



2



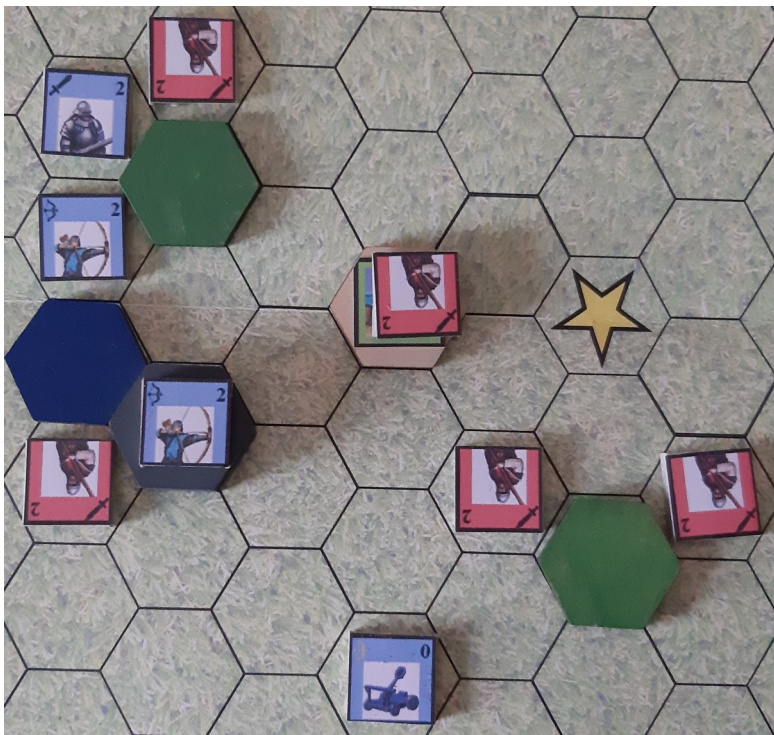
12+



30-60 min

IMPEDIMENTA

Two medieval armies collide, and only one of them will seize the day! Only your strategy will let you win... or lose: use wisely your forces and the terrain to prevail!



MECHANICS

Deterministic wargame

Hex and counters

MATERIALS

1 board

64 counters (in two colours)

34 terrain elements

Rules: 6 pages + 6 scenarios ready to play

Choose an army (or use a pre-made scenario), create a battlefield, and fight: during each round, you will activate all of your pieces. Like chess, or shogi, this is an abstract wargame with zero luck - completely deterministic medieval war.



Gaetano Giammarino
email: info@conoscienza.com
tel. (+39) 338 4090903