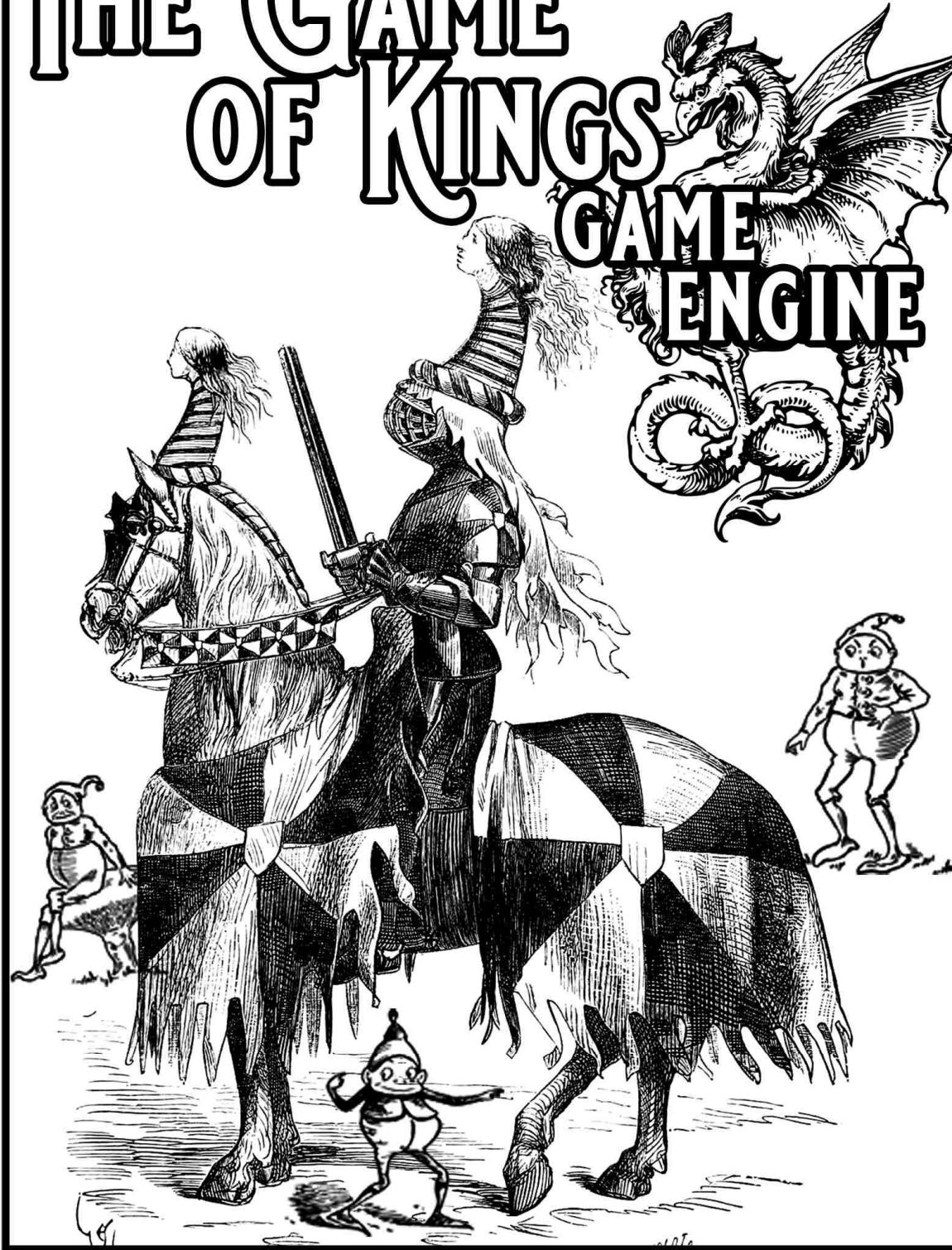


The Game of Kings Game Engine

Wargame Rules

THE GAME OF KINGS

GAME ENGINE



The Game of Kings Game Engine

Wargame Rules

By CJ Cummings & Tammy Brant



MostlySAFE LLC

2023–2025

Dedicated to the LORD of nations.

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Produced by: MostlySAFE LLC

Printed in the United States of America.

THE GAME OF KINGS GAME ENGINE v1.0-1.3

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v1.0 First Printing: 2023

v1.1 Update: 2024

v1.2–v1.3 Update: 2025

ISBN: 978-1-312-75381-5 (hardcover)

MostlySAFE LLC

150 S. Hwy. 160, 8-393

Pahrump, NV 89048

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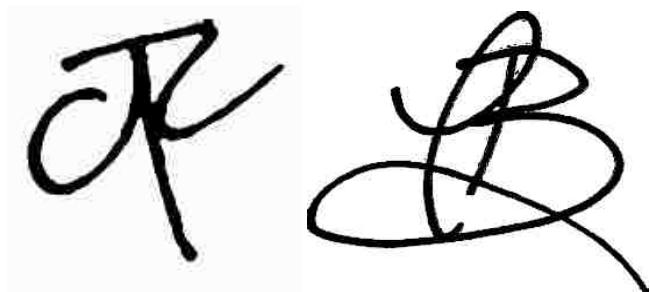
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CJ Cummings & Tammy Brant
MostlySAFE LLC – June 22, 2023

A photograph of two handwritten signatures. The signature on the left appears to be "CJ" and the one on the right appears to be "Tammy Brant". Both signatures are in black ink on a white background.

Dedication

*Dedicated to the Beneficent.
That which is good for the earth: remains.*

Contents

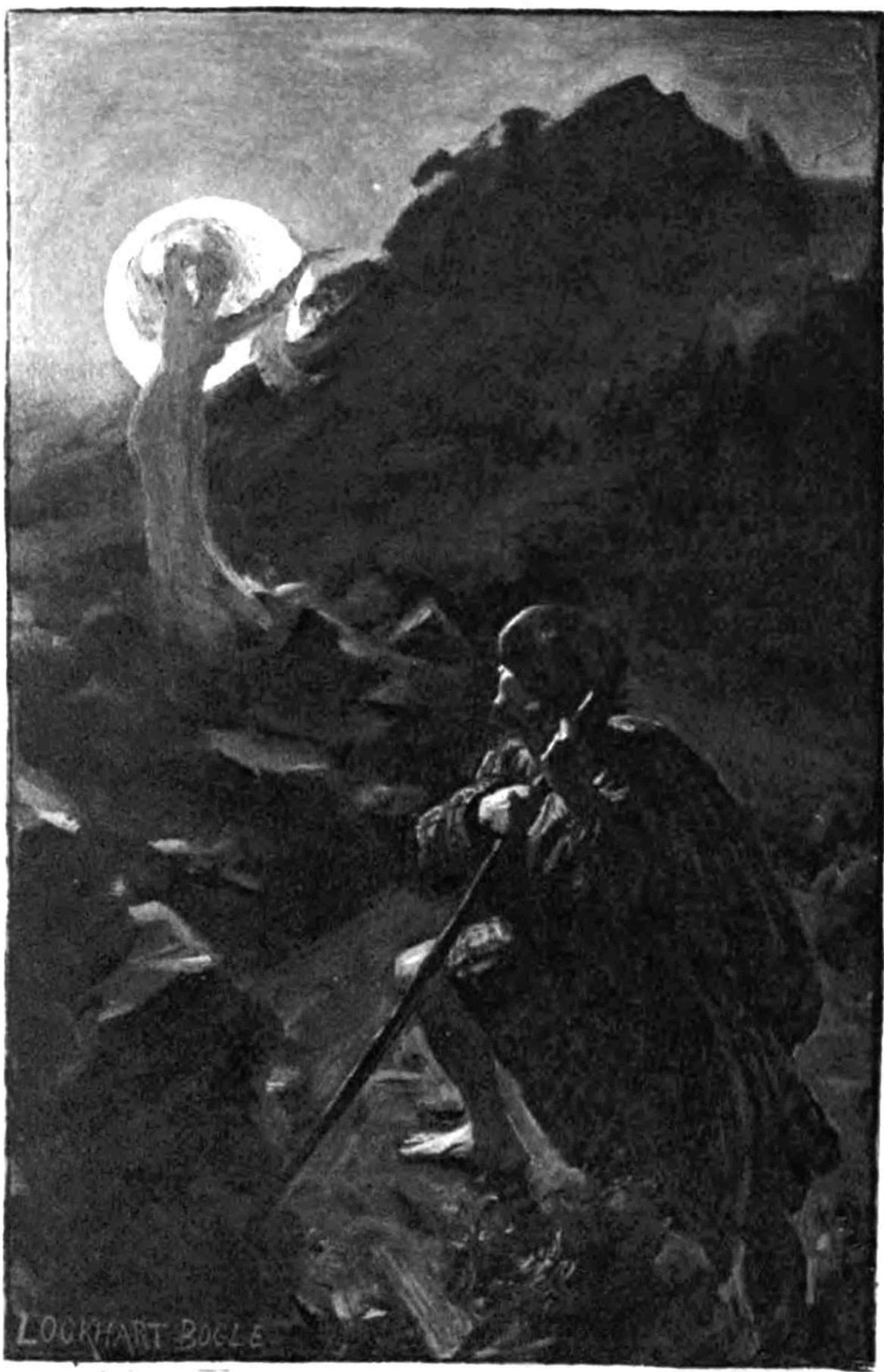
The Game of Kings Game Engine.....	i
Dedication	vi
Acknowledgements.....	xii
Introduction	1
History.....	3
THE RULES	10
<u>Base Stats</u>	<u>10</u>
<u>Modifiers & Points Costs</u>	<u>11</u>
<u>Probabilities.....</u>	<u>12</u>
<u>The Battlefield.....</u>	<u>13</u>
<u>Tools of Play</u>	<u>13</u>
<u>Army Lists</u>	<u>14</u>
<u>Statistic Point Cost.....</u>	<u>15</u>
<u>Avatars.....</u>	<u>16</u>
#2 Choose Avatar Abilities	18
#3 Choose Avatar Mount	21
#4 Choose Avatar Tech	23
#5 Choose Tech Algorithms	23
<u>Armies</u>	<u>26</u>
<u>Common Units.....</u>	<u>26</u>
IMP COMMON UNITS.....	27
HOB COMMON UNITS.....	27
SPRITE COMMON UNITS.....	28
NIX HUMAN COMMON UNITS.....	29
NIX UNDYING COMMON UNITS.....	29
SWARMS.....	30
IMP SPECIAL UNITS	32
HOB SPECIAL UNITS	32
SPRITE SPECIAL UNITS	33
NIX SPECIAL UNITS.....	34
NIX UNDYING SPECIAL UNITS.....	34
<u>Beast Units</u>	<u>35</u>
<u>Heavy Machines</u>	<u>35</u>
<u>War Beasts.....</u>	<u>38</u>
<u>Monstrous Beasts</u>	<u>39</u>
<u>Army List Limits.....</u>	<u>40</u>
<u>Mercenary Units</u>	<u>41</u>
CHARISMA	42
<u>Charisma Checks</u>	<u>42</u>
<u>Panic.....</u>	<u>42</u>
<u>Charisma Abilities</u>	<u>42</u>
<u>Charisma Abilities</u>	<u>43</u>

DISGRUNTLED.....	44
SPECIAL RULES	45
THE GAME	48
THE FOUR PHASES	49
<u>Set Up Table.....</u>	49
<u>Why We Are Here</u>	50
UNITS	50
<u>Unit Types</u>	51
<u>Unit Leaders</u>	52
Unit Upgrades.....	52
<u>Unit Formations.....</u>	52
<u>Unit Strength.....</u>	53
<u>Line of Sight</u>	53
<u>Scenery and Line of Sight.....</u>	54
<u>Measuring Distance</u>	54
UNIT ACTIVATION	55
MOVEMENT PHASE	56
<u>Movement</u>	56
<u>Start of Movement Phase</u>	56
<u>Unit Cohesion: Ranked & Skirmish</u>	56
<u>Normal Movement: Move, Shoot Normally.....</u>	56
<u>March: Double Movement, Cannot Shoot</u>	56
<u>Ranked Unit Movement.....</u>	56
<u>Skirmish Unit Movement</u>	57
<u>Independent Unit Movement</u>	57
<u>Scenery Movement</u>	57
<u>Cavalry.....</u>	58
<u>Movement Phase Sequence</u>	58
<u>Charisma Checks.....</u>	58
<u>Rally!</u>	58
<u>Special Actions.....</u>	58
<u>Compulsory Movement</u>	58
<u>Declare Assaults.....</u>	58
<u>Assault Response</u>	59
<u>HOLD!</u>	59
<u>FLEE!</u>	59
<u>RUN'D OVER!</u>	59
<u>REDIRECT!</u>	59
<u>STAND AND DELIVER!</u>	59
SCIENCE PHASE.....	62
<u>The Science Phase</u>	62
<u>Scientists.....</u>	62
<u>Tech Tools</u>	62
<u>Science Phase Sequence</u>	62
<u>Degrees</u>	62
<u>Degree Bonus</u>	62

<u>Resource Pool</u>	63
<u>Performing and Flawing Feats</u>	63
<u>Quantum Storm</u>	64
<u>Anomaly</u>	64
<u>Perform</u>	64
<u>Anomaly Table: Roll 1d20</u>	64
<u>Flaw</u>	65
COLLEGIUM	66
<u>Collegium Bonus</u>	66
<u>Minister: +1 Perform</u>	67
<u>Cleric: +1 Flaw</u>	67
<u>Scribe: +1 Perform</u>	67
<u>Bard Feats</u>	67
<u>Librarian: +1 Flaw</u>	68
<u>Ranger Feats</u>	68
<u>Elixirs</u>	68
FEATS OF THE NATIONS	69
<u>Imp Cleric: +1 Flaw</u>	69
<u>Artificial Intelligence Subroutines: +1 Flaw or +1 Perform</u>	69
<u>Hob Minister: +1 Perform</u>	69
<u>Insect Pheromones: +1 Flaw</u>	69
<u>Nix Physicians: +1 Flaw</u>	70
<u>Nix Physicians: +1 Flaw</u>	70
<u>Sprite Physicists: +1 Flaw or +1 Perform</u>	70
SHOOTING PHASE	71
<u>Line of Sight</u>	71
<u>Shooting Phase Sequence</u>	71
<u>Guess Range</u>	71
<u>Measure Range</u>	72
<u>FIRE!</u>	72
<u>Cover</u>	72
<u>Shooting Modifiers</u>	72
<u>Armor Saves</u>	72
<u>Roll To Wound</u>	73
<u>Constitution "Rhino Hide" Save</u>	73
<u>Removing Casualties</u>	73
<u>Heavy Machines</u>	74
<u>Heavy Machine Table</u>	74
ASSAULT PHASE	75
<u>Assault Phase Sequence</u>	75
<u>Fight Assault</u>	75
<u>Hitting the Enemy</u>	76
<u>Armor Saves</u>	76
<u>Roll To Wound</u>	77
<u>Constitution "Rhino Hide" Save</u>	77
<u>Removing Casualties</u>	77
<u>Assault Results</u>	77

<u>Break Test</u>	78
<u>Flee and Pursue</u>	78
<u>Panic</u>	79
<u>Redress Ranks</u>	79
END OF GAME	80
SOLITAIRE PLAY	81
GENERAL GOODS STORE	83
TABLES	84
<u>HEAVY MACHINE TABLES: Roll 1d8 & 1d12</u>	86
<u>ANOMALY TABLE: Roll 1d20</u>	86
GAME ENGINE	87
<u>216 System</u>	87
<u>Alternative 216 Systems</u>	90
AFTERWORD	93
Bibliography	96
Appendix A: Roots in the Ancient Sands – Echoes of the Commons	97





Acknowledgements

Over every possessor of knowledge is The Knower.
The reform remaining: a best ambition and best reward.

Introduction

Welcome to The Game of Kings Game Engine.

This book is your public domain game engine containing a complete set of game mechanics, rules, and system framework for The Game of Kings Game Engine – available for you to create your own Miniature Tabletop Role Playing Game or Wargame setting using rules from proven game mechanics since 1811. This document details game mechanics compiled from previous game engines, available for use in Tabletop Role Playing Games and Tabletop Historical & Fantasy Wargames. These rules are derived from the works of game designers since before and after H.G. Wells, which are not subject to copyright—without using any of the copyrighted (copy-protected) artistic representation or flavor text initially used to convey the rules. Many of these game mechanics and monikers are familiar to those playing Historical and Fantasy Role Playing Games on the market today. They originate from Wargames used in Military War Colleges and developed by authors and game designers over the centuries, including H.G. Wells—the writer of ‘*War of the Worlds*’.

This Game Engine is intended to assist you in creating a Tabletop Role Playing Game or Wargame for personal or commercial reasons. This document ensures players and publishers have a reference to the rules set forth without fear of infringement of protected flavor text, artistic representation, or trademark.

This Game Engine is a living book, updated to ensure stability in the ruleset and ensure no intellectual property or copyright infringement occurs to published game worlds created by companies today protected under copyright and trademark law: original game lore, flavor text, and artistic representation.

These rules and the text are dedicated to the public domain with the goal that they will be developed into a final Open Source document, permitted by law, and freely available for commercial and fan use—by all—much like the rules of Chess and Go.

This document is a tool for writers and game designers to use open-source, original game mechanics and algorithms from our predecessors’ original, non-copyrightable game mechanics and algorithms for their own personal or commercial purposes. Great lengths have been taken to ensure none of the original flavor text or artistic representations are used from previous or current published works. The authors have the greatest and utmost respect for all the game designers who came before, upon whose shoulders we stand, given the inspiration to create these games.

“*Non-copy protected algorithms*” are considered to be the numerical systems used that would be in a computer version using these game mechanics to determine the outcome, and the monikers used—such as “To Hit,” “To Wound,” and “Armor Save” as clear examples. However, flavor text includes the “names” of levels that are the clear artistic presentation of various publishers, and non-copyrightable terms and open-source generic names are used in this document to ensure no intellectual property or copyright infringement occurs.

This document is to be freely available for download and print, and any published works of this document should ensure only printing costs are paid: the authors of this document accept no reward for this work. This document is a labor of love and—hopefully—a work of reform that will continue to advance Tabletop Role Playing and Wargaming among the civilian populace, not just the Military arena, as the predecessors upon whose published works and direction we still find among us today intended.

This Document is a foundation for players and publishers to create their gaming world without fear or repercussion from dragons or ogres.

“You can dream up your mythical country without all the trimmings that I and others have applied. The beauty of mythical land is that your own tastes and fancies are the only rules—you create what you like how you like.”

~ Tony Bath (The War Game Digest, Book V Volume III, September 1961)

The point system in this document, used in The Kingdom of Never Wargame – Avatars & Armies, is made available to players and publishers to use and adapt to their systems. The authors hope to provide a foundation for a point system to base algorithms using the non-copy protected game mechanics and systems for gameplay. And the authors hope that the game designers who come behind, who are far more intelligent and given abilities the authors do not possess, can use this as a beginning for the works they will create. Godspeed to you all. May your efforts be rewarded and blessed.

“In no case does copyright protection for an original work of authorship extend to any idea, procedure, process, system, method of operation, concept, principle, or discovery, regardless of the form in which it is described, explained, illustrated, or embodied in such work.”

~ Copyright Act of 1976; Baker v. Selden 1879

We lead this movement of creating paths and removing obstacles to the players and third-party publishers given inspiration so they may continue Tabletop Role Playing and Wargames into the future. We work and hope this Game Engine will forever be open and available to the populace. This document is a step to ensure Tabletop Role Playing Games and Wargames continue to thrive for generations to follow.

To those who work for reform that lasts: we both pray your efforts are successful.

“We place this rough sketch of a Kriegspiel (wargame) entirely at the disposal of any military men whose needs and opportunities enable them to work it out and make it into an exacter and more realistic game. In doing so, we think they will find it advisable to do their utmost to make the game work itself, and to keep the need for umpire’s decisions at a minimum.”

~ H.G. Wells (Little Wars, Appendix: Little Wars and Kriegspiel)

Tabletop Role Playing Games and Wargames are part of a miniature hobby open to miniatures in the 28mm to 54mm range—including 3D printed miniatures. The only limit is your imagination. The Game of Kings Game Engine is miniature agnostic; use miniatures from any company to make your dream a reality.

May all your efforts bear fruit.

In service,
CJ Cummings & Tammy Brant

“Remember that all through history, there have been tyrants and murderers, and for a time, they seem invincible. But in the end, they always fall. Always.”

~ Mahatma Ghandi

History

This historical overview draws from public reports and aims to highlight lessons for ethical game design; no endorsements or criticisms of specific entities implied.

Wargames were once the ‘Game of Kings’ where only the nobility learned the rules and participated. Since the times of ancient Egypt, Greece, and Persia, wargames were part of the education of young rulers and nobles who were to take part in leading units in warfare. Games like Chess and Go were the primogenitors of tabletop wargames, giving the future rulers an overhead view of the board while teaching anticipation of your next move—and that of your opponent. The Indian game Chaturanga used infantry, cavalry, elephant (oliphant) models, and dice to maneuver on a square board and dice to determine the outcome. Christopher Weikhmann published c. 1664 “*Das Konigsspiel*”—‘Kings Game’—as a form of war chess using larger game boards but similar rules.

These staple games of warfare, considered scandalous for the commoner to learn and play for millennia, were developed to incorporate actual terrain, maps, and logistics of attrition to better foretell the outcome of warfare between nations, along with the cost of lives of the armed forces.

Tabletop Wargaming became less abstract in 1811. Georg Leopold Baron von Reisswitz—the father of Kriegspiel (Wargames)—created a tabletop with sand and terrain and units composed of wooden blocks to represent the troops. The players would dictate commands to an umpire—the first Game Masters if you will—who would determine an outcome based on in-depth attrition charts and dice rolls for variables. However, these games were not for the commoners, as they were used to educate the nobility on war tactics. It wasn’t until after Napoleon’s war whittled down the availability of the elite who could lead the commoners that the Tabletop Wargame was introduced to the average person. As the average person didn’t know how to look ‘above board,’ the deficit in knowledge and training required a means to counter this lack of education. Georg Heinrich Rudolf Johann von Reisswitz achieved this by adapting his father’s game to use topographical maps. This innovation made wargaming more accessible to his fellow officers while making participating less expensive and convenient. Lt. von Reisswitz Jr. painted the allied forces blue and the enemy forces red, an innovation still in our wargames today.

Wargaming was introduced to the Military theatre when Lt. von Reisswitz Jr. demonstrated his upgraded wargame to the Prussian Chief of Staff, General Karl von Muffling. The door was opened to the entire Prussian Army when the General watched von Reisswitz’s demonstration and exclaimed, “*It’s not a game at all; it’s training for war! I shall recommend it enthusiastically to the whole Army.*”

The officers didn’t readily accept wargaming, yet Lt. Helmuth von Moltke was a proponent, creating the ‘Magdeburg (Wargaming) Club in 1828. Moltke became General in 1837 and Chief of Staff of the Prussian Army, which allowed him to continue training officers with wargaming. However, resistance to wargaming was still prevalent within the nobility, but rising in ranks was not. So Moltke paired the commanding officers with commoner chiefs of staff chosen by ability and achievement. In Moltke’s War College, wargaming was part of the curriculum and enhanced with the Staff Ride. This event took the entire student body of the War College to an invasion corridor where Moltke would conjecture a scenario from invading forces. He would ask the most junior student present for a plan of battle, followed by the second most junior, and continuing to the most senior. Moltke was not a fool: asking the most senior student would prevent many from disagreeing.

After consensus, the students would return and enact the battle plan with their wargame using maps of the invasion corridor, splitting the students into two teams led by the senior generals. This split ensured if the plan was to succeed, it was against a shrewd opposing general of strategy who would not easily capitulate while affording the junior officers to participate.

The brilliance of Moltke's lessons is shown after the wargame, where Moltke would contact a local garrison in the invasion corridor and have a unit march out to test marching times and details of the plans. After this test, if the wargame results matched, the battle plan was implemented as an actual plan in case of an invasion along that same corridor! After Moltke and Prussia won a series of wars against larger forces, the rest of the world started to copy these wargaming methods.

It wasn't until 1883 that wargaming came to America when Major W. R. Livermore of the Corps Engineers translated the (now) German rules for wargaming and published them. The Army's Chief of Staff, General William T. Sherman, disapproved of Major Livermore's wargames, stating units did not fight to the last man like the little wood blocks on the table. Overseas, the Prussian/German leadership learned this lesson in their own experiences, creating the 'break points' to determine what casualty level a unit would stop performing—the origin of the morale 'break tests' used in modern minis wargames – like D&D fear saves and wargame panic tests.

Though the Army refused to conduct wargames, William McCarty Little advanced wargaming in the Navy after retiring, volunteering his time while receiving no pay outside his retirement benefits. Working with Major Livermore in 1887, they conducted a joint Army–Navy field exercise based on a wargame. While the Army forbade further joint wargame drills, the Navy War College has approved and conducted wargames ever since 1889. These efforts paid off as not only did wargames influence the Navy's budget, but wargames also influenced Congress in 1895 to fund the Cape Cod Canal.

The Army caught up with the Navy, and in 1899, the Army set up a War College, bringing the innovation of transparent overlays instead of wood blocks and standardizing the format for operations order—the standard structure and map overlays are still used in their wargames today.

The first published rules for civilians came from the famous author H.G. Wells, who published "*Little Wars*" in 1913. He hoped the playing of wargames would help civilians better understand the terrible nature of war to make sure governments would never start one. However, with the onset of World War One and the expensive nature of tin soldiers, the game would only be accessible to the affluent who could afford it.

The influence of H.G. Wells cannot be underestimated as "*Little Wars*" and the companion book "*Floor Games*" is mentioned as the primary influence and foundation by all the prominent game designers. Upon examination of H.G. Wells' wargame books, we can see this foundation of game mechanics in our current wargames, including the regular movement of Infantry, doubled movement of Cavalry, Heavy Machines requiring a minimum number of Infantry to operate, and the pivot and swivel for the line of sight as examples. Game systems modified the Area of Effect blast radius, described in the Kriegspiel Appendix, for fantasy beasts, and the Area of Effect blast radius is used in numerous historical and science fiction games today.

And H.G. Wells' own words derived the title of this Game Engine.

"LITTLE WARS" is the game of kings—for players in an inferior social position. It can be played by boys of every age from twelve to one hundred and fifty—and even later if the limbs remain sufficiently supple—by girls of the better sort, and by a few rare and gifted women."

~ H.G. Wells

“Study the past if you would define the future.”
~ Confucius

Edgar Rice Burroughs may be given the nod for the first fantasy tabletop wargame with the game of Martian Chess—Jetan—written in his book “*The Chessmen of Mars*” in 1922. Burroughs wrote an entire book, and the ending included instructions—given by John Carter himself, of course—on how to play Jetan. What was remarkable about Jetan was the use of dice to determine which playing piece won the space that was intruded upon—an innovation that made the simple game of Chess even more exhilarating.

Edgar Rice Burroughs was the first to create a fantasy tabletop game. Still, Tony Bath began the first fantasy tabletop wargame world with Hyboria in the 1960s, based on Robert E. Howard’s “Conan the Barbarian” world setting. This campaign included players around the world with updates given in the post, prompting a debate about using unhistorical figures and fantasy settings that continued on through his days. We can thank Tony Bath and his compatriot Donald Featherstone for point systems and modifiers, published in his fantasy Hyboria Campaign and compiled by Donald Featherstone. Hitting on a ‘4+’ was standard on 6-sided dice, with armor increasing or decreasing the chance of success. Historical Tabletop Miniature Wargamers began to intermix and develop Fantasy Tabletop Miniature Wargames based on the works of famous fantasy and science fiction authors of that time. Tony Bath created “*Slingshot*” magazine for wargamers, and appendices soon began detailing rules for these fantasy settings.

While Tony Bath created the first fantasy campaign world, Donald Featherstone—who assisted and wargamed with Tony Bath—is the origin for the Tabletop Wargames and rules used today. Donald Featherstone codified many of these rules that Tony Bath and their crew among The Society of Ancients created and developed. These rule systems are still found today, preserved by the History of Wargaming Project and edited by John Curry.

Focusing on the rules of wargame and advancing participation within a player’s community, Donald Featherstone also included techniques and instructions on converting and casting lead soldiers using plaster-of-Paris and melted-down lead pipes. These techniques ensured players could have units unsupplied by the manufacturers of their day while also allowing conversions by the players to be replicated for their use.

Wargamers of the 1950s and 1960s relied on the postal service and hard-to-find books to enjoy wargaming. Donald Featherstone published “*War Games*” in 1962, changing the face of wargaming entirely. Players had relied on word-of-mouth and fanzines, but now they had a codified format available to purchase and use. “*War Games*” earned the reputation as ‘*The Book That Launched Modern Wargaming*’ by taking up H.G. Wells’ challenge of removing the umpire while providing stable rulesets to the wargame. Donald Featherstone’s “*War Games*” was not solely enjoyed by civilians, however, as numerous military men adopted and used “*War Games*” to develop their own in their War Colleges and military theatres. Brigadier Peter Young and Paddy Griffith were staunch enthusiasts who sought to keep wargames open and available—even railing against the second-generation “Stalinist” centralizers who began their third-party businesses based on Donald Featherstone’s rules.

“There is no better teacher than history in determining the future. There are answers worth billions of dollars in a thirty-dollar history book.”

~ Charles Munger

The United Kingdom was enjoying a renaissance in wargaming, and the United States would soon join in. Leonard Patt created a Tabletop Fantasy Wargame demonstrated by the 1970 Philadelphia Miniature Figure Collectors of America (MFCA) convention and included mechanics for wizards (fireball spells with area effects and saving throws on a 5–6 roll on a 6-sided die), heroes/anti-heroes (superhuman fighters worth 5 men each, with non-cumulative hits), dragons (resolved with 2d6 rolls and could be harassed to target foes), ents, orcs (infighting on a roll of 1 on a 6-sided die if within 4 inches of another orc unit), and nods to dwarves, elves, hobbits, and trolls. Though Leonard Patt dropped out of wargaming circles as his studies in chemistry dominated his time, the New England Wargamers Association (NEWA) printed his “*Rules of Middle Earth*” (rules printed in *The Courier, Vol. II, No. 7*), with a demo battle report (“*Battle of the Pelennor Fields*”) on pages 14–16, with army lists derived from “*The Return of the King*”. These rules inspired wizards and dragon’s fireballs still used by Tabletop Role Playing Games and Wargames to this day.

The 1970s saw the rise of current game publishing companies and their celebrities, as sharing ideas was expected and encouraged. No one knew what would come of Tabletop Wargaming at the time, and it wasn’t until much later in the 1980s that this trend would change. Borrowing from game systems was the norm, and accrediting the writers was expected and maintained. Yet Tabletop Role Playing Games and Wargames entered into a different type of warfare when Lawfare began in the community. Lawfare is the “use of legal systems to intimidate or harass others.” Lawfare uses legal systems and institutions to deter an individual’s usage of their legal rights while wasting the time and money of their competition. Corporations with deep pockets begin with Cease and Desist Orders while seeking to defame their competitor in public relations.

Tabletop Role Playing Games and Wargames entered Lawfare in the 1980s when authors and publishers of science fiction and fantasy literature suddenly brought the open sharing of ideas and characters to a halt. Earlier magazines were filled with characters from books and comics—given statistics, reiterated lore, and often funneling new readers to these sources—but the threat of lawsuits for infringement brought this to an end. Numerous fake mythos and fantasy settings were pulled from Role Playing Game systems when authors and estates determined they were not getting their share of the money on the table. Cease and Desist letters became the norm. Game designers and publishers rewrote their earlier works to avoid paying royalties to previous writers and prevent new game designers and publishers from competing. In such a manner was Lawfare introduced to Tabletop Role Playing Games and Wargames.

Lawfare was common as earlier game publishers centralized their Tabletop Role Playing Games and Wargames and sought to stave off competition by being the sole authority. Cease and Desist Orders kept many from beginning their game systems for fear of angering these giant conglomerates—until technology advanced. The Internet became a source of information and commerce. Players and game designers once relied on sending letters and magazines through the postal service, and now people could interact and purchase from around the globe from inside their homes. As Internet technology advanced, so did the tools and techniques for creating miniature models and parts used in Tabletop Role Playing and Wargames.

Where a player once depended on a single company, now third-party manufacturers picked up the slack where models were undeveloped or abandoned. However, this brought Lawfare to a new height as the significant corporations sought to stem this flow of financial gain outside their centralized source while claiming Intellectual Property Theft or Infringement.

Cease and Desist Orders were usually enough to prevent any further production by third-parties—and for a time, the significant corporations continued to dominate while reducing their product quality and increasing prices. Once more, Tabletop Role Playing and Wargames became a game only for the affluent. This paradigm changed when Chapterhouse Games was accused of Copyright Infringement. (*Games Workshop vs. Chapterhouse Games; Case No. 10 C 8103*)

Chapterhouse Games created third-party additions and accessories for miniature tabletop games, specializing in parts unavailable and not in production. Gamers used these additions to kitbash, modify, and convert miniatures from a major fantasy miniature manufacturer Games Workshop, while providing unreleased models and upgrades to the market swifter than Games Workshop could provide. Games Workshop sent its Cease and Desist, specifically naming generic terms used by famous authors such as Robert Heinlein in an attempt to Trademark and restrict others from using these terms. Chapterhouse Games did not capitulate; instead seeking to take the claims to court to determine what could and could not be Trademarked. They were assisted by a legal team that took on the case ‘pro-bono’, in a battle that went on for three years.

At the end of this legal battle, Chapterhouse Games did win two-thirds of their claims—proving generic terms could not be trademarked or copy-protected—but did owe Games Workshop \$25,000.00 in damages. However, this signaled a shift within Games Workshop as they sought to be more “on brand” and use only terms that could be copyrightable. As Games Workshop games used words and archetypes from science fiction and fantasy settings—generic and long open-source—they, in turn, began the process of abandoning previous game engines based on Wells and Featherstone, destroying their game worlds to recreate settings and terms that they could restrict in a court of law. However, this legal precedent opened the gates, and many smaller production studios and game designers used these Copyright and Trademark precedents to begin creating their worlds and rule systems.

Retrocloning games developed when Open Game Licenses and Copyright Lawfare determined game mechanics could not be copy protected—only flavor text and artistic representation. (*Copyright law does not protect an idea; only its expression is protected. Nola Spice*, 783 F.3d at 551.) This precedent opened up third-party publishers to emulating earlier editions of Tabletop Role Playing Games and Wargames and continually developing these games where the previous editions left off. Retrocloning avoids copy-protected flavor text and artistic representations, allowing earlier games unlicensed by Open Gaming Licenses to continue development long after the original game becomes history.

In 2014 DaVinci Editrice S.R.L sued Ziko Games for Copyright Infringement (*DaVinci vs. Ziko; Case 4:13-cv-03415*), claiming DaVinci’s card game “Bang!” was copied by Ziko Games’ card game “*Legend of the Three Kingdoms*”. The case was not dismissed even though game mechanics are not protected by copyright and the aesthetic elements, (proper names, dialogue, story elements, lore, locations, artwork and graphics), were different. The issue arose how the character abilities and game mechanics were identical. Ziko Games did not dispute the game mechanics were the same, instead arguing the roles and interactions were no different from other rules and game mechanics in a game and therefore unprotectable. The court ruled in favor of Ziko Games, determining narrative gameplay progression as protectable while the gameplay mechanics and abilities of characters is not expressive nor rises the level of narrative/plot development and is therefore unprotectable. The judgment in 2016 clarified copyright law in regards to game design using established mechanics. However, it did not remove the protection of patented game mechanics when borrowing game mechanics, should the patent exist.

*“Copyright does not protect game rules because they fall within the section 102(b) exceptions for an “idea, procedure, process, system, method of operation.” See, e.g., *Incredible Techs., Inc. v. Virtual Techs., Inc.*, 400 F.3d 1007, 1012 (7th Cir. 2005) (“[T]he Copyright Act provides that copyright protection does not extend to any “method of operation . . . regardless of the form in which it is described, explained, illustrated, or embodied in such work.” (quoting § 102(b)); *Whist Club v. Foster*, 42 F.2d 782, 782 (S.D.N.Y. 1929)” ~ Hon. Lee H. Rosenthal, (Case 4:13-cv-03415)*

Open Gaming Licenses (OGL) expanded even further in 2023 after Wizards of the Coast (WotC) attempted to revoke their OGL 1.0 for Dungeons & Dragons Roleplaying Game v3.5, while creating another OGL that ensured WotC gained a portion of self-publisher’s earnings. The uproar from fans included boycotting WotC and Hasbro while Paizo Games spoke out against such egregious actions. As members of Paizo worked for/with WotC when the OGL was developed and declaring the D&D OGL 1.0 is for perpetuity, Paizo worked with Azora Law to create their own Open RPG Creative License (ORC). The ORC License was copyrighted (*US Copyright Office Registration: TX 9-307-067*) and irrevocably dedicated to the public domain to provide a *“safe harbor against the license being controlled by any company being bought, sold, or changing management in the future and attempting to rescind rights or nullify sections of the license.”* The ORC License permits the sharing and reuse of game mechanics within the Tabletop RPG Industry using required notices of use, while preserving copyright of non-game mechanics of flavor text, lore, and proper names.

The backlash and commitment by the roleplaying game Industry to fight against the OGL invalidation caused WotC to backtrack on their comments and release of the Dungeons & Dragons game mechanics under Creative Commons 4.0. While the D&D OGL 1.0 remains in effect, WotC also released previous editions under Creative Commons while ensuring the OGL 1.0 would remain in perpetuity.

While the Game Industry brings smaller independent game studios opportunity, the corporate stranglehold using Lawfare continues. In January 2025, Games Workshop (UK-based), the creator of the *“Warhammer 40,000”* science-fiction wargame along with other tabletop gaming systems like *“Warhammer The Old World”* fantasy wargame released in 2024, sued Ghamak Studios (Italy-based) for unfair competition in Italian Court of Catania (Tribunale di Catania). Ghamak Studios is owned and operated by Italian 3D modeler Francesco Pizzo, who produces digital STL files for 3D-printable miniatures designed to be compatible with the One Page Rules Grimdark Future game system, drawing from generic fantasy/sci-fi tropes but not directly copying any miniatures produced by game companies on the market. These 3D printed miniatures created by Ghamak Studios are also used by gamers to play private games in the Warhammer 40,000 game and its derivatives; however these miniatures are not allowed to be used in official Games Workshop events or tournaments.

With Games Workshop’s historically aggressive IP enforcement to protect its market dominance, this new lawsuit emphasizes unfair competition over direct copyright infringement – arguing compatibility with their games inherently harms their business by being ‘parasitic’ on Games Workshop IP due to models being used in Warhammer games; customer confusion and brand dilution. This case falls under Italian civil law, invoking *Article 2598 of the Italian Industrial Property Code (unfair competition via imitation or exploitation of another’s reputation)*. Games Workshop, as a foreign entity, is leveraging EU-wide IP harmonization while filing in Italy due to Ghamak’s location. This case also highlights the tension between corporate IP control and fan/creator freedoms in the current 3D printing era, with Games Workshop adapting a “zero tolerance” policy on fan content in 2024 – shutting down entire sites of fan-made video content, while forbidding cosplay and mods based on Games Workshop IP and Amazon Prime monetization.

The suit between Games Workshop and Ghamak is still ongoing in October, 2025, with Ghamak Studios mounting a defense to challenge Games Workshop's broad claims while seeking clearer IP boundaries. Ghamak's defense focuses on model inspiration from public domain folklore, compatibility is not infringement, and seeking clarification if Games Workshop can monopolize "game-adjacent" generics – which would stifle creativity in a multi-billion dollar wargaming hobby.

Previously, Games Workshop sent a Cease-and-Desist letter to Ghamak, demanding a catalog review and takedown of over 400 models (over 30% of his works), including generics like 'dwarves', 'skeletons', and 'eagles'. Ghamak offered compromise, by removing and/or modifying the 30% of the models he created, however Games Workshop delayed responding to Ghamak while attempting to takedown the platforms he sold his STLs. Patreon and MyMiniFactory refused to take down Ghamak's models or shut down his platform due to lack of specifics of infringing material. Subsequently, Games Workshop filed suit, with Ghamak responding by posting a YouTube and GoFundMe campaign that raised over €40,000 towards a €100,000 goal as of mid-October 2025.

While this case is still ongoing as time of this writing, this exemplifies the 'Lawfare' in wargaming; how corporate tactics suppress open-source creativity.

Many current publishing companies began by retrocloning, but instead of seeking to preserve older editions, they continued to develop their game until they became alternatives that are still available and developed to this day. Game Developers also used Copyright Law to their advantage, using the original game's system of older games without mentioning the original. Retrocloning also ensures original works of previous publishers and game designers are not pirated and given away in downloadable formats or online sites, especially if the original games are out-of-print or the game system is destroyed and abandoned. Retrocloning fills the void when Tabletop Role Playing Games and Wargames have lost their luster and the publisher's support—as is too common an occurrence in our current day. There is always hope, as Retrocloned games in production today are released into the Public Domain or under Open Gaming and Creative Commons Licenses. This Open Game environment allows future game developers to create products for those willing to adventure down that path.

Tabletop Role Playing Games and Wargames are evolving and are currently in a renaissance. With the release of numerous rule systems to the public under Creative Commons, third-party publishers are beginning to create new systems that build upon the foundations discussed in this History by weaving and intermixing ideas and elements into their worlds and settings. Even now, we are seeing a focus on what works and what doesn't work in rulesets among Tabletop Role Playing Games and Wargames. And the authors hope that when we reach the other side of this glorious time of creation, there will be a set standard like "*The Game of Kings Game Engine*"—rooted in the public domain, available to all—without fear of repercussion or infringement.

THE RULES

Begin by creating an Avatar that will represent the General/Leader. Then create your Army to lead on the battlefields.

The Exception That Proves The Norm (ETPN): occasionally there will be an Ability or Special Rule that is activated during a Phase that take precedence, or a Rule that just doesn't fit. You will find it embellished with an **ETPN** notifier.

Base Stats

In The Game of Kings the strengths and weaknesses of models are represented using a scale of 1 through 12. These numbers represent the characteristics of every model within the Game, from noble King and Peasant to legendary Dragons and mercenary Giants.

An Avatar Stat cannot go higher than 10.

Movement (Move): Distance is measured in Inches in The Game of Kings. This is the number of Inches the model is able to move on the tabletop each Turn under normal conditions.

Discipline (Disc): This displays how learned the model is in its training and chosen Discipline. The higher the number: the more accomplished skill and technique.

Accuracy (Acc): This displays the model's ability to hit a target. The higher the number: the easier it is to strike a blow.

Strength (Str): This displays how strong the model is and how hard it hits.

Constitution (Con): This displays how much the model is capable of enduring. The higher the number: the tougher the model. Sometimes Rhino Hide tough.

Hit Points (HP): This displays how much damage the model can take before falling unconscious. The higher the number: the harder they are to fall.

Initiative (Init): This displays how fast a model reacts. The higher the number: the faster the reaction time.

Attacks (Att): This displays how many blows a model can throw each round. The higher the number: the more Attack made.

Charisma (Cha): This displays how much influence a model has. This is the stat used to determine whether a Unit flees or holds their ground. The Charisma of the highest ranking model in the Unit or attached to the Unit is used—unless the General is within 12 inches of the Unit: then the General's Charisma is used. The General's Charisma cannot be used if the General is fleeing at the time the Charisma Check is required.

