

2 by 2

NAPOLEONIC'S



A miniatures wargame playable in an hour or less, upon a two-foot board

by ROD HUMBLE and Les Grognards (see the muster roll)

VERSION 3.04

INTRODUCTION



These rules require no order writing or cards. The only marker required is cotton wool or tissue paper for indicating **Pinned** and **Disrupted** status. They are designed for 2mm figures to be played on a two-foot board in an hour or less. The rules are solo-gamer friendly.

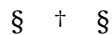
These rules differentiate themselves by two core mechanics.

The Glue of War

This is the trait of Napoleonic infantry to refuse to budge once it had started firing at an enemy. This made the commitment of units an important decision, as the general was unlikely to regain control over them again for some time.

The Evolving Battlefield

Napoleonic battles were rarely set-piece battles. Units would arrive in clumps and make their way towards the front, often arriving from the flanks. This gives a very different feel than a battle where the units are all lined up facing each other at the start.



SCALE

Each unit represents a regiment, or in some cases a brigade. The game can represent either part of a larger battle, or a smaller battle in its entirety. Based on the army lists, the “sides” represent approximately a corps with support. Larger, multi-corps battles should include a corps headquarters and an overall army HQ.

Estimated scale is 1” = 100 to 200 yards; time scale is estimated at about 30 minutes. Multi-corps battles should have a 2 × 2 ft area for each “corps”. Since regiments and brigades were never of a standard size, there are three options for sizes: Large, Common, and Small. This applies to infantry for firing and melee, and to cavalry for melee only.

Large units are considered to be larger than 2,000 rank and file; Common-sized between 800 and 1,999 rank and file; and Small less than 800 (for historical recreations only).

The rules are designed for 2mm figures to be played on a 2 ft × 2 ft table — hence “2 by 2” — which can be played to completion in an hour or so. There is no ground or time scale beyond it “feeling” right.

BASING

All units are based on 1 inch by ½ inch bases. The author doubles up stands on the base to make a more attractive appearance, but single blocks are equally fine. Stand size can vary, so long as all units are similarly based. Some testers have used 40 mm (approx. 1½ inch) base frontage with no adverse effect on gameplay.

A word on unit formations: as you, the player, are playing at a higher command level, the individual unit commanders are presumed to change unit formations at *their* discretion (for example, an infantry unit preparing to receive a cavalry charge would presume to change to square). Therefore, unit formations are not shown on the table.

THE UNITS



The armies of the period were composed of a handful of distinct unit types, each with its own temperament and battlefield rôle. The following are the types you will field in 2 by 2 Napoleonic's.

HQ A HQ does not just represent a general and staff — it also represents the army's signals and area of interest. HQs will often be found flitting across the battlefield from flank to flank, allowing units to rally as they get near. Some armies allow for more than one HQ at once, which is a powerful advantage.

Line Infantry The army's backbone. Cheap, reliable, and likely to be the vast majority of your force. Excellent at holding strong points. However, once an infantry unit starts firing it is automatically **Pinned** and is hard to get moving again.

Guards / Grenadiers The elite of the army, whatever they are called. Better at melee and also more able to rally. However, if a Guards unit routs, then any unit it passes within 1" of during its rout also routs; if that other unit is also a Guard then the chain continues.

Heavy Cavalry Heavily armoured and a terrible sight to behold. The masters of melee combat. Should not be used to charge non-Disrupted infantry from the front — unless you are feeling lucky.

Light Cavalry Great for dashing across the battlefield, but a weak unit. Best used to finish off a Disrupted unit. Light Cavalry may, during its movement phase, voluntarily **Rout**. This is particularly useful if Pinned in a vulnerable position. Note that voluntarily routing units are still destroyed on a 1 or a 2 as per the routing rule.

Light Infantry Relatively rare full skirmishing units. Every unit in 2 by 2 already includes its own skirmish screen — Light Infantry represents the rare formation composed wholly of skirmish-trained troops: rifles, jäger, Grenzer, caçadores, and the like. Not to be confused with the small packets of skirmishers which comprise many units of the period. Light Infantry treats any result due to shooting as a **Pinned** result — in other words, a Light Infantry unit cannot be Routed or Destroyed due to shooting. In addition, Light Infantry may, during its movement phase, voluntarily **Rout**. This is particularly useful if Pinned in a vulnerable position. Note that voluntarily routing units are still destroyed on a 1 or a 2 as per the routing rule.

Militia Any less reliable or second-rate troops. A Militia unit automatically routs if any other unit routs within 1" of it, or passes by within 1" when routing.

Foot Artillery Heavier guns with a crew who move usually on foot. The standard artillery unit.

Horse Artillery Lighter guns whose crews ride on horseback. Used for rapid deployment on the battlefield. Usually regard themselves as "elite".

VICTORY CONDITIONS



At the start of the game, players may decide on a “Fast” or “Decisive” game. A Decisive game can last longer but gives a slightly more agreeable result; Fast games are usually over in less than an hour and are very much sudden-death games.

A Fast game is lost by the first player who has 5 units Destroyed.

A Decisive game is lost by the first player to lose 5 units or more *and* who has lost 2 more units than the opponent.

Every unit counts towards these totals — artillery and HQs as much as infantry and cavalry.

Draws are possible and common in 2 by 2 Napoleonic's. A player may start to play for a draw only after *either* side has no reinforcements left (that is, all reinforcements for that player or the opponent are on table). A draw is achieved by exiting all of that player's units off that player's table edge. Note that units forced off the table by routing count as Destroyed and so towards victory — this exiting strategy is difficult to pull off.

If playing for a draw, players are advised to first disengage their infantry from the enemy, then use artillery and cavalry to cover the retreat, with cavalry being the last off the board.

GAME SETUP



Each player rolls 1D6. If the dice are tied, each player may place an extra 10AP at the start of the game, then re-roll. It is possible in this manner for all the AP to be set up at the start of the battle eventually. The player with the higher score is the *attacker*, the lower the *defender*.

