

IMPETVS SUPPLEMENT

A GOOD DAY TO FIGHT



SCENARIO GENERATOR

TOURNAMENT RULES

Dadi&Piombo

R

R

R

ZOC
15mm

R

R

R

6H

5H

4H

3H

2H

1H

1H

15mm

4H

3H

2H

1H

28mm

A GOOD DAY TO FIGHT

IMPETVS SUPPLEMENT

**TOURNAMENT RULES
SCENARIO GENERATOR
NEW TACTICAL CARDS**

VERSION 1.0

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TOURNAMENT RULES

Army composition

Recommended budget for 1 day competition on 3 games: 400pts.

The composition of the army must respect Warbooks 1, 2, 3 and 4 army lists.

The player may not change the composition of his army during the competition.

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.

Advanced Rules

Advanced rules (Reserve, Flank Marches and Ambushes) are applied.

Rivers

Rivers in competitions can be used only in Pitched battle, according to scenario rules.

Fortifications

Fortifications are not allowed in competitions.

Tactical and Strategic Cards

Tactical and Strategic cards can be used. You can find them in the rulebook as well as new ones in this supplement. The new cards may be free according to your army composition.

Each Tactical card costs 3pts, while Strategic cards cost 6pts. Only 1 Strategic Card can be used and can be combined with any scenario (eg Forward Deployment). In your army list please specify the budget spent in cards, eg 12 pts. Cards (Strategic and Tactical) must be chosen before each game, and shown when they are used.

Victory Conditions

We recommend to use the Basic System (Rulebook 8.1) to be combined with the Scenarios victory conditions.

Point system

Please refer to Rulebook 8.2. Scenarios can provide additional points.

Scenarios

This book includes 6 scenarios. For competitions we recommend to use scenarios: 1, 2 and 3.

Referee decides the scenario with a roll of die before each game so that all Players play the same scenario.

Die roll	Scenario
1-3	Pitched battle
4-5	Conquest battle
6	Encounter battle

Weather conditions

Competition Organisers may decide to apply or not Weather conditions rules included in this book. Weather is decided table by table by a die roll and affects that specific match (it is not applied, like scenarios, to all players).

SCENARIOS

Every battle in 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 6, but the game can always end before turn 6th 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 more moves are performed (e.g. CL may make a move of 8H and then move again of 4H).

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

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: 6.

If any Unit ends the 6th turn still in melee then a 7th and last turn is played. In this last turn Units cannot rally, move or react (eg no Evasion). The only possible actions allowed are shooting and fight in a melee (pursue and fight another phase is allowed).

Victory conditions: Enemy army rout.

Scenario Points: 2000 extra points for the Player that at the end of the game has more troops (calculated in VDs), than the opponent, even partially beyond the table middle line. This bonus does not apply to the Winner who wins the game with a Triumph result.

