

KINGS[®] OF WAR



FREE RULES

The Game of Fantasy Battles

GETTING STARTED

WELCOME TO KINGS OF WAR!

Kings of War is a mass-battle fantasy wargame set in the world of Pannithor. Rank upon rank of soldiers march into bloody combat, while winged demons battle fiery dragons overhead. From launching devastating bombardments of artillery, to tactically out-flanking your opponent's forces, Kings of War is a game of exciting, expansive fantasy battles.

This book is your guide to Kings of War, from playing the game to the lore of the world of Pannithor and how to select an army of your own!

What's It All About?

In games of Kings of War, players field armies of painted Mantic miniatures to fight exciting battles across the tabletop! Combat and abilities are represented by a unit's statistics (called stats for short) and by rolling six-sided dice (called D6 for short) to decide your warriors' fates.

An army is made up of units, which can range from mighty heroes, to powerful war engines, to blocks of stoic troops.

We will explore all these concepts in the pages that follow.

Each unit and army plays slightly differently, leading to an almost infinite variety of tactics and strategies that can be employed against your opponent in a game. You can fight massive cataclysmic battles in an hour or two, fielding monsters and hundreds of troops against each other, pulling off feints and flanking manoeuvres to thwart your opponent's plans.

What Do I Need to Get Started?

This rulebook contains all the information you'll need to get started with your very first games. You will need a few more things, however.

First and foremost, you'll need an opponent - someone to face on the battlefield... and enjoy the game with! Each of you will need an army of your own to play with. You can get started quickly by picking up a Mantic Army or Mega Army each, or build up your forces with units according to your own preference. You could also split the contents of the Shadows in the North starter box between you and use them to begin your own new armies!

Some players select their armies based on the miniatures they like, particular tactics they want to use in battle, or Kings of War's extensive background. If you aren't sure which army to field, just choose the one you like the look of most.



You'll also need clippers, plastic glue and super glue to assemble your miniatures. Your army doesn't need to be painted for your first games - however, a fully painted army looks amazing on the tabletop and is something to aspire to.



You will need some six-sided dice, in two colours - about 15 of each colour is enough. These are for rolling in the game and are also useful for showing how much damage a unit takes over time, by placing the dice behind the unit. You will also need a ruler or tape measure that uses inches.

Finally, you will need a gaming area. This should be a flat, rectangular surface that is 6'x4'. It doesn't need to be exactly this size, but this is an ideal size for a standard game. You can use some books as terrain if you don't have any model scenery for your table yet. In the rules, the surface you are playing on - your battlefield - is called the table, or board.

GETTING STARTED



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 (rounded up); 'D2', which is the result of a D6 divided by 3 (rounded up); 'D6+1', meaning rolling a D6 and adding 1 to the result; or '2D6', which is rolling two dice and adding them together.

Modifiers

Sometimes, one or more modifiers will apply to a roll. If a modifier applies, add or subtract it from each of the dice scores, as appropriate, to find the final results.

For example, if a dice roll had a modifier of -1, you would subtract 1 from the score rolled. Thus, if a 5 was rolled on a die, it would become a result of 4, a 3 would become a 2, etc.

Modifiers to a roll are cumulative unless specified otherwise. For example two -1 modifiers would result in a total -2 modifier.

Re-Rolls

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



UNITS

In Kings of War, all units are made up of one or more models. The number of models that make up a unit is specified in each unit's stats (explained on page 8) and will normally correspond to the number of models you get in boxes supplied by Mantic. These models must be attached to bases and formed up into their units as described below. Each unit belongs to one of the following Types.

Infantry (Inf) & Heavy Infantry (Hv Inf)

Infantry units come in four sizes:

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

Each Infantry model has a 20mm square base.

Each Heavy Infantry model has a 25mm square base.

Cavalry (Cav)

Cavalry units come in three sizes:

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

Each Cavalry model has a 25x50mm rectangular base.

Chariot (Cht)

Chariot units come in four sizes:

- Troops consisting of two models, arranged in a single rank.
- Regiments consisting of three models, arranged in a single rank.
- Hordes consisting of four models, arranged in a single rank.
- Legions consisting of six models, arranged three models wide in two ranks.

Each Chariot model has a 50x100mm rectangular base (a 'chariot base').

Large Infantry (Lrg Inf), Monstrous Infantry (Mon Inf), Swarm (Swa) & Large Cavalry (Lrg Cav)

Large Infantry, Monstrous Infantry, Large Cavalry and Swarm units come in three sizes:

- Regiments consisting of three models, arranged in a single rank.
- Hordes consisting of six models, arranged three models wide in two ranks.
- Legions consisting of 12 models, arranged six models wide in two ranks.

Each Large Infantry and Swarm model has a 40mm square base. Note that a Swarm of human-sized models must have at least three models per model base, while a Swarm of smaller creatures like orclings should aim for five or more models per base.

Each Large Cavalry and Monstrous Infantry model has a 50mm square base.

War Engine (War Eng)

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

Since the crew is merely decorative, they are ignored for all in-game purposes, such as checking ranges, movement, etc. Each War Engine model has a 50mm square base.

Monster (Mon)

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

Monster models normally have 50mm square bases. Some Monsters may be labeled as Mon (Cht), in which case they have a 50x100mm chariot base. Other rare exceptions may be noted in the unit profile.

Titan (Ttn)

A Titan is a unit consisting of a single model – a being of both gargantuan size and strength.

Each Titan model has a 75mm square base.

Hero (Hero/[type])

A Hero is a unit consisting of a single model. It can be an officer, a sorcerer or even a mighty lord of its race. Heroes vary in size between different races, and can ride many types of mount or even monstrous war-beasts, so Heroes always have a tag in brackets specifying what type of unit they belong to. This helps when determining their Height and other special rules that are relevant to that type.

So a Hero could be a (Hero/Inf) or (Hero/Hvy Inf), a (Hero/Cav), a (Hero/Mon) or (Hero/Ttn), a (Hero/Lrg Inf), a (Hero/Lrg Cav), or, indeed, any other type of unit.

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

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

Exceptional Base Sizes

You may need a wider or deeper base for exceptionally large Heroes, Monsters, Titans or War Engines – in such rare cases, use the smallest base that you can fit your model on.

Friendly Units

If a rule refers to Friendly units, this means all the units in your army.

Enemy Units

Conversely, your opponent's units and army are considered the Enemy units in the rules.



UNIT FOOTPRINTS, MOVEMENT TRAYS & MULTI-BASES

If a unit consists of a large number of models, it is far more convenient when moving it around to place a 'movement tray' underneath it – that way you effectively have a single object to move on the battlefield rather than a large number of them (say 20 Elf infantry models). This speeds up gameplay immensely. The ideal movement tray is a piece of plastic, thick cardboard or plasticard that is cut to the exact space occupied by the bases of the models forming the unit, and painted to match the colour of their bases. For example, a regiment of 20 Elf infantry models occupies a rectangular tray 100mm wide and 80mm deep. If the tray has a little 'lip' around the unit (normally up to a couple of millimetres wide), this does not matter and players should ignore the lip when measuring distances.

It is even faster, not to mention more practical, to actually glue the models' bases directly onto the tray. That way you have an army that effectively consists of a very small number of individual 'elements' – very compact and easy to store and transport. Some people even go to the next level, and glue their models directly onto the tray, without first placing them on their individual bases. We refer to these solutions

as 'multi-bases'. Multi-bases are very useful, but make sure that the multi-base itself conforms to the correct size for the ranked up models as if they were mounted onto their individual bases. To continue the example above, you could mount the 20 Elf infantry models directly onto a 100x80mm multi-base.

This last way of mounting models directly onto the multi-base offers great modelling opportunities, as the multi-base can effectively be treated as a mini diorama in itself, creating great looking and very individual units and helping to tell story or give a theme to the army.

You might even end up with a little more or less than the correct number of models on the multi-base – this is fine, but it must be reasonably close to the correct amount, so that there is no chance of misleading your opponents in regard to the real size of the unit. Below you will find a chart listing the base sizes for all the units as well as the 'preferred model count' (PMC), which is the amount of models you should aim to use for your multi-based units to maintain the spectacle of a big battle. Sometimes, the practicalities of model size and position will make this more difficult, or not possible, but in essence, you should plan to have 75% or more of the models being represented on the base.

Unit Type	Model Base Size	Troop		Regiment		Horde		Legion	
		Footprint	PMC	Footprint	PMC	Footprint	PMC	Footprint	PMC
Infantry	20x20mm	100x40mm	8+	100x80mm	15+	200x80mm	30+	200x120mm	45+
Heavy Infantry	25x25mm	125x50mm	8+	125x100mm	15+	250x100mm	30+	250x150mm	45+
Cavalry	25x50mm	125x50mm	4+	125x100mm	8+	250x100mm	15+	N/A	N/A
Large Infantry and Swarms	40x40mm	N/A	N/A	120x40mm	2+	120x80mm	5+	240x80mm	9+
Large Cavalry and Monstrous Infantry	50x50mm	N/A	N/A	150x50mm	2+	150x100mm	5+	300x100mm	9+
Chariots	50x100mm	100x100mm	2	150x100mm	3	200x100mm	4	150x200mm	5+

UNIT BASING EXAMPLES



Multi-Basing

Duncan has used simple grass and snow on this Ice Elemental multi-base. The unit has Preferred Model Count for a Large Infantry Horde.



Scenic basing

Rob's Ironwatch Troop has Full Model Count on this rocky multi-base.



Movement Trays

These Goblin Fleabag Sniffs and Nightstalker Shadowhounds are all on individual bases with movement trays.



UNIT CHARACTERISTICS

Facings & Arcs

Normally in Kings of War, units have four facings: front, rear, left flank and right flank. Each of these facings has an 'arc', an area determined by drawing imaginary lines at 45 degree angles from each corner of the unit, as shown in Diagram A below.

Unit Leader Point

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

Whenever the rules say to take something 'from the unit's Leader Point', such as a measurement or Line of Sight, it is taken from this point in the exact centre of the unit's front edge. It's a good idea to mark the unit's Leader Point on the unit in some way as it may be difficult to easily locate the Leader Point on a movement tray or multi-base at a glance during gameplay.

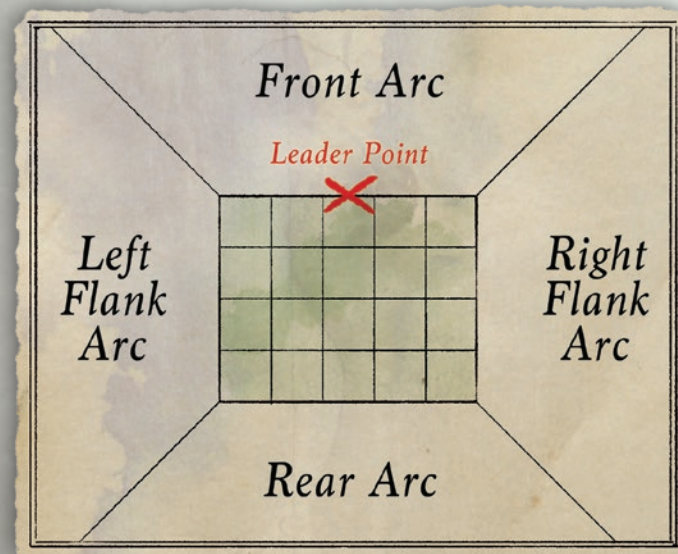


Diagram A: Front, Rear, Side Arcs and Leader Point

Keywords

Units will have one or more keywords listed in bold alongside their special rules. For example: **Paladin**. If a special rule includes a keyword, then it will affect any unit which also has that keyword. For example: Inspiring (Paladin only) affects any unit with the Paladin keyword.

Stats

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

- **Type**. Whether the unit is Infantry, Cavalry, etc.
- **Unit Size**. How many models the unit comprises.
- **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.
- **Height (Ht)**. The unit's Height value. This value is used primarily when determining Line of Sight.
- **Unit Strength (US)**. Unit Strength represents the presence a unit exerts on its surroundings and its ability to control the battlefield. It's frequently used when scoring scenarios to determine the winner of a game.
- **Attacks (Att)**. The number of dice the unit rolls when attacking, both at range and in melee.
- **Nerve (Ne)**. A combination of the unit's size and its training and discipline. This stat shows how resistant it is to damage suffered – both physical damage to its warriors, but also to its morale.
- **Points (Pts)**. How valuable the unit is. Used for picking a force and sometimes for working out victory points in scenarios to determine the winner of a game.
- **Special**. Any special equipment (like ranged weapons) and rules the unit has.

These stats make up what is known as a unit 'profile' – a handy visual summary of the information for each unit. The army lists later in the book have all the unit profiles for the various troops, monsters, heroes and sorcerers at your disposal.