TERRAIN PLACEMENT

The low scorer chooses the terrain from that available (four to six features should be adequate, but feel free to go overboard — this is 2mm after all, pack that board full of terrain, it looks great!). Location may be determined by die roll or by mutual agreement. If rolling, divide the board into six equal terrain sectors: 1, 2, and 3 across the attacker half from left to right; 4, 5, and 6 across the defender half from left to right, as shown in Plate I.

Features should be placed in the following order, placing each within the sector rolled for:

Streams (0 to 2) Narrow $\frac{1}{4}$ inch wide. Rivers can be wider but should be impassable except at bridges or fords.

Hills (variable, by player's preference) Should be at least 2 to 6" across in all directions. Steep hills should be impassable from an obvious direction.

Roads (1 or 2 minimum) $\frac{1}{2}$ inch wide and should connect in a network of some kind. These will extend from one edge to another, usually opposite edge.

Towns (1 or 2 minimum) $1\frac{1}{2}$ to 2" square with buildings etc., set on a road or road junction. Includes villages and farms such as La Haye Sainte.

Dense Woods (0 to 2) Should be at least 2 to 6" across in all directions.

Copses (0 to 6) Should be less than an inch in radius. Counts as blocking line of sight for shooting, but does not hinder movement in any way.

Hedge / Walls (0 to 6) Should be less than a quarter inch thick and an inch or so long. Has no effect on movement; used as cover during shooting.

DEPLOYMENT

The defender first picks a reinforcement point anywhere on their defending edge of the board and places the reinforcements they intend to arrive there next to it in order of appearance.

The attacker then picks a reinforcement point anywhere on their edge of the board *or* anywhere on either flank that is not within 6" of a defending reinforcement point. They then place the reinforcements they intend to arrive there next to it in order of appearance.

The defender then picks a *second* reinforcement point anywhere on their defending edge of the board and places the reinforcements they intend to arrive there next to it in order of appearance.

The attacker then picks a *second* reinforcement point anywhere on their edge of the board *or* anywhere on either flank that is not within 6" of a defending reinforcement point. They then place the reinforcements they intend to arrive there next to it in order of appearance.

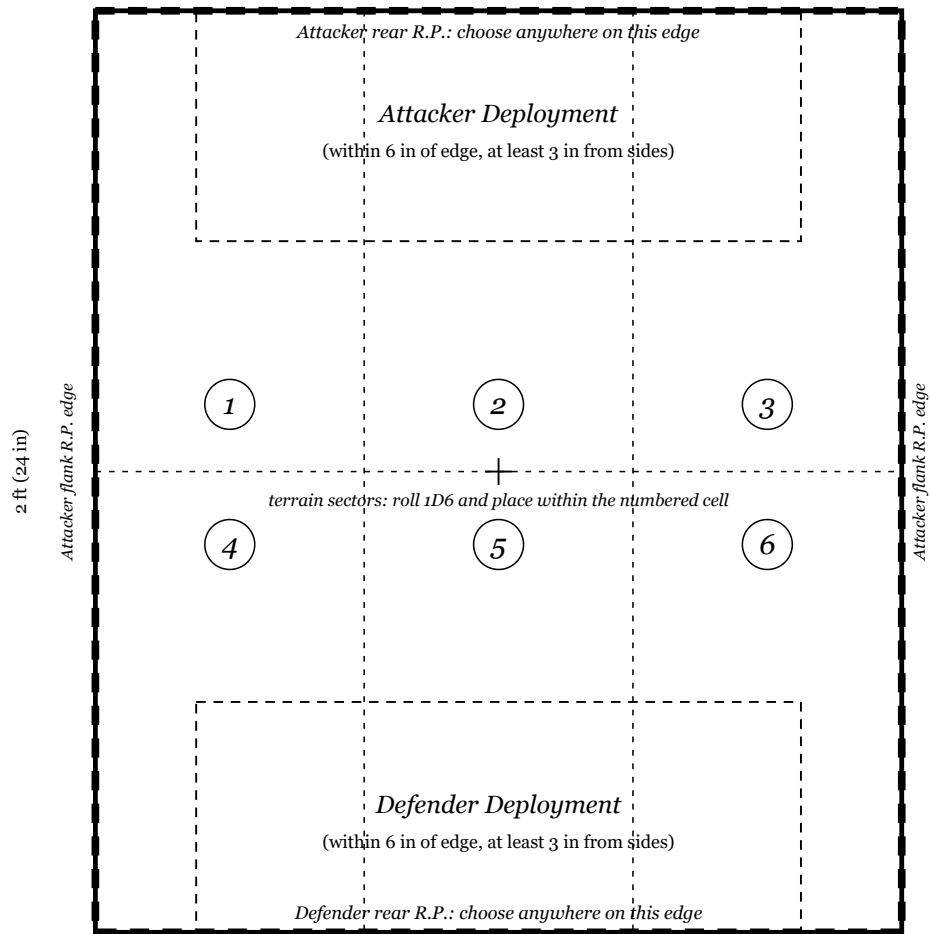
After all reinforcement points have been chosen and their off-map units assigned, the defender places up to 10 AP of units within 6" of their base edge, but no closer than 3" to the side of the board or 6" to any enemy reinforcement point. The attacker then does the same. If earlier tied scouting rolls allowed extra AP to start on table, add that extra AP to the normal 10 AP deployment limit.

The defender then takes the first move.

Reinforcement points are chosen during setup; they are not fixed by the diagram. The plate below shows eligible board edges and the six terrain-placement sectors.

Terrain & Deployment

A T T A C K E R



D E F E N D E R

Plate I. The two-foot battlefield, showing deployment zones, eligible reinforcement-point edges, and the six-sector terrain-placement grid. (Heavy dashed border = eligible reinforcement edges.)

