

# ANCIENT AND MEDIEVAL ARMIES

by Jerrold Thomas

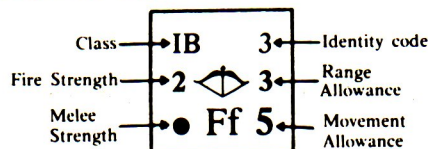
PRESTAGS (Pre-Seventeenth Century Tactical Game System) is a series of five compatible games covering tactical warfare from 3000 B.C. to 1550 A.D. The games are *Chariot*, *Spartan*, *Legion*, *Viking* and *Yeoman*. They replace five earlier, noncompatible games covering the same periods. All five of the games share a common set of basic rules, and draw their unit counters from a group of common types; additionally, each game has unique special rules for conditions applicable only to a single time period or army.

"Streamlining" the games and making them fully compatible has added "history" to them in a way not possible otherwise. A drawback, from the historical standpoint, with any tactical game is that it shows only the moment of battle, with a limited historical scope. With PRESTAGS' 80 scenarios, Players can link eighty of these moments together to trace, in action, the rise, decline and resurgence of the various weapon systems of history, and even to compare, through the games, famous systems which never met in battle.

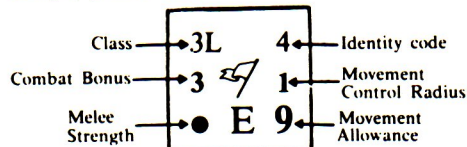
## THE UNITS

The main reason that these games can be so unified is that the types of weapons did not change greatly before the widespread use of firearms. Thus, all of the major weapon types can be represented by a limited number of counter types. The following sections detail the unit counters that appear in PRESTAGS (not all counters appear in all five games), with some explanation as to which weapons and men are represented by each type. Below are typical *combat* and *leader* units with their various values identified.

### Sample Fire Unit



### Sample Leader Unit



### Class "A" Units — Spearmen

A spear was the simplest weapon to use, and the cheapest to make. Even unmodified farm implements could serve as "spears" for peasant soldiers, and trained men could make excellent use of good spears. The combination of simplicity with effectiveness can perhaps account for the spear's historical durability. Spearmen formed the bulk of the first rude armies, and the Pikemen of the Seventeenth Century were the last infantryment not equipped with firearms.

Ironically, the simplest weapon to merely use, was very difficult to use most effectively. As a result, PRESTAGS has more levels of Spearmen quality than of any other weapon type. Spears obtain their best battlefield effect through the impact or "shock" of a massed front of spearpoints. This effect is best achieved by a formation many ranks deep, using as long a spear as possible. Such a combination of deep formations and long spears is by nature very unwieldy and rigid. Only a high level of training could turn it into a mobile and flexible force.

Even an excellent force of spearmen had weaknesses. The worst of these were its flanks, and because of its density, a great vulnerability to concentrated missile fire. A compensating advantage was the spearman's ability to repel cavalry assaults with some ease.

### Militia Infantry.

This unit represents primarily untrained peasant infantry, often armed with the tools of their farming. Their battlefield performance depended almost solely on their morale, which was usually poor. The infantry of the Lombard League, which won at Legnano (1176 A.D.), was a notable exception.

### Militia Spearmen.

As nations developed (and, after the Dark Ages, redeveloped), the citizenry would sometimes be given training and uniform equipment to use when called to war. Such men are represented as Militia Spearmen. These units, also variable in performance, could be formidable, as the Greeks were at Marathon, and the Carthaginians at Cannae.

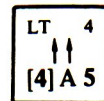
### Professional Spearmen.

A later advancement in warfare and in spear troops was the professional. Such men had extensive training, often had battle experience, and superior equipment. Such troops had the steadiness to repel all attacks to their front, except from superior spearmen. Examples of such units include the Spartan Hoplites, the Scottish and Spanish Pikemen, and the German Landsknechts — notably no units of this caliber appeared before the Greeks or during the Dark Ages.

### Professional Pikemen.

Only two systems approached the maximum potential of the Spear — the Macedonian Phalanx of 350 B.C. and the Swiss Pikemen of 1500 A.D. Both utilized a very long spear, or "pike," rapid battlefield movement, and

rigorous training in various formation changes to provide the ultimate infantry shock weapon.



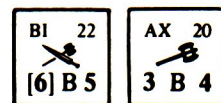
### Light Troops.

These troops were lightly armed — short spears and no body armor, often including some light missile weapons like javelins — and their primary use was as skirmishers and flank guards. Their defensive weaknesses were offset, somewhat, by their mobility. (The bracketed Melee Strength means that it is halved for defensive purposes.)

