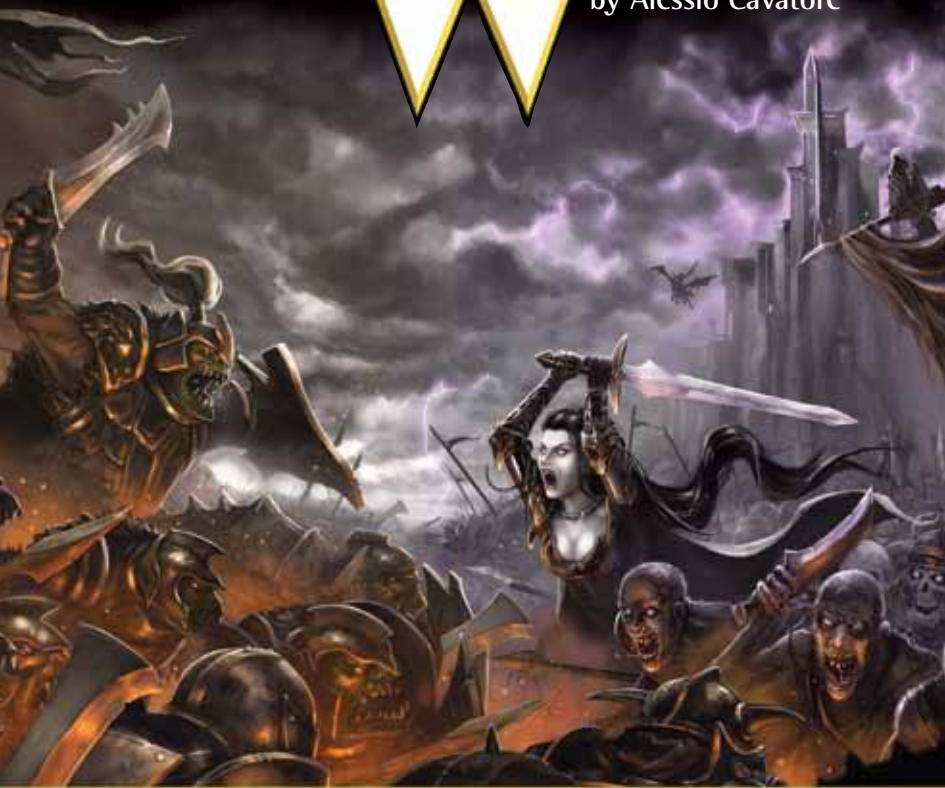


KINGS OF WAR

by Alessio Cavatore



Epic fantasy armies
clash on the fields of battle

INTRODUCTION

Kings of War is a game that is both easy to learn and fast to play, but it will take time and experience to master. With few and simple rules, there is little to get in the way of the fun and carnage of epic tabletop battles where huge armies clash. On our website, you'll find free introductory rules and army lists so that you can introduce your friends and club members to the new and exciting world of the Kings of War game – www.manticgames.com.

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 or twenty-five in five 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 three, 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.



10 Infantry



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 (Hero, Monster)

A Hero or Monster is a unit consisting of a single model. It is either going to be a large beast or construct (Monster) or a mighty lord of its race (Hero); or even a combination of the two, like a mighty commander mounted on a great war-beast, which still counts as a single unit and is simply treated as a Hero.

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.



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 Leader (see below). If the unit's Leader can 'see' any part of the target's torso or head (ignore weapons, banners or other decorations, 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 for your Leader to actually see its torso or head. 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'.

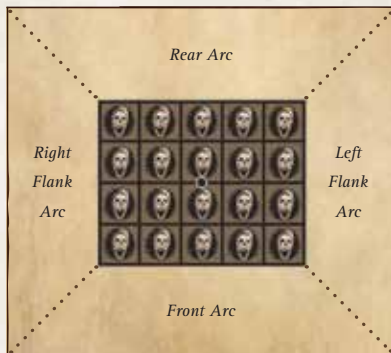


Diagram A

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

Unit Leaders

Unit Leaders 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.

