

IMPETVS UPDATE

version 1.0

MOVEMENTS

Light Foot (FL) and Skirmishers (S) in Difficult Terrain

Amendment to paragraph 3.1.1. The movement of Light Foot (FL) and Skirmishers (S) is not reduced in Difficult Terrain.

Interpenetrations

Amendment to Paragraph 5.10.1 Voluntary Interpenetration. Units of Missile troops (T) and Light Infantry (FL), except for Impetuous troops, can be interpenetrated by any type of troops and for the purposes of Interpenetration they behave like units of Skirmishers (S), and so are placed behind the interpenetrating unit even if the interpenetration is not complete. Missile troops and Light Infantry (not impetuous) can also interpenetrate any type of Unit or Large Unit (including Schiltrons, Pikemen and Impetuous troops).

Amendment to Paragraph 5.10.2 Involuntary Interpenetration. In reference to the last sentence, we no longer allow the forward involuntary interpenetration of troops that cannot normally be interpenetrated voluntarily.

Impetuous Troops

Amendment to Paragraph 5.3. The free wheel allowed to impetuous troops in order to point towards the closest enemy or to avoid Difficult or Impassable ground is now subtracted from the movement. This initial wheel is not an autonomous movement phase and so can be combined with a straight movement, but the total distance covered cannot exceed the maximum speed allowed for the unit in a movement phase.

Chariots

Amendment to paragraph 5.5. War Chariots must perform at least half movement phase before wheeling but no longer before stopping. Chariots can stop after the movement like any other Unit. The concept of stationary chariots is removed.

Medium Cavalry (CM) and Light Chariots (CGL)

Amendment to paragraph 5.4.3. Medium Cavalry (CM) and Light War Chariots (CGL) may move to the rear, even as a Group, without an automatic disorder if they pass the Discipline Test after the movement. Such movement to the rear is not allowed to large Units.

Amendment to paragraph 5.11.1. Also Medium Cavalry (CM) and Light War Chariots (CGL) can evade but only if they pass a Discipline Test or are on Opportunity. If the test is failed the Unit is not disordered and must stay in place. CM and CGL Units that evade must anyway respect the rules on (involuntary) interpenetration, so the evasion cannot be performed if they cannot interpenetrate a friendly Unit behind. Otherwise when evading they follow the same rules as CL.

Discipline A troops

Units and Large Units with Discipline A, if not disordered, can perform sideways and oblique movements without disorder.

SHOOTING

Amendments to paragraph 6.1.3. The -2 modifier applied for shooting at Light cavalry (CL), Skirmishers (S) and Artillery (Art) becomes -1 if the shooting is performed within short range (15U).

The Modifier of +1 for shooting at stationary chariots is removed as there is no longer a difference between stationary or moving chariots.

Amendments to paragraph 6.3.4. The firing priorities are now

Shooter is on opportunity	Shooter is not on opportunity
Units that are charging the shooter or with whom the shooter is exchanging fire	If the target is within 15U, the most frontal unit, which is at least partially within the projection of the shooters front.
The closest unit charging or shooting at a friend.	If there are no targets within 15U the enemy Unit that is closest within the firing arc or, at the shooter's choice, the most frontal unit which is at least partially within the projection of the shooters front.
The most frontal moving unit within 15U, which is at least partially within the projection of the shooters front.	Other enemy Units within range and arc of fire
The moving unit closest within the firing arc or, at the shooter's choice, the most frontal moving unit which is at least partially within the projection of the shooters front.	
Other moving enemy Units within range and arc of fire	

New Paragraph: 6.3.5. Shooting through S and CL

Units with shooting capabilities can ignore and **shoot through** Units of CL and S that are over 15U, to target other Units (not CL and S) that they are screening. When shooting at units behind a CL or S screen, the number of dice to be rolled is halved, rounded up. **Example:** A VBU=3 T Unit with Short Bow A decides shoot at a CM Unit at 25U, screened by a CL at 18U (so over 15U). T will roll 2 dice (3+0, halved and rounded up).

