

Basic impetus 3.0 QRS

LIGHT CAVALRY & SKIRMISHERS' BONUS MOVEMENT

A Light Cavalry or Skirmishers Unit that is not Disordered can perform a second move of 2H, but if they do so, they:

1. Cannot charge
2. Cannot enter (or already be inside) in any enemy's ZoC (Para 5.5) or Terrain that disorders
3. Cannot fire

TURN SEQUENCE

1. Decide the Initiative by making the Initiative Roll. Who wins is the Active Player. Option: **On a roll of a 12 a player activates again after both sides have activated.**
2. The Active Player activates his Units or Groups one by one in the order that he chooses. The Inactive Player is allowed to evade if conditions apply (par. 5.8), make defensive fire (6.6) and fight melees where required.
3. The Inactive Player becomes the Active Player and vice-versa.

Movement

[D = Disordered. NG + any D ' F + C, Imp & Non-Imp or not same type = May never Group]

Unit Type	Open	Broken	Difficult	Oblique/Side
CP1	2H (Charge 3H)	2H (Charge 3H)+D	1H+D	2H+D
CP2	3H (Charge 4H)	3H (Charge 4H)+D	2H+D	3H+D
CM	3H	3H+D	2H+D	1H or 3H+D
CGP, CGL (CF* NG)	3H	3H+D (*No)	2H+D (*No)	3H+D
CL	4H + 2H	4H+D	2H+D	4H+2H
FP, ART (A+C NG), EL	2H	2H+D	1H+D	2H+D
FL	2H	2H	1H	1H or 2H+D
FL Impetuous	2H (Charge 3H)	2H (Charge 3H)	1H (Charge 2H)	2H+D
T	2H	2H	1H+D	2H+D
S (may Group with C)	2H + 2H	2H + 2H	1H+1H	2H+2H
W NG	2H+D	2H+D	1H+D	2H+D

Unit Type Full Description

Heavy Cavalry, Cataphracts etc.
Heavy Cavalry
Medium Cavalry
Chariots (* = Scythe)
Light Cavalry
Heavy Inf/Artillery/Elephants
Light Infantry
Impetuous Light Infantry
Missile Troops
Skirmishers
Wagenberg

VOLUNTARY INTERPENETRATIONS

1. S can interpenetrate any troop-type and be interpenetrated by any troop-type
2. FL that is not impetuous and is not in a Large Unit, T that are not part of a Large Unit, and ART can be interpenetrated by any troop type and can interpenetrate any other foot that are not impetuous
3. W can be interpenetrated by any troop type with the exception of EL and other W
4. CL can interpenetrate and be interpenetrated by any Mounted with exception of EL.

Zones of Control (ZOC)

Every Unit, not disordered and not in melee, has a Zone of Control. No wheels, move sideways or oblique or about face if you are in an enemy ZOC. The only moves allowed are:

1. Move in a straight line directly towards the enemy Unit exerting the Zone of Control
2. Move directly to the rear
3. Move straight ahead and become disordered if the Unit exerting the ZOC is not to its front.

Unit Type	Wheeling	Sideways Move	Oblique	Rearwards
War Chariots	Move 1H straight ahead first but does not end the wheel Disordered,			Not allowed if Disordered & becomes Disordered after
Scythed Chariots	Not allowed if Disordered & if able only 1H		Not allowed if Disordered	
Artillery	A & C: 45° max per turn		Not allowed if Disordered & becomes Disordered after	
Skirmishers	Yes - forward only (90° max) ending the wheel in Disorder. If not starting a turn in Disorder a Unit or Group may wheel 1st &/or carry out 2 separate wheel actions totalling no more than 90° (and no other manoeuvre). A Unit in Disorder must move 1H minimum before wheeling.		Not allowed if Disordered	
Light Cavalry			Allowed even if if Disordered	
Medium Cavalry			Not allowed if Disordered & only 1H	
Light Infantry*			Not allowed if Disordered & becomes Disordered after	
Large Unit*			Not allowed if Disordered & becomes Disordered after	
Group	Not allowed			
In Disorder Terrain	Yes		Never	Yes
Can contact enemy?	NOT while wheeling		NO	
Can do in an enemy ZOC?	NO			YES

Notes:

- An Oblique move may be a move forward or backward at a 45° angle (halfway between a forward or backward move and a sideways move).
- A Wheel must be forward, pivoting on the front inside corner, distance measured by the front outside corner.

