

PRESTAGS ALTERNATE SEQUENCE OF PLAY v1.2

To play this variant you need a set of markers of 2 different colors. One of the marker of each color is marked “Melee Combat Phase”, the others are Movement markers (as an alternative, you may use cards from a common deck). Each player receives the same number of Movement markers, as many as the force with most leaders has. Treat Mt. Ex. as an additional leader (i.e.: a force with 2 “3” against a force with 1 “2”, 1 “3”, Mt. Ex.; both receive 3 markers).

All markers are placed into an opaque container.

SEQUENCE OUTLINE: THE GAME TURN

(A) CHARIOT & HORSE ARCHERS MOVEMENT PHASE:

A marker is drawn from the opaque container.

The player whose Movement marker is, may either pass or activate a leader of his choice. The leader may move any chariot and horse archers (OC & HB) under his command range or move horse archers per Mt. Ex. Rule. Rules D1-10 below (except 3) are applied.

When all markers have been drawn, the Phase concludes.

Replace all markers into the opaque container.

A.1 Rules 1.4 & 1.5 from Chariot are applied to chariots, horse archers and leaders (moved with chariots and horse archers) moved in this phase.

A.2 The Melee Combat Phase marker is discarded.

(B) FIRE COMBAT RESOLUTION PHASE:

All units simultaneously engage in Offensive Fire. Units that executed Defensive Fire in the previous turn cannot fire in this phase. Results are applied simultaneously.

(C) RAMPAGING ELEPHANT MOVEMENT PHASE:

Rampaging elephants are moved per scenario order.

(D) MOVEMENT & MELEE COMBAT RESOLUTION PHASE:

A marker is drawn from the opaque container.

If a Movement marker is drawn, the player whose Movement marker is, may either pass or activate one leader of his choice.

If a Melee Combat Phase is drawn, the player to whom it applies must choose between:

- 1) Immediately conduct the Melee Combat Resolution Phase.
- 2) Return the Melee Combat Phase marker to the opaque container. When the marker is drawn for the second time it must be played, and not returned to the opaque container (exception: armies under command of a level 1 leader allow the player to return the marker a second time to the opaque container (not if the level 1 leader is reduced)).

When all markers have been drawn the Movement & Melee Combat Resolution Phase concludes.

D.1 The leader may move all units in his command range (player’s choice in case of two leaders at the same distance).

D.2 An activated leader may move units **and** activate leaders of lower level under control radius. Leader activated under control radius of a highly rated leader cannot be activated again in the current turn. Units stacked with leaders of higher level cannot be moved.

D.3 Panicked units and units which begin the movement phase beyond any friendly leader’s

movement control radius move last, after all activated leaders, per scenario order.

- D.4** Stacking limitations are applied during the Movement Resolution Phase. Rule 5.39 must be observed during movement.
- D.5** Before the Melee Combat Phase is resolved, the enemy Player has the option to execute Defensive fire per rule 6.42. Units may fire at any hex adjacent to them into which enemy units moved during previous activations.
- D.6** No unit can move more than once per turn (exception: chariots, horse archers and leaders - moved with chariots and horse archers - moved per Chariot rules 1.4 & 1.5).
- D.7** A unit which start a move adjacent to an enemy unit facing its flank cannot move out of the hex but can change facing.
- D.8** A unit which start a move with enemy units in its front hexes may move away (if not in "contact") but cannot move adjacent to other enemy units in the same turn.
- D.9** A unit which start a move adjacent to disrupted units or enemy unit's flank may move away (if not in "contact") and may move adjacent to other enemy units.
- D.10** Units "in contact" may change facing.
- D.11** The closest enemy for Feudal cavalry is determined when they move (not at the beginning of the Movement & Melee Combat Resolution Phase).

(E) MUTUAL DISRUPTION RECOVERY PHASE:

All disruption markers are removed.

Optional Rule: Each player checks disrupted friendly units. Roll one die for each unit (exception: units embarked on chariots roll once and the result is applied to both units). A modified result of "6" or higher causes the unit to be undisrupted. A modified result of "1" or lower means the unit is eliminated. Other results means the unit remains disrupted. Check all units, including those disrupted during the current player turn.

Die roll modifiers (cumulative):

+1: unit within command radius of a friendly leader

+1: unit is not adjacent to an enemy unit

+1: unit is Professional Pikemen and Spearmen, Roman Swordsmen, Byzantine Cataphracts (until AD 1071), Macedonian Heavy cavalry, Varangian Guard axemen, Anglo-Saxon axemen, Norman & Crusader heavy cavalry, horsebowmen, English longbows, Spanish swordsmen

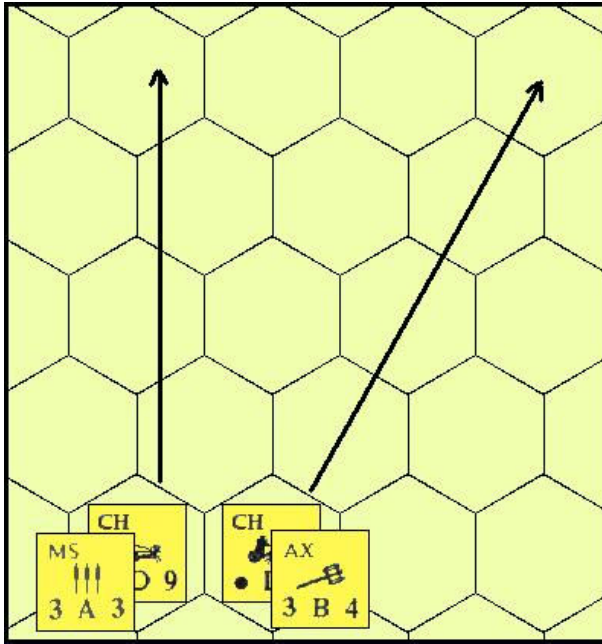
-1: unit is Barbarian Infantry, Militia and Skirmishers

-1: unit is part of an army that has panicked

(F) TURN RECORD PHASE:

The Players record the passage of one Game-Turn. Return all markers in the opaque container

Optional Recommended Armageddon rule: MS and AX units may be embarked on chariot units per Prestags/Chariot rules. MS and AX units have their melee attacking effectiveness augmented. When melee attacking, the combat odds are computed in a normal fashion, and then the given odds column is shifted two columns to the right. In order to gain the combat odds bonus, units embarked on chariots must "charge" (move in a straight line; see Diagram) for at least four consecutive hexes and end movement in the last of these consecutively traveled hexes. Units may ride away from the enemy units in order to gain room to charge. The required four hexes may only be "clear terrain hexes". However attacks may be directed into non-clear terrain hexes. Charges may not be made through occupied hexes, even if they are clear terrain.



Due to high number of leaders in **Chariot**'s scenarios it should be difficult to draw the single melee marker.

Recommended changes:

- 1) **Two** markers of each color are marked "Melee Combat Phase".
- 2) If a Melee Combat Phase marker is drawn, the player to whom it applies may choose to start the Melee Combat Phase or discard the marker. If the player chooses to start the Melee Combat Phase, then the 2nd Melee Combat Phase marker is discarded when drawn.