

ADVANCED IMPETVS

June 22 2013 version 1.4

The following rules are intended as an appendix to the rulebook and include tournament rules, advanced rules (not only for tournaments), additional rules for big battles but also official amendments and clarifications.

TOURNAMENT RULES

Rules for all tournaments

RULES

The rules are those of the rulebook as completed or amended by this document.

ARMY LIST

Only the lists from the rulebook, Extra Impetus supplements and beta lists that have no newer version in supplements can be used in tournaments.

Since some lists contain small errors, please refer to the official download from Impetus News
<http://impetusnews.blogspot.com/>

HISTORICAL PERIODS

For better balance the whole period covered by Impetus has been divided into 7 Sub periods, each based on Volumes. Competition organisers are advised to follow this division and build tournaments around contiguous Sub-periods. Themed tournaments are always acceptable.

Sub-period I – Bronze Age (Volume 1)

Sub-period II – Classical Age (Volumes 2, 3, 4, 5, 10)

Sub-period III – Imperial Age (Volumes 6, 7, 8, 9, 10)

Sub-period IV – Dark Age (Volumes 11, 12, 13, 14, 15, 22, 29)

Sub-period V – Feudal Age (Volumes 16, 17, 18, 19, 20, 21, 22, 23, 29).

Sub-period VI – Late Medieval (Volumes 22, 24, 25, 26, 27, 28, 29)

Sub-period VII - Renaissance (Volumes 30, 31, 32, 33, 34)

Tournament organisers are advised to publish the periods chosen for a tournament at least 4 months in advance of the tournament date. Otherwise tournaments should be only Ancients (Sub-periods I,II.& III) or Medieval/Renaissance (Sub-periods IV, V, VI, VII). Volume 31 can also be associated with Sub-period IV, V and VI according to dates of armies used. Organizers have the last word on this.

28mm competitions can also be open (all armies admitted).

VOLUMES

1. Age of chariots and bronze
2. Age of hoplites
3. Alexander the Great and Successors
4. Rome and Italy
5. Rome and the Mediterranean Sea
6. Rome and the end of the Republic
7. Rome and the Empire
8. The fall of Rome
9. Britannia
10. Ancient China
11. Steppe Peoples
12. Armies of Islam
13. Justinian Age
14. Age of Charlemagne
15. Year 1000
16. The Crusades in the Holy land
17. The birth of East Europe
18. Feudal Spain and Reconquista
19. Feudal Europe
20. The Empire and the Italian City states
21. The Mongol Empire
22. Medieval far East
23. XIV Cent. Europe
24. The Ottoman Empire
25. The 100 Years War
26. XV Cent. Italy.
27. XV Cent. Europe
28. The Wars of the Roses
29. Medieval India
30. Renaissance India
31. War in the New World
32. The Great Italian Wars
33. Renaissance Europe
34. Renaissance Far East

SPECIAL RULES

Jean d'Arc (Extra Impetus 1) can be used only in the revised version (see Amendments section)

Shieldwall (Extra Impetus 2) must be used only in revised version (see Amendments section)

MAKING THE TERRAIN

Exploration points and determination of attacker and defender

As part of the composition of their army list, players can buy up to 10 Exploration Points. Each Exploration Point

costs 1 point of budget. The Exploration Points bought should be shown on the army list. When the game starts, both players roll 2d6 and add to this their exploration points (and no longer the number of Mounted units). The player with the higher score has “**Major Control of the Battlefield**” and can decide to be the Attacker or the Defender. In the event of a tie the player who has more Exploration Points wins. If still the same, players should re-roll.

a) 500/400pts Tournaments in 15mm

As in the Rulebook the Defender places from 2 to 6 terrain items, most of them entirely outside the deployment areas. If the Defender places less than 4 Terrain Pieces the Attacker can also place one piece of his choice.

The Attacker can move/remove up to 2, but at the end at least 2 items should be present on the table.

If only 2 terrain elements are present, then at least one must be outside the deployment areas (40cm from table edge).

The Defender cannot place more than 50% (rounded down) of same type of terrain (impassable, broken, difficult/difficult hill or gentle hill), so for example if the Defender places 5 items no more than 2 must be impassable or broken or difficult or hills.

b) 300pts Tournaments in 15mm or 28mm

The Defender places from 1 to 3 items, most of them entirely outside the deployment areas (30cm from table edge in 28mm games and 25cm in 15mm games).

If the Defender places only one Terrain Piece, the Attacker can add one at his choice. If the Defender places 2 Terrain Features, the Attacker can move one. If the Defender places 3 Terrain Pieces the Attacker can move or remove one.

The Defender cannot place terrains all of the same type (impassable, broken difficult/difficult hill or gentle hill).

Rivers in tournaments

A **River**, if used, must run roughly parallel to one short side of the table.

In a 400pt game, the river must not be more than 40U from the table edge

In a 300pt game, and using 15mm figures the river must not be more than 30U from the table edge.

In a 300pt game, and using 28mm figures, the river must not be more than 20U from the table edge.

Tournament Organisers are encouraged to prepare terrain pieces in advance wide enough to allow players a range of terrain items to choose from (ideally at least 6 pieces per player for 15mm competitions and 4 for 28mm competitions).