UNIT INTERACTIONS

Front Arc

During the game, you will often need to determine whether one of your units can interact with another unit, normally one you intend to charge or shoot. Unless specified otherwise, a unit can only interact with other units that are at least partially within its front arc.

Line of Sight (LoS)

Certain actions, such as charging or shooting at an enemy unit, will require you to determine if your unit can see another unit. This requires drawing an imaginary straight line, called the Line of Sight (LoS), from your unit's Leader Point to any point on the target's base.

- If this imaginary line passes over no other unit's base or terrain features, then LoS is not blocked.
- If either your unit or the target unit has a greater Height stat than any other units or terrain in the way, then LoS is not blocked.
- If any units or terrain in the way are the same Height or greater than both your unit and the target unit, then LoS is blocked.

A unit's LoS can never pass through the unit itself.

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

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

Terrain and LoS are discussed in more detail on page 18.

Measuring Distances

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

Keep Your Distance

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

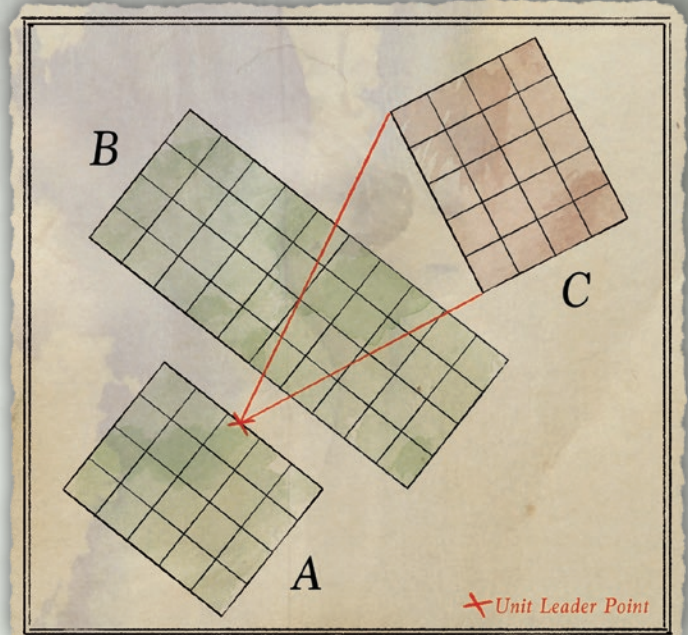


Diagram B1: Drawing Line of Sight

Unit A is trying to draw LoS to Unit C (See Diagram B1). The red lines represent the LoS trying to be drawn. If either Unit A or Unit C are taller than Unit B, then LoS is NOT blocked. If Unit B is the same height or taller than both Unit A and Unit C, then LoS is blocked.

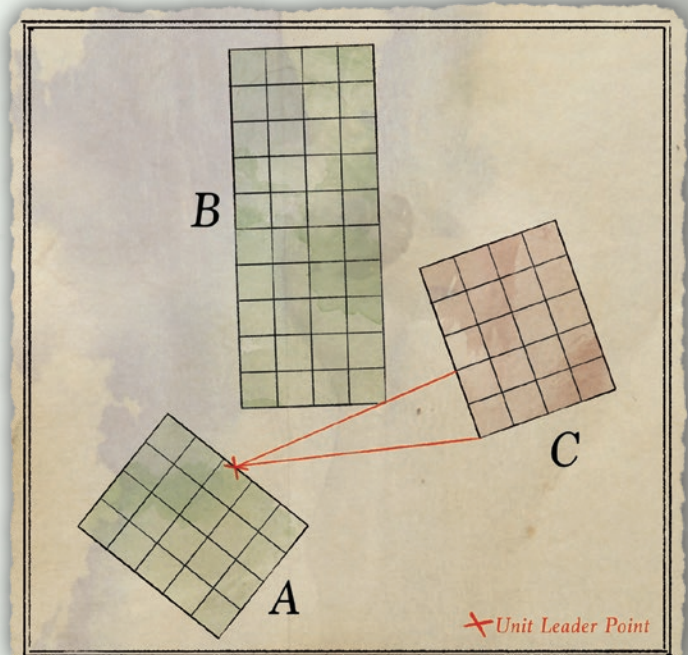


Diagram B2: Drawing Line of Sight

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

THE TURN

Kings of War is played in Rounds, with each player taking a Turn during each Round. Both players roll a die each to decide who has the first Turn – the player winning the die roll decides who goes first. That player goes through the three phases listed below, concluding their Turn. The opposing player then takes their Turn. When both players have finished their Turns, Round 1 is complete. Players continue alternating Turns and completing Rounds this way until an agreed time limit or Round limit is reached. This is usually determined by the scenario being played (see page 38).

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

1. Movement Phase
2. Ranged Phase
3. Melee Phase

We'll examine each of these phases in detail on the following pages. Once a player has moved and attacked with all their units and completed their three phases, it is then their opponent's Turn.



THE MOVEMENT PHASE

During the Movement Phase of your Turn, pick each of your units, one at a time, and give them one of the following Movement orders. Complete each order and any movement with a unit before proceeding with the next one.

Halt

The unit does not move at all. If a unit is not moved during the Movement Phase, it has received a Halt order by default.

Change Facing

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

Advance

The unit can advance straight forward up to its Speed stat, in inches. For example, a unit with a Speed of 6 can move forward up to 6 inches. At any point during this move (i.e. before or after advancing, or anywhere along its advance), the unit can also make a single pivot around its centre of up to 90 degrees from its original facing. See Diagram D.

Back

The unit can move straight backward at up to half of its Speed stat value, in inches. See Diagram E.

Sidestep

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

At the Double

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

Charge

This is by far the most exciting of orders. Your units are about to engage the enemy in hand-to-hand (or tooth-to-claw) combat. It is also the most complicated and so it is described in detail on page 13.

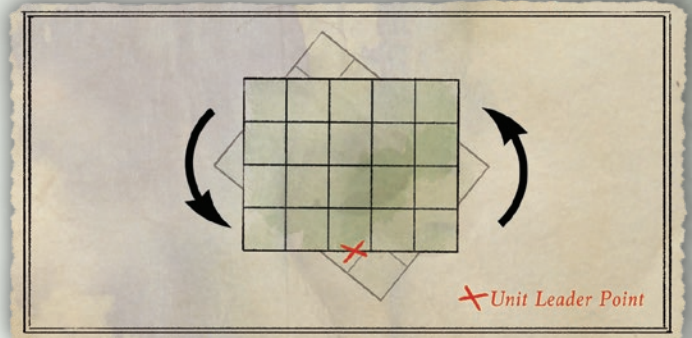


Diagram C: Changing Facing

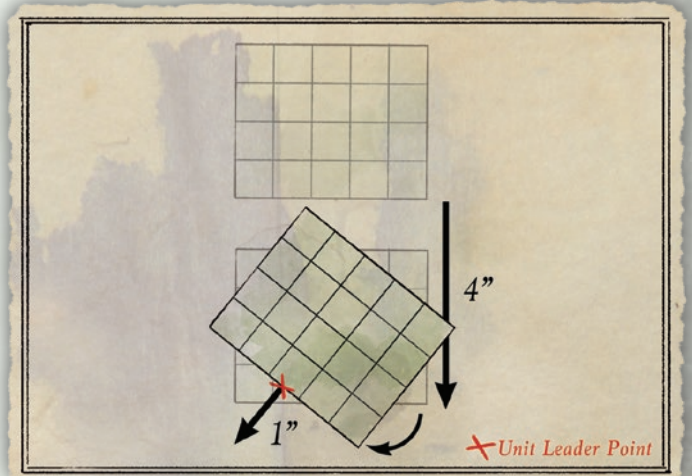


Diagram D: Advance

This regiment has a Speed Stat of 5" and it is ordered to Advance. First it is moved 4" straight forward, then it is pivoted around its centre, and finally it completes its advance by moving a further 1" straight forward.

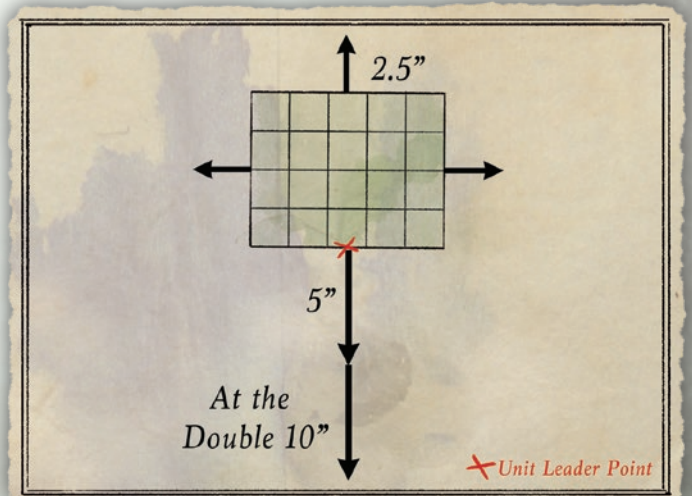


Diagram E: Move

UNIT INTERPENETRATION

Interpenetration When Moving

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

Friendly Units

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

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

Enemy Units

Enemy units, on the other hand, block movement. Your units must remain at least 1" away from them, except when charging, disengaging or during a pivot.

Interpenetration When Pivoting

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

Disengaging

During a game, units may begin their Turn Engaged with Enemy units (see page 22). When such units are given a Movement order that takes them out of base contact with Enemy units, they are said to be Disengaging. Disengaging units may move within 1" of any Enemy unit they were Engaged with at the beginning of the Turn. They still must end their move at least 1" away from any Enemy units unless charging.

If a unit begins its Turn Engaged with one or more Enemy units on a single facing only, it may make a free Withdraw move directly away from the unit(s) up to 1" before carrying out its normal Movement order. All applicable measurements, LoS checks and front arc checks are then taken from the new position.

Unless noted above, all the normal rules for movement apply to Disengaging units.

If a unit is given a Halt order but does not Disengage, the unit and all units Engaged with it remain Engaged.

If your unit is not Engaged but begins its Turn within 1" of an Enemy unit, it may still move freely as long as it ends its Turn farther away from the Enemy unit than where it began.

CHARGE

A Charge is typically 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 all met:

- The target is at least partially in your unit's front arc;
- The unit can draw LoS to the target from its Leader Point as described on page 9;
- The distance between any point on your unit's front facing and the closest point on the target unit's base is less than or equal to double your unit's Speed stat (this is sometimes called the Charge Range);
- There is enough space for your unit to be physically placed into contact with the target by moving as described below.

Moving Chargers

A Charge move is carried out in three steps:

1. Move

First, the charging unit moves forward using the shortest, most direct route possible to make contact with the facing of the enemy unit being charged. This is done without measuring how much distance they actually cover, going around any Blocking Terrain and any unit in their way (both Friendly and Enemy units). See Diagram F.

In order to do this they may, if necessary, pivot once around their centre up to 90° at any point during their move. If the Charge can be completed without the pivot, then the charging unit should not pivot.

Note that the charging unit must go through any area of Difficult Terrain or over any Obstacle that would normally slow down their movement. The pivot may not be used to avoid them. These elements of terrain do not slow down Charge moves, but they cause the Charge to be Hindered (see page 22).