Sample Stat-line:

Normal Man: Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
3 points 4 – 2 – 3 – 2 – 2 – 1 – 2 – 1 – 4

Point Weight: Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
1 – 3 – 4 – 2 – 2 – 5 – 3 – 4 – 3

Point Weight shows – in descending value – the attributes that matter the most to the least, assisting in game balance when determining point cost.

Modifiers & Points Costs

For Tech Upgrades: Multiply by 10

Weapons: (model Str) + modifier

Hand Weapon: 1 Attack: Included

Two Hand Weapons: +1 Attack: +1 point

2-Handed Weapon: +2 Str, -1 Init: +2 points

Spear: Fight 2 ranks, +1 Str vs Assault: +1 point

Spear: +1 Str vs Assault Mounted: +1 point

Lance: +1 Str on Assault Mounted, Rend: +2 points

Pike: Fight 3 ranks, +1 Str vs Assault: +3 points

Net: Tangle Special Rule: +3 points

Black Blade: 1d3 Wounds: +5 points

Vorpal Blade: Vorpal Special Rule: +6 points

Poison Weapon: 1d4 Wounds, No Armor Save: +6 points

(Rogues) + 12 points (other Classes)

Serrated Blade: 1d4 Hits, +1 Str, No Armor Save:

+6 points (Hobs) +12 points (other Nations)

Violent Hands: Dual Wield, +1 Attack, Str 6, Vorpal, Rare: +6 points (Imps) +12 points (other Nations)

Missile Weapons: (weapon Str)

Bow: 24 inch range, Str 4: +2 points

Hand Crossbow: 16 inch range, Str 4, Shoot in Assault: +3 points

Crossbow: 16 inch range, Str 5: +2 points

Pistol: 16 inch range, Str 4, Shoot in Assault: +3 points

Rifle: 24 inch range, Str 5: +3 points

Hand Cannon: 16 inch range, Str 5, Shoot in Assault: +5 points

Flame Thrower: 18 inch range, Str 6, No Constitution Saves, 1d4+1 Shots, Rare: +6 points

Sniper Rifle: +1 To Hit, Str 6, 24 inch range, No Move & Shoot, Rare: +4 points

Fusion Cannon: 16 inch range, Str 10, No Saves, No Move & Shoot, Unique: +20 points

Bazooka: 24 inch range, Str 8, No Saves, No Move & Shoot, Rare: +20 points

Lazer Cannon: 36 inch range, Str 10, No Saves, No Move & Shoot, Unique: +25 points

Armor: ((6+ Saving Throw) +/- combined modifiers)

*Not subject to Extreme Weather

**Not available to Scientists, Rogues, Stalkers, or Bards

Shield: +1 point +1 Armor Save – Not available to Scientists

0-1 Custom Armor Upgrade: +2 points +1 Armor Save – Requires Armor to Upgrade

***Leather Armor:** +1 point +1 Armor Save

***Lamellar Armor:** +2 points +2 Armor Save

Chain Armor: +2 points +2 Armor Save

****Plate Armor:** +3 points +3 Armor Save

***,**Carapace Armor:** +3 points +3 Armor Save

Disgruntled: -1 point

Unique: -10 points

Rare: -5 points

Stomp: -2 points

+1 Stat: +2 points

+50 points Tech Upgrades: +2 points

Reroll one (1) roll per game: +2 points

FRENZY: +2 points

SCOUT: +2 points

GOBSMACK: +2 points

HUNTER: +2 points

FEAR: +2 points

FEARLESS: +2 points

HATE: +3 points

STUBBORN: +3 points

TERROR: +5 points

UNBREAKABLE: +5 points

SURPRISE: +10 points

STRIKE FIRST: +10 points

AUTO HIT: +10 points

SUNDER: +6 points

BERSERK: +6 points

VORPAL: +6 points

AUTO WOUND: +10 points

-2 Armor Save: +5 points

-1 Armor Save: +3 points

+2 Armor Save: 5 points

+1 Armor Save: +3 points

+1 To Hit: +3 points

+1 Discipline: +2 points

+1 Accuracy: +2 points

+3 Strength: +15 points

+2 Strength: +5 points

+1 Strength: +2 points

+3 Constitution: +15 points

+2 Constitution: +10 points

+1 Constitution: +5 points

+1 Charisma: +2 points

+1 Initiative: +2 points

+2 Hit Points: +10 points

+1 Hit Points: +5 points

-2 To Hit: +10 points

-1 To Hit: +5 points

-2 To Hit (Assault): +5 points

-2 To Hit (Shooting): +5 points

-1 To Hit (Assault): +3 points

-1 To Hit (Shooting): +3 points

6+ Rhino Hide Save: +2 points

5+ Rhino Hide Save: +4 points

4+ Rhino Hide Save: +8 points

6+ Quantum Save: +2 points

5+ Quantum Save: +4 points

4+ Quantum Save: +8 points

6+ Unmodified Armor Save: +2 points

Heal 6+: +2 points

Heal 5+: +4 points

Heal 4+: +8 points

Probabilities

Base % 25% 16.67% 12.50% 10% 8.33% 2.78% 2.78% 5% 1% 1%

ROLL	1d4	1d6	1d8	1d10	1d12	2d6	2d6	1d20	2d10	2d10
1	100	100	100	100	100	0	0	100	0	0
2	75	83.33	87.5	90	91.57	2.78	100	95	100	1
3	50	66.67	75	80	83.33	5.56	97.22	90	99	2
4	25	50	62.5	70	75	8.33	91.67	85	97	3
5		33.33	50	60	66.67	11.11	83.33	80	94	4
6		16.67	37.5	50	58.33	13.89	72.22	75	90	5
7			25	40	50	16.67	58.33	70	85	6
8			12.5	30	41.67	13.89	41.67	65	79	7
9				20	33.33	11.11	27.78	60	72	8
10					10	25	8.33	16.67	55	64
11						16.67	5.5	8.33	50	55
12						8.33	2.78	2.78	45	45
13								40	36	8
14									35	18
15									30	21
16									25	15
17									20	10
18									15	6
19									10	3
20									5	1

Probabilities: Tension or Relaxation

The Game of Kings uses all forms of polyhedral dice to provide spike probabilities along with bell curves during gameplay. The probability tables are included to provide game designers with a visual guide to assist in determining average rolls with bell curves, which provide a feeling of stability for players, along with spike probabilities for single die rolls to induce tension when a single digit or greater than/less than roll is required.

The Battlefield

The Table

Games in The Game of Kings are staged on a tabletop with a 4 foot by 4 foot area. This is the standard for 500 to 1000 point battles, while larger battles on 4 foot by 6 foot tables are not only possible—but encouraged. A Table needs to be a minimum of 4 feet across from the opposing Armies to assemble. In The Game of Kings measurements are made in Inches, so a Table 4 foot across ensures it takes a Unit with a Movement of 4 Inches up to 6 turns to move from one side to another.

Before you battle you will need some Terrain to show the Scenery of the battlefield arena you will fight upon. Tables can be a folding table, the kitchen table, or even the floor with Scenery

created out of cereal packets. Or they can be as elaborate and detailed as the Scenery found in many Modeling Hobbies like electric Trains and Miniature Painting. There is even prefabricated Scenery available from many miniature companies today. Scenery can consist of Buildings, Trees, Hills, and fantastic centerpieces.

For 4x4 table games expect 2 to 4 pieces of Scenery.

For 4x6 table games expect 4 to 8 pieces of Scenery.

Tools of Play

The Tools

To play The Game of Kings you will need some additional tools.

Paper and Pen/Pencil: This is where you keep Army List details like Unit Types, Science Items, and Point Costs.

Tape Measure: You will need either a retractable tape measure or a couple of rulers to measure out distances during game play. Measure distances in Game in Inches.

Models: You will need a model to represent your Avatar, and models to represent the Army you build.

Dice: You will need four-sided dice (d4), six-sided dice (d6), eight-sided dice (d8), ten-sided dice (d10), twelve-sided dice (d12), and twenty-sided dice (d20) to play this game.

Rolling Dice

During the game you will need to roll specific dice depending on the situation. This will be shown by the letter ‘d’ followed by the type of die to roll.

For example, four-sided die is d4, six-sided die is d6, eight-sided die is d8, twelve-sided die is d12, etc.

When you are expected to roll multiple dice of the same type, this will be shown by the number of dice to roll followed by the letter ‘d’ and the die type.

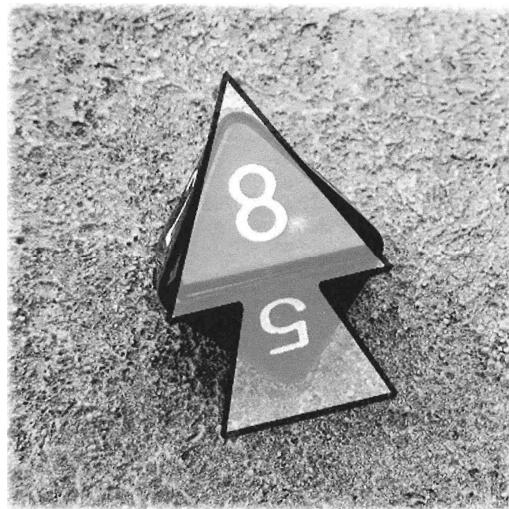
For example, 2d4 means roll 2 four-sided dice, 6d8 means roll 6 eight-sided dice.

Sometimes you will be asked to modify the roll of a die. This will be shown with the letter ‘d’ followed by the number of the dice you are to use, then the modifier to increase or decrease.

For example, 2d4-2 means roll 2 four-sided dice then subtract 2 from the result. 6d8+4 means roll 6 eight-sided dice then add 4 to the result.

Random Movement: d8 and d12

Sometimes in The Game of Kings you will have to determine a Random Movement Direction. To determine the Random Movement Direction, roll an 8-sided die and look at the top. The triangle shape on top along with the number facing creates an arrow pointing in the Direction required. Then roll a 12-sided die to determine how many inches to Move in that Direction.



Charisma Check: d12

Use 12-sided dice to determine who passes Charisma Checks.

Shooting and Assault: d6

During the Shooting Phase and Assault Phase, use 6-sided dice to determine outcome.

Science: d6, d12, and d20

How well your Scientist does in the Science Phase is determined with 6-sided dice, 12-sided dice, and 20-sided dice.

Heavy Machines: d8 and d12

When using Heavy Machines, you will roll 8-sided dice and 12-sided dice for outcome.

Damage: d4, d6, d8, d10

To determine damage, you will roll 4-sided dice, 6-sided dice, 8-sided dice, and 10-sided dice.

Army Lists

The Armies

This Rulebook allows you to create your Avatar and the Army it will lead, able to customize your Avatar and your Army to suit your goals. After Avatar creation you will find stat lists for Units, Science upgrades for weapons and armor, and point costs to assist you in collecting your Units and assemble them for combat.

Each Army List is divided into four sections: Avatars, Common Units, Special Units, and Beast Units.

Avatars are where your own Heroes of Might and Mind will be found. These are your most powerful characters in your Army—including your own Avatar to lead the fray!

Common Units are your regular foot-soldiers who rally to the cry for battle and defense of homeland. Units with this station are Common when deploying at the start of the Game.

Special Units are the elite Units of your Army: from Praetorians who guard the General to frothing Zealots of fearlessness and ferocity. Because they are the outliers of the common populace their numbers are limited. Units with this station are deployed after the Common Units when deploying at the start of the Game.

Beast Units include the mighty Beasts subjugated to your command, the Heavy Machines of war lumbered out for battle, and Giant allies who fight for coin and fray. Units with this station are Beast Units when deploying at the start of the Game.

Mercenary Units includes the Allies from other Nations and paid Mercenaries who join in the battle—for glory and for coin! Deploy Mercenary Units according to their model's station when deploying at the start of the Game.

Army List Restrictions:

Avatars: 0–50% Up to half the points cost of the Army may be spent on Avatars. This includes point cost of Mounts or Beast Mounts ridden by Avatars.

Common: 25% At least a quarter of the total point value of the Army must be spent on Common Units.

Beast: 0–25% Up to a quarter of the total point value of the Army may be spent on Beast Units. This includes Heavy Machines and unridden Monsters. Beast Mounts ridden by Avatars are included in Avatar restrictions.

Mercenaries: 0–50% Up to half the point cost of the Army may be spent on Mercenary Units. This includes Mercenaries and Allied Avatars, Allied Common Units, Allied Special Units, and Allied Beast Units.

Avatars

Avatars possess a Special Ability that is available only to them based on their evolution and culture of their Nation. These Abilities are represented by bonuses for a single Avatar to use in Game to represent their Nation's nature. Not all Avatars possess these Special Abilities, but all who possess these Special Abilities are Avatars.

Point System

Games are fun when facing your friends on equal footing. And when the Generals are evenly matched, it becomes a battle of wit and tactics as one seeks to outmaneuver the other to gain victory. To assist this even field, each model is given a point cost to reflect its usage in the Game. Humanoid models will be relatively equal in value depending on abilities in Game. Yet a larger model—like a Giant—will do far more damage and be quite more difficult to take down. This will be reflected in their point cost and availability—some Units are rarer than others. When each General adds up their Army List to the agreed count, each Army should be a good match for the other. How the Generals play the Game will determine whether the battle is totally one-sided or amazingly epic. That's the joy of The Game of Kings!

Army List Point Limits

Army Lists ranged from Skirmish games at 500 points, raiding parties around 1000 points, and warfare around 2000 points—with epic battles over 2000 points. Armies are collected around blocks of 500 points to create a core force, and then develop its specialty forces to assist. This also allows time to purchase the miniatures and prepare them for battle.

Statistic Point Cost

Stat	MOVE	DISC	ACC	STR	CON	HP	INIT	ATT	CHA
1	40	5	10	7	7	0	5	10	5
2	80	10	20	15	15	2000	10	20	10
3	120	20	40	30	30	4000	20	40	20
4	160	40	80	60	60	6000	40	80	40
5	200	80	160	120	120	8000	80	160	80
6	240	160	320	240	240	10000	160	320	160
7	280	320	640	480	480	12000	320	640	320
8	320	640	1280	960	960	14000	640	1280	640
9	360	1280	2560	1920	1920	16000	1280	2560	1280
10	400	2560	5120	3840	3840	18000	2560	5120	2560
11	440	5120	10240	7680	7680	20000	5120	10240	5120
12	480	10240	20480	15360	15360	22000	10240	20480	10240

An Avatar Stat cannot go higher than 10.

Below are examples of creating a Nation archetype using the statistic point cost provided in the table above. Based on the probability of the 216 System – rolling 1d6 three times to determine outcome – you can choose the ease and difficulty of performance for each Nation you create, as well as how easy or difficult it can be for that Nation archetype to get to the next plateau of ability.

Once all the points are added up, you will divide the total by 100 to get your final value. In the example of the Nix down below, you see the Statistic Point Cost total is 850. The Game of Kings uses whole point values, so after tallying if the number is 50 or below, round down to nearest whole number. And after tallying, when the number is 51 or higher round up to the nearest whole number. In the example of the Nix below, the total is 850 points, so we round down to 800 points, then divide by 100 to get a total of 8 points.

50 or less = Round Down

Greater than 50 = Round Up

	Move	Disc	Acc	Str	Con	HP	Init	Att	Cha
Nix	4	5	4	4	4	1	5	1	7
Pts	160	80	80	60	60	0	80	10	320
8 points									
	Move	Disc	Acc	Str	Con	HP	Init	Att	Cha
Hob	4	3	3	3	4	1	2	1	6
Pts	160	20	40	30	60	0	10	10	160
Disgruntled: -100 points									
4 points									
	Move	Disc	Acc	Str	Con	HP	Init	Att	Cha
Imp	3	4	3	3	4	1	2	1	7
Pts	120	40	40	30	60	0	10	10	320
6 points									
	Move	Disc	Acc	Str	Con	HP	Init	Att	Cha
Sprite	4	4	4	3	3	1	5	1	7
Pts	160	40	80	30	30	0	80	20	320
8 points									

Avatars

Fantasy settings provide an environment of inclusiveness because mythical races from our traditions and heritage are used, not modern archetypes. This can be no better illustrated than in the British Naval Wargame rules published by Janes Group, when rules for German naval warships was published as an opponent to the British naval forces—which were published earlier. While the press was outraged at the possibility of fighting their (then) allies, Mr. Jane was wise and published “All The World’s Warships” to offset this reaction. This was met with huge success and the influence his wargame had on Britain is a far-reaching legacy still felt today.

Yet even as early as the 1970s when fantasy wargaming was taking hold and influencing Historical Wargaming, a demonstration by the Society of Ancients—and suggestions in the publication “*Slingshot*” included reference to a ‘Moslem Saint’ that—when coming within 100 paces of a ‘Christian saint’, the pair would make a bee-line to each other and have a ‘theological discussion’ with sticks. This controversy would continue until one of them was promoted to ‘Martyr’ status. The uproar today would be scandalous!

Using Imps, Hobs, Sprites, and Nix—all generic terms from our heritage—we have the basis for 4 different Nation archetypes that can be remixed and repurposed without fear of social scandal or backlash.

The names of these Nations are pulled from timeless, unprotectable elements of ancient stories, myths, folklore and historical sources (pre-1929), allowing the use of these monikers when you create your wargame or role playing game. For a full list of reference, go to the Appendix at the end of this book.

#1 Choose Avatar Nation

The Stats below display the baseline of each Nation. Choose the nation that will be your Avatar’s Nation and use the sub-type statline for your Avatar’s baseline to begin.

An Avatar Stat cannot go higher than 10.

When you begin, your Avatar can be a regular individual or can be upgraded to greater station and ability. Players in Tournaments will determine their Avatar’s level based on total point cost available to the Army, while players in a Campaign may start their Avatar at lowest level and earn Upgrades as they progress along the Story. However you choose, the options are available for every type of play.

Your Avatar has undertaken the training and gained experience to handle severe challenges. Use the appropriate stat-line below based on your Avatar’s Nation and the level of skill for your Story.

Your Avatar may join Armies to lead them in battle, gaining the General Special Rule while doing so. If your Avatar is the only Avatar in the Army, it is automatically the General and bound by the General Special Rule.

**Your Avatar point cost goes towards the 50% point cap for Avatars for your entire Army.
Your Avatar is Independent and bound by the Independent Special Rule.**

IMP

25mm x 25mm base

Dwarf: 6 points

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
 3 – 4 – 3 – 3 – 4 – 1 – 2 – 1 – 7

Chibi: 5 points

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
 4 – 2 – 4 – 2 – 3 – 1 – 5 – 1 – 6

50mm x 50mm base

Ogre-kin: 45 points

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
 6 – 3 – 2 – 4 – 4 – 3 – 3 – 2 – 5

Large**Oni: 25 points**

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
 6 – 3 – 4 – 4 – 3 – 2 – 3 – 2 – 5

Large**HOB**

25mm x 25mm base

Orc: 4 points

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
 4 – 3 – 3 – 3 – 4 – 1 – 2 – 1 – 6

Disgruntled**Bugbear: 3 points**

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
 4 – 3 – 3 – 3 – 3 – 1 – 3 – 1 – 5

Disgruntled**Goblin: 2 points**

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
 4 – 2 – 3 – 2 – 2 – 1 – 2 – 1 – 4

Disgruntled

50mm x 50mm base

Grendel: 30 points

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
 6 – 4 – 3 – 4 – 4 – 2 – 2 – 2 – 7

Large, Gobsmack**SPRITE**

25mm x 25mm base

Sidhe: 8 points

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
 4 – 4 – 4 – 3 – 3 – 1 – 5 – 1 – 7

Pech: 8 points

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
 4 – 4 – 4 – 3 – 3 – 1 – 5 – 1 – 7

Efreet: 8 points

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
 4 – 4 – 4 – 3 – 3 – 1 – 5 – 1 – 7

Jinn: 8 points

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
 4 – 4 – 4 – 3 – 3 – 1 – 5 – 1 – 7

NIX

LIVING: 25mm x 25mm base

Noble: 8 points

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
 4 – 5 – 4 – 4 – 4 – 1 – 5 – 1 – 7

Guard: 6 points

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
 4 – 4 – 5 – 3 – 3 – 1 – 3 – 1 – 6

Militia: 4 points

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
 4 – 3 – 4 – 3 – 3 – 1 – 3 – 1 – 5

Commoner: 3 points

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
 4 – 2 – 3 – 2 – 2 – 1 – 2 – 1 – 4

UNDYING: 25mm x 25mm base

Lich: 9 points

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
 4 – 5 – 4 – 4 – 4 – 1 – 5 – 1 – 7

Fear**Wight: 7 points**

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
 4 – 4 – 5 – 3 – 3 – 1 – 3 – 1 – 6

Fear**Ghoul: 5 points**

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
 4 – 3 – 4 – 3 – 3 – 1 – 3 – 1 – 5

Fear**Revenant: 4 points**

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
 4 – 2 – 3 – 2 – 2 – 1 – 2 – 1 – 4

Fear

#2 Choose Avatar Abilities

Your Avatar can begin the Game using only the Nation base statistics or can be elevated in status. To show your Avatar's experience at different parts of their Story, begin with our Nation base stats then choose the Upgrades from the Avatar Nation Skills, Mutations, and Classes.

0–1 per Army, Avatar Only

Your Avatar will possess one (1) of the Avatar Nation Skills below. There is only one model that may possess these special abilities—and your Avatar is the one who possesses it. Additional Avatars are considered under your command or hire and do not have access to these special rewards.

Innate Nation Skill: +2 points

Hobs: 6+ Rhino Hide Save

Sprites: 6+ Quantum Save

Nix: Heal 6+

Imps: 6+ Armor Save

Devoted Disciple: +2 points

Add +1 Stat of your choice to your Avatar Stat-line.

Inheritance: +2 points

+50 points extra Science Upgrades.

Feral-born: +2 points

Cause FEAR

Seasoned: +2 points

Choose one Trait to portray your Avatar's history.

Fearless

Hatred: choose Nation Scout

Lucky One: +2 points

Re-roll one (1) roll per Game

Mutations: See Mutations Table for point cost

Mutations

Avatar Mutations: Avatar Only

–2 Charisma for every Mutation taken

For every Mutation taken, subtract 2 from your Avatar's Charisma. Your Avatar may possess many Mutations but cannot be modified below 1 Charisma. Any Mutation that drops Avatar Charisma below 1 Charisma slays the Avatar.

Mutations Table

Horns	+2 points	+1 Attack (Assault)
Prehensile Tail	+3 points	+1 Armor Save
Hooves	+4 points	+1d6 Movement
Wings	+6 points	FLY
Bestial Visage	+8 points	TERROR
Gigantism/LARGE	+10 points	+2 Hit Points
Extra Adrenal Glands:	+2 points	+1 Initiative
Heightened Senses:	+2 points	+1 Discipline or +1 Accuracy
Hypertrophy:	+4 points	+1 Strength
Prehensile Tongue:	+4 points	-1 Attack
Quills:	+4 points	Reroll 1s To Hit
Acid Spit:	+6 points	6 inch range, Str 3 – Shoot in Assault

Ability Point Cost

+1 Stat: +5 points	+2 Stat: +10 points
+3 Stat: +20 points	
Battle Banner: +5 points	
Scout: +5 points	
Fear: +10 points	
Independent: +0 points	

1 per Avatar, Avatars Only

Your Avatar will possess one (1) of the Avatar Classes below. Additional Avatars under your command or hire have access to these Classes.

HEROES

Knight: +30 points

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
+0 – +1 – +1 – +1 – +1 – +0 – +0 – +1 – +1

Special Rule: Independent, General, Gobsmack

Champion: +50 points

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
+0 – +2 – +1 – +1 – +1 – +1 – +1 – +1 – +1

Special Rule: Independent, 0–1 Battle Banner, Gobsmack

Lord: +70 points

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
+0 – +2 – +2 – +1 – +2 – +1 – +2 – +2 – +2

Special Rule: Independent, General, Gobsmack

King: +110 points

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
+0 – +3 – +2 – +2 – +2 – +2 – +3 – +3 – +2

Special Rule: Independent, General, Gobsmack

ROGUES

Cannot Wear Plate Armor

Sneak Thief: +35 points

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
+0 – +1 – +1 – +1 – +1 – +0 – +0 – +1 – +1

Special Rule: Independent, General, Scout

Cut Throat: +55 points

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
+0 – +1 – +2 – +1 – +1 – +1 – +1 – +1 – +1

Special Rule: Independent, 0–1 Assassin

Mob Boss: +80 points

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
+0 – +2 – +2 – +1 – +2 – +1 – +2 – +2 – +2

Special Rule: Independent, General, Fear

Kingpin: +125 points

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
+0 – +2 – +3 – +2 – +2 – +2 – +3 – +3 – +2

Special Rule: Independent, General, Terror

When asked why magic is not used in this document, the answer is simple: magic is a lazy Design mechanism—there's no such thing as magic. Magic is akin to the mathematician who has a chalkboard filled with algorithm, but in the center is erased a large portion and the words "A MIRACLE OCCURS HERE" has been written instead. And chances are you are reading this on a computer or even a small hand-held device in a format that was inspired and created by scientists and inventors, not by magicians or warlocks. So while there are no magicians casting fireballs, we do have flame throwers—which are very deadly indeed. To promote the arena of logic, reason, and evidence-based research the term Scientist is used instead, and the rules for manipulating creation are determined in the SCIENCE section algorithms. We won't get to harvest the abundant resources from the planets that surround us on a broom, but we will with high-powered thrust rockets.

Scientist Ability Point Cost

+1: +8 points +2: +15 points +3: +20 points

+4: +35 points +5: +40 points

SCIENTISTS

Cannot Wear Plate Armor or a Shield

Academic: +60 points

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
+0 – +0 – +0 – +0 – +1 – +0 – +1 – +0 – +1

Special Rule: Independent, General

Perform Feat: 1 Feat, +0 Degree Bonus, Resource Dice: 1, Flaw Dice: 2, Max Perform Dice Use: 2

Scholar: +110 points

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
+0 – +0 – +0 – +1 – +1 – +1 – +1 – +1 – +1

Special Rule: Independent, General

Perform Feat: 2 Feats, +1 Degree Bonus, Resource Dice: 2, Flaw Dice: 3, Max Perform Dice Use: 3

Sage: +175 points

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
+0 – +0 – +0 – +1 – +1 – +2 – +2 – +2 – +2

Special Rule: Independent, General

Perform Feat: 3 Feats, +2 Degree Bonus, Resource Dice: 3, Flaw Dice: 4, Max Perform Dice Use: 4

Savant: +250 points

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
+0 – +0 – +0 – +1 – +1 – +3 – +3 – +3 – +2

Special Rule: Independent, General

Perform Feat: 4 Feats, +3 Degree Bonus, Resource Dice: 4, Flaw Dice: 5, Max Perform Dice Use: 5

College Abilities

Depending on which College path your Scientist takes will determine their College Ability Bonus.

Reform

Minister: +1 Perform

Scribe: +1 Perform

Orthodox

Cleric: +1 Flaw

Librarian: +1 Flaw

Feats are available to your Scientist in the SCIENCE section of this Rulebook.

BARD

Cannot Wear Plate Armor or a Shield

Level 1

Minstrel: +58 points

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
+0 – +1 – +1 – +1 – +1 – +0 – +0 – +1 – +1

Special Rule: Independent, Musician

Perform Feat: 1 Feat, Perform Dice: 2d6

Level 2

Lyrist: +31 points

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
+0 – +0 – +1 – +0 – +0 – +1 – +1 – +0 – +1

Special Rule: Independent, Musician, Musical Weapon

Perform Feat: 2 Feat, Perform Dice: 2d6

Level 3

Troubadour: +27 points

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
+0 – +1 – +0 – +0 – +1 – +0 – +1 – +1 – +0

Special Rule: Independent, Musician, Musical Weapon

Perform Feat: 2 Feats, Perform Dice: 3d6

Level 4

Bard: +43 points

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
+0 – +0 – +1 – +1 – +0 – +1 – +1 – +1 – +1

Special Rule: Independent, Musician, Musical Weapon, Violent Voice

Perform Feat: 3 Feats, Perform Dice: 3d6

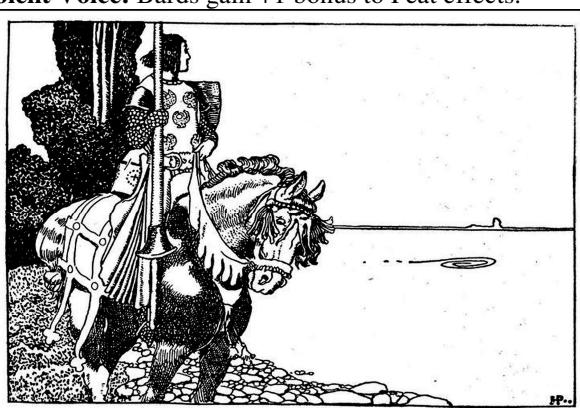
Bard Feats

Charisma Check for Feats: Bards use their own wit and charm as Resources. Bards must roll a Charisma Check for each Feat they want to Perform in the Science Phase. For every Feat a Bard wants to Perform roll the Perform Dice available to their Level. Charisma Checks are modified by the number for each Feat found in [brackets]. Bard Perform Dice are only available to the Bard Performing the Feat.

Feats performed by Bards can be Flawed by opposing Scientists by rolling Flaw dice equal to or less than the Bard's successful Charisma Check.

Musical Weapon: Bards are able to Reroll 6s when performing Charisma Checks.

Violent Voice: Bards gain +1 bonus to Feat effects.



STALKER

Cannot Wear Plate Armor

Level 1

Stalker: +40 points

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
+0 – +1 – +1 – +1 – +1 – +0 – +0 – +1 – +1

Special Rule: Independent, General, Hunter, Scout, 0–1

Pets, Shoot in Assault

Level 2

Monster Stalker: +20 points

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
+0 – +0 – +1 – +0 – +0 – +1 – +1 – +0 – +0

Special Rule: Independent, General, Hunter, Scout, 0–1

Pets, Shoot in Assault, Sharpshooter

Level 3

Giant Stalker: +60 points

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
+0 – +1 – +1 – +0 – +1 – +0 – +1 – +1 – +1

Special Rule: Independent, General, Hunter, Scout, 0–2

Pets, Shoot in Assault, Sharpshooter, Heal Pet

Perform: 1 Feat, +0 Degree Bonus

Resource Dice: 1, Flaw Dice: 1

Maximum Dice Use: 2

Level 4

Dragon Stalker: +80 points

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
+0 – +0 – +1 – +1 – +0 – +1 – +1 – +1 – +0

Special Rule: Independent, General, Hunter, Scout, 0–3

Pets, Shoot in Assault, Sharpshooter, Sniper, Heal Pet, Pet Tank

Perform: 2 Feat, +1 Degree Bonus

Resource Dice: 2, Flaw Dice: 2

Maximum Dice Use: 3

Stalker Special Abilities

Shoot in Assault: Stalkers may fire their ranged weapons in Assault even if the weapon is not rated 'Shoot in Assault'. Stalkers may fire their ranged weapons up to their full number of Attacks.

Sharpshooter: Stalkers are able to Reroll 1s when Shooting their ranged weapon.

Sniper: Stalkers gain a +1 To Hit bonus when Shooting their ranged weapon, however they cannot Move & Shoot when using this ability. This bonus is cumulative with other Shooting bonuses. Independent models within Units are able to be targeted as long as the Stalker has Line of Sight.

Heal Pet & Pet Tank: These Feats are usable only on the Stalker's Pet as Science Actions.

Kite: Stalkers do not suffer from Move & Shoot modifiers.

#3 Choose Avatar Mount

If you choose to have your Avatar riding into battle, choose the appropriate Mount that matches your Avatar's Nation from the stable below. Note: Mount costs for Avatars and Units vary. Avatar Point Cost is lower than Unit Cost as shown in the stat lines below.

Mount Ability Point Cost

Scout: +2 points
+1 Str: +2 points
Move 5: +2 points
Move 9: +4 points
Avatar Cost: $\frac{1}{2}$ total

Heavy: +3 points
+1 Con +2 points
Move 6: +2.5 points
2d6 Move: +1 point

Fear: +5 points
+1 HP: +3 points
Move 7: +3 points

Terror: +10 points
+1 Attack: +1 point
Move 8: 3.5 points

IMPs (Avatar Cost/Unit Cost)

Hound: +4/+8 points
Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
 9 – +0 – +0 – +0 – +0 – +0 – +0 – +1 – +0
Scout: +1 Armor Save

Bear: +7/+14 points
Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
 7 – +0 – +0 – +1 – +1 – +1 – +0 – +1 – +0
Heavy: +2 Armor Save

Goat: +7/+14 points
Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
 6 – +0 – +0 – +1 – +1 – +1 – +0 – +1 – +0
Heavy: +2 Armor Save

HOBs (Avatar Cost/Unit Cost)
Fowl: +6/+12 points
Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
 2d6 – +0 – +0 – +1 – +1 – +1 – +0 – +1 – +0
Heavy: +2 Armor Save

Wolf: +4/+8 points
Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
 9 – +0 – +0 – +0 – +0 – +0 – +0 – +1 – +0
Scout: +1 Armor Save

Boar: +7/+14 points
Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
 7 – +0 – +0 – +1 – +1 – +1 – +0 – +1 – +0
Heavy: +2 Armor Save

SPRITES (Avatar Cost/Unit Cost)

Horse: +3/+7 points
Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
 8 – +0 – +0 – +0 – +0 – +0 – +0 – +1 – +0
Scout: +1 Armor Save

Warhorse: +7/+14 points
Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
 7 – +0 – +0 – +1 – +1 – +1 – +0 – +1 – +0
Heavy: +2 Armor Save

Velociraptor: +10/+20 points
Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
 7 – +0 – +0 – +1 – +1 – +1 – +0 – +1 – +0
Fear, Heavy: +2 Armor Save

NIX (Avatar Cost/Unit Cost)
Horse: +3/+7 points
Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
 8 – +0 – +0 – +0 – +0 – +0 – +0 – +1 – +0
Scout: +1 Armor Save

Warhorse: +7/+14 points
Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
 7 – +0 – +0 – +1 – +1 – +1 – +0 – +1 – +0
Heavy: +2 Armor Save



WAR WAGON MOUNTS (available to all Nations)
50 or less = Round Down, Greater than 50 = Round Up

Move +1":	+2 points	+1 HP:	+3 points	1d4 Hits:	+0 points
Move +2":	+4 points	+2 HP:	+6 points	1d6 Hits:	+2 points
Move +3":	+8 points	+3 HP:	+12 points	1d8 Hits:	+4 points
Move +4":	+16 points	+4 HP:	+25 points	+1 Hit:	+1 point
2d6" Move:	+1 point	+5 HP:	+50 points	+2 Hits:	+4 points
				+3 Hits:	+16 points
+1 Str:	+2 points	+1 Attack:	+0 point	SCOUT:	+1 point
+2 Str:	+4 points	+2 Attack:	+1 point		+1 Armor Save,
+3 Str:	+8 points	+3 Attack:	+2 points		SCOUT Cavalry,
+4 Str:	+16 points	+4 Attack:	+4 points		SCOUT Special Rule
+5 Str:	+32 points	+5 Attack:	+8 points	HEAVY:	+2 points
+6 Str:	+64 points	+1 Cha:	+4 points		+2 Armor Save,
+1 Con	+2 points	+2 Cha:	+8 points		HEAVY Cavalry
+2 Con	+4 points	+3 Cha:	+16 points		
+3 Con	+8 points	+4 Cha:	+32 points		
+4 Con	+16 points				
+5 Con	+32 points				

War Wagon: +150 points

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha

$$\begin{array}{cccccccccc} +4 & - & +0 & - & +0 & - & +1 & - & +2 & - & +5 & - & +0 & - & +3 & - & +2 \\ +16 & - & +0 & - & +0 & - & +2 & - & +4 & - & +50 & - & +0 & - & +2 & - & +8 \end{array} = +82 \text{ points}$$

Heavy: +2 Armor Save

Str 6

1d4+1 Impact Hits

$$= +2 \text{ points}$$

$$= +64 \text{ points}$$

$$= +0 \text{ points} +1 \text{ points}$$

Total Points = +149 points (150 points rounded up)

Chariot: +50 points

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha

$$\begin{array}{cccccccccc} +4 & - & +0 & - & +0 & - & +0 & - & +2 & - & +3 & - & +0 & - & +2 & - & +1 \\ +16 & - & +0 & - & +0 & - & +0 & - & +4 & - & +12 & - & +0 & - & +1 & - & +4 \end{array} = 37 \text{ points}$$

Scout: +1 Armor Save

Str 4

1d4 Impact Hits

$$= +1 \text{ point}$$

$$= +16 \text{ points}$$

$$= +0 \text{ points}$$

Total Points = +54 points (50 points rounded down)

War Wagon Mounts are available for all Nations.

War Wagons are discussed in the BEASTS section of this Rulebook.

Monster Mounts for Characters are found in the BEASTS section of this Rulebook.

Models with 'Large' designation are only able to ride Monstrous Mounts.

#4 Choose Avatar Tech

Your Avatars and Units will need to be equipped before battle. Below you will find the base point costs for your Armor and Weapons.

Assault Weapons:

Hand Weapon: 1 Attack	Included
Two Hand Weapons: +1 Attack	+1 point
2-Handed Weapon: +2 Str, -1 Init	+2 points
Spear: Fight 2 ranks, +1 Str vs Assault	+1 point
Spear: +1 Str vs Assault Mounted	+1 point
Lance: +1 Str on Assault Mounted, Rend	+2 points
Pike: Fight 3 ranks, +1 Str vs Assault	+3 points
Net: -1 To Hit (Assault)	+3 points

Ranged Weapons:

Bow: 24 inch range, Str 4	+2 points
Hand Crossbow: 16 inch range, Str 4, <i>Shoot in Assault</i>	+3 points
Crossbow: 16 inch range, Str 5	+2 points
Pistol: 16 inch range, Str 4, <i>Shoot in Assault</i>	+3 points
Rifle: 24 inch range, Str 5	+3 points

Armor:

<i>*Not subject to Extreme Weather</i>	
<i>**Not available to Artificers, Rogues, Rangers, or Bards</i>	
Shield: +1 Armor Save – <i>Not available to Artificers</i>	+1 point
0-1 Custom Armor Upgrade: +1 Armor Save – <i>Requires Armor to Upgrade</i>	+2 points
<i>*Leather Armor:</i> +1 Armor Save	+1 point
Chain Armor: +2 Armor Save	+2 points
<i>**Plate Armor:</i> +3 Armor Save	+3 points

#5 Choose Tech Algorithms

Algorithms and Enhancements of Science

Items can be enhanced using Algorithms that improve their performance. Some Algorithms help a weapon's accuracy in Assault while others boost a Scientist's ability with Science. Below are item Algorithms and Avatar enhancements to represent these Science upgrades. Algorithms can be applied to Armor, Weapons, Banners, Heavy Machines, or come equipped as Arcane Items and Talismans. An Avatar is limited on the number of Science Items they can carry based on their Level of ability.

Weapon Algorithms: 0-3 per item

Strike First: 100 points
Auto Hit: 100 points
Auto Wound: 100 points
No Armor Save: 100 points
-2 Armor Save: 50 points
-1 Armor Save: 30 points
+3 Strength: 150 points
+2 Strength: 50 points
+1 Strength: 20 points
+1 To Hit: 30 points
-2 To Hit (Assault): 50 points
-1 To Hit (Assault): 30 points
+1 Discipline: 20 points
+1 Accuracy: 20 points
+2 Initiative: 50 points
+1 Initiative: 20 points
+1 Attack: 20 points

AVATARS

Knight/Sneak Thief/Academic/Stalker/Minstrel:	1 Science Item – 50 point limit
Champion/Cut Throat/Scholar/Monster Stalker/Lyrist:	2 Science Items – 100 point limit
Lord/Mob Boss/Sage/Giant Stalker/Troubadour:	3 Science Item – 150 point limit
King/Kingpin/Savant/Dragon Stalker/Bard:	4 Science Item – 200 point limit

Armor Algorithms: 0-2 per item

+2 Hit Points: 100 points
+1 Hit points: 50 points
+3 Constitution: 150 points
+2 Constitution: 100 points
+1 Constitution: 50 points
+2 Armor Save: 50 points
+1 Armor Save: 25 points

Elixirs: 0-1 per Avatar

Healing Tincture: 10 points
Ignore 1 Wound, (one use only)
Healing Elixir: 30 points
Ignore 3 Wounds (one use only)
Strength Tincture: 20 points
+1 Strength 1d2 Turns (one use only)
Strength Elixir: 30 points
+1 Strength 1d4 Turns (one use only)
Spinach Elixir: 50 points
+2 Strength 1d2 Turns (one use only)
Whiskey Elixir: 50 points
Stubborn 1d2 Turns (one use only)

Talismans: 0–1 per Avatar

Training Manual: +1 Discipline, +1 Accuracy, +1 Strength, +1 Constitution: 150 points
Smoke Bomb: -1 To Hit (Shooting): 30 points
Shiny Mirror: -1 To Hit (Assault): 30 points
Loaded Dice: 1 Reroll per Game (one use only): 30 points
Sand In The Eyes: 1 Bound Flaw (one Use only) – Automatic Feat Flaw: 30 points
Atlas Guide: +1 Discipline: 20 points
Cheat Sheet: +1 To Hit: 30 points
Perfume: +1 Charisma: 20 points
Swift Move Pendant: +1 Initiative: 20 points
Distraction Familiar: -1 To Hit: 30 points
Frenzied Familiar: +1 Attack: 20 points
Strong Familiar: +1 Strength: 20 points
Storage Familiar: Store 1 unused Resource Pool Dice: 30 points
Genius Familiar: Perform 1 extra Feat: 50 points.

Arcane Items – Scientists Only: 0–2 per Avatar

****May Take Multiples**
****Flaw Scroll:** (one use only) Automatic Feat Flaw: 50 points
Bag of Resources: (one use only) +2 Perform Feat or +2 Flaw Bonus: 100 points
Crib Notes: +1 Perform Feat: 50 points
Boot to the Head: +1 Flaw Feat: 50 points
Null Zone Stick: (one use per Turn) Automatic Flaw Feat: 150 points
Batteries: Store 1 unused Resource Pool Dice: 30 points
Printed Instructions: (one use only) Automatic Successful Perform Feat: 100 points

Heavy Machines/Gun Powder Machines

Algorithms: 0–1 per Machine

Seal of Inspection: Reroll Malfunction d12: 25 points
Long Range Scope: Reroll To Hit d8: 50 points
Strength Upgrade: +1 Strength: 30 points
Reinforced Construction: +1 Misfire Roll: 10 points
Sniper Scope: +1 To Hit Roll: 30 points

Banner Algorithms: 0–1 per Banner

Dragon Banner: Cause Fear: 75 points
Banner of Truth: Stubborn: 50 points
Patriot Banner: Fearless: 35 points
Ogre Banner: Hatred: 35 points
Thunder Banner: Strike First: 50 points
Banner of Decision: Double Attacks on Assault: 35 points
Banner of Anger: +1 Strength on Assault: 35 points
Banner of Distraction -1 To Hit (Shooting): 30 points
Banner of Steel: -1 To Hit (Assault): 30 points
Banner of Determination: +1 Assault Result: 30 points
Banner of Accuracy: 30 points +1 Accuracy
Banner of Discipline: 30 points +1 Discipline
Banner of Focus: 50 points +2 Accuracy
Banner of Mastery: 50 points +2 Discipline

Algorithm Limitations

- ~ No item may possess more than 3 Science Upgrades.
- ~ Science Upgrades can only be used once per item.
- ~ No more than one item may possess the same combination of Science Upgrades.
- ~ Weapon Upgrades can only go on Weapons, and Armor Upgrades can only go on Armor.
- ~ Upgrades 100 points or more are considered Superior Upgrades.
- ~ Superior Upgrades can only be used once.
- ~ Superior Upgrades cannot be combined with other Superior Upgrades.
- ~ Science Upgrades cannot be applied to preexisting Science items with Upgrades.



