

BASIC IMPETVS SUPPLEMENT

A GOOD DAY TO FIGHT



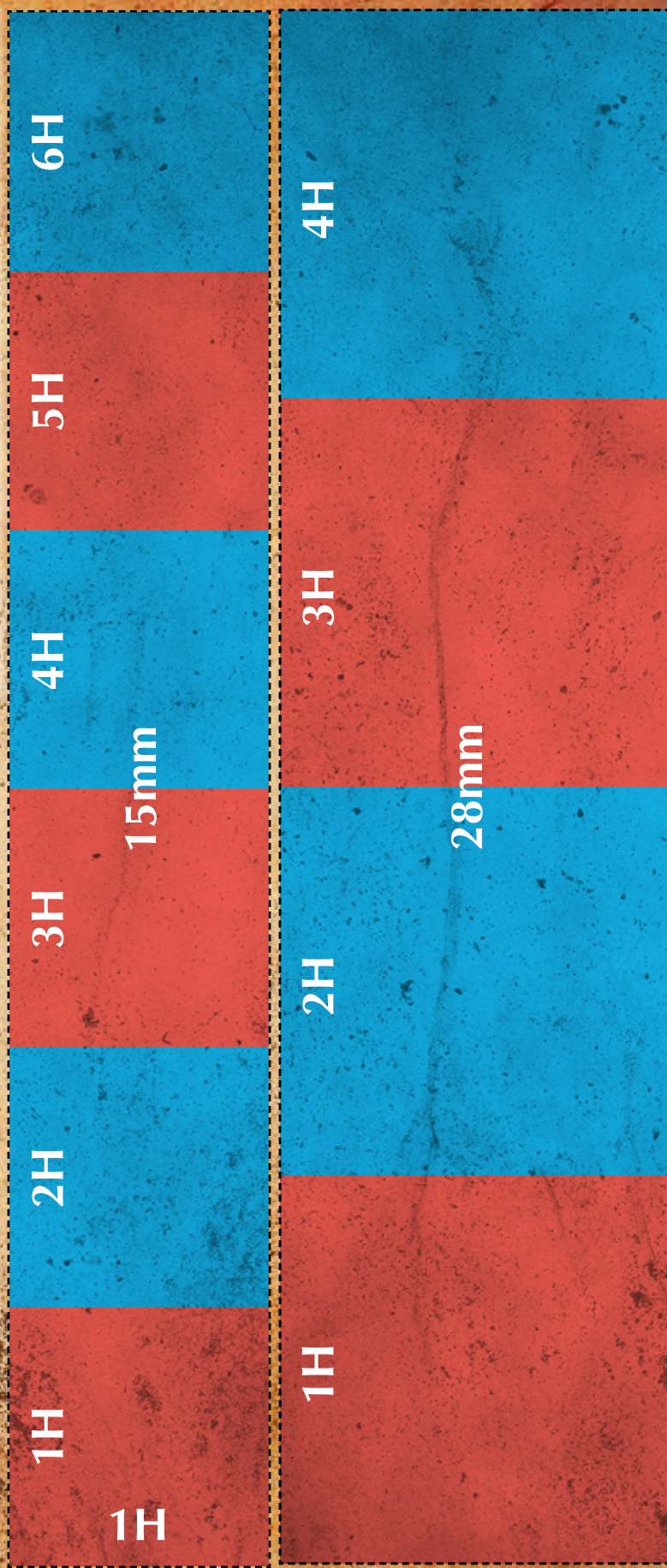
SCENARIO GENERATOR
TOURNAMENT RULES

Dadi&Piombo

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A GOOD DAY TO FIGHT

BASIC IMPETVS SUPPLEMENT

**TOURNAMENT RULES
SCENARIO GENERATOR
NEW ACES IN THE HOLE**

VERSION 1.1

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TOURNAMENT RULES

Army Composition

The composition of the army must respect the army list in the rulebook.

