ORDEROFGAMERS.COM

Hello! I'm Peter ('Universal Head'), and for more than 10 years I've been creating these famous rules and references, and bringing you hundreds of entertaining, informative videos about tabletop gaming.

This PDF took a lot of time and hard work to create, so if you find it improves your game experience, please consider a donation so I can continue to make them for you. Even better, regularly support the EOG on **Patreon**. Thankyou!

v1

Mar 2026

Game: **KINGS OF WAR (4th EDITION)**

Publisher: **MANTIC GAMES (2025)**

For best results, print at 100% (on double-sided paper), laminate and trim to size.

UNITS

The **regiment** is the most common fighting unit. If shown as an option, a regiment can be fielded as a **troop**: its base size is the same width, but half the depth of a regiment. If shown as an option, 2 regiments can be merged to become a **horde**: its base size is twice the width and the same depth as a regiment.

Unit **traits** have no direct game effect, but identify the unit as a target for other rules.

Base sizes

Chariot (Cht): 3 models on a rectangular base 150mm wide and 100mm deep.

Infantry (Inf): 20 models on a rectangular base 100mm wide and 80mm deep.

Large infantry (Lrg Inf):6 models on a rectangular base 120mm wide and 80mm deep.

Cavalry (Cav): 10 models on a rectangular base 125mm wide and 100mm deep.

Large cavalry (Lrg Cav): 6 models on a rectangular base 150mm wide and 100mm deep.

War engines (War Eng): 1 war machine mode on a 50mm square base, sometimes with crew models (ignored for game purposes).

Monsters (Mon): 1 model on a 50mm square base. Very large monsters are **titans** and have a 75mm square base. Some creatures or contraptions (Mon/Cht) require a 50mm wide and 100mm chariot base.

Hero (Hero/xxx) : 1 officer, a sorcerer, or mighty lord model. Heroes have a tag specifying the type of unit they belong to:

- Hero/Inf or Hero/Lrg Inf on a 40mm square base, or Hero/Mon Inf on a 50mm square base.
- Hero/Cav or Hero/Lrg Cav on a 50mm square base.
- Hero/Cht on a 50mm wide and 100mm deep base.
- Hero/Mon on a 50mm square base or Hero/Titan on a 75mm square base.

Legacy base sizes

Heavy infantry: Now **infantry**, but 125mm x 100mm.

Monstrous infantry: Now **large infantry**, but 150mm x 100mm.

BASICS

Lines of sight

Units have front, rear, left flank, and right flank **facings**. Each facing has an **arc**, determined by drawing imaginary lines at 45º angles from each corner of the unit. A facing's **mid-point** is the centre of the edge of a unit's base for that facing. The point where diagonal lines from opposite corners meet is the **centre-point**.

Each unit has a **height**. A hero's height equals that of its type.

Infantry	2	Chariots	4
Large infantry	3	Monsters	5
Cavalry	3	War Engines	2
Large cavalry	4		

A unit can normally only see things at least partially in its front arc (its **arc of sight**). The flank and rear arcs are blind.

To determine **line of sight** (LOS), draw an imaginary straight line from any point of a unit's front facing to any point of the target's base. The target must be at least partially in the unit's front arc.

If the line does not pass over any other unit's base, or terrain, LOS is not blocked. If either your unit or the target unit are taller than any other units or terrain in the way, LOS is not blocked.

If any units or terrain in the way are the same height or taller than both your unit and the target unit, LOS is blocked.

If you're unsure, roll D6: on 4+ LOS is not blocked, 3 or less it is.

Measuring

You can measure any distance at any time. Measurements are in inches. Unless otherwise specified, the distance between 2 units is the distance between the 2 nearest points of the units' bases.

Aim to keep your units not in base-to-base contact from enemy units at all times, except when charging. You may place your own units in base contact with one another, but make it clear that similar units are separate by leaving a bit of space between them.

SEQUENCE OF PLAY

The game is played in **rounds**, with each player taking a **turn** in each round. Each round, each player rolls D6, and the winner decides who takes the first turn. Players alternate turns until an agreed time or round limit is reached. In your turn, perform these 3 **phases** in order.

1. MOVEMENT PHASE

Pick each of your units, in any order, and give them an **order**. Engaged units can only be issued **halt**, **reform**, or **withdraw** orders.

ORDERS

Halt

The unit does not move. This order normally improves the accuracy of units armed with ranged weapons, or is issued to an engaged unit in a combat that doesn't wish to **reform** or **withdraw**.

Change facing

The unit remains stationary and can pivot around its centre-point to face any direction.

Back

The unit can move straight backward at up to half its **SPEED**. At any point before, after, or during this move, the unit can also make 1 pivot around its centre-point of up to 90º.

Sidestep

The unit can move sideways straight to its left or right at up to half of its **SPEED**. At any point before, after, or during this move, the unit can also make 1 pivot around its centre-point of up to 90º.

Advance

The unit can advance straight forward up to its **SPEED**. At any point before, after, or during this move, the unit can also make up to 2 pivots around its centre-point, each up to 90º.

At the double

The unit can advance straight forward up to double its **SPEED**. At any point before, after, or during this move, the unit can also make 1 pivot around its centre-point of up to 90º.

Charge

A charge is normally the only way your units can move into contact with the enemy. A unit can charge a single enemy unit (the **target**) if these conditions are met:

- Your unit can see the target;
- The distance between your unit and the target unit is equal to or less than double your unit's **SPEED**;
- There is enough space for your unit to physically move into contact with the target by moving;
- There are not already 2 friendly units engaged with the target in the facing you are charging.
- Your unit is not already engaged.

Withdraw/reform

These orders can only be issued to units that are engaged.

UNIT INTERPENETRATION

Friendly units (those in your army) may move through other friendly units (except when charging), but you cannot end a move on top of another unit.

Units charging treat all friendly units as blocking terrain, except for other friendly units charging the same target at the same time.

Enemy units (those in your opponent's army) block movement. If your unit finishes a move touching an enemy base it did not **charge** or **reform** to (avoid this if possible), make it clear the units are not engaged.

A pivoting unit can pivot through both friendly and enemy units, as well as all terrain (including blocking terrain and the edge of the table), but it must end its pivot (and its entire move) clear of any units or blocking terrain (and completely on the table).

2. RANGED PHASE

At this time, any units you did not order in the movement phase are assumed to have been ordered to **halt**.

Pick a firing unit

If a unit has 2 or more types of ranged attacks (including spells), it can only use 1 per turn. A unit with spells or ranged weapons can use ranged attacks in its turn unless:

- It received an **at the double** order.
- It is engaged
- It is **wavering**.

If a ranged weapon profile does not explicitly list a number of attacks for that weapon, or list a **SHOOTING** value, the **ATTACKS** and/or **SHOOTING** value in the unit profile itself should be used.

Pick a target

A unit can pick a single enemy unit as a target for its ranged attacks as long as the unit can see the target and the distance between your unit and the target unit is equal to or less than your unit's weapon range.

Engaged units cannot be targeted by ranged attacks.

Hit the target

Roll D6 equal to the firing unit's **ATTACKS** (or the **ATTACKS** on their chosen ranged weapon if that is different). The results, with any of the following modifiers that apply, must score equal to or higher than its **SHOOTING** value to hit the target.

- **+1 Aiming:** The firing unit received a **halt** order that turn.
- **-1 Cover:** The target is in **cover**. The modifier is always -1, even if the target benefits from different sources of cover.

Any die that rolls a 1 is always a miss, regardless of modifiers. If modifiers mean the unit cannot hit the target, it can still fire and will need 6 to hit, but only rolls dice equal to half of its **ATTACKS** (rounding down).

Damage the target

After discarding any dice that missed, roll the remaining dice again. The results must score equal to or higher than the target's **DEFENCE** value (with any modifiers) to cause **damage**.

Any die that rolls a 1 always fails to damage, regardless of modifiers. Any die that rolls a 6 always scores damage, regardless of modifiers.

For each hit that scores damage, place a **damage counter** next to the unit. Update counters as the unit accumulates damage.

