

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.

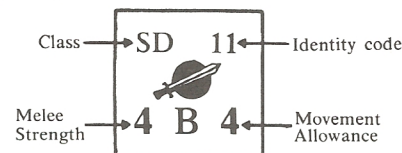
[3.2] GAME CHARTS AND TABLES

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).

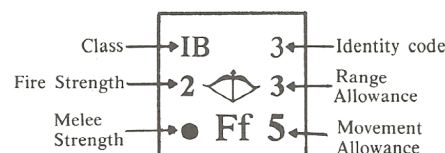
[3.3] THE PLAYING PIECES

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.

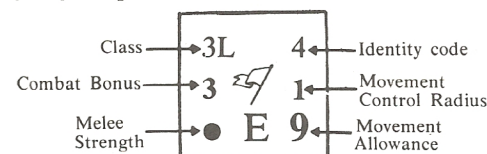
[3.31] Sample Melee Unit



[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.

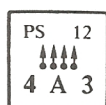
Class A



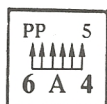
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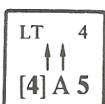
MS CSLY



PS SLY



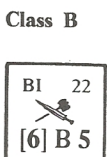
PP SY



LT S



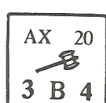
EX S



BI SL



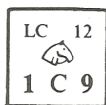
SD CSLVY



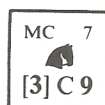
AX CV

Class B

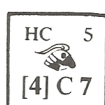
Class C



LC SLY



MC CSVY



HC SLVY

Class D



VF V

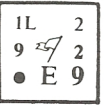


EL S

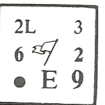


CH C

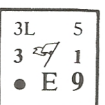
Class E



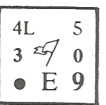
1 CSLVY



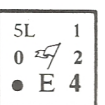
2 CSLVY



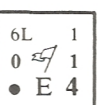
3 CSLVY



4 CSLVY

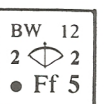


5 C

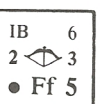


6 C

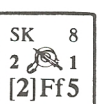
Class Ff



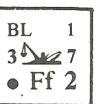
BW CS



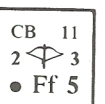
IB CV



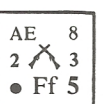
SK CSL



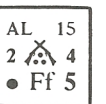
BL S



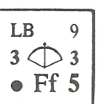
CB VY



AE Y

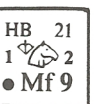


AL Y



LB Y

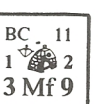
Class Mf



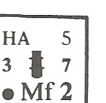
HB CV



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.)

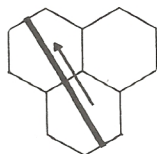
[5.41] All units in the same hex always defend as one, indivisible total of Strength Points. The Attacker may not in any way separately attack Enemy units placed on one hex.

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

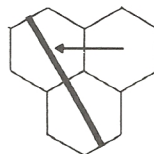
[5.43] A stack may be moved together at the movement rate of the slowest Movement Allowance in the stack, or faster units may separate at any point during the move.

[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.

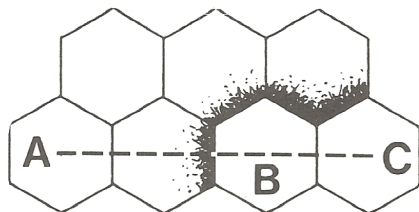
[6.32] Fire units may not fire through village or woods hexes to reach a target. They may fire into or from village or woods hexes.

[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.

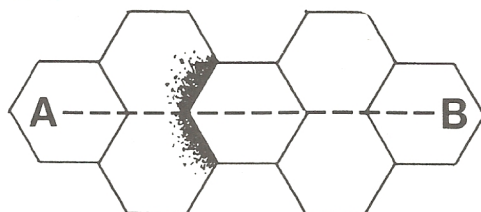
[6.35] Units on a slope may fire into, but not through a hilltop hex.

[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.

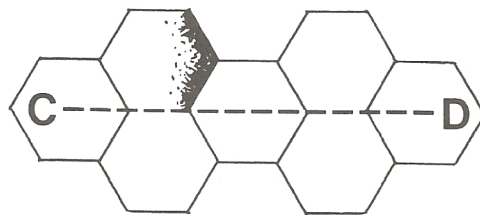
[6.37] The Line of Sight of a unit may be blocked by a hex occupied by any unit, Enemy or Friendly, depending upon the elevation of the firing unit. There are three possible elevations: Ground level hexes, Slope hexes and Hilltop hexes. When in a Ground level hex, a unit may not fire through any occupied 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.

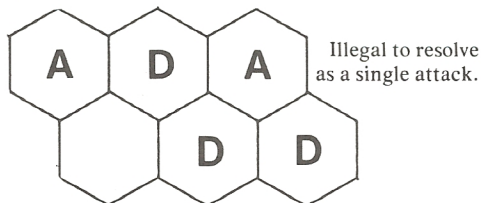
[7.2] MULTIPLE-UNIT AND MULTI-HEX COMBAT

[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.

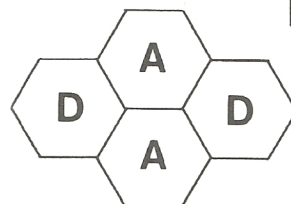
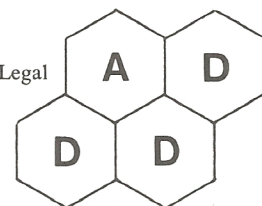
[7.23] Attacks may involve any number of attacking or defending units on different hexes. For the attacks to be resolved as a single combat, however, **all the attacking units must be adjacent to all the defending units:**

[7.24] EXAMPLES



A = Attacker
D = Defender

Legal



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.]