

# Hail Caesar – Warhammer Ancients Mods

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## Warhammer → Hail Caesar Unit Sizes

So as not to have to re-tray the WAB units, we'll keep the WAB units and adopt them to Hail Caesar.

Size of Formed Units in Models			
Type of Troops	Standard	Large	Small
2 deep Infantry	10 to 12 (5-6x2)	14+ (7+x2)	Skirmishers (Unformed)
3 deep Infantry	15 to 18 (5-6x3)	21+ (7+x3)	
4 deep Infantry (Warband)	20 to 24 (5-6x4)	28+ (7+x4)	
Cavalry (2 deep)	8 to 10 (4-5x2)	12+ (6+x2)	

## Anglo-Saxons

Unit	Combat				Morale Save	Stamina	Special
	Clash	Sustained	Short Range	Long Range			
Huscarl Heavy Infantry w/ Great Axes	8	7	3	0	4+	6	Tough Fighters, Elite, Stubborn, Valiant, Double Handed Infantry Arms
Huscarl Heavy Infantry w/ Thrusting Spears	7	7	3	0	4+	6	Tough Fighters, Elite, Stubborn, Valiant
Thegn Heavy Infantry w/ Thrusting Spears	7	7	3	0	4+	6	
Thegn Heavy Infantry w/ Throwing Spears	7	7	4	0	4+	6	
Ceorl w/ Thrusting Spears	6	6	3	0	5+	6	
Ceorl w/ Throwing Spears	6	6	4	0	5+	6	
Combined Huscarl/Thegn	*	*	*	*	*	*	Combined Formation
Combined Thegn/Ceorl	*	*	*	*	*	*	Combined Formation
Mounted Thegns	8	5	3	0	5+	6	
Viking Mercenary Heavy Infantry w/ Great Axes	8	7	3	0	4+	6	Tough Fighters, Stubborn, Two handed infantry weapons
Viking Mercenary Heavy Infantry w/ Mixed weapons	7	7	4	0	4+	6	Tough Fighters, Stubborn
Skirmishers with Javelins	3	2	2	0	0	4	Small Unit, Wavering
Skirmisher with Slings	2	2	2	2	0	4	Small Unit, Wavering
Skirmishers with Bows	2	2	2	2	0	4	Small Unit, Wavering

**No Retreat** Saxon leaders must be attached to infantry units.

**Shieldwall** all large and standard sized infantry units may form Shieldwall.

**Combined Formation** Two troop types may be combined into a single unit. The unit takes the stats from the superior troop type until it is Shaken. Once the unit becomes shaken, it takes the stats from the inferior troop type.

## Vikings

Unit	Combat				Morale Save	Stamina	Special
	Clash	Sustained	Short Range	Long Range			
Hirdmen Heavy Infantry w/ Great Axes	8	7	3	0	4+	6	Tough Fighters, Elite, Stubborn, Valiant, Double Handed Infantry Arms
Hirdmen Heavy Infantry w/ Thrusting Spears	7	7	3	0	4+	6	Tough Fighters, Elite, Stubborn, Valiant
Hirdmen Heavy Infantry w/ Throwing Spears	7	7	4	0	4+	6	Tough Fighters, Elite, Stubborn, Valiant
Hirdmen Heavy Infantry w/ Mixed weapons	7	7	4	0	4+	6	Tough Fighters, Elite, Stubborn, Valiant
Bondi w/ Thrusting Spears	6	6	3	0	5+	6	
Bondi w/ Throwing Spears	6	6	4	0	5+	6	
Bondi w/ Composite Bows	4	4	3	3	6+	6	
Bondi w/ Composite Bows	3	3	2	2	6+	4	Small Unit
Mounted Allies	8	5	3	0	5+	6	Wavering
Skirmishers with Javelins	3	2	2	0	0	4	Small Unit, Wavering
Skirmisher with Slings	2	2	2	2	0	4	Small Unit, Wavering
Skirmishers with Bows	2	2	2	2	0	4	Small Unit, wavering

**Berserkers** Up to five Viking Units may have a single berserker attached. The berserker adds three attacks on the first turn that a Viking unit is in hand-to-hand combat providing that initiated the combat by charging. A berserker model should be placed beside the unit so that it is clear which units are so equipped and removed after use.

