

CLASH of EMPIRES

SEQUENCE OF PLAY (p 22)

1	ORDERS	4	HAND TO HAND
2	MOVEMENT	5	COMBAT OUTCOME
3	SHOOTING		

ORDERS PHASE (p 23)

1	Declare charge intentions	Active player declares charges
2	Charge response	Inactive player declares his units' responses to charges
3	Declare and execute tactical withdrawals	Active player declares whether any units in combat from a previous turn will attempt to withdraw and moves affected units
4	Rally broken troops	Active player attempts to rally fleeing troops
5	Check morale	Charging or charged units may need to check morale to charge or stand Broken friends fleeing within 4" may cause morale tests
6	Check impetuous or reckless troops	Active player tests for impetuous or reckless troops
7	Move broken troops	Active player moves own fleeing troops
8	Reserves	Active player checks if his reserves or flanking force arrives

CHARGE REACTION SUMMARY (p 26)

Reaction	Distance	Notes
Stand	-	None
Evade	MR+1D6 "	Skirmishers only / ML Test
Fire & Evade	MR "	Skirmishers only / ML Test
Flee	MR+1D6 "	Unit Broken
Fire & Flee	MR "	Unit Broken
Counter charge	½ MR "	Cavalry, Camelry and & light chariots only

MOVEMENT PHASE (p 32)

1	Move impetuous or reckless troops and run amok	Active player moves any impetuous/reckless troops that failed their test and moves any elephants/scythed chariots that are running amok
2	Move evading or fleeing troops	Inactive player moves evading/fleeing troops
3	Shoot at chargers	Inactive player shoots at enemy units that are charging directly at missile armed troops. Any morale checks because of charge reaction shooting are taken
4	Move chargers	Active player moves charging units
5	Intercept	Inactive player moves intercepting troops
6	Move remaining troops	Active player moves remaining troops
7	Move generals / commanders	Active player moves generals and commanders

EFFECTS OF TERRAIN SUMMARY (p 20)

Type	Examples	Modifiers
Clear	Plains, light scrub, gentle hills	None
Uneven	Crop fields, broken / muddy ground, fords	Chariots (x2) March N/A
Rough	Woods, vineyards, rocky ground, heavy scrub, steep hills, under waist water	Cav. and Closed Infantry (x 2) March Skirmish Inf. Only Open troops may manoeuvre
Very rough	Dense woods, Swamp, rocky steep slopes, water above waist, ruins	Closed Inf. And cavalry (x 4) Open Inf. and skirmish Cav. (x 2) March forbidden
Impassable	Cliffs, lakes, rivers, buildings	Movement is forbidden March forbidden
Obstacle	Low walls, hedges or fences, ditches	Closed troops 2" / rank March Skirmish troops only Open troops may manoeuvre

MANOEUVRES SUMMARY

Manoeuvres	Rules	MR Cost
S Expansion/Contraction	March forbidden – Test (*)	None
S Turn	March forbidden – Test (*)	None
S Wheel / Oblique	March allowed (see below)	None
A Wheel / Oblique (Marching)	March forbidden – Test (*)	None
A Backwards move/wheel	March forbidden – Test (*)	Half
A Pivot / Sharp turn	March forbidden – Test (*)	Half
C Reform / Form Square	No movement – Test	Full

(*)Closed order troops: No test if first Simple manoeuvre.

Open order troops: No test if 1st, 2nd Simple or an Advanced manoeuvres

Advanced and Complex manoeuvres attempted within 8" of formed enemy are at -1 to DL score.

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MARCHING SUMMARY

Units may move double the MR on their profile as long as no enemy are within 8".

There are some exceptions that do not "march block" troops:

1	Enemy within 8" are shattered or broken, or is a general or commander.
2	Cavalry, camels and light chariots ignore formed infantry.
3	Cavalry, camels and light chariots ignore skirmish infantry that are behind them.
4	Cavalry and camels ignore chariots.
5	Skirmishers are never "march blocked".

SHOOTING PHASE (p 46)

1	Declare targets	Active player declares which enemy units all of his units are targeting
2	Check LoS	Active player checks that target may be seen
3	Check range	Active player checks the distance from the firing unit to the target
4	Apply modifiers	Active player applies any 'to hit' modifiers to the score needed
5	Roll to hit	Active player rolls the dice to hit the target
6	Armour checks	Inactive player makes armour checks
7	Roll to kill	Active player rolls the dice to kill the target
8	Remove casualties	Inactive player remove models that are killed
9	Check morale	Inactive player checks for panic if applicable

TARGET PRIORITY SUMMARY (p 47)

A unit must declare that it will fire at the closest target unless it passes a Discipline (DL) test. There are exceptions to this rule noted below:

1	Closer target is harder to hit (or the firer has less shots against it).
2	Closer target is a skirmish unit
3	Closer target is broken.
4	Closer target comprises less than 5 models
5	No target is in short range
6	The general or a sub-commander is in command range of the firing unit

MASSED FIRE SUMMARY (p 49)

1	Only if stationary.
2	Bow armed troops fire at full effect with the front rank.
3	The number of models in rear ranks is divided by two (round down) to find the number of shots they are allowed.
4	Stationary units on a hill gain no added advantage if bow armed.
5	With other weapons, only 1/2 of the second rank fire in addition to the front rank.
6	Mounted units may use massed fire even if they move.

