KINGS OF WAR

CLOSED BETA!

BY ALESSIO CAVATORE

KoW is a new concept for mass battle miniature wargaming – a game that is both easy to learn and fast to play! With few and simple rules, there is little to get in the way of the fun and slaughter. KoW is a challenging game of strategy, where you can pit your wits against your opponent without devoting half of your brain power to remember a plethora of convoluted rules.

And that's not all, the innovative turn structure allows you to play KoW using a time-keeping tool (like a stopwatch or a chess clock) to time your moves. As the seconds tick away, the pressure and excitement this adds makes KoW unlike any other large-scale wargame you've ever played before. So read on and enjoy!

Because this is the very first edition of KoW, we are so keen to launch our game system that we have decided to release it into the world at a very early stage of development – for free! The system, and particularly the army lists, are of course still in need of fine-tuning and accurate balancing… and that's where you come in. Please play as many games as you can and give us your feedback at:

www.manticgames.com/Forum.html

This way we can make use of all the precious feedback you players out there can offer us and we'll get a game that is made by gamers for gamers!

CONTENTS

This leaflet includes all the rules you need to play KoW.

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UNITS

All units are made up of models that must be glued on the bases provided with them and formed-up into units as described below. Each unit belongs to one of the following categories:

INFANTRY (INF)

Infantry units are normally fielded 5 models wide, as shown in Diagram A. The smallest infantry units are therefore made up of just 5 models, but such units are rare and normally comprise of extremely powerful warriors. More commonly, units consist of 10 models in two ranks of 5, 15 in three ranks, 20 in four ranks or 25 in five ranks, which are the largest standard units, as shown in Diagram A. The number of models that make up a unit is specified in its stats (explained later), and will normally correspond to the number of models you get in boxes supplied by Mantic.

Hordes

Hordes are the largest infantry unit in KoW and are extremely resilient and dangerous. They have a frontage of 10 models and are either three, four or five ranks deep (a four-rank deep horde is shown in Diagram A).

CAVALRY (CAV)

Cavalry units are fielded 5 models wide. Cavalry units are usually not as large and numerous as infantry on a battlefield, so they cannot be fielded as hordes.

HEROES & MONSTERS (H/M)

A Hero or Monster is a unit consisting of a single model, either a large beast or a mighty leader, or even a combination of the two, like a mighty Hero mounted on a great war-beast!

WAR ENGINES (WAR ENG)

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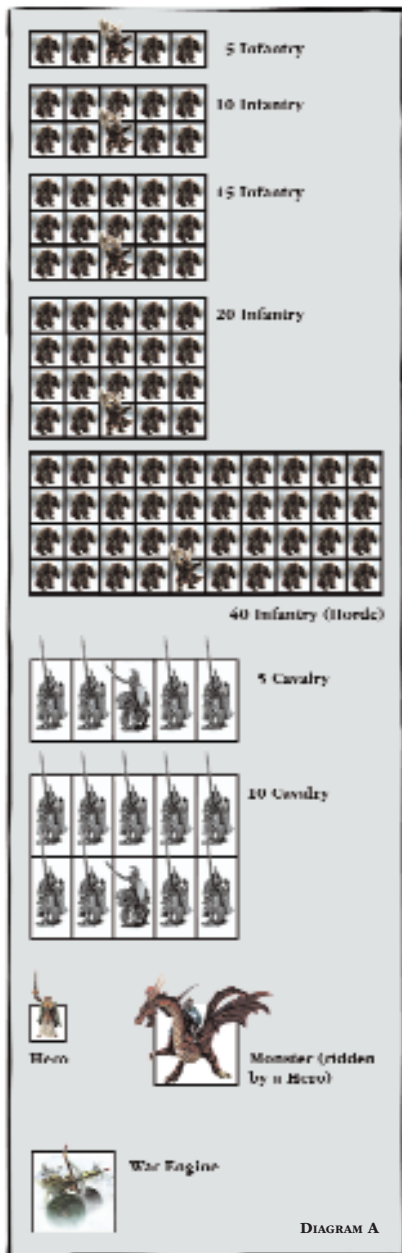

DIAGRAM A

FRONT, REAR, FLANK

Each unit in KoW has 4 facings: front, rear, left flank and right flank. In front of these facings lie four areas called arcs, that are determined during the game by simply drawing imaginary lines that originate from the unit's corners at an angle of 45 degrees. These lines delimit the unit's arcs as shown in Diagram B.