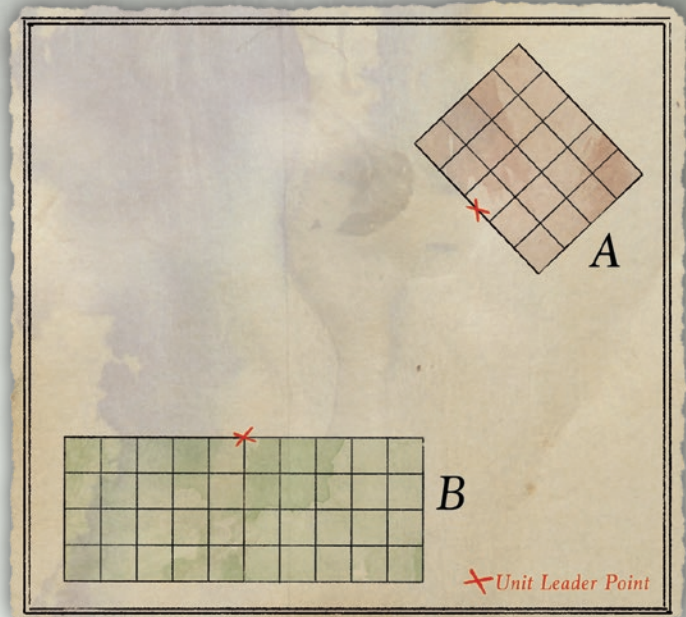


Diagram F1

Unit A wishes to Charge unit B

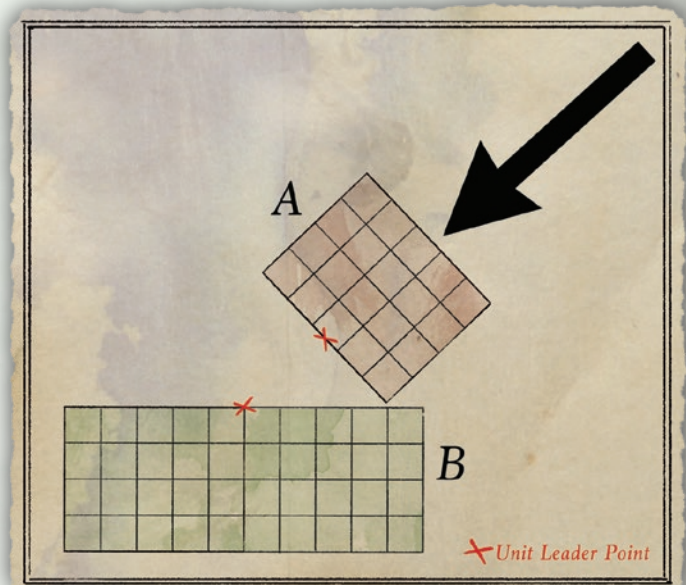


Diagram F2

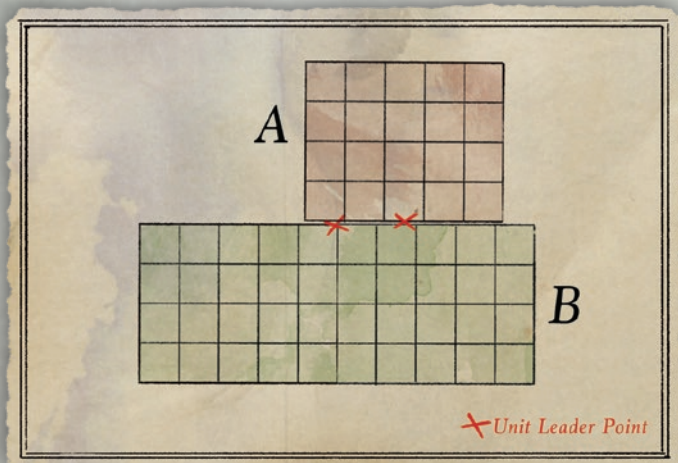


Diagram F3

Unit A aligns with unit B at the point of contact

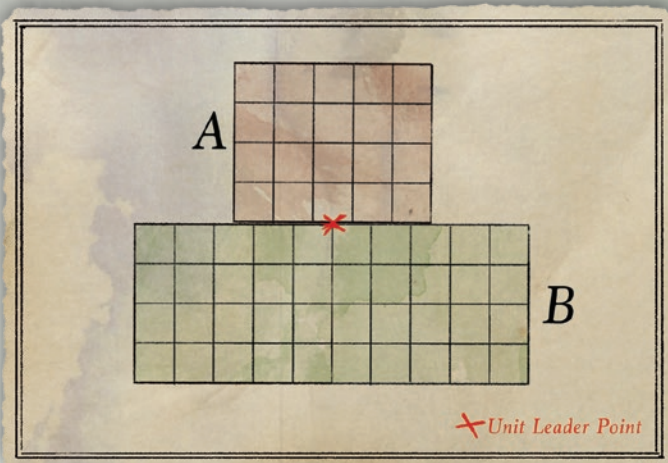


Diagram F4

Unit A shuffles to the centre of unit B

2. Align

Second, once the charging unit has made contact with the target, pick it up and align its front edge flush with the facing of the target in the arc being charged (see Flank and Rear Charges below). The charging unit must still be touching the initial point of contact with the target and clear of all other units. See Diagram F3.

The charging unit must be able to align at the initial point of contact in order to carry out a legal charge and must physically have enough space to fit when aligned. A charging unit cannot make contact with an enemy unit at a point of contact and then 'skip' over units or terrain to align with a different part of the unit. See Diagram G.

3. Shuffle to Centre

Finally, shuffle the charger sideways until their unit Leader Point is facing directly opposite the centre of the target unit, or as close as possible to it. See Diagram F4. During this shuffle the charging unit may not pass through other units or Blocking Terrain. In some cases this shuffle may take the charging unit into Difficult Terrain or onto an Obstacle. In such cases, the Charge is considered Hindered, as described on page 22.

Once the charging unit has shuffled to its final position, the charging unit(s) and the target are Engaged.

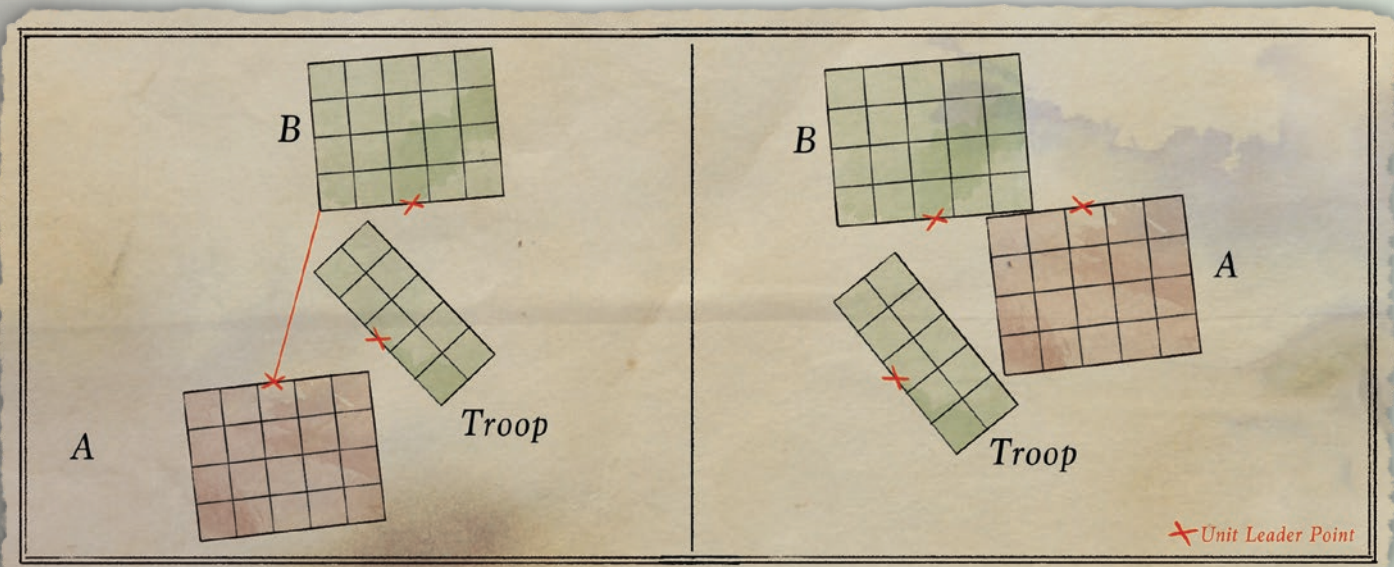


Diagram G: Illegal Charges

Regiment A wants to Charge Regiment B and can contact the corner of Regiment B, but it cannot align due to the Troop

'Skipping' to the other side of the Troop is not allowed so this charge would not be legal

Flank and Rear Charges

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

If the Leader Point of the charging unit is in the target's right or left flank arc when the order to Charge is given, the unit must charge the target's corresponding flank facing.

If the Leader Point of the charging unit is in the target's rear arc when the order to Charge is given, the unit must charge the target's rear facing. See Diagram H.

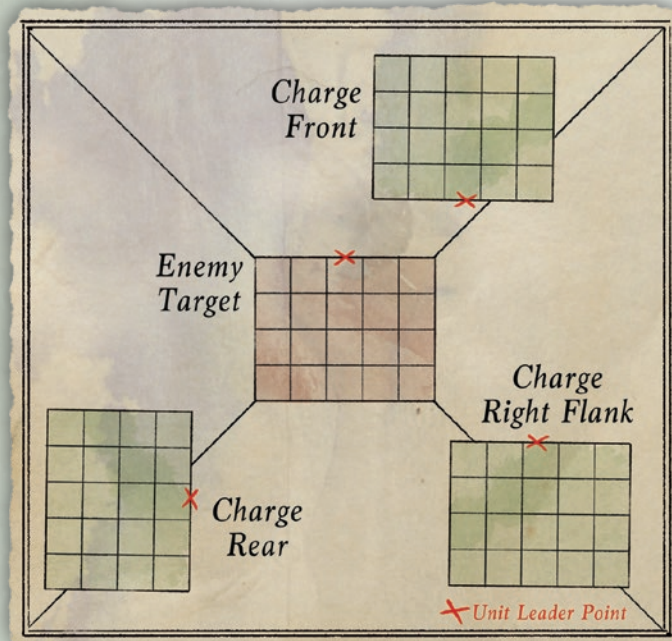


Diagram H: Flank and Rear Charges

Proximity to Enemies

Remember that when charging, units don't have to stay 1" away from Enemies, and this means that sometimes a charging unit may end up in contact with both its target and one or more Enemy units it has not charged (e.g. when charging a unit that is part of a tight enemy battle line). In this case, if possible, nudge the enemy unit that is not being charged back just enough that it's clear it is not Engaged with the charging unit.

This nudge is for the sake of keeping engagements clear and is not enough by itself to expose an otherwise unexposed flank. In other words, players cannot use this nudge to create a Charge that was not possible without the nudge.

Corner-to-Corner Charges

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

These extreme cases are called 'corner-to-corner' contact. One example of this is shown in Diagram I.

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

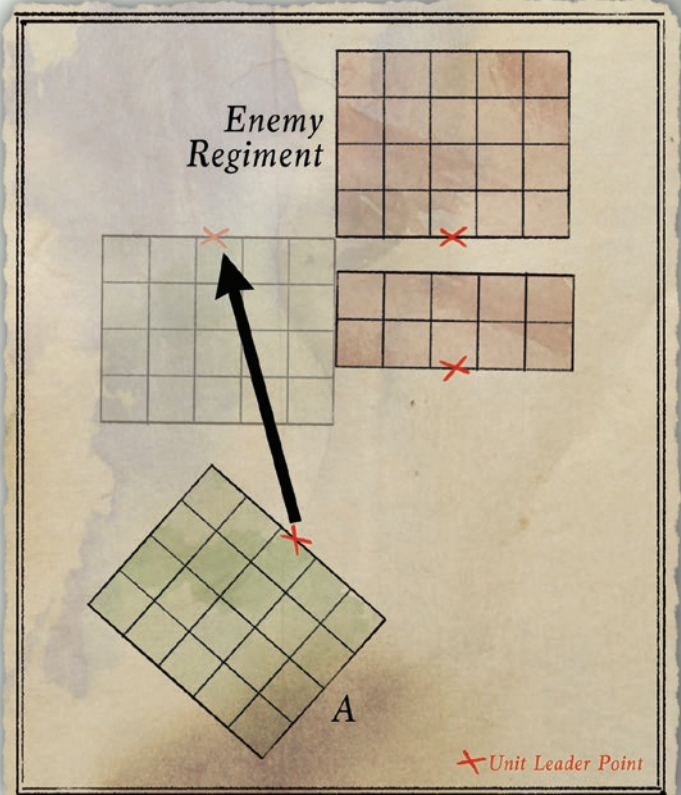


Diagram I: Corner Charges

Multiple Charges Against the Same Target

At times you will want two or more of your units to Charge the same Enemy unit. This is allowed as long as each unit can fit against the correct facing of the target unit once all of the charges are completed, but the process for moving the units is a bit different.

First, all units charging a single target must be given a simultaneous order to Charge the target unit. This means that each of the units charging must meet the requirements for a Charge order (see page 13) before any of the charging units move. It also means that new units cannot be issued a Charge order against the same target later in the Movement phase.

Each unit is then moved one at a time in an order decided by the charging player. A charging unit moves and aligns in the same way as a single Charge described above. Rather than shuffling to the centre, however, multiple units charging the same facing shuffle to their final positions as explained below, before moving the next unit so that all units on a facing share the space available as equally as possible. In the case of two units, each unit should, as much as possible, have roughly the same fraction of contact (e.g. if two units with 100mm fronts Charge a facing that is 100mm wide, each unit would have 50mm of their facing touching the target unit). In the case of more than two units, the central unit will of course be fully in contact. Divide the remaining frontage evenly among the overhanging units. There is no need to micromanage this to the last millimetre; placing the units in roughly the correct position by eye is sufficient. See Diagram J.

