

# KINGS OF WAR 3.0

**TURN SEQUENCE** : Movement / Ranged / Melee  
 Players alternate turns, doing all three phases per turn.  
 Standard game 6 turns, optional 7<sup>th</sup> (4+)

## UNITS

**Type** – Infantry 20mm, Heavy Infantry 25mm, Cavalry 25x50mm, Large Infantry 40mm, Large Cavalry 50mm, Monstrous Infantry 50mm, War Engine 50mm, Monster 50mm, Titan 75mm, Hero

**#** - number of models used to determine unit footprint

**Sp** – Speed - Movement in inches

**Me** – Melee - value to roll to hit in close combat

**Ra**– Ranged - value to roll in ranged combat

**De** – Defense - value to roll to wound this unit

**Ne** – Nerve - wavering limit / rout limit

**Us** – Unit Strength – used for scenarios

**Pts** – Points - point value for building armies

**Ht** – Height for line of sight, can see over shorter units.

Provide cover if difference in height < 3

**LeaderPoint** – Center of front of unit – used for LOS

## TERRAIN

**Open** – no special rules

**Blocking** – cannot move through, must go around

**Difficult** – Hinders Charges. Counts as blocking when moving At the Double,

**Obstacles** – Ht 2(does not block LOS). Hinders Charges. Counts as blocking when moving At the Double

**Hills** – half unit must be on hill to count. Leaderpoint on the hill ignores it for LOS. Charging off hill +1 TC

**Line of Sight** – If leaderpoint is in/touching terrain, ignore for LOS. If any point of unit is in/touching, LOS to unit is not blocked

## MOVEMENT

- If engaged on only 1 facing, may **disengage** for free.
- Must be 1" from enemies except when charging
- If **wavered**, may only Halt, Change Facing, Back.
- **Nimble** – gain an extra 90° pivot (including charge)
- **Shambling** – cannot move At the Double (except when scouting)
- **Disordered** – lose fly, thunderous charge. May lose nimble (see nimble & fly rules)

**Halt** -The unit does not move.

**Change Facing** - pivot around centre to face any direction

**Advance** – move Sp. & make one pivot up to 90°.

**Back** – up to ½ Sp. straight backwards

**Sidestep** - up ½ Sp. straight sideways left or right

**At the Double** – up to x2 Sp. moves straight forward.

Difficult terrain / obstacles are blocking when moving At the Double

## Charge!

- Less than or equal x2 Sp from closest point (front of unit) to closest point
- at least partially in your in your front arc
- line of sight (from Leaderpoint)
- move most direct path
- If move through difficult terrain / obstacle – Hindered
- allowed 1 pivot while moving

## Counter Charge!

Can charge any unit that charged them last turn, as long as they fit (including back / flank). No penalty for hindered or defended obstacle

## On Contact:

- Place unit aligned against the face of the target
- Slide to the side to get as close to center as possible

**1's** – always miss

If you need > 6 to hit, then half attacks (round down), hitting on 6's

## RANGED

Target: in front arc, in Line of Sight and in range.

Cannot shoot if

- Moved at the Double
- Engaged (unless only engaged by Yielding Individual)
- Disordered

**Magic** – ranged attack that hits on 4+

**Shooting Ranges** – based on weapon (see profile)

**Reload** – cannot move & shoot

## Shooting To Hit Modifiers

- -1 : Target in Cover
- -1 : Target is Individual
- -1 : Unit did not halt (except Javelins, Pistols or Thrown Weapons) (or unit has Steady Aim)
- -2 : Unit did not halt & has Pot Shot rule

## Damaging the Target

Roll => Targets Defense + Piercing(n) modifiers

Any die that rolls a 1 always fails to damage, regardless of modifiers. If a modifier brings the score required to damage a target to above 6, that target cannot be damaged.

## MELEE

Individual have no Flank or Rear

Individuals v Unit Flank or Unit Rear x1 (no bonus)

Unit v Unit Flank x2

Unit v Unit Rear x3

Anyone v War Engine x3

## MELEE to Hit Modifiers

- Defended obstacle - Hindered
- Hindered charge -1 to hit
- Charging front arc of a Phalanx – lose Thunderous Charge & -1 to hit to unhindered cavalry & flyers
- Charger is Disordered – lose Thunderous Charge

## Damaging the Target (see shooting above)

Hindered - Thunderous Charge(-1)

Charge off hill - Thunderous Charge(+1)

Roll => Targets Defense + Crushing Strength(n) +

Thunderous Charge(n) modifiers

If at least one wound was caused, target is Disordered

## REGROUP Target Destroyed – Chargers Regroup.

May do one of

- change Facing
- move directly forward D6 inches
- move directly backward or sideways (left or right) D3 inches

## NERVE

Test at end of Shooting phase, after each close combat if at least 1 wound was caused

Nerve Test = 2D6 + Damage

**Double Six** – unit is wavering if it does not Rout

**Greater or Equal to Rout value** – unit is routed and is removed from the board

**Greater or Equal to Waver value** – unit is wavered

**Less than Waver value** – unit is steady

**Double One** – unit is Steady, regardless of damage

**Wavering**: Next turn unit must Halt / Change Facing / Back. Unit is Disordered. Only lasts a single turn.

**Inspiring** – if there is a unit with the inspiring rule within 6" of a routed unit, then you MUST re-roll the nerve check