LINE OF SIGHT

During the game, you will at times need to determine whether one of your units can see another one, normally an enemy unit that your unit intends to charge or shoot.

Arc of Sight

First, we'll assume that your unit can only see things that are at least partially in its front arc – its 'arc of sight'. The flank and rear arcs are completely blind.
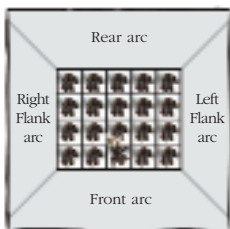
Line of Sight

Of course, terrain and other units can still get in the way and hide targets that are in your unit's arc of sight. To determine whether your unit can actually see something that is in its arc of sight, verify whether the target is in line of sight. To do this, simply lean down on the table and peek from behind the head of the unit's Champion (see below). If the unit's Champion can 'see' the target, then the entire unit does. For War Engines, use the barrel or another clearly identifiable aiming point (tell your opponent where you're measuring from and then stick to that). If you're not sure whether you can see or not, roll a die. On a 4+ you can see, on 3 or less you cannot.

UNIT CHAMPIONS

Unit Champions are very important, and should be represented by suitably imposing models so that they clearly stand out from the rest of the unit. To avoid any doubt, they are always placed in the centre of the unit's front rank (or as close as possible to the centre for units with an even number of models in the front rank). They are the commanders of the unit, the ones issuing orders to their comrades. This means they are important points of reference for some of the rules described below. If a unit consists of a single model (like a War Engine, a Hero or Monster), that model counts as the Champion.

STATS

Each unit in KoW has a name and a series of statistics (we like to call them 'stats' for short), defining its type and how powerful it is in the game. These are:

Type. What type of unit and how many models it is made of. If there is no number, it implies a 1.

Speed (Sp). How fast it moves, in inches.

Melee (Me). The score it requires to hit in melee.

Ranged (Ra). The score it requires to hit with ranged attacks. If it has no ranged attacks, this is a '–'.

Defence (De). The score the enemy requires to damage it.

Attacks (At). The number of dice it rolls when attacking, both at range and in melee.

Nerve (Ne). A combination of the unit's size and its training and discipline, this stat shows how resistant it is to damage suffered.

Special. Any unusual equipment (like ranged weapons) and special rules the unit has.

Example:

ELF SPEARMEN TROOP

Type	Sp	Me	Ra	De	At	Ne
Inf (10)	6	4+	–	4+	10	3

Special: Elite

ELF SPEARMEN REGIMENT

Type	Sp	Me	Ra	De	At	Ne
Inf (20)	6	4+	–	4+	10	6

Special: Elite, Phalanx

ELF SPEARMEN HORDE

Type	Sp	Me	Ra	De	At	Ne
Inf (40)	6	4+	–	4+	20	13

Special: Elite, Phalanx

DICE

In these rules, whenever we refer to a die or dice, we mean a normal six-sided die, which we call D6. Sometimes we also use terms like 'D3', which is the result of a D6 divided by 2 (rounding up), or 'D6+1', meaning rolling a D6 and adding 1 to the result, or 2D6, which is rolling two dice and adding them together.

Re-rolls

When you are allowed a re-roll, simply pick up the number of dice you are allowed to re-roll and roll them again. The second result stands, even if it's worse than the first.

THE TURN

Much like chess, KoW is played in turns. You normally roll a die to decide who is going to have the first turn. The player winning the die roll takes a turn first, moving, shooting and striking blows in close combat with his units – this concludes Turn 1 of the game. After that, his opponent takes a turn – Turn 2 of the game, and the players keep alternating this way until an agreed time limit or turn limit is reached.

In his turn a player goes through the following three phases:

1) Moving phase
2) Shooting phase
3) Melee phase.

Let's examine each of these phases in detail.

MOVING

During the Moving phase of your turn, pick each of your units in turn, and the unit's Champion will give them one of the following orders:
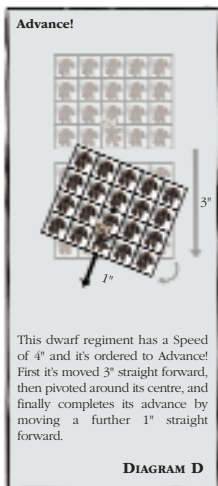
Halt!
The unit does not move at all.

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

DIAGRAM C

Advance!
The unit can advance straight forward up to a number of inches equal to its Speed. At any point during this move (i.e., before advancing, after advancing or anywhere along its advance), the unit can also pivot around its centre up to 90 degrees from its original facing. See Diagram D.

