

# IMPETUS

## 2012 Tournament Rules

January 27 2012

The following rules are intended as an appendix to the rulebook and are recommended for tournaments. They are also suggested for gamers who seek fast and balanced games. This version also includes some experimental/alternative rules.

## RULES FOR ALL TOURNAMENTS

### RULES

The rules corrections from previous supplements still apply. The corrections can be downloaded from: <http://www.dadiepiombo.com/impetus-update.pdf>

### ARMY LISTS

Only the lists from the rulebook, Extra Impetus supplements and beta lists that have no newer version in supplements can be used in tournaments.

Since some lists contain small errors, please refer to the official download from Impetus News <http://impetusnews.blogspot.com/>

### HISTORICAL PERIODS

For better balance the whole period covered by Impetus has been divided into 7 Sub periods, each based on Volumes. Competition organisers are advised to follow this division and build tournaments around contiguous Sub-periods. Themed tournaments are always acceptable.

Sub-period I – Bronze Age (Volume 1)

Sub-period II – Classical Age (Volumes 2, 3, 4, 5, 10)

Sub-period III – Imperial Age (Volumes 6, 7, 8, 9, 10)

Sub-period IV – Dark Age (Volumes 11, 12, 13, 14, 15, 22, 29)

Sub-period V – Feudal Age (Volumes 16, 17, 18, 19, 20, 21, 22, 23, 29).

Sub-period VI – Late Medieval (Volumes 22, 24, 25, 26, 27, 28, 29)

Sub-period VII - Renaissance (Volumes 30, 31, 32, 33, 34)

Tournament organisers are advised to publish the periods chosen for a tournament at least **4 months in advance of the tournament date**. Otherwise tournaments should be only Ancients (Sub-periods I,II.& III) or Medieval/Renaissance (Sub-periods IV, V, VI, VII).

28mm competitions can also be open (all armies admitted).

### VOLUME

1. Age of chariots and bronze
2. Age of hoplites
3. Alexander the Great and Successors
4. me and Italy
5. Rome and the Mediterranean Sea
6. Rome and the end of the Republic
7. Rome and the Empire
8. The fall of Rome
9. Britannia
10. Ancient China
11. Steppe Peoples
12. Armies of Islam
13. Justinian Age

14. Age of Charlemagne
15. Year 1000
16. The Crusades in the Holy land
17. The birth of East Europe
18. Feudal Spain and Reconquista
19. Feudal Europe
20. The Empire and the Italian City states
21. The Mongol Empire
22. Medieval far East
23. XIV Cent. Europe
24. The Ottoman Empire
25. The 100 Years War
26. XV Cent. Italy.
27. XV Cent. Europe
28. The Wars of the Roses
29. Medieval India
30. Renaissance India
31. War in the New World
32. The Great Italian Wars
33. Renaissance Europe
34. Renaissance Far East

## CHARACTERS

Jean d'Arc (Extra Impetus 1) cannot be used in tournaments.

## Exploration points and determination of attacker and defender

As part of the composition of their army list, players can buy up to 10 Exploration Points. Each Exploration Point costs 1point of budget. The Exploration Points bought should be shown on the army list. When the game starts, both players roll 2d6 and add to this their exploration points (and no longer the number of Mounted units). The player with the higher score has "Major Control of the Battlefield" and can decide to be the Attacker or the Defender. In the event of a tie the player who has more Exploration Points wins. If still the same, players should re-roll.

## TERRAIN

### a) 500/400pts Tournaments in 15mm

As in the Rulebook the Defender places from 2 to 6 terrain items, most of them entirely outside the deployment areas.

If the Defender places less than 4 Terrain Pieces the Attacker can also place one piece of his choice.

The Attacker can move/remove up to 2, but at the end at least 2 items should be present on the table.

If only 2 terrain elements are present, then at least one must be outside the deployment areas.

