

Mini-Nap 2: Historic Army Lists

August 2014 Version

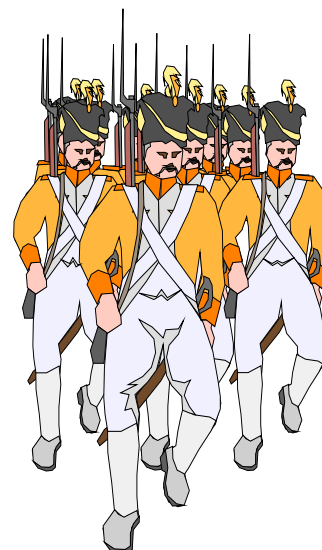
These lists were specifically prepared for use with the **Mini-Nap 2** Napoleonic wargame rules in mind but they can be used with other rule sets as well.

I always encourage players to re-fight historical actions using historical strengths and historical formations, and if doing so, then you must be able to support the organisation of the forces involved and the size and quality of the units being used with reputable references.

These lists include information on quite a number of such *historic organisations* along with some information on *regulation corps* organisations.

There is also some information included for some of the smaller participants, and I have also included a *hypothetical* organisation for those particular participants. The mix of troops, the number of troops and the quality of troops available are as correct as I can determine for those particular participants.

We must remember that the smaller participants in the Napoleonic wars rarely (if ever) fielded a large force. Rather, they would simply supply a number of units (or a brigade or two) to the major participant to which they were allied, that is, the units supplied would be deployed somewhere within a French corps if they were allied with the French, etc.



Divisions

A *Corps* is made up of several *Divisions*. Be careful though because some nationalities called their Divisions *Brigades*. There are three types of Divisions:

```
-----
|CAV| A Cavalry
|DIV| Division
-----
```

```
-----
|INF| An Infantry
|DIV| Division
-----
```

```
-----
|LT | A Light (or Mixed)
|DIV| Division
-----
```

Cavalry divisions consisted of a number of *Cavalry Brigades*. Infantry divisions consisted of a number of *Infantry Brigades*. *Light Divisions* (or *Mixed Divisions*) were usually smaller than regular divisions and usually contained a mix of infantry, often some light cavalry units and possibly some artillery units.

Cavalry Brigades

A *Cavalry Brigade* usually consisted of one or two (occasionally three and very rarely four or more depending upon the circumstances) cavalry regiments (units) and perhaps one or two attached horse artillery batteries (units). Heavy cavalry brigades did not normally have horse artillery batteries attached though occasionally they did.

```
-----
|CAV|
|BRG|
-----
```

There are three types of cavalry regiments (units):

```
-----
|LT | A Light Cavalry
|CAV| Regiment
-----
```

```
-----
|MED| A Medium Cavalry
|CAV| Regiment
-----
```

```
-----
|HVY| A Heavy Cavalry
|CAV| Regiment
-----
```

Light Cavalry regiments include cavalry units such as Chevauleger, Chasseurs a Cheval, Hussars, all Lancer armed cavalry units, most Light Dragoons, all Cossack units and the like.

Light cavalry units operate as normal cavalry units but non-lancer light cavalry units can also manoeuvre and fight in a skirmish line formation.

Medium Cavalry regiments include Dragoons. Some so-called “heavy” cavalry units were not heavy at all and so they fall into this medium cavalry category. For example, British Heavy Dragoons, Prussian cuirassiers later in the war, Danish Heavy cavalry, etc, would all be rated as medium cavalry.

Heavy Cavalry regiments include Cuirassiers and Carabineers. Heavy cavalry units were generally held in a Reserve Corps somewhere and were not normally deployed (attached) directly at corps level. When they were attached at corps level, they were only attached in small numbers, usually only a regiment or two.

Infantry Brigades

An *Infantry Brigade* usually consisted of a number of infantry battalions (units) and usually a single battery of artillery (or on occasions two).

```

-----
|INF| An Infantry      |LT | A Light
|BRG| Brigade          |BRG| Infantry Brigade
-----

```

Light Infantry Brigades (or sometimes called *Mixed Brigades*) were usually smaller than standard infantry brigades and usually contained a mix of line infantry, light infantry, perhaps some light cavalry units and possibly artillery units.

There are two types of Infantry Battalions:

```

-----
|INF| A Line Infantry  |LT | A Light Infantry
|BTN| Battalion        |INF| Battalion
-----

```

The bulk of infantry units in this period are Line Infantry units (or Musketeers). Light Infantry includes units designated as Light Infantry units, Jager units, Grenze units, Rifle units, etc, but can also include some of the better quality Line Infantry units. Light infantry units manoeuvre as line infantry units but they can also manoeuvre and fight in skirmish line formation.

Artillery

There are two basic types of artillery units (batteries), that is, *Foot Artillery* and *Horse Artillery*.

