

BASIC IMPETUS

updated version - November 2008

Nothing changes from the previous edition (May 2008) but some parts (in blue) have been rewritten for better understanding. Some examples have been added.

1.0 INTRODUCTION

1.1 IMPETUS AND BASIC IMPETUS

Impetus is a set of wargame rules that aims to simulate battles with miniatures in the ancient, medieval and renaissance period. **Basic Impetus** is a free, simplified, version of those rules. The aim of **Basic Impetus** is to accompany you on your first steps towards the world of **Impetus**, giving you a chance to play immediately with a smaller number of miniatures.

Being just a “taste” of the full rules we have left out a lot of the elements that are the fundamental characteristics of the original rules, to which you are referred for a more structured and exciting game.

Basic Impetus and **Impetus** are products owned by **Dadi&Piombo**.

1.2 MATERIAL NEEDED

Above all to play **Basic Impetus** you will need some miniatures. The rules allow you to use any scale of soldiers: 25/28mm, 20mm (also known as 1/72), 15mm, 10mm and 6mm.

You will also need a few 6-sided dice (hereafter called **d6**), a centimetre-ruler and a playing surface that recreates a battlefield with hills, rivers, woods, villages etc...

1.2.1 The Battlefield

The size of the battlefield needed will vary according to the size of the miniatures you use. Ideally for 28mm figures the best table size is 180x120cm. With 6mm, 10mm and 15mm you are advised to use a table that measures 120x60cm.

1.3 BASING

To play your miniatures should be based on rectangles of card, wood, plastic or other rigid material, called “bases”.

1.3.1 Base sizes

Basic Impetus uses the same criteria as **Impetus**, and therefore a basing system which is compatible with the most common basing systems. The table below is not strict regarding base depth so as to allow the use of armies prepared for other systems.

25/28mm and 20mm (1/72)

For both 25/28mm and 20mm (1/72), all Units have a 12cm frontage.

Depth may vary according to troop type:

Wagenburg	16cm (or more if necessary)
Cavalry	8cm
Heavy Infantry	4cm (or 6cm)
Light Infantry and Missile Troops	6cm
Skirmishers	3 or 4cm
Chariots, Artillery and Elephants	6cm (or 8cm)

15mm

With this scale of miniatures all Units have an 8cm frontage.

Depth may vary according to troop type:

Wagenburg	8-12cm
Cavalry	6cm
Heavy Infantry	3cm (or 4cm)
Light Infantry and Missile Troops	4cm
Skirmishers	2 or 3cm
Chariots, Artillery and Elephants	4cm (or 6cm)

You may prefer to use 15mm base sizes for 1/72 (20mm) miniatures.

10 and 5/6mm

We advise you to base 10mm or 5/6mm miniatures using half the dimensions shown for 25/28mm. During play use the measurements used for 15mm.

You may prefer to use 15mm base sizes instead.

1.3.2 Number of miniatures per Base/Unit

The number of miniatures on each Base/Unit is up to you. Bear in mind that Heavy Infantry, and above all Pikes, should be represented in closed ranks, while for Light Infantry (in open order) or Cavalry you can be less generous and consequently save on miniatures. In the case of Artillery, Elephants, Chariots and Wagenburg, one model per Base/Unit will suffice.

Commanders are included in the unit to which they are attached.

1.4 MEASUREMENT

In **Basic Impetus** distances and movement use a special unit of measurement called the “U”. This unit corresponds to 1cm if you use 10mm or 15mm miniatures, and to 2cm if you use 20mm or 25/28mm miniatures.

1.5 MARKERS

Basic Impetus uses markers to show if a Unit is disordered and to keep track of any losses taken. You can make these however you want, even using small dioramas, or you could download them from www.dadiepiombo.com/impetus.html.

2.0 THE TROOPS

2.1 ARMY BUILDING

In **Basic Impetus** an Army comprises around 7-10 Units in a sole Command, under the orders of a Commander that for simplicity’s sake we’ll call the “General”.

You will find different army lists on www.dadiepiombo.com/impetus.html that provide all the information needed to prepare numerous

armies of the ancient, medieval and renaissance periods.

2.2 CLASSIFICATION OF TROOP TYPES

Above all else the classification of the various troop types has been made by considering their actual tactical use. The troops are divided into two macro-categories: Infantry and Cavalry.

2.2.1 Infantry (*)

Infantry are: Heavy Infantry (**FP**), Light Infantry (**FL**), Missile troops (**T**), Skirmishers (**S**) and Artillery (**ART**).

Pikes and Infantry with Long spears are included in the Heavy Infantry category and differ in some characteristics: both nullify the Impetus Bonus of enemy cavalry, and the Pikes also have a Depth Bonus (see 7.3).

2.2.2 Cavalry (*)

Mounted troops are: Heavy Cavalry (**CP**), Medium Cavalry (**CM**) and Light Cavalry (**CL**), Heavy War Chariots (**CGP**), Light War Chariots (**CGL**), Scythed Chariots (**CF**), Elephants (**EL**), Wagenburg (**W**).

