The General (HC P.80)
Add this paragraph…

Countermanding Orders
In his turn (provided he has no commands for units of his own), the general can try to re-issue any order given by a subordinate commander that failed this turn. Only one order can be re-issued this way. Distance is measured from the general figure to the division commander figure (provided he is within command distance of the unit(s) being ordered) or to the nearest unit being given the order. The normal distance penalties for the command roll are applied. No ‘free’ moves are allowed for units where the general tries to re-issue an order – even if that order fails too.

If a double 6 is rolled by the general doing an override then the results of the blunders table apply to the division commander and unit(s) he was attempting to countermand.

Sweeping Advance (HC P.78)
Replace paragraph 6 SWEEPING ADVANCE
Because a sweeping advance is a charge, enemy units are allowed to make a response in the same way as when charged in the command part of the turn. Provided the sweeping advance moves further than 9”. Similarly, units with a long-ranged attack may be entitled to make closing shots, whilst adjacent are allowed to make traversing shots when they can. No charge reaction of any kind is allowed if the sweeping advance moves 9” or less into contact. This means that skirmishers and other open order troops will automatically be broken if contacted.

New Broken Divisions Rule (HC.P85)
Although the standard ‘Broken Division’ rule in HC is quick and easy, just as in ‘Black Powder’ we think it feels a bit too artificial and clumsy. It also tends to penalise small divisions of two or three units such as cavalry divisions.

Instead, we use the following system:-

-1 Break-Test Modifier for each lost or destroyed unit in the division. This makes divisions become more brittle as the battle goes on and units are lost. Units with the ‘Marauder’ special rule must also take the -1 modifier if other units in the same division are lost. (We do not include the loss of tiny units in the break-test)

Army Morale.
This was inspired by the excellent ‘Maurice’ 1690-1790 rules by Sam Mustafa.
Total up the number of units and individual artillery models in the army. This becomes each Army’s Morale Score (AMS). Tiny units are not counted.
For a game to comfortably last an afternoon session it is recommended not exceeding around 18 points for each side’s AMS.

During the course of the game, roll 1 x D6 for each broken or lost unit. For each ‘standard’ size unit or larger, a roll of 1 or 2 = point deducted from the AMS, 3 or 4 = 2 points deducted, 5 or 6 = 3 points deducted. Small units count die rolls of 1 to 3 as 1 point deducted and 4 to 6 as 2 points. Count each ‘tiny’ size unit lost as 1 point deducted.

Consider each separate heavy artillery model as a ‘standard’ unit.
Consider each separate medium artillery or elephant model as a ‘small’ unit.
Consider each separate light artillery or chariot model as a ‘tiny’ unit.

The battle is lost when the Army Morale Score of one side reaches zero.
**Break tests caused by ranged attacks.** (HC.P73)

Normally caused by a roll of 6 ‘to hit’ (or two rolls of a 6 ‘to hit’ on ranged attacks requiring a 6 to hit). In these amendments a break test is caused by one or more rolls of ‘1’ during the opponent’s morale saving-throw for shooting hits. We play it this way because it seems less incongruous than extreme or ‘lucky’ hits of ‘6’ always triggering a break-test.

**Break tests caused by hand-to-hand combat.** (HC.P75)

Extra modifiers for break-tests for hand-to-hand combat:

-1 if unit disordered.
-1 if engaged in flank or rear quarters.
-1 for each excess casualty over the unit stamina value (as in ranged attack break-tests).

Minus the difference in the winners and losers casualty scores (as in standard rules for hand-to-hand break-tests).

This makes it harder for units that are clearly being hammered and in a poor state lasting forever due to a lucky break test throw.

**New Blunder Results Table.** (HC.P30)

Blunders are replaced by “Omens”. Ancient people’s lives were dominated by superstition and belief in the influence of the gods. The blunder table is replaced by the following:

If a double-6 is rolled on a command roll then roll an additional 1xD6 and consult the following table:

1. The gods turn their backs. The division commander is struck down and his replacement is permanently one rating less.
2. The omens are bad. All units within 6” of the division commander and belonging to his division suffer one additional stamina point.
3. The chickens entrails are hard to read. Class as a failed order only.
4. The goat died well. The division commander can re-roll one of the command dice and carry out the command score as normal. If another 6 is rolled then it is classed as a failed order but does not roll again on the omens table.
5. The omens are good. All units within 6” of the division commander and belonging to his division can remove 1x stamina point (to a minimum of 1 as per the rules).
6. Beloved of the gods. The division commander is increased to +1 leadership for this turn only and can re-roll his command dice (he must stick by his order declaration for that unit/division though).

**Deployment.**

Each side calculates scouting points in the following manner:

Add one scouting point per unit of light/skirmishing cavalry or light chariots. The side with the most scouting points deploys last.

**15mm Scale**

Movement rates and measured distances are kept the same as 28mm scale.

