

Heroic Fantasy Impetus

A Fantasy Supplement for the Impetus Rules.

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New Rules:

New Values

Psychology (Ps): A, B or C. Works the same as Discipline Tests, but is only used in combination with Special Abilities.

Psychology is tested the same way as a Discipline test, but modifiers are:

-1 if no friendly Unit within 15 cm

+1 for Unit or Group including the general

Cost for Discipline and Psychology is:

Grade A: 6 points

Grade B: 3 points

Grade C: 0 points

Psychology and Discipline need to be bought separately.

Magic (Mag): Only spellcasters have this value. The value is used to work magic (as explained below).

Magic users can have grades A, B or C (as Discipline.) A costs 60 points, B costs 35 points, C costs 15 points.

New Rule for Charge and Flee Distances:

All Units that have a Movement of 10 or more and all Impetuous Units use 1d6.

All other Units use 1d3.

New Rule for Command Structure

An army can choose any Command Structure. Command Structure costs double the cost given in the rules.

New Rule for Firing:

Always use the „Infantry“ part of the Firing table (unless the Unit has a special ability that changes this).

No Unit can claim a VBU of more than 4 for firing. Any VBU value of higher than 4 is simply treated as 4 for the purpose of firing.

New Rules for Movement, Troop Types, and VBU:

Movement of 2 U costs -4 points

Movement of 3 U costs -3 points

Movement of 4 U costs -2 points

Movement of 5 U costs -1 point

Movement of 6 U costs 0 points

Movement of 8 U costs 2 points

Movement of 10 U costs 4 points

Movement of 12 U costs 6 points
 Movement of 14 U costs 8 points
 Movement of 16 U costs 10 points
 Movement of 18 U costs 12 points
 Movement of 20 U costs 14 points

CL is +5 points
 S, FL is +3 points
 ART is -3 points
 Everything else is +0 points

A VBU of 1 costs 2 points
 A VBU of 2 costs 4 points
 A VBU of 3 costs 6 points
 A VBU of 4 costs 8 points
 A VBU of 5 costs 12 points
 A VBU of 6 costs 18 points
 A VBU of 7 costs 25 points
 A VBU of 8 costs 35 points
 A VBU of 9 costs 50 points
 A VBU of 10 costs 80 points

New Rule for Groups:

Every Unit can form a Group with every other Unit (unless the Unit has a special ability that forbids this).

Traps

The ability to buy Trap „Units“ cost 10 points.

Traps are classed into A, B and C-grade Traps. A: 15 points, B: 10 points, C: 5 points per Trap bought.

Traps can be deployed any time in any own activation phase against any enemy unit. A maximum of two attempts can be made to deploy a Trap against any single enemy Unit. To deploy a Trap, a Discipline Test is rolled for that Trap, but the only modifier is a +1 if that target Unit is at least partially (*not* half) into any kind of terrain. A success means the Trap has been deployed. A failure means the Trap is ineffective and can not be used again. Traps can never be deployed against Units that are in melee.

A Unit in a Trap cannot move and gets a -1 modifier if in melee. Also, if the Unit would be forced to retreat from melee it takes an additional Loss instead. To remove the Trap, roll a Discipline Test (normal modifiers) at the start of that Units activation (after the Rally test, if there is one). A success means the Unit is free again and can move normally in the *next* activation phase (i.e. In the next turn). A failure means the Unit stays in the Trap.

Special Abilities for Units

Units that have two or more of the following:

- M of 12 or more (for *any* one movement type)
- VBU of 6 or more
- being „CL“ or „FL“ or „S“

pay double for special abilities. (In the case of negative cost, the value is *not* doubled).

Abilities from the „Weapon“ List in the Impetus Ancient list cost as indicated there.

Anti-Magic (x points): Enemy Magic users trying to cast a spell while within 20 U of this Unit get -1 (10 points) or -2 (20 points) on their attempts to cast spells. The effects of more than one Anti-Magic Unit or Character are not cumulative.