The Defender cannot place more than 50% (rounded down) of same type of terrain (impassable, broken, difficult/difficult hill or gentle hill), so for example if the Defender places 5 items no more than 2 must be impassable or broken or difficult or hills.

### b) 300pts Tournaments in 15mm or 28mm

The Defender places from 2 to 4 items, most of them entirely outside the deployment areas.

If the Defender places less than 4 Terrain Pieces then the Attacker can also place one piece of his choice.

The Attacker can move/remove up to 1. In this case the item could also be the only terrain piece placed outside the deployment areas.

The Defender cannot place more than 50% (rounded down) of same type of terrain (impassable, broken difficult/difficult hill or gentle hill).

A **River**, if used, must run roughly parallel to one short side of the table.

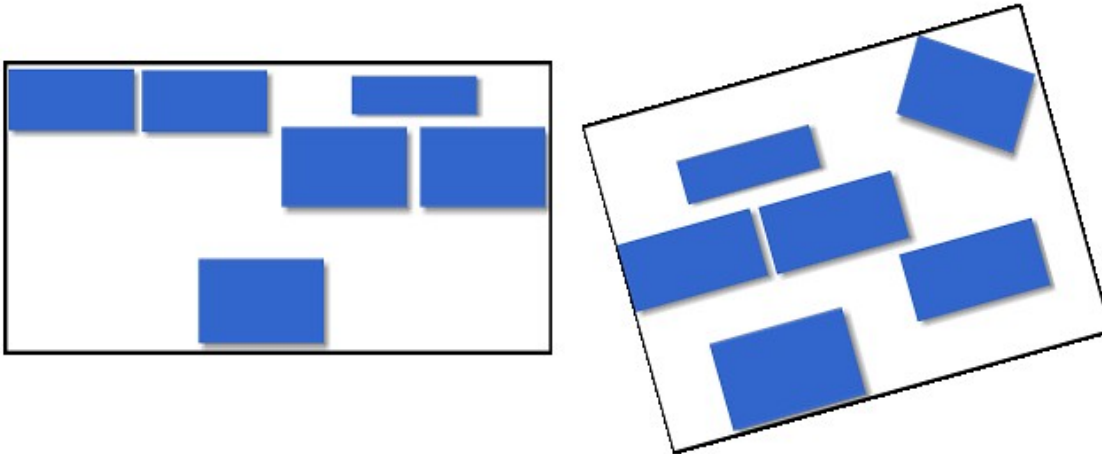
In a 400pt game, the river must not be more than 40U from the table edge

In a 300pt game, and using 15mm figures the river must not be more than 30U from the table edge  
 In a 300pt game, and using 28mm figures, the river must not be more than 20U from the table edge

Tournament Organisers are encouraged to prepare terrain pieces in advance wide enough to allow players a range of terrain items to choose from (ideally at least 6 pieces per player for 15mm competitions and 4 for 28mm competitions).

**DEPLOYMENT**

The Attacker deploys baggage first followed by the Defender. Both players indicate the position of their own command on the sheet (from left to right, front to back, designing the rectangles which can not overlap). In 300 points tournaments players can ignore the location of the commands (max 2) and deploy freely. When a command is deployed, all units, except those in ambushes, must be able to enclose in a rectangle, oriented in any direction. The area cannot contain units from different commands.



Examples of "enclosed in rectangles" commands.

Ambushes and Flank Marches must be noted on the map.

The Defender must deploy first his bigger command (the one with most VDs) then the Attacker does the same. Other Commands are deployed, one by one (still starting with the Defender)

Alternatively, if more than one command has a higher VD, the player can decide which of these to deploy first. The rest of the commands are deployed as preferred.

**AMBUSHES (experimental rules)**

Attention, ambushes can only be "inside" elements of terrain, not outside or "behind". These rules contain a certain level of abstraction, but they are designed to avoid as many disputes during tournaments as possible. Ignore the effective visibility or dimensions of terrain elements as ambushes can be made in any element of terrain present on the battlefield with the following limitations:

Mounted units and FP armed with Pikes can only ambush in gentle hills.

