

# Kings of War Errata and FAQ

## V1.13

June 2021

### FAQ

This section contains answers to frequently asked questions.

Updated or new entries to this document are denoted with **blue** text.

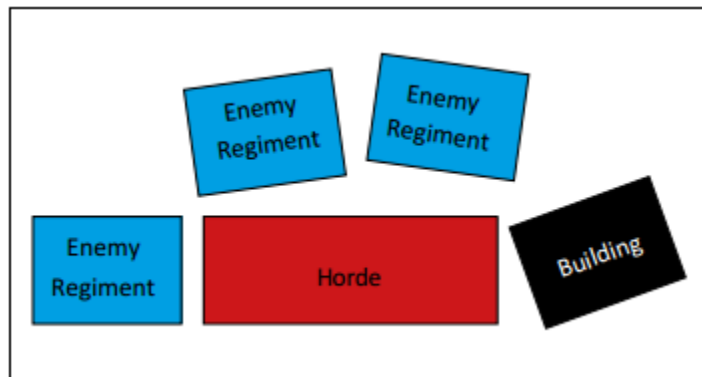
**Q:** When are Auras which effect a combat or ranged attack applied to a unit?

**A:** A unit only gains the special rule, such as Brutal, Crushing Strength, Elite, Thunderous Charge, Vicious etc if it is within the Aura when the melee or ranged combat is being resolved.

**Q:** When are Auras which grant a movement bonus or ability to ignore terrain applied?

**A:** A unit will only benefit from Pathfinder, Strider or Wild Charge from an Aura, if it is within the Aura at the beginning of its movement.

**Q:** A unit can sometimes be “boxed in”, stopping it from doing anything but back up (and sometimes not even that!). The positioning of an enemy unit might mean that none of the viable targets that the unit should be able to charge can be because the charging unit cannot align to any of them, such as in the example below. How should this be resolved?



**A:** It is of course perfectly fine to force an enemy unit to legally charge a unit of your choosing (e.g. screening a unit with a different one) or using terrain to cleverly shield units or protect flanks. However, forcing a situation where no legal charge is possible due to the angles of the multiple possible targets (total charge blocking by “gaming” the rules) is not permitted.

The recommended way to resolve this is to allow the charging unit to select their target of choice (either of the two units to the front in the example given), move into contact and then align the target to the charger rather than the other way round.

**Q:** Does the Abyssal Dwarf Hexcaster's Feedback rule cause a nerve test if it causes damage?

**A:** Yes, for both Hex and Weakness. With the exception that if the Hexcaster casts Weakness on a target which is Engaged, the target will not take a Nerve test at the end of the Ranged phase.

**Q:** When a Goblin Winggit used the Eye in the Sky special rule, does this count as using a ranged attack?

**A:** No, Start of ranged phase abilities (such as Eye in the Sky or Visions from the Void etc) are not ranged attacks.

**Q:** Can a unit that has charged an enemy yielding individual still use a shooting attack that turn without disengaging from the individual?

**A:** No. If a unit is issued with a charge order, no ranged attacks may be used.

**Q:** How can my Shambling unit gain Thunderous Charge from a hill when Surged?

**A:** The unit must have been on the hill when the Surge that brings it into melee is cast.

**Q:** Can a unit which does not have an Me value be issued a Charge order?

**A:** No.

**Q:** Can I roll for multiple units Wild Charge (n) values before issuing their move orders?

**A:** Yes.

**Q:** Is Flat terrain the same as height 0 (zero)?

**A:** No. Flat terrain does not have a height value and is treated the same as open ground for the purposes of Line of Sight and establishing intervening cover.

**Q:** Does Flat difficult terrain provide cover to units standing within it?

**A:** Yes. If the target unit's base is at least 50% within Difficult Terrain it will always be in cover. This is regardless of the height of the terrain, target or firing unit.

**Q:** Can Flat terrain ever be classed as intervening terrain for the purposes of cover?

**A:** No. As flat terrain does not have a height value, it is always treated as open ground for the purposes of determining if a target would gain cover from intervening terrain or units.