The player may change the composition of his army, using the options available in the list, before each game (so before rolling for the scenario and weather), as long as the composition deployed is valid.

The referee may punish any irregularities revealed during the game by deducting points.

Duration of matches

Each game lasts the number of turns determined by the scenario.

Initiative Re-rolls

At the time of deployment, the various initiative re-rolls (represented by cards or markers) must also be shown. Please note that each army has one free initiative re-roll.

Aces in the Hole

Each army has one Ace in the Hole card from the rulebook, plus a variable number of additional Ace in the Hole cards from this supplement (see below). The Ace in the Hole cards must be chosen before each game, also depending on the composition of the army, and shown when they are used.

STANDARD SCORING SYSTEM

10 points. Victory.

No suffered losses.

9 points. Victory.

Suffered losses 3VD or less

7 points. Victory.

Suffered losses 4 VD or more

5 points. Tie or defeat.

Enemy losses 8 VD or more

4 points. Tie or defeat.

Enemy losses 4, 5, 6 or 7 VD

3 points. Tie or defeat.

Enemy losses 3 VD or less

Scenario points are also applied to this base score. If the scenario has not been previously determined by the players, the standard scenario, i.e. Pitched Battle, automatically applies.

SCENARIOS

Every battle in Basic Impetus is different, but with the Scenarios it will be even more so. Players can decide which Scenario to play or roll a die. If a die is rolled then the choice of Scenario is made before determining who is the Attacker and who is the Defender and creating the terrain.

d6	SCENARIO
1	PITCHED BATTLE
2	CONQUEST BATTLE
3	ENCOUNTER BATTLE
4	REARGUARD BATTLE
5	BATTLE ON THE RIVER
6	AMBUSH BATTLE

Each scenario has a number of turns, usually 8, but the game can always end before turn 8th with the enemy army rout.

Scenario special rules

These rules can be applied in some scenarios.

Fast march. In first turn, all Units may double their Movements, also if two moves are performed (e.g. CL may make a moves of 8H and a second of 4H).

Unprepared. In first turn, no Units may shoot, enter melee or enemy unit's ZoC.

Reserve. Units coming from Reserve arrive at the end of a turn described in scenario. They are placed in their deployment area, with rear base's edge touching battlefield's edge. A Unit placed within 4H from enemy Unit is Disordered but cannot be placed in contact with the enemy. If no valid space, delay Unit's arrival to next turn and try again. Units from Reserve ignore *Fast March* and *Unprepared* special rules, even if used by rest of the army.

I PITCHED BATTLE

The two armies have been camped since the previous day and have been facing each other all night a few miles apart. After studying each other, with the rising of the sun they are ready to do battle.

Terrain and deployment

The normal rules for terrain placement and troop deployment are followed. The river can only be placed parallel to a short side and cannot extend more than 10H from the edge.

Number of turns: 8.

Victory conditions: Enemy army rout.

Scenario Points: 1 extra point if at the end of the game the Player has troops for a total of 7 VD beyond, even partially beyond, the table middle line. This bonus does not apply to the Winner who ends the game with 10 or 9 points.

SCENARIOS

2 CONQUEST BATTLE

The objective of the battle is the conquest of a strategic point that can be a crossroads, a village or a hill.

Terrain and deployment

The standard rules for terrain placement are followed but no item may be placed within 8H of the center of the battlefield. If the objective is an intersection, place two intersecting roads in the center of the battlefield with the sole purpose of delimiting it. Alternatively, place in the center a marker or circular area 4H in diameter in the shape of a village, a ruin, a hill.

