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And turned their thoughts to war.
Models per unit
This tells us the minimum and maximum number of models permitted in the unit. The minimum number also tells us the minimum strength of a unit before it starts to suffer Morale (ML) problems. In the example above, an auxiliary infantry unit will suffer ML penalties once it falls to 9 models or less. This is regardless of its starting strength.

ORDER – Unit order type
This is the unit order type that the troops may adopt. Most units only have one order type listed but, as in the example above, some have two order types listed. In this case, the unit chooses which order type it will adopt before being deployed on the tabletop. The unit may not adopt its other order type during the battle.

MR – Movement Rate
Indicates the mobility of the soldier and the distance in centimetres he may move. Movement rate may be affected by the type of terrain the model is in.

SHOOT – Shooting Skill
This is the ability to hit a target with ranged weaponry, combining the training and technical competence of the soldier. The figure given (e.g. 4+) indicates the die roll required for success. For example, a soldier with a SHOOT of 4+ requires a 4 or better on the dice to hit. Modifiers may affect the Shooting Skill score as discussed in the Shooting Phase section.

ATTACKS – Attack Dice
This shows the number of dice each model rolls in hand-to-hand fighting. Most soldiers have 1 attack die.

HtH – Hand-to-Hand Skill
The hand-to-hand skill shows how adept a warrior is in close quarters melee combat. It may reflect the quality of training, level of ferocity, or the reputation he has accrued. The score is compared to the opposing troops’ score when determining what roll is required on the dice to achieve a hit.

It also represents the training and tactics utilised by the warrior and, in hand-to-hand fighting, indicates which models strike first in continuing combats.

ARM - Armour
This number represents the level of armoured protection the model has. Hits are nullified by scoring the result shown. In the example profile above, the model with ARM 5+ needs a 5 or better on the die roll to nullify the hit. This may be modified by the weapons that the opponent is using or by the sheer power of the blow.
KILL
This shows the score the soldier requires to kill the enemy in hand to hand combat. When your troopers hit the enemy, the opposing player rolls one dice for each hit, comparing it against his ARM to save the attack. If the save fails, then your trooper rolls to kill. This number is modified depending on what weapons are used and whether you are attacking a man, chariot (-1 to your die roll) or elephant (-2 to your die roll). In the example profile given above, the auxiliary would need to roll 4 or better to cause a killing blow against a man (on foot or cavalry), 5+ against a chariot, and 6 to hurt an elephant.

The score required to kill using a ranged weapon is given in the description of the weapon type, but is generally 4+.

HITS – Number of hits
This is the number of wounding hits a model can sustain before being removed from the tabletop. All troops have 1 hit but elephants, war engines and some chariots have multiple hits. Cavalry only have 1 hit; the mount and rider are considered to be a single entity.

DL – Discipline
The Discipline score reflects the training and professionalism of a body of troops. It is used when attempting some manoeuvres on the battlefield or otherwise controlling your troops in the heat of battle.

ML – Morale
Morale is simply the fighting spirit of the troops, and their ability to steadfastly hold in the face of adversity.

PTS – Points
This is the value in points that is given to each of the models in the unit; the higher the points the more valuable in game terms. The points reflect how well a model may fight, how well equipped it is and how good its morale and discipline are. It also calculates the value of any special rules that apply to it and how fast it moves (due to class and/or whether it has a horse, for example). A unit of 20 Roman auxiliary infantry without upgrades would cost 260 pts (20 models x 13 pts per model).

Weapons
The effects of different armaments are fully described in the section on weapons (from page 80). Where units are given a choice of weapons, as in the example above, the player must decide which one the unit will use before the game begins.

Armour
This lists the type of armour and shield that the soldier is equipped with, if any. The ARM value is included as part of the profile.

Special Rules
Different troop types may have additional rules that apply to them. The effects of these rules or abilities are fully detailed in the section on Unit special rules (from page 101).

Upgrades
Some troops have access to different armour, weapons or special rules. The cost ‘per model’ is added to the basic points value. In the above example if we opted to make our auxiliaries drilled, their cost would go up from 13 to 14 pts per model. Therefore, a unit of 20 drilled Roman auxiliary infantry would cost 280 pts (20 models x 14 pts per model).

Army Lists
The army list is a tool for players to build their force in an even handed and balanced manner. Each player has a number of points available (usually agreed beforehand) to select their troops and the lists instruct them how many points each model costs and any restrictions regarding compulsory troops (i.e. the troops you must use) and restricted ones.

It describes any equipment available to them plus any special rules that apply. Points values are universal across periods; therefore, a spearman with a basic profile and a shield will cost the same points in ancient Babylon as he does in a Saxon army in the Dark Ages.