Test nerve

At the end of the ranged phase, test the **NERVE** of any unit you inflicted damage on in that phase.

---

3. COMBAT PHASE

Each **combat** involves all the units currently engaged with each other. In an order of your choice, choose combats one at a time, resolving them completely before moving to the next, until all have been resolved. In each combat, choose the order to resolve the attacks from each of your units.

Hit the target

Roll D6 equal to the attacking unit's **ATTACKS**. Any number of attacks directed against the **flank** of an enemy unit are *doubled*. Any number of attacks directed against the **rear** are *trebled*.

If your unit is engaged with multiple enemies, you can distribute your attacks amongst those enemies as you choose (including concentrating all attacks on 1 enemy unit). Do this before rolling any dice. Any bonuses or penalties apply separately for each lot of attacks against a different enemy unit. If a unit has a random number of attacks, first determine the number, then decide how to distribute them between multiple targets.

The results, with any of the following modifiers that apply, must score equal to or higher than its **MELEE** value to hit the target.

- **-1 Hindered:** The unit's charge was **hindered**.

Any die that rolls a 1 is always a miss, regardless of modifiers. If modifiers mean the unit cannot hit the target, it can still attack and will need 6 to hit, but only rolls dice equal to half of its **ATTACKS** (rounding down).

Damage the target

After discarding any dice that missed, roll the remaining dice again. The results must score equal to or higher than the target's **DEFENCE** value (with any modifiers) to cause **damage**.

Any die that rolls a 1 always fails to damage, regardless of modifiers. Any die that rolls a 6 always scores damage, regardless of modifiers.

For each hit that scores damage, place a **damage counter** next to the unit. Update counters as the unit accumulates damage.

Test nerve

At the end of each combat, test the **NERVE** of any unit you inflicted damage on in that phase. If more than 2 units were involved, take the tests for each unit that has received damage (these are considered simultaneous).

COMBAT OUTCOME

At the end of each combat, your units) will either have **routed** (eliminated) the units they were engaged with or failed to do so:

a. Target remains

If your unit(s) did not rout every enemy they were engaged with, they remain engaged with them.

b. Target routed

If your unit(s) routed all enemies they were engaged with, so that they are no longer engaged, they can remain as they are, or you can issue any of them one of these post-combat orders, which are executed right away.

Issue all the orders first, then resolve them in an order of your choice.

Hold: The unit stays where it is and can pivot around its centre to face any direction (as per a **change facing** order).

Fall back: The unit moves directly backwards D3". It must move the full distance rolled. This move is not affected by difficult terrain and obstacles, treats all friends as blocking terrain, and must stop before moving in base contact with enemies.

Sideways: The unit moves directly sideways either left or right D3" (as above).

Forward: The unit moves directly forward D6" (as above).

CHARGING, REFORMING, WITHDRAWING

CHARGING

Determine which of the target unit's arcs the charging unit's front facing mid-point is in. This is the **facing** the unit must charge. If it's unclear between 2 arcs, roll a D6 to determine one.

The unit can move forward without measuring the distance it actually covers, can make 1 pivot around its centre-point of up to 90º from its original facing at any point during this move, and must move into contact with the facing of the target unit it is charging.

The unit's movement is unaffected by difficult terrain or obstacles, but it must still go around any blocking terrain or enemy units in its way. When charging, treat all friendly units as blocking terrain, except other friendly units also charging the same target (they are all charging simultaneously).

If the unit cannot move into contact with the target with its single pivot, it cannot charge and must be given a different order instead (it can charge a different target). If it is only possible for the units to come into contact corner-to-corner, it is not a valid charge.

Once the unit makes contact with the target, align it flush with the facing of the target unit at the point the units made contact. Then slide the charging unit sideways until its front facing midpoint is directly opposite the midpoint of the facing of the target unit (or as close as possible). The unit and the target and now **engaged**.

Engaged units cannot use any ranged attacks, except when otherwise specified. If engaged units are still in base contact with each other at the start of a turn, they remain engaged.

Hindered charges

If a charging unit's move (including pivoting, aligning to facing, or sliding to centre) went through or ended over difficult terrain or an obstacle, it is **hindered** in the following combat phase. Mark the unit with a **hindered token**. A unit can only be hindered once in any given charge, so will only ever suffer a single -1 modifier.

A unit that has been ordered to **reform** is not hindered by terrain.

Multiple charges

If several of your units are charging an enemy unit together, they do so simultaneously, as long as they can all fit against the target and it results in a maximum of 2 of your units per target facing. Issue simultaneous orders to the charging/reforming units, then resolve the charge/reform movements one at a time, in any order.

The units cannot cross each other's movement path. Use the centre-points of the units to help determine their starting positions relative to each other.

Move your charging units into contact with the target facing and position them flush with that facing, then slide all units so they cover as much as possible of the enemy unit, as centrally as possible to the target facing and not corner-to-corner.

If there isn't enough space for all charging units to fit against the target, one or more of them will not charge that target and must be given a different order (they can charge a different target).

Charging engaged units

If an enemy unit is engaged with one of your units and another one of your units can charge the same facing and make valid contact, you can do so as long as this will result in no more than 2 of your units against a single facing of an enemy unit.

The friendly unit already engaged counts as blocking terrain during your charge if it was issued with a **halt** order. Once the new unit has charged in and made contact with the enemy, the unit with the halt order stays where it is.

If the unit already engaged is issued with a **reform** order as part of a multiple charge, the units will all slide over as normal for multiple charges, and the reforming unit is not considered to be blocking terrain during the charge.

Forced charges

If a spell or other ability pushes or pulls a unit into combat, this counts as a charge. If the target already has 2 units engaged with it in the facing the compelled unit is being forced to move into, the moving unit does not make contact (it will stop before it makes contact so that it is clearly not engaged).

REFORMING

This order can only be issued to units that are engaged with enemy units on only one of their facings. It allows them to reposition against enemies they are fighting.

Place the unit with its front facing's mid-point in contact with the target facing's mid-point, or as close as possible.

If engaged with 2 enemy units, place the unit so its front covers as much as possible, and as centrally as possible, the facings of the enemy units, or overlaps them as equally as possible.

Units moving position with this order are not **hindered** by this move, even if they overlap difficult terrain or an obstacle. But if a unit cannot fit against the target's front facing without overlapping other units or blocking terrain, it cannot be ordered to reform.

When sliding in a reform, a unit cannot engage any units it wasn't engaged with before, and cannot become unengaged (it must stop sliding before this would happen).

This order can be combined with charges or reforms by friendly units against the same enemies, even against the same or different facings of the target (to a maximum of 2 friendly units against each enemy unit facing). Use the rules for multiple charges.

Wrap-around

A unit engaged with 1 enemy unit may reform into another facing of that enemy unit. If a unit's front facing mid-point is not in contact with a unit it is engaged with (including corner-to-corner with it), it may reform into the facing corresponding to the arc its mid-point is in: place it flush, then slide it to be as central as possible. The final position is affected as normal by blocking terrain and units, but picking it up, turning and re-placing it is not.

The unit must finish with its front facing mid-point in contact (beyond the corner) with the enemy facing it moved into, otherwise the wrap-around reform move is not allowed.

WITHDRAWING

This order can only be issued to units engaged with enemy units on only one of their facings.

The unit takes a **nerve test**:

If failed, the unit is **routed** and removed. Any enemy units that were engaged with the withdrawing unit remain where they are.

If successful, the unit must face directly towards the enemy unit (it may first have to pivot 90 or 180º to do so), and then must immediately move 2D6" directly backwards.

Obstacles and difficult terrain do not affect this movement.

If the pivot would finish in an enemy unit or blocking terrain, the unit cannot withdraw.

If the 2D6" withdraw movement brings the unit into contact with an enemy unit, the withdrawing unit is immediately routed as though it failed a nerve test. If the 2D6" withdraw movement brings the unit into contact with blocking terrain, the unit stops and moves no further, and is then **wavering**.

Withdrawing units can pivot and move through friendly units. If the distance rolled is not enough to move clear of any friendly unit(s), keep moving the unit until it is clear, then it immediately stops and is then **wavering**. If the unit still cannot be placed legally, all the friendly units are treated as blocking terrain instead.

