

Kings of Warfare 2025 Rules Pack

(TL;DR)

- A 1995 point Kings of War 3rd edition tournament
- Five games spread across 15th and 16th November 2025
- KoH scoring system
- New terrain rules!
- Entry to the Warfare trade & demo show included in price

What is Warfare?

Warfare is one of the largest wargaming conventions in the country. Run by the Wargames Association of Reading (WAR). The show consists of ~80 traders, several demo games, a large bring and buy stand and 20+ tournaments.

Venue and Transport

The venue is the spacious Farnborough Exhibition Centre. The venue features free parking and is easily accessible from J4 of the M3, as well as by train.

Tickets

Tickets will be on sale in 2025. Maybe January if I can get an early bird version. If not then probably April.

Tournament Organiser

Tournament Organiser for this event is Mike Smith, supported by Chris and Andy Smith. The Tournament Organiser will make a call on any rules or situations that two players are unable to resolve amongst themselves. The TO's decision at the table is final.

What you will need

- A fully painted and appropriately based 1995 point army
- A copy of your list, created using Mantic Companion.
- A copy of Kings of War 3rd edition and any supplements you will be using.
- Dice, tape measure, chess clock and other gaming paraphernalia

- Tournament code: **TBC**

Schedule


Day 1	
Registration & Briefing	9:00
Game 1	9:30
Lunch & shopping	11:30
Game 2	12:45
Game 3	15:00
Day 2	
Game 4	9:30
Lunch & shopping	11:30
Game 5	12:45
Awards Ceremony	15:00

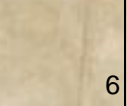





The world is changed

Kings of Warfare will be using all the normal rules for terrain as found in the Rulebook. However, below is a list of **new terrain** that may be in play in the tournament. Many of these are found in the Halpi's Rift supplement with some slight edits, others are completely new home brew designs. To make things as simple as possible **only one type of new terrain listed below will be found on each table**, however **multiple instances of that terrain feature may be present**. Each new terrain feature will be clearly labelled at each table.

Terrain Name	Height	Type	Rules
Icy Lagoon	Flat	Difficult	Units that start their turn in base contact with an Icy Lagoon gain the <i>Frozen</i> special rule.
Bard's Taphouse	9	Blocking	Units within 6" of this terrain piece cannot be wavered and are treated as Fearless..
Corpse Copse	9	Difficult	Units that are touching this terrain piece count as being affected by (not causing) <i>Brutal</i> (1) and <i>Shattering</i> (1).
Obelisk of Damnation	9	Difficult	Units gain <i>Brutal</i> (+1), for each Obelisk of Damnation terrain feature within 6" when they begin their melee phase. <i>Brutal</i> (X) may never exceed <i>Brutal</i> (3).
Barkskin Forest	9	Difficult	Infantry, Heavy Infantry and Swarms that start their turn in base to base contact with the Blessed Forest receive D3 Barkskin counters. All other unit types receive 1 Barkskin counter. Only one unit may receive Barkskin tokens per Forest. This terrain piece cannot be Scouted into or into contact with.
Cleansing Lake	Flat	Difficult	Units that end their movement phase in base contact with a Cleansing Lake count as being affected by Radiance of Life.
Rivers	Flat	Difficult	Units which contact a River in their movement or shooting phase are treated as though they were disordered in the preceding turn.
Shining Spire	9	Blocking	One of your non-hero units controlling a Shining Spire gains the <i>Iron Discipline</i> special rule. <i>Iron Discipline</i> - This unit immediately suffers D3 points of damage and gains Vicious (Melee) and Inspiring (Self) until the start of their following Turn. No Nerve tests are required for damage caused in this way. To control a Shining Spire you must have more Unit