**Very Inspiring** – exactly like inspiring with 9" range.

**Fearless** – units with a Waver value of '-' will never waver, even on a double 6.

**Devastated** – if the number of wounds on a unit is greater than it's rout value then Attack, Unit Strength & Spell(n) values are halved (round down)

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<b>Aura(x)</b>	(x) refers to another special rule that the Aura grants to units around it. This unit and all Friendly Core units while within 6" of it have the (x) special rule. Effects of Auras of the same type are not cumulative.
<b>Big Shield</b>	All attacks (Ranged and Melee) against the target unit's front facing treat its defense as 6+.
<b>Blast(n)</b>	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. Once this is done, roll for damage as normal for all of the hits caused.
<b>Brutal(n)</b>	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. Does not stack with Dread.
<b>Cloak of Death</b>	In the Movement phase, after this unit has completed its order, all Enemy units within 6" of this unit 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 a Cloak of Death.
<b>Crushing Strength(n)</b>	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
<b>Dread</b>	While within 6" of this unit, Enemy units have -1 to their Wavering and Rout Nerve values, in addition to any other modifiers that may apply. Does not stack with Brutal or Shattering
<b>Duelist</b>	While attacking enemy Individuals in Melee, this unit doubles its number of Attacks.
<b>Elite</b>	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.
<b>Ensnare</b>	Melee attacks against the target unit's front suffer an additional -1 to hit.
<b>Fly</b>	Can move and pivot over anything, as long its entire move ends clear of any units or Blocking Terrain. Does not suffer Hindered charges for moving over Difficult Terrain or Obstacles, unless it ends the move within or touching them. Loses Fly (and nimble if it also has it) while Disordered.
<b>Frozen</b>	A unit has -1 Sp until the end of its next turn. No unit may have its speed reduced by more than -1 in a given turn due to having the Frozen special rule. Does not affect units with Sp 4 or below.
<b>Fury</b>	While Wavering, this unit may still declare a Counter Charge
<b>Headstrong</b>	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.
<b>Ignore Cover</b>	The unit 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.
<b>Indirect</b>	The unit cannot make Ranged attacks on targets that are within 12".
<b>Individual</b>	Never blocks Line of Site. Free pivot before movement, shooting. Yielding. Steady Aim. Never doubles/triples (except against War Engines), is never doubled/tripled. Overrun
<b>Inspiring</b>	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.
<b>Iron Resolve</b>	If this unit is Steady as a result of a Nerve test, it regains one point of damage previously suffered.
<b>Lifeleech (n)</b>	When this unit completes its to-hit and to-damage rolls in Melee combat, it regains one point of damage it has previously suffered for every point of damage it causes on the enemy unit, up to a maximum of n.
<b>Mighty</b>	Individuals with the Mighty special rule are no longer Yielding.
<b>MindThirst</b>	If this unit is within 12" of an enemy unit with the Inspiring or Very Inspiring special rule and it is Routed, the opponent must re-roll that Nerve test. The second result stands.
<b>Nimble</b>	The unit can make a single extra pivot of up to 90 degrees around its center while executing any Movement order, including a Charge. It cannot make this extra pivot when ordered to Halt. When Disordered by a unit in Melee with either the Phalanx or Ensnare special rule, this unit loses the Nimble special rule until the end of its following Turn.
<b>Pathfinder</b>	The unit suffers no movement penalties for Difficult Terrain, simply treating it as Open Terrain in the Movement phase. Pathfinder units are not Hindered when making a Charge through Difficult Terrain.
<b>Phalanx</b>	Units that Charge this unit's front cannot use the Thunderous Charge special rule. In addition, Cavalry, Large Cavalry and units with the Fly special rule that make an unhindered Charge against this unit's front suffer a -1 to hit modifier in the subsequent Melee.
<b>Piercing(n)</b>	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
<b>Pot Shot</b>	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.
<b>Radiance of Life</b>	In the Movement phase, after this unit has completed its order, this unit and all Friendly Core units within 6" of this unit immediately remove one point of damage previously suffered. Units can only be affected by a single source of Radiance of Life per Turn.
<b>Rallying(n)</b>	Friendly Core units within 6" of this unit have +n to their Wavering and Rout Nerve values. This is cumulative to a maximum total of +2 if multiple units with Rallying are in range.
<b>Regeneration(n)</b>	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.
<b>Reload</b>	The unit can only make ranged attacks if it received a Halt order in its previous Movement phase.
<b>Scout</b>	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.
<b>Shambling</b>	The unit cannot be given an At the Double Movement order, except when carrying out a Scout move.
<b>Shattering</b>	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. Does not stack with Dread
<b>Steady Aim</b>	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
<b>Stealthy</b>	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
<b>Strider</b>	This unit's Charge is not Hindered when charging through, or ending its Charge on, Difficult Terrain or Obstacles.
<b>Thunderous Charge(n)</b>	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).
<b>Very Inspiring</b>	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.
<b>Vicious</b>	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.
<b>Wild Charge(n)</b>	Models with this special rule may add (n) to their charge range. This is added after Sp is doubled. 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.