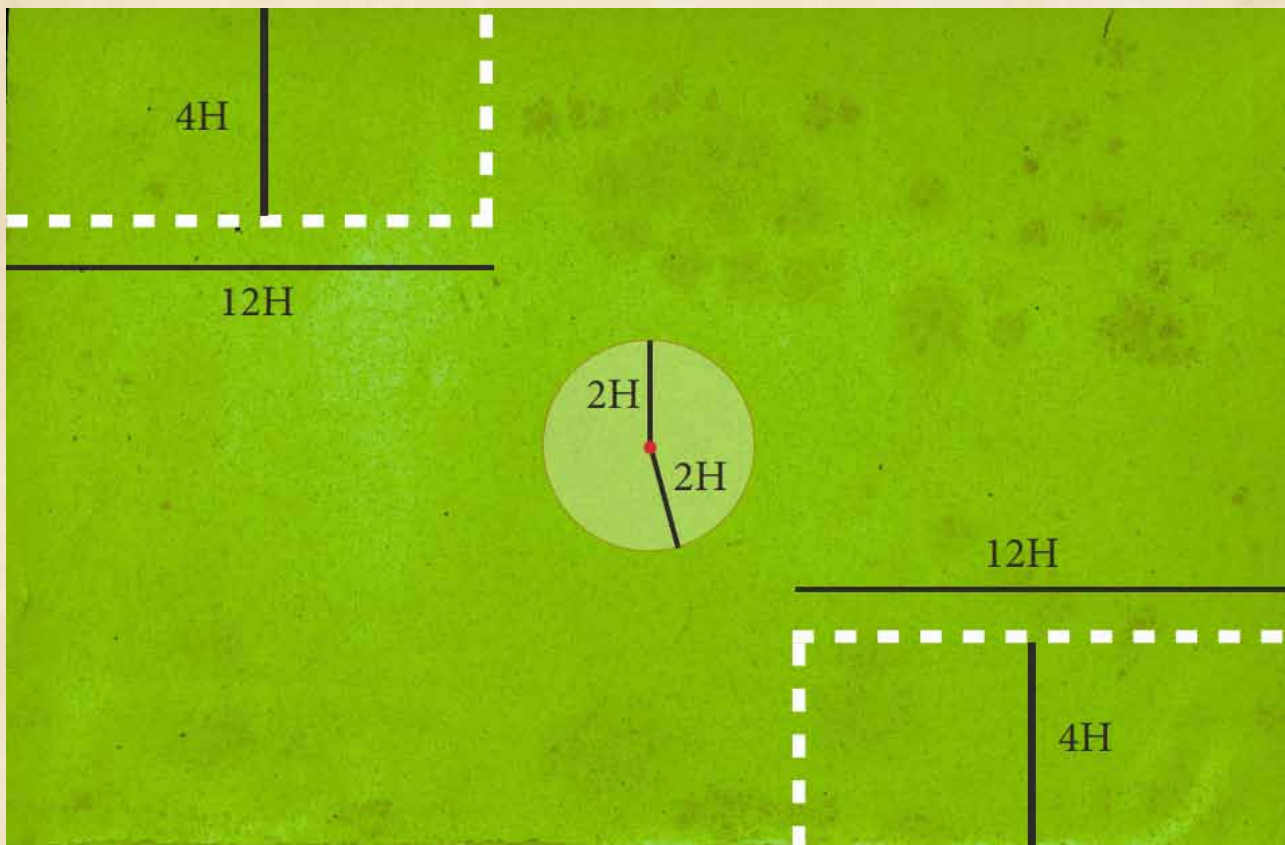
This area is for aesthetic purposes only and does not involve movement or other restrictions.

The deployment areas of both armies are as shown on the map, within 4H of your long side of the edge and no more than 12H of your right side.

Number of turns: 8.

Victory conditions: Occupation of the objective. The battle is won by the player that at the end of the 8 turns has more Units that occupy even partially the central circular area of the 2H radius measured from the center of the table. In case both armies have the same number of Units then count the VDs, if still the same then it is a tie. If no player has Units inside the central circular area at the end of the 8th turn it is a tie.

Victory is calculated as the opponent's rout and losses calculated for the final score.



SCENARIOS

3 ENCOUNTER BATTLE

Both armies have long been on each other's trail. It is a surprise for both to discover that the enemy is on their way. There is no more time to lose: one must deploy to battle and gain an advantageous position as soon as possible.