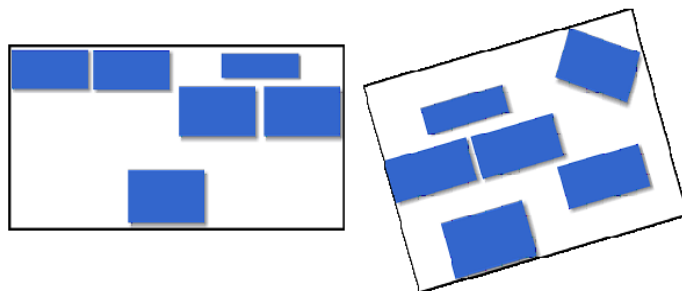
DEPLOYMENT

The Attacker deploys baggage first followed by the Defender. Both players indicate the position of their own command on the sheet (from left to right, front to back,

designing the rectangles which can not overlap).

In 300 points tournaments players can ignore the location of the commands (max 2) and deploy freely.

When a command is deployed, all units, except those in ambushes, must be able to enclose in a rectangle, oriented in any direction. The area cannot contain units from different commands.



Examples of “enclosed in rectangles” commands.

Ambushes and Flank Marches must be noted on the map. The Defender must deploy first his bigger command (the one with most VDs) then the Attacker does the same.

Other Commands are deployed, one by one (still starting with the Defender).

Alternatively, if more than one command has a higher VD, the player can decide which of these to deploy first. The rest of the commands are deployed as preferred.

POINT SYSTEM

Where the enemy army has been routed, the winner gets 30 Pts (Winner Bonus) + 100pts (this is 100% of destroyed VDs) minus the percentage of his own lost VDs.

Where the Loser’s army has been routed he gets as many points as the percentage of VD he has destroyed.

In case of “draw” (where neither army routs) both players get 20 Pts (bonus) + percentage of enemy VDs they destroyed.

If both armies are routed the result is 70 to 70.

All Units belonging to a routed Command are considered destroyed.

Examples

1) A (VDT=34) beats B (VDT=30) routing it, but with the loss of 9VD.

A gets 30 (bonus) + 100 (percentage of destroyed Units) minus 26 (9 is 26% of 34) = 104 pts

B gets 26 pts

2) A (VDT=34) beats B (VDT=30) routing it, but with the loss of 15VD.

A gets 30 (bonus) + 100 (destroyed %) - 44 (lost %) = 86 pts

B gets 44 pts

3) A (VDT=34) destroys 6 VD of B (VDT=30) and the latter destroys 13 VD of A. Neither army is routed.

A gets 20 (bonus) + 20 (%) = 40 pts

B gets 20 (bonus) + 38 (%) = 58 pts

To ease administration and to save battle weary generals struggling with mental arithmetic, there is a simple chart which can be downloaded,

<http://www.dadiepiombo.com/scorechart.pdf>

This will make calculating percentages easier.

SPECIAL RULES FOR 1 DAY TOURNAMENTS

15mm Tournaments

Wargames tables: 120x180cm (6x4 feet) or 120x90 / 120x120 (4x3 / 4x4 feet) for 300pts.

Deployment: armies can be deployed at least 20U (instead of 30U) from the middle line of the battlefield if this is 120cm deep. For 300pts games, with a board 90cm deep, deployment can be within 25cm from own border.

Games: 3 (or 4)

Game length: 1h45 (deployment included). The turn must be completed.

As an alternative the game can last 2 hours (deployment included) but at the end of the 2 hours only the following actions can be taken: deciding initiative, shooting (incl. ZOC reactions), completing melee. The only manouvre allowed are reactions (evasions, pursuits and retreats and those derived from ZOC). No other voluntary movements are allowed, including rally.

A referee should warn players 30mins, 15mins and 5mins before the game is supposed to end.

Army composition for 400pts armies: From 2 to 4 Commands. Coward Generals are not admitted. The larger Command must not exceed 60% of VDT. Halve minimums on the army list.

Army composition for 300pts armies: From 1 to 2 Commands. Coward Generals are not admitted. The larger Command must not exceed 75% of VDT. Halve minimums and maximum on the army list.

How to halve minimums and maximums: Minimums and maximums are halved and rounded up. When maximum is 2 and these Units can form large Units (according to list), this maximum is not halved.

Deployment for 300 pts armies: If one player has just one Command he can deploy all Units first, except he need not deploy as many Units as he has the leadership bonus. The other player do the same (or deploys the biggest Command) before the first player places the rest of his Units etc.

Casualty table for Generals. In 300pts games don't count any modifier related to the quality of generals (the one testing and the other possible general present).

28mm Tournaments

Points: 300

Wargames tables: 120x180cm (4x6 feet)

Games: 3 (or 4)

Game length: 1h45 (deployment included). The turn must be completed.

As an alternative the game can last 2 hours (deployment included) but at the end of the 2 hours only some actions can be taken: deciding initiative, shooting (incl. ZOC reactions), completing melee. The only manouvres allowed are reactions (evasions, pursuits and retreats and those derived from ZOC). No other voluntary movements are allowed, including rally.

A referee should warn players 30mins, 15mins and 5mins before the game is supposed to end

Army composition for 300pts armies: From 1 to 2 Commands. The larger Command must not exceed 75% of VDT. Coward Generals are not admitted. Halve minimums and maximums on the army list.

How to halve minimums and maximums: Minimums and maximums are halved and rounded up. When maximum is 2 and these Units can form large Units (according to list), this maximum is not halved.