Other troops can also ambush in woods, difficult hills and other difficult terrain with limited visibility.

Skirmishers (S) can also hide themselves in Broken Terrain with limited visibility (5U as per woods).

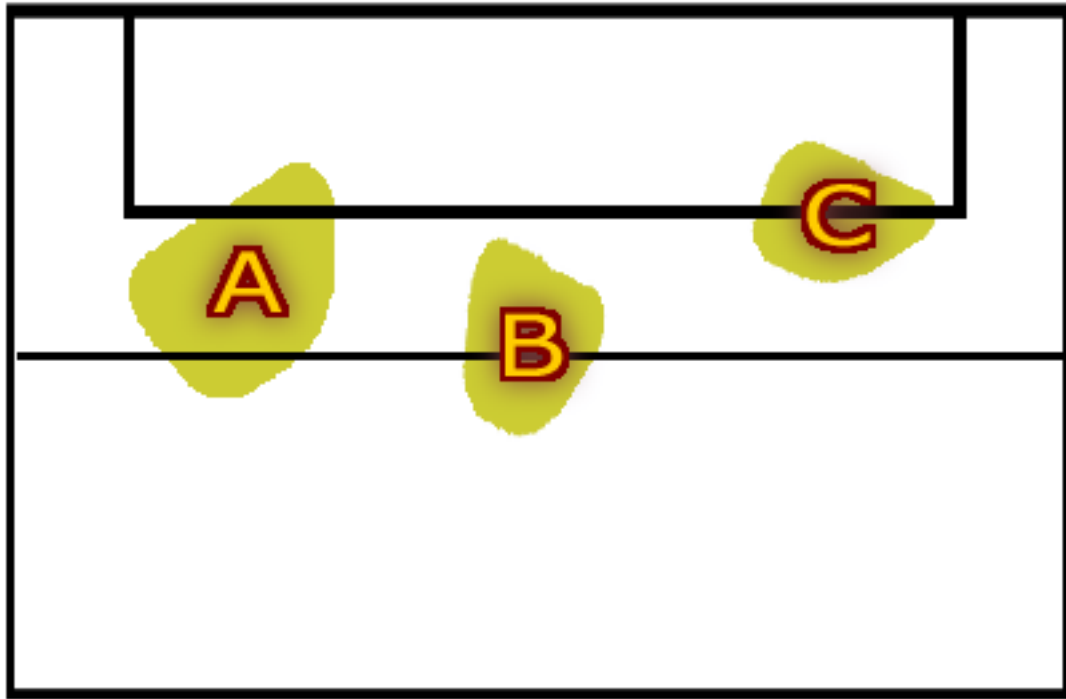
Summary diagram

<b>Woods, Difficult Hills, Other Difficult terrain with limited visibility</b>	<b>Gentle hills</b>	<b>Broken terrain with limited visibility</b>
FP (no pikes), FL, S, T, Art	CP, CM, CL, CGP, CGL, EI, W, FP, FL, S, T, Art	S

Ambushes are only allowed in players' own Zones of Influence.

The Zone of Influence of the major control of the battlefield player extends to the middle of the battlefield; the other player is limited to his own area of deployment.

