

# SPI PRESTAGS

## RULES REFERENCE SHEET (TEC for Yeoman)

### Sequence Of Play:

**Chariots Move** (Any unused points can be used in Movement Phase)

**Fire Combat** (with Class Ff and Mf units that did not fire last player turn)

**Movement** (Full MP if unit within Leader Command Radius, otherwise, ½ MP)

**Defensive Fire** ( Non Phasing Player Ff and Mf units that did NOT fire previous Player Turn)

**Melee Phase** (Phasing unit may not Fire and Melee same Player Turn)

**Mutual Disruption Removal** (Remove Disruption from PREVIOUS Player Turn)

End of Player One's Turn—Repeat Seq of Play for Player Two, then advance Turn marker. Repeat.

### IMPORTANT NOTES:

Fire Units cannot Fire in successive Player Turns!

Units within Leadership Radius move Full MP otherwise ½ MP [min of 1]  
[EXC: When Class C exempt by Scenario rules]

Units must end movement when they move adj to Mf or FF Units.  
[EXC: if using Facing, only stop if they enter **FRONTAL** hex]

Fire Strength compared to Terrain Defensive rating

Melee compares Attacker Strength vs Defender's Strength

Units may be attacked only once per *phase*. Fire attacks combine all Fire vs a Unit; Melee Attacks combine all Melee strengths.

Disrupted units may not move, fire, or attack. A second Disruption eliminates the unit.

### COMBAT ADJUSTMENTS:

• Strength means unit may NOT initial melee. If defending, strength is 1.

[ ] around Strength means Melee Defense Strength is halved. (Attacker Strength normal)

F flank Attacks – Defender's Strength is Halved. Retain Fractions.

F flank Attack means ALL 6 adj hexes are adj to the Attackers – unit is 'surrounded'  
[EXC: if using Facing rule, any attack through the 3 Flank hexsides are a Flank Attack]

Add 1 to attacker's Die Roll where the Defender is Disrupted

Leaders add Combat bonus to Melee (bonus # or 1 if '•')

Leaders stacked with Units in prevent Disruption in Fire and Melee attacks. But if in MELEE, LEADER suffering a disruption is reduced 1 level. (Level 4 leader is eliminated.)

### ELEVATION EFFECTS:

Class A and B attacking from Ground to Slope or Slope to Hilltop ½ Melee Strength

Class A and B attacking from Slope to Slope ½ Melee Strength

Class A and B on Slopes do NOT Disrupt from Melee or Fire!

### UNIT STACKING:

Class D and E may stack with any Class

Class Ff may stack with Class A or B.

Class Mf can stack with Class C

### [9.0] TERRAIN EFFECTS CHART

Terrain Type	Movement Point Cost to enter hex	Fire Protection Strength	Effect on Fire when Firing Unit is in hex	Effect on Melee Strength when Unit is in hex and is...	
				...Attacking	...Defending
Clear	1 MP	2	none	none	none
Village	1 MP	4	none	none	doubled
Woods	3 MP	3	none (see 6.3)	none	doubled
Slope	2 MP (see 5.6)	3	none (see 6.3)	none	none (see 14.0)
Stream	2 MP	1	No Ff Fire	halved	none
Swamp	3 MP	1	No Mf Fire	none	doubled
Road	1 MP (see 5.5)	2	none	none	none
Bridge	1 MP (as road)	1	none	halved	doubled
Ford	1 MP	1	No FF Fire	halved	none

### TERRAIN KEY



### [3.1] Fire Unit Range Effects

Range / Unit-	1 hex	2 hex	3 hex
LB	3	2	1
CB	2	1	½
BW	2	1	-
IB	2	2	1
HB	1	½	-

### [10.4] Effects of Combat on Leaders

Indicated Combat Result	MELEE COMBAT		FIRE COMBAT	
	Leaders	Others	Leaders	Others
D	Reduced	•	•	•
½E	Reduced	½E	•	½E
E	E	E	•	E

### [8.0] COMBAT RESULTS TABLE

Die Roll	Combat Odds										Die Roll
	1-2	1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1		
1	•	•	•	•	D	D	D	½E	E	1	
2	•	•	•	•	D	D	½E	½E	E	2	
3	•	•	D	D	D	D	½E	E	E	3	
4	•	D	D	D	½E	½E	E	E	E	4	
5	•	D	D	½E	½E	E	E	E	E	5	
6	D	D	D	½E	E	E	E	E	E	6	
7	D	D	E	E	E	E	E	E	E	7	

Attacks at less than 1-2 are not permitted; treat greater than 8-1 as 8-1.