Deployment for 300 pts armies: If one player has just one Command he can deploy all Units first, except he need not deploy as many Units as he has the leadership bonus. The other player can do the same (or deploys the biggest Command) before the first player places the rest of his Units etc.

Special deployment for the Swiss army is limited to 5U.

Casualty table for Generals. In 300pts games don't count any modifier related to the quality of generals (the one testing and the other possible general present).

SPECIAL RULES FOR 2 DAYS TOURNAMENTS

Points: 500 (15mm), 300 (28mm)

Wargames tables: 120x180cm (4x6 feet)

Games: 4

Game length: h3.00 the turn must be completed

ADVANCED RULES

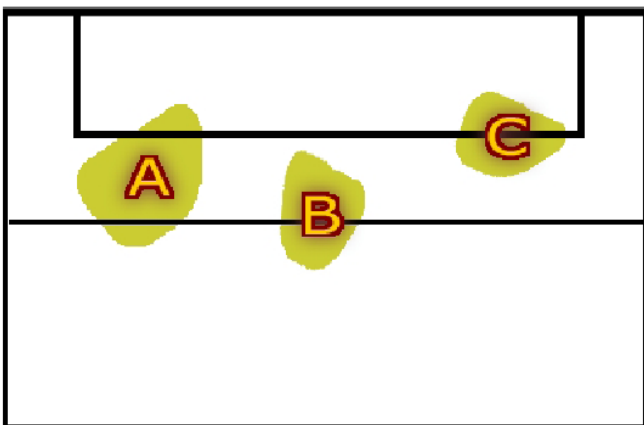
AMBUSHES

Please read also **Making Terrain** in Tournament rules. Attention, ambushes can only be “inside” elements of terrain, not outside or “behind”. These rules contain a certain level of abstraction, but they are designed to avoid as many disputes during tournaments as possible. Ignore the effective visibility or dimensions of terrain elements as ambushes can be made in any element of terrain present on the battlefield with the following limitations: Mounted units and FP armed with Pikes can only ambush in gentle hills. Other troops can also ambush in woods, difficult hills and other difficult terrain with limited visibility. Skirmishers (S) can also hide themselves in Broken Terrain with limited visibility (5U as per woods).

Summary diagram

TERRAIN	TROOP
Woods, Steep or Wooden Hills, Other Difficult Terrains with limited visibility	FP (no pikes), FL, T, S
Gentle Hills	CP, CM, CL, CGP, CGL, EL, W, FP, FL, S, T
Rough Terrain with limited visibility	S

Ambushes are only allowed in players’ own Zones of Influence. The Zone of Influence of the major control of the battlefield player extends to the middle of the battlefield; the other player is limited to his own area of deployment. The Zone of Influence extends to cover entire elements of terrain which are partly within the zone. If a terrain piece extends to cover parts of both Zones of Influence then only the **Defender** can use that piece.

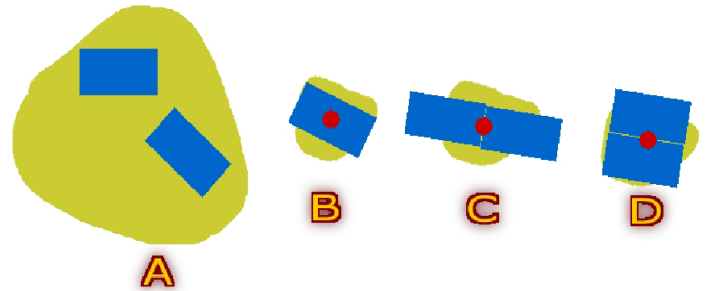


In the example above: **Terrain A** extends to two Zones of Influence and only the Defender can use it for ambush. **Terrain B** is partly in the Zone of influence of the player with major control of the battlefield and only he can hide an ambush there. **Terrain C** is exclusively controlled by the other player.

On the deployment sheet players must indicate which Units are in ambush, and in what terrain, but it is no longer necessary to indicate the precise position and orientation. Regardless of the size of a piece of terrain, each terrain piece can hide a maximum of 2 units (one Large Unit of size 2 counts as 2 units.) An exception is when FP are deployed in ambush “behind” (actually inside) a hill with a large unit consisting of 3 units. The ambush is revealed when the controlling player decides to activate the hidden Unit or when one enemy Unit comes within 6U of the element of terrain. The “Sighting” occurs at the end of the phase of movement or after the deployment of the entire Command, if the “Sighting” is made during the deployment.

The player controlling the ambush is required to place the units on the table if one opposing unit ends a phase of movement within 6U from the terrain.

Once revealed, these units are positioned in any orientation, fully inside the terrain if big enough or with the center of the Unit / Group / Large Unit on the center of the terrain if smaller.



Examples. In case A the element of terrain is large enough for the two units. They should both be deployed entirely inside the terrain orientated as desired. In case B, the terrain is not large enough to completely hide the unit in ambush, so the centre must be placed at the centre of the terrain. Even in this case the orientation is free. In case C the two Units must form a Group with its centre at the centre of the terrain. The same is true for case D. Even for these two cases the orientation is always free.

The unit in ambush is no longer considered on Opportunity.

Any unit in ambush can never be placed directly into a melee. It would not even go automatically into melee if the player moving into the ambush decides to move forward into terrain to contact the hidden Units. In this case, the Unit which enters the terrain must stop (possibly moving back) just before contact.

Remember that a unit that is located inside terrain that would normally disorder it does not suffer the disordered effect when it comes out of terrain when the unit exiting

that terrain is more than halfway out from it.

