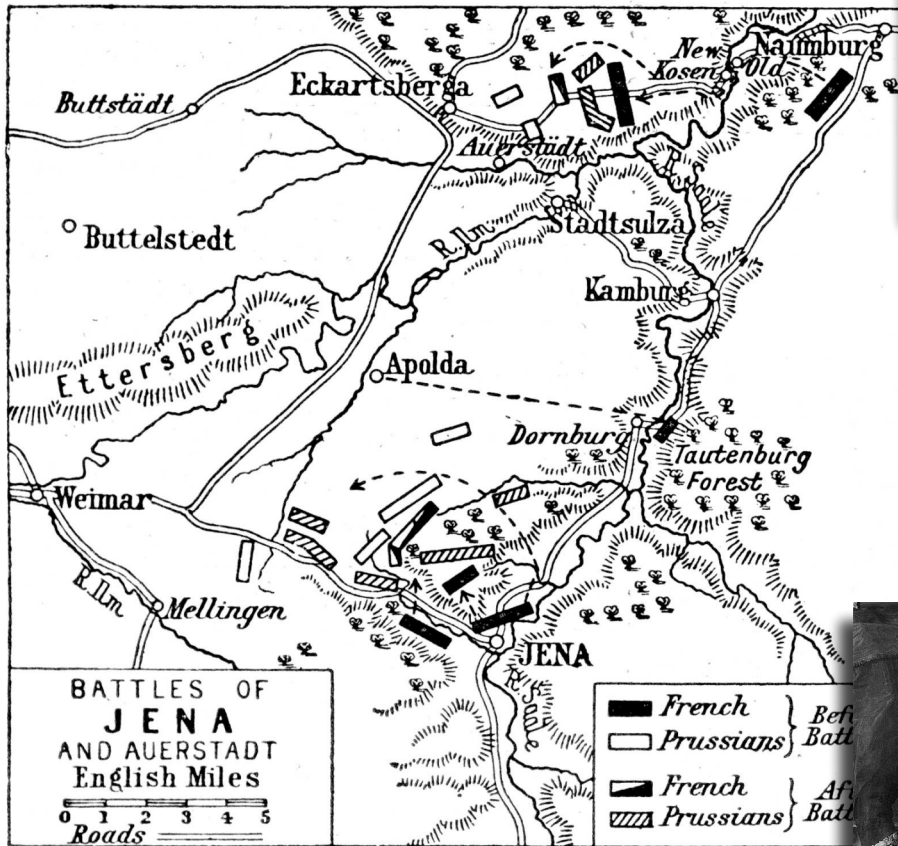


Carnage&GloryII

Army List Module



Prussia, October 1806

Marshal d'Empire Davout
Carl Wilhelm Ferdinand von Brunswick

Prussia 1806 - Army Lists

Introduction

The accompanying information, and associated files, is designed for use with the Carnage&GloryII system software. Using the system software you can use the army lists to create any number of different orders of battle, or to make whatever modifications or additions to the officer and unit listings that you consider appropriate or necessary to suit your own needs.

In preparing these army lists a balance has been sought between history and the practicalities of wargaming. Serious students of history may find inconsistencies with specific officer and/or unit ratings or strengths, and you are invited to modify any and all of the ratings and strengths to suit your own preference, prejudice or historical research.

Battlefield Frontage

The composition of each army list will include forces representing two or three infantry divisions, two or three brigades of cavalry, and their supporting artillery, with associated commands from army/corps to brigade level. These forces amount to between 15,000 and 25,000 men.

Although it varied from engagement to engagement, the actual concentration of men engaged per lineal mile of front was typically between 12,500 and 30,000 men. As such, the forces represented by each list should be deployed on a battlefield frontage between one to two miles in length. Using a ground scale of 1 inch = 50 paces [6-18 mm figures], where one mile equates to approximately four feet of table length, your forces should be deployed on a table width between four and eight feet. Using a ground scale of 1 inch = 25 paces [20-40 mm figures], where one mile equates to approximately eight feet of table length, your forces should be deployed on a table width between eight and sixteen feet. Using a ground scale of 1 inch = 33.3 paces [20-40 mm figures], where one mile equates to approximately five feet of table length, your forces should be deployed on a table width between five and ten feet.