Units that withdraw may still use ranged attacks in the same turn's ranged phase, unless they are now **wavering**.

COVER

Draw an imaginary line from the firing unit's front facing mid-point to the facing of the target unit that the firing unit's front facing mid-point is in.

The target unit is in cover if:

- You cannot draw the line to at least half of the target's facing without it passing over intervening units or terrain.

  or

- The target unit's centre-point is within difficult terrain that players have agreed provides cover.

Intervening units/terrain that are 3 height levels smaller than either the firing unit and/or the target offer no cover. A unit standing on a hill ignores the hill when determining if the target is in cover.

When determining whether a target is in cover:

- A firing unit ignores difficult terrain its centre-point is within (unless the target unit's centre-point is within the same terrain).

- A firing unit ignores any obstacles its front facing is in contact with.

If you're not sure whether a target is in cover, roll D6: on 1-3 the target is in cover, on 4+ it is not.

NERVE

To test the **NERVE** of an enemy unit, roll 2D6 and add the points of damage currently on the unit, plus any other applicable modifiers. Compare the total to the enemy unit's **NERVE**:

- If the total is lower, the test is passed. The unit suffers no ill effects and is **steady**.

- If the total is equal to or higher, the test is failed. The unit is either **routed** or becomes **wavering**.

Wavering

If the test was caused by ranged attacks, the unit is **wavering** until the end of its next turn. In its next movement phase, a wavering unit can only be given one of these orders: **halt**, **change facing**, or **back**, and cannot make any ranged attacks.

Mark units that are wavering with an appropriate token, which is then removed at the end of that unit's turn.

Routed

If the test was caused by combat attacks, the unit **routs** and is destroyed and removed from the battlefield.

Devastated

From the moment the amount of damage on a unit exceeds its **NERVE**, it is **devastated**. Devastated units halve their **ATTACKS** value (including ranged attacks and magical missiles n values), rounding down. Mark the unit with an appropriate token.

A devastated unit also treats **wavering** results as **routs**, so any failed **NERVE** test causes it to be removed (including the test taken immediately after receiving enough damage to become devastated).

If a unit is healed in some way so that so that the damage no longer exceeds its **NERVE**, it loses the devastated status.

Special results

Hold your ground: If you roll double 1s when testing **NERVE**, the enemy passes the test automatically, regardless of any modifier.

We are doomed: If you roll double 6s when testing **NERVE** and the unit still passes the test, and the test was caused by a ranged attack, the unit becomes **wavering**. If the test was caused by combat attacks or a **withdraw** test, and the unit does not fail the test, the unit suffers D6 additional points of damage (this does not trigger a further **NERVE** test).

COMMAND ORDERS

Command orders are listed at the start of each army list, and are usable only by that army.

At any point in the movement phase, each **commander** (a **champion** or a **warlord**) can attempt to issue 1 command order per turn on any friendly non-commander unit in play within 12" (no LOS required), regardless of their status. Command orders are used on friendly units unless specified otherwise, and sometimes can only be used on friendly units with a specific trait. A unit can only be the recipient of 1 successful command order per turn.

Roll 2D6 and if any of the dice score the order's **target number** or better, the order is issued successfully. If the commander issuing the order is a **warlord**, roll 3D6 instead.

Effects such as gaining a ranged attack are only beneficial if the target unit is capable of making one. The effects of orders only last for their applicable phase that turn, or the end of that player's turn, unless specified otherwise.

TERRAIN

The playing surface is **open ground**: no special rules apply to it.

Blocking terrain: Buildings, high walls, and other large pieces; the edge of the table. Units cannot move across blocking terrain and must go around it. Units can pivot through blocking terrain in the same way as they can pivot through other units.

Difficult terrain: Woods, crop fields, rocky terrain, scree. While moving **at the double**, units treat difficult terrain as blocking terrain instead.

Obstacles: Low walls, fences, hedges, low and narrow terrain no more than 1" thick and 1" high. Units can move over obstacles normally (even ending their move on top of them), but treat them as blocking terrain while moving **at the double**. Units on either side of an obstacle can be treated as being in contact if both players agree.

Hills: Large terrain pieces representing undulations in the otherwise flat gaming surface. Hills don't affect movement.

Decorative terrain: Lone trees or bushes, wandering civilians, farm animals, and other small pieces of decorative terrain are ignored for all game purposes. They do not affect movement nor LOS and can be moved around freely to make room for units.

Terrain height

A piece of terrain has 1 level of height for each inch of actual physical height (rounding down). Agree on the heights of all terrain features before the game, using these guidelines:

- Height 0: Ground-level or even negative height areas of difficult terrain like rivers, ponds, and lakes.
- Height 1: Low areas of difficult terrain like low crops and small rocky terrain like scree. Obstacles, like low walls and hedges.
- Height 2: Tall areas of difficult terrain like corn, bushes, or boulders. Blocking terrain like high walls and palisades.
- Height 3: Hills.
- Height 5: High hills.
- Height 8: Woods and buildings.

Terrain blocks LOS to units behind it. If a unit has any part of its base in an area of terrain, the terrain does not block LOS to that part of the unit. While any part of the front facing of a unit is in an area of terrain, that unit can ignore the area of terrain when working out its LOS from this part of its base. In other words, areas of terrain block LOS to/from units behind them (as long as they are as tall or taller than the units), but not to units within them.

A unit must have its centre-point on the footprint of a hill in order to be classed as standing on it. While standing on a hill, a unit adds that hill's height to its own.

WAR ENGINES

War engines cannot be ordered to move **at the double** or to **charge**. While moving, war engines treat obstacles as blocking terrain, unless they have the *Yielding* special rule.

Unless otherwise specified, war engines have a range of 48".

Combat attacks directed against a war engine always benefit from the advantages of fighting to the rear of the war engine regardless of the attacker's actual position (ie, attacks are trebled).

SCENARIOS

There are 3 types of scenarios:

1. **Standard game:** A simple scenario ideal for basic games, beginners, and relaxed play.
2. **Battle scenarios:** More varied and competitive play.
3. **Narrative Scenarios:** Story-driven games.

BATTLE SCENARIOS

1. Prepare your forces

Players choose their armies to an agreed total of points. Decide which advanced rules you are going to use.

2. Choose a gaming area

If you are playing on a surface other than 6'x4', you may need to adjust the terrain set-up and reducing the number of objectives.

Ambush games: 1,000 points or less, 1 battalion, 3'x3' or 4'x4' playing surface, no warlords or titans allowed; all auxiliary units become core choices; all limited [0] units become [1].

Standard games: 1,001-2,999 points, 1-2 battalions (we suggest 1 battalion for games up to 2,000 points); 6'x4' playing surface.

Legendary games: 3,000 points or more; any number of battalions; 2 warlords instead of 1 per battalion; 8'x4' playing surface (or larger).

3. Determine a terrain set-up

Choose terrain or pick a terrain set-up by rolling a D6 and consulting page 65 of the rulebook. On a 6'x4' table, 8-12 pieces of terrain is recommended. Buildings should be one of these approximate sizes: 7"x6", 6"x5" or 8"x5".

Once a set-up is selected, try to match it as close as possible using your terrain collection. If you are missing some elements, play on, or pick a different set-up.

Players agree on a definition for each piece of terrain: its height, and if it is blocking terrain, an obstacle, or difficult terrain.

4. Determine deployment zones

Pick one of the deployment zones on page 66 of the rulebook or choose randomly by rolling D6:

1-2	Long edges
3-4	Short edges
5-6	Corners

5. Determine a victory condition

Pick a battle scenario. Alternatively randomly determine a type of scenario, and then which of those scenarios you are going to play.

Where a map depicts scenario placement, it is with the deployment zone type **1-2: long edges** as an example. You should adapt any placement as required for alternative deployment zone types that have a different centre line.

6. Deployment

Unless the scenario description specifies otherwise, after rolling for victory conditions and setting up objectives/loot, if any, both players roll D6. The winner chooses their deployment zone (in other words, chooses to be player A or player B), then places 1 of their units within it. Their opponent then does the same on the

opposite deployment zone. Players continue to alternate placing units until they have placed all of their units onto the table in their deployment zone.