SEQUENCE OF PLAY



Each turn proceeds in two halves — one for each player — with shooting and melee resolved at predictable points in the sequence. This is the rhythm of every game.

PHASE 1	Player 1 moves units / dices for reinforcements
	Player 1 rallies units
	Player 2 fires eligible units (defensive fire first)
	Player 1 resolves melees
PHASE 2	Player 2 moves units / dices for reinforcements
	Player 2 rallies units
	Player 1 fires eligible units (defensive fire first)
	Player 2 resolves melees

The player whose half-turn it is does *not* fire in that half-turn. For example, after Player 1 moves and rallies, Player 2 fires eligible units. If any of Player 1's units moved into contact, Player 2 resolves that defensive fire before any other shooting. Player 1's own fire step comes in Phase 2, after Player 2 has moved and rallied.

MOVEMENT



During each movement phase any unit which is not **Pinned** or **Disrupted** may move up to its full movement allowance.

A unit may make *one* manoeuvre — a pivot, a wheel, or a spin — during its movement phase. It costs no distance, and may be made before, during, or after the unit's move; but it is the only manoeuvre that unit may make that phase. A regiment cannot be spun about the compass at whim.

Units may move sideways at a cost of $\times 2$ distance, but units may not move to contact in this manner. Units may move directly to their rear at no additional cost. Neither sideways movement nor reversing changes a unit's facing, so neither is a manoeuvre.

Turning to face a unit moving into contact (see *Moving to Contact*) happens during the opponent's movement phase, and does not count against a unit's own manoeuvre.

MOVEMENT RATES

TYPE	MOVEMENT
Infantry	3"
HQ	6"
Heavy Cavalry	4"
Light Cavalry	5"
Foot Artillery	2"
Horse Artillery	4"

MODIFIERS

Road If a unit spends its entire move on a road, it gains +1" in movement.

Stream To cross a stream costs an extra 1" in addition to the base distance.

Bridge Bridges are narrow obstacles and force units to cross in road-column — not a combat formation. The unit must halt, form road-column, cross the bridge, then sort itself out into a combat formation. Like the rule concerning towns, units may only move by bridge at $\frac{1}{2}$ rate — *unless* the unit has been on the road the whole turn, i.e. already in road-column, in which case they cross without the halt and re-form penalty. Note: towns still negate the road bonus. A unit attempting to move through a town and then cross a bridge to engage an enemy unit may not do so if the enemy is positioned to prevent the crossing.

Dense Woods Impassable to all but Light Infantry. Other units may move along roads through Dense Woods, but may not leave the road.

Hedges / Walls / Copses No cost.

Towns All units move at $\frac{1}{2}$ rate and do not receive the road bonus when moving through a town. This represents the disorder caused by navigating the streets and the need to regain order.

Note: cavalry may cross streams, walls, etc. at the above movement penalties, but never receive any cover bonus for terrain. No unit other than Light Infantry may enter Dense Woods except along a road. If a non-Light Infantry unit is forced into Dense Woods by rout, then it is Destroyed.

VISIBILITY AT THE WOOD EDGE

A Light Infantry unit in Dense Woods may shoot out of the woods, be shot at from outside, or be assaulted from outside only if it is within 1" of the wood edge or a road. Light Infantry deeper inside Dense Woods is screened by the trees and broken ground, but cannot influence the open ground outside by fire.

CLEARING DENSE WOODS

Any infantry unit may assault enemy Light Infantry that is within 1" of the edge of Dense Woods, or within 1" of a road through Dense Woods. The attacker does not enter the woods; it moves to the wood edge and represents close-order troops pushing skirmishers out of the fringe. Cavalry, artillery, and HQs may not clear Dense Woods.

Resolve the melee normally, with these special rules:

- A non-Light Infantry attacker suffers -1.
- The Light Infantry defending Dense Woods does not suffer the normal -3 Light Infantry melee modifier.
- If the defending Light Infantry is already Pinned, it suffers -1 in this melee.
- The attacking unit becomes Pinned after the melee, win or lose.
- No non-Light Infantry unit may follow up into Dense Woods.

If the defending Light Infantry routs, it routs normally through the woods. Non-Light Infantry units forced into Dense Woods by rout are still Destroyed.

MOVING TO CONTACT

If, during the movement phase, the front part of the mover's base contacts any part of an enemy base, then a melee is performed. Note that for a melee to occur the last 2" of the unit's move — or its entire move if less than 2" — must be straight ahead. If this is not possible, then it may not move to contact.

A melee occurs if any part of the attacker's base touches an enemy unit's base. It is possible for units (both attackers and defenders) to be engaged by more than one unit. Cavalry may not move to contact on the same turn they move through a town.

Infantry may not initiate melee against cavalry, and artillery units may never initiate melee. These units may still be charged and fight as defenders.

A defending infantry unit that is neither **Pinned** nor **Disrupted** may turn to face one unit moving into contact before defensive fire and melee are resolved. A Pinned or Disrupted unit may not change facing. If units contact from more than one aspect, choose one unit to face; the others are treated as attacking from their actual aspect.

REINFORCEMENTS

At any time during each movement phase, the phasing player may dice twice for reinforcements.

ROLL REQUIRED (1D6)	RESULT
3+	Reinforcement from rear
4+	Reinforcement from flank

Reinforcements must arrive in the order they were laid out at the start of the battle. A reinforcement may be placed at any point on the board edge within 3" of the reinforcement point.

Staff Points may be used to steady reinforcement rolls. Before the battle, each player may spend up to 4 AP on Staff Points. Each AP buys 1 Staff Point. Track remaining Staff Points with a die beside the player's HQ, army edge, or roster. After making a reinforcement roll, a player may spend Staff Points to add +1 per point spent to that roll. A natural 1 always fails and cannot be improved by Staff Points. Staff Points are discarded when spent and may only modify reinforcement rolls.

