

PRESTAGS Standard Game Rules

for CHARIOT, SPARTAN, LEGION, VIKING, and YEOMAN

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[1.0] INTRODUCTION

PRESTAGS — Pre-Seventeenth Century Tactical Game System — is a simulation of the art of warfare from 3000 B.C. to 1550 A.D. Each game in the series covers a segment of that period, and presents the tactical situations faced by the leaders of the great battles of the period. These battles are presented as scenarios, in which are given a mix of units from the counter sheet and their historical posture at the outset of the battle. Similarly, the map represents a typical mix of terrain, and each battle is fought in areas of the map which closely simulate the actual historical terrain.

Two folders are provided. The first contains **Standard Rules**, which are common to all the games in the PRESTAGS series, and **Optional Rules**, which may be used in any game at the Players choice. The second folder contains unique **Scenarios** for the specific PRESTAGS game you have purchased, and **Exclusive Rules** for this game only.

[2.0] GENERAL COURSE OF PLAY

Each scenario is played in sequenced turns (called Game-Turns) during which Players move their units on the map and engage in two types of combat using Fire (missile) and Melee (contact) weapons. While maneuvering and engaging in combat, they frequently try to achieve certain geographic objectives on the map.

[2.1] GAME SCALE

Each hex in PRESTAGS represents 50 meters from side to side. Each unit represents 100-125 men and/or horses. Each Game-Turn represents five minutes.

[2.2] LEARNING THE GAME

The army has started using a system called "Peer Group Instruction". The instructor spends a lot of time with only one or two people to teach them how to do a particular job. Once trained, these people go off and instruct others in the job. It is a far more efficient system that takes advantage of the superiority of personal attention in any learning situation. Not to belabor the obvious, but the best way to learn PRESTAGS, or any other conflict simulation, is to learn it from someone who has played already.

If this is not possible and you must learn the game on your own, do the following:

a. Look at all the components.

b. Scan the rules quickly, but read all diagrams and tables word-for-word.

c. Punch out the counters and set-up the simplest scenario (the one with the fewest counters).

d. Play the scenario "solitaire" with the Sequence of Play (4.0) in front of you.

e. After making a few moves, read the rules word-for-word.

[3.0] GAME EQUIPMENT

[3.1] GAME MAP

The 23" by 35" mapsheet represents terrain typical of that on which the battles were fought. Its area is roughly 1.8 by 2.8 kilometers. The different terrain features affect movement and combat. An hexagonal grid is superimposed over this terrain to regulate movement, range, and the position of the playing pieces. In order to make the map lie flat, backfold the creases, and optionally make use of small pieces of masking tape to hold and protect the map.

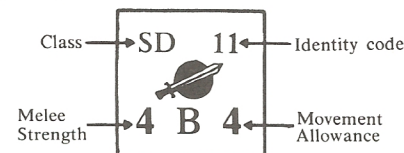
[3.2] GAME CHARTS AND TABLES

Various visual aids are provided for the Players to simplify and illustrate certain game functions. Chief amongst these are the Combat Results Table which is used to show the effects of attacks, and Turn Record (to keep track of elapsed time), and the Terrain Effects Chart (showing the effects of the various terrain hexes on movement and combat).

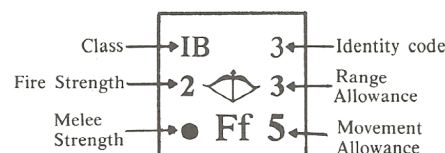
[3.3] THE PLAYING PIECES

Two differently colored sets of playing pieces (henceforth known as units) are supplied. The Players are assigned certain of these to represent the opposing armies in each scenario. The playing pieces are distinguished by type, strength, and mobility, as represented by the numbers on the face of the counter. These numbers are always in the same position for a particular characteristic of the unit. On different units, the numbers may change, but it is still the same basic arrangement. Note that fire units have two additional numbers (compared to solely melee units): Range Allowance and Fire Combat Strength.

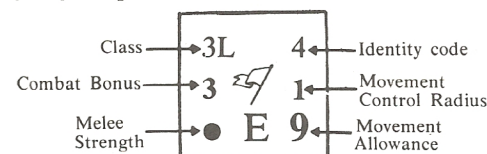
[3.31] Sample Melee Unit



[3.32] Sample Fire Unit



[3.33] Sample Leader Unit



[3.34] "ALL-AROUND" COMBAT STRENGTH: The Combat Strength of a unit is applicable in all directions. There is no particular direction (usually called "facing") ever assigned to a unit (exception: see Optional Rule 16.0).

[3.35] Definitions of Terms

Melee Combat Strength is the number quantifying the basic offensive and defensive power of a unit when engaged in Melee Combat. It is expressed in terms of Strength Points.

Fire Attack Strength is the number quantifying the basic offensive strength of a unit when firing its ranged missile weapons. Note that only a few units have this characteristic.

Range Allowance is the maximum number of hexes through which a fire unit may fire, i.e., apply its Fire Attack Strength, subject to certain restrictions. Range includes the target hex, but not the firing hex.

Fire units are those which have the characteristics of Fire Attack Strength and Range Allowance.

Melee units are those which have no fire characteristics, i.e., they are non-fire units.

Some units have both a Fire Attack Strength and a Melee Combat Strength; these units are considered Fire units.

[3.36] Dot Melee Value

Certain units have a dot (•) instead of a Melee Combat Strength. These units may not engage in offensive Melee Combat, and are considered to have a defensive Melee Combat Strength of Zero when stacked with units which **do** have a Melee Combat Strength. When **not** stacked with such a unit (and when calculating Victory Points) each unit with a Dot Melee Value is considered to have a Melee Combat Strength of 1.

[3.37] Bracketed Melee Combat Strengths

Certain units have a Melee Combat Strength which is enclosed in brackets []. These units have a Melee Defense Strength one-half of the printed number within the brackets. Brackets have no effect upon a unit's Combat Strength in attack. Therefore, a unit with a bracketed Combat Strength of "four" would melee attack with four strength points, but would melee defend with two strength points. Brackets do not affect the Fire Protection Strength of any hex. Fractions are retained in computing one-half of Combat Strength.

[3.4] SUMMARY OF UNIT TYPES

Pictured below are all of the unit types employed in the PRESTAGS Series, along with a code showing the games in which each type is used. Abbreviations: C = Chariot, S = Spartan, L = Legion, V = Viking, Y = Yeoman.

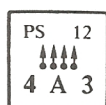
Class A



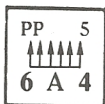
MI CSVY



MS CSLY



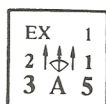
PS SLY



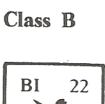
PP SY



LT S



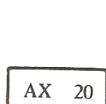
EX S



BI SL



SD CSLVY

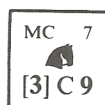


AX CV

Class C



LC SLY



MC CSVY



HC SLVY

Class D



VF V

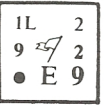


EL S

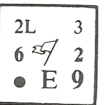


CH C

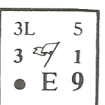
Class E



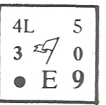
1 CSLVY



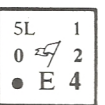
2 CSLVY



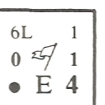
3 CSLVY



4 CSLVY

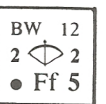


5 C

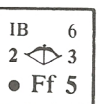


6 C

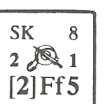
Class Ff



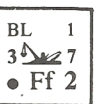
BW CS



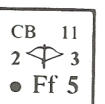
IB CV



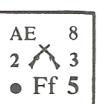
SK CSL



BL S



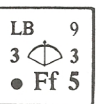
CB VY



AE Y

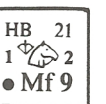


AL Y



LB Y

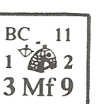
Class Mf



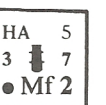
HB CV



OC SL



BC LV



HA Y



LA Y

UNIT TYPES and ABBREVIATIONS

AE	Arquebusiers, Early
AL	Arquebusiers, Late
AX	Axemen
BC	Byzantine Cataphracts
BI	Barbarian Infantry
BL	Ballista
BW	Bowmen
CB	Crossbowmen
CH	Chariots
EL	Elephants
EX	Experimental Phalanx
HA	Heavy Artillery
HB	Horse Bowmen
HC	Heavy Cavalry
IB	Improved Bowmen
LA	Light Artillery
LB	Long Bowmen
LC	Light Cavalry
LT	Light Troops
MC	Medium Cavalry
MI	Militia Infantry
MS	Militia Spearmen
OC	Oriental Cavalry
PP	Professional Pikemen
PS	Professional Spearmen
SD	Swordsmen
SK	Skirmishers
VF	Viking Fleets
L	Leader

[3.5] GAME EQUIPMENT INVENTORY

Each complete game in the PRESTAGS series consists of the following parts:

- one game map
- one Standard Rules Folder
- one Exclusive Rules Folder
- one set of die-cut counters (400 pieces)
- one box
- one die

If any of these parts are missing or damaged, or if you have any questions* concerning the game, please write:

Simulations Publications, Inc.
44 East 23rd St.
New York, N.Y. 10010

* Questions must be accompanied by a stamped, self-addressed envelope.

[4.0] SEQUENCE OF PLAY

[4.1] THE GAME-TURN

PRESTAGS is played in sequenced Game-Turns; each Game-Turn is composed of two Player-Turns. Each Player-Turn is composed of four phases. Players must strictly follow the Sequence of Play. The Game-Turn proceeds as follows:

[4.2] SEQUENCE OUTLINE

1. FIRST PLAYER-TURN

The First Player is designated by the individual scenario. The Player whose turn is in progress is termed the Phasing Player.

A. Fire Combat Phase: The First (Phasing) Player executes Fire Attacks against Enemy units within his own units' Range Allowance.

B. Movement Phase: The Phasing Player may move all of his units up to the limits of the units' Movement Allowance, within the restrictions of the Movement Rules. At the end of this, the non-Phasing Player has the option to execute Defensive Fire (see 6.4).

C. Melee Combat Phase: The Phasing Player executes all melee attacks against adjacent Enemy units, according to the rules for Melee Combat.

D. Mutual Disruption Recovery Phase: All disruption markers are removed, **except** from those units which suffered disruption in any Phase of the **current** Player-Turn. This **mutual** phase occurs at the **end** of **each** Player-Turn.

2. SECOND PLAYER-TURN

The Second Player follows the same sequence and procedures as the First Player, using his own units and assuming the role of the Phasing Player.

3. TURN RECORD

One of the Players advances the Game-Turn marker on the Turn Record one position to indicate that one Game-Turn has been completed.

[5.0] MOVEMENT

GENERAL RULE:

During the Movement Phase of a Player's turn, the Player may move as many or as few of his units as he wishes. Each unit may expend as many Movement Points as desired within the limits of its Movement Allowance.

PROCEDURE:

Each unit is moved by tracing the path of its movement through the hexagonal grid.

[5.1] HOW TO MOVE UNITS

[5.11] Movement is calculated in terms of hexagons. Basically, each unit expends one Movement Point of its total Movement (point) Allowance for each hex entered. To enter some types of hexes, it may be required to expend more than one Movement Point. See the Movement section of the Terrain Effects Chart for a full list of terrain "entry costs".

[5.12] In any given Movement Phase of a Player-Turn, the Player may move all, some or none of his units. Movement is never required, it is always voluntary.

[5.13] Units are moved individually, in any direction or combination of directions. A unit may be moved as many or as few hexes as the owning Player desires, as long as its Movement Allowance is not exceeded in a single Movement Phase. Unused Movement Points, however, may not be accumulated from Phase to Phase, nor transferred from unit to unit.

[5.14] Units may be moved only once each Movement Phase.

[5.15] An undisrupted unit may always be moved one hex in any direction into any passable terrain. This is to prevent units from being trapped through loss of Movement Points or terrain entry costs. If this technique is used, the one hex is the only hex to which the unit may move for the turn.

[5.2] MOVEMENT PROHIBITIONS

[5.21] No Enemy movement is permitted during a Player's Movement Phase.

[5.22] No fire or melee combat (except for Defensive Fire, see 6.4) occurs during a Movement Phase.

[5.23] Units may **never** enter or pass through a hex containing Enemy units.

[5.24] In a given Movement Phase, once a unit has been moved and the Player's hand withdrawn from the piece, it may not be moved again, nor may it retrace and change its move.

[5.25] Units may move over different types of terrain hexes in the same Movement Phase as long as they have enough Movement Points to expend as they enter each hex.

[5.26] Units may always move through a hex containing Friendly units. Stacking limitations do not apply during the Movement Phase (see: Stacking, 5.4).

[5.27] In any Movement Allowance adjustment, fractions are retained. A unit without sufficient Movement Points to complete a move may not move into a hex.

[5.3] UNIT ORGANIZATION AND COMPATABILITY

[5.31] Non-fire units are organized into three classes: A, B and C (see 3.4).

[5.32] Non-fire units of the same class may occupy the same hex in any combination. Non-fire units of different classes may never be in the same hex.

[5.33] Fire units are organized into two classes, Foot Fire (FF) and Mounted Fire (MF) (see 3.4).

[5.34] Fire units of the same class may occupy the same hex in any combination; fire units of different classes may never be in the same hex.

[5.35] Foot Fire units may be mixed with Class A or Class B non-fire units. (They could not be mixed with both in the same hex because of the prohibition against mixing Class A and B, case 5.32.)

[5.36] Mounted Fire units may be mixed with Class C non-fire units.

[5.37] Miscellaneous units are grouped in Class D. Class D units may mix with their own Class and all other classes as long as no other prohibitions (above cases) are violated.

[5.38] Leader units are grouped in Class E. Class E units may mix with their own class and all other classes as long as no other prohibitions (above cases) are violated.

[5.39] Unit Capability Chart (See the mapsheet)

[5.4] STACKING

Each Player has a certain stacking limitation assigned to him in a given scenario. At the end of the Player's Movement Phase, he may have no more than the stated limit of units in any single hex. Stacking limitations apply at all times except during the Movement Phase. (The restrictions apply at the end of Movement.)

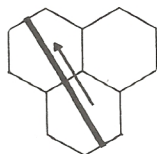
[5.41] All units in the same hex always defend as one, indivisible total of Strength Points. The Attacker may not in any way separately attack Enemy units placed on one hex.

[5.42] Leader and information counters (Disruption and contact markers) do not count for stacking purposes. They are ignored.

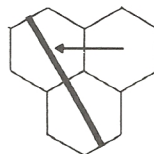
[5.43] A stack may be moved together at the movement rate of the slowest Movement Allowance in the stack, or faster units may separate at any point during the move.

[5.5] ROADS

[5.51] A unit which moves from one road hex directly into an adjacent road hex through a road hexside expends only one Movement Point, regardless of other terrain in the hex.



Movement Point
cost: 1 point



Movement Point
cost: variable
(depends upon
terrain of hex)

[5.52] A unit which moves into a road hex through a non-road hexside must pay the entry cost of the other terrain in the hex.

[5.53] Roads have no effect upon combat (consider the effects of other terrain in hex).

[5.6] SLOPES

[5.61] A unit which moves into a Slope hex must always expend two Movement Points to enter the hex (unless it is moving by road). The cost for entering a Slope hex remains two Movement Points whether the unit is moving "up" or "down" or "across" the Slope.

[5.62] A unit which moves from a Slope hex, into an adjacent Hilltop hex, through a hexside marked by the Slope splash symbol, expends two Movement Points.

[6.0] FIRE COMBAT

GENERAL RULE:

Players engage in Fire Combat during the Friendly Fire Combat Phase. The Phasing Player is considered to be the attacker, and the non-Phasing Player is considered to be the defender. A Fire unit may attack any hex within the number of hexes indicated by the unit's Range Allowance if there is a clear Line of Sight to the target (see: 6.34).

PROCEDURE:

During the Fire Combat Phase, the Phasing Player allocates units to attack Enemy occupied hexes. Each attack is resolved by comparing the total of all the attacking units' Fire Combat Strengths to the Fire Protection Strength (given on the Terrain Effects Chart) of the hex the defending units are in. This comparison is stated as a ratio of Attacker's Strength to Defender's Strength; this is simplified to conform to one of the Combat Odds shown on the Combat Results Table. The die is rolled and the result is cross-referenced with the appropriate Combat Odds column, yielding the result. Each Combat result is fully applied before initiating another combat action.

[6.1] WHICH UNITS MAY ATTACK

[6.11] Fire units may **not** engage in offensive Melee Combat in the same Friendly Player-Turn as that in which they have engaged in Fire Combat. They **may** move.

[6.12] Fire units may not engage in Fire Combat in consecutive Player-Turns. Thus, a fire unit engaging in Fire Combat in its own Friendly Player-Turn may not engage in Defensive Fire in the Enemy Player-Turn immediately following (see Defensive Fire, case 6.4).

[6.13] Fire units may only fire attack Enemy units within the number of hexes of their Range Allowance (see: 6.32).

[6.14] Not every unit in a stack need participate in an attack made by a unit or units in their stack. They may engage in other attacks, or none at all.

[6.15] No unit may participate in more than one attack per Combat Phase. No unit may be attacked more than once per Combat Phase.

[6.16] A unit may not execute a Fire Attack against Enemy units located in two or more hexes.

[6.2] COMBAT ALLOCATION AND RESOLUTION

[6.21] There is no limit to the number of fire units that may fire into a given hex. Different fire units may attack the same hex, even if they are at different firing ranges, of different unit types, or in different hexes. The Fire Attack Strengths of units attacking into a given hex are always combined.

[6.22] The defensive Strength of a unit(s) in a hex under Fire Attack is dictated by the hex's terrain.

A Fire Protection Strength is listed for each type of hex on the Terrain Effects Chart. A ratio is arrived at by comparing the Attacker's Fire Attack Strength to the Fire Protection Strength of the Defender's hex. The ratio is reduced to a Combat Odds. **The number of units defending against a fire attack has no bearing on the Fire Protection Strength of the hex.**

[6.23] In Fire Combat, combat results apply to all units in the affected hex.

[6.3] FIRE ATTACK PROHIBITIONS AND RESTRICTIONS

[6.31] A single fire unit may never attack more than a single hex, nor may its Fire Combat Strength be split in any way.

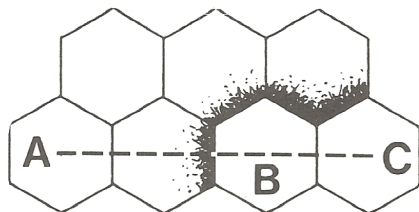
[6.32] Fire units may not fire through village or woods hexes to reach a target. They may fire into or from village or woods hexes.

[6.33] If units may not fire from stream or ford hexes. They may fire from bridge hexes, and may fire into river, ford and bridge hexes.

[6.34] A Fire unit must have a Line of Sight (LOS) to fire. To determine the hexes of the LOS, lay a straight edge along the centers of the firing and target hexes. If any portion of this line passes through hexes considered "blocking" terrain or through hexes so occupied as to be "blocking", the Fire unit may not fire into that hex.

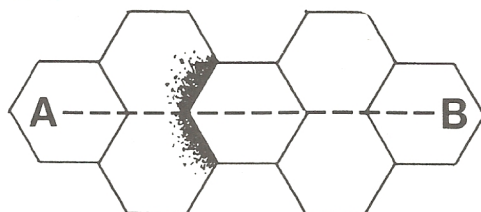
[6.35] Units on a slope may fire into, but not through a hilltop hex.

[6.36] Slope hexes block fire **unless** either the firing or the target unit is on a hilltop hex which is adjacent to the slope hex in question. (Important! Be sure to understand this.)



LOS between hexes A and C is blocked;
between A and B it is clear.

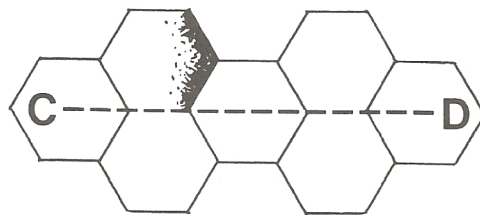
[6.37] The Line of Sight of a unit may be blocked by a hex occupied by any unit, Enemy or Friendly, depending upon the elevation of the firing unit. There are three possible elevations: Ground level hexes, Slope hexes and Hilltop hexes. When in a Ground level hex, a unit may not fire through any occupied hex. When in a Slope hex, a unit may not fire through an occupied Slope hex or Hilltop hex, but it may fire through occupied Ground level hexes. A unit in a Hilltop hex may not fire through occupied hexes unless its Line of Sight goes through an adjacent Slope hex, in which case it may fire through occupied hexes. If the Line of Sight of a unit in a Hilltop hex crosses a non-adjacent hexside marked by the Slope splash symbol, it is blocked, beyond that point, by occupied hexes.



LOS between hexes A and B is blocked

[6.38] If a Line of Sight falls coincidentally along a hexside between two hexes, the LOS is clear if **either** hex is unblocked. If both hexes are blocked (for reasons of terrain, occupation, or both), the

LOS is blocked. A LOS is blocked by falling along a hexside whose two hexes have two different blocked characteristics.



LOS between hexes C and D is clear

[6.4] DEFENSIVE FIRE

[6.41] All undisrupted fire units have rigid Defensive Fire Zones for movement purposes: when any Enemy unit moves adjacent to a Friendly fire unit, the Enemy unit must stop. The Enemy unit may move no further in that Movement Phase.

[6.42] At the completion of all Enemy movement during the Movement Phase, all Friendly fire units have the option to launch Defensive Fire: they may fire at any hex adjacent to them into which Enemy units moved during that Movement Phase.

[6.43] Defensive Fire is possible only if a fire unit did **not** fire attack in the previous Player-Turn. Fire units may never fire in consecutive Player-Turns; they require one full Player-Turn to prepare fire (see 6.12 and 6.52).

Therefore, if a fire unit engaged in an attack during a Friendly Fire Combat Phase, it would be unable to use its Defensive Fire after the ensuing Enemy Movement Phase. But all Enemy units would still have to end their movement if they move adjacent to a Friendly fire unit.

[6.44] A fire unit which is incapable of Defensive Fire still forces Enemy units to stop when they come adjacent to the fire unit.

[6.45] Fire units stacked together may fire separately, into different hexes. The same **hex** may never be attacked more than once in Defensive Fire.

[6.5] FIRE AND MELEE

[6.51] Fire units with a Melee Strength may attack in Melee Combat or in Fire Combat in a Friendly Player-Turn. They may never do both in the same Friendly Player-Turn, and they could not use Fire Attack if it had been used in Defensive Fire during the immediately preceding Enemy Player-Turn.

[6.52] It is entirely possible to alternate Melee Attack (on the Friendly Player-Turn) with Defensive Fire (during the Enemy Player-Turn). The conditions are that both Melee Attack and Offensive Fire cannot be used on the same Player-Turn; and that fire may not be employed on consecutive Player-Turns.

[7.0] MELEE COMBAT

GENERAL RULE:

Melee combat takes place during the Melee Combat Phase of a Player-Turn. The Phasing Player is considered to be the Attacker and the non-Phasing Player to be the Defender (regardless of their overall strategic position). A unit may only melee attack Enemy units which are in an adjacent hex.

PROCEDURE:

During his Melee Combat Phase, the Phasing Player indicates which of his units will be used to attack Enemy-occupied hexes. Then each separate combat action is resolved in turn, in any order the attacking Player wishes. The attacker need not

specify his attacks until they are made, as long as the rules of combat are followed.

Combat is resolved by totalling the Melee Strengths of the attacking units and comparing this to the total of the Melee Strengths of the defender. This comparison is expressed as a ratio of Attacker's Strength to Defender's Strength; this is simplified to one of the Combat Odds on the Combat Results Table. The die is rolled and the number is cross-referenced with the appropriate Combat Odds column to achieve a combat result. Each combat result is fully applied before initiating another combat action.

[7.1] WHICH UNITS MAY ATTACK AND DEFEND

[7.11] Not every unit in a stack need participate in the same attack upon the same defending hex, even if one of the units is attacking; the other units may engage in other attacks, or none at all.

[7.12] Friendly units stacked in the same hex must be treated as one combined **defensive** Melee Strength value when attacked.

[7.13] Any one hex may be subjected to only one Melee Combat during a Player-Turn. One unit in a stack cannot be singled out and attacked separately.

[7.14] No unit may participate in more than one attack per Combat Phase. No unit may be the object of more than one attack per Combat Phase.

[7.15] Units disrupted by Defensive Fire Combat may not participate in the subsequent Melee Phase.

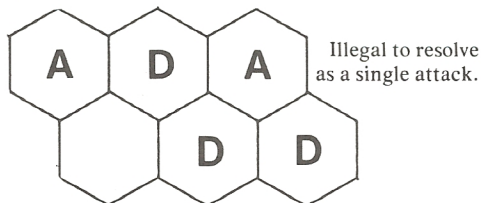
[7.2] MULTIPLE-UNIT AND MULTI-HEX COMBAT

[7.21] Friendly units in different hexes, adjacent to the same defending hex, may participate in a combined attack against that hex regardless of unit class. In such a case, combine all the Melee Strength Points of the attacking units into one total Strength value. An Enemy-occupied hex may be attacked by as many units as can be brought to bear. Conceivably, as many as six stacks of units could participate in an attack upon a single Enemy-occupied hex.

[7.22] A unit or units in a **single hex** may execute an attack against Enemy units located in two or more adjacent hexes. In such a case, the Defending Strengths are combined for combat resolution.

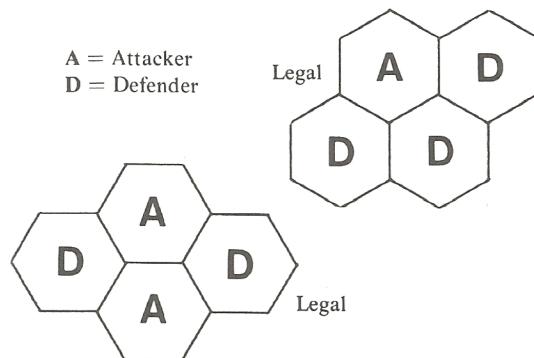
[7.23] Attacks may involve any number of attacking or defending units on different hexes. For the attacks to be resolved as a single combat, however, **all the attacking units must be adjacent to all the defending units:**

[7.24] EXAMPLES



A = Attacker
D = Defender

Legal



[7.3] COMBAT RESOLUTION

[7.31] Attacks may be resolved in any order that the Attacker wishes. The result of each attack must be applied immediately, as the attack is executed.

[7.32] Combat Odds are rounded off in favor of the defender to conform to the ratios given on the Combat Results Tables. For example, an attack of 26 Strength Points against 9 Strength Points would be rounded off to a "2 to 1" odds situation.

[7.4] MELEE ATTACK INHIBITIONS

Units may never split their Melee Strength and use it in two or more attacks in the same Combat Phase. The Melee Strength of the unit may never be used in piecemeal fashion. All Melee Strengths are integrated quantities.

[7.5] FLANKING ATTACK

[7.51] Whenever Melee-attacking units occupy, or are adjacent to, every one of the six hexes around the defending unit(s), the attack is termed a Flank Attack. Units engaged in a flank attack have their Melee Combat Strengths doubled before computing the combat odds of the attack.

Thus, if two units, each with a Combat Strength of "two", were flank attacking a unit with a Combat Strength of "four", the combat odds would be eight to four (2 to 1 on the Combat Results Table).

[7.52] The doubling in Melee Flank Attacks is the final correction applied to combat odds (after all other adjustments, such as Terrain, Leader bonuses, etc.).

[7.53] A Flank Attack is possible only with units that are actually attacking the "flanked" unit. Mere presence in the necessary position (without attacking) is not enough for Flank-attack purposes.

[7.54] Units caught against impassable terrain or mapedges are **not** flanked unless the full conditions for Flank Attack (case 7.51) are still fulfilled.

[7.55] The presence of Enemy units never interferes with Flank attacks by Friendly units.

[7.56] Fire combat never benefits from Flank Attack.

