

# IMPETUS QUICK REFERENCE SHEET v 2.5

|                           |  |
|---------------------------|--|
| <b>INITIATIVE [4.1.1]</b> |  |
| 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 dice roll  
**+1** For Unit or Group that includes the Commander  
**-1** For Units beyond the range of the 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                       |

| 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                             |
| 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; May not contact enemy  |
| EVADE [5.11.1]                | May be disordered for first evade. Takes discipline test same as movement for subsequent evades in same 'charge' |

| TERRAIN: MOVEMENT [2.2] |               |   |
|-------------------------|---------------|---|
| Troop Type              | Broken Ground | Difficult Ground                              |
| S-FL                    | No effect     | Group movement only if in column. Half speed. |
| T                       | No effect     | Disorder and half speed                       |
| CF                      | Destroyed     | Destroyed                                     |
| W                       | Disorder      | Cannot Enter                                  |
| Other                   | Disorder      | Disorder and half speed                       |

| TERRAIN: VISIBILITY AND COMBAT [2.2, 3.1.3] |                      |  |
|---|----------------------|--|
| Terrain Type                                | Visibility           | Effects on Combat  |
| Gentle Hills                                | 15U or 5U over crest | +1D6 for uphill  |
| Steep Hills                                 | 5U                   | Mounted Troops -1D6<br>Pike and War Chariots -2D6  |
| Woods & Forests                             | 5U                   | Mounted Troops -1D6<br>Pike and War Chariots -2D6<br>Firing at unit on edge of wood -2D6 |
| Broken Ground                               | No limitations       | Possible disorder  |

| VOLUNTARY INTERPENETRATION [5.10.1]   |  |
|---|--|
| <b>Skirmishers</b> can move through and be moved through by any types of troops.<br><b>Missile Troops</b> can move through and be moved through by <b>Heavy Infantry</b> , except for Pikemen, Schiltrons and impetuous troops.<br><b>Artillery</b> and <b>Wagenburg</b> can be moved through by any type of troops.<br><b>Light Cavalry</b> can move through or be moved through by <b>Light, Medium and Heavy Cavalry</b> |  |

| INVOLUNTARY INTERPENETRATION [5.10.2]  |  |
|--|--|
| <b>S, FL, T, CL</b> forced to retreat interpenetrate any troop type place behind unit.<br><b>EL</b> (6.2.2 and 7.6.2)<br><b>Others</b> in retreat push back unit and disorder friendly units<br><b>Involutary movement forwards</b> Units placed in disorder behind advancing unit |  |

| FIRE TABLE [6.1] |                |           |          |             |
|------------------|----------------|-----------|----------|-------------|
| 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 TO THE NUMBER OF DICE   |  |
|---|--|
| <b>-1</b> 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.<br><b>-1</b> if the firer is Disordered.<br><b>-2</b> for indirect fire (6.4), unless otherwise specified in the Army List<br><b>-2</b> when firing at S, CL and Art. If S or CL are firing at other S or CL then the penalty is only <b>-1</b> .<br><b>-2</b> when firing at Units on the edge of a wood.<br><b>-2</b> for non-artillery firing at Units behind fortifications.<br><b>-1</b> if Artillery is firing at Units behind fortifications.<br><b>-1</b> when firing at troops that have declared they are Evading.<br><b>-1</b> when non-Artillery fire at Wagenburg or troops behind pavises or other wooden protection.<br><b>+2</b> for Artillery when firing at Large Units or Groups in column or Wagenburg.<br><b>+1</b> when firing at stationary Chariots. |  |

| FIRING LIMITATIONS [6.3]  |  |
|---|--|
| <b>Firing Priorities:</b><br>1) Units with whom they are exchanging fire or enemy Units that have declared a charge on the firing Unit.<br>2) The enemy Unit that is closest to the front if within Short range.<br>3) The enemy Unit that is closest within the firing arc.<br>4) The enemy Unit that fires at or charges an adjacent friendly Unit.<br>5) Other enemy Units within range. |  |
| <b>Firing arc:</b><br><b>45°</b> = S, T, CM, ART, CL with crossbows, handguns or harquebus;<br><b>360°</b> = other CL, CGL, CGP, W  |  |

| PILUM [6.6] (not considered ranged fire for Cohesion Tests)   |  |
|---|--|
| <b>Only if Legionary Unit is Fresh</b><br><b>1d6</b> if the legionaries charged<br><b>3d6</b> if the legionaries are charged<br><b>1d6</b> if supporting unit<br><b>Modifiers</b><br><b>-1d6</b> if the legionaries are Disordered. |  |

| Contact and Charges [5.8, 5.9]  |  |
|---|--|
| To contact the enemy must have started with an impetus > 0.<br>May add Charge Bonus to last movement D6 for Mounted halved for Foot<br>Units on opportunity may Opportunity Charge non-charging enemy [5.8.2]<br>Units on opportunity may Counter-Charge charging enemy [5.9]<br>Non disordered units not opportunity must pass discipline test to Counter-Charge [5.9] |  |

| When Impetus Bonus Do Not Apply   |  |
|---|--|
| Troops that are no longer Fresh, with the exception of CF<br>Foot charging Mounted Troops<br>Mounted charging Foot with Pikes or Long Spear, Wagenburg, Elephants<br>Elephants charging S or non impetuous FL<br>Chariots charging from stationary<br>CF charging non impetuous FL<br>Foot, with the exception of non impetuous FL, charging in Difficult Terrain<br>Mounted charging through Rough or Difficult terrain<br>Foot charging troops defended by Fortifications<br>Mounted charging troops defended by stakes or pavises<br>Troops charging an occupied Build-up Area |  |