Terrain and deployment

In this scenario there is no Defender and no Attacker and the terrain is unknown to both sides. A d6 is rolled and that is the number of terrain elements that can be placed.

The army with the most infantry rolls on its table and chooses, one at a time, a terrain element from the options provided. This terrain element is, however, placed by the other player.

If both players have the same number of infantry units, it is decided with a die.

Each terrain element must be at least 5H from the previous ones, if this is not possible it is removed. At the end of the procedure the player who choosed the terrains may remove or move up to 5H a terrain element keeping it at least 5H from the previous ones.

For deployment both players roll 1d6, the player who scores the least is the first to deploy, following the alternate pattern in the manual. For each Unit to be deployed, roll 1d6 before positioning:

1-2 The Unit is held off the field, will enter on turn 2, as Reserve.

3-4 The Unit is deployed, but in Disorder.

5-6 The Unit is deployed normally, without penalty.

Special rules

Both armies: **Fast March**, **Unprepared** and **Reserve**

Number of turns: 8. At the end of the 8th turn a d6 is rolled and with 4+ a last turn is played.

Victory conditions: Enemy army rout.

Scenario Points: 1 extra point if at the end of the game the Player has troops for a total of 5 VD beyond, even partially beyond, the line dividing the battlefield. This bonus does not apply to the Winner who ends the game with 10 or 9 points.

SCENARIOS

4 REARGUARD BATTLE

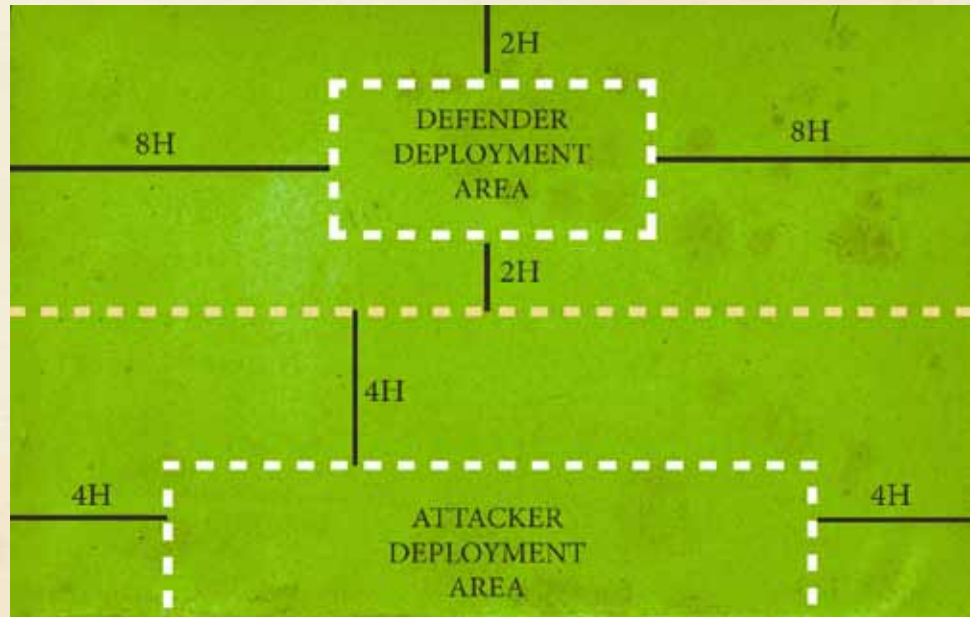
For the Defender the order is 'Not one step back', it is indeed necessary to cover the retreat of the main army. For the Attacker the order is: 'Blow them away!'

Terrain and deployment

The Defender chooses, without rolling on his table, up to three terrain elements, which he places wherever he wishes. The Attacker may move one up to 10H or alternatively, but only with the roll of a 4+ and no other options if failed, place a river behind the Defender, adjacent to the edge of his side of deployment.

