

2 by 2

NAPOLEONIC'S

ARMY LISTS



*Twenty-eight armies of the age of Napoleon
from the levée en masse to the War of 1812*

by ROD HUMBLE

VERSION 3.04

USING THESE LISTS



This booklet is a companion to *2 by 2 Napoleonic's*. It contains twenty-eight army lists spanning the period from the French Revolution to the War of 1812, arranged in five sections: France and her satellites, the Coalition powers, the Peninsula, the North and the small states, and the wars beyond Europe.

Each list gives the army's character, a table of unit allowances, and a ready-made *sample force* of 40 AP — the standard game size — so that a new army can be put on the table without any arithmetic at all. Players are encouraged to build their own forces within the allowances; the samples are merely one historically-minded way to spend the points.

NOTATION

Each Command can take up to the indicated amount of units. A minimum number other than zero means that unit *must* be purchased (usually HQs). For example: 1–3 HQ means at least one HQ must be purchased, but no more than three may be. A number in brackets indicates that if that unit type is purchased, then that is the minimum amount. For example: (2)–6 Line Infantry means that if you choose to buy Line Infantry, you must buy at least two and a maximum of six.

STAFF POINTS

Each list shows its own Staff Point allowance, which *replaces* the standard maximum of four given in the rulebook. This is the chief way the lists express the quality of an army's staff work: the Grande Armée at its height may buy up to six, while the armies of Frederician Prussia, Bourbon Spain, and the Sultan may buy none at all — once their battle plan is made, it is made.

UNIT SIZES

Where a list shows a “Large” entry, those units may be purchased Large at the cost shown. Other sizing (including “Small” units) is intended for historical recreations and requires the agreement of both players.

LIGHT INFANTRY

Every unit in *2 by 2* already includes its own skirmish screen. The Light Infantry unit type represents the rare formation composed *wholly* of skirmish-trained troops — the British Light Division, Austrian Grenzer, Portuguese caçadores, Prussian jäger, American rifle regiments. The lists therefore ration it carefully; where an army has no such formations, it has no Light Infantry at all, however fine its skirmishers were.

UNIT POINT COSTS

UNIT	COST
HQ	4 AP
Line Infantry	2 AP
Guards / Grenadiers	3 AP
Light Infantry	3 AP
Heavy Cavalry	3 AP
Light Cavalry	3 AP
Lancers	3 AP
Foot Artillery	3 AP
Horse Artillery	4 AP
Militia	1 AP
Irregular Shooters	1.5 AP
Irregular Warband	2 AP
Irregular Cavalry	2 AP
Irregular Mounted Shooters	2.5 AP
Staff Point (max. 4)	1 AP
Unit is "Large"	+1 AP
Unit is "Small"	-0.5 AP [†]

[†] No Militia unit may be "Small".

THE IRREGULAR UNITS & LANCERS

Five unit types introduced in the rulebook's Optional Rules chapter are used by these lists as *standard* units — no special agreement is needed to field them. Their rules are repeated here in brief:

Irregular Shooters (1.5 AP, move 3", range 1") Units who form in order but are not drilled in the European manner. They count as infantry armed with small-arms, and receive -1 when shooting.

Irregular Warband (2 AP, move 3") Units without missile weapons who engage in melee only. They may not shoot under any circumstances, and receive +1 to melee rolls.

Irregular Cavalry (2 AP, move 5") Cossacks, ghazi horsemen and the like. They count as Light Cavalry, except: they rout whenever any other unit routs within 2" of them, or passes within 2" when routing; and they may not initiate melee against infantry unless that infantry is Disrupted.

Irregular Mounted Shooters (2.5 AP, move 5", range 1") Horse-archers and mounted skirmishers. Irregular Cavalry that may also shoot — small-arms (bows count as small-arms) at -1. Shooting Pins them as usual; a mounted swarm's escape is the voluntary rout available to Light Cavalry.

Lancers (3 AP, move 5") Light Cavalry trained with the lance. They receive +2 in melee against any Disrupted unit, and -1 in melee against cavalry at all times.

ARMY SPECIAL RULES

Every army in this booklet carries one special rule — a small piece of national character, named and stated in its list. They are deliberately minor: a modifier in a narrow circumstance, a new use for Staff Points, or a once-per-game grace. Where a list may not purchase Staff Points, its special rule says so. One extra thing to remember per player; the rest of the character lives in the allowances.

ALLIED ARMIES

Some campaigns are best represented by combining lists — Wellington's Anglo-Portuguese army, or the polyglot force that stood at Waterloo — and players are encouraged to do so. With the agreement of both players, an army may be drawn from two or three historically allied lists. Divide the army's AP total between the contingents before purchasing. Each contingent respects its own list's minimums and maximums, except that the army as a whole needs only one HQ, which must come from the largest contingent.

Only *one* contingent's army special rule applies to an allied army — the player chooses which when the army is drawn up. Some lists are at their best, and most historical, as allied contingents: the Spanish Guerrilla rarely stood in line of battle alone, and Portugal marched beside Wellington.