**Q:** Do Doppelgangers halve their attacks (rounding down) while either they themselves, the target in which profile they're copying or both are devastated?

**A:** Yes.

**Q:** If a Spellcaster who has a special rule which allows them to cast two spells in a turn takes the Staff of the Forsaken artefact, how does the unit special rule and the artifact special rule interact?

**A:** The rules for the Staff of the Forsaken supersedes the unit's own special rule.

**Q:** How does the requirement to end 1" away from all enemy units when targeted by the Windblast/Enthral/Surge spell, work when the target unit begins within 1" of an enemy.

**A:** The effects of windblast/enthral/surge are applied as normal so long as the target unit's final position is no closer to an enemy unit than where it started. If the windblast/enthral/surge movement would cause a unit to move closer to an enemy unit than where it started, then it simply remains in place (with the exception of a surge movement that would bring a unit into contact with an enemy unit - in which case follow the rules for Surge as normal).

**Q:** When an Overrun action following the routing of a Unit with the Individual special rule would cause you to come into contact with an enemy unit, how is the charge facing determined?

**A:** If the Overrun action brings you into contact with an enemy unit, treat this as a successful charge against the facing that has been contacted. In the event that a unit makes contact with only the corner of an enemy unit on an Overrun, it will align to the enemy facing that its leader point was in at the start of its overrun move.

**Q:** What is meant by Engaged?

**A:** A unit is Engaged when it is in base contact with an enemy unit that 1) it Charged or 2) it was Charged by. Once Engaged, the units remain Engaged with one another until one of the units Routs, one of the units Disengages in its Move Phase, or one of the units Countercharges a different unit with which it is Engaged.

**Q:** Can Dravak cast surge on Infernox using Infernox's line of sight?

**A:** No.

**Q:** If a Monolith is given an "At The Double" order, can it still cast spells?

**A:** No.

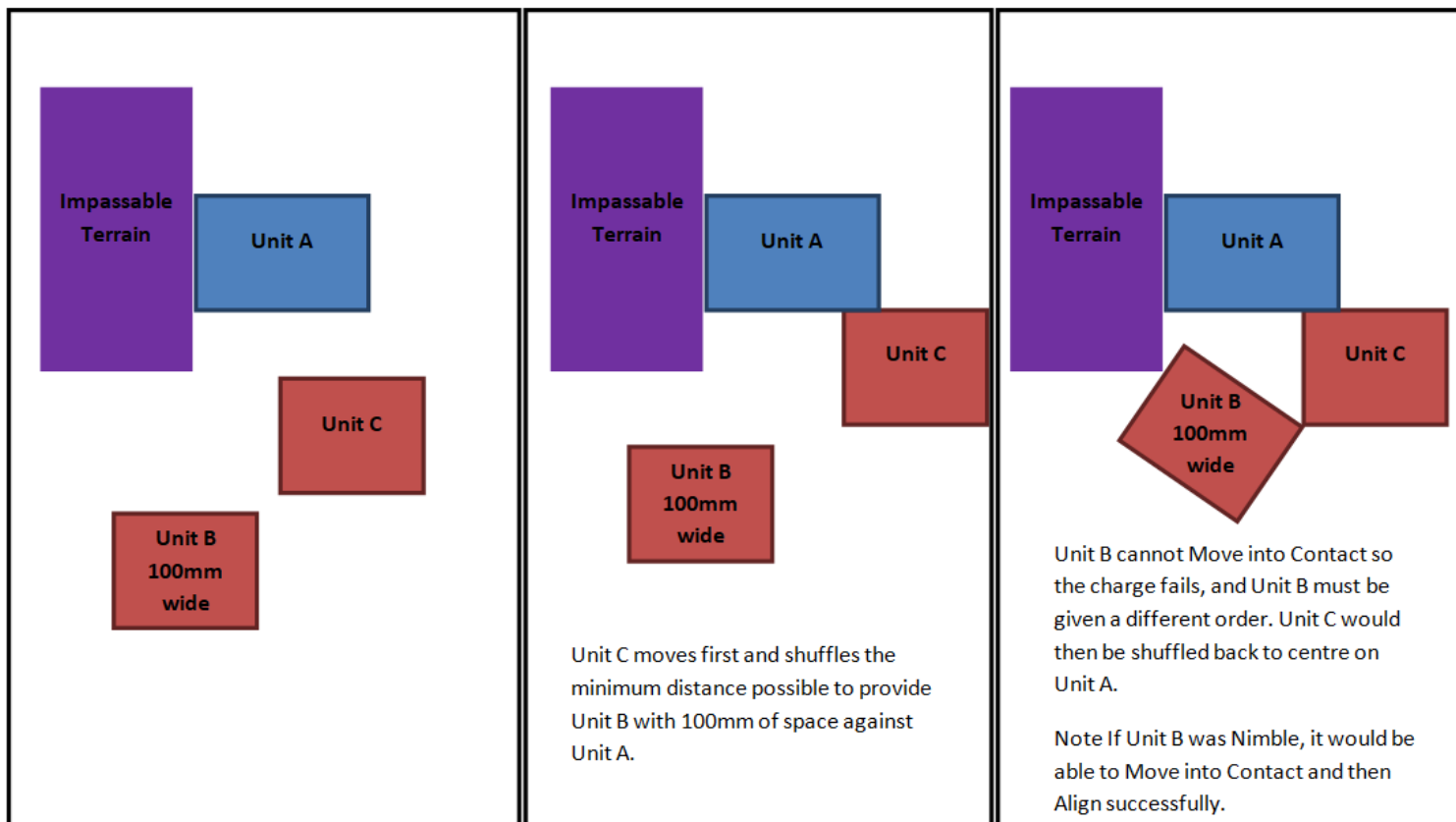
**Q:** After routing an enemy in combat, when the attacker Regroups are they required to maintain a 1" gap to enemy units?