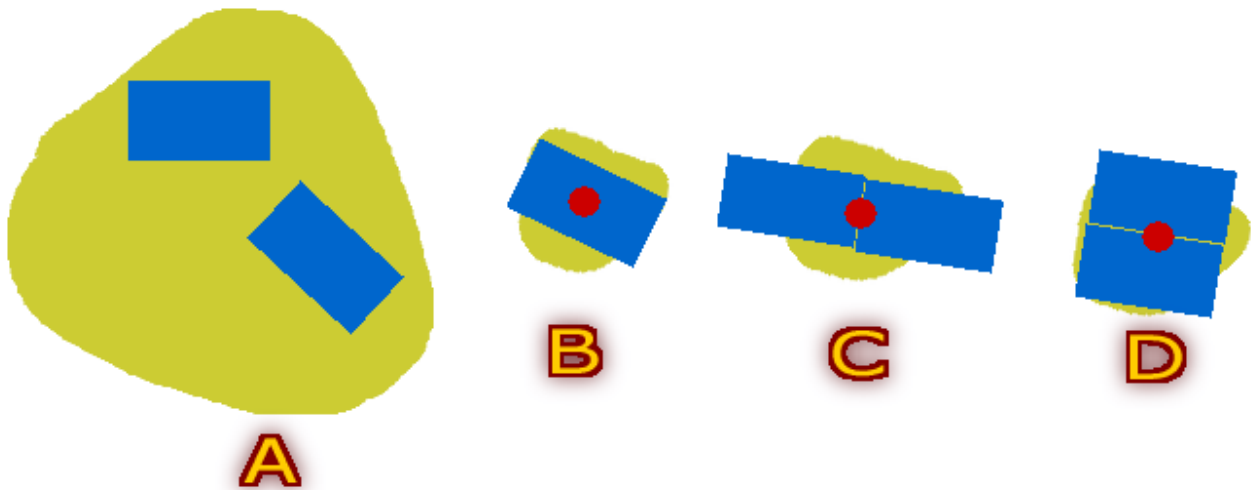
The Zone of Influence extends to cover entire elements of terrain which are partly within the zone. If a terrain piece extends to cover parts of both Zones of Influence then only the **Defender** can use that piece.



**In the example above:** Terrain A extends to two Zones of Influence and only the Defender can use it for ambush. Terrain B is partly in the Zone of influence of the player with major control of the battlefield and only he can hide an ambush there. Terrain C is exclusively controlled by the other player.

On the deployment sheet players must indicate which Units are in ambush, and in what terrain, but it is no longer necessary to indicate the precise position and orientation. Regardless of the size of a piece of terrain, each terrain piece can hide a maximum of 2 units (one Large Unit of size 2 counts as 2 units.) An exception is when FP are deployed in ambush “behind” (actually inside) a hill with a large unit consisting of 3 units. The ambush is revealed when the controlling player decides to activate the hidden Unit or when one enemy Unit comes within **6U** of the element of terrain. The “Sighting” occurs at the end of the phase of movement. **The player controlling the ambush is required to place the units on the table if one opposing unit ends a phase of movement within 6U from the terrain.**

Once revealed, these units are positioned in any orientation, fully inside the terrain if big enough or with the center of the Unit / Group / Large Unit on the center of the terrain if smaller.



**Examples.** In **case A** the element of terrain is large enough for the two units. They should both be deployed entirely inside the terrain orientated as desired.

In **case B**, the terrain is not large enough to completely hide the unit in ambush, so the centre must be placed at the centre of the terrain. Even in this case the orientation is free. In **case C** the two Units **must form a Group** with its centre at the centre of the terrain. The same is true for **case D**. Even for these two cases the orientation is always free.

The unit in ambush is no longer considered on Opportunity.

Any unit in ambush can never be placed directly into a melee. It would not even go automatically into melee if the player moving into the ambush decides to move forward into terrain to contact the hidden Units. In this case, the Unit which enters the terrain must stop (possibly moving back) just before contact.

Remember that a unit that is located inside terrain that would normally disorder it does not suffer the disordered effect when it comes out of terrain when the unit exiting that terrain is more than halfway out from it.

### **Ambushes revealed during deployment**

From the moment that a terrain containing an ambush can be extended to the zone of advanced deployment (see the next paragraph) of the opponent, the ambush might be sighted during deployment. In this case, the hidden Units must put be placed on the field immediately.

Another possibility is to make the Ambush "visible". This means positioning the unit directly in the field (in a terrain piece allowable for ambushes). In this case, however, the Unit remains in the original position until voluntarily moved. It is possible to place this unit "on Opportunity."