FRANCE & HER SATELLITES



FRENCH — THE REVOLUTION (1792–1799)

The armies of the Republic were forged in emergency: half-trained volunteers and conscripts of the *levée en masse* brigaded with the old royal regulars into the demi-brigades of the *amalgame*. What they lacked in drill they made up in numbers, fervour, and a swarm of skirmishers. The cavalry, gutted by the emigration of its officers, was the army's weak arm; the artillery, spared the purges, was its best.

Special: Élan — Once per game, after both dice in a melee are rolled, add +1 to the score of one Republican infantry unit.

ALLOWANCE	UNIT	COST
1–2	HQ	4 AP
0–14	Line Infantry	2 AP
(2)–6	“Large” Line Infantry	3 AP
0–1	Guards / Grenadiers	3 AP
0–2	Light Infantry	3 AP
0–1	Heavy Cavalry	3 AP
0–3	Light Cavalry	3 AP
0–3	Foot Artillery	3 AP
0–1	Horse Artillery	4 AP
(2)–8	Militia	1 AP
0–2	Staff Point	1 AP

SAMPLE FORCE (40 AP): HQ; 6 Line Infantry; 2 “Large” Line Infantry; 1 Light Infantry; 2 Militia; 2 Light Cavalry; 2 Foot Artillery; 1 Staff Point.

FRENCH — THE EMPIRE (1805–1807)

The Grande Armée of Austerlitz and Jena: the finest army Napoleon ever led, and perhaps the finest of the age. Its corps system and staff work let it march divided and fight united, its infantry was long-service and confident, and behind the line waited the Guard and the massed cavalry reserve. The list's three HQs and six Staff Points are the corps system in miniature.

Special: *The Corps System* — Staff Points may also be spent, after a rally roll, to add +1 per point spent to that roll. A natural 1 always fails and cannot be improved.

ALLOWANCE	UNIT	COST
1–3	HQ	4 AP
0–18	Line Infantry	2 AP
(2)–6	Guards / Grenadiers	3 AP
(4)	“Large” Guards / Grenadiers	4 AP
0–1	Light Infantry	3 AP
0–4	Heavy Cavalry	3 AP
0–4	Light Cavalry	3 AP
0–5	Foot Artillery	3 AP
0–2	Horse Artillery	4 AP
0–6	Staff Point	1 AP

SAMPLE FORCE (40 AP): 2 HQ; 8 Line Infantry; 2 Guards; 1 Heavy Cavalry; 1 Light Cavalry; 1 Foot Artillery; 1 Staff Point.

FRENCH — THE PENINSULA (1808–1814)

The army of Spain was a different creature from the Grande Armée: veteran, cynical, and worn down by a war of posts, convoys, and ambushed couriers. The Guard rarely appeared; the dragoon, half cavalryman and half counter-insurgent, was everywhere. Its columns remained formidable — when they could bring the elusive enemy to battle.

Special: *March or Die* — Hardened to long marches: the road movement bonus is +2" for this army, rather than +1".

ALLOWANCE	UNIT	COST
1–2	HQ	4 AP
0–18	Line Infantry	2 AP
0–2	Guards / Grenadiers	3 AP
0–1	Light Infantry	3 AP
0–2	Heavy Cavalry (Dragoons)	3 AP
0–4	Light Cavalry	3 AP
0–4	Foot Artillery	3 AP
0–1	Horse Artillery	4 AP
0–3	Staff Point	1 AP

SAMPLE FORCE (40 AP): *HQ; 10 Line Infantry; 1 Guards; 1 Heavy Cavalry; 2 Light Cavalry; 1 Foot Artillery; 1 Staff Point.*

FRENCH — THE LATE EMPIRE (1812–1815)

After Russia the Empire fought with what it could raise: boy-conscripts — the “Marie-Louises” — stiffened by an ever-larger Guard and an ever-larger park of guns. Napoleon's late battles were won, when they were won, by massed batteries and the charge of the reserve cavalry, not by the supple manoeuvres of 1805. Blunt, top-heavy, and still dangerous.

Special: *La Grande Batterie* — Any number of French artillery units in base-to-base contact with one another may fire at the same target as a single grand battery, provided each is in range and has line of sight. Resolve one artillery shot with +1 per artillery unit beyond the first. All of them count as having fired.

ALLOWANCE	UNIT	COST
1–3	HQ	4 AP
0–10	Line Infantry	2 AP
(2)–8	Militia (Conscripts)	1 AP
(2)–4	Guards / Grenadiers	3 AP
0–2	“Large” Guards / Grenadiers	4 AP
0–4	Heavy Cavalry	3 AP
0–2	Lancers	3 AP
0–2	Light Cavalry	3 AP
0–6	Foot Artillery	3 AP
0–2	Horse Artillery	4 AP
0–3	Staff Point	1 AP

SAMPLE FORCE (40 AP): *HQ; 4 Line Infantry; 4 Militia; 2 Guards; 2 Heavy Cavalry; 1 Lancers; 3 Foot Artillery.*

KINGDOM OF ITALY (1805–1814)

Eugène de Beauharnais made the Army of Italy the most dependable of all the satellite forces. Organised, drilled, and uniformed on the French model, it fought from Wagram to the Berezina and died in Russia alongside the Grande Armée. It plays as a slightly brittle early-French list: good troops, fewer of the best things, and a thinner staff.

