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# Campaign Rules for *PRESTAGS*

## By Andrew Cozzi

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*Editor's Note: I am thrilled to offer this excellent article by Mr. Cozzi, producing a strategic component to your play of the **Pre-Seventeenth Century Tactical Gaming System** – better known as **PRESTAGS**. Andrew ties together DYO and strategic movement into a single framework of easy-to-follow rules. The result is an entirely new level to your gaming experience – and perhaps a greater appreciation the unique choices faced by commanders as they maneuver their armies toward battle. Enjoy! -- RHG*

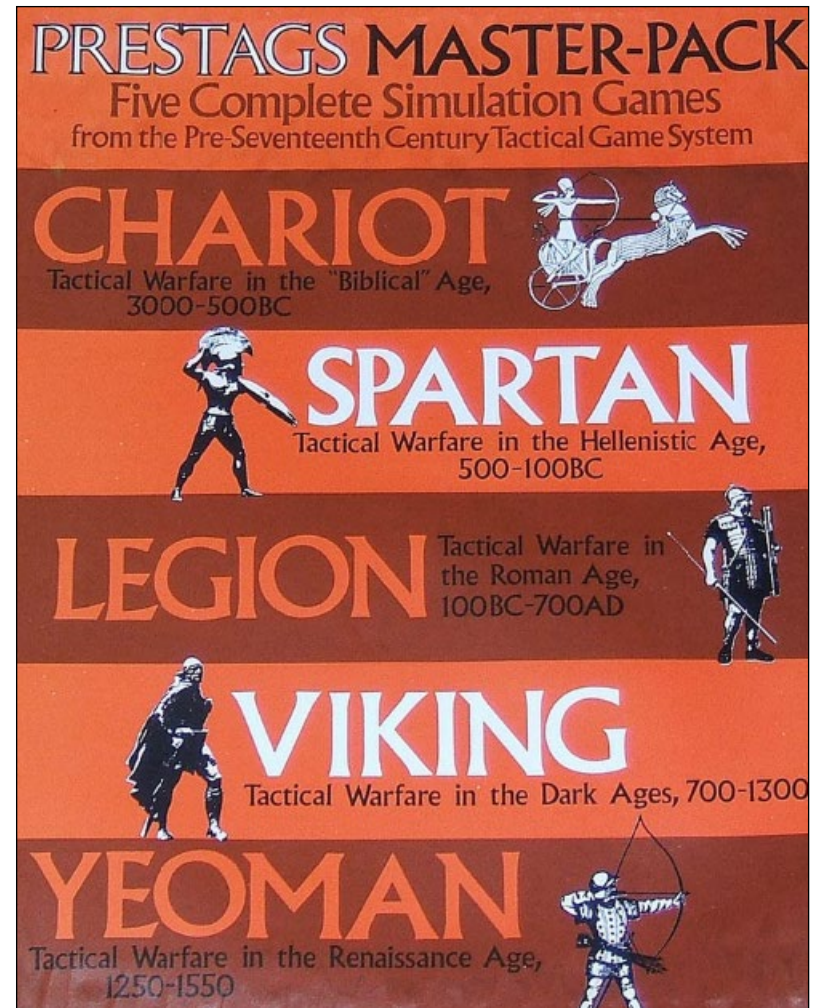
'The **PRESTAGS** Campaign' is a system to give the five individual games a structure to allow players to design their own armies, and a method to create combat situations. The campaign system offers a simple strategic movement component leading to contact, which will result in tactical battles.

This is accomplished by organizing the tactical maps together and providing a goal that will lead to conflict, while allowing maneuver and demanding planning.







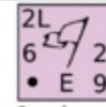


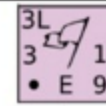
The map is divided in three sections (see picture on page 3): The Blue side, the Green side, and the neutral central territory in Gray.

It can be played by two players or preferably by two teams. The ideal number for team play would be six players, three on each side. If playing with six players, three for each faction, each player receives 250 points to create an army from the **PRESTAGS** Point Values table. (*see next page.*)

The army created can have a small detachment that can be deployed together with his army, independently or lent to another player.



# PRESTAGS Point Values

 <b>2</b> Class A	 <b>3</b> Class B	 <b>6</b> Class Mf	 <b>5</b> Class Ff
 <b>3</b> Class A	 <b>4</b> Class B	 <b>5</b> Class Ff	 <b>5</b> Class Ff
 <b>4</b> Class A	 <b>6</b> Class B	 <b>6</b> Class Ff	 <b>6</b> Class Ff
 <b>6</b> Class A	 <b>1</b> Class C	 <b>7</b> Class Ff	 <b>8</b> Class Mf*
 <b>4</b> Class A	 <b>3</b> Class C	 <b>5</b> Leader	 <b>6</b> Ff
 <b>6</b> Class A	 <b>4</b> Class C	 <b>4</b> Leader	 <b>1</b> Leader
 <b>8</b> = 2 Eleph.	 <b>3</b> Class Mf	 <b>3</b> Leader	 <b>2</b> Leader
 <b>1</b> 4 Chariots	 <b>4</b> Class Mf	 <b>2</b> Leader	 <b>1</b> Leader

Costs per unit are as shown.