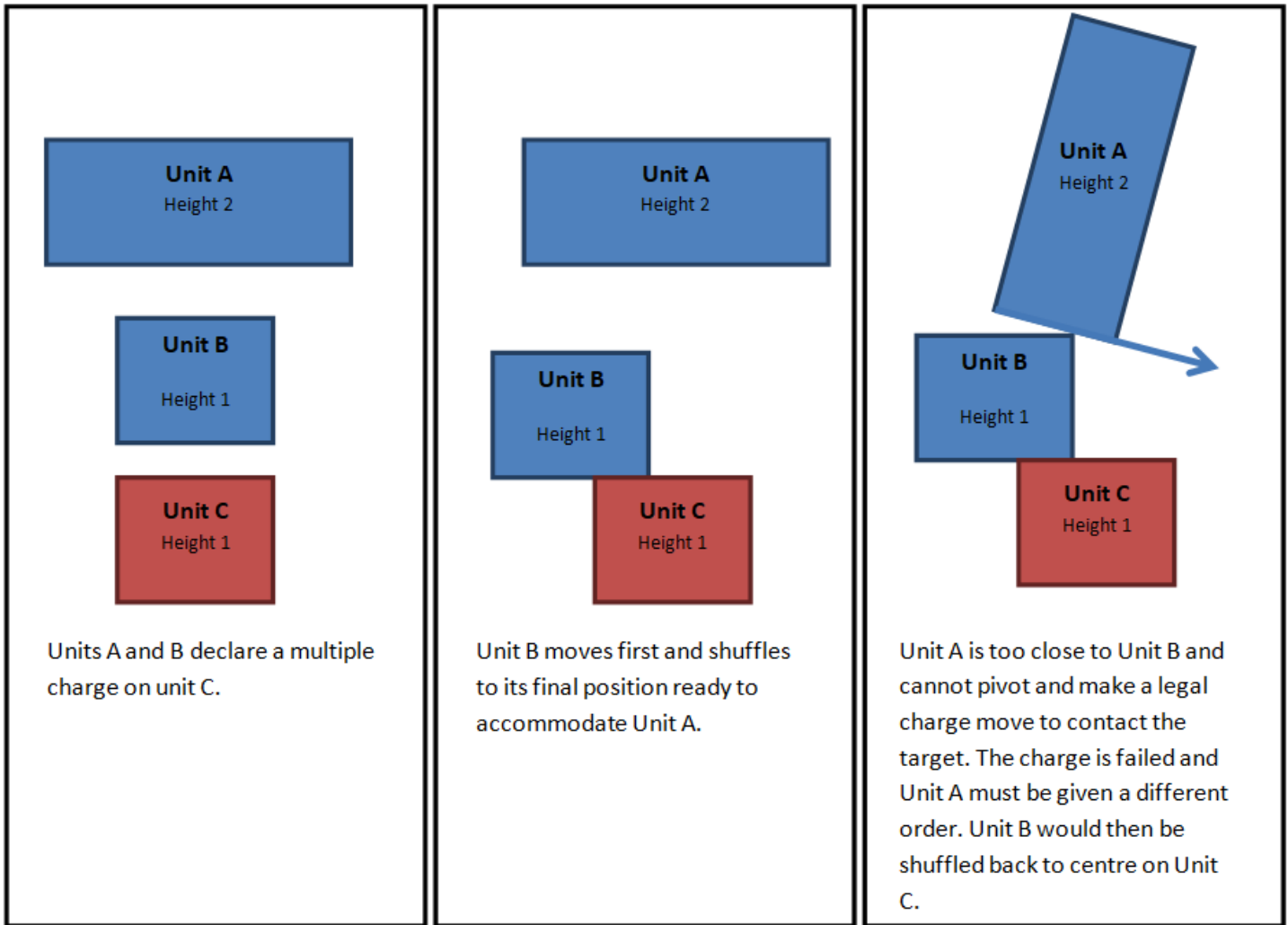
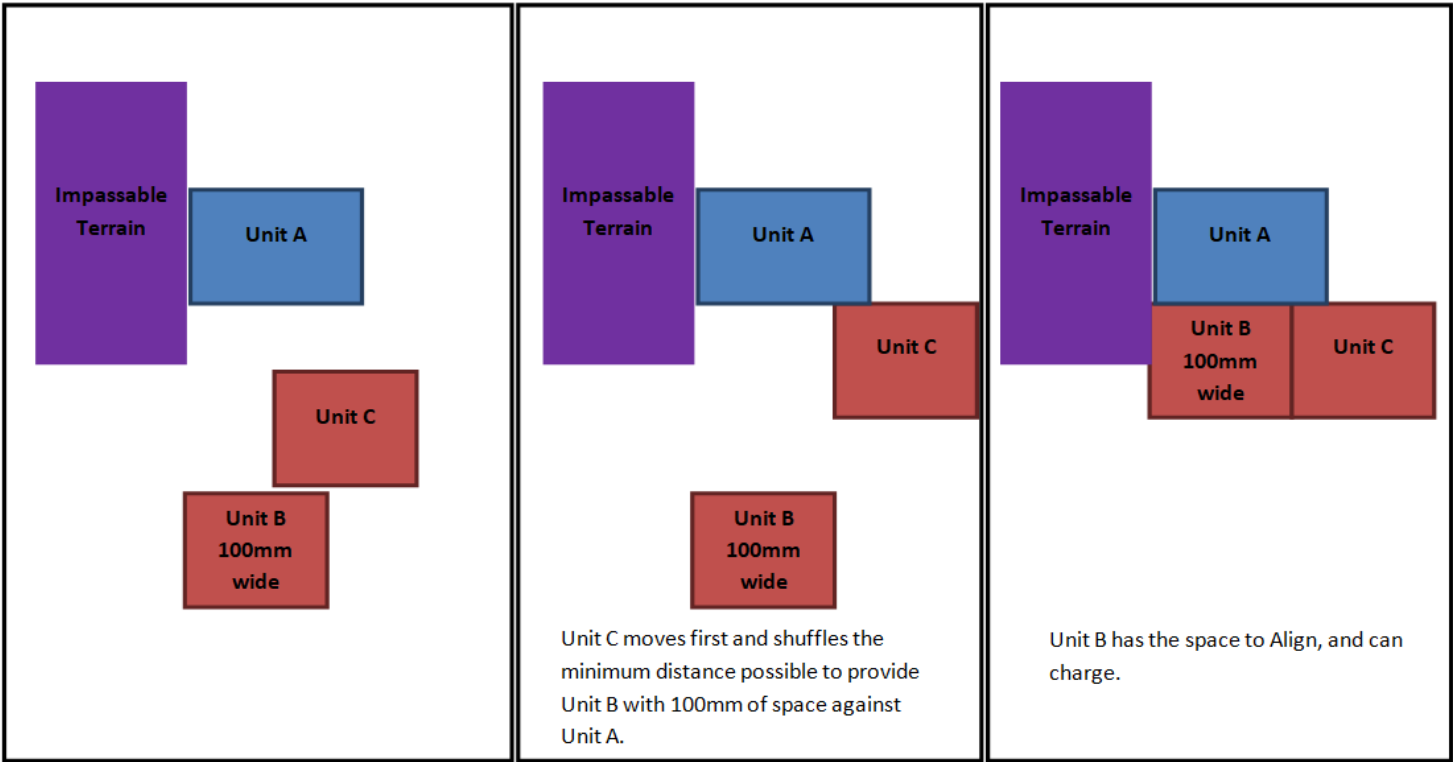
**A:** No. As the rulebook states, nudge the unit out of base contact with any enemy units it may be touching so that it's clear they're not Engaged. Other than that, there are no requirements to maintain a 1" gap when Regrouping.

