



# Farnborough Wargames Society

## Unit Points for Impetus Rules (from the Forum)

### Foreword

The Impetus rule set provides army lists in which units are suggested with points associated with them. However there is no system provided by which players can define their own units and so make up armies that are not included in the army lists.

This paper provides a copy of the provisional points system as defined by the Impetus team via the forum.

### Basic Formulation

In the formula below the nomenclature of the rules is followed but it in fact refers to the points of the rating rather than the rating itself.

$$\text{UNIT POINTS} = \text{TYPE} + \text{MOVEMENT} + \text{VBU} + \text{I} + \text{D} + \text{WEAPON}$$

<u>MOVEMENT</u>		<u>VBU</u>		<u>D</u>		<u>WEAPON</u>	
5U	0	1	0	C	0	Other Advantages	3
6U	0	2	4	B	5	Various Weapons	3
8U	2	3	6	A	10	Longbow A	12
10U	4	4	8			Longbow B	7
12U	6	5	12			Short bow A	7
See Note 2		6	18			Short bow B	3
		7	25			Composite bow A	7
		8	35			Composite bow B	7
						Composite bow C	3
<u>TYPE</u>				<u>I</u>		Crossbow A	10
CGP	-2			0	-2	Crossbow B	3
EL	3			1	1	Handgun	3
				2	2	Harquebus A	10
				3	3	Harquebus B	7
<u>Special</u>				4	4	Long Spear	3
Camels	3			5	5	Musket	12
Impetuous	0	Note 2		6	6	Javelin	3
						Pike	3
						Pilum	3
						Schiltron Pike	-2
						Sling	3
						Art A	20
						Art B	15
						Art C	20
						Art B on Cart	18

Field defences are 5 points per unit width

Note 1: Add second unit to form a large unit costs 75% (rounded) of the main unit cost added on top.

Note 2: All Impetuous have their movement points set to zero.