

Hail Caesar QRS

Sequence of Play

The game proceeds in game turns. In each full turn both sides take an individual player turn – first one and then the other as shown below. Note that during the hand-to-hand combat part of the game turn both sides fight regardless of which side's turn it is.

In a full turn both sides take a player turn as follows:

Command

- Rally Elite (for *Disorder*)
- Initiative moves (one move max. per Unit) take place for all Units wishing to carry out an initiative move
 - if within 12" of an enemy Unit [visible or not]
 - if in Open Order & can see an enemy Unit

Orders

- Ordered (one, two or three & including charge) moves, by: -
- **Individual Units** may attempt to make a normal move (see above) or see below for alternative options
 - Individual Units *may be joined* by a **General within 12" of a Unit** (the General may not give any further orders this turn)
 - that has received 2 hits may join and attempt to Rally once [*Rally Order*]
 - of a Unit that is part of a Broken Division (Army Commanders only) [*Where Is Your Courage Order*]
 - and attempt a *Follow-me!* (triple move) Order
 - **note** that, in this instance, this Unit is not entitled to a *Free Move* option if the order test was a failure
- **Command**
- **Army** (*General Advance* rule – a single move for all Units with no distance modifiers)

Note:

- 12" Proximity Rule (Formed) & 6" Open Order which will supersede orders and the Unit must turn to face as part of a move.
- failed orders allow Units *in Column*, *Tiny* Units and *Baggage, Carriages, Wagons & such like* to move once
- failed orders or no test for an order for a Broken Division allow one retirement move
- Free Moves (as not "orders" there is no stipulation that these are "**by Command**" & could be done at any time after order tests have failed but before Shooting & Close Combat).

Note: The **Army Commander** (not a replacement) may *instigate an Order dice re-roll* for either: -

- himself [including the *General Advance* rule]
- any other General within 12" (**note:** it does not stipulate friendly or enemy – just saying)

Shooting (see overleaf)

Hand-to-hand (see overleaf)

Remove Disorder Markers

Visibility

It is necessary to introduce an important and basic concept: namely a unit can only shoot at something it can see. In principle, a unit can 'see' an enemy when a body of troops could clearly identify and take appropriate action against it in real life. Whether individuals can actually see other individuals is not important in this sense. If a hill or wood lies between the attackers and their target, then the target cannot be seen because the hill or wood is in the way. Where the enemy is obscured by topography, by buildings, or by the formations of other units, then it is not possible to see in the sense described. In practice, this may require some judgement and players are encouraged to rely on good sense rather than submit to slavish rules about such things.

For convenience of play, a unit's ability to 'see' is judged from the centre-front position. The unit shoots at what the leader sees and if the leader cannot see the enemy, the unit cannot shoot at them.

Models representing the army's commanders and general can't be targeted by ranged attacks and are therefore ignored when it comes to deciding what a unit can see and which enemy is closest. Just imagine they are not there. Commanders represent a small number of mobile individuals who go unnoticed amongst the hurly-burly of battle.

Aside from artillery (which is covered later) units are not permitted to see through or over the heads of other formations even where some models might be on slopes or occupying ramparts overlooking others. This applies even if the intervening troops are in open order and therefore have gaps within their formation. Any units in the way are assumed to block effective line of sight.

Movement

Moving Units Table	
Infantry, Elephants, Wagons and Baggage, Man-portable Artillery, Cataphract Cavalry, and Heavy Chariots	6"
Light Chariots, and Cavalry other than Cataphracts, Light Cavalry in open order, or Horse Archers in open order.	9"
Light Cavalry in open order and Horse Archers in open order.	12"

Shooting Sequence

- Shoot with units
 - Take a break test: -
 - if the target becomes Shaken or is already Shaken and takes casualties
 - if the target receives two hits when only '6's could be hits
 - if the target receives a hit on the roll of a 6 when hits could be on a 6 or less

Hand-to-hand Sequence

- Both sides resolve any hand-to-hand fighting (**note**: friendly & **enemy** Generals may join a friendly Unit within 12" at this stage)
- Take break tests as follows: -
 - if the charger or a non-charger: -
 - is Shaken by closing and/or traversing shots
 - if the charger receives two hits from closing and/or traversing shots when only '6's could be hits
 - if the charger receives a hit on the roll of a 6 when hits could be on a 6 or less from closing and/or traversing shots
 - if a fighting Unit is defeated in hand-to-hand combat
 - if a fighting Unit that is already Shaken, draws in combat
 - if a Unit that is *supporting* a Unit that either breaks or is shattered