Awkward (- 3 points): The Unit is automatically Disordered if it performs any movement other than straight forward. When Disordered the Unit can only move straight forward.

Big (0 points): A Unit shooting at a Big Unit uses the „cavalry“ part of the Firing table. Non-big Units charging big Units do not get their Impetus bonus in melee.

Brittle (-3 points): Every time the Unit fails a Cohesion Test, roll a die. On a result of ,1‘ the Unit is destroyed.

Brutal Charge (x points): The Unit always gets a bonus of +1 die (+2 points) or +2 dice (+5 points) if it charges or re-contacts a Unit (even after not being Fresh anymore).

Cowardly (-3 points): When the Unit is charged it must retreat (as after a lost melee) and is Disorderered. Its enemy can also pursue it as after a lost melee.

Dangerous Contraption (x points): The Unit gets +1 die (+0 points), +2 dice (+3 points) or +3 dice (+7 points) in its Firing attacks. After each firing attack it must roll a dice. On a ,1‘ the Unit is destroyed (exploded, drawn in the warp, torn apart by chaos...) and every Unit that is within 10 U of the Unit must also roll a die and takes 1 Loss and is Disordered at a roll of ,1‘.

Distraction (+5 points): The Unit can move freely through enemy Zones of Control. It can not be fired on by reaction fire or charged by reaction and cannot be charged or fired on by Units on Opportunity. It can be normally attacked in the enemy activation phase.

Fanatical (x points): A Unit that is fanatical is also Impetuous. A fanatical Unit is always Impetuous and always gets its Impetus bonus when charging (even after not being fresh anymore and after losing half of its VBU). Cost is double the Units Impetus value (eg. +6 points for a Unit with an Impetus value of 3).

Fearsome (+ 5 points): A Unit charging a fearsome Unit or being charged by a Fearsome Unit must immediately (before the melee) take a Psychology test. If it fails the test it is disordered (if it was already disordered there is no further effect) and gets -1 dice in the ensuing first round of melee.

Fearsome Shooting(+ 3 points): A Unit that takes a hit (even if it is not a Loss) from a firing Unit that has fearsome shooting must immediately take a Psychology test. If it fails the test it is disordered (if it was already disordered there is no further effect).

Flying (x points): Flying is an extra type of movement which costs double the costs for ground movement („normal“ ground movement must also be bought in addition, if you want the Unit to be able to move on ground). A flying Unit must decide on the start of each movement phase whether it flies or moves on the ground. After the movement it must be decided whether the unit lands or stays

in the air (and the Unit should be marked accordingly). If it lands, it is treated as a normal Unit. A flying Unit can fly and charge a Unit on the ground, but must then choose to be on the ground after the charge (normal rules for charges apply). If it is in the air, Units on the ground cannot charge it. Units firing at Units in the air (also by reaction fire or by Opportunity fire) get -1 die. Units in the air get no penalty when firing, also not when firing at other Units in the air. In all other respects flying Units are treated as normal Units.

Gigantic (+15 points): Gigantic Units get +3 dice in melee against other Units that are not also gigantic. Units that are not also gigantic get no Impetus bonus against gigantic Units. Units Shooting at gigantic Units get +2 dice and use the „cavalry“ part of the Firing table. Non-gigantic Units charging gigantic Units do not get their Impetus bonus in melee.

Hover (+5 points): The Unit ignores all terrain while it is moving. After it lands (i.e. after its move) terrain works normal.

Huge (+8 points): Huge Units get +2 dice in melee against other Units that are not also huge or gigantic. Units that are not also huge get no Impetus bonus against huge Units. Units shooting at huge Units get +1 die and use the „cavalry“ part of the Firing table. Huge Units cannot voluntarily Interpenetrate or be voluntarily interpenetrated, except by S and CL. Units, except S and CL, forced to involuntarily interpenetrate Huge Units stop when contacting or being contacted by the Huge Unit, get Disordered and takes 1 Loss. Non-huge Units charging huge Units do not get their Impetus bonus in melee.