Ambushes revealed during deployment

From the moment that a terrain containing an ambush can be extended to the zone of advanced deployment (see the next paragraph) of the opponent, the ambush might be sighted during deployment. In this case, the hidden Units must put be placed on the field immediately. Another possibility is to make the Ambush “visible”. This means positioning the unit directly in the field (in a terrain piece allowable for ambushes). In this case, however, the Unit remains in the original position until voluntarily moved. It is possible to place this unit “on Opportunity.”

Interpenetration of ambushed units

Ambushed Units can be interpenetrated by any friendly Units moving in the terrain they are hidden in. Anyway if the ambush must be revealed and there is no room to field the ambushed Units, they are removed and considered lost at all effects.

FORWARD DEPLOYMENT

This rule can be applied only in 400points and 500points tournaments in 15mm. The two advanced deployment models are alternatives (one excludes the other).

Type A

The player may place one of his Commands (not lead by an Incompetent or Cowardly general) up to 10U from the line that divides the length of the battlefield (from 50U of his own side) but still 30U from any enemy Unit that has already deployed, with the obvious exception of an ambush (including visible ambushes). The rule would not apply to the Swiss, which are already allowed the advanced deployment of one Command without being indicated in the army list. The army list must indicate the adoption of the advanced Deployment with Model A, and the Command affected by this rule.

Type B

One or more units of mounted and/or skirmishers can be deployed up to 10U from the line which divides the length of the battlefield, but no nearer than 30U further from any enemy Units that have already deployed (with the exception of those in ambush.). Mounted units and Skirmishers cannot belong to a Command lead by an Incompetent or Coward general. The rule does not apply to the Swiss, which are already allowed an advanced deployment similar to model A. The army list must show the option of advanced Deployment “B”.

FLANK MARCHES

1) A player can send one Command on a Flank March. A Command that is Flank Marching cannot be lead

by Incompetent or Coward Generals. No more than the 50% of the army (in VDs) can be sent on a FM.

2) The FM must be noted on the map before deployment. The note must indicate the Command and the side (left or right).

3) At the end of every turn the Player that has sent a Command on an FM rolls 2d6 adding the leadership bonus of the General on FM. With a result of 12+ the FM enters the table at the start of the next turn. Add to the roll a +1 cumulative modifier (+1, +2, +3...) after the first turn. Expert and Charismatic Generals cannot re-roll the initiative dice if on a Flank March.

A Charismatic General on a Flank March does not confer the +1 bonus to the generals in the field and if in the field does not give a +1 bonus to any subordinate general on F.M.

The loss of a Charismatic CIC causes Disorder for all Commands in F.M. once they arrive on the battlefield. If a “double” is thrown by a general on the march, with the exclusion of a double 6, the march does not enter even if the total scored is sufficient, and the progressive modifier is reset to 0.

Example. A Discrete General in fourth round throws a double 5. The total should be 15 (2 +5 +5 +3), but the march does not enter and the next attempt will be made with a bonus of 0.

A Poor Commander throwing double 1, becomes immediately Incompetent and the FM is cancelled. In this case the miniatures are considered eliminated for victory conditions.

4) If the FM is successful, then the Units belonging to the entering Command are placed at the Player’s choice within 12U from the side edge. These Units must be placed at least 5U from any enemy Units (measure from the closest points). Units that have no room to arrive on table are not deployed and are considered eliminated for Victory Conditions.

5) After the deployment of the Flank Marching Command, the opponent can make a wheel of up to 90° OR perform an about face (without Disorder) with any of his Units that is closer than 15U from the enemy. These movements cannot bring a unit closer than 5U to any enemy Unit.

6) If both players have Flank Marching Commands that enter on the same turn and from the same side edge, the Players deploy their units alternately, one at a time starting from the Player that rolled highest on the 2d6 roll (after the modifiers). If they rolled the same then the winner is the side with the better Command Structure or roll again if this is the same. Distances (12U and 5U) must be respected also in this case.

7) Roll for initiative as usual...

GENERALS

The following rules must be read in conjunction with those in the rulebook

GENIUS. A Leader of Genius can re-roll one or both dice during initiative and he can also leave initiative to the opponent.

He can re-roll one or both dice on the Leader Casualty table.

If not attached he doubles his command radius (Command Structure, but just for the troops under his command).

If a Genius Leader rolls a double 6 during the initiative his level becomes permanent (no downgrade for a successive double 1). If he rolls a double 1 he becomes Expert immediately and in this one case he cannot re-roll either of the dice.

CHARISMATIC. A Charismatic Leader can re-roll one or both dice during initiative. He can re-roll one or both dice on the Leader Casualty table. A Charismatic Leader gives a +1 bonus to all troops under his Command during Discipline Tests (motivation to compensate lack of training) but only to rally.

Amendments to par. 2.7.1. If the Charismatic leader is lost (dead or captured) all Units of his army must take an

immediate Discipline Test. If the test is failed the Unit is disordered and if already in Disorder it takes a permanent loss on VBU. This new rule replaces the automatic loss of 1 VBU.

EXPERT An Expert Leader can re-roll both dice (he cannot re-roll just one) during initiative. He can re-roll both dice on the Leader Casualty table. If he is not the C in C and he rolls a double 6 during initiative he won't become a Genius / Charismatic leader, but his rating will remain the same even if a double 1 is rolled later. If he rolls a double 1 he cannot reroll and becomes a Fair General.