## **FORWARD DEPLOYMENT**

This rule can be applied only in 400points and 500points tournaments in 15mm. The two advanced deployment models are alternatives (one excludes the other).

### **Type A**

The player may place one of his Commands (not lead by an Incompetent or Cowardly general) up to 10U from the line that divides the length of the battlefield (from 50U of his own side) but still 30U from any enemy Unit that has already deployed, with the obvious exception of an ambush (including visible ambushes).

The rule would not apply to the Swiss, which are already allowed the advanced deployment of one Command without being indicated in the army list.

The army list must indicate the adoption of the advanced Deployment with Model A, and the Command affected by this rule.

### **Type B**

One or more units of mounted and/or skirmishers can be deployed up to 10U from the line which divides the length of the battlefield, but no nearer than 30U further from any enemy Units that have already deployed (with the exception of those in ambush.). Mounted units and Skirmishers cannot belong to a Command lead by an Incompetent or Coward general.

The rule does not apply to the Swiss, which are already allowed an advanced deployment similar to model A.

The army list must show the option of advanced Deployment "B".

## **FLANK MARCHES**

version 0.2.3

**1)** A player can send **one** Command on a Flank March. A Command that is Flank Marching cannot be lead by Incompetent or Coward Generals. No more than the 50% of the army (in VDs) can be sent on a FM.

**2)** The FM must be noted on the map before deployment. The note must indicate the Command and the side (left or right).

**3)** At the end of every turn the Player that has sent a Command on an FM rolls 2d6 adding the leadership bonus of the General on FM. With a result of 12+ the FM enters the table at the start of the next turn. Add to the roll a +1 cumulative modifier (+1, +2, +3...) after the first turn.

Expert and Charismatic Generals cannot re-roll the initiative dice if on a Flank March.

A Charismatic General on a Flank March does not confer the +1 bonus to the generals in the field and if in the field does not give a +1 bonus to any subordinate general on F.M.

The loss of a Charismatic CIC causes Disorder for all Commands in F.M. once they arrive on the battlefield.

**If a “double” is thrown by a general on the march, with the exclusion of a double 6, the march does not enter even if the total scored is sufficient, and the progressive modifier is reset to 0.**

Example. A Discrete General in fourth round throws a double 5. The total should be 15 (2 +5 +5 +3), but the march does not enter and the next attempt will be made with a bonus of 0.

A Poor Commander throwing double 1, becomes immediately Incompetent and the FM is cancelled. In this case the miniatures are considered eliminated for victory conditions.

**4)** If the FM is successful, then the Units belonging to the entering Command are placed at the Player's choice within 12U from the side edge. These Units must be placed at least 5U from any enemy Units (measure from the closest points).

Units that have no room to arrive on table are not deployed and are considered eliminated for Victory Conditions.

**5)** After the deployment of the Flank Marching Command, the opponent can make a wheel of up to 90° OR perform an about face (without Disorder) with any of his Units that is closer than 15U from the enemy. These movements cannot bring a unit closer than 5U to any enemy Unit.

**6)** If both players have Flank Marching Commands that enter on the same turn and from the same side edge, the Players deploy their units alternately, one at a time starting from the Player that rolled highest on the 2d6 roll (after the modifiers). If they rolled the same then the winner is the side with the better Command Structure or roll again if this is the same. Distances (12U and 5U) must be respected also in this case.

**7)** Roll for initiative as usual...

## **POINT SYSTEM**

Where the enemy army has been routed, the winner gets 30 Pts (Winner Bonus) + 100pts ( this is 100% of destroyed VDs) minus the percentage of his own lost VDs.

Where the Loser's army has been routed he gets as many points as the percentage of VD he has destroyed.

In case of “draw” (where neither army routs) both players get 20 Pts (bonus) + percentage of enemy VDs they destroyed.