As a simple rule of thumb to establish the length of a game I have always used the following principle: Every ten combat units equates to one hour of play. So a brigade size game with five units per side, will take about one hour to complete. A multiple brigade size game with ten units per side, will take perhaps two hours to complete, and a larger division size game with fifteen units per side, will take perhaps three hours to complete. Obviously these times represent a generalization, scenario design and other factors may affect the length of play, but it's certainly reasonable as a guide.

Working with the Army Lists

The army lists are useful to help get you started with your miniatures collections and getting them into battle by developing orders of battle. You may be fortunate and have large collections already available, but more likely you won't, and your collections will grow as you add more officers or units over the months and years. In this case you may find that not all the officers and units are available to match the exact establishments reflected within the army lists. For your purposes, the missing officers or units can be considered to be on 'detachment'. For example, within your immediate collection you have ten battalions of infantry, and you want them to represent a division of infantry, but the army list indicates twelve battalions in the division of your choice. To resolve this issue the extra two battalions you are missing from your collection, need to be put on detachment. In this way they will not be inadvertently included in your tabletop orders of battle. To suit this purpose, each army list has included an officer with ID x02 [102, 502, 602 or 702] as a staff officer. The purpose of this officer is to 'command' the detached units that still have to join their respective active commands [be added to your collections]. It is a simple matter to open the army list, using the system software, and then reassign the necessary unit[s] to this staff officer. Then when you create your orders of battle, simply skip over officer x02, and only select those commands that are 'active' within your collections. As the units become 'active' and are added to your collections, then return to the army list within the system software, and reassign the unit[s] to the appropriate commanding officer.

Unit Organization Charts

The following charts give guidance on basic organizations for infantry, cavalry and artillery. A typical French regiment at this period had two or three battalions. Each battalion had a nine-company organization; seven fusilier/chasseur, one elite voltigeur and one elite grenadier/carabinier [the chasseur and carabinier designation being specific to light regiments]. A typical Prussian infantry battalion had four companies. Men drawn from the third rank provided the skirmish duties for the Prussian battalion. Both the French and Prussian forces therefore have integral skirmish forces, and this is reflected within the army lists. However, it is generally considered that the French far surpassed their opponents in skirmish tactics, and in game terms it is recommended that you prohibit the offensive use of Prussian skirmishers. This means that the Prussian skirmishers should not be permitted to fire during the fire action phase. However, defensively the Prussian skirmishers will be present, and therefore will help to shield their parent formation from offensive French skirmish fire.

Organization Chart		Number of Sub-Units [Companies] per Unit	Number of Battalions per Regiment
Nationality			
Infantry	Prussian 1796-1807	4	2
	Prussian Grenadier	4	
	French 1796-1807	9	2

Organization Chart		Number of Sub-Units [Troops] per Unit	Number of Tactical Elements per Regiment
Nationality			
Heavy Cavalry	French 3 Sqdn Regt	3	2
	Prussian	5	2
Light Cavalry	French	2	3
	Prussian	5	2

Organization Chart		Number of Sub-Units [Sections] per Unit	number of crew figures
Nationality			
Foot Artillery	French	4	8
	Prussian	4	8
Horse Artillery	French	3	6
	Prussian	4	8

Unit Frontages

The following charts give guidance on basing standards for infantry, cavalry and artillery. These are not mandatory, but should be used for guidance purposes, and will be useful if you are basing units for the first time. The assumption has been made that an infantry file occupies 27 inches, and a cavalry file occupies 48 inches. The calculation of theoretical frontage also includes for men not in the rank and file, such as officers, senior NCO's and musicians. The assumption is that for every 100 men within the rank and file there are an additional seven to eight supernumeraries. Artillery is considered to occupy 20 paces per cannon and crew.