2.2.3 Wagenburg, Camel-mounted troops and Elephants

By the term “Wagenburg” **Basic Impetus** means the formations of protected wagons found in the 15th Century. These formations were made famous by the Hussites but were also used by other armies. The main characteristics of the Wagenburg are that: 1) they become disordered every time they move, 2) they don't retreat if they lose a melee, 3) they have missile troops.

Camel-mounted troops are similar to Medium or Light Cavalry (see Army lists) and if not shown otherwise they behave in the same way. Camel-mounted troops have one specific characteristic however, that they don't suffer the Impetus Bonus of other mounted troops.

Elephants automatically disorder all mounted troops they are in a melee with, do not suffer the Impetus Bonus of other Mounted troops and do not have that Bonus against Skirmishers and Non-Impetuous Light Infantry.

2.3 THE UNITS (*)

In **Basic Impetus** a Unit corresponds to a Base. This is an example of a Unit:

BALEARIC SLINGERS (S)
M=8; VBU=2; I=0; VD=1; Sling

The “**S**” shows that they are Skirmishers. “**M**” stands for Movement (expressed in U). This means that the Unit can move a maximum of 8U every turn; “**VBU**” is the **Basic Unit Value**, a value that summarises both the morale and the offensive and defensive value of the unit. When the VBU drops to 0, the Unit is Routed and is removed from the battlefield. “**I**” is the Impetus Bonus, which in this

case is 0 as they are a type of troops that cannot voluntarily contact the enemy. “**VD**” is the Demoralisation Value (see 8.0). Some notes may follow: normally they will show the type of missile weapons or the fact that they may be impetuous troops. In **Basic Impetus** impetuous troops are distinguished from the others mainly in their compulsory pursuit of the enemy if they win a melee.

2.4 UNIT STATUS

The Status of a Unit can be one or more of the following: FRESH, WORN OR DISORDERED (A Unit can be FRESH/WORN and DISORDERED at the same time).

2.4.1 Fresh and Worn Units

A Unit is FRESH when it has taken no damage to its VBU (Basic Unit Value). With the exception of Scythed Chariots, only Fresh Units can have their Impetus Bonus when they charge. Once the Unit has taken losses from enemy fire or from a melee, it is considered WORN. A worn Unit behaves like a Fresh one but does not have the Impetus Bonus.

2.4.2 Disordered Units

A Unit may become disordered after movement, being fired at or after a melee. A DISORDERED Unit has a -1 VBU modifier. This penalty applies in melee, firing or in the Cohesion Test. Disorder is a temporary penalty and can be removed by rallying, standing stationary for 1 turn in the activation phase. A Unit may not rally if it is involved in a melee. Rallying is considered a move and so gives penalties to firing.

Disorder is not cumulative, but a unit already in disorder that receives a second disorder from passing a Cohesion Test receives a permanent loss of 1 VBU (see 6.2 Cohesion Test)

War Chariots can only rally from disorder if they stop. Scythed Chariots are never Disordered.

2.4.3 Routed Units

When a Unit's VBU drops to 0 after taking damage that Unit is ROUTED and it is removed from play. Units that give a Depth Bonus to a Unit that is routed after melee are also routed.

2.5 GROUPS OF UNITS

Two or more Units may temporarily form a Group, either in Line and/or in Column. In the former case they must be side by side, with base contact on the shorter side, and the same front-line. In the second case they must be behind each other with the rear corners of the front base contacting the front corners of the base behind them.

A Group must be either all Infantry or all Cavalry. Exceptions to this rule are Skirmishers, who can even form a group with mounted troops. Wagenburgs, Artillery, War wagons and Scythed Chariots cannot be in a group with other bases, even

of the same type. Impetuous troops can only make a group with other impetuous troops of the same type. A Group moves as if it were a single Unit, but a Unit stops being part of the Group if it is disordered; if it is between other Units it will break the Group like the broken link of a chain.

2.5.1 Large Units

During deployment two Units of Pikes or Impetuous foot can be put in depth and form a Large Unit.

Once formed this Block is immutable: depth can only alter if the rear unit is eliminated due to losses. If shot at or attacked (from any direction), the Large Unit makes its Cohesion Test with the front Unit, but losses are calculated on the rear Unit until elimination of the latter. Disorder affects all the Large Unit though (contrary to a Group) it remains united and benefits from the depth bonus in melee.

Large Units benefit from their Impetus bonus if the front Unit is Fresh.

The Depth bonus is lost when the rear Unit is routed. The whole Large Unit is routed if a melee is lost after a flank or rear attack.

2.6 COMMANDERS

The figure of the Commander and his staff are included in the Unit to which they are attached, and so they are also removed if that Unit is removed from play. In **Basic Impetus** all commanders are the same. The presence of a General gives an advantage during the calculation of the Initiative and in the Cohesion Test for the Unit to which it is attached.