7. Who goes first?

Players roll off (each roll a D6). The winner chooses whether they are going to have the first turn or give the first turn to their opponent.

8. Duration

The game lasts until each player has taken 6 turns. At the end of round 6, the player who went second rolls D6: on 1-3 the game ends, on 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 may vary the number of rounds you are going to play for before rolling for the final round. Alternatively, if you are not using the timed games special rule, you may decide to play for a set amount of time instead after which the game continues until each player has had the same number of turns.

THE STANDARD GAME

Prepare your forces

Players choose armies to an agreed points total. For a standard game, a single battalion and 2,000 points is suggested.

Set-up terrain

The standard game is played in a 6'x4' area, though this can be adjusted for larger or smaller games. As an example, a 1,000 point game can be played on a 3'x3' or 4'x4' surface.

Players place terrain. On a 6' x4' battlefield, 8-12 pieces of terrain are recommended. Players agree on a definition for each piece of terrain: its height, and if it is blocking terrain, an obstacle, or difficult terrain.

Deployment

Players roll off (each roll a D6). The winner chooses 1 long edge of the battlefield as their own and then deploys 1 of their units on that side of the battlefield, more than 12" away from the table's centre line. Their opponent then does the same on the opposite side of the table.

Players continue to alternate deploying units until they have placed all of their units onto the table in their deployment zones.

Who goes first?

Players roll off again and the winner chooses whether they are going to take the first turn or give the first turn to their opponent.

Duration

The game lasts until each player has taken 6 turns. At the end of round 6, the player who went second rolls D6: on 1-3 the game ends, and on 4-6 there is a round 7. Both players play an extra turn and then the game ends.

Victory

At the end of the game, each player adds up the points cost of all routed enemy units to find their score. 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.

TIMED GAMES

Agree on a number of turns for the game and an amount of time per player and set a chess clock accordingly. For a 2,000 point game, 6 turns each and fifty minutes per player is recommended

After deciding who first sets up, start that player's clock. Once they have 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 off to see who has the first turn. Once the winner of the roll has made their choice, re-start their clock. They play a turn, stop their clock and activate their opponent's clock, and so on.

The game ends at the agreed number of rounds and victory conditions are worked out as normal.

Alternatively, use the stopwatch in your phone or watch, or even an hourglass or egg timer. Each player gets an agreed amount of time per turn (first agree how many rounds the game will last). Each turn taking around 2 minutes per 500 points in your game is recommended. Make sure you set a time limit for setup (eg, 30 seconds per unit).

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 player's units are simply left engaged but cannot attack.

During the rest 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, they may continue playing as normal.

If you prefer a faster and more brutal outcome, you could agree with your opponent at the start of the game that the player who runs out of time immediately loses the game.

OBJECTIVES, LOOT & BLUFFING

Most scenarios award **victory points** (VPs) for completing objectives. The player with the most VPs at the end of the game wins. On a tie, the game is a draw.

Each unit has a **UNIT STRENGTH**, used in some scenarios to determine who controls different areas of the board:

Troops	1
Regiments	2
Hordes	4
Monsters (including Hero/Mon and Mon/Cht)	2
War Engines	1
Champions	1
Warlords	2

While **devastated** or **wavering**, units halve their **UNIT STRENGTH**, rounding down to a minimum of 1 (including when working out victory conditions at the end of each round and after game end).

Scoring units are any units that have a **UNIT STRENGTH** value greater than 0, or otherwise specified in a scenario.

Non-scoring units are any units that have a **UNIT STRENGTH** of 0, or otherwise specified in a scenario.

If you need to place an objective marker or loot counter in the centre of the board, and cannot because of blocking terrain, place it along the centre line of the table as close to the centre as possible, remaining at least 3" from blocking terrain.

Objective markers

Objective markers are 40mm round tokens and should be placed at least 12" apart and at least 3" away from any blocking terrain. They do not block LOS or movement.

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, the army with the highest total **UNIT STRENGTH** within 3" of the objective is in control of that objective marker. On a tie, it is **contested** and is worth 0 VP for both players.

Loot counters

Loot counters are 40mm round tokens and should be placed at least 12" apart and at least 3" away from any blocking terrain (unless starting the game in a unit). They do not block LOS or movement.

When one of your units ends a phase of its own turn (excluding *Scout* moves) on top of or in contact with a loot counter, it can pick it up and carry it if there is no enemy unit also in contact with the loot counter.

A unit can drop any loot counters it is carrying at the start of any movement order. Place the counter(s) anywhere completely within the footprint of the unit, then move the unit as normal.

If one of your units is **routed** while carrying loot, place the counter(s) anywhere within its footprint before removing the unit. If the unit was **destroyed**, your opponent automatically distributes the loot counters however they like among the units that are in contact with yours before your unit is removed.

While carrying a loot counter, a unit's **SPEED** is reduced to 5 (unless it is less than 5) and it cannot be targeted by the *Wind Blast, Enthral,* or *Surge* spells. While carrying a loot counter, a unit cannot make use of *Fly* and *Wild Charge*. If a unit has *Wild Charge* with a variable value, it may roll to determine the value but may not make use of it unless it drops the loot counter as normal.

Non-scoring units cannot pick up nor carry loot counters. However, if a non-scoring unit is standing on a loot counter, it cannot be picked up by the enemy.

Bluff counters

Bluff counters are 40mm round tokens that do not block LOS or movement. They are placed and controlled using the same rules as objective markers.

They are placed so your opponent does not know the value of the counter until it is revealed. If they are used in a scenario, each player is given two '0' counters, two '1' counters, and one '2' counter. You may look at your own counters at any time.

ARMY BUILDING

Choose a faction, then build a force from that faction's army list up to the agreed points limit. Each army list is split into 5 categories: core, auxiliaries, specialists, support, and commanders (champions and warlords).

An army consists of 1 or more **battalions**. For each battalion, you must take 1 **commander** unit and 2 **core** units (you may have any number of additional core units). You cannot start additional battalions until you have taken at least 4 core units in each previous battalion.

For every core unit in your battalion, you may take 1 **auxiliary** (AUX) unit. For every core unit in your battalion, you may take 1 **specialist** unit to a maximum of 4.

For every pair of core and/or specialist units in your battalion, you may take 1 **support** unit to a maximum of 4, and 1 **commander** unit to a maximum of 4 (inclusive of the one you must take). Each battalion may have up to 2 commander units, but only 1 can be a warlord unit.

Units and upgrades with a number are **limited** which shows the maximum number of times they may be taken in a battalion.

Units and upgrades marked with [U] are **unique** and cannot be taken more than once in an army. These are often named characters.

Upgrades or other options typically have a points cost which is added to the overall cost of the unit if they are selected. They also may be restricted to some unit sizes only, and their cost vary according to those sizes (troop/regiment/horde).

Some units, usually commanders, allow you to theme your army by changing the category of another unit.

Any unit with the *Spellcaster* trait may purchase spells from the **arcane library** list for the points cost listed. Army lists may also have their own spells. Spells are unique [U] and can only be purchased for your army once.

SPECIAL RULES

If a special rule only affects actions during specific phases, this is listed in brackets after the special rule's name. If there is no qualifier, the special rule works in all applicable phases.

Some special rules have qualifiers granting the ability only when affecting or attacking certain types of units.

If a unit has multiple instances of the same special rule, these have no additional effect (unless specifically stated otherwise). If a unit has 2 or more instances of the same special rule with an (n) value, the controlling player must choose which value to use.

If a special rule as a (+n) value, if the unit does not already have that special rule, the unit then has it with that (n) value. If it does already have the special rule, its (n) value is increased by the (+n) value, up to the maximum allowed by the rules.

Aura (n)

(n) is a special rule or bonus that the aura grants to the unit itself and all friendly units while they are within 6" of the unit. An aura may have a longer range, which is specified before the bonus.

If an aura has a further qualifier, it only grants the special rule to the unit with that name or trait in addition to the unit with the aura itself.

