# Quick Reference Sheet 2 X 2 Napoleonics

#### **SEQUENCE OF PLAY**

Player 1 Moves Units/Dices for reinforcements
Player 1 Rallies Units
Player 2 Shoots Firearms/Artillery
Player 1 Resolves Melee's
Player 2 Moves Units/Dices for reinforcements
Player 2 Rallies Units
Player 1 Shoots Firearms/Artillery
Player 2 Resolves Melee's

#### **UNIT SUMMARY**

	Move	Range
Infantry	3"	1"
HQ	6"	NA
Heavy Cavalry	4"	NA
Light Cavalry	5"	NA
Foot Artillery	2"	3/8"
Horse Artillery	4"	2/6"

#### **MOVEMENT MODIFIERS:**

Road	If a unit spends its entire move on a road it gains +1 inch in movement.	
Stream	To cross a stream costs an extra inch in addition to the base distance.	
Woods	Impassable to all but light infantry	
Hedges/ walls	No cost.	
Towns	All units move at ½ rate and do not receive the road bonus when moving through a town	

### REINFORCEMENTS

Phasing player may dice twice for reinforcements. Roll 1D6	
Reinforcement from rear 3+ required	
Reinforcement from flank 4+ required	

#### **RALLYING**

Roll 1D6 to remove a disrupted or unit	r pinned effect from a
If modified score is 5+	Unit Rallies
Modifiers:	
Guards/Grenadiers	+1
HQ in base to base contact	+1
Militia	-1
Enemy in contact	NP
Enemy within 2"	-2*
HQ more than 6" away	NP
Disrupted	-1
HQ self rally	+2
*only Guards and units in contact	with HQ.

#### **RESOLVING SHOOTING**

Roll 1d6.	Results
8+	Target Destroyed
7	Target Routs
6	Target Disrupted
5	Target Pinned
4 or less	no effect

## **Shooting modifiers**

Artillery at long range	-1
Artillery at short range(1" or less)	+1
Shooting out of flank or rear	-2
Target is cavalry	+2
Target is infantry (light/line or guards) in cover, i.e.:	-1
in town, behind wall or hedge (NOT woods)	
Target is light Infantry in woods	-1
Target is downhill of shooter	+1
Target is disrupted	+1
HQ in base to base contact	+1
With firing unit	
Muskets Firing "First Volley"	+1
i.e.: unit is not pinned	
Target is fired on flank	+1
Firer is "large" unit	+1
Firer is "small" or "common size"	+0

#### **MELEE**

Each player rolls 1D6. Res scores	ults, take the difference in
Totals are drawn	-Reroll!
-1 or 2 more	-Loser Routs(opt "follow up")
-3 more	-Loser Destroyed(opt "follow up")
-4 or more	-Loser Destroyed (must "follow up")

#### Melee modifiers:

Unit is Light Cavalry	-1
Unit is Guards	+1
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 1. (i.e.: 3 attackers on one	
defender means each attacker gets +2)	
HQ in base to base contact	+1
Higher than opponent	+1
Unit is Artillery/HQ/Light Infantry	-3
Unit is "large" unit	+1
Unit is "small" unit	-1
Unit is "common sized" unit	+0
Attacker subsequent melee	-1
	max.

#### **COMBAT RESULTS**

Destroyed - Unit is removed from play

**Routs** - Roll a D6. On a 1 or 2 the unit is destroyed. If not, the unit moves its maximum move rear or directly away After this the unit is also disrupted.

**Disrupted** - Until it rallies the unit may not fire or move. More vulnerable to attacks (see factors).

**Pinned** - Until it rallies the unit may not move but is permitted to change facing during the move phase. The unit may fire normally.