3.0 THE BATTLEFIELD AND THE SET-UP

3.1 IN GENERAL

Your **Basic Impetus** battlefield will be covered in different types of terrain, just like in real life. When playing you should show the area covered by terrain with some templates that can be made to look more realistic with modelling techniques. A wood may be represented by a defined area containing some model trees that can be removed to allow troop movement. No matter what the actual position of the trees, the Unit in the template will be considered to be in the woods for all purposes. A Unit is considered to be within the terrain element when at least of half the Unit is inside it.

3.2 TERRAIN TYPES AND EFFECTS ON MOVEMENT

For movement purposes, **Basic Impetus** considers 6 types of terrain:

1) Open ground: Plains and gentle hills. All Units can move over this ground without penalty to their movement. By convention, if a crest-line is not shown, the middle of the hill is the highest point.

2) Broken ground: Ground with rocks, scrub, mud or Cultivated fields. Only Units or Groups of Skirmishers, Light Infantry and Missile Troops can cross this ground without becoming disordered.

Other troops are automatically disordered and cannot move in a Group. Leaving this ground does not lead to disorder (and so you can leave it as a Group).

3) Difficult ground: Woods, Steep or wooded Hills, Dunes, Built Up Areas (villages or abbeys), Enclosed fields, Swamps and Ponds. Skirmishers and Light Infantry can cross them without becoming disordered, halving their speed and moving single Units or as a Group in column. As well as halving their speed when they move in this sort of terrain, other troops are also disordered. Leaving this ground does not lead to disorder, but you must move at half-speed. Dunes are not Difficult ground for Camel troops, who treat Dunes like gentle hills.

4) Impassable ground: Rocks, large Waterways, Lakes and the Sea. In **Basic Impetus** Built Up Areas are included in this terrain type. No Unit can cross this terrain.

5) Roads: Increase speed by 50% and allow you to follow their course without turning.

6) Rivers: There are two sorts of Rivers in **Basic Impetus**: river that can or cannot be crossed. In the first case the crossing leads to the disorder of the Unit. In the second case it is considered Impassable ground and no Unit can cross it, and will be Routed if it tries (for example during a retreat).

Terrain only affects movement if the unit is “within” the terrain as per 3.1

3.3 TERRAIN TYPES AND EFFECTS ON FIRING AND COMBAT

Combat in some terrain will be affected by the fact that the Unit crossing it may become disordered (see above), with a consequent penalty of -1 in combat. Some troop types will have a further penalty: all mounted troops and Pikes lose 2 d6 if they fight in Difficult ground or against troop entirely inside that terrain.

Units on the edge of a wood (less than 3U from the edge) can fire and be fired at, but they deduct 2 d6 from the roll of who is firing at them. Units more than 3U from the edge of a wood or forest cannot fire or be fired at. Units in woods can fire (with penalties) at enemy Units in the same woods if within 3U.

In Broken or Difficult ground only Impetuous Light Infantry can get their Impetus Bonus.

Gentle hills give a tactical advantage to the defender, or whoever is charging downhill. This bonus, always given in d6, is 1 and is applied to the Unit that has its centre-front closest to the crest-line or the highest point of the hill.

3.4 SIZE AND SHAPE

Unless you are recreating an actual battlefield, terrain templates, except for Waterways and Roads, must be roughly oval and can be rectangular in the case of Built Up Areas or Cultivated Fields.

“Diameters”, or the long sides of these templates, should not be less than 5U or greater than 20U.

Rivers can be any length but avoid unrealistic loops. Only one river is allowed.

Large areas of water (Impassable ground) can measure a maximum of 20U.

There are no special limits for Roads but they must enter and exit the battlefield on two opposite sides of the table, and, if present, must pass through, or near to, a Built Up Area. A second Road can end at a Built Up Area. A Road cannot be more than 4U wide.

3.5 PREPARING THE TERRAIN

If the players agree they can set up the terrain as they see fit. But just in case, here is a procedure for the preparation of your battlefield.

Firstly the two players roll 2d6 and add the number of mounted Units in their Army. Whoever gets less is the Defender.

The Defender places from 2 to 4 terrain elements that he chooses. Only one River and one Built Up Area are allowed. These two elements can be used only if the Defender rolls a 5 or 6 on a d6 (one roll per element).

Afterwards the Attacker can choose, and then eliminate or move, one of the terrain elements on the battlefield.

3.6 SET-UP

After the terrain has been set-up the Defender places all his troops on the battlefield. Then the Attacker does the same thing. All Units must be placed at least 15U from the table mid-line and more than 10U from the shorter sides.

4.0 INITIATIVE AND ACTIVATION

4.1 TURN SEQUENCE

Units are activated following the TURN SEQUENCE which organises each turn.

- 1) Decide the Initiative.
- 2) The player that wins the initiative activates his Units or Groups one by one in the order that he chooses.
- 3) The player that lost the initiative does the same.