Effects of auras of the same type are not cumulative.

Units only gain special rules that affect combat or ranged attacks if they are within the aura when the attacks are being resolved. Extra attacks granted in this way are applied before any doubling for flank or rear bonuses. If an aura increases the stats of the units within range, the bonus is assumed to have already been applied to the unit with the aura (you can't add it again).

Units only gain special rules that affect movement if they are within the aura at the beginning of their movement.

Big Shield

All attacks (ranged and combat) against this target unit's front facing treat its **DEFENCE** as 6+.

Blast (n)

For each of this unit's attacks that hit the target, the target suffers a number of hits equal to (n), rather than a single hit. 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 combat with any of these units, add the highest (n) value to the total rolled.

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

Cloak of Death

In the movement phase, after this unit has completed its order, all enemy units within 6" of it take an immediate point of damage.

Units can only be damaged by a single source of *Cloak of Death* per turn. No **NERVE** test is required for damage taken from this special rule.

Crushing Strength (n)

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

Dread

While within 6" of this unit, enemy units have -1 to their **NERVE**, in addition to any other applicable modifiers.

A unit can only be affected by a single source of *Dread;* multiple sources are not cumulative. If an enemy unit is subject to both *Brutal* and *Dread* or the *Shattering* and *Dread* special rules, the attacking player must choose to use either the *Brutal/Shattering* or the *Dread* modifiers. Both cannot be applied against the same unit.

Duellist (n)

When attacking an enemy hero in combat, this unit gains (n) additional attacks. If engaged with several qualifying units, choose which 1 unit the bonus attacks are allocated to. If the allocated target also has *Duellist*, no additional attacks are granted.

Elite

Whenever this unit rolls to hit, it re-rolls all dice that score a natural 1. *Elite* may specify which phase it is limited to.

Ensnare

In combat, attacks against this unit's front suffer an additional -1 to hit.

Fearless

When taking **NERVE** tests, this unit treats **wavering** as **s**.

Feint

If this unit decides to **withdraw** from combat, it does so automatically, without taking a **NERVE** test. If this unit is not **wavering** after its **withdraw** move, it may then perform a **change facing** order.

Fly

When executing an order other than **withdraw**, this unit can move and pivot over anything (blocking terrain, enemy units, friendly units when charging, etc.), As long as this unit's entire movement order ends clear of any units or blocking terrain. This unit does not suffer hindered charges for moving over difficult terrain or obstacles, unless it starts or ends the move within or touching them.

Frostbite

If any points of damage are scored with this unit's attack, the target enemy unit is given the **frozen** status.

Frozen (status): Give the frozen unit an appropriate token. It has -1 **SPEED** until the end of its next turn, at which point the token is removed. Units may not have more than 1 frozen token at a time. Frozen has no effect if the unit's **SPEED** is already 4 or below.

Headstrong

If this unit begins its turn **wavering**, roll D6 before declaring a movement order (including **halt**) for this unit. On 4+, remove its wavering status.

Height (n)

If a unit is a different height from the standard of its unit type, its height is the number given as (n).

Indirect

A unit or weapon with this rule cannot make ranged attacks on targets that are within 12", but does not suffer the -1 to hit modifier for enemy targets being in cover.

Individual

These units are normally made of a single human-sized infantry or cavalry model representing an individual on foot or horseback.

Unless they are engaged, individuals may pivot to face any direction for free before they are given an order in the movement phase.

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

An individual does not double/treble its own attacks when attacking an enemy in the flank/rear. They do still treble their attacks against war engines however. Enemies still double/treble their attacks in combat against an individual as normal.

If a non-individual unit is only engaged with individuals, it automatically passes the **NERVE** test if ordered to **withdraw** from the individuals.

Inspiring

If this unit, or any friendly unit within 6" of this unit, suffers a **wavering** or **rout** result (including when attempting to **withdraw**), that **NERVE** test must be re-rolled. The second result stands.

A unit may also have a qualifier for this rule: in this case the unit will only inspire itself and the unit(s) specified.

Iron Resolve (n)

If this unit is **steady** as a result of a **NERVE** test, it regains (n) points of damage previously suffered to a maximum of 3.

Leaper

When drawing LOS from this unit, treat it as 1 point of height higher than normal (modified by terrain as normal).

Lifeleech (n)

When this unit completes its to hit and to damage rolls in combat, it regains 1 point of damage it previously suffered for every point of damage it causes on the enemy unit, up to a maximum of (n).

Nimble

The unit can make a single extra pivot of up to 90º around its centre-point while executing a **charge** order.

Pathfinder

The unit may move **at the double** through difficult terrain as though it were open terrain.

Phalanx

Cavalry, large cavalry, and units with the *Fly* special rule that charge this unit's front are **hindered**.

Piercing (n)

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

Radiance of Life

In the movement phase, after this unit has completed its order, this unit (regardless of any qualifier) and all friendly units within 6" of this unit remove 1 point of damage previously suffered.

Units can only be affected by a single source of this rule per turn.

Rallying

Friendly units within 6" of this unit have +1 to their **NERVE**. This is not cumulative if multiple units with this rule are in range.

Rampage (n)

When attacking an enemy unit with the infantry, heavy infantry, cavalry or war engine unit type, a unit with this special rule gains (n) additional attacks. If engaged with several qualifying units, choose which 1 unit the bonus attacks are allocated to.

Regeneration (n)

Once per turn, immediately before resolving this unit's movement order, roll a dice equal to the amount of damage currently on the unit. For every result of (n) or higher, the unit recovers 1 point of damage previously suffered.

Reload

This unit can only make ranged attacks if it received a **halt** order in its previous movement phase.

Retaliate

If this unit starts its turn engaged with 2 or more enemy units, in the combat phase, it gains *Crushing Strength (+1)* on any attacks it allocates to one of those enemy units. A unit with this special rule can never be ordered to **withdraw**.

Scout

This unit can make a single **advance** order after setup is finished but before the first turn of the game begins.

If both armies have units with this rule, each player rolls a D6. The highest scorer decides who 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 as normal.

Shambling

This unit cannot be given an **at the double** movement order. In addition, it can only make 1 pivot as part of an **advance** movement order instead of 2.

Shattering (n)

If a unit is damaged by the ranged attacks of any units with this rule, add (n) to the **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 of the modifiers; both cannot be applied against the same unit.

Slayer (n)

When attacking an enemy unit with the large infantry, large cavalry, or monster unit types, this unit gains (n) additional attacks. If engaged with several qualifying units, choose which 1 unit the bonus attacks are allocated to.

Spellward

All spells, both friendly and enemy, targeting this unit suffer a -1 to hit modifier. Natural unmodified 6s still always hit.

Stealthy

Enemy units making ranged attacks against this unit suffer an additional -1 to hit modifier.

Strider

This unit's charge is not **hindered** when charging through, or ending its charge on, difficult terrain or obstacles.

Thunderous Charge (n)

If this unit has made a **charge** into combat this turn, all hits it inflicts in combat have a (+n) modifier when rolling to damage. This is in addition to the unit's *Crushing Strength* (if any). However, the unit loses this bonus when **hindered**.

Very Inspiring

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

Vicious

Whenever this unit rolls to damage, it re-rolls all dice that score a natural, unmodified 1. *Vicious* may specify which phase it is limited to.

Yielding

Both friendly and enemy units can always choose to ignore this unit, as if it was not there, when moving and shooting (even if engaged with it). They must however still end their movement order clear of it. It is assumed that the yielding unit moves aside and lets the enemy pass by before returning to its position.

If your unit(s) rout a *Yielding* unit and choose to move **forward**, and this random movement brings them into contact with another enemy unit, treat this as a successful charge against the facing that your unit(s) started its **forward** move in (if possible, otherwise against the facing contacted). If the **forward** move took your unit(s) over an obstacle or through difficult terrain, it will be **hindered** in the ensuing combat as normal.

Wild Charge (n)

This unit adds (n) to its charge range. This is added after **SPEED** is doubled.