Back!
The unit can move straight backwards at up to half of its Speed. See Diagram E.

This dwarf regiment has a Speed of 4" and it's ordered to Advance! First it's moved 3" straight forward, then pivoted around its centre, and finally completes its advance by moving a further 1" straight forward.

DIAGRAM D

Sidestep!
The unit can move sideways straight to its left or straight to its right at up to half of its Speed. See Diagram E.
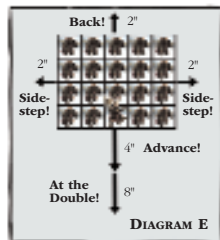
At the Double!
The unit can advance straight forward up to double its Speed. See Diagram E. Note that War Engines cannot be given this order.

DIAGRAM E

Charge!
This is by far the most exciting of orders. It is also the most complicated and so it's described in detail below. For now, know that War Engines cannot be ordered to Charge! That's not what they are there for.

UNIT INTERPENETRATION (fnar fnar...)
Friendly units can be moved through, but you cannot end a unit's move on top of another unit, so you'll have to be sure that your units have enough movement to end up clear of their friends. Enemy units, on the other hand, block movement. For the sake of clarity, always make sure that there's a 1" gap in between the friendly and enemy units. This ensures that both you and your opponent can clearly tell them apart.

CHARGE!
A charge is the only way your units can move into contact with the enemy. A unit can charge a single enemy unit ('the target') as long as the following conditions are met:

- the target is at least partially in your unit's front arc.
- the target is visible to the unit Champion.
- the distance between the base of the unit Champion and the closest point of the target 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, as described below.

Moving Chargers
As they move, charging units can move forward and pivot once around their centre up to 90° (as in 'Advance!'), without measuring how much distance they actually cover.

They must, however, always use the shortest way possible, going around any blocking terrain and unit. Note that they must go through any intervening terrain or obstacle that would normally slow down their movement. These elements of terrain do not slow down charge moves, but the charging unit will suffer a slight penalty in the ensuing melee.

The only thing that matters during a charge move is that the unit has physically enough space to move into contact with the target. Once the charging unit is in contact with the target, shuffle it sideways until its Champion is facing directly opposite the centre of the target unit, or as close as possible to it.

Flank and Rear Charges
If the Champion of a charging unit is in the target's front arc when the order to charge is given, the unit must charge the target's front facing.

If the Champion of a charging unit is mostly in the target's right or left flank arc when the order to charge is given, the unit must charge the target's appropriate flank facing.

If the Champion of a charging unit is mostly in the target's rear arc when the order to charge is given, the unit must charge the target's rear facing.

Multiple Charges Against the Same Target.
If two or more of your units are able to charge the same enemy unit, they can do so, as long as they can physically fit. Just issue an order to all of the units that are charging the same target at the same time.

Once contact is made, any units that have charged the same facing of the target will have to share the space available on that facing as equally as possible, so shuffle them sideways until this is achieved (see Diagram F). Remember that, when charging, units don't have to stay 1" away from friends and enemies. If there isn't enough space for all of the units to fit against that facing of the target, some of the units will not charge and must be given a different order instead.

DIAGRAM F

Two units charge a single enemy unit to its front. The charging units share the space available on the front facing as equally as possible.
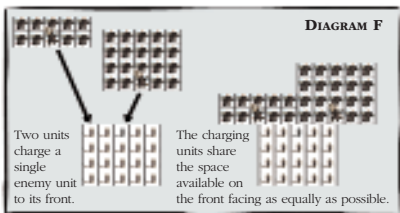
Defending Obstacles
Sometimes an enemy will be placed right behind an obstacle, as this makes for a strong defensive position, Your units can still charge the target, to fight it across the obstacle, and just need to reach the opposite side of the obstacle – measure the distance to the obstacle rather than the target unit.

TERRAIN AND MOVEMENT
Elements of terrain make your table look more impressive, but also make the game more complex, so we invite you not to use too much terrain, particularly in your first games of KoW. In wargames, terrain is normally made in either of two different ways: single terrain pieces or areas of terrain. The rules for both are below. Remember, it's always a good idea, before picking the side of the table you're going to play from, to have a quick chat with your opponent to decide how you are going to treat each of the pieces of terrain on the table.