If an enemy unit is within 3" of the reinforcement point, the reinforcing player may choose to remove the enemy unit and the successfully reinforcing unit about to be placed on the board, and mark them both Destroyed for purposes of victory conditions. Conversely, if during a move the phasing player exits one of their units off the board at an enemy reinforcement point, they remove that unit and the next off-map reinforcement unit — both Destroyed units count towards victory conditions.

This is an important rule. It can be useful to rush Light Cavalry forward to exchange off with other, more expensive units which may be coming on board. Players should be careful either to screen their reinforcement points or to pad their reinforcements with some cheaper troops.

It costs 1" worth of movement, front base fully lined up with the board's edge, to exit the board. No reinforcing unit may physically start on top of, or move through, another unit when it enters the board. If there is no place available within 3" of the reinforcement point, it may not enter that turn.

RALLYING



A rally removes a **Disrupted** or **Pinned** effect from a unit. To attempt to rally, a unit must be within 6" of an HQ unit in its chain of command. Note that under normal circumstances it is also impossible for a unit to rally if an enemy is within 2" of it. The exceptions are Guards units, and units with whom the HQ is in base-to-base contact. An HQ may always attempt to rally itself, and gains a +2 bonus for doing so. Extra HQs do not add additional modifiers.

RALLY MODIFIERS — ROLL 1D6

Guards / Grenadiers	+1
HQ in base-to-base contact	+1
Militia / "Small"	-1
Enemy in contact	Not possible
Enemy within 2"	-2 †
HQ more than 6" away	Not possible
Disrupted	-1
HQ self-rally	+2

† Only possible for Guards and units in contact with an HQ.

If the modified score is 5+, the unit Rallies. A full explanation of the effects of the rallying rules is given in the *Flow of Battle* section.

ARTILLERY & SMALL-ARMS FIRE



Shooting is the most common — and most dangerous — way that a unit becomes Pinned. Any unit using small-arms fire is automatically Pinned and is marked as such immediately upon firing. Small-arms fire includes muskets, rifles, bows, and other non-artillery missile fire. A unit may shoot only once during its turn.

Artillery does not Pin itself by shooting — only small-arms does that. Artillery may, of course, be Pinned or Disrupted by enemy shooting like any other unit, and must rally before it can move again. A Pinned artillery unit may still shoot from its current facing.

Defensive Fire Against Contact

If a unit fires at an enemy unit that moved into contact with it during the immediately preceding movement phase, this is defensive fire. If defensive fire from the contacted unit gives the attacker a Pinned or Disrupted result, move the attacker directly back one base depth and do not resolve that melee this turn. Routed or Destroyed results are resolved normally instead. If several attackers contacted the defender, apply this only to the unit actually shot; any other contacts remain.

Note the arithmetic against cavalry: formed infantry with its first volley in hand fires at charging cavalry at +3 (+2 for a cavalry target, +1 for the first volley), so any roll but a natural 1 gives at least a Pinned result and the charge is stopped short. Cavalry catches formed, unfired infantry roughly one time in six.

If a unit is charged by two attackers, only one can be shot at. However, if both charging units are touching or closing to contact from the same aspect, they are considered one target group for target purposes. The defender still chooses which unit in that group takes any shooting result, but target-type modifiers apply only if every unit in that same-aspect group qualifies. For example, a mixed infantry-and-cavalry attack from one aspect does not give the defender the +2 modifier for shooting at cavalry.

SHOOTING RANGES

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

HQs, Heavy Cavalry, and Light Cavalry may not shoot.

SHOOTING MODIFIERS

Artillery at long range (beyond 1")	-1
Artillery at short range (1" or less)	+1
Shooting out of flank or rear	-2
Target is cavalry	+2
Target is infantry in cover (town, behind wall or hedge — <i>not</i> woods)	-1
Target is Light Infantry in Dense Woods	-1
Target is downhill of shooter	+1
Target is Disrupted	+1
HQ in base-to-base contact with shooting unit	+1
Small-arms "first volley" (unit is not yet Pinned)	+1
Target is shot on flank	+1
Shooter is "Large" unit	+1
Shooter is "Small" unit	-1

