

Basic Impetus 4.0 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 (see para. 5.8), Counter-charge, make defensive fire (6.6) and fight melees as required.
3. The *Inactive Player* becomes the *Active Player* and vice-versa.

Movement					Unit Type Full Description
[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	Heavy Cavalry, Cataphracts etc.
CP2	3H (Charge 4H)	3H (Charge 4H)+D	2H+D	3H+D	Heavy Cavalry
CM	3H	3H+D	2H+D	1H or 3H+D	Medium Cavalry
CGP, CGL (CF* NG)	3H	3H+D(*No)	2H+D(*No)	3H+D	Chariots (* = Scythe)
CL	4H + 2H	4H+D	2H+D	4H+2H	Light Cavalry
FP, ART (A+C NG), EL	2H	2H+D	1H+D	2H+D	Heavy Inf/Artillery/Elephants
FL	2H	2H	1H	1H or 2H+D	Light Infantry
FL Impetuous	2H (Charge 3H)	2H (Charge 3H)	1H (Charge 2H)	2H+D	Impetuous Light Infantry
T	2H	2H	1H+D	2H+D	Missile Troops
S (may Group with C)	2H + 2H	2H + 2H	1H+1H	2H+2H	Skirmishers
W NG	2H+D	2H+D	1H+D	2H+D	Wagenberg
"+D" = become disordered					

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 **1H** side/front 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 <i>Disordered</i> ,	Not allowed if <i>Disordered</i> & becomes <i>Disordered</i> after		
Scythed Chariots		Not allowed if <i>Disordered</i> & if able only 1H	Not allowed if <i>Disordered</i>	
Artillery	A & C: 45° max per turn	Not allowed if <i>Disordered</i> & becomes <i>Disordered</i> after		
Skirmishers	Yes – forward only (90° max) ending the wheel in <i>Disorder</i> . If not starting a turn in <i>Disorder</i> a Unit or Group may wheel 1 st &/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 <i>Disordered</i>		Allowed even if <i>Disordered</i>
Light Cavalry		Not allowed if <i>Disordered</i> & only 1H without becoming <i>Disordered</i> (but can move up to their full distance)	Not allowed if <i>Disordered</i> & becomes <i>Disordered</i> after	
Medium Cavalry			Not allowed if <i>Disordered</i> & becomes <i>Disordered</i> after	
Light Infantry(not Warband)		Not allowed if <i>Disordered</i> & becomes <i>Disordered</i> after		
Large Unit (and other types)	Not allowed			
Group	Not allowed			
In Disordering 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

MISSILE FIRE

Roll as many D6 as BUV+Table+Modifiers.

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

Target then rolls using the MISSILE FIRE HIT RESULTS TABLE if any hits are rolled.

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*.

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	Evade/Retreat Move		
	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 HIT RESULTS TEST

Each hit causes either:

1st hit: Become *Disordered* (& temporary loss of one BUV) *unless* a *General* with the Unit.

2nd hit onwards: suffer one Cohesion Point up to the Unit's original BUV (& temporary loss of one VBU per Cohesion Point lost).

Note: if Unit is CP1 or FP ignore one Cohesion Point loss if shot at through the front or side facings.

Cohesion Points (loss/recovery)

A Cohesion Point lost is a temporary loss of **BUV**. A CP can be recovered the same way (but not at the same time) as recovering from *Disorder*. If a Unit **BUV** is reduced to zero by Cohesion Point loss it routs.

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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 targetted & Supporting Units of the Defender may shoot. Target must be in arc.
- 6c. Units can counter-charge a Charging Unit to their front or side 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).

MELEE

Roll as many **D6** as:
BUV+Depth Bonus+Modifiers.
Charger (optional rule: & *counter-charger*) at 1st contact only may add Impetus bonus.
Hits on '6's & each *double '5'*
Then apply the **Results of Combat**

Results of Combat

1. A Unit loses a number of Cohesion Points equal to: - the difference in *hits received* - *hits inflicted* (use this test per flank contacted).
2. Become **Disordered** (& temporary loss of one **BUV**) unless a *General* is with the Unit.
3. A Unit loses a number of Cohesion Points equal to the difference in hits received - hits inflicted.
4. if Unit is **CP1** or **FP** ignore one Cohesion Point loss if in contact with the enemy Unit through the front facing.

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).

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)

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**

Cohesion Points (loss/recovery)

A Cohesion Point lost is a temporary loss of VBU. A **CP** can be recovered the same way (but not at the same time) as recovering from *Disorder*. If a Unit VBU is reduced to zero by Cohesion Point loss it routs.

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 a friendly** Unit (even if distance is not enough) if the interpenetration is allowed according to para. **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 BUV**, 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 disorderd. 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 pursue 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 a D6 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*).

3. 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.