IMPETUS QUICK REFERENCE SHEET V1.7 - 2015

MOBILITY

FORWARDS
Affected by terrain; Only move which may contact enemy; May use Charge bonus

WHEEL
Instead of FORWARDS; maximum 450 or 900; may not contact enemy

OBELIQUE/ SIDEWAYS
May not be disordered; Must be forwards may not change facing; May not contact enemy, Disorders all but S & CL and discipline A troops

ABOUT FACE
Must not be disordered; Must take Discipline test; Ends in disorder; May not contact enemy

REARWARD
Must not be disordered or a Large Unit; May not contact enemy, Disorders all but S & CL or CM & CGL which pass discipline test

EVADE
Only CL & S or CM & CGL on opportunity or which passes a discipline test. May be disordered for first evade. Takes discipline test same as movement for subsequent evades in same 'charge'

IMPETIOUS
Within 30U of any visible enemy to front ignoring S, or in a BUA. Must move one full move may include wheel <90° in the direction of the enemy to avoid Difficult or Impassable terrain

VOLUNTARY INTERPENETRATION

S, T and Non-impetuous FL can move through and be moved through by any types of troops.

Artillery and Wagenburg can be moved through by any type of troops

CL can move through or be moved through by CL, CM, CP

INCONVOLUNTARY INTERPENETRATION

S, FL, T, CL forced to retreat interpenetrate any troop type place behind unit. EL induce panic.

Others in retreat push back and disorder friendly units

Involuntary movement forwards Units placed in advancing unit. If a unit could not voluntarily interpenetrate the troops in front they stop behind.

FAILURE OF DISCIPLINE TEST

Rally
No effect

Place on Opportunity
No effect

More than one move or evasion
Disorder at the end of the move

Dismount
Disorder, may perform an action

Counter-Charge
Disorder, may perform an action

About Face
No effect

Line relief
No effect

Occupy Built Up Area
No effect

Harquebusiers/Musketeers to Square
No effect

Close on Enemy Baggage
Compulsory move

CL, CM & CGL Rearward or evasion
Remains stationary

TERRAIN

Movement
Visibility
Combat

Gentle Hills
No effect
15U or 5U over Crest +1 for Uphill

Roads
2nd move without Disorder; single unit or column only No Limit No Effect

Broken Ground - rocks, scrub, cultivated fields
S, FL, T: No effect
CF: Destroyed
Other: Disordered

No Limit Possible Disorder
Mounted lose Impetus bonuses

Difficult - Woods & Forests

S, FL: Group move only in column.
CF: Destroyed
W: Cannot enter
Other: Disordered, Half speed

5U
Mounted -1D6
Pike & War Chariot -2D6
Mounted lose Impetus bonuses
Foot non impetuous FL lose Impetus bonuses

Dry River
Half speed to cross by unit or Column
N/A

Normal River
May only cross at Ford or Bridge becomes disordered
N/A

Deep River
May only cross at Bridge becomes disordered
N/A

Retreat Roll

ART
Movement restrictions; Eliminated if contacted

Baggage
VBU = 2; VD = 3 for Army

Camels
Negate impetus bonus of other mounted troops; Treat Dunes as Gentle hills

CF
Cannot form groups; Receives impetus bonus when not fresh; Destroyed if did not eliminate foe in melee; Never disordered

CGL
May Evade; Must move at least half movement distance before wheeling; May not be rallied by General; 360° Firing Arc

CGP
Must move at least half movement distance before wheeling; May not be rallied by General; 360° Firing Arc

CL
May Evade; 360° Firing Arc; May melee and pursue S, Disordered and flanks or rear.

CM
May Evade

CP
Compulsory Pursuit

EL
May panic under fire; Retreating from melee

Impetuous
Out of Control Move; May not be rallied by General; Compulsory Pursuit; Groups only with impetuous troops. No longer impetuous if <50%

Infantry
May not pursue CM, CL or CGL after a melee

Schildron
Disordered if moves; No flank or rear

Shieldwall
Unit must be Fresh, not Disordered and remain stationary during activation; Affect: cancels the impetus bonus of an enemy charging frontally. -1 penalty to all firing frontally at a shieldwall. The Unit loses shieldwall status if moves more than once per activation or is no longer fresh.

S
May Evade; Dispersed if charged; May cooperate with Pike; May move with out disorder; May form group with mounted troops

W
Never retreat from melee; 360O Firing Arc; Mounted attacking troops automatically disordered; Automatic disorder when moved; Cannot charge; No flank or rear

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Player’s Name
### Firing Priorities
1. If in opportunity: Enemy firing back or charging against unit
2. If in opportunity: Closest firing or charging a friend
3. Enemy most directly in front and at Short Range
4. Closest enemy Unit in firing arc or the most frontal
5. Other enemy Units within range and in arc of fire