If (n) is a variable die roll, roll the value after issuing a **charge** order to it. If the result means that the target unit is not in range to complete the charge, your unit must be given a different order (but cannot select an alternative unit to **charge**).

KINGS OF WAR

MAGIC

A spellcaster's unit profile lists the spells included in the cost of that spellcaster, plus any extra spells that can be purchased as optional upgrades.

Unique spells [U] may only ever be taken once in an army.

Spells follow the rules for ranged attacks, unless otherwise specified. Roll dice equal to the (n) value in the spellcaster's entry for that spell, rather than the **ATTACK** value of the spellcaster itself. The **ATT** of the spellcaster is only used when the model is using a combat or non-magical ranged attack instead of its spells.

Normally, spells always hit on 4+ and ignore all the normal to hit modifiers for ranged attacks, including any modifiers from special rules or cover. However those spells marked as **magical missile** also hit on 4+, but all to hit modifiers apply.

Spells marked as **friendly** can only target friendly units, and they can only target the spellcaster itself if **self** is also listed.

Like other ranged attacks, most spells are not normally allowed to target units that are in combat. However, spells with CC (**combat casting**) may target units in combat.

If a spell affects a target unit until the end of their following turn, mark the unit with an appropriate token.

ALCHEMIST'S CURSE
12", Magical Missile

Piercing (4). Add the target's **DEFENCE** to the (n) value of this spell. Roll to damage as normal.

BANE CHANT
12", Friendly, CC

If any hits are scored, instead of causing damage, for the rest of the turn the unit gains *crushing strength* (+1).

Multiple castings on the same target have no additional effect.

BARKSKIN
12", Friendly, Self, CC

Instead of hitting on 4+, this spell rolls to hit on a result equal to the target's **DEFENCE**.

For each hit scored, instead of causing damage, place a **barkskin token** on the target unit.

Whenever a unit with any barkskin tokens would suffer damage, it instead removes 1 token per point of damage taken. Once all barkskin tokens have been removed, excess damage is suffered as normal. Removing a barkskin token does not count as taking damage for the purposes of requiring a **NERVE** test or other rules.

At the start of the caster's following turn, all remaining barkskin tokens on the target unit are removed from play.

BASTION
12", Friendly, Self, CC

If any hits are scored, instead of causing damage, until the start of its next turn, the target increases its **NERVE** by 1 and gains the *Rallying* special rule.

BLIZZARD
30", Magical Missile

Blast (D3), Frostbite, Piercing (1).

BLOODBOIL
12", Magical Missile

Piercing (1). When rolling to hit, roll dice equal to the amount of damage on the target unit. Then roll to damage as normal.

CELESTIAL RESTORATION
36", Friendly, CC, Indirect

Blast (D3). Instead of causing damage, the total number of hits is the number of points of damage that are immediately removed from the target unit.

Dice rolled to hit with this spell cannot be re-rolled for any reason.

DRAIN LIFE
6", CC

Piercing (1). Roll to damage as normal. If cast into combat, the target will not take a **NERVE** test at the end of the ranged phase.

If any points of damage are scored, choose either the caster or a single friendly unit within 6" of the caster. Remove 1 point of damage from that unit for each point of damage dealt to the target.

ENTHRAL
18"

For each hit scored, instead of causing damage, the target enemy unit is pulled 1" directly forward if the spellcaster is in the target unit's front arc, directly sideways (on the side of the spellcaster) if the spellcaster is in either of the target unit's flank arcs, or directly backward if the spellcaster is in the target unit's rear arc.

The target stops 1mm away from enemy units (so it is not engaged) or just in contact with blocking terrain and friendly units.

This spell has no effect on units with **SPEED** 0.

FIREBALL
12", Magical Missile

Blast (D3), Shattering (1).

HEAL
12", Friendly, Self, CC

For each hit scored, instead of causing damage, remove 1 point of damage from the target unit.

HEX
30"

If any hits are scored, instead of causing damage, the target enemy unit is **hexed** until the end of its next turn.

Hexed units receive 2 points of damage for each hit they score with a spell.

A **NERVE** test is not required for damage caused by this spell.

HOST SHADOWBEAST
12", CC, Self, Friendly Hero/Inf, Hero/Cav only

This spell can be used even if the model is engaged.

For each hit scored, instead of causing damage, until the start of its following turn, the target may make an additional attack when attacking in combat.

These attacks are rolled separately from their normal attacks and always hit on a 3+, with the *crushing strength (3)* special rule. They are never doubled or trebled or affected by artefacts, spells or any other special rules (including additional *crushing strength* above 3). A spellcaster may cast this spell onto themselves and can do so even when engaged with an enemy unit.

Multiple castings on the same target have no additional effect.

ICY BREATH
12", Magical Missile

Frostbite.

LIGHTNING BOLT
24", Magical Missile

Piercing (1).

MARTYR'S PRAYER
12", Friendly, CC

For each hit scored, instead of causing damage, remove 1 point of damage from the target and transfer it to the spellcaster.

The spellcaster will not take a **NERVE** test for damage taken in this way.

MIND FOG
36"

Shattering (D3). If any hits are scored, instead of causing damage, make a **NERVE** test for the target at the end of the ranged phase.

SCORCHED EARTH
18"

If any hits are scored, instead of causing damage, for the duration of its next turn any charges made by the target unit will be **hindered** and the target will not be able to use the *Strider* and *Pathfinder* special rules.

SURGE
12", Friendly, Shambling only

For each hit scored, instead of causing damage, the friendly shambling unit moves straight forward a full inch (stopping in contact with friendly units and blocking terrain).

If applicable, the *Fly* special rule is not in effect for this movement. This spell has no effect on units with **SPEED** 0.

If this movement brings the target unit into contact with an enemy unit treat this as a successful charge against the enemy facing that the unit contacted. If a corner is contacted, use the arc that the unit was in before it started its surge move.

If there is not enough space for your unit to physically move into contact with the enemy unit, the target unit stops in contact with, but not engaged with the enemy unit.

If it brings the target unit into contact with more than 1 enemy unit simultaneously, the player whose turn it is chooses which unit is being charged. If there is not enough space to physically move into contact, you can choose a different target from the enemy units you made contact with. If you cannot physically move into contact with any of them, the target unit stops in contact with, but not engaged with, the enemy units.

If the surge move took the target unit over an obstacle or through difficult terrain, it will be **hindered** in the following combat phase.

The charged unit does not take any **NERVE** tests for any damage it might have taken in this ranged phase.

A unit cannot be the target of a surge in the same turn in which it has been ordered to **withdraw**.

WEAKNESS
24", CC

If any hits are scored, instead of causing damage, the target unit is **weakened** until the end of its next turn. Weakened units have a -1 modifier when rolling to damage enemy units (any rolls of natural 6 still cause damage, however).

Multiple castings on the same target have no effect.

VEIL OF SHADOWS
Self

If any hits are scored, instead of causing damage, the spellcaster gains the *Aura (Stealthy)* special rule until the start of the player's next turn.

WIND BLAST
18"

For each hit scored, instead of causing damage, the target enemy unit is pushed 1" directly backward if the spellcaster is in the target unit's front arc, directly sideways (on the side opposite the spellcaster) if the spellcaster is in either of the target's flank arcs, or directly forward if the spellcaster is in the target unit's rear arc. The target stops just out of contact with enemy units (so it is not engaged) or just in contact with blocking terrain and friendly units.

This spell has no effect on **SPEED** 0 units.

WITHER AND PERISH
12", CC

Blast (D3). Roll to damage as normal. If cast into combat, the target will not take a **NERVE** test at the end of the ranged phase.

If any hits are scored, the target unit has a -1 modifier when rolling to damage enemy units until the end of their next turn (any rolls of a natural 6 still cause damage, however).

Multiple castings of this spell, or combining it with *Weakness*, do not cause additional modifiers.

MAGICAL ARTEFACTS

Magical artefacts bestow bonuses to the unit they are given to. Each unit can have 1 artefact, presumed to be carried by the unit's leader. Add the cost of the artefact to that of the unit.

Unless specified otherwise, each artefact is unique and can only be chosen once per army. War engine units, monster units, and unique [U] units cannot be given artefacts, but Hero (Mon) units can.