At the end of a turn, another begins with a new initiative roll.

4.1.1 Initiative Roll

Both players roll 2d6 and add 2 if the Commander is still on the battlefield. The player that gets the highest number has the initiative. If it is a draw, roll again.

4.1.2 Activation of Units by the player with the initiative

The player that wins the initiative activates his Units or Groups one by one. The possible actions are:

- 1) **move** (a Unit or Group)
- 2) **fire** (one Unit at a time)
- 3) **fight in melee** (one Unit at a time)

4) **rally** (one Unit at a time)

You can move before firing and vice-versa, but a Unit that moves has a penalty when firing. You can move to contact the enemy, or charge (see 5.6). In this case melee combat will immediately follow the move.

You must remain stationary to rally. You cannot move, fire with or rally units in melee.

You can only activate one Unit after the preceding Unit has completed all its actions.

5.0 MOVEMENT

5.1 IN GENERAL

A Unit can move up to the maximum speed allowed in the Army list.

5.2 WHEELING

A Unit or Group can move or wheel. If not in Disorder, the Unit can wheel (first) and move (afterwards) for the rest of the move, but the Unit will be disordered at the end of the move.

Wheeling is only allowed forwards and rotating on one of the front corners. The move made by the other corner cannot be more than the maximum Unit speed and in any case cannot be more than 90°. Heavy Artillery are not allowed to turn more than 45°.

5.3 SIDEWAYS, OBLIQUE AND REAR MOVEMENT

Every Unit (but not a Group) can move sideways or make a move at an angle or to the rear up to the maximum movement allowed. This movement gives Disorder if they are not Skirmishers and Light Cavalry or special types of troops shown in the Army Lists.

You cannot perform one of these moves if you are already Disordered with the exception of Skirmishers and Light Cavalry Units that can perform a rear movement even if disordered. You may not contact the enemy with one of these moves.

5.4 MOVEMENT AND WHEELING FOR WAR CHARIOTS

Once war chariots are moving they must always move at least half speed, just as they must always move at least half speed before stopping or wheeling. The wheel can be performed in the same move and after movement. The wheel is part of the movement so it is deducted from the total available number of U. You can wheel a stationary chariot. In any case Light War Chariots can turn up to 90°, Heavy War Chariots and Scythed Chariots up to 45°. You may not perform two consecutive turns.

5.5 ZONE OF CONTROL

Every Unit, not disordered and not in melee, has a Zone of Control that corresponds to a rectangular area that has its' base as the front of the Unit and a short side of 5U. You may not wheel, move sideways, at an angle if you are in an enemy Zone of

Control. The only moves allowed within an enemy Zone of Control are:

- 1) Move in a straight line directly towards the enemy unit exerting the Zone of Control.
- 2) Move directly to the rear.

The only exception to this is when the Unit exerting the Zone of Control is not to the front of the unit. In

this case a Unit that is NOT in disorder may move straight ahead but this movement will result in Disorder.

5.6 CHARGING

A charge is a straight line movement performed by a Unit or Group to contact and enter into melee with an enemy Unit. You may wheel before the straight line movement but this will result in disorder. You must not be disordered at the beginning of the wheel.

5.6.1 Charge Movement Bonus

A Unit gets a Charge Movement Bonus to attempt to contact an enemy unit. Roll 1d6 to discover the bonus. Cavalry get the amount rolled of extra U, while Infantry get half that number, rounded up.

If the Unit that decides to use the charge bonus does not manage to contact the enemy then it is immediately Disordered.

5.7 INTERPENETRATION

Interpenetration occurs when a Unit or a Group moves through a friendly Unit or Group. You cannot interpenetrate an enemy Unit.

You cannot interpenetrate a Unit that is in melee, but you can interpenetrate a friendly Unit to charge the enemy.

In order to interpenetrate, a Unit must be able to move at least halfway through the interpenetrated Unit, except for Skirmishers that, if crossed, automatically follow the Unit that began to interpenetrate them.

The only interpenetrations allowed in **Basic Impetus** are as follows:

- 1) Skirmishers can cross any troop-type and be crossed by any troop-type.
- 2) Artillery and Wagenburg can be crossed by any troop type.
- 3) Light Cavalry can cross and be crossed by Light, Medium and Heavy Cavalry.

The Army Lists may allow other sorts of interpenetration.

We also allow “involuntary” interpenetrations, i.e. due to retreat after a melee.

In the case of compulsory forward movement (for example Chariot movement or pursuit) the Unit that has to move stops as soon as it meets friendly troops, which it disorders, or it can interpenetrate them if that is possible.

During a retreat the player may decide between interpenetration, if in the cases shown above, or pushing back and disordering the troops behind them, if these latter are not in a melee. If they are, the retreat of the first Unit is blocked, but the Units that prevent their complete retreat are disordered.