Special: *Eugène's Steadiness* — Once per game, when an Italian unit suffers a Routs result from shooting, it is Disrupted instead.

ALLOWANCE	UNIT	COST
1–2	HQ	4 AP
0–14	Line Infantry	2 AP
0–2	Guards / Grenadiers (Royal Guard)	3 AP
0–1	Light Infantry	3 AP
0–1	Heavy Cavalry (Dragoni)	3 AP
0–2	Light Cavalry	3 AP
0–3	Foot Artillery	3 AP
0–1	Horse Artillery	4 AP
0–2	Militia	1 AP
0–2	Staff Point	1 AP

SAMPLE FORCE (40 AP): *HQ; 9 Line Infantry; 1 Guards; 1 Light Infantry; 1 Heavy Cavalry; 1 Light Cavalry; 2 Foot Artillery.*

KINGDOM OF NAPLES (1808–1815)

Marshal Murat ruled Naples as he charged: magnificently, and without much thought for what came after. His cavalry was superbly mounted and dressed; his infantry deserted in droves. A glass cannon of an army — lead with the horse, and do not ask the foot to stand anywhere important.

Special: *The King's Plume* — Neapolitan cavalry of all types add +1" to their move when moving to contact.

ALLOWANCE	UNIT	COST
1–2	HQ	4 AP
0–8	Line Infantry	2 AP
(2)–8	Militia	1 AP
0–2	Guards / Grenadiers	3 AP
0–3	Heavy Cavalry	3 AP
0–3	Light Cavalry	3 AP
0–1	Lancers	3 AP
0–2	Foot Artillery	3 AP
0–1	Horse Artillery	4 AP
0–2	Staff Point	1 AP

SAMPLE FORCE (40 AP): *HQ; 5 Line Infantry; 4 Militia; 1 Guards; 2 Heavy Cavalry; 2 Light Cavalry; 1 Lancers; 1 Foot Artillery; 1 Staff Point.*

DUCHY OF WARSAW (1807–1814)

No ally served Napoleon with more conviction than the Poles, who fought for the resurrection of their country. The uhlan with his lance was the national arm — the finest light horse of the age — and the infantry attacked with a fury the French themselves remarked upon. There is no militia in this list; Poland sent only soldiers.

Special: *For Poland!* — Once per game, one Polish unit rallies automatically instead of rolling.

ALLOWANCE	UNIT	COST
1–2	HQ	4 AP
0–12	Line Infantry	2 AP
0–2	Guards / Grenadiers (Vistula Legion)	3 AP
0–1	Light Infantry	3 AP
(2)–4	Lancers (Uhlans)	3 AP
0–2	Light Cavalry	3 AP
0–1	Heavy Cavalry	3 AP
0–3	Foot Artillery	3 AP
0–1	Horse Artillery	4 AP
0–3	Staff Point	1 AP

SAMPLE FORCE (40 AP): HQ; 8 Line Infantry; 1 Guards; 2 Lancers; 1 Light Cavalry; 2 Foot Artillery; 2 Staff Points.

BAVARIA (1805–1813)

The largest of the German states allied to France, and under Wrede a reliable partner on many fields. The Bavarian army was a miniature of its patron: sound line infantry, capable light battalions, and the handsome cheveu-légers. A balanced, honest force with no great strength and no great weakness.

Special: *Wrede's Initiative* — Once per turn, add +1 to one Bavarian reinforcement roll without spending a Staff Point. A natural 1 still fails.

ALLOWANCE	UNIT	COST
1–2	HQ	4 AP
0–12	Line Infantry	2 AP
0–2	Light Infantry	3 AP
0–1	Guards / Grenadiers	3 AP
0–3	Light Cavalry (Cheveu-légers)	3 AP
0–1	Heavy Cavalry	3 AP
0–3	Foot Artillery	3 AP
0–1	Horse Artillery	4 AP
0–2	Militia	1 AP
0–2	Staff Point	1 AP

SAMPLE FORCE (40 AP): *HQ; 9 Line Infantry; 1 Light Infantry; 2 Light Cavalry; 2 Foot Artillery; 1 Militia; 2 Staff Points.*

SAXONY (1806–1813)

The Saxons kept the old ways longest: steady, beautifully drilled infantry in the Frederician manner, and the heaviest cavalry in the Confederation. At Borodino the Garde du Corps and the Zastrow cuirassiers rode over the Raevsky redoubt itself. A hammer-and-anvil army: the line holds, the cuirassiers decide.

