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It uses fantasy stock races like elves, [1] dwarfs, undead [2] and orcs, [3] as well as the demonic version of the dwarfs known as abyssal dwarfs. [4] Each breed has an alignment (good, bad or neutral) and the races of the same or compatible can join forces, allowing the player to have a mixed army. Initially released as a range of miniatures without a series of companion rules, [5] Mantic Games announced in July 2010 that a series of rules was under development. [6] The game was designed by Alessio Cavatore, [7] that previously worked on the rules [8] for The Lord of the Rings Strategy Battle Game, Warmaster, Warhammer 40,000 [9] and Mordheim while working for Games Workshop. The game was announced at the beginning of 2010 as a closed beta. [10] The 2010 edition of the game was released in September 2010 with the Set of Starter Mhorgoth's Revenge. Finally, the rules have been published as a download from the Mantic website in December 2010. [11] The 2nd edition of the book of war kings was published in the summer of 2015 and presents a clean set of rules, new units in each Army and new armies. In October 2019, on the occasion of the 10th anniversary of Kings of War, Mantic released the 380-page 3rd edition of the rule book. Play Kings of War Kings of War is a table game in which two or more players compete against each other with "Armies" of 28 mm miniatures. The rules of the game are published in a short, document of twelve pages [12] which describes how the thumbnails are moved, as the artillery is used and how the fight can be solved, as well as a limited number of unique rules for each Army that define the characteristics, strengths and weaknesses of the race. Games can be played on any appropriate surface, even if the standard is a 4 ft plane from 4 ft decorated with model scenario scale with thumbnails. Any individual or group of thumbnails in the game is called a "unity", either represented by a single model, or group of similar troops. The rules of the game are published along with a set of rosters (or 'army list') that describe and list listIndividual statistics for each unit. All distances in the game are measured in inches and six-sided dice are used to determine the result of artillery fire, magical spells and fray. Kings of War follows a rule style Igougo, [13] [14] in which a player does all his own actions in turn, but does not require the other player to take action. The game also lends itself well to Timed Games, with support for chess watches in the rules. [15] Mechanical Kings of War's Game Units and models Rotate around integers rather than individual models. When units suffer damage to individual models, they are not removed and the general struggle units is not reduced as such, but more damage a unit acquires more probability that will break (in this case the entire unit is removed from the plan of work). The units are available in different sizes: individual, troops, regions, hordes and legions. The quantity of models in a unit depends on the type of unit: an infantry regiment has more individual models than a cavalry regiment. This unit level system makes Kings of War suitable for large-scale battles and gives players the possibility of modeling their units as dioramas rather than being limited to files of files and miniature files (provide the size of the unit remains there same). The rules of the game allow you to use fewer models in one unit, until a minimum number is satisfied. The minimum number of models that must be inserted in a unit is one more than the size of the underlying one with full resistance (for example, an infantry regiment of 20 models can be represented by the number of models in a full resistance troop More one, making 11 models). If there is no smaller unit size, minimum number is 50% + 1. The game FAQ also provides a higher preferred model account, which increases the 2/3 threshold of the nominal unitary force: this is the minimum recommended for the eligibility for painting prizes, while the minimum model account as described above remains Legal for the tournament game. [16] Armies There are a number of playable armies for war kings, represented by army-list officers as well as several lists created by fans, which are not considered canonical for the game. 2nd edition of the Rule Book contains official army lists for 11 "core" armies. They are the forces of the abyss, the forces of nature, undead, dwarfs, elves, abyssal dwarfs, goblin, orcs, orcs, Basileans and men's kingdoms [17] also, the games mantic provide army lists for other armies in a Book called Kings of War: Uncharted Empires. [18] The smaller armies are the League of Rhordia, Ratkin, the Brotherhood, the Empire of Dust, Salamanders, The Herd, The Trident Realm of Neritica, Night-Stalkers and The Varanqur. The weapons are divided into 3 factions for alignment: good, neutral and evil. The Good and wicked cannot be mixed in the same army. [19] Good Basel [20] Dwarfs [21] Free Dwarves Elves [22] Order of the Northern Alliance of Fractors Salamanders Neutral Kingdoms of Men [23] Ogres [24] Nature Forces The Herd The League of Nature Nature The Trident Realm of Neritica Sylvan Kin (ELVI in à €

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