[7.6] MELEE STRENGTH VARIATION

Melee Strength of all units can be affected by the terrain they occupy. See the Terrain Effects Chart.

[8.0] COMBAT RESULTS TABLE

(See the mapsheet)

[8.1] EXPLANATION OF COMBAT RESULTS

Attacks at odds less than 1 to 2 are not permitted; odds greater than 8 to 1 are treated as 8 to 1. Results only affect defending units.

D = Disruption. The affected units are "tagged" by the placement of a Disruption Marker. See: Effects of Disruption (8.2).

½E = Half-Eliminated. One-half of the units attacked are eliminated (Defender's choice of units), and the remainder are disrupted (see: Disruption). If there are an odd number of units defending, the majority of units would be eliminated. Do not count Leader units when calculating "half" of stack.

E = Fully Eliminated: All of the units attacked are eliminated; remove from the mapsheet.

[8.2] EFFECTS OF DISRUPTION

Units which are disrupted may not initiate combat, employ fire, or be moved for the duration of their disruption. Disruption never affects Leader units

(see 10.3). When disrupted units (or a stack containing at least one disrupted unit) are attacked by Fire or Melee, the Attacker adds "one" to the die roll number before resolving the attack.

[8.21] Units may be disrupted during any one of three phases: Enemy Fire Combat, Enemy Melee, or after Friendly Movement (as a result of Defensive Fire).

[8.22] Units which are currently disrupted are eliminated if disrupted again.

[8.23] All disrupted units return to a normal state during the Mutual Disruption Recovery Phase, **except** for units disrupted during the current Player-Turn.

[8.24] In the event of one Melee Attack upon two hexes, one with disrupted units and the other without, the die roll is increased by "one" for the attack upon the hex with the disrupted unit. The die roll is unaffected for the hex without disrupted units. At most, then, an attack could have two results: one for hexes with disrupted units and one for hexes **without** disrupted Enemy units.

[8.3] RETREAT

Retreat is never inflicted on units.

[8.4] ADVANCE AFTER COMBAT

When any hex is vacated as a result of combat, the attacking units may advance at the Owning Player's discretion into the vacated hex. Normal stacking limitations must be observed. The option to advance must be exercised immediately following the combat result.

[9.0] TERRAIN EFFECTS CHART

(See the mapsheet)

[10.0] LEADERS

GENERAL RULE:

There are four levels of Leaders in PRESTAGS: "1", "2", "3" and "4". Leaders influence both combat and movement of Friendly units. Units stacked with a Leader are never Disrupted. Leaders have two characteristics: Leadership Combat Bonus (the digit printed on the lower left of the counter) and Movement Control Radius (printed on the lower right).

In some scenarios, **mounted** units are **exempt** from Leaders' Movement Control Radius and its restrictions [Mounted units are understood to include all Class C units, Mounted fire units, and Chariot units (with their occupants).] Elephants are not mounted units.

PROCEDURE:

A unit (or stack of units) in the same **hex** as a Friendly Leader unit, and engaged in **Melee** Combat, receives additional Strength Points equal to the Leadership Combat Bonus. This bonus may never exceed the Combat Strength of the unit(s) after complete adjustment by all possible modifiers (Terrain, Unit Capability if used, etc.).

Units which begin their Friendly Movement Phase within the Movement Control Radius of a Friendly Leader unit may move normally with their full Movement Allowance. Units which do not begin their Movement Phase within the Movement Control Radius of a Friendly Leader unit may only use one-half their normal Movement Allowance (retain fractions).

[10.1] LEADERSHIP COMBAT BONUS

[10.11] To gain the Leadership Combat Bonus, units must be stacked with the Leader unit at the instant of combat. If there is more than one Leader

unit in a hex, all the Leaders may add their bonus to the other units' Melee Strength. The combined bonus may not exceed the adjusted Combat Strength of all non-Leader units in the hex.

[10.12] A Leader may never apply his Combat Bonus to himself or another Leader unit.

[10.13] Leadership Combat Bonus applies in **Melee** Combat only, for **both** offensive and defensive combat situations.

[10.14] Leadership Combat Bonus may be applied to any number of attacks made by Melee Attacking units in the Leader's hex.

[10.2] LEADERSHIP MOVEMENT CONTROL RADIUS

[10.21] Units which begin their Movement Phase within a Leader's Movement Control Radius may move out of this control during their Movement with no ill effects. Being in more than one Leader's Movement Control Radius yields no additional movement bonus.

[10.22] Although in some scenarios, mounted units may be exempt from Leaders' Movement Control Radius, the mounted units may still use the Leader Combat Bonus.

[10.23] Units which begin a Movement Phase beyond a Friendly Leader's Movement Control Radius have their Movement Allowance cut in half (fractions retained).

[10.24] Undisrupted units, regardless of terrain and Movement Control modifications, may always move one hex (non-prohibited) per Movement Phase.

1L 2 9 2 ● E 9	2L 3 6 2 ● E 9	3L 5 3 1 ● E 9	4L 5 3 0 ● E 9
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[10.3] LEADER REDUCTION

The four types of Leader are rated by steps, from "1" (best) to "4" (worst). Leader units in hexes affected by "Disruption" and "½-Elim" results in **Melee** Combat are replaced with a Leader unit rated one grade lower. A "4" level leader, if reduced, is eliminated.

When a Leader unit receives a "Disruption" or "½ Elim" Combat Result due to Melee Combat, the Leader unit is removed and the next lower grade of Leader substituted. An "Elim" result still causes the complete elimination of all units, including Leaders, regardless of level, in the affected hex.

Thus, a "2" level Leader unit in a hex suffering a "Disruption" result due to Melee Combat would be replaced with a "3" Leader. A "4" Leader suffering the same result would be eliminated. Leaders are never upgraded.

[10.31] Leaders **never** suffer any harm from Fire combat. Units stacked with Leaders **do not** suffer "Disruption" in Fire combat (but they **do** suffer "½-Elim" and "Elim" results from fire). It is entirely possible that all the units in a hex could be eliminated by Fire Combat and the Leader would remain, completely unaffected.

[10.32] Leaders nullify "Disruption" of the units they are stacked with from Melee Combat, **but** they are reduced one level as the "cost" of the nullification. The destruction of a "4" level Leader **does** "save" his units from Disruption on the turn of the Leader's demise.

[10.33] Leaders are reduced **and** the units suffer the results of "½-Elim" and "Elim" from **Melee** Combat.

[10.4] SUMMARY OF LEADER CHARACTERISTICS (See the mapsheet)

[11.0] SCENARIOS AND VICTORY CONDITIONS

[11.1] SCENARIO FORMAT

Each Scenario is presented in the following way:
(0.0) Name of Battle (Date)

A **Force** (the name or leader of the side which will deploy and move first - unless otherwise specified): Units (the type and number available). VP (the Victory Point Total), PL (the Panic Level). Deployment (a hex identification letter, and distance from that hex that units may be set up). Stacking (the maximum number of units per hex). Leadership (see 10.22; if mounted units are exempt, "Mt.Ex." will appear).

B **Force** (following the same format as above).

Game Length (in complete Game-Turns).

Victory Conditions (separate, alternate conditions are separated by semi-colons).

Terrain Modifications.

Special Rules.

[11.2] LEVELS OF VICTORY

The Victory Conditions frequently specify geographic objectives, levels of victory, or both. The three levels of victory are: Marginal, Substantive, and Decisive. Victory Levels are calculated in terms of a ratio of Victory Points. For every Enemy units destroyed, the Victory Point total awarded is one-half the Melee Attack Strength (always rounded up) plus the Fire Attack Strength (if any).

[11.21] A **Marginal Victory** results when one side has a ratio of its own Victory Points to its opponent's Victory Points greater than 1 to 1, but less than 2 to 1.

[11.22] A **Substantive Victory** results when one side has a ratio of its own Victory Points to its opponent's Victory Points of 2 to 1 or better, but less than 3 to 1.

[11.23] A **Decisive Victory** results when one side has a ratio of its own Victory Points to its opponent's Victory Points of 3 to 1 or better.

[11.24] For any Victory Condition, a "higher" level of victory is always considered just as good. For instance, a Victory Condition that called for a "Marginal Victory and control of hex 'M'" would be considered fulfilled if hex 'M' was controlled and a Substantive or Decisive Victory had been achieved.

[11.25] When Victory Conditions are given in absolute numbers of units, rather than in Victory Levels, Class D and Class E units are not counted.

[11.3] CONTROL

Many scenarios call for the "control" of a particular hex or hexes. Control is awarded the Player whose unit occupies the required hex. If there is no unit in the hex, it is controlled by the Player whose unit occupied the hex last. If the hex has never been occupied, neither side controls it, regardless of its geography.

[11.4] EXITING UNITS

[11.41] Once units have been moved off the mapsheet in pursuit of a Victory Condition, they may never be brought back, regardless of whether or not the condition is fulfilled.

[11.42] To exit a unit from the mapsheet, the unit must have one Movement Point remaining to expend for it to "leave".

[12.0] OPTIONAL RULES

Optional Rules are designed to permit a greater depth of realism in the game at the sacrifice of some degree of playability. The following options

may be used independently of one another, or in any combination.

Certain ones will be strongly recommended by particular scenarios. Players should be fully conversant with the game system before attempting to add any of the options.

[13.0] PANIC

COMMENTARY:

Each unit in PRESTAGS has a Victory Point value equal to the unit's Melee Strength divided by two (counting Dot Melee Values as one; all fractions rounded up), plus its Fire Strength (if any). The total of all units' Victory Points is an expression of the army's worth. All armies in the scenarios have a numerical Panic Level, a percentage of its Victory Point total.

When losses in Victory Points attain the Panic Level, the army's organization begins to disintegrate. The Panic Level is reached when Enemy Victory Points (gained through the destruction of Friendly units) reach the Friendly Army's Panic Level.

GENERAL RULE:

For every Movement Phase that a unit is Panicked, it must attempt to move up to its Movement Allowance to a hex as many hexes as possible from the nearest Enemy unit. In so moving, it must always attempt to move from hex to hex, each of which is always further from any Enemy unit.

Units may never move into prohibited terrain, into Enemy-occupied hexes, or adjacent to Enemy fire units. It is possible that units may not move at all, if they were surrounded and no hex would place them further from Enemy units.

If possible, Panicked units must move off the mapsheet; in which case they are counted for Victory Points as if their loss had occurred in regular combat. They cannot return.

PROCEDURE:

Panic is determined the instant one side's Panic Level is equaled or surpassed. The entire army panics at once. The following are not panicked: all units stacked with or adjacent to "1" or "2" level Leaders and all units stacked with "3" or "4" level Leaders.

Panicked units may not attack; they defend at one-half their normal Melee Strength (fractions retained). Panicked units that are attacked by Fire or Melee Attack suffer all combat results and, in addition, are eliminated by "Disruption" results.

[13.1] DETERMINATION OF PANIC

[13.11] Panic may be attained in the middle of a phase, at the instant losses reach or surpass one side's Panic Level.

[13.12] If the **exact** Panic Level is reached at exactly the same time by both sides, the side which was the Defender in the action is considered to panic. The Attacker does not panic.

[13.13] If both sides **surpass** the Panic Level at exactly the same time, the side which surpasses its Panic Level by the greater number of Victory Points (i.e., lost more in the battle) is considered to be the panicked army. The other side may never panic then or thereafter.

[13.2] RALLYING

[13.21] All units that did not panic at the instant of panic in their army remain unpanicked indefinitely. Once the instant of panic has passed, no more units (of either side) ever panic, regardless of losses to either side.

[13.22] Leader units alone may Rally panicked Friendly units. At the end of each Friendly Movement Phase, all panicked units adjacent to or stacked with "1" and "2" level Leaders and all panicked units stacked with "3" and "4" level Leaders are "rallied", i.e., returned to unpanicked state for the remainder of the game.

[14.0] MELEE COMBAT AND ELEVATION

GENERAL RULE:

All hexes adjacent to dark-border Slope hexesides are Hilltop hexes. All hexes with Slope markings (see: Terrain Effects) are Slope hexes, which are lower than Hilltop hexes in elevation. All other terrain is called Ground-level and is lower than Slope elevation; all Ground-level terrain is considered equal in elevation.

[14.1] ATTACKING INTO HIGHER ELEVATION

[14.11] Any Class A or Class B unit on a Ground Level hex attacking a Slope hex, or on a Slope hex attacking a Hilltop hex, has its Melee Attack Strength cut in half.

[14.12] Any fractions caused by this reduction are retained and combat "odds" are calculated in the normal way. Thus, a Class A or B unit with an Attack Strength of five on a slope hex attacking a Hilltop hex would attack with 2½ Combat Strength Points. It would attack a unit defending with two Strength Points at Combat Odds of "one-to-one".

[14.13] This elevation penalty is calculated **before** the addition of any Combat Strength Bonus from Leader units, and before the correction (if any) for Flank Attacks.

[14.14] The presence of units not from Classes A and B in no way affects the penalty; it is still assessed.

[14.2] ATTACKS ON SLOPES

[14.21] Any Class A or Class B unit on a Slope hex attacking any unit on another Slope hex has its Melee Attack Strength cut in half.

[14.22] Fractions are retained and the penalty is calculated before Leader Bonus is added (see: 14.12, 14.13).

[14.23] This penalty is extracted regardless of whether the defender's Slope hex is on a contiguous Slope "line" or merely an unconnected, but adjacent, Slope hex.

[14.3] RESISTANCE TO DISRUPTION

[14.31] Class A and Class B units on Slope hexes may ignore all "Disruption" combat results, from Melee or Fire Combat.

[14.32] This resistance of Class A and Class B units on Slopes in no way influences any other unit stacked with them on the Slope hex (including Leader units, who must suffer results normally).

[15.0] TACTICAL CONCESSION

GENERAL RULE:

At any time, in any scenario, a Player may move his forces off the map to avoid greater casualties. The withdrawing Player automatically grants his opponent a Substantive Victory (unless the opposing Player has achieved or does achieve a higher level of victory before the withdrawal is completed).

PROCEDURE:

Units must be exited off the mapsheet from road hexes.

CASES:

[15.1] Granting a Tactical Concession means the granting Player **cannot** win the game. His opponent will gain at least a Substantive Victory (despite any printed Victory Conditions in the scenario) and possibly a higher level of Victory (per his Victory Conditions). The Substantive Victory is awarded even if, by some chance, the strategic situation should change after the declaration of "concession".

[15.2] The Concession is not complete until all units of the conceding Player are exited, destroyed or immobile. Players may, of course, agree to terminate a game mutually.

[15.3] Units once moved off the mapsheet may never return.

[15.4] Tactical Concession in no way interferes with the working of the optional rule Panic (13.0). In Panic, there is the chance that the situation can be reversed through rallied units. A Tactical Concession is a final concession of victory, leaving only the winner's level of Victory open to variations.

[16.0] FACING

GENERAL RULE:

All units have a particular side which is their front (three hexsides), as indicated by the unit type symbol on each counter. The three rear hexsides are referred to as the "Flank" of the unit. This reflects the battle formation orientation of the particular group of men that the counter represents.

PROCEDURE:

As a unit moves, it may only enter one of the three hexes that are to its front. Before it enters a hex, its facing is reoriented so that the front (top) of the counter is facing the hex to be entered.



A unit may only attack Enemy units in hexes which it fronts upon. A unit may only use its Melee Strength for defense if attacked solely from Front hexes; if it is attacked in part or whole through Flank hexsides, it defends at one-half of its Melee Strength. Obviously, it is **extremely** important for Players to pay close attention to their units' facing.

[16.1] EFFECT ON MOVEMENT

[16.11] Although units may only move into their Front hexes, they may at any time change their facing within a single hex up to 180 degrees by expending one Movement Point.

[16.12] Units stacked together in the same hex need not be faced in the same manner.

[16.13] Units found to be ambiguously faced after the Movement Phase may be adjusted by the Enemy Player to one of the two possible hexsides.

[16.2] EFFECT ON MELEE COMBAT

[16.21] Units attacked through a flank hexside defend at the "Flank" rate; that is, one-half of

their Melee Combat Strength. A combination Front and Flank Attack is considered a Flank Attack (supercedes rule 7.5).

[16.22] All fractions are retained in computing Flank Attacks.

[16.23] Units in the same hex faced differently will frequently defend at different rates, depending upon whether they are Flank Attacked or not. Note that this does not conflict with case 16.21 where a **combination** attack upon one (or many) units requires a flank reduction.

[16.24] The provisions of "Flanking Attacks" are ignored when this rule is used.

[16.25] Units with Melee Strength in brackets, when attacked from the Flank, defend at one-half of their Melee **Defense** Strength. For instance, an HC unit with a Melee Strength of [4], defends normally at "two" Strength Points, and would defend against a Flank Attack with "one" Strength Point.

[16.3] EFFECT ON FIRE COMBAT

[16.31] Fire units may only attack through their front hexes. This is true of normal Fire Combat and Defensive Fire.

[16.32] The flank hexes of fire units do **not** prohibit Enemy movement (this overrules case 6.41 of PRESTAGS Defensive Fire).

[16.33] In defending against Fire Combat of any kind, facing has no bearing whatsoever. Defense against Fire Combat is always based on a Terrain Fire Protection Strength.

[17.0] RETREAT BEFORE COMBAT

GENERAL RULE:

If attacked by **Melee** Combat, any unit in a hex may retreat one hex to an unblocked (i.e., passable) hex if the printed Movement Allowance of all the defending units in that hex exceeds the printed Movement Allowance of the fastest attacking unit by three Movement Points or more. If the retreat before combat option is used, the attacker may advance into the vacated hex and no further.

CASES:

[17.1] If a unit is unable to retreat due to terrain or stacking restrictions, it must remain and receive the attack.

[17.2] Victorious units advancing after the "retreat before combat" are **not** subject to Defensive Fire as a result of their advance. The advance is considered to have come about from Combat, not Movement.

[17.3] Units that retreat before combat are subject to any attack brought to bear against their new hex. They may **not** retreat again, nor may any units in the hex to which they retreat; i.e., they force any hex to which they retreat to receive attacks.

[17.4] Units that advance into vacated hexes may not attack in that Player-Turn.

[17.5] Some units in a hex may retreat, and others may be required to remain, dependent on their individual Movement Allowances.

[18.0] CONTACT

[18.1] Units engaged in Melee Attack which does not result in the elimination, half-elimination or disruption of one side or the other remain in **Contact**.

[18.2] Units in contact may not break off the action; i.e., leave the hex they were in at the establishment of Contact, until a decision is reached in some subsequent Game-Turn, nor may they change their facing.

[18.3] Additional units may join in an attack with units already in Contact, in which case the reinforcing units must observe the restriction of case 18.2.

[18.4] Place a Contact Marker on units involved in Contact situations.

[18.5] Contact terminates when one or the other side of the engagement is eliminated, half-eliminated, or disrupted by any combat.

[19.0] SIMULTANEOUS MOVEMENT SEQUENCE

When using this Simultaneous Movement option, there is a new Sequence of Play employed. Each Player plots his movement, or Fire Combat (offensive or defensive), or Melee Combat for each unit simultaneously; and then the units are moved or engage in Combat according to the plot. To use simultaneity, Players should consult 20.0, 21.0 and 22.0.

[19.1] SEQUENCE OUTLINE: THE GAME-TURN

(A) OPERATIONS PLOT PHASE: The Players simultaneously and secretly record the tasks (see 21.1) that each unit will perform on the Game-Turn.

(B) FIRE COMBAT RESOLUTION PHASE: All units plotted to engage in Offensive Fire do so, barring disruption in earlier phases of the current Game-Turn.

(C) MELEE COMBAT RESOLUTION PHASE: All units plotted to engage in Melee Combat now do so, barring disruption in earlier phases of the current Game-Turn (e.g., from Enemy Fire Combat).

(D) MOVEMENT RESOLUTION PHASE: All units plotted to engage in movement now do so, barring disruption in earlier phases of the current Game-Turn (e.g., from Enemy Fire or Melee Combat).

(E) DEFENSIVE FIRE COMBAT RESOLUTION PHASE: All units plotted to engage in Defensive Fire may do so, firing at an Enemy unit of their choice which has moved adjacent to them. Units

(F) TURN RECORD PHASE: The Players record the passage of one Game-Turn.

[20.0] HOW TO USE THE SIMULTANEOUS MOVEMENT PLOT CHART

GENERAL RULE:

During each Operation Plot Phase, both Players must record each unit's task (see 21.1, Individual Task Summary) on his Simultaneous Movement Plot Chart. Each unit may execute only **one** type of task per Game-Turn.

PROCEDURE:

The Owning Player writes the identity number of the unit in the first column along with the operation code (see 21.1) to be performed. If a unit is **moving**, the hexes moved through (one-by-one) must be listed. If a unit is **firing**, it must be specified whether Defensively or Offensively; and if Offensively, the target hex must be given. If a unit is **melee** attacking, the target hex must be

given. If a given hex takes more than one Movement Point to enter, the number of Movement Points expended to enter is also written down.

To make a Plot Chart, divide an ordinary sheet of lined paper into $\frac{1}{2}$ " wide columns. One unit is listed on each line; hex numbers are listed in the columns to the right. Pre-printed Plot Charts are available from Simulations Publications (see current catalog for details).

[20.1] SECRECY AND HONESTY

Each Player's Simultaneous Movement Plot Chart is to be hidden from the other Player until the end of the game. If there is any question about the other Player's orders, the Player is advised to write them down and compare them with the Simultaneous Movement Plot Chart at the end of the game. A Player who secretly violates the rules to gain an advantage, forfeits the game.

[20.2] ORDER OF COMBAT

Combat occurs in different Phases. All combat in the same Phase is considered simultaneous; all combat in different Phases is strictly sequential and consequently the results are cumulative.

[20.21] A unit may always complete an attack if it suffers an adverse combat result in the **same** phase of its own attack. For instance, a unit which is engaging in Melee combat would complete its attack even if it were disrupted by Enemy combat during the **same** phase.

[20.22] A unit may not perform its plotted task if it suffers an adverse combat result in a phase **prior** to the phase of its execution. Therefore, a unit plotted to Melee Attack could not do so if it were disrupted in the previous Fire Combat Phase. Strict attention is necessary to the Sequence of Play.

[20.3] SIMULTANEITY OF MOVEMENT

All movement plotted for execution in the same Phase is considered simultaneous. All Movement must be executed; units may never alter their Movement in response to Enemy actions.

[20.4] INVIOABILITY OF THE PLOT

Once the Operation Plot Phase is completed for the Game-Turn, the Players must attempt to fulfill the "orders". There can never be any change in the Plot through the volition of the Players once the Operation Plot Phase is completed. The only reason for variation between what is plotted and what is executed is in conditions brought about by enemy operations that render the Friendly Plot impossible. Plots written either indecipherably or with operations impossible to execute within the rules are treated as "no plot"; that is, the unit simply remains stationary for the Game-Turn.

[21.0] INDIVIDUAL TASKS SUMMARY

GENERAL RULE:

During a given Game-Turn, each unit may only perform one task.

PROCEDURE:

During the Operation Plot Phase, the Player may write down any of the following tasks of which the unit is capable (obviously, Melee units cannot execute Defensive Fire). Each task is identified by a letter code, which may be used in assigning the task on the Simultaneous Movement Plot Chart.

No more than one of the detailed tasks may be allocated to a single unit in a given Game-Turn. Once the task is allocated, the assigned unit must attempt to execute the task during the appropriation Execution Segment of the various Phases (see 19.1).

[21.1] UNIT TASKS

- OF OFFENSIVE FIRE: a fire unit must identify its target hex.
- DF DEFENSIVE FIRE: a fire unit will be capable of using Defensive Fire upon any Enemy unit that moves adjacent to it during the Movement Resolution Phase.
- ML MELEE: a Melee unit must identify the hex it is attacking. A fire unit loses its Defensive Fire Zone for a Game-Turn in which it is plotted to Melee (ML). Fire units engaging in Melee Attack are treated **only** as Melee Units for that Game-Turn.
- MV MOVEMENT: a unit must identify all hexes through which it intends to move and its destination hex. A fire unit loses its Zone of Control for defensive purposes for a Game-Turn in which it is plotted to move (MV). Fire units engaging in movement have **no** Defensive Fire capability, **nor** do they inhibit Enemy units in hexes adjacent to them.

[21.2] OPERATION INTERRUPTION

After the Operation Plot, there are several ways a unit can be deterred from completing its plot: through disruption caused by any activity of phases prior to its own execution phase for the Game-Turn; or through destruction of its "target" as a result of prior phases; or through any combat result (such as advance by its "target" unit out of the "target" hex) that makes its plot impossible to execute.

[22.0] MOVEMENT RESOLUTION

[22.1] CONTINUITY OF MOVEMENT

[22.11] Movement must be plotted continuously, without any pause or "dead" time. The movement must be accomplished hex-by-hex to the destination (by any route) with no gaps between hexes.

Therefore, a Movement Plot calling for three clear hexes of movement, a two Movement Point "pause", and another two clear hexes of movement would **not** be allowed. If the Player wished the unit to move five hexes, it would have to be plotted continuously on the first five lines of the Plot Chart.

[22.12] Movement is executed hex-by-hex. There is no differentiation between the amount of time it takes a "fast" unit to cover the same distance as a "slow" unit. All movement is executed hex-by-hex.

[22.2] OPPOSING FORCES ENTERING THE SAME HEX

[22.21] If units of opposing forces attempt to enter the same hex in the Movement Resolution Phase, the force with the greater number of Melee Attack Strength Points will enter the hex first.

[22.22] Bracketed Melee Attack Strength Points are undifferentiated from non-bracketed Strength Points in the Attack Strength Point calculation.

[22.23] If opposing forces are of the **same** Melee Attack Strength Point as they attempt to enter the same hex in the Movement Resolution Phase, the die is rolled and the higher result enters the hex first.

[22.3] OPPOSING FORCES CROSSING THE SAME HEXSIDE

Opposing forces that attempt to cross the same hexside **or** enter the hex of an Enemy unit finished with movement must **stop**. There is no further movement by either side; and there is **no** combat (since they were plotted for movement **and** all combat segments for the Game-Turn are completed).

[23.0] DEFENSIVE STRENGTH VARIATION

[23.1] UNITS ATTACKED WHEN PLOTTED TO MOVE

[23.11] If units are plotted to move and are attacked by **Melee** Combat, they defend at one-half their normal Defense Strength (fractions retained).

[23.12] If units are plotted to move and are attacked by **Fire** Combat, they defend at their normal Fire Protection Strength (see: Terrain Effects Chart for full Fire Protection Strength listings).

[23.2] UNITS ATTACKED WHEN PLOTTED TO FIRE [OF or DF]

If units are plotted to use Fire Combat (Offensive or Defensive) and they are attacked by any means, they defend at full strength (Melee defense or Fire Protection Strength). They may still execute their plot.

[23.3] UNITS ATTACKED WHEN PLOTTED TO MELEE ATTACK

If units are plotted to Melee Attack and they are attacked by any means, they defend at full strength (Melee Defense or Fire Protection Strength). It is entirely possible that a unit might defend with its Melee Defense Strength **and** attack with its Melee Attack Strength in the same Melee Combat Execution Phase.

HOW TO USE THE TRACKS ON THE MAP

Each Player keeps track of the Victory Points he has scored on the **Victory Point Record**. Use the three appropriately colored arrowhead markers to record the Victory Points as they are scored by placing the markers in the appropriate boxes. Players should be careful not to move the markers of the opposing Player. For example, if the current total of Victory Points is "27", there would be a marker in the "000" box, the "20" box, and the "7" box.

To begin the game, one of the Players places the Game-Turn Marker in the first space on the Turn Record Track. The Players follow the Sequence of Play until the first Game-Turn is complete, at which time the Game-Turn Marker is moved to the number two space on the Turn Record Track. This procedure is followed at the end of each Game-Turn, until the final Game-Turn in the scenario being played. [Note that most scenarios end before the Game-Turn Marker reaches the final space, numbered 30, of the Turn Record Track.]