DEFENSIVE FIRE

Test

Missile Troops (T) with Longbow A 3+

Other Missile Troops (T) 4+

Modifiers to the die roll

-1 Unit is Disordered

+1 if the Charger is Disordered and uses the Movement Charge Bonus even if this means the Charger does not make contact

Wagenburgs test at 4+ and always roll 2 D6

Shooting Modifier: +1D6 if shooting at Mtd.

Firing Limitations

Arcs of Fire:

45° if S, T, CM, ART, CL (using neither bow or javelin)

360° if CL (with bow or javelin), CGL, CGP, W

Visibility:

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. No obstacles can be in the area traced out.

Firing priorities

1. Closest frontal enemy Unit at Short Distance (3H)
2. Closest enemy Unit (in firing arc)
3. Other enemy Units within range

Missile Weapon Table

Weapon Type	No of D6 vs Foot/Mounted Target		
	3H (Short)	6H (Long)	12H (Extreme)
LONGBOW A	0/2	-1/1	NO
LONGBOW B	0/1	-2/0	NO
SHORT BOW A	0/1	-3/0	NO
SHORT BOW B	-1/0	NO/-1	NO
COMPOSITE BOW	-1/0	-4/-3	NO
CROSSBOW A	0/2	-2/0	NO
CROSSBOW B	0/1	NO	NO
HANDGUN	-1/0	NO	NO
HARQUEBUS A	1/2	-2/-1	NO
HARQUEBUS B	1/2	NO	NO
MUSKET	2/3	-1/0	NO
JAVELIN	-1/0	NO	NO
SLING	0/1	-1/1	NO
ARTILLERY A	3	3	0/1
ARTILLERY B	3	2	NO
ARTILLERY C	2 (*)	2	0
VARIOUS WEAPONS	-1/0	NO	NO

(*) Minimum range 2H

EVASION TEST

Evading from slower enemy 2+

Modifier to die roll:

Evading from same speed enemy 3+

-1 if the Unit is in Disorder

Evading from faster enemy 4+

+1 if the Unit includes the General

A roll of 1 is always a fail.

DIE ROLL	Evasion Test		
	FOOT	MTD	CL
1	1H	1H	1H
2	1H	1H	2H
3	1H	2H	2H
4	1H	2H	2H
5	2H	2H	3H
6	2H	2H	3H

Pursuit/Charge Bonus Move		
FOOT	MTD/Imp	CL
0	0	1H
0	0	1H
0	1H	1H
1H	1H	2H
1H	2H	2H
2H	2H	3H

MISSILE FIRE

Roll as many D6 as VBU+Table+Modifiers.

Hits on '6's & each double '5'

Target then rolls for a Cohesion Test if any hits are rolled (the hits modify the Critical Number).

Missile Fire Modifiers

Firer Modifiers

No modifier for moving Light Infantry with Javelin and to all Skirmishers, otherwise:

- 1 if the firer is CGL, CM or CL and has moved or will move this turn.
- 2 if other firers that have moved or will move this turn.
- 1 if the firer is Disordered

Target Modifiers

-2 when firing against Skirmishers or Artillery

-1 when firing against Light Cavalry

-1 when firing at Units in the edge of a wood

-1 when firing against Wagenburgs or troops protected by Pavises(*) unless firing Artillery.

+1 when Artillery fires at a Large Unit, a Group in column or Wagenburgs.