Special: *Garde du Corps* — Saxon Heavy Cavalry add +1 to rally rolls.

ALLOWANCE	UNIT	COST
1–2	HQ	4 AP
0–12	Line Infantry	2 AP
0–2	“Large” Line Infantry	3 AP
0–2	Guards / Grenadiers	3 AP
0–1	Light Infantry	3 AP
(2)–3	Heavy Cavalry	3 AP
0–2	Light Cavalry	3 AP
0–3	Foot Artillery	3 AP
0–1	Horse Artillery	4 AP
0–2	Militia	1 AP
0–2	Staff Point	1 AP

SAMPLE FORCE (40 AP): *HQ; 8 Line Infantry; 1 Guards; 2 Heavy Cavalry; 1 Light Cavalry; 2 Foot Artillery; 2 Staff Points.*

WÜRTTEMBERG (1805–1813)

King Frederick's little army was among the most professional in Germany: hard-marching infantry, excellent jäger battalions, and horse artillery that could keep pace with the cavalry. It served with distinction in 1809 and was consumed in Russia. A tactician's army — quick, flexible, and thin on reserves.

Special: *March Discipline* — A Staff Point may also be spent during the movement phase to give one Württemberg unit +1" of movement that phase. Each unit may be sped up only once per turn, though several different units may each be given the extra inch.

ALLOWANCE	UNIT	COST
1–2	HQ	4 AP
0–10	Line Infantry	2 AP
0–2	Light Infantry (Jäger)	3 AP
0–1	Guards / Grenadiers	3 AP
0–3	Light Cavalry	3 AP
0–1	Heavy Cavalry	3 AP
0–2	Foot Artillery	3 AP
0–2	Horse Artillery	4 AP
0–3	Staff Point	1 AP

SAMPLE FORCE (40 AP): *HQ; 7 Line Infantry; 2 Light Infantry; 2 Light Cavalry; 1 Horse Artillery; 1 Foot Artillery; 3 Staff Points.*

THE COALITION



GREAT BRITAIN — THE PENINSULA (1808–1814)

Wellington's army was built to win the firefight: the two-deep line, the reverse slope, the rifle-armed skirmishers of the Light Division. Its infantry was arguably the steadiest in Europe; its cavalry was scarce, and notorious for galloping at everything. Defend a ridge, blast the columns as they crest it, and keep the horse on a short rein.

Special: *The Reverse Slope* — British Line Infantry and Guards on a hill count as infantry in cover (–1) against artillery fire.

ALLOWANCE	UNIT	COST
1–2	HQ	4 AP
0–12	Line Infantry	2 AP
0–4	Light Infantry (Rifles, Light Division)	3 AP
0–2	Guards / Grenadiers	3 AP
0–1	Heavy Cavalry	3 AP
0–2	Light Cavalry	3 AP
0–3	Foot Artillery	3 AP
0–2	Horse Artillery	4 AP
0–4	Staff Point	1 AP

SAMPLE FORCE (40 AP): HQ; 8 Line Infantry; 2 Light Infantry; 1 Guards; 1 Light Cavalry; 1 Foot Artillery; 1 Horse Artillery; 1 Staff Point.

GREAT BRITAIN & ALLIES — THE HUNDRED DAYS (1815)

The army that stood at Waterloo was, in Wellington's own words, “an infamous army”: a core of Peninsular veterans and Guards, padded with young battalions, Hanoverian Landwehr, and allies of uncertain enthusiasm. The player's problem is the Duke's problem — where to put the good troops, and how to keep the rest from running before the crisis.

Special: “*Hard Pounding, Gentlemen*” — Once per game, after losing a melee, cancel the winner's follow-up move (even a mandatory one). The line holds.

ALLOWANCE	UNIT	COST
1–2	HQ	4 AP
0–10	Line Infantry (British, KGL)	2 AP
0–2	Guards / Grenadiers	3 AP
0–2	Light Infantry	3 AP
(2)–8	Militia (Allied contingents)	1 AP
0–2	Heavy Cavalry	3 AP
0–2	Light Cavalry	3 AP
0–3	Foot Artillery	3 AP
0–2	Horse Artillery	4 AP
0–3	Staff Point	1 AP

SAMPLE FORCE (40 AP): HQ; 7 Line Infantry; 1 Guards; 1 Light Infantry; 4 Militia; 2 Heavy Cavalry; 1 Horse Artillery; 2 Staff Points.

AUSTRIA — THE EARLY WARS (1792–1800)

The whitecoats of the First and Second Coalitions: an army of long-service professionals, superb cuirassiers, and the famous Grenz light infantry of the military frontier — yet commanded by a council of war that moved at the pace of its paperwork. The troops deserve better orders than the single Staff Point allows. Deliver them anyway.

Special: *The Emperor's Cuirassiers* — Austrian Heavy Cavalry add +1 in melee against enemy cavalry.