INCOMPETENT AND COWARD. Only one Incompetent or Coward general can be used if the C in C is Genius or Charismatic.

CAPTURING A GENERAL

Amendment of the Table

On the table if you roll a 7 or 8 then the General is captured but only if the test is the result of a melee. If it is the result of Missile Fire (including Pila), a roll of 7 or 8 has no effect.

With a roll of 11 or 12, after Missile Fire, consider the effect shown in the line above it, i.e. the General dies with no immediate effect for the troops.

AMENDMENTS AND CLARIFICATIONS

SPECIAL RULE: THE SHIELDWALL

Some Heavy Infantry can create a Shieldwall as a reaction to a charge or to shooting or as a voluntary action. In the latter, voluntary action case, forming Shieldwall is the only action which is allowed during activation (with the exception of recovery from Disorder).

Forming Shieldwall as a reaction to charging or shooting is automatic, i.e. like evasion, and works in a similar way. It can be performed only if the threat is frontal, so if a charging Unit enters the ZOC before contact OR if the shooting Unit is within the projection of the front (the projected Zone of Control). Disordered Units can also form a Shieldwall. Once the Shieldwall is formed, a marker should be placed close to the Unit.

The Shieldwall cancels the Impetus bonus of any frontally charging Unit. It does not cancel the impetus bonus of any Unit not charging frontally, i.e. not entering the ZOC before contact.

The Shieldwall gives a penalty of -1 firing dice when firing frontally at Units with this formation (*) with the exception of Artillery.

(*) Once the Shieldwall is formed, the -1 penalty to shooting applies to any Missile fire which is not fully to the flank or rear of the target Unit.

A Unit that is formed in Shieldwall cannot move voluntarily. It can only retreat if the melee is lost or if pushed back by friendly Units, and CANNOT PURSUE if it wins a round of melee. I cannot react if its ZOC is violated.

A Unit that has previously formed a Shieldwall can move during its activation only once the Shieldwall marker has been removed. A Shieldwall marker can be removed during an activation sequence, but removing the Shieldwall status can be the only voluntary action that this Unit can take during that activation, with the exception of recovery from disorder.

Shieldwall can never be formed if the Unit is already in melee.

SPECIAL RULE: JOAN OF ARC

You can buy Joan of Arc for your Army for 20 points. She should be represented within a Command Unit of the player's choice. She cannot be attached to a Poor, Incompetent or Cowardly General.

Joan of Arc does not replace a General, but does give a +1 bonus in Cohesion Tests for all units that are even partially within 15U (for 15mm and minor scales) or 10U (for 28mm games) of her base.

This Bonus applies as long as the Unit to which she is attached is on the battlefield and so long as she hasn't been captured or killed, things that can happen to a General during the game.

A roll of 6 on a Cohesion Test means you must establish whether the test applies to the Commander or to Joan of Arc. Roll 1d6 and with a roll of 4-6 the Test is undertaken

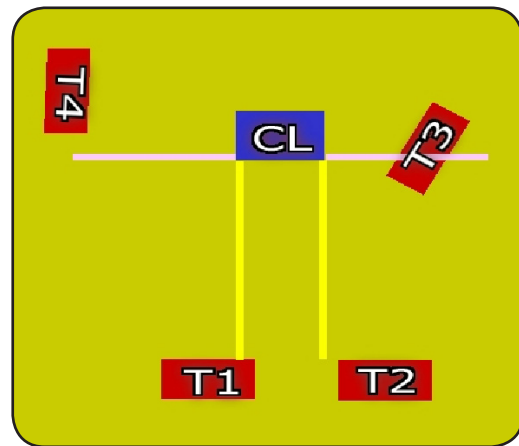
by the Maid of Orleans. As regards modifiers (Commander Leadership), Joan of Arc is considered to be a Charismatic leader at all effects (reroll included).

If Joan is captured or killed all units that are even partially within 30U (15mm or minor scales) or 20U (28mm) of her base are immediately disordered.

CLARIFICATION ON EVASION

Evasion is allowed only when the menace is frontal i.e. within or partially within the projected zone of control, for both shooting and melee. This replaces the entry in Extra Impetus 2 where the term "prosecution" of the front instead of "projection" of the front was used to clarify what is meant by the terms frontal and frontally.

According to the diagram below CL can evade only from T1 shooting.



MOVEMENTS

Light Foot (FL) and Skirmishers (S) in Difficult Terrain
Amendment to paragraph 3.1.1. The movement of Light Foot (FL) and Skirmishers (S) is not reduced in Difficult Terrain.

Interpenetrations

Amendment to Paragraph 5.10.1 Voluntary Interpenetration. Units of Missile troops (T), Artillery and Light Infantry (FL), except for Impetuous troops, can be interpenetrated by any type of troops and for the purposes of Interpenetration they behave like units of Skirmishers (S), and so are placed behind the interpenetrating unit even if the interpenetration is not complete.

Missile troops and Light Infantry (not impetuous) can also interpenetrate any type of Unit or Large Unit (including Schiltrons, Pikemen and Impetuous troops).

Amendment to Paragraph 5.10.2 Involuntary Interpenetration. In reference to the last sentence, we no longer allow the forward involuntary interpenetration of troops that cannot normally be interpenetrated voluntarily.

