

IMPETUS QUICK REFERENCE SHEET v 6.0

INITIATIVE [4.1.1]	
2D6 + Leadership Bonus	
COMMANDERS	
Type	Bonus
Genius/Charismatic	4
Expert	3
Fair	2
Poor	1
Incompetent	0
Cowardly	0

COMMAND STRUCTURE		Range
Good		50U
Average		30U
Poor		10U
DISCIPLINE TEST (d6) [2.4]		
Discipline		Required
A		3+
B		4+
C		5+

Modifiers to Discipline dice roll	
+1	For Unit or Group that includes Commander
-1	For Units beyond range of Command Structure
-1	Each Move after second in a Turn [5.1]
FAILURE OF DISCIPLINE TEST	
Reason for Test	Consequences of Failure
Rally [4.1.2]	No effect
Place on Opportunity [4.1.3]	No effect
More than one move or evasion [5.1],[5.11.1]	Disorder at the end of the move
Dismount [5.12]	Disorder, may still perform an action
Counter-Charge [5.9]	Disorder, may still perform an action
Disengage [5.11.3]	Disorder, may still perform an action
About Face [5.4.5]	No effect
Line relief [5.10.4]	No effect
Occupy Built up Area [p19]	No effect
Harquebusiers/Musketeers going into Square [5.13]	No effect
Close on Enemy Baggage [7.10]	Compulsory move
CM & GCL Rearward or evasion	Remains stationary

DISORDERED UNITS [2.6.3]	
Rally by passing a discipline test [4.1.2]	
May not rally while in contact with the enemy [2.6.3]	
May not move twice [5.1]	
Suffer a -1 in all combat [6.1.3 & 7.5]	
If moving may only move directly forward or wheel [5.0]	
Don't exercise ZOC [4.2]	
Cannot counter-charge [5.9]	
Lose the Opportunity status [4.1.3]	
Cannot be part of a Group [5.2]	
Suffer 1 VBU lose if passing a Cohesion Test [6.2.1]	

PERMITTED MOVES [5.1]	
FORWARDS [5.1]	Effected by terrain; Only move which may contact enemy; May use Charge bonus
WHEEL [5.4.1]	Instead of FORWARDS; maximum 45° or 90°; May not contact enemy.
OBLIQUE and SIDEWARDS [5.4.2]	May not be disordered; Must be forwards may not change facing; May not contact enemy, Disorders all but S & CL and discipline A troops
ABOUT FACE [5.4.5]	Must not be disordered; Must take Discipline test; Ends in disorder; May not contact enemy
REARWARD [5.4.3]	Must not be disordered or a Large Unit; May not contact enemy, Disorders all but S & CL or CM & GCL which pass discipline test.
EVADE [5.11.1]	Only CL & S or CM & GCL on opportunity or which passes a discipline test. May be disordered for first evade. Takes discipline test same as movement for subsequent evades in same 'charge'
IMPETUOUS MOVE	Within 30U of any visible enemy to front ignoring S, or in a BUA. Must move one full move may include wheel <90° in the direction of the enemy or to avoid Difficult or Impassable terrain.

VOLUNTARY INTERPENETRATION [5.10.1]	
S, T and Non-impetuous FL can move through and be moved through by any types of troops. [E13]	
Artillery and Wagenburg can be moved through by any type of troops.	
Light Cavalry can move through or be moved through by CL, CM, CP.	
INVOLUNTARY INTERPENETRATION [5.10.2]	
S, FL, T, CL forced to retreat interpenetrate any troop type place behind unit.	
EL (6.2.2 and 7.6.2)	
Others in retreat push back and disorder friendly units	
Involuntary movement forwards Units placed in disorder behind advancing unit. If a unit could not voluntarily interpenetrate the troops in front they stop behind. [5.10.2, E13].	

