

2 by 2 NAPOLEONIC'S

◇ Quick Reference Sheet ◇ Version 3.04

SEQUENCE OF PLAY

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

MOVEMENT RATES

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

One manoeuvre (pivot / wheel / spin) per movement phase, before, during, or after the move.
Sideways = ×2 distance, no contact; rear = normal cost; neither is a manoeuvre. Turning to face a charge is a reaction in the opponent's phase and is free. Pre-measuring is allowed at any time.

TERRAIN EFFECTS

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	Light Inf. only; others roads

Cavalry: no cover from terrain. Non-Light Infantry forced into Dense Woods by rout = Destroyed. No cavalry move-to-contact the same turn as crossing a town.

REINFORCEMENTS (×2 PER MOVE PHASE)

SOURCE	1D6
Rear	3+
Flank	4+

Enemy within 3" of your RP: optional one-for-one exchange (both Destroyed). Exit a unit at enemy RP: removes next off-map reinforcement.

Staff Points: buy up to 4 for 1 AP each. After a reinforcement roll, spend +1 per point; natural 1 always fails.

RALLYING — 1D6, 5+ RALLIES

MODIFIER	±
Guards / Grenadiers	+1
HQ in base-to-base contact	+1
Militia / "Small"	-1
Enemy in contact	n/p
Enemy within 2"	-2 [†]
HQ more than 6" away	n/p
Disrupted	-1
HQ self-rally	+2

[†] Only possible for Guards and units in HQ base-contact. n/p = not possible.

UNIT SPECIAL RULES

- **Line Infantry:** auto-Pinned the instant it fires.
- **Light Infantry:** all shooting results count as Pinned only (never Routed/Destroyed by fire); -3 in melee; may voluntarily Rout in its move phase.
- **Light Cavalry:** may voluntarily Rout in its move phase.
- **Guards:** if routed, any unit it passes within 1" also Routs — chains through other Guards.
- **Militia:** auto-Routs if any unit Routs — or a router passes — within 1".
- **HQ:** may self-rally (+2). If in base-contact with a Destroyed unit, the HQ is Destroyed too.

Voluntary routs are still Destroyed on a 1-2 per the rout rule.

STATUS EFFECTS

Pinned — no move or facing change, and so no follow-up; may shoot from current facing.

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

Routs — roll 1D6: 1-2 = Destroyed; else full move directly away from the shooter — or to its rear if routing for any other reason — then Disrupted. No choice of direction. Touch enemy = Destroyed; end on friendly = friendly backs up and is Pinned.

VICTORY

Fast game: first to lose 5 units loses.

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

Draw: after either side has no reinforcements, exit all units off your own table-edge. Forced-off units count as Destroyed.

SHOOTING — RANGES

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

HQ, Heavy Cav, Light Cav: may not shoot. Any unit using small-arms fire is Pinned immediately.

SHOOTING MODIFIERS

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
Inf. in cover (town/wall/hedge)	-1
Light Inf. in Dense Woods	-1
Target downhill of shooter	+1
Target is Disrupted	+1
HQ base-contact with shooter	+1
Small-arms first volley (not Pinned)	+1
Target shot on flank	+1
Shooter "Large"	+1
Shooter "Small"	-1

Same-aspect chargers form one target group; target-type modifiers apply only if every unit in that group qualifies. Defensive fire causing Pinned/Disrupted pushes attacker back one base depth; no melee.

SHOOTING RESULT — 1D6 MODIFIED

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

MELEE — RESTRICTIONS

Infantry may not initiate melee against **cavalry**. **Artillery** may never initiate melee. Last 2" of move (or whole move if shorter) must be straight ahead.

Only unpinned/undisrupted defending infantry may turn to face contact. Multiple contacts: defender rolls separately vs. each attacker; phasing player chooses order.

No defensive fire against follow-up; Pinned units fight from current facing.

Dense Woods edge: Light Inf. may shoot out / be shot / be assaulted from outside only within 1" of edge or road. Infantry may clear edge; LI defender ignores normal -3; attacker Pinned after; no non-Light follow-up into Dense Woods.

MELEE MODIFIERS

MODIFIER	±
Light Cavalry	-1
Guards (cumulative)	+1
Heavy Cavalry	+2
Cavalry in town	-2
Enemy is Disrupted	+2
Extra attackers vs. one defender	+1 each
HQ in base-to-base contact	+1
Higher than opponent (uphill)	+1
Artillery / HQ / Light Infantry	-3
Clear woods: non-Light attacker	-1
Clear woods: Pinned LI defender	-1
Unit "Large"	+1
Unit "Small"	-1
Unit making follow-up	-1
Was on road whole turn before contact	-2

MELEE RESULT — DIFFERENCE OF 1D6 ROLLS

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

ARMY POINTS (40 AP STANDARD)

UNIT	COST
HQ	4
Line Infantry	2
Guards / Grenadiers	3
Light Infantry	3
Heavy Cavalry	3
Light Cavalry	3
Foot Artillery	3
Horse Artillery	4
Militia	1
Staff Point (max 4)	1
Large modifier	+1
Small modifier [†]	-0.5

[†] No Militia unit may be "Small".