

IMPETVS WARBOOK1

HOW TO USE THE LISTS

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HOW TO USE THE LISTS

Intro

These lists are intended to be used with Impetus wargames rules, second edition.

The aim of these lists is to compose balanced armies for pick up games. If you recreate historical battles then they can be used as a useful guide, but costs of Units and minima and maxima should be ignored in most cases.

Budget

The ideal budget for a standard game is 400 pts with 300 pts as a fast and cheaper alternative.

For bigger battles, lasting more than 3 hours, you can use 500 or more points budgets. Mind that List Total points average is 1000 so if you field armies with 800 pts budget or more you may consider to double minima and maxima to have enough choice.

Large Units

Large Units can be created only if allowed in the specific list. Mind that the rear rank of a Large Unit cannot have a VBU higher than 4.

Allies

Some lists feature an Allied Contingent. An Allied Contingent must form a Command on its own, so these troops cannot be combined with other in the lists in the same Command.

Unless stated differently in the army list, only one Allied Contingent is allowed.

Hoplon special rule

Troops with Hoplon special rule use the column for Mounted on the Charge Bonus/Pursuing table when they charge or pursue.

Roman artillery special rule

Roman armies with this special rule (see lists) can attach Artillery Units to the Legionary Units instead of deploying them apart. Each Artillery Unit can be “splitted” and attached to 5 legionary Units. A stationary legionary Unit with attached artillery can shoot 1 die at up 12H or 2 dice at up 8H. No other modifiers are applied. Each Legionary Unit has one single shot, so place a marker (or a ballista/scorpio model) in each Legionary Unit supported by artillery and remove it after the first fire. This shot can be used also as a Reaction fire. Attached artillery can also be used as Defensive fire (2 dice) if the artillery didn't shoot before. Calculate this roll before any other (e.g. pilum).

How to read the lists

Each list has 9 columns

- 1) Minima and maxima allowed for that troop (eg 2-8, that is you can field from 2 to 8 Units)
- 2) Troop name (eg Legionaries, Warband, Archers...)
- 3) Troop type (eg CM, CL, FP...)
- 4) VBU (see rulebook par 2.3). In case of Large Unit the first number is for the front Unit and the second after the slash is for the rear rank Units.
- 5) I (Impetus bonus, see rulebook par. 2.3)
- 6) D (Discipline, see rulebook par. 2.3).
- 7) VD (Demoralization value, see rulebook par. 2.3). In case of Large Unit the first number is for the front Unit and the second is for the rear rank Units.
- 8) Weapons (eg short bow B or pilum) and special (eg Impetuous or Camel)
- 9) Cost of each Unit. In case of Large Unit the first number is for the front Unit and the second after the slash is the reduced cost for the rear rank Units.

For movement rates of each Unit see the rulebook (par 5.1)

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Myceneans, 28mm Wargames Foundry. John Maguire's collection. Photo Nathan Vinson.

In the first column instead of minima and maxima values you can find these notations

(0) minima-maxima

In this case these troops are not compulsory but if use them the minima must be respected

Example

0(4)-12	Phalangites	FP	4	1	C	1	Pike	12/9
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If you field Phalangites then you must field at least 4 Units.

Up 1/3 : up to 1/3 of preceding line.

Example

8-24	Archers	T	3	0	C	1	Short bow A	8
up 1/3	Regular Archers	T	4	0	B	1	Short bow A	16

In this case up to 1/3 of 24, so up to 8, can be Regular Archers. You can field only Regular Archers as the minimum is 8.

Up 1/4D : up to 1/4 of deployed preceding line

Example

8-24	Archers	T	3	0	C	1	Short bow A	8
up 1/4D	Regular Archers	T	4	0	B	1	Short bow A	16

In this case if you field 12 Archers, 3 of them can be upgraded to Regular Archers with VBU 4 and D=B. If you field 14 archers, still maximum 3 of them can be upgraded. If you field 16, then you can upgrade up to 4.

Up 1/C: up to 1 for each Command

You can field such a troop type no more than once per command. That troop must also stay in its Command. If you have 4 Comands these Units will stay each in their Command and will not be combined together in the same Command.