Armies

CHOOSE YOUR ARMY

Army List Restrictions:

Avatars: 0–50% Up to half the points cost of the Army may be spent on Avatars. This includes point cost of Mounts or Beast Mounts ridden by Avatars.

Common: 25% At least a quarter of the total point value of the Army must be spent on Common Units.

Beast: 0–25% Up to a quarter of the total point value of the Army may be spent on Beast Units. This includes Heavy Machines and unridden Monsters. Beast Mounts ridden by Avatars are included in Avatar restrictions.

Mercenaries: 0–50% Up to half the point cost of the Army may be spent on Mercenary Units. This includes Mercenaries and Allied Avatars, Allied Common Units, Allied Special Units, and Allied Beast Units.

As well as limits on points spent on Units, there are minimum and maximum number of Units available depending on Army size.

Army Point Value	Common	Special/Beast	Avatar Max.
Less than 1000	2+	0–3	2
1000	2+	0–4	4
Each +1000	+1 minimum	+1	+2

Common Units

Common: 25% +

Common Units comprise the majority of the Units you will see in the Army. This backbone of foot-soldiers lends strength of arm and devotion to cause. Every Army must start with at least two (2) Common Units to represent this core. At least a quarter of the total points value of the Army must be spent on Common Units. A Common Unit may contain one Sergeant, one Musician, and one Banner as upgrades to the Unit. Units must contain a minimum of 5 models. Units designated LARGE must contain a minimum of 3 models.

Common Units may be equipped with:

Assault Weapons

Hand Weapon: +0 points

Included

Additional Weapon: +1 point

+1 Attack

Double-handed Weapon: +2 points

-1 Initiative & +2 Strength

Spear: +1 point

Foot: Fight 2 ranks, +1 Strength vs Assault

Spear: +1 point

Mounted: +1 Strength on Assault

Lance: +2 points

Mounted: +1 Strength on Assault, Rend

Pike: +3 points

Foot: Fight 3 ranks, +1 Strength vs Assault

Creating a Unit

Choose a Nation the Unit will be and multiply the base cost by the number of models.

Common Units – Minimum two (2) Units

Minimum 5 Models per Unit

LARGE Models: Minimum 3 Models per Unit

A Common Unit may contain:

0–1 Banner: +5 points

0–1 Musician: +5 points

0–1 Sergeant: +5 points

Missile Weapons

Bow: +2 points

24 inch range, Str 4

Hand Crossbow: +3 points

16 inch range, Str 4, Shoot in Assault

Crossbow: +2 points

16 inch range, Str 5

Pistol: +3 points

16 inch range, Str 4, Shoot in Assault

Rifle: +3 points

24 inch range, Str 5

Armor

Shield:	+1 point	+1
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Armor Save – cannot be used by Scientists

Custom Armor:	+1 point	+1
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Armor Save

Leather Armor:	+1 point	+1
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Armor Save

Chain Armor:	+2 points	+2
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Armor Save

Plate Armor:	+3 points	+3
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Armor Save – cannot be used by Scientists or Rogues

IMP COMMON UNITS

Dwarf Infantry: 8 points per model

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
 3 – 4 – 3 – 3 – 4 – 1 – 2 – 1 – 7

Leather Armor, Shield, Hand Weapon

Armor Save: 5+

Upgrade: Chain Armor +1 pt./model

Upgrade Banner

Chibi Rangers: 9 points per model

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
 4 – 2 – 4 – 2 – 3 – 1 – 5 – 1 – 6

Leather Armor, Hand Weapon, Crossbow, Scout

Armor Save: 6+

Add: Shield +1 pt./model

Dwarf Rifle: 10 points per model

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
 3 – 4 – 3 – 3 – 4 – 1 – 2 – 1 – 7

Leather Armor, Hand Weapon, Rifle

Armor Save: 6+

Upgrade: Chain Armor +1 pt./model

Upgrade Banner

Ogre Infantry: 45 points per model

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
 6 – 3 – 2 – 4 – 4 – 3 – 3 – 2 – 5

Hand Weapon, Large

Armor Save: –

Add: Spear +1 pt./model

Add: Additional Weapon +1 pt./model

Add: Shield +1 pt./model

Add: Chain Armor +2 pt./model

Upgrade Banner

HOB COMMON UNITS

Grendel Praetors: 32 points per model

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
 6 – 4 – 3 – 4 – 4 – 2 – 2 – 2 – 7

Chain Armor, Hand Weapon, Gobsmack, Large

Armor Save: 5+

Add: Shield +1 pt./model

Upgrade: Plate Armor +1 pt./model

Add: Additional Weapon +1 pt./model

Add: Double-hand Weapon +2 pt./model

Add: Spear +1 pt./model

Upgrade Banner

0-1 Goblin Bullies: 3 points per model

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
 4 – 2 – 3 – 2 – 2 – 1 – 2 – 1 – 4

Net, Club, Disgruntled

Armor Save: –

Nets: -1 To Hit (Assault)

Orc Infantry: 4 points per model

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
 4 – 3 – 3 – 3 – 4 – 1 – 2 – 1 – 6

Hunter, Hand Weapon, Disgruntled

Armor Save: –

Add: Spear +1 pt./model

Add: Double-hand Weapon +2 pt./model

Add: Bow +2 pt./model

Add: Shield +1 pt./model

Add: Leather Armor +1 pt./model

Add: Chain Armor +2 pt./model

Upgrade Banner

Goblin Infantry: 2 points per model

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
 4 – 2 – 3 – 2 – 2 – 1 – 2 – 1 – 4

Hunter, Disgruntled

Armor Save: –

Add: Spear +1 pt./model

Add: Double-hand Weapon +2 pt./model

Add: Bow +2 pt./model

Add: Shield +1 pt./model

Add: Leather Armor +1 pt./model

Upgrade Banner

Bugbear Infantry: 3 points per model

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
 4 – 3 – 3 – 3 – 3 – 1 – 3 – 1 – 5

Hunter, Disgruntled

Armor Save: –

Add: Spear +1 pt./model

Add: Double-hand Weapon +2 pt./model

Add: Bow +2 pt./model

Add: Shield +1 pt./model

Add: Leather Armor +1 pt./model

Add: Chain Armor +2 pt./model

Upgrade Banner



Bugbear Backstabber: 30 points per model

0–2 Units, 0–3 per Unit

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
4 – 3 – 3 – 3 – 3 – 1 – 3 – S – 5

Leather Armor, Serrated Blades, Surprise!

Armor Save: 6+

Hide 0–3 in Unit: *Release Backstabber at beginning of Assaults. Backstabbers Strike First when released.*
Serrated Blades cause 1d4 S4 Hits, No Armor Save.
Further Movement: Place Backstabber models on target's flank after reveal. Backstabber may hide in the same Unit only if Unit is not in Assault or Fleeing.

Goblin 'Reckers: 33 points per model

0–3 per Unit

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
2d6 – — — — 6 – 3 – 1 – — 3d4 – —

Surprise! Unbreakable, 'Reckin' Flail

Armor Save: –

3d4 Str 6 Hits, No Armor Saves

Hide 0–3 in Unit: *Release 'Reckers when opponent moves within 8 inches of Unit. Opponent halts Movement immediately. Choose 'Recker direction. Roll 2d6 for 'Recker Movement. Contact with 'Recker causes 3d4 Str 6 Hits, No Armor Save. 'Recker moves straight through contact Unit to other side. Contact with 'Recker causes damage. Repeat for each 'Recker released.*

Further Movement: Roll 2d6 and Random Direction dice. Roll a double on 2d6 and the 'Recker gets wrecked and is removed from play. 'Reckers that contact Scenery get wrecked and removed from play.

SPRITE COMMON UNITS

Sprite Heavy Armor Infantry: 12 points per model

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
4 – 4 – 4 – 3 – 3 – 1 – 5 – 1 – 7

Plate Armor, Hand Weapon

Armor Save: 4+

Add: Shield +1 pt./model

Add: Additional Weapon +1 pt./model

Add: Double-hand Weapon +2 pt./model

Add Spear: +1 pt./model

Add: Crossbow +2 pt./model

Upgrade Banner

Sprite Crossbow Infantry: 13 points per model

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
4 – 4 – 4 – 3 – 3 – 1 – 5 – 1 – 7

Chain Armor, Crossbow, Hand Weapon

Armor Save: 5+

Add: Shield +1 pt./model

Upgrade Banner

Sprite Infantry: 11 points per model

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
4 – 4 – 4 – 3 – 3 – 1 – 5 – 1 – 7

Chain Armor, Hand Weapon, Scout

Armor Save: 5+

Add: Shield +1 pt./model

Add Spear: +1 pt./model

Add: Crossbow +2 pt./model

Upgrade Banner



Jinn Grimdark Scouts: 16 points per model

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
4 – 4 – 4 – 3 – 3(4) – 1 – 5 – 1 – 7

Grimdark Chain Armor, Hand Weapon, Hand Crossbow, Scout

Armor Save: 4+

Add: Shield +1 pt./model

Add: Crossbow +2 pt./model

Upgrade Banner

Sidhe Corsairs: 16 points per model

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
4 – 4 – 4 – 3 – 3 – 1 – 5 – 1 – 7

Chain Armor, Hand Weapon

Armor Save: 5+/6+ Quantum Save

Add: Additional Weapon +2 pt./model

Add: Hand Crossbow +2 pt./model

Upgrade Banner

Pech Spriggans: 13 points per model

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
4 – 4 – 4 – 3 – 3 – 1 – 5 – 1 – 7

Chain Armor, Hand Weapon, Bow, Scout

Armor Save: 5+

Add: Shield +1 pt./model

Add Spear: +1 pt./model

Upgrade Banner

Efreet Sentinels: 16 points per model

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
4 – 4 – 4 – 3 – 3 – 1 – 5 – 1 – 7

Chain Armor, Double-hand Weapon, Rend, Hate: Nix

Armor Save: 4+

Upgrade Banner

NIX HUMAN COMMON UNITS

All Units may Upgrade Banner

Sword 'n Board Infantry: 5 points per model
 Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
 $4 - 4 - 3 - 3 - 3 - 1 - 3 - 1 - 5$

Sword, Shield
 Armor Save: 6+
 Add: Leather Armor +1 pt./model
 Add Chain Armor: +2 pt./model
 Upgrade Banner

Great Weapon Infantry: 8 points per model
 Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
 $4 - 4 - 3 - 3 - 3 - 1 - 3 - 1 - 5$

Chain Armor, Double-hand Weapon, Hand Weapon
 Armor Save: 4+

Rifle Infantry: 7 points per model – *Human Only*
 Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
 $4 - 4 - 3 - 3 - 3 - 1 - 3 - 1 - 5$

Rifle, Hand Weapon
 Armor Save: –
 Add: Leather Armor +1 pt./model
 Add Chain Armor: +2 pt./model

Spear Infantry: 6 points per model

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha

$4 - 4 - 3 - 3 - 3 - 1 - 3 - 1 - 5$

Spear, Shield, Hand Weapon
 Armor Save: 6+
 Add: Leather Armor +1 pt./model

Archer Infantry: 6 points per model

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha

$4 - 3 - 4 - 3 - 3 - 1 - 3 - 1 - 5$

Bow, Hand Weapon
 Armor Save: –
 Add: Shield +1 pt./model
 Add: Leather Armor +1 pt./model

Crossbow Infantry: 6 points per model

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha

$4 - 3 - 4 - 3 - 3 - 1 - 3 - 1 - 5$

Crossbow, Hand Weapon
 Armor Save: –
 Add: Shield +1 pt./model
 Add: Leather Armor +1 pt./model
 Add Chain Armor: +2 pt./model
 Upgrade Banner

NIX UNDYING COMMON UNITS

Barrow Guardians: 17 points per model
 Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
 $4 - 4 - 2 - 3 - 4 - 1 - 3 - 1 - 6$

Chain Armor, Shield, Fear
 Wight weapons are Black Blades: d3 Wounds
 Armor Save: 4+
 Upgrade: Plate Armor +1 pt./model
 Add: Spear +1 pt./model
 Add: Double-hand Weapon +2 pt./model
 Upgrade Banner

Graveyard Ghouls: 5 points per model
 Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
 $4 - 3 - 3 - 3 - 3 - 1 - 3 - 1 - 5$

Claws, Fear
 Armor Save: –



Bone Infantry: 5 points per model

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha

$4 - 2 - 2 - 3 - 3 - 1 - 2 - 1 - 4$

Sword, Shield, Fear
 Armor Save: 6+
 Add: Leather Armor +1 pt./model
 Add Chain Armor: +2 pt./model
 Add Plate Armor: +3 pt./model
 Add: Spear +1 pt./model
 Add: Double-hand Weapon +2 pt./model
 Upgrade Banner

Revenants: 4 points per model

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha

$4 - 2 - 2 - 2 - 2 - 1 - 2 - 1 - 4$

Sword, Fear
 Armor Save: –
 Add: Leather Armor +1 pt./model
 Add Chain Armor: +2 pt./model
 Add: Shield +1 pt./model
 Add: Spear +1 pt./model

SWARMS

Common Unit – Skirmish Formation

Swarms do not count towards Minimum Common Unit percentage required.

Some Nations have mobs of minions that cannot be organized. These zergs of mindless hordes are often herded into battle to block opponents and generally hinder the way. Swarms may not include a Sergeant, Banner, or Musician. Independents may not Attach to Swarms. Swarms are unruly, disorganized masses and do not gain Unmodified Saves due to Nation bonus.

0–1 Swarms: Swarms count towards Common Unit cost but do not count towards Minimum Common Unit percentage required. Swarms may not be equipped or Upgraded.

SWARMS

Swarms are +60 points each base.

Swarms do not block Line of Sight.

Swarms base minimum: 50mm x 50mm.

Swarms consist of 1 minimum base.

No Nation Bonus.

Swarm Special Rule

Swarm – does not block Line of Sight: +10 points

Stomp: -2 points Unbreakable: +5 points

0–1 Special Rule +3 points: Haze, Petrify, Rend, Frenzy, Strike First

Jackalopes: 60 points per model

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha

4 – 2 – 2 – 2 – 2 – 3 – 3 – 3 – 4

Swarm, Frenzy

Armor Save: –

Special Units

Limited Quantity

After you have your core Units, it is time to get specialists to aid your cause. Some Units have special abilities or training that sets them above the common foot-soldier. To represent this, your Army may be equipped with the equipment and Abilities below. There are limitations on how many Upgrades and what kind of Special Units can be taken. Upgrades are only able to be taken once per Unit: Upgrades do not stack.

Creating a Unit

Choose a Nation the Unit will be and multiply the base cost by the number of models.

A Special Unit may contain:

Minimum 5 Models per Unit

LARGE Models: Minimum 3 Models per Unit

A Special Unit may contain:

0–1 Banner: +8 points

0–1 Musician: +8 points

0–1 Sergeant: +8 points

0–4 Cavalry: Heavy Mounts

0–4 Cavalry: Scout Mounts

0–4 Scout Infantry Units

Special Units may be equipped with:

Assault Weapons

Hand Weapon: +0 points

Included

Additional Weapon: +2 point

+1 Attack

Double-handed Weapon: +4 points

-1 Initiative & +2 Strength

Spear:

+2 points

Foot: Fight 2 ranks, +1 Strength vs Assault

Spear: +2 points

Mounted: +1 Strength on Assault

Lance: +4 point

Mounted: +1 Strength on Assault, Rend

Pike: +6 point

Foot: Fight 3 ranks, +1 Strength vs Assault

Missile Weapons

Bow:	+4 point
24 inch range, Str 4	
Hand Crossbow:	+6 point
16 inch range, Str 4, <i>Shoot in Assault</i>	
Crossbow:	+4 point
16 inch range, Str 5	
Pistol:	+6 point
16 inch range, Str 4, <i>Shoot in Assault</i>	
Rifle:	+6 point
24 inch range, Str 5	

Armor

Shield:	+2 points cannot be used by Scientists	+1 Armor Save –
Custom Armor:	+1 point	+1 Armor Save
Leather Armor:	+2 points	+1 Armor Save
Chain Armor:	+4 point	+2 Armor Save
Plate Armor:	+6 point	+3 Armor Save – <i>cannot be used by Scientists or Rogues</i>

Special Unit Special Abilities – Units

0–3 Special Ability Upgrade x1: Infantry and/or Cavalry	
0–1 Special Ability Upgrade x2: Infantry and/or Cavalry	
0–1 Elite Guard: Stubborn, +1 Strength, +1 Constitution: +5 points per model	
0–1 Zealot: Unbreakable, Frenzy, +1 Strength, +1 Constitution: +7 points per model	

Special Unit Ability Upgrade Point Cost

+1 Charisma: +2 points per model (Once per Unit)
+1 Attack: +1 point per model
+1 Initiative: +1 point per model
+1 Hit Point: +2 points per model (Once per Unit)
+1 Constitution: +2 points per model (Once per Unit)
+1 Strength: +2 points per model
+1 Accuracy: +1 point per model
+1 Discipline: +1 point per model
+1 Movement: +1 point per model
+2 Armor Save: +5 points per model
+1 Armor Save: +3 points per model
Strike First: +3 points per model
Cause Terror: +3 points per model
Stubborn: +3 points per model
Cause Fear: +2 points per model
Fearless: +2 points per model
0–2 Hatred: +3 points per model
0–2 Frenzy: +2 points per model
0–2 Rend: +2 points per model
0–2 Petrify: +2 points per model
0–2 Haze: +2 points per model
0–4 Scout: +1 points per model

IMP MOUNTS

Hound: +8 points
Move – Disc – Acc – Str – Con – HP – Init – Att – Cha 9 – +0 – +0 – +0 – +0 – +0 – +1 – +0
Scout: +1 Armor Save

Bear: +14 points

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha 7 – +0 – +0 – +1 – +1 – +1 – +0 – +1 – +0
Heavy: +2 Armor Save

Goat: +14 points

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha 6 – +0 – +0 – +1 – +1 – +1 – +0 – +1 – +0
Heavy: +2 Armor Save

HOB MOUNTS

Fowl: +12 points
Move – Disc – Acc – Str – Con – HP – Init – Att – Cha 2d6 – +0 – +0 – +1 – +1 – +1 – +0 – +1 – +0
Heavy: +2 Armor Save

Wolf: +8 points

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha 9 – +0 – +0 – +0 – +0 – +0 – +1 – +1 – +0
Scout: +1 Armor Save

Boar: +14 points

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha 7 – +0 – +0 – +1 – +1 – +1 – +0 – +1 – +0
Heavy: +2 Armor Save

SPRITE MOUNTS

Horse: +7 points
Move – Disc – Acc – Str – Con – HP – Init – Att – Cha 8 – +0 – +0 – +0 – +0 – +0 – +0 – +1 – +0
Scout: +1 Armor Save

Warhorse: +14 points

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha 7 – +0 – +0 – +1 – +1 – +1 – +0 – +1 – +0
Heavy: +2 Armor Save

Velociraptor: +20 points—Jinn Only

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha 7 – +0 – +0 – +1 – +1 – +1 – +0 – +1 – +0
Fear, Heavy: +2 Armor Save

NIX MOUNTS

Horse: +7 points
Move – Disc – Acc – Str – Con – HP – Init – Att – Cha 8 – +0 – +0 – +0 – +0 – +0 – +0 – +1 – +0
Scout: +1 Armor Save

Warhorse: +14 points

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha 7 – +0 – +0 – +1 – +1 – +1 – +0 – +1 – +0
Heavy: +2 Armor Save

IMP SPECIAL UNITS

Dwarf Veterans: 16 points per model

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
 3 – 5 – 3 – 4 – 4 – 1 – 3 – 1 – 8

Chain Armor, Shield, Hand Weapon

Armor Save: 4+

Upgrade Banner

Dwarf Armored Guardians: 21 points per model

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
 3 – 5 – 3 – 4 – 4 – 1 – 3 – 1 – 8

Plate Armor: +1 Armor Save Upgrade, Shield, Hand Weapon, Stubborn

Armor Save: 2+

Upgrade Banner

Dwarf Zealots: 13 points per model

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
 3 – 4 – 3 – 4 – 5 – 1 – 2 – 2 – 7

Hand Weapon, Unbreakable, Frenzy

Armor Save: –

Add: Additional Weapon +2 pt./model

King's Guard: 16 points per model

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
 3 – 5 – 3 – 4 – 4 – 1 – 3 – 1 – 8

Plate, Shield, Hand Weapon

Armor Save: 3+

Add: Double-hand Weapon +2 pt./model

Upgrade Banner

Chibi Hound Cavalry: 13 points per model

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
 9 – 2 – 4 – 2 – 3 – 1 – 5 – 2 – 6

Hand Weapon, Scout

Armor Save: 6+

Add: Spear +1 pt./model

Add: Bow +1 pt./model

Add: Shield +1 pt./model

Add: Leather Armor +1 pt./model

Upgrade Banner

Ogre Hunter: 49 points – Independent—Unique

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
 6 – 3 – 4 – 4 – 4 – 3 – 3 – 2 – 5

Hand Weapon, Leather Armor, Hunter, Large

Armor Save: 6+

Add: Spear +1 pt./model

Add: Shield +1 pt./model

Add: Crossbow +2 pt./model

Add: Rifle +3 pt./model

Oni Freesword: 26 points per model

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
 6 – 3 – 4 – 4 – 3 – 2 – 3 – 2 – 6

Hand Weapon, Leather Armor, Large

Armor Save: 6+

Add: Additional Weapon +2 pt./model

Add: Pistol +3 pt./model

Add: Rifle +3 pt./model

Add: Shield +1 pt./model

Upgrade: Chain Armor +1 pt./model

0–1 Upgrade: Plate Armor +2 pt./model

HOB SPECIAL UNITS

Orc Boar Cavalry: 22 points

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
 7 – 4 – 3 – 4 – 5 – 2 – 2 – 2 – 6

Hand Weapon, Chain Armor, Heavy, Disgruntled

Armor Save: 3+

Add: Shield +1 pt./model

Add: Spear +1 pt./model

Add: Additional Weapon +2 pt./model

Upgrade Banner

Bugbear Wolf Cavalry: 11 points

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
 9 – 3 – 3 – 3 – 3 – 1 – 3 – 2 – 5

Hand Weapon, Scout, Disgruntled

Armor Save: 6+

Add: Spear +1 pt./model

Add: Shield +1 pt./model

Add: Leather Armor +1 pt./model

Add: Bow +1 pt./model

Upgrade Banner

Fowl Herders: Minimum 5 Models – Skirmish Only

2 Goblins to 1 Fowl Ratio or –2 Cha

Goblins x2: 6 points

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
 4 – 2 – 3 – 2 – 2 – 1 – 2 – 1 – 4

Fowl-Be-Cool Stick, Leather Armor, Hunter

Immune to Petrify, Armor Save: 6+

Fowls x1: 27 points

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
 7 – 4 – 2 – 5 – 3 – 2 – 1 – 3 – 4

Pack, Petrify

Armor Save: 6+

Additional Goblins: 3 pt./model

Additional Fowls: 27 pt./model

Goblin Fowl Cavalry: 16 points per model

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
 2d6 – 2 – 3 – 3 – 3 – 2 – 2 – 2 – 4

Hand Weapon, Spear, Shield, Heavy, Immune to Petrify

Armor Save: 5+

Add: Leather Armor +1 pt./model

SPRITE SPECIAL UNITS

Heavy Cavalry: 30 points per model

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
 7 – 4 – 4 – 4 – 4 – 2 – 5 – 2 – 7

Plate Armor, Shield, Hand Weapon, Heavy

Armor Save: 2+

Add: Lance +4 pt./model

Add: Hand Crossbow +6pt./model

Upgrade Banner

Velociraptor Cavalry: 36 points per model

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
 7 – 4 – 4 – 4 – 4 – 2 – 5 – 2 – 7

Plate Armor, Shield, Hand Weapon, Heavy

Velociraptor Mount: Fear

Armor Save: 2+

Add: Lance +4 pt./model

Add: Hand Crossbow +6 pt./model

Upgrade Banner

Scout Cavalry Lancers: 23 points per model

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
 8 – 4 – 4 – 3 – 3 – 1 – 5 – 2 – 7

Chain Armor, Lance, Hand Weapon, Scout

Armor Save: 4+

Add: Hand Crossbow +3 pt./model

Upgrade Banner

Firebird: 30 points per model—Unique

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
 4 – 4 – 2 – 4 – 4 – 2 – 2 – 1 – 7

Claws, Fly

Armor Save: -/6 Quantum Save

25mm x 25mm base, Minimum 5, ETPN

0-1 Hired Killer: 35 points – Attached to a Unit – Unique

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
 4 – 9 – 9 – 6 – 4 – 1 – 9 – 2 – 9

Assassin: Surprise!, Strike First, Poison Weapon

Armor Save: –

Add: Additional Hand Weapon +2 pt.

Add: Double-hand Weapon +2 pt.

Add: Spear +1 pt.

Add: Lance +2 pt.

Add: Pike +3 pt.

Add: Bow +2 pt.

Add: Hand Crossbow +3 pt.

Add: Pistol +3 pt.

Add: Rifle +3 pt.

Add: Shield +1 pt.

Add: Leather Armor +1 pt.

Add: Chain Armor +2 pt.

Add: Plate Armor +3 pt.

Twilight Guardians: 18 points per model

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
 4 – 4 – 4 – 3(5)– 3 – 1 – 5(4)– 1 – 7

Plate Armor, Hand Weapon, Double-hand Weapon

Armor Save: 4+

Upgrade Banner

Dawn Guardians: 19 points per model

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
 4 – 4 – 4 – 3 – 3 – 1 – 5 – 2 – 7

Plate Armor: +1 Armor Save Upgrade, Shield

Hand Weapon

Armor Save: 2+

Upgrade Banner

Night Guardians: 19 points per model

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
 4 – 4 – 4 – 3(5)– 3 – 1 – 5(4)– 1 – 7

Plate Armor, Hand Weapon

Guardian Glaive: 1d3 Wounds

Armor Save: 4+

Upgrade Banner

Blade Dancers: 15 points per model

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
 4 – 4 – 4 – 4 – 4 – 1 – 5 – 1(2) – 7

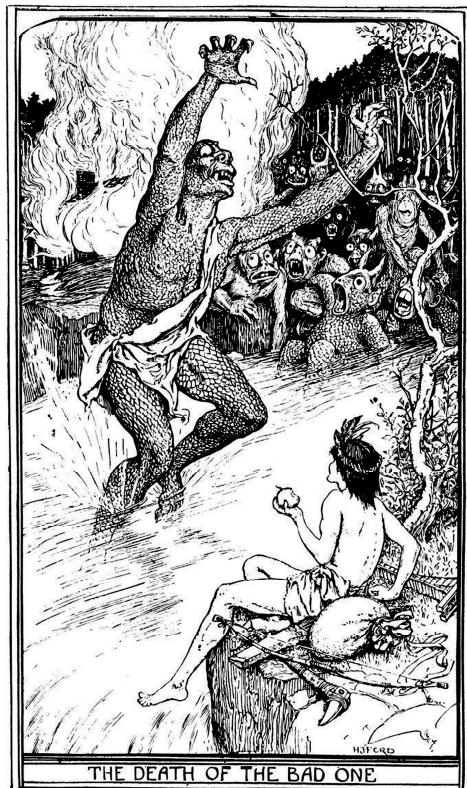
Hand Weapon, Unbreakable, Frenzy

Armor Save: –

Add: Additional Hand Weapon +1 pt./model

Add: Chain Armor +2 pt./model

Upgrade Banner



NIX SPECIAL UNITS

Great Weapon Cavalry: 30 points per model

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
 7 – 5 – 4 – 4(6)– 4 – 2 – 3(2)– 2 – 6

Plate Armor, Double-hand Weapon, Heavy

Armor Save: 2+

Upgrade Banner

Heavy Cavalry Lancers: 32 points per model

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
 7 – 5 – 4 – 4 – 4 – 2 – 3 – 2 – 6

Plate Armor, Shield, Lance, Hand Weapon, Heavy

Armor Save: 2+

Upgrade Banner

Scout Rifle Cavalry: 17 points per model

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
 8 – 3 – 4 – 3 – 3 – 1 – 3 – 1 – 5

Chain Armor, Hand Weapon, Rifle, Scout

Armor Save: 4+

Add: Pistol +3 pt./model

Upgrade Banner

Scout Cavalry Lancers: 17 points per model

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
 8 – 4 – 3 – 3 – 3 – 1 – 3 – 2 – 5

Leather Armor, Shield, Hand Weapon, Spear, Scout

Armor Save: 4+

Upgrade Spear to Lance: +2 points

0–1 Upgrade Banner

Scout Cavalry Archers: 19 points per model

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
 8 – 3 – 4 – 3 – 3 – 1 – 3 – 2 – 5

Leather Armor, Shield, Hand Weapon, Bow, Scout

Armor Save: 4+

Heavy Infantry: 14 points per model

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
 4 – 5 – 4 – 3 – 3 – 1 – 3 – 1 – 6

Plate Armor, Shield, Hand Weapon

Armor Save: 3+

Upgrade Banner

Zealots: 11 points per model

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
 4 – 3 – 4 – 3(4)– 4 – 1 – 3 – 1(2)– 5

Unbreakable, Frenzy, Hand Weapon

NIX UNDYING SPECIAL UNITS

Wight Knights: 32 points per model

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
 7 – 4 – 2 – 4 – 4 – 2 – 3 – 2 – 6

Chain Armor, Fear, Heavy

Black Blade Spear: d3 Wounds

Armor Save: 3+

Add: Shield +2 pt./model

Upgrade: Lance +1 pt./model

Upgrade Banner

Bone Knights: 12 points per model

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
 8 – 2 – 2 – 3 – 3 – 1 – 2 – 2 – 4

Sword, Fear, Scout

Armor Save: 6+

Add: Double-hand Weapon +2 pt./model

Add: Spear +1 pt./model

Add: Leather Armor +1 pt./model

Add: Chain Armor +2 pt./model

Add: Shield +1 pt./model

Upgrade Banner

Lycanthropes: 20 points per model

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
 4 – 4 – 3 – 4 – 4 – 1 – 4 – 2 – 6

Tooth and Claw, Unbreakable

--Choose Type--

Wolf: 5+ Armor Save, Frenzy, Fear

Rat: 6+ Armor Save, -1 to be Hit, Fear

Badger: 4+ Armor Save, Fear



Beast Units

Beast Units: 0–25%

Up to a quarter of the total points value of the Army may be spent on Beast Units. This includes Heavy Machine Beast Units, Beast Model Monsters, and War Beast Units. Beast Mounts ridden by Avatars are included in Avatar restrictions.

Heavy Machine Beast Unit: 1 Heavy Machine + 3 Infantry Crew. Skirmish formation only.

War Wagon Beast Unit: 1 War Wagon + 2–4 Infantry Crew. Single model Unit.

Beast Model Unit: 1 Beast. Disgruntled Special Rule. May Attach to a Hunter. Skirmish formation only.

Beast Tamer Unit: 1 Beast + 3 Infantry Escorts. Disgruntled Special Rule. Choose Beast and Nation to escort. Escorts armed with Spears. Skirmish formation only. Disgruntled test against Escort Charisma.

Add: Shield +1 pt./model

Heavy Machines

Heavy Machines

Heavy Machines includes the Catapults, Ballistae, and other large weapons of warfare—including the War Wagons used by strategic Nations. Some creatures of size and fearsome ability are tamed to assist with moving these Heavy Machines. Some of these weapons have a crew to maintain the weaponry or move it to required location. Because of the relatively untested nature of these new inventions, there is still a small chance of a mishap occurring.

Engineers

Some Heavy Machines are accompanied by trained caretakers who tend to these metal beasts of war. A Heavy Machine Beast Unit may add an Engineer to their Unit. A Unit with an Engineer may pre-measure before Shooting. Add the Engineer bonuses to the Unit the Engineer is Attached.

Engineer: Move – Disc – Acc – Str – Con – HP – Init – Att – Cha

+15 points +0 – +0 – +1 – +0 – +0 – +0 – +1 – +1

Reroll Misfire, Pre-measure Allowed

Heavy Machine Beast Units

Many Nations use lumbering machinations or scientific inventions in combat. A Heavy Machine Unit contains a crew of 3 models plus a Heavy Machine. Heavy Machines are based on a 50mm by 50mm base or larger, with the Crew mounted on appropriate size base. The entire Unit is in Skirmish formation and is treated as an entire Unit. Replace the Constitution and Hit Points with the Nation base stat to determine Unit stats. When the Unit is reduced to zero (0) Hit Points the Unit is considered Destroyed for Objective Point purposes. If the Unit crew is Fleeing at the end of the Game, the Unit is considered Destroyed for Objective Point purposes.

Heavy Machines cannot Attach to Units. Independent Avatars can Attach to Heavy Machine Units. Skirmish formation only.

Gunpowder Heavy Machine Beast Units

Mortar: Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
 100 points +0 – +0 – +0 – +0 – 6 – 5 – +0 – +0 – +0
 12 inch to 60 inch range – 2d4 Str 4 Hits, 1d4 Str 6 Hits – No Armor Save,
 Guess Range, Beast Unit

Cannon: Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
 100 points +0 – +0 – +0 – +0 – 7 – 6 – +0 – +0 – +0
 60 inch range – 1d4+1 Str 10 Hits – No Armor Save, Guess Range, Beast Unit

Multi-cannon: Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
 100 points +0 – +0 – +0 – +0 – 6 – 5 – +0 – +0 – +0
 12 inch to 24 inch range – 2d4 Str 5 Hits – No Armor Save, Guess Range, Beast Unit

Heavy Machine Beast Units

Imp Crock Pot: Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
 55 points +0 – +0 – +0 – +0 – 5 – 6 – +0 – +0 – +0
 12 inch to 36 inch range – 2d4 Str 3 Hits, 1d4 Str 4 Hits – No Constitution Save,
 Guess Range, Beast Unit

Catapult: Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
 75 points +0 – +0 – +0 – +0 – 7 – 6 – +0 – +0 – +0
 12 inch to 48 inch range – 1d4+1 Str 10 Hits – No Armor Save, Guess Range, Beast Unit

Giant Matchlock/

Giant Crossbow: Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
 55 points +0 – +0 – +0 – +0 – 5 – 4 – +0 – +0 – +0
 48 inch range – 1d4+1 Str 6 Shots – No Armor Save, Beast Unit

Roll number of Shots fired, then roll To Hit for each Shot fired.

Giant Matchlock: Use Gunpowder Heavy Machine Table

Giant Crossbow: Use Heavy Machine Table

IMP HEAVY MACHINES

Imp Cannon: 118 points per model

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
 3 – 4 – 3 – 3 – 7 – 6 – 2 – 1 – 7

3 Dwarf Crew: 3 Attacks (Assault), Armor Save: –

Add: Leather Armor +1 pt./model

60 inch range – 1d4+1 Str 10 Hits

No Armor Save, Guess Range, Beast Unit

Chibi Crock Pot: 70 points per model

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
 4 – 2 – 4 – 2 – 5 – 6 – 5 – 1 – 6

3 Chibi Crew: 3 Attacks (Assault), Armor Save: –

Add: Leather Armor +1 pt./model

12 inch to 36 inch range – 2d4 Str 3 Hits, 1d4 Str 4 Hits,

No Constitution Save, Guess Range, Beast Unit

SPRITE HEAVY MACHINES

Sprite Arquebus: 79 points per model

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
 4 – 4 – 4 – 3 – 7 – 6 – 5 – 2 – 7

3 Sprite Crew: 3 Attacks (Assault), Armor Save: –

Add: Chain Armor +2 pt./model

48 inch range – 1d4+1 Str 4 Shots

No Armor Save, Beast Unit

Use Gunpowder Heavy Machine Table

HOB HEAVY MACHINES

Rock Chucker: 84 points per model

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
 4 – 3 – 3 – 3 – 7 – 6 – 2 – 1 – 5

3 Bugbear Crew: 3 Attacks (Assault), Armor Save: –
 Disgruntled

Add: Engineer +10 pt.

Add: Leather Armor +1 pt./model

12 inch to 48 inch range – 1d4+1 Str 10 Hits

No Armor Save, Guess Range, Beast Unit

NIX HEAVY MACHINES

Nix Mortar: 112 points per model

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
 4 – 3 – 3 – 3 – 6 – 5 – 3 – 1 – 5

3 Militia: 3 Attacks (Assault), Armor Save: –

Add: Leather Armor +2 pt./model

12 inch to 60 inch range – 2d4 Str 4 Hits, 1d4 Str 6 Hits

No Armor Save, Guess Range, Beast Unit



War Wagon Units

Heavy Machine Beast Unit: Skirmish Formation

Rampaging wheeled vehicles of destruction drawn or propelled into battle by various mounts or crewed by warriors armed to the teeth. Some Nations even tame behemoths to plow into battle for them. War Wagons are based on a 50mm by 100mm base with crew mounted inside. War Wagons cannot Attach to any Unit. War Beasts with the Pack Special Rule may Attach to one model with the Hunter Special Rule. Unit cohesion must be maintained. Avatars can mount a War Wagon as part of their Upgrade unless otherwise mentioned. War Wagon models are Independent. All attacks and defenses are determined by the combined stat-line of the War Wagon and Nation.

To create a War Wagon Unit, choose the Nation that will be driving the War Wagon. Use the Stat bonuses to portray the enhanced armor and Assault capabilities of the War Wagon used by your chosen Nation. As you need someone to crew these war machines, add in the cost of two (2) drivers to the point cost of the War Wagon or Chariot. Nation choice must be the same type.

For example, HOBs are chosen as Nation with this War Wagon being driven by Goblins.

Goblin: Move – Disc – Acc – Str – Con – HP – Init – Att – Cha

2 points 4 – 2 – 3 – 2 – 2 – 1 – 2 – 1 – 4

2 Goblins = 4 points total

And the Upgrade is applied along with the cost of the two (2) drivers:

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha

Goblin War Wagon 8 – 2 – 3 – 3 – 4 – 7 – 2 – 5 – 6

War Wagon +4 – +0 – +0 – +1 – +2 – +5 – +0 – +3 – +2

Goblin Crew x2 4 – 2 – 3 – 2 – 2 – 1(x2) – 2 – 1(x2) – 4

Cost of the War Wagon Upgrade (+150) is added to the cost of the two (2) drivers (2x2=4) for a total of 154 points.

Add +1 attack and +1 Hit Point to the War Wagon profile to reflect each crew member. A War Wagon with two crew members would add 2 points to Attacks and Hit Points, while a War Wagon with four (4) crew members would add 4 points to Attack and Hit Points on the War Wagon profile.

Battle Train: +200 points – Dwarf and Human Only

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha

+2 – +0 – +0 – +1 – 7 – +6 – -1 – +2 – +2

4+ Armor Save, 1d4+1 Str 6 Impact Hits, Beast Unit

Multi-cannon: 30 inch range – 1d6 Str 4 Hits

No Armor Save, Guess Range

Quantum Engine: +200 points – Sprite Only

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha

+2 – +0 – +0 – +1 – 7 – +6 – -1 – +2 – +2

4+ Armor Save, 1d4+1 Str 6 Impact Hits, Beast Unit

Lightning Rod: 30 inch range – 1d6 Str 4 Hits

No Armor Save, Guess Range

Battle Wagon: +150 points

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha

+4 – +0 – +0 – +1 – +2 – +5 – +0 – +3 – +2

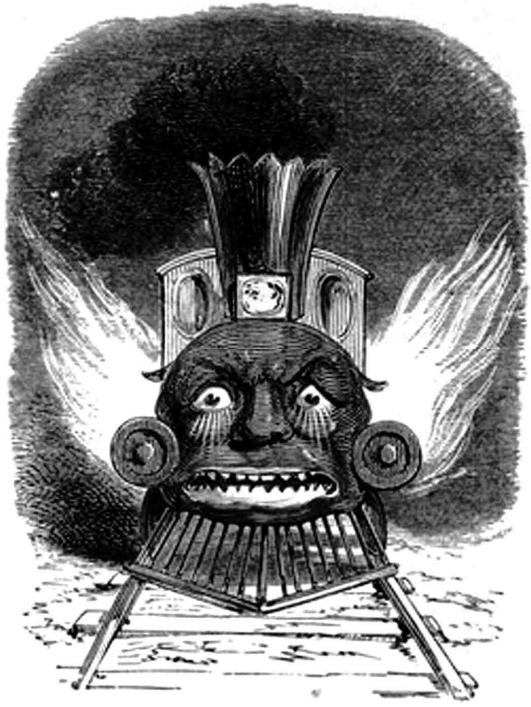
4+ Armor Save, 1d4+1 Str 6 Impact Hits, Beast Unit

Chariot: +65 points

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha

+4 – +0 – +0 – +0 – +2 – +3 – +0 – +2 – +1

5+ Armor Save, 1d4+1 Str 4 Impact Hits, Beast Unit



IMP WAR WAGONS

Imp Pain Train: 212 points per model – *Dwarf Only*
 Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
 6 – 4 – 3 – 4 – 7 – 8 – 2 – 4 – 8
 4+ Armor Save, Heavy, 1d4+1 Str 6 Impact Hits
 Beast Unit
 Multi-cannon: 30 inch range – 1d6 Str 4 Hits
 No Armor Save, Guess Range

SPRITE WAR WAGONS

Sprite Quantum Engine: 216 points per model
 Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
 6 – 4 – 4 – 4 – 7 – 7 – 4 – 3 – 9
 4+ Armor Save, 1d4+1 Str 6 Impact Hits, Beast Unit
 Lightning Rod: 30 inch range – 1d6 Str 4 Hits
 No Armor Save, Guess Range

Sprite Chariot: 81 points per model

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
 8 – 4 – 4 – 3 – 5 – 4 – 5 – 3 – 8
 5+ Armor Save, 1d4+1 Str 4 Impact Hits, Beast Unit

Some beasts are captured and trained to act as living War Wagons in battle.

War Beasts are on 50mm x 100mm bases or larger.

War Beasts follow the same rules as War Wagons. War Beasts cannot carry a Crew.

War Beasts with Pack can Attach to a Hunter.

War Beasts are subject to the Disgruntled Special Rule.