Immune to Fear (+3 points): Fearsome Units have no effect on the Unit.

Immune to Firing (+5 points): Firing attacks have no effect on this Unit. Magical attacks *are* effective.

Immune to Psychology (+15 points): The Unit never needs to roll to pass Psychology tests and always passes them automatically. (A Unit that is Immune to Psychology does not have a value for Psychology and does not spend points on that).

Inconvenient Ranged Weapon (-3 points): The Unit cannot move and fire. It can only fire if it stays stationary.

Unstable (-12 points): At the begin of every activation that includes this Unit roll a die (if you do not activate that Unit, roll a die after activating all other Units and before initiative shifts to the other player). If the result is a „1“ the Unit is destroyed (warped away, severe malfunction etc...).

Mobile (+5 points): The Unit can move in any direction and at any angle as it wishes without changing facing. The facing of the Unit can be changed by rotation in place (by any degree) which costs half the movement available.

Oversized Unit (-3 points): The Unit is on a base with a front that is wider than normal bases, but not wider than twice a normal base (e.g. 12 cm instead of 8 cm front.) Everything else works normal.

Perfectly Drilled (+5 points): Only for Units with Discipline: A. The Unit automatically passes any

Discipline test it is required to make. In case of multiple moves it must roll as per the rules, but *before* movement. A failure means the Unit can not do the multiple move. It is also *not* Disordered. The Unit automatically rallies at the begin of every activation.

Poison (+3 points): Any Unit that suffers a Loss from a Unit with the Poison special rule is poisoned (and should be marked as such). A poisoned Unit must throw 1 die each time it is activated. On a '1' it suffers 1 Loss. A Unit can only be poisoned once.

Regenerate (+10 points): When it is activated and not in melee and not within 10 U of an enemy, the Unit can choose to regenerate. A Unit *can* regenerate if Disordered. A Unit that is regenerating can do nothing else in that activation. A regenerating Unit rolls 3 dice. For every ,6' it regains 1 point of VBU (VBU can not rise higher than the original VBU).

Reluctant (-3 points): May only be given to Units with a Impetus value of 1 or more. Every time the Unit is ordered to charge, roll a die. On a ,1' the Unit does not move and is Disordered.

Scout (+5 points): During setup the Unit can be placed anywhere outside of the enemy deployment zone (but it *cannot* be placed in the 12 U zone at the short sides of the enemy deployment zone).

Small (-3 points): The Unit gets -1 die in melee against Units that are not also small. Units firing at small Units get -1 die.

Solitary (-3 points): The Unit cannot form a Group with any other Unit. Characters can not attach to the Unit.

Specialist (terrain type) (+3 points): The Unit treats the chosen terrain type as Open Ground. Units can be Specialist to more than one type of terrain but have then to pay for each type. For +12 points Units can be made Specialist „(all terrain)“ and do then treat all passable terrain as Open Ground.

Stupid (-5 points): At the begin of each activation roll a die. On a ,1' the Unit does not activate. If it is already in melee, it fights with -2 dice in this activation.

Suicide Mission (+10 points): In melee, instead of a normal melee attack, the Unit deals 1d6-1 (the possible range of results is thus 0 to 5) Loss to all Units in contact and disorders them.

Tough (+5 points): Roll a die for every Loss the Unit takes. On a ,6' the Loss is not taken (no effect).

Undead (+5 points): All undead Units are automatically also fearsome (no additional cost). Undead Units are automatically immune to Psychology (no additional costs and the Unit does not pay for a Psychology value).

Undead Units cannot be placed on Opportunity. Undead Units can not use multiple movement. Undead Units receive no charge bonus movement.

Undead Units that have just lost a melee and must retreat do not retreat. Instead they take an additional Loss, after that they just stay in contact as if after a draw (enemy CM or CL do *not* retreat as a reaction, as it still counts as a win). Undead Units attacked in flank or rear that loose the melee are routed. Undead Units take no penalties due to Units being within of 5 U of the back of routed Units.