**Shieldwall** all large and standard sized infantry units may form Shieldwall.

## Bretons

Unit	Combat				Morale Save	Stamina	Special
	Clash	Sustained	Short Range	Long Range			
Mounted Knights	9	6	3	0	4+	6	Feigned Flight, Elite, Valiant
Mounted Retainers	8	6	3	0	5+	6	Feigned Flight
Mounted Retainers (7-)	6	4	2	0	5+	4	Feigned Flight, Small Unit
Dismounted Knights (Heavy Infantry) w/ Double Handed Infantry Weapons	8	7	3	0	4+	6	Tough Fighters, Elite, Stubborn, Valiant
Dismounted Knights (Heavy Infantry) w/ Thrusting Spears	7	7	3	0	4+	6	Tough Fighters, Elite, Stubborn, Valiant
Dismounted Knights (Heavy Infantry) w/ Throwing Spears	7	7	4	0	4+	6	Tough Fighters, Elite, Stubborn, Valiant
Dismounted Retainers w/ Throwing Spears	6	6	4	0	5+	6	
Dismounted Retainers w/ Composite Bows	4	4	3	3	6+	6	
Dismounted Retainers w/ Composite Bows	3	3	2	2	6+	4	Small Unit
Skirmishers with Javelins	3	2	2	0	0	4	Small Unit, Wavering
Skirmishers with Bows	2	2	2	2	0	4	Small Unit, Wavering

## Carolingian Franks (Incomplete)

Unit	Combat				Morale Save	Stamina	Special
	Clash	Sustained	Short Range	Long Range			
Imperial Household Cavalry	9	6	3	0	4+	6	Elite, Tough Fighters, Valiant, Drilled, Lance
Heavy Cavalry	9	6	3	0	4+	6	Lance
Light Cavalry w/Javelins	8	6	3	0	5+	6	
Light Cavalry w/Composite Bows	8	6	3	2	5+	6	
Dismounted Cavalry (Heavy Infantry) w/ Thrusting Spears	7	7	3	0	4+	6	Tough Fighters, Elite, Stubborn, Valiant
Dismounted Cavalry (Heavy Infantry) w/ Thrusting Spears & Composite Bows	6	5	3	2	4+	6	Tough Fighters, Elite, Stubborn, Valiant
Foot Soldiers w/ Thrusting Spears	6	6	3	0	5+	6	Shieldwall
Foot Soldiers w/ Composite Bows	5	5	3	2	5+	6	
Skirmishers with Javelins	3	2	2	0	0	4	Small Unit, Wavering
Breton Cavalry	8	6	3	0	5+	6	Feigned Flight, Wavering
Light Cavalry w/Javelins	8	6	3	0	5+	6	Feigned Flight, Wavering

## Special Rules

**Double Handed Infantry Arms** Enemy morale is capped at 5+.

**Drilled** Free move on a failed order. Move through or out of the way of friends without risk of disorder.

**Elite** Recover from disorder on a roll of 4+.

**Feigned Flight** The unit can move out of combat.

**Lance** -1 Morale on charge/countercharge.

### Shield Wall

It takes a complete move while stationary for units to form shield walls.

Units may come out of shield wall formation without movement penalty at the start of their movement turn.

Units in shieldwall:

- Move at half speed;
- Deduct 1 from their combat values;
- Add 1 to a morale roll;
- Add 1 to any break test dice roll resulting from hand-to-hand combat.

These rules replace the Close Ranks Rule in the Hail Caesar rulebook.

