

KINGS OF WAR 2.0

TURN SEQUENCE : Move Phase
Shoot Phase
Melee Phase

UNITS

Type – Infantry, Cavalry, Large Infantry/Cavalry, War Engine, Monster, Hero

- number of models used to determine unit footprint

SP – Movement in inches

ME – value to roll to hit in close combat

RA – value to roll in ranged combat

DE – value to roll to wound this unit

NE – wavering limit / rout limit

Cost – point value for building armies

Unit Height (for line of sight)

- Infantry / War Engines 1
- Large Infantry / Cavalry 2
- Large Cavalry 3
- Monsters 4

Can see over shorter unit, or to / from taller unit

Provide cover if difference in height < 3

MOVE

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 At the Double

Nimble – gain an extra 90° pivot (including charge)

Shambling – cannot move At the Double

Charge!

- Less than or equal x2 Sp from center to nearest part
- at least partially in your in your front arc
- line of sight
- 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:

- Align against the face of the target
- Slide to the side to get as close to center as possible

SHOOT

Target: in front arc, visible to the unit and within shooting range. Cannot shoot if

- Moved at the Double
- In Melee
- Disordered
- Wavering

Shooting Ranges

- 12" Javelins, Pistols, Thrown Weapons, Breath Attack
- 18" Harpoon Gun, Firebolt
- 24" Bows, Crossbows, Rifles
- 36" Heavy Crossbow
- 12" – 48" Indirect War Engines
- 48" War Engine

Reload – cannot move & shoot

Shooting To Hit Modifiers

- -1 : Target in Cover
- -1 : Target is Individual
- -1 : Unit did not halt (unless nimble, Javelins, Pistols or Thrown Weapons)

Natural 1 is always a miss, regardless of modifiers.

However, if modifiers to the roll mean that the unit would need more than 6 to hit, it can still shoot and will need 6 to hit, but it only rolls dice equal to half of its Attacks (rounding down)

Elite – reroll natural 1's

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.

Vicious – reroll natural 1's

MAGIC - Roll number of dice indicated, hits on 4+, no modifiers

Bane Chant(n) 12" – friendly only, if hit CS/P +1

Fireball(n) 12" – damage as normal

Heal(n) 12" – friendly only, remove 1 damage/hit

Lightning Bolt(n) 24" – Piercing(1), damage as normal

Surge(n) 12" – friendly shambling unit only, move straight forward 1"/hit

Wind Blast(n) 18" – move target directly away 1"/hit

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 hit & Lose Thunderous Charge

Charging front arc of a Phalanx – lose Thunderous Charge

Charger is Disordered – lose Thunderous Charge

Elite – reroll natural 1's

Damaging the Target (see shooting above)

Roll => Targets Defense + Crushing Strength(n) + Thunderous Charge(n) modifiers

Vicious – reroll natural 1's

If at least one wound was caused, target is disordered

REGROUP Target Destroyed – Chargers Regroup.

May do one of

- move directly forward D6
- change Facing
- move directly backward D3

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 upper nerve value – unit is routed and is removed from the board

Greater or Equal to lower nerve value – unit is wavered

Less than lower nerve value – unit is steady

Double One – unit is Steady, regardless of damage

Wavering: Next turn unit must Halt / Change Facing / Back. Unit is Disordered

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.

Berserkers – units with a lower NE value of "-." will never waver, even on a double 6.

