers the -1 to hit penalty for charging a defensive position or for a disrupted charge. The unit also has the *Nimble* special rule.

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 can act normally that turn.

Heal (n)

Some magical beings can help battered and demoralised regiments, healing individual warriors and shoring up the unit’s courage. For Undead wizards, ‘healing’ involves raising fallen warriors (from both sides!).

The unit has a ranged attack that can only target friendly units, including when in melee with the enemy. You roll (n) dice for this ranged attack rather than using the Attacks value of the unit. This attack has a range of 12” and always hits on 4+, regardless of any modifier. For every hit ‘inflicted’, the friendly unit recovers a point of damage that it has previously suffered.

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 indirectly, which means it never suffers any to hit modifiers for range or cover. However, it can never shoot targets within 12”.

Individual

A single guy running around the battlefield benefits from having much greater freedom of movement than regimented troops, and is difficult to pinpoint in the confusion of battle (unless he’s sitting on a big flying beast, that is).

The unit does not have any flank or rear facings. Consequently, it is able to see, and therefore shoot and charge, all around. Enemies never double or treble their Attacks when fighting this unit, regardless of their position. When shooting against this unit, enemies suffer an additional -1 penalty on their rolls to hit. The unit also has the Nimble special rule.

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 any friendly units within 6” of this unit are Routed, the opponent must re-roll that Nerve test. The second result stands. Note that this rule does not affect the unit itself.

Nimble

Used for flyers, single individuals and lightly armed units like skirmishers and scouting cavalry, this rule makes the unit considerably more manoeuvrable.

The unit can make a single extra ‘Change Facing!’ move at any point during its movement, except when charging.

Phalanx

From the front, these units look like a forest of sharp spikes pointing at you – not the most inviting of proposals for a charging horse... or anyone else really.

The unit rolls an extra 5 Attacks in melee if it is a Regiment, or 10 extra Attacks if it is a Horde. These attacks are added after multiplying the Attacks for flank/rear charges. In addition, Cavalry units and units with the Fly special rule that charge this unit’s front suffer from a -1 penalty on their rolls to hit.

Piercing (n)

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

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

Regeneration

Creatures gifted with this ability are very difficult to kill, as their wounds heal at incredible speed, their torn flesh re-knitting itself under the very eyes of the enemy.

The attacker must re-roll all dice that score a point of damage on the unit. This ability does not work against damage inflicted by the *Breath Weapon* and *Zap!* special attacks.

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

Braaiinsss... braaiiinmnssss...

The unit cannot be ordered 'At the Double!'. In addition, it treats *Wavering* results as *Steady* instead.

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.

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!* move after set-up is finished, but before the players roll to decide who goes first.

If both armies have units with this rule, roll a die. The highest scorer decides who begins to move one of his *Vanguard* units first, then the players alternate until all *Vanguard* units have been moved.

Vicious

The unit fights with utter ferocity, resorting to poisoned arrows, serrated blades and wicked hooks, clubs festooned with barbed wire, eye gouging, kneeling in the groin and all manner of other unsporting behaviour.

Whenever the unit rolls to damage, it can re-roll one of the dice that failed to damage.

Zap! (n)

This represents all sorts of assorted sorcerous nastiness – “Fireballs from his eyes and bolts of lightning from his...” ahem...

The unit has a ranged attack. You roll (n) dice for this ranged attack rather than using the *Attacks* value of the unit. This attack has a range of 24", always hits on 4+ (regardless of modifiers) and is *Piercing* (1).

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 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 banners and musicians). 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, which is a very brave thing to do.

The only limit we set to stop ruthless gamers from concocting absurd armies is that for every 'solid unit' in your army, you can include 1 War Engine and 1 Hero or Monster (H/M). For 'solid unit' we mean any unit of at least 20 Infantry (or 3 Large Infantry) or 10 Cavalry (or 3 Large Cavalry). For example, including 3 solid units gives you access to up to 3 War Engines and up to 3 Heroes or Monsters.

In addition, if a unit has [1] after its name in the list, it means that only one such unit can be included in the army.

ALLIES & ALIGNMENTS

You are free to mix units from different races in your army, as long as you always keep in mind that you need a solid unit of a specific race to include each War Engine and Hero or Monster of that race.

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.

However, 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.

TIMED GAMES

We really enjoy playing *Kings of War* in a relaxed atmosphere, accompanied by epic music, beer, pizza and the unavoidable truculent banter. However, the game is designed so that you can also decide to introduce another dimension to the fight: time. This way you'll be able to experience some of the pressure of real battle, when snap decisions make the difference between victory or defeat, life or death!

Chess Clocks

The best tool for timed games is a chess clock, a device that ensures time is equally divided amongst the players, thus creating the ultimate fair and balanced wargame.

Simply agree a number of turns for the game and an amount of time per player, and set the chess clock accordingly. For a 2,000 points game, we suggest six turns and one hour per player, but it's up to you to find the pace you prefer for your games.