6.0 FIRING

6.1 IN GENERAL

Firing is performed Unit after Unit, at the discretion of the player with the initiative, and before or after any eventual movement. It must be performed before activating the next Unit or Group, but firing is not compulsory.

6.1.1 THE PROCEDURE

Once the firing Unit has chosen the target (see 6.3.3, Firing Priority), it then rolls as many d6 as it has VBU plus, or minus, the number of dice indicated on the Firing table and modifiers shown in 6.1.3. In the Firing table the number to use varies depending on the weapon and the distance to the target. Use the number on the left if you are firing at Infantry, and the one on the right if you are firing at Mounted troops.

6.1.2 Firing Table

(10U=Short; 20U=Long; 50U=Extreme)

N° DICE FOR	10U	20U	50U
LONG BOW class A	0/2	-1/1	No
LONG BOW class B	0/1	-2/0	No
SHORT BOW class A	0/1	-3/0	No
SHORT BOW class B	-1/0	No/-1	No
COMPOSITE BOW class A	0/1	-2/-1	No
COMPOSITE BOW class B	0/1	-4/-3	No
COMPOSITE BOW class C	-2/0	-4/-3	No
CROSSBOWS class A	0/2	-2/0	No
CROSSBOWS class B	0/1	No	No
HANDGUN	-1/0	No	No
HARQUEBUSIERS class A	1/2	-2/-1	No
HARQUEBUSIERS class B	1/2	No	No
MUSKET	2/3	-1/0	No
JAVELIN	-1/0 (*)	No	No
SLING	0/1 (*)	No	No
ARTILLERY class A	4	2	0
ARTILLERY class B	3	2	No
ARTILLERY class C	3 (**)	2	0
VARIOUS WEAPONS	0	No	No

(*) Maximum range 5U; (**) Minimum range 5U.

The army lists will specify how troops fire on this table.

Note: Mounted Crossbowmen/Arquebusiers/Musketeers and other troops that can be classed as “Mounted Infantry” may only fire when stationary. These troops shoot at 45° and not at 360° even if classed as CL.

6.1.3 Modifiers to the number of dice

Modifiers to the number of dice are cumulative.

-2 if the firer has moved or will move this turn, unless S or FL with javelin. Penalty applies if these troops re-order and shoot in the same turn.

-1 if the firer is disordered

-2 for indirect fire

-2 when firing against Skirmishers, Light Cavalry and Artillery

-2 when firing at Units in the edge of a wood.

-1 when firing against Wagenburg or troops protected by Pavases. The penalty does not apply to Artillery fire.

+1 when firing against stationary War Chariots.

+1 when Artillery fires on Pikes with a depth of two bases, or Groups in column, or Wagenburg.

6.1.4 Damage inflicted

One DAMAGE point is inflicted for every 6 and every double-5 thrown on the dice. A Unit that takes DAMAGE must make a Cohesion Test to check eventual LOSSES. DAMAGE, unlike LOSSES, is not permanent.

6.2 COHESION TEST

If a Unit takes DAMAGE you must perform a Test known as a Cohesion Test to determine any permanent LOSSES.

A Unit is considered DISORDERED even if it passes the test and does not receive any permanent losses.

In order to pass the Cohesion Test and not take any permanent losses, you must roll **less than or equal to** the CRITICAL NUMBER on 1d6. The Critical number is the unit's current VBU (Basic Unit Value, see 2.3) minus any DAMAGE just taken. There is a +1 modifier to the Critical Number if a Commander is attached to the Unit and a -1 modifier if the testing Unit is Disordered.

The Critical Number can never be less than 1.

Example. A Unit with VBU of 3 in Disorder takes 3 DAMAGE. The Critical Number in this case is 1 and not -1.

PERMANENT LOSSES = D6 – CRITICAL NUMBER

A Unit that fails the test is Disordered and loses a number of VBU equal to the difference between the number rolled on the dice and the Critical Number. If the Unit's VBU drops to 0 or less then the Unit is Routed and it is immediately removed from the table

The test is always considered as passed on a roll of "1", and failed with a roll of "6".

If the Critical number is 6 or more, a Unit can only fail the test if you roll a "6" (you always fail the test with a roll of "6"). In this case the permanent loss to VBU is 1.

Example: *A Unit of CP with a VBU of 7 takes 4 DAMAGE. The Unit has an attached Commander so the Critical number is 4 (i.e. 7 (VBU) – 4 (Damage) +1 (bonus for attached Commander)). The player rolls a 3 on a d6. The test is passed and the Unit is only Disordered. The Cohesion Test would not have been passed with a roll of 5 or 6 and the Unit, as well as being Disordered, would have taken a permanent loss to their VBU of 1 or 2.*

If you fail the Cohesion test then you apply the losses decided by the die. If you pass the test, but you are already disordered then you get 1 loss and keep the disorder.