EXCLUSIVE RULES & SCENARIOS FOR CHARIOT

Tactical Warfare in the "Biblical" Age, 3000-500 BC

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7.0 DESIGNER'S NOTES

[1.0] CHARIOTS

GENERAL RULE:

Chariots are vehicle units that can be used by BW, IB, SK and Leader units to increase their Movement Allowance. Chariots move during the Chariot Phase, which precedes the Fire Combat Phase of each Player-Turn and during the Movement Phase.

PROCEDURE:

To embark on a Chariot unit, units must begin their Friendly Chariot or Movement Phase adjacent to a Chariot unit. They are first placed in the same hex as the Chariot unit, without expending any Movement Points and before any movement occurs. The units are then moved, up to the Chariot's Movement Allowance. The carried unit forfeits independent movement during the Movement Phase.

At the end of the Friendly Chariot Phase or Movement Phase, units may disembark from Chariot units by merely being placed in any non-Enemy occupied hex adjacent to the Chariot unit. Units may embark and disembark in the same Chariot Phase or Movement Phase. Disembarked units are liable to normal Defensive Fire.

CASES:

[1.1] Chariots have no direct effect upon combat; they are modes of transportation for BW, IB, SK and Leader units.

[1.2] The Chariot Phase in no way alters the Sequence of Play; it precedes the Fire Combat/Movement/Melee Combat/Disruption Recovery Sequence.

[1.3] Units on Chariots do not have to disembark to take part in Fire or Melee Combat. They must, however, await the appropriate segment of the Sequence of Play to take part in combat.

For instance, if a BW unit moves on a Chariot during the Chariot Phase, it could take part in Fire Combat immediately after the Chariot movement. An SK unit could move with a Chariot during the Chariot Phase, fire during Fire Combat, and continue moving with the Chariot during the Movement Phase. Or an SK unit could move

during the Chariot Phase, move again during the Movement Phase, and then Melee Attack.

[1.4] The one Movement Allowance of a Chariot (nine Movement Points) is the total the Chariot has available for both Movement Phases of each Player-Turn. Therefore, if a Player uses six Movement Points of the Chariot in the Chariot Phase, he would have three Movement Points left for the Movement Phase. Or, a Player could use all of the Movement Points in one, or the other, phase.

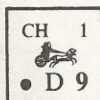
[1.5] Chariots are "stopped" by undisrupted Enemy fire units' Zones of Control only for that phase; e.g., a Chariot that moves adjacent to an Enemy fire unit in the Chariot Phase could then move elsewhere in the Movement Phase **unless**, of course, it was disrupted by Defensive Fire during the Fire Combat Phase. Chariot units must also cease movement for that Player-Turn upon entering a stream hex.

[1.6] Units may embark only onto Friendly Chariot units. There is no way to "capture" Enemy Chariots.

[1.7] Chariots follow the rules for disruption recovery.

[1.8] Only one unit may be embarked on a single Chariot unit at any one time. For these purposes, Leader units (CM) do not count; i.e., Leader units may be carried by Chariots freely in addition to any other single unit. Chariots themselves do count for stacking limitations.

[1.9] At the end of a given Friendly Chariot or Movement Phase, Chariot units may not be stacked with any other units, except units embarked on the Chariots, or Leader units.



[2.0] LEADERS

[2.1] In addition to the standard four levels of Leader units, there are two categories of civilian Leaders in Chariot: Levels 5 and 6.

[2.2] In a Leader reduction situation (see 10.3), a level 5 Leader may be reduced one level lower to a "6". Civilian Leader "6", forced to be reduced, is eliminated instead.

[2.3] If using Rule 13.0, Panic, "5" and "6" level Leaders are given the powers of "3" or "4" level Leaders in respect to preventing panic and rallying (see 13.0).

A level "4" Leader unit may never be reduced to a "5" or "6". It is eliminated instead.

[3.0] OPTIONAL RULES

[3.1] RANGE EFFECTS

The efficiency of missile weapons drops off drastically with increased range to their target. Consult the accompanying chart to find the corrected Fire Strength of all fire units cross-indexed with the distance to their target. All fire units have full strength at a range of one hex (hexes adjacent to themselves). SK (Skirmishers) units are not included; their maximum range is only one hex, at which they fire with full strength.

UNIT

FIRE STRENGTH

Distance [hexes]

		1	2	3
BW	Bowmen	2	1	•
IB	Improved Bowmen	2	2	1
HB	Horse Bowmen	1	1/2	•

[3.2] UNIT CAPABILITY CHART

Effect on Melee Defense Strength:

Defending Unit:	MS, MI	Attacking Unit: AX, SD	MC
MS, MI	x1	x1/2	x2
AX, SD	x1	x1	x1/2

The type of Attacker should be cross-referenced with the type of Defender; the Melee Defense Strength is multiplied by the indicated factor. Any combination not covered in the Unit Capability Chart is assumed to engage at normal Combat Strengths.

In the case of more than one category of Attacker, benefits are given the Attacker. Thus, if the Attacker was using two Swordsmen (SD) and a Light Troops unit (LT) and the defending hex had Militia Spearmen (MS) and Light Troops (LT), the Militia Spearmen would be halved. Fractions are retained in any modifications.

[4.0] THE BASIC SCENARIO, ROME (753 BC)

Romans: 9MI, 3AX, 4SK. VP 27, PL —. Deploy: D-3. Stacking: 1.

Sabines: 6MS, 7AX, 2BW. VP 32, PL —. Deploy: H-3. Stacking: 1.

Game Length: 10 Game-Turns.

Victory Conditions: Control of hex "D" by the end of Game-Turn Ten.

Terrain Modifications: Ignore all Slope and Hilltop hexes on the mapsheet.

Special Rules: Do not use Leader rules; all units are considered in the Movement Control Radius at all times. Do not use any Optional Rules. There are no Panic Levels given.

Historical Notes: Rome, traditionally, was founded by a band of rude farm boys, cut-throats, shepherds and other undesirables. In fact, they were so undesirable that no one would marry them. Romulus (753-716 BC according to legend), their king, therefore engineered a massive kidnapping expedition known to history as "The Rape of the Sabine Women." Not without reason, the Sabine men objected and a war ensued, supposedly ended by the intervention of the erstwhile Sabine, now Roman, women who pointed out that whoever won they would lose, either their fathers and brothers or their new-found "husbands." This scenario is purely conjectured and is designed primarily to introduce the techniques of play and to allow us to write some interesting historical notes.

[5.0] GAME PLAYER'S SCENARIOS

[5.1] THE DELTA (1675 BC)

Hyksos: 6MI, 6MS, 12AX, 2BW, 10CH, 1"2", 2"3", 3"4". VP 64, PL 20. Deploy: P-4. Stacking: 2.

Egyptians: 16MI, 8AX, 6IB, 4SK, 1"3", 2"5", 2"6". VP 67, PL 17. Deploy: G-5 and/or J-5. Stacking: 1.

Game Length: 10 game-Turns.

Victory Conditions: Control of hex "K" by the end of Game-Turn Ten.

Historical Notes: The Hyksos domination of Egypt began during the Seventeenth Century BC. Bringing horses and chariots with them, the Hyksos managed to overwhelm less mobile Egyptian forces time after time. This scenario illustrates a hypothetical battle fought between the Hyksos and rebellious Egyptians somewhere in the Delta region on the edge of the desert. The Hyksos army is attempting to capture the oasis before nightfall, after a long desert march.

[5.2] BABYLON (1595 BC)

Hittites: 10MS, 8AX, 4BW, 4SK, 10CH, 2"3", 3"4". VP 75, PL 30. Deploy: P-4. Stacking: 1.

Babylonians: 16MI, 4MS, 4AX, 4MC, 4BW, 8CH, 1"3", 3"6". VP 64, PL 20. Deploy: L-5. Stacking: 1.

Game Length: 15 Game-Turns.

Victory Conditions: The **Hittites** must eliminate twice as many Babylonian units as they themselves lose by the end of Game-Turn Fifteen, with a minimum of twelve Babylonian units being eliminated. The **Babylonians** must prevent these conditions.

Special Rules: Babylonian Chariot units have a Movement Allowance of 6. Hittite Chariot units have a Movement Allowance of 10.

Historical Notes: In 1595 BC, Musilis I of Hatti (1620-1590 BC) raided into Syria and Mesopotamia, sacking Aleppo, Mari and Babylon itself. Just as swiftly as he had come, he then turned around and returned home, leaving Babylon a powerless city. From the swiftness of his conquest it seems likely that the King of Babylon, Samsu-detana, did something foolish. Samsu-detana (1625-1595 BC) offered battle to the Hittites, rather than attempt to sit it out behind the walls of Babylon. On a raiding expedition, it would have been unlikely that Musilis would have the resources or time to attempt a siege. In any case, a major battle seems to have occurred not far from Babylon in which the Hittites, using newer, swifter chariots, iron weapons, and a cohesive, regular army overwhelmed the Babylonian levies. In this situation, the Hittites must decisively defeat the Babylonians to avoid a siege.

[5.3] MEGIDDO (1469 BC)

Egyptians: 12MS, 12AX, 4IB, 4SK, 6CH, 1"1", 2"5", 4"6". VP 85, PL 26. Deploy: C-4. Stacking: 2.

Syrians: 18MI, 6MS, 12AX, 4SK, 4CH, 1"2", 3"5". VP 74, PL 23. Deploy: E-5. Stacking: 1.

Game Length: 12 Game-Turns.

Victory Conditions: The **Syrians** must prevent the Egyptians from having five or more units south of the stream by the end of Game-Turn Twelve. The **Egyptians** must control hex "A" by the end of Game-Turn Twelve. If neither conditions is met, or both, the game is a draw.

Historical Notes: The greatest Egyptian monarch was Thutmose III (1491-1449 BC). He carried Egypt's frontiers as far as the Euphrates River and conquered all of Syria and Palestine in seventeen campaigns. Around 1470 BC, a number of Egyptian subject kingdoms in Syria revolted, among them the Kingdom of Kadesh. In a swift campaign Thutmose rapidly brought the rebels to battle at Megiddo (also known as Armageddon) in Syria. Personally leading one wing of his army, he overthrew the rebels in a flanking attack. This is the first battle in recorded history.

[5.4] KADESH (1294 BC)

Hittites: 12MS, 12AX, 4BW, 4IB, 6SK, 10CH, 1"2", 3"3", 3"4". VP 107, PL 43. Deploy: May enter on any Game-Turn, with any part of their force beginning with their first Player-Turn from the West, North, or East edge of the mapsheet and may continue to bring on the remaining force (if any) on subsequent Game-Turns. Deploy second. Move first. Stacking: 3.

Egyptians: Deploy: P-3: 4MI, 6MS, 6AX, 4IB, 4CH, 2"5", 2"6"; Deploy: E-4: 2MI, 3MS, 3AX, 2IB, 8CH, 1"1", 2"6"; Deploy: A-5: 2MI, 3MS, 3AX, 2IB, 8CH, 1"3", 1"4", 1"5". VP 110, PL 33. Deploy first, move second. Stacking: 2.

Game Length: 15 Game-Turns.

Victory Conditions: The **Hittites** must destroy 25 or more Egyptian units while losing 15 or fewer of their own, by the end of Game-Turn Fifteen. The **Egyptians** must prevent these conditions.

Historical Notes: Ramses II of Egypt (1299-1224 BC) made several attempts to conquer Syria. In one of these he was surprised near the city of Kadesh by an army of about 20,000 Hittites under King Metella (1306-1282 BC). The Egyptian army, also of about 20,000 men, was strung out considerably, and the two leading divisions were hard pressed when, primarily as a result of good luck, some additional Egyptian troops came up and some Syrian allied troops as well. The battle ended in a draw, but Ramses managed to convince Egypt that he'd won a smashing victory and put up monuments telling of his heroic deeds. This is one of the few battles for which we have any information and the scenario more or less follows what we know.

[5.5] SINAI (c. 1225 BC)

"Sea Peoples": 8MS, 4AX, 2SD, 2BW, 4SK, 1"2", 2"3", 3"4". VP 52, PL 16. Deploy: C-3. Stacking: 2.

Egyptians: 6MI, 4MS, 4AX, 4IB, 2SK, 6CH, 1"4", 3"5", 4"6". VP 54, PL 17. Deploy: A-3. Stacking: 2.

Game Length: 12 Game-Turns.

Victory Conditions: Control of hex "E" by the end of Game-Turn Twelve.

Historical Notes: The "Sea Peoples," probably of Indo-European origin, made several descents on Egypt during the latter portion of the Thirteenth Century BC, but were successfully kept at bay by Pharaoh Ramses II and his son Merneptah (1224-1214 BC). A major battle was fought by Merneptah on the coast of the Sinai during which the "Sea People" were defeated in an attempt to invade Egypt from Palestine. Historically, the Phillistines, and perhaps Homer's Achaeans, were "Sea Peoples." In this scenario, the two armies are contending for control of a vital oasis.

[5.6] QARQAR (854 BC)

Assyrians: 12MS, 4AX, 2SD, 3IB, 2HB, 10CH, 2"2", 3"3". VP 64, PL 32. Deploy: C-3. Stacking: 3.

Allies: 14MI, 6MS, 10AX, 6BW, 6SK, 10CH, 3"3", 5"6". VP 100, PL 30. Deploy: D-3. Stacking: 2.

Game Length: 15 Game-Turns.

Victory Conditions: Control of hex "E" by the end of Game-Turn Fifteen.

Historical Notes: With the threat of imminent conquest by the Assyrians staring them in the face, the Kingdoms of Israel, Ammon, and Damascus put aside their petty differences and joined together to oppose a strong Assyrian army which had begun the conquest of Syria. At Qarqar, the Allied forces met the Assyrians and were overwhelmed; but troubles had sprung up in other parts of the Assyrian Empire and the Assyrians, rather than complete the conquest of Syria and Palestine, marched home. They did not finally subdue all of Syria and Palestine until nearly a century later, although they had large parts within five years.

[5.7] TABAL (706 BC)

Cimmerians: 8MI, 8AX, 4BW, 4SK, 1"2", 2"3", 3"4". VP 54, PL 22. Deploy: E-3. Stacking: 2.

Assyrians: 6MS, 4AX, 2SD, 2IB, 4HB, 4CH, 1"1", 2"2", 4"3". VP 49, PL 25. Deploy: Enter on South edge of the mapsheet on the Assyrian first Player-Turn. Stacking: 3.

Game Length: 15 Game-Turns.

Victory Conditions: Control of hex "E" by the end of Game-Turn Fifteen.

Historical Notes: The Cimmerians, an Indo-European people, invaded Anatolia from the Caucasus in the early First Millenium BC. Sometime before 700 BC, their presence began to concern the Assyrians. In 706 BC Sargon II of Assyria (722-705 BC) led a punitive expedition against the Cimmerians in the region of Tabal as depicted in this scenario.

[5.8] CHARCHEMISH (608 BC)

Egyptians: 6MI, 6MS, 10AX, 8IB, 4SK, 4HB, 10CH, 1"3", 2"4", 2"5", 4"6". VP 101, PL 31. Deploy: Enter on the East side of the mapsheet on Game-Turn One. Deploy second, move first. Stacking: 2.

Babylonians: 8MS, 8AX, 8MC, 4BW, 4IB, 10CH, 2"3", 3"4", 3"5". VP 90, PL 27. Deploy: D-5. Deploy first, move second. Stacking: 2.

Game Length: 6 Game-Turns.

Victory Conditions: Control of hex "A" by the end of Game-Turn Six.

Historical Notes: Just a year after Necho's Egyptians had overthrown the Judeans at Armageddon they came up against the rising Neo-Babylonian Empire at Charchemish in northern Syria. Nebuchadnezzar, son of Nabopolassar (625-605 BC) of Babylon defeated the Egyptians, who were allied with the remnants of the once-mighty Assyrian armies, and ended centuries of Egyptian influence and control in the area.

[5.9] THYMBRA (546 BC)

Persians: 6MS, 6AX, 6SD, 4IB, 8HB, 10CH, 1“1”, 2“3”, 2“4”. VP 79, PL 32. Deploy: F-5. Stacking: 2.

Lydians: 12MS, 12AX, 6SD, 2MC, 4BW, 4SK, 4CH, 1“2”, 3“3”. VP 96, PL 29. Deploy: C-8. Stacking: 1.

Game Length: 20 Game-Turns.

Victory Conditions: The **Lydians** must prevent the **Persians** from having five or more non-Chariot units south of the stream, and must control hex “E” by the end of Game-Turn Twenty. The **Persians** must control hexes “A” and “E” by the end of Game-Turn Twenty. If neither condition prevails, the result is a draw.

Historical Notes: Croesus of Lydia (560-546 BC), with some help, invaded Persia in response to an ambiguous oracle (“If you invade Persia you will destroy a great kingdom.”) After some initial success, he was forced to fall back under Persian pressure. The **Persians**, led by Cyrus the Great (559-530 BC), although outnumbered, then invaded Lydia. At Thymbra, the **Persians** deployed in a large square, covering their flanks with chariots and light cavalry. They energetically repulsed the Lydian attacks with effective flanking movements, the Lydian army was destroyed, and, of course, the **Lydian** kingdom was destroyed in fulfillment of the oracle’s prediction.

[6.0] HISTORIAN’S SCENARIOS

[6.1] BUBASTIS (c. 3000 BC)

Upper Egyptians: 8MI, 4BW, 4SK, 1“1”, 1“4”, 1“5”, 1“6”. VP 36, PL 9. Deploy: B-6. Stacking: 1.

Lower Egyptians: 12MI, 2BW, 6SK, 2“4”, 1“5”, 1“6”. VP 40, PL 10. Deploy: E-6. Stacking: 1.

Game Length: 15 Game-Turns.

Victory Conditions: **Upper Egyptians** must control both village hexes at the end of Game-Turn Fifteen. **Lower Egyptians** must prevent this condition.

Historical Notes: This scenario depicts a hypothetical battle between the Upper Egyptians under Menes and the forces of the Lower Egyptian city of Bubastis during Menes’ wars for the unification of Egypt. Nothing is known of this war beyond the bare fact that it occurred, but something akin to this sort of battle most probably occurred several times, as the more highly organized Upper Egyptians spread their control. In this situation, the village is assumed to be an important road junction on the route to Bubastis and a convenient source of supplies.

[6.2] ARMAGEDDON (609 BC)

Egyptians: 12MS, 12AX, 8IB, 6SK, 10CH, 2“3”, 3“5”. VP 105, PL 32. Deploy: E-5. Stacking: 2.

Judeans: 10MI, 10MS, 10AX, 10BW, 4SK, 4CH, 1“2”, 2“3”, 3“4”. VP 102, PL 41. Deploy: H-6 and/or J-6. Stacking: 1.

Game Length: 10 Game-Turns.

Victory Conditions: The **Egyptians** must get 15 non-Chariot units, or more, off the mapsheet within five hexes of the Southwest corner by the end of Game-Turn Ten. The **Judeans** must prevent this condition.

Historical Notes: Nech II (610-595 BC), one of the last notable Pharaohs, revived Egyptian power long enough to undertake a campaign in Palestine after the fall of the Assyrian Empire. At Armageddon, a favorite battlefield of the times, he met and defeated the forces of the Hebrew Kingdom of Judah. In this scenario, the **Judeans** are attempting to prevent the **Egyptians** from advancing through some hills into their fertile fields.

[6.3] LAKE REGILLUS (c. 496 BC)

Romans: 16MI, 9MS, 6AX, 4SD, 3MC, 8SK, 1"1", 1"2", 3"3", 1"4". VP 90, PL 27. Deploy: D-5. Stacking: 2.

Etruscans: 12MI, 12MS, 8AX, 4SD, 12MC, 1"2", 2"3", 4"4". VP 91, PL 28. Deploy: C-5. Stacking: 2.

Game Length: 15 Game-Turns.

Victory Conditions: The Etruscans must get 20 or more units off the south edge of the map-sheet by the end of Game-Turn Fifteen. The Romans must prevent this condition.

Historical Notes: According to legend, Rome overthrew Etruscan domination in 509 BC and confirmed this in a great battle near Lake Regillus, at which the Romans defeated their former overlords. As legend has it, the gods Castor and Pollux fought alongside the Romans that day. Historically, some such encounter seems to have actually taken place. The outcome seems to have been very different, however, for there is considerable evidence that there were Etruscan rulers in Rome even after 496 BC. In this scenario, the Romans must attempt to prevent the Etruscans from cutting their line of retreat.

[6.4] THE AEQUI (458 BC)

Aequi: 16MI, 6AX, 12MC, 6SK, 3"3", 3"4". VP 76, PL 23. Deploy: C-6. Deploy second, move first. Stacking: 2.

Romans: 8MS, 8AX, 4SD, 4MC, 2BW, 4SK, 1"2", 2"3", 2"4". VP 71, PL 22. Deploy: K-3. Deploy first, move second. Stacking: 3.

Game Length: 10 Game-Turns.

Victory Conditions: The Romans must hold the line of eight hexes from hex "G" to hex "J" inclusive, by the end of Game-Turn Ten. The Aequi must prevent this.

Historical Notes: In her long climb to power, Rome encountered the most serious difficulties during the conquest of Italy. Several other peoples successively challenged Rome for control of first Latium, then Central Italy and, finally, all of Italy. One of these people was the Aequi, living in the Appenines northeast of Rome. At one point, the Aequi threatened to take a Roman fortress. A Roman army was quickly gathered under the command of Cincinnatus and marched out to defeat the Aequi. This scenario assumes that the Aequi were attempting to force a pass in order to send raiding parties into Roman territory.

[7.0] DESIGNER'S NOTES

[7.1] GENERAL SYSTEM COMMENTS

PRESTAGS is, of course, an attempt to unify five older games, namely Armageddon, Phalanx, Centurion, Dark Ages and Renaissance of Infantry into one compatible system. Many of the older games differed widely in their levels of complexity and their attempts to simulate the various periods of warfare. For example, in the original Phalanx system, each counter had an actual stacking point value and it was necessary to compute these values not only at the end of the Movement Phase, but also during the course of movement, in the Movement Phase. There were also more restrictive leadership rules, that forbade a unit from effectively doing anything outside of leadership control radius (which was also more limited). In that game, a unit could not even turn facing to meet an enemy attack without leadership.

A great deal can be learned from these games, the old five and the new five, by the game player about how and why game systems develop. The first two games, Renaissance of Infantry (originally published in S&T nr. 22) and Centurion (published in S&T nr. 25), were originally done by a consortium of talent headed by James Dunnigan, Al Nofi, and R. A. Simonsen. These produced many innovations, but the games essentially concentrated on certain mechanical aspects, while ignoring the human; thus facing was invented in this period, as well as feudal cavalry charges, etc., but there were no effective leadership control rules. Then John Young took over the leadership in pre-Seventeenth Century tactical games and designed and developed Phalanx, and cooperated with S.B. Patrick on the Dark Ages game. These games essentially built on the basis of the prior two games, and continued expanding by incorporating innovations such as contact and very restrictive leadership factors.

Finally, Armageddon (S&T nr. 34) was done. This was a complete reversal from the complexity levels that had been incorporated into Phalanx and Dark Ages. The feeling at that time was that the simplest game possible would be most widely accepted. The period lent itself to this since almost nothing concrete is known about the warfare.

During this series we gradually realized that SPI had made a number of mistakes, both in the actual production and the game design conceptions. Insufficient quality of development and basics such as proofreading made these games suffer. Additionally, although people (some of them at least) enjoyed many of the game restrictions (leadership, feudal cavalry, etc.), this could be overdone.

In this latest attempt, PRESTAGS is attempting to satisfy almost all the people who will buy these games. There are at least two or more levels of complexity in every game. The scenarios have been checked for accuracy at least three times. Many of the inhibiting rules have been changed to moderate their influence. New scenarios have been included, and others revised.

Most importantly, these games are also completely homogeneous. Although many people independently have "linked" the previously published games, this system has been designed from the ground up to demonstrate the ebb and flow of military systems, throughout most of recorded history, and to permit the game player to match them in any way desired. For the first time it is possible to match the pharaoh's armies against a Spanish tercio, or Alexander the Great against Scipio Africanus. This is possible only due to the earlier games, and the advance of the state of the art.

[7.2] CHARIOT DESIGNER'S NOTES

Chariot is perhaps the cleanest of all the PRESTAGS games, in terms of the number of potential optional and scenario rules. The only two items which are exceptional in this period are the existence of the chariot and the civilian leaders.

The chariot was a weapon by which the limited strikepower of missile weapons could be accelerated by movement, and rendered less vulnerable to return fire and melee. Civilian leaders were a phenomenon of Ancient Egypt wherein class distinction was fairly important. The civilians were responsible for organizing and supplying the troops, and were their recognized leaders. In case of battle (a rare occurrence), the military leaders took over. However, the civilian leaders seem to have organized the troops for marching and formation prior to any attacks.

EXCLUSIVE RULES & SCENARIOS FOR SPARTAN

Tactical Warfare in the Hellenistic Age, 500-100BC

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7.0 DESIGNER'S NOTES

[1.0] ELEPHANTS

GENERAL RULE:

Elephants are peculiar. They may be engaged in organized combat only once. After this combat, they run rampant. Upon running rampant, the Elephants move randomly until destroyed by Enemy or Friendly combat, or moving into certain terrain fatal to them.

PROCEDURE:

Elephants run rampant in the first Friendly Movement Phase following their involvement in any form of combat. For each Movement Phase then and thereafter, roll the die twice. The first die roll determines direction (a "one" is toward the Turn Record Chart on the mapsheet; a "two" is 60 degrees clockwise from that direction, and so forth). The second die roll determines the Elephants' Movement Allowance for that Phase.



This direction and Allowance randomization is done separately for each rampant Elephant unit.

If the rampaging Elephants move adjacent to any unit, Friendly or Enemy, they immediately attack it in a Melee Combat during the Movement Phase. The attack is resolved at once. The process continues for all rampaging Elephants until they are destroyed in combat, or they attempt to move into Swamp or Lake hexes (in which case they are eliminated).

[1.1] MECHANICS OF RAMPAGING

[1.11] Rampaging Elephants pay normal Terrain costs.

[1.12] To leave the mapsheet, Elephants must possess one unused Movement Point.

[1.13] Two die-roll processes are performed individually for each rampaging Elephant unit on the mapsheet regardless of possible stacking limitations.

[1.14] Elephants are unaffected by the Movement Control Radius of Leader units. They may take advantage of Leader Combat Bonuses in their one organized combat.

[1.15] Elephants will even attack other Elephants. If the "defender" had not yet gone rampant at this point, he would in the next Friendly Movement Phase (his self-defense constituted his one allowed "combat").

[1.16] Elephants always advance after combat if possible.

[1.2] EFFECTS OF RAMPAGING

[1.21] Each Elephant marker rampages by itself.

[1.22] Rampaging Elephants attack all units, Enemy and Friendly, to which they come adjacent.

[1.23] Rampaging Elephants are destroyed when they attempt to move into a Swamp or Lake hex, enter impassable terrain, or move off the mapsheet.

[1.24] The destruction of an Elephant unit, by any means, counts as a "combat" loss to the owning Player, even if he destroys his own Elephants to prevent further rampage losses.

[1.25] Once Elephants rampage, they are completely unaffected by Leader units.

[1.26] Elephants cannot be "rallied" from their rampant state.

[1.27] Elephants cannot be Disrupted; only a "1/2-Elim" or "Elim" result affects them.

[1.28] If using Optional Rule 13.0, Panic, all Elephant units in an army that reaches Panic Level are assumed to "rampage" unless fulfilling the usual non-panic rules (proximity to specified Leader units).

[2.0] LEADER REDUCTION

Although no **Spartan** scenario begins with a "4" level Leader unit, the unit is still used as part of the Leader Reduction system (see: 10.4).