After deciding which player begins to set-up, start that player's clock. Once he's finished setting up his first unit, he stops his clock and activates his opponent's clock, and so on. Once set-up is finished, stop both clocks and roll to see who has the first turn. Once the winner of the roll has made his choice, re-start that player's clock. That player plays a turn then stops his clock and activates the opponent's clock, and so on.

The game ends at the agreed number of turns and victory conditions are worked out as normal. However, if a player happens to run out of time during one of his turns, the game ends instantly and his entire army routs – immediately remove all of his remaining units, as if they suffered a Rout! result, and work out the victory conditions as normal.

Other Timers

If you don't have a chess clock at hand, don't worry – the stopwatch in your phone or watch, or even an hourglass or egg timer will do fine.

If you use one of these, then each player gets an agreed amount of time per turn (agree first how many turns the game is going to last for). We suggest that each turn should take around two to three minutes per 500 points in your game (say, ten minutes in a 2,000 points game). If a player runs out of time during his turn, his move ends and any melee that has not been fought yet is cancelled – move the chargers back 1”.

Make sure you set a time limit for set-up (30 seconds per unit works fine).

Be Nice!

Of course it's only fair to stop the chess clock or timer if one of the players is distracted from the game (by a phone call or the like), or if the players need to check a rule, an unclear line of sight, etc. It is also best if any unit you destroy during your turn is removed by the opponent, together with all of its damage markers, at the beginning of his turn.

By all means, you and your opponent can vary the amount of time you have for your game or your turns according to your own taste, but if you're like us, you are going to love the pressure created by timed games – after all, in real war one rarely has the luxury of time...

GAME SCENARIO

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 20.

2) Choose a Gaming Area

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

3) Place the 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.

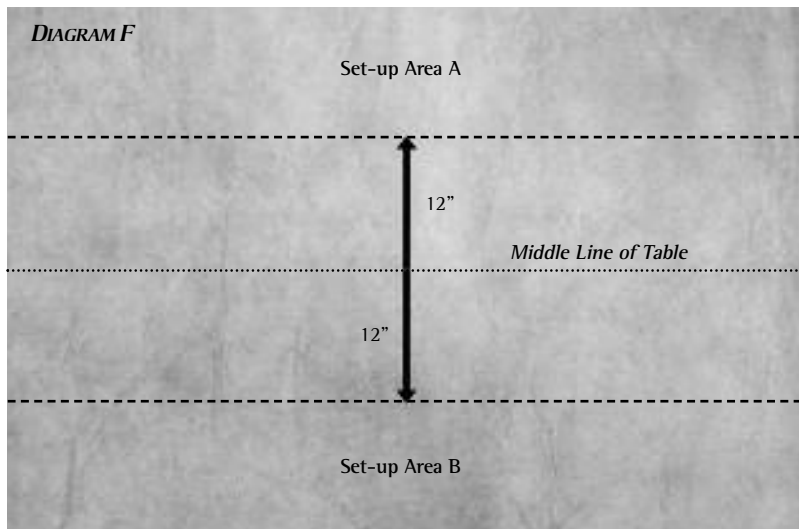
During this stage it's vital that you agree what each piece of terrain is going to count as during the game – is it blocking terrain, an obstacle, a piece of decorative terrain or an area of difficult terrain?

4) Duration

The game lasts twelve turns (each player taking six turns). At the end of turn 12, the 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 below.

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

DIAGRAM F



hours), after which the game continues until each player has had the same number of turns. Alternatively, you could also play a Timed Game, as explained in the Timed Games section (page 21).

5) Victory!

So, when the game ends, who is going to be the winner? To determine that, roll a die:

D6	Type of Game
1-2	Kill!
3-4	Pillage!
5-6	Kill and Pillage!

Kill!

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 20% 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 400 points more than your opponent to win).

Pillage!

Place D6+1 objectives on the battlefield. These can either be tokens, like a coin, or pieces of terrain already on the board.

Both players roll a die. Whoever scores highest either places a token or identifies a piece of terrain as an objective. Players then take turns to place/identify objectives, which must be more than 12" apart from one another.

If, at the end of the game you have a unit on top of an objective, or you have a unit within 3" of an objective and no enemies within 3" of it, you control that objective. A single unit can control any number of objectives. If you control two

more objectives than your opponent, you win, otherwise the game is a draw.

Kill and Pillage!

Proceed as for Pillage! above, but at the end of the game count the points just like in a Kill! game. In addition to points for Routing units, however, any objective you control at the end of the game (as described in Pillage!) is worth an extra 100 points.

6) Set-up

Both you and your opponent roll a die. The person scoring highest chooses one long edge of the battlefield as his own and then places one of his units on that side of the battlefield, more than 12" from the middle line (see Diagram F, left). His 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.

7) Who goes first?

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