

Unofficial Add-on rule set for Basic Impetus©/Impetus© (by Lorenzo Sartori)

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These rules were tested, tried and retested with Pier Paolo Resmini e Francesca D'Alfonso.

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<http://impetus.forumsland.com/impetus.html>

Cover drawing by Matteo Palombelli.

Introduction

All gamers reading fantasy novels find themselves wondering what the armies featured on those pages would look like. Marvelled at the different troop types and monsters and wanted to create those same forces in miniature on their own wargame tables.

This expansion to Basic Impetus Fantasy (BIF) allows you to do just that, to give life to your favourite fantasy armies and settings. To easily create units and armies in a consistent and balanced way however different the types of creatures involved.

With the addition of this points system BIF puts you, the player, in command of an army from any book, saga, movie or TV serial that you want; be they Frog, Dragon or Demon, Dwarf or Elf, good or evil. If you can read it, see it or imagine it, you can build it. We hope you have fun doing it. As always, feel free to discuss this or ask any questions on the Impetus Fantasy forums:

<http://impetus.forumsland.com/index.php?mforum=impetus>

Andrea & Jacopo

Construction of custom armies

The unit construction system allows you to build individual units and then use them to create entire armies according to your own preference and concept of any fantasy race.

BIF/IF uses the point system released by Lorenzo Sartori for the unit construction in Impetus, with the addition of a cost for the fantasy Abilities and for Characters, and some minor changes specific to the BIF system.

The absolute core idea behind the development of the following rules is that BIF/IF is a game recreating massive battles where many soldiers are fighting one against the others. We consider that the racial differences between any two individual soldiers becomes insignificant in the context of the sheer number of troops involved in the battle.

This assumption comes out from the desire to avoid adding pages of special rules specifying, for example, that an Orc has a thicker skin than a human or that goblins are always numerous. You, as a player may well see these races in a totally different way. When we think that, while the single Black Orc may well be stronger than a human halberdier, we mustn't forget that in BIF a unit base represents many hundreds of soldiers and therefore the human unit may have an equal or even higher VBU value than the Orcs' in virtue of it representing a much greater number of fighters.

For example 2 typical fantasy units. The first is made up of humans trained in the use of Long Spears and wearing heavy plate armour. The second unit comprises Orcs, fierce and bloodthirsty warriors enslaved to the dark wishes of an evil sorcerer.

These are two very different units. Nevertheless, these differences are represented in the same system without using many particular rules. They both have the same strong VBU of 5 which represents the combination of their natural resistance, the number of soldiers in the unit and the armour they wear. On the other hand the higher Impetus value for the Orcs assures them a potential superiority when charging, representing a greater shock capacity. The special Abilities give the units a further degree of characterization. These two aspects, Impetus and Abilities, will result in a different cost in points for the two units.

Name	Typo	M	VBU	I	VO	Notes	CP
Spears of the Sun (Human)	FP	5	5	2	2	Long Spears	17
Bloody Fangs (Orcs)	FP	5	5	4	2	Continuous Charge	20

Force Construction Rules

During construction of a list, you must comply with the following rules:

- 1) Decide how many Army Points you intend to use. With 250 AP you can field an army about the same size as an army for BI. Each troop category must follow the minimum and maximum for each value as specified in the following table:

<i>Unit type and abbreviation</i>	<i>VBU</i>		<i>Impetus</i>		<i>Movement</i>
	<i>Min.</i>	<i>Max.</i>	<i>Min.</i>	<i>Max.</i>	<i>Val. Max.</i>
Heavy Cavalry – CP*	5	8	4	6	8U
Medium Cavalry – CM	4	6	3	5	10U
Light Cavalry – CL	2	4	1	3	12U
Heavy Infantry – FP	3	6	1	4	5U
Lifht Infantry – FL	2	4	0	3	8U
Shooters – T	1	5	0	1	6U
Skirmishers – S	1	3	0	3	8U
Heavy Chariots – CGP	3	6	1	3	8U
Light Chariots – CGL	2	5	1	2	10U
Wagenburg/Carrocci – W	2	6	0	1	5U
Artillery – Art	1	1	0	0	3U

