

2 by 2 NAPOLEONIC'S

OFFICER'S DISPATCH

◇ the standard game upon a single sheet ◇ Version 3.04

SEQUENCE OF PLAY

Phase 1	P1 moves / reinforcements
	P1 rallies units
	P2 shoots (defensive first)
	P1 resolves melees
Phase 2	P2 moves / reinforcements
	P2 rallies units
	P1 shoots (defensive first)
	P2 resolves melees

MOVEMENT

UNIT	MOVE
Infantry	3"
HQ	6"
Heavy Cavalry	4"
Light Cavalry	5"
Foot Artillery	2"
Horse Artillery	4"

One manoeuvre (pivot / wheel / spin) per phase, before, during, or after the move. Sideways ×2, no contact; rear normal; neither is a manoeuvre. Turning to face a charge is free. Last 2" into contact straight ahead. Measure anything, any time.

TERRAIN

FEATURE	EFFECT
Road (entire move)	+1"
Stream	+1" to cross
Bridge	½ rate unless in road-column
Town	½ rate, no road bonus
Hedge / Wall / Copse	no cost
Dense Woods	impassable; roads only

Cavalry never gain cover from terrain. A unit routed into Dense Woods is Destroyed. Cavalry may not move to contact the same turn it crosses a town.

REINFORCEMENTS (×2 PER MOVE PHASE)

SOURCE	1D6
Rear	3+
Flank	4+

Staff Points: up to 4 at 1 AP; spend +1 each on a reinforcement roll; a natural 1 always fails. Enemy within 3" of your point: optional one-for-one exchange, both Destroyed.

RALLYING — 1D6, 5+ RALLIES

MODIFIER	±
Guards / Grenadiers	+1
HQ in base-to-base contact	+1
Militia	-1
Disrupted	-1
HQ self-rally	+2
Enemy within 2"	-2 [†]

No rally at all with an enemy in contact, or with no HQ within 6".[†] Only Guards, and units in HQ base-contact, may rally with an enemy within 2".

VICTORY

Fast game — first to lose 5 units loses.

Decisive — first to lose 5 units and be 2 ahead loses.

Every unit counts — artillery and HQs included.

ARMY POINTS — 40 AP STANDARD

UNIT	COST
HQ	4
Line Infantry	2
Guards / Grenadiers	3
Heavy Cavalry	3
Light Cavalry	3
Foot Artillery	3
Horse Artillery	4
Militia	1
Staff Point (max. 4)	1

SHOOTING — RANGES

WEAPON	RANGE
Foot Artillery	3 / 8"
Horse Artillery	2 / 5"
Small-arms	1"

HQ and cavalry may not shoot. Small-arms Pins the shooter at once; artillery does not Pin itself. A Pinned unit may still shoot from its facing.

SHOOTING MODIFIERS — 1D6

MODIFIER	±
Artillery at long range (>1")	-1
Artillery at short range (≤ 1")	+1
Shooting out of own flank or rear	-2
Target is cavalry	+2
Target infantry in cover	-1
Target downhill of shooter	+1
Target is Disrupted	+1
Target shot on flank	+1
HQ base-contact with shooter	+1
Small-arms first volley (not Pinned)	+1

ROLL	RESULT
8+	Destroyed
7	Routs
6	Disrupted
5	Pinned
≤ 4	No effect

Defensive fire: a Pinned or Disrupted result on a unit that moved into contact pushes it back one base depth — no melee this turn. Rout or Destroyed resolve normally.

MELEE — DIFFERENCE OF 1D6 ROLLS

MODIFIER	±
Heavy Cavalry	+2
Guards	+1
Light Cavalry	-1
Cavalry in town	-2
Artillery or HQ	-3
Enemy is Disrupted	+2
Extra attackers vs. one defender	+1 each
HQ in base-to-base contact	+1
Uphill of opponent	+1
Making a follow-up	-1
On road all turn before contact	-2

DIFFERENCE	RESULT
Drawn	Reroll
1 or 2	Loser Routs, opt. follow-up
3	Loser Destroyed, opt. follow-up
4+	Loser Destroyed, must follow up

Infantry may not charge cavalry; artillery may never charge. Unpinned infantry may turn to face one charger. Any winner may follow up, repeatedly — but never a Pinned or Disrupted unit. No defensive fire against a follow-up.

STATUS EFFECTS

Pinned — no move, no facing change, no follow-up; may shoot from its facing.

Disrupted — no move, no shooting, no follow-up; +1 to enemy shooting, +2 to enemy melee.

Routs — 1D6: on 1–2 Destroyed. Else a full move directly away from the shooter (to its rear if routing for any other reason), then Disrupted. Touching an enemy while routing = Destroyed.

UNIT NOTES

- **Line Infantry** — Pinned the instant it shoots.
- **Guards** — if routed, any unit it passes within 1" also Routs, chaining through other Guards.
- **Militia** — Routs if any unit Routs, or a router passes, within 1".
- **Light Cavalry** — may voluntarily Rout in its move phase.
- **HQ** — self-rallies at +2; Destroyed with any unit it is touching.

The standard game only. For Light Infantry, Dense Woods, unit sizes, the irregulars, Lancers, the army lists, and the optional rules, see the full QRS and rulebook.