6.2.1 Panicked Elephants due to receiving fire

A failure of the Cohesion Test after receiving fire does not result in the retreat of the defeated Unit as it would in a melee. An exception to this rule are elephants, which, if they fail, must retreat by the

number of U shown on a d6. All Units that they meet during their retreat, be they friends or enemies, stop this retreat, take one permanent loss to their VBU, or 2 for Mounted Units, and they are also Disordered.

If a retreating elephant meets other elephants, then these, too, after taking losses and disorder, will also take fright and immediately retreat by 1d6 with the same effects as the other elephants.

6.3 FIRING LIMITATIONS

6.3.1 Firing Arc

Missile Troops, Skirmishers, Medium Cavalry and Artillery all fire in a 45° arc. Measurement is made from the front corners.

Light Cavalry, War Chariots and Wagenburg all fire at 360°. This means they can decide which side they want to fire from each turn.

Not all cavalry can fire, only those shown on the Army Lists.

6.3.2 Visibility and Measurement

In order for a target to be visible for firing purposes it must be possible to trace an uninterrupted line between the two frontal corners of the firing Unit and two corners of the target Unit. In the case of direct fire, no obstacles can be in the area traced out (e.g. crossbows and harquebusiers). The distance is measured from the middle of the Unit's front edge to the middle of the closest edge (front or side) on the target Unit. For troops that fire 360° the measurement is not necessarily made from the front edge, but from the firing edge. In no case may you fire at Units in melee.

6.3.3 Firing Priorities

A firing Unit must choose its target respecting these priorities:

- 1) Closest frontal enemy Unit at Short Distance (10U)
- 2) Closest enemy Unit (in firing arc)
- 3) Other enemy Units within range

These priorities must be respected even if you cannot perform effective fire against the targeted Unit, i.e. you can fire at the target but after modifiers you can't roll any dice. Target priorities are ignored if the target cannot be fired at due to not being visible or because it is in melee.

6.4 INDIRECT FIRE

Some missile weapons can fire through, or better over, friendly troops. This type of fire, called indirect fire, has a penalty of -2. Indirect fire is only allowed if the distance between the firing unit and the intervening unit is less than that between the intervening unit and the target.

Arched-fire weapons can perform indirect fire, such as bows, javelins and slings, but not direct fire weapons such as crossbows, harquebusiers and muskets.

Thrown weapons such as mangonels, trebuchets or catapults use indirect fire without penalties, but in the Firing Table as Class C Artillery.

6.5 THROWING THE PILUM

Throwing the pilum in Impetus is catered for with a special rule that is different to that used for other missile weapons.

Once in frontal contact with the enemy, a Legionary Unit (Heavy Infantry – FP) armed with pilum have the right to roll a variable number of d6 before the melee:

1 d6 if the Legionaries charged

3 d6 if the Legionaries were charged

In any case subtract one die if the Legionaries are in disorder. If a Unit charges two Units of Legionaries the Supporting Legionary Unit will only roll one die. A Legionary Unit that is supporting another in a charge will not throw any die. A Legionary Unit must be fresh in order to count pilum. If both attacking and defending Units are throwing pila (or similar weapons) this is deemed as simultaneous. After any resulting Cohesion Test the melee occurs as normal

7.0 MELEE

7.1 IN GENERAL

When two or more enemy Units contact each other there is a melee. Two enemy Units contact when their front or one of the two front corners touches any part of the four sides of an enemy Unit. This move is defined as a charge, no matter the speed of the attacking Unit. Units can only charge if they have an Impetus Bonus of 1 or more.

The melee is resolved immediately after contact, and before the activation of other Units.

7.2 DIRECTION OF THE ATTACK AND EFFECTS

FRONTAL ATTACK. This occurs when the Attacker contacts the front of an enemy Unit with their front or one of their two front corners.

ATTACK ON FLANK AND REAR. If the attack comes from a Unit that begins completely behind the continuation of the front-line of the charged Unit, this is a flank or rear attack. A Unit contacted on the flank or from the rear is immediately Disordered. If a Unit attacked on the flank or from the rear loses the melee it is Routed.

Wagenburgs ignore all penalties deriving from an attack on the flank or from the rear.

7.3 LARGE UNITS DEPTH BONUS

In melee, Large Units of pikemen have 4 dice bonus against Mounted troops and 2 dice against Infantry for a second support Unit (one behind the other). Impetuous FL or FP have 2 dice bonus against Infantry. The bonus applies if the first Unit is Fresh. The bonus applies even if the block is disordered.

7.4 IMPETUS BONUS

The Impetus bonus is a modifier, or a number of dice, that the charging Unit receives on the first turn of each melee or in any case each time that it re-contacts the enemy after a successful Pursuit. In order to get this bonus the Unit must be Fresh, i.e. must not have taken losses.