Single Terrain Pieces.
These are individual pieces like a lone tree, a house, a boulder, a fence, a hedge or a wall. They are going to be either **blocking terrain**, an **obstacle** or **decorative terrain**.
• **Blocking Terrain.** Units cannot move across blocking terrain and must go around it. We recommend treating buildings, high walls and other large pieces as blocking terrain.
• **Obstacles.** Obstacles are long and narrow pieces of terrain, like a low wall, fence, hedge, a stream, etc. – something that a man-sized creature could see over and clamber across easily. Units can move over obstacles normally (even ending halfway over them), but cannot cross them while moving 'At the Double'.
• **Decorative Terrain.** A unit can move over decorative terrain pieces as it pleases, ignoring them altogether and nudging them out of the way if it ends its move on top of any (but remember to put them back in their original position once the unit moves off!). This is best for small terrain pieces like a bush or individual trees.

Areas of Difficult Terrain.
This type of terrain consists of things like woods, farms/hamlets, crop fields, areas of broken, rocky terrain or scree. They are normally made by gluing a number of pieces of terrain onto a suitably large cardboard base, which conveniently shows the area covered by the area of terrain. Units can move through these areas, but every inch they cross counts as two inches.

SHOOTING

When you're done moving all of your units, it's time to shoot with any of them that have a Ranged Attack value. Pick one of your units at a time, pick a target for them, and let loose!

Moving and Shooting

Units that have received an 'At the Double!' order that turn are too busy moving to shoot.

Units armed with crossbows or rifles, and all War Engines, can fire only if they received a Halt! order that turn.

If a unit has two or more types of ranged attacks, it can only use one per turn.

Melee and Shooting

Units that are in base contact with enemies are going to fight in the Melee phase and therefore cannot shoot, and cannot be shot at.

Picking a Target

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

- the target is at least partially in the unit's front arc
- the target is visible to the unit's Champion
- the distance between the base of the unit's Champion and the closest point of the target is equal to or less than your unit's weapon range

Ranges

The ranges of the most common weapons used in KoW are:

- *Bows, crossbows, rifles* . . . . *24"*
- *Pistols, javelins, thrown weapons* . . . . *12"*
- *War Engines* . . . . *48"*

If a unit has a ranged attack with a range that is different from the ones above, it will be specified in its Special rules.

Firing

Once the target has been picked, roll a number of dice equal to the firing unit's Attacks value.

Hitting the Target

In order to hit the target, the dice rolled for your unit, minus any modifiers that apply, must score a number equal to or higher than its Ranged value. Discard any dice that score less than that.

Modifiers

A number of factors can make a hit less likely to happen. The most common are:

- *-1 extreme range.* Target is more than 12" away.
- *-1 cover.* Target is in cover (see Cover Versus Ranged Attacks, on the right).

For each of these factors, deduct one from the score rolled by the dice. For example, if your unit normally needs a 4+ to hit, but it's shooting at a target in cover, you will need 5 or more to hit instead. If the target was at extreme range as well, you would need 6s.

Any dice that rolls a 1 is always a miss, regardless of modifiers. However, if modifiers 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 for half of its Attacks (rounding up).

Damaging the Target

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

Any dice that rolls a 1 always fails to damage, regardless of modifiers. However, if a modifier brings a die roll to above 6+, that target cannot be damaged.

Recording Damage

For each hit that scores damage, place a damage marker next to the unit. This represents physical damage and casualties as well as a decline in the unit's morale, cohesion and will to fight on.

As the unit accumulates damage markers, it might be more convenient to record this by writing it down, placing a die (possibly an unusual one, of a different size or colour, to avoid rolling it by mistake) next to a single damage marker or using some other suitable tokens.

Testing Nerve

At this stage, you can test the Nerve of any unit you inflicted damage against in that Shooting phase. This test is described later on, but basically it will determine whether the damaged units will stand, waver or run away.

COVER VERSUS RANGED ATTACKS

To decide whether the target unit is in cover, take a look at it from behind the unit's Champion.

- If he can see more than half of the target unit clearly, the target is not in cover.
- If at least half of the target unit is out of sight, or partially obscured by intervening terrain or models, the target is in cover.
- If you're not sure whether the target is in cover or not, roll a die. On a 4+ it is not, on 3 or less it is.

MELEE

When you're done shooting with all of your units, it's time for your warriors to strike against the enemies that they have charged that turn. Of course, in reality the enemy warriors would be striking against yours, but for the sake of playability, we imagine that in your turn the impetus of the charge means your men will be doing most of the hacking and slashing, while the enemy mostly defend themselves. If the enemy is not annihilated or sent routing, your men will fall back and brace themselves, for you can be sure the enemy will charge back into the fight during their turn to avenge their fallen comrades!