[3.0] OPTIONAL RULES

[3.1] ALEXANDER THE GREAT

[3.11] Units involved in a Melee Combat which are stacked with the level 1 Leader, Alexander unit shift the combat odds two columns in their favor.

For instance, units in a Melee attack at 3:1 odds would consult the 5:1 odds column of the Combat Results Table. Units defending with 5:1 odds against them would defend at 3:1 odds if the Alexander unit is present in the attacked hex.

[3.12] The Alexander unit takes part in all regular Leader rules (Combat Bonus; Movement Control).

[3.2] DARIUS, KING OF KINGS

[3.21] The level 1 Leader, Darius unit, once placed at the start of the game, may never be moved until an Enemy unit comes adjacent.

[3.22] The Darius unit is worth **thirty** Victory Points.

[3.23] When any Enemy unit moves adjacent to the Darius unit, the Persian Army is considered to reach Panic Level. In addition, the Darius unit must then move as fast as possible to the nearest edge of the map. The Darius unit, once panicked, may not be rallied and is considered eliminated when it leaves the mapsheet.

[3.24] The Darius Rule may be used in scenarios 4.7 and 4.8; the Alexander rule may be used in scenarios 4.6, 4.7, and 4.8.

[3.3] RANGE INCREMENT

Fire units on Hilltop hexes, firing upon units on Slope or Ground level hexes, may add one hex to their Range Allowance.

[3.4] UNIT CAPABILITY CHART

Effect on Melee Defense Strength:

Defending Unit	Attacking Unit	
	Class C	SD
SD	x½	x1
Class A	x2	x½

The type of Attacker should be cross-indexed with the type of Defender; the Melee Defense Strength is multiplied by the indicated factor. Any combination not covered in the Unit Capability Chart is assumed to engage at normal Combat Strengths.

In the case of more than one category of Attacker, benefits are given to the Attacker. Thus, if the Attacker was using a Class C unit and any other unit (including an SD unit attacking from another hexside), and the Defender was an SD unit, the Defender would be halved.

[3.5] TERRAIN UNIT PROHIBITIONS

Certain units may be prohibited from entering certain types of hexes, except through road hexsides, as below:

Class A units may not enter woods hexes. Class Mf and Class C units may not enter Swamp Hexes.

[4.0] SCENARIOS OF GREEK ASCENDANCE

[4.1] MARATHON (490 BC)

Greeks: 22MS, 1"2". VP 45, PL 23. Deploy: within 2 hexes of line H-L inclusive, to the north-west only. Deploy second, move first. Stacking: 3.

Persians: 8MI, 4MS, 4BI, 8BW, 8SK, 1"2". VP 77, PL 31. Deploy: Q-3. Deploy first, move second. Stacking: 2.

Game Length: 12 Game-Turns.

Victory Conditions: Greeks must eliminate 17 Persian units and achieve a Substantive level Victory. Persians must prevent these conditions.

Terrain Modifications: Ignore woods hexes. No unit may enter a river or lake hex.

Special Rules: All Persian fire units are treated as melee units (i.e., have no rigid Zone of Control, may not fire defensively) during the first Game-Turn. They return to normal functions at the start of the Second Game-Turn. From then on, they may employ Defensive Fire when Enemy units move adjacent to them, or join a stack adjacent to them.

Historical Notes: The first major assault into Europe from the east was attempted by the forces of Darius I of Persia. The campaign culminated in the landing of a force of 15,000 Persian soldiers near Marathon, a mere 24 miles from Athens. The heretofore undefeated Persians were attacked by 10,000 Athenian and 1,000 Plataean militia. The Greek flanks, which had been reinforced before the battle, broke through the Persian lines and enveloped the Persian center. The routed Persians retired to their ships, leaving 6,400 casualties. The Greeks lost fewer than 200 men. The battle of Marathon is known as the first Great Decisive Battle of the world.

[4.2] PLATAEA (479 BC)

Greeks: 20MI, 20PP, 4SK, 1"2", 1"3". VP 94, PL 47. Deploy: M-4. Stacking: 3.

Persians: 8MI, 8MS, 4PP, 4BI, 6LC, 3MC, 8BW, 3OC, 1"1", 1"3". VP 92, PL 37. Deploy: C-5. Stacking: 2.

Game Length: 20 Game-Turns.

Victory Conditions: Greeks must control hex "M" at the end of the game to win. Persians must achieve a Marginal Victory, destroying at least 15 Greek units. If both, or neither conditions, are fulfilled, the game is a draw.

Terrain Modifications: Ignore woods hexes.

Historical Notes: Mardonius, brother-in-law of the Persian Emperor Xerxes, led his army into Boeotia after withdrawing from Athens. The Greeks confronted the withdrawing Persians at Plataea, and soon gained the upper hand. Before long, Mardonius was killed and, upon hearing the news, the Persian army panicked, and were annihilated by the Greeks. This ended the Persian assaults into Greece.

[4.3] CORINTH (394 BC)

Confederacy: 24MS, 3LC, 4SK, 1"2", 1"3". VP 65, PL 26. Deploy: P-3. Stacking: 2.

Spartans: 12MS, 6PP, 1LC, 1BW, 1SK, 1"1". VP 50, PL 30. Deploy: H-4. Stacking: 3.

Game Length: 20 Game-Turns.

Victory Conditions: The Spartans must control hexes "P" and "S" at the end of Game-Turn Twenty, but if the Confederacy achieves a Marginal Victory, the Confederacy wins regardless of geography.

Terrain Modifications: Ignore all swamp, lake, and river hexes.

Historical Notes: Resentful of Spartan arrogance after their victory in the Peloponnesian War, Corinth was one of several Greek states that allied with Persia against Sparta. The Spartans, under Agesilaus, however, proved victorious in the battle of Coronea, and advanced on Corinth, defeating that city's army and laying siege to it for three years until driven off by the Athenians.

[4.4] MANTINEA (362 BC)

Sparta: 8PP, 10PS, 16MS, 2"2". VP 78, PL 31. Deploy: Q-3. Stacking: 3.

Thebes: 10PS, 12PP, 15MS, 4LC, 4LT, 1"1", 2"3". VP 101, PL 40. Deploy: D-3. Stacking: 2.

Game Length: 20 Game-Turns.

Victory Conditions: Spartans must control hex "D" and win a Marginal Victory. Thebans must control Hex "Q".

Terrain Modifications: Ignore all lake hexes.

Special Rules: Theban PS may stack four high.

Historical Notes: The Theban hegemony over Greece was challenged in 362 B.C. by Athens, Sparta and other dissident members of the Arcadian League. The Thebans responded by dispatching an army of some 25,000 under the skilled strategos Epaminondas. He encountered an Allied force of 25,000 near Mantinea. Making use of unexpected maneuvers and deceptions, Epaminondas massed his troops on his left flank in the oblique order, while feinting with his right and center. These unorthodox tactics surprised the

Allies and their army was smashed, although Theban losses were heavy and included Epaminondas. As a result, Thebe's power waned and Greece plunged deeper into decay.

[4.5] CHAERONEA (338 B.C.)

Macedonians: 4MS, 16PP, 4LT, 2BI, 2MC, 2HC, 2BW, 2SK, 1"1", 1"2". VP 92, PL 37. Deploy: K-5. Stacking: 4. Leadership: Mt. Ex.

Greeks: 15MS, 4PS, 6LT, 2LC, 2MC, 6SK, 1"2", 1"3". VP 76, PL 23. Deploy: Q-2. Stacking: 2.

Game Length: 12 Game-Turns.

Victory Conditions: Macedonians must exit 20 units and both Leader units (do not count for 20) within three hexes of the road leading off the east edge by Game-Turn Twelve, or win a Decisive Victory and eliminate 18 Greek units within the first seven Game-Turns. Greeks must prevent these conditions.

Terrain Modifications: Ignore all terrain except slopes, hilltops, and villages.

Historical Notes: Phillip of Macedon, a "barbarian" from the lands north of Greece, led his army against the Hellenic states, weakened by centuries of warfare. Phillip's army was unique because of its reliance on a large and maneuverable phalanx made up in large part of peltasts armed with twenty-one foot long *sarissas*, or spears. Phillip's army was also noted for its large and effective cavalry force. At Chaeronea, the cavalry was under the command of Phillip's son, Alexander: Alexander's envelopment of the left flank, coupled with the onslaught of the phalanxes in the center, enabled 32,000 Macedonians to defeat 50,000 Athenians and Thebans. Phillip was now undisputed master of all Greece.

[4.6] GRANICUS (334 B.C.)

Macedonians: 8MS, 4PS, 16PP, 4LT, 2LC, 2MC, 4HC, 2BW, 4SK, 1"1", 1"2", 1"3". VP 115, PL 46. Deploy: L-6. Stacking: 4. Leadership: Mt. Ex.

Persians: 8PS, 8LT, 8LC, 6MC, 7BW, 7SK, 14OC, 1"2", 1"3". VP 124, PL 37. Deploy: Within 2 of line G-N. Stacking: 2.

Game Length: 25 Game-Turns.

Victory Conditions: Macedonians must achieve Substantive Victory and destroy a minimum of ten Persian units. Persians must prevent these conditions.

Terrain Modifications: Ignore all lake hexes.

Historical Notes: This was the first battle of Alexander the Great's campaign in Asia Minor. The Persian Emperor, Darius III, sent forward a force of 40,000 men to block the advance of Alexander's 35,000. Darius' Army, composed of Asiatics and Greek Mercenaries took positions behind the Granicus River, screened by Persian cavalry. Alexander's Macedonians dispersed the Persian cavalry and annihilated the lightly-armed Greek Mercenaries.

[4.7] ISSUS (333 B.C.)

Macedonians: 9MS, 8PS, 12PP, 4BI, 2LC, 2MC, 2HC, 2BW, 3SK, 1"1", 1"2", 1"3". VP 110, PL 44. Deploy: Within four hexes of the North mapedge, but east of hex "M". Stacking: 3. Leadership: Mt. Ex.

Persians: 10MI, 10PS, 10LT, 6LC, 4MC, 10BW, 10SK, 10OC, 1"1", 1"3". VP 146, PL 44. Deploy: Within three hexes of line B-C. Stacking: 2.

Game Length: 25 Game-Turns.

Victory Conditions: Macedonians must achieve a Substantive Victory and exit thirty units off the map edge within seven hexes of the South-east corner. Persians must prevent these conditions.

Terrain Modifications: Ignore all slope and hilltop hexes.

Special Rules: Optional Spartan Rule 3.1, Alexander the Great, must be used.

Historical Notes: After his victory at Granicus, Alexander the Great conquered all of Asia Minor. He then continued his advance down the coast of Syria where, as at Granicus, he was confronted by a numerically superior army of Asiatics and Greek Mercenaries, this time commanded by Darius III himself. Darius moved his forces into position behind the army of Alexander, along the river Pinarus. In so doing, he restricted his freedom of deployment, wedging his army between the sea and the foothills. Alexander attacked across the stream, and finally broke the Persian line in the center. His cavalry exploited the breach, and took the Greek Mercenaries in the flank. At this, Darius fled, causing the rout of the bulk of his army, with the notable exception of its Greek component. The remaining resistance was overwhelmed, and the remnants of Darius' army were pursued and slaughtered. Persian losses were in the tens of thousands, while Alexander's were under 500.

[4.8] ARBELA (331 B.C.)

Persians: 9MI, 15MS, 10PS, 3BI, 5LC, 6MC, 3HC, 6SK, 7OC, 2EL, 1"1", 1"2", 1"3". VP 130, PL 39. Deploy: Within three hexes of line J-R-P-E. Stacking: 2.

Macedonians: 4PS, 12PP, 6LT, 12BI, 2LC, 2MC, 4HC, 2BW, 6SK, 1"1", 1"2", 1"3". VP 133, PL 53. Deploy: Within four hexes of line K-H. Stacking: 4.

Game Length: 25 Game-Turns.

Victory Conditions: Macedonians must win a Decisive Victory. Persians must prevent this condition.

Terrain Modifications: Ignore all terrain and effects.

Historical Notes: After conquering Egypt, Alexander returned through Syria, then drove into Mesopotamia, crossing the Euphrates and Tigris Rivers. To save his empire, Darius III assembled a horde of 250,000 men, and prepared a battlefield in the plain north of Arbela, leveling it to increase the effectiveness of his chariots. Alexander halted his advance within sight of the massive Persian encampment, and for four days rested his army of 47,000. Finally, Alexander's army drew up in order to attack. He pressed forward with his right flank, making tedious progress, while the Persians put pressure on his center and left. Just as his left flank began to break, Alexander noticed a gap in the Persian center, which had been stripped of its cavalry for the fight against Alexander's advancing right flank. He personally led a cavalry charge through the breach in the line, and began to attack the Persian rear. Once again, Darius fled the field, though he still retained a massive numerical superiority, and once again tens of thousands of Asiatics were slaughtered in the ensuing rout.

[4.9] IPSUS (301 BC)

Macedonians: 12PP, 4PS, 6LT, 6BI, 4HC, 4LC, 4EL, 6SK, 2"2", 1"3". VP 123, PL 37. Deploy: M-3, Stacking: 3. Leadership: Mt. Ex.

Allies: 8PP, 10PS, 6MC, 3HC, 4OC, 6SK, 2EL. VP 92, PL 37. Deploy: S-4. Stacking: 3. Leadership: Mt. Ex.

Game Length: 25 Game-Turns.

Victory Conditions: Macedonians must win a Substantive Victory. Allies must hold hexes "S" and "P" to win. Any other result is a draw.

Terrain Modifications: Ignore all lake and town hexes.

Historical Notes: After the death of Alexander, his leading generals (styled *diadochi* or successors) fell out amongst themselves, leading to over forty years of multilateral conflict. At Ipsus, in Asia Minor, the armies of Antigonus and Demetrius were attacked by that of Seleucus (leader of the Seleucids) and Lysimachus. The Seleucids proved successful largely because of their effective use of elephants both as an anti-cavalry screen and as a shock force for attacking. Aided also by large-scale desertions from their enemy's forces, the Seleucids won handily.

[5.0] SCENARIOS OF ROMAN ASCENDANCE

[5.1] HERACLEA (280 BC)

Pyrrhus: 10MS, 5PS, 12PP, 5MC, 1HC, 4BW, 1SK, 4EL, 1"1", 1"2". VP 111, PL 67. Deploy: F-3. Stacking: 4. Leadership: Mt. Ex.

Romans: 4MS, 6BI, 10SD, 6SK, 4LC, 1"2". VP 68, PL 51. Deploy: M-3. Stacking: 3.

Game Length: 12 Game-Turns.

Victory Conditions: Pyrrhus must capture the castra (village at M-3). Romans must achieve a Marginal Victory. If both are fulfilled, the Romans win.

Terrain Modifications: Ignore all lake hexes.

Historical Notes: As the Romans expanded their territory in central Italy, they came into contact with the Greek city-states in the south. The rowdy Romans couldn't seem to get along with anybody, and the Greeks were no exception. The Greeks soon felt compelled to ask for protection from the mainland, and shortly King Pyrrhus of Epirus landed with 25,000 men. This kept the Romans at bay until they could amass a superior force, which they did the next year. The 35,000 Romans, not content with a simple show of force prior to the battle, continued to advance across the river Siris, directly behind which were the Greek positions. Pyrrhus attacked and, after hard fighting, routed the Romans with his cavalry, taking 2000 captives. About 7000 Romans and 4000 Greeks were lost.

[5.2] ASCULUM (278 BC)

Pyrrhus: 10PS, 17MS, 14PP, 6BI, 6LC, 6MC, 4BW, 2SK, 2OC, 3EL, 1"1", 1"3". VP 168, PL 84. Deploy: G-3. Stacking: 3. Leadership: Mt. Ex.

Romans: 9MI, 8MS, 12BI, 20SD, 8LC, 10SK, 1"2", 1"3". VP 141, PL 106. Deploy: L-3. Stacking: 3.

Game Length: 15 Game-Turns.

Victory Conditions: Pyrrhus must achieve a Marginal Victory and control hexes "J" and "R". Romans must control hexes "K" and "H". If both conditions are fulfilled, Pyrrhus wins.

Terrain Modifications: Ignore all lake hexes.

Historical Notes: In this battle, the Romans, who were trying to raise the siege of Asculum, were countered by the forces of King Pyrrhus, who had marched north after their victory at Heraclea the previous year. This time, both sides were of roughly equal strength, and once again, the Epirot cavalry of King Pyrrhus carried the field in heavy fighting. The Romans were forced to withdraw, but were not routed; their losses amounted to 6000 men, while the Greeks lost 3500. Operating as they were overseas from their source of replacements, a far more decisive victory was important to the Greek chances of eventual success, leading Pyrrhus to mourn, "Another such victory and we are lost."

[5.3] BENEVENTUM (275 BC)

Pyrrhus: 15MS, 5PS, 10PP, 6BI, 2LC, 4MC, 3BW, 1SK, 1"1", 1"3". VP 112, PL 45. Deploy: S-3. Stacking: 3.

Romans: 8MS, 15BI, 20SD, 4LC, 8SK, 1"1", 1"3". VP 131, PL 98. Deploy: C-4. Stacking: 3.

Game Length: 20 Game-Turns.

Victory Conditions: Romans must control hex "C". Pyrrhus must control hex "C" and gain a Substantive Victory.

Terrain Modifications: All lake hexes are treated as woods hexes. Ignore all woods hexes within C-D-E-F.

Historical Notes: Following his victory at Asculum, Pyrrhus took his army to Sicily to oppose the Carthaginians. After an indifferent campaign lasting four years, Pyrrhus returned to the Italian mainland to aid the Greek states in the south in their attempts to check the Romans. He gathered a large force of enthusiastic Greeks, and marched toward Rome. He was met at Beneventum, 130 miles southeast of Rome, by Roman forces under Dentatus. A night attack launched against the Roman camp was repulsed and on the following day the Romans attacked Pyrrhus' main force. The first Roman legion to assault the Greeks disintegrated in the face of stiff resistance from the Greek Phalanx, aided by war elephants. The second Roman attack, however, resulted in a stampede of the elephants, which disorganized the Greek ranks, and a third effort forced the Greeks to retire. Following this battle, the disillusioned Pyrrhus returned to Greece, and, within five years, Roman dominion over southern Italy was complete.

[5.4] CANNÆ (216 BC)

Carthaginians: 12MS, 6LT, 6BI, 2LC, 4MC, 6SK, 4OC, 1"1", 1"2". VP 92, PL 46. Deploy: Within five hexes of line G-M, south of the east-west line on "N" and not including that line. Stacking: 3. Leadership: Mt. Ex.

Romans: 8MS, 9BI, 20SD, 4LC, 4SK, 1"2", 1"3". VP 101, PL 61. Deploy: N-5, north of (but not including) the east-west line on hex "N". Stacking: 3.

Game Length: 20 Game-Turns.

Victory Conditions: Romans must control hex "Q". Carthaginians must achieve a Marginal Victory. If both conditions are fulfilled, the game is a draw.

Terrain Modifications: Ignore all lake hexes.

Historical Notes: In order to defeat Hannibal's Carthaginian army in southern Italy, Rome amassed an army of 85,000 men, twice as large as Hannibal's, and sent it over the Appenines to the east coast of Italy. The large Roman army attacked the center of Hannibal's force, which was deployed on a plain inland from the Adriatic and the village of Cannae. The Carthaginians gave ground very slowly, and according to a plan which would pack Roman troops ever tighter into a salient in their lines as pressure from Roman troops in the rear increased. Just as Hannibal's center was about to break under Roman pressure, his cavalry attacked the Roman flank and rear, and neatly completed the encirclement of Roman forces already surrounded on three sides. The eight Roman legions were annihilated, with 50,000 killed and 4500 captured. Carthaginian losses amounted to 5700. Hannibal went on to take all of southern Italy from the Romans, and was welcomed there as an ally.

[5.5] ZAMA (202 BC)

Carthaginians: 12MS, 4PS, 2LC, 4MC, 4SK, 4OC, 6EL, 1"1", 1"2". VP 88, PL 26. Deploy: Q-3. Stacking: 2. Leadership: Mt. Ex.

Romans: 4MS, 20SD, 4LC, 8MC, 6SK, 4OC, 1"1", 1"2". VP 96, PL 48. Deploy: C-3. Stacking: 3. Leadership: Mt. Ex.

Game Length: 15 Game-Turns.

Victory Conditions: **Romans** must achieve a Marginal Victory; or exit forty units off the east map edge. **Carthaginians** must prevent these conditions.

Terrain Modifications: Ignore all terrain and effects.

Historical Notes: After the Roman victory south of Utica, near Carthage, Carthaginian armies in Italy under Hannibal in the south and Mago, his brother, in the north, were recalled. While negotiations went on with the Romans, Hannibal began to build a new army and, when the Romans realized the negotiations would not progress, they began to march on the south, in order to force battle with Hannibal. The opposing forces met at Zama; shortly Hannibal attacked with 80 Elephants, which were fended off by the Romans. Next, the Roman cavalry attacked, and eventually drove off the Carthaginian cavalry, pursuing it to the south. Meanwhile, the infantry closed ranks, with the Romans attacking each of three successive lines established by Hannibal. As the exhausted Roman infantry regrouped to make their final attack against the fresh third line of Carthaginians, the Roman cavalry returned from its pursuit and struck the enemy rear. The final line of resistance was crushed; Hannibal lost 20,000 men, while the Romans lost 1500. The war was ended, and Rome was ceded Spain and Mediterranean Islands.

[5.6] CYNOSCEPHELAE (197 BC)

Macedonians: 18PP, 6MC, 6SK, 1"2", 1"3". VP 86, PL 26. Deploy: M-5. Stacking: 3.

Romans: 4MS, 6BI, 10SD, 4LC, 6SK, 2"2". VP 70, PL 35. Deploy: D-4. Stacking: 3.

Game Length: 20 Game-Turns.

Victory Conditions: The **Romans** must hold hexes "C" and "D" at the end of the game to win. The **Macedonians** must win a Substantive Victory. Any other result is a draw.

Historical Notes: Phillip V of Macedon and his Seleucid Allies attempted to reinstate Macedonian power in Greece. This brought about Roman intervention against the Macedonians. The two armies encountered each other unexpectedly in foggy weather near Cynoscephelae. The Romans were initially repulsed, and Phillip pursued them onto hilly ground. Unfortunately, the maneuverability and flexibility of the phalanx had declined dramatically since the days of Alexander, and as the Macedonians advanced they were hit in the flank by the nimbler Roman legions. Although superior to the Romans in straight-forward melee, the phalanxes were helpless against a flank attack and soon the Macedonian army was routed from the field, losing 13,000 casualties. The Romans had proved the superiority of the legion over the phalanx.

[5.7] MAGNESIA (190 BC)

Antiochus: 16MS, 10PS, 8PP, 6BI, 5LC, 5MC, 4BW, 2SK, 4OC, 4EL, 1"2", 1"3". VP 153, PL 46. Deploy: Within two hexes of line C-F. Stacking: 2.

Romans: 8MS, 4PS, 12SD, 4LC, 4SK, 2OC, 1"1", 1"2". VP 70, PL 28. Deploy: D-3. Stacking: 4.

Game Length: 15 Game-Turns.

Victory Conditions: **Antiochus** must achieve a Substantive Victory; or capture the village in hex number 3130. The **Romans** must prevent the conditions of victory for Antiochus; or achieve a Decisive Victory.

Terrain Modifications: Ignore all woods hexes.

Historical Notes: Antiochus, after defeat in Greece, retired to Asia Minor. Within a year his fleet had been defeated, clearing the way for a landing by 40,000 Roman invaders. Antiochus responded with a force of 80,000. He struck the Roman left flank and reached the camp site, while the cavalry on the Roman right succeeded in making progress. At this crucial moment, predictably, the Syrian elephants stampeded through their own ranks. In their disorganized state, the Syrians were broken by the Roman legions, who routed and annihilated them. Antiochus, as a result, lost all of Asia Minor.

[5.8] PYDNA (168 BC)

Macedonians: 10MS, 16PP, 10LT, 6BI, 3MC, 4SK, 4OC, 1"2", 1"3". VP 134, PL 34. Deploy: R-4. Stacking: 4.

Romans: 8MS, 20SD, 8LC, 8SK, 1"1", 1"3". VP 90, PL 36. Deploy: F-3. Stacking: 4.

Game Length: 15 Game-Turns.

Victory Conditions: **Macedonians** must control hex "C". **Romans** must achieve a Substantive Victory and control hex "C".

Terrain Modifications: Ignore all lake hexes.

Historical Notes: Early in the third war against Macedonia, Rome had suffered military setbacks. But the Greeks had failed to exploit these fully, and once again Roman legions threatened Macedonia. The invaders were attacked by the Greeks, who made good progress in their attacks. But rough terrain broke up the Macedonian Phalanx, and the Romans launched a counter attack that fragmented the Greek formations. This was the end of the Macedonian Empire founded by Alexander the Great.

[6.0] COMPARITIVE SCENARIO

Macedonians: 5PS, 5PP, 5LT, 8EX, 4HC, 2BL, 4OC, 1"1", 1"2", 1"3". VP 94, PL 38. Deploy: H-5. Stacking: 4. Leadership: Mt. Ex.

Romans: 8MS, 12BI, 20SD, 8LC, 10SK, 1"2", 1"3". VP 132, PL 79. Deploy: P-4. Stacking: 3.

Game Length: 25 Game-Turns.

Victory Conditions: **Macedonians** must achieve a Substantive Victory and control hex "S". **Romans** must achieve a Substantive Victory and control hex "G".

Terrain Modifications: Ignore all terrain except slope and hilltop hexes.

Historical Notes: This hypothetical scenario represents the Macedonian phalanx, as it was at its peak under Alexander, against the early Roman legion. Although, when the Legion did meet phalanx, in actuality, the Romans proved victorious. This was largely because the Macedonian tactical system had declined. A battle between a phalanx and a legion at its peak is one of the great tactical "what ifs" of history.

[7.0] DESIGNER'S NOTES

Admittedly, a great deal of care has been lavished on **Spartan**, perhaps more so than any other PRESTAGS game, because the designer has special feeling for the period. Although there are relatively few special rules, the scenarios are numerous and detailed. The military systems depicted were the best until the late Renaissance. Alexander's army, or Pyrrhus, or almost any Roman under a competent leader would have been a victor against armies in later periods and without equal. So **Spartan** is depicting the clash of the best armies of the Ancient World.

The Greeks (as usual) were the founders of true warfare. Just by learning how to march in step, they were able to beat any other military system during their heyday. The increasing potency of training and weapons led to that leadership shifting among the Greek states throughout the fifth and fourth centuries, culminating in the Macedonian supremacy throughout the whole Eastern Mediterranean. However, they declined as a society rapidly thereafter. In fact, the one first-class Greek army (Pyrrhus') the Romans ever met was not purely beaten on the battlefield, but by internal domestic crisis.

The Romans again achieved an even greater ascendancy by the strength of their internal institutions, as well as an excellent military system. It could well be said they would have disintegrated like the Greeks, except they had eliminated the possible rivals by the time of their decay.

The only anomaly in **Spartan** are Elephants. To an army not accustomed to them (especially the cavalry), they were probably as terrifying as a rifle would have been. They had one unfortunate habit: once they started rolling, they were hard to stop. In at least one battle, Ipsus, a case could be made that the elephants won, since their rampaging scattered both armies. Even the stolid Romans panicked the first two times they faced elephants. However, their uses were exceeded by their abuses, and they shortly, deservedly, became largely ceremonial. Hannibal was the last of the elephantophiles, to his ultimate detriment.

EXCLUSIVE RULES & SCENARIOS FOR LEGION

Tactical Warfare in the Roman Age, 100BC-700AD

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6.0 DESIGNER'S NOTES

[1.0] ROMAN OPTIONAL RULES

Any combination of the following three rules may be used by agreement of the Players in **Legion** scenarios with Roman forces.