Leaders 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*. It is worth noting that some races or units will refer to a unit leader with different titles, such as "Champion" for example. This is purely aesthetic and makes no difference at all in game terms.

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

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	120
Regiment (20)	6	4+	4+	4+	10	14/16	160
Horde (40)	6	4+	4+	4+	20	21/23	305

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 Leader instead.

In order to avoid confusion, keep your units at least 1" away from all other units (friends and enemies) at all times. This is not true when charging – see "Charge!"



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 Leader will give them one of the following orders:

Halt!

The unit does not move at all.

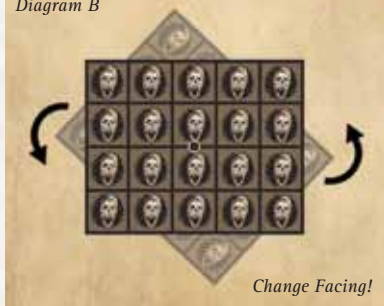
Change Facing!

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

Diagram B



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

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 be at least 1" away from friendly units. This ensures that both you and your opponent can clearly tell them apart.

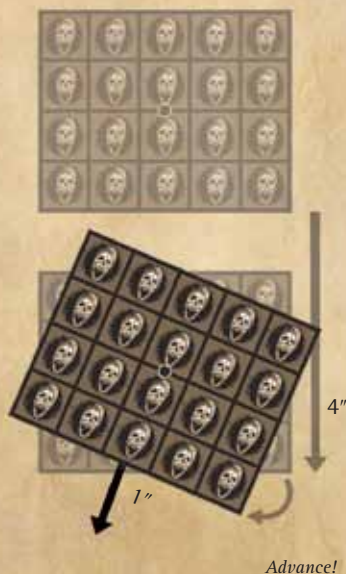
Enemies

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

Interpenetration When Pivoting

In reality, regimented units are more flexible in rearranging their ranks than our miniatures, so we allow units that are pivoting around their centre as part of their move (whether it's a Change Facing, an Advance, etc.), to move through both friends and enemy units, and all types of terrain, including blocking terrain and even the edge of the table. They must of course still end their move clear of blocking terrain (and completely on the table!), and 1" away from both friendly and enemy units.

Diagram C



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.

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 Leader can see the target;
- the distance between the base of the unit's Leader 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 twice 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.

Basically, 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, align it with the side of the target you are charging so that it is flush with it.

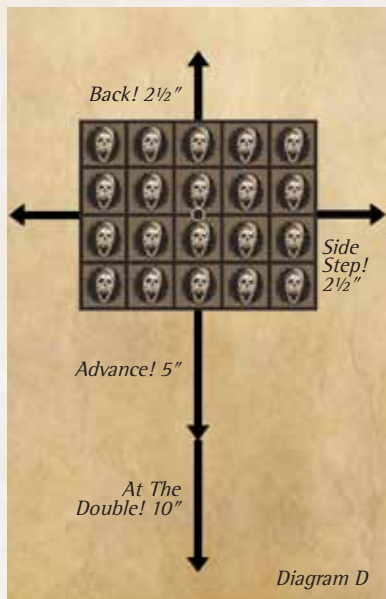


Diagram D

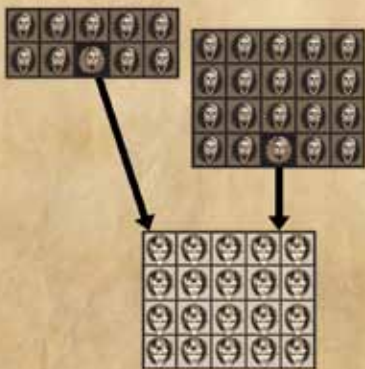
Finally, shuffle the chargers sideways until their Leader is facing directly opposite the centre of the target unit, or as close as possible to it.