### Firing Table

<table>
<thead>
<tr>
<th>Nr Dice for</th>
<th>5U</th>
<th>15U</th>
<th>30U</th>
<th>80U</th>
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<tr>
<td></td>
<td>Inf</td>
<td>Cav</td>
<td>Inf</td>
<td>Cav</td>
</tr>
<tr>
<td>Long Bow</td>
<td>A</td>
<td>3</td>
<td>5</td>
<td>0</td>
</tr>
<tr>
<td></td>
<td>B</td>
<td>2</td>
<td>4</td>
<td>0</td>
</tr>
<tr>
<td>Short Bow</td>
<td>A</td>
<td>2</td>
<td>4</td>
<td>0</td>
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<tr>
<td></td>
<td>B</td>
<td>2</td>
<td>3</td>
<td>-1</td>
</tr>
<tr>
<td>Composite Bow</td>
<td>A</td>
<td>3</td>
<td>5</td>
<td>0</td>
</tr>
<tr>
<td></td>
<td>B</td>
<td>2</td>
<td>4</td>
<td>0</td>
</tr>
<tr>
<td>Crossbows</td>
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<td>5</td>
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<tr>
<td></td>
<td>B</td>
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<td>3</td>
<td>0</td>
</tr>
<tr>
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<td>2</td>
<td>3</td>
<td>-1</td>
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<td>Arquebusiers</td>
<td>A</td>
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<td>5</td>
<td>1</td>
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<td></td>
<td>B</td>
<td>3</td>
<td>4</td>
<td>1</td>
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<td>3</td>
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<tr>
<td></td>
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<td>3</td>
<td>3</td>
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<tr>
<td></td>
<td>C</td>
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<td>No</td>
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<td>Various Weapons</td>
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<td>1</td>
<td>0</td>
<td>No</td>
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</table>

### Modifiers to the Number of Dice

-1 each movement phase (except the first for S and FL with javelins)

-1 Disordered
-2 indirect fire, unless otherwise specified in the Army List
-2 firing at S, CL and ART at long or extreme range (Except S or CL)
-1 firing at S or CL at short range or any range if firer is CL or S
-2 firing at Units on the edge of a wood
-1 firing at Evaders
-2 non-artillery firing at Units behind fortifications
-1 Artillery is firing at Units behind fortifications
-1 non-Artillery firing at Wagenburg or at troops behind pavises or other wooden protection
+2 Artillery firing at Large Units or Groups in column or Wagenburg
- Halve dice if firing through CL or S

### Cohesion Test - Firing

PERMANENT LOSSES = D6 – CRITICAL NUMBER
CRITICAL NUMBER (never less than 1) = VBU – DAMAGE + MODIFIERS

-1 Disordered
+1 Commander (of any level) attached
+1 FP the target of missile fire (except from Art A or C)
+1 Point Blank or Short range shooting
+2 Long or Extreme range shooting

### Impetvs Quick Reference Sheet V1.7 - 2015

**MELEE**

Main Units involved roll D6+VBU+modifiers

Supporting Units as above but divide by 2 rounded up

**Modifiers** (nr of dice)

-1 Disordered
+1 For each supported flank
+1 Better Discipline
+2 charging enemy, other than Schiltron and Wagenburg, on the flank or rear
+1 highest on a “gentle” hill

-1 Mounted troops at least half in Difficult terrain or against a unit entirely in this terrain
-2 Pikemen and Chariots at least half in Difficult terrain or against a unit entirely in this terrain
-1 troops that charge Units defended by fortifications or protections

**Depth bonus** (only Schiltron or Large Unit not in Difficult Ground or contacted to flank or rear)

+3 Pikes vs Mounted for each rear rank unit up to 2
+1 Pikes vs Infantry for each rear rank unit up to 2
+2 Schiltron and FP with Long spears vs. Mounted
+1 Schiltron and FP with Long spears vs. Infantry
+2 CP and FP or FL Warbands with a rear rank vs Infantry

**Pilum/Heavy Javelin** (not considered ranged fire for Cohesion)

Only if Unit is Fresh

+1 If Pilum charging
+2 If Heavy Javelin charging
+3 If Pilum is charged
+2 If Heavy Javelin is charged

-1 if supporting unit
-1 if Disordered

**Impact Bonus Not Applying**

Troops not Fresh (except CF)

Foot, except Impetuous FL, charging (even partially) in Difficult Terrain
Mounted charging through (even partially) Rough or Difficult terrain
Troops charging an occupied Build-up Area
Non Camel Mounted charging Camels
Foot charging Mounted Troops
Mounted charging Wagenburg, Elephants or Foot with Pikes or Long Spear
Elephants charging S or non impetuous FL
CF charging non impetuous FL
Foot charging troops defended by fortifications
Mounted charging troops defended by stakes or pavise

**Cohesion - Melee**

**Permanent Losses** = D6 – Critical Number
CRITICAL NUMBER = VBU – DAMAGE + MODIFIERS

**Modifiers** (nr of dice)

-1 Disordered
-1 Mounted/Large FP in or against Units totally in Broken Ground
-1 Mounted/Large FP in or against Units totally in Difficult Ground
+1 Commander (of any level) attached
+1 FP in melee with only mounted troops
+1 Large Unit of three Pike units against only mounted troops

**Loss of Melee and Retreat**

The Unit that fails the cohesion test and suffers the most permanent losses to their VBU has lost the melee and must retreat. CL,CM and CGL also retreat on a draw against Infantry

Retreat distance if CM,CL or CGL vs Infantry = 5U+1d6xU in Disorder

All other situations units retreat = 1d6xU if Mounted, 1d6xU halved (rounded up) if Infantry

**Pursuit**

Compulsory for CP and Impetuous troops (not Infantry vs CM, CL, CGL or if unit <50%)

Other troops with original impetus >0 MAY pursue

CL I=0 may pursue as long as the pursuit does not bring them into contact with units that they could not have charged.

Pursuit distance = 1d6xU (halved and rounded up) for Infantry

Supporting CP, Impetuous, and Chariot units may pursue if main unit does.