Typically Heavy Cavalry are represented in multiple squadrons units, whilst light cavalry are represented in either single or multiple squadron units, appropriate to their nationality.

Charts are provided for both Imperial [1" = 25 paces and 1" = 50 paces] and Metric [1 mm = 1 pace and 1 mm = 2 paces]. Two alternate infantry basing charts are offered for the 1" = 25 paces and 1 mm = 1 pace, this enables you to have more or less figures in a unit, to accommodate 20 or 25 mm figures, as opposed to the larger, bulkier 28 or 40 mm figures, which tend to require wider individual base frontages. The army lists are created assuming the wider 3/4" / 20 mm figure frontage. It is also recommended that the wider figure basing be used for troops typically deployed in two-ranks.

The representative colors of the charts are designed to compliment the pace stick colors, which can be downloaded from the Carnage&GloryII Yahoo Group on line.

<http://games.groups.yahoo.com/group/carnageandglory2/>

Imperial Measurement Basing Charts

Ground Scale: 1" = 25 Paces 28-40mm figures		Approximate Average Battalion Strength All Ranks	Unit Frontage: 3/4" per figure	number of figures in double rank
Nationality				
Infantry	Prussian 1796-1807	600	7 1/2"	20
	Prussian Grenadier			
	French 1796-1807	720	9"	24

Ground Scale: 1" = 25 Paces 20-25mm figures		Approximate Average Battalion Strength All Ranks	Unit Frontage: 5/8" per figure	number of figures in double rank
Nationality				
Infantry	Prussian 1796-1807	600	7 1/2"	24
	Prussian Grenadier			
	French 1796-1807	750	9 3/8"	30

Ground Scale: 1" = 25 Paces		Approximate Average Tactical Element Strength All Ranks	Unit Frontage: 1" per figure	number of figures in single rank
Nationality				
Heavy Cavalry	French 3 Sqdn Regt	180	6"	6
	Prussian 1796-1807	300	10"	10
Light Cavalry	French	180	6"	6
	Prussian 1796-1807	300	10"	10

Ground Scale: 1" = 25 Paces		Number of Cannon in Typical Battery	Unit Frontage	number of cannon models
Nationality				
Foot Artillery	French	8	6 ¼"	2
	Prussian	8	6 ¼"	2
Horse Artillery	French	6	4 ¾"	2
	Prussian	8	6 ¼"	2

Ground Scale: 1" = 50 Paces		Approximate Average Battalion Strength All Ranks	Unit Frontage: 3/8" per figure	number of figures in double rank
Nationality				
Infantry	Prussian 1796-1807	600	3 ¾"	20
	Prussian Grenadier			
	French 1796-1807	720	4 1/2"	24

Ground Scale: 1" = 50 Paces		Approximate Average Tactical Element Strength All Ranks	Unit Frontage: 1/2" per figure	number of figures in single rank
Nationality				
Heavy Cavalry	French 3 Sqdn Regt	180	3"	6
	Prussian 1796-1807	300	5"	10
Light Cavalry	French	180	3"	6
	Prussian 1796-1807	300	5"	10

Ground Scale: 1" = 50 Paces		Number of Cannon in Typical Battery	Unit Frontage	number of cannon models
Nationality				
Foot Artillery	French	8	3 1/8"	2
	Prussian	8	3 1/8"	2
Horse Artillery	French	6	2 3/8"	2
	Prussian	8	3 1/8"	2

Metric Measurement Basing Charts

Ground Scale: 1 mm = 1 Pace 28-40mm figures		Approximate Average Battalion Strength All Ranks	Unit Frontage: 20 mm per figure	number of figures in double rank
Nationality				
Infantry	Prussian 1796-1807	600	200 mm	20
	Russian Conv. Grenadier			
	French 1796-1807	720	240 mm	24