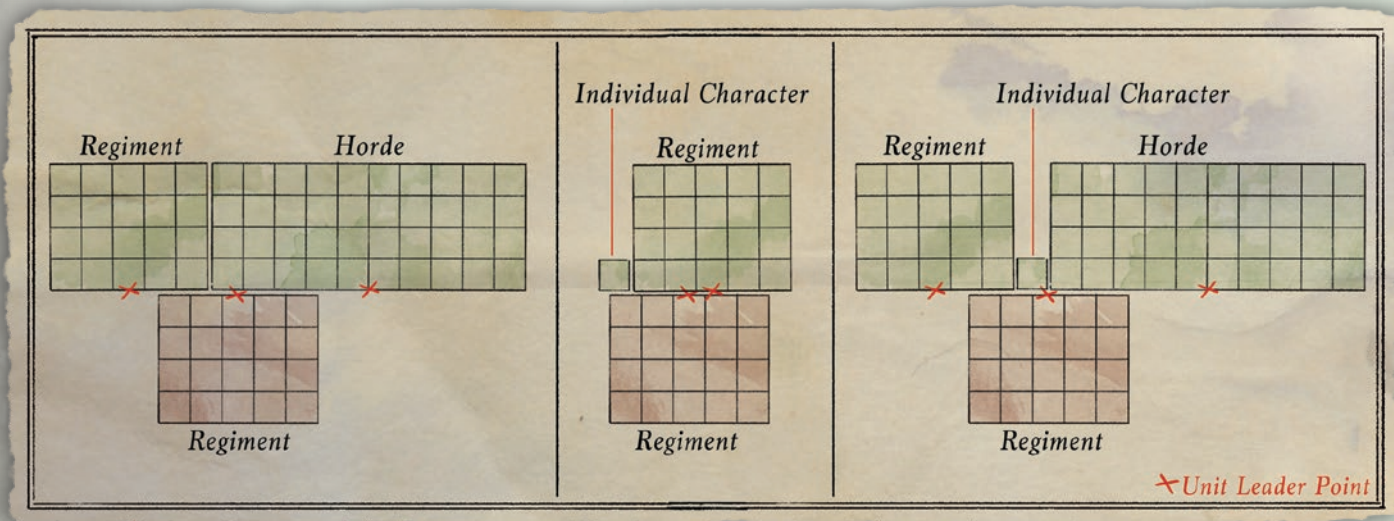
All units must be able to fit the facing they are charging after all charging units have moved. If there isn't enough space for all of the units to fit against the facing of the target they are charging, some of the units will not Charge and must be given a different order.

Note that units do not shuffle to make room for units that are charging different facings.

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

Also note that, in multiple charges, units charging the same target facing cannot cross each other's way in, i.e. they cannot swap places and must remain in the same relative positions to the target facing when they started their Charge. The Leader Point of each charging unit must stay in the same relative position to the Leader Points of all other units charging the same facing. In other words, the leftmost Leader Point before the Charge must still be the leftmost Leader Point after the Charge, etc. If it is particularly close and hard to determine, use a straight line perpendicular from the target, moving it left and right, and see which unit's Leader Point the line touches first. In the event that multiple Leader Points are lined up exactly with each other, then the charging player may choose the final position. See Diagram K.

Diagram J: Shuffling Multiple Charges



Each unit has roughly 1/3 of its frontage in contact

Each unit has roughly 5/6 of its frontage in contact

Of the 100mm of frontage, the Individual takes up 20mm, which leaves 80mm for the other units to share equally. This means roughly 1/4 of the regiment and horde are in contact

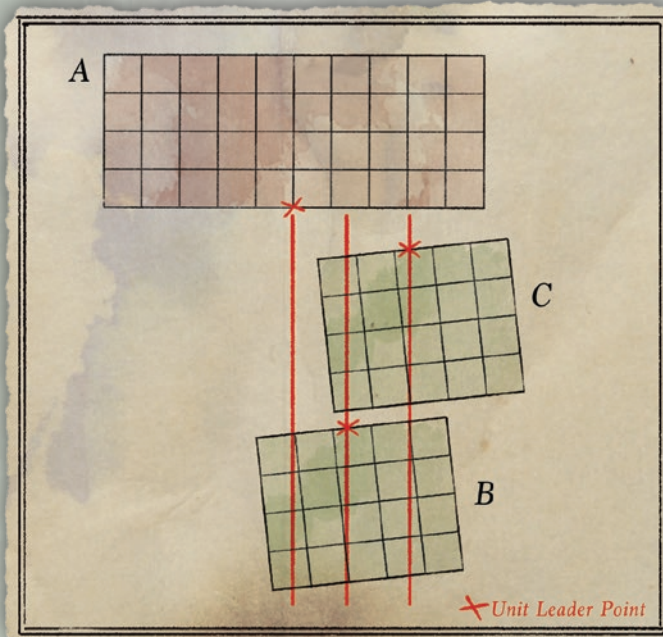


Diagram K: Using Leader Points to Determine Final Positions after a Multiple Charge

Unit B's Leader Point is farther left than unit C's so unit B will align to the left

Counter Charge

If a unit begins its turn Engaged with one or more Enemy units, it may elect to perform a Counter Charge instead of a regular Charge.

If a unit decides to Counter Charge, then it may only do so against an Enemy unit with which it is already Engaged. It does not need LoS and the Enemy unit does not need to be in the front arc, so it may Counter Charge against units Engaged on its flank or rear facings.

If the unit Counter Charges an enemy unit that is Engaged on its front facing, simply shuffle the attacking unit to its final position as normal. It is now considered Disengaged from all other units, so, if possible, any units it may still be touching should be nudged out of contact to show that they are no longer Engaged.

If the attacking unit Counter Charges an enemy Engaged on its side or rear facing, simply pick up the Counter Charging unit, turn it to face the target and align it flush with the target's front face. Shuffle it to the final position as normal. As noted above, the unit is now Disengaged from all other units it was previously Engaged with. Nudge them out of contact as above.

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

All rules that apply in a Charge also apply in a Counter Charge, unless otherwise specified.

Note: Remember that if a unit wishes to Counter Charge an Enemy unit it is Engaged with, it must declare the Counter Charge in the Movement phase. Don't forget to declare it!



TERRAIN

Terrain plays a vital role in Kings of War, providing cover from gunlines, breaking up charging paths for cavalry and providing strategic advantages and disadvantages for both players. Because terrain can have an effect on unit activity in all phases of the game, as well as LoS (and thus shooting), we will discuss it in more depth here before moving on to the Ranged and Melee phases.

On a standard 6'x4' table it is recommended that players use between eight and twelve pieces of terrain, making sure to use a few pieces of terrain from each of the five types listed below. Before the game, it's always a good idea to agree with your opponent how you are going to treat each of the pieces of terrain on the table.

TERRAIN TYPES

There are five types of terrain that impact gameplay in Kings of War:

Open Terrain

Open Terrain simply describes the normal battlefield and it is assumed that units and warriors can move, see and fight in areas of Open Terrain easily, following the normal rules. You don't need to specify Open Terrain – we assume it covers all the areas of your table where you have not placed any of the other terrain types listed below.

Blocking Terrain

Blocking Terrain is any solid piece of terrain such as high walls, buildings or large rock formations. The edge of the table is also normally treated as Blocking Terrain. When setting up the table, it is recommended that players leave at least 12" between any two pieces of Blocking Terrain to ensure that all units in the game can fit between them. It impacts the game in the following ways:

- Units cannot move across Blocking Terrain and must go around it.
- Units can pivot through Blocking Terrain in the same way as other units (see Interpenetration When Pivoting on page 12).
- Blocking Terrain impacts LoS as described below.

Difficult Terrain

This type of terrain consists of things like woods, crop fields, areas of rocky terrain or scree, ponds 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. It impacts the game in the following ways:

- While moving At the Double, units treat Difficult Terrain as Blocking Terrain instead.
- If a unit's Leader Point is in a piece of Difficult Terrain, then that unit ignores that piece of Difficult Terrain when checking LoS. Otherwise Difficult Terrain impacts LoS as described below.
- If a charging unit's move has gone through or ended over any portion of Difficult Terrain, then it is Hindered as described on page 22.

Obstacles

Obstacles are long and narrow pieces of terrain, like a low wall, a fence, a hedge, etc. – something that a roughly man-sized creature could see over and clamber across easily. Obstacles should be no more than 1" high – any higher and they will be Blocking Terrain instead. They impact the game in the following ways:

- Units can move over Obstacles normally (even ending their move on top of them), but they cannot cross them while moving At the Double.
- If a charging unit's move has gone through or ended over any portion of an Obstacle, then it is Hindered as described on page 22.
- Obstacles are Height 2 for determining cover but never block LoS.

Hills

Hills are elevated terrain pieces on which units can stand. Because of the tactical advantages granted by Hills, it is recommended that players avoid placing them in the Set-up Areas. Hills impact the game in the following ways:

- In order to be on a hill for game purposes, a unit must have at least half of its unit's base on it. When a player intends for their unit to be on a hill, they should make this clear to their opponent.
- Hills have no impact on movement.
- If a unit's Leader Point is on a hill, then that unit ignores that hill when checking LoS. Otherwise, hills impact LoS as described below.

- While on a hill, a unit adds that hill's Height to its own. For example, a Height 2 unit on a Height 2 hill would be Height 4, while a Height 3 unit would be Height 5 while it stood on the hill.
- If a unit that begins its turn on a hill makes a Charge that is not Hindered against a unit that is not on a hill, the charging unit gains the *Thunderous Charge* (+1) special rule. Units with the *Fly* special rule, including those who have temporarily lost the special rule due to being Disordered, do not gain this bonus.

TERRAIN & LINE OF SIGHT

Terrain Height

Heights of all terrain features should be agreed upon before the game. As a rough guideline, a piece of terrain is Height 1 plus one level of Height for each inch of actual physical height, so a 2" high wall would be Height 3 for example.

Drawing Line of Sight

Terrain blocks LoS to any units behind it in the same way as a unit. For example, a Height 3 or higher building will block LoS between two Height 3 units. Some pieces of terrain, such as rivers and ponds, will be completely flat and never block LoS. As always, these should be agreed with your opponent before the game.

Terrain does not block LoS drawn to units that are at least partially inside the piece of terrain. If any part of a unit is in a forest, for instance, then other units outside of the forest may draw LoS to the unit in the forest.

Note that it is important to have some pieces of terrain that block LoS toward the centre of the board in order to break up LoS and provide cover from units with ranged attacks. Hills, forests and Blocking Terrain are great for this purpose.

Terrain and Cover

For rules on how terrain impacts the Ranged phase, see the Cover section on page 21.



THE RANGED PHASE

Once you have finished moving all of your units, it's time to make ranged attacks with those that can do so. Only units with a ranged weapon, such as a bow, or other ranged attack, such as a spell, can be chosen to make attacks in the Ranged phase. They are said to be firing, shooting or casting ranged attacks as appropriate.

Pick one of your units at a time, choose a target for them and let loose. As noted previously, any unit that did not receive an order in the Movement phase is considered to have had the default Halt order given to it. If a unit has two or more types of ranged attacks (including spells), it can only use one per Turn.

To resolve a unit shooting (or casting) with a ranged attack, a player will:

1. **Pick a target and make sure it's in range and there is LoS to it.**
2. **Roll to hit.**
3. **Roll to damage.**

At the end of the Ranged phase, you will test the Nerve of any enemy units that were damaged. We will cover Nerve in a following section.

Moving and Shooting

Units that have received an At the Double order in their previous Movement phase may not make ranged attacks.

Melee and Shooting

Units that are Engaged with enemies cannot use, or be targeted by, ranged attacks, unless specified otherwise.

Engaged Units and Shooting

Units that begin their turn Engaged in combat must first Disengage during their Movement phase if they wish to shoot during their Ranged phase. If a unit is issued a Halt order immediately after Disengaging (including Disengaging that involves a Withdraw move), any normal penalties for movement, including those for *Pot Shot* or *Reload*, do not apply. With any other Movement order, any normal movement penalties apply.

Units that are only Engaged with enemy units that are *Yielding* do not have to disengage in order to shoot. See page 28 for more on *Yielding*.

Ranged Weapon

Units that possess a ranged weapon will display it in the special rules section of their unit profile.

A ranged weapon's own profile is composed of several different elements. At the very least it will display its name and range but may also indicate a different number of dice to roll for its attacks to be used instead of the unit's own Att stat. Special rules that affect the weapon are also included and only apply to that weapon when it is used.

For example: (Bows – 24”), (Heavy Crossbows – 36”, Piercing (2), Reload) or (Flame Belcher – 12”, Att: 10, Piercing (1), Steady Aim)

If a ranged weapon profile does not explicitly list a number of Attacks for that weapon, or list an Ra stat value to be used for that weapon, the Att value and/or Ra value in the unit profile itself should be used.

PICKING A TARGET

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

- The target is at least partially in the unit's front arc.
- The unit has LoS to the target.
- The distance between the unit's Leader Point and its target is equal to or less than the weapon's or spell's range.