**Slings** Enemy Morale -1 at 6" or less.

**Stubborn** reroll failed Morale saves.

**Throwing Spears** Unit adds +1 to the number ranged attacks (already included in stat lines).

### Thrusting Spears

- Charging cavalry disordered on a roll of 1, 2 or 3.
- Chargers lose charge bonus (except other long spears)

**Tough Fighters** The unit can re-roll a single failed hand-to-hand combat each round of hand-to-hand fighting.

**Valiant** The unit can re-roll its first break test result of 'break' during the game.

**Wavering** Take a break test whenever the unit takes a casualty.

## Scenario

### The Table

The table should be at least 8' x 4'.

Place a road across the center from one deployment edge to the other.

### The Armies

Bring'em, if you got'em. Each Player organizes their WAB army as a single division. There is no limit to points. Players may field units beyond the 2800 WAB point limit, if they have additional units. Percentage troop type allocations are also suspended.

### Commanders

The Army General serves as the Division Commander. The BSB and other characters serve no purpose in Hail Caesar. The BSB may be placed with the Division Commander forming a colorful command group. Additional WAB characters may be placed in units but serve no additional purpose. (Berserkers see Viking Army List).

The Division Commanders may only issue commands to their own Divisions. All Division Commanders are rated **8** with a Fighting Value of 2. Replacement leaders are rated **7**.

Commanders must be attached to a unit in their division and they stay with this unit for the entire game until they are killed or the unit destroyed. Commanders move along with their units in the command part of the turn and can issue orders to other units within their division before and after they move in this way. Moving along with a unit in the command part of the turn does not compromise a commander's ability to move away from the unit subsequently if it is destroyed.

'If a follow me' order is failed, the unit may still make a 'free move' unless a 'blunder' is rolled (Note that Blunder Moves always take precedence): the unit making one move as the player wishes together with its commander.'

A commander may still attempt to rally a unit within 12" but he stays attached to his original unit and is not placed with the 'rallied' unit.

Every unit in the division must take an immediate break test if the commander is killed. Apply the results from the ranged attacks line for units not engaged in hand-to-hand combat, and from the hand-to-hand combat line for units so engaged. These tests interrupt the normal flow of play and the results are applied immediately.

The Army General may reroll order tests but must abide by the result of the reroll. If the Army General is lost, the replacement does not have the reroll ability.

### ***Risks to Commanders if the Unit is Shattered***

If the commander's unit is broken or shattered in combat, roll a die to determine his fate. 1-2 = killed outright, 3-4 wounded, 5-6 unharmed. He must be immediately attached to another unit in his division should he survive.

### ***Risk to Commanders from Ranged Attacks***

If the commander's unit is shaken by ranged attacks or suffers further casualties from ranged attacks while previously shaken, the opponent rolls 2d6, on a 12 the commander is hit. 1-3 = killed, 4-6 = wounded.

### ***Risk to the Commander Engaged in Hand to Combat***

Once the combat has been fought and before taking any break tests, the opponent rolls 2d6, on an 11+, the commander is hit and the opponent gains +1 combat resolution just as he had inflicted an additional casualty. If the commander is hit, roll d6. 1-3 = killed, 4-6 = wounded.

### ***Wounded Commanders***

Once wounded, a commander continues to issue orders but no longer contributes additional attacks. If the commander is wounded again, roll d6, 4+ = killed.

## **Dispositions**

Each player rolls a dice. The side with the greater total picks table edge and sets up first. All troops must be deployed within twelve inches of the chosen table edge.

The side with the lower total sets up within twelve inches of the opposite table edge.

Adjust the deployment zones, if necessary, so that armies are at least 18" apart.

Each player rolls a die, the side with the higher total goes first.

## **Objectives**

The objective is to break the opposing army. An army will break once more than half of its divisions are broken .

A division is broken if more than half of its units have been destroyed or left the table shaken. Skirmish units are not included in this count. A division is also broken if at the end of the Order phase all of the division's remaining units are shaken.