Ground Scale: 1 mm = 1 Pace 20-25mm figures		Approximate Average Battalion Strength All Ranks	Unit Frontage: 16 mm per figure	number of figures in double rank
Nationality				
Infantry	Prussian 1796-1807	600	192 mm	24
	Prussian Grenadier			
	French 1796-1807	750	240 mm	30

Ground Scale: 1 mm = 1 Pace		Approximate Average Tactical Element Strength All Ranks	Unit Frontage: 25 mm per figure	number of figures in single rank
Nationality				
Heavy Cavalry	French 3 Sqdn Regt	180	150 mm	6
	Prussian 1796-1807	300	250 mm	10
Light Cavalry	French	180	150 mm	6
	Prussian 1796-1807	300	250 mm	10

Ground Scale: 1 mm = 1 Pace		Number of Cannon in Typical Battery	Unit Frontage	number of cannon models
Nationality				
Foot Artillery	French	8	160 mm	2
	Prussian	8	160 mm	2
Horse Artillery	French	6	120 mm	2
	Prussian	8	160 mm	2

Ground Scale: 1 mm = 2 Paces		Approximate Average Battalion Strength All Ranks	Unit Frontage: 10 mm per figure	number of figures in double rank
Nationality				
Infantry	Prussian 1796-1807	600	100 mm	20
	Prussian Grenadier			
	French 1796-1807	720	120 mm	24

Ground Scale: 1 mm = 2 Paces		Approximate Average Tactical Element Strength All Ranks	Unit Frontage: 12.5 mm per figure	number of figures in single rank
Nationality				
Heavy Cavalry	French 3 Sqdn Regt	180	75 mm	6
	Prussian 1796-1807	300	125 mm	10
Light Cavalry	French	180	75 mm	6
	Prussian 1796-1807	300	125 mm	10

Ground Scale: 1 mm = 2 Paces		Number of Cannon in Typical Battery	Unit Frontage	number of cannon models
Nationality				
Foot Artillery	French	8	80 mm	2
	Prussian	8	80 mm	2
Horse Artillery	French	6	60 mm	2
	Prussian	8	80 mm	2

The Army Lists

The following represents the army lists reproduced in the format that would be seen when using the system software 'command review' option, on turn one. At that time you will also be able to review the unit status, formation [omitted in this example] and firearm type. In subsequent game turns, you will be able to review the morale and fatigue levels in lieu of formation and firearms. If it becomes necessary during the game to verify a units formation, that can be done by reviewing the individual combat unit, without the need to review the whole order of battle.



MdE Davout

experience, combat and fire rating qualities, A+ represents the best, and E- represents the worst. A unit with excellent combat and fire ratings, guard classification and crack status will be an A+ unit, whilst a unit with contemptible combat and fire ratings, irregular classification and conscript status will be an E- unit. If you consider the default characteristics inappropriate you have two options, either randomize the combat and fire ratings, or amend them manually to better reflect historical evidence. If you randomize the ratings, a unit will never achieve excellent or contemptible characteristics. The last item is the weapon type of the unit.

The unit strength is given in actual terms of real men, and not as a number of figures. Losses are also accrued in actual terms and not in the number of representative figures. For this reason there are no set figure ratios, and a figure can represent any number of real men.

What is more important than a figure ratio is the relative frontage of the represented unit; this goes hand in hand with the selected ground scale. Essentially every inch or millimeter of a tabletop unit frontage represents a certain number of men, relative to the formation and number of ranks and files represented by the unit. Representation of unit formations on the tabletop is generally a compromise, particularly when considering columns and square formations, where the physical footprint or width is not a true reflection of the actual historical formation. The basic line formation frontage, however, should be as relatively accurate for gaming purposes as possible, and especially consistent across the units represented on both sides of the table.