Several army lists are provided in this rule book but many more are available. We will be publishing books that cover specific time periods. We will also publish army lists on our website at clashofempires.co.uk to cover gaps or as stand-ins until the relevant book is published.
Traits
Generals and commanders may have traits that affect their ability to command their troops. Traits are usually optional but some of these characters, such as Celtic ones, may always have one. To generate a trait, nominate a hero and roll on the appropriate table below.

Generals

<table>
<thead>
<tr>
<th>SCORE</th>
<th>TRAIT</th>
<th>EFFECT</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Predictable</td>
<td>OPPONENT AUTOMATICALLY WINS ROLL FOR ARMY INITIATIVE (SEE PAGE 128)</td>
</tr>
<tr>
<td>2</td>
<td>Cautious</td>
<td>OPPONENT MAY CHOOSE TO GO FIRST OR SECOND</td>
</tr>
<tr>
<td>3</td>
<td>Heroic Leader</td>
<td>ADDS +1 TO ATTACKS BUT DEDUCTS 5CM FROM MAXIMUM COMMAND RANGE. HEROIC LEADERS MUST REMAIN WITH A UNIT FOR THE ENTIRE BATTLE AND MAY NOT LEAVE IT</td>
</tr>
<tr>
<td>4</td>
<td>Companions</td>
<td>THE GENERAL HAS FANATICALLY LOYAL RETAINERS WITH HIM AT ALL TIMES. IF KILLED, ROLL A D6; ON A 4+ HE IS SAVED BY ONE OF HIS TRUSTED FOLLOWERS</td>
</tr>
<tr>
<td>5</td>
<td>Strategist</td>
<td>AFTER BOTH ARMIES HAVE DEPLOYED, TWO UNITS MAY BE RE-DEPLOYED</td>
</tr>
<tr>
<td>6</td>
<td>King of kings</td>
<td>ALLIES AND MERCENARIES MAY USE THE GENERAL’S ML AND DL EFFECTS AND LOSE THEIR ALLIES OR MERCENARIES UNIT RULE</td>
</tr>
</tbody>
</table>

Sub-commanders

<table>
<thead>
<tr>
<th>SCORE</th>
<th>TRAIT</th>
<th>EFFECT</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Unimaginative</td>
<td>DEDUCTS -1 FROM DL (E.G. 8+1 BECOMES 7+0)</td>
</tr>
<tr>
<td>2</td>
<td>Disciplinarian</td>
<td>ADD +1 TO DL (E.G. 8+1 BECOMES 9+2)</td>
</tr>
<tr>
<td>3</td>
<td>Heroic Leader</td>
<td>ADDS +1 TO ATTACKS BUT DEDUCTS 5CM FROM MAXIMUM COMMAND RANGE. HEROIC LEADERS MUST REMAIN WITH A UNIT FOR THE ENTIRE BATTLE AND MAY NOT LEAVE IT</td>
</tr>
<tr>
<td>4</td>
<td>Aggressive</td>
<td>ADDS +1 TO THE ARMY’S STRATEGY RATING (PAGE 138)</td>
</tr>
<tr>
<td>5</td>
<td>Tactician</td>
<td>AFTER BOTH ARMIES HAVE DEPLOYED, ONE UNIT MAY BE RE-DEPLOYED OR, IF IN RESERVE OR ON A FLANK MARCH, MAY REROLL THE TEST TO ARRIVE (SEE PAGE 130-131)</td>
</tr>
<tr>
<td>6</td>
<td>Beloved Commander</td>
<td>ADDS 5CM TO MAXIMUM COMMAND RANGE</td>
</tr>
</tbody>
</table>

Loss of Generals and Commanders
The death of a sub-commander in battle has no additional effect in CoE, but the loss of the general can be catastrophic. If the general is killed or flees the battlefield, the owning player must immediately test to see if his army begins to crumble. Each commander and unit must take a ML test as described in the Morale section (page 72).

Unit standards and musicians
These models have no effect in game terms in CoE. However, we highly encourage their use in your units of model soldiers because they look great! One handy use for standard bearer models is to remove them (or place them behind their unit) when the unit becomes disrupted.
**SUMMARY**

- Generals have a 30cm command range.
- Sub-commanders have a 15cm command range.
- Characters add their ML/DL bonus to units in range.
- Characters on foot move 20cm, mounted move 40cm.
- Only one character may join each unit.
- If two or more models have been lost in combat, the opposing player rolls 1D6 following any morale tests; if a '6' is scored, the character is killed.
- If a unit he is part of suffers at least two casualties from missile fire, roll 2D6. On a score of '12', the character is killed.
- The general adds +1 to Combat Resolution of a unit he has joined or the closest unit within command range.