Units shooting at Undead Units get -1 die.

Undersized Unit (+3 points): The Unit is on a base with a front that is smaller than normal bases but not smaller than half a normal base (e.g. 4 cm instead of 8 cm front.) Everything else works normal.

Zap (x): Choose a target Unit within 20 U. Then roll x dice. For each “5” or “6” the target Unit gets a Loss. If the target Unit gets any Losses, it is also Disordered.

1: 10 points, 2: 20 points, 3: 30 points.

Characters

Characters are based individually (size of the base is not critical).

Characters can either be assigned to units and do then work as a part of that unit, or Characters can be Free Characters, which costs +10 points and allows them to move individually. They can attach to and detach from units at will and at no movement cost. They move freely through friendly Units and friendly Units freely move through them.

Free Characters do not block Line of Sight.

Free Characters that move individually move at a movement of 10 U per turn. This can be increased to 15 U for +5 points or to 20 U for +10 points.

Characters that are attached to a Unit must activate when that Unit activates. They can however leave the Unit at any point of the activation (even in melee) and move elsewhere. To attach to a Unit a Character simply moves adjacent to a Unit and declares that he is attached to it now.

There can be a maximum of 3 Characters attached to a Unit.

Free Characters that are not attached to a Unit can be charged and can choose to evade with a movement of 2d6 U. If they cannot evade (eg. Get caught because their movement does not suffice to avoid being contacted) or choose not to evade they are removed from play (captured or slain). Zone of Control has no effect on Free Characters and they can not be opportunity charged. They can also never be fired on by Units.

If a Unit that contains a Leader rolls a ‘6’ on a Cohesion Test or is routed, a Character in it must make a Result Roll as for a General (use the same chart, Command Values are ignored, Command Structure is *not* ignored).

Characters can also be the General of an army. In that case they cost according to the gradings in the Impetus Rulebook (plus what the Character and his abilities would cost).

The loss of a character affects his/her armies VD by 2 points (but these points are *not* calculated in the armies VD-break value). Loss of a Character who is also the General affect his/her armies VD by 3 points, which are calculated into the total VD of that army (for the Unit he is permanently attached to or for himself, if he is a Free Character.) In case of a Free Character, the Command Radius is measured from the position of the Character or from the Unit he is attached to at the moment.

Characters have no facing and can see 360° around. Free Characters attached to a Unit or non-Free Characters measure line of sight from the middle of the Unit they are in, they do not need to take into account corner-to-corner visibility lines, a single uninterrupted line from the middle of the Unit to any part of the target is enough to make the target visible to the character (*not* to the whole Unit). Free Characters measure like-wise, but from the middle of their own base.

Special Abilities for Characters

Anti-Magic (x): Enemy Magic users trying to cast a spell while within 20 U of this Character or the Unit he is attached to get -1 (10 points) or -2 (20 points) on their attempts to cast spells. The effects

of more than one Anti-Magic Character or Unit are not cumulative.

Duelist (+10 points): If the Character is within 10 U of an enemy Character or an enemy Unit that has a Character attached or if he is within a Unit that is in melee with an enemy Unit that has a Character (or more than one Character) attached, he can fight a duel with that Character (in case of more than one such Character, the duelist can choose his opponent). Each player throws a die, the duelist gets +1, characters with any value in the fighter ability (see above) get +1. The high roller wins and defeats his opponent (killed or captured). In case of a tie both characters are defeated.

Fighter (x): A Unit that this Character is attached to gains +x dice in melee.
+1: 5 points, +2: 10 points, +3: 15 points.

Leader (x): A Unit that this Character is attached to gains +x dice in all Cohesion Test and Psychology Tests it must make.
+1: 10 points, +2: 20 points.

Lone Wanderer (-5 points): The Character can not attach to Units.

Master Shot (x): A Unit that this Character is attached to gains +x dice in shooting.
+1: 5 points, +2: 10 points, +3: 15 points.