### Class "B" Units — Sword and Axemen

Swords and Axes are shorter, edged weapons for slashing or swinging; the Roman short swords were designed also for thrusting. Such weapons require more individual dexterity to use effectively, and are more costly [especially swords], and, thus, appeared in history somewhat later than spears.

These weapons are not primarily shock weapons — they derive their effect from causing casualties. Units of sword or axemen are inherently more flexible than units of spearmen, since their weapons are less encumbering. This lessened their flank vulnerability, and the more open, dispersed formations of these units reduced their vulnerability to fire attacks. Such formations are vulnerable to shock action, however, especially by cavalry.



### Barbarian Infantry and Axemen.

Both units might contain the same weapons, since Barbarian Infantry units represent various barbarians armed with axes, long-swords or a combination of both. The units also represent some civilized longsword troops, the most effective of which were the Thracians of Alexander the Great's army. The defensive weakness of these units is caused, in good part, by their extreme dispersion — each man must have a great deal of space to use his weapons. For example, the men in a Phalanx were three feet apart; the Roman Legion's open order was six feet between men; but the longswordman required eight to ten feet to effectively use his weapons. This is why many spearman who also carried swords are not so identified — they simply could not use their swords in a spear formation. (This also explains why, in PRESTAGS, sword- and spear-armed troops cannot occupy the same hex.) The apparently weaker attacking strength of the axemen is compensated for by special rules covering the Vikings' "ferocity" and the Franks' "Francisca" (a small throwing axe), as these were the most successful axemen. The English Yeoman of the Hundred Years' War would also take up the axe when he put aside his longbow.





### Swordsmen.

This unit represents the sword and shield armed soldier who reached his apex in the Roman Legion. These units could operate in more dense formations than other swordsmen, since they could thrust with their swords as well as swing them. The unit also represents earlier and later swordsmen, most of whom used a longer sword than the Romans. The Spanish in the Sixteenth Century resurrected this weapons system to deal with the Swiss Pikemen; sword-and-shield men can be effective against pikes if, through maneuver or missile fire, they can create gaps in the pike phalanx.

### Class "C" Units — Shock Cavalry

Cavalry has shock potential even though it may not be spear or lance armed, because of the speed and weight of the horse on which the soldier sits. The early use of spears or "lances," as cavalry spears are often called, was hampered by the absence of stirrups, which were introduced in Europe around 350 A.D.



### Light Cavalry

These were sword armed, unarmored troops, who were most effective at flank screening, reconnaissance or pursuit. Light cavalry was not really effective against undemoralized infantry or heavier cavalry. The best of this type were the light Roman Cavalry.



### Medium Cavalry.

This cavalry could be of many types — either sword or spear armed, possibly with some light horse or body armor. These troops could effectively melee other cavalry or most infantry, but were not really capable of disrupting disciplined spearmen unless they attacked a flank. These units were effective against the Roman Legions, as Pyrrhus showed at Heracles (280 B.C.) and Asculum (278 B.C.), and Hannibal demonstrated again at Cannae (216 B.C.). The loss at Cannae eventually led the Romans to obtain their own medium cavalry.



### Heavy Cavalry.

Sometimes armed with the sword, more often with the lance, heavy cavalry was marked by the presence of considerable horse and body armor. This cost the unit mobility, but greatly enhanced its shock effect. It was this type of cavalry which annihilated the Romans at Adrianople (378 A.D.), and set the stage for a thousand years in which cavalry would be the queen of the battlefield. Numerous examples of heavy cavalry occur in history; the Companions of Alexander the Great, the Goths who won at Adrianople, the Mongols, and the Feudal Knights of Christendom.

### Class "D" — Miscellaneous Units

All of the units in this class are historical anomalies, in use for relatively brief periods in warfare.



### Viking Fleets.

They provided the Vikings with a previously unknown degree of strategic and tactical mobility, especially since the ships were small enough to navigate the major rivers of Europe.



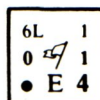
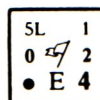
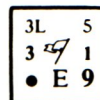
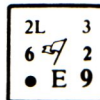
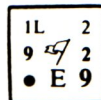
### War Elephants.

In vogue for only a few hundred years, war elephants were never predictable in battle. They could terrify an opponent, but were just as likely to turn on their own army. The Romans, who relied on training and discipline, rather than "trick weapons," refused to use elephants; thus their decline came with the Roman ascendancy.



### Chariots.

Chariots were only in use early in history. While they possessed a great shock potential, they were easily outmaneuvered by disciplined troops and were useless in rough terrain. Their demise dates from the advent of the disciplined Greek and Macedonian Hoplites.