Striking

To attack the unit you charged, roll a number of dice equal to the unit's Attacks value.

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

If your unit is attacking an enemy to the rear, it trebles its Attacks!

Note that, as War Engines are really useless in combat, units attacking a War Engine always treble their Attacks, regardless of position.

Hitting

In order to hit the target, the dice rolled for your unit, minus any modifiers that apply, must score a number equal to or higher than its Melee value. Discard any dice that score less than that.

Modifiers

A number of factors can make a hit less likely to happen. The most common are:

- **-1 defensive positions/disrupted charge.** The target is behind an obstacle and/or the chargers' move has gone through any portion of an area of difficult terrain or of an obstacle.

Add or deduct the appropriate value to/from the score rolled by the dice. For example, if normally your unit needs a 4+ to hit, but it's hitting an enemy placed behind an obstacle, it needs 5 or more to hit instead.

Any dice that rolls a 1 is always a miss, regardless of modifiers. However, if modifiers mean that the unit would need more than 6 to hit, it can still attack and will need 6 to hit, but it only rolls for half of its Attacks (rounding up).

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This roll can sometime be modified by special rules etc. Any dice that rolls a 1 always fails to damage, regardless of modifiers. However, if a modifier brings a die roll to above 6+, that target cannot be damaged.

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Testing Nerves

At this stage, you can test the Nerve of any unit you inflicted damage against in that Melee phase. This test is described later on, but basically it will determine whether the damaged units will stand, waver or run away.

Regroup!

At the end of the combat, if your unit managed to rout the enemy it was fighting, it can either stay where it is and pivot around its centre to face any direction, or move directly forward D6" (stopping 1" away from other units), or even move directly backwards D3".

If, on the other hand, your unit did not manage to rout its enemies and is therefore still in contact with them, it must be moved directly back 1" – your warriors have been fought back.

Also remember at this point to separate any unit that ended up in contact with friendly units when charging, so that they are 1" apart once again.

TESTING NERVES

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

When to Test
During the Moving and Shooting phase of your turn, you test the Nerve of any enemy unit you managed to inflict damage upon. In the Melee phase, however, this test is done at the end of each combat.

How to Test
To rout an enemy unit you need to roll a really high result on the Nerve chart (see right). To do this, roll two dice and add to their total the points of damage suffered by the enemy unit up to that point in the game, and any other modifier that applies (such as musicians, see right). This is the total you're using to 'attack' the enemy unit's morale.

Then, your opponent will 'defend' its unit by subtracting the unit's Nerve value from your total, plus any modifiers that apply (such as banners, see right).

The final result is compared with the Nerve chart and the effects immediately applied.

So, let's recap:

Nerve Test = 2D6 + Damage – Nerve ± Modifiers

Hold Your Ground!
If you roll snake eyes (double 1) when testing Nerve, the enemy is filled with implacable resolve and will always be Steady, regardless of any modifier!

NERVE CHART

Result	Effect
6 or less	*Steady*
7 to 9	*Wavering*
10 or more	*Rout!*

Steady. The unit continues to fight on.

Wavering. The unit continues to fight, but is severely disordered. In its next Moving phase it can only be given one of the following orders: Halt!, Change Facing! or Back! In addition, the unit is so disrupted that it will not be able to shoot in its next Shooting phase. It is normally a good idea to mark Wavering units with a token.

Rout! The unit routs off the field – remove it.

BANNERS AND MUSICIANS
Units can be equipped with banners and/or musicians. These models are placed in the unit's front rank and confer the following bonuses:

Banners
A unit with a Banner adds +1 to its Nerve value. This does not apply to Army Standard Bearers (see army lists), whose Nerve value already includes the fact they are carrying a banner.

Musicians
Enemy units in melee against one or more enemy units with a musician suffer a penalty of -1 to their Nerve value.

SPECIAL RULES

Units, or entire armies, sometimes possess what we call 'special rules'. Each of these special rules is an exception to the normal rules. More of these will be added later (we won't be able to help ourselves!), but the most common of them are listed here.

Breath (*n*)

This rule is used for dragon breath and other attacks where a great gout of flame or toxic gas fills an area.

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.

Crushing Strength (*n*)

This rule is used to represent the devastating effects of melee hits from creatures of terrible strength, or equipped with very heavy close combat weapons or even magical weaponry.

All close combat hits inflicted by the unit have a +(*n*) modifier when rolling to damage.