Land Shark: 104 points per model

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
 7 – 5 – 2 – 5 – 5 – 6 – 2 – 5 – 6
 4+ Armor Save, 2d4 Str 6 Impact Hits
 Disgruntled, Pack, Beast Unit

Giant Bug: 104 points per model

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
 7 – 5 – 2 – 6 – 5 – 6 – 3 – 4 – 6
 2+ Armor Save, 1d4+2 Str 6 Impact Hits
 Disgruntled, Pack, Beast Unit

Giant Snail: 117 points per model

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
 6 – 5 – 2 – 5 – 5 – 6 – 1 – 5 – 7
 3+ Armor Save, 2d4 Str 6 Impact Hits
 Disgruntled, Pack, Beast Unit

HOB WAR WAGONS

Bugbear Wolf Chariot: 71 points per model
Must have one (1) Bugbear Unit in Army to include
 Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
 8 – 3 – 3 – 3 – 5 – 4 – 3 – 4 – 6
 5+ Armor Save, 1d4 Str 4 Impact Hits, Beast Unit
 Disgruntled

NIX HUMAN WAR WAGONS

Nix Ironsides: 158 points per model – *Living Nix Only*
 Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
 8 – 4 – 3 – 4 – 5 – 7 – 3 – 4 – 8
 4+ Armor Save, 1d4+1 Str 6 Impact Hits, Beast Unit

NIX UNDYING WAR WAGONS

Funeral Coach: 73 points per model – *Undying Only*
 Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
 8 – 4 – 2 – 4 – 6 – 8 – 3 – 4 – 6
 5+ Armor Save, 1d4+1 Str 4 Impact Hits, Beast Unit
 Fear

War Beasts



Monstrous Beasts

Some fantastic and deadly Beasts are tamed as Mounts by the fearless individuals seeking acclaim. Some creatures—like Giants and Trolls—hire out their services to the highest bidder. The monsters listed here can be used in all Armies by all Nations. Avatars mounted on Beast Mounts cannot Attach to Units. Beast Mounts combine their ferocity and resilience with their Rider, providing bonuses to those brave enough to ride them.

Beast Models and Beast Mounts are on 50mm+ bases. Beast Model Units are Disgruntled.

Beast Tamer Unit: 1 Beast + 3 Infantry. Disgruntled Special Rule. Choose Beast and Nation to escort. Escorts armed with Spears. Skirmish formation only. Disgruntled test against Escort Charisma.

Add: Shield +1 pt./model

SPRITE BEAST TAMERS

War Beast + Tamers x3: 150 points per Unit

Hydra: Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
6 – 4 – 2 – 5 – 6 – 7 – 3 – 5 – 7

6+ Armor Save, Fear, Stubborn, Disgruntled, Beast Unit

Sprites x3: Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
4 – 4 – 4 – 3 – 3 – 1 – 5 – 1 – 7

Spear

Armor Save: –

Add: Shield +1 pt./model

BEASTS

Cockatrice: 95 points

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
6 – 3 – 2 – 4 – 4 – 2 – 4 – 3 – 5

5+ Armor Save, Petrify, Fly, Beast Unit

Mount UP:

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
6 – +0 – +0 – +1 – +1 – +1 – +2 – +1

+2 Armor Save, Petrify, Fly, Beast Unit

Griphon: 260 points

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
6 – 7 – 2 – 7 – 7 – 8 – 7 – 8 – 8

5+ Armor Save, Fear, Rend, Stubborn, Fly, Beast Unit

Mount UP:

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
6 – +2 – +0 – +2 – +2 – +4 – +2 – +4 – +2

+2 Armor Save, Fear, Rend, Stubborn, Fly, Beast Unit

Wyvern: 290 points

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
6 – 7 – 2 – 7 – 7 – 8 – 7 – 8 – 8

5+ Armor Save, Fear, Rend, Stubborn, Fly, Beast Unit

Mount UP:

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
6 – +2 – +0 – +2 – +2 – +4 – +3 – +4 – +2

+2 Armor Save, Fear, Rend, Stubborn, Fly, Beast Unit

Dragon: 780 points

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
6 – 8 – 8 – 8 – 8 – 9 – 6 – 9 – 9

2+ Armor Save, Terror, Rend, Stubborn, Fly, Beast Unit

Fireball: 12 inch range, 2d4 S6 Hits (*Shooting Phase*)

Mount UP:

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
6 – +3 – +3 – +3 – +3 – +5 – +2 – +5 – +2

+2 Armor Save, Terror, Rend, Stubborn, Fly, Beast Unit

Fireball: 12 inch range, 2d4 S6 Hits (*Shooting Phase*)

Elephant: 290 points

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
8 – 7 – 2 – 7 – 7 – 8 – 7 – 8 – 8

3+ Armor Save, Terror, Stubborn, Rend, Beast Unit

Mount UP:

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
6 – +2 – +0 – +2 – +2 – +2 – +0 – +4 – +2

+4 Armor Save, Terror, Stubborn, Rend, Beast Unit

Song of Roland (~1100 AD): war elephants

Army List Limits

Avatars

Avatars: 0–50%

Additional Avatars may be added to support Units or for tactical purposes. Up to half the points cost of the Army may be spent on Avatars. This includes points cost of Mounts and Beast Mounts ridden by Avatars.

Mercenaries

Mercenaries: 0–50%

Up to half the point cost of the Army may be spent on Mercenary Units. This includes Mercenary Avatars, Common Units, Special Units, and Beast Units.

In The Game of Kings many Nations hire out their services to others outside their own, often journeying about the Homeland as they fulfill their contracts. To portray these allied forces in your Army, you are allowed to take up to 50% of your points cost towards Allies. Remember: you must have at least 2 Common Units from your own Nation before you can take Mercenaries in your Army. Mercenaries can be from an allied Nation or traveling Mercenaries for Hire found below.

ALLIES

NIX

Humans: IMPS, SPRITES, NIX,

Mercenaries

Undying: IMPS, NIX, Sidhe, Jinn,

Mercenaries

IMPS

NIX, Sidhe, Efreet, Jinn,

Mercenaries

SPRITES:

Sidhe: NIX, IMPS, Efreet,

Mercenaries

Pech: HOBS, Humans, Jinn,

Mercenaries

Efreet: IMPS, Humans, Sidhe,

Mercenaries

Jinn: HOBS, NIX, IMPS,

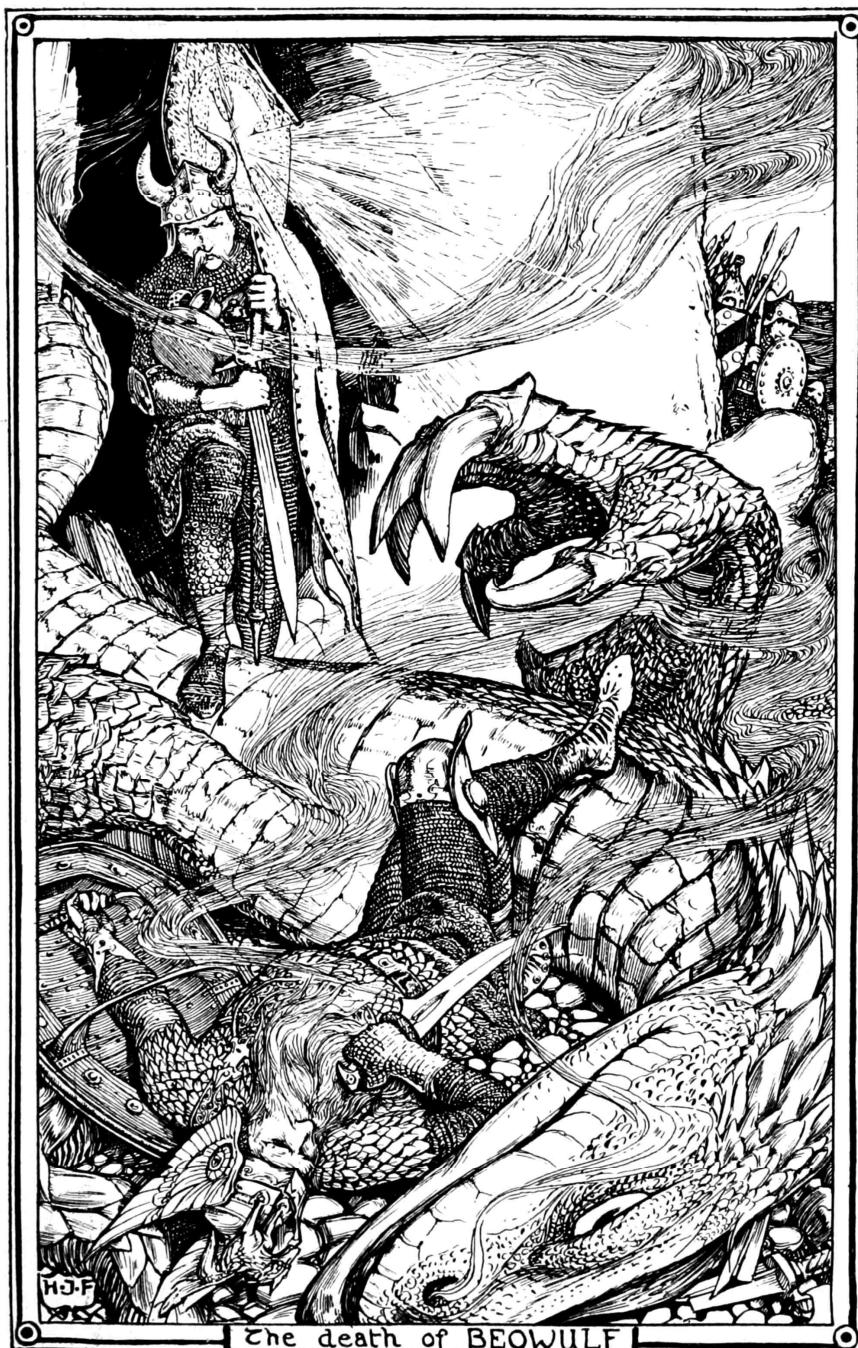
Mercenaries

HOBS

Jinn, Pech, Mercenaries

**Unless the entire Army
is comprised of the same Nation:**

**Mercenaries are subject
to the Disgruntled Special Rule.**



Mercenary Units

FIRBOLGS

Giant: 247 points per model – Single Model Unit

50mm x100mm base

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
6 – 5 – 4 – 6 – 5 – 6 – 3 – 3 – 8

Large, Fear, Stubborn, Disgruntled

Armor Save: 4+

Giant Club: Giants carry a large makeshift club to batter opponents. 1d8 Str 6 Hits per Attack. Assault only.

Menhir: Giants pick up large boulders and heave them at their opponents. 12 inch range. 1d4 Str 8 Hits.

Shooting only.

Trolls: 42 points per model – One Type per Unit

50mm x 50mm base – Minimum 1

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
6 – 3 – 1 – 5 – 4 – 4 – 1 – 3 – 5

Large, Stubborn, Disgruntled

Heal: 4+

—Choose Type—

Swamp: -1 To Be Hit, 5+ Armor Save, Fear

Rock: 4+ Armor Save, Fear

Bridge: 5+ Armor Save, Frenzy, Fear

NIX

Golems: 40 points per model – Minimum 3

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
6 – 4 – 2 – 4 – 5 – 3 – 2 – 2 – 4

Large, Pack, Fear, Disgruntled

Armor Save: 5+

Abominations: 40 points per model – Minimum 3

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
6 – 2 – 4 – 4 – 4 – 3 – 3 – 2 – 4

Large, Pack, Fear, Disgruntled

Armor Save: 6+

Gastric Spray: 18 inch range, 1d4 Str 5 Hits, Shooting Only

IMPS

Ogre Mercs: 45 points per model – Minimum 3

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
6 – 3 – 2 – 4 – 3 – 3 – 3 – 2 – 5

Large, Hunter, Disgruntled

Add: Additional Hand Weapon +2 pt.

Add: Double-hand Weapon +2 pt.

Add: Spear +1 pt.

Add: Pike +3 pt.

Add: Shield +1 pt.

Add: Chain Armor +2 pt.

Add: Plate Armor +3 pt.

PACKS – 25mm x 50mm Base – Minimum 3

Dire Beasts: 25 points per model

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
8 – 4 – 1 – 5 – 4 – 2 – 2 – 3 – 4

5+ Armor Save, Pack

—Choose Type—

Wolves: Haze

Tigers: Rend

Komodo Dragons: Petrify

Scarabs: Fear

Cobras: Strike First



CHARISMA

Charisma Checks

Knowing your opponent's abilities is half the battle. Knowing the limitations of your own abilities helps with the rest. Even in the best of circumstances something could go awry, and the best-laid plans can be rerouted. Who leads your Units, or the Generals whose influence extends far, will make the difference between Units holding their ground or running! Your Units will use their Leader's Charisma to lead the charge—and not lose heart in battle when faced with terrors once thought unknown. Below you will find examples of those situation, and how to deal with them in Game to continue the Story along. There will be ways to boost Charisma or extend its range within each Army to utilize to maximum effort.

An Avatar's Charisma is capped at 10 and cannot be boosted further.

Charisma Checks

Charisma Checks can be taken at the end of Assault to determine if a Unit holds its ground or runs. Charisma Checks can also be taken when a Special Ability is used, or a friendly Unit is destroyed nearby. Charisma Checks are also taken at the beginning of a Turn to see if Units rally or keep running off the battlefield!

How To Charisma Check: roll one d12 and compare it to the Charisma of the Unit leader making the check—after modifiers. If the number shown on the die is equal to or less than the Charisma of the Unit leader—after modifiers—then the Charisma Check is passed and the Unit upholds its commands. If the number shown on the die is greater than the Charisma of the Unit leader—after modifiers—then the Charisma Check fails and the Unit may find themselves running away in horror!

Charisma Check: roll 1d12

Equal to or less = Pass

Greater than = Fail

Using Rider's Charisma

When your model is on a Mount, the model will have a combined Charisma to portray the enhanced esteem and control required that comes with being among the mounted forces. When in doubt: use Superior Charisma.

Using Superior Charisma

When a Charisma Check is required, the Unit or Model will use the best Charisma available to them. When an Independent Attaches to a Unit, or the General is nearby, the Unit will use the highest Charisma available when taking Charisma Checks. You will find your Avatars have higher Charisma than the Unit leaders and will benefit when they Attach. Pack Units are an ETPN and may only use their Charisma or the Charisma of a Hunter Attached to the Pack Unit.

Movement Phase Charisma Checks

During your Movement Phase you will have opportunity to rally Units or take Charisma Checks based on Special Rules or events on the battlefield.

Panic

Charisma Check at end of Phase

Pass: Hold Ground

Fail: Flee

During the course of battle, the loss of a fight or facing a monstrous opponent can make even the most hardened warrior feel fear. To represent this blind panic that can disrupt entire Armies, Units must take a Charisma Check at the end of a Phase when the following events occur:

The Unit loses 25% or more Hit Points

When a Unit loses 25% or more models or Hit Points than it started a Phase with—excluding the Assault Phase—it must take a Charisma Check at the end of the Phase. If the test is failed, the Unit flees towards their Table edge in the safest path possible. The Hit Points could come from multiple sources during the Phase—like in the Science and/or Shooting Phases—so conduct the Charisma Check at the end of the Phase when all damage is meted out.

A fellow Unit within 6 inches breaks from Assault.

If a fellow Unit with a Unit Strength of 5 or more Breaks in Assault, then a Charisma Check is to occur at the end of the Assault Phase with all friendly Units within 6 inches. If the test is failed, the Unit flees towards their Table edge in the safest path possible.

A fellow Unit within 6 inches is destroyed.

If a fellow Unit with a Unit Strength of 5 or more is destroyed in Assault, then a Charisma Check is to occur at the end of the Assault Phase with all friendly Units within 6 inches. If the test is failed, the Unit flees towards their Table edge in the safest path possible.

Beast Models do not test for Panic.

This ability transfers over to their Rider.



Charisma Abilities

Some models have Special Abilities that cause a Charisma Check or pass along another benefit. These are found on the model's stat-line.

FEAR

Cause Fear: +1 to Charisma Checks

Some models are horrible to consider much less face. Though the mightiest soldiers are trained to face adversity, even some monstrosities can unsettle even a hardened warrior. The Unit/Model fighting a Model that causes Fear suffers an additional +1 modifier to Charisma Check rolls. Models that cause Fear are immune to Fear and only suffer +1 to Charisma Checks against Models with the Terror Special Rule.

TERROR

Cause Terror: +2 to Charisma Checks

The Unit fighting a model that causes Terror suffers an additional +2 to Charisma Check rolls. Models that cause Terror are immune to Fear and Terror.

FEARLESS

Immune to Fear: -1 to Charisma Checks

Soldiers of countless battle and royal guards who face trials of might have become numb to the uncommon and unknown. Models with Fearless Special Rule reduce their Charisma Check rolls by -1. Models with Fearless Special Rule are Immune to Fear. Units gain this Special Rule for as long as Models with Fearless are Attached to it. A model with Fearless only suffers -1 to Charisma Check rolls against models with the Terror Special Rule.

STUBBORN

Immune to Fear, Terror, and Panic:

-2 to Charisma Checks

The elite Units and leaders within have suffered hardship and strife against impossible odds while facing marvels that sunder the mind. This makes them stalwart in the face of the unknown and all that it holds. Models with Stubborn Special Rule reduce their Charisma Check rolls by -2. Models with Stubborn Special Rule are Immune to Fear and Terror. Units gain this Special Rule for as long as Models with Stubborn are Attached to it. Models with Stubborn Special Rule are not easily panicked and are Immune to Panic.



UNBREAKABLE

Immune to Fear and Terror.

Auto-pass Break Tests and Panic Tests.

Cannot Flee as Assault Response.

Some are made of such stern will that nothing will stand in their way. Models with Unbreakable Special Rule automatically pass all Break Tests and Panic Tests. Models with Unbreakable are also Immune to Fear and Terror and suffer no reduction in Charisma Checks. Units gain this Special Rule for as long as models with Unbreakable are Attached to it. Models with Unbreakable cannot choose Flee as an Assault Response. Such an act would be dishonorable!

HATE

Auto-pass Break Tests against Hated opponent.

Sometimes a grudge can last generations. Other times the actions in wartime can cause such loathing as to warrant the desire to eradicate such craven villains. Models with Hate Special Rule automatically pass all Break Tests when fighting their Hated opponent. Units gain this Special Rule for as long as models with Hate are Attached to it. Independents gain this Special Rule for as long as they are Attached to a Unit with Hate Special Rule.

GOBSMACK

No Disgruntled Roll

Models with the Gobsmack Special Rule are not subject to the Disgruntled Rule—EVER. A model with Gobsmack will not put up with any unruliness in battle and puts an end to the belly-aching and overall disorderly manner with liberal application of boot-to-the-head. Models with Gobsmack Special Rule that are Attached to a Unit or Model with the Disgruntled Rule does not roll for Disgruntled and will behave—unless the Gobsmacker leaves the Unit, that is!

A General or Battle Banner model with Gobsmack Special Rule does not need to be Attached to a Unit to stop disorder in the ranks. Models within 12 inches of the General and/or Battle Banner model do not test for Disgruntled.

SWARM

Unbreakable. Stomp.

Units designated as Swarms represent the seething mass of teeth and fang sent forward to do the bidding of their master. Units with the Swarm Special Rule gain the Unbreakable Special Rule.

Because Swarms are a mass of unthinking creatures, many are easy to Stomp and disperse. Swarms defeated in Assault suffer equal the amount of Hit Points they lost Assault. For example, a Swarm of Kobolds that lost Assault by 3 points would lose an additional 3 Hit Points immediately without a Save of any kind. Swarms do not block Line of Sight.

DISGRUNTLED

Leonard Patt introduced the Disgruntled mechanic with his Tolkien-based fantasy game that he introduced at the Miniature Figure Collectors of America Convention in October 1970, developed for a late 1970 game run by the New England Wargamers Association (NEWA). When a unit of orcs of the Red Eye got near orcs of the White Hand, they were required to roll a die. If the result was a one (1), then the units would attack each other and proceed to knock the daylights out of each other for a turn.

Models with the Disgruntled Special Rule chafe at the restrictions and obligations placed on them by their superiors. At the start of your Movement Phase, check for Disgruntled Units by rolling 1d8 for each Unit with the Disgruntled Special Rule. A Unit fails its check for Disgruntled if a '1' is rolled. If a Unit fails its check for Disgruntled, roll 1d8 and consult the Disgruntled Table below.

When you want your Army gruntled...

A Unit with a Sergeant Upgrade may add +1 to their Disgruntled Table roll.



Disgruntled Table

1: "What did you just say?!"

The taunting and bravado escalated too quickly and someone took offense. If the Unit is armed with ranged weaponry, the Unit digs in and opens up on the nearest Unit. The Unit to be attacked must not be in Assault. The Unit that failed the Disgruntled Test does not move except to Turn or Reform to face the Unit it will shoot. This Movement and Shooting occurs immediately and is worked out before normal Movement and Shooting. If the Unit does not possess ranged weaponry then the Unit is subject to the "**Not Gonna Do It**" result on the Disgruntled Table.

2–3: "That does it!" If the Unit is armed with melee weapons, the Unit immediately Assaults the nearest Unit—friend or foe. The Unit to be attacked must not be in Assault. The Unit that failed the Disgruntled Test does not move except to Pivot or face the Unit it will Assault. This Movement and Assault occurs immediately and is worked out before normal Movement and Assaults. If the Unit does not possess melee weapons or cannot reach the nearest Unit to Assault it, then the Unit is subject to the "**Not Gonna Do It**" result on the Disgruntled Table.

4–7: "Not Gonna Do It!" Resentments boil over as imagined slights and ungrateful mumbles and grumbles overcome the Unit. The Unit stays motionless as the internal strife grows into angry curses and threats of mutiny. The Unit may not Move, Shoot, or declare Assaults as order is restored.

8: "That'll show 'em!" Filled with hubris to show their worth and battle prowess, the Unit Moves their full Movement forward to close the distance and face their opponent. The Unit moves forward immediately its full Movement distance. The Unit must move towards the opposing Army. This Movement is outside the normal Movement Phase and may still Move in the Movement Phase, Shoot in the Shooting Phase, and declare Assaults as normal. If this extra Movement brings the Unit into Assault range, the Unit may declare an Assault and Assault as normal. If Movement brings the Unit into contact with an opponent's Unit, the Unit counts as Assaulting. The Unit is subject to any Scenery penalties to Movement. **ETPN.**

SPECIAL RULES

Some models have Special Rules on their stat-line that can cause a Charisma Check or pass along another benefit. Rules for Charisma Checks can be found in the Charisma section above. Some models have a Special Rule listed on its stat-line that affect them throughout the Game. Below are the effects of these Special Rules.

STRIKE FIRST: Strike First in Assault

Models and Units with Strike First Special Rule strike first in Assault—regardless of who Assaulted first or Initiative. If two models with Strike First fight against each other, then players will roll 1d12 for Initiative and add their model's Initiative stat to the roll. The player with the higher tally strikes first.

REND: -1 Armor Save & Constitution Save

Models and Units with weapons that possess the Rend Special Rule cause -1 to Armor Saves and Constitution Saves of their opponent. This is cumulative with Strength modifiers.

SUNDER: 6s Auto Wound

Models and Units with Sunder Special Rule that roll a unmodified 6 on six-sided dice cause an automatic Wound with No Armor Saves or Constitution Saves to their opponent. This Special Rule counts only for natural rolls, not for modified rolls. Wounds may be ignored by Feats already in play.

BERSERK: Reroll 1s to Hit

Models and Units with the Berserk Special Rule may reroll unmodified To Hit rolls of 1. A reroll may only occur once and the results of the reroll must be accepted.

PETRIFY: -1 To Hit (Assault)

Models and Units with the Petrify Special Rule are -1 To Hit in Assaults. No effect on Shooting.

HAZE: -1 To Hit (Shooting)

Clouds of haze, fog, or pests surround models with the Haze Special Rule, causing them to be difficult to hit from far away. Models and Units with the Haze Special Rule are -1 To Hit in Shooting. No effect on Assaults.

TANGLE: -1 Attack (Assault)

Models and Units with the Tangle Special Rule cause their opponent to suffer -1 Attack in Assaults. No effect on Shooting.

For example, an Avatar with 5 Attacks in Assault with a Unit of 10 Hobbs with the Tangle Special Rule is reduced to 4 Attacks. A Unit of Nix with spears with 10 Attacks (2 ranks of 5) attacking a Unit of 10 Hobbs with the Tangle Special Rule is reduced to 9 Attacks. This Special Rule is only effective against the Model or Unit that possesses the Tangle Special Rule.

BLESSED: Roll of 1 = Highest Roll

Models and Units with the Blessed Special Rule count dice rolls of 1 as the highest number of the dice type being rolled. For example, a Blessed roll on a six-sided die would count a roll of 1 as a roll of 6.

CURSED: Highest Roll = 1

Models and Units with the Cursed Special Rule count the highest dice roll of the type being rolled as a roll of 1. For example, a Cursed roll on an eight-sided die would count a roll of 8 as a roll of 1.

AUTO FIRE: +1 Attack (Shooting)

Models and Units with the Auto Fire Special Rule are able to add +1 Attack in Shooting if the Unit did not Move in the Movement Phase.

CRITICAL HIT: Roll of 6 = 2 Hits

Models and Units with the Critical Hit Special Rule count all To Hit rolls of 6 as 2 Hits.

CRITICAL WOUND: Roll of 6 = 2 Wounds

Models and Units with the Critical Wound Special Rule count all To Wound rolls of 6 as 2 Wounds.

VORPAL: No Armor Save

Models and Units that possess the Vorpal Special Rule that successfully roll To Hit their opponent cause No Armor Saves of their opponent. Roll To Wound as normal. Unless otherwise noted, this Special Rule is specific to the weaponry of the Model or Unit.

SERRATED BLADES: 1d4 Hits, +1 Str, No Armor Save

Models with the Serrated Blades Special Rule replaced their normal weapons for sharp-toothed weaponry. Models with Serrated Blades cause 1d4 Hits with No Armor Save for every successful Hit they land. Hits and Wounds are resolved at +1 Strength of the Model.

RARE: 0-1 per 500 Army Points

Creatures that are Rare are rare and not commonly seen. Your Army may contain zero to one (0-1) Rare models per 500 Army Points.

UNIQUE: 0-1 per 1000 Army Points

Creatures that are Unique are extremely rare and hardly seen. Your Army may contain zero to one (0-1) Unique models per 1000 Army Points.

CHUFFED: Movement Roll of 1 = 6

When rolling for Movement, a roll of 1 counts as a roll of 6. This Special Rule is not used to determine distance to Flee or Pursuit.

HEAL: Regeneration

Models with the Heal Special Rule may be able to discard any Wounds it acquired during that Phase. This is a Save that is rolled at the end of the Phase—after all Armor Saves and Constitution Saves have been taken. At the end of the Phase, roll a d6 for each Hit Point the model lost during that Phase. If the roll is equal to or greater than the Heal stat, the Hit Point is restored. If the roll is less than the Heal stat, then the Wound remains. The Heal Special Rule cannot be used to regain Hit Points lost in previous Phases.

For example, Trolls have a Heal on 4+ Special Rule. If a Unit of Trolls lost 3 Hit Points during the Assault Phase, as the end of that Phase 1d6 would be rolled for each Hit Point lost. On a roll of 4 or more the Hit Point is restored!

INDEPENDENT: Attach

Models with the Independent Rule are able to Attach to a friendly Unit in the Movement Phase and lend their strength to the battle. The Independent is placed on the side of the Unit it attaches to, allowing the Unit to use its Charisma for all Charisma Checks and lending its battle prowess in Assault. The Independent is bound by the results of the Unit's Charisma Checks and will flee along with the Unit. Independents Attached to a Unit who are Caught In Pursuit are Captured and bound as ransom for Objective Points. In Assault, all attacks from the Independent Attached to the Unit are taken from the center of the Unit, from the vantage point of the Sergeant model in between the Standard and Musician in the Unit. Independent models Attached to a Unit may be targeted by models in the opposing Unit they are locked in Assault with and in base-to-base contact. A model with the Independent Special Rule can detach from a Unit and/or Attach to a Unit during the Movement Phase. A model with the Independent Special Rule cannot detach while still locked in Assault.

There can be no more than two (2) Independent models Attached to a single Unit.

Models with the Independent Special Rule are able to move in any direction without penalty until they Attach to a Unit.

Models with the Independent Special Rule Attached to a Unit are bound by the Unit's Movement rules.

0-1 GENERAL: 12 inch Charisma Radius

Models with the General Special Rule are the leaders of your Army. Only one (1) model in an Army may have the General Special Rule. Models within 12 inches of the General model can use its Charisma for Charisma Checks. Charisma Special Rules possessed by the General only apply to the Unit the General is Attached to, with the exception (ETPN) of the Gobsmack Special Rule.

SERGEANT: +1 Attack, +1 Disgruntled Table roll

Models with the Sergeant Special Rule are part of a Unit and cannot leave it. Models with the Sergeant Special Rule represent the more experienced fighters in the Unit and gain an additional Attack in Assault. A Unit with a Sergeant adds +1 to the Disgruntled Table roll result.

MUSICIAN: -1 to Charisma Checks, +1d4 inches Flee

Models with the Musician Special Rule are part of a Unit and cannot leave it. Models with the Musician Special Rule may carry a Musical Instrument to inspire the Unit it is within. Units with a Musician can subtract 1 from Charisma Check rolls. If a Unit with a Musician is forced to Flee, you may roll an additional 1d4 inches in range to determine how far they run away. A Unit that is Fleeing is able to use the -1 Charisma Check bonus to see if the Unit Rallies.

BATTLE BANNER: 12 inch Charisma Check Re-roll, Battle Banner Upgrade up to 100 points, Independent

A Unit with the Battle Banner Special Rule is an Independent Unit and may Attach or Detach from a Formation Unit during the Movement Phase. Only one (1) Independent Unit in an Army may have the Battle Banner Special Rule. An Independent Unit with the Battle Banner Special Rule may carry a Battle Banner into the fray, rallying friendly Units nearby. The Independent Unit with the Battle Banner Special Rule and friendly Units within 12 inches of the Battle Banner Unit may re-roll failed Charisma Checks. A Unit with the Battle Banner Special Rule may take one Banner Stitching Upgrade up to 100 points in value. Banner Upgrades are passive effects and do not count towards Buffs and Debuffs limitations.

BANNER: Charisma Check Re-roll

Banner Upgrade up to 50 points

Units with the Banner Special Rule are either part of a Formation Unit and cannot leave it, or part of a Fellowship and possess the Banner Role. Units with the Banner Special Rule may carry a Banner, which can be Upgraded to gain beneficial effects. Units with the Banner Special Rule can take a Banner Stitching Upgrade up to 50 points in value. Banner Upgrades are passive effects and do not count towards Buffs and Debuffs limitations.

SCOUT: Special Deployment, Feign Fleeing

Models with the Scout Special Rule are deployed at the end of Deployment. This rule shows the special training and ability for the Unit or Avatar to infiltrate behind enemy lines.

Once all Units are placed on the Table, the player who deployed first will deploy their Scouts. Scouts may be deployed anywhere on the Table under these conditions: Scouts may be placed at least 10 inches away from your opponent's Units, and behind a piece of Scenery that is between the Scout Unit and your opponent's Units. Scouts may be placed out in the open in your Deployment Zone in full view of your opponent's Army.

Scouts are used to draw the enemy away from strategic locations then attacking suddenly. A Unit with the Scout Special Rule that Rallies at the beginning of their Movement Phase may Reform and Move as normal in the Movement Phase.

ASSASSIN: Surprise! Strike First, Poison Weapon

Models with the Assassin Special Rule are deployed inside a Unit at the start of the Game. Write down which Unit the Assassin is hidden within, but do not place the Assassin model with the Unit. The Assassin will travel with and keep pace with the Unit.

The Assassin may be revealed once the Unit is in Assault. Declare the Unit contains an Assassin and place the model on the side of the Unit it was hidden within. In Assault, all attacks from the Assassin that was hidden in the Unit are taken from the center of the Unit, from the vantage point of the Sergeant model in between the Standard and Musician in the Unit. The Assassin may attack any Model in the opposing Unit. The Assassin will Strike First—even if your opponent charged.

The Assassin's weapons are coated with Poison causing 1d4 Wounds for each Wound caused.

Once the Assassin is revealed it can be attacked by enemy models in normal manner. Once the Assault ends, the Assassin returns to hide inside the Unit and moves along with the Unit. The Assassin continues to fight as described above if the Unit is Assaulted again.

The Assassin's Leadership is never used for the Unit it hides within.

FLY: 12 Inch Flying Movement,

Ignore Move Penalties,

Flee 1d12+12 Inches

Models with the Fly Special Rule are able to leap into the sky to ignore any Scenery Movement modifiers in between its beginning and ending Movement on land. This represents the model swooping into position as it maneuvers over interfering terrain. If the model lands in Scenery it will be subject to any Movement modifiers as long as it moves on land. A model with the Fly Special Rule can move in this special manner up to 12 inches in range.

Models with the Fly Special Rule double their Movement to March or to Assault. The model has an Assault range of 24 inches and must Declare Assaults as normal.

Flying models may not land on top of a Unit. A Flying model must have Line of Sight to

Assault a Unit. A Flying model will Assault the Unit's facing within its Line of Sight.

A model with Fly will always choose to fly away when Fleeing. A model with Fly will Flee 1d12+12 inches.

OVERWHELM: +1 Attack per Model

Formation Units with the Overwhelm Special Rule with 8 or more Models in the Unit gain +1 Attack per Model in the Unit.

DEPLETETE: +1 Flaw Dice

An Army with the Deplete Special Rule gains +1 Flaw Dice for every Formation Unit over 10 Models. These Flaw Dice are usable as SCIENCE Actions.

CORTEX KAIJU: Stubborn – 8 inch range

Units with the Cortex Kaiju Special Rule are Stubborn and pass on this benefit to all friendly Units within 8 inches.

INSTINCT: Hunter + Pack

Units with the Pack Special Rule must be within 8 inches of a Unit with the Hunter Special Rule or the Pack is subject to Instinct Special Rule.

When a Unit is not within 8 inches of a Unit with the Hunter Special Rule, the Unit will attempt to move towards the closest opponent Unit, and will attempt to Shoot and/or Assault if able. A Pack will remain under Instinct and cannot be directed until a Hunter is returned to 8 inch range to assume command.

PACK: Attach to Hunter

Models with the Pack Special Rule may only Attach to a model with the Hunter Special Rule. The model to be Attached to the Pack may not be Attached to another Unit. Packs may use the Charisma of the Attached Hunter for Charisma Checks.

HUNTER: Attach to a Pack

A model with the Hunter Special Rule may Attach to a Pack. Packs may use the Charisma of the Attached Hunter for Charisma Checks.

BURROW: Special Deployment

Models with the Burrow Special Rule are deployed at the end of Deployment. This rule shows the special ability for the Unit or Avatar to infiltrate behind enemy lines by digging underground. Once all Units are placed on the Table, the player who deployed first will deploy their Burrow Units. Burrow Units may be deployed anywhere on the Table under these conditions: Burrowers may be placed at least 10 inches away from your opponent's Units. Place a marker to show where the Burrow Unit will enter the battlefield. Burrowers may be placed out in the open in your Deployment Zone in full view of your opponent's Army.

SURPRISE: Maximum 3 Models per Unit

Models with the Surprise! Special Rule are hidden at the beginning of the Game and not deployed like regular Units. At the beginning of the Game, nominate the Unit the model(s) with the Surprise Special Rule are hiding within. The maximum number of three (3) models of the same type can hide in a single Unit. These models will remain hidden within the Unit, carried along the course of the battle until released. If a Unit containing models with the Surprise! Special Rule are caused to Flee, the hidden models will be carried along with the Fleeing Unit. If a Unit containing models with the Surprise! Special Rule is destroyed, then the hidden models are Destroyed as well and count towards Objective Point tally.

FRENZY: +1 Attack

Models and Unit with Frenzy gain +1 Attack to their profile.



ARTHUR · AND · THE · QUESTING · BEAST

THE GAME

Now that your Avatar is created and your Army is ready, it is time to play the Game!

Round > Turn > Phase

The Game lasts 6 Rounds. Players will have one Turn in each Round, with their Turn divided into 4 Phases of play allowing for each stage of the Story to be told.

The Game begins with each Army lined up for battle: Generals with an overall battleplan in their minds, mighty Scientists prepared to Perform Feats, and loyal Units ready to answer commands.

THE FOUR PHASES

Movement: Charisma Checks and Special Actions, Declare Assaults, and Moving your Army.

Science: Wield mighty Science and perform extraordinary Feats! Or not.

Shooting: Fire Missile Weapons against the attacking Army.

Assault: Hand-to-hand combat between both Armies.

The Exception That Proves the Norm: occasionally there will be an Ability or Special Rule that is activated during a Phase that takes precedence. Or a Rule that just doesn't fit. You will find it embellished with an **ETPN** notifier.

Set Up Table

Set Up Scenery

Before you start the Game, set up the Table with Scenery appropriate to the size Table you are using.

Each player rolls a d8 with the highest rolling player placing the first piece of Scenery. Scenery may be placed anywhere on the Table. When the first player is finished placing a piece of Scenery, the second player will do the same. Each player will alternate placing a piece of Scenery until all pieces are relegated a place on the Table.

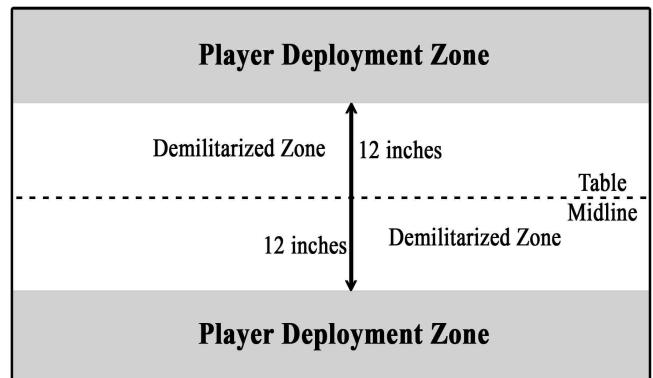
Select Feats: Science

After the Table is set up, each player will choose the Feats in the Science Field their Scientist practices. Once both players have chosen their Science Feats, Units may begin being placed on the Table.

Set Up Units: 24 Inch DMZ

Units cannot be deployed within 12 inches of the midline of the Table to ensure there is 24 inches of Demilitarized Zone (DMZ) between the players at the start of the battle. The Deployment Zone is the area remaining outside the DMZ. On a 4 foot by 4 foot table this would leave 12 inches on each player's side of the table. However, if a larger table is used this Deployment Zone could be increased!

For 4x4 Tables expect 2 to 4 pieces of Scenery for the Game. For 4x6 Tables expect 4 to 8 pieces of Scenery for the Game.



Set Up Table: Deployment Zones

Units are deployed in order of :

Common > Special > Beast > Avatars > Scouts

To deploy Units, each player will roll a d8. The highest rolling player then must deploy one Common Unit in the Deployment Zone of their choice, choosing that side of the Table as their own.

Deploying Units

When the first player has placed their first Common Unit, the other player then deploys one Common Unit of their choosing onto their Deployment Zone on the opposite side of the Table. Each player then takes turn placing one Common Unit at a time in their own Deployment Zone. If one player runs out of Common Units to place, then the other player may place the remainder of their Common Units before moving to placement of Special Units. Units may be placed wherever a player wants as long as it is in their Deployment Zone.

Once all Common Units are placed on the Table, each player will place their Special Units in their Deployment Zone. Each player takes turns placing one Special Unit at a time in their Deployment Zone, alternating placement as during Common Unit deployment, with their Special Units placed wherever they want as long as it is within their Deployment Zone. Again, if one player runs out of Special Units to be placed, then the other player may place the remainder of their Special Units before moving onto Beast Units.

Once all Special Units are placed on the Table, each player will place their Beast Units in their Deployment Zone, alternating placement between players as done previously and within their Deployment Zone, until all Beast Units are placed on the tabletop.

Once all Beast Units are placed on the Table, each player will place their Avatars in their Deployment Zone, alternating placement between players and within their Deployment Zone.

Scouts are deployed once all Avatars are deployed according to the Scout Special Rule.

Roll for Initiative

To determine who starts the Game, each player will roll for Initiative with 1d12 then adding the Initiative Score of their General to the roll. The player with the highest score may choose to go first—or allow the other player to go first.

Play the Game!

The Game lasts 6 Rounds. Players will have one Turn in each Round, with their Turn divided into 4 Phases of play. Games normally last 6 Rounds, though they can end early if one players accedes Victory to their friend.

Why We Are Here

We learn when we play, and the best environment for play is an open and accepting one. You will meet many people with diverse Armies, different methods of game play, and from different backgrounds, cultures, and beliefs. The spirit of the Game is in enjoying the Story you both create while enacting these battles and adventures in the Homeland.

Learning the tactics of warfare not only helps you on the tabletop, it also cross-pollinates into other aspects of your life ensuring you are successful at all you do. The view is always different when you look down from a 40,000 foot height. There is no Ego on the battlefield as we command our Avatars and move them around to do our bidding.

While we do have our favorite Heroes—there is satisfaction in knowing the Hero will rise after every fall.

Winning is also not the end of the Story. Just like Life, games will have their ups and downs to deal with along the way. It is the defeats we learn from: loss becomes a

Learning Experience and a part of the Story you create.

Then we return to the battlefield stronger because of it. As you continue to play with your friends and family in The Game of Kings, you will notice an ebb and flow of loss and victory that accentuates the Story and enhances the vital roles your Avatars play. And the defeats makes the Victories that much more glorious.

If a situation occurs outside these Rules, Sportsmanship is the Conduct to uphold. Be Kind, Be Just, and Be Equitable. If a decision through mutual consultation cannot be obtained—then roll 1d12. The person who rolls highest determines outcome, then continue along with the Game. Discuss the situation together after the Game and create a House Rule to avoid the entanglement in the future.

And remember: Luck is not an effective Strategy.

UNITS

The Game of Kings provides an environment for you to adventure with your Avatar and lead Armies, fight strange and monstrous beasts, and partake in exploration and achievement within the Homeland. The miniatures you use to play are tokens for these forces and bestiary with their own abilities and statistics. To ensure cohesion amongst various models from various companies, there are Base Requirements to ensure each Unit meets these consistent expectations for enjoyment of the Game.

Base Size for Model Type

The larger the base: the larger the footprint able to be in contact with enemy models. Each model will need to be placed on an appropriate size base for the Game to show their size and/or prowess. There is no requirement in The Game of Kings for Square or Round bases—use either or both. Round bases can be ranked into Ranked Formation and Square bases can be placed in Skirmish Formation. The only requirement is minimum base size for the model type. So a player can have a unit of 25 goblin Infantry on 25mm x 25mm Round bases or on 25mm by 25mm Square bases. How the models are placed based on formation will determine bonuses during Assault and Shooting.

Remember: unless otherwise stated, these are **MINIMUM** sizes. Models can be place on larger bases than their minimum. Just understand there will be more area for opponents to get more of their models into base contact the larger the base used.

Some Nations are larger in size—like the Ogres and Grendels—and are designated to 50mm by 50mm minimum for their Large designation. The larger base displays the larger humanoid size and their ability to have more Hit Points than the smaller model designations. Due to their Large size, Large models are unable to ride a Scout or Heavy Cavalry Mount, and can only be mounted on Beast Mounts.

25mm x 25mm



Infantry

50mm x 50mm



Large

25mm x 50mm



Cavalry

50mm x100mm

Beasts



INFANTRY Models: 25mm x 25mm bases.

CAVALRY Models: 25mm x 50mm bases.

LARGE Models: 50mm x 50mm bases. Can only be mounted on Beast Models.

BEAST Models: 50mm x 50mm bases.

PACK Models: 25mm x 50mm bases.