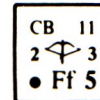
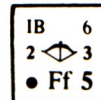
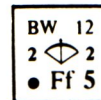


### Class "E" Units — Leaders

These units are abstract, representing military (and civilian) leaders of decreasing ability levels. In the pre-gunpowder periods, the small spaces occupied by armies led to a far greater effect on a battle by the leading officer(s) of an army. There are two basic Leader effects: 1. Only units within the movement control radius of a leader unit may use their full Movement Allowance; 2. Units in the same hex as a Leader unit receive the Leader's combat bonus, and are immune to *disruption* Combat Results. Leaders are not immune to *melee* Combat Results, they are reduced one level (that is, a 1L unit would become a 2L unit) each time their hex receives a Combat Result.

### Class "F" Units — Infantry Fire Troops

Anything thrown or projected over a distance is a fire weapon. Though there were many different individual weapons, they fell into a few basic categories. The basic groups were bows, throwing spears, slings and, at the end of the Middle Ages, gunpowder weapons. Missile weapons were, through most of history, preparatory and harassing weapons, designed to weaken an enemy for the subsequent shock assault. The first infantry force to rely on firepower as the decisive element was the English Longbow "Hedgehog" system of 1350 A.D. Later the Spanish Arquebusiers assumed an almost equal importance.



### Bowmen.

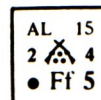
The simple bowman (BW) was armed with the short bow (3 to 4 feet long), which appeared before recorded history; it was soon surpassed by the compound (or recurve) bow (IB), and then by the compound composite bow, formed of secret combinations of bone, sinew, metals, etc., and glued together. The composite bow had remarkable range and power, but fell from use as the secret formulas were lost.

A response to the proliferation of body armor in the Middle Ages was the crossbow (CB). This weapon had an increased penetrating power, but had a slowed rate of fire, as it had to be drawn with a cranking device. The ultimate bow weapon was the English Longbow (which actually originated in Wales). This weapon had penetrating power equal to the crossbow along with a greater range and a higher rate of fire. The longbow (LB), which remained an exclusively English weapon, was in service until almost 1600. This weapon alone was primarily responsible for the great English victories at Crecy, Poitiers, and Agincourt. The ranges for the bows (and all other fire weapons) were not their maximum ranges, but were effective ranges, given the average level of training and the kind of targets usually encountered.



### Skirmishers.

This unit represents a variety of light troops, armed with a sword or light spear, and missile weapons like javelins, slings, throwing daggers, small bows, or some mixture of these. These units most often covered the front of the army, conducting a harassing fire on the enemy line, and then retiring to the flanks or through the ranks of the main force just before it struck the enemy. The best of these troops were the Greek (and later, Byzantine) javelin men and the Roman Velites.



### Arquebusiers.

The real dawn of the gunpowder age arrived with the Arquebus (French for "hook-gun," from the shape of the stock), the first portable firearm. These weapons were all "matchlocks;" the powder charge was fired by a slow-burning cord touched to the powder pan. The weapon was less reliable than the bow, had a slower rate of fire and shorter range than some bows, but compensated for these defects with its tremendous impact and armor-penetrating ability. The late arquebus benefited from early attempts at standardization; the unit also represents the first appearance of the heavier musket, which would dominate the warfare of the Seventeenth Century.

### Class "Mf" Units — Mounted Bowmen

This class is an Oriental development, which includes early artillery pieces only because they had horses. Surprisingly, the first Western European mounted fire force would be the German Reiter Cavalry of the late Sixteenth Century.



HB	21
1	2
●	Mf 9

#### Horse Bowmen.

This was the initial type, intended to harass the enemy into defeat without ever coming to grips; to "skirmish him to death," so to speak. The Saracens under Saladin had mixed success with these tactics, winning the Battle of Hattin (1187 A.D.), but losing at Arsouf (1191 A.D.). The Persians, Arabs and Turks were the best soldiers of this type; their main problem being the difficulty of maintaining discipline and control in a battle.

OC	21
1	1
2	Mf 9

#### Oriental Cavalry.

These were horse bowmen also armed with a sword or light spear for limited shock action, although they still relied primarily on missile fire to break up enemy formations first. In open country, their skirmish-and-shock tactics could defeat even the Roman Legions, as the Parthians did at Carrhae (53 B.C.). The successful Oriental cavalry generally belonged to the same peoples as the horse bowmen, with the important addition of the Mongols.