Q - In the event that multiple chargers against the same target facing cannot share the space equally, will a unit shuffle over to allow another unit to Align against the target?

A- Yes, but only if sharing the space equally is not possible due to blocking terrain or units occupying what would otherwise be a charging units final position. When doing so, the charger will shuffle the minimum distance possible so that the gap left for subsequent chargers is no greater than their combined frontage.

See the below diagrams for further clarification,





# ERRATA: Main Rulebook

This section contains errata for the first print runs of the hardback & Gamer's edition, rulebooks. Page numbers are for the hardback (and in brackets for the Gamer's edition).

Updated text is denoted with **red** text.

Updated or new entries to this document are denoted with **blue** text.

Removed text is denoted with **struckthrough** text.

**Page 18 (14): Disengaging.** Replace the entire section with the following:

## Engaged

A unit is Engaged when it is in base contact with an enemy unit that 1) it Charged or 2) it was Charged by. Once Engaged, the units remain Engaged with one another until one of the units Routs, one of the units Disengages in its Move Phase, or one of the units Countercharges a different unit with which it is Engaged. If an Engaged unit is given a Halt order, the unit and all units Engaged with it remain Engaged.

## Disengaging

During a game, units may begin their Turn Engaged with Enemy units (see above). When such units are given a Movement order other than Halt or Counter Charge, they are said to be Disengaging. Disengaging units may move within 1" of any Enemy unit they were Engaged with at the beginning of the Turn. They still must end their move at least 1" away from any Enemy units unless Charging. If they cannot end their movement at least 1" away from enemy units they cannot Disengage and must be given either a Halt or Counter Charge order instead.

## Withdraw.

If a unit begins its Turn Engaged with one or more Enemy units on a single facing only, it may make a free Withdraw move directly away from the unit(s) 1" before carrying out a Charge, Change Facing, Sidestep, Back, or Halt order. The Withdraw move cannot be used to come within 1" of any enemy units and the unit must travel the full 1". If it is not possible to travel the full 1" or to maintain a 1" distance from all enemy units (including the unit(s) it was engaged with), then a unit may not make a Withdraw move.