Hand-to-Hand

Unit Size Modifiers for Hand-to-Hand Combat		Formation Modifiers for Hand-to-Hand Combat		'To Hit' Dice Roll Modifiers in Hand-to-Hand Combat	
Combat Value	Unit Size Modifiers	Combat Value	Formation Modifiers	Dice Score	Situation
+2 Dice	Large Unit	1 Dice	Column	+1	Charging Winning Uphill
-2 Dice	Small Unit	2 Dice per Face	Square		
1 Dice	Tiny Unit	2 Dice per Face	Buildings	-1	Shaken and/or Disordered Open Order Flank/Rear

Break Test

Score	Troop Type	Result
10 or more	Infantry	Hold your ground without penalty
	Cavalry	
	Skirmishers	
9	Infantry	Hold your ground without penalty
	Cavalry	Give ground in good order together with supports
	Skirmishers	Give ground Disordered
8	Infantry	Hold your ground without penalty
	Cavalry	Give ground in good order together with supports
	Skirmishers	Break if Shaken otherwise Give ground Disordered
7	Infantry	Give ground in good order together with supports
	Cavalry	Give ground in good order together with supports
	Skirmishers	Break
6	Infantry	Give ground in good order together with supports
	Cavalry	Give ground Disordered together with supports
	Skirmishers	Break
5	Infantry	Give ground Disordered together with supports
	Cavalry	Break if Shaken otherwise Give ground together with supports – all Disordered
	Skirmishers	Break
4	Infantry	Break if Shaken otherwise Give ground together with supports – all Disordered
	Cavalry	Break if Shaken otherwise Give ground together with supports – all Disordered
	Skirmishers	Break
3	Infantry	Break if Shaken otherwise Give ground together with supports – all Disordered
	Cavalry	Break if Shaken otherwise Give ground together with supports – all Disordered
	Skirmishers	Break
2 or less	Infantry	Break
	Cavalry	
	Skirmishers	

Morale Save Modifiers

Dice Score	Situation	Dice Score	Situation	Dice Score	Situation
+1	Square or Wedge Cover	+2	Testudo Buildings	+3	Fortifications
-1	Hit by Light Artillery	-2	Hit by Medium or Heavy Artillery Column		

Ranged Attacks

Unit Size Modifiers for Ranged Attacks	
Ranged Value Adjustment	Unit Size Modifiers
+1 Dice	Large Unit
-1 Dice	Small Unit
1 Dice	Tiny Unit
Ranged Attack Value	Formation Modifiers
None	Column or Testudo
1 Dice	Square
2/face	Buildings

Range Table			
Javelins, Darts, and other thrown weapons	6"	Light Artillery	24"
Slings	12"	Medium Artillery	36"
Bows, Crossbows & Staff slings	18"	Heavy Artillery	48"
To Hit Modifiers: -			
-1 if: - The attackers are Shaken and/or Disordered The target is: - partly obscured, in open order, artillery or baggage, <i>formed</i> shielded heavy infantry being attacked by enemy to their front quarter, formed cataphract cavalry regardless of the direction of attack; Closing Shots ; Traversing Shots ; Extreme Range			

Break Tests From Ranged Attacks

Score	Troop Type	Result
10 or more	Infantry	Hold your ground without penalty
	Cavalry	
	Skirmishers	
9	Infantry	Hold your ground without penalty
	Cavalry	
	Skirmishers	Retreat in good order
8	Infantry	Hold your ground without penalty
	Cavalry	
	Skirmishers	Retreat Disordered
7	Infantry	Hold your ground without penalty
	Cavalry	
	Skirmishers	Retreat Disordered
6	Infantry	Hold your ground Disordered or Retreat in good order
	Cavalry	
	Skirmishers	Retreat Disordered
5	Infantry	Hold your ground Disordered or Retreat in good order
	Cavalry	
	Skirmishers	Break if Shaken otherwise retreat Disordered
4	Infantry	Retreat Disordered
	Cavalry	Break if Shaken otherwise retreat Disordered
	Skirmishers	Break if the unit has suffered any casualties otherwise retreat Disordered
3	Infantry	Break if Shaken otherwise retreat Disordered
	Cavalry	
	Skirmishers	Break
2 or less	Infantry	Break if the unit has suffered any casualties otherwise retreat Disordered
	Cavalry	
	Skirmishers	Break

Morale Save Modifiers					
Dice Score	Situation	Dice Score	Situation	Dice Score	Situation
+1	☞ Square or Wedge ☞ Cover	+2	☞ Testudo ☞ Buildings	+3	☞ Fortifications
-1	☞ Hit by Light Artillery	-2	☞ Hit by Medium or Heavy Artillery ☞ Column		