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

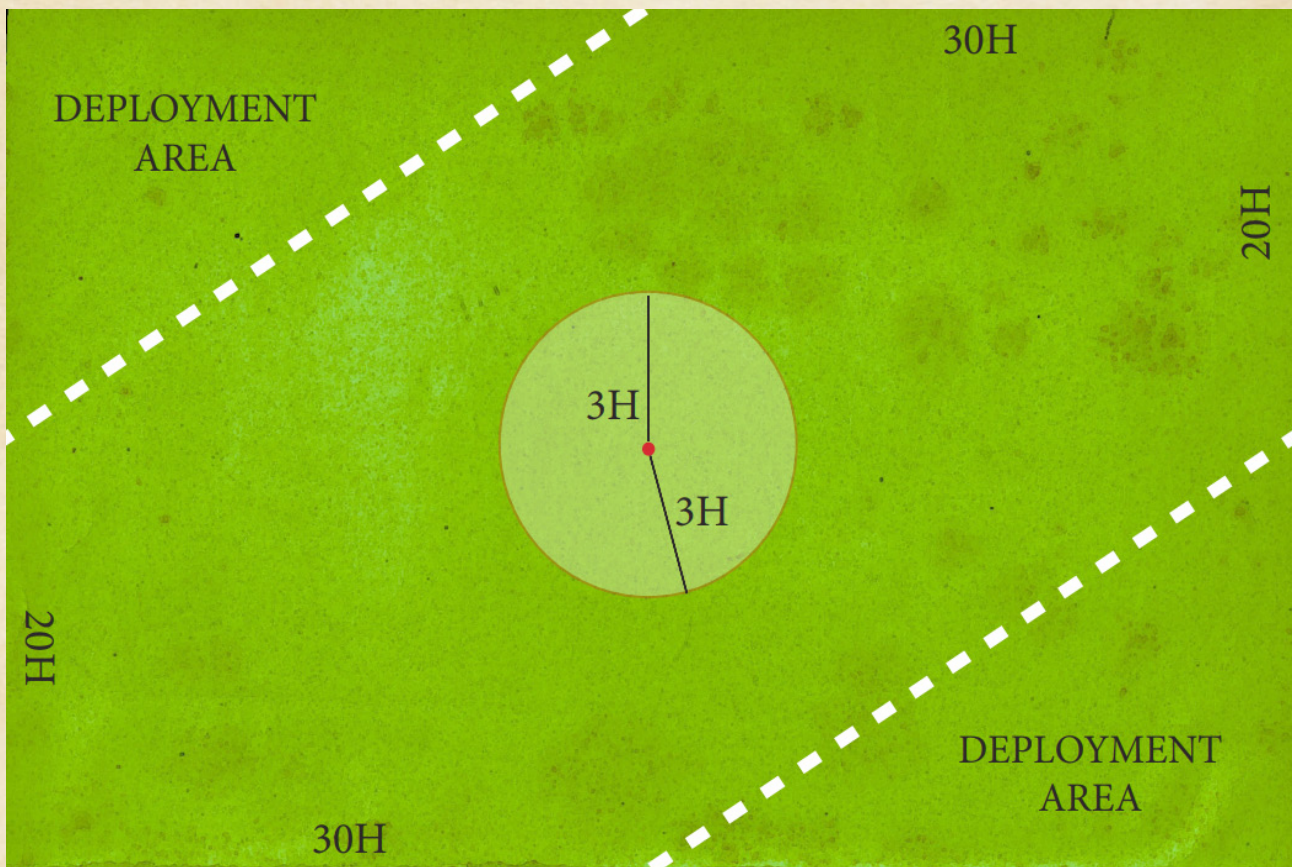
The standard rules for terrain placement are followed but no item may be placed within 10H of the center of the battlefield. If the objective is an intersection, place two intersecting roads in the center of the battlefield with the sole purpose of delimiting it. Alternatively, place in the center a marker or circular area 6H in diameter in the shape of a village, a ruin, a hill. Something worth to fight for. 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.

Number of turns: 6.

Victory conditions: Occupation of the objective. The battle is won by the player that at the end of the 6 turns has more not Exhausted Units that occupy even partially the central circular area of the 3H radius measured from the center of the table. In case both armies have the same number of not Exhausted Units then count the VDs, if still the same then it is a tie (Failed Triumph).

Victory is calculated as total rout of the enemy (Triumph).

If no player has Units inside the central circular area at the end of the 6th turn, calculate Victory Points as normal.



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 (Player A) 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. (Player B). Player A can stop to choose terrain after the second terrain is placed. In this case no other terrain is placed.

If both players have the same number of infantry Units, it is decided with a die who is Player A and who Player B.

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 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 standard rules in the rulebook. For each Command to be deployed, roll 1d6 before positioning:

1-2 The Command is held off the field, will enter as Reserve.

3-4 The Command is deployed, but all Units are in Disorder (or Fragmented if in Group).

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

Only 1 Command can be in Reserve, so in case of a roll of 1 or 2 for the next Commands, these are deployed in Disorder.

Special rules

Both armies: **Fast March, Unprepared.**

Number of turns: 6. At the end of the 6th turn a d6 is rolled and with 4+ a last turn is played.

Victory conditions: Enemy army rout.

Scenario Points: 2000 extra points for the Player that at the end of the game more troops (calculated in VDs) even partially beyond, the table middle line. This bonus does not apply to the Winner who wins the game with a Triumph result.

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.

Baggages are not used in this scenarios.

The Defender deploys first all his Commands 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 his smallest Command (in VDs), whose absence consequently lowers the VDT and the breaking point. The Attacker then deploys his troops in the deployment area defined by the rulebook.