Dwarven Throwing Mastiffs

The dwarfs train a breed of war-dog that is infamous for being even more vicious and hard-headed than their masters. In battle, they are let loose against the enemy with devastating effects, in particular when facing skeleton warriors.

Mark a unit that has been equipped with throwing mastiffs with one or more such model. The unit then counts as being equipped with a throwing weapon that can be used only once per game (remove the mastiff markers once the weapon is used up).

When you release the hounds, roll to hit (dogs always hit on 4+ regardless of modifiers) and roll to damage normally. Then, for each point of damage caused, roll to hit and to damage again, as the surviving dogs savage the unfortunate opponents. Repeat this process again and again until you fail to score any damage, at which point even the toughest of the dogs have been put down or have run off to bury some of the enemies' limbs. Against units with the Shambling special rule, you can re-roll any dice that fails to damage... they're that keen!

Elite

Creatures with this rule are supremely skilled, true masters of the art of war.

Whenever the unit rolls to hit or to wound, it can re-roll one of the dice that failed to hit/wound.

Elven Saber-Toothed Pussy

Meeeooooww!

Mark a Hero that is accompanied by a saber-toothed cat with one such model. The Hero then counts as being equipped with a throwing weapon that can be used only once per game (remove the cat once it's used up). This weapon can only be used against Heroes or Monsters, War Engines and units of infantry or cavalry of up to 10 models. The cat, with typical feline obedience, refuses to attack any body of troops larger than that.

When you send the cat to seek its prey, roll 5 dice to hit, regardless of the firer's Attacks. Pussies always hit on 4+, regardless of modifiers. Then roll to damage, keeping in mind that the cat has the *Piercing (1)* rule. For any point of damage caused, roll to hit and to damage again, as the cat has its way with the victims. Repeat this process again and again until you fail to score any damage, at which point the cat has been slain or has wandered off to lick the gore off its paws.

Evil Dead

The greatest horror of fighting the undead is always the fact that some of your comrades rise back up to join the ranks of the enemy. Other unliving monsters suck the life force out of their opponents to restore their own strength.

Every time the unit manages to inflict one or more points of damage against an enemy in melee, it regains a single point of damage that it has previously suffered.

Fly

This rule can literally represent flying movement (not really soaring high in the sky, however... more like fluttering around, a bit like a chicken), or even a ghostly creature's ability to move through solid matter.

The unit can move over anything (blocking terrain, enemy units, friendly units when charging, etc.), but still cannot land on top of them. As a consequence, in melee it never suffers the -1 to hit penalty for charging a defensive position or for a disrupted charge. The unit also has the Nimble special rule.

Headstrong

"Wavering's for little wide-eyed girls with ribbons in their hair... and elves!" – Dwarf proverb.

Whenever the unit begins a turn Wavering, it rolls a die. On a 4+ it shrugs off the effects of Wavering and can act normally that turn.

Heal (*n*)

This rule represents the magical ability of helping friendly regiments that have been battered and demoralised. In the case of the good guys, it might be a case of healing individual warriors and shoring up the unit's courage. For Unded wizards, however, 'healing' actually involves raising fallen warriors (from both sides) to join the ranks of the living dead.

The unit has a ranged attack that can only target friendly units (including when in melee with the enemy). You roll (*n*) dice for this ranged attack rather than using the Attacks value of the unit. This attack has a range of 12" and always hits on 4+, regardless of any modifier. For every hit 'inflicted', the friendly unit recovers a point of damage that it has previously suffered.

Indirect fire

The unit fires its shots in high arcing trajectories, which means that the distance to the target is pretty much irrelevant and that most cover is pretty much useless. However, if any enemies get really close, it's impossible to hit them.

The unit never suffers any to hit modifiers for range or cover. However, it cannot shoot targets within 12".

Individual

A single guy running around the battlefield benefits from having much greater freedom of movement than regimented troops, and is difficult to pinpoint in the confusion of battle (unless he's sitting on a big flying beast, that is).

The unit does not have any flank or rear facings. Consequently, it is able to see, and therefore shoot and charge, all around. Enemies never double or treble their Attacks when fighting this unit, regardless of their position. When shooting against this unit, enemies suffer an additional -1 penalty on their rolls to hit. The unit also has the *Nimble* special rule.

Inspiring

The bravery of a heroic general, or a great big flag with his battle colours, can convince warriors to stand their ground a little longer. For creatures like the undead (that don't care much about colours), the presence of their general, or of a sorcerous tapestry, fills them with supernatural energy.