TERRAIN [3.1]	Movement	Visibility Thru	Combat
Gentle Hills	No Effect	15U or 5U over Crest	+1 for Uphill
Roads	Allows 2 nd move without Disorder ; single unit or column only	No Limit	No Effect
Broken Ground (rocks, scrub, cultivated fields)	S, FL, T: No effect CF: Destroyed Other: Disordered	No Limit	Possible Disorder Mounted troops lose Impetus bonuses
Steep Hills	S, FL: Group move only in column. CF: Destroyer W, Impetuous compulsory move: Cannot enter Other: Disordered, Half speed	5U	Mounted -1D6 Pike & War Chariot -2D6 Mounted troops lose Impetus bonuses
Woods & Forests	S, FL: Group move only in column. CF: Destroyer W, Impetuous compulsory move: Cannot enter Other: Disordered, Half speed	5U	Mounted -1D6 Pike & War Chariot -2D6 Firing at unit on edge -2D6 Mounted troops lose Impetus bonuses
Other Difficult Terrain (Swamps, Dunes, enclosed fields)	S, FL: Group move only in column. CF: Destroyer W, Impetuous compulsory move: Cannot enter Other: Disordered, Half speed	15U	Mounted -1D6 Pike & War Chariot -2D6 Mounted troops lose Impetus bonuses
BUA [3.1.3, p19]	Need Discipline test to enter becomes disordered if leaving BUA	N/A	Occupying unit VBU of 7 no flanks or rear Only Artillery may fire at Cancels all impetus bonuses Only infantry may attack
Dry River	Half speed to cross by unit or Column	N/A	
Normal River	May only cross at Ford or Bridge becomes disordered [3.1.2]	N/A	
Deep River	May only cross at Bridge becomes disordered [3.1.2]	N/A	Retreat Roll [3.1.1, p18]

SPECIAL RULES:	
ART – Artillery	Movement restrictions [5.7]; Eliminated if contacted [7.9]
Baggage	VBU = 2; VD = 3 for Army
Camels	Negate impetus bonus of other mounted troops [p11]; Treat Dunes as Gentle hills [3.13]
CF - Scythed Chariots	Cannot form groups; Receives impetus bonus when not fresh; Destroyed if did not eliminate foe in melee[p10]; Never disordered
CGL – Light Chariot	May Evade [E14]; Must move at least half movement distance before wheeling; May not be rallied by General [4.1.2]; 360° Firing Arc [6.3.1]
CGP – Heavy Chariots	Must move at least half movement distance before wheeling; May not be rallied by General [4.1.2]; 360° Firing Arc [6.3.1]
CL - Light Cavalry	May Evade [5.11]; 360° Firing Arc [6.3.1]; May melee and pursue S, Disordered and flanks or rear. [E13]
CM – Medium cavalry	May Evade [E14]
CP – Heavy Cavalry	Compulsory Pursuit [7.6.4]
EL – Elephants	May panic under fire [6.2.2]; Retreating from melee [7.6.2]
General (Charismatic)	May re-roll one or both dice during initiative. He can re-roll one die in the Leader Casualty table. Gives a +1 bonus to all troop under his Command during a Discipline Test to rally. May only be CinC; All units in army suffer -1 VDU if general captured or killed. [2.7.1 & F]
General (Expert)	May re-roll one die during initiative. Cannot become a Genius/Charismatic leader unless CinC, but his rating becomes permanent
General (Genius)	May re-roll one or both dice during initiative or he may pass initiative to opponent. May re-roll one die in the Leader Casualty table. If not attached he doubles his command radius for troops under his command. If rolls a double 6 during the initiative his level becomes permanent (no downgrade for a successive double 1). If he rolls a double 1 he becomes Expert immediately and in this case he cannot re-roll any die.
General (Cowardly)	Automatically loses initiative and may not activate this turn if rolls a double unless upgrading; Routs on an even initiative roll immediately following another friendly command routing [2.7.2]
General (Incompetent)	Automatically loses initiative and may not activate this turn if rolls a double unless upgrading; [2.7.2]
Impetuous	Out of Control Move [5.3,E13]; May not be rallied by General [4.1.2]; Compulsory Pursuit [7.6.4]; May only form groups with impetuous troops [2.5.2] No longer impetuous after losing 50% [2.6.1]
Infantry	May not pursue CM, CL or CGL after a melee [7.6.4]
Schiltron	Disordered if moves [p11]; No flank or rear
Shieldwall	To enter a Unit must be Fresh and not Disordered and remain stationary during that activation; Affect : cancels the impetus bonus of an enemy charging frontally. -1 penalty to all firing frontally at a shieldwall. The Unit loses shieldwall status if moves more than once per activation or is no longer fresh. {E12}
S- Skirmishers	May Evade [5.11]; Dispersed if charged [7.8]; May cooperate with Pike [5.13]; May move with out disorder[5.4]; May form group with mounted troops [2.5.2]
W – Wagenburg	Never retreat from melee [7.6.2]; 360° Firing Arc [6.3.1]; Mounted attacking troops automatically disordered[p11]; Automatic disorder when moved; Cannot charge; No flank or rear

FIRING LIMITATIONS [6.3]

Firing Priorities:
 1) Units with whom they are exchanging fire or enemy Units that have declared a charge on the firing Unit.
 2) The enemy Unit that is most directly to the front if within Short range.
 3) The enemy Unit that is most directly within the firing arc.
 4) The enemy Unit that fires at or charges an adjacent friendly Unit.
 5) Other enemy Units within range.