Taunt (+5 points): Use after activating the Character (use only once per turn). An enemy Unit within 20 U of the Character must make a Psychology test. If it fails the test it must immediately move half its movement U towards the taunting Character or the Unit he is in.

Zap (x): Choose a target Unit within 20 U. Then roll x dice. For each "5" or "6" the target Unit gets a Loss. If the target Unit gets any Losses, it is also Disordered.
1: 10 points, 2: 20 points, 3: 30 points.

Magic

Magic users can be Characters or Units.

Every magic user belongs to one School of magic and can only use that Schools spell list.

Magic Users can cast Spells in their activation phase (when they are activated) until they fail. If they fail, they can then not cast spells in that activation anymore. They can again try to cast spells in the next activation. It is not possible to interrupt a magic users activation, activate another Unit, and then continue to cast spells with that magic user.

To cast a spell, roll a Magic test, which is rolled for like a Discipline Test, but without the modifiers. The only modifier is the Modificator value of the spell. There also is a cumulative modifier of -1 for each Spell after the first. It is possible to try to cast spells that would be impossible to cast (due to requiring ndie results higher than ,6'). Spells always are succesful on a result of ,6' on the die (regardless of modifiers).

If visibility is required for a spell, Units who are magic users determine visibility as per the Firing rules. Characters can claim visibility if the can draw a single uninterrupted straight line (use a ruler or a cord) to the target. Charcters attached to Units can draw such a line from anywhere inside that Unit.

Wizardry Spell List

Fireball

Range: 30 U

Target: Visible Unit.

Modifier: +0

Effect: The target is hit by a Firing attack with 5 dice.

Invoke Fear

Range: 30 U

Target: Visible Unit.

Modifier: -1

Effect: The target Unit must take a Psychology test. If it fails it must retreat once (as after a lost melee and with the possible results of that) and is Disordered.

Spellblast

Range: 20 U

Target: All Units (friendly and enemy) within 20 U of the Wizard or the Unit he/she is attached to.

Modifier: -2

Effect: Every target Unit takes a Firing attack hit with 4 dice. The Wizard himself or the unit he/she is attached to is not affected.

Wall of Fire

Range: 20 U

Target: Empty and visible ground (any terrain) big enough to hold the Wall of Fire.

Modifier: -1

Effect: Place a Wall of Fire (impassable terrain) of 10 U length. The Wall of Fire will be in effect for 1d6 turns (place a die next to it and decrease each turn before dicing for initiative the first time).

Teleport

Range: 10 U (for target Unit or Character)

Target: Visible Character or visible Unit and Characters that are attached to it.

Modifier: -1

Effect: The target Unit or Character can be freely moved up to 30 U in any direction. It may not be teleported into melee (but could enter melee with a movement phase later that turn.) The wizard may teleport himself with that spell.

Necromancer Spell ListRaise Undead Horde

Range: 10 U

Target: Visible, empty ground (any terrain) big enough to hold the summoned Unit.

Modifier: -1

Effect: Raises a Unit with the following values:

Name	Type	M	VBU	I	D	Ps	Mag	VD	Pts	Notes
Undead Horde	FP	5	3	1	C	Imm.	-	1	-	Undead

The Unit can not activate in the turn it is raised and can not be raised in contact with an enemy Unit.

Dance of the Dead

Range: 20 U

Target: Visible Undead Unit.

Modifier: +0

Effect: The target Unit can immediately activate (even if it has already activated this turn) and move. It gets a bonus movement of 1d6 U for this move, which may also be used to charge.

Invoke Fear

Range: 30 U

Target: Visible Unit.

Modifier: +0

Effect: The target Unit must take a Psychology test. If it fails it must retreat once (as after a lost melee and with the possible results of that) and is Disordered.

Touch of Death

Range: 20 U

Target: Visible Unit in melee contact or within 10 U of a undead Unit.

Modifier: -1

Effect: Target Unit takes a melee attack with 3 dice. If it takes a Loss by this attack it also must make a Psychology test and flee (as from melee) if it fails.