BC	11
1	2
3	Mf 9

#### Byzantine Cataphracts.

These units were the Byzantine Empire's answer to the horse bowmen and Oriental cavalry which they faced. These were undoubtedly the finest mounted troops before firearms. They combined excellent use of their bows with shock action from their swords, lances and sometimes axes as well. They had, besides excellent weapons, a rigorous training and a superb discipline, which enabled them to fight successfully on foot as well as mounted.

HA	5
3	7
●	Mf 2

#### Artillery.

These units are classed as mounted only because they were horse drawn; on the field their mobility was generally nil. Their fire could still be effective, but their best use was in operations involving fixed defenses. The artillery of this period had many disadvantages besides its immobility; some were poor carriages, very heavy barrels (even the "light" artillery was heavy by later standards), no standardization of weapons and ammunition, and civilian gunmen. The gunners, usually hired specialists, were likely to desert their weapons if the action got too hot, reasoning (with justification) that they could hire on after the battle with the winning side, regardless of who it was.

#### THE ARMIES

The periods covered by PRESTAGS are marked by a number of outstanding armies, systems of units that distinguished themselves in a number of actions. Looking at these armies in game terms can illustrate how the units worked together in a few of the Great Armies of History. The unit equivalent will be presented in terms of their unit type abbreviations, i.e., 6BI represents six Barbarian Infantry units. Examples of the deployments of some of these armies can be found in the accompanying illustrations.

#### The Macedonian Army of Alexander the Great (331 B.C.)

This, the first of the "Great Armies," was also the most complex. More than any of the others, it was a combined arms force, depending for success on coordinated action by both infantry and cavalry. The Battle of Arbela (Illustration 1) shows a reasonably typical deployment for this army.

The elements of this army included: 1) *the phalanx* (8PP units), the core of the army, providing a steady base of maneuver, and also able to provide an awesome shock effect on its own; 2) *the Hypaspists* (4PP units), picked men from the phalanx, who were given additional training — in battle they served as a hinge between the phalanx and the cavalry, as well as a more mobile infantry shock force; 3) *the Macedonian cavalry* (4HC units), called the Companions, because Alexander usually led them in person; Alexander's decisive element, and the finest cavalry in the world at that time, being one of the few to successfully use the spear for shock action before the invention of the stirrup; 4) *the Peltasts* (6LT units), light spearmen and javelin men used for flank or rear protection and as skirmishers; 5) *the Psiloi* (6SK units) were primarily missile-armed skirmishers, who would fall back among the Peltasts once battle was joined. The non-Macedonian portions of the army included: 1) *the Thracian infantry* (12 BI units), combined with some mercenaries, covered a flank and formed the camp guard — the men were longswordmen, two longswords per soldier; 3) *Cretan archers* (2 BW units), the best of the mercenary archer types; 4) *allied Greek Hoplites* (4PS units), used as a reserve; 5) *allied Greek horse* (5 LC units) of questionable value.

The basic battle plan would have the main thrust coming from the Companion cavalry,

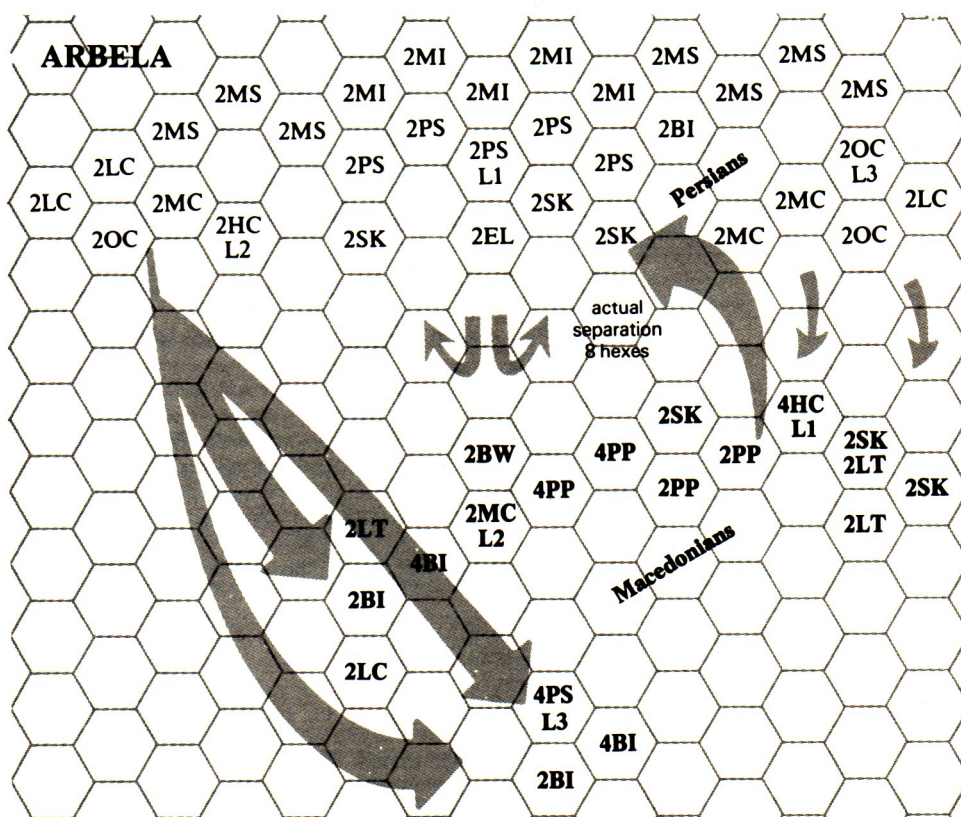
on a flank if possible. The Hypaspists and the phalanx, in turn, would add their shock impact to the enemy as they came up, if he was not broken by the cavalry. This was not a rigid plan, but it was used often because less disciplined troops could not stand up to the multiple impacts.