Using this principle, the charts on the previous pages, are provided as guidelines to typical unit frontages represented within the army lists. However, it is not necessary to rebase your existing collections to suit these frontages. Essentially, your figures can be mounted to whatever basing system you prefer, but you should ensure that the unit frontages are obviously representative of the intended unit size. For example, if you have a unit that represents 500 men, it should be narrower than another unit representing 640 men. In this example, simply ensure that the relative frontages are obvious, without necessarily being exact. Large cavalry formations are in some cases split into two or more separate units; these are identified either by squadron number [1/1e Chasseur a Cheval], or a



FM Duke of Brunswick

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letter prefix [A/1e Regt de Dragons]. In the latter instance, the letter represents a group of squadrons or troops/companies, which approximate to an equal subdivision of the overall unit strength.

Corps Louis Nicolas Davout

[101] **Marechal d'Empire Louis Nicolas Davout - Active B+ [1400 paces]**

Division Charles Antoine Morand

[103] **General de Division Charles Antoine Morand - Active B+ [950 paces]**

[101] 11/7eme Artillerie a Pied 0/ 200 [8] C+ 8 Pounder [Medium]
[102] 1/5eme Artillerie a Cheval 0/ 150 [6] B- 4 Pounder [Light]

Brigade Bonnet d'Honnieres

[104] **General de Brigade Bonnet d'Honnieres - Active B [450 paces]**

[103] 1/13eme Regt.de Legere 0/ 775 C+ Musket [SB 1st Rate]
[104] 2/13eme Regt.de Legere 0/ 775 C+ Musket [SB 1st Rate]

Brigade Etienne Brouard

[105] **General de Brigade Etienne Brouard - Active B [450 paces]**

[105] 1/17eme Regt.de Ligne 0/ 775 C Musket [SB 1st Rate]
[106] 2/17eme Regt.de Ligne 0/ 775 C Musket [SB 1st Rate]
[107] 1/30eme Regt.de Ligne 0/ 775 C Musket [SB 1st Rate]
[108] 2/30eme Regt.de Ligne 0/ 775 C Musket [SB 1st Rate]

Brigade Jean Louis Debilly

[106] **General de Brigade Jean Louis Debilly - Active B [450 paces]**

[109] 1/51eme Regt.de Ligne 0/ 775 C Musket [SB 1st Rate]
[110] 2/51eme Regt.de Ligne 0/ 775 C Musket [SB 1st Rate]
[111] 3/51eme Regt.de Ligne 0/ 775 C- Musket [SB 1st Rate]
[112] 1/61eme Regt.de Ligne 0/ 775 C Musket [SB 1st Rate]
[113] 2/61eme Regt.de Ligne 0/ 775 C Musket [SB 1st Rate]
[114] 3/61eme Regt.de Ligne 0/ 775 C- Musket [SB 1st Rate]

Division Louis Friant

[107] **General de Division Louis Friant - Active B+ [950 paces]**

[115] 2/7eme Artillerie a Pied 0/ 150 [6] C+ 8 Pounder [Medium]
[116] 2/5eme Artillerie a Cheval 0/ 75 [3] B- 4 Pounder [Light]

Brigade Georges Kister

[108] **General de Brigade Georges Kister - Active B [450 paces]**

[117] 1/33eme Regt.de Ligne 0/ 775 C Musket [SB 1st Rate]
[118] 2/33eme Regt.de Ligne 0/ 775 C Musket [SB 1st Rate]
[119] 1/48eme Regt.de Ligne 0/ 775 C Musket [SB 1st Rate]
[120] 2/48eme Regt.de Ligne 0/ 775 C Musket [SB 1st Rate]

Brigade Pierre Lochet

[109] **General de Brigade Pierre Lochet - Active B [450 paces]**

[121] 1/108eme Regt.de Ligne 0/ 775 C Musket [SB 1st Rate]
[122] 2/108eme Regt.de Ligne 0/ 775 C Musket [SB 1st Rate]

Brigade Louis Grandeau

[110] **General de Brigade Louis Grandeau - Active B [450 paces]**

[123] 1/111eme Regt.de Ligne 0/ 775 C Musket [SB 1st Rate]
[124] 2/111eme Regt.de Ligne 0/ 775 C Musket [SB 1st Rate]