Foot Artillery:

Foot Artillery represents the bulk of the artillery units. Foot batteries were usually 6 to 8 guns strong although Russian batteries regularly had upto 12 guns (for further information, see the main rules). For simplicity, howitzers and the like are treated as equivalent to guns in the rules and in these guidelines. Foot batteries (units) were very rarely deployed with cavalry brigades.

There are three types of Foot batteries:

```

-----
|LT | A Light Foot     |MED| A Medium Foot   |HVY| A Heavy Foot
|ART| Artillery Battery |ART| Artillery Battery |ART| Artillery Battery
-----

```

Light artillery batteries are those batteries where the majority of the guns are less than 6 pounds. Light guns were often found as individual regimental pieces. Such individual regimental guns are ignored.

Medium artillery batteries are those batteries where the majority of the guns are from 6 to 9 pounds. Most artillery used during this period falls into this medium category.

Heavy artillery batteries are those batteries where the majority of the guns are greater than 9 pounds. Heavy artillery was normally found in reserve.

Horse artillery:

Horse artillery units are artillery units that were especially trained and equipped to accompany cavalry units and so they can be deployed within cavalry brigades. Horse artillery units can also be, and often were, deployed in infantry divisions or anywhere else throughout an army.

Horse artillery units were sometimes light, often medium, but never heavy. Thus, there are only two types of horse batteries:

```

-----
|LT | A Light Horse      |MED| A Medium Horse
|HRS| Artillery Battery  |HRS| Artillery Battery
-----

```

Horse artillery units were usually 6 to 8 guns strong although occasional horse batteries were larger.

Division artillery:

Divisions often had some artillery units (batteries) held in reserve to be deployed within the division as required.

```

-----
|DIV| Division Reserve
|ART| Artillery
-----

```

Division reserve artillery units (batteries) *must* be deployed (that is, attached) within their division *before* the game starts in one of three ways:

1. Division reserve artillery units (foot or horse) can be deployed as additional infantry brigade artillery units, but no infantry brigade can have more than one division reserve artillery unit attached to it
2. Division reserve horse artillery units can be deployed as additional cavalry brigade artillery units, but no cavalry brigade can have more than one division reserve horse artillery unit attached to it
3. Division reserve artillery batteries can be deployed and operated within the Division as a separate type of "brigade" of their own consisting of just artillery. Any such division artillery batteries are under the direct command of their Division commander.

Corps Reserve artillery:

Corps often had some artillery units (batteries) held in reserve to be deployed where and as required throughout the corps.

```

-----
|RES| Corps Reserve
|ART| Artillery
-----

```

Like division reserve artillery, Corps Reserve artillery units (batteries) *must* be deployed (that is, attached) within their corps *before* the game starts in one of three ways:

1. Corps reserve artillery units (foot or horse) can be deployed as additional infantry brigade artillery units, but no infantry brigade can have more than one corps reserve artillery unit attached to it
2. Corps reserve horse artillery units can be deployed as additional cavalry brigade artillery units, but no cavalry brigade can have more than one corps reserve horse artillery unit attached to it
3. Otherwise, corps reserve artillery units must be deployed in the corps as either a Division Artillery battery in a division that has no Division artillery batteries, or attached to an existing Division Artillery battery

Attached Brigades

Occasionally, a corps may have had a brigade or two deployed with the corps from a reserve somewhere.

```
-----
|ATT| Attached
|BRG| Brigade
-----
```

Attached Brigades (and there was usually never more than about a brigade or two) must be deployed as Brigades within the Divisions of the Corps *before* the start of a game thus:

1. An attached Infantry Brigade or attached Light Infantry Brigade must be deployed as another Brigade within an Infantry Division or Light Division of the corps
2. An attached Cavalry Brigade must be deployed as a Cavalry Brigade within any Division of the corps
3. Any artillery in the attached brigade remains with that brigade

An attached brigade is then under direct command of the division commander of the division into which it was deployed.

Attached Divisions

Occasionally, a corps may have had a division (and there was very rarely more than one) deployed with the corps from a reserve somewhere.

```
-----
|ATT| Attached
|DIV| Division
-----
```

An attached division must be deployed as another Division within the corps *before* the start of a game, and that division is under direct command of the corps commander.

Unit Quality Ratings

The three unit **Quality Ratings (QR)** used in the **Mini-Nap 2** rules and in these lists for all units are:

- Raw
- Average
- Veteran

As a guide, raw units are inexperienced units that have had some training, have had no battle or campaign experience and are generally of low or untried in morale; average units are units that have had training, some battle and campaign experience and have developed reasonable morale; veteran units are unit that are well trained, have had a reasonable amount of battle and campaign experience and that are high in morale.

Again, if you don't agree with any unit's quality rating in the lists, then please feel free to use your own method to determine the quality rating of the unit before the game.

Finally

Remember, there is always an exception to the rule. If you disagree with something in these army lists, organisations or unit ratings, then feel free to change it!