|   |  |  |  |
|---|--|--|--|
| MELEE [7.6]   |  | COHESION TEST RESULTS [6.2]  |  |
| d6 = VBU + Eligible Impetus bonus + Tactical Modifiers  |  | Pass (roll equal or less than Target Number, or a roll of 1)<br>Unit is disordered<br>If unit already disordered lose 1 VBU<br>Fail (roll greater than Target Number or 6)<br>Unit loses VBU equal to roll – Target Number (at least 1) and is disordered<br>On a roll of 6 check for possible loss of attached General  |  |
| Tactical modifiers  |  | ROUTES [7.6.2]<br>Caused by : A Unit which reaches 0 VBU or a Unit which is contacted in flank and fails any cohesion test<br>Effect: If in melee and expect S, CL and ART inflict 1 VBU on units up to 5U directly behind [7.6.2], Remove routed unit from table  |  |
| -1d6 if Disordered  |  | LOSE OF GENERAL [8.2.2]  |  |
| -1d6 if Chariots that are charged while stationary  |  | 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:   |  |
| +2d6 if charging the enemy on his flank or rear, except for Schiltron and Wagenburg   |  | ROLL EFFECT  |  |
| +1d6 for who is highest on a 'gentle' hill  |  | 2-6 No effect  |  |
| -1d6 for Mounted troops fighting in Difficult ground or against troops that are entirely within this sort of terrain.         |  | 7-8 Commander captured with no consequences for the troops   |  |
| -2d6 for Pikemen and Chariots fighting in Difficult ground or against troops that are entirely within this sort of terrain.   |  | 9-10 Commander killed with no consequences for the troops  |  |
| -1d6 for troops that charge Units defended by fortifications or protections   |  | 11-12 Commander captured and Command routed  |  |
| Depth bonus (only Large Units)  |  | 13-14 Commander killed and Command routed  |  |
| +3d6 for Pikes vs Mounted for each Unit of Depth (up to 3).   |  | 15+ Commander killed and whole army is routed if he was the Commander-in- Chief, otherwise as above.   |  |
| +1d6 for Pikes vs Infantry for each Unit of Depth (up to 3).  |  | Dice roll modifiers  |  |
| +2d6 for Schiltron and FP with Long spears vs. Mounted.   |  | + Commander Leadership.  |  |
| +1d6 for Schiltron and FP with Long spears vs. Infantry.  |  | - Sum of the other Commander's Leaderships.  |  |
| +2d6 for CP and Warbands (FP or FL) vs Infantry.  |  | - Command Structure (Good = 4; Average = 2; Poor = 0).   |  |
| Support Units roll half the dice (rounded up)   |  | + Losses taken by the General's Unit calculated in the last Cohesion Test.   |  |
| LOSS OF MELEE AND RETREAT [7.6.2]   |  | - 2 if the Commander is mounted.   |  |
| The Unit that fails the cohesion test and suffers the most permanent losses to their VBU has lost the melee and must retreat. |  | VICTORY CONDITIONS [8.1]   |  |
| Retreat distance = 1d6xU if Mounted, 1d6xU halved (rounded up) if Infantry.   |  | 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. |  |
| PURSUIT [7.6.4]   |  |  |  |
| Compulsory for CP and Impetuous troops  |  |  |  |
| Other troops with original Impetus >0 MAY pursue  |  |  |  |
| Pursuit distance = 1d6xU (halved and rounded up) for Infantry.  |  |  |  |
| Supporting CP, Impetuous, and Chariot units may pursue if main unit does on 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 a Commander (of any level) is attached   |  |  |  |
| +1 if from Point Blank or Short range shooting  |  |  |  |
| +2 if from Long or Extreme range shooting   |  |  |  |
| 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]   |  |  |
| CF - Scythed Chariots   | Cannot form groups; Receives impetus bonus when not fresh; Destroyed if did not eliminate foe in melee[p10]  |  |  |
| CGL – Light Chariot   | Retreats in disorder if no win against Infantry in Melee[7.6.2] ;Must move if not Stationary[5.5]; May not be rallied by General [4.1.2]; 360º Firing Arc [6.3.1]; |  |  |
| CGP – Heavy Chariots  | Must move if not Stationary[5.5]; May not be rallied by General [4.1.2];360º Firing Arc [6.3.1];   |  |  |
| CL - Light Cavalry  | May Evade [5.11]; 360º Firing Arc [6.3.1];Retreats in disorder if no win against Infantry in Melee[7.6.2]  |  |  |
| CM – Medium Cavalry   | Retreats in disorder if no win against Infantry in Melee[7.6.2]  |  |  |
| CP – Heavy Cavalry  | Compulsory Pursuit [7.6.4]   |  |  |
| EL – Elephants  | May panic under fire [6.2.2]; Retreating from melee [7.6.2]  |  |  |
| Impetuous   | Out of Control Move [5.3]; May not be rallied by General [4.1.2]; Compulsory Pursuit [7.6.4];; May only form groups with impetuous troops [2.5.2]                  |  |  |
| Infantry  | May not pursue retreat by with drawing mounted troops [7.6.4]  |  |  |
| S- Skirmishers  | May Evade [5.11]; Disperse 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]           |  |  |
| Schiltron   | Disordered if moves [p11];   |  |  |
| W – Wagenburg   | Never retreat from melee [7.6.2]; 360º Firing Arc [6.3.1]; Mounted attacking troops automatically disordered[p11];   |  |  |