RANGED WEAPONS SUMMARY (p 85)

Weapon	Range	K	AM	Notes
Bow Composite	24"	4+	0	-
Bow Long	28" (14")	4+	0	-1 If moving, counts as composite
Bow Self	20"	4+	0	-
Crossbow Light	20"	4+	0	-
Crossbow Heavy	24"	3+	-1	May not move and fire
Dart	12"	5+	0	No penalty at long range, May move and fire
Handgun	20" (10")	3+	-1	-2 May not move and fire
Improvised Missiles	6"	5+	+1	-
Javelin	8"	4+	0	No penalty at long range, May move and fire
Sling	20" (10")	4+	0	-1 Armour modifier only if stationary
Staff Sling	24" (12")	4+	0	-1 May not move and fire

SHOOTING MODIFIERS (p 51)

-1	Firer moved
-1	Target at long range
-1	Target in soft cover (*)
-2	Target in hard cover (*)
-1	Target is in skirmish order / moving light chariots / open order inf. (**)
-1	Target is charging at firer or shooter is providing supporting fire
+1	Target is a war wagon, elephant or infantry in square

(*) terrain modifiers are not cumulative, apply the best cover only.

(**) for light chariots/open order infantry to count as moving, they must move at least half their MR.

GENERALS AND COMMANDERS SUMMARY

Generals have a 12" command range.

Characters on foot move 8".

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.

Sub-commanders have a 6" command range.

Mounted Characters move 16".

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.

Characters add their ML/DL bonus to units in range.

Only one character may join each unit

The general adds +1 to Combat Resolution of a unit he has joined or the closest unit within command range

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7+ TO HIT (p 51)

When a 7+ is required to hit (scores of 10 and above are wasted), only 6's are kept then the Armour check is modified depending on the score required:

7	+1 to Armour roll	8	+2 to Armour roll	9	+3 to Armour roll
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ROLL TO KILL SHOOTING MODIFIERS (p 52)

Each missile weapon has a Kill score. This number indicates the score needed to take an enemy model out of action. For each hit, the target makes an Armour check. For each failed Armour roll, the firer rolls to kill with the following modifiers:

-1	Chariot / Artillery	-2	Elephants
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ARMOUR SUMMARY (p 87)

Armour Type	On Foot	Mounted	Notes
None	N/A	6	
Light Armour	6	5+	Add buckler, shield, large shield, pavis or spara benefit if used
Heavy Armour	5+	4+	"
Partial Plate Armour	4+	3+	No buckler, shield, large shield, pavis or spara benefit
Full Plate Armour	3+	3+	"
Buckler / Shield	6 or (-1)	5+ or (-1)	Buckler improves the user's ARM score by 1 pt, except when used by closed order troops against missiles.
Large Shield	5+ or (-2)	4+ or (-2)	
Pavis	5+ or (-2)	N/A	improves the user's ARM score by 2 pts against missile fire only. It cannot be combined with a shield.
Spara	5+ or (-2)	N/A	improves the user's ARM score by 2 pts. Often used to form a shieldwall (p 113). If a spara bearing unit breaks from combat, its shields are lost for the remainder of the battle.
Full Barding, Cloth	N/A	(-1)	Vs Missile Fire only
Half Barding, Cloth	N/A	(-1)	Vs Frontal missile fire only
Full Barding, Metal	N/A	(-1)	
Full Barding Metal	N/A	(-1)	Vs Frontal attack only

HAND TO HAND PHASE (p 54)

1	Determine strike order	Units check to determine who has priority and strikes first
2	Roll to hit	Priority unit rolls the dice to hit the target
3	Armour checks	Opposing unit makes armour checks
4	Roll to kill	Priority unit rolls the dice to kill the target
5	Remove casualties	Opposing unit removes models that are killed

REPEAT STEPS 2 TO 5 FOR OTHER(S) UNIT(S) IN THE COMBAT

6	Combat resolution	Determine which side won combat and by how many points
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REPEAT THE ABOVE STEPS FOR OTHER COMBAT ENGAGEMENTS

Do not roll morale tests for combat at this stage. Complete all combats and mark how many points the side that lost has been beaten by. Tests are taken in the Combat Outcomes Phase.