- 2) Each unit can cost no more than **50** Unit Points, including in this value, the cost of all the attributes like Movement and Impetus and the cost of any chosen Abilities.
- 3) Each unit has 3 ability slots. These slots allow you to give your troops abilities in a well-balanced combination. Each ability in the game has a specific UP cost and may take up more than one of the available ability slots. This mechanism prevents the creation of too powerful units, which we feel are not in keeping with the game's spirit.
- 4) An army of 150 AP or larger (before cost of characters) can choose to field a special Characters. There is no limit to the number of Characters fielded by an army. Naturally the cost of the Characters and their Abilities has to come from the total available Army Points.
- 5) ****Only in BIF**** the General, if not equipped with special Abilities, is always included within an army and doesn't cost any points.

What follows is the system created by Lorenzo Sartori to calculate the unit cost for the bases in the original Impetus game with the modifications necessary for the fantasy adaptation.

<i>Movement</i>	<i>VBU</i>	<i>Impetus</i>	<i>Discipline (only Impetus Fantasy)</i>
2U = -3	1 = 2	0 = -2	C = 0
3U = -2	2 = 4	1 = 1	B = 5
4U = -1	3 = 6	2 = 2	A = 10
5U = 0	4 = 8	3 = 3	
6U = 1	5 = 12	4 = 4	
8U = 2	6 = 18	5 = 5	
10U = 4	7 = 25	6 = 6	
12U = 6	8 = 35		

NOTES

1) To Chariot units must be added the following further modifiers to the cost:

- CGL = 0
- CGP = -2

This value is not to be intended as a special Ability with its cost, but as a correction based on the unit's type.

2) A unit can be considered Impetuous with an additional cost of 0 (zero) Unit Points, but this uses one of the unit's three Ability slots. This Ability can be assigned only to FL, FP, CL, CP troops.

Special models

STEAM CHARIOTS, CARROCIOS AND CONTRACTIONS OF WAR

These troops can spend no more than 50 Unit Points and have VD 3 as standard. Units of this type must follow the following limitations:

<i>VBU</i>		<i>Impetus</i>		<i>Movement</i>
<i>Min.</i>	<i>Max.</i>	<i>Min.</i>	<i>Max.</i>	<i>Val. Max.</i>
2	6	0	2	6U

- They can mount, paying the respective cost, Art B or C or any other Ranged Weapon, but those available only to T units. The power of the Ranged Weapon is given by the VBU of the Chariot itself.
- They can only be assigned 1 Ability, but not any of:
 - Fierce Charge
 - Knowledge of Terrain
 - Giant
 - Immortal
 - Shiledwall
 - Cowards
 - Little
 - Brisk Troops
 - Flying

AIRSHIPS, WIND WHALES, BALOONS AND FLOATING WONDERS (FLU)

Floating units can spend no more than 50 Unit Points and have VD 3 as standard. Units of this type must follow the following limitations:

<i>VBU</i>		<i>Impetus</i>		<i>Movement</i>
<i>Min.</i>	<i>Max.</i>	<i>Min.</i>	<i>Max.</i>	<i>Val. Max.</i>
1	6	0	0	6U

- They can perform bombing attack (UP +10).
- They can be assigned 1 Ability chosen from:
 - Tough
 - Die Hard
 - Incendiary Arrows (with a cost of 6 UP in this case)
 - Inflammable
 - Eagle Eyed
 - Resistance to Magic
- They can be equipped with Ranged Weapon. In this case, they can choose every weapon, but those available only to T or Art units. The power of the Ranged Weapon is given by the VBU of the unit itself.
- An army can choose to field a Floating unit for each complete **150** Army Points.