EXAMPLES OF PLAY

Shooting Line of Sight

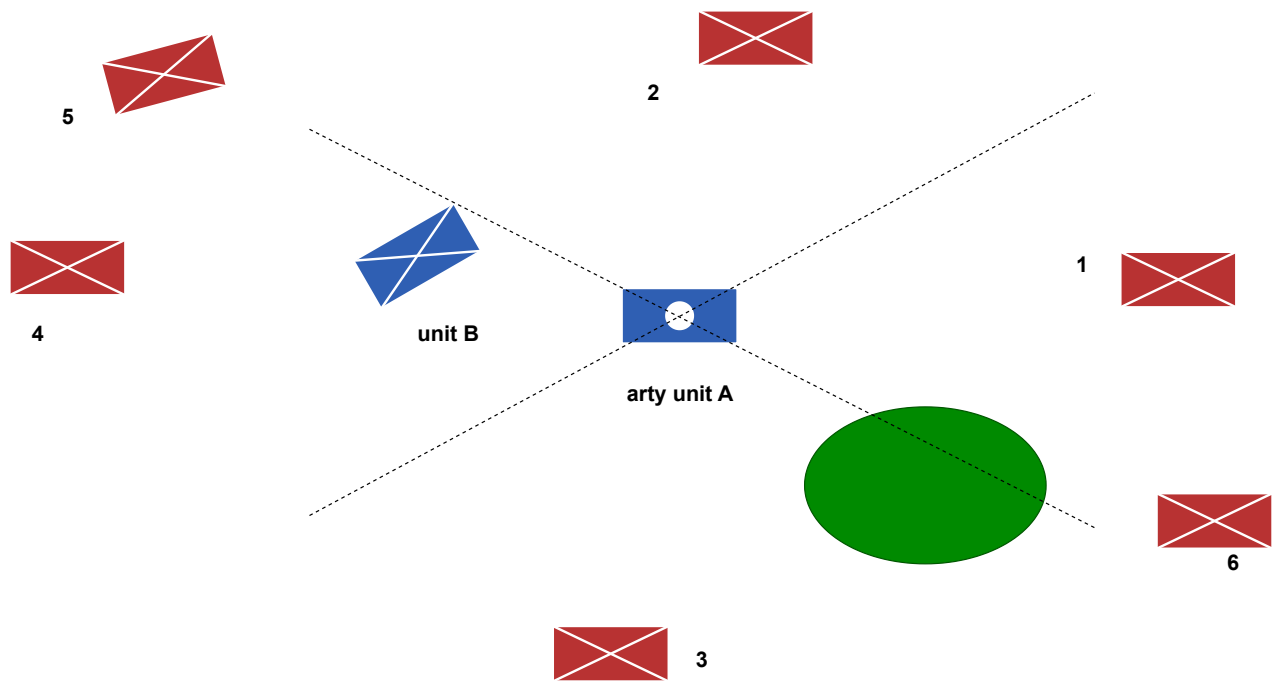


Plate II. Shooting line of sight and firing aspect.

French artillery unit A can shoot at one of Austrian infantry units 1, 2 and 3.

Only unit 2 is to its front and so units 1 & 3 use the “shooting out of flanks or rear” -2 modifier.

Units 4 & 5 cannot be shot at because friendly unit B blocks the line of sight which is taken from the two widest points of the shooter's base relative to the two furthest points of the target's base.

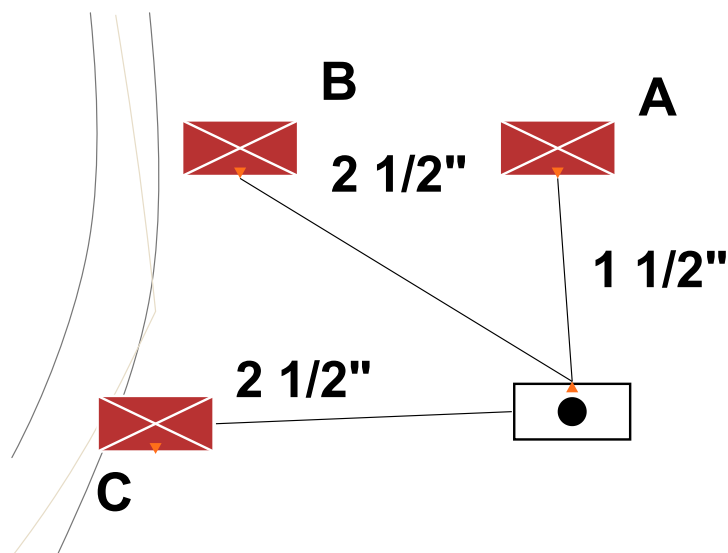
Unit 6 is also blocked by woods.

Measuring Ranges

When the rules ask for a range to be measured, or to see if a unit is within X inches of another, then the measuring point is the centre of the nearest face to any edge of the target base.

Players may measure any distance at any time, whether it is their turn or not. At this scale the distances are small and the game is the better for being played with open eyes rather than by guesswork.

Measuring range



The Austrian Artillery unit measures distance to its possible targets. It uses its front-center edge to unit B because it is shooting out of its front at that unit. It uses its side-center point because it is shooting out of its flank at unit C.

Plate III. Measuring range to possible targets.

RESOLVING SHOOTING — ROLL 1D6

MODIFIED ROLL	RESULT
8+	Target Destroyed
7	Target Routs
6	Target Disrupted
5	Target Pinned
4 or less	No effect

EFFECTS

Destroyed The unit is removed from play and counted towards victory conditions.

Routs

Every time a unit routs for whatever reason, the owner must roll 1D6. On a 1 or 2 the unit is Destroyed. Otherwise, the unit moves its maximum move directly away from the source of the shooting; if it is routing for any other reason, it moves directly to its rear. The routing player does not choose between the two. After this move is completed, the unit is also Disrupted. If at any point during the rout the unit touched an enemy unit, the routing unit is Destroyed. The routing unit may pass through friendly units, but if it ends its move on a friendly unit, that friendly unit is moved back only far enough to make room and is marked as Pinned. The routing unit remains at the end of its rout move and may be contacted later by follow-up.

Disrupted The unit is marked as Disrupted (usually by placing cotton wool or another marker on the unit). Until it rallies, the unit may not fire or move. In addition, it is more vulnerable to attacks (see factors).

Pinned The unit is marked as Pinned (usually by placing cotton wool along the front edge of the unit). Until it rallies, the unit may not move or change facing, and may not turn to face a charge. The unit may fire normally from its current facing, including defensive fire; if it fires out of flank or rear, apply the normal -2 modifier.

MELEE



This phase represents a charge or counter-charge in the grand manner. Note two important restrictions that apply to the act of moving to contact: *infantry may not initiate melee against cavalry* (formed infantry would form square, not charge), and *artillery units may never initiate melee* (gunners do not charge). These units may, of course, still *be* charged and will fight as the defender.

There is no square rule, and none is needed: squares are modelled by defensive fire rather than by formation. The reasoning is set out under *On Squares* in the *Flow of Battle*.

Each player rolls 1D6 and adds modifiers.

Some terrain creates special assaults. Clearing Light Infantry from the edge of Dense Woods is described under Terrain; resolve it as melee using the modifiers listed below.

MULTIPLE MELEES

If several units contact the same enemy unit, resolve them as one melee group. The phasing player chooses the order in which the individual contacts are rolled. Determine the multiple-melee modifier at the start of the group; for example, if three attackers begin in contact with one defender, each attacker receives +2 when its own contact is resolved. The defender rolls separately against each attacker, and each result is applied immediately. If the defender is Routed or Destroyed, stop resolving remaining contacts against that defender; the unit that caused that result is the winner for follow-up.