			Strength within 3" of the Shining Spire than your opponent.
The Butchers Fleshmound	3	Hill	Units with the majority of their base on the Butchers Fleshmound gain the <i>Dread</i> special rule
Wizards Tower	9	Blocking	A unit casting a non-unique spell may add an extra dice to the number of dice rolled for the first spell they cast this turn if they are within 6" of the Wizards Tower. Additionally all Heroes within 6" of the Wizards Tower gain the Bastion (1) and Heal (2) spells (this Heal spell cannot be increased by proximity to the Wizard's Tower).
Tar Pits	Flat	Difficult	Units which contact a Tar Pit in their movement or shooting phase count as having Weakness successfully cast upon them in the preceding turn (Yes, Cleanse can remove this).
Siren's Shipwreck	9	Blocking	One of your units controlling a Siren's Shipwreck gains the <i>Siren's Call</i> special rule. <i>Siren's Call</i> - This unit has the Enthrall Spell (5), increased to range 24". If one or more hits are scored, make a Nerve test for the target at the end of the Ranged phase as though damage had been caused. To control a Siren's Shipwreck you have more Unit Strength within 3" of a Siren's Shipwreck than your opponent. If you do, in your Ranged phase you may give one of the units within 3" the <i>Siren's Call</i> special rule.
The Pit	Flat	Open	Units with the majority of their base in The Pit adjust their height by -3 and count as being in cover (Obscured and Concealed), even though the terrain type is Open. Line of sight is never blocked into or out of The Pit, but will still be blocked by intervening models and terrain. Units without the Fly special rule making an unhindered charge against a target that has the majority of its base in The Pit receive Thunderous Charge (+1)
Ruins	4	Obstacle	Units performing a Charge order through a Ruin may never benefit from the Strider or Pathfinder special rules and therefore will always be Hindered. This also applies to Flying units which start their turn in contact with a Ruin. Note that like normal Obstacles, LoS is NEVER BLOCKED through a Ruin.
Smoke	9	Open	Smoke blocks all LoS into and out of the terrain piece. Units within the same Smoke can however interact with each other as normal.

			<p>Units entirely within Smoke cannot interact with units outside of smoke in any way, shape or form. They cannot see, Inspire, Rally, Radiance of Life, Monolith super-surge, each other or affect each other with auras etc.</p> <p>If any part of a unit's base is sticking out from the Smoke then that part of the unit can be seen via normal LoS rules. This will also allow the unit to be Inspired etc if a line can be drawn from the Inspiring etc unit to the target without passing through the Smoke.</p> <p>Smoke will never provide any cover whatsoever.</p>
Tunnels	Token	Open	<p>Each player is given three Tunnel tokens to place before any deployment, but after sides are chosen and any loot tokens, bluff tokens and objective markers are placed. Two of these tokens will be fake tokens and one will be the real Tunnel (see p82 of the Rulebook).</p> <p>Each player must hold one unit of Infantry, Heavy Infantry, Large Infantry or Monstrous Infantry in reserve to use the Tunnels. If a player has no such units, then an individual must be picked (non-cavalry individual if possible). Then follow all rules for Tunnels on p82 of the Rulebook.</p>
Quicksand	Flat	Difficult	<p>Units which contact Quicksand in their movement or shooting phase count as having had Scorched Earth successfully cast on them in the preceding turn and will therefore always be hindered.</p>
Pool of Skulls	0	Difficult	<p>Units starting their turn in a Pool of Skulls gain Rampage (Melee D6), Slayer (Melee D6) and <i>Wheelbreaker</i> (Melee D6) until the end of the turn.</p> <p><i>Wheelbreaker</i> - additional attacks against Chariots.</p> <p>Additionally, when a unit touching a Pool of Skulls is given a move order, if they are able to charge an enemy unit then they must charge any enemy unit. You may move your units in whichever order you wish which may effectively block a unit in the Pool of Skulls from being able to charge enemy units.</p> <p>Heroes, Monsters and Titans may never benefit from these extra attacks, but must always be given a legal Charge order if possible.</p>
Mystic Mycelium	1 or 9	Difficult	<p>Units touching Mystic Mycelium gain the <i>Leaper</i> special rule.</p>

Windmills		6 Blocking	Impassable to units with the Fly special rule, and er, help me think of something else people, otherwise it won't have an effect on games where nobody has a flyer...
Mantlets		2 Obstacle	<p>If a unit is given a Half or Change Facing order, AND is touching a Mantlet, they may increase their defence, in the facing that the Mantlet is in, by +1, to a maximum of Defence 5. If a Mantlet is in more than one facing, then the facing which the Mantlet is mostly in must be picked.</p> <p>Additionally, if a unit gets cover from a Shooting Attack that passes through a Mantlet, or the shooting unit has any part of its base in contact with a Mantlet, roll half the number of attacks for the attack.</p>
Ileureleith Idol		9 Blocking	Units within 6" of a Ileureleith Idol have the <i>Mindthirst</i> special rule.
Olmorandirian Obelisk		Flat Open	A unit within 6" of an Olmorandirian Obelisk gains the <i>Lifeleech</i> (+1) special rule.
Stone Circle		Difficult 0	Units with the majority of their footprint inside the Stone Circle gain <i>Stealthy</i> and <i>Spellward</i> special rules.
Ruin of Felstad		Blocking 9	<p>Units that end their move within 3" of this terrain feature will take one point of damage as if they had been affected by <i>Cloak of Death</i>.</p> <p>These units will then be immune from <i>Cloak of Death</i> in the preceding enemy turn.</p>

