

Learn to Play Kings of War 2.0

General

Measuring – can measure at ANY time

Dice – you do not touch dice on your opponents turn (chess clocks)

Unit

Type – Infantry, Cavalry, LI, LC, War Engine, Monster, Hero

Unit Size / # - number of models used to determine unit footprint

Speed / SP – Movement in inches

Melee / ME – value to roll to hit in close combat

Ranged / RA – value to roll in ranged combat

Defence / DE – value to roll to wound this unit

Attacks / AT – number of dice to roll when attacking

Nerve / NE – wavering limit / rout limit

Arcs – front / flank / rear

Leader Point – center of front of the unit

Unit Height

Terrain

- **Blocking** – cannot move through (does not block pivots)
- **Obstacles** – does not block line of sight, but provides cover to H3 or less. Counts as blocking terrain when moving at the double.
- **Difficult Terrain** – Counts as blocking terrain when moving at the double. Has defined height (woods Ht 4). Provides cover to units at least half inside. Blocks line of sight beyond. No penalty for shooting out (unless target is in same terrain)

Turn Sequence

- 1) Move Phase
- 2) Shoot Phase
- 3) Melee Phase

Move Phase

- **Halt!** – the unit does not move.
- **Change facing!** – pivot around centre to face any direction.
- **Advance!** – Move up to Speed (Sp) in inches and make one pivot up to 90°.
- **Back!** – Up to ½ Sp directly back.
- **Sidestep!** – up to ½ Sp directly sideways.
- **At The Double!** – Up to 2 x Sp directly forwards, no pivots. May not cross difficult terrain or obstacles. Shambling units, war engines may not move at the double
- **Charge & Counter-Charge** – See below.

Charge!

Charging:

- Target unit must be within 2 x Sp, measured from your Leader Point, at least partially in your front arc and you must have Line of Sight.
- Move the most direct path, one pivot allowed up to 90°, ignoring the 1" gap for enemy units.
- If your Leader Point starts in targets flank, you must charge that flank, and if your Leader Point starts in targets rear arc then you must charge the rear.

On contact:

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

Multicharge:

- All units involved must be declared at the same time.
- Units must share any faces as evenly as possible.

Hindered Charge:

- If any part of your move went through difficult terrain or obstacles then your unit is Hindered in the Melee phase.

Counter-Charge!

- Can only declare against an enemy unit which charged it in the previous turn.
- Target does not need to be in Line of Sight or front arc.
- Turn to face the target unit (if necessary), then advance forwards to make contact.

Wavering Units

- May only declare a Halt, Change Facing or Back order.

Shoot Phase

Cannot shoot if -

- Wavering
- Disordered
- In melee
- Moved at the double
- Has Reload! and moved at all

1) Choose target for each firing unit;

- In range measured from Leader point
- In Line of Sight from Leader point
- Is not in melee

2) Roll dice equal to your Attacks (Att). Any equal or beating your Ranged (Ra) stat have hit the target.

3) Roll all hits again to damage target. Any equal or beating the targets Defence (De) stat have caused a point of damage. A roll of 1 will always fail to damage.

4) Roll Nerve tests at the end of the Shoot phase for each unit taking at least one point of damage.

Ranges

12"	Javelins, Pistols, Thrown Weapons
18"	Harpoon Gun, Firebolt
24"	Bows, Crossbows, Rifles
36"	Heavy Crossbows
48"	War Engines

To-Hit modifiers:

- -1 The target is in cover (either in difficult terrain or half of the target face is obscured).
- -1 The target is an Individual.
- -1 Your unit did not Halt (does not apply to Javelins, Pistols or Thrown Weapons)

To-Wound modifiers

- Piercing(n)

War Engines

- Can't move At The Double or Charge. All terrain is blocking.
- When attacking War Engines in melee, always triple your Attacks.
- Blast(n) – when the attacker hits the target, they suffer n hits instead of a single hit.

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Spells

Always hit on 4+ and roll (n) dice instead of Att. Can't target allied units.

- **Fireball (n)** – Range 12". No additional rules.
- **Bane-Chant (n)** – Range 12", friendly units only, including those in melee. +1 Crushing Strength or Piercing this turn.
- **Wind Blast (n)** – Range 18". For each hit, the target unit moves away 1". Backward if the wizard is in the front arc, forwards if in the rear and sideways and away if in a flank.
- **Lightning Bolt (n)** – Range 24". Piercing (1).
- **Heal (n)** – Range 12", friendly units only, including those in melee. Each hit removes 1 point of damage from target.
- **Surge (n)** – Range 12", friendly Shambling units only. Each hit moves the target forwards 1".

Melee Phase

- 1) Choose a combat to resolve and carry out all attacks against that one enemy unit.
- 2) Roll dice equal to your Attacks (Att). Any equal or beating your Melee (Me) stat have hit the target.
 - For flank charges, double your Attacks.
 - For rear charges, triple your Attacks.
- 3) Roll all hits again to damage target. Any equal or beating the targets Defence (De) stat have caused a point of damage. A roll of 1 will always fail to damage.
- 4) Roll Nerve tests at the end of each combat, once all attacks against that enemy unit have been resolved.

To-Hit modifiers

- -1 if the charge was Hindered (does not apply to counter-charges)

To-Wound modifiers

- Crushing Strength(n)
- Thunderous Charge(n)

Unit Survives

Your units move backwards 1".

Unit Routs

Each of your units may:

- Advance D6" forwards.
- Move D3" backwards.
- Pivot to face any direction.

Shuffle units after movement to maintain 1" gap from enemy units.

Disordered

Any unit taking at least one point of damage in Melee is Disordered during its next turn.

Nerve Tests

Roll 2D6 and add the amount of damage on the unit:

- Double 1 – the unit is Steady, regardless of damage.
- Equal or beats the upper Nerve (Ne) value – the unit Routs and is removed from the board.
- Equal or beats the lower Ne value – the unit is Wavering during its next turn.
- Double 6 – the unit is Wavering if it does not Rout.

Inspiring

When a unit is routed, but is or has an inspiring unit with 6" (closest to closest) (9" very inspiring) then you must re-roll the nerve test

Beserkers

Units with a lower Ne value of "-" will never waver, even on a double 6.

Individuals

- May turn to face any direction before being given an order or shooting and all Individuals have Nimble.
- Never block Line of Sight or offer cover.
- The Individual aligns to charging units rather than the unit aligning to the Individual.
- Individuals never double/triple attacks for flank/rear (except for War Engines, and enemies never double/triple for the Individuals flank/rear).
- See rulebook for Overrun details.

Game

- Roll off for deployment – high roll chooses sides and deploys first unit
- Up to 12" in from long table edge
- Alternate deploying units until all are deployed
- Vanguard moves
- Roll off – winner chooses who goes first
- Alternate turns – 6 turns (no rolling or 7th)
- Kill scenario – win by routing 100 point more than your opponent

Most Important Rule: HAVE FUN!!!

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