The thing which made this army so superior, and which made the coordination of all of these varied arms possible, was rigorous training and the high discipline which it creates. History is full of lessons which show that individual bravery and skill in arms are no match for group training and discipline. In PRESTAGS, a high degree of training and discipline is symbolized in two separate ways. The first advantage given to more disciplined troops is in stacking; that is, a disciplined force can have more units in each hex than a non-disciplined one, reflecting the ability of disciplined troops to work more closely together.

The second advantage is embodied in one of the most important concepts in PRESTAGS, the concept of "Panic." Every force in a scenario of PRESTAGS is assigned a "Panic Level," which corresponds to a varying proportion of that force's total strength. When a force's casualties reach the "Panic Level," the force begins to disintegrate. "Panic Levels" can vary from as little as 10% of a force's strength all the way to 100%, reflecting aside from training and discipline, the individual force's loyalty, dedication, training or fanaticism in this battle. A force which has "Panicked" can be rallied by its leaders, but this is a limited process, which usually cannot prevent an enemy victory of some magnitude.

While some game Players find concepts like "panic" unacceptable, "panic" is essential to historical battles. Only rarely would armies fight "to the death;" usually, after relatively

Illustration 1





### *The Roman Legion*

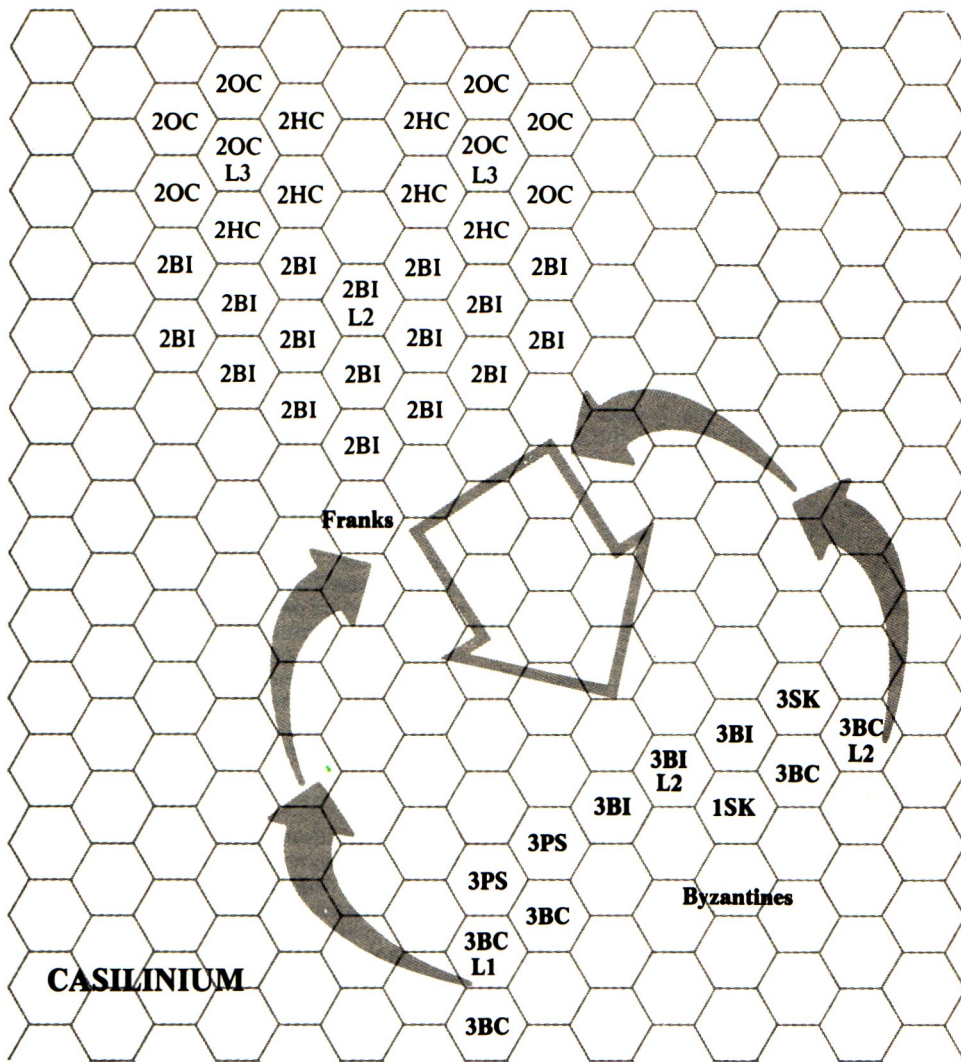
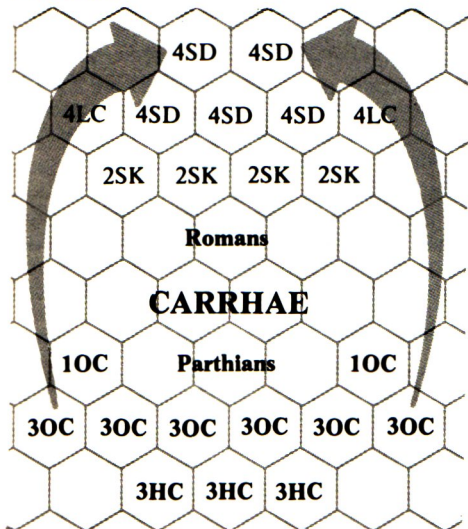
The Roman Legion was, through the time of its greatness, a primarily infantry formation, with primarily one weapons system. As can be seen in *Illustration 2*, Carrhae, the bulk of the Legion, and the core of its power, was the legionary swordsman (20 SD units). The light missile skirmishers (8 SK units), called Velites, and the light Roman cavalry (8 LC units), were merely adjuncts to the infantry force.