Flank and Rear Charges

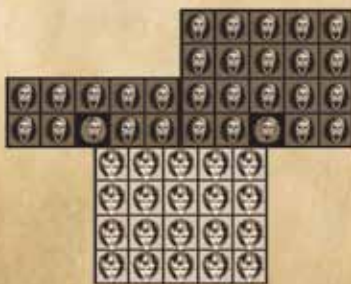
If a charging unit's Leader is mostly in the target's front arc when the order to Charge is given, the unit must charge the target's front facing. If a charging unit's Leader is mostly in the target's right or left flank arc when the order to Charge is given, the unit must charge the target's appropriate flank facing.

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

Diagram E



Two units charge a single enemy unit to its front.



The charging units share the space available on the front facing as equally as possible.

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 battle line). In this case, you'll have to nudge these enemy units backwards until they are no longer touching.



TERRAIN

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.

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 roughly 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 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 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.

Disrupted

Units that have just come out of combat with the enemy (i.e. had been charged in the previous enemy turn and survived) cannot shoot or use any other form of ranged attack. This is because they still have their close combat weapons out and need the rest of the Shoot phase to put them away, prepare their missile weapons and recover the necessary concentration and organization that are necessary to start using their ranged attacks again.

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 Leader.
- the distance between the base of the

unit's Leader 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.

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 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 (see right).
- -2 **hard cover**. The target is in hard cover (see 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 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. 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. 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, 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 14, 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" (it must move the full distance rolled, but must stop 1" away from other units).
- move directly backwards D3" (with the same restrictions).

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 counterattack.

Remember that if the target survived, it will be able to act normally in its next turn, except that it will not be able to Shoot, as it has been disrupted by the melee.

Also 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.

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.





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.

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!

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 disrupted by being engaged in close combat, will not be able to use their ranged attacks in their next turn. You may want to mark these units with a "disrupted" counter.

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 -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.

Exceptional 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.

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.

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. Remember also that even if they survive such an onslaught, they get disrupted as normal.



SPECIAL RULES

Some units, or even entire armies, possess what we call 'special rules'. Each of these is an exception to the normal rules. More of these will be added (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 the target, roll a die as indicated in the bracket and multiply the hit by the result of the die. For example, if a unit suffers a hit from a *Blast (D6)* ranged attack, it will suffer from one to six 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.

Crushing Strength (n)

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.

Grapeshot

Instead of normal shot, cannons can be loaded with buckets of nails, bullets and other assorted nastiness, which allows them to be fired against enemies nearby like a massive shotgun.

The unit may either fire normally or fire a *Breath Attack (10)* with *Piercing (1)*.

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 (and not the healing unit itself). 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 removes 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 (but it does still need to see its target!). On the other hand, 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 huge flying beast, that is).

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

- The individual does not have any flank or rear facings. Consequently, it is able to see, and therefore shoot and charge, all around.
- The individual can make any number of pivots around its centre as it moves, including At The Double!
- Enemies never double/treble their Attacks when fighting the individual, regardless of their position. 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.
- When shooting against the individual, enemies suffer an additional -1 penalty on their rolls to hit.
- When charging the individual, move into contact with it normally, but after making contact, turn the individual to face the front of one of the units you charged it with rather than the other way around. In addition, if the individual is routed and the charger 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! This rule represents the fact that an individual is often not enough to completely stop a charging unit in its tracks. Note that this rule applies to charging individuals as well.

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 unit within 6" of this unit, is Routed, the opponent must re-roll that Nerve test. The second result stands.

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 pivot of up to 90 degrees around its centre at any point during its movement, even At The Double!

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.

In addition, ranged attacks with a *Piercing* value of at least (3) are so powerful that they can punch their way through cover easily, so they never suffer the -1 penalty for soft cover on their rolls to hit. They also suffer a -1 rather than -2 to hit when shooting at targets in hard cover.

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.

Every time this unit receives an order (including Halt!), before doing anything else, roll three dice. For every result of 4+, the unit recovers a point of damage it has suffered previously during the game. However, if the unit suffers any damage from a *Breath Attack* or a *Zap!*, this rule stops working for the rest of the game.

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... braaiinnnssss...

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)*.





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 21.

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.

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 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 51).

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 D3+4 objective markers on the battlefield. For objective markers you should use 25 mm round bases, but two pence coins or other items of similar size are also acceptable.