MONSTERS (M)

Units considered Monsters can spend no more than 60 Unit Points and have VD 4 as standard. Units of this type must follow the following limitations:

<i>VBU</i>		<i>Impetus</i>		<i>Movement</i>
<i>Min.</i>	<i>Max.</i>	<i>Min.</i>	<i>Max.</i>	<i>Val. Max.</i>
4	8	2	6	8U

- They can be assigned Abilities occupying up to 2 slots. The Monster Ability itself is considered occupying the third slot normally available to a unit.
- The effects of breath weapons or particular ones that hit at a distance may be included for gaming purpose under the characteristics of the Ranged Weapons. In this case, they can choose every weapon, but those available only to T units. The power of the Ranged Weapon is given by the VBU of the unit itself.

VD and balance of victory conditions

The presence of new Abilities, allowing to perform historically impossible actions made us rethink the way to determinate the units' VD.

The VD value has to be allocated in the following way:

- VD1 is given to all units with VBU 3 or less and not more than 1 Ability.
- VD2 is given to all units with VBU 4 or more with no more than 1 Ability or to those with VBU 3 or less and at least 2 Abilities.
- VD3 is given to all units with at least VD 4 or more and 2 Abilities and from VBU

6 upward.

- VD4 is given to all units which include the General or Characters, being those within an unit or standing alone.

Abilities and their cost

The following table lists the designation, the number of slots occupied by the Ability and its cost in Unit Points.

At the end of the list there are some notes about the possibility of combining together two or more Abilities. These notes are intended to prevent the creation of too powerful units which may unbalance the game.

<i>Ability</i>	<i>Slots occupied</i>	<i>Cost in UP</i>
<i>Brisk Troops</i>	1	(CP MOV)/2 Minimum 4 pts.
<i>Brutal Charge</i>	2	8
<i>Camels</i>	1	3
<i>Continuous Charge</i>	1	4
<i>Cowards</i>	1	- (VBU x 0,5)
<i>Determined</i>	1	6
<i>Die Hard</i>	2	VBU
<i>Eagle Eyed</i>	2	VBU
<i>Elemental/Supernatural</i>	2	CP VBU for Elemental (CP VBU) x 1,5 for Supernatural
<i>Fast</i>	1	(CP MOV)/2
<i>Fear</i>	1	4
<i>Fierce Charge</i>	1	3
<i>Flying</i>	2	VBU x 3
<i>Giant</i>	2	7
<i>Immortal</i>	1	5
<i>Impetuous</i>	1	0
<i>Incendiary Arrows/Magical Projectiles</i>	1	3
<i>Inflammable/Sensitive</i>	1	-3
<i>Knowledge of Terrain</i>	1	(CP MOV) x 2 Minimum 4 pts.
<i>Lethal</i>	2	VBU x 0,5
<i>Long Spears</i>	1	3
<i>Pavises</i>	1	3
<i>Perfected Weapons/Magical Weapons</i>	2	VBU x 3

<i>Pike</i>	1	4
<i>Pilum</i>	1	3
<i>Ranged Weapon</i>	1	It depends on the weapon
<i>Resistance to Magic</i> 6+/4+	1 o 2	10 with ST 6 (1 slot) 30 with ST 4 (2 slot)
<i>Rush</i>	1	3
<i>Schiltron</i>	1	-2
<i>Shieldwall</i>	2	VBU
<i>Skilled Shooters</i>	2	VBU x 3
<i>Slow on the Uptake</i>	1	-2
<i>Small</i>	1	3
<i>Stakes</i>	1	3
<i>Terror</i>	2	8
<i>Tough</i>	2	6
<i>Undisciplined</i>	1	-4

NOTES ABOUT THE COMBINATION OF THE ABILITIES

In order to prevent the creation of almost invincible units, the following rules must be complied with:

- 1) A unit, despite its negative modifiers, must cost at least 5 AP.
- 2) The following Abilities can not be combined together:
 - Brutal Charge and Rush
 - Giant and Small
 - Elemental/Suprannatural and Cowards
 - Fear and Terror

A unit equipped with Fear suffers the enemy's Terror Ability, but not vice versa. If two opposite units are equipped with Terror, this Ability is reciprocally nullified.