MISSILE FIRE TARGET COHESION TEST

PERMANENT LOSSES = D6 - CRITICAL NUMBER

Critical Number = VBU - hits received from shooting [VBU NEVER counts less than 1 point]

VBU Modifiers

-1 if Unit is Disordered

+1 if Unit is in a Cautious Command (Optional)

Unless shot at by Artillery:

+1 if Shot at by any troop type

+1 if the Unit is CP1 or FP

+1 if the Unit includes the General

Note: 1's rolled are always a success and '6's always a failure, losing at least 1 x VBU in the process [max PERMANENT LOSS = hits rec'd]

If no PERMANENT LOSSES incurred the Unit still becomes Disordered (if already Disordered it additionally loses one VBU

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MELEE

Roll as many D6 as:

VBU+Depth Bonus+Modifiers.

Charger (optional rule: & counter-charger) at 1st contact only may add Impetus bonus.

Hits on '6's & each double '5'

Target then rolls for a Cohesion Test if any hits are rolled (the hits modify the Critical Number).

MELEE COHESION TEST

PERMANENT LOSSES = D6 - CRITICAL NUMBER

Critical Number = VBU - hits received from melee
[VBU NEVER counts less than 1 point]

Modifiers

-1 if Unit is in *Disorder*

Unless shot at by Artillery:

+1 if in melee after attacking a flank or rear

+1 if FP in melee with CP, CM or CL

+1 for Foot Unit defending a Hill or a

river bank or in a Village

+1 if the Unit includes the General

Note: 1's rolled are always a success and '6's always a failure, losing at least 1 x VBU in the process [max PERMANENT LOSS = hits rec'd].

If no PERMANENT LOSSES incurred the Unit still becomes *Disordered* (if already *Disordered* it additionally loses one VBU)

Charging Sequence

1. A Charge Bonus can be added to distance moved but a failure to contact means that the Charging Unit is *Disordered*.
2. A Unit may only wheel at the start of a Charge (not if *Disordered*) and ends up *Disordered*.
3. Charges can be Frontal, Side (where the charge move did not start behind the target's flank) or Flank/Rear.
4. Chargers may shoot, if missile-armed, before charging.
5. Light Cavalry & Skirmishers may evade if being charged. Units roll on **Evade Table** for success.

Optional Rule: evading is automatic unless charged in rear or during Snow or High Winds & Rain weather or an **Evader Surprised!** Card played.

- 6a. Units charging potential evaders declare the charge & the evaders chose whether or not to evade. The chargers are committed to advancing to at least the position held by the target at the beginning of the turn. They may then shoot if armed with missile weapons unless they used their charge bonus (if used failure to contact *Disorders*).
- 6b. Missile Units (T) may shoot at Chargers testing the chance of on the **Defensive Fire Table**. Only Main Units may be targeted & Supporting Units of the Defender may shoot. Target must be in arc.
- 6c. Units can counter-charge a Charging Unit to their front by rolling their Impetus or less on 1D6 (deducting -1 from the die if Fresh & +1 if countering a Side charge).
7. Pilum & PBW Fire is used next immediately before contact. If charging (or counter-charging) use 2D6 & if receiving 4D6. Take any Cohesion Tests.
8. Melee (Unit vs Unit or multi-Unit combat).

DEPTH BONUS (Large Units)

+4 Foot with Pike vs Mounted

+2 Foot with Pike vs Foot

+2 Foot (not *impetuous*) with Long spear/Polearm vs Mounted

+1 Foot (not *impetuous*) with Long spear/Polearm vs Foot

+2 Warbands (*impetuous* FL or FP) vs Foot

OTHER TACTICAL MODIFIERS

-1 if in *Disorder*

+2 contacting an enemy on the **flank or rear**

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

+1 for Heavy Chariots (CGP) in melee with Foot

Impetus

Camel-mounted troops have one specific characteristic however, other mounted troops (with exception of EL and other Camels) do not get an *Impetus Bonus* when fighting them. - Wagenburgs, Camel-mounted troops and Elephants (Page 6).

Elephants automatically disorder all mounted troops they are in a melee with, Mounted troops do not get an *Impetus bonus* when fighting them. - Wagenburgs, Camel-mounted troops and Elephants (Page 4).

Also the Elephants do not have that (*Impetus*) Bonus against Skirmishers and Non- *Impetuous Light Infantry*, but they keep the *Impetus bonus* also if no longer Fresh in all other circumstances. - Wagenburgs, Camel-mounted troops and Elephants (Page 4).