The river is impassable and may not extend more than 3H from the edge of the table.

The Defender deploys first all his Units staying more than 8H from the side edges of the table and at least 2H both from his own long side (the presence of the river can reduce the deployment area) and from the middle of the table. The Defender also does not deploy Units worth 4 VD, whose absence consequently lowers the VDT and the breaking point. The Attacker then deploys his troops in the deployment area defined by the rulebook.



Special rules

Attacker: **Fast March** and **Unprepared**

Defender: **Unprepared**

Number of turns: 8. At the end of the 8th turn the Attacker may decide to roll a d6 and with 3+ a last turn is played.

Victory conditions. The Attacker must rout the opponent. Otherwise it is the Attacker who is considered to be routed resulting in victory for the Defender.

Example. At the end of 8 turns the Attacker has eliminated 5 VD of the Defender, suffering losses of 2 VD. The Attacker decides to roll a die to play the ninth round as well, but a result of 2 on the die negates this. The game is therefore over and it is the Attacker who is routed. The Defender wins, scoring 7 points. Attacker gets 4 points.

SCENARIOS

5 BATTLE ON THE RIVER

The Attacker's advance into enemy territory is halted by the presence of a river behind which the Defender is positioning himself. Will the Attacker be able to cross it in force and take the Defender by surprise?

Terrain and deployment

A river must be deployed so as to divide the battlefield into two equal parts by length. The river must be no wider than 3H and no narrower than 2H. If you have a wider river terrain feature consider only the middle part to be a 'river'.

Players may also place a terrain element of their choice in their own half of the field.

The Defender deploys all his Units first by staying more than 6H from the side edges of the playing board and at least 4H from the river. The Defender also does not deploy Units worth 4 VD that enter as Reserve once the third turn is over. These Units are however counted in the VDT from the start of the game.

The Attacker deploys following the standard rules.

After both armies have deployed the Defender must place 2 fords, 3H wide, at any point. Fords can be connected but can never overlap each other. The Attacker can move each ford by as many H's as the result of a d6 (e.g. with a roll of 4 he can move the ford up to 4H).