## Additional costs:

Stacking costs per 250 point army:

4 - 75 points (30%)

3 - 50 Points (20%)

2 - 0 Points.

1 - player gets extra 25 points (10%)

The first leader selected costs normal price [indicated on the table] but a second leader (per detachment) of the same level, costs double. [So two 2<sup>nd</sup> line leaders? 2L = 3 (first) + 6 (second) = 9].

Remember the army and the detachment are independent. So for example, *the Army could have one 2L leader for a cost of 3 points and a detachment also with one 2L leader also for 3 points.*

## EXAMPLE:

Stacking: 2 (no cost)

6 MI = 12

6 MS = 18

6 AX = 18

12 SD = 48

5 SK = 25

5 BW = 25

2 LC = 2

6 OC = 24

12 HC = 48

-> 220 points

Leaders:

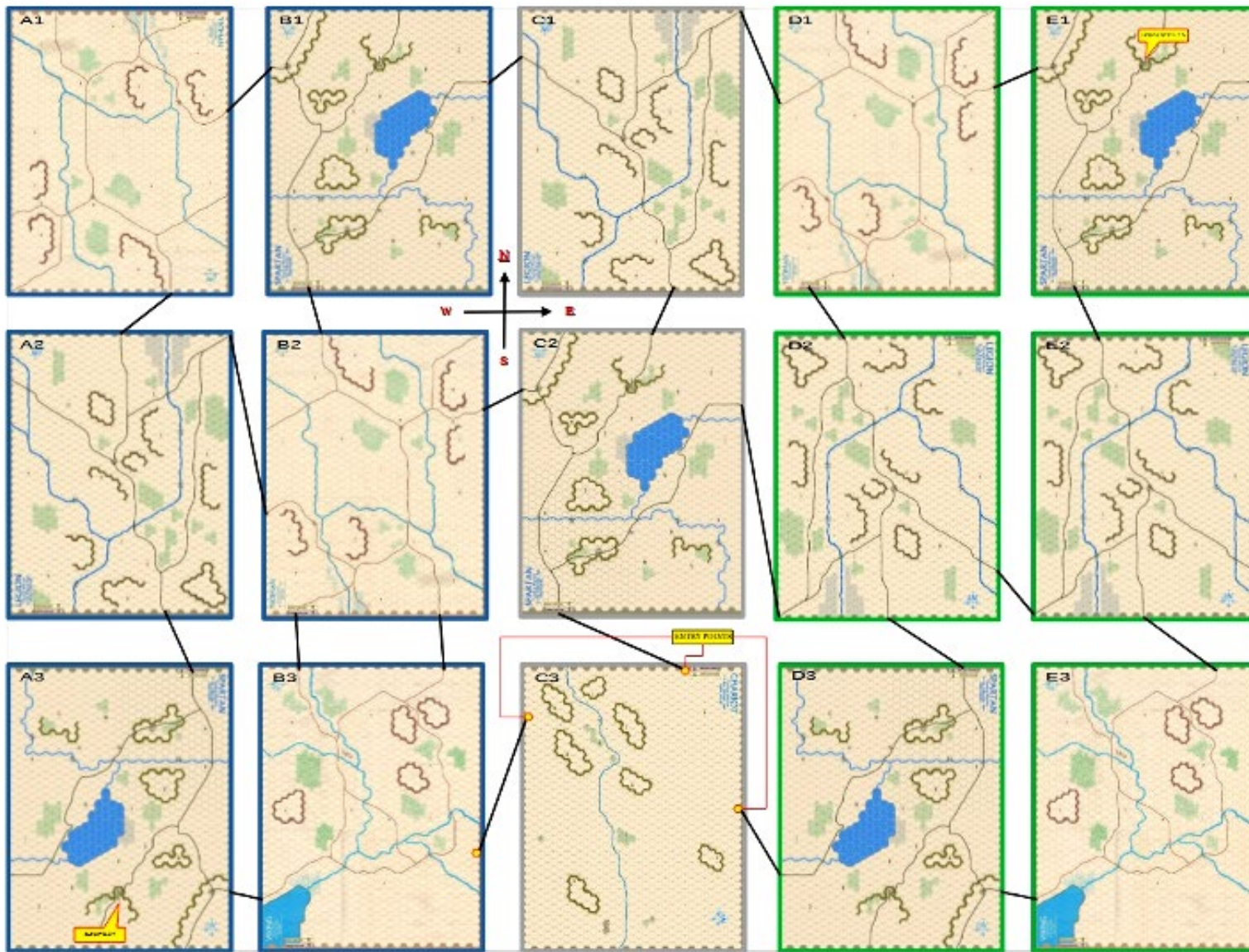
2 1L = 4[army] + 4[detachment] = 8

4 2L = {3[army]} + {3[detachment]} + 6 + 6 = 18

2 3L = 2[army] + 2[detachment] = 4

Total cost: ---> 250 points





**Strategic Maps:**  
 The Strategic map is divided in three sections: The **Blue** side (A & B column maps), the **Green** side (D & E maps), and the neutral central territory in **Gray** (the C column maps). Note the black lines between the maps denote the road connections.

In creating his forces, a player may create a max of two groups, an army and a detachment. They can move independently at the strategic level, as separate and autonomous elements. The smaller force can be no more than 50 points (20%).

Armies and detachments move strategically *1 map area per strategic turn*, and **only through the road connections between maps.**

The game ends immediately when the enemy's capitol is conquered *or during taxation phase if a faction controls ten maps.*

## Sequence of play:

- **Strategic Phase** →

**1** - All players secretly write orders for each of their armies and detachments. Start with the current location and the strategic destination. EXAMPLE: using the map identifiers an order would be “Stephen’s army= A3 to B3; Detachment= A3 to A2”).

**2** - Players reveal their strategic movement simultaneously. Movement orders are compared and if two armies are in the same map, determine the *type* of encounter in the tactical phase.

- **Tactical Phase** →

This phase is composed by 15 GAME turns (the normal **PRESTAGS** scenario with which we are all familiar).

There are three types of Encounter (described in detail below):

- *Meeting Engagement*
- *Defensive Battle*
- *Free of Enemies*

At the end of 15 turns the tactical phase ends and all forces must remain on the map until the next tactical phase. Armies and detachments can only exit a map in the tactical phase. If enemy armies are still present in the same map, fully or partially, neither player can claim ownership of territory during taxation. They may not move during the next strategic phase.

- **Tax Phase** →

