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## Hail Caesar: Battles with Model Soldiers in the Ancient Era

*Rick Priestley*

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#955382 in Books Warlord Games 2011-07-19Original language:EnglishPDF # 1 11.50 x 8.25 x .751, 1.00  
#File Name: 095635811X200 pagesHail Caesar wargame rules system200 pages in lengthColour: Multi-  
colouredSize: One size | File size: 44.Mb

**Rick Priestley : Hail Caesar: Battles with Model Soldiers in the Ancient Era** before purchasing it in order to gage whether or not it would be worth my time, and all praised Hail Caesar: Battles with Model Soldiers in the Ancient Era:

10 of 10 people found the following review helpful. Hail Caesar RulesBy Everett WinserI have used both Warhammer's Ancient Battles and Fields of Glory in the past, but couldn't quite get a handle on either of them. They were more complicated than I was interested in. Having seen some wargame accounts in some hobby magazines of games played using the Hail Caesar rules, I thought I'd give them a try.Upon receiving the rules I was very impressed by the lay-out. The rules themselves seemed pretty straightforward and the pictures were wonderful. I particularly liked the game accounts from several different periods featured in the back. It was a delight to just go through the book in a leisurely way.Now that I have actually tried the rules, I find them to be quite satisfactory. They are on the simple side. There aren't a lot of complicated formulas one has to follow to figure out results. This is more my cup of tea. It had the feel of an ancient battle, and the way the command rules work add a great deal of suspense. Since I play solo games, this was an important feature.Overall, I was very satisfied with the purchase.14 of 14 people found the following review helpful. With Rome on the frontier - gaming with HAIL CAESARBy Michael ReeseHAIL CAESAR is a rule book for playing military miniature games in the Ancient Period. Based on the same system used in BLACK POWDER it is a good set of rules. Written somewhat tongue in cheek (this is a GAME!!!) the layout is understandable. Excellent quick reference sheets (photocopying allowed) and a quick rules reference in the book help

a lot when playing (reference to the rule book page number on the quick rules and quick reference sheets would help). The rules can be used with any scale and figure base sizes and unit base sizes are recommended for different figure scales. Numerous examples are provided including sample games covering separate periods of the Ancient World. The rules have a point system limited in the rule book to the Roman Army and the Britons. However, the first "Army Book" covering the Ancient Period prior to Rome has been released providing additional information on organization and points for units; and I would expect additional Army books to follow. These rules play well. You only need the one book for the period - the rules are flexible, and fun. Recommended for Ancients. 6 of 6 people found the following review helpful. Hail Caesar is a fun rules set. By Crazy Harbors My longtime old fart opponents and I are already using the Pike and Shotte rulebook. It also was put out by Warlord Games. The author and his cohorts in wargaming have set forth the rules they used and still do I would say. The rules are NOT carved in stone! Lighting bolts will NOT fly forth from their HQ to strike those of us who dare to change a rule or two to suit our wants and needs. The rules were not written to be commandments followed to the letter at tournaments. The rules are designed to provide an afternoon or evening of enjoyment playing with mighty armies of metal and or plastic miniatures. NOT for keeps, but...for fun amongst friends, be they new or longtime friends.

Rick Priestley is a world-renowned games designer having created Games Workshop's Warhammer and Warhammer 40,000 game systems amongst others. Following on from his highly acclaimed Horse Musket rules, Black Powder, he has now turned his attention to the ancient world with Hail Caesar which spans from 3000 BC through to around 1100 AD. REVIEWS "Lavish artwork throughout supports Warlord's excellent ranges...the scholarly Rick and his team have cleared away the Ancient deadwood to leave us to see the essential trees...Newcomers and jaded oldies will love it." Miniature Wargames. 06/01/2011

About the Author Rick Priestley is a world-renowned games designer having created Games Workshop's Warhammer and Warhammer 40,000 game systems amongst others. Following on from his highly acclaimed Horse Musket rules, Black Powder, he has now turned his attention to the ancient world with Hail Caesar which spans from 3000 BC through to around 1100 AD.