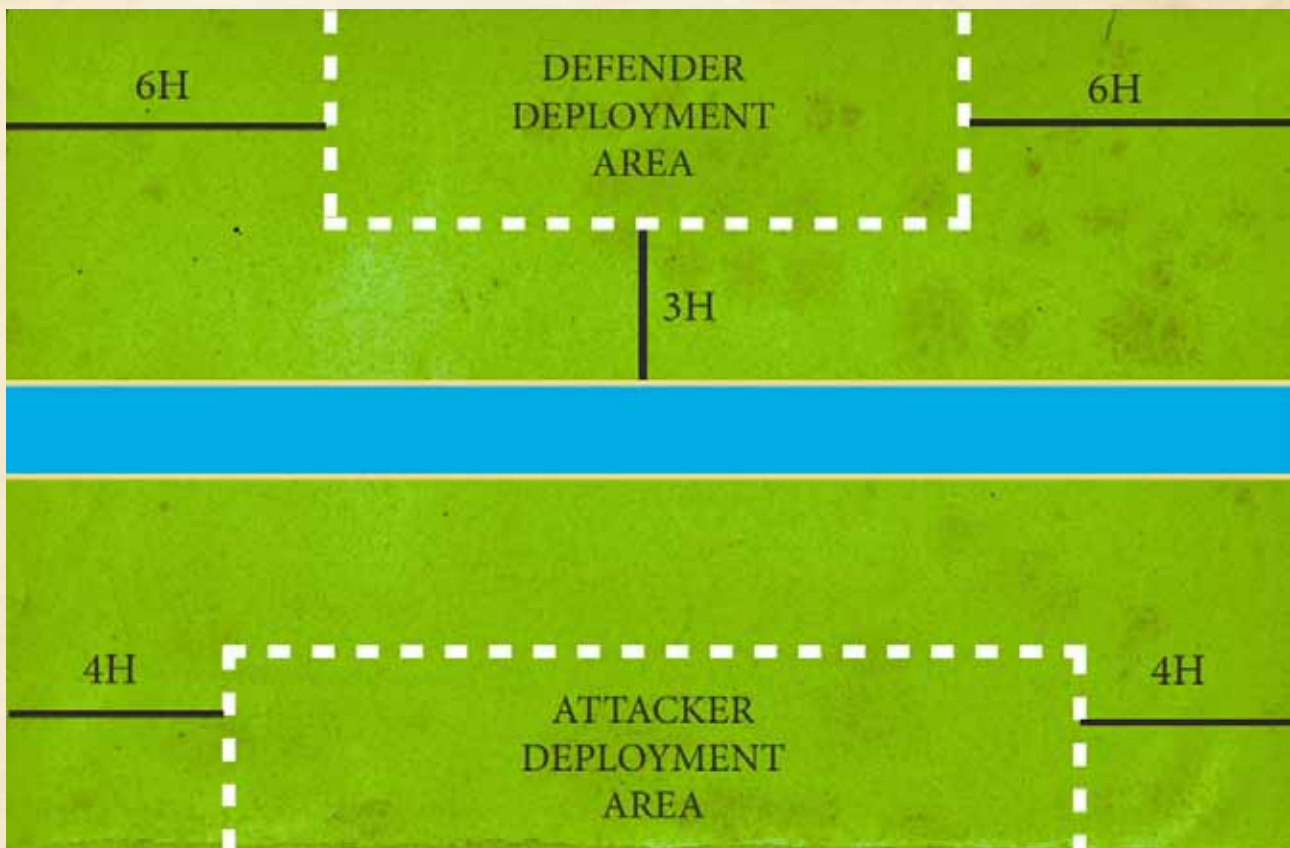
Special rules

Attacker: **Fast March** and **Unprepared**

Defender: **Reserve** and **Unprepared**



SCENARIOS



Fords are 3H wide corridors and Units can move through them like Rough Ground. To move through a ford a Unit must keep inside the corridor at least half of its base.

Beginning with 2nd turn, each time before initiative rolls, the Attacker can roll 1d6 to “find” a third ford. With the roll of a “6” the ford is added and placed at Attacker choice and cannot be moved. With a 4 or 5 then the ford can be added but only if Attacker uses one of his Initiative re-rolls.

Outside the fords the river can be crossed as Difficult Terrain, however it is necessary to test its dangerousness with a d6 each time you move over it, at the end of the move, even after a pursuit/retreat or evasion move. A 1 or 2 on the d6 results in a permanent loss in addition to Disorder.

Number of turns: 8. At the end of the 8th turn the Attacker can decide to roll a d6 and with 4+ a last turn is played.

Victory conditions. Enemy army rout.

Scenario Points: 2 extra points for the Attacker if at the end of the game he has at least 5VD units over the river. 1 extra point for the Defender for each 4VD of the Attacker has remained in his own half, i.e. not at least partially on or over the river. These bonuses do not apply for the Winner who ends the game with 10 or 9 points.

SCENARIOS

6 AMBUSH BATTLE

The Attacker has to penetrate hostile territory, crossing forests and gorges where the opposing army may be waiting for him in a possible ambush.

Terrain and deployment

This scenario must be played on the long side.

The Defender places 2 to 6 terrain elements entirely in his two deployment areas (see map), of which at least one is Difficult.