Division Jean Baptiste Viallanes

[111] **General de Brigade Jean Baptiste Viallanes - Active C+ [800 paces]**

[125] 1/1e Chasseurs a Cheval 0/ 180 C+ Carbine [Smoothbore]
[126] 2/1e Chasseurs a Cheval 0/ 180 C Carbine [Smoothbore]
[127] 3/1e Chasseurs a Cheval 0/ 180 C Carbine [Smoothbore]
[128] 1/2eme Chasseurs a Cheval 0/ 180 C+ Carbine [Smoothbore]
[129] 2/2eme Chasseurs a Cheval 0/ 180 C Carbine [Smoothbore]
[130] 3/2eme Chasseurs a Cheval 0/ 180 C Carbine [Smoothbore]
[131] 1/12eme Chasseurs a Cheval 0/ 180 C+ Carbine [Smoothbore]
[132] 2/12eme Chasseurs a Cheval 0/ 180 C Carbine [Smoothbore]
[133] 3/12eme Chasseurs a Cheval 0/ 180 C Carbine [Smoothbore]

Division Antoine Hannicque

[112] **General de Brigade Antoine Hannicque - Active B [875 paces]**

[134] 15/7eme Artillerie a Pied 0/ 150 [6] C+ 12 Pounder [Heavy]
[135] 2/7eme Artillerie a Pied [bis] 0/ 150 [6] C+ 8 Pounder [Medium]
[136] 3/7eme Artillerie a Pied 0/ 150 [6] C+ 8 Pounder [Medium]

Division Dominique Klein

[113] **General de Division Dominique Klein - Active B [875 paces]**

[137] 2/2me Artillerie a Cheval 0/ 75 [3] B- 4 Pounder [Light]

Brigade Jean Feneroiz

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[114] **General de Brigade Jean Feneroiz - Active B [450 paces]**

[138]	A/1e Regt.de Dragons	0/ 180	C	Muskatoon [SB]
[139]	B/1e Regt.de Dragons	0/ 180	C	Muskatoon [SB]
[140]	A/2me Regt.de Dragons	0/ 180	C	Muskatoon [SB]
[141]	B/2me Regt.de Dragons	0/ 180	C	Muskatoon [SB]

Brigade Auguste la Motte

[115] **General de Brigade Auguste la Motte - Active B [450 paces]**

[142]	A/4me Regt.de Dragons	0/ 180	C	Muskatoon [SB]
[143]	B/4me Regt.de Dragons	0/ 180	C	Muskatoon [SB]
[144]	A/14me Regt.de Dragons	0/ 180	C	Muskatoon [SB]
[145]	B/14me Regt.de Dragons	0/ 180	C	Muskatoon [SB]

Brigade Joseph Picard

[116] **General de Brigade Joseph Picard - Active B [450 paces]**

[146]	A/20me Regt.de Dragons	0/ 180	C	Muskatoon [SB]
[147]	B/20me Regt.de Dragons	0/ 180	C	Muskatoon [SB]
[148]	A/26me Regt.de Dragons	0/ 180	C	Muskatoon [SB]
[149]	B/26me Regt.de Dragons	0/ 180	C	Muskatoon [SB]

Strengths:

losses/active

0/ 15500	Bayonets
0/ 3780	Sabres
0/ 1100	Artillerists
0/ 44	Cannon

0/ 20380	Total of all arms
38	Standards present

	Combat Rating	Fire Rating	Classification	Experience	Combined Rating
French					
Infantry	Average	Average	Elite	Veteran	C+
	Average	Average	Line	Veteran	C
	Average	Average	Line	Trained	C-
Cavalry	Average	Average	Elite	Veteran	C+
	Average	Average	Line	Veteran	C
Artillery	Average	Good	Elite	Veteran	B-
	Average	Good	Line	Veteran	C+