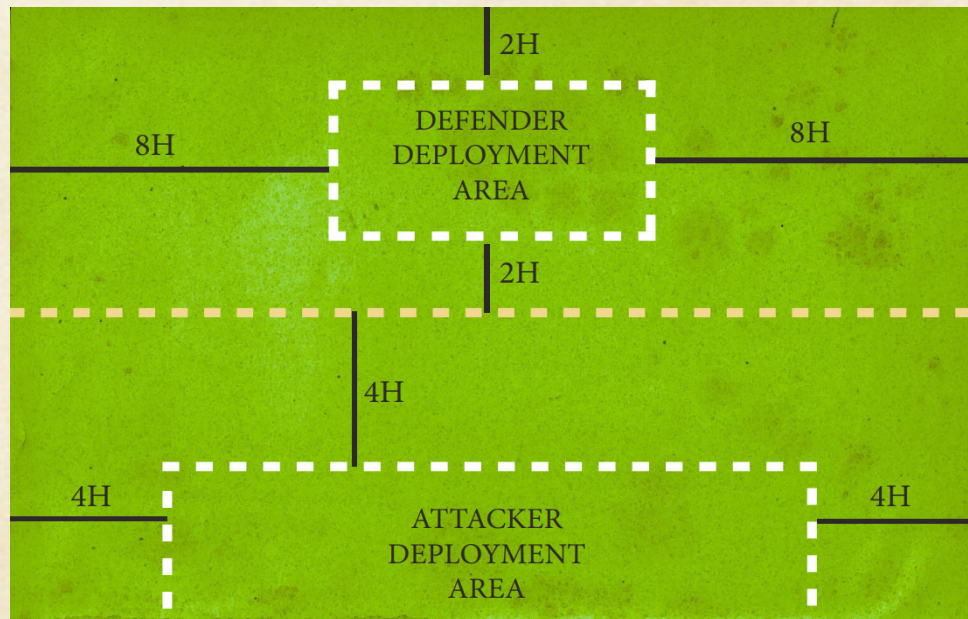
Special rules

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

Defender: **Unprepared**

Number of turns: 6. At the end of the 6th 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.



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 Unit one of his Command U(not the biggest) in Reserve. These Units are however counted in the VDT from the start of the game. The Attacker deploys his troops according to 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).