ALLOWANCE	UNIT	COST
1–2	HQ	4 AP
0–16	Line Infantry	2 AP
(2)–4	“Large” Line Infantry	3 AP
(2)–4	Guards / Grenadiers (Converged Grenadiers)	3 AP
0–2	Light Infantry (Grenzer)	3 AP
0–4	Heavy Cavalry	3 AP
0–3	Light Cavalry (Hussars)	3 AP
0–4	Foot Artillery	3 AP
0–1	Horse Artillery	4 AP
0–2	Militia	1 AP
0–1	Staff Point	1 AP

SAMPLE FORCE (40 AP): *HQ; 7 Line Infantry; 2 Guards; 1 Light Infantry; 1 Heavy Cavalry; 1 Light Cavalry; 2 Foot Artillery; 1 Staff Point.*

AUSTRIA — THE REFORMED ARMY (1809)

The Archduke Charles rebuilt the army after Austerlitz, and in 1809 it met Napoleon alone and nearly beat him. Mass is its method: big regiments, big grenadier reserves, a new Landwehr behind them, and at Aspern the guns fired the Grande Armée back across the Danube. Ponderous, brave, and very hard to kill.

Special: *The Archduke's Example* — The Austrian HQ adds +2, rather than +1, to the rally roll of a unit it is in base-to-base contact with.

ALLOWANCE	UNIT	COST
1–2	HQ	4 AP
0–16	Line Infantry	2 AP
(2)–6	“Large” Line Infantry	3 AP
(2)–4	Guards / Grenadiers (Converged Grenadiers)	3 AP
0–2	Light Infantry (Grenzer, Jäger)	3 AP
0–3	Heavy Cavalry	3 AP
0–3	Light Cavalry	3 AP
0–5	Foot Artillery	3 AP
0–2	Horse Artillery	4 AP
(2)–6	Militia (Landwehr)	1 AP
0–2	Staff Point	1 AP

SAMPLE FORCE (40 AP): *HQ; 6 Line Infantry; 2 “Large” Line Infantry; 2 Guards; 2 Militia; 1 Light Cavalry; 2 Foot Artillery; 1 Staff Point.*

PRUSSIA (1806)

Frederick the Great's army, thirty years after Frederick: the drill immaculate, the cavalry magnificent, the generals octogenarian. It marched to Jena certain of victory and was destroyed in a single week. The list gives you one HQ, no Staff Points, and no light infantry — and some of the best cavalry and steadiest line in the game. Win with what Frederick left you.

Special: *Frederician Drill* — Prussian Line Infantry and Guards add +1 to their first volley (a total of +2 with the normal first-volley modifier). No Staff Points may be purchased.

ALLOWANCE	UNIT	COST
1	HQ	4 AP
0–14	Line Infantry	2 AP
0–2	“Large” Line Infantry	3 AP
0–2	Guards / Grenadiers	3 AP
0–3	Heavy Cavalry	3 AP
0–2	Light Cavalry	3 AP
0–4	Foot Artillery	3 AP
0–1	Horse Artillery	4 AP

SAMPLE FORCE (40 AP): HQ; 9 Line Infantry; 1 Guards; 2 Heavy Cavalry; 1 Light Cavalry;
2 Foot Artillery.

PRUSSIA — THE WAR OF LIBERATION (1813–1815)

The army Scharnhorst and Gneisenau built from the wreck of 1806: a small professional core, jäger and Schützen, and behind them the great patriotic mass of the Landwehr — brittle battalion by battalion, irresistible in the aggregate. The reformed staff was the finest in Europe; Blücher's army always attacked, and always came back after a beating.

Special: *Scharnhorst's Staff* — Staff Points may also be spent to re-roll a failed rally roll (one re-roll per rally attempt).

ALLOWANCE	UNIT	COST
1–3	HQ	4 AP
0–10	Line Infantry	2 AP
(4)–10	Militia (Landwehr)	1 AP
0–2	Light Infantry (Jäger)	3 AP
0–2	Guards / Grenadiers	3 AP
0–2	Heavy Cavalry	3 AP
0–3	Light Cavalry	3 AP
0–2	Irregular Cavalry (Landwehr Cavalry)	2 AP
0–4	Foot Artillery	3 AP
0–2	Horse Artillery	4 AP
0–4	Staff Point	1 AP

SAMPLE FORCE (40 AP): HQ; 7 *Line Infantry*; 5 *Militia*; 1 *Light Infantry*; 1 *Guards*; 1 *Heavy Cavalry*; 1 *Light Cavalry*; 1 *Foot Artillery*; 2 *Staff Points*.

RUSSIA — THE EARLY WARS (1805–1807)

The army of Austerlitz, Eylau, and Friedland asked only to be pointed at the enemy. The Russian soldier was famously immovable — “it is not enough to kill a Russian; you must also push him over” — and the artillery park was enormous. Command, by contrast, was a Babel of jealous seniorities.

Special: *Stoicism* — Russian Line Infantry and Guards / Grenadiers are Destroyed when routing only on a roll of 1, rather than 1–2.