The bonus is allowed for Mounted troops that charge any type of enemy except Elephants, Wagenburg, Pikes, and Heavy Infantry with long spears. Infantry only get the bonus against other infantry, apart from special cases as indicated in the Army Lists. The presence of an Impetus bonus greater than 0 (see list) indicates what sort of troops can charge the enemy. Troops with an Impetus Bonus greater than 0 can charge the enemy even if the bonus is not applied (when “nullified” by the enemy, for example Infantry charging Mounted, or if the Unit is no longer Fresh).

War Chariots do not get the Impetus Bonus if they charge from a stationary position.

Elephants do not get their Impetus Bonus against Skirmishers or Non-Impetuous Light Infantry.

Impetus applies only to the charging Unit. Units also get Impetus when making contact after a pursuit.

7.4.1 Harquebusiers and Pikes

While adjacent to a Pike Unit, a Harquebusier or Musketeer Unit nullifies the Impetus Bonus of Mounted enemy troops that charge it. For it to be considered adjacent, at least part (not just the corner) of one of the lateral sides of the Missile Troop Unit must be in contact with part of the lateral side of the Pike unit.

7.5 OTHER TACTICAL MODIFIERS

You are reminded that as well as the Impetus Bonus and the Depth Bonus there are other modifiers, some of which we have already listed, and which are summarised here:

-1 if you are Disordered

+1 if defending a hill

-2 for Mounted and Pikes in Difficult ground or against troops that are entirely within this sort of terrain.

7.6 MELEE PROCEDURE

The melee procedure is similar to the firing procedure. Both Units in the melee roll the number of d6 shown by their VBU. To these dice they also add possible Impetus Bonus, Depth Bonus and other modifiers shown above. If the number of dice is 0 or even negative, any Unit in melee always rolls at least 1d6.

After the melee, Units that have taken DAMAGE make their COHESION TEST (see 6.2). Differently to the procedure for firing, if they fail the Cohesion Test the Unit that loses the melee must also retreat.

If you fail the Cohesion test then you apply the losses decided by the die. If you pass the test, but you are already disordered then you get 1 loss and keep the disorder.

7.6.1 Loss of melee and Retreat of the defeated Unit

The Unit that takes most permanent losses to their VBU after a failed Cohesion Test (and not due to accumulation of Disorder) is the Unit that loses the

melee. If permanent losses of VBU are the same, there is a draw and the two Units remain stationary and in contact until the next melee phase. The next melee phase may occur this turn if one of the two Units has not yet been activated, otherwise this will happen next turn.

Scythed Chariots are eliminated if they don't win the melee.

The Unit that loses the melee retreats without changing facing, by the number of U shown on a d6 for Mounted troops or half a d6 (rounded up) in they are Infantry. Wagenburg never retreat. If the retreating Unit meets friendly troops then these are disordered if they cannot be crossed by interpenetration.

If they aren't Skirmishers or Light Cavalry then the routed Unit disorders and inflicts 1 permanent loss to the Units behind them that, even partially, are within 5U of their rear, with the exception of troops involved in that melee.

In the case of retreating Elephants all friendly or enemy Units met during the retreat take 1 permanent loss to their VBU, or 2 if they are a Mounted Unit, as well as being Disordered. If a retreating elephant meets other elephants, then the latter, too, after taking losses and becoming disordered, will also take fright and immediately retreat by 1d6 with the same effects as the other elephants.

7.6.2 Pursuit

Heavy Cavalry that win a melee will automatically pursue the retreating or routed enemy by 1d6. Here we aim to simulate the pursuit of fleeing troops. This pursuit is performed in a perfectly straight direction or, if the player that owns the pursuing Unit wishes, in the direction of flight of the enemy, after moving to be parallel to them with a free turn.

Impetuous Infantry always pursue by half a d6 (rounded up). The compulsory pursuit may be included in the Army Lists, even for other troop types.

Other troops with an Impetus Bonus higher than 0 can decide to pursue on a case-by-case basis, but before rolling the dice that shows the movement to be made.

If, after a pursuit, the retreating enemy Unit is contacted again, another melee occurs immediately.

7.6.3 Combat with multiple Units (multiple melees)

If two or more Units are in melee with one or more enemy Units there will be a multiple melee. In the case of multiple melees, one must identify the two **Main Units** in the melee. The others are considered **Support Units**.

The Main Units fight at full strength, and the supporting Units give the support of a number of dice equal to half (rounded up) of their VBU modified by any eventual bonuses or penalties. Support Units also get their various tactical bonuses (Depth, Impetus etc...). Calculate their full amount and then divide it by 2 rounded up, as always.

The Main Units are those that engage the greater part of the enemy's front with their own front. If a Unit is attacked simultaneously on the front and flank or rear by two enemy Units, the Main Unit is the one at the front, while the other is the Support Unit. A Unit can support two different melees. However if you are fighting as the Main Unit you cannot also be Support Unit or Main Unit in another melee.