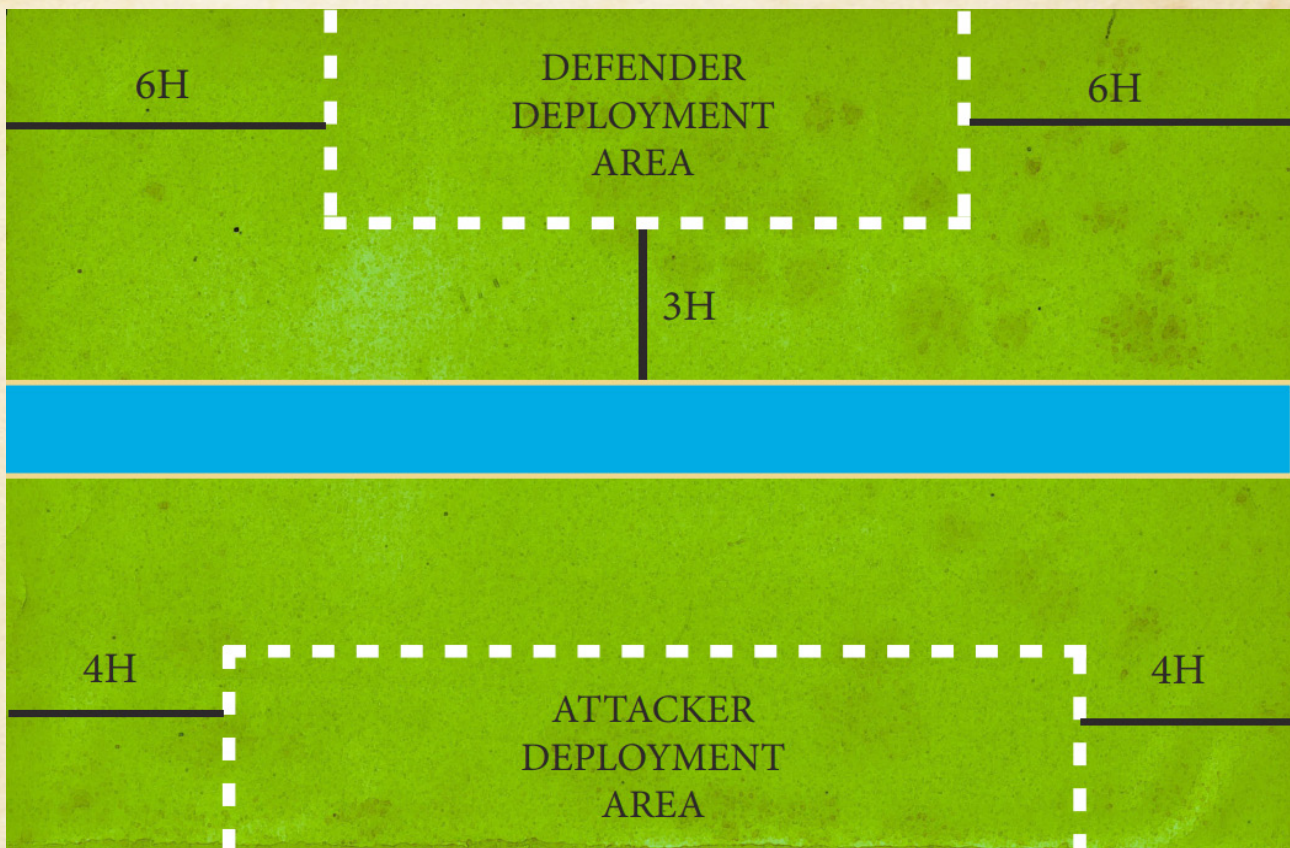
Special rules

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

Defender: **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 the ford can be added but only if Attacker uses any of his Tactical Cards. The card can be used after the roll.

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: 6. At the end of the 6th turn the Attacker can decide to roll a d6 and with 4+ a last turn is played.

Victory conditions. Enemy army rout.

Scenario Points: 1000 extra points for the Attacker if at the end of the game he has at least 5VD units (totally) over the river. 500 extra points for the Defender for each 5VD 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 a Triumph.

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. Baggages are not used.

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

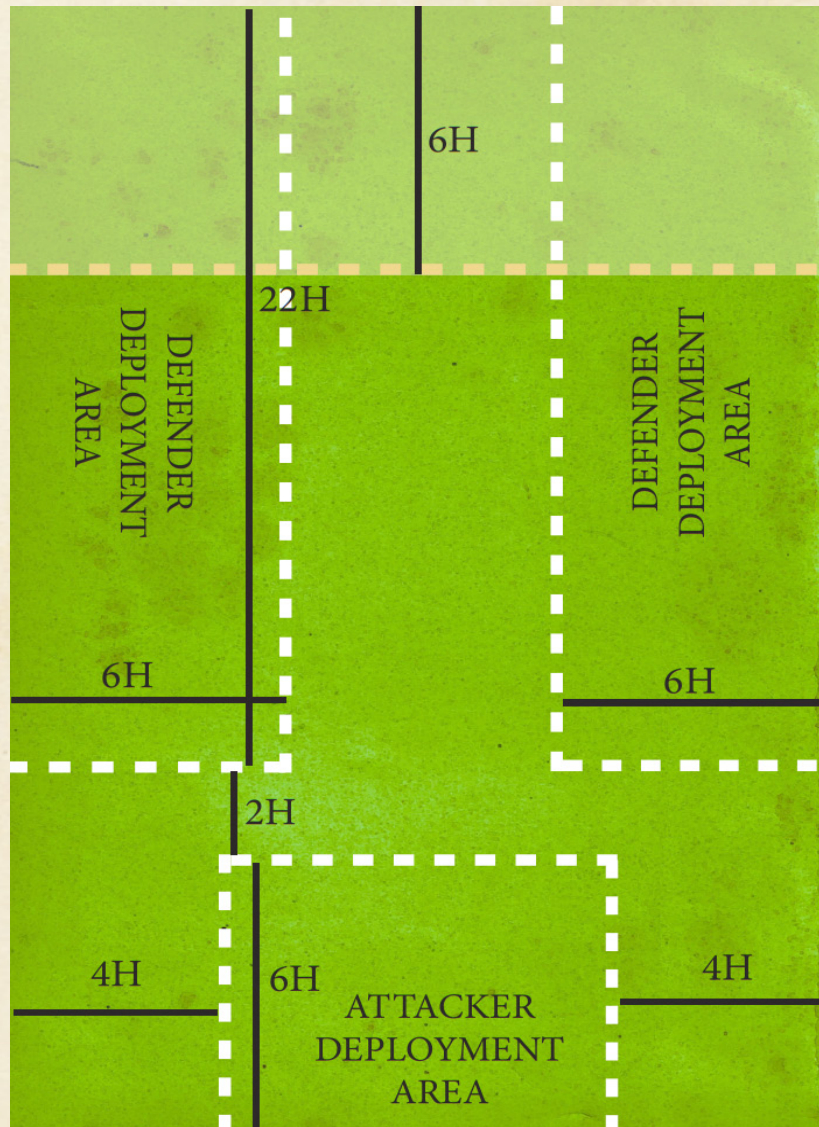
All terrain elements must limit visibility, e.g. woods or hills.