Both players roll a die. Whoever scores highest places a marker anywhere on the battlefield. Players then take turns to place objective markers, which must be more than 12" apart from one another.

If, at the end of the game you have at least a unit within 3" of an objective and there are no enemy units within 3" of it, you control that objective. Units with the *Individual* special rule are always ignored from the point of view of

controlling objectives (if it helps, remove them from the table before determining control of objectives). 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 amount of points equal to 10% of the total cost of the armies.

For example, in a game where armies are 2,000 points, each objective is worth 200 points.

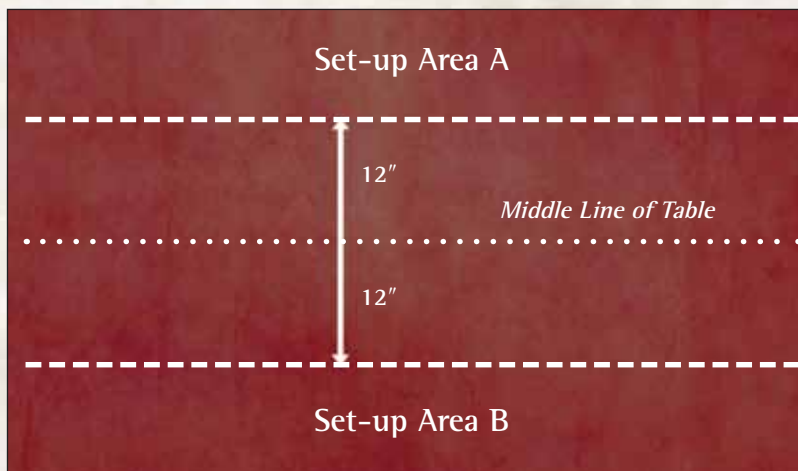
6) Set-up

After rolling for the type of game and setting up the objectives, if any, both players 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!



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.

Note that some units have an asterisk next to their name (for example: Gargoyles*). This

indicates that the unit is never counted as a 'solid unit', regardless of the number of models it includes. We call these *irregular units*, and they are not 'solid units' because they are not representative of the core, or mainstay force, of their army.

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 exist and can therefore 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.



MAGICAL ARTEFACTS

Magical artefacts bestow bonuses to the unit they are given to. Each unit can have a single artefact chosen from the list below, which is normally carried by the unit's Leader. The cost of the artefact is added to that of the unit.

Unless the artefact specifies otherwise, the following limits also apply:

- Each artefact is unique and therefore can only be chosen once per army.
- War Engine units cannot choose artefacts.
- Monster units cannot choose artefacts (but Hero units definitely can).
- Living Legends (i.e. units with a [1] limit) cannot choose artefacts.

Artefacts are magical in nature (some of them might even be sentient!), and all of them have the magical power of changing their shape. This allows them to morph into a weapon, piece of armour, jewel or other implement that is more akin to the race of the warrior carrying it. For example, a Blade of Slashing could be an elegant sword in the hands of an Elf, but will turn into a crude meat cleaver in the hands of an Orc. This magical property is of course very convenient from the point of view of the average wargamer!

As the presence of these items is not obvious, players must tell their opponent which artefact any of their units is carrying as they deploy them on the battlefield. If both players agree before deployment, you may want to play with 'hidden artefacts'. This is somewhat less fair, but can be considerably more fun...

Note that when an item refers to 'normal' ranged attacks, it means shots from bows, crossbows, rifles, pistols, javelins, thrown weapons and the like, and not those conferred or covered by a special rule (e.g. *Breath Attacks*, *Zap!*, *Heal*, etc.).

Here below are a few examples of artefacts. Many more can be found in the main *Kings of War* rulebook.

Blade of Slashing Cost: 5 pts

The unit rolls one extra dice when attacking in melee.

Fire-oil Cost: 5 pts

If the unit's attacks (ranged or melee) cause any damage on a unit with the *Regeneration* rule, the target stops regenerating for the rest of the game.