The swordsmen of the Legion had two different organizations. Initially, the Roman Militia Legions had three classes of swordsmen; Hastati, Principes and Triarii, in order of increasing age and experience, and in order from front to rear rank in battle. The basic battle formation was a kind of checker-board, with each of the "squares" in the pattern made up of a 120-150 man maniple of one of the three classes. The Triarii, the veterans of the Legion, had a half-size maniple, and carried a spear as well as the shortsword, instead of the two javelins carried by the other classes.

By 100 B.C., the militia system was failing, as Rome's constant wars exhausted the Roman peasantry and reduced discipline. Following several disasters, Caius Marius instituted the reforms that resulted in the Marian Legion, the Legion of Caesar's conquests. The Legion was a long-standing professional force, with no class distinctions between soldiers. The basic unit of the still checkerboard-like formation became the *cohort* of 450-500 men, and the Legion now usually had a continuous front during battle, as the cohorts expanded their fronts to link together.

The manipular Legion had retained the checkerboard arrangement even in close combat, giving it great flexibility. This flexibility is reflected in special rules halving the defense of spearmen when they are attacked by Legions. The Marian Legion's advantages are found primarily in high stacking, special formations, and high "Panic Levels."

The main drawback of the Legion was its inadequate cavalry. Fortunately for Rome, the



### Illustration 3

Legions only rarely faced enemies who had both good cavalry and knew how to use it; when this happened, as at Cannae and Carrhae, the Legions were in trouble. Though the Legions gradually improved the proportion of cavalry, their weakness in this area led to their collapse when, with their infantry much degenerated, they tried to face the first barbarian heavy cavalry.

### *The Byzantine Army of 550 A.D.*

This army developed at the time that Rome was falling to barbarian horsemen, and took the best elements from the Western barbarians and from the Persian horse archers, and combined them into a system that lasted nearly six centuries.

Byzantine Armies of this time could be all cavalry, but might be up to half foot soldiers. These were divided into heavy Scutati and light missile troops. At Casilinum (*Illustration 3*) the Scutati (6 PS and 9 BI units) and allied infantry held their usual position in the center, with the light missile troops (4 SK units) to their immediately flanks. The backbone and striking arm of this army, however, was on the flanks. The superb Byzantine Cataphracts (15 BC units) were used to first arrest the enemy with missile fire, and then to envelop them using both missiles and shock action. The Cataphract, armed with bow, spear, sword and sometimes also axe, was the supreme pre-gunpowder cavalryman. Amazingly, despite all of his weapons, the Cataphract

remained quite mobile. Again, the main cause was his rigorous training. In *PRESTAGS*, the Cataphract has more unique abilities than any other unit — Cataphracts can make both fire and shock attacks on the same Turn, and can dismount in two different ways, converting either into swordsmen or skirmishers. The unique skill of the Cataphract (and the fact that none of Byzantium's enemies could equal it), enabled this basic army to keep the Byzantine Empire alive for a thousand years after the fall of Rome.