If the unit or any friendly units within 6" of it are Routed, the opponent must re-roll that Nerve test. The second result stands.

Nimble

Used for flyers, single individuals and lightly armed units like skirmishers and scouting cavalry, this rule makes the unit considerably more manoeuvrable.

The unit can make a single extra 'Change facing!' move at any point during its movement.

Phalanx

From the front, these units look like a forest of sharp spikes pointing at you – not the most inviting of proposals for a charging horse... or anyone else really.

The unit rolls an extra 5 Attacks in melee, or 10 extra Attacks if it is a Horde (note that these are added after multiplying the Attacks for flank/rear charges). In addition, cavalry units and units with the Fly special rule that charge this unit's front suffer from a -1 penalty on their rolls to hit.

Piercing (*n*)

This rule is used for all ranged attacks that can penetrate armour with ease (such as shots from rifles and war engines), as well as spells and other magical ranged attacks.

All ranged hits inflicted by the unit have a +(*n*) modifier when rolling to damage.

Shambling

Braiiinsss… braiiiinnnssss…

The unit treats Wavering results on the Nerve test as Steady instead. However, the unit cannot be ordered 'At the Double' and its charge distance is the same as its speed rather than double it.

Undead Giant Rats (or are they dogs?)

Every necromancer knows that when raising the walking dead it's unavoidable that the dark energies of unlife also affect any vermin that were feeding on the corpses. These creatures follow the shambling hordes into battle, where their venomous bites help spread the curse of the living death.

Mark a unit that has been equipped with undead giant rats (dogs?) with one or more such models. This increases the effects of the Evil Dead rule and the unit recovers one point of damage it has suffered per point of damage it inflicts in melee, rather than a single one!

Zap! (*n*)

This represents all sort of different sorcerous nastiness. You know the score: "Fireballs from his eyes and bolts of lightning from his…" ahem!

The unit has a ranged attack. You roll (*n*) dice for this ranged attack rather than using the Attacks value of the unit. This attack has a range of 24" and is Piercing (1).

PICKING AN ARMY

You can play KoW with just a few units per side, without worrying about the two sides being equally matched. This is great for learning the game, but after you've become familiar with the rules and have amassed a large collection of models, you might want to try a game where the forces facing one another across the battlefield are balanced, so that both players have an equal chance of winning the game.

In order to achieve this, you and your opponent must pick an army before the game. First agree a total of points, say for example 2,000 points. Then start picking units from the army lists provided by Mantic – each unit costs a certain amount of points, as listed in its entry in the appropriate army list (including any options like banners and musicians). For example a regiment of elf spearmen costs 100 points. As you pick them and include them in your army, keep adding their cost until you have reached the total you agreed. You can of course spend less than the agreed total, which is a very brave thing to do!

The only limit we set to stop ruthless gamers from concocting absurd armies is that for every 'solid unit' in your army (i.e. units of at least 20 infantry or 10 cavalry), you can include 1 War Engine and 1 Hero or Monster. So, for example, including 3 solid units gives you access to up to 3 War Engines and up to 3 Heroes or Monsters.

In addition, if a unit has [1] after its name in the list, it means that only one such unit can be included in the army.

Allied Armies – Alignments

You are free to mix units from different races in your army, as long as you always keep in mind that you need a solid unit of a specific race to include each War Engine and Hero or Monster of that race.

You can also join forces with your friends and play with several allied armies on either or both sides, as long as the points values are balanced.

However, alliances between races that are hated enemies in the KoW background are not very 'realistic', so we have given a specific Alignment to each army – either Good, Evil or Neutral.

Good races can never ally with Evil races, but anybody can ally with Neutral races. So please do not mix units from Evil and Good races in the same army.

TIMED GAMES

We really enjoy playing KoW in a relaxed atmosphere, with the accompaniment of epic music, beer, pizza and the unavoidable truculent banter. However, the game is designed so that you and your friends can also decide to introduce another dimension to the fight: time! This way you'll be able to experience a degree of the pressure of real battle, when one is called to make snap-decisions that can make the difference between victory or defeat, life or death!

Chess Clocks

The best tool for timed games is a chess clock, a clever device that ensures time is equally divided amongst the players, thus creating the ultimate fair and balanced wargame.

Simply agree a number of turns for the game and an amount of time per player (for a 2,000 points game, we suggest 12 turns and one hour) and set the chess clock accordingly. Then, after rolling to decide which player begins to deploy, start that player's clock. Once he's finished deploying the first unit, he stops his clock and activates the opponent's clock, and so on. Once deployment is finished, stop both clocks and roll again to see who has the first turn, then start that player's clock again. That player plays a turn and then stops his clock and activates the opponent's clock, and so on.