If both armies are routed the result is 70 to 70.

All Units belonging to a routed Command are considered destroyed.

Examples

1) A (VDT=34) beats B (VDT=30) routing it, but with the loss of 9VD.

A gets 30 (bonus) + 100 (percentage of destroyed Units) minus 26 (9 is 26% of 34) = 104 pts

B gets 26 pts

2) A (VDT=34) beats B (VDT=30) routing it, but with the loss of 15VD.

A gets 30 (bonus) + 100 (destroyed %) - 44 (lost %) = 86 pts

B gets 44 pts

3) A (VDT=34) destroys 6 VD of B (VDT=30) and the latter destroys 13 VD of A. Neither army is routed.

A gets 20 (bonus) + 20 (%) = 40 pts

B gets 20 (bonus) + 38 (%) = 58 pts

To ease administration and to save battle weary generals struggling with mental arithmetic, there is a simple chart which can be **downloaded**,

<http://www.dadiepiombo.com/scorechart.pdf>

This will make calculating percentages easier.

## SPECIAL RULES FOR 1 DAY TOURNAMENTS

### 15mm Tournaments

**Wargames tables:** 120x180cm (6x4 feet) or 120x90 / 120x120 (4x3 / 4x4 feet) for 300pts.

**Forward deployment:** armies can be deployed at least 20U (instead of 30U) from the middle line of the battlefield.

**Games:** 3 (or 4)

**Game length:**

- 1h45 (deployment included). The turn must be completed.
- As an alternative the game can last 2 hours (deployment included) but at the end of the 2 hours only the following actions can be taken: deciding initiative, shooting (incl. ZOC reactions), completing melee. The only manoeuvre allowed are reactions (evasions, pursuits and retreats and those derived from ZOC). No other voluntary movements are allowed, including rally.
- A referee should warn players 30mins, 15mins and 5mins before the game is supposed to end

**Army composition for 400pts armies:** From 2 to 4 Commands. The larger Command must not exceed 60% of VDT.

Halve minimums on the army list.

**Army composition for 300pts armies:** From 1 to 2 Commands. The larger Command must not exceed 75% of VDT. Halve minimums on the army list. Organizers may choose to halve maxima. When maxima is 2 and these Units can form large Units, this maximum is not halved.

**Deployment for 300 pts armies:** If one player has just one Command he can deploy all Units first, except he need not deploy as many Units as he has the leadership bonus.

The other player do the same (or deploys the biggest Command) before the first player places the rest of his Units etc.

### 28mm Tournaments

**Points:** 300

**Wargames tables:** 120x180cm (4x6 feet)

**Games:** 3 (or 4)

**Game length:**

1h45 (deployment included). The turn must be completed.

As an alternative the game can last 2 hours (deployment included) but at the end of the 2 hours only some actions can be taken: deciding initiative, shooting (incl. ZOC reactions), completing melee. The only manoeuvres allowed are reactions (evasions, pursuits and retreats and those derived from ZOC). No other voluntary movements are allowed, including rally.

A referee should warn players 30mins, 15mins and 5mins before the game is supposed to end

**Army composition for 300pts armies:** From 1 to 2 Commands. The larger Command must not exceed 75% of VDT. Halve minimums on the army list. Organizers may choose to halve maximums. When maximum allowance is 2 and these Units can form Large Units, this maximum is not halved.

Large Units with D=C must be paid at full cost (no reduction for rears ranks).

**Deployment for 300 pts armies:** If one player has just one Command he can deploy all Units first, except he need not deploy as many Units as he has the leadership bonus.

The other player can do the same (or deploys the biggest Command) before the first player places the rest of his Units etc.

## SPECIAL RULES FOR 2 DAYS TOURNAMENTS

**Points:** 500 (15mm), 300 (28mm)

**Wargames tables:** 120x180cm (4x6 feet)

**Games:** 4

**Game length:** h3.00 the turn must be completed