Common artefacts can be taken by any unit, with the exceptions noted above. **Heroic** artefacts can only be taken by heroes (of all subtypes unless specified otherwise).

Ranged attacks and spells granted to a unit by an artefact do not gain any of the unit's inherent special rules. When an item refers to *normal ranged attacks*, it cannot be used with any spells.

If a bonus is only applied to only some of a unit's combat attacks and the unit is fighting against multiple enemy units, then after allocating the attacks but before rolling dice, you must declare against which enemy unit the bonus is applied.

Players must tell their opponent which artefacts any of their units are carrying as they deploy them on the battlefield. However if both players agree before deployment, you can play with 'hidden artefacts'.

To allow for modelling flexibility, artefacts are magical in nature, and all have the magical power of changing their shape into something more akin to the race of the warrior carrying it.

COMMON ARTEFACTS

Blade of Slashing (5 pts)
Whenever the unit rolls to hit in combat, it can re-roll 1 of the dice that failed to hit.

Fire-Oil (5 pts)
The unit gains both *Crushing Strength* (+1 vs. units with *Regeneration*) and *Piercing* (+1 vs. units with *Regeneration*).

Healing Brew (5 pts)
Once per game, when given a movement order, the unit may roll D6: on 1-3 it regains 1 point of damage it previously suffered. On 4-6 it regains 2 points of damage it previously suffered.

Liliana's Tear (5 pts)
The unit is not affected by the *Dread*, *Shattering*, or *Brutal* special rules.

Mace of Crushing (5 pts)
Whenever the unit rolls to damage in combat, it can re-roll 1 of the dice that failed to damage.

War-Bow of Kaba (5 pts)
The unit gains this ranged attack:
War-Bow of Kaba: 24", **ATT**: 1, **RA**: 4+, *Piercing (1)*

Dwarfen Ale (10 pts)
The unit gains *Headstrong*.

Hann's Sanguinary Scripture (10 pts)
The unit gains *Lifeleech (+1)*.

Aegis of the Elohi (15 pts)
The unit gains *Iron Resolve (+1)*.

Chalice of Wrath (15 pts)
The unit gains *Retaliate*.

Helm of Confidence (15 pts)
The unit gains *Inspiring (Self)*.

Mead of Madness (15 pts)
The unit gains *Wild Charge (+1)*.

Orb of Towering Presence (15 pts)
May not be taken by units with *Individual* or *Fly*. Increase the unit's unit strength by +1.

Pipes of Terror (15 pts)
This unit gains *Brutal (+1)*.

Sir Jesse's Boots of Striding (15 pts)
Once per game, this unit gains both *Pathfinder* and *Strider* until the end of the turn.

Staying Stone (15 pts)
The unit gains +1 to its **NERVE**.

Brew of Haste (20pts)
This unit increases its **SPEED** by +1.

Hammer of Measured Force (20 pts)
In combat, this unit will always damage the enemy on a 4+ regardless of any other modifiers.

Sacred Horn (20pts)
The range of the unit's aura is increased to 9".

Blessing of the Gods (25 pts)
The unit gains *Elite*.

Chant of Hate (25pts)
The unit gains *Vicious*.

The Scrying Gem (25 pts)
When starting to deploy their units, your opponent must deploy D3+1 units instead of a single one.

Diadem of Dragonkind (30 pts)
The unit gains the *Fireball (4)* spell, or if the unit already has that spell, its value is increased by 2.

Crystal Pendant of Retribution (35 pts)
May not be taken by units with *Individual*. When the unit suffers a **rout** result, all units in base contact with it suffer 2D6 hits with *Piercing (3)*.

These hits are resolved by the player that routed the unit with the Crystal, which now has to resolve the hits against their own unit(s).

After the damage has been resolved, no **NERVE** test is taken by the damaged units.

Brew of Strength (40 pts)
The unit gains *Crushing Strength (+1)*.

Brew of Sharpness (45 pts)
The unit has a +1 to hit modifier with combat attacks.

HEROIC ARTEFACTS

Darklord's Onyx Ring (5 pts)
Infantry and cavalry only. Once per game, the hero gains *Regeneration (4+)*. This must be used the first time the unit has any damage on it at the beginning of the hero's turn.

Ej Periscope (5 pts)
Infantry only. The hero gains *Leaper*.

Amulet of the Fireheart (15 pts)
Once per game, immediately after casting a spell, the hero may cast a second, different, spell. The hero cannot use this artefact to cast more than 2 spells in a single turn.

Axe of the Giant Slayer (15 pts)
Infantry and cavalry only. The hero gains *Slayer (D3)* in combat.

Crown of the Wizard King (15 pts)
The hero gains an additional 6" range on all of its spells that target friendly units.

Mournful Blade (15 pts)
Infantry and cavalry only. The hero gains *Duellist (D3)*.

Scythe of the Harvester (15 pts)
Infantry and cavalry only. The hero gains *Rampage (D3)* in combat.

Torc of Command (15 pts)
Command orders attempted by this unit can be issued to units within 18" instead of the normal 12".

Trickster's Wand (15 pts)
The hero gains the *Hex (2)* spell.

Banner of Command (20 pts)
When rolling to issue a command order with this unit, add an additional die to the attempt.

Blade of the Beast Slayer (20 pts)
The unit gains *Crushing Strength (+1 vs Large Infantry, Large Cavalry, and Monsters)*.

Boots of the Seven Leagues (20 pts)
Infantry and cavalry only. The hero gains *Scout*.

Tome of Darkness (20 pts)
The hero gains the *Surge (5)* spell, or if the hero already has that spell, its value is increased by 3.

Zephyr Crown (20 pts)
The unit gains the *Wind Blast (5) spell*, or if the unit already has that spell, its value is increased by 3.

Shroud of the Saint (25 pts)
The hero gains the *Heal (3) spell*, or if the hero already has that spell, its value is increased by 2.

Wings of Honeymaze (25 pts)
Infantry only. The hero gains the Fly special rule, but decreases its Defence stat by -1 to a minimum of 2+.

The Boomstick (30 pts)
The hero gains the *Lighting Bolt (3) spell*, or if the hero already has that spell, its value is increased by 2.

Inspiring Talisman (30 pts)
The hero gains *Inspiring*.

KINGS OF WAR

SEQUENCE OF PLAY

Each round, each player rolls D6, and the winner decides who takes the first turn. In your turn, perform 3 **phases** in order.

1. MOVEMENT PHASE

Pick each of your units, in any order, and give them an **order**. Engaged units can only receive **halt**, **reform**, or **withdraw** orders.

ORDERS

Halt

The unit does not move.

Change facing

The unit remains stationary and can pivot around its centre-point to face any direction.

Back

The unit can move straight backward at up to half **SPEED**. At any point it can also make 1 pivot of up to 90º.

Sidestep

The unit can move sideways straight to its left or right at up to half **SPEED**. At any point it can also make 1 pivot of up to 90º.

Advance

The unit can advance straight forward up to its **SPEED**. At any point itt can also make up to 2 pivots, each up to 90º.

At the double

The unit can advance straight forward up to double **SPEED**. At any point it can also make 1 pivot of up to 90º.

Charge

Your unit can charge 1 enemy unit (the **target**) if:

- Your unit can see the target;
- The distance between your unit and the target unit is equal to or less than double your unit's **SPEED**;
- There is enough space for your unit to physically move into contact with the target by moving;
- There are not already 2 friendly units engaged with the target in the facing you are charging;
- Your unit is not already engaged.

Withdraw/reform

These orders can only be issued to units that are engaged.

2. RANGED PHASE

At this time, any units you did not order in the movement phase are assumed to have been ordered to **halt**.

Pick a firing unit

If a unit has 2 or more types of ranged attacks (including spells), it can only use 1 per turn. A unit can use ranged attacks unless it received an **at the double** order, it is engaged, or it is **wavering**.

If a ranged weapon profile does not list a number of attacks, or list a **SH**, use the **ATT** and/or **SH** in the unit profile.