Mace of Crushing Cost: 5 pts

When the unit attacks in melee, roll one of its dice separately. This one attack has *Crushing Strength (1)*, or if the unit already has *Crushing Strength*, this one attack's *Crushing Strength* is increased by 1.

Piercing Arrow Cost: 10 pts

Every time the unit uses a ranged attack, roll one of its dice separately. This one attack has the *Piercing (4)* rule on top of any other special rule. This artefact only works on 'normal' ranged attacks.

Talisman of Inspiration Cost: 10 pts

This artefact can only be used by Heroes. The Hero has the *Inspiring* special rule.

Brew of Haste Cost: 15 pts

The unit has +1 Speed.

Pipes of Terror Cost: 15 pts

If this unit inflicts damage on an enemy in melee, it adds an additional +1 to the ensuing Nerve test.



DWARVES

Alignment: Good

Army Special Rules

All units are *Headstrong*.



Ironclad (Infantry)

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	4	4+	-	5+	10	11/13	85
Regiment (20)	4	4+	-	5+	10	14/16	110
Horde (40)	4	4+	-	5+	20	21/23	210

Options

- Banner (+15 pts)
- Musician (+10 pts)



Shieldbreakers (Infantry)

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	4	4+	-	4+	10	11/13	85
Regiment (20)	4	4+	-	4+	10	14/16	110
Horde (40)	4	4+	-	4+	20	21/23	210

Special

Crushing Strength (1)

Options

- Banner (+15 pts)
- Musician (+10 pts)



Ironwatch (Infantry)

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	4	4+	5+	4+	10	11/13	100
Regiment (20)	4	4+	5+	4+	10	14/16	130
Horde (40)	4	4+	5+	4+	20	21/23	245

Special

Crossbows, *Piercing (1)*, *Reload!*

Options

- Banner (+15 pts)
- Musician (+10 pts)
- Exchange crossbows for rifles, gaining *Piercing (2)* (+15 pts)

Ironbelcher Cannon (War Engine)

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	4	-	5+	5+	1	10/12	85

Special

Blast (2D6+1), *Piercing (4)*, *Grapeshot*.



Ironbelcher Organ Gun (War Engine)

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	4	-	5+	5+	15	10/12	80

Special

Range 24". *Piercing (2)*.



ELVES

Alignment: Good

Army Special Rules

All units are *Elite*.



Spearmen (Infantry)

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	6	4+	-	4+	10	11/13	80
Regiment (20)	6	4+	-	4+	10	14/16	110
Horde (40)	6	4+	-	4+	20	21/23	210

Special

Phalanx

Options

- Banner (+15 pts)
- Musician (+10 pts)



Bowmen (Infantry)

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	6	4+	4+	4+	10	11/13	120
Regiment (20)	6	4+	4+	4+	10	14/16	160
Horde (40)	6	4+	4+	4+	20	21/23	305

Special

Bows

Options

- Banner (+15 pts)
- Musician (+10 pts)



Scouts (Infantry)

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	6	4+	4+	3+	10	11/13	105
Regiment (20)	6	4+	4+	3+	10	14/16	140

Special

Bows. A Troop has *Nimble & Vanguard*

Options

- Banner (+15 pts)
- Musician (+10 pts)

Bolt Thrower (War Engine)

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	6	-	4+	4+	2	10/12	75

Special

Blast (D3), Piercing (2)



Elven King (Hero)

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	6	3+	-	5+	5	14/16	120

Special

Crushing Strength (1), Individual, Inspiring

Options

- Mount on a horse, increasing Speed to 9 (+20 pts)





ORCS

Alignment: Evil

Army Special Rules

All units have the *Crushing Strength (1)* special rule, or better if stated in their entry.