TO note: Depending on how many tables are needed for the event, not all of the above terrain may be present. The plan is to ensure that no terrain piece is duplicated across different tables.

If I run out of tables with unique special rules that I have some tables where I play around with stuff like the Height of hills, or have something like the dreaded forested-hill that struck fear into everyone one year at Pride of the Shires.

All terrain is subject to change as we playtest things throughout the year. If you have any terrain rules ideas you'd like to see then please message Mike Smith or email at michael_smith2000@hotmail.com

The heights for standard terrain can be found in the table below. Some of these may vary between tables. If this is the case then this will be clearly noted at that table.

Terrain Type	Height
Blocking Terrain (buildings, big rocks etc)	9
Difficult Terrain (forests)	9
Difficult Terrain (fields)	1
Difficult Terrain (ponds, rivers, bodies of liquid)	Flat, but provide units of height 3 or less with cover if 50% within.
Hills	3

Your Army

Army lists of up to 1995 points may be taken and must comply with the Kings of War Version "3.5" Rulebook. As expected, the most recent FAQ and Errata will be in effect. Kings of Warfare usually falls just after the Clash of Kings book is released. Nearer the time of the event the TO will determine if the new rules in the latest CoK will be used.

All models in an army should be wargaming figures, undercoated and painted in at least 3 colours. Bases should be painted and/or finished with basing material.

Force Lists

You are required to submit a copy of your Force List to the organisers before registration. Please send your via list the Mantic Companion (code: **dsTejfuqCN**). If you are unable to do this drop me a line at michael_smith2000@hotmail.com by end of day Saturday 8th November 2025.

Allies

Allies to your army may be taken. However, no allied units with Speed greater than 8 may be picked.

Withdraw

Nope.

Command Dice

TBC

Scenarios

The scenario for each game will be chosen from the scenarios in the Kings of War 3rd Edition Rulebook and CoK25. Additionally, there may be one scenario previously published in a Kings of War book that may be used at the event. All scenarios will be announced by the organiser before the tournament, but probably after lists have been submitted.

Optional Rules:

Clocks

Each player will have 60 minutes to complete their turns.

If a player clocks out then they may finish the phase they were on but may make no further rolls or movements with their units afterwards.

Tournament Points (TPs)

Kings of Warfare will be using the King of Herts scoring system.

In this Scoring System players earn the following number of Tournament Points (TPs) for the outcome of their game:

Outcome	Tournament Points
Win	5
Draw	3
Loss	1

The first decider after Tournament Points is the Scenario Point total scored (in game Victory Points).

Second decider is how many points of your enemies you have routed.

Refreshments available at Warfare

There will be limited refreshments available at the venue. I highly recommend that you bring your own vittals in with you.

King Justin, the Just



Crowd at the Table

If one player feels discomfort with the number of spectators present at their table, they may request them to step aside. Please do not discuss ongoing games while within earshot of people still playing their game.

Warfare Bring & Buy

Details for the 'Bring' part of the Bring & Buy can be found here:

<https://wargamesreading.co.uk/warfare-2024/warfare-2024-bring-and-buy/>

Prize Support

Following previous years I expect that we will receive a KR Multicase as they sponsor the trade show.

I can confirm that we have some Mantic Vouchers for three of our prizes.

I also remain hopefully that like previous years we will also receive a number of other prizes from other companies who have trade stands at the show. You should also be expecting another freebie from the Smith's very own 3D printing forge

Awards

- 1st Place (King of Warfare)
- 2nd Place
- 3rd Place
- Wooden Spoon
- Most Sporting Player
- Most Impressive Army (taking into consideration not only painting & basing but also modelling, theme and model count)
- The Smith (Player who routs the most enemy units that have been upgraded with a magic item from the main Rulebook or the *current* Clash of Kings book)