The game ends at the agreed number of turns and victory conditions are worked out as normal. However, if a player runs out of time during one of his turns, he loses the game automatically!

Other Timers

If you don't have a chess clock at hand, don't worry – the stopwatch in your phone or watch, or even an hourglass or egg timer will do fine.

If you use one of these, then each player gets an agreed amount of time per turn (agree first how many turns the game is going to last for). We suggest that each turn should take around 2 to 3 minutes per 500 points in your game (say, 10 minutes in a 2,000 points game). If a player runs out of time during his turn, his move ends and any melee that has not been fought yet is cancelled – move the chargers back 1".

Make sure that you also set a time limit for deployment. Here we find that 30 seconds per unit works fine.

Be Nice!

Of course it's just fair to stop the chess clock or timer if one of the players is distracted from the game (by a phone call or the like), or if the players need to check a rule, an unclear line of sight or any similar situation where a player cannot just continue to play. It is also best if any unit you destroy during your turn is removed by the opponent, together with all of its damage markers, at the beginning of his own turn.

By all means, you and your opponent can vary the amount of time you have for your game or your turns according to your own taste, but if you're like us, you are going to love the pressure created by timed games – after all, in real war one rarely has the luxury of time...

THE GAME SCENARIO

1) The Armies
First of all you and your opponent need to pick armies to an agreed total of points, using the process described in 'Picking an Army'.

2) The Battlefield
We assume that games of KoW will be played on a 6x4 foot table or other flat surface, like a floor.

3) Terrain
Before the game, it's a good idea if you and your opponent place some terrain on the battlefield. Place it in a sensible manner, trying to recreate a plausible landscape of the fantastic world your armies are battling in. Alternatively, it's always good to find a third and neutral person to lay out the terrain for you. During this stage it's vital that you agree what each piece of terrain is going to count as during the game – is it blocking terrain, an obstacle, a piece of decorative terrain, or an area of difficult terrain.

4) Game Length
Decide whether the game is going to continue for a set number of turns (we suggest 12 turns – 6 per player), or a set amount of time (we suggest 2 hours, after which the game continues until each player has had the same number of turns). Alternatively, you could also use a chess clock, as explained in the Timed Games section.

5) Winning Conditions
So, when the game ends, who is going to be the winner? In order to determine that, roll a dice:

D6	Winning Conditions
1-2	Kill!
3-4	Pillage!
5-6	Kill and Pillage!

Kill!
At the end of the game, add up the cost of all of enemy units you destroyed. That is your score. Your opponent does the same and you compare scores. If the difference between the scores is at least 20% of the total cost of the armies, that player wins, otherwise the game is a draw (e.g. in a game where armies are 2,000 points, you need 400 points or more for a victory).

Pillage!
Identify D6+1 objectives on the battlefield. These can either be single points (marked with a token, like a coin), or pieces of terrain. Do this by rolling a die to determine who begins to identify the first objective and then alternate identifying objectives. Objectives must be more than 12" apart from one another and from the table edge.

If, at the end of the game you have a unit on top of an objective, or you have a unit within 6" of an objective and no enemies within 6" of it, you control that objective. A single unit can control any number of objectives. If you control two more objectives than your opponent, you win, otherwise the game is a draw.

Kill and Pillage!
Proceed as for Pillage! above, but at the end of the game count the points just like in a Kill! game. In addition to points for killing units, however, any objective you control at the end of the game (as described in Pillage!) is worth an extra 100 points.

6) Deployment
Both you and your opponent roll a die. The highest scorer chooses one long edge of the battlefield as his own and then places one of his units on that side of the battlefield, more than 12" from the middle line (see Diagram G). His opponent then does the same on the opposite side of the table. The players keep alternating in doing this until they have placed all of their units onto the table.
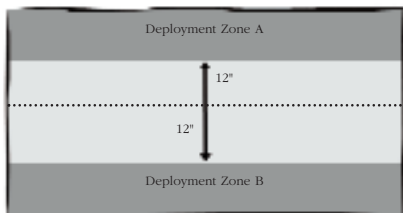

Deployment Zone A

12"

12"

Deployment Zone B

DIAGRAM G

7) First Turn
Both you and your opponent roll a die. The highest scorer chooses whether he is going to have the first turn or give the first turn to his opponent.