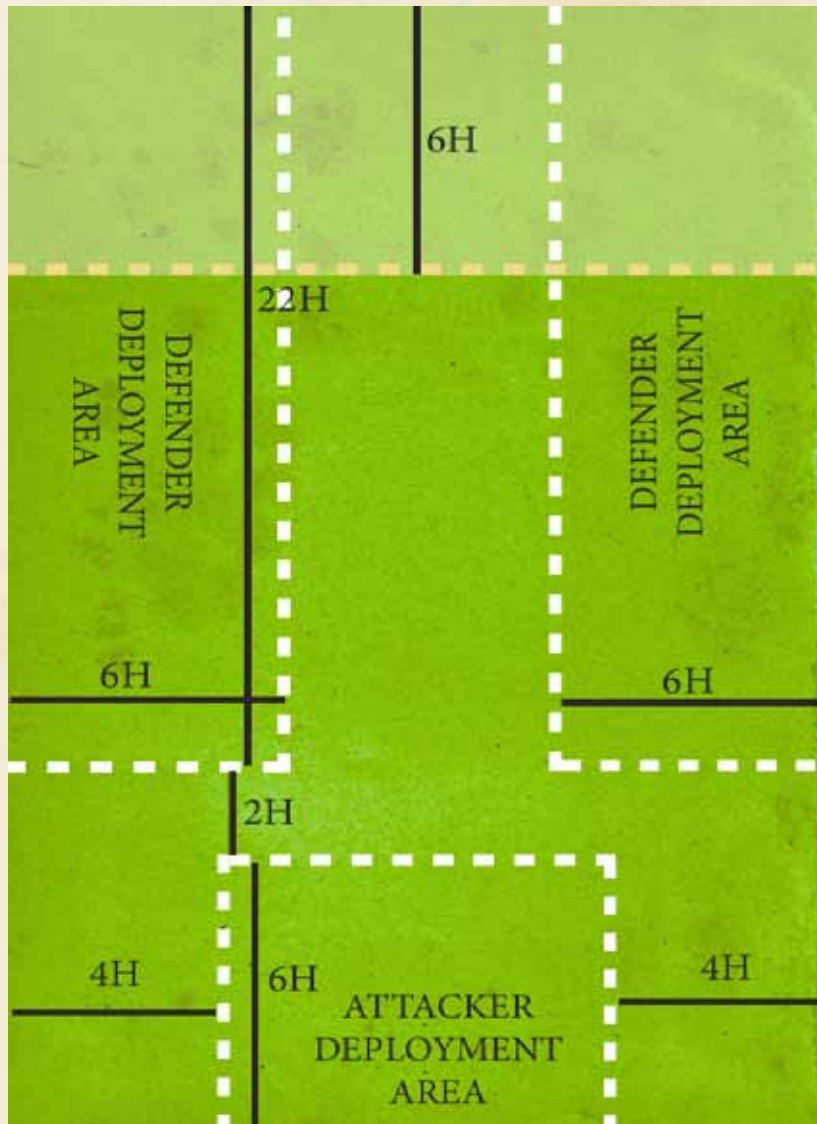
All terrain elements must limit visibility, e.g. woods or hills.

The Defender first deploys all his Units in his deployment areas. Then the Attacker deploys his Units at least 4H from both long sides and within 6H from his side of deployment (short side).

Number of turns: 8. At the end of the 8th turn the Attacker may decide to roll a d6 and with 4+ a last turn is played.

Victory conditions: Enemy army rout.

Scenario Points: 2 extra points for the Attacker if at the end of the game he has at least Units for 5VD within, or even partially within, 6H of the short side opposite to where he started. This bonus does not apply to the Winner who ends the game with 10 or 9 points.



WEATHER

Most battles were fought in fine weather, but the weather was not always the best for the contenders. After determining the type of scenario and positioning the terrain, but before deployment, roll 1d6. With 4, 5 or 6 the weather is clear and no other rules apply. With 1, 2 or 3 the weather conditions are determined by the roll of another d6.

1-2 RAIN

The terrain is muddy which reduces all movement by 1H (e.g. Heavy Infantry move 1H instead of 2), except for evades, retreats and pursuits following a melee and for the charge bonus. In case of other movement reductions (eg difficult terrain) troops are always allowed to move at least 1H. All shooting have a -1 modifier (1d6 less), excluding pilum and PBW.

