

HOW TO USE EXTRA IMPETUS AND BETA LISTS WITH IMPETUS 2

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MOVEMENT SPEED

Please ignore the M stats in the lists. Movement rates are stated by the rules for every troop type.

CP1 and CP2 All CP with M=8 is CP1.

All CP with M=10 is CP2.

POLEARM

All Foot named halberdiers or billmen or similar in the lists now are provided with Polearm. This is a compulsory upgrade.

Please note that the upgrade is compulsory for all Units fielded, including, in the case of the Wars of the Roses lists, also those billmen forming a Large Unit with a Noble Unit.

All Foot classed as “swordsmen or halberdiers” or similar can be provided with Polearm. Any or all.

All FP from 1100 AD onwards with VBU 4 or 5 can be upgraded with Polearm.

All Light Infantry FL in the Condottieri lists (vol. 26) can be upgraded with Polearm.

A Unit upgraded with Polearm must add 3pts to the cost stated in the list.

UNITS INCLUDING A GENERAL

The lists state which Unit can include a general. You must ignore this information now as the Leaders is an independent element.

If a specific Unit can be taken only if it includes a General/CiC you can buy it provided that this Unit is fielded in the same Command of the General/CiC.

Example. In the Wars of the Roses lists you can upgrade a Unit of CP to VBU 7 if it includes the General. You can upgrade that Unit and use one per General/Command.

CARROCCIO

The radius of Carroccio is now 5H

LINE RELIEF (Extra Impetus 4)

This special rule is removed

SWISS ADVANCED DEPLOYMENT

This special rule is removed

SPECIAL FIGURES

Alexander the Great. Though he can now not be attached to Agema, it must be in the same Command.

El Cid. No roll to see effects after the first 6 on Cohesion Test.

Joanne of Arc. This character is temporary removed.

V2 points differences from V1

If you field an army taken from old Extra Impetus or beta list to play against an army taken from Warbooks, please adjust the cost

TYPE	PTS
CGP	+2
CGL	+2
CF	+2
FP	+1
FL	-2
CL	+1
S	+1
EL	-3
W	-6

VBU	
2	-2
3	-2
4	-1

WEAPON	
Comp. Bow A	-1
Comp. Bow B	-2
Crossbow A	-2

Handgun	-1
Harquebus A	-2
Harquebus B	-4
Javelin	-1
Longbow A	-2
Longbow B	-1
Musket	-2
PBW	-1
Pilum	-1
Polearm	3
Short bow A	-1
Sling	+1

SPECIAL	
Camels	-1
Impetuous (FL,EL, CP1, S)	+1
Impetuous (CM, CP2)	+3
Impetuous (CL)	+5
Pavise	-1
Stakes	-1

For rear ranks with same weapon cost is 0,75 rounded up

CLARIFICATIONS AND ERRATA

PILUM/PBW. Pilum and PBW as shooting weapons can be used only for the first contact in melee. Then the +1 bonus in melee until the Unit is Exhausted and not Worn.

RALLY. A Unit can rally only if not in melee.

MOVEMENT TABLE. The Movement table include some errors, please refer to the text of the rules or to the updated Quick Reference Sheets in case of doubt.