Impetuous Troops

Amendment to Paragraph 5.3. The free wheel allowed to impetuous troops in order to point towards the closest enemy or to avoid Difficult or Impassable ground is now subtracted from the movement. This initial wheel is not an autonomous movement phase and so can be combined with a straight movement, but the total distance covered cannot exceed the maximum speed allowed for the unit in a movement phase.

Chariots

Amendment to paragraph 5.5. War Chariots must perform at least half movement phase before wheeling but no longer before stopping. Chariots can stop after the movement like any other Unit. The concept of stationary chariots is removed.

Medium Cavalry (CM) and Light Chariots (CGL)

Amendment to paragraph 5.4.3. Medium Cavalry (CM) and Light War Chariots (CGL) may move to the rear, even as a Group, without an automatic disorder if they pass the Discipline Test after the movement. Such movement to the rear is not allowed to large Units.

Amendment to paragraph 5.11.1. Also Medium Cavalry (CM) and Light War Chariots (CGL) can evade but only if they pass a Discipline Test or are on Opportunity. If the test is failed the Unit is not disordered and must stay in place.

CM and CGL Units that evade must anyway respect the rules on (involuntary) interpenetration, so the evasion cannot be performed if they cannot interpenetrate a friendly Unit behind. Otherwise when evading they follow the same rules as CL.

Discipline A troops

Units and Large Units with Discipline A, if not disordered, can perform sideways and oblique movements without disorder.

SHOOTING

Amendments to paragraph 6.1.3. The -2 modifier applied for shooting at Light cavalry (CL), Skirmishers (S) and Artillery (Art) becomes -1 if the shooting is performed within short range (15U).

The Modifier of +1 for shooting at stationary chariots is removed as there is no longer a difference between stationary or moving chariots.

Amendments to paragraph 6.3.4. The firing priorities are now

A) SHOOTER IS ON OPPORTUNITY

- 1) Units that are charging the shooter or with whom the shooter is exchanging fire
- 2) The closest unit charging or shooting at a friend.
- 3) The most frontal moving unit within 15U, which is at least partially within the projection of the shooters front.
- 4) The moving unit closest within the firing arc or, at the shooter's choice, the most frontal moving unit which is at least partially within the projection of the shooters front
- 5) Other moving enemy Units within range and arc of fire

B) SHOOTER IS NOT ON OPPORTUNITY

- 1) If the target is within 15U, the most frontal unit, which is at least partially within the projection of the shooters front.
- 2) If there are no targets within 15U the enemy Unit that is closest within the firing arc or, at the shooter's choice, the most frontal unit which is at least partially within the projection of the shooters front.
- 3) Other moving enemy Units within range and arc of fire

New Paragraph: 6.3.5. Shooting through S and CL

Units with shooting capabilities can ignore and **shoot through** Units of CL and S that are over 15U, to target other Units (not CL and S) that they are screening. When shooting at units behind a CL or S screen, the number of dice to be rolled is halved, rounded up. **Example:** A VBU=3 T Unit with Short Bow A decides shoot at a CM Unit at 25U, screened by a CL at 18U (so over 15U). T will roll 2 dice (3+0, halved and rounded up).

MELEE

Large Units

Amendment to paragraph 2.5.1. The rules that states that "when Large Units of Infantry engaged in melee with impetuous troops or Heavy Cavalry, the loss in one Cohesion Test of as many points as the original VBU of the front Unit means the Rout (and elimination) of the entire Large Unit" is abolished.

Depth bonus

Amendment to paragraph 7.4. The Depth Bonus is not applied if the Large Unit, other than Schiltron, has been contacted on the flank or rear by an attacking enemy unit. A Large Unit in Difficult Ground also loses the depth bonus.

Cohesion Test

Amendment to Paragraph 6.2. Heavy Infantry has an extra +1 modifier in the Cohesion Test if it is the target of missile fire (except for Artillery A and C) or if it is in a melee with only mounted troops. Large Units of Pikes, when comprising three units, benefit from an extra +1 bonus if in melee against only mounted troops.

Mounted Units and large units of Heavy Foot (FP) that are in melee while in **Difficult Ground** or against Units that are totally within Difficult Ground suffer a -3 modifier when taking their Cohesion Test.

Mounted Units and large units of Heavy Foot (FP) that are in melee while in **Broken Ground** or against Units that are totally within Broken Ground suffer a -1 modifier when taking their Cohesion Test.

Elimination of Light Infantry and Missile Troop units

Amendment to Paragraph 7.6.2. Units of non-impetuous Light Infantry (FL) and Missile troops (T) that are destroyed after a melee do not cause Disorder and a Loss to units that are closer than 5U behind them.

Charging with Light Cavalry that have I=0

Amendment to Paragraph 7.1. Light Cavalry units (CL) with I=0 can charge:

- 1) Skirmisher units (S)
- 2) Disordered units
- 3) Units on rear/flank

The charge can only be against these enemies and not also involve others that are not on this list.

Pursue of Light Cavalry that have I=0

Amendment to Paragraph 7.6.4. CL units with I=0 can pursue if they win a melee as long as the pursuit does not bring them into contact with units that they could not have charged. In this case the pursuit does not take place.