SHOOTING & HITTING THE TARGET

Once a valid target has been selected, roll a number of dice equal to the firing unit's (or weapon's) Att stat. Your unit's dice rolls, with any modifiers that apply, must score a number equal to or higher than its Ra stat value in order to hit its target. Discard any dice that score less than that.

Example: A unit has Att 10 and so shoots with 10 dice. Its Ra value is 5+. The dice are rolled. Any that score 4 or less are discarded – they have missed. Any that score 5 or 6 are successful hits.

Modifiers

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

- -1 Moving. This applies if the firing unit received any order other than Halt in the previous Movement phase. This modifier does not apply to Pistols, Javelins or Thrown Weapons.
- -1 Cover. This applies if the target is in cover (see below).

For each of these conditions that apply, deduct one from the score rolled on each of the dice.

For example, if your unit normally needs a 4 or more to hit, but it has moved, you will need 5 or more to hit instead, because all results will be one less than actually rolled – a 5 will become a 4 and thus meet the required Ra value, but a 4 will become a 3 and therefore miss. If the target was in cover as well, you would need 6s.

Any dice that naturally roll a 1 always miss, regardless of modifiers. However, if modifiers to the roll mean that the unit would need more than a 6 to hit, it may only roll a number of dice equal to half its Attacks (rounding down) and will only score hits on a 6.

Additionally, the target unit or firing unit may have special rules which also modify To Hit rolls when shooting and will be explained in the unit's special rules.

DAMAGING THE TARGET

After discarding any dice that missed, pick up the remaining dice that scored hits and roll them again to try and damage the enemy unit. The number your unit needs to damage the target is equal to or greater than the target's Defence value. This roll can sometimes be modified by special rules, etc.

Example: A unit has scored 6 hits on an enemy unit which has a De of 4+. The attacking player rolls the dice again. Any that score 3 or less have failed to cause any damage. Any that score 4 or more cause 1 damage each.

Any die that rolls a 1 always fails to damage, regardless of modifiers. If a modifier brings the score required to damage a target 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 placing a die (possibly an unusual one, of a different size or colour, to avoid rolling it by mistake) next to the unit, or by using some other suitable tokens to track the damage.

TESTING NERVE

At the end of the Ranged phase, test the Nerve of any unit you inflicted damage on during that phase. This test is described on page 24 and will determine whether the damaged units are Steady, Wavered or Routed.

COVER

In cases when the target unit is partially visible behind another unit or terrain piece, the firing unit might suffer from the the -1 Cover modifier on its rolls to hit. To decide whether the target unit is in cover, draw LoS from the Leader Point of the firing unit to the facing and arc of the target unit that the firing unit is in (front, rear or either flank).

The target unit will be in cover if:

- At least half of its base is within Difficult Terrain, or...
- LoS to at least half of the target unit's facing that is being targeted passes over intervening units or terrain (including Difficult Terrain the target unit is in contact with).

A firing unit that received a Halt order in its Movement phase ignores any piece of Difficult Terrain that it is currently within, or in base contact with, for determining whether an enemy unit is in cover, unless the enemy unit is also touching or within the same piece of Difficult Terrain.

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

If a unit's Leader Point is on a hill, but the unit itself is not on the hill (with more than half its base), LoS is not blocked, but the hill itself is taken into consideration when determining cover to and from the unit.

Big Targets

Intervening units/terrain that are three Height levels smaller than either the firing unit or the target offer no cover. For example, Height 1 units/terrain do not offer cover to or from Height 4 units.

Not Sure?

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

THE MELEE PHASE

Once you have finished any Ranged attacks with your units and made any Nerve tests for the enemy, it's time for your warriors to strike against the enemies that they Charged, or Counter Charged, in your Movement phase. We imagine that in your Turn the impetus of the Charge means that your warriors will be doing most of the hacking and slashing, while the enemy mostly defend themselves.

At this stage, there may be a number of Engaged units all involved in hand-to-hand Melee combat. The player whose Turn it is picks one of these combats and resolves it completely before moving to the next, and so on until all combats have been resolved.

To resolve each Melee combat a player will:

1. **Roll to hit.**
2. **Roll to damage.**
3. **Test the enemy unit's Nerve.**

If more than one unit is attacking the same target, resolve steps 1 and 2 for each unit in the order chosen by the attacking player before moving on to step 3. Regardless of the number of attacking units, the target's nerve is only tested once in a given combat.

STRIKING

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

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

HITTING THE TARGET

This process is exactly the same as described for ranged attacks, except that it uses the unit's Me stat rather than Ra and the modifiers below rather than the ones for Ranged attacks.

Modifiers

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

- -1 Hindered. If a charging unit's movement has gone through or ended over any portion of Difficult Terrain or an Obstacle, then it is Hindered in the following Melee phase. A unit can only be Hindered once in any given charge so will only ever suffer a single -1 modifier for the condition.

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

Any die that naturally rolls a 1 is always a miss, regardless of modifiers. However, if modifiers to the roll mean that the unit would need more than a 6 to hit, it may only roll a number of dice equal to half its Attacks (rounding down) and will only score hits on a 6.

Additionally, the target unit or attacking unit may have special rules that also modify the roll to hit when making Melee attacks; these will be explained in the units' special rules.



DAMAGING THE TARGET

This process is exactly the same as described for Ranged attacks on page 21.

Recording Damage

This process is exactly the same as described for Ranged attacks on page 21.

TESTING NERVE

At the end of each combat, if your attacking unit(s) have managed to score at least one point of damage on the target, test the target's Nerve. This test is described on page 24 and will determine whether the damaged units are Steady, Wavered or Routed. Note this is different to the Ranged phase, where you test enemy Nerve at the end of that phase.



Ogre Berserker Braves face off against a Goblin Rabble

AFTER COMBAT

Target Routed – Chargers Regroup

At the end of each combat, if your Charging or Counter Charging unit(s) managed to Rout the Enemy unit, it can do one of the following:

- Stay where it is and pivot around its centre to face any direction (as per a Change Facing order).
- Move directly forward D6". The unit must move the full distance rolled. This move is not affected by Difficult Terrain or Obstacles.
- Move directly sideways either left or right D3" (as above).
- Move directly backward D3" (as above).

A unit cannot move through any other units while regrouping, though it can pivot through them as long as it ends clear. Once the Regroup move has been carried out, nudge the unit out of base contact with any enemy units it may be touching, so that it's clear they are not Engaged.

Target Steady or Wavering – Remain Engaged

If, on the other hand, your unit(s) failed to Rout the Enemy unit, it remains Engaged. Engaged units remain in base contact with one another and do not move.

DISORDERED

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

Units will remain Disordered until the end of their following Turn, when the Disordered counter is removed.

No Ranged Attacks

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

NERVE

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

WHEN TO TEST

At the end of both the Movement and Ranged phases of your Turn, you test the Nerve of any enemy unit that suffered any damage during that phase. If there are multiple units, you may choose the order to make the tests.

In the Melee phase, however, a Nerve test is made for any enemy unit that suffered damage in the phase at the end of each combat, before moving on to the next. In a combat where more than two units are attacking, resolve all of the attacks and damage first from all the attacking units, and then make the Nerve test.

Note that if one of your own units receives damage during your own Turn, a Nerve test is not required.

HOW TO TEST

Each unit has two numbers under its Ne stat. 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 any damage currently on the unit to the score, plus any other modifiers that apply (such as those granted by some special rules). The final total is then compared to the Ne stat values of the Enemy unit.

- If the total is equal to or higher than the unit's Routing limit, the unit suffers a Rout result (see below).
- If the total is lower than the Routing limit, but equal to or higher than the Wavering limit, the unit suffers 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 three points of damage so far during the game. 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 that have been Disordered will not be able to use their ranged attacks in their next Turn.

Wavering

The unit does not Rout, but it is severely shaken during its next Turn. Place a suitable counter by the unit as a reminder. In its next Movement phase, it can only be given one of the following orders: Halt, Change Facing or Back. In addition, the unit is Disordered (so it will not be able to use its ranged attacks in its next Ranged phase). The unit will remain Wavering until the end of its following turn, when the Wavering counter is removed.

Rout

The unit is no longer capable of participating in the battle and any few remaining survivors (if any!) have routed. Remove the unit from the table. It can take no further part in this game and is considered destroyed.

Devastated

While the amount of damage on a unit exceeds its current Routing limit (taking into account any modifiers, such as Rallying or Dread) and the unit has not suffered a Rout result, the unit is said to be Devastated. Devastated units halve their Attacks, Unit Strength and spell (n) stat values, rounding down. Mark the unit with an appropriate token.

For example, if a unit that normally had an Att stat of 12 was Devastated, it would continue to play using an Att stat of 6 instead



Exceptional Morale Results

Double Six – We Are Doomed!

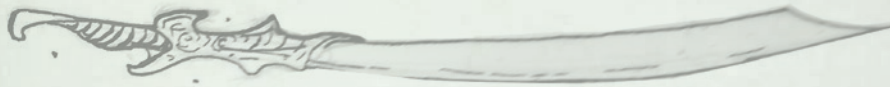
If you roll double six when testing Nerve and the enemy unit is not Routed, it will still suffer from a result of Wavering, as insidious news of defeat starts to spread through the ranks.

Double One – Hold Your Ground!

If you roll snake eyes (double one) when testing Nerve, the enemy unit is filled with implacable resolve and will always be Steady and fight on, regardless of any modifier. Note, if the Enemy unit has suffered enough damage, this may still result in it being Devastated.

Fearless

Some units in the game have a value of “-” for their Wavering limit. For example, it could be -/14. These units are normally composed of fanatical, frenzied warriors or mindless supernatural creatures – in any case, they cannot Waver, and will therefore remain Steady until they eventually Rout. Of course a Rout result for such troops represents them being utterly annihilated, or collapsing as their magical life force abandons them.



Wymriders herd a Terror into a trap

WAR ENGINES

Unless specified otherwise in a unit profile, the following rules apply to all War Engine units.

Movement

War Engines cannot be ordered to move At the Double, nor to Charge. While moving, War Engines treat Obstacles as Blocking Terrain.

Melee

Units attacking a War Engine in Melee always triple their Attacks, regardless of the facing they are attacking.

War Engines lucky enough to take damage but survive such an onslaught will be Disordered as normal.

Front Arc

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

For example, the base in Diagram L has an 80mm width, but the front arc only extends from a 50mm width on the front of the base.

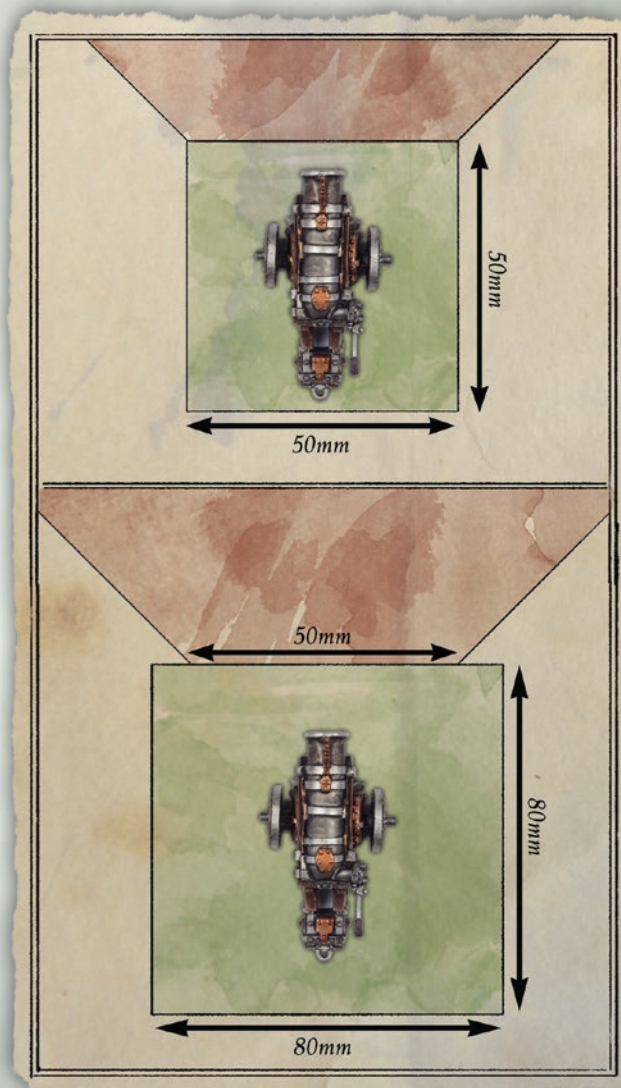


Diagram L: War Engine Bases



A Basilean Heavy Arbalest team surveys the battlefield



An Abyssal Dwarf crew prepares their G'rog Light Mortar for war

INDIVIDUALS

Units with the *Individual* special rule are normally made of a single model representing a roughly human-sized individual, on foot or horseback. These can obviously behave in a very different manner from regimented units or very large creatures. When the word *Individual* is used in the rules with a capital letter, it means a unit with the *Individual* special rule. A unit with the *Individual* special rule uses the normal rules with the following changes.