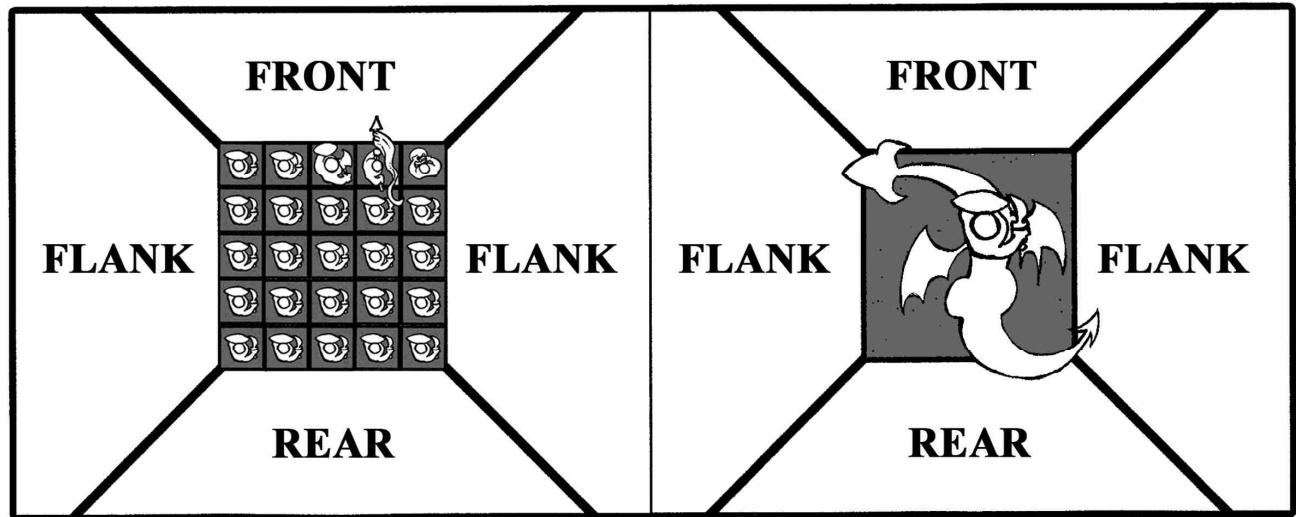
Avatars: Base according to Infantry, Cavalry, or Large model types.

Avatars on BEAST Models: 50mm x 50mm bases.

Heavy Equipment BEAST Models: 50mm x 50mm bases.

Heavy Equipment BEAST Unit Crew: base according to Infantry or Large.

Chariot/War Wagon BEAST Unit: 50mm x 100mm bases.



Four 90 degree Quadrants extend out from Unit corners

Unit Types

There are different Units with different capabilities, so a model that falls under that category will follow its specific rules. Note: Base size is Minimum size. Players may use larger bases if they choose.

Infantry and Cavalry: COMMON and SPECIAL UNITS

Infantry includes all Units fighting on foot. Cavalry includes all Units fighting on mounted Heavy and Scout Mounts. Infantry are on a 25mm by 25mm base minimum while Cavalry are on 25mm by 50mm base minimum. Large model Infantry like Ogres and Grendels are on 50mm by 50mm base minimum. Common or Special Unit.

War Wagons: BEAST UNIT

Rampaging wheeled vehicles of destruction propelled by various mounts or large destructive monsters trained for battle! War Wagon Units are based on a 50mm by 100mm base. Any crew are mounted inside the War Wagon or riding on top of a monster—if able! Beast Unit.

Beasts: BEAST MODELS

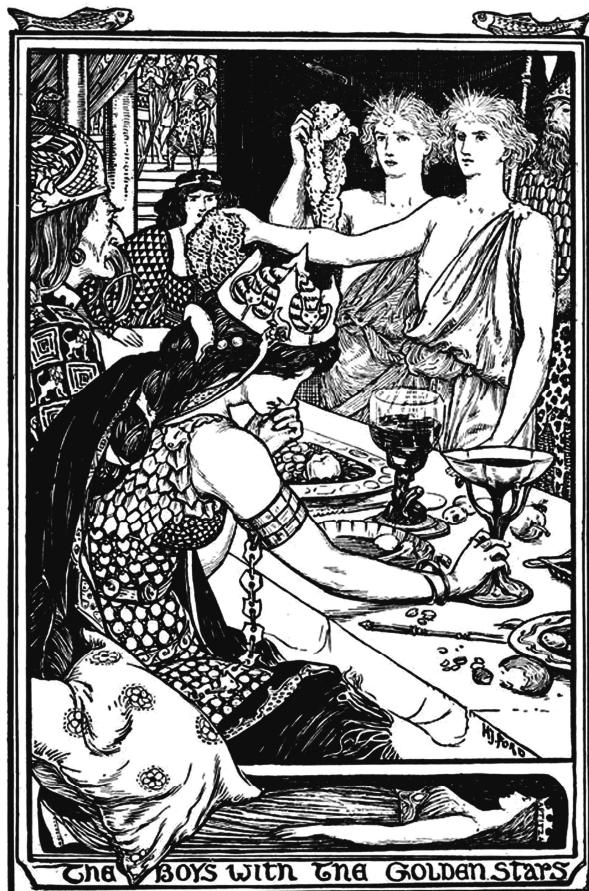
Monsters such as Wyverns and Chimeras are used as mounts or fight individually as tamed beasts of war. They are mounted on a 50mm by 50mm base minimum—or even larger to reflect their awesome might. Beast Unit.

Heavy Machines: BEAST UNIT

Many Nations use lumbering machination or scientific inventions in combat. These contain a crew of 3 models. Heavy Machines are based on a 50mm by 50mm base minimum while the crew are mounted on Infantry bases—25mm by 25mm or 50mm by 50mm—appropriate for their Nation and type. Beast Unit.

Avatars: AVATAR UNIT

Your most powerful Avatars will be versatile, able to lead on foot, or various Mounts, or ride in a War Wagon. Avatars on foot are based as Infantry models. Avatars mounted on Cavalry are based as Cavalry models. Avatars mounted on Beasts are based as Beast models. And Avatars mounted on War Wagons are based according to War Wagon models.



Unit Leaders

Sergeant, Banner, Musician

Units can upgrade a model to a Sergeant who has proven their mettle to lead the Unit, adding additional attacks or abilities with the Sergeant Special Rule. As well, a separate model can be upgraded to carry a Banner providing the Banner Special Rule, and another model may be upgraded to a Musician that provides the Musician Special Rule. Unit Leaders are always in the front rank and are automatically rearranged when the Unit faces its side or rear.

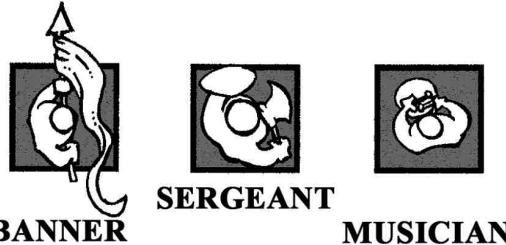
Unit Upgrades

Units can Upgrade a Sergeant to a Knight for +30 points. However, that model is permanently Attached to that Unit and cannot leave it or Attach to another Unit.

Knight Sergeant Upgrade: +30 points

Move – Disc – Acc – Str – Con – HP – Init – Att – Cha
 +0 – +1 – +1 – +1 – +1 – +0 – +0 – +1 – +1
 +50 points Tek Upgrades

UNIT LEADERS



Unit Formations

Ranked and Skirmish Formations

Units are formed in Rank Formation or Skirmish Formation, with each having benefits and drawbacks. These Formations keep the Unit together and cohesive while allowing each player to play according to their playstyle.

Ranked Formation

Horizontal Ranking, minimum 4 models create a Rank

A Ranked Unit is a large group of combatants fighting in a tight, rank-and-file formation like a cemented structure. This formation bolsters the Unit Strength of your Unit in Assault, and provides special bonuses with weapons like Spears and Pikes.

RANK FORMATION

RANK 1



RANK 2

RANK 3

RANK 4

RANK 5

RANK 6

22 Unit Strength

Rank

Bonus +1

You will arrange the models in your Ranked Units of Infantry or Cavalry into horizontal Ranks of models when using this Formation. Each Rank will have the same number of models, with the last Rank left short when this is not possible. Ranks are filled from the center.

With the support of numbers behind the front rank, additional ranks bolster courage of the fighting forces providing bonuses in Unit Strength dependent on number of ranks and number of models within those ranks. This is discussed in detail in Unit Strength and Assault Results in the ASSAULT section of this Rulebook. Bonuses from Banners, Tech, or Abilities may be used to boost this score.

Models in Ranked Formation form up in base-to-base blocks of ranks.

Models in Rank Formation in Assault can attack an enemy model in base-to-base contact.

The minimum model count per Rank to determine Rank Bonus is 4 models.

Models in Ranked Formation have no maximum Rank Bonus.

Models in Ranked Formation suffer movement penalties for Scenery.

Skirmish Formation

1 Inch Base-to-Base Distance, Maximum Rank Bonus: 3

A Skirmish Unit is a small group of combatants fighting in a loose, dispersed formation. This allows for ease of movement over Scenery that would otherwise hinder movement. This formation works for small numbers of individuals or large, unwieldy mobs—not blocks of organized, armored foot-soldiers. While they do not gain as much advantage in Unit Strength as Ranked Formation Units, they do gain bonuses for their numbers in Assault and suffer no movement penalties for Difficult Ground. Models designated with the Scout Special Rule can only use the Skirmish Formation.

Due to the disorganized nature of Skirmishing, the maximum Rank Bonus achieved is 3. To determine Rank Bonus for Skirmish Units: count the number of models in the Unit and divide by 5. The total is your Rank Bonus. Remember: the maximum Rank Bonus a Skirmish Unit may have is 3.

Models in Skirmish Formation form up in loose formation up to 1 inch apart between bases.

Models in Skirmish Formation in Assault can attack an enemy model within 1 inch base-to-base.

The minimum model count to determine Rank Bonus in Skirmish Formation is 5.

Maximum Rank Bonus in Skirmish Formation is 3.

Models in Skirmish Formation suffer no movement penalties from Difficult Ground.

Unit Strength

As the numbers of the Unit grow, so too do the benefits with having superior numbers or weapon advantages. This is displayed by Unit Strength. Unit Strength is used at the end of Assault to help determine Victor and to add bonuses for or against Panic.

A Unit will need the safety of their numbers to bolster courage in combat. To determine Unit Strength, count the number of Hit Points remaining in the Unit. Some models are much more powerful than the common foot-soldier, so their Unit Strength will be higher to reflect this.

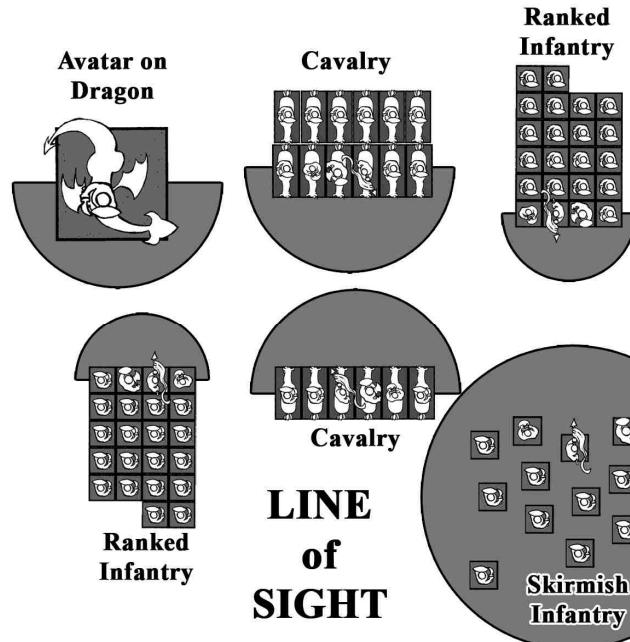
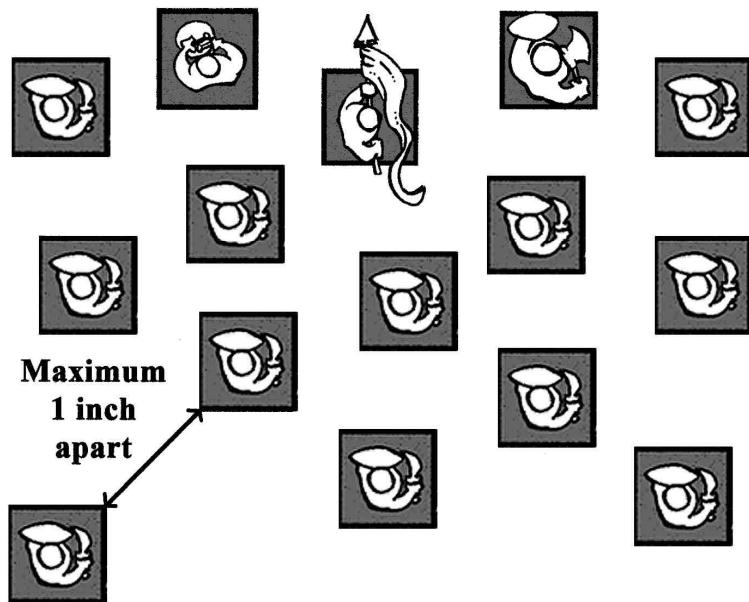
Cavalry are an example of a single model with 2 Hit Points that equates to 2 Unit Strength per model. An individual Ogre model with 3 Hit Points counts as 3 Unit Strength. For a Unit example, a Unit of 20 Infantry Efreet will have a Unit Strength of 20 (1×20) which is greater than a Unit of 5 Wolf Cavalry Goblins with a Unit Strength of 10 (2×5).

Line of Sight

Where the front of a model or Unit of models is facing will determine its Line of Sight. To represent this on the Table, a target must be within the front 180 degree arc from the front of the model. This can be imagined by projecting a line that divides the midline of the base. When determining a Unit's Line of Sight, use only the front Rank midline to represent the rank-and-file following their leader's commands.

The Units of Cavalry can see over Infantry Units. The Avatar on Monster can see over Cavalry Units and Infantry Units. Skirmish Units have 360 degree field of vision, but cannot see over Infantry Units, Cavalry Units, or Beast Units.

SKIRMISH FORMATION



Scenery and Line of Sight

Sometimes Scenery can get in the way and block Line of Sight. If one model is a Unit can see, then the entire Unit is considered to be in Line of Sight and follow orders on where to shoot. To determine Line of Sight, drop down to the level of the model(s) and take a look from the point of view of the model(s). This cinematic visualization ensures if you can see, you have Line of Sight. However, there are modifiers depending on the Scenery which is discussed below.

While Scenery will vary, these rules ensure no matter what is on the Table, each Scenery will have specific Rules. The Game of Kings uses based-Scenery to clearly show where the Scenery element begins and ends. Cardboard, MDF Board, Plasticard, and even large bases can be used to base your Scenery.

Woods: Difficult Ground

Line of Sight is blocked past 1 inch inside Woods. Avatars and Units in Woods are -1 To Hit with Shooting. Avatars and Units in Woods can Shoot outside of the Woods without modifiers. No effect on Assault. 50% of model count must be inside Scenery to gain modifier benefits.

Hills and Elevations: Open Ground

Units and Models on Hills have unobstructed Line of Sight. Units on Hills can shoot and be shot at by models not on a Hill due to elevated position.

Hills and Elevations: Hull Down

Models on the immediate reverse of Hills or Elevations enjoy enhanced protection from the terrain. Models on the immediate reverse of Hills or Elevations are -2 To Hit with Shooting. Models on the immediate reverse of Hills or Elevations may only use Guess Range Heavy Machines in the Shooting Phase.

Buildings: Impassible Ground

Buildings are unable to be passed through and block Line of Sight.

Water Scenery: Difficult Ground or Impassible Ground

Water Scenery like rivers, streams, lakes, ponds, and other bodies of water are either Difficult Ground or Impassible Ground. This is to be determined between the two players before the Game begins. Bridges over Water Scenery count as Open Ground.

Units and Line of Sight

Friendly and unfriendly models block Line of Sight. However, Large models do not have Line of Sight blocked by Infantry models that are smaller, but Line of Sight is blocked by Cavalry models.

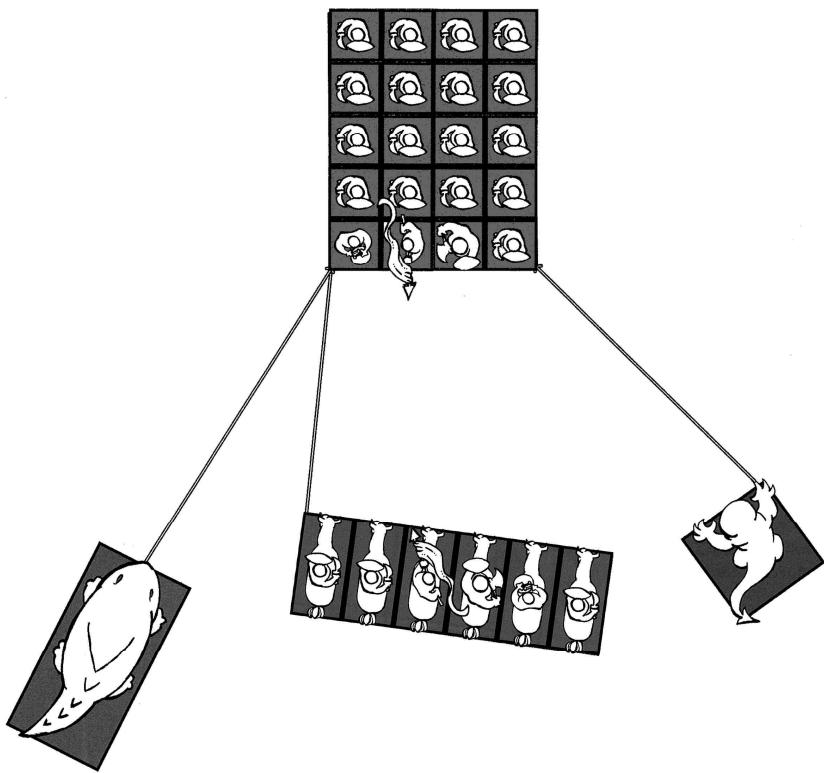
Beast Models are so large and monstrous their Line of Sight is not blocked by Infantry, Cavalry, or War Wagons. Beast models do block Line of Sight to Infantry, Cavalry, and War Wagons.

50% of model count must be inside Scenery to gain modifier benefits.

Measuring Distance

You will use a Tape Measure or a ruler to measure the distance between Units and for Range. When determining distance between Units, measure between the two closest models in the Units. When measuring distance for Range in the Shooting Phase, measure from the front of the Heavy Machine's base or the Unit's base.

Measure Distance between Units from base to base.



UNIT ACTIVATION

“I GO, YOU GO” Unit Activation

The Game of Kings Miniature Game has a 1d12 Initiative roll with the General’s Initiative added to the score to determine who goes first in activating command of their Units and who goes next in activating their own Units. This roll occurs at the beginning of the game and sets a pattern requiring one opponent to respond to the actions of the player who won Initiative for the entire game. This “I GO, YOU GO” Unit Activation is common in Miniature Wargames – going all the way back to Donald Featherstone’s ‘*War Games*’, H.G. Wells’ ‘*Little Wars*’, and Prussian *Kriegspiel*. However, we can take up H.G. Wells’ challenge to improve upon his wargame and enhance The Game of Kings Miniature wargame experience with different Unit Activation rules. Below are some alternatives for players to adapt to make their own wargames engaging and increase interaction between Units instead of waiting for the other player to finish their Turn.

These are optional rules that must be discussed and agreed upon before setting up Units on the field.

Roll Initiative Every Turn

This is mixing the “I GO, YOU GO” Unit Activation with Players rolling 1d12 at the beginning of each Turn to see who goes first for that Turn, instead of rolling at the beginning of the Game. This can cause a player to have back-to-back Unit Activation if they go last on one Turn, then win Initiative on the following Turn to go first. With this unpredictable mechanism, it causes both players to consider their Unit’s movement and placement in case they don’t win Initiative on the next Turn. This also gives players options when choosing their General and their Tactics in play based on that General’s Initiative score – added to the Initiative roll. Generals with higher Initiative – like Sprites and Nix – have higher probability in winning the roll, creating an Army with an active, aggressive tactical battle plan, while lower Initiative Generals like Hobs and Imps may choose counter-attack tactics depending on who leads their Army.

Roll Initiative Every Phase

This Unit Activation makes each Phase in a Turn exciting and speeds up gameplay by requiring each player to roll for Initiative at the beginning of each Phase. For example, players would roll for Initiative at the beginning of the Movement Phase, with the highest rolling player moving all their Units and declaring Assaults, followed by the other player moving all their Units and declaring Assaults. Players would then roll for Initiative at the beginning of the Science Phase, with highest roll Performing Feats and the lowest roll Flawing Feats, followed by the lowest roll player Performing Feats while the highest roll player Flaws Feats. Initiative Rolls would be performed again at the start of the Shooting Phase and again at the start of the Assault

Phase. At the start of the next Turn the cycle begins again. This also make choice of the General important in determining an active, aggressive tactical play or a defensive, counter-punch method of play.

Roll Initiative Every Phase: Science Phase

This method of Unit Activation places even more emphasis on what Feats are Performed and conserving Resources to Perform or Flaw when the other player has their opportunity in the Phase. As Resources would be rolled once each Turn, players can choose a Science Phase of abundance by rolling 2d12 for Resources, or limit resources by rolling 1d12 – making each choice to Perform or Flaw even more crucial to sway a game.

Roll Initiative Each Unit

This method of Unit Activation has the players roll for Initiative for each Unit – using the Unit Leader’s Initiative for the roll – and Activating each Unit according to Initiative score. Players must choose whether this is rolled at the start of the game for the entire game, rolled at start of every Turn, or rolled at start of every Phase. This Unit Activation makes large point cost games slightly cumbersome as Armies with multiple Units are required to roll for every Unit while keeping track of which Units go first. However, for smaller point games or skirmish encounters this method of Unit Activation ensures dynamic play between the forces as players act and reacts according to Unit actions.

The Game of Kings Is Your Oyster

The beauty of The Game of Kings game is the flexibility and options available to make your game experience a fun and engaging experience. Players participating in gaming clubs have opportunity to choose methods of play that fit their community’s play style while Tournament players are provided methods of play that push their tactical prowess. For players that enjoy gatherings between close friends for narrative play, their Stories are enhanced by Unit Activation to match the narrative encounter. Remember: these rules are to be discussed and agreed upon before setting any Units upon the field of battle. We are here to create engaging encounters and heroic stories with our tokens upon the battlefield. If you find a situation occurs while using these optional methods of play that does not fall within these Rules, discuss between you both how best to continue. If you cannot come to a mutual agreement then roll 1d12. The person who rolls highest determines the outcome for that specific game. However, discuss this after the game and create a House Rule to avoid the entanglement in future games. And please contact us with your experience and your solution. Your experiences in The Game of Kings make for a stronger ruleset for all who participate.

MOVEMENT PHASE

Movement is the key element in positioning your Army for maximum effort, especially when the minds dictating their movements are equally matched. The models don't use rules like Chess however, instead using measuring tapes or rulers to determine distance of movement. There are always Exceptions That Prove The Norm, and we will go into those below. As is the nature with all miniature wargames, moving and measuring around Scenery and Units is not an exact science. Do not be concerned with measurements being off by a fraction of an inch—the goal is to tell a good Story. If a measurement is critical to the success of the Story, ensure you discuss it with the other player before you begin measuring and moving models. Two Units are only allowed to touch in Assault. A one-inch distance should be maintained between opposing Units **not** in Assault.

Movement

Start of Movement Phase

At the start of the Movement Phase you will have opportunity to roll for special Charisma Checks or Special Actions like Disgruntled along with other Special Actions according to the Rules. While the majority of tests will be psychological, there will be times where Special Abilities are activated before Movement begins. After Declaring Assaults and Assault Responses, you will be able to take Charisma Checks to Rally any Fleeing Units before moving the Units in your Army.

Unit Cohesion: Ranked & Skirmish

When a Unit moves on the battlefield, it must remain in cohesion—so no stragglers are allowed to roam off on their own. Moving in Ranked Formation keeps this simple with base-to-base horizontal alignment, yet even models that move in Skirmish Formation must not be further than 1 inch distance between each model's base to base distance to maintain their Unit's cohesion.

Normal Movement: Move, Shoot Normally

During the Movement Phase models can move up to their maximum Movement allowance, they can remain motionless, or they can Reform. The normal Movement in inches for each model is shown under the 'Movement' (Move) statistic on the model's stat-line.

For example, a Unit of Nix Infantry can move up to 4 inches, while mounted Nix Cavalry can move 8 inches.

March: Double Movement, Cannot Shoot

A Unit can March if an enemy Unit is not within 8 inches at the start of the Movement Phase. A Unit that Marches can move twice its Movement allowance but cannot Shoot in the Shooting Phase. This represents the Unit 'going at a double-time' with weaponry shouldered for the swifter pace.

A Unit that Marches cannot Turn or Reform but can Pivot normally.

Models that are Independent and Beasts can March. Only Units that ignore Movement Penalties can March through Scenery.

Models with the Fly Special Rule can choose to March using their Movement stat or Fly twice their Fly Movement—up to 24 inches.

Ranked Unit Movement

Due to the highly organized nature of Ranked Units, they move in a coherent group with special maneuvers. A Ranked Unit may move straight ahead, maneuver in Formation, or March. A Ranked Unit may Maneuver with Pivot, Turn, or Reform.

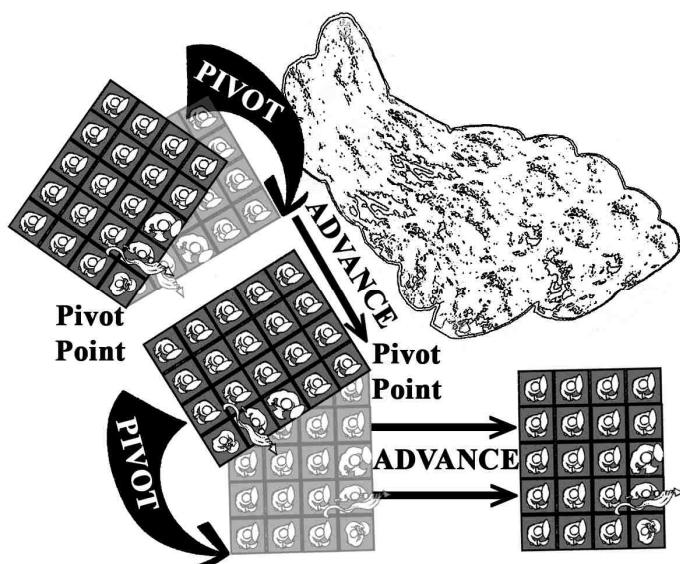
A Ranked Unit may move straight ahead, maneuver in Formation, or March.

A Ranked Unit may Maneuver with Pivot, Turn, or Reform.

Pivot

A Ranked Formation will execute a Pivot while moving—when it needs to move around an obstacle or position itself for tactical advantage. A Ranked Formation can Pivot as many times as necessary up to their allowed Movement. When a Ranked Formation must Pivot, measure from the corner you wish to move while keeping the opposite corner stationary. Wheel the Ranked Formation around on the stationary axis to the measured distance, then measure and Pivot for further moves. A Unit that is moving normally or Marching may Pivot as often as needed.

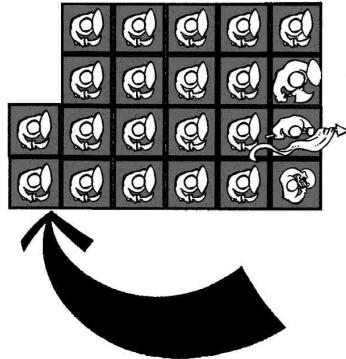
A Ranked Formation that is Assaulting another Unit may only Pivot once before Assaulting.



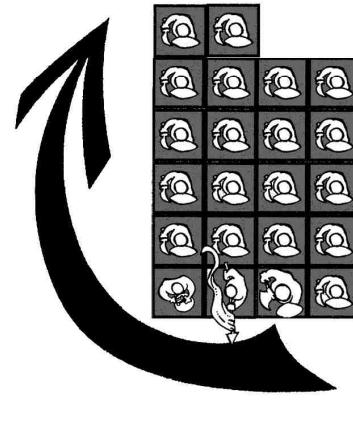
Unit Position before Turn



Unit Position Turn to Side



Unit Position Turn to Rear



Turn: -50% Movement

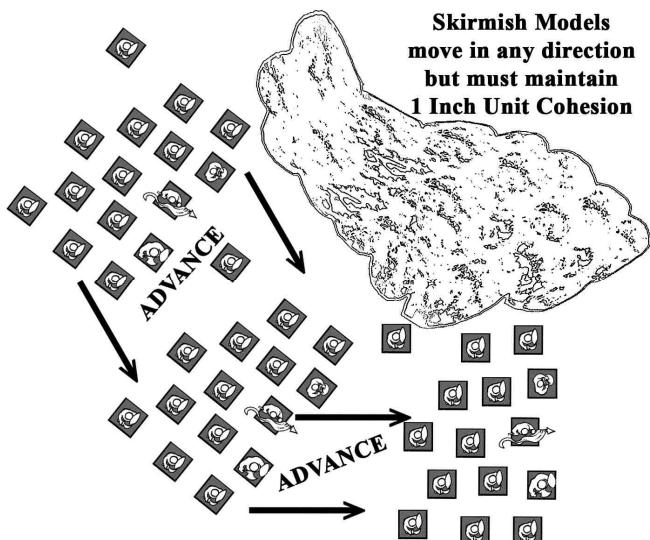
A Ranked Formation may Turn to face the side or rear before it moves. A Ranked Formation that chooses to Turn has its Movement allowance reduced by 50 percent. Remember: Sergeant, Banner, and Musician are always in the front Rank.

Reform: No Move

If a Unit chooses to Reform it takes up their entire Movement. A Unit can Reform into any Formation it desires – even switching from Ranked Formation to Skirmish Formation, or vice versa. Remember: Sergeant, Banner, and Musician are always in the front Rank.

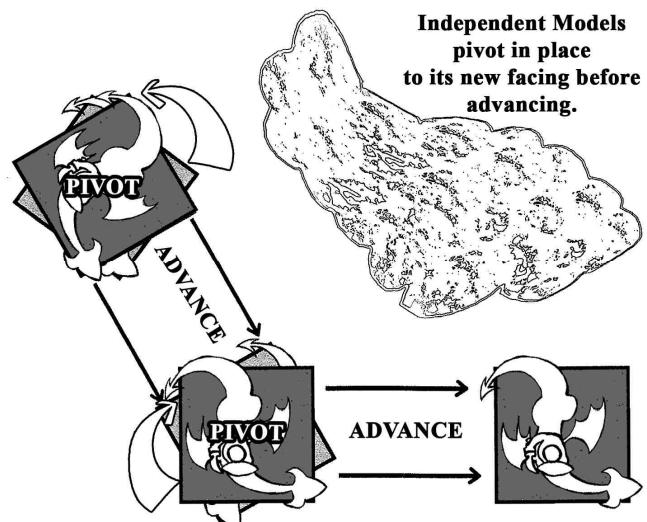
Skirmish Unit Movement

A Skirmish Formation may move in any direction, but it must maintain 1 inch Unit Cohesion. Skirmish Formations do not Pivot or Turn. Skirmish Formations may Reform into a Ranked Formation.



Independent Unit Movement

An Independent Unit may move in any direction and may Pivot into a new direction at no Movement cost. Independent Units do not Turn or Reform.



Scenery Movement

When setting up the Table, the entire battleground is considered to be Open Ground allowing unimpeded Movement. What Scenery is placed on the Table will determine Difficult Ground or Impassible Ground. Scenery is treated as Difficult Ground unless specified between players. **Open Ground: No Move Reduction**

Difficult Ground: 50% Move Reduction

Difficult Ground reduces Movement by 50 percent. If Movement occurs on Open Ground then enters Difficult Ground, measure the unimpeded Movement over Open Ground first, then reduce the remaining Movement through Difficult Ground by 50 percent. Models in Skirmish Formation suffer no Movement penalties from Difficult Ground.

Impassible Ground: 100% Move Reduction

Impassible Ground acts as a barrier to foot traffic and most Units must go around it or Fly over it. Units with the Fly Special Rule can move over Difficult Ground and Impassible Ground unimpeded but cannot land in or on Difficult Ground or Impassible Ground. A Model with the Fly Special Rule that walks into Difficult Ground is subject to Movement penalties, but can Fly out of the Difficult Ground without penalty.

Obstacles

Some Scenery acts as an Obstacle that must be gone around. Buildings are Obstacles that Units cannot enter into—unless the building is specifically designed to allow model entry into it. Scenery that is considered an Obstacle must be determined between players before the Start of the Game. Obstacles count as Impassible Ground.

Cavalry

Cavalry Mounts are classed as Scout or Heavy, with Scout Cavalry designated with the Scout Special Rule. The Scout Cavalry represent the mounted forces that scout ahead to gather information, or engage in hit-and-run harassment attacks, while the Heavy Cavalry represent the mighty war-steeds bred for the hardship and struggles of combat while carrying heavily armored riders.

Cavalry designated Scout move in Skirmish Formation only.

Cavalry designated Heavy move in Ranked Formation only.

Movement Phase Sequence

There are specific actions you can have your Army do in the Movement Phase. Below is a quick reference.

1. **Charisma Checks: Rally & Disgruntled, Special Actions, and Declare Assaults—No Pre-Measure!**
2. **Assault Responses**
3. **Charisma Checks**
4. **Compulsory Movement**
5. **ASSAULT! Move Assaulting Units**
6. **Remaining Movement**

Charisma Checks

Before Declaring Assaults and Assault Responses, you will be able to take Charisma Checks to Rally any Fleeing Units, perform Special Actions like rolling for Disgruntled, or activate Science artifacts.

Rally!

Any friendly Units Fleeing can roll a Charisma Check against their Unit leader's Charisma to see if they stop fleeing and Rally. Choose the Unit and roll 1d12 against the Unit's Charisma—using the Superior Charisma available to the Unit. This is where an Avatar champion Attached to the Unit or the General being within 12 inches really pays off!

If the result is equal to or less than the Unit's Charisma, the Unit Rallies and stops fleeing. The Unit may Reform immediately. A Unit that fails to Rally will continue its Flee movement in the Compulsory Movement part of the Movement Phase.

Remember: check the Special Rules any Superior Charisma and/or bonuses available to the Unit!

A Unit cannot Rally if it lost more than 75% of its model count.

Independents cannot Attach or detach from a Fleeing Unit.

Fleeing Unit Movement is determined in Compulsory Movement.

Special Actions

Special Actions like Disgruntled checks for Mercenaries are conducted after all Rally attempts are complete.

Compulsory Movement

Once all Special Actions are taken, Compulsory Movement is completed. This occurs before remaining Movement to portray mishaps within the Army as Units get in the way or cause other interruptions in strategy. If both players have Compulsory Movement to sort out, the player whose Turn it is resolves their Compulsory Movement before their opponent.

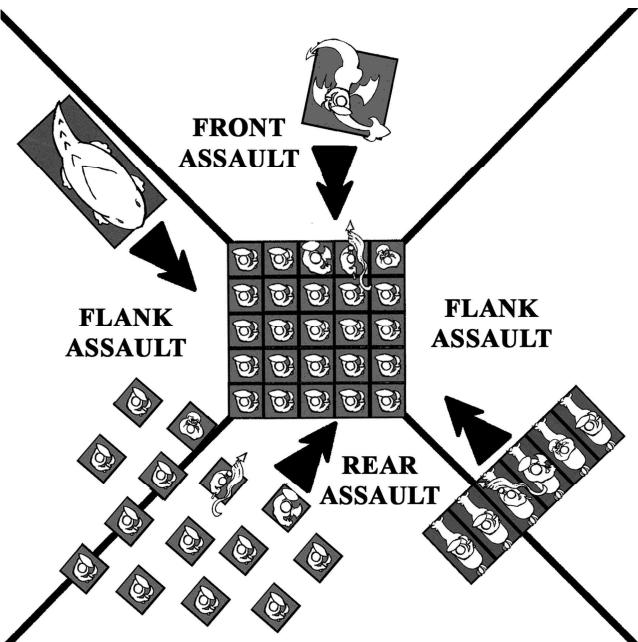
If a Unit is Fleeing after failing to Rally, Compulsory Movement for Fleeing is determined at this time as the Units are moved towards their nearest Table edge.

Declare Assaults

Begin the Movement Phase by declaring which of your Units will Assault the other player's Units. **Assaults must be declared at the Start of the Movement Phase.** Assaults are the only way to get your Units into Assault, representing the single-focus of the foot-soldiers as they surge into hand-to-hand combat. **When Declaring Assaults, you are not able to pre-measure to see if your Units are within range.** This is where the observations of the astute commander come into play—to ensure your troops get stuck in!

To Declare Assaults, simply point out which of your Units will be Assaulting, then pick one of the opposing Units to Assault. Designate all Units that will Assault. A Unit can Declare Assault if at least one model in the attacking Unit can see one model in the Unit being attacked. You can declare your Assaults in any order you desire. Just ensure all Assaults are declared at the beginning of the Movement Phase.

Units that Assault may move up to double their Movement allowance, though Scenery in the way will hinder Movement as described earlier. Keep this in mind when determining if a Unit is able to successfully Assault or not!



Assault Response

Hold, Flee, Stand And Deliver

After you have declared all Assaults, your opponent will declare how each Unit will respond to the Assaults: Hold, Flee, or Stand And Deliver. This is one of the Exceptions That Prove The Norm (ETPN) as your friend will possibly move their Units or Shoot at your Assauling Units during your Turn.

A Unit in Assault is only able to choose Hold as Assault Response.

A Unit that is Fleeing is only able to choose Flee as Assault Response.

HOLD!

A Unit being Assaulted can choose to stand firm and accept the Assault having braced for impact. This is common among Units that lack ranged weapons.

FLEE!

A Unit being Assaulted can choose to run away in response to the threat of possible doom charging down upon them. This can be a risky maneuver if the Assaulting Unit is able to run down the Fleeing Unit with Run'd Over.

If a Unit chooses to Flee and/or is forced to Flee, roll 1d12 and add the Unit's base Movement allowance to the roll. *For example, a Nix Infantry Unit would roll 1d12 and add 4 inches, while Nix Scout Cavalry would roll 1d12 and add 8 inches. That measurement is how far the Unit will Flee, measuring from their starting position at the front of the Unit.*

Units that Flee will run away in the direction directly away from the Assaulting Unit. If two or more Units are Assaulting the same Unit, the player with the Fleeing Unit may choose the unit they are running directly away from. A Unit may only move off the table when Fleeing or Pursuing.

RUN'D OVER!

If a Fleeing Unit is unable to move far enough to avoid the Assault—and the Assaulting Unit has enough Movement to catch the Fleeing Unit—the Fleeing Unit is Run'd Over and Destroyed for Objective Point purposes. That includes Avatars and Banners within the Unit.

REDIRECT!

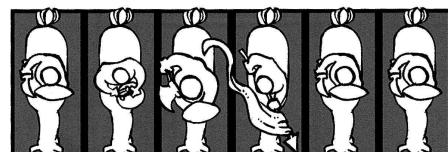
If a Unit chooses to Flee, then the Assaulting Unit may Redirect their Assault into an enemy Unit within their Assault range and Line of Sight. The newly Assaulted Unit may not Respond due to this unexpected Assault and can only Hold!

STAND AND DELIVER!

If the Unit being Assaulted has ranged weapons they can Respond by Shooting at the Assaulting Unit—even if the Assaulting Unit fails the Assault because they are out of range.

1. **Declare Assaults**
2. **Assault Response: Stand and Deliver!**
3. **Measure Range**
4. **Roll To Hit**
5. **Roll Armor Saves**
6. **Roll To Wound**
7. **Roll Constitution Saves**
8. **Remove Casualties**

ETPN: Shooting is figured out before the Assaulting Unit is moved in the Assault part of the Movement Phase.



1. **Assault Declared**
2. **Measure Range**
3. **Assault Response: Stand and Deliver!**
4. **Armor Saves**
5. **Roll to Wound**
6. **Constitution Saves**
7. **Remove Casualties**

STAND AND DELIVER
'Exception That Proves The Norm'

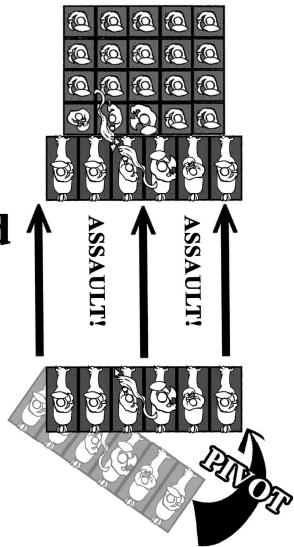
**Shooting is figured out before
the Assaulting Unit is moved
in the Assault Part of
the Movement Phase**



ASSAULT!

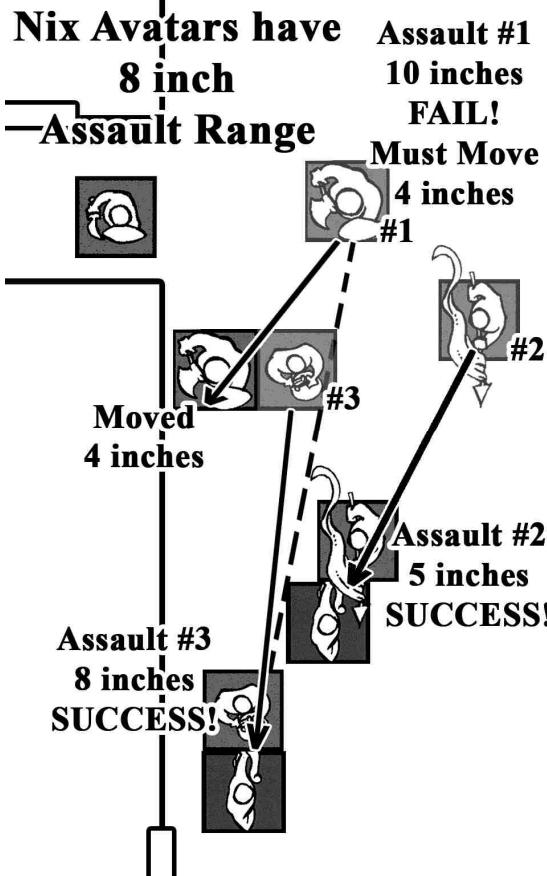
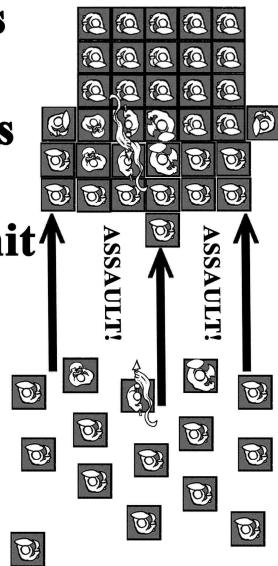
When all Compulsory Movement is completed, the Units that declared Assaults will now be moved into position. Assault Movement is resolved one at a time in the order of the player whose Turn it is currently. Assault Responses made during the Declare Assaults are settled before measuring to see if the Assaulting Unit makes it into contact.

**A Ranked Unit
that Assaults
can Pivot once
before moved
straight forward
into targeted
Unit.**



A Ranked Unit that Assaults can only Pivot once before it is moved straight forward into the targeted Unit.