Cleric Spell List

Invoke Holy Wrath

Range: 30 U

Target: Visible, friendly Unit.

Modifier: -1

Effect: Target Unit permanently becomes Impetuous and gets +1 die in melee.

Prayer of Healing

Range: 20 U

Target: Visible, friendly Unit.

Modifier: -1 / -2

Effect: Target Unit recovers 1 Loss (2 Losses if the -2 option was chosen.)

Prayer of Faith

Range: 20 U

Target: Visible, friendly Unit.

Modifier: +0

Effect: Target Unit becomes immune to Psychology (see that Unit ability).

Invoke Presence of the Holy

Range: 10 U

Target: Friendly Units within 10 U of the Cleric or the Unit he is attached to.

Modifier: -1

Effect: For this activation phase Target Units becomes immune to Psychology (see that Unit ability)

and get +2 in melee.

Shaman Spell List

Wall of Fire

Range: 20 U

Target: Empty, visible ground (any terrain) big enough to hold the Wall of Fire.

Modifier: -1

Effect: Place a Wall of Fire (impassable terrain) of 10 U length. The Wall of Fire will be in effect for 1d6 turns (place a die next to it and decrease each turn before dicing for initiative the first time).

Summon Swarm

Range: 10U

Target: Empty, visible ground (any terrain) big enough to hold the summoned Unit.

Modifier: -1

Effect: Raises a Unit with the following values:

Name	Type	M	VBU	I	D	Ps	Mag	VD	Pts	Notes
Swarm	FL	8	3	1	C	C	-	1	-	Specialist (*)

* All swarms must choose the same terrain.

The swarm can not be activated in the turn it was raised and can not be raised in contact with an enemy Unit.

Summon Spirit

Range: 10 U

Target: Empty, visible ground (any terrain) big enough to hold the summoned Unit.

Modifier: -2

Effect: Raises a Unit with the following values. There can only be one spirit Unit in play for each Shaman.

Name	Type	M	VBU	I	D	Ps	Mag	VD	Pts	Notes
Spirit	CM	12	5	2	C	-	-	2	-	Immune to Psychology, Fearsome, Specialist (*)

* Type of terrain can be freely chosen.

The spirit can not be activated in the turn it was raised and can not be raised in contact with an enemy Unit.

Lore of Nature

Range: 10 U

Target: Visible terrain feature.

Modifier: -2

Effect: The target terrain feature can be shifted by up to 15 U in any direction. It cannot be shifted off the table or onto other terrain features, except for other terrain features of the same type. It can be shifted onto Units, which are then disordered.

Wrath of the Elements

Range: 20 U

Target: Visible Unit.

Modifier: +0

Effect: The target Unit immediately takes a melee attack with 3 dice.

Bardic Spell List

Tales of Heroes Old

Range: 10 U

Target: All friendly Units within 10 U of the Bard or the Unit he/she is attached to.

Modifier: +0

Effect: Target Units get +1 in melee and on Cohesion Tests until the end of that turn.

Song of Grim Woe

Range: 20 U

Target: All enemy Units within 20 U of the Bard or the Unit he/she is attached to.

Modifier: -1

Effect: Target Units must make a Psychology Test and are Disordered if they fail.

Music of the Wind

Range: 10 U

Target: All friendly Units within 10 U of the Bard or the Unit he/she is attached to.

Modifier: +0

Effect: Target Units get +2 in firing that turn.

Song of Order

Range: 10 U

Target: All friendly Units within 10 U of the Bard or the Unit he/she is attached to.

Modifier: +0

Effect: Target Units are automatically rallied (remove Disorder). Also works on Units in melee.

Words of Haste

Range: 10 U

Target: Friendly Unit within 10 U of the Bard.

Modifier: +0

Effect: Target Unit can immediately perform a free extra movement phase (no Discipline check required).