ALLOWANCE	UNIT	COST
1–2	HQ	4 AP
0–16	Line Infantry	2 AP
0–4	“Large” Line Infantry	3 AP
0–3	Guards / Grenadiers	3 AP
0–1	Light Infantry (Jäger)	3 AP
0–2	Heavy Cavalry	3 AP
0–2	Light Cavalry	3 AP
0–1	Lancers	3 AP
0–4	Irregular Cavalry (Cossacks)	2 AP
0–6	Foot Artillery	3 AP
0–1	Horse Artillery	4 AP
0–1	Staff Point	1 AP

SAMPLE FORCE (40 AP): HQ; 8 Line Infantry; 1 Guards; 1 Heavy Cavalry; 2 Irregular Cavalry; 3 Foot Artillery; 1 Staff Point.

RUSSIA — THE PATRIOTIC WAR (1812–1814)

The army that burned its own capital rather than yield it, then marched to Paris. By 1812 the Russians had grand batteries to match the French, cuirassier divisions, clouds of Cossacks, and behind everything the Opolchenie militia with their pikes and crosses. It gives ground grudgingly, counter-attacks savagely, and never stops coming.

Special: *The Cossack Cloud* — While at least one Russian Irregular Cavalry unit is on the table, enemy flank reinforcements arrive on 5+ rather than 4+.

ALLOWANCE	UNIT	COST
1–2	HQ	4 AP
0–16	Line Infantry	2 AP
0–4	“Large” Line Infantry	3 AP
(2)–4	Guards / Grenadiers	3 AP
0–1	Light Infantry (Jäger)	3 AP
0–3	Heavy Cavalry	3 AP
0–2	Light Cavalry	3 AP
0–2	Lancers (Uhlans)	3 AP
0–6	Irregular Cavalry (Cossacks)	2 AP
0–2	Irregular Mounted Shooters (Bashkirs, Kalmyks)	2.5 AP
0–6	Foot Artillery	3 AP
0–2	Horse Artillery	4 AP
(2)–6	Militia (Opolchenie)	1 AP
0–2	Staff Point	1 AP

SAMPLE FORCE (40 AP): *HQ; 6 Line Infantry; 2 Guards; 2 Militia; 2 Irregular Cavalry; 1 Heavy Cavalry; 3 Foot Artillery.*

THE PENINSULA



SPAIN — THE REGULAR ARMY (1808–1814)

The Spanish regular army fought the whole war under every disadvantage: beaten, re-raised, beaten again, and never once persuaded to stop fighting. Its soldiers won at Bailén and starved everywhere else; its staff work was a rumour. A horde army — the numbers are real, the resilience is not, and the player must spend lives to buy time.

Special: *Zaragoza* — Spanish infantry defending a town add +1 to shooting and to melee. No Staff Points may be purchased.

ALLOWANCE	UNIT	COST
1–2	HQ	4 AP
0–16	Line Infantry	2 AP
(4)–12	Militia	1 AP
0–1	Guards / Grenadiers	3 AP
0–1	Light Infantry	3 AP
0–1	Heavy Cavalry	3 AP
0–2	Light Cavalry	3 AP
0–3	Foot Artillery	3 AP
0–1	Horse Artillery	4 AP

SAMPLE FORCE (40 AP): *HQ; 10 Line Infantry; 7 Militia; 1 Guards; 1 Light Cavalry; 1 Foot Artillery.*

THE SPANISH GUERRILLA (1808–1814)

The “little war” that gave the world the word: Mina, El Empecinado, the priest Merino — armies that were everywhere, and nowhere the French needed them to be. On the 2 by 2 board the guerrilla appears from any direction, melts when struck, and makes the invader garrison every road and bridge on the table.

Special: *Guerrilla* — The army's reinforcement points may be placed on *any* board edge, and its starting units may deploy anywhere on its own half of the board, rather than within 6” of its base edge. Neither may be placed within 6” of an enemy reinforcement point. No Staff Points may be purchased. The Guerrilla is at its best — and most historical — as an allied contingent beside a Spanish or British army.

ALLOWANCE	UNIT	COST
1	HQ	4 AP
(4)–12	Irregular Shooters	1.5 AP
0–2	Light Infantry (Veteran bands)	3 AP
0–6	Militia	1 AP
0–4	Irregular Cavalry	2 AP
0–2	Irregular Mounted Shooters	2.5 AP
0–1	Light Cavalry	3 AP
0–1	Foot Artillery	3 AP

SAMPLE FORCE (40 AP): HQ; 10 Irregular Shooters; 2 Light Infantry; 6 Militia; 3 Irregular Cavalry; 1 Light Cavalry.

PORTUGAL (1809–1814)

Rebuilt by Beresford with British drill, British muskets, and Portuguese endurance, the army earned Wellington's highest compliment: “the fighting cocks of the army.” The brown-coated caçadores were among the finest light troops in the Peninsula, and the line stood at Bussaco and Salamanca shoulder to shoulder with the redcoats.