[1.1] ROMAN SWORDSMEN SQUARE

GENERAL RULE:

In disregard of normal stacking restrictions, Roman SD units may stack four units on one hex

to form a "Square" (*orbis* or *testudo*). The Square formation **cannot** be flank attacked (see 6.5). The Square may move only one hex (of any terrain) per Movement Phase. The Square may not attack. The Square is dissolved when it suffers any adverse combat results.

PROCEDURE:

At the end of any Friendly Movement Phase in which four Roman SD units are in the same hex, the Owning Player may invert the top SD marker in the stack, signifying the formation of a Square. The hex then has a Defense Strength of the total of all four units. The hex is immune to the effects of flanking attacks. The marker is set right side up when the units in the hex suffer any adverse combat results.

CASES:

[1.11] Leader units may be in a hex, in addition to the four SD units. Leader units do not count for stacking purposes. Their combat, movement and rallying capabilities function normally. They may freely leave a Square formation at full Movement Allowance.

[1.12] No units may move through a hex containing a Square.

[1.13] The Square can only be created at the end of a Friendly Movement Phase. Disrupted units may not form a Square.

[1.14] A Square may voluntarily be dissolved during a Friendly Movement Phase. In the Phase in which a Square is dissolved, all SD units that were in the Square may only move one hex.

[1.15] The one hex movement of a Square formation allows it to move one hex into any terrain normally passable, regardless of normal Movement Point costs.

[1.16] If a Square is disrupted, stacking limitations must be complied with by the end of the next Friendly Movement Phase, or the overstacked units are eliminated.

[1.2] LEGION INTEGRITY

GENERAL RULE:

Each Roman SD unit may be marked on the reverse as belonging to Legion I, II or III, 8 SD per Legion. Each Legion has its own Leader unit. SD units of one Legion may not benefit in any way from another Legion's Leader units. SD units of different Legions may not combine their Combat Strengths in any way. If attacked or attacking in a "mixed" stack, the Owning Player must specify **Which** Legion's SD units in the mixed stack are attacking or defending.

CASES:

[1.21] Only SD and Leader units are affected by this rule. Other units may fight in combination without hindrance (subject to the usual restriction on Classes of units; see 10.0).

[1.3] GREEN ROMAN RULE

GENERAL RULE:

Each Roman SD unit is identified as belonging to Legion 'I', 'II', or 'III'. Consider all SD units of Legion 'I' to have a Combat Strength of five points; all SD units of Legion 'II' to have a Combat Strength of four points (normal rate); and all SD units of Legion 'III' to have a Combat Strength of three points (the green troops).

CASES:

[1.31] The Roman SD units affected by the Green Legion rule are treated normally in every way, save the variation in their printed Combat Strength.

[1.32] It is strongly recommended to use this rule with Optional Rule 1.2.

[1.4] ROMAN LEGIONARY PANIC

GENERAL RULE:

Roman SD units, in any scenario where they are allowed to stack four-high **never** panic (whether or not they actually do stack four-high). This supercedes rule 13.0. Roman SD units in any scenario

where they are allowed to stack only two-high or less panic in the manner of normal units.

CASES:

[1.41] Roman SD units which cannot panic function normally in all other respects. They continue to fight as though nothing has happened, although all other units on their side may have panicked.

[1.42] The "panicky" Roman SD units, actually a case of the declining strength and cohesion of the Legion, are essentially reduced to the status of normal units.

[1.5] BYZANTINE CATAPHRACTS

GENERAL RULE:

Byzantine Cataphracts (BC) have a dismount capability: they may convert into an SD unit or a 2-5 SK unit (note the bracket is ignored). In turn, the converted SD or SK unit can be turned back to its original mounted form. Any conversion requires one Movement Phase where the changing unit remains stationary (and does not even change Facing, if Option 16.0 is being used). A unit that is changing may not be a disrupted or a panicked unit, nor may it be adjacent to any Enemy unit.

PROCEDURE:

In the Movement Phase of the conversion, turn the BC unit upside-down and place an appropriate "new" unit rightside-up on top of it to symbolize the new capacity of the unit. The converted unit will not be able to engage in combat on the turn of its conversion because the change cannot take place adjacent to an Enemy unit.

[1.51] The "mount" capacity is intrinsic to either unit; the mount may never be destroyed and is only eliminated "with" the unit.

[1.52] Victory Point values for either converted unit are charged at the Byzantine Cataphract rate. This is regardless of the form the unit was in when destroyed.

[1.53] Always keep the original identification marker under the converted unit.

[1.54] Note that no special SK unit is provided for converted BC units. Players will be reminded of the new strength of the BC/SK unit, 2-5 rather than [2]-5, by the presence of the upside-down BC unit under the converted SK unit.

[1.55] Byzantine Cataphracts (in their regular, mounted form) are the only units that may employ both Fire Combat and Melee Combat in the same Player-Turn.

[1.56] BC units may fire their missiles during the Fire Combat Phase, move, and then use their Melee Attack Strength during the Melee Combat Phase.

[1.57] BC units **cannot** use their fire weapons on consecutive Player-Turns, however. This is in accordance with rule 7.12.

[2.0] TERRAIN UNIT PROHIBITIONS

Certain units may be prohibited from entering certain types of hexes, except through road hexes, as below:

Class A units may not enter Woods Hexes.

Class Mf and Class C units may not enter Swamp.

[3.0] SCENARIOS B.C.

[3.1] NUMIDIA (106 BC)

Numidians: 10PS, 10BI, 10LC, 10OC, 1"2", 1"3". VP 82, PL 33. Deploy: A-3 and/or B-3. Deploy second, move first. Stacking: 2. Leadership: Mt. Ex.

Romans: 20SD, 8LC, 8SK, 1"1", 1"2". VP 74, PL 22. Deploy: On road from north map edge to town (inclusive), two units per hex. Deploy first, move second. Stacking: 3.

Game Length: 12 Game-Turns.

Victory Conditions: **Romans** must exit twenty units from the south or west map edge; or achieve a Marginal Victory. The **Romans** win with a Marginal Victory and no exit. **Numidians** must achieve a Substantive Victory; or prevent the Roman exit. The **Numidians** win with a Substantive Victory despite a successful Roman exit.

Terrain Modifications: Ignore all woods and swamp hexes.

Historical Notes: Numidia had been wracked by a succession struggle for almost a decade before the Romans intervened and, to end the war, partitioned the country. The leader of the most powerful Numidian faction, Jurgurtha, disliked the arrangement and revolted against the Romans. He was defeated, however, by Caecilius Metellus at the Battle of Muthul, and, after two years of guerrilla warfare, Jurgurtha was captured in 106 B.C.

[3.2] VERCELLAE (101 BC)

Romans: 30SD, 12LC, 12SK, 2"1", 2"2". VP 112, PL 56. Deploy: D-4. Stacking: 4.

Cimbri: 35BI, 12LC, 10OC, 1"2", 1"3". VP 139, PL 28. Deploy: G-5. Stacking: 2.

Game Length: 25 Game-Turns.

Victory Conditions: **Romans** must achieve a Decisive Victory or exit 40 units off the west map edge. **Cimbri** must achieve a Marginal Victory; or prevent a Roman exit. If the **Romans** exit and the **Cimbri** achieve a Marginal Victory, the **Cimbri** win.

Terrain Modifications: Ignore all village, river, and swamp hexes.

Historical Notes: As with most armies, the Romans learned only from their own defeats. Thus, when the **Cimbri**, a particularly effective group of migratory barbarians, moved into Southern Gaul, they annihilated a Roman Army of 80,000 and also butchered 40,000 Roman citizens at the Battle of Arausio in 105 B.C. The stage was set for Marius to make his sweeping reforms of the Roman military system. Marius gave the Roman Army in Gaul new leadership and confidence. After defeating the **Cimbri** several times, he crushed them at Vercellae as they attempted to invade Italy. The Legions annihilated the barbarians, killing 140,000 and enslaving 60,000 more. It was a fitting revenge and proof of the effectiveness of Marius' work.

[3.3] APULIA (71 BC)

Spartacus: 20MS, 10BI, 20SD, 2LC, 1"1". VP 113, PL 57. Deploy: E-3 and/or B-3. Stacking: 2.

Romans: 20SD, 8LC, 8SK, 2"2", 1"3". VP 75, PL 30. Deploy: H-3. Stacking: 4.

Game Length: 20 Game-Turns.

Victory Conditions: **Spartacus** wins by exiting the Leader unit and twenty other units off the east map edge. The **Romans** must achieve a Substantive Victory and prevent a successful exit. If neither set of conditions is fulfilled, the game is a draw.

Special Rule: **Spartacus'** SD units may stack three per hex.

Historical Notes: The social instability of the Roman Republic was demonstrated when the gladiator **Spartacus** led rebellious slaves in a campaign (the "Servile War") that gave them successes against three Roman Armies. **Spartacus** ruled over most of Southern Italy from 73 B.C. to 71 B.C., from his armed camp on Mount Vesuvius. Finally, in 71 B.C., Pompey was recalled with his veteran troops from Spain, and they eventually defeated **Spartacus** and put him and his followers to the sword. This proved once again that individual skill, ferocity, and bravery is no match for disciplined, regular troops.

[3.4] CABIRA (72 BC)

Romans: 20SD, 8LC, 8SK, 1"1", 2"2". VP 75, PL 38. Deploy: F-3. Stacking: 4.

Pontians: 10PS, 10BI, 15SD, 2LC, 4HC, 4SK, 4OC, 1"2", 1"3". VP 112, PL 34. Deploy: C-3. Stacking: 2.

Game Length: 15 Game-Turns.

Victory Conditions: **Romans** must achieve a Decisive Victory; or achieve a Substantive Victory and exit 18 units off the east map edge within four hexes of the road (exclusive). **Pontians** must prevent these conditions.

Special Rules: Pontian SD units may stack three per hex.

Historical Notes: Mithridates, King of Pontus (in Asia Minor), angered by the Roman occupation of the neighboring Kingdom of Bithynia, declared war on Rome and attacked Bithynia. After some initial successes, Mithridates was defeated by Lucullus at the Battle of Cyzicus and retreated to Pontus. Lucullus pursued, and caught Mithridates' Army at Cabira. The Legion proved superior to their Asian-style opponents, although the Pontians had large numbers of Roman mercenary swordsmen. His Army destroyed, Mithridates fled to Armenia.

[3.5] THE SAMBRE (57 BC)

Romans: 20SD, 8LC, 8SK, 1"1", 2"2". VP 75, PL 38. Deploy: E-4 and/or H-1. Deploy first, move second. Stacking: 4.

Deploy: G-2; half of the total number of units must be on the north side of the river. Deploy second, move first. Stacking: 2.

Nervii: 10MS, 30BI, 2SK, 2"2". VP 118, PL 35.

Game Length: 15 Game-Turns.

Victory Conditions: **Nervii** must achieve a Marginal Victory. **Romans** must achieve a Substantive Victory; or exit 20 units off the map edge within four hexes (exclusive) of the southeast corner. **Nervii** win by a Marginal Victory despite a successful Roman exit.

Terrain Modifications: Ignore all village and swamp hexes.

Historical Notes: In the second year of his successful Gallic Campaign, Julius Caesar began to pacify the Belgic tribes of Gauls with eight Legions. His reconnaissance was inadequate and the Romans were ambushed by 50,000 **Nervii**, a particularly unfriendly Gallic tribe. The Romans held on their right and center, but the Roman left, the VII and XII Legions, were in danger of annihilation until Caesar took charge of the situation and launched a counterattack with such ferocity that few of the **Nervii** survived. The Roman victory was directly attributed to Caesar and his strong personal leadership.

[3.6] CARRHAE (53 BC)

Romans: 20SD, 6LC, 6SK, 1"1", 2"2". VP 67, PL 27. Deploy: H-3. Stacking: 4.

Parthians: 8HC, 20OC. VP 56, PL 17. Deploy: C-3 and/or A-3. Stacking: 3. Leadership: Mt. Ex.

Game Length: 20 Game-Turns.

Victory Conditions: **Romans** must exit eight units off the north map edge within four hexes (exclusive) of the road. **Parthians** must prevent these conditions.

Terrain Modifications: Ignore all terrain and effects.

Special Rule: Note that the Parthians require no Leader units.

Historical Notes: The territorial expansionism of the First Triumvirate led Crassus to intervene in an internal quarrel of the Parthians, a tribe in Northern Mesopotamia. At Carrhae, Crassus' expeditionary force was surrounded by the Parthian Army of mounted bowmen. Crack shots and expert horsemen, they kept the range open and refused to let the Romans close in for hand-to-hand fighting. The Romans were weakened by the missile fire and were soon defeated in detail. Over 10,000 Romans were enslaved and 10,000 died, including Crassus (who had molten gold poured down his mouth by his captors). This was the first indication the world had of the Asiatic mounted archer, in many ways the most effective pre-gunpowder fighting man.

[3.7] PHARSALUS (48 BC)

Pompey: 30SD, 12LC, 12SK, 2OC, 2"2". VP 114, PL 57. Deploy: H-3. Stacking: 3.

Caesar: 24SD, 4LC, 4SK, 1"1", 1"2". VP 66, PL —. Deploy: E-4 and/or G-2. Stacking: 4.

Game Length: 20 Game-Turns.

Victory Conditions: **Pompey** must achieve a Decisive Victory; or achieve a Substantive Victory and control hex "F". **Caesar** must achieve a Substantive Victory; control hex "H". If both fulfill Victory Conditions, the game is a draw.

Terrain Modifications: Ignore all slope, hilltop, and swamp hexes.

Special Rule: Caesar's forces never panic.

Historical Notes: The First Triumvirate collapsed when Pompey usurped power. Civil War resulted, pitting the forces of Pompey against those of Caesar. After defeats in northern Greece, Caesar withdrew to Thessaly. Pompey pursued with 40,000 men and attacked Caesar's 20,000 at Pharsalus. Although Pompey had the numbers, he lacked Caesar's tactical skill. Caesar seized the initiative and attacked with part of his force, keeping a large reserve. When Pompey committed his superior cavalry force, Caesar took them in the flank with his reserves, routing them. Caesar then enveloped Pompey's position, causing his army to panic. Pompey fled to Egypt. His army suffered 15,000 casualties and lost 24,000 prisoners. Caesar lost but 2,230 men.

[3.8] SECOND PHILIPPI (42 BC)

Triumvires: 30SD, 8LC, 8SK, 1"1", 1"3". VP 94, PL 38. Deploy: H-3. Stacking: 4.

Tyrranicides: 25SD, 12LC, 4HC, 5SK, 1"2". VP 86, PL 22. Deploy: E-4. Stacking: 3. Leadership: Mt. Ex.

Game Length: 15 Game-Turns.

Victory Conditions: **Triumvires** must achieve a Substantive Victory; or control hex "F". **Tyrranicides** must prevent these conditions.

Terrain Modifications: Ignore all slope, hilltop, and swamp hexes.

Historical Notes: The Tyrranicides, who had assassinated Julius Caesar, were opposed by the Second Triumvirate, who set out to punish them for their deed. The First Battle of Philippi, on 26 October, had proven indecisive. In the Second Battle, Anthony and Octavian, the Triumvirate commanders, demonstrated on the Tyrranicides' flank to divert their attention from an attack on their left flank. This attack proved unsuccessful. Most of the Tyrranicide Army collapsed and Brutus, their sole remaining leader, committed suicide.

[4.0] SCENARIOS A.D.

[4.1] TEUTOBURGERWALD (9 AD)

Romans: 20SD, 8LC, 8SK, 1"2", 1"3". VP 74, PL 37. Deploy: G-3. Stacking: 4.

Germans: 35BI, 12LC, 1"2". VP 118, PL 30. Deploy: A-2 and/or E-2 and/or J-2. Stacking: 2.

Game Length: 12 Game-Turns.

Victory Conditions: Romans must exit any unit off any map edge. Germans must eliminate all Roman units. Any other situation results in a draw.

Terrain Modifications: Ignore all village hexes. All bridge hexes are treated as ford hexes.

Historical Notes: The consolidation of Roman rule in Germany was upset by many tribal revolts. Varus led an expedition of three Legions (some 20,000 men accompanied by 10,000 non-combatants) against the revolting Germans. Varus' campaign was endangered when the commander of his native auxiliaries, Arminius, switched sides and became a centralizing factor in the German revolts. In the rough terrain of the Teutoburgerwald, in Lippe-Detmold, the Roman column was ambushed by the Germans. The Romans were outnumbered and the rugged terrain made the otherwise almost invincible Roman tactics impossible. Despite this, the Romans held out for three days. At the end, they were massacred, losing their sacred Eagle standards in the process. This unprecedented defeat led the Romans to abandon their plans for the conquest and colonization of Germany. As a result, the Germans never received the benefits of Roman rule and the Empire's frontiers were settled on the Rhine and Danube.

[4.2] MINDEN (AD 16)

Romans: 20SD, 8LC, 12SK, 3"2". VP 87, PL 52. Deploy: G-3. Stacking: 4.

Germans: 30BI, 10SK, 1"1", 3"3". VP 124, PL 37. Deploy: J-3, F-3 and/or S-3. Stacking: 2.

Game Length: 15 Game-Turns.

Victory Conditions: Germans must control hex "G". Romans must win a Substantive Victory and control one of the German deployment hexes without losing control of hex "G".

Historical Notes: Germanicus led a large Roman expedition into Germany to punish Arminius (who had reverted to his earlier name of Hermann the German) and recapture the three Eagles of the Legions destroyed at Teutoburgerwald. Hermann again rallied the German tribes, but Germanicus was more skillful and had a larger force than Varus did. When the Germans attacked him at Minden, the Romans held firm and dealt with the Germans a bloody repulse. Afterwards, Germanicus marched throughout Germany and recovered the Eagles. Teutoburgerwald had been avenged, but its damage could not be undone.

[4.3] BOUDICCAN REVOLT (A.D. 61)

Romans: 10SD, 4LC, 4SK, 1"1". VP 37, PL 19. Deploy: K-2. Stacking: 4.

Britons: 35BI, 1"2". VP 106, PL 27. Deploy: G-4. Stacking: 2.

Game Length: 15 Game-Turns.

Victory Conditions: Britons must exit ten units off the west map edge; or control hex "F". Romans must prevent these conditions.

Terrain Modifications: Slope hexes and non-ford river hexes may not be entered.

Historical Notes: Queen Boadicea of the Iceni tribe, incensed against the indignities of the Romans, led her tribe in a revolt. Joined by the Trinovante tribe, she sacked the Roman cities of Londinium and Verulamium, killing all Britons who had accepted Roman ways. The Romans rushed reinforcements and at Towchester a Legion was attacked by hordes of Britons. The Britons attacked without any sort of tactical coordination. Roman discipline again proved infinitely superior to barbarian ferocity, despite the fact that Roman weapon technology was only slightly superior. The Romans eventually counter-attacked and pursued, slaughtering thousands of Iceni. Boadicea committed suicide.

[4.4] LUGDUNUM (AD 197)

Severians: 20SD, 8LC, 12SK, 4LC, 4BW, 1"1", 2"2". VP 103, PL 52. Deploy: G-5. Stacking: 4.

Albanites: 20SD, 4LC, 6SK, 3BI, 3LC, 9MS, 3"2". VP 95, PL 38. Deploy: C-3 and/or D-5. Stacking: 3.

Game Length: 20 Game-Turns.

Victory Conditions: Severians must win at least one enemy deployment hex, win a Marginal Victory, and exit 8 units off north map edge road hex. Albanites must control hexes "C", "D" and "B".

Terrain Modifications: Ignore all swamp hexes.

Historical Notes: Septimus Severus had become Emperor by the frequent late-Roman practice of killing all his competitors. Septimus Albinus, angered by Severus' arbitrary rule, brought his troops over from Britain and marched on Rome. Severus intercepted them near the present-day city of Lyon and, in a bloody battle, Albinus was defeated. Severus returned to Rome and continued his high-handed, yet effective, rule. One effect of this battle was the withdrawal of troops from Britain by Albinus encouraged Pictish incursions there.

[4.5] EUPHRATES (AD 261)

Palmyra: 10SD, 6BI, 4BW, 10SK, 10OC, 1"2", 2"3". VP 103, PL 40. Deploy: J-4. Stacking: 3. Leadership: Mt. Ex.

Sassanids: 10MS, 5SK, 10HC, 10LC, 15OC, 1"2", 3"3". VP 99, PL 30. Deploy: H-3. Stacking: 2.

Game Length: 20 Game-Turns.

Victory Conditions: Palmyrans must control hex "H". Sassanids must win a Marginal Victory. If both the game is a draw.

Terrain Modifications: Ignore all river, swamp and woods hexes.

Historical Notes: The Persians had invaded Antioch and Asia Minor in 241, angering Odenathus, a pro-Roman Arab who was prince of Palmyra. Odenathus skillfully used his small Arab-Roman army to force the Persians to withdraw from Cappadocia, and then ambushed the retiring Persians on the banks of the Euphrates River. Laden down with loot, the Persians were surprised and forced across the river, pursued by Arab horsemen. The next year, Odenathus followed up his success by an invasion of Persia.

[4.6] PLACENTIA (AD 271)

Romans: 20SD, 8LC, 12SK, 2"2", 2"3". VP 88, PL 53. Deploy: F-3. Stacking: 4.

Alamanni: 20BI, 6SK, 8HC, 8LC, 3"3". VP 105, PL 32. Deploy: G-5. Stacking: 2.

Game Length: 15 Game-Turns.

Victory Conditions: Romans must capture hexes "G" and "C". Alamanni must win a Marginal Victory. If both, the game is a draw.

Historical Notes: The Alamanni, a barbarian tribe, slipped through Roman forces south of the Danube and moved towards Italy. They were pursued by the Emperor Aurelian and were finally brought to battle at Placentia. The barbarians were in strength, however, and the Legions were not as good as they had once been. As a result, the Romans were repulsed with heavy losses, although Aurelian soon rallied and defeated the Alamanni at the Battles of Fano and Pavia, where they were wiped out.

[5.0] POST-DIOCLETIAN SCENARIOS

[5.1] CTESIPHON (A.D. 363)

Romans: 20SD, 12LC, 8SK, 1"1". VP 77, PL 23. Deploy: F-4. Stacking: 3.

Persians: 20SD, 6HC, 20OC, 1"2". VP 93, PL 28. Deploy: H-4. Stacking: 3. Leadership: Mt. Ex.

Game Length: 15 Game-Turns.

Victory Conditions: Persians must achieve a Substantive Victory; or control hex "F". Romans must prevent these conditions.

Terrain Modifications: Ignore all terrain and effects except river, bridge and ford hexes.

Historical Notes: When Julian became Caesar, he had already re-asserted Roman rule in Gaul. He now went to Mesopotamia, where Roman rule was threatened by Persian expansionism. After arriving at Ctesiphon, Julian began to pursue the Persian Army, which withdrew after strong initial resistance. Julian's pursuit was hindered by swarms of Persian bow-armed cavalry, which skirmished with the Romans, reducing their

strength. This proved an effective tactic, and led the Persians to attempt a decisive attack near Ctesiphon. Despite initial Persian success, the Romans soon rallied and, with Julian at their head, staged a successful counterattack, although Julian was killed at the height of the action.

[5.2] ADRIANOPLE (A.D. 378)

Romans: 20SD, 12LC, 8SK, 1"1". VP 77, PL 23. 30. Deploy: G-4. Stacking: 3.

Ostrogoths: 24BI, 12HC, 12OC, 2"2", 1"3". VP 123, PL 49. Deploy: E-2 and/or K-2. Stacking: 2. Leadership: Mt. Ex.

Game Length: 20 Game-Turns.

Victory Conditions: Romans must achieve a Substantive Victory; or achieve a Marginal Victory and control hex "F". Ostrogoths must achieve a Decisive Victory; or control hex "D" and exit eighteen units off the east map edge within three hexes (exclusive) of the road. If both sides fulfill victory conditions, the game is a draw.

Terrain Modifications: Ignore all river and swamp hexes.

Historical Notes: The Ostrogoths had been forced into the Roman Empire by the Huns infringing on their territory. This created tension between the Ostrogoths and Romans, so on 9 August, 378, the Emperor Valens and 60,000 men, one third of them cavalry, marched on the main Gothic camp near Adrianople. The Gothic cavalry was absent foraging. After a delay, the Romans began an attack with their infantry in the center and their cavalry on the flanks. The Gothic cavalry, however, arrived as the attack was beginning. They fell upon the Roman right and smashed it. At the same time, the Goths in the camp (defended by a wagon-laager) went over to the attack. The Roman cavalry routed off the field, leaving the infantry surrounded. The Gothic cavalry was greatly superior to the sword-armed Romans in the melees. Valens fell along with 40,000 Romans. For the first time, cavalry had defeated infantry by shock action. The Goths had used stirrups to make this possible. Thus began a thousand years of domination of European warfare by cavalry.

[5.3] CHALONS (A.D. 451)

Romans/Goths: 5PS, 20BI, 10SD, 5LC, 10SK, 2"2". VP 127, PL 44. Deploy: G-4. Stacking: 3.

Huns: 15MS, 10PS, 10BI, 5LC, 10OC, 1"1". VP 106, PL 27. Deploy: J-3. Stacking: 2. Leadership: Mt. Ex.

Game Length: 30 Game-Turns.

Victory Conditions: Either side must control hexes "E" and "H", but whichever side achieves a Substantive Victory wins, regardless of geography.

Historical Notes: In order to loot and pillage what was left of Western Civilization, Atilla the Hun

had led 100,000 Huns, Franks and Germans over the Rhine. Faced by this menace, the Romans and Goths joined forces. They encountered the Huns at Chalons-sur-Marne. The Goths began by attacking the Hun's right, but the Huns instead launched an attack on the Roman-Gothic center, routing the Alan barbarians placed there. Yet the Romans on the left and the Visigoths on the right refused to give way and attacked, threatening the Huns with double envelopment. Fighting was bitter and losses were heavy on both sides. Finally, Attila saw things were not going his way and pulled back, although fighting raged through the night.

Chalons was a bloody battle. No quarter was asked or given. It was successful in that the Romans and the Goths had prevented the Huns from overrunning Western Europe. Had the Huns won, what remained of civilization in the decay of Rome would have been totally destroyed. It was for the benefit of all humanity that the Hun's invasion was repulsed and sent back across the Rhine.

[5.4] DARAS (A.D. 530)

Byzantines: 6SD, 6OC, 12BC, 1"2". VP 61, PL 24. Deploy: H-3. Stacking: 3. Leadership: Mt. Ex.

Persians: 10SK, 24OC, 1"3". VP 79, PL 24. Deploy: J-3. Stacking: 2. Leadership: Mt. Ex.

Game Length: 15 Game-Turns.

Victory Conditions: Byzantines must achieve a Substantive Victory; or control hex "H". Persians must prevent these conditions.

Terrain Modifications: Ignore all terrain and effects except for river, ford and bridge hexes.

Historical Notes: Byzantine activity along the frontiers of the Persian Empire provoked an invasion of Byzantine territory by 40,000 Persians and Arabs. They were met by a young Thracian General, Belisarius. Belisarius entrenched his regular infantry in the center of his line, pushing his effective cavalry (Byzantine cataphracts and Hun archers) out forward on the flanks. Belisarius' infantry held the initial Persian assault, and then he sent his cavalry into the attack on both flanks, enveloping the Persians. The Persians fled, leaving behind 8,000 dead. The outnumbered Byzantines had won because of the tactical skill of Belisarius and because of the quality of the Hun cavalry and, especially, the Cataphracts, who, armed with bow, lance, sword and other weapons, were the most formidable force in their time.

[5.5] BUSTA GALLORUM (A.D. 552)

Romans: 10PS, 15BI, 7SK, 24BC, 1"1", 1"3". VP 160, PL 72. Deploy: E-3. Stacking: 3. Leadership: Mt. Ex.

Ostrogoths: 30BI, 12HC, 12OC, 1"2". VP 139, PL 42. Deploy: H-3. Stacking: 2. Leadership: Mt. Ex.

Game Length: 20 Game-Turns.