Priority Exceptions (E14)

May always choose to shoot at unit most directly to front)
 May shoot through Units of CL and S that are over 15U, from target at other Units non-CL/S. Halve the number of dice to be rolled rounded up.

Ranges

Measure from centre of the firing edge to the middle of the closest edge of the target.

Firing Arc:

45° = S, T, CM, ART, CL with crossbows, handguns or harquebus;
 360° = other CL, CGL, CGP, W
 Opportunity point blank fire is only permitted for Longbow A others count short range

No. D6 = VBU + Weapon modifier + Tactical Modifiers**FIRE TABLE [6.1] (a unit may only fire once per turn. Rating - INF/MTD)**

Troops	5U Point Blank	15U Short	30U Long	80U Extreme
Longbow A	3/5	0/2	-1/1	No
Longbow B	2/4	0/1	-2/0	No
Short bow A	2/4	0/1	-3/0	No
Short bow B	2/3	-1/0	No/-1	No
Composite Bow A	3/5	0/1	-2/-1	No
Composite Bow B	2/4	0/1	-4/-3	No
Composite Bow C	1/2	-2/0	-4/-3	No
Crossbow A	4/5	0/2	-2/0	No
Crossbow B	2/3	0/1	No	No
Handgun	2/3	-1/0	No	No
Arquebus A	4/5	1/2	-2/-1	No
Arquebus B	3/4	1/2	No	No
Musket	4/5	2/3	-1/0	No
Javelin	2/3	-1/0	No	No
Sling	2/3	0/1	No	No
Artillery A	2	4	3	0
Artillery B	3	3	2	No
Artillery C	No	3	2	0
Various Weapons	1	0	No	No

MODIFIERS MODIFIERS TO THE NUMBER OF DICE

-1 for each movement phase performed that turn by the firer, except for S and FL armed with javelins that can move (only 1 phase) and fire without penalties.
 -1 if the firer is Disordered.
 -2 for indirect fire (6.4), unless otherwise specified in the Army List
 -2 when other units including ART firing at S, CL and ART at long or extreme range.
 -1 if S or CL or others within short range firing at S or CL.
 -2 when firing at Units on the edge of a wood.
 -2 for non-artillery firing at Units behind fortifications.
 -1 if Artillery is firing at Units behind fortifications.
 -1 when firing at troops that have declared they are Evading.
 -1 when non-Artillery fire at Wagenburg or troops behind pavises or other wooden protection.
 +2 for Artillery when firing at Large Units or Groups in column or Wagenburg.
 Halve dice if firing through CL or S.

CONTACT AND CHARGES [5.8 & 5.9]

To contact the enemy must have started the battle with an impetus > 0 or CL with I=0 may charge, Skirmishers, Disordered units or Units on rear/flank
 May add Charge Bonus to last movement D6 for Mounted, halved for Foot
 Units on opportunity may Opportunity Charge non-charging enemy [5.8.2]
 Units on opportunity may Counter-Charge charging enemy [5.9]
 Non disordered units not on opportunity must pass discipline test to Counter-Charge [5.9]

PILUM [6.6] (not considered ranged fire for Cohesion Tests) [F]

Only if Legionary Unit is Fresh
 1d6 if the legionaries charged
 3d6 if the legionaries are charged
 1d6 if supporting unit

Modifiers

-1d6 if the legionaries are Disordered.

MELEE [7.6]**No. D6 = VBU + Eligible Impetus bonus + Tactical Modifiers****Consider self**

-1d6 for Disordered
 -1d6 for Chariots that are charged while stationary
 +2d6 for charging the enemy, other than Schiltron and Wagenburg, on the flank or rear.

Consider self and enemy main unit

+1d6 for who is highest on a "gentle" hill
 -1d6 for Mounted troops at least half in Difficult terrain or against a unit which is entirely within this sort of terrain.
 -2d6 for Pikemen and Chariots at least half in Difficult terrain or against a unit which is entirely within this sort of terrain.

-1d6 for troops that charge Units defended by fortifications or protections

Depth bonus (only Schiltron or Large Unit not in Difficult Ground or contacted to flank or rear)

+3d6 for Pikes vs Mounted for each rear rank unit up to 2.
 +1d6 for Pikes vs Infantry for each rear rank unit up to 2.

+2d6 for Schiltron and FP with Long spears vs. Mounted.

+1d6 for Schiltron and FP with Long spears vs. Infantry.

+2d6 for CP and Warbands (FP or FL) with a rear rank vs Infantry.