MELEE MODIFIERS

Unit is Light Cavalry	-1
Unit is Guards	+1 (<i>cumulative with type and size</i>)
Unit is Heavy Cavalry	+2
Unit is Cavalry in town	-2
Enemy is Disrupted	+2
Enemy is in melee with more than one unit	+1 per extra unit beyond one
HQ in base-to-base contact	+1
Higher than opponent (i.e. uphill)	+1
Unit is Artillery / HQ / Light Infantry	-3
Clearing Dense Woods: non-Light Infantry attacker	-1
Clearing Dense Woods: defending Light Infantry is Pinned	-1
Unit is “Large” unit	+1
Unit is “Small” unit	-1
Unit is “Common” size	0
Unit making follow-up, subsequent melee	-1
Unit was on the road the whole turn before contact	-2

On the multiple-melee modifier: three attackers on one defender means each attacker gets +2.

On the follow-up modifier: if a unit followed up and contacted another unit, a -1 applies; if it again follows up into another melee, the modifier remains at -1.

On the road-march modifier: a unit that has been moving in road-column the entire turn is caught out of fighting formation if contacted in melee that turn.

MELEE RESULTS — TAKE THE DIFFERENCE IN SCORES

RESULT	OUTCOME
Totals drawn	Reroll
Diff. 1 or 2	Loser Routs (optional “follow-up”)
Diff. 3	Loser Destroyed (optional “follow-up”)
Diff. 4 or more	Loser Destroyed (mandatory “follow-up”)

After a melee occurs, if the attacker was Routed or Destroyed, the defender does not change facing — but the attacker is aligned in face-to-face contact with the defending unit and routs directly away. If the defender was Routed, first align the defender in front base-to-base contact with the attacker, and *then* rout the defender directly away from the enemy.

In the case of the loser routing or being Destroyed, the winner has the option of immediately moving by “follow-up” up to a full move directly ahead. Any winning unit may follow up, attacker or defender, provided it could normally initiate the melee created by the follow-up move. A **Pinned** or **Disrupted** unit may never

follow up: follow-up is a move, and such units may not move. Follow-up is resolved after any rout move from the previous melee is completed. If this follow-up move contacts an enemy unit — including a unit that just routed but survived — then another melee is performed. This applies whether the previous loser Routed or was Destroyed; a follow-up that contacts a fresh enemy unit immediately initiates another melee. This can be repeated until no more units are contacted. *Any* unit type may follow up, and may do so repeatedly — infantry as well as cavalry. Cavalry is merely better at it, having a longer move and better melee modifiers.

A unit contacted by follow-up does not receive defensive fire. Defensive fire occurs only in the shooting phase against a unit that moved into contact during the immediately preceding movement phase. A Pinned unit contacted by follow-up fights from its current facing.

Melee should not leave opposing units in contact into the next rally phase. A unit that moved into contact is either pushed back by defensive fire, or the melee is resolved with one side routing or being Destroyed. The rally modifier for enemy contact is retained for exceptional cases only.

HQS AND DESTROYED UNITS

If an HQ is in base-to-base contact with a unit (for the purposes of rallying or combat bonuses) and that unit is Destroyed, then the HQ is also Destroyed.

THE FLOW OF BATTLE



2 by 2 Napoleonic games flow in a manner which reflects my reading of the period and accounts of battles. It is my conceit that a game of 2 by 2 Napoleonic's, when retold, will sound much like the narrative of a real battle. Certain patterns emerge in 2 by 2 games which it is good to know in advance.

Infantry Should Be Wary About Firing

As the rules state, when an infantry unit uses small-arms fire it becomes Pinned. As there is likely to be an enemy unit within 2", it becomes impossible to rally that unit unless it is Guards or in base-to-base contact with an HQ. Infantry of the time usually had one single good volley, then the soldiers started firing as fast as they could — often blindly into the smoke ahead. Once a unit started firing thus, it was incredibly difficult to get it to stop.

In particular, if you are on the attack, you should avoid firing — your attack will stall. Like commanders of the time, you should insist on your troops using the bayonet as the weapon of the offence. That said, an infantry unit's "first volley" (before it becomes Pinned) can be incredibly effective, especially against cavalry.

Cavalry Is Best Against Disrupted Units

You will be tempted to use your cavalry, especially Heavy Cavalry, as a metal fist with which to smash the enemy's line. Be cautious. Cavalry is almost certain to lose against infantry, whether it is Pinned or not. Remember: infantry that is neither Pinned nor Disrupted can turn to face when charged, so it is impossible to "catch" such a unit in the flank — except by charging the unit with two attackers. This is a deliberate design decision, as formed infantry could almost always form a square and become invulnerable to cavalry.

This is not to underestimate the power of cavalry. A fast reserve force that can threaten breakthroughs and finish off Disrupted units is an essential part of any force. In particular, cavalry can pose a terrible threat to HQ units caught out in the open. Cavalry is also the king of the multiple-melee turn: it is possible for a cavalry unit to Destroy multiple units in a single turn by use of follow-up. Any unit may follow up repeatedly — infantry included — but cavalry, with its longer move and melee bonuses, is by far the best at it.

On Squares

Players often ask where the square rule is. There is none, and this is deliberate: the squares are already here, in the defensive fire dice.

Consider the scale. A turn is about thirty minutes; a unit is a regiment, or a brigade of three or four battalions. A battalion took between thirty seconds and three minutes to form square, and a threatened brigade would form several — one per battalion, mutually supporting — receive the charge, and unform again once the horsemen sheered off. All of that fits comfortably inside a single turn. To ask the player to declare the formation would be to command at a level below the one these rules model, and to shuffle a great deal of 2mm lead in the doing.