Victory Conditions: Romans must achieve a Substantive Victory; or exit 20 units off the east map edge, within three hexes (exclusive) of the road. Ostrogoths must achieve a Marginal Victory and control hex "E". If both sides fulfill Victory Conditions, the game is a draw.

Special Rules: BI and PS units may stack two units per hex.

Historical Notes: The Goths had overrun all of Italy by 534. Two years later, the Byzantines under Belisarius began a campaign to liberate the peninsula. The Goths and their Frankish allies remained undefeated, however, until the eunuch Narses moved on Rome with 20,000 men. He encountered the Franks and Goths in a narrow pass. As both sides deployed, Gothic cavalry charged down the pass, but were repulsed by Byzantine missile fire. Repeated Gothic and Frankish attacks were unsuccessful, due largely to Byzantine fire. Then the Byzantines went over to the offensive, with the Cataphracts going around the flanks in a double envelopment. Six thousand barbarians were killed. Narses entered Rome, but the Italian War was to rage for another two years.

[5.6] CASILINUM (AD 554)

Byzantines: 6PS, 9BI, 4SK, 15BC, 1"1", 2"2". VP 99, PL 50. Deploy: D-5. Stacking: 3. Leadership: Mt. Ex.

Franks: 35BI, 12HC, 16OC, 1"2", 2"3". VP 164, PL 49. Deploy: G-3. Stacking: 2.

Game Length: 15 Game-Turns.

Victory Conditions: Franks must control hex "D" and exit 10 units off the north map edge road hex. Byzantines must win a Substantive Victory or control hexes "G" and "D".

Historical Notes: Some 30,000 Franks and Goths under Buccelin had invaded Italy, and in 554, were brought to battle at Casilinum by 18,000 Romans and Goths under the eunuch Narses. Outmaneuvered, the Barbarians were forced to attack Narses on ground of his own choosing. Narses drew up his forces in a concave formation, while the Franks attacked in a wedge formation in the center. The Romans, however, engaged the barbarians with missile fire, while enveloping them with horse archers. The barbarian attack went to pieces under a rain of arrows. After they had been disorganized, Narses ordered an attack. The barbarians were surrounded and wiped out, almost to the man. The battle had many parallels to that of Cannae in tactical outcome.

5.7] HYPOTHETICAL SCENARIO

Marian Army: 30SD, 12LC, 12SK, 1"1", 1"2". VP 110, PL 55. Deploy: E-3. Stacking: 4.

Belisarian Army: 12SK, 24OC, 20BC, 1"1". VP 45, PL 58. Deploy: D-3. Stacking: 3. Leadership: Mt. Ex.

Game Length: 20 Game-Turns.

Victory Conditions: Either side must achieve a Substantive Victory; or achieve a Marginal Victory and control the opposition's deployment hex.

Terrain Modifications: Players may decide to ignore all terrain and effects.

Historical Notes: This is a hypothetical scenario representing what were probably the two finest ancient armies. The Roman Army appears as it emerged from the Marian Reforms, in which condition it won Caesar's famous victories. The Belisarian Army features the powerful cataphracts and Asian-style horse archers. This type of army enabled Belisarius to win many victories, almost always against superior numbers.

[6.0] DESIGNER'S NOTES

[6.1] GENERAL SYSTEM COMMENTS

PRESTAGS is, of course, an attempt to unify five older games, namely Armageddon, Phalanx, Centurion, Dark Ages and Renaissance of Infantry into one compatible system. Many of the older games differed widely in their levels of complexity and their attempts to simulate the various periods of warfare. For example, in the original Phalanx system, each counter had an actual stacking point value and it was necessary to compute these values not only at the end of the Movement Phase, but also during the course of movement, in the Movement Phase. There were also more restrictive leadership rules, that forbade a unit from effectively doing anything outside of leadership control radius (which was also more limited). In that game, a unit could not even turn facing to meet an enemy attack without leadership.

A great deal can be learned from these games, the old five and the new five, by the game player about how and why game systems develop. The first two games, Renaissance of Infantry (originally published in S&T nr. 22) and Centurion (published in S&T nr. 25), were originally done by a consortium of talent headed by James Dunnigan, Al Nofi, and R. A. Simonsen. These produced many innovations, but the games essentially concentrated on certain mechanical aspects, while ignoring the human; thus facing was invented in this period, as well as feudal cavalry charges, etc., but there were no effective leadership control rules. Then John Young took over the leadership in pre-Seventeenth Century tactical games and designed and developed Phalanx, and cooperated with S.B. Patrick on the Dark Ages game. These games essentially built on the basis of the prior two games, and continued expanding by incorporating innovations such as contact and very restrictive leadership factors, as well as expanding the variety of counters.

Finally, Armageddon (S&T nr. 34) was done. This was a complete reversal from the complexity levels that had been incorporated into Phalanx and Dark Ages. The feeling at that time was that the simplest game possible would be most widely accepted. The period lent itself to this since almost nothing concrete is known about the warfare.

During this series we gradually realized that SPI had made a number of mistakes, both in the actual production and the game design conceptions. Insufficient quality of development and basics such as proofreading made these games suffer. Additionally, although people (some of them at least) enjoyed many of the game restrictions (leadership, feudal cavalry, etc.), this could be overdone. They wanted the flavour of the rules, but still demanded a functional game.

In this latest attempt, PRESTAGS is attempting to satisfy almost all the people who will buy these games. There are at least two or more levels of complexity in every game. The scenarios have been checked for accuracy at least three times. Many of the inhibiting rules have been changed to moderate their influence. New scenarios have been included, and others revised.

Most importantly, these games are also completely homogeneous. Although many people independently have "linked" the previously published games, this system has been designed from the ground up to demonstrate the ebb and flow of military systems, throughout most of recorded history, and to permit the game player to match them in any way desired. For the first time it is possible to match the pharaoh's armies against a Spanish tercio, or Alexander the Great against Scipio Africanus. This is possible only due to the earlier games, and the advance of the state of the art.

[6.2] LEGION DESIGNER'S NOTES

Legion is the only game in the PRESTAGS series that revolves around a single, almost continuous empire. It proceeds from the founding of the Marian Legion to the heyday of the Byzantine Empire. Basically, the prior Roman armies, although enormously successful, were defensive, meant to fight on homeground and break the normal attacker, a spear phalanx. By 100 B.C., most important opposing systems and powers were destroyed or in eclipse. Rome had no real competition for empire. So the Marian Legion was shaped to enable a full phalanx to be formed with the consequent ability to deliver a hard shock against the increasingly less rigid formations in the peripheral "barbarian" areas. Despite the rapid social decline of the Late Republic, the Empire did not collapse simply because there were no serious opponents for three centuries. The only items of interest militarily during this period were the internal revolutions and occasional forays by either side across the boundaries. The Roman armies rotted, as all armies do without opposition. So when the great migrations of the third and fourth centuries occurred, the old empire declined and fell, and the legions became extinct. Infantry was dead and cavalry was king. Only the eastern empire survived, and did so like the old Romans by developing a competing, but superior system, based on the marvelous cataphracts. There was one last moment of glory under Justinian, in Africa and Italy, before the tide of Islam erased any chance of the empire being restored.

EXCLUSIVE RULES & SCENARIOS FOR VIKING

Tactical Warfare in the Dark Ages, 700-1300

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7.0 DESIGNER'S NOTES

[1.0] FRANCISCA

GENERAL RULE:

Frankish AX units, in certain scenarios, are considered armed with the "francisca", a spare ax used as a defensive missile weapon. This

weapon may be used only once in normal defensive fire fashion.

PROCEDURE:

In scenarios where for the Frankish AX units it is so specified, the Frankish Player has the option to use defensive fire from each of his AX units **once** per Game. The "francisca" has a fire attack strength of "three" units and may only be used in defensive fire.

CASES:

[1.1] Until the defensive fire is actually used for an AX unit, the unit is treated like a fire unit (i.e., has power to stop movement, etc., as specified in 7.4).

[1.2] The capability to use the "francisca" may be saved indefinitely. However, once it is used, the unit is no longer treated as a fire unit.

[1.3] Under no circumstances may the "francisca" be anything but a defensive weapon with a range only to the adjacent hex of the AX unit.

[1.4] Players should list the identification number of all Frankish AX units and check them off as the "francisca" capability is used.

[2.0] TERRAIN UNIT PROHIBITIONS

Certain units may be prohibited from entering certain types of hexes, except through road hexsides, as below:

Class Ff units may not enter Stream Hexes; they may, however, enter Ford and Bridge Hexes.

[3.0] VIKINGS

[3.1] VIKING FLEET MOVEMENT

[3.11] Each Viking Fleet unit has a Movement Allowance of fifteen Movement Points. A Fleet uses this Allowance for three functions: "sailing", "mooring", and "unmooring".

[3.12] A Fleet expends one Movement Point for each sea or river hex into which it moves while sailing. There is never any terrain penalty applied to Fleets.

[3.13] Fleet units may move in any direction or combination of directions they desire in the same Movement Phase, as long as they move only in sea hexes or in contiguous river hexes (as shown by the "flow" of the river through the hexes). [There is no facing for Viking Fleets, as dictated in 16.0.]

[3.14] A Fleet unit may transport up to three Friendly non-Fleet units at one time. CM units never count against this capacity (and an unlimited number of CM units may be transported by any one Fleet at the same time). Units being transported are placed under the Fleet unit.

[3.15] The number of Friendly units transported by a Fleet has no effect upon the Fleet's Movement Allowance.

[3.16] Fleet units may never end their Movement Phase in the same hex as another Fleet. They may move freely through one another's hexes during movement.

[3.17] In scenarios with fleets, no units may end their Movement Phase on Ford or Bridge hexes.

[3.18] A Fleet may unmoor, sail and moor, all in the same Game-Turn.

[3.2] FIRE UPON MOVING FLEETS

[3.21] When a Fleet unit moves adjacent to an Enemy fire unit, the Fleet is liable to Defensive Fire immediately (i.e., the Enemy Player must state immediately whether or not he wishes to use his Defensive Fire for that Game-Turn). This procedure overrides case 7.4 (Defensive Fire). Defensive Fire used in this manner may not, of course, fire without the requisite one Player-Turn "reloading" time.

[3.22] Leader units carried in a Fleet have no effect upon the Fleet. Fleets are always considered in "Movement Control Radius".

[3.23] Fleets suffer "½-elim" and "elim" Combat Results normally. Fleets that suffer "disruption" have their Movement Allowance cut in half (to seven Movement Points) immediately and for the duration of their Disruption. Any movement that has taken place already is subtracted from the new, seven-Point Movement Allowance. The Fleet may continue to move if it has any left-over Movement Points. If there are no left-over Movement Points, or if movement has already exceeded seven Movement Points, then the Fleet simply stops where it is.

For instance, if a Fleet has moved two hexes and suffers a "disruption" through Enemy Defensive Fire, its remaining Movement Allowance for that Phase is five Movement Points (seven, the new allowance, less the two that have already been used).

[3.24] Fleets are undisrupted in the same manner as regular units, during the Mutual Disruption Recovery Phase of the Player-Turn following their disruption.

[3.25] Fleets, whether sailing or moored, have a constant Fire Protection Strength of four points.

[3.26] Moving adjacent to a fire unit does **not** stop a Fleet (unlike all other units); only if the Fleet is attacked successfully (and its Movement Allowance halved through disruption) does the Fleet suffer any change. The Fleet may continue to move as long as it has Movement Points.

[3.27] A disrupted Fleet that is attacked and suffers another disruption is eliminated, like any other unit.

[3.28] An unmoored (i.e., sailing) Fleet **cannot** be attacked by Melee Combat. The Fleet may "sail" right through an Enemy-occupied ford or bridge hex, subject only to Enemy Defensive Fire. A Fleet may not end its Movement Phase on an occupied ford or bridge hex. Any Fleet that is disrupted **and** can move no further upon an Enemy occupied bridge or ford hex is eliminated.

[3.3] MOORING & UNMOORING

[3.31] A Fleet must moor in order to take on or leave off units. A Fleet may moor on any river hex; and on any bridge hex unoccupied by Enemy units.

[3.32] The act of mooring costs the Fleet seven Movement Points. The Fleet must have the full seven Points available and must complete the mooring in one Movement Phase. It may not split the mooring costs between two Phases. Turn the Fleet counter upside down to indicate its moored status.

[3.33] The act of unmooring costs five of the Fleets Movement Points. Unmooring cannot occur without a unit loaded on the Fleet. Fleets with no units to unmoor them-are trapped.

[3.34] A disrupted, moored Fleet may not load units, though it may unmoor and sail away at its reduced Movement rate, if the above conditions are met.

[3.4] LOADING & UNLOADING

[3.41] Once the Fleet is moored, any unit on the Fleet may unload at a cost of two Movement Points. The two Movement Points are the cost for the unloading of the unit and its movement into

any adjacent non-river, non-bridge or non-ford hex. Additionally, movement is entirely possible for the off-loaded units, up to the units' Movement Allowance.

Example: A Fleet transporting an SD unit might move 4 hexes up a river, stop, and moor (expending eleven of the Fleet's Movement Points). The SD unit is unloaded at a cost of two Movement Points to its Allowance. The SD unit could remain in the adjacent hex, or it could move two hexes further.

[3.42] The instant a unit expends its two Movement Points to unload, it is treated as a normal land unit, subject to all modes of attack (including Defensive Fire). Therefore, it is possible that a unit might be unloaded adjacent to an Enemy fire unit, and be stopped from further movement in that Phase.

[3.43] There is a Movement Point cost of two Movement Points for any unit to board a Fleet. The Fleet must be moored and undisrupted for this to happen.

[3.5] ATTACKS AGAINST MOORED FLEETS

Only when a Fleet is moored may it be attacked by Melee Combat. Its defensive Melee Combat Strength, used only when no Friendly units are loaded, is 4 Strength Points (it is worth 2 Victory Points). It may never make a Melee Attack. A disruption reduces its Movement Allowance to seven Points for the duration of the disruption. A disruption upon an already disrupted Fleet results in elimination.

[3.6] VIKING FEROCITY - FIRST ATTACK

To simulate the shock ability of Viking units in Melee Combat, the following three changes are made:

[3.61] During the Player-Turn in which the Viking Player makes his first Melee Attack of the game, all Melee Attack Combat Odds are increased one level.

Therefore, on the first Player-Turn of Viking Melee Attack, all "2-1" attacks would be treated as "3-1" attacks; all "5-1" attacks would be considered "6-1".

[3.62] This advantage is good for as many Melee Attacks as the Viking Player makes on that one Player-Turn only.

[3.7] SUBSEQUENT MELEE ATTACKS

[3.71] In all subsequent Melee Attacks "one" is added to the die roll for each combat result. Thus, a roll of "three" would become a roll of "four" before the Combat Results Table was consulted.

[3.72] The addition to the die roll may never produce a sum greater than "six". A die roll of "six" is not increased.

[3.73] This rule is used **after** the "First Viking Attack." It may not be substituted for the "odds column" change of the previous rule, even if this would yield a result more favorable to the Viking Player.

[3.8] SUBSEQUENT MELEE DEFENSE

[3.81] In all Defensive Melee Combat following the "First Viking Attack" Game-Turn, "one" is subtracted from the die roll of any Melee Attack made against Viking units. Thus, a roll of "four" would become a roll of "three" before the Combat Results Table was consulted.

[3.82] The subtraction from the die roll may never produce a difference less than "one". In effect, a die roll of "one" is not decreased.

[3.9] LOSS OF FEROCITY

If the Viking army should panic, all the above advantages of Ferocity are lost; the units are treated as normal units and must obey Panic rules.

[4.0] PRE-MILLENNIUM SCENARIOS

[4.1] QADISIYA (A.D. 637)

Persians: 10MI, 12HC, 6MC, 2"3". VP 48, PL 19. Deploy: E-5. Stacking: 2. Leadership: Mt. Ex.

Arabs: 25HB, 2"2". VP 52, PL 41. Deploy: F-5. Stacking: 2. Leadership: Mt. Ex.

Game Length: 20 Game-Turns.

Victory Conditions: Arabs must win a Marginal Victory. Persians must hold hexes "E" and "G". If both, the game is a draw.

Terrain Modifications: Ignore all terrain except slopes.

Historical Notes: Inspired by the religious zeal of the new religion of Islam, the Moslem Arabs invaded the Persian Empire. There was much fighting from 634 to 637, with neither side gaining a decisive advantage. At Qadisiya, however, S'ad ibn-abi-Waqqas with 30,000 Moslems defeated 50,000 Persians under Rustam. The battle featured much use of archer by both sides, although the Arabs proved to be more mobile. Pursuing, the Moslems took Ctesiphon.

[4.2] TOURS (A.D. 732)

Arabs: 5IB, 20HB, 1"3". VP 56, PL 17. Deploy: C-3. Stacking: 2. Leadership: Mt. Ex.

Franks: 10MI, 5AX, 6MC, 1"1", 1"3". VP 34, PL 14. Deploy: A-3. Stacking: 2.

Game Length: 15 Game-Turns.

Victory Conditions: Arabs must control hex "A". Franks must achieve a Marginal Victory; or control hex "C". If both sides fulfill a condition, the game is a draw. If the Franks fulfill both conditions, they win regardless of Arab conditions.

Special Rules: Players may employ Viking Optional Rule 1.0, "Francisca."

Historical Notes: The Arabs, under Abd er-Rahman, moved north into France, defeating the armies of Aquitaine and besieged Tours. Charles

Martel, Mayor of the Palace of the Frankish kingdom of Austrasia, brought a mixed infantry and cavalry force to do battle. He seized the high ground and dismounted his cavalry, preferring to let the Arabs batter themselves against his defensive line. As the afternoon drew to an end, the Franks turned the Arab left and the Arabs broke off the battle. The pursuit was short, stopping when the Arab camp was taken, but in the process, Abd er-Rahman was killed. The Franks did not press hard, but the Arabs withdrew from France and set up their border on the Pyrennes.

[4.3] CONSTANTINOPLE (A.D. 860)

Byzantines: 10SD, 10IB, 5HB, 10BC, 1"2", 1"3". VP 92, PL 37. Deploy: D-4. Stacking: 3. Leadership: Mt. Ex.

Varangians: 20MI, 10AX, 10SD, 5IB, 2"3". VP 77, PL 31. Deploy: C-3. Stacking: 2.

Game Length: 15 Game-Turns.

Victory Conditions: Byzantines must exit twenty units off the west map edge by Game-Turn Fifteen and: either achieve a Substantive Victory or control hex "C" for two consecutive Game-Turns. Varangians must prevent these conditions.

Terrain Modifications: Ignore all woods, river, bridge, and ford hexes.

Historical Notes: This is the only hypothetical scenario. In 860, the Rus (or Rous, as the Romans called them, or Varangians, as was their Viking name) came out of the Black Sea into the Bosphorus in their long ships. They besieged Constantinople and ravaged the countryside. The Emperor, who had been off fighting Arabs, returned and successfully led the defense. The scenario considers a Roman sortie into the countryside around Constantinople.

[4.4] PARIS (A.D. 885)

Vikings: 16AX, 4IB, 4VF, 1"2", 1"3". VP 54, PL 27. Deploy: F-4. Stacking: 2.

Franks: 8HC, 4MC, 12MI, 3"3". VP 39, PL 10. Deploy: C-4. Stacking: 2.

Game Length: 20 Game-Turns.

Victory Conditions: Franks must exit eight units off road at northeast map edge to win. Vikings: must prevent this or win a Substantive Victory. If both, Vikings win.

Historical Notes: The high water mark of Viking power came when 30,000 Vikings under Siegfried and Sinric sailed down the Seine to besiege Paris. The defenders resisted strongly, although the Vikings were surprisingly adept at siege warfare. While never completely able to invest the city, they did defeat relieving forces under Henry of Saxony and Charles the Fat. Eventually, Charles the Fat persuaded the Vikings that they should go plunder

his enemies, the Gascons, instead of Paris, and so, spurred on by liberal application of Charles' gold, the Vikings left Paris for Gascony.

[4.5] LOURAIN (A.D. 891)

Franks: 12HC, 12MI, 1"2", 3"3". VP 40, PL 14. Deploy: D-3. Stacking: 2.

Vikings: 9AX, 2VF, 5IB, 2"2". VP 39, PL 20. Deploy: B-3. Stacking: 3.

Game Length: 15 Game-Turns.

Victory Conditions: Franks must occupy hexes "B" and "E" at the end of the game. Vikings must hold hex "B".

Special Rules: HC may dismount as SD.

Historical Notes: A large Viking raiding party, proceeding overland through west-central France towards Flanders was met by Arnulf of France at the Battle of Lourain. The Vikings were defeated by the French, and as a result there were few Viking raids of this magnitude in the future.

[4.6] HAMBURG (A.D. 988)

Vikings: 3AX, 7SD, 3IB, 5VF, 1"2". VP 40, PL 20. Deploy: on VF, on any all-sea hexes. Stacking: 2.

Germans: 24MI, 4MC, 4"3". VP 36, PL 11. Deploy: 6MI, 1MC, 1"3" each at A-3. D-3, F-3, G-3. Stacking: 1.

Game Length: 25 Game-Turns.

Victory Conditions: Vikings must control hex "E" for six consecutive Game-Turns, and either achieve a Substantive Victory or have ten units (not counting VF's or Leaders) in all-sea hexes by Game-Turn 25. Germans must prevent these conditions.

Terrain Modifications: Units may enter river hexes only upon Viking Fleets. All units may enter Ford and Bridge hexes at normal Terrain costs; no units may end their Movement Phase in a Ford or Bridge hex.

Special Rules: The Viking Option 2.0, Viking Ferocity, must be used.

Historical Notes: The Vikings raided all along the coast of the North Sea looking for booty. This was one of their successful raids into Germany.

[5.0] POST-MILLENNIUM SCENARIOS - WEST

[5.1] BALTHUSTA (A.D. 1014)

Byzantines: 10SD, 5IB, 5HB, 10BC, 1"1", 1"2". VP 77, PL 31. Deploy: F-3. Stacking: 3. Leadership: Mt. Ex.

Bulgars: 10MI, 5IB, 20HB, 2"3". VP 67, PL 20. Deploy: C-3. Stacking: 2.

Game-Length: 15 Game-Turns.

Victory Conditions: Byzantines must control hexes "C" and "E". Bulgars must achieve a Substantive Victory. If both sides fulfill these conditions, the Byzantines win.

Terrain Modifications: Ignore all sea, river, bridge, and ford hexes.

Historical Notes: The Bulgars had been giving the Romans a great deal of trouble, expanding southward into the Balkans and displacing Roman control. One of the great soldier-Emperors, Basil II, led a successful counter attack, driving the Bulgars out of Thrace and Macedonia and finally catching them at Balathusta, in modern Bulgaria. There he crushed the Bulgarian army, taking some 15,000 prisoners. He divided the prisoners into 100 man groups, blinding 99 of each group totally and the remaining man in one eye. He then sent them back to their Tsar, Samuel who, it is said, died of the shock, thereby allowing the Bulgarian Empire to collapse. Basil was surnamed Bulgaroctonus - the Bulgar Slayer.

[5.2] CLONTARF (A.D. 1014)

Vikings: 9AX, 3VF, 1"2". Deploy: Any all-sea hex. 6AX, 6IB, 2"3". Deploy: J-2. VP 57, PL 29. Stacking: 3.

Irish: 10BI, 8MC, 1"1", 2"3". VP 49, PL 20. Deploy: G-3. Stacking: 2.

Game Length: 15 Game-Turns.

Victory Conditions: Irish must control hexes "G", "J" and "F". Vikings must control hex "J" and exit by land movement ten non-fleet units off the south map edge.

Special Rules: Viking Ferocity Rules.

Historical Notes: Between 1001 and 1010, Brian Boru, King of Munster, had succeeded in unifying the many Irish kingdoms, enabling him to either expell or pacify the Vikings, who had controlled almost all of the kingdoms of Ireland in previous years. In 1014, however, Boru's supposedly loyal ex-Viking subjects revolted, and were reinforced by other Viking groups by sea. Boru engaged the Vikings at Clontarf and defeated the last Viking attempt to control Ireland. The Irish victory was marred, however, as Boru was killed, while praying, in the battle.

[5.3] CANNAE II (A.D. 1017)

Byzantines: 10SD, 5IB, 10HB, 10BC, 2"2". VP 87, PL 25. Deploy: H-2 and/or J-2. Stacking: 3. Leadership: Mt. Ex.

Lombards: 20MI, 10SD, 10MC, 10HC, 5IB, 2"3". VP 97, PL 29. Deploy: G-3. Stacking: 2.

Game Length: 20 Game-Turns.

Victory Conditions: Lombards must control hex "F" and achieve a Marginal Victory. Byzantines must achieve a Decisive Victory.

Terrain Modifications: Ignore all slope, hilltop and woods hexes.

Historical Notes: The Lombards, augmented by the first Norman contingent in Italy, decided to try to push the Romans out of Southern Italy. The decisive battle was fought at Cannae. This time, some 1,200 years after their defeat in the first battle of Cannae, the Romans won and broke the Lombards forever. It was the last time the Normans were on the losing side in Southern Italy.

[5.4] CIVITATE (A.D. 1053)

Normans: 10MI, 5SD, 5MC, 5HC, 3IB, 1"2", 1"3". VP 51, PL 15. Deploy: G-3. Stacking: 2.

Papists: 20MI, 5SD, 5MC, 1"3". VP 41, PL 12. Deploy: D-3. Stacking: 2.

Game Length: 15 Game-Turns.

Victory Conditions: Normans must achieve a Substantive Victory; or control hexes "D" and "E". Papists must control hexes "D" and "E" and prevent Norman victory conditions.

Historical Notes: Robert de Hauteville, surnamed Guiscard, was consolidating Southern Italy under Norman rule. The Pope, Leo IX, realized that unless he moved soon, Robert would be the effective power in the heretofore fragmented south, instead of the Pope. He assembled an army, abetted by the Holy Roman Emperor, who furnished a contingent, and met the Normans at Civitate, where his army was crushed and he was taken prisoner. The Normans were pious, so he was set free and Robert swore allegiance. From then on, the Papacy was under Norman sway, if not outright control.

[5.5] CERAMI (A.D. 1063)

Normans: 10MI, 10MC, 5HC, 5IB, 1"2", 1"3". VP 57, PL23. Deploy: H-3. Stacking: 2.

Arabs: 10MI, 5IB, 20HB, 2"3". VP 67, PL 20. Deploy: G-3. Stacking: 2. Leadership: Mt. Ex.

Game Length: 20 Game-Turns.

Victory Conditions: Normans must exit 20 units off the east map edge with at least three going off the south-eastern road. Arabs must achieve a Substantive Victory. If both sides fulfill their Victory Conditions, the game is a draw.

Terrain Modifications: Ignore all woods hexes.

Historical Notes: The Norman conquest of Sicily was a leisurely affair, taking some twenty years and marked, in the main, by several sieges and a good deal of intrigue as Roger de Hauteville, Guiscard's younger brother, steadily advanced his cause

against the three principal Arab rulers in Sicily. Cerami was one of the few pitched battles and was won by the Normans.

[5.6] STAMFORD BRIDGE (A.D. 1066)

Anglo Saxons: 15MI, 6AX, 5SD, 5MC, 6IB, 1"2", 1"3". VP 67, PL 20. Deploy: H-5. Stacking: 2.

Vikings: 10AX, 10SD, 5IB, 2"3". VP 57, PL 23. Deploy: F-2. Stacking: 2.

Game Length: 15 Game-Turns.

Victory Conditions: Anglo-Saxons must achieve a Substantive Victory. Vikings must control the bridge hex between hexes "F" and "H". If both sides fulfill their victory conditions, the game is a draw.

Special Rule: Anglo-Saxon SD and AX units may stack up to three units per hex.