**TACTICAL ADVICE**

*Generals and sub-commanders are very important figures in the army. Put them where their most powerful attribute – their influence and leadership – is most required. Identify where the action will be at its most decisive and make sure your characters are moved there at the right moment. Be prepared to throw your leaders into the melee but do not be too eager to do so.*
Unacceptable losses
Except for the general, each unit and character is assigned a value equal to their points value divided by 10 (round to the nearest whole number). The general is worth 25 points and sub-commanders are worth 10 each. This is their victory points value and the total is the army rating. Once the army has had half of its army rating destroyed or routed off the table, it has reached its break point and it may withdraw from the battle, its forces exhausted and beaten. Each army list must have this army rating written at the top of the roster.

To test if the army withdraws once it has reached its break point, the player must pass a ML test based on the general or sub-commander with the highest ML score at the very start of his own turn.

If he passes, the battle may continue. The player will need to take the test each turn from now, applying a cumulative -1 ML penalty per turn. If the test is failed, the battle ends immediately. If all the commanders are dead or have fled the battlefield, the test automatically fails. The victory conditions for the scenario are applied but the broken army’s best possible result is a draw.

Victory points
The objective of most battles was to destroy the enemy army. Most scenarios use a victory points system to determine which side has won the battle. Often it will be clear who was won but sometimes it is necessary to count the victory points to determine the victor, or just to determine the magnitude of his victory.

Victory points (VP) chart
Each unit is assigned a tactical value equal to their points value divided by 10 (round to the nearest whole number). Victory points are won as detailed below:

<table>
<thead>
<tr>
<th>CONDITION</th>
<th>POINTS AWARDED</th>
</tr>
</thead>
<tbody>
<tr>
<td>UNIT DESTROYED/BROKEN/FLED THE TABLE</td>
<td>FULL POINTS</td>
</tr>
<tr>
<td>UNIT BELOW MINIMUM STRENGTH, ELEPHANTS AND SCYTHED CHARIOTS RUNNING AMOK</td>
<td>HALF POINTS</td>
</tr>
<tr>
<td>GENERAL LOST</td>
<td>25 POINTS</td>
</tr>
<tr>
<td>SUB-COMMANDER LOST</td>
<td>10 POINTS</td>
</tr>
<tr>
<td>ENEMY BAGGAGE LOOTED</td>
<td>10 POINTS</td>
</tr>
<tr>
<td>ARMY REACHES ITS BREAK POINT AND FAILS THE ML TEST</td>
<td>25 POINTS</td>
</tr>
</tbody>
</table>

Battle result
When the battle has ended, either because of the end of the turn limit or because of an army breaking because of unacceptable losses, each player adds up the victory points scored.

The percentage difference between the lower score and the higher score indicates the margin of victory. For example, if one side scores 90 points and the other scores 135, a difference of 50%, then the outcome is a marginal victory. As mentioned previously, the best result an army that fails a morale check due to unacceptable losses can get is a draw.

‘War gives the right of the conquerors to impose any conditions they please upon the vanquished.’

JULIUS CAESAR
SETTING UP A GAME SUMMARY

1/ Determine traits, initiative and climate.

2/ Player with initiative chooses number and type of terrain pieces.*

3/ Opposing player chooses number and type of terrain pieces (may choose up to one more than player with initiative).

4/ Player with initiative places any roads, rivers and villages.

5/ Form a pool of the remaining terrain.

6/ Player with initiative places first, then his opponent until all terrain pieces are placed.

7/ Check if either player wants to move each terrain piece. Player with highest D6 score (initiative adds +1 to the roll) may roll on the table on page 129 to move the terrain or leave it in place. A tied roll means the terrain is unmoved.

8/ Deploy armies according to the scenario brief.

*if neither has the initiative, both secretly write the number of terrain pieces to use

Up to 10% - Draw
Perhaps both sides have taken heavy losses in a bloody battle of attrition or one side has the upper hand but its failure to drive home a strong position lets the opposing army off the hook. The player with the highest points tally can try to claim the right to victory but most historians will record the battle on the day as inconclusive.

Above 10% and up to 50% (1 ½ x opponent’s score) - Marginal Victory
Historians and 21st century wargamers probably won't spend much time studying and writing about the battle but the winners of the day will certainly be entitled to their hard earned victory.

Above 50% and up to 100% (double opponent’s score) - Decisive Victory
The enemy army has been solidly defeated and leaves the field in disarray. There is much wailing amongst the women in the enemy camp!

Over 100% (more than double opponent’s score) - Crushing Victory
The bedraggled remnants of a once powerful foe are put to flight. The magnitude of the victory will echo through history. There may even be a movie.

A prince of Troy surveys the demise of the arrogant Achaeans (Redoubt Enterprises).