Elemental/Supernatural

Units equipped with this Ability must comply with the following restraints:

- 1) Elemental of Earth or Water can't choose a Knowledge of Terrain ability that relates specifically with opposite terrains. For example, for Water: woods or for Earth: swamps. We strongly recommend that the players come to an understanding among themselves about which terrain, within those owned, should be included in the list of forbidden terrains and which should not.
- 2) Elementals of Fire cannot choose any Knowledge of Terrain if not concerning terrains linked with their element.

Table of the Ranged Weapons

<i>Ranged Weapon</i>	<i>Cost in UP</i>	<i>Availability</i>
<i>Longbow A</i>	12	T
<i>Longbow B</i>	8	T, S
<i>Shortbow A</i>	7	T
<i>Shortbow B</i>	3	T, S, FP, FL
<i>Composite Bow A</i>	6	T
<i>Composite Bow B</i>	6	S, FP, FL, CM, CL
<i>Composite Bow C</i>	3	T, S, FP, FL, CM, CL
<i>Crossbow A</i>	10	T
<i>Crossbow B</i>	3	T, S, FP, FL, CL
<i>Handgun</i>	2	FP, FL, CM
<i>Arquebusiers A</i>	10	T,
<i>Arquebusiers B</i>	7	T, S, FP, FL, CL
<i>Musket</i>	12	T
<i>Javelin</i>	2	T, S, CL
<i>Sling</i>	2	T, S
<i>Various Weapons</i>	2	S, CGP, CGL, W
<i>Artillery A</i>	20	Art
<i>Artillery B</i>	15	Art. If mounted on Wagenburgs or Chariots +3 to the cost.
<i>Artillery C</i>	20	Art

The entry availability indicates which kind of troops can be equipped with the Ranged Weapon in question. Special weapons like Dragon breath and so on do maintain their identity, but are considered in game like any weapon among those in the table above.

NOTE ON THE UNIT COST

When you see a cost, it has to be added to or subtracted from the amount of available UP for a single unit, created with the basic rules.

Where you see VBU, it means that the Ability's cost is equal to the VBU value of the unit that intends to buy that Ability.

When it's written CP VBU, than the cost is equal to the UP cost for that particular characteristic.

If there are some annotations, these usually set a minimum limit to the cost in Unit Points of a single base.

When you see x 1,5 or /2, the previous value has to be multiplied or divided by the factor in question.

The final cost of a unit must be in any case a whole number. If there are some decimals, round **up** the cost to the nearest whole number.

COMMAND STRUCTURE FOR IMPETUS FANTASY

In order to build the command structure in Impetus Fantasy, just follow the basic rules stated in Impetus. Basic Impetus players can simply ignore this part.

BIG UNITS

Units assigned to form the second or even the third line in a block cost 20% AP less, rounding up, than the units forming the first rank.

Characters

Units which include the special General or any type of Character, can't cost more than 60 Unit Points.

ENLISTMENT OF THE GENERAL

In BIF/IF the General can be equipped with special characteristic and gives the unit that includes him VD 4 as standard.

The General is allowed to buy 1 special characteristic within the list below, paying the relative cost in UP.

These characteristics don't occupy any of the available Ability slots.

- **Strategist** = 5
- **All is lost save honour** = 5
- **Stand Firm Men!** = 5

CREATION OF CHARACTERS

In BIF/IF there are 2 types of character, those that are always independent or those that are always part of a unit.

INDEPENDENT CHARACTERS

Creation of a character is no different from the creation of a unit. Each character will have VBU, Impetus and other characteristics with minimum and maximum levels according to their type. In every case the Characters' unit will have VD 4 as standard.