The Defender first deploys his first (biggest) Command in his deployment area. Then the Attacker deploys his first (biggest) Command at least 4H from both long sides and within 6H from his side of deployment (short side). Players alternate until they complete the deployment.

Number of turns: 6. At the end of the 6th turn the Attacker may decide to roll a d6 and with 4+ a last turn is played.

Victory conditions: Enemy army rout.

Scenario Points: 2000 extra points for the Attacker if at the end of the game he has at least Units for 7VD within, or even partially within, 6H of the short side opposite to where he started. These bonuses do not apply for the Winner who ends the game with a Triumph.



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 actions 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 shooting, 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 (4H). When a Unit marches (takes more movement actions) it has a -1 on Discipline Test. 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 movement actions 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.



TACTICAL CARDS

The following are additional Tactical Cards. You can take one per type. Contrary to the cards in the rulebook these are free depending on army composition (but can be used in any circumstance by any Unit of the army, unless differently specified) or can be taken at 3pts each.

TC13 - FURIOUS CHARGE

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

Free for Armies with at least 3CP Units or with at least 6 impetuous foot Units.

TC14 - GOD SAVE THE KING

Automatic pass for the Commander that must test for his possible loss, both in case of shooting or melee. To use instead of the roll of the die.

This card can be used instead to nullify the effect of a double 1 during initiative.

Free for Armies with no more than 2 Commands.

TC15 - MOVE FORWARD!

All Disordered Units of the army can take a second movement that turn, but to get close to the enemy or to charge. The card must be used at the start of any Command activation and it lasts all the turn.

Free for Armies with at least 3 CP2 with VBU=6 or with at least 6 impetuous foot with VBU=4.

TC16 - MANOEUVRE

You may perform a side/oblique group move with a group, not in Disorder, composed entirely of Heavy Foot (FP) or Heavy Cavalry (CP) or Light/Heavy Chariots (CGL/CGP). The move may be of maximum speed +1H extra and does not cause Disorder. Such a move is only possible keeping the Group always at least 2H from enemy Units. Such move must be the only move of the activation.

Free for Armies with at least 4CP or 4CGL/CGP or 6FP Units.

TC17 - CALTROPS

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

Free for Armies with at least 8 foot Units without long spear, polearms or pikes.

TC18 - HARRASS

Give an automatic disorder to an enemy Unit at more than 4H from any of your Units. This card must be used during the opponent's activation, before the target Unit is activated. If the Units is already Disordered the card doesn't produce any effect.

Free for Armies with at least 8 light troops with shooting capabilities (S, FL or CL, in any combination).

TACTICAL CARD

TC13 - Furious Charge

Re-roll failed hits by charging Unit in the melee



TACTICAL CARD

TC14 - God save the king

Automatic pass for the Commander that must test for his loss
OR
Cancel the effects of a double 1 during initiative



TACTICAL CARD

TC15 - Move Forward

All Disordered Units of the army can take a second movement that turn, but to get close to the enemy or to charge



TACTICAL CARD

TC16 - Manoeuvre

Perform a side/oblique group move with CP/CGL/CGP/FP with no Disorder



TACTICAL CARD

TC17 - Caltrops

Disorder a Mounted Unit that charged your foot



TACTICAL CARD

TC18 - Harrass

Give an automatic disorder to an enemy Unit at more than 4H

During opponent's activation





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