What actually decided the matter was whether the infantry got its squares formed in time. Formed, the square was very nearly a death sentence for the cavalry. Caught unformed — as Colborne's brigade was at Albuera, blinded by a hailstorm with its muskets soaked, and ridden over by the Vistula Lancers in seven minutes — it was a death sentence for the infantry.

That is precisely what defensive fire models. Infantry that is not yet Pinned shoots at charging cavalry at +3: +2 because the target is cavalry, and +1 for its first volley. A modified 5 or better stops the charge, so anything but a natural 1 turns the horsemen away — the squares were formed in time. On a 1, the cavalry is among them before the ranks close, and the melee is fought out with all that implies.

Five times in six, then, the square forms and the charge fails; once in six it does not. The author is content with those odds. If you are not, the muster roll awaits your suggestion.

HQs and the Centre

As you will have noticed in the rules, to rally, a unit needs to be within 6" of an HQ — and normally you only have one HQ. Even with a movement rate of 6", HQs will need to be crossing the centre of the board quite often if they are to serve both flanks. If the centre cracks, then entire armies can be cut in two. In addition, HQs can give special attention to critical units by getting into base-to-base contact with them — to lead a special charge, aid in a critical defence, or help rally a stricken unit.

Reinforcements

Napoleonic battles were distinctive in how often a battle was determined by the timely arrival, or delayed arrival, of reinforcements — often on the flanks of the enemy. 2 by 2 Napoleonic battles are rarely simple affairs where both sides line up their armies then the battle begins. The feeding-in of forces is an essential part of the game.

Some players will indeed choose to wait for all their forces to arrive from the rear, then form a long battle line before engaging the enemy. This could well be a winning strategy. However, it requires the assent of the opposing general, who may have other ideas — or perhaps not, in which case a grand set-piece battle will result.

ARMY LISTS



Players may pick an army size to fight; the standard army-points (AP) total for pickup games is 40.

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 Lancer and the Irregular unit types are described in the *Optional Rules* chapter; the Army Lists booklet uses them as standard units.

STANDARD TEMPLATE (16 UNITS, 39 AP)

No.	UNIT	COST	SUBTOTAL	RUNNING
1	HQ	4 AP	4	4
10	Line Infantry	2 AP	20	24
2	Light Cavalry	3 AP	6	30
1	Heavy Cavalry	3 AP	3	33
2	Foot Artillery	3 AP	6	39

Users are encouraged to make up their own army lists, using the unit point costs listed above.

The army lists represent a “Command”. Although 40 AP is the standard, you should be fine having 80-point games under one command. For players who wish for larger point games, the author recommends using multiple Commands across multiple boards. If there is enough interest, a set of “Big Battle” rules can follow — similar to the wonderful DBA rules by Phil Barker and WRG.

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.

THE ARMY LISTS BOOKLET

The national army lists are published in a companion volume, *2 by 2 Napoleonic's — Army Lists*, which contains twenty-eight lists covering the armies of the period from Revolutionary France to the War of 1812, together with ready-made 40 AP sample forces for each. The booklet repeats the unit point costs and notation above, so it may be carried to the table on its own.

OPTIONAL RULES, CHROME & ADDITIONS



The author expects this section may grow over time — some of the current “standard” rules may make their way over here in time if they prove too cumbersome. All of the following should be considered optional and should only be used with the agreement of all players.

NEW UNITS

The unit types below were introduced as optional units and remain here for reference. The *Army Lists* booklet treats them all as standard units — no special agreement is needed to field them when playing from a national list that includes them.

Irregular Shooters

These are units (usually non-European tribal forces) who form in order but are not drilled in the European manner. They may be equipped with muskets, bows, or other weapons; for rules purposes these are small-arms. Irregular Shooters receive a –1 when shooting, but cost half an AP less than regular infantry.

COST	MOVE	RANGE
1.5 AP	3"	1"

Irregular Warband

These are units who do not have any missile weapons at all, and who engage in melee combat only. They may carry pikes, swords, axes, spears, or other weapons. Irregular Warbands may not shoot under any circumstances. They receive a +1 to melee rolls.

COST	MOVE	RANGE
2 AP	3"	N/A

Irregular Cavalry

These are unconventional or tribal mounted forces — Cossacks, ghazi horsemen, and the like. Fast and numerous, but unreliable: they break and run if their neighbours do. Irregular Cavalry routs whenever any other unit routs within 2" of it, or passes by within 2" when routing — that is, the Militia rule, but at the larger range typical of cavalry. They may not initiate melee against infantry unless that infantry is Disrupted: irregular horse will not close with formed foot, but falls gladly upon broken men.

COST	MOVE	RANGE
2 AP	5"	N/A

Irregular Mounted Shooters

Horse-archers and mounted skirmishers — the Bashkir and Kalmyk bowmen who harried the French retreat in 1812, Ottoman delis with their carbines, Kentucky's mounted riflemen. They dart in, shoot, and scatter before the reply. Irregular Mounted Shooters are Irregular Cavalry that may also shoot. Their shooting is

small-arms (bows count as small-arms) at -1, as Irregular Shooters. Shooting Pins them as it does any unit using small-arms; a mounted swarm's escape is the voluntary rout available to Light Cavalry.

COST	MOVE	RANGE
2.5 AP	5"	1"

Lancers

Light Cavalry units trained with the lance — for example, Polish Lancers. Rory Muir suggests that lancers may have been more effective against disordered units and less effective against ordered cavalry. This optional rule assumes this possibility is correct; the normal rules assume lancers are no better or worse than regular cavalry. Lancers receive a +2 when in melee against any unit that is Disrupted. In addition, Lancers receive a -1 in melee against cavalry at all times.

COST	MOVE	RANGE
3 AP	5"	N/A

NEW RULES

Grand Battery

Two friendly artillery units in base-to-base contact that can both shoot the same target may fire as a grand battery. Resolve this as a single artillery shot with a +1 modifier. Both artillery units count as having fired.