Each faction receives 5 points for each territory/map under his control. A map is controlled by the last faction to solely occupy the map. The points can be used immediately or saved for future use. Points are used to purchase *previously eliminated units* at normal price or *new units* at double the cost. All units are always created in the capitol and then can move during the strategic phase (Leaders are not required for units to move strategically).

Check if a faction has conquered ten areas/maps. If so, victor is declared and the campaign game ends.

## Types of Encounter:

- Free of Enemies: If an army or detachment enters an area and no enemy is already present and no enemy has just moved there. The new army simply claims the area.
- Meeting Engagement: If opposing armies (or detachments) **simultaneously** strategically move to the same map, players enter the tactical phase. Note: neither side deploys on the map sheet. Instead, roll a die to determine the first player. Both players then enter their armies by their respective road connections. Players may use a special on map road moment cost of 1/3 point per road hex until any enemy unit is within 15 hexes. There are no leadership movement penalties.
- Defensive Battle: If an army or detachment enters an area where an opposing army is already present (has not just moved there), then the already present army sets up first but moves second. This static army may place unit anywhere he wishes with the exception of a 10 hex radius around the enemy entry hex (road). The opposing forces may now enter the map by the appropriate road connection.





## New Rules:

### Leaders:

Swap **Movement Control Radius** [2-1-0] with **Combat Bonus** [9-6-3]. The effect will allow armies to have a historical **line formation** and not a **blob** of units surrounding the leader. Lessens the powerful effect of Leaders in battles but increases the very short Movement range.

**Leader promotions:** If an army, or a detachment, has battled and won, meaning they are the only army remaining on the field after the battle, one of the leaders present can be upgraded one level during the taxation phase. (Note: 1L Leaders have no upgrade potential.)

### Legionnaires [SD] cost points according to values:

- "5" SD cost 5 each
- "4" SD cost 4 each
- "3" SD cost 3 each

Ignore all PANIC rules.

## Suggested Optional Rules:

### Terrain Rules:

**Class C, D and Mf** units cannot enter Swamp hexes, except on a road.

**Class Ff** units in stream or ford hexes can fire, but only on adjacent units.

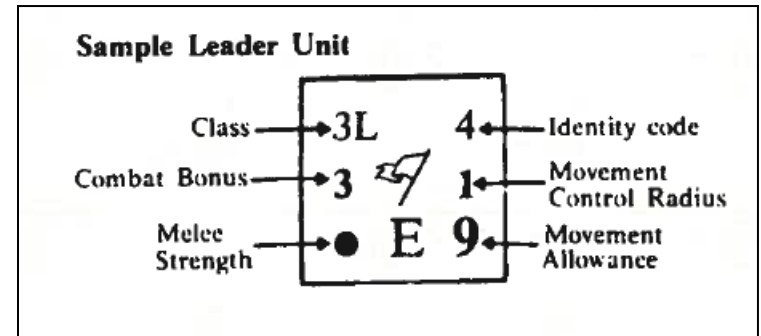
**Class A** units attacking or defending in Forest hexes are halved. *Exception: Militia (MI) and Light Infantry (LT) have no penalty in forest.*

**Elevation [14.0]** is always in effect. Class A & B melee strength is halved attacking uphill. Ground to Slope or Slope to Hilltop, and Slope to Slope. But – Class A & B on a Slope hex is ignores all Disruption results.