Pick a target

A unit can pick a single enemy unit as a target as long as the unit can see the target and it is in weapon range.

Engaged units cannot be targeted by ranged attacks.

Hit the target

Roll D6 equal to the firing unit's **ATT**. The results, with modifiers, must score equal to or higher than its **SH** to hit the target.

- **+1 Aiming:** The firing unit received a **halt** order that turn.
- **-1 Cover:** The target is in **cover**.

Any natural 1 is a miss. If modifiers mean the unit cannot hit, it need 6s to hit, but roll dice equal to half **ATTACKS** (round down).

Damage the target

After discarding any dice that missed, roll the remaining dice again. The results must score equal to or higher than the target's **DEF** (with any modifiers) to cause **damage**. A natural 1 always fails to damage, and a natural 6 always scores damage.

Test nerve

At the end of the ranged phase, test the **NERVE** of any unit you inflicted damage on in that phase.

3. COMBAT PHASE

In an order of your choice, choose and resolve combats one at a time.

Hit the target

Roll D6 equal to the attacking unit's **ATT**. Any number of attacks directed against the **flank** of an enemy unit are *doubled*. Any number of attacks directed against the **rear** are *trebled*.

If your unit is engaged with multiple enemies, you can distribute your attacks amongst those enemies as you choose (including concentrating all attacks on 1 enemy unit). Do this before rolling any dice. Any bonuses or penalties apply separately for each lot of attacks against a different enemy unit. If a unit has a random number of attacks, first determine the number, then decide how to distribute them between multiple targets.

The results, with modifiers, must score equal to or higher than its **ME** to hit the target.

- **-1 Hindered:** The unit's charge was **hindered**.

Any natural 1 is a miss. If modifiers mean the unit cannot hit, it needs 6 to hit, but roll dice equal to half **ATT** (round down).

Damage the target

After discarding any dice that missed, roll the remaining dice again. The results must score equal to or higher than the target's **DEF** (with any modifiers) to cause **damage**. A natural 1 always fails to damage, and a natural 6 always scores damage.

Test nerve

At the end of each combat, test the **NERVE** of any unit you inflicted damage on in that phase.

COMBAT OUTCOME

a. Target remains

If your unit(s) did not rout every enemy they were engaged with, they remain engaged with them.

b. Target routed

If your unit(s) routed all enemies they were engaged with, so that they are no longer engaged, they can remain as they are, or you can issue any of them one post-combat order. Issue all the orders first, then resolve them in an order of your choice.

Hold: The unit stays where it is and can pivot around its centre to face any direction (as per a **change facing** order).

Fall back: The unit moves directly backwards D3", unaffected by difficult terrain and obstacles, treating all friends as blocking terrain, and stopping before moving in base contact with enemies.

Sideways: The unit moves directly sideways left or right D3".

Forward: The unit moves directly forward D6".

CHARGING

FInd the target unit's arc the charging unit's front facing mid-point is in. The unit moves forward, making 1 pivot around its centre-point of up to 90º at any point, and must move into contact with the facing of the target unit.

The charge is unaffected by difficult terrain or obstacles. Treat all friendly units as blocking terrain, except other friendly units simultaneously charging the same target.

Once the unit makes contact, align it flush at that point. Then slide it sideways until its front facing midpoint is directly opposite the target facing's midpoint. They are now **engaged**.

Engaged units cannot use any ranged attacks.

Hindered charges

If a charging unit's move went through or ended over difficult terrain or an obstacle, it is **hindered**.

Multiple charges

Several units charging an enemy unit simultaneously cannot cross each other's movement path. When sliding them along the target facing, all units should cover as much as possible of the enemy unit, as centrally as possible to the target facing.

Charging engaged units

You can charge a facing that is already engaged by one of your units, to a maximum of 2 friendly units per enemy unit facing.

The friendly unit already engaged counts as blocking terrain during your charge if it was issued with a **halt** order, and stays where it is. If the unit already engaged is issued with a **reform** order as part of a multiple charge, the units will all slide over as normal for multiple charges, and the reforming unit is not considered to be blocking terrain during the charge.

REFORMING

Place the unit with its front facing's mid-point in contact with the target facing's mid-point, or as close as possible.

Units moving position with this order are never **hindered**, but a unit that cannot fit against the target's front facing without overlapping other units or blocking terrain cannot reform.

When sliding in a reform, a unit cannot engage any units it wasn't engaged with before, and cannot become unengaged.

This order can be combined with charges/reforms by friendly units against the same enemies, to a maximum of 2 friendly units per enemy unit facing.

Wrap-around

If a unit's front facing mid-point is not in contact with a unit it is engaged with, it may reform into the facing corresponding to the arc its mid-point is in: place it flush, then slide it to be as central as possible. The final position is affected as normal by blocking terrain and units, but picking up, turning and re-placing it is not.

The unit must finish with its front facing mid-point in contact (beyond the corner) with the enemy facing it moved into.

WITHDRAWING

The unit takes a **nerve test**. Failed: the unit is **routed**. Successful: it must face directly towards the enemy unit (pivoting if necessary), then immediately move 2D6" directly backwards.

This movement is unaffected by obstacles and difficult terrain. If the pivot finishes in an enemy unit or blocking terrain, the unit cannot withdraw.

If the withdraw movement brings the unit into contact with an enemy unit, the withdrawing unit is immediately routed. If it brings the unit into contact with blocking terrain, the unit stops and moves no further, and is then **wavering**.

Withdrawing units can pivot and move through friendly units. If they cannot move clear of any friendly unit(s), keep moving until it is clear, then they immediately stop and become **wavering**.

Units that withdraw may still use ranged attacks in the same turn's ranged phase, unless they are now **wavering**.

COVER

Draw a line from the firing unit's front facing mid-point to the facing of the target unit that the firing unit's front facing mid-point is in. **The target unit is in cover if:**

- You cannot draw the line to at least half of the target unit's facing without it passing over intervening units or terrain; or
- The target unit's centre-point is within difficult terrain that players have agreed provides cover.

Intervening units/terrain 3 height levels smaller than either the firing unit and/or the target offer no cover. A unit standing on a hill ignores the hill when determining if the target is in cover.

When determining whether a target is in cover:

- A firing unit ignores difficult terrain its centre-point is in (unless the target unit's centre-point is in the same terrain).
- A firing unit ignores any obstacles its front facing is touching.

If you're not sure, roll D6: on 1-3 the target is in cover.

NERVE

To test the **NERVE** of an enemy unit, roll 2D6 and add the points of damage currently on the unit, plus any modifiers. Compare the total to the enemy unit's **NERVE**:

- If the total is lower, the test is passed. The unit suffers no ill effects and is **steady**.
- If the total is equal to or higher, the test is failed. The unit is either **routed** or becomes **wavering**.

If you roll double 1s, the enemy passes the test automatically. If you roll double 6s and the unit still passes the test, and the test was caused by a ranged attack, the unit becomes **wavering**. If the test was caused by combat attacks or a **withdraw** test, and the unit does not fail the test, the unit suffers D6 additional points of damage (this does not trigger a further **NERVE** test).

Wavering

If the test was caused by ranged attacks, the unit is **wavering** until the end of its next turn. In its next movement phase, a wavering unit can only be given one of these orders: **halt**, **change facing**, or **back**, and cannot make any ranged attacks.

Routed

If the test was caused by combat attacks, the unit **routs**.

Devastated

From the moment the amount of damage on a unit exceeds its **NERVE**, it is **devastated**. Halve its **ATT** (including ranged attacks and magical missiles n values), rounding down.

A devastated unit also treats **wavering** results as **routs**, so any failed **NERVE** test causes it to be removed.

If a unit is healed so that so that the damage no longer exceeds its **NERVE**, it loses the devastated status.

COMMAND ORDERS

At any point in the movement phase, each **commander** can attempt to issue 1 command order per turn on any friendly non-commander unit in play within 12" (no LOS required). A unit can only be the recipient of 1 successful command order per turn.

Roll 2D6 and if any of the dice score the order's **target number** or better, the order is issued successfully. If the commander issuing the order is a **warlord**, roll 3D6 instead.