Up "#": up to "#" of preceding line

Example

1-3	Greek cavalry	CM	5	2	B	2		23
up 1	Thessalian Nobles	CM	6	3	B	2		30

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You can upgrade one Greek cavalry to Thessalian Nobles. As the Minima is 1 then you can field only 1 Thessalian Nobles and no other Greek Cavalry. Or you can field 1 or 2 Greek cavalry and 1 Thessalian Nobles or even 3 Greek Cavalry and no Thessalian Nobles.

or : of preceding line

In this case you can take any quantities of the troops in the 2 lines

Example

0-3	Cretans	S	3	0	B	1	Short bow B	13
Or	Archers	S	2	0	B	1	Short bow B	11

In this case you can field up to 3 Cretans and no generic Archers or up to 2 Cretans and 1 generic Archers or 1 Cretans and up to 2 generic archers or only generic archers.

or ALL : of preceding line

In this case All Units must be the same

Example

0-3	Cretans	S	3	0	B	1	Short bow B	13
or ALL	Archers	S	2	0	B	1	Short bow B	11

You can take or ALL Cretans or ALL Archers.

1/FP : 1 for each preceding FP

You can take as many of these troops as FP fielded.

+ : of preceding line

This is used for compulsory supporting troops, that must be taken in equal number of the troops they support.

Example

1-10	Ashsharitu	FL	5	2	B	2		19
+	Supporting Archers	T	3	0	B	1	Short bow A	13

If you take 4 Ashsharitu then you have to take 4 Supporting archers and form Large Units.

In this case

3-6	Sparabara	FP	4	1	B	1	Pavise	16
or	Sparabara	T	4	1	B	1	Short bow A	19
+	Sparabara	T	4	0	B	1	Short bow A	16

Sparabara FP or T must be supported by Sparabara T, eg you can choose FP or T as front rank.

Other examples:

Foot forming Large Units can have different upgrades.

Example 1

6-20	Hoplites	FP	5/4	2	B	2/1	Long Spear/Hoplon	23/14
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In this case you all Hoplites are with VBU 5 but if you form Large Units then the rear rank is VBU 4

Example 2

6-30	Hoplites	FP	4	2	B	1	Long Spear/Hoplon	18/14
up 1/2D	Hoplites (front rank)	FP	5	2	B	2	Long Spear/Hoplon	23

In this case you can have the upgrade only for front ranks of Large Units. If you don't form Large Units then all Hoplites are VBU=4. But you can also have Large Units with VBU=4 + 4 and ignore the upgrade, of course.

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6.1. Imaginary Empire 2000-200 BC

CS Poor /Average

	Name	Type	VBU	I	D	VD	Weapon/Special	Pts
0-4	Heavy Chariots	CGP	6	4	B	3	Various	30
or ALL	Light Chariots	CGL	5	2	B	3	Various	24
2-6	Cavalry	CM	5	2	B	2	Comp. Bow C	26
up 1/3	Elite Cavalry	CM	6	2	B	3	Comp. Bow C	32
up 1/C	Battle Cars	CGP	6	3	B	3		26
or	Dismounted Crew	S	3	2	B	1	Various	17
0-2	Scouts	CL	3	1	C	1	Javelin	14
up 1/C	Guards	FL	5	3	B	2		20
0(4)-8	Household Spearmen	FP	5/4	1	B	2/1	Long Spear	22/13
+	Supporting Archers	T	2	0	B	1	Short bow A	11
0-10	Retinue Foot	FL	5	3	C	2		15
8-24	Militia Spearmen	FP	4	1	C	1	Long Spear	12/9
up 1/2D	Militia Spearmen	FP	5	1	C	2	Long Spear	17
0-4	Warriors	FL	4	4	C	1	Impetuous	10/8
2-10	Slingers	S	2	0	C	1	Sling	7
0-12	Javelinmen	S	2	0	C	1	Javelin	5
or	Archers	S	2	0	B	1	Short bow B	11
<i>After 225 BC replace Militia Spearmen with</i>								
2-8	Pikemen	FP	5/4	2	B	2/1	Pike	23/14
FANTASY ALLIED CONTINGENT								
0-2	Chariots	CGL	5	2	B	2	Various	24
2-8	Foot	FL	4	2	C	1		9
4-8	Archers	T	3	0	C	1	Short bow A	8
0-3	Javelinmen	S	2	0	B	1	Javelin	10

Notes&Options

This is the list of an imaginary army to show how most of options can be combined in a list.

Battle Cars cannot be used with Light Chariots. Household Spearmen can form Large Units with other Household Spearmen or with Supporting Archers.

Militia Spearmen, Warriors and Pikemen can form Large Units (same type).