**Heavy armor protection:** Add +1 to the Fire Protection Strength for units with heavy armor. [SD, HC, BC]

**Class C (Cavalry) attacking Class A (Spear/Pike)** have strength halved in melee. [Exception – HC only halved if defending unit is PS/EX]. Note above +1 does apply to HC/BC

**Fire Units on Hilltop hexes** may add one to their Range for targets in slope/ground hexes.



## Rules Adjustments:

**Facing:** [16.0] Units *advancing after combat* can change facing one hexside after entering the hex.

**Retreat Before Combat:** [17.0] Units attacked from the Flank may *not* Retreat Before Melee.

**In Contact** [18.0] A Flanked unit "in Contact" that has no enemy units in contact in its front, may change facing in the movement phase to face the enemy units and negate the flank attack. [*Editor's Note: This allows at least one Flank attack – and more if a Disruption is achieved in the first attack.*]

**Restriction on Tactical Inspection:** If no forces are within 10 hexes of each other, neither side may examine the enemy stacks.



### **Unit Conversion:**

**YEOMAN:** rule [8.1] Change Since Class C cavalry (HC, MC, LC) cannot stack with infantry (A, B, Ff), if there is a stack of cavalry, any dismount (conversion) must be for all units *in the stack*. **Example:** a stack of two HC could not have one heavy cavalry dismount and the other remain mounted.

### **Panic:**

Unlimbered artillery of an army which Panics are eliminated.

### **Stacking:**

**Treat artillery as Class Ff for stacking purposes.** (Since class Mf cannot stack with infantry [A, B, Ff] without this rule change, infantry could not stack with the guns, leaving them defenseless in melee.)

## Use the Following Rules in ALL module games.

### [14.0] MELEE COMBAT AND ELEVATION

**[15.0] TACTICAL CONCESSION:** If a player declares a tactical concession, once declared, his units may attempt to exit the board edge via a road hex. Once given, the opposing player is the victor of tactical combat event. Once all the conceding player's surviving mobile units are off the map, the scenario is over and the Tactical Phase ends. As stated by the rules, a tactical concession does not prevent panic.

**Tactical Concession Rule Addition:** Any time after the Tactical Concession is declared the victorious player may choose to declare that the scenario is ended and allow the losing player “safe passage” to exit all his remaining units uncontested. If safe passage is given, no added combat or movement is conducted by either side, the scenario ends at that moment. The losing player places his units on the connected map unpursued.  
Under no circumstances can a conceding player accept the safe passage and then attack the victorious units, nor may the victorious player renege on his safe passage offer.

### [16.0] FACING

### [17.0] RETREAT BEFORE COMBAT

### [18.0] CONTACT

### [3.3 SPARTA] RANGE INCREMENT

### [3.5 SPARTA] TERRAIN UNIT PROHIBITIONS

### [1.1 LEGION] ROMAN SWORDSMEN SQUARE GENERAL RULE

### [1.2 LEGION] LEGION INTEGRITY RULE

### [1.3 LEGION] GREEN ROMAN RULE

### [1.5 LEGION] BYZANTINE CATAPHRACTS

***Practical note:*** One possible way to exchange files with the “hidden strategic movements”:

- write the orders in any word processor
- save with encryption
- exchange files (but not the passwords)
- once both lead factions have the file, reveal the password to decrypt the file.

**Wrapping Up:** My desire is to see more DYO games within the **PRESTAGS** framework. I got this idea from another tactical game, *Sands of War* by Frank Chadwick. I hope you all enjoy the games and thank you for your time and interest. Feedback is welcome.



*Editor's Note: Finally, a method to experience a side of command that is rare in board wargames: Strategic Maneuver to choose the time and the place of the battle. Mr. Cozzi did a GREAT job making the rules short and easy to grasp. His previous experience with **PRESTAGS** Design Your Own battles gave him a great vantage point for this project, and we are all the beneficiaries. If you would like to provide feedback for Andrew, feel free to send it to me at [rgifford@spigames.net](mailto:rgifford@spigames.net), and I will forward it to him. – RHG*

