



*Draft Version 0.4*

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### 1) INTRODUCTION

This is not a new set of rules but an Expansion (yet a developing draft) of Basic Impetus and Impetus for the European warfare in late XVI Cent to early XVIII Cent. (Marlborough). To use this Expansion you will need a copy of the Basic Impetus or Impetus rules.

### 2) BASING TROOPS

This is the frontage suggested

25-28mm: 18cm

15-20mm: 12cm

10mm: 8cm (or as an alternative 6cm)

6mm: 6cm (or as an alternative 8cm)

All troops have a 12cm frontage with the exception of Artillery that **can** be 6cm for 28mm, 4cm for 20-15-10cm and 2 or 3cm for 6mm.

#### Suggested depth for 15mm

ECW-TYW P&M (Pike&Muskets): 4-6cm

Tercios: 12cm

Skirmishers and Late 17th Cent. P&M: 3cm

Irregular foot (e.g. highlanders): 5 or 6cm

Gallopers, Trotters, Light Horse and Siphais: 6cm

Late 17th Cent. Cavalry: 3-4cm

Reiters: 8-10cm (we suggest to form 2 columns)

Dragoons: 4cm or 8cm (if horse holders are depicted)

For depth of other scales refer to Impetus /Basic Impetus.

### 3) TROOP TYPES

For simplicity these new troop types are based on the original BI/Impetus troop types

and to keep things easy we have decided to use the double definition.

#### MOUNTED TROOPS

##### Gallopers (GA-CP)

Fast, hard hitting Horse. Trained to charge at the Gallop, using the pistol with the sword or on contact. They must pursue if they win a melee.

##### Trotters (TR-CP)

Troopers trained, armed and lead, much as the bulk of Horse during the Thirty years war. Not necessarily in a Caracole fashion, but certainly discharging their pistol (see Point Blank Pistol rule on paragraph 5) well before contact and then advancing at the trot. Cuirassiers (three-quarter plate armour horse) enter in this category too.

##### Reiters (RE-CP)

Tend to avoid contact preferring to discharge their pistol using the Caracole formation/manoeuvre. They can shoot their pistol using the various weapons values on the firing table. They cannot pursue if they win a melee.

##### Spahis (SP-CM)

Same as CM in Basic Impetus /Impetus but now used mainly by Eastern armies

##### Light Horse (CL)

Same as in Basic Impetus / Impetus

##### Horse & Muskets (HM)

Some Trotters (e.g. the Swedish) were often supported by Commanded Musketeers,

forming mixed formations.  
You can depict these Units in a single base mixing Horse and Musketeers, but you can use a standard Horse Unit and place in contact (on the back as a chit) a small base of Musketeers. They usually shoot with a negative Musket Modifier.

## FOOT

### **Pike & Muskets (PM-FP)**

Mixed units of pikemen and musketeers. They are considered FP to all effect but they can shoot.  
Pikes nullify the impetus bonus of charging mounted troops.

### **Tercio (TE-FP)**

Similar to a PM Unit but considered as a Large Unit.  
In melee benefit of the Pike Depth Bonus (par. 7.3).  
Tercios ignore minuses deriving from rear and flank attacks.

### **Muskets (T)**

Units made only of musketeers. Perform like T in Basic Impetus.  
Some, like Swedish musketeers, can have special rules (see army lists).

### **Skirmishers (S)**

Same as Basic Impetus / Impetus

### **Dragoons (DR-FL)**

They are classed here as light infantry with shooting capability and good mobility.  
They shoot only if stationary.

### **Artillery (Art)**

Same as in Basic Impetus / Impetus. Some P&M (see army lists) will be given regimental guns. This can be depicted as a small gun fitted in the base with the other figures but for gaming purpose it is a +1 bonus on shooting.

## 4) TERRAIN

A new terrain features has been added: the hedge. This can be an area enclosed by a square hedges of usual size or a single hedge of equivalent size or a double hedge half that size on either side of a lane.

Units fighting through hedges get no impetus bonus.

Units take a full move to cross a hedge and are disordered after doing so.

## 5) ADDITIONAL RULES

### a) Movements

#### **Movement of Mounted Troops**

All mounted troops can perform a side/oblique without becoming disordered.  
In addition, Dragoons can perform the same movements without disorder.

#### **Retreat movement**

All troops can perform a retreat movement. This movement is a rear movement fully performed at double speed. During this movement, the retiring Unit can interpenetrate all friendly Units that it meets on the way.  
The retiring movement causes disorder. If the Unit is already disordered then gets 1 casualty (and keeps the disorder status).

#### **Retreating after a melee**

Mounted Troops that don't win a melee must retreat in Disorder by 5U+1d6

#### **Pursuing**

Gallopers must pursue if they win a melee. Other troops can choose (provide they do not have an I=0) unless they are RE, who cannot pursue. DR, M, PM and Tercio Units can follow-up only if they win against a foot Unit as they cannot contact Mounted troops.

#### **Charge limitations**

DR, M, PM and Tercio Units cannot charge mounted troops.

#### **Countercharge**

Countercharge is the same as in Impetus. For BI countercharge is allowed if the Unit (with I>0) is not disordered. Countercharging Unit meet the charging enemy at half way and benefit the Impetus Bonus.

#### **About face**

(For BI) Any Unit, not in Disorder, can perform an about face. The Unit ends the move in Disorder.

### **Artillery in melee**

(For BI) Artillery contacted in melee is removed.

### **b) Fire**

Targets are determined by distance **from centre of the firing unit** to any part of the target unit and the angle between these two must be within 45°.

For BI, firing troops that move get a -1 modifier instead of -2.

### **FIRING TABLE**

Use Basic Impetus/ Impetus table and **halve distances of Muskets**, with the exception of 5U for Impetus (=Zone of Control).

For Impetus any T and P&M unit that hasn't reached the 50% of losses can fire by opportunity at point blank (resolve fire before melee, like rules for pilum) to any charging enemy. The charge must be frontal.

### **Musket Modifier**

Applies to PM Units and Tercios. As

proportion of Musketeers could vary within units/armies these Units get a Musket Modifier (MM). This is a modifier (in dice) on shooting.

1:2 ratio or less: MM=-3

1:1 ratio: MM=-2

2:1 ratio: MM=-1

3 or more to 1 ratio= MM=0

For every minus in MM a unit armed with pike and shot will get a plus in melee to represent pikes. So a unit with MM 2 will get a +2 in melee.

### **Point blank pistol shooting**

Used by Trotter Units. It is represented by a roll of 2 dice before melee (similar to the pilum rule) either if they charge or are charged. It is available till the Unit is Fresh and only just after a contact is made. If attacked on flank/rear the Trotter Unit cannot shoot.