Line of Sight

Individuals never block LoS and also do not provide cover against ranged attacks.

Movement

Immediately before being issued a Movement order, Individuals may pivot to face any direction before carrying out the rest of their order. If it is a Charge order, this pivot is allowed to end within 1" of enemy units.

An Individual that does not start the turn in Difficult Terrain or on a Hill that would otherwise block LoS (such as a Height 4 forest for a Height 2 Hero (Inf), model) may not pivot into the Difficult Terrain or Hill to see through it in order to declare a Charge.

A unit with the *Individual* special rule also has the *Nimble* special rule, which can be found in the next section.

An Individual may move into base contact with a Friendly unit to protect a facing. While in base contact like this, the Individual may not be charged in any facing that is entirely in contact with the Friendly unit.

Yielding

Units with the *Individual* special rule are Yielding.

This means that Enemy and Friendly units that are not Disordered may move, Charge and pivot through them as long as they end their entire movement, or the Move step of any Charge, clear of the Individual.

In addition, units do not need to Disengage to carry out a ranged attack if they are only Engaged with Individuals that are Yielding.

Enemy Yielding units are not taken into account when determining if a unit can make a Withdraw move. However, the Withdraw move still may not pass through them if the Disengaging unit is Disordered, and the Withdraw move still must end clear of the Yielding unit.

Ranged Attacks

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

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

A unit with the *Individual* special rule also has the *Steady Aim* special rule, which can be found in the next section.

Melee

When charging an Individual, a unit must make contact with the facing that they started in as normal. However, the Individual will align flush with the unit's facing, rather than the unit aligning to the Individual's facing. The charging unit then shuffles to its final position as normal. If more than one Enemy unit is charging the Individual, declare all Charges as normal and move the first charging unit into contact. The Individual then aligns to that unit and the charging unit moves to its final position. The remaining charging units then make contact with the facing they would have charged when they declared the Charge and align to the Individual – assuming there is still room to fit.

Enemies never double/triple their Attacks in Melee combat against an Individual. Similarly, the Individual does not double/triple its own attacks when attacking an enemy in the flank/rear. Individuals do still triple their Attacks against War Engines however.

Overrun

If an Individual suffers a Rout result, and the attacking unit(s) opts to advance D6" directly forward for its Regroup move, it may make contact with another enemy unit if the distance moved would allow it. This is treated as a successful Charge. The charging unit is aligned and shuffled against the new enemy as normal and can immediately attack again, even if the unit contacted has already been attacked in Melee this Turn. This may result in more than one Nerve test on a single enemy unit in the Melee phase. If either the initial Charge move or the regroup move took the charging unit over an Obstacle or through Difficult Terrain, then it is Hindered during this additional combat.

Also note that if the new enemy is another Individual, which is then Routed, the charging unit can again advance D6" forward as above, and so on – it is possible to run over any number of meddling Individuals in a single Charge!



SPECIAL RULES

The full rulebook contains many more special rules. The ones presented here are those required for the sample units provided in this free rule booklet.

Some units possess what we call 'special rules'. Each of these special rules is an exception to the normal rules. Some are listed with the units themselves, but the most common are presented together in this section for reference.

Special rules typically grant bonuses or apply modifiers to dice rolls during the game. If they only affect actions during specific phases, this will be listed in brackets after the special rule's name in the unit entry. For instance, *Elite* (Ranged) grants the *Elite* special rule, but only on ranged attacks. In cases where there is no qualifier, the special rule works in all applicable phases.

Similarly, some special rules may have qualifiers granting the ability only when attacking certain types of units. For

example, *Vicious* (Melee – vs. Monsters & Titans only) grants the *Vicious* special rule, but only in Melee, and only when attacking Monsters and Titans.

In some instances, upgrades or special abilities or spells may grant a special rule with a (+n) value. If the unit does not already have that special rule, the unit would then have it with the given (n) value. If it does already have the special rule, the unit's (n) value is increased by the (+n) value, up to the maximum allowed by the rules.

For example: should an ability grant *Lifefeech* (+1), any unit that does not have *Lifefeech* would now have *Lifefeech* (1), whereas a unit with *Lifefeech* (1) already would now have *Lifefeech* (2).



SPECIAL RULES

Blast (n)

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

Brutal (n)

When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest *Brutal* (n) value to the total rolled. If no value is specified, the unit has *Brutal* (1).

If an enemy unit is subject to both the *Brutal* and *Dread* special rules, the attacking player must choose which to use. Both cannot be applied against the same unit at the same time.

Crushing Strength (n)

All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.

For example: when rolling to damage with a Melee attack that has *Crushing Strength* (1), a roll of 4 would become a roll of 5.

Headstrong

If a unit with this rule begins its turn Wavering, roll a die before declaring a Movement order (including Halt) for this unit. On a 3+ it shrugs off the effects of Wavering and is Disordered instead. Adjust any counters on the unit as required.

Ignore Cover

The unit fires in high arcs, hitting the target from the top, which means it does not suffer the -1 to hit modifier for enemy targets being in cover. Note that the firing unit does still need to have LoS to its target to fire at it.



Inspiring

If this unit, or any Friendly Core unit within 6" of this unit, suffers a Rout result, the opponent must re-roll that Nerve test. The second result stands.

Note that a unit may also have a qualifier for its *Inspiring* rule. In this case the unit will only Inspire itself and the unit(s) specified.

Piercing (n)

All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.

For example: when rolling to damage with a Ranged attack that has *Piercing* (1), a roll of 4 would become a roll of 5.

Pot Shot

If this unit is given any order other than Halt in the Movement phase, any Ranged attacks with this rule that it makes are resolved with a -2 Moving modifier rather than the normal -1 Moving modifier.

Regeneration (n)

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

Reload

The unit can only make ranged attacks if it received a Halt order in its previous Movement phase.

Scout

The unit can make a single At the Double or Advance order after set-up is finished but before the first Turn of the first Round begins. If moving At the Double as part of this order, the unit treats Obstacles and Difficult Terrain as Open Terrain during the *Scout* movement. If both armies have units with this rule, both players roll a single die each. The highest scorer decides who begins to move one of their *Scout* units first, then the players alternate until all *Scout* units have been moved. Players then roll to determine who takes the first Turn in Round one as normal.

Shattering

If a unit is damaged by the ranged attacks of one or more units with this rule, add one to the subsequent Nerve test at the end of the Ranged phase.

If an enemy unit is subject to both the *Shattering* and *Dread* special rules, the attacking player must choose to use either the *Shattering* or the *Dread* modifiers. Both cannot be applied against the same unit.

Thunderous Charge (n)

All Melee hits inflicted by this unit have a +(n) modifier when rolling to damage. This bonus is in addition to the unit's *Crushing Strength* (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero).

Vicious

Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.

Wild Charge (n)

Models with this special rule may add (n) to their charge range. This is added after Sp is doubled. For instance, a unit with a Sp stat of 4 and *Wild Charge* (2) can Charge units up to 10" away.

In some instances, the (n) value may be a variable die roll (e.g. *Wild Charge* (D3)). In these cases, before issuing a Movement order to this unit, roll a D3. If this unit is then issued a Charge order, it may add the result in inches to its total Charge range.



PICKING A FORCE

You can play Kings of War with just a few units per side, without worrying about the two armies 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 will want to play games 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. Armies are selected from the Army Lists (sometimes called Force Lists) presented later in this book. Units within an army each have a Points Value assigned to them, which represents their value on the battlefield. Bigger units and those that can deal more damage will typically have a higher Points Value than smaller or weaker units. Players will select the units for their army by 'spending' points up to an agreed limit.

First, agree with your opponent how many points you will each have to spend on your armies. For example, you may agree that you both have 1500 or 2000 points to spend. Then, select your Core units (Friendly units from the same Army List) from a single Army List of your choice. Thus if you want to play with a Dwarf army, you would start selecting units only from the Dwarf Army List.

2000 points per side is considered a standard game.

As you pick units and include them in your army, keep adding their cost, including any upgrade options you select for them, or extras like magical artefacts, until you have reached the total you agreed upon. You can of course spend less than the agreed total, but you cannot spend even a single point more. However, an army is still considered to be the size of the maximum total the players agreed on (e.g. an army that comes to 1995 points would still be considered a 2000 point army).



Tearing through the walls of reality, a horde of Nightstalkers gathers to feast on the fear of mortals

ARMY SELECTION

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

Troops

Your army can include up to two Troop units for each Infantry, Heavy Infantry, Chariot or Cavalry Regiment in the army. You may also include up to two Troop units for each Large Infantry, Monstrous Infantry or Large Cavalry Horde in your army.

Your army can also include up to four Troop units for each Infantry, Heavy Infantry, Chariot or Cavalry Horde or Legion in your army.

You may also include up to four Troop units for each Large Infantry, Monstrous Infantry or Large Cavalry Legion in your army.

Regiments

Your army can include as many Regiments as you like. For each Infantry, Heavy Infantry, Chariot or Cavalry Regiment in the army, you can also include one of the following units:

- Hero
- Monster
- Titan
- War Engine

For example, including three Regiments allows you to select up to three additional units chosen from Heroes, Monsters, Titans and War Engines.

Hordes

Your army can include as many Hordes as you like. For each Infantry, Heavy Infantry, Chariot or Cavalry Horde in the army, you can also include all of the following units:

- Up to one Hero
- Up to one Monster or Titan
- Up to one War Engine

For example, including three Infantry, Heavy Infantry, Chariot or Cavalry Hordes allows you to select up to three Heroes AND three Monsters (or Titans) AND three War Engines.

For each Large Infantry, Monstrous Infantry or Large Cavalry Horde in the army, you can also include up to two of the following units:

- Up to one Hero
- Up to one Monster
- Up to one Titan
- Up to one War Engine

You may not choose the same option twice. For example, including an Infantry Horde would allow you to select up to one Hero and one Monster, but NOT two Heroes.

Legions

Unless otherwise stated, Legions are Hordes for the purposes of army selection.

ARMY SELECTION



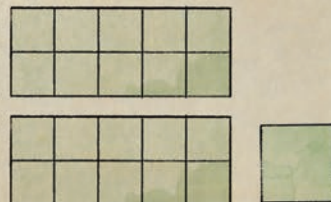
Unit

Infantry/Heavy Infantry/Cavalry Regiment



Allows

2 Troops and 1 Hero/Monster/Titan/War Engine



Unit

Infantry/Heavy Infantry/Cavalry Horde/Legion



Allows

4 Troops, 1 Hero, 1 Monster/Titan, and 1 War Engine



Unit

*Large Infantry/Monstrous
Infantry/Large Cavalry Horde*



Allows

*2 Troops, and up to 2 different choices from the
following: Hero, Monster, Titan, War Engine*



Unit

*Large Infantry/Monstrous
Infantry/Large Cavalry Legion*



Allows

*4 Troops, and up to 2 different choices from the
following: Hero, Monster, Titan, War Engine*



In a standard 2000 point game, players may only take the same Hero, Monster, Titan or War Engine unit a maximum of three times. Elves could take a maximum of three Bolt Thrower units in 2000 points for example. This limit includes units with artefacts or other upgrades, so an Undead army could only have a maximum of 3 Necromancers, regardless of what options or upgrades they take.

For other game sizes, please consult the table below.

Point Limit	Max Duplicates
0-1499	1
1500-1999	2
2000-2999	3
Each additional 1000 points	+1

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

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

If a unit has **[n]** after its name in the list, it is only available in limited numbers and may only be taken in quantities up to its **[n]** value. Often these are named heroes of great fame or units of renown and so have a **[1]** against their name as they are unique.

If a unit with a **[n]** value has more than one unit size available (e.g. Troop and Regiment), each unit taken, regardless of size, counts toward the **[n]** total. For instance, a unit with both Troops and Regiments that is **[3]** may not take 3 Troops and 3 Regiments.

Some units have optional upgrades available, in which case the cost for the upgrade is listed beside the option in the unit profile. The total cost for a unit includes any upgrades selected for it. So if you chose a 15 point upgrade for a 100 point unit, the total cost of the unit would be 115 points.

At times these upgrades have variable costs based on unit size (i.e. Troop/Regiment/Horde options).

In these instances the upgrade cost for each size is listed in square brackets. For instance, in the example below the cost to upgrade with a Veteran Command is +5 pts for a Troop, +10 pts for a Regiment, and +15 pts for a Horde.