Historical Notes: Harald Hardrada, King of Norway, invaded Northern England, defeating the northern fyrd and had encamped some distance from York. On the morning of the battle, they moved along the Derwent River, without any armor, but with swords, shields, bows and arrows, and set up in a festive mood on the banks of the Derwent to await the city fathers of York and their expected surrender of the city. What they got was King Harold Godwineson, just arrived during the night from a long forced march from London. The Vikings withdrew across the Derwent, at the point of Stamford Bridge. Instead of defending just on the far side, they pulled rather far and once the English had forced the bridge, they had room to deploy on the far side and proceeded to attack the Vikings, eventually destroying them. Just as the victory had been assured, the Viking contingent which had been left at base camp to guard the boats arrived, practically dead with exhaustion. The rest of the battle was a turkey shoot with the English ending up giving Hardrada six feet of English soil, as Harold had promised.

[5.7] HASTINGS (A.D. 1066)

Normans: 24MI, 5SD, 6MC, 4HC, 10IB, 1"2". VP 85, PL 26. Deploy: C-3. Stacking: 2.

Anglo-Saxons: 20MI, 10AX, 10SD, 5IB, 1"2", 1"3". VP 77, PL 23. Deploy: A-3. Stacking: 2.

Game Length: 20 Game-Turns.

Victory Conditions: Normans must exit 25 units off the north map edge within four hexes of hex "A"; or achieve a Marginal Victory and control hex "A". Anglo-Saxons must prevent these conditions.

Historical Notes: Scarcely had Hardrada been defeated when William of Normandy landed in southern England and began to pillage Harold's ancestral lands of Wessex. Harold about faced and

forced march south to meet William near Hastings. Harold deployed on a hill, William attacked up hill. The battle lasted all day with the Norman attacks being easily passed off by the English shield all, which shields also easily caught the arrows being shot up at them from below, thereby preventing the usual disorder from a strong arrow attack. The English had been depleted during the day due to some unordered, spontaneous charges when it appeared that the Normans were fleeing (flight being feigned) and with the result that they were badly chopped off each time before regaining their ranks when the Normans counter attacked. The final attack was probably to be the last of the day, what with night drawing on, and William tried the novel tactic of firing his arrows into the air in an indirect fire manner, rather than firing straight uphill into English shields. A chance arrow hit Harold in the eye, mortally wounding him and taking him out of battle. Many more in the line were similarly injured and the Norman cavalry was able to charge and break the English line, routing them.

[6.0] POST-MILLENIUM SCENARIOS - EAST

[6.1] MANZIKERT (A.D. 1071)

Byzantines: 10SD, 10IB, 5HB, 10BC, 2"3". VP 92, PL 28. Deploy: C-3. Stacking: 3.

Seljuq Turks: 10SD, 5IB, 20HB, 1"2", 1"3": VP 77, PL 31. Deploy: D-3. Stacking: 2. Leadership: Mt. Ex.

Game Length: 25 Game-Turns.

Victory Conditions: Byzantines must achieve a Marginal Victory and control hex "D". Seljuq Turks must achieve a Marginal Victory and control hex "C".

Terrain Modifications: Ignore all river, bridge and ford hexes.

Historical Notes: The Seljuq Turks under Alp Arslan, invaded Roman Anatolia and Romanus IV, the Emperor, took his army out to meet Alp. After a meeting engagement which resulted in a Turkish victory, Romanus withdrew to a position near Manzikert. The Romans managed to press the Turks back and ended up taking the Turkish camp. At that point Romanus, overjudging the ability of his troops to react (having declined badly since the days of Basil II) tried to withdraw. Seeing the standards reverse direction, some of the troops in the rear started to panic. Romanus therefore decided to stand fast and reorganize. At that point, Andronicus Ducas, leading a wing of the army continued his withdrawal. Alp Arslan, seeing part of the Roman army leaving the field, fell on Romanus and, before the day was over, had captured or killed the whole of the main body. Although Romanus made some mistakes, and though victory might not have been his that day (had Andronicus not been more interested in furthering his family at the expense of Romanus and stayed to help), the Roman army would have gotten away in one piece. As a result, there was no effective Roman army left in Anatolia and, by the

time the civil strife had settled in Constantinople and the frontier was stabilized, all of Anatolia, except for the Aegean and Black Sea coasts, was in Turkish hands.

[6.2] DURAZZO (A.D. 1082)

Byzantines: 5AX, 5SD, 5IB, 5HB, 10BC, 1"3". VP 76, PL 30. Deploy: A-2. Stacking: 2. Leadership: Mt. Ex.

Normans: 5MI, 5SD, 15HC, 3CB, 1"2", 1"3". VP 56, PL 17. Deploy: C-3. Stacking: 2.

Game Length: 20 Game-Turns.

Victory Conditions: Normans must exit fourteen units off the north map edge within four hexes of hex "A"; or control hex "A" and achieve a Marginal Victory. Byzantines must control hex "C". If both sides fulfill their victory conditions, the game is a draw.

Special Rule: Norman HC and Byzantine BC units may stack up to three units per hex.

Historical Notes: Robert Guiscard decided to take on the Romans and landed his army near Durazzo. Alexis I Comnenus assembled an army to meet him. Alexius' main force was the Varangian Guard, formerly made up of Varangians, but now heavily manned by emigre English, still smarting from Hastings. Although well conducted and initially successful for the Romans, the battle turned against them when the Normans, in a situation very like the feigned flight at Hastings, drew the Varangian Guard into an ill-timed attack which took the Varangian Guard out of friendly lines. The Normans fell upon them and cut them to pieces. After that, Alexius had no alternative but to flee, being pursued into Greece until Robert Guiscard was called back to Italy to settle some new problems.

[6.3] DORYLAEUM (A.D. 1097)

Crusaders: 10MI, 5SD, 15HC, 8CB, 1"2", 1"3". VP 76, PL 38. Deploy: One-half of Victory Point value at E-3; and remainder of force enters on the first Game-Turn on the east map edge. Stacking: 2.

Seljuq Turks: 5SD, 5IB, 25HB, 10MC, 1"3". VP 96, PL 38. Deploy: C-2 and/or D-2. Stacking: 2. Leadership: Mt. Ex.

Game Length: 20 Game-Turns.

Victory Conditions: Crusaders must achieve a Substantive Victory. Seljuq Turks must completely eliminate the Crusader initial deployment (E-3) force. If both sides fulfill their Victory Conditions, the game is a draw.

Terrain Modifications: Ignore all terrain and effects except for slope and hilltop hexes.

Historical Notes: The left hand column of the Crusader army was attacked by a superior force of

Turks, led by Kilij Arslan. The mobility of the Turks allowed them to run rings around the Crusaders and the battle was going in the Turks favor until the right wing of the Crusaders arrived and sandwiched the Turks between the two Crusader elements. Deprived of their mobility, the Turks were cut to pieces. A good example of the relative merits of the Crusader and Saracen systems.

[6.4] HATTIN (A.D. 1187)

Crusaders: 20MI, 6HC, 10CB, 5HB, 1"2", 1"3". VP 74, PL 30. Deploy: B-4. Stacking: 2.

Moslems: 20HB, 5MC, 3"3". VP 53, PL 16. Deploy: A-3 and/or C-3. Stacking: 2. Leadership: Mt. Ex.

Game Length: 20 Game-Turns.

Victory Conditions: **Crusaders** must exit sixteen units to sea hexes by Game-Turn Ten; or control hex "F" at the end of the game. **Moslems** must achieve a Substantive Victory. If both sides fulfill their Victory Conditions, the game is a draw.

Terrain Modifications: Ignore all woods, swamp, river, bridge and ford hexes.

Historical Notes: Saladin proclaimed a jihad (holy war) and retook Palestine. At Hattin (or Tiberias, as it is sometimes called) the King of Jerusalem, Guy de Lusignan, had an army made up of the garrisons of the principal Crusader cities. Saladin separated the Crusader infantry from the cavalry and defeated them in detail, capturing the True Cross in the process and leaving the Crusader forces in disarray in Palestine. This led to the raising of the Third Crusade.

[6.5] LIEGNITZ (A.D. 1241)

Mongols: 10MC, 10HC, 20HB, 1"1", 1"3". VP 82, PL 33. Deploy: D-3. Stacking: 3. Leadership: Mt. Ex.

Germans: 25MI, 10HC, 15CB, 2"3". VP 92, PL 37. Deploy: G-3 and/or E-3 not south of the river. Stacking: 2.

Game Length: 20 Game-Turns.

Victory Conditions: **Mongols** must achieve a Substantive Victory. **Germans** must control hexes "C" and "E". If both sides fulfill their Victory Conditions, the game is a draw.

Historical Notes: The Mongols, led by Subotai, marched into Europe. Kaidu, one of their generals, was charged with the right flank. Prince Henry the Pious of Silesia moved on the Mongols and set up a defensive position at Liegnitz. King Wenceslaus of Bohemia marched north to aid him, but Kaidu moved first, crushing Henry and routing all resistance north of the Carpathians. Wenceslaus

returned to Bohemia and the Mongols moved to Vienna, only to be stopped by the death of Ogatai, Ghengis Khan's son, which led to their withdrawal from Europe.

[6.6] EL MANSURA (A.D. 1250)

French: 12MI, 12HC, 6MC, 2"2". VP 50, PL 35. Deploy: H-3. Stacking: 2.

Arabs: 12HB, 8CB, 9MC, 6MI, VP 72, PL 36. Deploy: E-3, F-3, or G-3. Stacking: 2. Leadership: Mt. Ex.

Game Length: 15 Game-Turns.

Victory Conditions: The **French** must exit twelve units off the north map edge. The **Arabs** must prevent this and control all three deployment hexes listed. If neither condition is achieved, the game is a draw.

Terrain Modifications: Ignore all Stream hexes.

Historical Notes: Louis IX of France led the Seventh Crusade, landing in Egypt. The Moslems blocked the Crusaders' advance at a canal north of Cairo. The Count of Artois, Louis' brother, led the French knights across an unguarded ford, on 8 February, 1250, and drove the Turks into the village of El Mansura. The knights pursued them into the village, where they were easy targets and soon wiped out. Meanwhile, Louis' forces had forced a crossing of the canal, but were so weakened that they could not continue. Two months later, the Crusaders' Line of Communications was cut, and they were forced to withdraw.

[7.0] DESIGNER'S NOTES

[7.1] GENERAL SYSTEM COMMENTS

PRESTAGS is, of course, an attempt to unify five older games, namely Armageddon, Phalanx, Centurion, Dark Ages and Renaissance of Infantry into one compatible system. Many of the older games differed widely in their levels of complexity and their attempts to simulate the various periods of warfare. For example, in the original Phalanx system, each counter had an actual stacking point value and it was necessary to compute these values not only at the end of the Movement Phase, but also during the course of movement, in the Movement Phase. There were also more restrictive leadership rules, that forbade a unit from effectively doing anything outside of leadership control radius (which was also more limited). In that game, a unit could not even turn facing to meet an enemy attack without leadership.

During this series we gradually realized that SPI had made a number of mistakes, both in the actual production and the game design conceptions. Insufficient quality of development and basics such as proofreading made these games suffer. Additionally, although people (some of them at least) enjoyed many of the game restrictions (leadership, feudal cavalry, etc.), this could be

overdone. They wanted the flavour of the rules, but still demanded a functional game.

In this latest attempt, PRESTAGS is attempting to satisfy almost all the people who will buy these games. There are at least two or more levels of complexity in every game. The scenarios have been checked for accuracy at least three times. Many of the inhibiting rules have been changed to moderate their influence. New scenarios have been included, and others revised.

Most importantly, these games are also completely homogeneous. Although many people independently have "linked" the previously published games, this system has been designed from the ground up to demonstrate the ebb and flow of military systems, throughout most of recorded history, and to permit the game player to match them in any way desired. For the first time it is possible to match the pharaoh's armies against a Spanish *tercio*, or Alexander the Great against Scipio Africanus. This is possible only due to the earlier games, and the advance of the state of the art.

[7.2] VIKING DESIGNER'S NOTES

The Viking Period was one of the more interesting in terms of weapon systems. This was due mostly to the devolution of warfare from any large center of power expanding to a series of competing systems. Actually, very few long-lasting, coherent systems evolved in Western Europe during this period. The best of them were the various "barbarians" (Arabs, Norsemen, eastern horsemen), and the declining Byzantines.

Obviously, a whole new section was needed to cover the Vikings. Their unique use of primitive sea mobility, and amphibious operations is reflected. Less well-known were the "berserkers", both as individuals and as a mentality. These people would work into a frenzy (frothing, etc.) and give an incredible initial impact. The Vikings were not well-armed, per se, only comparatively, but they were highly motivated.

The early Franks were trained to throw their battle axe in what passed then for a volley. Again, this gave them tremendous impact. Warfare of the period very often depended on the first clash, especially among infantry, and these two systems were about the best.

EXCLUSIVE RULES & SCENARIOS FOR

YEOMAN

Tactical Warfare in the Renaissance Age, 1250-1550

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12.0 DESIGNER'S NOTES

[1.0] SQUARE

GENERAL RULE:

As specified by the scenarios Special Rules, certain units are capable of banding together in the defensive formation known as a "Square", in disregard of normal stacking restrictions. To form a Square, there must be four units of the exact same designation in one hex. The Square formation **cannot** be flank attacked. The Square

may move only one hex (of any passable terrain) per Movement Phase. The Square may not attack and is dissolved when it suffers any adverse combat results.

PROCEDURE:

At the end of any Friendly Movement Phase in which four units of a type specified in the scenario are in the same hex, the Owning Player may invert the top unit in the stack; signifying the formation of a Square. The hex then has a Defense Strength of the total of all four units. The hex is immune to the effects of flanking attacks.

CASES:

[1.1] Leader units may be in a hex, in addition to the four other units. Leader units do not count for stacking purposes. Leader units' combat, movement and rallying capabilities function normally.

[1.2] A Square **must** be composed of four units. No unit may move through a hex with a Square (exception: Leaders).

[1.3] The Square can only be created at the end of a Friendly Movement Phase. Adverse combat results dissolve the Square. Disrupted units may not form a Square.

[1.4] A Square may be dissolved voluntarily during a Friendly Movement Phase. In the phase in which a Square is dissolved, all the units that were in the Square may only move one hex. Leader units may leave a Square formation at full Movement Allowance.

[1.5] The one hex movement of a Square formation allows it to move one hex into any passable terrain. This is in keeping with the rule of movement that always allows one hex of movement despite terrain costs.

[1.6] Units in a Square may disregard normal stacking limitations. If a Square is disrupted, stacking limitations must be complied with by the end of the next Friendly Movement Phase. This allows for the disruption of a Square without elimination of defending units (which would otherwise occur in compliance with the stacking rules).

[2.0] FEROCITY

GENERAL RULE:

Swiss PS, Spanish PS, Spanish SD, and Scottish PS all had well-deserved reputations for superior

battlefield performance. To simulate the shock ability and all-around quality of these units, they have special rules for engaging in Melee Attack and defense as well as a rule used only for the Player-Turn of their First Melee Attack.

[2.1] FIRST ATTACK

[2.11] During the Player-Turn when a Player used ferocious units in their first Melee Attack of the game, all Melee Attack combat odds are increased by one level.

Therefore, on the first Player-Turn a Spanish PS unit engaged in a Melee Attack at "2 to 1" combat odds, the odds would be treated as "3 to 1".

[2.12] The "First Attack" capability is triggered when **any** of one Player's ferocious units are used in an attack. Care should be used in deciding when to use this large advantage, as a single unit or the entire army could be employed in the attack.

[2.13] The First Attack capability can only be applied to Melee Attack; it has no bearing on any other form of combat.

[2.2] SUBSEQUENT MELEE ATTACKS

[2.21] In all subsequent Melee Attacks, "one" is added to the die roll for each combat result. Thus, a role of "three" would become a roll of "four" before the Combat Results Table was consulted.

[2.22] The addition to the die roll may never produce a sum greater than "six". A die roll of "six" is not increased.

[2.23] This rule is used **after** the "First Attack". It may not be substituted for the "odds column" change of the previous rule (2.1), even if the substitution would yield a result more favorable to the ferocious units.

[2.3] SUBSEQUENT MELEE DEFENSE

[2.31] In all defensive Melee Combat following the "first Attack" Game-Turn, "one" is subtracted from the die roll of any Melee Attack made against a hex with any ferocious units in it. Thus, a roll of "four" would become a roll of "three" before the Combat Results Table was consulted.

[2.32] The subtraction from the die roll may never produce a difference less than "one". A die roll of "one" is not decreased.

[2.4] LOSS OF FEROCITY

[2.41] Ferocious units in an army that is panicked lose all special Melee Combat advantages; they are treated as normal units and must obey Panic rules.

[3.0] FEUDAL RULE

COMMENTARY:

Heavy Cavalry (knights) during feudal times behaved with what we would probably call idiotic rashness. To reflect this, Heavy Cavalry are required to move toward the nearest sighted Enemy unit within fourteen hexes of their own position.

GENERAL RULE:

At the beginning of each Movement Phase, for every Heavy Cavalry unit, it must be determined what Enemy unit (if any) is the closest within fourteen hexes and fulfills Line of Sight rules. The HC units then attempt to reach the target hex by the route which is shortest in total Movement Points.

A new determination of target hex is made at the beginning of every Movement Phase for every HC unit.

PROCEDURE:

At the beginning of each Movement Phase, determine a target hex for each HC unit. The target must be the Enemy unit closest in terms of Movement Points, within fourteen hexes total range, and fulfilling the Line of Sight requirements. The HC unit must then expend its total Movement Point Allowance in attempting to attack the target hex.

The target hex need not remain in Line of Sight during the HC movement if the HC has sighted the target and is moving toward it along the fastest (with fewest Movement Points expended) route. However, if at the start of another Movement Phase a different unit fulfills the target requirements, the HC changes target.

[3.1] Any passable terrain may be included in a route toward the target hex. It is possible this would require riding into hexes adjacent to fire units that were not the target. Since a determination of target hex is made at the start of each Movement Phase, an HC unit stopped by Defensive Fire would probably end up attacking the fire unit on the next Turn.

[3.2] HC units never consider Improved Positions (see 5.0) in calculating the shortest route. In effect, this makes it entirely possible for HC units to ride right into Caltrops hexes.

[3.3] HC units **do** count hexes occupied by Friendly units in calculating the shortest route to the target hex. It is possible for HC to ride through any kind of their own units, including other HC. If they do enter a Friendly-occupied hex, the die must be rolled. A roll of "five" or "six" causes the disruption of the Friendly units. A roll of "one" through "four" means no effect (the Friendly units got out of the way).

[3.4] HC units that end their Movement Phase in the process of heading for a "target hex" with other Friendly units must roll the die (as per 3.3) to determine whether the Friendly units are disrupted. If the total of units (HC and other Friendly units) exceeds the stacking limitation of the scenario, the non-HC units are **automatically** disrupted and moved into an adjacent hex (choice of the opposing Player).

[3.5] If the automatically disrupted units are unable to move into a hex without violating stacking limitations, they are eliminated instead. If the automatically disrupted units are forced to move into a hex with Friendly HC units, they are eliminated.

[3.6] The change of target hex, at the beginning of each Movement Phase, can mean a continuing succession of new targets, one every Movement

Phase. The HC units just keep charging off towards the newly-determined target.

[3.7] HC units may sight into, but not through, woods hexes. They may attack into, but never **move** into, woods hexes.

[4.0] LONGBOWMEN CONVERSION

GENERAL RULE:

Longbowmen units (LB) may be converted to Axmen units (AX). To do so, the LB unit must remain stationary for one Movement Phase, after which an AX unit is substituted for the LB marker. On any subsequent Movement Phase, the AX unit may convert back to an LB unit by remaining stationary for one Movement Phase and substituting back in the original LB unit.

CASES:

[4.1] No conversion may occur when the unit is disrupted, adjacent to any Enemy unit, or panicked.

[4.2] A conversion of a unit originally an AX unit to an LB unit is **not** allowed. Only units specified as LB units in the scenario have this conversion ability.

[4.3] Absolutely no movement is allowed on the Player-Turn of conversion. The converted unit will not be able to engage in combat on the turn of its conversion, because the change cannot take place adjacent to an Enemy unit.

[4.4] When converted, the LB marker should be inverted, and remain under the AX marker.

[5.0] IMPROVED POSITIONS

Improved positions are of two types, Trenches and Caltrops (anti-cavalry traps). Both are permanent fixtures for any scenario in which they are involved. They may never be built or destroyed once placed, remaining in the same hex for the duration of the game.

[5.1] TRENCHES

[5.11] Certain scenarios list a number of Trenches supplied for one side. This means that Trench Markers are placed, no more than one to a hex, at the time of deployment. Trenches are deployed like units.

[5.12] Any Leader or unmounted unit (i.e., **not** Class C or Mounted Fire units) has its Melee Defense Strength and Fire Protection Strength doubled while in a Trench hex.

[5.13] Cavalry units may not normally enter a hex with a Trench Marker. Cavalry units forced to enter a Trench hex by the Feudal Rule have their Combat Strengths reduced by one-half permanently for each Trench hex entered. Thus a [4]-7 would become a [2]-7 (retain fractions). Units reduced below "one" are eliminated.

[5.14] No units may form a Square in a hex with a Trench Marker, nor may a Square move into such a hex. Trenches never affect stacking.

[5.15] Trenches are completely neutral; they benefit whoever occupies them.

[5.2] CALTROP [anti-cavalry traps]

[5.21] Certain scenarios list a number of caltrops supplied for one side. This means that Caltrops Markers are deployed, no more than one to a hex, at the time of deployment.

[5.22] Caltrops have no combat effect upon Leader or unmounted units (i.e., they will only affect Class C and Mounted Fire units). For movement purposes, there is a cost of two additional

Movement Points for Leader and unmounted units to move into a hex with Caltrops Markers.

[5.23] Cavalry (Class C) or artillery (HA and LA) units of both sides equally. Caltrops never affect stacking.

[5.24] Heavy Cavalry units forced to charge through a hex with Caltrops end their Movement Phase on the Caltrops. They have their **Melee** Strengths permanently reduced by one-half and are eliminated if they suffer any adverse combat result in the Player-Turn immediately following their entanglement. If they survive, that ensuing turn, they are free to leave. Units reduced below "one" are eliminated.

[5.25] Caltrops are completely neutral; they affect units of both sides equally.

[6.0] ARTILLERY MOVEMENT

GENERAL RULE:

Artillery units are always either in "limbered" (loaded, moveable) mode or "unlimbered" (ready for firing) mode. A limbered artillery unit is so indicated by inverting its unit marker. Artillery may only engage in movement and defensive melee in a limbered mode; and may only engage in Fire Combat, Defensive Fire, and defensive melee in an unlimbered mode. There is a movement cost of three Points to change modes.

PROCEDURE:

During a Friendly Movement Phase, an artillery unit may change its mode by an expenditure of three Movement Points. This expenditure is only for the change of mode (i.e., there is no movement gained from it). Whenever a unit changes into a limbered mode, its unit marker is inverted for as long as it remains so.

CASES:

[6.11] Only undisrupted artillery units may change modes.

[6.2] Certain scenarios change the Movement Allowance of artillery units. If, in a given scenario, a unit has a Movement Allowance of less than three, it could **not** change mode, ever. This means that it is placed initially, unlimbered, and may not be moved since it cannot change mode.

[6.3] Artillery units' Movement Allowances are variable by scenario: All pre-1500 scenarios use Allowances printed on the units; all scenarios of 1500 and after have Movement Allowances double what is printed on the unit. This is mentioned in the scenarios.

[6.4] There is no limit to the number of times that a unit may limber or unlimber, in any space of time, as long as sufficient Movement Points are available.

[7.0] VICTORY POINT VARIATION

To reflect the proportionately greater cost of outfitting cavalry units, they are assigned Victory Points according to the following schedule:

Light Cavalry...2 Victory Points
Medium Cavalry...4 Victory Points
Heavy Cavalry...6 Victory Points.

[8.0] OPTIONAL RULES

[8.1] UNIT CONVERSION

GENERAL RULE:

Light, Medium and Heavy Cavalry have a dismount capability: they may convert into various types of foot units. In turn, the new foot units may convert back to their original mounted form. Any



conversion requires one Movement Phase where the changing unit remains stationary. A unit that is changing may not be a disrupted or panicked unit, nor may it be adjacent to any Enemy unit.

A Light Cavalry unit converts into a Crossbowmen unit; a Medium Cavalry unit converts into a Swordsmen unit; and a Heavy Cavalry unit converts into a Professional Spearman unit.

PROCEDURE:

In the Movement Phase of the conversion, turn the "old" unit upside-down and place an appropriate "new" unit rightside-up on top of it to symbolize the new capacity of the unit. The converted unit will not be able to engage in combat on the turn of its conversion because the change cannot take place adjacent to an Enemy unit.

CASES:

[8.11] If using the Feudal Rule, any Professional Spearman unit converted from "feudal" Heavy Cavalry **continues** to follow Feudal Rules.

[8.12] The "mount" capacity is intrinsic to either unit; the mount may never be destroyed and is only eliminated "with" the unit.

[8.13] Victory Point values for converted units are charged at the **cavalry** rate regardless of what "form" the unit is in when eliminated.

[8.14] Always keep the original identification marker under units which are dismounted.

[8.2] UNIT CAPABILITY CHART

Defending Unit:	Attacking Unit:			
	MS,PS	SD	LC,MC	HC
MS	3	2	3	6
PS	4	3	P	8
PP	6	4	P	12
SD	8	4	4	2

Note: "P" means this attack is prohibited.
Number = Defense Strength.

GENERAL RULE:

Different units' strength varies with different opposing weapons systems. Thus, it is often necessary to modify certain units' Defense Strengths when attacked by other types of units.

PROCEDURE:

The type of Attacker should be cross-indexed with the type of Defender, and the number shown is the Strength at which the Defender will receive the attack. Any combination not covered in the Unit Capability Chart is assumed to engage at normal (i.e., unmodified due to weapons systems) Combat Strengths.

[8.21] In the case of more than one category of Attacker, all benefits are given the Attacker. Thus, if the Attacker was using a MS and an SD unit against the Defender's PP unit, the PP would defend with four Strength Points.

[8.22] Note that certain combinations of attack are prohibited when using Unit Capability. For instance, LC or MC units cannot attack MS, PS or PP units.

[8.23] The Unit Capability Chart covers only situations of Melee Combat; it has no bearing on Fire Combat.

[8.3] RANGE EFFECTS

GENERAL RULE:

The efficiency of missile weapons drops off drastically with increased range to their target. Consult the chart below to find the corrected Fire Strength of all fire units cross-indexed to the range of their target. Note that all fire units have full strength at a range of one hex (hexes adjacent to themselves).

PROCEDURE:

Cross-index the type of unit with the range to find the corrected Fire Strength. Include the target hex, but not the firing unit's hex when calculating range.

Unit	Fire Strength at Firing Range (in hexes)						
	1	2	3	4	5	6	7
CB Crossbowmen	2	2	1	•	•	•	•
AE Arquebusiers (E)	2	2	1	•	•	•	•
AL Arquebusiers (L)	2	2	1	1	•	•	•
LB Longbowmen	3	2	1	•	•	•	•
HA Heavy Artillery	3	3	2	2	1	1	1
LA Light Artillery	2	2	2	1	1	•	•

A dot (•) indicates that the firing range exceeds the unit's Range Allowance.

Regardless of range potential, units may still only fire adjacent to themselves when employing Defensive Fire.

[8.4] TERRAIN UNIT PROHIBITIONS

Certain units may be prohibited from entering certain types of hexes, except through road hexsides, as below:

Class A units may not enter Woods or Swamps.

Class Mf and Class C units may not enter Swamp Hexes, except on road hexes.

Class Ff units may not enter Stream Hexes; they may, however, enter Ford and Bridge Hexes.

[9.0] NON-GUNPOWDER SCENARIOS

[9.1] LEGNANO (29 May 1176)

Italians: 8M1, 6HC, 3CB, 1"2". VP 54, PL 16.
Deploy: F-3. Stacking: 2.