**Skirmish Units
must move
as many models
within 1 inch
of the enemy Unit
in Assault.**



Failed Assault

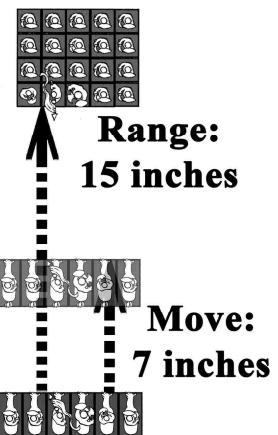
The Assaulter moves at double their Movement allowance while making reduction for any Scenery in between. If the Assaulter cannot reach the targeted Unit because measurement was too short, or the target Fled out of range, then the Assaulter has a Failed Assault and must move towards the intended target its full Movement allowance.

For example, an Nix Heavy Cavalry Unit that moves 14 inches in Assault would only move 7 inches in a Failed Assault.

**Distance between
Units is 15 inches.**

**Heavy Cavalry
has 14 inch
Assault Range**

**FAILED
ASSAULT!**



A Unit that Failed Assault cannot Shoot with ranged weapons that Turn.

A Scientist attached to a Unit that Failed Assault can still Perform Feats that Turn.

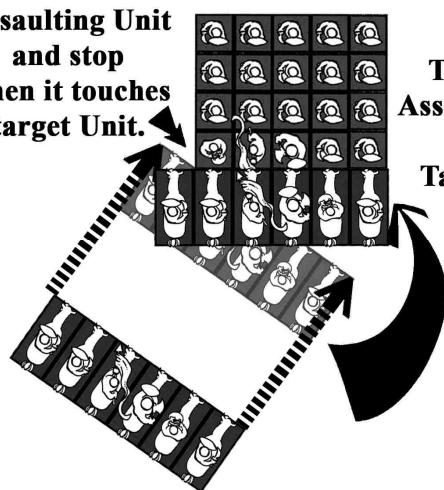
Assault Unit Alignment

When the Assaulting Unit comes into contact with its target, it is automatically aligned to face the targeted Unit. This free move represents the two forces forming a battleline as they meet in glorious combat. If Scenery causes issues with aligning the Assaulting Unit to the targeted Unit, adjust the targeted Unit to the Assaulting Unit.

Units engaged in an Assault cannot disengage until one side Flees or is Destroyed.

Advance

**Assaulting Unit
and stop
when it touches
target Unit.**



**Then Pivot
Assaulting Unit
against
Target Unit.**



Unit Interference

During Compulsory Movement or due to special circumstances, a Unit from your opponent's Army may get in the way of an Assault. If the Assaulting Unit would run into another of your opponent's Units—even if the original targeted Unit has Fled far enough to be out of the initial Assault range—you may declare an Assault upon the new Unit now in the way.

You can also choose not to Assault and stop within 1 inch of the Unit that now stands in the Assault path.

Multiple Assaults

When two or more friendly Units Assault a single enemy Unit, the Assaulting Units are moved one at a time in the order you desire.

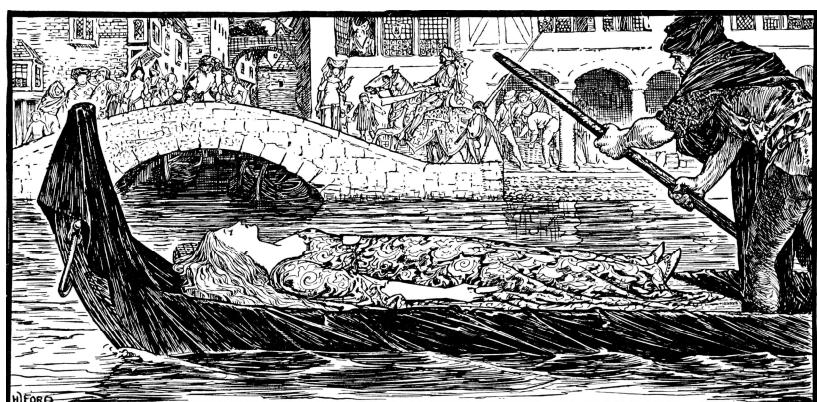
Once Movement is complete, it is time to begin wielding mighty Feats in the Science Phase!

Multiple Targets

When an Assaulting Unit comes into contact with their intended target and simultaneously comes into contact with an unintended target, then the Assaulting Unit is allowed to Assault all Unit involved, and the newly target Units are allowed to make an Assault Response.

Remaining Movement

Once all Assaults are resolved, you can move the remainder of your Units. You can move them up to their maximum Movement allowance or keep them stationary if you wish.



SCIENCE PHASE

The Science Phase

In your Science Phase your Scientist will be able to Perform Feats to sway the tide of battle. These Feats of Ability can be protective in nature, regenerative, or destructive depending on need and training of the Scientist. Certain Schools are known among all the Nations and access to the Collegium is available to any who pass their rigorous tests. Each Nation also has their own cultural Feats discovered and maintained over the millennia.

Scientists

In The Game of Kings the generic term Scientist denotes those with knowledge of Science and the ability to create tools and intricate machinations. In their own Nations they may possess different titles, however these are all considered to be types of Scientists—be they Orthodox Clergy, Reform Scholars, or even Healing Ministers. Each Level increases knowledge as well as ability in Performing Feats, allowing greater Scientists to Perform and Flaw multiple Feats. Each player will be able to choose the Feats for their Scientist based on the Collegium Schools found here or from their appropriate Nation.

A Scientist will also be able to draw on available resources to ward the Army or themselves from danger with Performed Feats. This too will vary depending on the Degrees earned by the Scientist. There is no pantheon of gods to call upon to derive power.

“Religion often is misused for purely power-political goals, including war.” ~ Hans Kung

Tech Tools

A Tech Tool is a device or artifact constructed to repeatedly operate Performed Feats. Others are old technology replicated to become constructs unlike the original. And when depleted it often takes a Quest to find what is necessary to recharge or repair it. While the treasuries of Kings and Scientists may contain more than one item of this nature, they are used sparingly and only by those proven of valor.

Science Phase Sequence

There are specific actions your Scientist can do in the Science Phase. Below is a quick reference.

1. **Disperse Resource Pool**
2. **Perform: Roll Dice—Add Bonus**
3. **Flaw: Roll Dice—Add Bonus**
4. **Success or Failure**
5. **Repeat 2 through 4**
6. **Flaw Remains In Play Feats**

Degrees

In The Game of Kings a Scientist can be one of four levels of Ability. A Scientist may only use Feats from their Collegium of choice.

Academic: A Scientist of this ability is in their final years of training and sent out into The Game of Kings to complete training and lend aid with abilities.

Perform: 1 Feat, +0 Degree Bonus, Resource Dice: 1, Flaw Dice: 2, Maximum Dice Use: 2

Scholar: A Scientist of this ability has passed all tests and is now out in The Game of Kings to find glory and renown.

Perform: 2 Feat, +1 Degree Bonus, Resource Dice: 2, Flaw Dice: 3, Maximum Dice Use: 3

Sage: A Scientist of this ability is experienced in their field with abilities significantly greater than when they first began.

Perform: 3 Feat, +2 Degree Bonus, Resource Dice: 3, Flaw Dice: 4, Maximum Dice Use: 4

Savant: A Scientist of this ability is among the mightiest of Scientists and an equal to Kings in the realm of knowledge and judgment.

Perform: 4 Feat, +3 Degree Bonus, Resource Dice: 4, Flaw Dice: 5, Maximum Dice Use: 5

Multiple Scientists

Some battles will have multiple Scientists in the same Army. When an Army has multiple Scientists, the player whose Turn it is will nominate which Scientist is Performing, which Feat will be used, and how much Bonus will be spent. This chosen Scientist must then complete Performing all Feats it will Perform that Phase before moving onto the next Scientist to Perform. The player may choose any order that their Scientist Performs, but the chosen Scientist must Perform all their Feats before moving onto the next Scientist.

When an Army with multiple Scientists needs to Flaw a Performed Feat, the player who must Flaw will nominate which Scientist is Flawing and how much Bonus will be spent. You may attempt to Flaw a Feat only once.

Degree Bonus

A more experienced Scientist will have faced encounters and engaged in epic battles that would splinter bones and enfeeble minds. This experience—or lack thereof—is portrayed by the level of their Degree. Your Scientist has Resource Dice available to them each Science Phase based on their Degree Level. This number represents how many dice they begin with each Science Phase, which are used to successfully Perform a Feat or Flaw.

Degree Bonus

Their Degree Level also provides a Degree Bonus to boost the chances of success. This Degree Bonus is a pool of points that is expended each Science Phase, then replenished to use again in the next Science Phase. Once a Bonus has been used it cannot be used again that Phase. The Degree Bonus of each Scientist is available only to that particular Scientist. Degree Bonuses cannot be combined with other Scientists of different Degrees. The maximum number of Resource Dice a Scientist can use per Feat—both to Perform and Flaw—is equal to their Degree plus one.

Resource Pool

Each Scientist has a predetermined number of Resource Dice available only for them to use, while the Resource Pool provides dice that can be shared by all Scientists. Fleeing Scientists and Scientists that are not on the Table do not gain any Resource Dice and cannot attempt to Perform Feats or Flaw.

Each Science Phase your Scientists will draw available resources to use during that Phase according to how powerful they are in Ability. At the start of each Science Phase, the player whose Turn it is will disperse Resource Dice to each Scientist according to their Degree. Give one d6

Resource Dice to each Academic, two d6 to each Scholar, three d6 to each Sage, and four d6 to each Savant. These are the dice each individual Scientist has available to them to Perform Feats during that Phase.

After dispersing Resource Dice, your opponent will disperse Flaw Dice to each of their Scientists according to their Degree. The opposing player gives two d6 Flaw Dice to each Academic, three d6 Flaw Dice to each Scholar, four d6 Flaw Dice to each Sage, and five d6 Flaw Dice to each Savant.

After dispersing Resource Dice and Flaw Dice, roll 1d12. The number rolled is the Resource Pool of local resources available to both players. The number rolled provides extra d6 available to use during that Science Phase. Divide the Resource Pool between each player—starting with the player whose Turn it is. Each player now has a number of Feats or Flaws they may attempt that Turn. Resource Pools and Resource/Flaw dice disappear at the end of the Science Phase—unless the Scientist carries an Upgraded artifact or Science Tech that allows for saving Science dice. This includes Resource Pool, Resource dice, and Flaw dice.

Performing and Flawing Feats

Your Scientist will be able to Perform the number of Feats equal to their Degree Level. This number is found under the appropriate Degree listing under Resource Dice and also represents 1d6 available for them to use to Perform Feats. Each Scientist also has a Degree Bonus available to boost their chance of success. Whether successful or not, once the Degree Bonus is used for that Phase, it is used up.

However, at the start of the next Science Phase, the Degree Bonus is renewed and available for use again.

During the Science Phase, you will nominate which Scientist is Performing Feats, which Feat they will Perform, and how much Bonus to spend. Choose how many Resource Dice to roll from that Scientist's Resource Dice and tally any bonus points with the roll. The Feat is successfully Performed if the player Performing the Feat has a tally equal to or greater than the required Perform Feat difficulty score found in brackets. If successful, your opponent will choose which of their Scientists will Flaw and how much Bonus they will expend. They will then choose how many Flaw Dice to roll—up to the maximum allowed for their Degree. Roll the Flaw Dice and add any bonus to their roll to see if the Feat is Flawed from going into effect. The Feat is successfully Flawed if the opposing player's final tally is greater than the Performing player's final tally.

All bonuses—including bonuses for Tech and Artifacts—must be declared before rolling dice to Perform a Feat or Flaw.

Choose Feat and Target

Each Scientist may attempt to Perform their Feats in the Science Phase. A Scientist may only attempt chosen Feats once per Science Phase. The common Feats are found in the Collegium, while other Feats are available depending on Nation—passed down from generation to generation—which are listed here for convenience and consistency. A Scientist is able to Perform the number of Feats equal to their Degree Level—if they have the Resources to do so!

Feats and Units

Independent Units, monstrous Beasts, and Heavy Machines are considered Units and can be targeted by Performed Feats. Independents Attached to Units cannot be targeted separately unless otherwise noted.

Hits and Damage that occur from Feats are distributed in the same manner as normal Shooting unless otherwise noted in the Feat description.

Feats and Line of Sight

Feats that are missile effects may be directed at the intended target if it would be a viable target according to the Rules for Shooting. The Scientist must be able to see the target and cannot pick out Independents that have Attached to a Unit as with normal Shooting. Unless noted: Feats hit automatically.

Minimum 3 to Perform

No matter how mighty a Scientist may be, a Feat cannot be performed where the total of the dice is less than 3. A result of 1 or 2 is always a Failed Feat—and possibly an Anomaly.

Scientist Rerolls

As with all rerolls, Scientists allowed to reroll a failed Feat or Flaw must reroll all dice they rolled and accept the second result. A reroll cannot cause a Quantum Storm.

The Influence of Stress

Trying to control expansive amounts of knowledge under the heat of battle is no easy task. To represent this struggle of expenditure and containment, when a player rolls double 6s or double 1s, the Scientist reacts in an extreme way. Sometimes a positive effect occurs. And occasionally a nexus opens up and your Scientist is sucked into a miniature singularity. Such is the life of a Scientist! In the Science Phase, a roll of double 1s is an automatic fail, and a roll of double 6s is an automatic success. This is before any Degree Bonuses or item bonuses are taken into effect.

Quantum Storm

When rolling to Perform or Flaw a Feat, a roll of two or more unmodified 6s indicate a Quantum Storm of energy has unleashed with marvelous effect. If caused by a Feat, it is immediately successful and cannot be Flawed. If caused by a Flaw, it is immediately successful and Flaws all Remains in Play Feats within 12 inches.

A reroll cannot cause a Quantum Storm.

Anomaly

When rolling to Perform or Flaw a Feat, a roll of two or more unmodified 1s indicates an Anomaly has disrupted the Feat effect. The Feat or Flawing immediately fails, and the player must roll 1d20 on the Anomaly Table to determine what occurred. A reroll can cause an Anomaly. If a player causes a Quantum Storm and an Anomaly during their Feat or Flawing, the Anomaly always takes precedence. The Feat or Flaw fails and the roll counts as an Anomaly.

Perform

The player whose Turn it is may begin Performing Feats. A Scientist may attempt to Perform each of their Feats only once per Science Phase. Performing Feats is dependent on the Degree of ability, so Savants are able to Perform Feats more often per Science Phase than an Academic. Fleeing Scientists and Scientists in Units that are Fleeing are unable to Perform or Flaw any Feats. Scientists that have Rallied in the Movement Phase are able to act as normal in the Science Phase.

Scientists cannot target Units in Assault. However, Scientists in Assault can Perform Feats, though they are only able to target the opposing Unit they are engaged in Assault with or the Unit they are Attached to. The turmoil of Assault forces the Scientist to focus on the enemy at hand.

Performing a Feat is determined by rolling allotted Resource Dice d6, adding bonuses, and then tallying the results. If the final tally is equal to or greater than the Performed Feat difficulty score: the Feat is Performed. At this time a Scientist in the opposing Army may attempt to Flaw the Performed Feat to avoid or disrupt its effects.

Anomaly Table: Roll 1d20

1: NEXUS! A miniature black hole is created! Gravitational forces pull in all nearby matter. The Scientist disappears and is immediately removed as a Casualty. Any model in base contact with the Scientist—friendly or enemy—takes a single Strength 10 Hit, No Saves Allowed. As the Scientist is lost in space and time, no Objective Points are awarded to the opposing side.

2–5: Ohnowait... The Scientist is overloaded in the moment and made a mistake, causing effects to go awry. The Scientist and any model in base contact—friendly or enemy—takes a single Strength 6 Hit, No Saves Allowed.

6–9: PILFER! The Scientist didn't plan appropriately and resources left behind were found by your opponent. The opposing player may immediately Perform one of their Feats. No roll or tally is required—the Feat is automatically Performed—but the player whose Turn it is may attempt to Flaw as normal by beating the basic Perform Feat difficulty score found in brackets.

10–11: CONCUSSION! The Scientist didn't finish prepping properly and a loose screw hits the Scientist in the head. The Scientist takes a single Strength 3 Hit, No Saves Allowed. The Scientist loses all Degree Bonus points and can do nothing further this Science Phase.

12–15: SUPPLY CHAIN BROKE! Mismanaged Resources are lost, draining the entire field of battle. The Scientist takes a single Strength 4 Hit, No Saves Allowed as punishment. All Feats that are Remain In Play are successfully Flawed and removed from play. All Resources are lost and the Science Phase ends.

16–19: PTSD! The Scientist's mind is ravaged by the stresses of battle. The Scientist takes a single Strength 8 Hit and loses one Degree of ability. If this effect reduces the Scientist below the 1st Degree, they are removed from play and no Objective Points are awarded the opposing side.

20: ANOMALY! The Scientist malformed a Feat creating a distorted effect. The Feat automatically succeeds and cannot be Flawed by any means—neither Flaw nor Tech Tool. However, the page in the Scientist's Collegium Book disintegrates and cannot be Performed again for the remainder of the battle.

Flaw

After a Feat is Performed, the opposing player can attempt to Flaw it and prevent it from occurring. The player who is defending against the Performed Feat will roll their allotted Flaw d6, add bonus points, then tally the results. The Feat is successfully Flawed if the opposing player's tally is greater than the Performing player's final tally to Perform the Feat. Armies that do not contain a Scientist may attempt to Flaw Feats using Flaw Scrolls, Artifacts, and other Science enhancements.

Remains In Play

The majority of Feats are Performed and the effects are immediately worked out and have no further effect on the Game. However, some Feats have the Remains In Play rule to portray their lasting effects. Once Performed, these Feats last until used up, cancelled out by another Remains In Play Feat, or is Flawed.



2 Buffs and 2 Debuffs Stack.

Research and Development has advanced Science: Buffs and Debuffs stack! Two (2) Buff and two (2) Debuff Remains In Play Feats may be in effect per Unit.

An Independent with a Remains In Play Feat who Attaches to a Unit with a Remains In Play Feat will lose their Independent Feat as the resources used are instilled—or infected—with the Feat affecting the Unit. An Independent who detaches from a Unit under the effect of a Remains In Play Feat retains the Remains In Play Feat affecting the Unit they left.

An Independent with a Remains In Play Feat who Attaches to a Unit without a Remains In Play Feat will infect their Remains In Play Feat upon the Unit.

Flaw Feats In Play

After a player has finished Performing their Feats they can attempt to Flaw any Remains In Play Feats Performed upon their own Units in the previous Turn using their remaining Degree/Resource Pool Dice.

For every attempt to Flaw a Remains In Play Feat, determine the Scientist Flawing and the number of Resource Dice and Resource Pool Dice allowed to roll—up to the maximum allowed per Degree. The Scientist's Degree Bonus may be used to Flaw Remains In Play Feats. Declare bonuses, roll the dice, and tally bonuses to the number. The Remains In Play Feat is successfully Flawed if the roll is greater than the Feat's difficulty score to Perform found in brackets, not the original tally that successfully Performed the Feat.

Remember: a roll of double 1s is an automatic fail and causes an Anomaly, and a roll of double 6s is an automatic success and causes a Quantum Storm. This is before any Degree Bonuses or item bonuses are added to the tally. Once the player whose Turn it is has finished, the opposing player is allowed to Flaw any Remains In Play Feats on their own Units using their own remaining dice. This cannot be used to Flaw any successful Remains In Play Feats performed that Turn.

Buffs and Debuffs Stack.

Research and Development has advanced Science: Buffs and Debuffs stack! Two (2) Buff and two (2) Debuff Remains In Play Feats may be in effect per Unit.

*Once the Science Phase is complete,
it is time to darken the skies with arrows
in the Shooting Phase!*

COLLEGIUM

The Collegium

The Collegium bases its studies on the scientific method of theory and experimentation using logic, reason, and evidence-based research. The Feats discovered are available to Scientists of all Nations as the Collegium is an open and free Society focused on utilizing the resources found in creation. Not everyone is suited to become a Scientist or understand the Feats required creating intended effect. However, with the advancements of Science and technology, crude but effective ways are available to get around this barrier. To portray these various levels of ability, Scientists have different levels of power based on their knowledge and technical prowess.

Scientists will choose Feats based on their Collegium or by Nation. Scientists cannot choose between both—it is one or the other. A Scientist has access to Feats equal to and lower than their Level. A Scientist will possess one Feat per Degree, so an Academic will have one Feat while a Savant will have four Feats to Perform.

Feats are chosen at the start of the Game before deploying Units. Each player will declare the College for each Scientist before choosing Feats. No Scientist may possess the same Feat twice. Feats chosen for each Scientist are written down before the Game begins. Feats cannot be substituted or changed once the Game begins.

For example, a Sage Scientist in the Life Collegium can choose three Feats that are Level 3 and below from the Life Feats or from their Nation Feats—not both.

Resource Allocation

The Science Phase is a mini-game where Scientists come into the spotlight to assist the Army using the Feats available to them. This System is based on Resources available (1d12 Resources plus Scientist's personal Resources) in a tug-of-war against their opponent (Feats versus Flaws). Too many Resources could over exert the Scientist (Anomaly or Quantum Storm), possibly taking them out of the battle while too little ensures their opponent easily disrupts plans. This is the closest to Supply Chains that can be achieved in a Tabletop Wargame outside a Campaign. Using 1d12 for Resources provides the spike probability found in unreliable supplies, though players can offset this by using 2d6 to provide an average Resource output (bell curve) that can (mostly) be relied upon. As Scientists are capable of changing the course of a battle with one well-played Science Phase (boosting and healing Units), their points need to reflect their power and their restrictions (number of Feats to be performed plus Resources available) must reflect this responsibility to their cause.

Note: higher level Scientists gain access to greater number of personal Resources to be self-sufficient in choosing Feats for their battle plan.

Collegium Bonus

Reform

Minister: +1 Perform Feat

Scribe: +1 Perform Feat

Orthodox

Cleric: +1 Flaw Feat

Librarian: +1 Flaw Feat



Minister: +1 Perform

Academic

Heal [4]: Ignore 2 Wounds – 24 Inch Range – Independent – Remains In Play

Splinters [5]: 1d4 Str 4 Hits – 24 Inch Range

Bushes [6]: 1d4 Hits Ignored – 24 Inch Range – Target may be in Assault – Remains In Play

Scholar

Group Heal [6]: 1d4+2 Wounds Ignored – 24 Inch Range – Target may be in Assault – Remains In Play

Overgrow [7]: Target Movement reduced 50% – 24 Inch Range – Remains In Play

Copse [8]: Target –1 To Hit (Shooting) – 24 Inch Range – Target may be in Assault – Remains In Play

Sage

Blinding Light [8]: 2d4 Hits Ignored – 24 Inch Range – Target may be in Assault – Remains In Play

Nettle Thorns [9]: 2d4 Str 4 Hits – 24 Inch Range

Orchard [10]: Target is –1 To Hit (Assault) – 36 Inch Range – Target may be in Assault – Remains In Play

Savant

Mass Heal [11]: 2d4+2 Wounds Ignored – 36 Inch Range – Target may be in Assault – Remains In Play

Weeds [12]: Target Unit Immobilized – 36 Inch Range – Remains In Play

Forest [13]: Target is –2 To Hit (Shooting & Assault) – 36 Inch Range – Target may be in Assault – Remains In Play

Cleric: +1 Flaw

Academic

Break Bones [4]: 1d4+2 Str 4 Hits – 24 inch Range

Knit Flesh [5]: Ignore 1 Wound – Independent – 24 Inch Range – Remains In Play

Numb [6]: 1d4 Hits Ignored – 24 Inch Range – Target may be in Assault – Remains In Play

Scholar

Shatter Bones [6]: 1d4+2 Str 5 Hits – 24 Inch Range – Target may be in Assault – No Constitution Save

Suture Skin [7]: 1d4 Wounds Ignored – 24 Inch Range – Target may be in Assault – Remains In Play

Bone Wall [8]: Target –1 To Be Hit (Shooting) – 24 Inch Range – Target may be in Assault – Remains In Play

Sage

Splinter Bones [8]: 2d4 Str 6 Hits – 24 Inch Range – Target may be in Assault – No Constitution Save

Anesthesia [9]: 1d4+2 Hits Ignored – 24 Inch Range – Remains In Play

Bone Shield [10]: Target is –1 To Be Hit (Assault) – 24 Inch Range – Target may be in Assault – Remains In Play

Savant

Surgery [11]: 2d4 Str 8 Hits – 36 Inch Range – Target may be in Assault – No Armor Save, No Constitution Save

Transfusion [12]: 1d4+2 Wounds Ignored – 36 Inch Range – Target may be in Assault – Remains In Play

Bone Storm [13]: Target is –1 To Be Hit (Shooting & Assault) – 36 Inch Range – Target may be in Assault – Remains In Play

Scribe: +1 Perform

Academic

Fire Bolt [4]: 1d4 Str 4 Hits – 24 inch Range – No Armor Save

Cauterize [5]: Ignore 1 Wound – Independent – 24 Inch Range – Remains In Play

Burning Bush [6]: 1d4 Hits Ignored – 24 Inch Range – Target may be in Assault – Remains In Play

Scholar

Fire Missile [6]: 2d4 Str 4 Hits – 24 Inch Range – No Armor Save

Scar [7]: 1d4 Wounds Ignored – 24 Inch Range – Target may be in Assault – Remains In Play

Fire Wall [8]: Target –1 To Hit (Shooting) – 24 Inch Range – Remains In Play

Sage

Firestorm [8]: 2d4 Str 6 Hits – 24 Inch Range – Target may be in Assault – No Armor Save

Melt [9]: 2d4 Hits Ignored – 24 Inch Range – Target may be in Assault – Remains In Play

Heat Armor [10]: Target is –1 To Hit (Assault) – 36 Inch Range – Target may be in Assault – Remains In Play

Savant

Smelt [11]: 2d4 Wounds Ignored – 24 Inch Range – Target may be in Assault – Remains In Play

Heat Weapons [12]: Target is –1 To Hit (Shooting & Assault) – 36 Inch Range – Target may be in Assault – Remains In Play

Immolate [13]: 2d4 Str 8 Hits – 36 Inch Range – Target may be in Assault – No Armor Save, No Constitution Save

Bard Feats

Minstrel

Charm [–1]: Target Charisma Check rolls are modified by +1. Modifiers are cumulative. Remains In Play.

Inspire [+1]: Target Charisma Check rolls are modified by –1. Modifiers are cumulative. Remains In Play.

Lyrist

Confuse [+2]: Bard choice: Target is +2 or –2 Charisma Check rolls. Modifiers are cumulative. Remains In Play

Despair [+2]: 10 inch range. Target: +1 Cha, –1 To Hit (Shooting & Assault)

Troubadour

Sonic Scream [+3]: 12 inch range. Roll 1d12+1 and compare to Target's Charisma. Every point over Target's Charisma reduces Movement by 1 inch. Remains In Play.

Wailing Doom [+3]: 8 inch range. Roll 1d12+2 and compare to Target's Charisma. Every point over Target's Charisma causes a Wound, No Constitution Saves.

Bard

Sonic Shield [+4]: 8 inch range. Roll 3d4+1 and compare to Target's Charisma. Every point over Target's Charisma ignores 1 Hit. Remains In Play.

Hope [+4]: 8 inch range. Roll 3d4 and compare to the Target's Charisma. Every point over the Target's Charisma heals 1 Wound.

Librarian: +1 Flaw

Academic

Ice [4]: Ignore 1 Wound – Independent – 24 Inch Range – Remains In Play

Icicles [5]: 1d4+1 Str 4 Hits – 24 inch Range – No Constitution Save

Frost [6]: 1d4 Hits Ignored – 24 Inch Range – Target may be in Assault – Remains In Play

Scholar

Flash Freeze [6]: 1d4 Wounds Ignored – 24 Inch Range – Target may be in Assault – Remains In Play

Ice Missiles [7]: 2d4 Str 5 Hits – 24 Inch Range – Target may be in Assault – No Constitution Save

Freezing Rain [8]: Target –1 To Hit (Shooting) – 24 Inch Range – Target may be in Assault – Remains In Play

Sage

Frozen [8]: Target Movement reduced 50% – 24 Inch Range – Remains In Play

Hail [9]: 2d4 Str 6 Hits – 24 Inch Range – Target may be in Assault – No Constitution Save

Hoar Frost [10]: Target is –1 To Hit (Assault) – 24 Inch Range – Target may be in Assault – Remains In Play

Savant

Cryo [11]: 2d4 Wounds Ignored – 36 Inch Range – Target may be in Assault – Remains In Play

Ice Storm [12]: Target Unit Immobilized – 36 Inch Range – Remains In Play

Ice Ball [13]: 2d4 Str 8 Hits – 36 Inch Range – Target may be in Assault –

No Armor Save, No Constitution Save

Elixirs

Elixirs are chemical concoctions available for use by any Scientist. A Scientist can use any of the Elixirs available to their Level along with their chosen Collegium Feats or Nation Feats. In the Science Phase a Scientist successfully mixes an Elixir with a successful Perform Feat using Resource Dice (carefully collected rare ingredients!) available to them.

Academic

Attention [5]: +1 Accuracy or Discipline – 24 Inch Range –Target may be in Assault – Remains In Play

Scholar

Focus [7]: +1 To Hit (Shooting & Assault) – 24 Inch Range –Target may be in Assault – Remains In Play

Sage

Scrutiny [9]: +2 Accuracy or Discipline – 24 Inch Range – Target may be in Assault – Remains In Play

Savant

Foresight [12]: +2 To Hit (Shooting & Assault) – 36 Inch Range – Target may be in Assault – Remains In Play

Ranger Feats

Giant Stalker

Heal Pet [4]: Ignore 2 Wounds – 24 Inch Range – Pet – Remains In Play

Dragon Stalker

Pet Tank [8]: 2d4 Hits Ignored – 24 Inch Range – Pet may be in Assault – Remains In Play



FEATS OF THE NATIONS

Scientists will choose Feats based on their Collegium or by Nation. Scientists cannot choose between both—it is one or the other. A Scientist has access to Feats equal to and lower than their Level.

Imp Cleric: +1 Flaw

Academic

Magnet Gun [4]: 1d4 Str 4 Hits – 24 inch Range – No Armor Save

Fuse [5]: Ignore 1 Wound – Independent – 24 Inch Range – Remains In Play

Shield [6]: 1d4 Hits Ignored – 24 Inch Range – Target may be in Assault – Remains In Play

Scholar

Magnet Rifle [6]: 2d4 Str 5 Hits – 24 Inch Range – Target may be in Assault – No Armor Save

Weld [7]: 1d4+1 Wounds Ignored – 24 Inch Range – Target may be in Assault – Remains In Play

Shield Wall [8]: Target –1 To Be Hit (Shooting) – 24 Inch Range – Target may be in Assault – Remains In Play

Sage

Magnet Missile [8]: 2d4 Str 6 Hits – 24 Inch Range – Target may be in Assault – No Armor Save

Temper [9]: 1d4+1 Hits Ignored – 24 Inch Range – Remains In Play

Bulwark [10]: Target is –1 To Be Hit (Assault) – 24 Inch Range – Target may be in Assault – Remains In Play

Savant

Forge [11]: 2d4 Wounds Ignored – 36 Inch Range – Target may be in Assault – Remains In Play

Immovable Object [12]: Target Unit Immobilized – 36 Inch Range – Remains In Play

Irresistible Force [13]: 2d4 Str 8 Hits – 36 Inch Range – Target may be in Assault – No Armor Save, No Constitution Save

Artificial Intelligence Subroutines: +1 Flaw or +1 Perform

Boost [4]: 12 inch range – Target: No Move/Shoot penalties + May Assault

Activate Nanobots [5]: 18 inch range – +1 Heal—Remains In Play

Sonic Burst [6]: 10 inch range – Roll 1d8+2 and compare to Target's Toughness. Every point over Target's Toughness causes a Wound, Saves allowed.

Anxiety Attack [8]: 12 inch range – Enemy Units in range must take a Charisma Check against Panic unless Immune to Panic.

Hob Minister: +1 Perform

Academic

Shame Bell [4]: 1d4 Str 4 Hits – 24 inch Range – No Constitution Save

Unity [5]: Ignore 1 Wound – Independent – 24 Inch Range – Remains In Play

Overlook [6]: 1d4 Hits Ignored – 24 Inch Range – Target may be in Assault – Remains In Play

Scholar

Chastise [6]: 2d4 Str 4 Hits – 24 Inch Range – No Constitution Save

Balance [7]: 2d4 Wounds Ignored – 24 Inch Range – Target may be in Assault – Remains In Play

Patience [8]: Target –1 To Be Hit (Shooting) – 24 Inch Range – Remains In Play

Sage

Punish [8]: 2d4 Str 6 Hits – 24 Inch Range – Target may be in Assault – No Armor Save

Endurance [9]: 2d4 Hits Ignored – 24 Inch Range – Target may be in Assault – Remains In Play

Tranquility [10]: Target is –1 To Be Hit (Assault) – 36 Inch Range – Target may be in Assault – Remains In Play

Savant

Harmony [11]: 2d4 Wounds Ignored – 24 Inch Range – Target may be in Assault – Remains In Play

Serenity [12]: Target is –1 To Be Hit (Shooting & Assault) – 36 Inch Range – Target may be in Assault – Remains In Play

Judgment [13]: 2d4 Str 8 Hits – 36 Inch Range – Target may be in Assault – No Armor Save, No Constitution Save

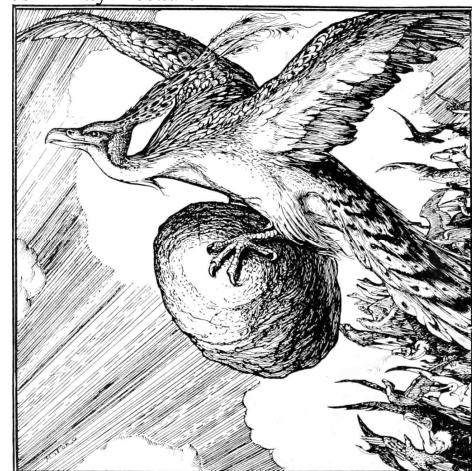
Insect Pheromones: +1 Flaw

Pheromone Feats

Despair [4]: 10 inch range – Target: +1 Cha, –1 To Hit (Shooting & Assault)

Synergy [5]: 18 inch range – Heal 6+—Remains In Play

Consume [6]: 18 inch range – Target: No Move/Shoot penalties + May Assault



Nix Physicians: +1 Flaw

Academic

Incision [4]: 1d4 Str 4 Hits – 24 inch Range – No Constitution Save

Scab [5]: Ignore 2 Wounds – 24 Inch Range – Remains In Play

Crust [6]: 1d4 Hits Ignored – 24 Inch Range – Target may be in Assault – Remains In Play

Scholar

Excision [6]: 2d4 Str 5 Hits – 24 Inch Range – Target may be in Assault – No Constitution Save

Coagulate [7]: 1d4+2 Wounds Ignored – 24 Inch Range – Target may be in Assault – Remains In Play

Flake [8]: Target –1 To Hit (Shooting) – 24 Inch Range – Target may be in Assault – Remains In Play

Sage

Eviscerate [8]: 2d4 Str 6 Hits – 24 Inch Range – Target may be in Assault – No Constitution Save

Wart [9]: 2d4 Hits Ignored – 24 Inch Range – Remains In Play

Chancre [10]: Target is –1 To Hit (Assault) – 24 Inch Range – Target may be in Assault – Remains In Play

Savant

Resuscitate [11]: 2d4+1 Wounds Ignored – 24 Inch Range – Target may be in Assault – Remains In Play

Cancer [12]: Target is –1 To Hit (Shooting & Assault) – 24 Inch Range – Target may be in Assault – Remains In Play

Starvation [13]: 2d4 Str 8 Hits – 24 Inch Range – Target may be in Assault – No Armor Save, No Constitution Save



Sprite Physicists: +1 Flaw or +1 Perform

Academic

Cleave [3]: 1d4 Str 4 Hits – 24 inch Range – No Armor Save

Bind [4]: Ignore 2 Wounds – Independent – 24 Inch Range – Remains In Play

Blink [5]: 1d4 Hits Ignored – 24 Inch Range – Target may be in Assault – Remains In Play

Scholar

Rive [5]: 2d4 Str 5 Hits – 24 Inch Range – Target may be in Assault – No Constitution Save

Seal [6]: 1d4+1 Wounds Ignored – 24 Inch Range – Target may be in Assault – Remains In Play

Sparkle [7]: Target –1 To Hit (Shooting) – 24 Inch Range – Target may be in Assault – Remains In Play

Sage

Split [8]: 2d4 Str 6 Hits – 24 Inch Range – Target may be in Assault – No Armor Save

Double Vision [9]: 2d4 Hits Ignored – 24 Inch Range – Remains In Play

Oath [10]: Target Movement Doubled – 24 Inch Range – Target may be in Assault – Remains In Play

Savant

Dark Matter [10]: 2d4 Wounds Ignored – 36 Inch Range – Target may be in Assault – Remains In Play

Stargate [11]: Target moved up to 24 inches – 12 Inch Range

Skyfall [12]: 2d4 Str 8 Hits – 36 Inch Range – Target may be in Assault – No Armor Save, No Constitution Save

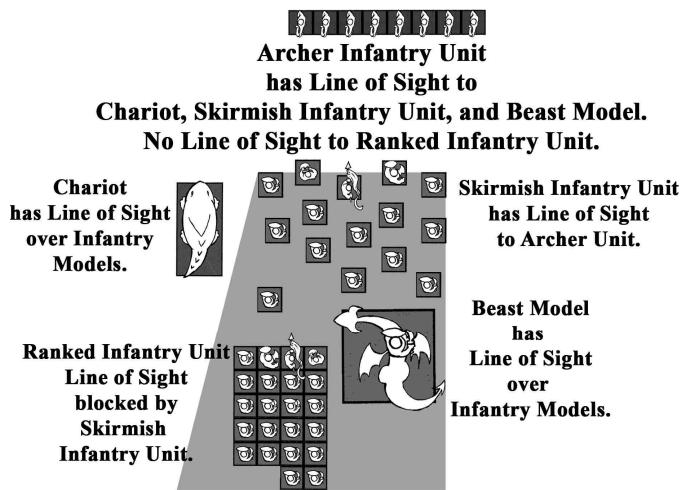


SHOOTING PHASE

While there is much glory in Assault, it is the work of the humble archers and riflemen that can change the outcome of war. Once the Movement and Science Phase are complete, you will see how well your ranged Units fare against your opponent!

Line of Sight

Where the front of a model or Unit of models is facing will determine its Line of Sight. To represent this on the Table, a target must be within the front 180 degree arc from the front of the model. This can be imagined by projecting a line that divides the midline of the base. When determining a Unit's Line of Sight, use only the front Rank midline to represent the rank-and-file following their leader's commands.



Units and Line of Sight

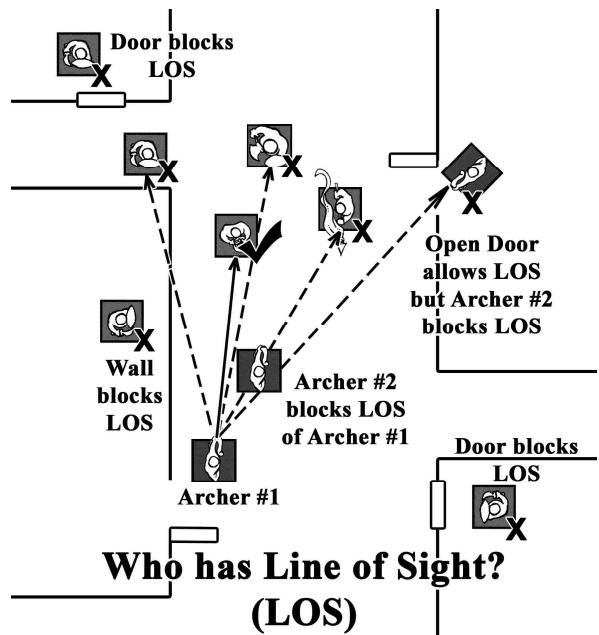
Friendly and unfriendly models do block Line of Sight. Only models in the front rank can fire ranged weaponry because they block the ranks behind them. Beast Models are so large and monstrous their Line of Sight is not blocked by Infantry, Cavalry, or War Wagons. Two ranks of models in a Ranked Unit may fire their ranged weaponry at Beast Models within their Line of Sight and range.

Beast Models block Line of Sight to Infantry, Cavalry, and War Wagons.

Each model is considered to be a single Unit, so Avatars on Beasts or Cavalry count as one model and all attacks are worked out against the model's stats.

Scenery and Line of Sight

Sometimes Scenery can get in the way and block Line of Sight. If one model in the Unit can see, then the entire Unit is considered to be in Line of Sight and will aim according to direction. To determine this, drop down to the level of the model(s) and take a look. While it may not be perfect, if you can see: you have Line of Sight.



High Ground

Units on Hills and elevations have unobstructed Line of Sight. Units on High Ground can shoot and be shot at by models not on High Ground. A Ranked Formation on High Ground can fire ranged weaponry from all its ranks.

Shooting Phase Sequence

There are specific actions you can have your Army perform in the Shooting Phase. Below is a quick reference.

1. Guess Range
2. Measure Range
3. FIRE!
4. Armor Saves
5. Roll To Wound
6. Constitution Saves
7. Remove Casualties

Guess Range

Shooting begins with estimating if you have range to make the shot with all weapons with Guess Range. You will Declare Range and the intended target that each Guess Range weapon is firing. After Guess Range weapons and their targets are declared, you will then nominate ranged weapon Units and their intended targets. Once all Guess Range weapons and ranged weapon Units have declared their targets, you will Shoot at your targets in the order you desire.

Engineers

Some Heavy Machines are accompanied by trained caretakers who tend to these metal beasts of war. A Heavy Machine Unit with an Engineer may pre-measure before Shooting.

Measure Range

Ranged weaponry has a maximum range it can fire, and if the target lies outside that range then all shots automatically miss. Ranged weapons have a Range statistic that shows the maximum range it may fire a projectile.

Long Range: -1 To Hit

Models that are over half the maximum distance of the ranged weapon are considered Long Range targets and suffer a -1 modifier to Shooting.

Short Range: +1 To Hit

Models that are less than or equal to half the maximum distance of the ranged weapon are considered Short Range targets and enjoy a +1 modifier to Shooting.

Shooting and Assaults

Units in Assault are too busy fighting the opponent in front of them to target outside Units. Units possessing ranged weapons with the Shoot In Assault Special Rule may use them in the Shooting Phase while engaged in Assault. Units in Assault may only target the Unit(s) they are locked in Assault with. Avatar Units locked in Assault can be targeted by models in the opposing Unit in base-to-base contact with the Shoot In Assault Special Rule.

FIRE!

Roll to Hit: 1d6 to Hit

The accuracy of the shooter is dependent on their Accuracy (Acc) statistic. The higher the Accuracy, the greater chance of hitting your intended target. Unless a Special Rule or Stat-line indicates otherwise, a model may only shoot once per Shooting Phase. To determine if you hit your target, roll 1d6 and compare the roll on the Accuracy Table. If the die roll is equal to or greater than the number on the Accuracy Table: that counts as a successful hit! You will need to count how many models in the Unit are firing their weapons and roll that number of d6 dice.

ACCURACY TABLE

Skill	1	2	3	4	5	6	7	8	9	10	11	12
To Hit	5	5	4	4	3	3	3	3	2	2	2	2

11 Accuracy: Reroll 1s. Must accept result of Reroll.

12 Accuracy: Reroll 1s. Must accept result of Reroll. 6s Auto Wound.

Move and Shoot: -1 To Hit

Due to Moving as a whole and keeping watch on the opposing Army, Units that move during the Movement Phase earn a -1 modifier to Shooting.

