

# IMPETVS QUICK REFERENCE SHEET V1.7 - 2015

## MOVEMENT

FORWARDS	Affected by terrain; Only move which may contact enemy; May use Charge bonus
WHEEL	Instead of FORWARDS; maximum 45o or 90o, ; May not contact enemy
OBLIQUE/ SIDEWAYS	May not be disordered; Must be forwards may not change facing; May not contact enemy, Disorders all but <b>S &amp; CL</b> and discipline <b>A troops</b>
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 <b>S &amp; CL</b> or <b>CM &amp; CGL</b> which pass discipline test
EVADE	Only <b>CL &amp; S</b> or <b>CM &amp; CGL</b> 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'
IMPETUOUS	Within 30U of any visible enemy to front ignoring <b>S</b> , or in a BUA. Must move one full move may include wheel <90° in the direction of the enemy or 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 though by **CL, CM, CP**

## INVOLUNTARY 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 disorder behind 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
Disengage	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 & GCL 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	<b>S, FL, T:</b> No effect <b>CF:</b> Destroyed <b>Other:</b> Disordered	No Limit Possible Disorder	Mounted lose Impetus bonuses
Difficult - Woods & Forests	<b>S, FL:</b> Group move only in column. <b>CF:</b> Destroyed <b>W:</b> Cannot enter <b>Other:</b> Disordered, Half speed	5U	Mounted -1D6 Pike & War Chariot -2D6 Mounted lose Impetus bonuses Foot non impetuous FL lose Impetus bonuses
Difficult - Steep Hills		15U	
Other Difficult Terrain - Swamps, Dunes, enclosed fields		5U	Mounted -1D6 Pike & War Chariot -2D6 Mounted lose Impetus bonuses Firing at unit on edge -2D6 Foot non impetuous FL lose Impetus bonuses
BUA	Need Discipline test to enter becomes disordered if leaving BUA	N/A	Occupying unit VBU of 7 no flanks or rear Only Artillery may fire at Cancels all impetus bonuses Only infantry may attack
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

## SPECIAL RULES

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
Schiltron	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; 360° Firing Arc; Mounted attacking troops automatically disordered; Automatic disorder when moved; Cannot charge; No flank or rear

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## 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

### FIRING TABLE

(5U=P.Blank; 15U=Short; 30U=Long; 80U=Extreme)

Nr DICE FOR		5U		15U		30U		80U
		Inf	Cav	Inf	Cav	Inf	Cav	
LONG BOW	A	3	5	0	2	-1	1	No
	B	2	4	0	1	-2	0	No
SHORT BOW	A	2	4	0	1	-3	0	No
	B	2	3	-1	0	No	-1	No
COMPOSITE BOW	A	3	5	0	1	-2	-1	No
	B	2	4	0	1	-4	-3	No
	C	1	2	-2	0	-4	-3	No
CROSSBOWS	A	4	5	0	2	-2	0	No
	B	2	3	0	1	No	No	No
HANDGUN		2	3	-1	0	No	No	No
ARQUEBUSIERS	A	4	5	1	2	-2	-1	No
	B	3	4	1	2	No	No	No
MUSKET		4	5	2	3	-1	0	No
JAVELIN		2	3	-1	0	No	No	No
SLING		2	3	0	1	No	No	No
ARTILLERY	A	2	2	4	4	3	3	0
	B	3	3	3	3	2	2	No
	C	No	No	3	3	2	2	0
VARIOUS WEAPONS		1	1	0	0	No	No	No

## 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 <b>S, CL and ART</b> at long or extreme range (Except <b>S</b> or <b>CL</b> )
-1	firing at <b>S</b> or <b>CL</b> at short range or any range if firer is <b>CL</b> or <b>S</b>
-2	firing at Units on the edge of a wood
-1	firing at Evaders
-2	<b>non-artillery</b> firing at Units behind fortifications
-1	<b>Artillery</b> is firing at Units behind fortifications
-1	<b>non-Artillery</b> firing at Wagenburg or at troops behind pavises or other wooden protection
+2	<b>Artillery</b> 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

### Modifiers

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

## ROUTS

Caused by : A Unit which reaches 0 VBU or which loses a melee with a flank contact

Effect: If in melee and except S, T, CL, ART and Non impetuous FL inflict disorder and 1 VBU on units up to 5U directly behind, Remove routed unit from table

Any troops that are contacted on the flank and fail the cohesion test rout.



## MELEE

**Main Units** involved roll **D6=VBU+I+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		
<b>Depth bonus (only Schiltron or Large Unit not in Difficult Ground or contacted to flank or rear)</b>			
+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		
<b>PILUM/HEAVY JAVELIN (not considered ranged fire for Cohesion)</b>			
<b>Only if Unit is Fresh</b>			
+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
-3	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.