Ax (Infantry)

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	5+	10	10/12	75
Regiment (15)	5	4+	-	5+	10	12/14	90
Krudgiment (20)	5	4+	-	5+	10	13/15	100
Horde (30)	5	4+	-	5+	20	17/19	150
Krudghorde (40)	5	4+	-	5+	20	20/22	190

Options

- Banner (+15 pts)
- Musician (+10 pts)



Greatax (Infantry)

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	3+	-	4+	10	10/12	80
Regiment (20)	5	3+	-	4+	10	13/15	105
Horde (40)	5	3+	-	4+	20	20/22	200

Special

Crushing Strength (2)

Options

- Banner (+15 pts)
- Musician (+10 pts)



Goblin Spitters (Infantry)

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Regiment (20)	5	5+	5+	3+	10	12/14	90
Horde (40)	5	5+	5+	3+	20	19/21	170

Options

- Banner (+15 pts)
- Musician (+10 pts)

Special

Utterly Spineless. Not only the Goblins have no Crushing Strength, but any time the unit receives a 'Charge!' order, you must roll a die. If the die result is a 1, the unit 'misunderstands' the order and thinks it has been ordered to 'Halt!' instead.). Bow.



Gore Riders (Cavalry)

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	8	3+	-	5+	8	10/12	85
Regiment (10)	8	3+	-	5+	16	13/15	150

Special

Crushing Strength (2)

Options

- Banner (+15 pts)
- Musician (+10 pts)

UNDEAD

Alignment: Evil

Army Special Rules

All units are *Evil Dead* – Every time the unit inflicts one or more points of damage against an enemy in melee, it regains a single point of damage that it has previously suffered.



Revenants (Infantry)

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	5+	10	-/14	85
Regiment (20)	5	4+	-	5+	10	-/17	110
Horde (40)	5	4+	-	5+	20	-/24	210

Special

Shambling

Options

- Banner (+15 pts)
- Musician (+10 pts)
- Exchange shields for two-handed weapons for free (lower Defence to 4+, gain *Crushing Strength (1)*)



Skeletons (Infantry)

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	-	4+	10	-/13	55
Regiment (20)	5	5+	-	4+	10	-/16	70
Horde (40)	5	5+	-	4+	20	-/23	135

Options

- Banner (+15 pts)
- Musician (+10 pts)
- Take spears, gaining *Phalanx*, for +5 pts (Troops), +15 pts (Regiments) or +25 pts (Hordes)

Special

Shambling



Zombies (Infantry)

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Regiment (20)	5	5+	-	3+	15	-/15	65
Horde (30)	5	5+	-	3+	30	-/19	95
Swarm (40)	5	5+	-	3+	30	-/22	120
Endless swarm (60)	5	5+	-	3+	40	-/30	200

Special

Shambling

Options

- Banner (+15 pts)
- Musician (+10 pts)

Ghouls (Infantry)

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	6	4+	-	3+	10	9/11	60
Regiment (20)	6	4+	-	3+	10	12/14	80
Horde (40)	6	4+	-	3+	20	19/21	150



Balefire Catapult (War Engine)

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	5+	4+	1	-/12	65

Special

Blast (2D6), Indirect Fire, Piercing (3), Shambling

Wraiths (Infantry)

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	10	4+	-	6+	5	-/12	110
Half-Regt. (10)	10	4+	-	6+	10	-/13	200
Regiment (20)	10	4+	-	6+	10	-/16	380

Special

Crushing Strength (1), Fly, Shambling



KINGS OF WAR

As the morning mist started to rise, Sav'aldor ordered his Elven Host to commence the attack. Volley upon volley of lethal arrows filled the sky, covering the advance of the ordered ranks of spearmen towards the barbarous Orc horde. He could spy the cavalry making their way through the woods on the left, getting into position to close the trap.

Welcome to Kings of War, the game of mass combat between armies of miniature warriors in a fantasy world torn apart by epic conflict and legendary battles. In this rulebook, you are going to find:

- The Game Rules. With its very concise rules, Kings of War is very easy to learn, and yet sophisticated and challenging – it will take years to master!
- Game Scenarios. A simple chart that allows you to generate one of three gaming scenarios, ensuring that your games are both unpredictable and varied.
- Forces Lists. Eight complete lists featuring all of the regiments, artillery, heroes and monsters that form the armies of eight of the main races in Kings of War.



mantic

© Mantic Entertainment 2012
Mantic, Kings of War and all associated
characters, names, places and things are TM and ©

www.manticgames.com