<i>Type of Character</i>	<i>VBU</i>		<i>Impetus</i>		<i>Movement</i>
	<i>Min.</i>	<i>Max.</i>	<i>Min.</i>	<i>Max.</i>	<i>Val. Max.</i>
Hero	2	4	1	3	12U
Wizard	1	2	0	1	12U
Cleric	1	3	0	2	12U
Explorer	1	3	0	1	12U

While the rules for purchase of the characteristics remain the same for all, below are described those special characteristics, spells and other relevant notes in the creation

of a Character.

Hero:

A unit classified Hero must be equipped at least with 1 Ability and no more than 3 chosen within the generic list or the following ones. The characteristics below occupy each a single slot of the 3 available to a unit. The cost of the ability is added to the total cost of the character.

- **Strategist** = 5
- **Blessed by Fate/Gods** = 4 (can't be purchased if the unit already has *Die Hard* or *Immortal* Ability).
- **Stand Firm Men!** = 5

Wizard:

A Wizard can be equipped with up to 2 Abilities chosen from the general list, (to the maximum of 3 slots) **and** up to 3 spells from the list below. The cost of the spells must be added to the unit's cost.

- **Fireball** = 15
- **Disappearance** = 10
- **Death touch** = 10
- **Summon magical unit** = 12

The player intending to use a summoned unit must have a suitable unit base available before the game. This base will represent the extra planar allied troops if they arrive on the table. The cost of this unit is 23 AP. These points must be subtracted from the total AP available for the army during army creation.

- **Stop unit** = 20
- **Make agile** = 10
- **Create chasm** = 20
- **Counterspell** = 15

Cleric:

A Cleric can be equipped with up to 2 Abilities chosen from the general list, list (to the maximum of 3 slots) **and** up to 3 spells from the list below. The cost of the spells must be added to the unit's cost.

- **Protect** = 15
- **Fortify** = 10
- **Heal** = 20
- **Faithful's wrath** = 30
- **Summon magical unit** = 12

- *The player intending to use a summoned unit must have a suitable unit base available before the game. This base will represent the extra planar allied troops if they arrive on the table. The cost of this unit is 23 AP. These points must be subtracted from the total AP available for the army during army creation*

- **Create chasm** = 30
- **Modify terrain** = 20
- **Counterspell** = 15

Explorer:

It's possible to use the Explorer like a simple bonus at the beginning of the game to determine who is the attacker and who the defender. In this case the Explorer costs only 15 AP and he can't be equipped with any other Ability or characteristic.

When the Explorer is effectively used on the battlefield, he can be equipped with Abilities occupying no more than 2 Ability slots and up to 1 of the following spells.

- **Create chasm** = 20
- **Modify terrain** = 20
- **Make agile** = 10

CHARACTERS WITHIN AN UNIT

It is possible to add a Character to an already created regular unit as follows. This unit can't cost more than 60 AP.

Hero:

If deployed within a unit, the Hero can be equipped with no more than 1 characteristic from the list below, occupying in this way all 3 of the unit's available slots. The VBU of the unit is considered raised by 1 and the VD increases to 4. The Hero basic cost is 10 UP.

- **Strategist** = 5
- **All is lost save honour** = 5
- **Stand Firm Men** = 5

Wizard:

If deployed within a unit, the Wizard can choose up to 2 spells in the Wizard's spell list, paying their normal cost. He can't be personally equipped with other Abilities. The unit has VD 4 as standard.

Cleric:

If deployed within a unit, the Cleric can choose up to 2 spells in the Cleric's spell list, paying their normal cost. He can't be personally equipped with other Abilities. The unit has VD 4 as standard.

Explorer:

If deployed within an unit, the Explorer can choose up to 1 spells in the Explorer's spell list, paying its normal cost. He can't be personally equipped with other Abilities. The unit has VD 4 as standard.

Note from the Authors: even if Characters can be equipped with characteristics from their own list and Abilities from the general list, They must follow the limitations related to combining abilities described in the appropriate section.

Well, our friends. Now you can design and build your own favourite fantasy army. Wage war across the worlds of your imagination and face the forces of your enemies in combat.....

So now..

Cry havoc and let slip the dogs of war.

Andrea & Jacopo