*The Mongol Horde of 1200 A.D.*

The word "horde" has come to mean a huge mass, often disorganized, but the Mongol Horde was a small, highly organized army. It owed its victories more to its organization than to its weapons or tactics, both of which were only marginally superior to its enemies.

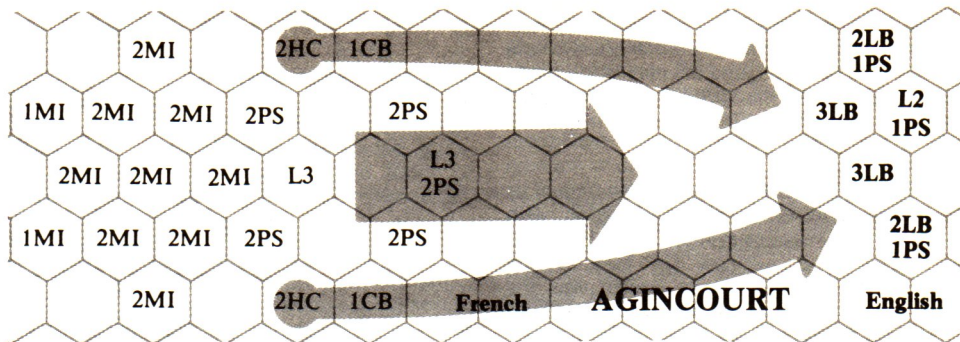
The Horde was all cavalry, divided, as at Liegnitz (*Illustration 4*) about half and half between horse archers (20 HB units) and shock cavalry. The shock cavalry was of several types, some with leather horse and body armor (10 HC units), some without (10 MC units); all were armed with the scimitar or battle axe. The usual battle procedure was for the archers to fire until the enemy was disorganized; then the heavier troops assaulted. The Mongols emphasized tactical inventiveness, however, and were particularly adept at battlefield ruses, feints, feigned fights and other practices designed to get the enemy



Europe in the Thirteenth Century had no cohesive force with which to oppose the Mongols, and it was only by luck that Western Europe did not fall to Mongol rule in 1243 A.D.

Established a century earlier, and perfected in civil and foreign wars, the English longbow Army was at its peak in the Fifteenth Century. Shunning tactical mobility, this small army relied on the Yeoman archer, longbow armed, who made up its bulk. Agincourt (*Illustration 5*), a typical battle for this army, has the Yeoman (10 LB units) covering the front, supported by the dismounted knights and Men-at-Arms (3 PS units - dismounted HC units), who would repel any attackers who survived the barrage of arrows. When closely pressed, or when their arrows were exhausted, the Yeoman could take up their axes and join the fray – in *PRESTAGS*, LB units may convert to AX units to reflect this ability.

The invariable formation for this army was the Longbow "Hedgehog" or leaguer, which was virtually invincible once it was set up. Against an opponent with the sense not to attack it, this formation might have failed; but the opponent was usually the Feudal Knight (HC), who felt it beneath him and "unchivalrous" not to attack any enemy that was before him. Time and again, the French Knights charged, and time and again they were slaughtered. The Knights even dismounted, as at Agincourt, thinking that the dismounted English Knights were the army's key to victory; they could not conceive that they could be beaten by mere armed peasants. This army was beaten most by overextension; England was too small, and