	1	2	3	4	5	6	7	8	9	10
-										
4+										
Horde (40)	4	25	20/22	175						

Special Rules

Iron Resolve

Options

- Upgrade with a Veteran Command, Increasing the unit's rout & waver values by +1 for [+5/+10/+15] pts

ARMY SELECTION



ALLIES & ALIGNMENTS

In a standard game, players will pick from a single Army List. However, sometimes players wish to play an army with a particular story or theme and so may wish to add allies from another list to their army.

When using allies, you may only choose from one other Army List. You select units from the allied list in a similar way, so you still need Regiments/Hordes to then include Troops, War Engines, Heroes, Monsters or Titans from that list.

If you are using allies, then you may only choose up to 25% of your army total points limit from the allied list. You may not take Irregular or Limited units as allies and you cannot select the same allied unit entry of each of the following types more than once:

- War Engine
- Hero (all types)
- Monster
- Titan

Allies may never take unique spells and may not be given magical artefacts.

Alliances between races that are hated enemies in the Kings of War background are not very 'realistic', so we have given a specific Alignment to each army – either Good, Evil or Neutral. Good races should never ally with Evil races, but anybody can ally with Neutral races. So please don't mix Evil and Good units in the same army, unless your opponent agrees, of course. You can also join forces with your friends and play with several allied armies on either or both sides, as long as the points values are balanced.

Core and Allied Units

When taking allies, your list will have two sets of Core units, the Primary Core units from your Primary force list and the Allied Core units from the Allied list. Special rules affecting Core units will only affect one type rather than both, even if they are all Friendly and on the same side.

Primary Core units are those you chose from your primary army list.

Allied Core units are those you chose from your allied army list (if you have one).

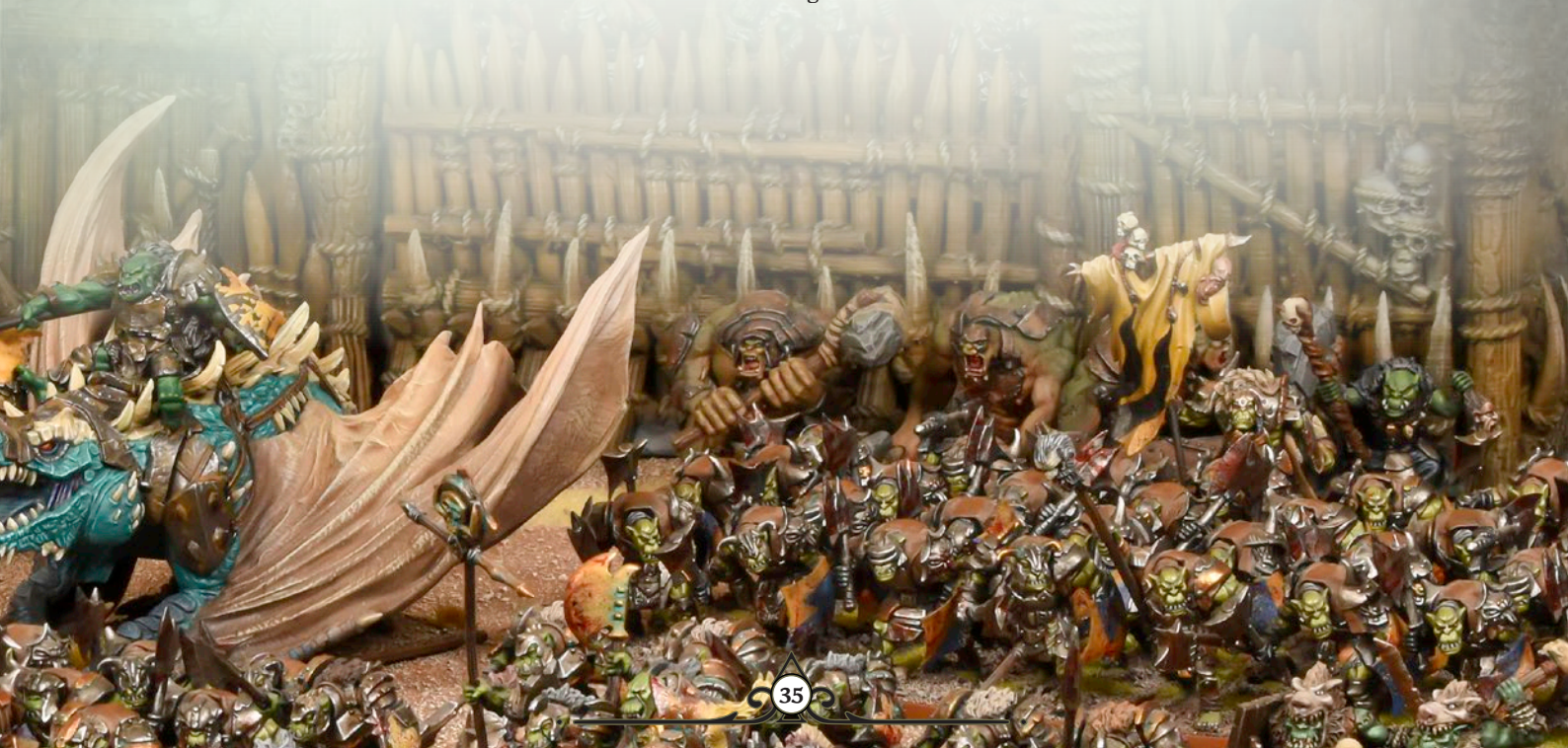
Example: if you chose to play an Ogre army with Orc allies, your Primary Core units will be the ones selected from the Ogre Army List, and your Allied Core units will be the ones selected from the Orcs Army List.

When a rule refers to Friendly Core units, it means units from the same list as the unit with the rule. Thus if a unit from the Allied part of your army had a rule that affected Friendly Core units, it would only apply to other units in the Allied part of your army.

SMALLER GAMES

If you are a new player with a small model collection, you sometimes want to throw a few units on the table to learn the game. You might even be running a small demo of the game for friends or even teaching the kids the joys of wargaming.

Whatever the circumstances, you might want to consider allowing any number of Troops in an army when playing games below around 750 points. This allows both sides to field a decent variety of unit types and for players who are still collecting their armies to get them on the table and play some games.



THEME LISTS

The Army Lists included in this book represent many of the primary races and dominate political powers in the world of Pannithor. They are all considered to be 'Master Lists'. In future supplements we will be introducing many of the smaller military powers or 'flavours' of the primary ones. The Army Lists for all these sub-factions are known as 'Theme Lists' and will be identified as such.

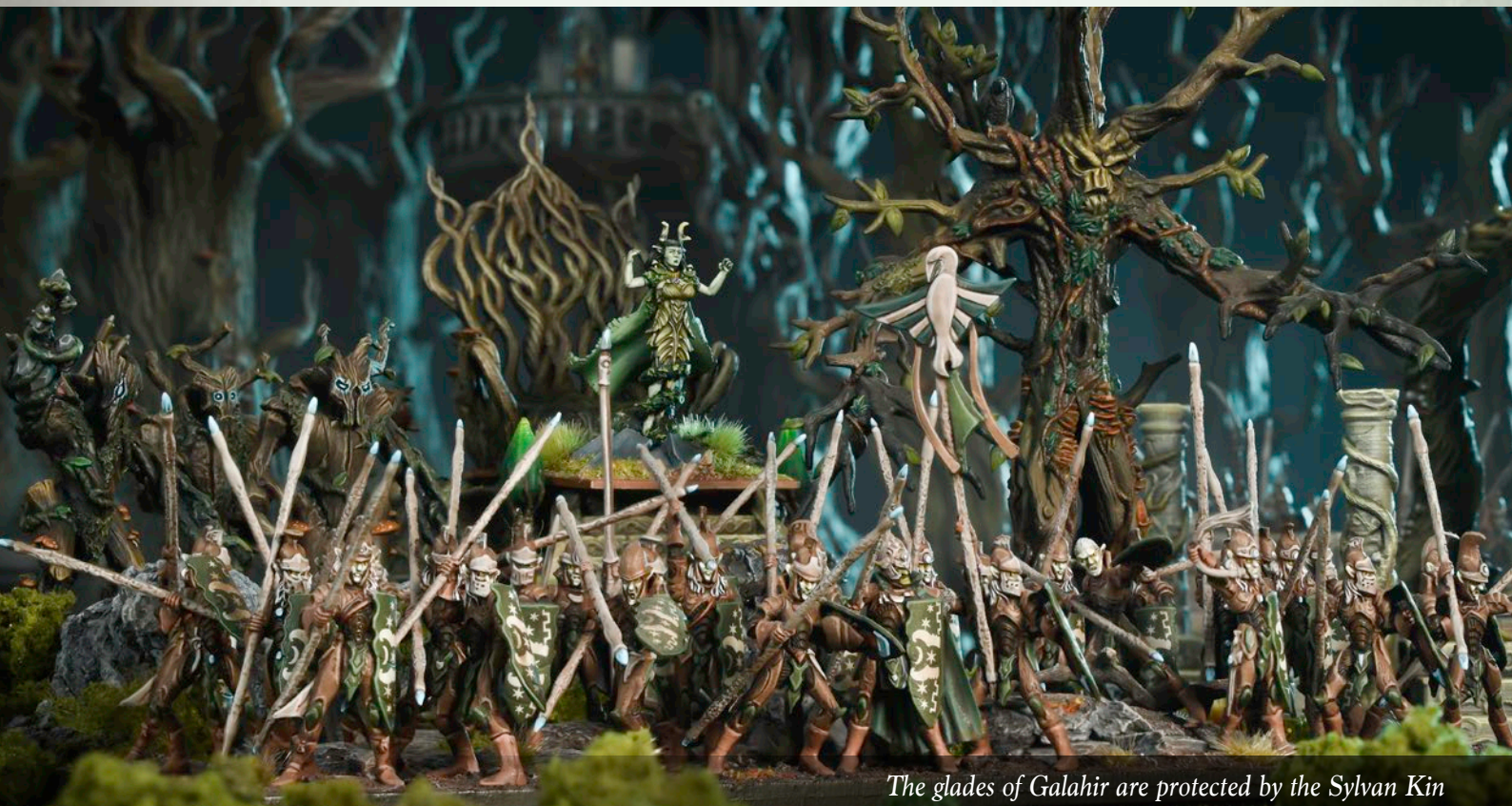
Each Theme List will be a variation of a specific Master List that is found in this book or in future supplements. The Theme List will draw many of its units from the original Master List, while also granting access to new special rules and units unique to the Theme List itself, allowing players to control rarer factions or specific local powers scattered throughout Pannithor. So, for instance, while the Elf list in this book allows players to broadly field elves of all types, the Sylvan Kin Theme List that will be included in a future publication will allow players to field the more enigmatic and fey elves found in ancient forests, like Galahir.

Each Theme List will indicate its parent Master List. It will then list a series of units from the Master List that may be taken as part of the Theme List in the army building process. Not all units from the Master List will be available to Theme Lists, however. Finally, any new units and rules unique to the Theme List will be presented as full unit entries. All the units from the Master List available to a given Theme List, and the new units unique to that Theme List, when taken together, comprise the Primary Core units for the army.

Restrictions on Theme Lists

In order to keep these forces fair and balanced, there are a few restrictions on how you can field Theme Lists.

- If you are using a Theme List, you may only select the specified units from the Master List indicated. Other units from the Master List may not be taken. Likewise, any army upgrades available to the Master List are only available to the Theme List if explicitly mentioned in the Theme List itself.
- You can only use one Theme List at a time, even if multiple Theme Lists exist for the Master List you are using.
- Theme lists may never choose units from their Master List as Allies. Furthermore, units from a Theme list may never be taken as Allies.



The glades of Galahir are protected by the Sylvan Kin



ARTEFACTS AND SPELLS

The world of Pannithor is alive with the crackle and spark of magic. Wizards and Sorcerers vie for dominance on the battlefield, hurling fireballs and wind blasts at the enemy troops, while heroes stride forward bearing enchanted, or cursed weaponry.

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

The spells in Kings of War summarise the wealth of subtly different magical powers wielded in the game by spellcasters – whether they are warlocks, witches, vile necromancers or holy priests.

The full Kings of War rulebook contains Common and Heroic artefacts for your units and heroes and both common and Unique spells for your spellcasters.



An Abyssal Warlock conjures forth a gout of searing flame

GAME SCENARIOS

Scenarios are an important part of balanced and varied play in Kings of War. To that end we have a total of 12 different and exciting scenarios in this book for you to use. Each scenario will explain how to set up your games and what the victory conditions and special rules will be for each player.

For tournament organisers, to encourage players to bring well balanced armies, we strongly recommend playing a variety of these scenarios at your events.

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 31.

Choose a Gaming Area

Kings of War is usually played on a 6'x4' board; however, sometimes you will be playing on a different size. If playing with fewer than 1500 points, you might choose a 4'x4' board for example.

