USING THE ARMY LISTS

ARMY LISTS

The army lists presented in the Clash of Empires rulebook, in supporting sourcebooks and on our website are used to give players a structure for their tabletop forces. Each model represented is given a points value that indicates its effectiveness in the game.

Players select their forces using a points' value as indicated in the scenarios section of the book. The recommended size of an army in 25/28mm is 2500 points for a "standard" pitched battle on a 6' x 4' gaming table, giving a playing time of around two hours. With 15mm models the opportunity to play larger battles is easily reached, so a 3500 points per side battle may be played on a 6' x 4', though players should allow around three hours to play.

All of the models that you use in your army should be representative of the units that you select. This means that the miniatures should be accurate in terms of armour and weapons.

Army lists and points values are not strictly necessary; they just give a level of balance and guidance. We encourage you to forego any unit choice restrictions and points and develop orders of battle and scenarios to play based on historical battles or "what if" situations.

We highly recommend that you take the time to read a little of the history surrounding your chosen force that is readily accessible in print and on the internet. All dates are given in the notations BCE (Before Common/Current Era) and CE (Common/Current Era); these are the same as BC and AD respectively.

Strategy Rating and Climate

The strategy rating values the army's historic operational ability and aggression and is used to determine certain aspects in the scenario played. The climate is the army's 'home ground' and this restricts the type of battlefield terrain that may be used if a game takes place in this location. It is advisable to always have the requisite terrain for your army's home climate. Both of these aspects are detailed in the section on Setting up a game in the CoE rulebook

Points' Values

Once the required points' value of your army is known, it is time to select your forces and raise your army. The total points' value of your army may not exceed the limit. The points' values allotted represent a single model in a unit so, for example, if an entry is listed as costing 12 pts and the player wishes to have a unit of 20 models, the total cost of the unit is 240 pts (12 x 20).

All units are restricted in the number of models allowed. This is expressed as "Models per unit" with a minimum to maximum number of troops allowed. An entry with "Models per unit: 10-30" indicates that the unit must have at least 10 and no more than 30 models.

Many of the entries allow the player to upgrade the unit. Unless specifically mentioned, every model in the unit must pay for the upgrade. So, using the previous example, if the unit of 20 men is upgraded to include javelins (at a cost of 1 pt per model), then each model will cost 13 pts for a total of 260 pts (13 x 20).

When selections are made, the player deducts the points' value of the unit or general/commander from the total. Each list is divided into the following sections:

Command

Every army must include a general. The player may have a choice of which general to choose from but may choose only one. The army general costs no points from the total a player is permitted to spend, but will cost more if upgraded to a higher quality officer. Some generals have the option of adding extras (such as to be mounted) at the points' cost indicated. Generals may or may not come with traits and, in either case, may roll for a Trait as described in the CoE rulebook. The player does not have to roll for a trait, it is purely optional.

Players may also include a number of sub-commanders as indicated in the army list. Sub-commanders are very useful for bolstering the morale of the army where the general's influence does not reach. As with the general, the commander may roll for a trait if desired.

Core Troops

Core troops form the bulk of the army's fighting strength. All armies are required to take compulsory choices from the Core Troops section as indicated in their army list. In some army lists, there is an option on what troops form the compulsory section of the army. For example, in the Early Imperial Roman list, the player must field either two units of legionaries or two units of auxiliary infantry as compulsory troops.

Support Troops and Skirmishers

For every unit selected from the Core Troops section, one unit may be selected from the Support Troops or Skirmishers section, up to a given maximum. Therefore, if you select five units from the Core Troops section, for example, you may take up to five units from the Support Troops or Skirmisher sections. This may be done as the player desires as long as the total of Support Troop choices plus Skirmisher choices does not exceed the number of Core Troop units taken.

Allies/Mercenaries/Territorial Troops

Most lists include a section for allies, mercenaries and/or territorial troops (soldiers from administered territories of the empire). The amount allowed is expressed as a percentage of the total points' value of the army. A 2500 pt army that allows 25% of the total to be spent on allies, for example, means that the player is allowed to spend up to 625 pts of the total on choices from that section.

Each army list may be used to provide an allied contingent for other armies. At the very end of the army list are the permitted units that may be employed as allies from the parent list. Consult the parent army list from which allies are to be drawn to find out which units may be chosen. For example, if your army list says you may take Ancient German allies, consult the section at the end of the Ancient German list to see which units may be chosen.