

Hail Caesar Too - some sort of explanation!

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)

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

- 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

- 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
- Remove Disorder Markers

Actions Available based on Cohesion Status

Situation	Level of Cohesion		
	Normal	Disordered	Shaken
Changing Formation	1 x Move when changing formation from: - <ul style="list-style-type: none"> • column to: - • battle line • pike block • Warband • square • or from any of these back to column 	No	Yes
Changing Formation into Open/Skirmish/Skirmisher Order & vice versa?	Any may do so and it takes one move.	No	Yes
Skirmishers, Light troops & Horse Archers Changing Formation into or	May deploy into or out of Open Order and move once as part of a single move.	No	Yes

Situation	Level of Cohesion		
	Normal	Disordered	Shaken
out of Open Order?			
Can carry out an Initiative Move?	Not if in Hand-to-hand combat	Must be directly away from the unit that caused their disorder, or the closest enemy when disordered by other means.	Yes
Can be give orders?	Not if in Hand-to-hand combat	No	Yes
Can be part of a Division Order?	Yes if part of a Group (each within 6" of another Unit in the Group).	No	Yes
Can Charge?	Yes unless Artillery, in Square or Column Formation (may change formation & then charge) or in Open Order (unless can change to Formed & then charge). However if in Open Order can charge units occupying buildings, artillery, units in column & other units in Open Order. Cavalry & Chariots cannot normally charge enemy Pikes frontally unless the Pikes are Shaken or using <i>Scythed Chariots</i> (see special rules).	No	No
Can Counter-Charge?	A cavalry unit that has been charged to its front can elect to countercharge assuming it would otherwise be allowed to charge the enemy concerned, and also assuming it does not have a special rule preventing it from counter charging. Units in skirmish order cannot countercharge formed units.	No	No
Can Evade?	Only Units in open order may evade (unless they are disordered). Once per turn in all cases.	No	Yes
Can Turn-to-face?	A formed cavalry or Elephant unit can or formed Infantry can attempt to do so succeeding on a 1,2 or 3 but is always disordered) that is charged to the flank or rear can turn on the spot to face the charging enemy. Pikes cannot.	No	Yes
Can move if Commander failed an Order test for the Unit?	Yes it can carry out a Free Move	No	A Free Move but limited to a move directly away from the nearest enemy

Situation	Level of Cohesion		
	Normal	Disordered	Shaken
			on a path that takes them no closer to other enemy units???
Can be part of a “Follow Me” Order?	Yes on a successful dice roll	No	Yes
Can utilise a ‘Free Move’?	<ul style="list-style-type: none"> A unit in column formation may move once if it fails its order. All baggage, carriages, wagons and such like will move once if they fail their order so long as they are on a road or track. In this instance wagons moving along a road are treated as if they are columns. Some units have the special rule, Superbly Drilled or Eager. This entitles them to move once if an order is failed. See the section “A Selection of Useful Rules” for more on this. 	No	Can move once if an order is failed or no order is given. However, such units are obliged to move directly away from the nearest enemy on a path that takes them no closer to other enemy units???
Can Rally?	Yes	No	Yes
Can interpenetrate Friends in hand-to-hand combat?	Units cannot normally move through friends if they are engaged in hand-to-hand combat, but may do so if moving to join the engagement either as supports or by charging.	No	No
Can move through woods?	Infantry and cavalry in open order, and commanders or other models representing individuals can move through woods at half speed. Other troops cannot move through woods at all.		
Can move across Rough Ground?	Apart from infantry in open order, cavalry in open order, and commanders and other individuals, units moving over rough ground are restricted to a maximum of one move. A unit [not in skirmish/open order] moving into rough ground completes its move and moves no further that turn , whilst a unit already in rough ground is limited to a maximum of one move . Cavalry and infantry in skirmish order can make up to three moves as usual.		
Can Move across an obstacle?	Infantry in skirmish order (also Open Order), cavalry in skirmish order (also Open Order), and commanders or other individuals can cross linear obstacles without penalty to their movement. All other units can cross an obstacle by giving up a move to do so. Chariots, Carts & Light Artillery must test. On a 1 – 3 they succeed, otherwise fail. Pike block units can have real issues with obstacles; it was never easy getting an eighteen foot pole over a wall, never mind a whole regiment attempting to do so and stay in formation. Any pike block unit that crosses an obstacle will become disordered on a roll of a 1,2 or 3, otherwise no effect. The same goes for significant obstacles for all Infantry Units & Commanders with the obstacle being impassable to all other troop types.		
Can Shoot?	Yes – note that Units in Open Order have more flexible 360° firing arcs and shooting priorities		

Situation	Level of Cohesion		
	Normal	Disordered	Shaken
Counts as a Not Clear Target?	<p>The following units do not present clear targets:</p> <ul style="list-style-type: none"> • Units in open order formation • All Artillery • Wagons, carts and baggage • Units that are only partly within the shooter's firing arc • Units that are only partly in sight • Units occupying buildings or cover • Units that can only be seen through narrow gaps 		
Can carry out Closing or Traversing Fire?	<p>Infantry unit in battle line or within a Square; Light Artillery & Cavalry, Elephant or Chariot Units can deliver closing fire in this way – skirmishers, warbands, troops using crossbow and troops in column cannot deliver closing fire.</p>		
Can offer Support in Combat?	Yes, except not any in Column Formation.	No	No
Can be supported in hand-to-hand combat?	<ul style="list-style-type: none"> • Artillery, Wagons & Baggage cannot be supported • Open Order units cannot be supported • Square & Testudo formations cannot be supported as they have no rear or flanks • Units in Wedge (except by enclosed friends) • Cavalry by Elephants • Units within buildings also cannot be supported for the same reason • Units can support more than one Unit but do so by splitting their support. 		