New rules on Wagenburgs

The following rules and clarifications are applied to Wagenburgs

- 1) When destroyed, Wagenburgs don't produce **any damage to troops behind** them.
- 2) Wagenburg can be **interpenetrated** by any friendly Units.
- 3) Wagenburg have a facing for movement purposes but all sides exercise **ZoC**. This is the only troops with this characteristic.
- 4) Wagenburg cannot cross or defend **Fortifications**. Wagenburg cannot man Fortifications, but could be fortified at +10pts. In this case they cannot move. To fortify a Wagenburg Unit you have take 2 FOR from the list (10pts) and give to the W Unit. That Unit will never move and will be considered as protected by fortification at 360°.

OTHER CLARIFICATIONS

VD OF GENERALS

All Units with a General have VD=3 even if not explicitly stated in the Army Lists.

CHANGE OF GENERAL'S LEVEL

Roll the dice before activating each Command, even when the roll is not needed to determine initiative. For example, even the last Command that must be activated in a turn must roll 2d6 anyway to see if the General changes level. The roll is no longer required if the General has already changed level. Since only the C-in-C can be Genius/Charismatic, an Expert Subordinate General that rolls a double-6 does not become Genius/Charismatic but remains Expert. He will not need to roll again.

CAPTURING A GENERAL

On the table if you roll a 7 or 8 then the General is captured but only if the test is the result of a melee. If it is the result of Missile Fire (including Pilums), a roll of 7 or 8 has no effect. With a roll of 11 or 12, after Missile Fire, consider the effect shown in the line above it, i.e. the General dies with no immediate effect for the troops.

ASSAULTING BAGGAGE

Even Units with I=0 must assault enemy baggage if the conditions present themselves. This does not apply to Artillery. You cannot fire at Baggage.

THROWING THE JAVELIN

Infantry with javelin suffer no penalty if they throw the javelin after moving for 1 movement phase, but if they move for more than 1 movement phase, then they suffer a penalty equal to the number of movement phases that they have performed.

EVASION

- 1) **Obstacles to Movement.** An evading Unit must be able to move its entire movement backwards. It cannot change direction. If the evasion ends on broken or difficult ground then the speed is adjusted accordingly. If the Unit moves over Impassable Terrain or enemies or friendly Units in Melee then the evasion is cancelled. For interpenetration rules, Evasion is considered as involuntary movement.
- 2) **Frontal threat.** In order to decide whether a threat is frontal, look at the Zone of Control. If the charging enemy Unit crosses, even partially, the ZC of the Unit that can Evade, then consider the threat to be frontal and thus Evasion is allowed. For Missile fire purposes see clarification and diagram at page VII.
- 3) **Evasion in more than one move.** Just like normal forwards movement a second Evasion move implies passing a Discipline Test, which if failed means Disorder and not being allowed to Evade further. If however you are Evading another enemy, this is a new a Evasion and not the continuance of the previous Evasion.

IMPETUS BONUS

The following do NOT have their Impetus bonus:

1. Troops that are not Fresh, except for Scythed Chariots.
2. Infantry charging Mounted troops.
3. Mounted charging Infantry with Pike or Long Spears, Wagenburg, Elephants.
4. Elephants that charge Skirmishers or non-impetuous Light Infantry.
5. Scythed Chariots that charge non-impetuous Light Infantry.
6. Infantry, except for impetuous Light Infantry, that charge in difficult ground.
7. Mounted that are charging in broken or difficult ground.
8. Infantry that are charging troops that are defending fortifications.
9. Mounted that are charging troops defended by stakes or pavises.
10. Troops charging an occupied Built-Up Area.

The Impetus Bonus does not apply even if the troops that cancel it are fighting as a Support Unit.

Impetus bonus in Opportunity Charge

A Unit which is hit by an opportunity charge has the Impetus Bonus (if not cancelled by other reasons) if both conditions apply:

- 1) It declared a Charge
- 2) It is contacted on its front. This means that at least a part of the frontage of the Unit is touched by the enemy. To say it differently, if the unit doing the Opportunity charging enters the target units "frontal corridor", the target unit can still have impetus.

OPPORTUNITY CHARGE

A clarification on the text. Par. 5.8.2 states that "The opportunity charge is not allowed as a reply to a Charge Declaration. In this case you must react with a countercharge". The intention of this text is to ensure that a Unit cannot charge by opportunity if it has been declared the target of that charge. Any other friendly Unit on Opportunity that is not the target of the charge can make any Opportunity Charge without restriction.

CHARGE AND MELEE AS THE LAST ACTIONS OF THE ACTIVATIONS

Usually a Charge leads to a Melee and the Melee is the last action a Unit can make during its activation. The Charge itself is the last action of the activation if the charge fails to make contact. E.g. if the Opponent evades or if the Charge Movement Bonus (5.8.1) was not enough to allow the charger to contact the enemy.

As the Charge is the last "voluntary" action; you cannot take further moves or shoot after a charge declaration. An exception is the Potential Charge (see below).

Please note that the Dispersion of Skirmishers or Artillery is to be considered a Melee with all that means. So if a charging Unit disperses a Unit of Skirmishers it can then complete its full move. This may bring it into contact with an enemy unit screened by the skirmishers, in which case the charging unit charges that unit as well. But it cannot make another movement phase or shoot

Charging troops that can evade: the Potential Charge
When a Player wants to charge a Unit that can evade he can declare a Potential Charge.

A Potential charge is a charge declaration in all respects. Hence if during the Potential charge, the Potential charger is contacted by an enemy unit making an Opportunity charge against it, then the Unit declaring the Potential Charge can benefit the Impetus bonus if it would do normally.

On the other hand if contact is not made because the charging unit's target evaded and no other enemy made an opportunity charge, the Potential Charge is considered to be a normal move.