Special: *The Fighting Cocks* — Once per game, one Portuguese Line Infantry unit counts as Guards for the duration of a single melee (+1 in melee; no other Guards rules).

ALLOWANCE	UNIT	COST
1–2	HQ	4 AP
0–10	Line Infantry	2 AP
0–3	Light Infantry (Caçadores)	3 AP
0–4	Militia (Ordenança)	1 AP
0–1	Light Cavalry	3 AP
0–2	Foot Artillery	3 AP
0–3	Staff Point	1 AP

SAMPLE FORCE (40 AP): HQ; 9 Line Infantry; 3 Light Infantry; 2 Militia; 1 Light Cavalry; 1 Foot Artillery; 1 Staff Point.

THE NORTH & THE SMALL STATES



SWEDEN (1808–1814)

Sweden fought Russia for Finland, lost, elected a French marshal as Crown Prince, and marched against his old Emperor in 1813. The army was steady, well-gunned, and frugally handled — Bernadotte husbanded his Swedes so carefully at Leipzig that his allies complained. Disciplined line, good jägare, little cavalry.

Special: *Forest Veterans* — Hardened in the Finnish wilderness: Swedish infantry ignore the extra movement cost for crossing streams, and a Swedish infantry unit forced into Dense Woods by rout is Pinned at the wood's edge rather than Destroyed.

ALLOWANCE	UNIT	COST
1–2	HQ	4 AP
0–12	Line Infantry	2 AP
0–1	Guards / Grenadiers	3 AP
0–1	Light Infantry (Jägare)	3 AP
0–1	Heavy Cavalry	3 AP
0–1	Light Cavalry	3 AP
0–4	Foot Artillery	3 AP
0–1	Horse Artillery	4 AP
0–4	Militia (Lantvärn)	1 AP
0–2	Staff Point	1 AP

SAMPLE FORCE (40 AP): HQ; 9 Line Infantry; 1 Guards; 1 Light Infantry; 1 Light Cavalry; 2 Foot Artillery; 1 Militia; 2 Staff Points.

DENMARK-NORWAY (1801–1814)

Twice bombarded in its own capital, Denmark fought the whole period on the defensive — against the Royal Navy, against Sweden, and finally against half of Europe. The Norwegian half of the army produced hardy jäger and ski troops; the Danish half, a solid, unglamorous line. A stubborn defensive force that asks the enemy to come and dig it out.

Special: *Stubborn to the Last* — Danish units may attempt to rally with an enemy within 2" (at the normal –2), as though they were Guards.

ALLOWANCE	UNIT	COST
1–2	HQ	4 AP
0–12	Line Infantry	2 AP
0–1	Guards / Grenadiers	3 AP
0–1	Light Infantry (Norwegian Jäger)	3 AP
0–1	Heavy Cavalry	3 AP
0–1	Light Cavalry	3 AP
0–3	Foot Artillery	3 AP
0–1	Horse Artillery	4 AP
0–4	Militia	1 AP
0–1	Staff Point	1 AP

SAMPLE FORCE (40 AP): *HQ; 10 Line Infantry; 1 Guards; 1 Light Infantry; 3 Militia; 1 Light Cavalry; 1 Foot Artillery; 1 Staff Point.*

UNITED NETHERLANDS (1815)

The young kingdom's young army: Dutch and Belgian regulars who had lately worn French uniforms, militia who had lately worn none, and a handful of excellent cavalry. History has been kinder to it than its allies were — it was Dutch-Belgian troops who plugged the line at Quatre Bras. A defensive list that rewards careful husbanding of the reserve.

Special: *Quatre Bras* — Once per game, when the Militia automatic-rout rule would force a Netherlands Militia unit to rout, that unit stands instead — and ignores the Militia automatic-rout rule for the rest of that turn.

ALLOWANCE	UNIT	COST
1–2	HQ	4 AP
0–8	Line Infantry	2 AP
(2)–8	Militia	1 AP
0–1	Light Infantry (Jagers)	3 AP
0–1	Heavy Cavalry (Carabiniers)	3 AP
0–2	Light Cavalry	3 AP
0–2	Foot Artillery	3 AP
0–1	Horse Artillery	4 AP
0–2	Staff Point	1 AP

SAMPLE FORCE (40 AP): *HQ; 7 Line Infantry; 5 Militia; 1 Light Infantry; 1 Heavy Cavalry; 1 Light Cavalry; 2 Foot Artillery; 2 Staff Points.*

BRUNSWICK — THE BLACK HORDE (1815)

The Duke of Brunswick raised his corps in mourning black, with the silver death's-head on every shako, to avenge a father killed at Auerstedt and a duchy stolen by Bonaparte. The Duke himself fell at Quatre Bras, leading from the front as always. Young troops, black banners, and absolutely no intention of standing on the defensive.

Special: *The Black Vow* — Once per game, one Brunswick unit may re-roll its own melee die.