With the exception of Scythed Chariots and Elephants, only Fresh Units can have their *Impetus Bonus* when they charge. - Fresh & Worn Units (Page 4).

The bonus is allowed for **Mounted troops** that charge any type of enemy except:

Elephants; Wagenburgs; Camels; Foot with Pikes, Long spears or Polearms; Foot protected by stakes or pavises. [further clarification: "Stakes nullify Impetus bonus of mounted if charged not from flank or rear." - 25.1 English 1330-1455 AD Army List (Page 47).]

- *Impetus Bonus* (Page 12)

Long spears and Polearms reduce to maximum of 2 the Impetus Bonus of charging Warbands. - *Impetus Bonus* (Page 12)

Units with Impetus Bonus = 0 (as for list [Ed. 'Army List']) **cannot** charge, with the exception of **Skirmishers or Light Cavalry (CL)** charging **Skirmishers**. - Melee (Page 12)

In **Broken** or **Difficult** ground only *Impetuous Light Infantry* can get their *Impetus Bonus* **unless** charging non *impetuous* FL or S. - **Terrain Types And Effects on Firing & Combat** (Page 14)

Results of Combat

1. Any Permanent Hits inflicted are determined using a MELEE COHESION TEST to determine any reduction to a Unit's **VBU**.
2. Any or all Units in Melee may have to test.
3. The loser (lost more permanent **VBU**) is forced to retreat. If all losses equal then a draw & opponents remain in Melee.
Note: **Scythed Chariots** are **eliminated** if they DO NOT WIN.
4. Supporting Units are affected.
5. Any that have their **VBU** reduced permanently to 0 rout (a move, then disperse automatically & are removed from table).
6. Victorious Units may (depending on type & situation) pursue using the Pursuit Table.
This includes **CP1/2** & *Impetuous* Supporting Units.
7. Armies &/or Commands should now check for Demoralisation. Demoralised Armies/Commands are **permanently Disordered**.

Retreating

...Wagenburgs are that:- they don't retreat if they lose a melee. - *Wagenburgs, Camel-mounted troops and Elephants* (Page 6).

If retreating, (a Unit) can interpenetrate any Unit (even if distance is not enough) if the interpenetration is allowed according to par. 5.7.1, or if the retreating Unit is CL, T and FL (*but not impetuous*).

Otherwise it can or must (if interpenetration is not allowed) push back and disorder (if not already disorderd) any friendly Unit it meets. **Wagenburg** cannot be pushed back. - *Forced Moves and Interpenetration* (Page 9)

Elephants, which, if they fail, must retreat by full move. The first Unit that they meet during their retreat, be they friends or enemies, stops this retreat, **take one permanent loss to their VBU, or 2 if Mounted Units**, and they are also Disordered. - *Panicked Elephants due to receiving fire* (Page 11)

If a retreating **Elephant** meets other **Elephants**, then these, too, after taking losses and Disorder, will also take fright and immediately retreat 1 full move with the same effects as the other **Elephants**. - *Panicked Elephants due to receiving fire* (Page 11)

The Unit contacted on the flank or rear undergoes the following penalties:

3) if it loses the Melee it cannot retreat and the Unit or Large Unit is immediately routed. - *Melee* (Page 12)

Unlike the procedure for firing, if a Unit fails the Cohesion Test the Unit that loses the melee must also retreat. - *Melee Procedure* (Page 13)

If the retreating enemy Unit is re-contacted after a Pursuit then another melee takes place immediately - *Retreat Table* (Page 14)

...if the Main Unit is forced to retreat, the Support Units will also be forced to retreat disordered. If the Main Unit is Routed, the Support Units retreat in Disorder. If the Main Unit pursues, the Support Units also pursue but only the distance moved. - *Melee with multiple Units (multiple melees)* (Page 14)