In the diagram to the right the CP can charge the CL. The CL can evade, so the CP may choose to declare a Potential Charge. To do so the Player simply declares that he will

more his Unit up to 8U or even up to 7U, enough for the contact.

If the CL evade then the CP will have to move the distance declared but this is not considered a charge. The CP can then perform a second move or if it was a Unit with shooting capabilities it could shoot.

If the CL doesn't evade, then we have a normal charge followed by a melee.

POTENTIAL CHARGE

When a Player wants to charge a Unit that can evade he can declare a Potential Charge.

A Potential charge is a charge declaration in all respects. Hence if during the Potential charge, the Potential charger contacts its target then we have a normal charge followed by a melee. If is contacted by an enemy unit making an Opportunity charge against it, then the Unit declaring the Potential Charge can benefit the Impetus bonus if it would do normally.

On the other hand if contact is not made because the charging unit's target evaded and no other enemy made an opportunity charge, the Potential Charge is considered to be a normal move, so other actions are allowed.

SHOOTING FROM AND TO A LARGE UNIT

When Large Units are allowed to fire, measurement are taken from the frontal Unit, but it is the rear Unit, with its VBU, to shoot.

When shooting to a Large Unit measurement of the range is taken from the middle of the front of the firing Unit to the middle of the closest edge (front or side) of any of the Unit forming the target Large Unit. For Large Units that fire at 360° (see Chariots in optional tournament rules), measurement is not necessarily taken from the front edge but rather from the firing edge of any Unit forming the Large Unit.

ELEPHANTS SHOOTING

When allowed to shoot (they have Various Weapons) the arc of fire is 45°.

Elephants cannot perform indirect fire.

COMPULSORY RETREAT OF CM/CGL/CL VS FOOT

As per rules (7.6.2), CM/CL/CGL must retreat if in melee with foot, even in case of a draw. The retreat, in case of draw only, is cancelled if with such retreat the Unit is destroyed or leaves the battlefield.

ALLIED CONTINGENTS

Unless differently specified in the Army Lists, you cannot use more than 1 Allied Contingent and never 2 of the same kind.

An Allied Contingent must be considered as an autonomous Command with its own General that cannot be the CiC. An allied Command can include only allied troops and allied troops cannot be present in other Commands.

An Allied Command cannot have more than 50% of VDT of the whole army.

BAGGAGE

Baggages can be interpenetrated by any friendly troops. Baggages don't suffer any effect from being behind 5U from a destroyed friendly Unit.

Baggages can be deployed even within 12U from the side edge.

In 28mm games a baggage can be also 4 times large than deep, to better allow deployment of Units.

With permission of the Umpire or of the Opponent a

Player can place during deployment any Large Unit or up to 3 Units in column (+ fortifications) in front of a baggage even exceeding his deployment area.

As an alternative, during deployment, part of a Unit can be placed on the baggage, but the baggage must be freed at the first activation.

PLACING BUA AND RIVERS

A River counts as a Defender choice. In case the river is not rolled, no other elements can be placed instead.

A BUA can always be placed by the Attacker if he gets a 5+. No matter of the limits stated by the Tournament Rules.

UPGRADES

In all Army Lists in Vol. 32 "The Great Italian Wars", published in Extra Impetus 1, you can upgrade the front rank of Large Units of FP armed with Pikes:

from VBU=5, I=3 and D=A to VBU=6 the new cost is 34 pts per Unit;

from VBU=5, I=3 and D=B to VBU=6 the new cost is 29 pts per Unit;

from VBU=5, I=4 and D=C to VBU=6 the new cost is 25 pts per Unit;

from VBU=4, I=2 and D=A to VBU=5 the new cost is 27 pts per Unit;

from VBU=4, I=2 and D=B to VBU=5 the new cost is 22 pts per Unit;

from VBU=4, I=2 and D=C to VBU=5 the new cost is 17 pts per Unit;

from VBU=3, I=1 and D=C to VBU=4 the new cost is 12 pts per Unit.

The upgrade is also allowed to pikemen present in the list: Jagellonian Hungarians (Extra Impetus 3, list 6, page 41)

GREAT BATTLES

MULTIPLAYER GAMES

Armies and Commands

For a Multiplayer games we suggest to use at least 800pts and a gaming board of 180x240cm.

Minima and maxima of army list can be multiplied x2 if up to 1000pts, by 3 for up to 1500pts etc

Every player should control at least one Command.

You can use more than 4 Command per army, according to the scenario or the number of players.

You are free to place Leaders in any additional Units (not only those marked with *). Units with Leaders must anyway be upgraded to VD 3.

One player per side must be the CiC.

Initiative

Both CiCs roll for initiative. The winner will not activate

his CiC Command. Instead, within the winning side, all players will roll for initiative. In case of draw the CiC will decide who must start first (*).

Once the Command has been activated, both CiC will roll for "Army Initiative". The winning side will roll to see the winning command and so on (Commands already activated will not roll of course).

* As an alternative, in case of draw both (or more) Commands will be activated in contemporary. This option allow to fast the game.

Notes

This procedure give less control to a side to decide who must activate before. I think it is somewhat realistic as Generale are not totally aware on what is happening on the other part of the battlefield but have to take action or wait (till next turn).

For updates check the official forum <http://impetus.forumsland.com/>
and Impetus News <http://impetusnews.blogspot.com>