ALLOWANCE	UNIT	COST
1	HQ	4 AP
0–6	Line Infantry	2 AP
0–2	Light Infantry (Avantgarde, Leib-Bataillon)	3 AP
(2)–4	Militia	1 AP
0–2	Light Cavalry (Death's Head Hussars)	3 AP
0–1	Lancers (Uhlans)	3 AP
0–1	Foot Artillery	3 AP
0–1	Horse Artillery	4 AP
0–1	Staff Point	1 AP

SAMPLE FORCE (40 AP): *HQ; 6 Line Infantry; 2 Light Infantry; 4 Militia; 2 Light Cavalry; 1 Lancers; 1 Horse Artillery; 1 Staff Point.*

BEYOND EUROPE



THE OTTOMAN EMPIRE (1798–1812)

The Sultan's armies broke every rule the European drill-books knew, and occasionally broke the Europeans too. Around a shrinking core of Janissaries and the new-model Nizam-i Cedid infantry swirled a vast irregular host: Albanian musketeers, delis, sipahis, and the great guns the Turks had always loved. Point it at the enemy, and hope.

Special: *The Endless Host* — The Ottoman army is not defeated until it has lost six units rather than five (the Decisive-game requirement to have lost 2 more than the opponent is unchanged). No Staff Points may be purchased.

ALLOWANCE	UNIT	COST
1–2	HQ	4 AP
0–3	Guards / Grenadiers (Janissaries)	3 AP
0–2	“Large” Guards (Janissary masses)	4 AP
0–2	Line Infantry (Nizam-i Cedid)	2 AP
(4)–12	Irregular Shooters	1.5 AP
0–6	Irregular Warband	2 AP
(2)–8	Irregular Cavalry	2 AP
0–2	Irregular Mounted Shooters (Delis)	2.5 AP
0–2	Light Cavalry (Sipahis)	3 AP
0–4	Foot Artillery	3 AP

SAMPLE FORCE (40 AP): *HQ; 2 Guards; 8 Irregular Shooters; 3 Irregular Warband; 3 Irregular Cavalry; 2 Foot Artillery.*

EGYPT — THE MAMELUKES (1798–1801)

At the Pyramids, Bonaparte's squares met an army out of the middle ages: the Mamelukes, slave-soldiers and perhaps the finest individual horsemen alive, each a whirlwind of pistols, carbine, and razor-edged scimitar. They died magnificently against formed infantry — but catch a unit Disrupted or in the open, and the scimitar still rules.

Special: *Ferocious* — Mameluke Cavalry are Irregular Cavalry that may initiate melee against *any* infantry, Disrupted or not, and receive +1 in melee when resolving a melee caused by their own move to contact (not on follow-up). No Staff Points may be purchased.

ALLOWANCE	UNIT	COST
1–2	HQ	4 AP
(2)–8	Mameluke Cavalry	3 AP
0–6	Irregular Cavalry (Bedouin)	2 AP
0–8	Irregular Shooters	1.5 AP
0–4	Irregular Warband	2 AP
0–4	Militia (Fellahin)	1 AP
0–2	Foot Artillery	3 AP

SAMPLE FORCE (40 AP): HQ; 6 Mameluke Cavalry; 2 Irregular Cavalry; 6 Irregular Shooters; 2 Irregular Warband; 1 Militia.

UNITED STATES (1812–1815)

The War of 1812 began with militia who would not cross the border and ended with regulars in grey coats trading volleys with Wellington's veterans at Chippawa. Add rifle regiments raised from a nation of hunters, and almost no cavalry to speak of, and you have an army that shoots beautifully, marches unevenly, and must be handled with patience.

Special: *Sharpshooters* — American Light Infantry (Rifles) ignores the –1 shooting modifiers for targets in cover and for Light Infantry in Dense Woods.

ALLOWANCE	UNIT	COST
1–2	HQ	4 AP
0–8	Line Infantry (Regulars)	2 AP
0–2	Light Infantry (Rifles)	3 AP
(4)–12	Militia	1 AP
0–1	Light Cavalry (Dragoons)	3 AP
0–1	Irregular Mounted Shooters (Kentucky Mounted Rifles)	2.5 AP
0–3	Foot Artillery	3 AP
0–1	Horse Artillery	4 AP
0–2	Staff Point	1 AP

SAMPLE FORCE (40 AP): *HQ; 7 Line Infantry; 2 Light Infantry; 8 Militia; 1 Light Cavalry; 1 Foot Artillery; 2 Staff Points.*

DESIGNER'S AFTERWORD



These lists are offered as history seen through the 2 by 2 lens: each army's character is expressed almost entirely through what it may buy, how large its units run, and how many Staff Points steady its reinforcement rolls — not through pages of exceptions. Each army carries exactly one named special rule: one extra thing per player to remember, and, the author hopes, one small reward.

Players should feel free to argue with the history, adjust an allowance for a pet campaign, or write lists of their own using the unit costs at the front of this booklet. If a force here plays wrong to your reading of the period, change it — and write to the author, who has strong opinions but weaker certainty.

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FINIS.