Roll of 1: To Hit

Roll Modifiers are cumulative – both negative and positive. However, any unmodified To Hit dice rolls of a 1 are an automatic Miss. Separate all dice that rolled 1s before you add or subtract bonuses to the remaining dice.

Roll of 6: To Hit

ETPN: Roll modifiers are cumulative – both negative and positive. However, any unmodified To Hit dice rolls of a 6 are an automatic Hit – even if Roll Modifiers make it impossible.

Cover

Units behind Scenery will gain advantage of Cover from Shooting attacks as they use natural terrain to block missiles. A Unit is in cover if at least half its models are in or behind the Scenery.

Hard Cover: -2 To Hit

Physical barriers not only protect but block from view. Obstacles count as Hard Cover.

Soft Cover: -1 To Hit

Woods and brush makes for partial cover to obscure sight. Difficult Ground counts as Soft Cover.

Shooting Modifiers

Some events on the battlefield may cause a loss of accuracy due to the stress and strain of warfare. Yet some great warriors are capable of great feats of Accuracy and a roll can be modified. These Roll Modifiers are cumulative, both negative and positive.

SHOOTING MODIFIERS

11 Accuracy:	Reroll 1s
12 Accuracy:	Reroll 1s, 6s Auto Wound
Soft Cover:	-1 To Hit Shooting
Hard Cover:	-2 To Hit Shooting
Long Range:	-1 To Hit Shooting
Short Range:	+1 To Hit Shooting
Stand and Deliver:	-1 To Hit Shooting
Move and Shoot:	-1 To Hit Shooting

Armor Saves

There is still an opportunity to avoid damage if the model is wearing Armor or is fitted with protection. This is portrayed by the Armor Save. Roll a d6 for every successful Hit. If you roll equal to or greater than the model's Armor Save, then the damage has been deflected! Models mounted on Heavy or Scout mounts get a bonus to their Armor Save.

ARMOR SAVE CHART

Armor Type	Armor Save	Scout Save	Heavy Save
Quantum Save	6+	n/a	n/a
Shield	6+	5+	4+
Leather Armor	6+	5+	4+
Leather Armor	5+	4+	3+
and Shield			
Chain Armor	5+	n/a	3+
Chain Armor	4+	n/a	2+
and Shield			
Plate Armor	4+	n/a	2+
Plate Armor	3+	n/a	2+
and Shield			
Custom Armor	+1	+1	+1

Armor Save Modifiers

Some creatures are so strong Armor won't be much of a deterrent. These devastating attacks will modify how effective Armor protects the wearer.

ARMOR SAVE MODIFIER TABLE

Attack Strength	1	2	3	4	5	6	7	8	9	10	11	12
Roll Modifier	+1	0	0	-1	-2	-3	-4	-4	-4	-5	-5	-6

Roll of 1: Armor Saves

Some Armor is manipulated with scientific forces to improve Armor Saves up to 1+. However, when rolling d6 Armor Saves an unmodified roll of one (1) will always penetrate. This represents the chink in the Armor or the missing scale in the hide of the dragon that a blessed combatant may find in the heat of battle. An improvement to an Armor Save cannot bring an Armor Save below 2+. Roll Modifiers are cumulative—both negative and positive. However, any unmodified Armor Save dice rolls of a 1 are an automatic Failed Save. Separate all dice that rolled 1s before you add or subtract bonuses to the remaining dice.

Quantum Saves

Some creatures are able to manipulate the forces of vibration and frequency to create protective barriers and wards. To represent this special protection, models with a Quantum Save may ignore save modifiers and roll equal to or greater than the Quantum Save number given. For example, Sprite Avatars may possess a 6+ Quantum Save which allows them to make an unmodified 6+ Quantum Save instead of a normal Armor Save. The player can roll either an Armor Save or a Quantum Save—not both.

Roll To Wound

Roll To Wound: d6 to Wound

After you hit the target and see if it penetrated defenses, you will then determine whether it was sufficient to Wound that target. One Wound equals the loss of one Hit Point on a model. Compare the Weapon Strength with the To Wound Table below to determine the roll equal to or greater required to Wound the target.

RANGED WEAPON STRENGTH CHART

Weapon	Strength	Weapon	Strength
Bow	4	Hand Crossbow	4
Pistol	4		
Crossbow	5	Rifle	5

Roll of 1

Roll Modifiers are cumulative—both negative and positive. However, any unmodified To Wound dice rolls of a 1 are an automatic Failed Wound. Separate all dice that rolled 1s before you add or subtract bonuses to the remaining dice.

TO WOUND TABLE

Strength	1	2	3	4	5	6	7	8	9	10	11	12
To Wound	5	5	4	4	4	3	3	2	2	2	2	2

Constitution “Rhino Hide” Save

Some creatures are so tough they can endure quite a bit of abuse before being taken down. To represent this, successful To Wound rolls may be shrugged off based on the Constitution of the target. Compare the Constitution of the defender with the Rhino Hide Table to determine the Constitution Save roll required to withstand the damage. This number is adjusted based on the Strength of the model attacking.

Roll of 1

Roll Modifiers are cumulative—both negative and positive. However, any unmodified Rhino Hide dice rolls of a 1 are an automatic Failed Save. Separate all dice that rolled 1s before you add or subtract bonuses to the remaining dice.

CONSTITUTION SAVE “RHINO HIDE” TABLE

Constitution	1	2	3	4	5	6	7	8	9	10	11	12
Rhino Hide Save	—	—	6	6	6	5	5	5	4	4	4	4

“RHINO HIDE” MODIFIER TABLE

Attack Strength	1	2	3	4	5	6	7	8	9	10	11	12
-1	0	+1	+1	+1	+1	+2	+2	+2	+3	+3	+3	+3

Rhino Hide Modifier

Removing Casualties

The majority of models can lose only one Hit Point before being removed from play. This doesn't mean they are dead as it represents the fallen who are too injured to fight on. Some models are much tougher or larger and capable of taking multiple hits before falling. The number of Hit Points a model can sustain before it is removed is found in its profile under the Hit Points value.

Casualties

When a Unit of troops is hit, work out Wounds, Armor Saves, and Constitution Saves. In a Unit comprised of models with one Hit Point, add up all Wounds caused on the Unit. For every unsaved Wound, remove one model as a casualty. Normally in war, casualties would fall on the front lines. However, to ease gameplay, remove models from the rear of the Unit for every Casualty caused. If the Unit is deployed in Skirmish formation then remove Casualties as you desire as long as 1 inch Unit Cohesion is maintained. In a Unit comprised of models with multiple Hit Points, add up all Wounds caused on the Unit. Wounds are applied to a whole model with spare Wounds carrying over to fellow members in the Unit. Remove the appropriate number of models leaving any spare Wounds on the remaining Unit.

Multiple Wounds

Some Wounds caused are so devastating they can plow through opponents and cause multiple Wounds. Roll To Hit, Armor Save, and Wound normally, then apply all Wounds to the model or Unit. If the model only has one Hit Point, then all excess Wounds are wasted and the model is removed.

Heavy Machines

Shooting with Heavy Machines

When Shooting with Heavy Machines the player may pivot the Heavy Machine to face any direction before determining Line of Sight and Guessing Range. A Heavy Machine may not fire with any other movement of the Heavy Machine—including moving the crew.

Guess Range

If a Heavy Machine does not have an Accuracy Skill listed for its Crew, or is listed as a Guess Range Weapon, then estimate if you have range to make the shot will all Guess Range weaponry. Declare Range and the intended target for each Guess Range weapon when firing. After Guess Range weapons and ranged weapon Units have declared their targets, resolve the firing of your Guess Range weapons in the order you desire. Measure distance Guessed then roll 1d8 and 1d12 to determine outcome on the Heavy Machine Table.

Crew Accuracy Skill

Some Heavy Machines have an Accuracy Skill for the Crew and shots fired are determined using the Accuracy Chart. Roll To Hit with a d6 and roll 1d12 on the d12 Malfunction Chart of the Heavy Machine Table.

Malfunction

In a perfect world, everything works like it should without a hitch. Yet even in the future, Murphy's Law still has its hold. And in the stresses of battle, sometimes Heavy Machines break down. The Heavy Machine Table describes what happens to the Heavy Machines and Gunpowder Machines when Malfunctions occur.

Shooting at Heavy Machines

Heavy Machines count as Beast Models when determining Line of Sight. Shots are targeted against the entire Unit.

Heavy Machines and Disgruntled

Heavy Machine Beast Units are not Disgruntled.

Heavy Machine Table

Heavy Machines like giant Crossbows and Catapults are known to be reliable—most of the time—but accidents still happen. When using a Heavy Machine, roll 1d8 and 1d12 then consult the Heavy Machines Table below for outcome.

HEAVY MACHINES

D8 HIT CHART: Roll 1d8

1–3 = SCATTER – direction of die + number = inches to move

4–8 = DIRECT HIT – no scatter

D12 MALFUNCTION CHART: Roll 1d12

1: Snap! Something broke... Spend one Turn repairing. Can be used next round.

2–3: TWANG! Misfire. Halve Damage. Can be used next round.

4–11: WHOOSH! Everything worked this time. Roll for Damage. Can be used next round.

12: WHA-POW! Everything *REALLY* worked this time. Treat as DIRECT HIT and ignore 1d8 roll. Roll for Damage then double the result before any modifiers. Must skip one round to recalibrate before used again.

Gunpowder Heavy Machines follow the same rules when firing, however when using a Gunpowder Heavy Machine, roll 1d8 and 1d12 then consult the Gunpowder Table below for outcome.

GUNPOWDER HEAVY MACHINES

D8 HIT CHART: Roll 1d8

1–3 = SCATTER – direction of die + number = inches to move

4–8 = DIRECT HIT – no scatter

D12 MALFUNCTION CHART: Roll 1d12

1: fssss... Broke, No Work. Spend one Turn repairing. Can be used next round.

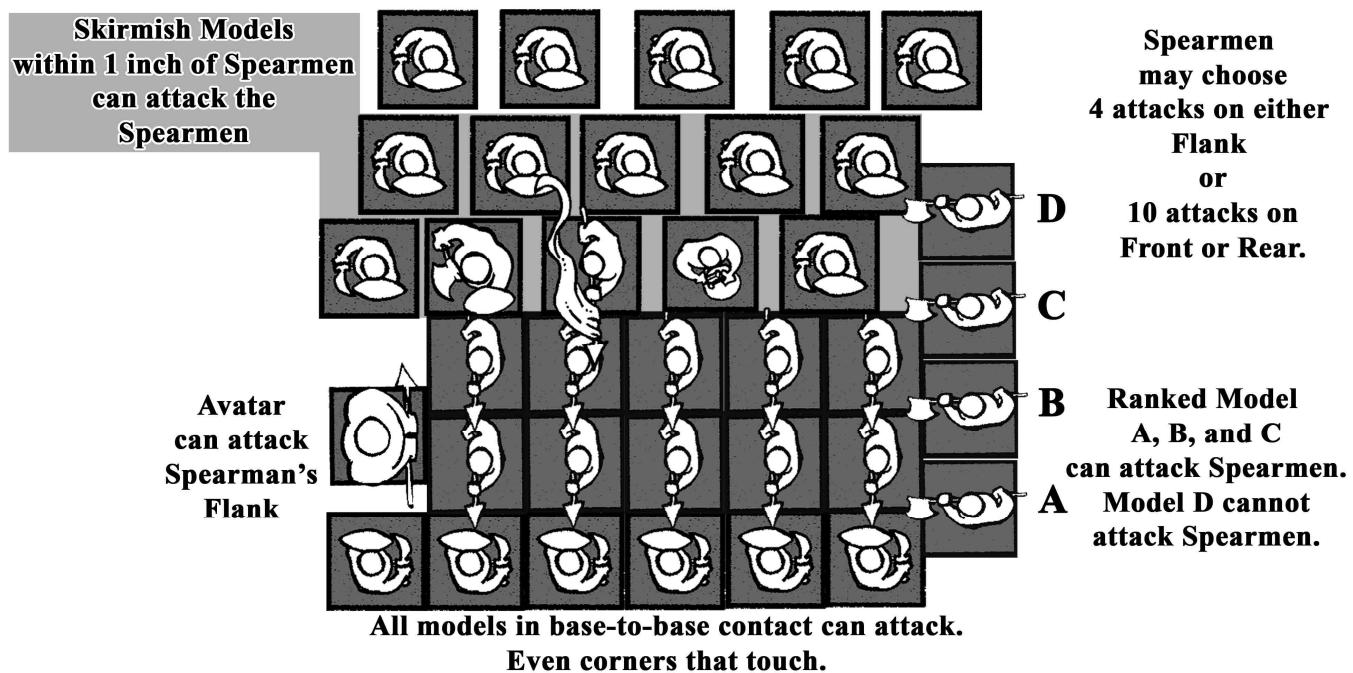
2–3: POP! Misfire. Halve Damage. Can be used next round.

4–11: BOOM! Everything worked this time. Roll for Damage. Can be used next round.

12: KAPOW! Everything *REALLY* worked this time. Treat as DIRECT HIT and ignore 1d8 roll. Roll for Damage then double the result before any modifiers. Must skip one round to cool down before used again.

When all Shooting is done, it is time to let slip the hounds of war in the Assault Phase!

ASSAULT PHASE



Once Shooting is complete, you will move on to the Assault Phase. This is where your Unit get into the brutal rugby-scrumble of hand-to-hand combat. The Assault Phase is not one sided: both sides take part in the fray. All models in Assault will battle each other until Destroyed or compelled to Flee.

Units already engage in Assaults cannot declare Assaults, Move, or Shoot non-pistol ranged weapons.

The player whose Turn it is will nominate one of the Assaults to resolve, then both player's will determine their Unit's actions in that Assault. Then: when that Assault is resolved, including Flee and Pursuit moves, the player whose Turn it is will choose another fight and it will be resolved. Continue in like manner until all engaged Units have fought.

Assault Phase Sequence

The player whose Turn it is will choose any one of the Assaults on the Table and resolve it before moving onto the next. The following sequence below details the steps taken for the engaged Assaults on the Table.

1. **Fight Assault**
2. **Armor Saves**
3. **Roll To Wound**
4. **Constitution Saves**
5. **Remove Casualties**
6. **Assault Result**
7. **Break Test**
8. **Flee and Pursue**
9. **Redress Ranks**

Fight Assault

Assaults are worked out one at a time, and each Assault is worked out completely before moving onto the next Assault. Often an Assault is between two Units, but it is possible to have multiple Units fighting in the same Assault. Models in base-to-base contact may not refuse to attack their opponents.

The players will alternate who works out Assault first based on who Assaulted or who has highest Initiative. Once the first player has worked out their results, it is the other player's opportunity to see how their Unit fares. Casualties will be removed so it is often advantageous to Assault first!

Which Models Fight

Ranked and Skirmish Units have different models able to attack in the Assault Phase. Ranked Models in base contact with an enemy model are able to fight when it is their chance to attack. Skirmish Models within 1 inch base-to-base of an enemy model may fight when it is their chance to attack. Even if bases are only touching at the corner – the model is able to fight. While Assaulting Units can attack the side or rear of a Unit, models do not need to be turned to face their attackers.

If a model is touching two different Units, it may choose which Unit it is attacking – which includes targeting Avatar Units in base-to-base contact.

Order of Attacks

The crush of Assault makes the one most prepared and ready be the one able to strike first. To represent this forceful clash of might and minds, there is an order that attacks may be applied.

Units that Assault automatically Attack first to show the weight of the opponent's rush and preparedness to strike. Afterwards, the order of blows falls upon Initiative, with the highest Initiative going first. In the case of a tie, each player will roll a 1d6 with the highest roll going first. Once the first player has worked out their model's Assaults, the other player will do the same with the remaining forces in their Unit.

Attack Order:

- 1. Assaulting Unit**
- 2. Descending Initiative Order**
- 3. Equal Initiatives Roll Off**

Hitting the Enemy

Roll To Hit: d6 to Hit

For each model that is fighting, roll 1d6 for each Attack. If a model has more than one Attack then roll the number of d6 that matches their Attack attribute. A Unit of 10 models with Spears can fight in 2 ranks, so you could be rolling 10d6!

Your ability to hit your opponent depends on the Discipline Skill of the model.

DISCIPLINE TABLE

Skill	1	2	3	4	5	6	7	8	9	10	11	12
To Hit	5	5	4	4	4	3	3	3	2	2	2	2

Roll of 1: To Hit

Roll Modifiers are cumulative – both negative and positive. However, any unmodified To Hit dice rolls of a 1 are an automatic Miss. Separate all dice that rolled 1s before you add or subtract bonuses to the remaining dice.

Roll of 6: To Hit

ETPN: Roll modifiers are cumulative – both negative and positive. However, any unmodified To Hit dice rolls of a 6 are an automatic Hit – even if Roll Modifiers make it impossible.

11 Discipline: Reroll 1s. Must accept result of Reroll.

12 Discipline: Reroll 1s. Must accept result of Reroll. 6s Auto Wound.

To Hit Bonuses

The attempts to attack your opponent can be boosted through advanced Tech on weaponry or by achieving higher Discipline. These Roll Modifiers are cumulative, both negative and positive.

However, any dice rolls of 1 are still an automatic Miss.

Armor Saves

There is still an opportunity to avoid damage if the model is wearing Armor or is fitted with protection. This is portrayed by the Armor Save.

Roll a d6 for every successful Hit. If you roll equal to or greater than the model's Armor Save, then the damage has been deflected! Models mounted on Heavy or Scout mounts get a bonus to their Armor Save.

ARMOR SAVE CHART

Armor Type	Armor Save	Scout Save	Heavy Save
Quantum Save	6+	n/a	n/a
Shield	6+	5+	4+
Leather Armor	6+	5+	4+
Leather Armor and Shield	5+	4+	3+
Chain Armor	5+	n/a	3+
Chain Armor and Shield	4+	n/a	2+
Plate Armor	4+	n/a	2+
Plate Armor and Shield	3+	n/a	2+
Custom Armor	+1	+1	+1

Armor Save Modifiers

Some creatures are so strong Armor won't be much of a deterrent. These devastating attacks will modify how effective Armor protects the wearer.

ARMOR SAVE MODIFIER TABLE

Attack Strength	1	2	3	4	5	6	7	8	9	10	11	12
Roll Modifier	+1	0	0	-1	-2	-3	-4	-4	-4	-5	-5	-6

Roll of 1: Armor Saves

Some Armor is manipulated with scientific forces to improve Armor Saves up to 1+. However, when rolling d6 Armor Saves an unmodified roll of one (1) will always penetrate. This represents the chink in the Armor or the missing scale in the hide of the dragon that a blessed combatant may find in the heat of battle. An improvement to an Armor Save cannot bring an Armor Save below 2+. Roll Modifiers are cumulative—both negative and positive. Any unmodified dice rolls of a 1 are an automatic Failed Save. Separate all dice that rolled 1s before you add or subtract bonuses to the remaining dice.

Quantum Saves

Some creatures are able to manipulate the forces of vibration and frequency to create protective barriers and wards. To represent this special protection, models with a Quantum Save may ignore save modifiers and roll equal to or greater than the Quantum Save number given.

For example, Sprite Avatars may possess a 6+ Quantum Save which allows them to make an unmodified 6+ Quantum Save instead of a normal Armor Save. The player can roll either an Armor Save or a Quantum Save—not both.

Roll To Wound

Roll To Wound: d6 toWound

After you hit the target and see if it penetrated defenses, you will then determine whether it was sufficient to Wound that target. One Wound equals the loss of one Hit Point on a model. Compare the Weapon Strength with the To Wound Table below to determine the roll equal to or greater required to Wound the target.

Roll of 1

Roll Modifiers are cumulative—both negative and positive. However, any unmodified To Wound dice rolls of a 1 are an automatic Failed Wound. Separate all dice that rolled 1s before you add or subtract bonuses to the remaining dice.

TO WOUND TABLE

Strength	1	2	3	4	5	6	7	8	9	10	11	12
To Wound	5	5	4	4	4	3	3	2	2	2	2	2

Constitution “Rhino Hide” Save

Some creatures are so tough they can endure quite a bit of abuse before being taken down. To represent this, successful To Wound rolls may be shrugged off based on the Constitution of the target. Compare the Constitution of the defender with the Rhino Hide Table to determine the Constitution Save roll required to withstand the damage. This number is adjusted based on the Strength of the model attacking.

Roll of 1

Roll Modifiers are cumulative—both negative and positive. However, any unmodified Rhino Hide dice rolls of a 1 are an automatic Failed Save. Separate all dice that rolled 1s before you add or subtract bonuses to the remaining dice.

CONSTITUTION SAVE “RHINO HIDE” TABLE

Constitution	1	2	3	4	5	6	7	8	9	10	11	12
Rhino Hide Save	—	—	6	6	6	5	5	5	4	4	4	4

“RHINO HIDE” MODIFIER TABLE

Attack Strength	1	2	3	4	5	6	7	8	9	10	11	12
-1	0	+1	+1	+1	+2	+2	+2	+3	+3	+3	+3	+3

Rhino Hide Modifier

Removing Casualties

The majority of models can lose only one Hit Point before being removed from play. This doesn’t mean they are dead as it represents the fallen who are too injured to fight on. Some models are much tougher or larger and capable of taking multiple hits before falling. The number of Hit Points a model can sustain before it is removed is found in its profile under the Hit Points value.

Casualties

When a Unit of troops is hit, work out Wounds, Armor Saves, and Constitution Saves. In a Unit comprised of models with one Hit Point, add up all Wounds caused on the Unit. For every unsaved Wound, remove one model as a casualty. Normally in war, casualties would fall on the front lines. However, to ease gameplay, remove models from the rear of the Unit for every Casualty caused. If the Unit is deployed in Skirmish formation then remove Casualties as you desire as long as 1 inch Unit Cohesion is maintained. In a Unit comprised of models with multiple Hit Points, add up all Wounds caused on the Unit. Wounds are applied to a whole model with spare Wounds carrying over to fellow members in the Unit. Remove the appropriate number of models leaving any spare Wounds on the remaining Unit.

Multiple Wounds

Some Wounds caused are so devastating they can plow through opponents and cause multiple Wounds. Roll To Hit, Armor Save, and Wound normally, then apply all Wounds to the model or Unit. If the model only has one Hit Point, then all excess Wounds are wasted and the model is removed.

Next Player Retaliates

Once the first player has gone through all their Unit model’s Hits, Saves, and Wounds, it is the other player’s turn to fight back! It is a good idea to keep models who were Wounded and removed as casualties set aside to work out Assault Results at the end of the Assault. Models removed in the first part of Assault are not able to fight—they are knocked out of action already!

Assault Results

Only the most steadfast warriors will fight to the last man standing. To represent the courage wavering due to tide of battle, once the Assault is over it is time to determine outcome. Each side earns a number of Assault Result points based on the number of unsaved Wounds. Tally up the total Wounds on each side, even if multiple Units are in the same Assault. You are only counting Wounds that were caused, not saved wounds. There are also bonuses to Assaults based on characteristics in the Unit—like the Banner and the number of ranks remaining in Ranked Formation, or if the Unit was attacked on a specific side.

Assault Result Bonus Points

Each Assault Result bonus point is added to the number of points from unsaved Wounds to determine Assault Result tally on each side. Do not forget to add unsaved Wounds on larger models that are not removed as casualties!

A Hero with a Battle Banner gets the Battle Banner and Banner Bonus to Assault Results.

The side with the highest Assault Result wins the Assault. The other side that lost the Assault must take a Break Test to see if it flees away from danger. If both sides are equal in Assault Results, then the Assault is a Draw and the Assault continues on into the next Round.

ASSAULT RESULT BONUS CHART

Rank Bonus	+1 per Rank
Outnumber Unit Strength	+1
Battle Banner	+1
Banner	+1
High Ground	+1
Flank	+1 (not available against Skirmish Units)
Rear	+2 (not available against Skirmish Units)

A Hero with a Battle Banner gets the Battle Banner and Banner Bonus to Assault Results.

Break Test

After the Assault Results are determined, the side that lost must test their resolve to see if they remain locked in combat or turn to Flee. This is a Break Test and a separate Break Test must be taken for each Unit involved in the Assault that lost the Assault Result.

To take a Break Test, determine modifiers then roll 1d12 against the Charisma of the leader of the Unit. Take the difference between the winning Assault Result and the losing Assault Result and add it to the roll. If the result is equal to or less than the Unit's Charisma value, they passed the Break Test! Units that pass their Break Test will redress their ranks in preparation for the Assault Phase in the next Round.

When the Break Test roll with Assault Result modifier is greater than the Unit's Charisma, then the Unit has broken and will Flee.

Using Superior Charisma

When a Charisma Check is required, the Unit or Model will use the best Charisma available to them. When an Independent Attaches to a Unit, or the General is nearby, the Unit will use the highest Charisma available when taking Charisma Checks. You will find your Avatars in your Army have higher Charisma than the Unit leaders and will benefit when they Attach. Pack Units are an ETPN and may only use their Charisma or the Charisma of a Hunter Attached to the Pack Unit.

Roll of 1 Break Test: Insane Courage

When taking a Break Test, a roll of 1 on 1d12 is something to look for! When a player rolls an unmodified 1 on a 1d12 for a Break Test—even if Assault Result modifiers make it impossible to pass a Break Test—the Unit displays an insane amount of courage and will carry on the fight!

Flee and Pursue

After the Break Test for the Assault is complete, it is time to determine where Units that are Fleeing will go and how far they will run.

Declare to Pursue

The player who won the Assault will determine whether the winning Unit chases after the Fleeing Unit or stays its ground. If they player chooses not to Pursue, they will take an unmodified Charisma Check against the Unit's Charisma to see if it holds its ground. This represents the Sergeant or Avatar calling upon the troops to maintain their position. If the Charisma Check is passed, the Unit stays where it is. If it is failed, then the Unit must pursue.

Remember: a Unit cannot Pursue unless all enemy Units in contact with it are Fleeing or Destroyed. If one enemy Unit Flees while the other carries on Assault into the next Round, the winning Unit cannot Pursue.

Determine Fleeing Distance: Roll 1d12 + Movement

If a Unit chooses to Flee and/or is forced to Flee, roll 1d12 and add their base Movement allowance to the roll.

For example, a Nix Infantry Unit would roll 1d12 and add 4 inches, while a Nix Scout Cavalry Unit would roll 1d12 and add 8 inches. That measurement is how far the Unit will Flee, measuring from their starting position at the front of the Unit. Units that Flee will run away in the direction directly away from the Assaulting Unit. If two or more Units are Assaulting the same Unit, the player with the Fleeing Unit may choose the Unit they are running directly away from.

Determine Pursuit Distance

Similar to Fleeing, a Unit that Pursues will roll 1d12 and add their base Movement allowance to the roll. That measurement is how far the Pursuing Unit will Pursue the Fleeing Unit, measuring from their starting position at the front of the Unit.

Run'd Over

If a Fleeing Unit is unable to move far enough and the Pursuing Unit has enough Movement to catch the Fleeing Unit—the Fleeing Unit is captured and Destroyed for Objective Points purposes. That includes any Avatars and Banners within the Unit.

Move Fleeing Troops

Fleeing Units that rolled higher than their Pursuers or that are not being Pursued have escaped and can be moved the distance required by their Flee roll. Fleeing Units abandon Formation and run away from the enemy blindly seeking safety. It may be easier to keep the Unit in formation while pivoting the Unit and moving it in the direction it is Fleeing. Because it is in a loose formation while Fleeing, the Unit may ignore any penalties for Scenery, but will still need to go around Obstacles.

Fleeing Units move straight through friendly Units, and if the movement rolled has a Unit stop in the middle of a friendly Unit, the Fleeing Unit will be placed 1 inch on the side—through and beyond the friendly Unit.

Fleeing Units that Flee through enemy Units are Destroyed for Objective Point purposes. That includes any Avatars and Banners in the Unit.

Move Pursuing Units

Units that Pursue are moved to pivot towards the Unit they are Pursuing, then move the full distance indicated by the Pursue distance tallied. Units that Pursue must move its full Pursue distance—even if that takes them into a new enemy Unit.

Pursuit Into New Enemy

The Unit that Pursues may make a new Assault into a new enemy Unit if their Pursuit movement brings them into contact with an enemy Unit. If a Pursuit takes the Pursuing Unit into a Unit that is engaged in Assault that has not been resolved yet, then the newly Assaulting Unit will be able to take part in that Assault in the same Assault Phase. This is the only Exception That Proves The Norm (**ETPN**) in Assaults. The newly Assaulted Unit may not Respond due to this unexpected Assault and can only Hold as it is caught unawares!



Pursuit/Fleeing Off Table

If a Unit Flees off the Table it is considered Destroyed for Objective Point purposes. That includes any Avatars and Banners in the Unit.

If a Unit Pursues a Fleeing Unit off the Table, at the beginning of the Special Action part of their next Movement Phase the Unit will be placed back on the Table in the place it left the Table, facing the battlefield. If will not be able to Declare Assaults, but it will be able to Move, Shoot, and Perform Feats. **Note:** though they are placed at the Table edge when they return, they are considered to have moved for Shooting purposes.

Fleeing Troops Next Action

A Unit that is Fleeing may attempt to Rally their next Turn in the Special Action part of their Movement Phase after all Assaults are Declared.

Panic

Charisma Check at end of Phase

Pass: Hold Ground

Fail: Flee

During the course of battle, the loss of a fight or facing a monstrous opponent can make even the most hardened warrior feel fear. To represent this blind panic that can disrupt entire Armies, Units must take a Charisma Check at the end of the Assault Phase when the following events occur:

A fellow Unit within 6 inches breaks from Assault.

If a fellow Unit with a Unit Strength of 5 or more Breaks in Assault, then a Charisma Check is to occur at the end of the Assault Phase with all friendly Units within 6 inches. If the test is failed, the Unit flees towards their Table edge in the safest path possible.

A fellow Unit within 6 inches is destroyed.

If a fellow Unit with a Unit Strength of 5 or more is destroyed in Assault, then a Charisma Check is to occur at the end of the Assault Phase with all friendly Units within 6 inches. If the test is failed, the Unit flees towards their Table edge in the safest path possible.

Beast Models do not test for Panic. This ability transfers over to their Rider.

Redress Ranks

Whether the Assault ends in a Draw or Victory, the Units will redress ranks at the end of the Assault as they prepare for further combat. Ranked Formations must have the same number in the rear ranks as the front rank, and Skirmish models must be within 1 inch distance between bases. Casualties are removed from the rear ranks as described earlier. If there are any gaps in the front lines, move a model in to fill the spaces to ensure Ranks are filled to earn appropriate bonuses.

*Once all Assaults are complete,
it is the other player's Turn!*

END OF GAME

Objective Points: OPs

At the end of the 6 Rounds each player will tally up the Objective Points—sometimes referred as OPs—to determine the victor of the battle. Objective Points are determined below, though some Story Objectives may add or reduce the tally based on outcome. Objective Points measures the damage dealt to the other Army while boosting the tally with heroic feats—like capturing Banners or Avatars for ransom. Each Avatar is counted as a single Unit when counting Objective Points, including Avatars on Heavy Mounts, Scout Mounts, and Beast Mounts.

Destroyed OPs

Each player earns 100 Objective Points for every Unit Destroyed in their Opponent's Army. This includes Units that are completely wiped out, as well as Units that are Fleeing or have fled off the Table. If a Beast Unit like Heavy Machinery is abandoned by its crew, it is considered Destroyed when tallying Objective Points.

Half-Strength OPs

Each player earns 50 Objective Points for every Unit at Half-Strength in their Opponent's Army. A Unit is considered Half-Strength if it's total Hit Points are equal to or below starting value, but is not completely destroyed.

Table Quarter OPs

Divide the Table into Quarters. Each Quarter with one of your Units and none of your Opponent's Units is worth 100 OPs. A Unit straddling two Quarters may only claim one Quarter for Table Quarter OPs.

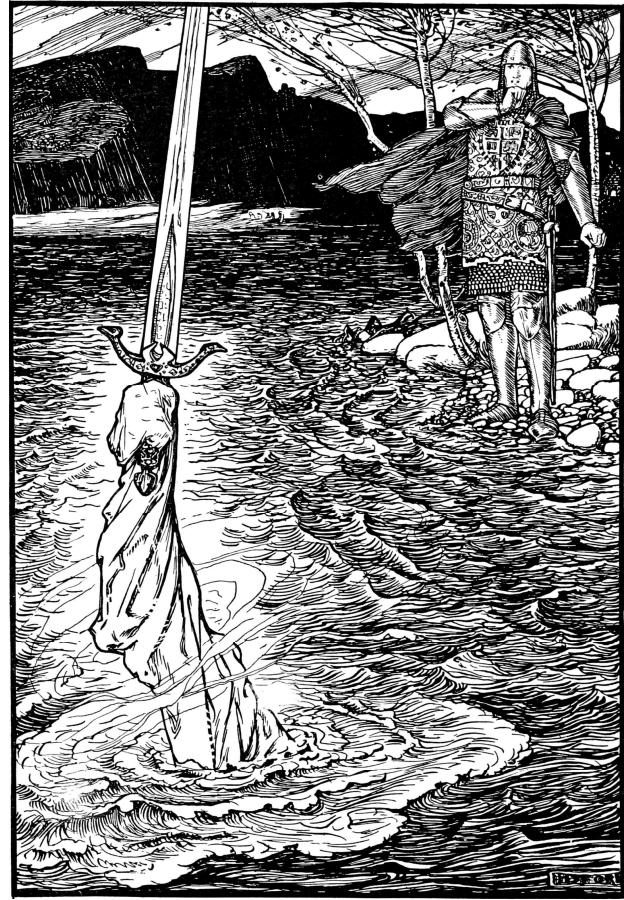
Ransom OPs

All Avatars in the Army carry the promise of gold and renown in ransom. You earn 100 OPs for each Avatar in your opponent's Army reduced to zero Hit Points, Fleeing, or fled off of the Table at the end of the Game—on top of the OPs granted for being a Destroyed Unit! This shows an Avatar's return to play after exchange of booty and gold.

Banner OPs

When a Unit is Destroyed and they carry a Banner, then further points may be earned along with the glory! You earn 100 OPs for every Banner carried by a Destroyed Unit. If the Banner is the Army Battle Banner then you earn an additional 100 OPs.

Note: the vanquishing Unit that captured the Banner must survive the battle and not be Fleeing or fled off the Table at the end of the Game to earn these OPs.



SOLITAIRE PLAY

Solitaire Play Guide

When you can't gather together to game with your friends or if you want to develop a story on your own, you can use Solitaire Game Mechanics to still enjoy Adventures. You can use Dice and Playing Cards to act like a Game Master. You are using your Avatar to develop a Story and see what happens as you advance upon your Journey. This Plot Development is assisted with tools like Random Tables, Dice, and Playing Cards to spontaneously develop the Story and advance the Plot to its conclusion. This technique is outstanding for writers to push past writer's block, and for players who enjoy participating in a Story.

Avatar Level

It is recommended for Solitaire Play to begin your Avatar at Level 2 with a 250 point cost limit instead of starting at Level 1. This provides access to Stats and Tech that boosts survivability. Or start at Level 1 with 125 points cost limit and add additional Avatars to assist on your Adventures.

Challenger Point Cost

Challengers should not exceed twice the point cost of your Avatar. This ensures you have a challenge during Solitaire Play and do not get steamrolled by a severely powerful encounter.

Tools of Solitaire Play

Solitaire Play requires the same tools to play the Game with friends. You will need paper and a pen or pencil to write down events as the Plot develops, hex paper to determine the environment and locations if you are not using models, a tape measure or ruler to measure distance if you are using models, models to represent your Avatar and the Non Player Challengers (NPCs) your Avatar will face, and dice to determine outcome.

Begin Solitaire Play: Setting the Scene

To begin, start asking the **5 Ws & How: Who, What, Where, When, Why and How** to develop your Plot.

Creating your Avatar answers the question of Who this is about. Ask Yes or No questions to determine Where your Avatar is located and What is occurring at that time. Be as complex or as brief as you desire. Figure out what you sense and feel about the Scene you are within. Then ask yourself what do you want your Avatar to do?

Roll Plot Development dice as you ask Yes or No questions and use Playing Cards to determine Why, When, and How they are occurring. Then describe what your Avatar is doing and use Plot Development dice and Playing Cards to determine results. Use Combat Rules to determine Combat outcome.

Develop Plot: Maximum 3 Questions

When asking 5Ws & How questions, limit to 3 Questions to each 5 Ws & How to avoid getting into a dice rolling loop.

Playing Cards: 5Ws & How!

Playing Cards assist in determining events, NPCs, even items of Tek that your Avatar encounters or NPCs possess. Before you begin Solitaire Play take a regular deck of Playing Cards and shuffle them thoroughly. Place the deck face down nearby and begin by pulling two (2) Playing Cards from the top of the pile. Place the card beside the deck and write down the results. This Sets your Scene.

Suits

The symbols on the card determine the suitmark – Spades, Clubs, Hearts, and Diamonds – to assist your Plot Development. Based on Bartle's Theory of Gamers, the suit shown when you flip a card determines Plot Development while the numbers represent Events and face cards (King, Queen, & Jack) represent NPCs.

Spade: Intellectual Event/Exploration/Knowledge

Club: Physical Event/Combat/ Rival

Heart: Emotional Event/Social/Friend

Diamond: Reward Event/Achievement/Items

Pull a Card

Ace: Plot Twist! Draw two Cards

2: Enters Story

3: Aid

4: Change Location

5: Organization

6: Monster

7: Item

8: Change Goal

9: Hindrance

10: Exits Story

Jack: Rogue/Bard/Ranger (Male/Female)

Queen: Hero/Artificer (Female)

King: Artificer/Hero (Male)

Plot Development Dice

Never Fudge Dice Rolls!

Using Dice to develop the plot of your Avatar allows you to ask questions you would normally ask a Game Master. Using dice rolls to determine NPC actions and how events occur assist in furthering the Story and motivations without getting bogged down in mechanics. Plot Development Dice ensures you have a neutral game mechanic to develop your Story, so never fudge the dice. Always accept the result of the dice rolls and push towards creative ways to overcome difficult Plot Developments.

And or Buts

When rolling Plot Development dice a result of 'and...' means something more than anticipated occurred while a result of 'but...' means there's a limitation. When you roll an 'and...' or 'but...' result, pull a Playing Card from the top of the deck to see what transpires.

Plot Development Dice: 1d12 or 2d6

- 1–2:** *No, and... Pull a Card*
- 3–4:** *No, but... Pull a Card*
- 5–6:** *No.*
- 7–8:** *Yes.*
- 9–10:** *Yes, but... Pull a Card*
- 11–12:** *Yes, and... Pull a Card*

Plot Twist: 12 on 1d12

If you roll a 12 on 1d12 a Plot Twist occurs! Pull two Cards from the top of your Playing Card deck to see what happened.

Likely/Unlikely

To determine if an occurrence is Likely or Unlikely roll a dice and see if the result is Even or Odd.

Likely/Unlikely Dice Rolls:

Even Number: *Likely*

Odd Number: *Unlikely*

Adventure Modules

You can use Solitaire Play rules to play Adventure Modules or to create Adventures based on random Plot Developments. The set-up and game play is still the same:

- 1.** *Set the Scene. Answer the 5Ws and How.*
- 2.** *Ask Yes/No Questions about what's in the Scene and the situation your Avatar is in. Use Plot Development Dice and Playing Card to answer Questions.*
- 3.** *React to Plot Developments as they occur and use Playing Cards and Plot Development Dice to find out what happens next.*
- 4.** *Repeat until the Story Session is complete!*

Random Tables

Use Random Tables to assist in generating Plot Developments. Use Monster Tables, Weather Tables, Wondrous Features Tables, along with other Random Tables that suit the environment your Avatar is within. Use any and all available resources to enhance your Story experience.

Journaling

Half the fun is in enjoying the Story as it develops, and the other half is in reliving the events after they occurred. There is nothing stopping you from playing your Solitaire Adventures using only your imagination, just know you can take notes or write detailed descriptions as your Story progresses. Writing your Adventures in a Journal ensures you can return to this record and relive the Adventure over and over again. Whether you are a writer developing Stories or a Gamer developing your Avatar, Journaling your Story is an excellent way to spend an evening when you cannot meet your mates for an exciting game of The Game of Kings.

How to Solitaire Play The Game of Kings Miniature Wargame

These algorithms are provided here to enhance your Solitaire Play should you decide to incorporate larger battles between large Units and Armies.

During Miniature Game Solitaire Play, follow the Solo Adventure Challenger Actions to determine what your Challenger will do in Combat.

The Game of Kings Wargame – Solitaire Guide

SOLO ADVENTURE CHALLENGER ACTIONS

Challengers will act in a specific manner during each Phase. Pre-Measuring is not allowed.

MOVE PHASE:

- 1.** Challenger will perform any Special Actions.
- 2.** If able to declare an Assault, Challenger will declare an Assault and Assault your Avatar.
- 3.** Challenger will move towards your Avatar.
Challenger will move around Difficult Ground or Obstacles.
- 4.** Challenger will use Scenery to block Line of Sight of your Avatar's Shooting.

SCIENCE:

- 1.** Challenger will attempt to Buff themselves with Feats that Ignores Hits or Wounds.
- 2.** Challenger will attempt to Debuff your Avatar with Feats that hinder Movement.
- 3.** Challenger will attempt Feats that Wound your Avatar.
Challenger will repeat Steps 1 to 3 until Resource Dice and Feats are used.
- Challenger will use Feats requiring lowest roll to Perform.**

SHOOT:

- 1.** Challenger will attempt to Shoot any Ranged Weapons. If the Challenger Assualts your Avatar, Pistols will be used in the Shooting Phase.

ASSAULT:

- 1.** Challenger will attempt to Wound your Avatar with the highest Strength weapon they possess.
- 2.** Challenger will attempt to Rally in their Movement Phase should they be forced to Flee.