The 1st move is normal rate the 2nd and subsequent moves are at half rate; so the procedure is:

1 move = normal rate, 2 moves = 1.5 normal rate, 3 moves = 2 normal move rates.
‘Hail Caesar’ Rule amendments Specifically for the Medieval Period

Knights: are classed as cataphract cavalry for saves but can move 9” per turn.

Stakes. 4 (standard) 6 (large) points per infantry unit frontage.
Wooden stakes sharpened at both ends and driven into the ground to provide extra defence against a charging enemy. Frequently used by medieval archers to provide additional defence against cavalry. Effect of such devices is defensive and applied to hand-to-hand, not shooting. Negates all charging bonuses. Negates Cavalry Lance Bonus
Cavalry become disordered in second round of hand-to-hand if they have failed to destroy or push back defending infantry. Need one complete turn for the defenders to set up. Once planted cannot be moved. If defenders lose a round of combat during hand-to-hand then the stakes defence is lost.

Pavises. 4 (standard) 6 (large) points per infantry unit frontage.
Large shield providing cover for infantry archers, handgunners or crossbowmen. Also used by sappers during sieges. Infantry with pavises can re-roll one failed casualty dice caused by ranged weapons.

Mounted infantry. 2 points (standard) 4 points (large) per unit
Cannot charge or countercharge. Become disordered if caught by charge.

Mixed pike units. Mixed pike/halberdier units have pike phalanx rule plus 2HCW rule (enemy save capped at 5+). Mixed pike/shooting units always shoot at small unit level ie; 2 dice. Points cost is pike/2HCW and pike/small unit of respective shooting weapon.

Artillery. Range is as HC rules for medium/heavy artillery. Dice score to hit is 6+ long range/1 dice and 5+ short range/2 dice. Fires every other turn (use smoke maker to indicate fired turns).

Handguns. Max range is 12” short range is 6”. Cannot move and fire. Enemy morale save capped at 5+.

Holy relics. (Desiccated fingers of st Swithin, piece of the true cross etc). Must have religious contingent on table. Cost is 20 points. Allows +1 to omens dice. Omens table is referred to as Holy Intervention in medieval amendments.

‘Bill and Bow’ Units
Units comprised of a mixture of close combat troops (bills) and missile troops (bows) can be arranged in the following fashions: -
Missile and close-combat troops mounted together on the same bases. These units are classed as mixed weapon units and have both close and ranged combat statistics which reflects what they are (see Sassanid Infantry with Spear and Bow – P139 Hail Caesar). They are easy to portray and use but they lack the flexibility of the next option.

Missile and close-combat figures mounted on their own bases so that the missile troop bases are positioned on the flanks, front, or rear of the close-combat troop bases, or bases intermixed. The arrangement of the bases is important as each formation carries advantages and disadvantages namely: -

Missile troops as the front rank of bases: - can shoot as normal but all casualties inflicted on the front quarter of the unit must be taken from the missile troops. Hand-to-hand statistics on the front quarter are those of the missile troop bases, not those behind.

Missile troops as the rear rank of bases: - cannot shoot at short range. Casualties inflicted on the front rank of bases are taken from the close-combat troops. Hand-to-hand statistics on the front quarter are those of the front close-combat troops bases, not those behind.

Missile troop bases on the flanks: - Can shoot as normal. Casualties inflicted on front quarter of the unit are taken in proportion from both troop types. Dice for any single or odd hits. Hand-to-hand statistics on the front quarter are those of both troop-types.
**All bases intermingled:** Can shoot as normal. Casualties inflicted from any quarter of the unit are taken in proportion from both troop types. Dice for any single or odd hits. Hand-to-hand statistics on any quarter are those of both troop-types.

**Archers Charge Responses**
Archers positioned directly in front of another unit (bases touching) can elect to evade through the ranks of the other unit as a charge response. If they elect to evade in this way then they cannot shoot closing fire. The archers are not involved in the ensuing hand-to-hand combat. This option is also available to mixed ‘bill & bow’ units (see above) with archer bases positioned on the front or flanks of close-combat troops but not if they are intermingled.

**Archer ‘Arrow Barrage’**
Non-skirmisher archers (including those in ‘bill&bow’ units) who have not moved this turn may elect to shoot an ‘arrow barrage’. This has the effect of doubling the number of shooting dice the unit has. The downside to an ‘arrow barrage’ is that the archer unit is considered low on missiles until they can be replenished.

A unit ‘low on missiles’ must halve all further shooting dice (fractions are diced for – 4+ needed to gain an extra die). A unit ‘low on missiles’ will run out of missiles on any roll of a double ‘1’. In which case it cannot shoot at all until replenished.

Replenishment of missiles can be made by doing no shooting or moving for an entire turn. This is called a ‘replenishment’ order. Players may like to place a wagon or some other marker to indicate this purpose during a replenishment turn.