Support Units roll half the dice (rounded up)**When Impetus Bonus Do Not Apply****Consider self**

Troops which did not move into melee this round
 Troops with the exception of CF, that are no longer Fresh.
 Foot, except impetuous FL, charging (even partially) in Difficult Terrain
 Mounted charging through (even partially) Rough or Difficult terrain
 Troops charging an occupied Build-Up Area

Consider self and all enemy units involved

Foot charging Mounted Troops
 Mounted charging Wagenburg, Elephants or Foot with Pikes or Long Spear
 Elephants charging S or non impetuous FL
 CF charging non impetuous FL
 Foot charging troops defended by Fortifications
 Mounted charging troops defended by stakes or pavise

LOSS OF MELEE AND RETREAT [7.6.2]

The Unit that fails the cohesion test and suffers the most permanent losses to their VBU has lost the melee and must retreat. CL, CM and CGL also retreat on a draw against Infantry.
 Retreat distance if CM, CL, or CGL vs Infantry = 5U+1d6xU in Disorder.
 All other situations units retreat = 1d6xU if Mounted, 1d6xU halved (rounded up) if Infantry.

PURSUIT [7.6.4]

Compulsory for CP and Impetuous troops (not Infantry v CM, CL, CGL or unit <50%)
 Other troops with original Impetus >0 MAY pursue
 CL I=0 may pursue as long as the pursuit does not bring them into contact with units that they could not have charged. [E13]
 Pursuit distance = 1d6xU (halved and rounded up) for Infantry.
 Supporting CP, Impetuous, and Chariot units may pursue if main unit does on a separate Die roll. [7.7.3]

DAMAGE INFLICTED [6.1.4] (from both Fire and Melee)

1 DAMAGE for every 6 and 1 for every double 5 rolled on the dice

COHESION TEST (1D6) [6.2]**PERMANENT LOSSES = D6 – CRITICAL NUMBER****CRITICAL NUMBER (never less than 1) = VBU – DAMAGE + MODIFIERS****Modifiers**

-1 if in Disorder
 -1 Mounted or Large FP in melee in or against Units that are totally in Broken Ground
 -3 Mounted or Large FP in melee in or against Units that are totally in Difficult Ground
 +1 a Commander (of any level) is attached
 +1 if from Point Blank or Short range shooting
 +1 FP the target of missile fire (except from Art A or C)
 +1 FP in melee with only mounted troops
 +1 Large Unit of three Pike units if in melee against only mounted troops.
 +2 if from Long or Extreme range shooting

COHESION TEST RESULTS [6.2]

Pass (roll equal or less than Target Number, or a roll of 1)
 Unit is disordered
 If unit already disordered lose 1 VBU
Fail (roll greater than Target Number or 6)
 Unit loses VBU equal to roll – Target Number (at least 1) and is disordered
On a roll of 6 check for possible loss of attached General

ROUTES [7.6.2, 7.6.3]

Caused by : A Unit which reaches 0 VBU or which loses a melee with a flank contact.
Effect: If in melee and except S, T, CL, ART and Non impetuous FL inflict disorder and 1 VBU on units up to 5U directly behind (7.6.2). Remove routed unit from table.
 Any troops that are contacted on the flank and fail the cohesion test rout. [7.2.2, 7.3, E13]

LOSE OF GENERAL [8.2.2]

When a Unit with an attached General fails its Cohesion Test with a roll of 6, perform the following test. Roll 2d6 and add the modifiers below:

ROLL EFFECT

2-6 No effect
 7-8 Commander in melee captured with no consequences for the troops else treat as 2-6.
 9-10 Commander killed with no consequences for the troops
 11-12 Commander in melee captured and Command routed else treat as 9-10.
 13-14 Commander killed and Command routed
 15+ Commander killed and whole army is routed if he was the C-in- C, else treat as 13-14.

Dice roll modifiers

+ Commander Leadership.
 - Sum of the other Commander's Leaderships.
 - Command Structure (Good = 4; Average = 2; Poor = 0).
 + Losses taken by the General's Unit calculated in the last Cohesion Test.
 - 2 if the Commander is mounted.

VICTORY CONDITIONS [8.1]

An army is defeated when Units Rout with a value of at least 50% of its initial Total Demoralisation Value. In the total you should also count Routed Commands (50% losses), where you must count the VD of all the Units in that Command. The Rout of a Command or the whole army is calculated at the end of a turn. Baggage and Built-Up Areas occupied by the attacker have a VD of 3. The value of Baggage or the Village only counts if they are lost.

Cross References

[2.5.2] Section 2.5.2 in rule book; [p11] Page 11 in rule book; [F] Clarification on Forum;
 [E11] or [E12] [E13] [E14] Extra Impetus Supplement

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