Miscellaneous Notes:

Elephants should normally not be used. Their special rules interfere too much with the special abilities described in Heroic Fantasy Impetus. So better not use Elephants and Camels – it is just too likely to end up in a mess.

Monsters will normally be defined as some type of Cavalry, maybe as Infantry in the case of smallish or slow monsters. Remember how Impetus works only in some cases of Cavalry/Infantry interaction and is negated in others – this should be taken into account when creating Units.

There are no large Units in Heroic Fantasy Impetus.

Fliers can upset the balance easily, as an army without flying troops and without strong ranged

combat can not do much against it. So fliers should be used in mutual agreement and normally in limited quantities.

The point values are to be taken with a pinch of salt. They should give reasonable results if applied in a relaxed and fun-oriented mindset but will probably not stand the onslaught of the min-/maxing cheese lovers (aka “powergamers”). The potential for building killer combos is there – the players are supposed to be mature enough to be able to build armies in a gentlemanly way. Whoever wants to use this point system with a min/maxing mindset is too obnoxious to deal with anyway. If you are not sure about an army list or any given setup, communicate that with your gaming partner (the “opponent”).

Especially the costing for Movement and for the troop types is not accurate. If that does not work for you, require that at least 50 % of the troops must cost less than 25 points and that only a maximum of 20% of the points can be spend on Characters. This would still lead to strange armies in the hands of power gamers. I cannot be bothered to try to totally remove that possibility. I agree that a perfect points system would prevent players from abusing it, but I do not have enough free time and energy to actually write such a system.

Units are more expensive than in „normal“ Impetus. 400 points of troops in Heroic Fantasy Impetus are probably about as much as 300 points in „normal“ Impetus. Recommended size for a small game with 1 or 2 commands is 300-400 points. More for bigger games.

Units from normal Impetus can be used, they only need to add the cost for the Psychology value. If in doubt, use B (+3 points). However, note what I said about Large Units and Elephants.

Even though that should be obvious: No Unit or Character can cost negative points. I suggest not to allow Units costing less than 8 points at all.

Summoned troops count against the armies VD-break point when they are routed. They do however also raise the total break point of the army. (which is different from Heroes who do not contribute to the VD total.) This means that the VD-breakpoint needs to be kept track of.

When using oversized and undersized Units or when using Units that have extremely deep bases, the following rule should be applied for melees: A maximum of two Units (those who occupy the most frontage of the enemy base) fights on any side of an enemy Unit as per the usual rules. Any additional Unit in contact on that side only adds 1 die to the melee.

There are no rules for „ghosts“ and other „incorporeal“ beings, as they would tend to make them invincible or require special skills to fight them, which the opposite army might lack. To simulate such beings, making them instable and brittle and giving them a high VBU should work about right. Artillery should have a VBU of 1.

New Rule for Deployment

Because of the interaction of the special rules deployment is a bit more critical than in the original Impetus rules. The following helps:

Free Characters count as Units for these set-up rules.

Use the normal rules to decide which command is deployed first etc. Players placing a command place Units alternately. As long as at least 3 Units are left to be set up, place two Units a time, if 2 or less Units are left to be set up, alternately place single Units. The player that has left over any number of Units then places those.

Unit Examples:

Name	Type	M	VBU	I	D	Ps	Mag	VD	Pts	Notes
Halfling-Militia	FL	4	3	1	B	B	-	1	21	Short Bow A
Halfling - Bowmen	T	4	3	0	B	B	-	2	21	Longbow A
Ent	FP	10	7	3	C	B	-	3	67	Specialist (woods), Fearsome, Huge
Cannon	ART	2	1	-	B	B	-	1	30	Artill. A, Undersized Unit, Dangerous Contraption (+2)
Pilgrims of Wrath	FL	8	5	5	C	B	-	2	30	Impetuous, Fearsome
Grand Masters of the Order	CP	8	8	5	C	A	-	3	48	Impetuous, Immune to Fear, Big
Soldiers of the Order	FP	5	5	1	B	B	-	2	18	-