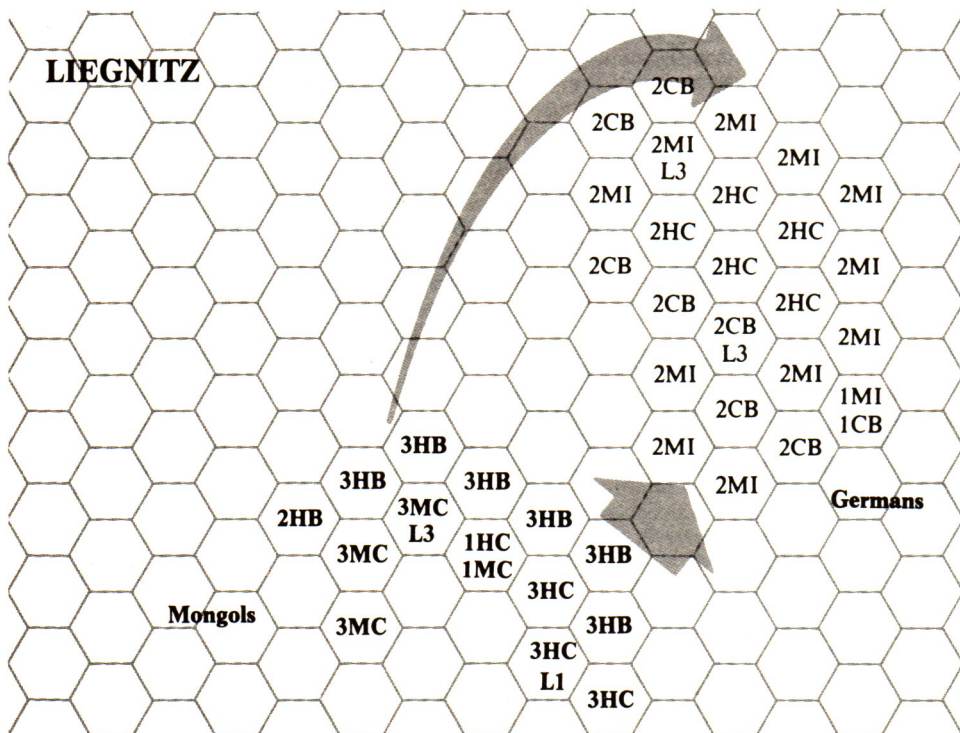
### Illustration 5

*The Swiss Pike Army of 1500 A.D.*

This system was not usually an actual army; most of the Swiss fought as mercenaries, primarily with the French, but also with anyone else who would pay. Initially, the Swiss forces were purely pikemen, the best of whom (PP units) were the best infantry in the world. Disdaining any preparatory fire, the Swiss usually went right from march column to battle in three deep phalanxes, echeloned to one flank or the other. They relied on the speed of their deployment, and the resultant impact of their pike formation to overwhelm any enemy.

By 1500, the Swiss had an amazing tactical and moral ascendancy over the troops they faced — in *PRESTAGS*, this is reflected in special “ferocity” rules for Swiss combat, as well as in special stacking. Their superiority inspired several outright imitations, the most successful being the German Landsknechts. Interestingly, whenever the Swiss and the Landsknechts met, the Swiss were invariably victorious, though the battle was always fierce.

This army was the bridge into the age of firearms. It was comprised, in roughly equal



parts, of pikemen (PS units), swordsmen (SD units) and Arquebusiers (AL units), with some attached artillery (LA units). A typical organization in *PRESTAGS* would be 8PS, 8SD, 8AL and 4LA units. In its final form, using both firepower and the shock effect of the pikemen, this army is beyond the scope of *PRESTAGS* and into the realm of *Musket and Pike*.

In this army, the pikemen provided cavalry and infantry defense, the swordsmen defended against the enemy pikes, and the arquebusiers provided the decisive element — firepower, both disciplined and constant, due to the initiation of the practice of having the arquebusiers in several ranks which fired and then marched to the rear in turn to reload.

**PRESTAGS** uses a simple, sequential system that still reflects well the weapon interactions. [For the advanced Player, an optional SiMove (simultaneous movement) system is available]. A typical Game-Turn proceeds as follows: the Player who will move first (called the First Player) conducts fire attacks with his fire units; he then moves all units he wishes to move; (units of the First Player which move adjacent to fire units of the Second Player are liable to receive "defensive fire" attacks from those units); the First Player then resolves his melee attacks against adjacent enemy units; any of the First Player's units which were disrupted by the Second Player's "defensive fire" attacks may not participate in melee attacks. The Players then switch roles, with the Second Player firing, moving and conducting melee attacks, and the First Player conducting "defensive fire." At the end of *each* Player-Turn, units disrupted during the previous Player-Turn are restored to normal.

Zones of Control, which only arrest enemy movement, are rare in *PRESTAGS*. Only fire units, and any units guarding rivers have Zones of Control. Thus, fire units naturally are placed to the front and flanks to arrest enemy movement and assist friendly maneuver.

Combat is on the odds basis, from 1-2 up to 8-1. Results affect only the defender, and are either disruption, which immobilizes the affected units and prevents them from attacking, half elimination (the remaining units are disrupted), and total elimination. One-to-one odds give a 50-50 chance of a disruption

As games, PRESTAGS have tremendous variety and interest; literally something for everyone. They can also add vividness to the *reading* of history; which can become suddenly more comprehensible when you can actually see just what the opponents had to work with, and what they did with it.