**Page 19 (15): Charge.** 1. Move. The 1st paragraph should read as follows:

"First, the charging unit moves forward using the shortest, most direct route possible to ~~make~~ **bring its front facing or front corner into** contact with the facing of the enemy unit being charged."

**Page 19 (15): Charge.** 1. Move. The 2nd paragraph should read as follows:

"In order to do this they may, if necessary, pivot once around their centre up to 90° at any point during their move. ~~This pivot may only be carried out if required to do so in order to complete the most direct route.~~ **If** the Charge can be completed without the pivot, then the charging unit should not pivot."

**Page 21 (17) Proximity to Enemies**

Add the following sentence to the end of the paragraph:

If your unit is not Engaged but begins its Turn within 1" of an Enemy unit, it may still move freely as long as it ends its Turn no closer to the Enemy unit than where it began.

**Page 27 (23): Cover.** Add the following penultimate Paragraph to the Cover section:

**"A firing unit that is currently within, or in base contact with an Obstacle ignores it for determining whether an enemy unit is in cover, unless the enemy unit is also touching or within the same Obstacle."**

**Page 30 (26): Devastated.** The text of the Devastated section should read as follows:

**"While the amount of damage on a unit exceeds its current Routing limit (taking into account any modifiers, such as Rallying or Dread) and the unit has not suffered a Rout result, the unit is said to be Devastated. Devastated units halve their Attacks, Unit Strength and spell (n) stat values, rounding down. Mark the unit with an appropriate token.**

**For example, if a unit that normally had an Att stat of 12 was Devastated, it would continue to play using an Att stat of 6 instead."**

**Page 34 (30): Yielding.** Delete the fourth paragraph:

~~**"Enemy Yielding units are not taken into account when determining if a unit can make a Withdrawn move. However, the Withdraw move still may not pass through them if the Disengaging unit is Disordered, and the Withdraw move still must end clear of the Yielding unit."**~~

**Page 35 (31): Brutal (n).** The text of the Brutal (n) special rule should read as follows:

**"When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest Brutal (n) value to the total rolled. If no value is specified, the unit has Brutal (1). If an enemy unit is subject to both the Brutal and Dread special rules, the attacking player must choose which to use. Both cannot be applied against the same unit at the same time. "**

**Page 40 (36): Army Selection.** The text in the troops section which reads "Large Infantry, Monstrous Infantry, or Large Cavalry" should read as follows: **"Large Infantry, Monstrous Infantry, Large Cavalry, or Swarms"**

**Page 40 (36): Army Selection.** The text in the hordes section which reads "Large Infantry, Monstrous Infantry, or Large Cavalry" should read as follows: **"Large Infantry, Monstrous Infantry, Large Cavalry, or Swarms"**

**Page 41 (37): Army Selection.** The text on the two boxes of the diagram which read "Large Infantry/ Large Cavalry" should read as follows: **"Large Infantry/ Monstrous Infantry/ Large Cavalry/ Swarms"**

**Page 41 (37): Army Selection.** The text on the box of the diagram which reads "2 Troops, and up to 2 of the following, in any combination: Hero, Monster, Titan, War Engine" should read as follows: **"2 Troops, and up to 2 different choices from the following, in any combination: Hero, Monster, Titan, War Engine"**

**Page 41 (37): Army Selection.** The text on the box of the diagram which read "4 Troops, and up to 2 of the following, in any combination: Hero, Monster, Titan, War Engine" should read as follows: **"4 Troops, and up to 2 different choices from the following, in any combination: Hero, Monster, Titan, War Engine"**

**Page 45 (41): Magical Artefacts.** The text in the 2nd paragraph of the second column should read as follows: **"The artefacts below are presented in two sections. The first section lists Common items that can be taken by any unit, with the exceptions noted above. The second section lists Heroic artefacts which can only be taken by Heroes of all subtypes, e.g Hero (Inf), Hero (Cav), Hero (Titan) etc."**