Pursuit

1. **Heavy Cavalry** and Warbands that win a melee will automatically pursue the retreating or **routed** enemy (this simulating the pursuit of fleeing troops).
2. All other Units with Impetus Bonus **greater than 0** have the option to pursue. Note that the Player **must decide** to pursue (or not) **before** the Opponent rolls on the Retreat Table.
3. Troops which start the game with I=0 cannot pursue.
4. Non-impetuous Heavy Infantry (**FP**) is not allowed to pursue *retreating* Mounted.
5. **No Unit is forced to pursuit an enemy that retired into Difficult Terrain.**
6. The Pursuit move is performed directly forward or, if the player controlling the pursuing Unit wishes, in the direction that the enemy is fleeing in.
7. To perform a Pursuit move:
 - a. trace an imaginary line that joins the middle of the front of the two Units involved.
 - b. The pursuing Unit moves into a position that is perpendicular to this line (at an angle of 90°), thanks to a free pivot around the middle of the Units' front), after which it moves the number of H determined by the roll on aD6 on the Pursuit Table.
8. Multiple Unit Melee: - if the Main Unit pursues, the Support Units also pursue but only if they are *Impetuous* or if they are **Heavy Cavalry**.
9. Each Unit that pursues rolls separately on the Pursuit Table.

Optional Rules

1. Counter-charging

A Unit charged frontally or from the Side (but not a Flank or Rear charge) may counter-charge by rolling their Impetus (I) rating or less on 1D6. A counter charging Unit moves either 1H or one-third the distance between charger & charged, prior to movement.

Die Roll modifiers

- 1 if Unit is either *Fresh* or *Impetuous*
- +1 if Unit being charged in the side, the Unit is blinded by the Sun.

A Unit that attempts to counter-charge a Side charge is *Disordered*.

2. Evades

Evades are now automatic for those who can evade (except in a turn when it is 'Snow' or High Winds & Rain weather). The only way an potential Evader needs to test for Evading if:

- if charged in the Rear
- if the Active Player uses an Evader Surprised! Ace in the Hole Card (use the Evade Table in the rules with a **-1** modifier if charged in the Flank or if both Evader & charger in Woods at contact).

Weather

Roll 2D6 to determine weather conditions & time of day for the battle.

2 = Night, moonless (1)

3 = Dawn with Mist (4)

4 = Dawn with Mist (2)

5 = Clear weather

6 = Cloudy unless Desert when it is Clear

7 = Starts Cloudy but re-roll dice every 3rd Turn

8 = Cloudy unless Desert when it is Clear

9 = Cloudy with Rain (2)

10 = Overcast with a chance of High Winds (3) and if High Winds roll for Rain as well (2) or Snow (6)

11 = Overcast with a chance of Snow (1) or Ice (1)

12 = Overcast with a chance of Snow (2) or Night (1)

Modifiers

In Summer or Desert battles deduct **-2** from weather determination dice rolls (2D6).

In Winter add **+2** to all dice rolls.

In Tropical re-roll any '1's & '6's

Where there is a weather type followed by a number in brackets (#) the player with initiative rolls a D6 each turn to see if this weather type takes effect in the current turn. A second successful (weather/time of day type) die roll is required to stop this weather effect.

Weather Effects

Night = all movement 1H, no shooting over 1H, no charge bonus. Roll 1D6 per Unit not in Column and on a 1 move 1H right and on a 6, 1H left. Moonless nights have no shooting and no Impetus on charging/counter-charging.

Mist = all movement 1H. No shooting except by Skirmishers.

Clear = No effect except in Desert or Summer when roll 1D6 to determine Sun Position.

1 = behind attacker, 2-3 = table edge to the left of Attacker, 4 = facing the Attacker & 5-6 = table edge to the right of the Attacker. If facing the Sun a Unit only hits on double 5 results ('6's don't count).

Cloudy = no effect

Rain = any Longbow or Bow-armed Unit only hits on double 5 results ('6's don't count). Streams become fordable rivers and fordable rivers become unfordable after any 5 turns of rain.

Overcast = no shooting at Extreme Range.

High Winds = hits on '6's only. High Winds

Snow = Movement & Shooting down to 2H with no Charge Bonuses. Evading is not automatic, rolling on the Evade Table, deducting **-1** if snowed for 3 or more consecutive turns.