GENERAL GOODS STORE

Goldslips: 1 Goldslip (gb) = 10,000 Gold pieces

Platinum: 100 Platinum pieces (pp) = 1 Goldslip

Gold: 100 Gold pieces (gp) = 1 Platinum piece

Silver: 100 Silver pieces (sp) = 1 Gold piece

Copper: 100 Copper pieces (cp) = 1 Silver piece

Assault Weapons

Hand Weapon	10 silver pieces
Additional Weapon	10 silver pieces
Double-handed Weapon	20 silver pieces
Spear	20 silver pieces
Lance	50 silver pieces
Pike	30 silver pieces
Net	50 silver pieces
Black Blade	1 Goldslip
Poison Weapon	5 platinum pieces
Vorpal Blade	1 Goldslip
Violent Hands	5 Goldslips

Ranged Weapons

Bow	10 silver pieces
Hand Crossbow	10 gold pieces
Crossbow	1 gold piece
Pistola	2 platinum pieces
Boomstick	4 platinum pieces
Hand Cannon	5 platinum pieces
Flame Thrower	1 Goldslip
Sniper Boomstick	5 platinum pieces
Fusion Cannon	3 Goldslips
Bazooka	5 Goldslips
Lazer Cannon	10 Goldslips

Class Equipment

Archery Bracer	1 silver piece
Boomstick Powder Flask	30 copper pieces
Case (waxed leather tube)	10 silver pieces
Case (bone)	50 silver pieces
Mineral Oil	50 copper pieces
Musical Instrument	5 gold pieces
Parchment (1 sheet)	1 silver piece
Quiver (arrows)	20 silver pieces
Quiver (bolts)	20 silver pieces
Rogue Tools	10 silver pieces
Mount (per point cost)	10 gold pieces

Armor

Shield:	50 silver pieces
Custom Armor Upgrade	5 platinum pieces
Leather Armor	1 gold piece
Chain Armor	1 platinum piece
Lamellar Armor	1 platinum piece
Plate Armor	5 platinum pieces
Carapace Armor	5 platinum pieces

Tek Algorithms

1 point cost

1 gold piece

Clothing

Belt (leather)	2 silver piece
Boots (leather)	20 silver pieces
Boots (cloth with leather sole)	10 silver pieces
Cloak	10 silver pieces
Doublet (cloth vest)	3 silver pieces
Dress	2 silver pieces
Kilt (skirt)	1 silver piece
Kilt (clan tartan)	2 gold pieces
Trews (pants)	1 silver piece
Tunic (shirt)	50 copper pieces
Pouch (small)	1 silver piece
Pouch (large)	3 silver pieces
Robe	5 silver pieces
Socks (wool, pair)	10 copper pieces

Exploration Equipment

Backpack	20 silver pieces
Barrel (5 gallon)	25 silver pieces
Bedroll	10 silver pieces
Candle	10 copper pieces
Chain (10 foot)	30 silver pieces
Cooking Pot & Tripod	20 silver pieces
Cook Pot	5 silver pieces
Cooking Skillet	5 silver pieces
Grappling hook	50 silver pieces
Horse (labor)	15 gold pieces
Lamp (metal)	10 silver pieces
Lantern (metal with focus lens)	1 gold piece
Lamp Oil (20 minutes)	1 silver piece
Mirror (small polished metal)	1 silver piece
Mirror (small glass & silver)	5 silver piece
Ox (labor)	20 gold pieces
Pole (10 foot)	10 silver pieces
Pony	10 gold pieces
Rations (daily)	20 silver pieces
Rope (hemp, 50 feet)	10 silver pieces
Rope (synthetic, 50 feet)	50 silver pieces
Sack (small)	10 copper pieces
Sack (medium)	25 copper pieces
Sack (large)	50 copper pieces
Shovel	20 silver pieces
Tent (5 person, Camping)	1 gold piece
Torch (20 minutes)	50 copper pieces
Wagon (small)	10 gold pieces
Wagon (large)	25 gold pieces
Waterskin (leather, 3 pint)	50 copper pieces
Whistle	1 silver piece
Whetstone	5 copper pieces
Wine (flask, watered down)	50 copper pieces

TABLES

DISCIPLINE/ACCURACY TABLE

Skill	1	2	3	4	5	6	7	8	9	10	11	12
To Hit	5	5	4	4	4	3	3	3	2	2	2	2

SHOOTING MODIFIERS

11 Accuracy:	Reroll 1s
12 Accuracy:	Reroll 1s, 6s Auto Wound
Soft Cover:	-1 To Hit Shooting
Hard Cover:	-2 To Hit Shooting
Long Range:	-1 To Hit Shooting
Short Range:	+1 To Hit Shooting
Stand and Deliver:	-1 To Hit Shooting
Move and Shoot:	-1 To Hit Shooting

ARMOR SAVE CHART

Armor Type	Armor Save	Scout Save	Heavy Save
Quantum Save	6+	n/a	n/a
Custom Armor	+1	+1	+1
Shield	6+	5+	4+
Leather Armor	6+	5+	4+
Leather Armor and Shield	5+	4+	3+
Chain Armor	5+	n/a	3+
Chain Armor and Shield	4+	n/a	2+
Plate Armor	4+	n/a	2+
Plate Armor and Shield	3+	n/a	2+

RANGED WEAPON STRENGTH CHART

Weapon	Strength	Weapon	Strength	Weapon	Strength
Bow	4	Hand Crossbow	4	Pistol	4
Crossbow	5	Rifle	5		

ARMOR SAVE MODIFIER TABLE

Attack Strength	1	2	3	4	5	6	7	8	9	10	11	12
Roll Modifier	+1	0	0	-1	-2	-3	-4	-4	-4	-5	-5	-6

TO WOUND TABLE

Strength	1	2	3	4	5	6	7	8	9	10	11	12
To Wound	5	5	4	4	4	3	3	2	2	2	2	2

CONSTITUTION SAVE “RHINO HIDE” TABLE

Constitution	1	2	3	4	5	6	7	8	9	10	11	12
Rhino Hide Save	-	-	-	6	6	6	5	5	5	4	4	4

“RHINO HIDE” MODIFIER TABLE

Attack Strength	1	2	3	4	5	6	7	8	9	10	11	12
Rhino Hide Modifier	-1	0	0	+1	+1	+1	+2	+2	+2	+3	+3	+3

Assault Weapons

Hand Weapon:	+0 points	Included
Additional Weapon:	+1 point	+1 Attack
Double-handed Weapon:	+2 points	-1 Initiative & +2 Strength
Spear:	+1 point	Foot: Fight 2 ranks, +1 Strength vs Assault
Spear:	+1 point	Mounted: +1 Strength on Assault
Lance:	+2 points	Mounted: +1 Strength on Assault, Rend
Pike:	+3 points	Foot: Fight 3 ranks, +1 Strength vs Assault
Net:	+3 points	Tangle Special Rule
Black Blade:	+5 points	1d3 Wounds
Vorpal Blade:	+6 points	Vorpal Special Rule
Poison Weapon:	+6/12 points	1d4 Wounds (Rogue/Normal)
Serrated Blade:	+6/12 points	1d4 Hits, +1 Str, No Armor Save (Hobs/Normal)
Violent Hands:	+6/12 points	Dual Wield, +1 Attack, Str 6, Vorpal, Rare (Imps/Normal)

Missile Weapons

Bow:	+2 points	24 inch range, Str 4
Hand Crossbow:	+3 points	16 inch range, Str 4, <i>Shoot in Assault</i>
Crossbow:	+2 points	16 inch range, Str 5
Pistol:	+3 points	16 inch range, Str 4, <i>Shoot in Assault</i>
Rifle:	+3 points	24 inch range, Str 5
Hand Cannon:	+5 points	16 inch range, Str 5, <i>Shoot in Assault</i>
Flame Thrower:	+6 points	18 inch range, Str 6, 1d4+1 Shots, No Constitution Saves, Rare
Sniper Rifle:	+4 points	+1 To Hit, Str 6, 24 inch range, Rare
Fusion Cannon:	+20 points	16 inch range, Str 10, No Saves, No Move & Shoot, Unique
Bazooka:	+20 points	24 inch range, Str 8, No Saves, No Move & Shoot, Rare
Lazer Cannon:	+25 points	36 inch range, Str 10, No Saves, No Move & Shoot, Unique

Armor

Shield:	+1 point	+1 Armor Save – cannot be used by Scientists
Custom Armor:	+1 point	+1 Armor Save
Leather Armor:	+1 point	+1 Armor Save
Chain Armor:	+2 points	+2 Armor Save
Plate Armor:	+3 points	+3 Armor Save – cannot be used by Scientists
6+ Rhino Hide Save:	+2 points	
5+ Rhino Hide Save:	+4 points	
4+ Rhino Hide Save:	+8 points	
6+ Quantum Save:	+2 points	
5+ Quantum Save:	+4 points	
4+ Quantum Save:	+8 points	
6+ Unmodified Armor Save:	+2 points	
Heal 6+:	+2 points	
Heal 5+:	+4 points	
Heal 4+:	+8 points	

ASSAULT RESULT BONUS CHART

Rank Bonus	+1 per Rank
Outnumber Unit Strength	+1
Battle Banner	+1
Banner	+1
High Ground	+1
Flank	+1 (not available against Skirmish Units)
Rear	+2 (not available against Skirmish Units)

A Hero with a Battle Banner gets the Battle Banner and Banner Bonus to Assault Results.

HEAVY MACHINE TABLES: Roll 1d8 & 1d12

GUNPOWDER HEAVY MACHINES

D8 HIT CHART: Roll 1d8

1–3 = SCATTER – direction of die + number = inches to move

4–8 = DIRECT HIT – no scatter

D12 MALFUNCTION CHART: Roll 1d12

1: fssss... Broke, No Work. Spend one Turn repairing. Can be used next round.

2–3: POP! Misfire. Halve Damage. Can be used next round.

4–11: BOOM! Everything worked this time. Roll for Damage. Can be used next round.

12: KAPOW! Everything *REALLY* worked this time. Treat as DIRECT HIT and ignore 1d8 roll. Roll for Damage then double the result before any modifiers. Must skip one round to cool down before used again.

HEAVY MACHINES

D8 HIT CHART: Roll 1d8

1–3 = SCATTER – direction of die + number = inches to move

4–8 = DIRECT HIT – no scatter

D12 MALFUNCTION CHART: Roll 1d12

1: Snap! Something broke... Spend one Turn repairing. Can be used next round.

2–3: TWANG! Misfire. Halve Damage. Can be used next round.

4–11: WHOOSH! Everything worked this time. Roll for Damage. Can be used next round.

12: WHA-POW! Everything *REALLY* worked this time. Treat as DIRECT HIT and ignore 1d8 roll. Roll for Damage then double the result before any modifiers. Must skip one round to recalibrate before used again.

ANOMALY TABLE: Roll 1d20

1: NEXUS! A miniature black hole is created! Gravitational forces pull in all nearby matter. The Scientist disappears and is immediately removed as a Casualty. Any model in base contact with the Scientist—friendly or enemy—takes a single Strength 10 Hit, No Saves Allowed. As the Scientist is lost in space and time, no Objective Points are awarded to the opposing side.

2–5: Ohnowait... The Scientist is overloaded in the moment and made a mistake, causing effects to go awry. The Scientist and any model in base contact—friendly or enemy—takes a single Strength 6 Hit, No Saves Allowed.

6–9: PILFER! The Scientist didn't plan appropriately and resources left behind were found by your opponent. The opposing player may immediately Perform one of their Feats. No roll or tally is required—the Feat is automatically Performed—but the player whose Turn it is may attempt to Flaw as normal by beating the basic Perform Feat difficulty score found in brackets.

10–11: CONCUSSION! The Scientist didn't finish prepping properly and a loose screw hits the Scientist in the head. The Scientist takes a single Strength 3 Hit, No Saves Allowed. The Scientist loses all Degree Bonus points and can do nothing further this Science Phase.

12–15: SUPPLY CHAIN BROKE! Mismanaged Resources are lost, draining the entire field of battle. The Scientist takes a single Strength 4 Hit, No Saves Allowed as punishment. All Feats that are Remain In Play are successfully Flawed and removed from play. All Resources are lost and the Science Phase ends.

16–19: PTSD! The Scientist's mind is ravaged by the stresses of battle. The Scientist takes a single Strength 8 Hit and loses one Degree of ability. If this effect reduces the Scientist below the 1st Degree, they are removed from play and no Objective Points are awarded the opposing side.

20: ANOMALY! The Scientist malformed a Feat, creating a distorted effect. The Feat automatically succeeds and cannot be Flawed by any means—neither Flaw nor Tech Tool. However, the page in the Scientist's Collegium Book disintegrates and cannot be Performed again for the remainder of the battle.

GAME ENGINE

216 System

Combat in the Game of Kings is built around the 216 System of 3 successive rolls (To Hit, Armor Save, To Wound) on 1d6 to cause a Wound; ($6 \times 6 \times 6 = 216$). This System is efficient in determining percentage probability of causing a Wound by totaling up the chances of getting a desired result then dividing them by the number of results that can occur.

MathHammer

For example, an Orc Warrior (4 points) with a Discipline of 3 and Strength of 3 is making one (1) Attack against a Dwarf Veteran (16 points) with an Armor Save of 4+ (Chain Armor & Shield).

1. Total number of roll results that result in a successful Hit (4+): 4, 5, or 6 = 3 roll results.
 2. Total number of roll results that *fail* the Armor Save (4+, with no Strength modifier): 1, 2, or 3 = 3 roll results.
 3. Total number of roll results that result in a successful Wound (4+): 4, 5, or 6 = 3 roll results.
 4. Multiply results together: (To Hit & Failed Armor Save) $3 \times 3 = 9$. (Include Successful Wound) $9 \times 3 = 27$.
- This shows there are 27 possible dice rolls on 3d6 for the Orc Warrior to cause a Wound on the Dwarf Veteran with one (1) Attack.
5. Divide the possible dice rolls (27) by 216 (total number of 3d6 rolls) to determine the percentage chance to cause a Wound: 12.5% chance of causing a Wound.

This shows the Orc Warrior's one (1) attack has a 1 in 8 chance of causing a Wound on the Dwarf Veteran. Yet if the Orc Warrior is equipped with an extra hand weapon (+1 Attack = +1 point), then the Orc Warrior fighting with two hand weapons (5 points $\times 2 = 10$ points) has a 25% (12.5 $\times 2$ Attacks) chance of causing a Wound. Fight smarter, not harder.

Unmodified Saves

By incorporating Unmodified Saves into the 216 System by making models take an either/or approach to Saves (Quantum/Unmodified Saves if Armor Save reduced to zero (0)) this reduces the complexity and durability of all models on the board: everything can and will die if you throw enough Attacks at it.

Constitution “Rhino Hide” Saves

Constitution Saves are an **Exception That Proves the Norm** yet is easily gamed away by increasing Strength of the attacking model/unit by 1 point. This demonstrates that fragility of the common soldier in comparison to a hardened warrior with years of training under their belt, and being able to take a beating without giving up. Until this is gamed out, there is still a small chance (6+ to ignore Wound) for the Dwarf Veteran with 4 Constitution to be able to shrug off the Wound from the Orc Warrior with Strength 3.

To determine survivability due to Rhino Hide, divide the number 6 (the number of rolls on the six-sided die) by the number of roll results that cause a *failed* Constitution Save (5, 4, 3, 2, 1 = 5 roll results). $6/5 = 1.2$. With the Orc Warrior's damage output causing one (1) Wound, the Constitution Save of the Dwarf Veteran increases survivability by 20% ($1.2 - 1 = .2$ or 20%).

Bound Bonus

By keeping bonus modifiers bound to a +2 maximum, with Legendary Tech being the ETPN, the player must work to get past the natural plateaus ingrained into The Game of Kings 216 System. Players can get past these plateaus so their Avatars and Units are Hitting on 3+, but they must pay the point cost to get past that limitation. When compounded with the number of models required to meet minimum standards (5 models or 3 Large models), the points add up quickly. Players must choose between Quality or Quantity depending on the model/unit placed on the field. What their Units are equipped with matters.

Using the examples above a Unit of 5 Orc Infantry with two hand weapons is 25 points. A Unit of 5 Dwarf Veterans is 80 points. It would take 16 Orc Infantry with two hand weapons and no armor (80 points) to match 5 Dwarf Veterans in points.

Equip the Orc Infantry with a double-hand weapon (+2 Strength, -1 Initiative for 2 points), a unit of 13 Orc Infantry with double-hand weapons (6 points) is 78 points total. Let's MathHammer this out.

1. Total number of roll results that result in a successful Hit (4+): 4, 5, or 6 = 3 roll results.
2. Total number of roll results that *fail* the Armor Save (6+, with 5 Strength Modifier of -2 for Armor Save): 1, 2, 3, 4, 5 = 5 roll results.
3. Total number of roll results that result in a successful Wound (4+): 4, 5, or 6 = 3 roll results.
4. Multiply results together: (To Hit & Failed Armor Save) $3 \times 5 = 15$. (Include Successful Wound) $15 \times 3 = 45$. This increased to 45 possible dice rolls on 3d6 for the Orc Warrior to cause a Wound on the Dwarf Veteran with one (1) Attack from a double-hand weapon!
5. Divide the possible dice rolls (45) by 216 (total number of 3d6 rolls) to determine the percentage chance to cause a Wound: 20.8% chance of causing a Wound with a double-hand weapon. AND the Dwarf Veteran loses their Rhino Hide Save (Constitution 4 = 6+ Rhino Hide Save) due to the double-hand weapon Strength modifier.

A Unit of 13 Orc Infantry with double-hand weapons (78 points) is almost a match for 5 Dwarf Veterans.

Average Attacks to Destroy Unit: # To Wound/% To Wound

To determine the number of Attacks to destroy a Unit, divided the number of Wounds you want to cause by the percentage chance of causing a Wound. To wipe out a Unit of 5 Dwarf Veterans (5 Wounds), the Orc Infantry (12.5% to cause a Wound) would divide 5 (number in Unit) by 0.125 (percentage to cause wound) for 40 Attacks to destroy the Dwarf Veterans. A Unit of 16 Orc Infantry with two hand weapons can bring 32 Attacks only if they surround the Dwarf Veterans entirely.

Orc Infantry with double-hand weapons (20.8% to cause a Wound) would need an average of 24 Attacks ($5/.208 = 24$) to destroy 5 Dwarf Veterans. That's almost 2 Rounds of Assault for a Unit of 13 Orc Infantry with double-hand weapons surrounding the Dwarf Veterans that strike last due to reduced Initiative.

In both cases the Orcs would be suited to form in Skirmish Formation in order to surround the Dwarf Veterans and bring their numbers to bear. A Unit of Orcs in Ranked Formation can bring 7 Attacks total with corners touching on the sides of the front Orc rank, dropping their survival considerably.

Average Damage Output: # Attacks x % To Wound

To determine a Unit's average damage output, multiply the number of attacks with their equipped weapon (damage output = 1 Wound) by the chance of causing a Wound. The Unit of 16 Orc Infantry with two hand weapons (32 Attacks with 12.5% chance to cause a Wound) will kill 4 Dwarf Veterans on average ($32 \times 0.125 = 4$) if they can surround the 5 Dwarf Veterans. But that's not taking into account the Dwarf Veterans' Rhino Hide saving them 20% of the time.

The Unit of 13 Orc Infantry with double-hand weapons (13 Attacks with 20.8% chance to cause a Wound) have chance to slay 2.7 Dwarf Veterans on average (13×0.208), which increased by removing the Dwarf Veteran's Rhino Hide Save.

How about the Dwarf Veterans when they attack the Orc Infantry?

1. Total number of roll results that result in a successful Hit (4+): 4, 5, or 6 = 3 roll results.
2. Total number of roll results that *fail* the Armor Save (No Save, with 5 Strength Modifier of -2 for Armor Save): 1, 2, 3, 4, 5, 6 = 6 results since no roll is required.
3. Total number of roll results that result in a successful Wound (4+): 4, 5, or 6 = 3 roll results.
4. Multiply results together: (To Hit & Failed Armor Save) $3 \times 6 = 18$. (Include Successful Wound) $18 \times 3 = 48$.
5. Divide the possible dice rolls (48) by 216 (total number of 3d6 rolls) to determine the percentage chance to cause a Wound: 22% chance of causing a Wound. AND the Orc Infantry lose their Rhino Hide Save (Constitution 4 = 6+ Rhino Hide Save) due to the Dwarf Veterans' Strength of 4 (-1 Rhino Hide Save modifier).

5 Dwarf Veterans have an average damage output of 1.1 Orcs. (5 Attacks x 22% chance to Wound.)

The 5 Dwarf Veterans kill 1 Orc Warrior on average, but will require an average of 72 Attacks to destroy 16 Orc Infantry with two hand weapons. (16 Wounds to cause divided by 22% to cause a Wound or $16/.22 = 72.72$) That's 5 Rounds of Assault to wipe out 16 Orcs.

The 5 Dwarf Veterans would require an average of 36 Attacks to destroy 13 Orcs with double-hand weapons ($13/.22 = 36$) for 4 Rounds of Assault.

Points per Wound: Damage Output/Unit Cost

To determine Unit effectiveness, divide cost of the Unit by average damage output.

5 Dwarf Veterans (80 points) with hand weapons (average damage 1.1) cost 72 points per unsaved Wound against the Orc Infantry.

16 Orc Infantry with two hand weapons (80 points) with an average damage output of 4 shows each Wound cost 20 points per unsaved Wound. $(80/4 = 20)$.

13 Orc Infantry with double-hand weapons (78 points with average damage 2.7) cost 28.8 points per unsaved Wound. Divide these numbers by the cost of a Wound of the Unit being Assaulted.

A Dwarf Veteran costs 16 points.

16 Orc Infantry with two hand weapons cost 1.25 points per unsaved Wound against Dwarf Veterans.

13 Orc Infantry with double-hand weapons cost 1.8 points per unsaved Wound against Dwarf Veterans.

16 Dwarf Veterans cost 14 points per unsaved Wound against Orcs with two hand weapons.

16 Dwarf Veterans cost 12 points per unsaved Wound against Orcs with double-hand weapons.

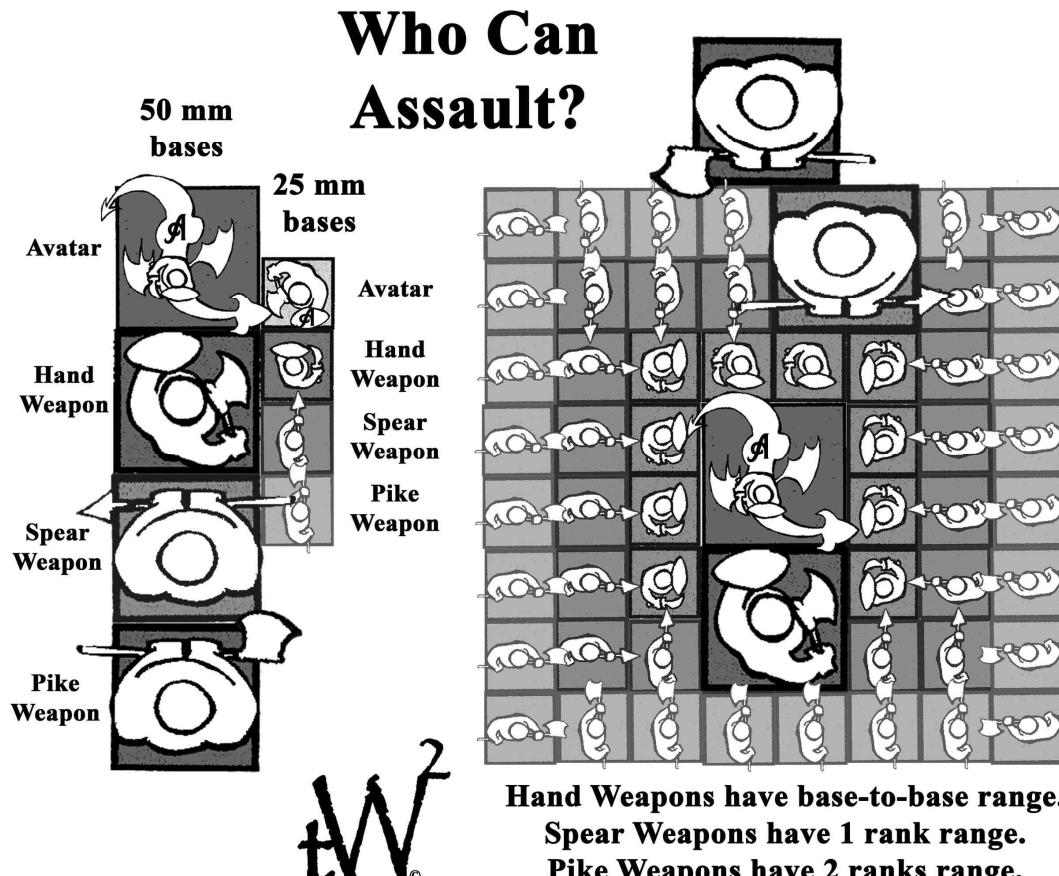
Dwarf Veterans are highly effective until they are overwhelmed in numbers.

The Dwarf have survivability on their side – being able to take a hit – while the Orcs have the weight of numbers that can be brought to bear against their opponent. A Unit of 5 Dwarf Veterans can stand toe-to-toe against a Unit of 13 to 16 Orc Infantry and survive for a couple of rounds, if not hold the line until reinforcements arrive.

10 Dwarf Veterans can take out a Unit of 10 Orcs before the Orc reinforcements arrive.

No Plan Survives the Battlefield

Using the 216 System assists in ensuring Game Balance for the players who choose your Game to invest time and money. This System also provides Game Developers the tools needed to balance their Game and determine which Units need tweaking before release. Just remember this does not take into consideration the unexpected events or circumstances that occur on the battlefield. We cannot plan for every outcome, no matter how hard we try. However, a balanced System will ensure flexibility and fairness for every participant in your Game.



Alternative 216 Systems

Numerous games in Historical, Fantasy, and Science Fiction wargames exist using the 216 System. Below are examples of these systems To Hit and To Wound.

Ranged Stat	1	2	3	4	5	6	7	8	9	10	11	12
To Hit	6	5	4	3	2	1	0	-1	-2	-3	-4	-5

Attacker Assault Stat

vs	Successful Roll
Target Assault Stat	To Hit
-Double Difference	2+
-1 Difference	3+
0 Difference	4+
+1 Difference	5+
+Double Difference	6+

For example, a Discipline of 6 when rolling against a Discipline of 3 would need to roll a 2+ to Hit. A Discipline of 3 when rolling against a Discipline of 6 would need a 6+ to Hit.

A Discipline of 4 when rolling against a Discipline of 3 would need a 3+ to Hit. A Discipline of 5 when rolling against a Discipline of 6 would need a 5+ to Hit.

Attacker Assault Stat

vs	Successful Roll
Target Assault Stat	To Hit
- Difference	3+
Equal or + Difference	4+
+ Double Difference	5+

For example, a Discipline of 6 when rolling against a Discipline of 3 would need to roll a 3+ to Hit. A Discipline of 3 when rolling against a Discipline of 6 would need a 5+ to Hit.

A Discipline of 4 when rolling against a Discipline of 3 would need a 3+ to Hit. A Discipline of 5 when rolling against a Discipline of 6 would need a 4+ to Hit.

Strength vs	Successful Roll
Constitution	To Wound
+2 Difference	6+
+1 Difference	5+
0 Difference	4+
-1 Difference	3+
-2 Difference	2+

For example, Strength 6 rolling against Constitution of 3 would need to roll a 2+ to Wound. Strength 3 when rolling against Constitution 6 would need a 6+ to Wound. Strength 4 when rolling against Constitution 5 would need a 5+ to Wound. Strength 5 when rolling against Constitution 4 would need a 3+ to Wound.

Note: these systems in low point costs Armies allow an Avatar to dominate the battlefield while the Rank-and-File are relegated to watching the heroics. Unless that is the goal of the game, be cautious of imbalance when using these 216 System alternatives.

Stat	MOVE	DISC	ACC	STR	CON	HP	INIT	ATT	CHA
1	40	5	10	7	7	0	5	10	5
2	80	10	20	15	15	2000	10	20	10
3	120	20	40	30	30	4000	20	40	20
4	160	40	80	60	60	6000	40	80	40
5	200	80	160	120	120	8000	80	160	80
6	240	160	320	240	240	10000	160	320	160
7	280	320	640	480	480	12000	320	640	320
8	320	640	1280	960	960	14000	640	1280	640
9	360	1280	2560	1920	1920	16000	1280	2560	1280
10	400	2560	5120	3840	3840	18000	2560	5120	2560
11	440	5120	10240	7680	7680	20000	5120	10240	5120
12	480	10240	20480	15360	15360	22000	10240	20480	10240
WEIGHT	1	3	4	2	2	5	3	4	3

Sample Stat-line:

Normal Man: Move – Disc – Acc – Str – Con – HP – Init – Att – Cha

3 points

4 – 2 – 3 – 2 – 2 – 1 – 2 – 1 – 4

Stat	MOVE	DISC	ACC	STR	CON	HP	INIT	ATT	CHA
1	3	0	0	0	0	0	0	0	0
2	4	0	0	0	0	1	5	1	5
3	5	5	5	3	3	2	10	2	10
4	6	10	10	6	6	3	15	3	15
5	7	15	15	10	10	4	20	4	20
6	8	20	20	15	15	5	25	5	25
7	9	25	25	20	20	6	30	6	30
8	10	30	30	25	25	7	35	7	35
9	12	35	35	30	30	8	40	8	40
10	15	40	40	35	35	9	45	9	45
11	20	45	45	40	40	10	50	10	50
12	30	50	50	45	45	12	55	12	55
WEIGHT	2	4	4	3	3	1	5	1	5

STAT	Charisma	Terror	Fear	Musician vs Terror	Musician vs Fear
1	8	0	0	0	8
2	16	0	8	8	16
3	25	8	16	16	25
4	33	16	25	25	33
5	42	25	33	33	42
6	50	33	42	42	50
7	58	42	50	50	58
8	66	50	58	58	66
9	75	58	66	66	75
10	83	66	75	75	83
11	92	75	83	83	92
12	100	83	92	92	100

STAT	Musician	Fearless	Musician + Fearless	Stubborn	Musician + Stubborn	Unbreakable
1	16	16	25	25	33	100
2	25	25	33	33	42	100
3	33	33	42	42	50	100
4	42	42	50	50	58	100
5	50	50	58	58	66	100
6	58	58	66	66	75	100
7	66	66	75	75	83	100
8	75	75	83	83	92	100
9	83	83	92	92	100	100
10	92	92	100	100	100	100
11	100	100	100	100	100	100
12	100	100	100	100	100	100



STAT	Move	Discipline	Accuracy	Strength vs Armor Save	Strength vs To Wound	Rhino Hide Save	Strength Rhino Hide Modifier
1	24 Turns	5	5	(+1)	5	none	(-)1
2	12 Turns	5	5	0	5	none	0
3	8 Turns	4	4	0	4	none	0
4	6 Turns	4	4	(-)1	4	6	(+)1
5	6 Turns	4	4	(-)2	4	6	(+)1
6	4 Turns	3	3	(-)3	3	6	(+)1
7	4 Turns	3	3	(-)4	3	5	(+)1
8	3 Turns	3	3	(-)4	2	5	(+)2
9	3 Turns	2	2	(-)4	2	5	(+)2
10	3 Turns	2	2	(-)5	2	4	(+)2
11	3 Turns	2	2	(-)5	2	4	(+)3
12	2 Turns	2	2	(-)6	2	4	(+)3

AFTERWORD



Welcome to The Game of Kings

Whether you play a small Skirmish or a War, you can pick-and-choose what you need within this Document. The Game of Kings is meant to be played, and we act as Generals as we look upon our tabletop boards to command our minions. The goal is to recreate the layered elements of Miniature Wargaming in a clean ruleset—but not so tight to restrict interplay between the Phases. With the addition of different Dice-types come different variables, different probabilities, spike probabilities, and different bell curves making Phases like Science a mini-game of its own. Yet we are all dependent on the dice. This raises good point.

40,000 Foot View

By taking out multiple gods in The Game of Kings, the focus is placed on the tactics of wargaming epic battles instead of calling on made-up names that don't help us at all or thinking we are on the receiving end of uncaring, petulant, fake beings. The players step into their role as the mighty Generals who push and tug their toy soldiers to advance their causes—not some eldritch tentacle-beast stolen from Moorcock, Lovecraft, or Sumeria. Yet when it comes time for final outcome to agenda and what happens to the Armies—our tokens on the gameboard—both Players must roll the dice and see what outcome of story is told.

One (1)

A single digit that can mean the amazing result of a miracle save! Or the sudden question of “how—and-why?!” when flawless plan is reduced to rubble... Let this knowledge save you—the Reader—any anguish when you see tactics go awry or you are given amazing victory: what you see happen before you is what is supposed to happen. Don’t get angry with the losses, and do not get proud with the victories. What is given can be taken away, and whether we like it or not there is a pattern found in chaos which shows even at quantum level these rules and a guiding hand is at work. Your choices and your play style will boost or hinder your chances at being on the proper side of probability. Yet even then, remember how fickle probability can be—especially when grand display makes for better outcome. You will find often and repeatedly, it is the brave—some would say the foolhardy—whom Providence favors.

Reform – Balance – Orthodox

We see the trope of Order versus Chaos. Too much Order creates sterility—stifling creation—while an abundance of Chaos lacks structure and form: cancer. Within The Game of Kings it is the Players who take on the subtle aspects of Order and Chaos as their forces of strict Orthodoxy push against the Reformers seeking change of tradition. While the Scale may shift one way or another, as the Players advance their Story, they will find it always returns to Balance—before the shift towards opposite extreme.

Play Pretend

There is a saying, “What happens in Life, echoes in Eternity.” These Games are Stories between two Players in a make-believe universe that in turn become insight into what happens—and your choices, your intentions—in what changes the course of our own universe. Are you a kind and benevolent tyrant? Are you out for Glory and Gain? Is it the unexplored areas in pursuit of knowledge and experience in Homeland that drive your Avatar? Your choices determine outcome. Players are able to alter the course in this game universe and write the World they want to see. The choice is always up to the Individual. And you can take those lessons learned during play and apply them to your own life so you succeed in your endeavors.

Stable Ruleset

This document is meant to be an enjoyable, stable Ruleset for you to enjoy from generation to generation. Stable because it is based on set point costs and mechanics from Wargaming mechanics from the Middle Ages and Modern Warfare Wargaming, where actual loss of lives are at stake based on outcome. As we have evolved, so too have our Games. And for many: Miniature Tabletop Wargaming is our Chess. This Document of Rules is generic to create any flavor Unit you need to make your Nation come alive and tell a Story. If you want to break your Ruleset, give it to the Players. You—the Players—are the ones who find the powerful combinations, the loopholes, and the Min/Max. Let’s see what you can do.

No “Official” Miniatures

Even better, The Game of Kings is not dependent on any miniature manufacturer—which allows you to build your Nation with the models you choose. Or use any other token to determine Units. Just put them on appropriately sized bases. And by providing a standardized base size this provides an equal footing for Gaming Clubs, Tournaments, and open pick-up games at Conventions or Hobby Stores. With this Document of Rules to reference you are on equal footing, using miniatures you love. Suddenly, the Game is opened up to more Players as we become inclusive and less exclusive.



HUON DEFEATS THE GIANT AGRAPART

Miniature Manufacturers and 3D Printing

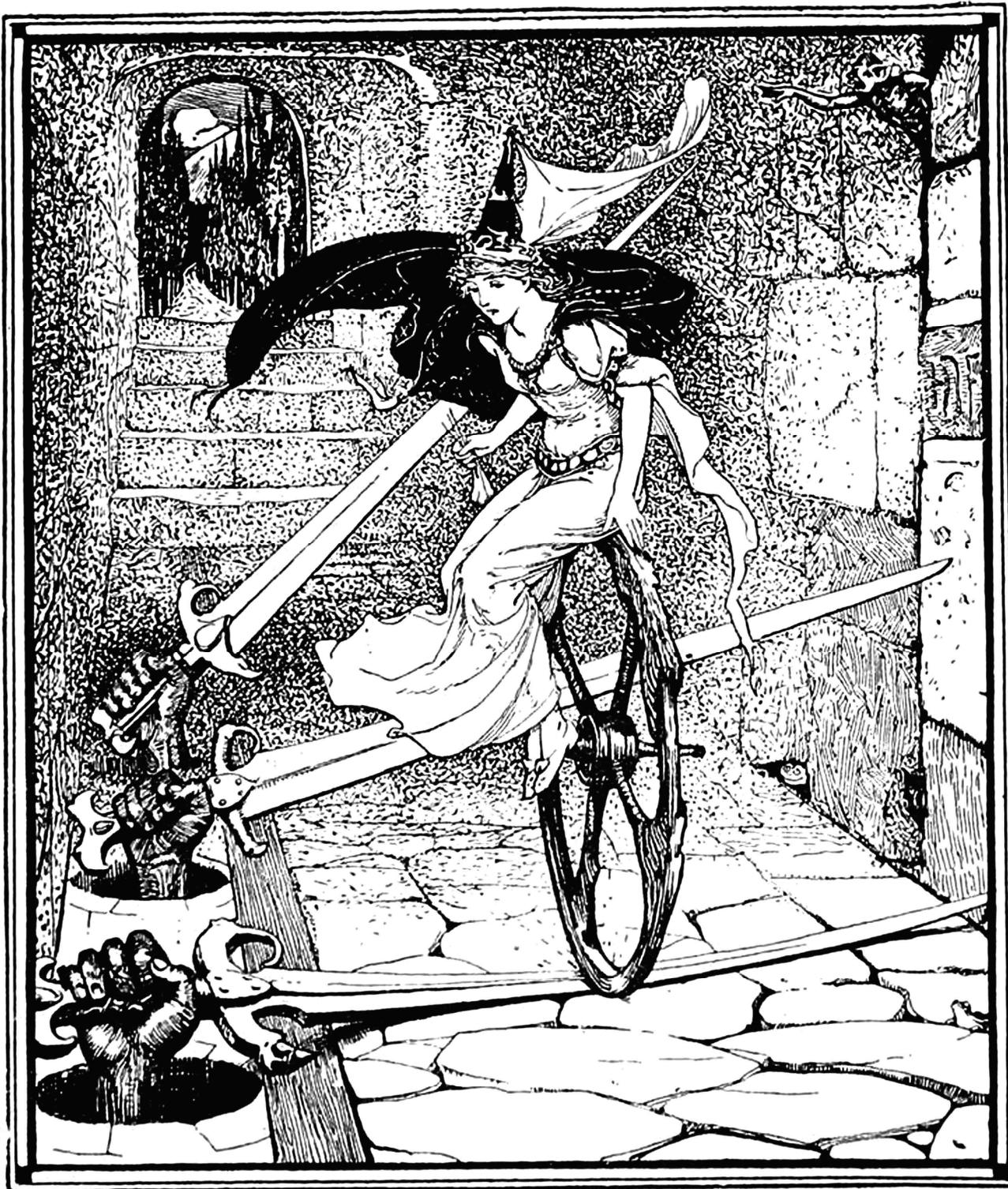
We cannot claim any association or affiliation—much less endorsement—from any Miniature Manufacturer or Game Designer or Publishing Company. This blend of open source and public domain ideas and mechanics is neither the first nor the last variation of these themes. And we see the shift from lead-free metal to PVC plastic—and now onto 3D printed resin and plastic. 3D printing is inexpensive and convenient, with a plethora of Artists who have answered the call and create miniatures that fill the void. So enjoy using miniatures that you find pleasing and cost-effective. Just remember the base size and style in accordance with The Game of Kings Rules.

Hold onto Hope

All things come to an end and one day we both will let slip this mortal coil. Until that time we have opportunity to further develop and refine this Document of Rules with your own experiences. We both look forward to seeing what we all create.

May The God bless and reward your efforts.

~ CJ Cummings & Tammy Brant



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Appendix A: Roots in the Ancient Sands – Echoes of the Commons

**The Game of Kings Game Engine draws from timeless tales,
ensuring every unit echoes the public domain.
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Orc: Anonymous. *Beowulf* (c. 800–1000 AD). “Orcneas” as monstrous demons/evil spirits; foundational for Germanic foes. Milton, John. *Paradise Lost* (1667). Orcs as demonic sea monsters in biblical lore. (Note: Influenced by Neanderthal evolution per Darwin; modern “greenskin” uses unchallenged in commercial works).

Goblin: Oesterley, Hermann (ed.). *Gesta Romanorum* (c. 13th–14th century, 1872 ed.). “Gobelinus” as mischievous/malevolent household spirits in moral tales. Lang, Andrew (ed.). *The Grey Fairy Book* (1900). ““The Goblin Pony”” with shape-shifting goblins. MacDonald, George. *The Princess and the Goblin* (1872).

Bugbear: Spenser, Edmund. *The Faerie Queene* (1590). Bugbears as terrifying hobgoblins/bogeymen to frighten children. Shakespeare, William. *A Midsummer Night’s Dream* (c. 1595–1596). Spectral threats in fairy realms. 16th-Century English/Scottish folklore: “Bogill/bwg” as hairy goblin-ghosts; *The Bugbears* (1565 play).

Grendel: Anonymous. *Beowulf* (c. 800–1000 AD). Monstrous, cannibalistic descendant of Cain terrorizing halls; troll-like Germanic antagonist.

Dwarf: Sturluson, Snorri. *The Prose Edda* (c. 1220). *Dvergar* as earth/stone-forged craftsmen in Norse myth. Grimm, Jacob & Wilhelm. *German Popular Tales* (1823; trans. Edgar Taylor). Dwarfs in tales like “Rumpelstiltskin.”

Chibi: Japanese colloquialism for “small/childlike” (pre-20th century). Yanagita, Kunio (ed.). *Tono Monogatari: The Legends of Tono* (1912). Diminutive yokai/child-spirits as stylistic roots.

Ogre: Perrault, Charles. *Tales of Mother Goose* (1697). Man-eating giants like in ““Hop-o’-My-Thumb””; from French/Etruscan folklore.

Oni: Kyokai *Nihon Ryoiki* (Record of Miraculous Events in Japan, 822 AD). Demonic punishers in Buddhist tales; horned ogres in Heian folklore.

High Elf/Light Elf: Sturluson, Snorri. *The Prose Edda* (c. 1220). *Ljosalfar* as ethereal, divine light elves in Norse cosmology (vs. dark kin).

Wood Elf/Sylvan Elf: Grimm, Jacob & Wilhelm. *German Popular Tales* (1823; trans. Edgar Taylor). Nature-bound sylvan elves in forest folklore.

Dark Elf/Drow: Sturluson, Snorri. *The Prose Edda* (c. 1220). *Svartalfar* as underworld/dark elves akin to dwarves. Anonymous. *Orkneyinga Saga* (c. 1200 AD). “Trow/drow” as malevolent fairy-like beings in Shetland/Orkney lore.

Jinn: Anonymous. *One Thousand and One Nights* (Arabian Nights; c. 8th–14th century; trans. Richard Burton, 1855 PD ed.). Shape-shifting spirits from pre-Islamic Arabian lore, often mischievous/malevolent.

Efreet: Anonymous. *One Thousand and One Nights* (Arabian Nights; c. 8th–14th century; trans. Richard Burton, 1855 PD ed.). Fiery *ifrit* subclass in tales like “The Fisherman and the Jinni”.

Lich: Afanasyev, Alexander. *Russian Fairy Tales* (1855–1863). Koschei the Deathless as soul-hidden undead sorcerer; Slavic proto-lich.

Wight: Anonymous. *Beowulf* (c. 800–1000 AD). “Wiht” for supernatural creatures; later Germanic barrow-wight undead.

Ghoul: Anonymous. *One Thousand and One Nights* (Arabian Nights; c. 8th–14th century; trans. Richard Burton, 1855 PD ed.). *Ghul* as grave-robbing demons in “The History of Sidi Nouman”.

Zombie: Seabrook, William B. *The Magic Island* (1929). Haitian Vodou reanimated slaves. US PD as of 2025.

Revenant: Thorpe, Benjamin (trans./ed.). *Northern Mythology* (1851). Scandinavian *draugr* as vengeful memory-retaining undead.

Troll: Sturluson, Snorri. *The Prose Edda* (c. 1220). Supernatural rocky monsters in Norse lore. Asbjornsen, Peter Christian & Moe, Jorgen. *Norske Folkeeventyr* (Norwegian Folk Tales, 1842; trans. Dasent, 1859). Dim-witted giants like in “The Three Billy Goats Gruff”.

Giant: Hesiod. *Theogony* (c. 700 BC). *Gigantes* (giants) as earth-born warriors vs. Olympians. Sturluson, Snorri. *The Prose Edda* (c. 1220). *Jotnar* as chaotic, frost/fire antagonists to Aesir.

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Game Engine
2023–2025**