

BASIC IMPETUS 2.0

ACE IN THE HOLE

SET 2

(experimental set - last update May 17 2017)

The Player can choose before every game 2 different Ace in the hole options. Set 1 is included in the rulebook. These Ace can only be used once per game. If you play with Large Battle format you can agree to take more Aces.

1 BAGGAGE

You can place the Baggage in any part of your deployment area. Baggage must be placed on good terrain (can include a gentle hill) before any other Unit is placed. Effectively this is in a Hypothetical Step 0 in the deployment rules.

A Baggage base must be of rectangular shape and with each side being no more than 6H and not less than 2H.

Baggage can be interpenetrated only by friendly troops.

A Baggage base has a VBU=1. It nullifies the Impetus bonus of any enemy that attacks it. It provides an additional 2VDs but if lost counts as 3 VDs.

2 AMBUSH

You can deploy up to 2 Units of S and up to 2 Units (or 1 Large Units) of FL. But they must be completely inside woods. Units in ambush are deployed at the end of the deployment phase, after your opponent's Units. This Ace must be shown after Terrain preparation and before Deployment. If both Players have this Ace, then only the Defender can use it.

This Ace cannot be cumulative with Flank March (an Ace under test) and Forward Deployment.

3 RESOLUTE

This Ace allows a Unit to ignore a ZoC and turn and move/charge even if disordered

4 DIE HARD

A Unit or a Large Unit of Heavy Foot (FP) can re-roll a Cohesion Test in melee.

5 STORM OF ARROWS

A Unit of T (also if within a Large Unit) can re-roll all missed hits on shooting. Can be used also for Defensive Fire.

6 BLOODTHIRSTY

A Unit or a Large Unit of impetuous foot (FP or FL) can re-roll all missed hits in melee.

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