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Advanced Deployment	Units with this rule must be deployed immediately after players have chosen sides, but before any other units are deployed. If both players have one or more units with this rule then the player who chose the table side sets theirs up first. This unit may be deployed anywhere on the table outside your opponents deployment zone and not within 3" of an objective counter or loot counter.
Big Shield	All attacks (ranged and melee) from enemies that are in the unit's front arc treat its defense as 6+.
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.
Breath Attack(n)	The unit has a ranged attack for which you roll (n) dice rather than the Attacks value of the unit. This attack has a range of 12" and always hits on 4+, regardless of any modifier. Sometimes this rule is listed as Breath Attack (Att). In this case use the unit's Attacks stat as the value for n.
Brutal	When testing the Nerve of an enemy unit in melee with one or more of your units with this rule, add +1 to the total.
Crushing Strength(n)	All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
Elite	Whenever the unit rolls to hit, it can re-roll all dice that score a natural, unmodified 1.
Ensnare	When attacking this unit in its front, enemies suffer an additional -1 to hit in melee.
Fly	The unit can move over anything (blocking terrain, enemy units, friendly units when charging, etc.), but still cannot land on top of them. The unit does not suffer hindered charges for moving over difficult terrain or obstacles, unless it ends the move within or touching them. The unit also has the Nimble special rule.
Fury	While wavered, this unit may declare a Counter-Charge.
Headstrong	Whenever the unit begins a turn Wavering, it rolls a die. On a 4+ it shrugs off the effects of Wavering and is Disordered instead.
Indirect Fire	The unit fires in high arcs, hitting the target from the top, which means it does not suffer the -1 to hit modifier for cover. On the other hand, the unit cannot shoot targets that are within 12". Note that the firing unit does still need to see its target to fire at it.
Individual	May turn to face any direction before move and shoot. Nimble. Never block LOS or give cover. Individual aligns to charger. Never double/triple attacks (except WE), enemies never double/triple against them. See main rulebook for overrun.
Inspiring	If this unit, or any friendly non-allied unit within 6" of this unit, is Routed, the opponent must re-roll that Nerve test. The second result stands. Note a unit can also have Inspiring (specific unit) – in that case the unit will only inspire itself and that unit.
Iron Resolve	If this unit is Steady as a result of a nerve test, it regains 1 point of damage previously suffered.
Lifeline(n)	In a melee, this unit regains one point of damage it has previously suffered for every point of damage it deals, up to a maximum of n.
Nimble	The unit can make a single extra pivot of up to 90 degrees around its centre while executing any move order, including a Charge! It cannot make this extra pivot when ordered to Halt. In addition, the unit does not suffer from the -1 to hit modifier for moving and shooting.
Pathfinder	The unit suffers no movement penalties for difficult terrain, simply treating it as open terrain. Pathfinder units are not Hindered for charging through difficult terrain.
Phalanx	Units that charge this unit's front cannot use the Thunderous Charge special rule.
Piercing(n)	All ranged hits inflicted by the unit have a +(n) modifier when rolling to damage.
Rallying(n)	Friendly, non-allied units within 6" of this unit have +n to their Waver and Rout Nerve values. This is cumulative, with a maximum total of +2 if multiple units with <i>Rallying!</i> are in range. For example, if a unit with an Nerve stat of 13/15 is within 6" of a unit with <i>Rallying!</i> (1), its Nerve stat is 14/16. If it moves out of the 6" range, its Nerve stat is 13/15 again. Only the Rout value of Fearless units is affected by <i>Rallying!</i>
Regeneration(n)	Every time this unit receives a move 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 a point of damage.
Reload!	The unit can fire only if it received a Halt order that turn.
Shambling	The unit cannot be ordered 'At the Double', except when carrying out a Vanguard move.
Stealthy	Enemies shooting against the unit suffer an additional -1 to hit modifier.
Strider	The unit never suffers the penalty for Hindered charges.
Thunderous Charge(n)	All melee hits inflicted by the 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 or during Hindered charges.
Vanguard	The unit can make a single At the Double or Advance order after set-up is finished. If both armies have units with this rule, roll a die. The highest scorer decides who begins to move one of their Vanguard units first, then the players alternate until all Vanguard units have been moved.
Very Inspiring	This is the same as the Inspiring special rule, except that it has a range of 9". Any rule which affects <i>Inspiring</i> also affects <i>Very Inspiring</i> .
Vicious	Whenever the unit rolls to damage, it can reroll all dice that score a natural, unmodified 1.
Yellow Bellied	When this unit wishes to charge an enemy unit's front facing, roll a die. If the result is a 1 then the unit 'misunderstands' the order and carries out a Halt! order instead. This does not apply if the unit wishes to charge the flank or rear of an enemy unit, an individual or war engine, or if it is carrying out a Counter-Charge.