3 WIND

For one army the wind is in their favour, for the other it is against. Players roll one die to determine which of the two players has the wind in their favour. The army with wind in its favour has + 1d6 on Long Distance rolls, the other a -1d6. The wind ceases, with immediate effect, when, and if, the two players achieve a draw in the initiative phase, whether this draw occurs before or after a re-roll. A second tie results in the return of the wind but in reverse, and so on.

4-5 FOG

With fog it is not possible to shoot over the short distance (3H) and no Unit, including Light Cavalry, may move more than 3H, even when evading, charging, retreating/pursuing. The Charge Movement bonus may not be used.

The fog rises, with immediate effect, when, and if, the two players obtain a draw in the initiative phase, whether this draw occurs before or after a re-roll. A second tie does not result in the fog returning.

6 ICE

With ice all movements are reduced to 1H, except for retreats and pursuits following a melee and the charge bonus. In case of other movement reductions (eg difficult terrain) troops are always allowed to move at least 1H.

Gentle hills become difficult. Ponds, swamps, lakes and other such terrain become traversable even if originally classified as impassable (e.g. a lake), however it is necessary to test their dangerousness with a d6 each time you move over them, at the end of the move. A 1 on the d6 results in a permanent loss in addition to Disorder. The test is also made in the case of retreat or pursuit following a melee.

If the Battle on the River scenario is played, the river does not freeze and follows the rules of the scenario.



ACES IN THE HOLE

Basic Impetus states that each army may have one Ace in the Hole card from among those in the rulebook. The following are additional Aces and each army may use more than one (but only one per type) if the conditions are met. The new Aces are linked to the composition of the army and are not lost if the scenario dictates that those troops that allowed their use are not used or are lost. Each Ace may only be played once per game and for a single specific situation and by any Unit of the army, unless differently specified.

STORM OF ARROWS

Re-roll failed hits on shooting and add one extra d6.

Armies with at least 3T Units

FURIOUS CHARGE

Re-roll failed hits by charging Unit in the melee following the charge.

Armies with at least 3CP Units or with at least 4 impetuous Units

MY DAY HAS NOT COME

Cancels up to 2 hits received (in firing or melee) before taking a Cohesion test.

Armies with at least 3S Units or with no Units with VBU greater than 5

EXPLORATION

Add a terrain element of your choice, but not a river, at the end of your deployment, but at least 10H from the enemy and not where you have already deployed your troops

Armies with at least 3FL Units not impetuous

RETREAT

Retreat with a CL 2 moves. Does not produce Disorder. If already in Disorder rally the Unit.

Armies with at least 2CL Units

MANOEUVRE

You may perform a side/oblique group move with a group, not in Disorder, composed entirely of Medium Cavalry. The move may be of maximum speed and does not cause Disorder. Such a move is only possible at least 2H from enemy Units.

Armies with at least 3 CM Units

DIE HARD

Re-roll a Cohesion Test by adding 1 to the Critical Number. The new result can be ignored if worst than the first.

Armies with at least 2 FP Units with a VBU of 4 not in Large Units or with at least 3 CP Units with VBU 6

CALTROPS

These can be also spikes, pits and other traps. Automatically Disorders an enemy Mounted Unit that has charged. If already in Disorder it has no effect. Caltrop effect is applied before PBW/Pilum and Defensive Fire.

Armies composed of at least 8 foot Units without long spear, polearms or pikes

**AGGRESSIVE
DEPLOYMENT**



**DECISIVE
INITIATIVE**



**DESPERATE
CHARGE**



**LAST
STAND**



**IRON
DISCIPLINE**



BETRAYAL



INITIATIVE RE-ROLL



INITIATIVE RE-ROLL



INITIATIVE RE-ROLL



**STORM
OF ARROWS**



**FURIOUS
CHARGE**



**MY DAY HAS
NOT COME**



EXPLORATION



RETREAT



MANOEUVRE



DIE HARD



CALTROPS





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