- Page 62 (58): Smoke & Mirrors.** The paragraph that starts on the 7th line of the Smoke & Mirrors section should read as follows: “At the end of each Round, each player must flip one Bluff Counter on their side of the board, rolling off to decide who flips first. Repeat this process each **round** until all Bluff Counters are flipped and revealed.”
- Page 240 (64): Abbess.** The units special rules should read as follows: “Crushing Strength (1), Iron Resolve, **Individual**, Inspiring (**Sisterhood** only), Vicious (Melee), Wild Charge (D3)”
- Page 250 (68): Sharpshooters.** The unit type should be **Heavy Infantry**.
- Page 251 (69): Greater Earth Elemental.** The unit should have an Att value of **12**.
- Page 262 (74): Therennian Seaguard.** This unit's points cost should read **150** for the regiment and **260** for the horde.
- Page 265 (77): Tydarion Dragonlord.** The units special rules should read as follows: “Brutal, Crushing Strength (4), Elite, Fly, **Nimble**, Very Inspiring”
- Page 265 (77): Argus Rodinar.** The text of the “Altar of the Elements” rule should read as follows:  
“As long as this unit is present and in play on the table, at the start of each **of your** ranged phases you may select a single Friendly Core unit on the battlefield regardless of range or line of sight. The unit is granted the Inspiring special rule until the start of your next turn.”
- Page 288 (87): Pegasus.** The units special rules should read as follows: “Fly, **Nimble**, Pathfinder, Thunderous Charge (1)”.
- Page 289 (89): Avatar of the Green Lady.** The units special rules should read as follows: “Fly, Individual, Inspiring, **Pathfinder**, Regeneration (5+)”
- Page 298 (92): Warriors.** The Regiment should have a Ne value of **12/14**.
- Page 300 (94): Warlock.** The text of the “Ogre Warlock” rule should read as follows:  
“For each Friendly Core Large Infantry Regiment, Large Infantry Horde **or Large Infantry Legion** within 6”, increase the amount of dice rolled with Drain Life, Fireball, Lightning Bolt and Mind Fog by 1 to a maximum bonus of +3.”
- Page 309 (97): Placoderms.** The Troop should have a Ne value of **10/12**.
- Page 311 (99):** Replace the “Large Infantry” title text with “**Monsters**”.
- Page 323 (105): Greater Obsidian Golem.** The unit should have an Att value of **12**.
- Page 324 (106): Taskmaster on Chariot.** The units “Rally” option should instead read: “**Rallying** (1 - Slave only) for +15 pts”
- Page 335 (111): Monolith.** The text of the “Monolith” rule should read as follows:  
“As long as this unit is alive and in play on the table, at the start of each **of your** ranged phases you may immediately cast Surge (8) on a single Friendly Core unit anywhere within 24” of this unit regardless of line of sight.  
**Note:** The Monolith cannot be disordered **and its Base size cannot be increased beyond 75x75mm.**”
- Page 336 (112): Ahmunite Pharaoh.** Eternal Guard [1] should read as follows: “Aura (Elite (Melee) - **Mummy** only) for +20 pts. This unique upgrade cannot be taken in addition to a magical artefact.”



**Page 349 (119): Manifestation of Ba'el.** The units special rules should read as follows: "Brutal, Crushing Strength (2), Fly, Fury, Inspiring, **Nimble**, Regeneration (5+), Stealthy, Vicious (Melee)"

**Page 359 (123): Winggit.** The text of the "Eye in the Sky" rule should read as follows:

"At the start of each **of your** ranged phases you can immediately target and "Mark" an Enemy unit anywhere within 24" of this unit regardless of line of sight. For the remainder of the turn, all friendly core units with the **Lobber** keyword targeting the Marked unit have the Elite (Ranged) special rule.