Germans: 1M1, 8MC, 12HC, 1"2", 1"3". VP 107, PL 32. Deploy: E-2. Stacking: 2.

Game Length: 20 Game-Turns.

Victory Conditions: **Italians** must control hex "F". **Germans** must control hex "F" and exit eight units off the south or west map edge within five hexes of the south-west road.

Terrain Modifications: Ignore all woods and swamp hexes.

Historical Notes: In the continuing struggle for supremacy between the Holy Roman Emperor, Frederick Barbarossa and Pope Alexander III, Barbarossa led an all-cavalry army on an invasion of Italy. He was met by Italian forces consisting of some heavy cavalry and the infantry of the Lombard League, probably the only well-drilled infantry then in existence.

The Battle of Legnano began by a clash of cavalry, in which the Italians were worsted. The Imperial cavalry, however, were carried away by their success and charged headlong into the Lombard infantry. The Italians held firm, and repulsed the Imperial charges. Meanwhile, the Pope had rallied his cavalry and led them, mace in hand, in a charge which swept the Imperialists from the field (under canon law, the Pope himself could not shed blood, but Alexander only used his mace to break skulls - an activity not prohibited).

Legnano was the first battle since the days of the Roman Empire when infantry had defeated cavalry, being assisted in this by the tendency of most knights to charge headlong at any opposition.

[9.2] BENEVENTO (26 February 1266)

Angevins: 3M1, 9HC, 3CB, 1"2". VP 67, PL 20.
Deploy: E-2. Stacking: 2.

Sicilians: 6M1, 3LC, 4MC, 6HC, 4CB, 1"3". VP 77, PL 23. Deploy: M-3. Stacking: 2. Leadership: Mt. Ex.

Game Length: 20 Game-Turns.

Victory Conditions: **Angevins** must eliminate the Sicilian leader; or achieve a Substantive Victory and exit ten units off the map edge within three hexes of the north-west road. **Sicilians** must eliminate the Angevin leader; or control the bridge between hexes "N" and "M" and avoid Angevin Victory Conditions. If both leaders are eliminated, the Sicilians win regardless of other conditions.

Terrain Modifications: Ignore all woods and swamp hexes.

Historical Notes: As part of the struggle between the Emperor and the Pope, the Papacy awarded the throne of the kingdom of Two Sicilies to Charles of Anjou, with the implication that all he had to do to get it was overthrow the rightful king, Manfred, who was probably the most enlightened ruler of his day.

Charles got his chance at the Battle of Benevento. The infantry were reduced to mere spectators as the two bodies of cavalry went at it. In typical medieval style, each army was divided into three "battles", the vanguard, main body, and rear guard. The Sicilian vanguard gained initial success, but their main body (due to treachery) failed to support them and they were eventually overwhelmed. At that, the Sicilian main body either fled or switched sides. Rather than flee, Manfred died in a last charge.

Benevento was a typical feudal battle, marked by headlong charges, the division into three bodies, and little concept of tactics on either side. Although typical, it was destined to be among the last of its type, as infantry took a new, commanding role in warfare.

[9.3] FALKIRK (22 July 1298)

English: 7M1, 7HC, 7LB, 1"2". VP 78, PL 27.
Deploy: B-2. Stacking: 2.

Scottish: 8MS, 8PS, 2HC, 6CB, 1"3". VP 63, PL 26. Deploy: E-3. Stacking: 3.

Game Length: 15 Game-Turns.

Victory Conditions: **English** must achieve a Substantive Victory and control hex "E". **Scottish** must achieve a Marginal Victory; or control hex "B".

Terrain Modifications: Ignore all swamp, woods, and village hexes.

Special Rules: Scottish PS units may stack as many as four per hex.

Historical Notes: Edward I of England led 16,000 horse and foot in an invasion of Scotland during the interminable English-Scottish Wars. This force was soon met at Falkirk by the Scot Army, some 11,000 strong, almost exclusively composed of pike-armed infantry.

The English knights insisted that they be first in the attack and, after driving the few Scot knights from the field, they charged the Scot infantry, who had formed dense circles of pikemen and swordsmen (armed with large, two-handed **claidh mhoirs**) called **schiltroons**. The English knights found their horses refused to approach these formations, no

matter how they spurred. Yet while impregnable to cavalry, the dense **schiltrons** made excellent targets for the skillful English and Welsh longbowmen, who soon shot great holes in the Scottish ranks. Although pressed by missile fire and the charges of the English knights, Balliol, the Scottish commander, managed to retreat in a semblance of order.

Falkirk was one of the first instances where bowmen and mounted knights were used in effective coordination, although this was due more to luck than planning.

[9.4] COURTRAI (11 July 1302)

French: 4MS, 14HC, 4CB, 1"3". VP 105, PL 32. Deploy: E-6. Stacking: 2. Leadership: Mt. Ex.

Flemish: 12MI, 4CB, 1"3". 6 Caltraps. VP 25, PL 10. Deploy: N-3. Stacking: 2.

Game Length: 15 Game-Turns.

Victory Conditions: **French** must achieve a Substantive Victory and control hex "N". **Flemish** must achieve a Substantive Victory and control hexes "N" and the village adjacent to "N".

Terrain Modifications: Ignore all river, bridge and ford hexes.

Special Rules: Use Caltrap Rule. Flemish MS units may deploy up to three units per hex, but if they do they may never move unless reduced through combat by one unit or more.

Historical Notes: The French sent a large army of knights, accompanied by some Genoese bowmen, to suppress the rebellious burghers of Flanders. They found the Flemish Army in a strong defensive position near the town of Courtrai. Without scouting the Flemish position or deploying their infantry, the French knights charged straight into lines of caltraps and ditches camouflaged by the Flemish. As the French tried to disentangle themselves from these obstacles, the predominantly pike-armed Flemish went over to the attack, giving no quarter to the hapless French, who soon retreated in disorder.

Courtrai was the first time that an almost purely infantry force had routed an army based upon that keystone of Medieval warfare, the feudal knight.

[9.5] BANNOCKBURN (24 June 1314)

English: 12MI, 6HC, 2CB, 4LB, 2"3". VP 72, PL 22. Deploy: N-3. Stacking: 2. Leadership: Mt. Ex.

Scottish: 8MS, 4PS, 4PP, 2HC, 4CB, 1"2", 1"3". 6 Caltraps. VP 62, PL 25. Deploy: M-2 and/or P-2. Stacking: 2.

Game Length: 15 Game-Turns.

Victory Conditions: **English** must control hexes "J" and "K"; or exit ten units off the east map edge within five hexes of the road. **Scottish** must achieve a Marginal Victory; or control hexes "M", "P", "Q", and the bridge between hexes "M" and "N".

Terrain Effects: River hexes may only be entered at bridge and ford hexes.

Special Rules: Use Caltrap Rule. Scottish PP and PS units may stack up to four units per hex.

Historical Notes: King Robert Bruce of Scotland, by gathering the Highland clans, had assembled an army of some 12,000 fierce Scots to repel another English invasion, this time by Edward II with some 20,000 men.

Bruce deployed his men on the heights overlooking the Bannockburn, a marshy stream. He also dug camouflaged ditches to serve as cavalry traps and planted caltraps to his front. When the English encountered this position, the knights, as at Falkirk, demanded the honor of the first attack. They charged straight at the Scots, and into the ditches and caltraps. While they were disentangling themselves, the Scots went over to the attack, hacking the knights down with their **claidh mhoirs**. Due to the close and confused nature of the melee, the English longbowmen had little opportunity to use the type of fire that proved victorious at Falkirk. Finally, the English knights retreated, followed by the rest of their army.

Bannockburn again showed that good infantry, armed with polearms and pikes, could easily defeat mounted knights. What made this all the more galling was that the knights were being defeated by men who were far beneath them in social standing.

After this occurred, the days of feudalism were numbered.

[9.6] CRECY (26 August 1346)

French: 12MI, 16HC, 6CB, 2"3". VP 128, PL 38. Deploy: All MS units, L-2; all other units, K-2. Stacking: 2.

English: 3PP, 3HC, 8LB, 1"2", 1"3". VP 61, PL 24. Deploy: R-3. Stacking: 2.

Game Length: 20 Game-Turns.

Victory Conditions: **French** must control hex "L"; or exit fifteen units off the north map edge within one hex of the road. **English** must achieve a Substantive Victory; or prevent French Victory Conditions.

Special Rules: Use Dismount option for English HC units. French MS units may not move until Game-Turn Three.

Historical Notes: A French challenge to the English claim to the French throne resulted in the Hundred Years' War. Edward III led his army of 10,000 men into France, and at Crecy was confronted by some 30,000 French. Edward deployed his army on a hill, with its flanks protected. He dismounted his knights, however, and placed them and his men-at-arms in the front rank interspersed with his yeomen longbowmen, the most effective missile troops in the Christian world. When the French knights saw this position, they immediately charged, trampling their own crossbowmen in the process ("serves the knaves right for getting in the way of their betters"). The knights' enthusiasm quickly cooled as the longbows mowed them down in ranks. The French formations were so tight that when one man went down, all those following would collapse over him. The few Frenchmen too close fell victim to the English knights on foot. The French lost 1,500 knights to less than a hundred English.

At Crecy, the English longbowman showed his strength. One of the few infantry forces that could consistently beat the knights, the longbow reigned as the supreme weapon until the introduction of gunpowder.

[10.0] GUNPOWDER SCENARIOS

[10.1] AGINCOURT (25 October 1415)

French: 20MI, 14HC, 2CB, 2"3". VP 112, PL 34. Deploy: S-5. Stacking: 2.

English: 3HC, 10LB, 1"2". VP 59, PL 24. Deploy: N-2. Stacking: 3.

Game Length: 15 Game-Turns.

Victory Conditions: **French** must control hex "N" and the adjacent village hex. **English** must achieve a Substantive Victory and avoid French conditions of victory.

Terrain Modifications: No unit may enter a woods hex. All mounted units must pay double terrain entry costs unless moving through the terrain from road hex to road hex.

Special Rules: Use Dismount Rule for all HC units.

Historical Notes: The superiority of the English yeoman and his longbow over the French nobleman in his iron suit was again demonstrated at Agincourt.

Henry V of England had arrayed his army at the end of a wooded defile, interspersing archers and men-at-arms as Edward did at Crecy. The French, showing that, if nothing else, they were slow learners, attacked in the same headlong fashion, in the traditional three battles. This time, however, most of the French knights attacked dismounted. This tactic did not work, especially as the weight of their armor doomed any French knight who fell down. A quick counterattack by the English men-at-arms and longbowmen, the latter using swords and battleaxes, wiped out the first French battle, already decimated by arrows. The Second French Battle and the Third Battle, attacking mounted, suffered similar fates. Finally, the English knights mounted and, led by Henry, routed the French from the field. As a result of Agincourt, 5,000 French nobles and knights were slain and another 1,000 captured. The English lost some 100 men. The longbowmen had again demonstrated his superiority over the armored knight.

[10.2] ARBEDO (30 June 1422)

Milanese: 12HC, 8CB, 1"3". VP 97, PL 39. Deploy: J-2. Stacking: 2.

Swiss: 4MS, 4PS, 4PP, 2CB, 1"3". VP 35, PL 18. Deploy: E-3. Stacking: 2.

Game Length: 20 Game-Turns.

Victory Conditions: **Milanese** must achieve a Substantive Victory and control hexes "J" and "N". **Swiss** must prevent these conditions.

Special Rules: Use Dismount Rule for Milanese HC. Swiss PP and PS units may stack up to three units per hex. Swiss PP and PS units may employ Square Rule.

Historical Notes: The Swiss, armed with pikes, halberds, and other pole-arms, had proven invincible, defeating many Austrian attempts to invade Switzerland.

At Arbedo, however, the Swiss ran into the Milanese, under the Italian **Condottiere** Carmagnola, with an army divided between mounted knights and bowmen. When the Milanese first encountered the Swiss, the Milanese knights charged and were beaten off by the masses of Swiss

pikes. Their repeated charges, however, forced the Swiss into square, which made them excellent targets for the bowmen. Meanwhile, the knights dismounted and attacked, again in coordination with the bowmen. By the time the Swiss withdrew, over 75% of them had fallen. Arbedo, like Falkirk, showed that a skillfully (and luckily) handled army of mixed cavalry and bowmen could defeat an army of pike-armed infantry.

[10.3] BARNET (A.D. 1471)

Lancaster: 4HC, 2MC, 14MI, 6CB, 1"2", 2"3". VP 67, PL 23. Deploy: C-3. Stacking: 2.

York: 8HC, 4MC, 6MS, 4CB, 2"2", 2"3". VP 90, PL 45. Deploy: H-3. Stacking: 2.

Game Length: 15 Game-Turns.

Victory Conditions: Yorkists have to occupy hexes "E" and "C" at the end of the game. Lancastrians must occupy hexes "E" and "H" at the end of the game.

Terrain Modifications: Ignore all stream hexes.

Historical Notes: The War of the Roses, a struggle for supremacy between the York and Lancaster dynasties of England, began in 1455. At Barnet, in 1471, the army of Edward IV, the Yorkist monarch, some 9,000 strong, faced the 12,000 men of the Lancastrian Duke of Warwick (the Kingmaker). The battle began with both sides blundering into each other in thick morning fog. In a confused action, the Lancastrian right defeated the Yorkist left, while the Yorkist right beat the Lancastrian left. Although both armies formed new lines perpendicular to their original positions, the Yorkists achieved an envelopment first. Suspecting treachery, the Lancastrians broke and ran, with Warwick amongst the slain.

[10.4] HERICOURT (A.D. 1474)

Swiss: 8PP, 12PS, 8MS, 16MI, 2"2", 2"3". VP 84, PL 42. Deploy: F-3 and/or E-3. Stacking: 4.

Burgundians: 4PP, 6PS, 6MS, 9SD, 6MC, 12HC, 3LB, 6AE, 1"2", 3"3". VP 184, PL 74. Deploy: J-3. Stacking: 3.

Game Length: 18 Game-Turns.

Victory Conditions: Burgundians must exit 12 units off the north map edge. Swiss must hold hexes "F" and "E". If both, Burgundians win. If neither, it is a draw.

Special Rules: Must use Terrain Units Effects.

Historical Notes: Charles the Bold (King of Burgundy) attempted to take advantage of Swiss internal divisions by expanding against them. The Swiss, however, buried their differences, and turned Charles' campaign into one of the greatest disasters of history. Hericourt, on 13 November, 1474, was the first battle of this campaign. Charles' army was composed largely of heavy cavalry, which proved ineffective against the Swiss pikemen. After unsuccessfully charging the Swiss pike squares, the Swiss went over to the attack, the signal being given on their two huge war horns. The Swiss advance was extremely fast, and the ferocity of the Swiss drove the Burgundians back. As a result, the Swiss were able to capture a great deal of Burgundian territory.

[10.5] FORNOVO (A.D. 1495)

Italians: 8MS, 8PS, 4SD, 6MC, 1"2", 2"3". VP 67, PL 20. Deploy: F-4 and/or E-4. Stacking: 2.
French: 6PS, 9HC, 3MC, 2"2", VP 80, PL 41. Deploy: J-3. Stacking: 3. Leadership: Mt. Ex.

Game Length: 25 Game-Turns.

Victory Conditions: French must exit six units off the north map edge, off either road hex. Italians must control hexes "E" and "F". If both, the French win. If neither, it is a draw.

Special Rules: Must use Feudal Cavalry rules.

Historical Notes: Charles VIII of France, not noted for his rational decisions, decided that the French control of Italy was a necessary prerequisite to his goal of liberating Constantinople and Jerusalem. He was surprisingly successful and the Holy League was formed against him.

Charles was advancing towards Piedmont from Naples when his army met the armies of Venice and Milan, arrayed in an Appenine pass under the command of the Condottiere Giovanni on 6 July, 1495. The French immediately seized the initiative, and, opening fire with their artillery, sent their Swiss mercenary pikemen forward. The *furore helveticus* communicated itself to the apathetic and poorly led Italians, who fled the field. Charles, however, failed to exploit his victory and marched back to France.

[11.0] SIXTEENTH CENTURY SCENARIOS

[11.1] GARIGLIANO (29 December 1503)

Spanish: 6PS, 6SD, 4LC, 2HC, 4AE, 2HA, 2LA, 1"3". VP 71, PL 21. Deploy: G-3 and/or E-3. Stacking: 3.

French: 4PP, 4PS, 2LA, 9HC, 3MC, 2"2", VP 94, PL 47. Deploy: J-3. Stacking: 3. Leadership: Mt. Ex.

Game Length: 20 Game-Turns.

Victory Conditions: Spanish must achieve a Substantive Victory. French must control hexes "E" and "F" and the bridge hex within three of "E". If both sides fulfill Victory Conditions, the game is a draw.

Special Rules: All HA and LA units have Movement Allowances double what is printed on the unit (i.e., "4" and "8" instead of "2" and "4"). French PP units may stack up to three units per hex.

Historical Notes: Since 1494, the French and Spanish had fought bitterly over the control of Italy. In December, 1503, Louis XII's French Army, composed in large part of Swiss mercenaries some 23,000 strong, was in winter quarters on the banks of the Gargliano River. Their Spanish opponents were outnumbered, with but 15,000 men, but had several advantages. The Spanish relied on an integrated mix of forces that acted in coordination, emphasizing the use of firearms, while the French put their faith in the pike and crossbow. The Spanish were also commanded by Gonzalo de Cordoba, a skillful tactician.

At the Gargliano, Cordoba took the rare step of mounting an offensive in winter. He crossed the swollen Gargliano and took the French by surprise, using his cannon and arquebusers to good effect. The French were beaten with heavy losses and retreated in disorder.

Gargliano marked the rise of the Spanish *tercio*, which was to prove the most efficient military organization in Europe until the Thirty Years' War.

[11.2] RAVENNA IV (11 April 1512)

French: 7PS, 2LC, 2HC, 8CB, 4HA, 4LA, 2"3". VP 84, PL 25. Deploy: E-3 and/or C-3. Stacking: 3.

Spanish: 4PS, 4SD, 2LC, 2HC, 4AE, 2HA, 2"3". 8 Trenches. VP 54, PL 22. Deploy: J-6 and/or H-2. Stacking: 3.

Game Length: 30 Game-Turns.

Victory Conditions: French must (1) control all Spanish Trenches and (2) either achieve a Substantive Victory or exit eight units off the east map edge within three hexes of the road. Spanish must achieve a Substantive Victory or prevent the French conditions.

Special Rules: All HA and LA units have Movement Allowances double what is printed on the unit. Use Trench Rule.

Historical Notes: The sagging French fortunes in the Italian Wars were revived by the arrival of Gaston of Foix, a decisive new commander. To meet this revitalized French Army, the Spanish entrenched themselves near Ravenna, a location decided by the mutual consent of the opposing commanders, as the battle was held by prior arrangement.

The battle began with a long artillery duel, which eventually goaded the Spanish horse into making an attack, which was repulsed. The French infantry, generally Swiss pikemen, then went forward and attacked the entrenched Spanish infantry. The fighting was long and bloody before the Spanish finally gave way under French artillery fire. The French victory was marred, however, by the death of Gaston of Foix during the pursuit.

[11.3] NOVARA (A.D. 1513)

French: 7PS, 4HC, 2LC, 6CB, 2LA, 6 Trenches, 1"2", 1"3". VP 68, PL 20. Deploy: N-4. Stacking: 3.

Swiss: 4PP, 12PS, 8MS, 3"3". VP 152, PL 76. Deploy: E-4. Stacking: 4.

Game Length: 15 Game-Turns.

Victory Conditions: Swiss must control hex "N" and bridge hex southwest of "N". French must control "N".

Special Rules: HC may dismount.

Historical Notes: The increasing aggressiveness of the French in Italy led to the Swiss joining the Holy League against the French. As a result, a French Army of 12,000 men under Prince Louis de la Tremoille besieged 3,000 Swiss in the Italian fortress of Novara. On the morning of 6 June, 1513, an army of 5,000 Swiss raised the siege of Novara, and, joined by the garrison, attacked the French in their camp. The Swiss attacked in their usual method of three phalanxes *en echelon*. Moving swiftly and with their usual ferocity, the Swiss cut the French infantry to pieces. Seeing this, the French cavalry refused to charge and fled the field, soon followed by the remnants of the French Army.

[11.4] BIOCOCCA (A.D. 1522)

French: 8PP, 12PS, 5HC, 2LC, 5CB, 2HA, 2LA, 1"2", 1"3". VP 113, PL 34. Deploy: F-4. Stacking: 3.

Spanish: 7PS, 2HC, 2LC, 6AL, 3HA, 1"1", 2"3". Deploy: H-4. Reinforcements: 5MS, 7SD. Enter east map edge on Game-Turn Three. VP 99, PL 50. Stacking: 3.

Game Length: 25 Game-Turns.

Victory Conditions: **French** must occupy hexes "F", "E" and "H". **Spanish** must occupy hexes "E", "J" and "H".

Special Rules: Must use Unit Capability.

Historical Notes: In the decades-long Hapsburg-Valois Italian Wars, the Imperialist commander, Colonna, interposed his army of 20,000 Spaniards between Milan and the French Army of Marshal Lautrec, 35,000 strong. The Spanish entrenched themselves in the park of Biococca, putting great emphasis on the use of firearms. The French had hoped to outflank the position, but the Swiss mercenaries in their ranks insisted on an immediate assault. Therefore, on the morning of 27 April, 1522, the French attacked. The Swiss refused to wait for the preliminary French artillery bombardment and instead rushed into the assault. They suffered heavy losses to Spanish firepower and were cut to pieces by Spanish swordsmen as they struggled through the Spanish defenses. The French tried to extricate the Swiss by a cavalry attack, but this, too, was repulsed. The Swiss were suitably chastised and the battle also demonstrated the power of firearms.

[11.5] CERESOLE (A.D. 1522)

French: 8PP, 12PS, 8HC, 6CB, 6AL, 2HA, 2LA, 1"2", 2"3". VP 141, PL 45. Deploy: J-4. Stacking: 3.

Imperial: 12PS, 8MS, 3HC, 8AL, 1HA, 2LA, 2"2", 2"3". VP 96, PL 38. Deploy: F-5. Stacking: 3.

Game Length: 20 Game-Turns.

Victory Conditions: **Imperialists** must occupy hexes "J" and "N" at the end of the game. **French** must win a Marginal Victory. If both, the Imperialists win. If neither, the game is a draw.

Special Rules: French PP may stack four high.

Historical Notes: In yet another of the interminable French invasions of Italy, Francis of Bourbon led 15,000 men against an Imperial force of 14,000 under Marquis del Vasto, at Ceresole, south of Turin. Both armies drew up in parallel formations and pounded each other with artillery. Both sides then attacked and met in the middle of the field. The Swiss and the Imperial Landsknechts, both ferocious pikemen and arch-enemies, charged each other and caused tremendous losses on both sides, until French cavalry charged and ploughed their way through the heavily engaged landsknechts. At the same time, however, the French infantry was defeated by the Spanish foot, but a French cavalry charge retrieved the situation. The Imperialists retreated, losing 3,200 prisoners in addition to 6,000 dead. The French lost 2,000 dead.

[11.6] PAVIA (21 February, 1525)

Spanish: 12PS, 3SD, 1LC, 1HC, 6AL, 3HA, 3LA, 1"2". VP 78, PL 39. Deploy: L-3 and/or G-5. Stacking: 3.

French: 12PS, 4PP, 3HC, 3CB, 2AL, 3HA, 3LA, 1"2", 7 Trenches. VP 88, PL 31. Deploy: K-3. and/or J-3. Stacking: 3.

Game Length: 25 Game-Turns.

Victory Conditions: **Spanish** must control hexes "N", "Q", and all French Trenches. **French** must achieve a Marginal Victory and control hex "M" or "P". If both sides fulfill Victory Conditions, the game is a draw.

Terrain Modifications: Ignore all woods hexes.

Special Rules: Use Trench Rule. All HA and LA units have Movement Allowances double what is printed on the unit.

Historical Notes: The Battle of Pavia resulted from a flanking movement by the Imperial Army, which had turned the French left on the night before the battle. When Francis I, King of France, saw that he had been flanked, he led his cavalry in an attack on the Spanish to gain the infantry time to redeploy. The French cavalry charged with good effect, but the French infantry was slow-moving and a third of it never even got into action. Eventually, the Imperialists defeated the French horse, and then went on to smash the French infantry. The Imperialists suffered 1,000 casualties, the French lost eight times that amount, including Francis, who was wounded and taken prisoner.

Pavia insured that Spain would dominate Europe for over a century. It also showed that the firearm would henceforth reign supreme over the world's battlefields, as it did at Pavia.

[11.7] FICTIONAL SPANISH-ENGLISH (A.D. 1588)

Spanish: 8PP, 8SD, 8AL, 4LA, 1"2", 2"3". VP 79, PL 40. Deploy: N-3. Stacking: 4.

English: 8MS, 12PS, 8HC, 4MC, 6CB, 2LA, 3"3". VP 131, PL 33. Deploy: M-2, Q-2 and/or P-2. Stacking: 2.

Game Length: 15 Game-Turns.

Victory Conditions: **Spanish** must win a Marginal Victory and exit eight units off the east map edge road hex. **English** must occupy hexes "M", "Q" and "P" at the end of the game. If both, the English win.

Historical Notes: Several Spanish *Tercios* were among the invasion forces intended to being the Spanish Inquisition into England. It is fortunate the Spanish troops were engaged by the Dutch and that the Royal Navy beat off the Spanish, for the *tercio* was at the height of its power, while the British were poorly organized and had failed to evolve a coherent tactical system to replace the longbow after that weapon fell from use in the previous century.

[12.0] DESIGNER'S NOTES

[12.1] GENERAL SYSTEM COMMENTS

PRESTAGS is, of course, an attempt to unify five older games, namely Armageddon, Phalanx, Centurion, Dark Ages and Renaissance of Infantry into one compatible system. Many of the older games differed widely in their levels of complexity and their attempts to simulate the various periods of warfare. For example, in the original Phalanx system, each counter had an actual stacking point

value and it was necessary to compute these values not only at the end of the Movement Phase, but also during the course of movement, in the Movement Phase. There were also more restrictive leadership rules, that forbade a unit from effectively doing anything outside of leadership control radius (which was also more limited). In that game, a unit could not even turn facing to meet an enemy attack without leadership.

During this series we gradually realized that SPI had made a number of mistakes, both in the actual production and the game design conceptions. Insufficient quality of development and basics such as proofreading made these games suffer. Additionally, although people (some of them at least) enjoyed many of the game restrictions (leadership, feudal cavalry, etc.), this could be overdone. They wanted the flavour of the rules, but still demanded a functional game.

In this latest attempt, PRESTAGS is attempting to satisfy almost all the people who will buy these games. There are at least two or more levels of complexity in every game. The scenarios have been checked for accuracy at least three times. Many of the inhibiting rules have been changed to moderate their influence. New scenarios have been included, and others revised.

Most importantly, these games are also completely homogeneous. Although many people independently have "linked" the previously published games, this system has been designed from the ground up to demonstrate the ebb and flow of military systems, throughout most of recorded history, and to permit the game player to match them in any way desired. For the first time it is possible to match the pharaoh's armies against a Spanish *tercio*, or Alexander the Great against Scipio Africanus. This is possible only due to the earlier games, and the advance of the state of the art.

[12.2] YEOMAN DESIGNER'S NOTES

Yeoman is the most lavish of the PRESTAGS games in terms of additional game rules. Most of the rules are self-explanatory. The reason for this abundance is two-fold: first, the art of war was changing at an accelerating rate; second, there were more types of systems during this period than any other, and we know more about them. Thus, most battles are comparatively well documented, and we have sources that can tell us about little refinements, like trenches, and anti-cavalry traps. In some cases, it is even possible to find out how many of a particular weapon type was present, a rarity in earlier periods. Most PRESTAGS scenarios were admittedly based on the total numbers engaged, and what we understand to be the organization at that particular time. Then we wing it.