HAND TO HAND MODIFIERS (p 56)

+1	Higher HtH score
+1	Attacking enemy flank or rear
-1	HtH score half or less than opponent's HtH score
-1	Opponent in phalanx, schiltrons or shieldwall
-1	Opponent is fearsome or terrifying
-1	Opponent defending a wall, building or riverbank
-2	Elephant vs skirmishing infantry

ROLL TO KILL H-€-H MODIFIERS (p 57)

For each failed Armour roll, the player rolls to kill with the following modifiers:

-1	Chariots (all types)	-2	Elephants, artillery or war wagons
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HAND TO HAND WEAPONS (p 83)

Weapon	K	AM	Shield	Notes
Hand weapon	4+	0	Yes	2nd HW adds +1 attacks
Heavy hand weapon	4+	-1	Yes	-
Dagger / Improvised weapon	4+	+1	Yes	-
Halberd, Rhomphaia, Bill	3+	-1	No	Rhomphaia as HW
Kontos, Xyston	3+	-1	No	Strikes first to front (1)
Lance / on Warhorse	3+	-1 / -2	Yes	Strikes first to front (2) 6's to hit are auto kills
Long spear (foot), Bill	4+	0	Yes	Fight in 2 ranks to front (3)
Long spear (mounted)	3+	-1	Yes	-
Pike / Sarissa	4+	0	Yes	Strikes first & Fight in 2 ranks to front (4)
Pilum, Heavy Javelin	4+	-1	Yes	Used prior to HtH combat
Throwing spear (formed units)	4+	0	Yes	Fight in 2 ranks to front on the first round only
Throwing spear skirmishers, Cav. in a single rank	4+	0	Yes	Reroll 1's in clear terrain on the first round only
Two-handed weapon	3+	-1	No	6's to hit are auto kills

- Except against pike or charging cavalry with kontos / xyston
- Except against pike or charging cavalry with kontos / xyston or lance
- Unless charging
- Except against charging pikes.

COMBAT RESOLUTION SUMMARY (p 59)

+1	Per casualty inflicted
+1	Closed order infantry (*)
+1	Other formed unit vs skirmishers or elephants (excluded with above)
+1/+2	Depth : Formed units with 1 or 2 ranks / 3 and more ranks (*)
+1	Opponent disrupted
+1	Terrain advantage
+1	Flank attack
+2	Rear attack
+1	Closest unit to Army's General (except elephants / scythed chariots)

(*) Not available 1-if unit is attacked from flank/rear by a formed unit, 2-if unit is fighting in rough, very rough terrain or obstacle, 3-an elephant is involved in the fight.

COMBAT OUTCOME PHASE (p 62)

1	Check morale	Units that lost combat, and friendly units within 10" of troops broken in hand-to-hand combat, shall test morale
2	Move defeated units	Units which lost combat but passed their morale test are pushed back or make a fighting retreat
3	Pursuit	Winning units choose to pursue retreating/fleeing enemy or attempt to hold or advance
4	Fighting withdrawals	Open order cavalry and light chariots may make a fighting withdrawal if against infantry
5	Re-order unengaged units	Units may be able to adjust formation following a combat
6	Re-order engaged units	Winning units may choose to begin overlapping enemy

Take all morale tests for lost combats and panicking friends before moving any affected units.

COMBAT OUTCOME SUMMARY (p 64)

Losing side rolls 2D6 and adds the combat resolution number it lost by with additional modifiers below:

1	<ul style="list-style-type: none"> Units that are below minimum strength suffer a -1 penalty to the Morale (ML) score on their profile. Units that have more ranks than their opponent, and have at least 4 ranks themselves, add a +1 bonus to the Morale (ML) score on their profile, unless they have lost their depth bonus. Relentless (see page 112) units only roll 1D6 instead of 2D6.
2	If the total is equal or lower than the unit's ML score, the test is passed and the unit is pushed back.
3	If the total is higher, the test is failed and the unit will either retreat or flee
4	If it flees, friendly units within 10" test for panic

Fail by	Result
0-	Push Back
1	Retreat and Disrupted
2-3	Broken and Flee
4-5	Broken and Flee
6+	Destroyed or Dispersed

Testing unit is steady or relentless (*)	Shift one level up
Testing unit outnumbers opponents 2:1	Shift one level up
Testing unit is warband that fails by 1 point	Shift one level down
Opposing unit is a charging warband (**)	Shift one level down
Opposing unit is fearsome or terrifying (***)	Shift one level down

(*) applied only once per hand-to-hand combat.

(**) does not apply if the unit a warband.

(***) does not apply if losing unit outnumbers the winner by 2:1 or is steady/relentless.

MORALE TEST SUMMARY (p 73)

1	Broken friends fleeing within 4" (Orders Phase)
2	Elephants within 8" of horses (Orders Phase)
3	Unit is charged in the flank or rear (Movement Phase)
4	Unit takes 25%+ casualties from missile fire (Mov./Shooting Phase)
5	Unit loses a hand-to-hand combat round (Combat Outcome Phase)
6	Friendly unit breaks/destroyed within 10" (Mov. / Combat Out.Phase)
7	General killed or flees from the battlefield (any phase)
8	Special circumstances

MORALE TEST FAILURE SUMMARY (p 72)

Fail by	Result
0	None
1	Retreat and Disrupted
2-3	Broken and Flee
4-5	Broken and Flee
6+	Destroyed or Dispersed

If testing unit is steady or relentless (*) Shift one level up

(*) this bonus may be applied any number of times but only once per hand-to-hand combat. If used in hand-to-hand combat, it may be applied again in the battle in separate, further combats.

RETREATING / FLEEING SUMMARY (p 33)

MORALE OUTCOME	Distance
Retreating	MR "
Fleeing	MR + 1D6 "