The Main Unit will be the only one to take damage, to make the Cohesion Test and eventually to take losses to its VBU, but if forced to retreat, the Support units will also be forced to retreat. If the Main Unit is Routed, the Support Units retreat. If the Main Unit pursues, the Support Units also pursue but only if they are Impetuous or if they are Heavy Cavalry. Each unit involved in a pursuit or retreat roll a separate die to determine the distance moved.

7.6.4 Contact between parallel lines

Even if the two lines are parallel, exact contact between the two Unit fronts is very unlikely. However the players, conditioned by other game systems that expect alignment, often unconsciously seek to match the lines.

If alignment should occur roll 1d6, with an odd number the attacker shifts by the minimum necessary to the left, and with an even roll to the right.

This implies that a Unit can be engaged in melee with up to 2 Units frontally, where one is the Main Unit and the other is the Support Unit.

7.6.5 Contact between non-parallel lines

When a Group advances on the enemy and contacts at least one Unit, a precise and parallel contact of all the Group with the enemy Unit, or the Group it is part of, is almost impossible. Impetus does not allow the automatic alignment of Units during melee. In these cases the first Unit that touches the enemy stops while the others continue up to the distance allowed by their movement phase until they contact the rest of the enemy line. Melee takes place after all the Units in the Group have completed the movement in question.

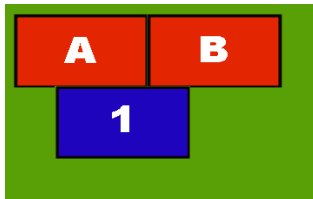
7.6.6 Melees in more than one phase

In **Basic Impetus** you may encounter more than one melee phase in the same turn. Multiple melee phases normally happen after pursuit in a melee. Example: A beats B, who retreats. A pursues and if it catches up with B, and a new melee is fought immediately. In this case the melee phases could even be more than two.

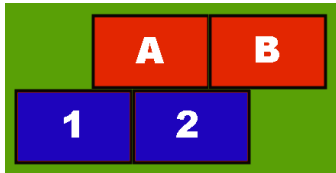
7.6.7 Multiple melee in more than one phase

In a multiple melee, a melee may start again if a new Unit moves to contact one of the fighting Units. Apply the criteria for deciding Main Unit and Support Units. The Unit that re-starts the fight does not have to be declared Main Unit.

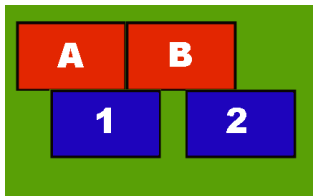
EXAMPLES: Multiple Melees



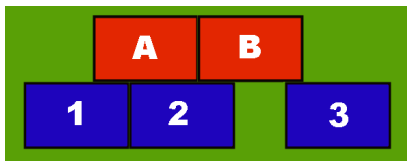
A and 1 are the main Units. B is a supporting unit



2 fights A and 1 and B are support

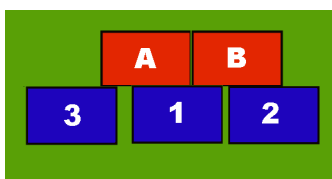


In this case the melee is split. A vs 1 and B vs 2.

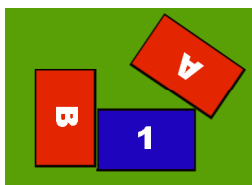


In this example B HAS to fight with 3 so the melee is split.

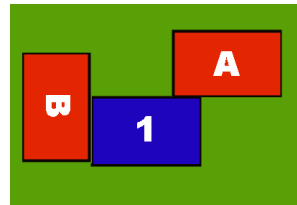
So B cannot support A (you can support 2 melees, but if you are the Main Unit you cannot be also a supporting Unit), while 2 is still supported by 1.



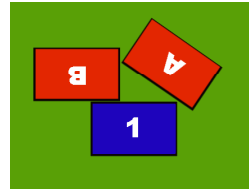
A and 1 are the main Units and 3 supports 1. B and 2 are both main units of a different melee



A (employs the front) and 1 are the main Units. B is a supporting unit



Same as above



Though B has more of his front in touch with 1. A has more of his front employed.

Special Rules clarification: Shieldwall.

Some FP can form a shieldwall. To form shieldwall a Unit must be fresh, in good order and stay stationary. The Shieldwall is a defensive formation: it nullifies bonus impetus of charging enemy and gives a +1 bonus in combat and during the cohesion test. A Unit maintains this formation even if it is later disordered. The formation is lost if the Unit moves. It is also lost if the unit becomes Worn.

8.0 VICTORY CONDITIONS

Each Unit has a Demoralisation Value (VD). This value is shown in the Army Lists. The sum of the various VD of the Units in an Army give the Total Demoralisation Value (VDT).

An Army is beaten when at least 50% of the initial VDT is routed. The rout of an Army is calculated at the end of the turn.

To find out more about Impetus and Basic Impetus visit www.dadiepiombo.com/impetus.html

For clarifications regarding the rules visit the official forum

<http://impetus.forumsland.com/>

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