MELEE

Large Units

Amendment to paragraph 2.5.1. The rules that states that “*when Large Units of Infantry engaged in melee with impetuous troops or Heavy Cavalry, the loss in one Cohesion Test of as many points as the original VBU of the front Unit means the Rout (and elimination) of the entire Large Unit*” is abolished.

Depth bonus

Amendment to paragraph 7.4. The Depth Bonus is not applied if the Large Unit, other than Schiltron, has been contacted on the flank or rear by an attacking enemy unit. A Large Unit in Difficult Ground also loses the depth bonus.

Cohesion Test

Amendment to Paragraph 6.2. Heavy Infantry has an extra +1 modifier in the Cohesion Test if it is the target of missile fire (except for Artillery A and C) or if it is in a melee with only mounted troops. Large Units of Pikes, when comprising three units, benefit from an extra +1 bonus if in melee against only mounted troops.

Mounted Units and large units of Heavy Foot (FP) that are in melee while in **Difficult Ground** or against Units that are totally within Difficult Ground suffer a -3 modifier when taking their Cohesion Test.

Mounted Units and large units of Heavy Foot (FP) that are in melee while in **Broken Ground** or against Units that are totally within Broken Ground suffer a -1 modifier when taking their Cohesion Test.

Elimination of Light Infantry and Missile Troop units

Amendment to Paragraph 7.6.2. Units of non-impetuous Light Infantry (FL) and Missile troops (T) that are destroyed after a melee do not cause Disorder and a Loss to units that are closer than 5U behind them.

Charging with Light Cavalry that have I=0

Amendment to Paragraph 7.1. Light Cavalry units (CL) with I=0 can charge:

- 1) Skirmisher units (S)
- 2) Disordered units
- 3) Units on rear/flank

The charge can only be against these enemies and not also involve others that are not on this list.

Pursue of Light Cavalry that have I=0

Amendment to Paragraph 7.6.4. CL units with I=0 can pursue if they win a melee as long as the pursuit does not bring them into contact with units that they could not have charged. In this case the pursuit does not take place.

GENERALS (ADVANCED RULES)

THE FOLLOWING RULES MUST BE READ IN CONJUNCTION WITH THOSE IN THE RULEBOOK

GENIUS. A Leader of Genius can re-roll one or both dice during initiative and he can also leave initiative to the opponent. He can re-roll one or both dice on the Leader Casualty table.

If not attached he doubles his command radius (Command Structure, but just for the troops under his command).

If a Genius Leader 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 one case he cannot re-roll either of the dice.

CHARISMATIC. A Charismatic Leader can re-roll one or both dice during initiative. He can re-roll one or both dice on the Leader Casualty table. A Charismatic Leader gives a +1 bonus to all troops under his Command during Discipline Tests (motivation to compensate lack of training) but only to rally.

Amendments to par. 2.7.1. If the Charismatic leader is lost (dead or captured) all Units of his army must take an immediate Discipline Test. If the test is failed the Unit is disordered and if already in Disorder it takes a permanent loss on VBU. This new rule replaces the automatic loss of 1 VBU.

EXPERT An Expert Leader can re-roll both dice (he cannot re-roll just one) during initiative. He can re-roll both dice on the Leader Casualty table. If he is not the C in C and he rolls a double 6 during initiative he won't become a Genius / Charismatic leader, but his rating will remain the same even if a double 1 is rolled later. If he rolls a double 1 he cannot reroll and becomes a Fair General.

INCOMPETENT AND COWARD. Only one Incompetent or Coward general can be used if the C in C is Genius or Charismatic.

CAPTURING A GENERAL

Amendment of the Table

On the table if you roll a 7 or 8 then the General is captured but only if the test is the result of a melee. If it is the result of Missile Fire (including Pila), a roll of 7 or 8 has no effect.

With a roll of 11 or 12, after Missile Fire, consider the effect shown in the line above it, i.e. the General dies with no immediate effect for the troops.