**Note:** The unit does not have Eye in the Sky unless purchased."

**Page 289 (89): Unicorn:** Amend the price of The Lightning Bolt (5) to 35 points.

**Page 369 (127): Doppelgangers.** The text of the "Doppelganger" rule should read as follows:

"When this unit attacks an enemy unit in melee, it may opt to use the Enemy's profile for its melee attacks instead of its own. If it does so then it uses the Enemy unit's Melee stat, Attacks stat and Crushing Strength value for that turn instead of its own. Any magical artefacts the Enemy unit has are ignored. The Doppelgangers themselves may still use a magic artefact as normal if they have one (~~apply any bonuses granted after the decision on which stats to use~~). **Apply any bonuses and penalties granted by magic artefacts, spells, terrain or other sources after the decision on which stats to use.**

**Page 371 (129): Portal of Despair.** The text of the "Visions from the Void" rule should read as follows:

"As long as this unit is present and in play on the table, at the start of each **of your** Ranged phases you may select a single Friendly Core unit on the battlefield regardless of range or line of sight. The selected unit is granted the Inspiring special rule until the start of your next turn.

**Note:** Base size cannot be increased beyond 75x75mm."

**Page 397 (143): Mhorgoth the Faceless.** The unit should have a Sp value of **7** and a Drain Life value of **(7)**.

# ERRATA: Uncharted Empires

This section contains errata for the first print run of the Uncharted Empires rulebook.

Updated text is denoted with **red** text.

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Removed text is denoted with **struckthrough** text.

**Page 39: Order of Redemption\***. The unit sizes should be Troop (5) & Regiment (10).

**Page 47: Herneas The Hunter**. The unit should have a Pts value of 135.

**Page 63: Avatar of the Green Lady**. The units special rules should read as follows: “Fly, Individual, Inspiring, Pathfinder, Regeneration (5+)”

**Page 79: Fanatic Instigator**. The units special rules should read as follows: “Crushing Strength (1), Individual, Mighty, Wild Charge (D3)”

**Page 90: Shock Troops**. The units Heavy Halberds upgrade should be listed as “[+10/+15/+25]” pts.

**Page 96: The Last Breath**. The text of the “The Last Breath” upgrade should read as follows:

“When the unit suffers a Rout result, all units in base contact with it suffer 2D3 hits at Piercing (2). These hits are resolved by the player that Routed the unit with The Last Breath rule, which now has to (grudgingly, we’re sure) resolve the hits against their own unit(s). **After the damage has been resolved, no Nerve test is taken by the damaged units and they proceed to Regroup as normal. In addition, a unit with The Last Breath upgrade cannot take the Crystal Pendant of Retribution magical artefact.**”

**Page 103: Cronebound Banshee**. The unit should have a Ht value of 2.

# ERRATA: Halpi's Rift

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Updated text is denoted with **red** text.

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Removed text is denoted with **strikethrough** text.

**Page 55: Shining Spire** Add: "A Shining Spire is Height 9 Blocking Terrain"

**Page 60: Serakina, the Ice Queen.** Add the Special Rule: "Master of Ice: When targeting Friendly Core Frostbound units or Enemy units which have the *Frozen* special rule, this unit can reroll one of the dice that failed to hit with Bane Chant, Heal, Icy Breath, Wind Blast, Surge or Blizzard."

**Page 63: Sebekh-Rei the Accursed.** Add the Keyword: Skeleton

Sebekh-Rei's Reanimator rule should read: "For each **other** Friendly Core Skeleton unit within 6", you may re-roll one dice that failed to hit with Heal and Surge ~~Drain Life, Fireball, Heal, Hex, Surge, Weakness, and Wind Blast~~, to a maximum of 2 re-rolls."

**Page 64: Irregular.** Replace "Drakons" with "Drakon Riders".

**Page 64: Irregular.** Add "Order of the Green Lady: Naiad Heartpiercers"

**Page 65: Cursed High Priest.** The second paragraph of the Reanimator rule should read:

"For each **other** Friendly Core Skeleton unit within 6", you may re-roll one dice that failed to hit with Drain Life, Fireball, Heal, Hex, Surge, Weakness, and Wind Blast, to a maximum of 2 re-rolls."