Multi-Corps HQs

In larger historical battles where multiple HQs are used to represent corps or division commanders, ignore the +1 shooting modifier for an HQ in base-to-base contact with the shooting unit. Keep all normal rally effects and the HQ melee modifier. This preserves the risk-reward decision of committing an HQ to close combat while preventing plentiful HQs from making firing lines too efficient.

Light Woods / Orchards

If players want a softer terrain grade between Copses and Dense Woods, use Light Woods or Orchards. Infantry may enter Light Woods / Orchards; cavalry, artillery, and HQs may only use roads through them.

- Light Infantry moves normally.
- Other infantry moves at half speed and becomes Pinned when it enters.
- No unit receives the First Volley shooting bonus while inside.
- Shooting into or out of Light Woods / Orchards is at -1.
- No unit may follow up through Light Woods / Orchards unless the winner is Light Infantry.

Flank & Rear Melee

Some players prefer to name the thing outright rather than count attackers. With this rule, delete the *Enemy is in melee with more than one unit* modifier and use instead:

- *Enemy contacted in its flank or rear*: +2.

A defender that turns to face an attacker is not flanked by that attacker. The arithmetic works out much the same for two attackers — the defender faces one, the other takes it in the flank — but it also rewards catching a Pinned or Disrupted unit from the side, which cannot turn to face at all. Note that it makes mass attacks somewhat weaker: three attackers give +4 between them rather than +6.

Fighting Withdrawal

Some players prefer a grindier battle, in which a close-fought melee shoves a regiment back rather than breaking it. With this rule, a melee difference of 1 or 2 does not rout the loser. Instead, the loser moves back one base depth directly to its rear and is **Disrupted**, and the winner does not follow up. Differences of 3 or more are resolved normally.

This makes for longer games and fewer sudden collapses. The author prefers the standard rule, in which a close melee can still break a regiment outright — but the option is here for those who want their firefights to smoulder.

Column of Attack

If an infantry unit is in melee and has directly to its rear, in full base-to-base contact, a unit of identical type, then it receives a +1 to melee. If this option is taken, then the supporting unit behind must suffer the same combat result as the attacking unit.

Note: the unit must be of identical type. Militia may not support Guards; “Small” Line Infantry may not support “Large” Line Infantry; etc.

BIBLIOGRAPHY



These rules owe a great deal to other works, both wargames rules and historical texts on Napoleonic warfare.

Rory Muir — *Tactics and the Experience of Battle in the Age of Napoleon*

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John Selby — *Recollections of Sergeant Morris*

THE MUSTER ROLL



*“I don't know what effect these men will have upon the enemy, but, by
God, they frighten me.”*

THE DUKE OF WELLINGTON

*Being a list of the honourable ladies and gentlemen who have answered the muster —
whether by force of arms upon the table (in splendid isolation or in fine company), by
wise counsel freely given, or by no more than reading these articles and wishing the
cause well.*

John Rigsby	Louis Desaix	Friedrich Freiherr von	Miguel Ricardo de Álava
Eric Sprague	William Carr Beresford	Bianchi	François Joseph Lefebvre
Xavier Zambrano	Gerhard von Scharnhorst	Laurent de Gouvion Saint-Cyr	Peregrine Maitland
Michał Malinowski	Levin August von Bennigsen	Colin Halkett	Carlos Frederico Lecor
Nicholas Downing	Johann von Klenau	Ludwig Yorck von	Emmanuel de Grouchy
John Mumby	Auguste de Marmont	Wartenburg	James Kempt
Derek Gray	John Moore	Mikhail Miloradovich	Francisco da Silveira
The Skald	Carl von Clausewitz	Maximilian Anton Karl	Jean Maximilien Lamarque
Paul Davies	Alexander Tormasov	Charles Pierre François	Denis Pack
Jude Sawyer	Heinrich von Bellegarde	Augereau	Pierre-Charles Villeneuve
Mikhail Kutuzov	Jean-Andoche Junot	Frederick Adam	Charles Alten
Archduke Charles	Robert Craufurd	Karl von Müffling	Pierre-François-Joseph
Michel Ney	Friedrich Wilhelm Freiherr	Dmitry Dokhturov	Durutte
Jean-de-Dieu Soult	von Bülow	Franz von Weyrother	Colquhoun Grant
Thomas Picton	Aleksey Petrovich Yermolov	Jean-Baptiste Bernadotte	Honoré Charles Reille
Pyotr Bagration	Joaquín Blake	John Colborne	Harry Smith
Karl Philipp Fürst zu	Louis-Gabriel Suchet	Hermann von Boyen	Jean-Baptiste Drouet
Schwarzenberg	Thomas Graham	Alexander Ostermann-	Alexander Gordon
Joachim Murat	Johann von Thielmann	Tolstoy	François Étienne de
Louis-Nicolas Davout	Nikolay Raevsky	Karl Freiherr Mack von	Kellermann
Henry Paget	Johann I Joseph	Leiberich	FitzRoy Somerset
August Neidhardt von	Antoine-Henri Jomini	Édouard Adolphe Casimir	Claude Pierre Pajol
Gneisenau	Stapleton Cotton	Joseph Mortier	William De Lancey
Michael Andreas Barclay de	Hans Ernst Karl von Zieten	Hussey Vivian	Rémy Joseph Isidore
Tolly	Matvei Platov	José de Palafox	Exelmans
Jean Lannes	Michael von Kienmayer	Bon-Adrien Jeannot de	George Bowles
Pierre Cambronne	Claude Victor-Perrin	Moncey	Pierre Daumesnil
Rowland Hill	Edward Pakenham	William Ponsonby	John Kincaid
Josef Radetzky von Radetz	Friedrich von Kleist	Pedro Caro	Edward Costello
Francisco Javier Castaños	Peter Wittgenstein	Jean-Baptiste Bessières	Benjamin Harris
		John Ormsby Vandeleur	

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FINIS.