

# Kings of War Quick Reference Sheet

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| <p><b>Turn Order</b></p> <ol style="list-style-type: none"> <li>1. Movement &amp; Command Orders</li> <li>2. Shooting &amp; Magic Casting</li> <li>3. Combat</li> <li>4. Remove Waiver markers</li> </ol>                                    | <p><b>Movement.</b> Standard orders are:</p> <p><i>Regenerate rolls done before unit moves.</i></p> <p><b>Halt!</b> – No movement at all. Shooting units get +1SH</p> <p><b>Change Facing!</b> – Pivot on the unit centre point.</p> <p><b>Back! / Sidestep!</b> – Up to half SP. One 90° pivot.</p> <p><b>Advance!</b> – Up to SP straight forward. Two 90° pivots.</p> <p><b>At the Double!</b> – Up to 2xSP. One 90° pivot. No shoot or magic after.</p> <p><u>Engaged Units</u> may only:</p> <p><b>Halt!</b> – Unit continues to melee.</p> <p><b>Reform!</b> – Make room for another charge; if centre point of front facing is not contacting enemy: can align to centre or <b>Wrap-around</b>.</p> <p><b>Withdraw!</b> – (<i>Pivot to face enemy</i>) 2D6" directly backwards. Contact enemy = Rout, Contact Blocking Terrain/finish in friendly unit = Waivered</p> <p><u>Waivered Units</u> may only:</p> <p><b>Halt!, Change Facing! or Back!</b></p> |
| <p><u>Command Orders</u></p> <ul style="list-style-type: none"> <li>• 12" range (<i>Torc 18"</i>)</li> <li>• Warlords 3D6</li> <li>• Champions 2D6</li> <li>• (<i>Banner of Command</i> +1D6)</li> <li>• Only one order per unit.</li> </ul> |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |



## Shooting & Magic Missile Casting

You can shoot, unless:

- You moved At the Double! this turn or are Waivered.
- Engaged units can neither shoot nor be shot at.

You can target a unit if:

1. They are in your front arc
2. You can draw a clear line of sight from anywhere on your front edge to anywhere on their base

Cover is given if more than half of the target's base when viewed from the shooter is obscured by terrain or other units.

Two rolls required. Roll to Hit and then successful dice again to Damage. Shooting roll calculations:

To work out Hits: ATT = Dice

Hit value => SH Value (+1 Halt! Order this turn, -1 Enemy in Cover)

If modifiers mean unit cannot hit (so 7+ required) then use ½ ATT dice, rounded down and hit on ❷ only.

Roll dice. (*Elites reroll ❷*) ❷ always miss. Count Hits.

To work out Damage: Hits=Dice

Damage => Enemy DE (-Piercing (n))

Roll dice. (*Vicious reroll ❷*) ❷ always fail, ❸ always Damage. Count Damage. Record against Unit.

Outcomes:

- Total damage > Nerve value = Devastated
- Shoot with next unit
- Nerve Test at very end of whole Shooting round
- Shooting cannot Rout a unit following a failed Nerve Test unless it is already Devastated

### Charge! Checklist: Can you...

1. Draw LOS from front arc to any point on target base
2. Reach? Distance  $\leq 2 \times \text{SP}$
3. Find facing? Midpoint to majority
4. Move with  $1 \times 90^\circ$  pivot, (Any unit=blocking) to target's facing edge
5. Pick charger up and rotate to line up edges parallel
6. Slide charger across
  - a. Alone? Midpoint to midpoint
  - b. 2 attackers on same edge? Even amount overhanging
  - c. Otherwise nearest centre/s



### Combat

Occurs when a unit charges another to become Engaged or when units are already Engaged.

Combat roll calculations:

To work out Hits:

ATT = Dice

Hit value  $\Rightarrow$  ME Value (-1 Hindered, -1 Ensnared)

*If modifiers mean unit cannot hit (so 7+ required) then use  $\frac{1}{2}$  ATT dice, rounded down and hit on 6 only.*

Roll dice. (Elite reroll 6) 6 always miss. Count Hits.

To work out Damage:

Hits=Dice

Damage  $\Rightarrow$  Enemy DE (-Crush (n) inc. Bane Chant if cast), -(1<sup>st</sup> round only Thunderous Charge (n))

Roll dice. (Vicious reroll 6) 6 always fail, 6 always Damage.

Count Damage. Record against Unit. When all units in this combat have fought, damaged units take a Nerve Test

### Nerve Tests - End of all shooting, after every complete combat, before moving a Withdraw!

- Roll 2D6 & Add current damage (*reduce Nerve value by Brutal (n) if applicable*)
- 6+ is always a pass
- 5+ Was test from?:
  - Combat/Withdraw! - D6 extra automatic damage
  - Shooting - unit is Waivered

< Nerve – Steady  $\Rightarrow$  Nerve – Routed

Inspiring unit within 12" requires a failed roll to be rerolled.

If Nerve test is taken due to Shooting:

- < Nerve value unit is Steady
- $\Rightarrow$  Nerve unit is Waivered, If unit was Devastated then unit is Routed

### Terrain Height table

*Usually set by TO in rule pack*

0 - Difficult terrain like ponds/lakes

1 – low walls/hedges, low Difficult Terrain like ploughed field / scree

2 – Blocking Terrain like high walls & palisades; tall Difficult Terrain like corn, bushes, boulders

3 – Hills\*

5 – High Hills\*

8 – Woods & Buildings

### Unit Height table

Infantry / War Engines – 2

Lg Inf / Cavalry – 3

Lg Cav / Chariots – 4

Monsters / Titans – 5

Giants – 6

*\*Units on hills:*

*Height = Hill Height + Unit Height*