If you are playing on a size other than 6'x4', then you may need to adjust the scenario. Usually this will mean reducing the number of objectives. We have detailed the recommended changes for a 4'x4' board within the applicable scenarios. Please ensure that both players are aware of the changes being used for each scenario when necessary.

Determine a Scenario

Either pick one of the below scenarios to play or choose a random scenario by rolling a D12 and consulting the table below.

Alternatively, if you do not have a D12, roll a D6. On a 1-3 you will play scenarios 1-6, and on a 4-6 you will play scenarios 7-12. Roll another D6 to find out which of those you will play.

Place Terrain

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

During this stage it's vital that you agree what each piece of terrain is going to count as during the game – what is the Height of each piece of terrain? Is it Blocking Terrain, an Obstacle or an area of Difficult Terrain?

Result	Scenario
1.....	Pillage
2	Loot
3.....	Push
4	Dominate
5.....	Invade
6	Control
7.....	Kill
8	Raze
9	Plunder
10.....	Fool's Gold
11	Smoke & Mirrors
12.....	Salt the Earth

All these scenarios are available in the main rule book. We only present one sample scenario in these free rules

Set-up

After rolling for the type of game and setting up the objectives/loot, if any, both players roll a die. The person scoring highest chooses one long edge of the battlefield as their own and then places one of their units on that side of the battlefield, more than 12" from the middle line (see Set-up diagram on page 39). Their opponent then does the same on the opposite side of the table. The players continue to alternate placing units until they have placed all of their units onto the table in their Set-up areas.

Who Goes First?

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

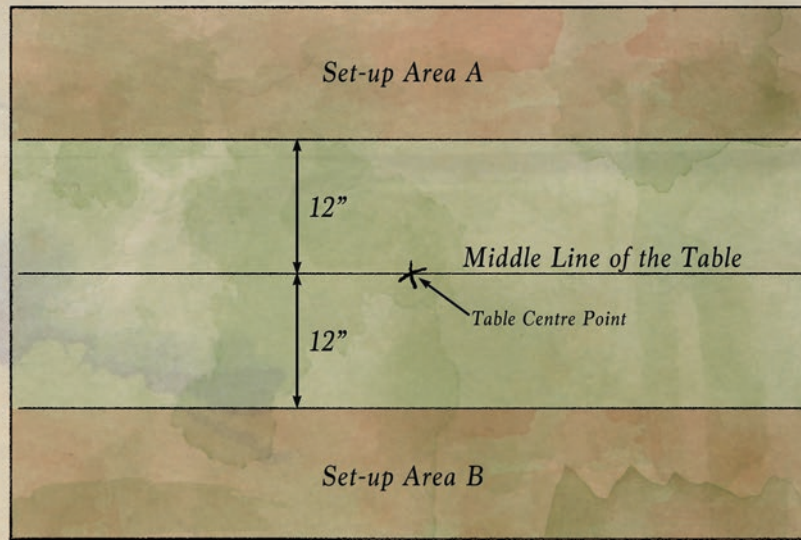
Duration

The game lasts until each player has taken six Turns. At the end of Round 6, the player who went second rolls a die. On a 1-3 the game ends. On a 4-6 there is a Round 7. Both players play an extra turn and then the game ends – work out the winner as described in the scenario conditions.

You can, of course, vary the number of Turns you want to play for, or decide to play for a set amount of time instead (e.g. two hours), after which the game continues until each player has had the same number of Turns. Alternatively, you could also play a Timed Game, as explained in the Timed Games section on page 41.



SET-UP DIAGRAM



DEFINITIONS

Victory Points

Most scenarios award a certain number of Victory Points (VPs) for completing objectives. The player with the most VPs at the end of the game wins. If the players have an equal number of VPs, then the game is a draw.

Unit Strength

Each unit on the board will have a Unit Strength that is used in some scenarios to determine who controls different areas of the board. This is listed in the unit's profile.

Centre of the Board

A number of scenarios require you to place an Objective Marker or Loot Counter in the centre of the board. If you are unable to do so due to Blocking Terrain, it should be placed along the centre line of the table as close to the centre as possible, remaining at least 3" from Blocking Terrain.

Scoring Units

Scoring units are any units that have a Unit Strength value greater than 0.

Non-Scoring Units

Non-Scoring units are any units that have a Unit Strength of 0.

Rolling Off

Some scenarios may instruct you to roll off to determine who places an objective, token or marker first. In these cases, whoever rolls the highest number places first.

Objective Markers

Objective Markers should always be placed at least 12" apart from each other and at least 3" away from any Blocking Terrain.

For Objective Markers you should use 25mm round bases or tokens. You can have some fun by creating special themed Objective Markers too.

If at the end of the game you have a Scoring unit within at least 3" of an Objective and there are no enemy units within 3" of it, you control that Objective. A single unit can control any number of Objectives.

If your opponent also has a Scoring unit within 3" of an objective, then you can determine who controls it by adding up the total Unit Strength of both your and your opponents units within 3" of the Objective. Whichever army has the highest total is in control of that Objective Marker.

If both players have an equal total Unit Strength within 3" of an Objective, then it is contested and is worth 0 Victory Points for both players.

Individuals and War Engines are always ignored from the point of view of controlling Objectives (if it helps, remove them from the table before determining control of Objectives).

Objective Markers do not block LoS or movement.

SAMPLE SCENARIO

This sample scenario is the “Kill” straight pitched battle from the full rulebook. We recommend playing on a 4’x4’ table, with 750 point armies to learn the game and the basics of moving, shooting and combat.

BATTLE OF GOLDMOON FIELD

At the end of the game, add up the points cost of all of the Enemy units you Routed. That is your score. Your opponent does the same and you compare scores. If the difference between the scores in favour of a player is at least 10% of the total cost of the armies, that player wins; otherwise the game is a draw. For example, in a game where armies are 2000 points, you need at least 200 points more than your opponent to win.

TERRAIN

We recommend using a mix of terrain types in this scenario, perhaps a couple of small woods, a hill, some obstacles (walls, hedges) and a small building.



Nightstalkers unleashed from a void-cage threaten the Alliance's defences



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 among 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 2000 points game, we suggest six turns each and fifty minutes 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 that player has set up their first unit, stop their clock, start their opponent's clock and so on. Once setup is finished, stop both clocks and roll to see who has the first turn. Once the winner of the roll has made their choice, restart that player's clock. That player plays a Turn, then stops their clock and activates the opponent's clock, and so on.

The game ends at the agreed number of Rounds and victory conditions are worked out 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 Rounds the game is going to last for). We suggest that each Turn should take around two minutes per 500 points in your game (say eight minutes in a 2000 point game).

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

Time Out

If a player runs out of time, they must immediately put their dice down and make no further dice rolls for the rest of the game. If there are any unresolved combats, the units are simply left Engaged.

During the remainder of the game, the player may not issue any orders or roll any dice, including for rules such as *Regeneration*.

If the other player still has time remaining, then they may continue playing as normal.

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 LoS, etc.

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...



DWARFS

SAMPLE DWARF UNITS

Army Special Upgrade

Throwing Mastiff

The unit is equipped with a single use ranged attack with the following profile – Throwing Mastiff: 12", Att: 8, Piercing (1); This attack always hits on a 4+. Once used, the unit's Throwing Mastiff is destroyed and cannot be used again for the remainder of the game.

Alignment: Good

Ironclad Infantry

Ht 2

Sp	Me	Unit Size	US	Att	Ne	Pts
4	4+	Troop (10)	1	10	10/12	70
Ra	De	Regiment (20)	3	12	14/16	110
-	5+	Horde (40)	4	25	21/23	180

Special Rules

Headstrong

Options

- Throwing Mastiff for +15 pts

Keywords: Dwarf

Ironwatch Crossbows Infantry

Ht 2

Sp	Me	Unit Size	US	Att	Ne	Pts
4	5+	Troop (10)	1	8	10/12	100
Ra	De	Regiment (20)	2	10	14/16	135
5+	4+	Horde (40)	3	20	21/23	235

Special Rules

Headstrong

Crossbows: 24", Piercing (1), Pot Shot

Keywords: Dwarf, Ironwatch

Berserker Brock Riders Cavalry

Ht 3

Sp	Me	Unit Size	US	Att	Ne	Pts
8	4+	Troop (5)	1	13	-/15	125
Ra	De	Regiment (10)	3	26	-/18	195
-	4+					

Special Rules

Thunderous Charge (1), Vicious (Melee)

Keywords: Berserker, Dwarf

Ironbelcher Cannon War Engine

Ht 2

Sp	Me	Unit Size	US	Att	Ne	Pts
4	-	1	0	2	10/12	110
Ra	De					
5+	5+					

Special Rules

Cannon: 48", Blast (D3+1), Ignores Cover, Piercing (3), Reload, Shattering

Grapeshot: 12", Att: 10, Piercing (1) - This attack always hits on a 6+

Keywords: Dwarf, Warsmith

Dwarf Lord Hero (Inf)

Ht 2

Sp	Me	Unit Size	US	Att	Ne	Pts
4	3+	1	0	5	13/15	105
Ra	De					
-	6+					

Special Rules

Crushing Strength (1), Headstrong, Individual, Inspiring, Mighty

Options

- **Horn of Heroes [1]** - Friendly Core units within 6" of this unit can reroll failed *Headstrong* rolls for +15 pts. This unique upgrade cannot be taken in addition to a magical artefact.

Keywords: Dwarf

Example army (745 points)

Ironclad Regiment (110) + Throwing Mastiff (15)

Ironclad Regiment (110)

Ironwatch Troop (100)

Iron Belcher Cannon (110)

Berserker Brock Riders Regiment (195)

Dwarf Lord (105)

SAMPLE ORC UNITS

Army Special Upgrade

Orcish Skullpole

Once per game, before the unit rolls to damage in melee, you may choose to give the unit the *Brutal* special rule for the remainder of the Turn. The unit's Orcish Skullpole is then destroyed and cannot be used again for the remainder of the game.

Alignment: Evil

Morax

Heavy Infantry

Ht
2

Sp	Me	Unit Size	US	Att	Ne	Pts
5	3+	Troop (10)	1	15	-/11	115
Ra	De	Regiment (20)	3	20	-/15	175
-	4+					

Special Rules

Crushing Strength (1), Wild Charge (D3)

Options

- Orcish Skullpole for +5 pts

Keywords: Berserker, Orc

Gore Riders

Cavalry

Ht
3

Sp	Me	Unit Size	US	Att	Ne	Pts
8	3+	Troop (5)	1	8	10/12	125
Ra	De	Regiment (10)	3	16	13/15	190
-	5+					

Special Rules

Crushing Strength (1), Thunderous Charge (1)

Keywords: Orc

Ax

Heavy Infantry

Ht
2

Sp	Me	Unit Size	US	Att	Ne	Pts
5	4+	Troop (10)	1	10	9/11	85
Ra	De	Regiment (20)	3	12	13/15	130
-	5+	Horde (40)	4	25	20/22	215
		Legion (60)	5	30	26/28	310

Special Rules

Crushing Strength (1)

Options

- Orcish Skullpole for +5 pts

Keywords: Orc

Trolls

Large Infantry

Ht
3

Sp	Me	Unit Size	US	Att	Ne	Pts
6	4+	Regiment (3)	2	9	11/14	115
Ra	De	Horde (6)	3	18	14/17	190
-	5+					

Special Rules

Crushing Strength (2), Regeneration (5+)

Keywords: Troll



Skulks*

Heavy Infantry

Ht
2

Sp	Me	Unit Size	US	Att	Ne	Pts
5	5+	Troop (10)	1	8	9/11	85
Ra	De	Regiment (20)	2	10	13/15	110
5+	3+					

Special Rules

Crushing Strength (1), Scout

Shortbows: 18"

Keywords: Orc, Tracker

Krudger

Hero (Hv Inf)

Ht
2

Sp	Me	Unit Size	US	Att	Ne	Pts
5	3+	1	0	5	12/14	95
Ra	De					
-	5+					

Special Rules

Crushing Strength (2), Individual, Inspiring, Mighty

Options

- Mount on a Gore, increasing Speed to 8 and changing to Hero (Cav - Height: 3) for +35 pts
- Orcish Skullpole for +5 pts
- **Gakamak's Bloody Banner [1]** - Aura (Wild Charge (+1) - Heavy Infantry only) for +10 pts - This upgrade cannot be taken in addition to a Gore Mount.

Keywords: Orc

Example army (745 points)

Morax Troop (115) + Orcish Skullpole (5)

Ax Regiment (130) + Orcish Skullpole (5)

Gore Rider Regiment (190)

Skulks Troop (85)

Troll Regiment (115)

Krudger (95) + Orcish Skullpole (5)

THESE DWARF AND ORC UNITS ARE JUST A SMALL SAMPLE
OF THOSE AVAILABLE IN THE FULL ARMY LISTS.

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A surge of Neriticans rises to quench the fires of the Abyss