	Leadership Rating	Tactical Rating	Combined Rating
General Officer Ranking			
French	Inspirational [-]	Superior [-]	B+
	Ordinary [+]	Capable [+]	B
	Ordinary [+]	Superior [-]	
	Ordinary	Capable	C+

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Army Charles W.F. Duke of Brunswick

[501] Feldmarschall Charles W.F. Duke of Brunswick - Active B [1400 paces]

Division Wm.Frederick, Prince of Orange

[503] Generalleutnant Wm.Frederick, Prince of Orange - Active B [875 paces]

Brigade Prince Henry of Prussia

[504] Oberst-Leutnant Prince Henry of Prussia - Active B [450 paces]

[501]	Grenadier Bn.Rheinbaben	0/ 640 [2]	C	Musket [SB 1st Rate]
[502]	1/IR Prince Ferdinand	0/ 640 [2]	C-	Musket [SB 1st Rate]
[503]	2/IR Prince Ferdinand	0/ 640 [2]	C-	Musket [SB 1st Rate]
[504]	1/IR Puttkammer	0/ 640 [2]	C-	Musket [SB 1st Rate]
[505]	2/IR Puttkammer	0/ 640 [2]	C-	Musket [SB 1st Rate]
[506]	Fuss Batterien Riemer [12pdr]	0/ 200 [8]	C-	12 Pounder [Medium]
[507]	A/Life Guard Regiment	0/ 300	C+	Musketoons [SB]
[508]	B/Life Guard Regiment	0/ 300	C+	Musketoons [SB]
[509]	A/Carabineer Regiment	0/ 300	C	Musketoons [SB]
[510]	B/Carabineer Regiment	0/ 300	C	Musketoons [SB]
[511]	Kav Batterien Willmann [6pdr]	0/ 200 [8]	C-	6 Pounder [Light]

Brigade von Lutzow

[505] Oberst von Lutzow - Active B [450 paces]

[512]	Grenadier Bn.Knebel	0/ 640 [2]	C	Musket [SB 1st Rate]
[513]	1/IR Mollendorf	0/ 640 [2]	C-	Musket [SB 1st Rate]
[514]	2/IR Mollendorf	0/ 640 [2]	C-	Musket [SB 1st Rate]
[515]	1/IR Wartensleben	0/ 640 [2]	C-	Musket [SB 1st Rate]
[516]	2/IR Wartensleben	0/ 640 [2]	C-	Musket [SB 1st Rate]
[517]	Fuss Batterien Lehmann [12pdr]	0/ 200 [8]	C-	12 Pounder [Medium]

Division von Scharnhorst

[506] Oberst von Scharnhorst - Active B+ [950 paces]

Brigade von Alvensleben

[507] Generalmajor von Alvensleben - Active B [450 paces]

[518]	Grenadier Bn.Schack	0/ 640 [2]	C	Musket [SB 1st Rate]
[519]	1/IR Prince Henry	0/ 640 [2]	C-	Musket [SB 1st Rate]
[520]	2/IR Prince Henry	0/ 640 [2]	C-	Musket [SB 1st Rate]
[521]	1/IR Alvensleben	0/ 640 [2]	C-	Musket [SB 1st Rate]
[522]	2/IR Alvensleben	0/ 640 [2]	C-	Musket [SB 1st Rate]
[523]	Fuss Batterien Rohl [12pdr]	0/ 200 [8]	C-	12 Pounder [Medium]

Brigade von Schimonsky

[508] Generalmajor von Schimonsky - Active B [450 paces]

[524]	Grenadier Bn.Krafft	0/ 640 [2]	C	Musket [SB 1st Rate]
[525]	1/IR Malschitsky	0/ 640 [2]	C-	Musket [SB 1st Rate]
[526]	2/IR Malschitsky	0/ 640 [2]	C-	Musket [SB 1st Rate]
[527]	1/IR Schimonski	0/ 640 [2]	C-	Musket [SB 1st Rate]
[528]	2/IR Schimonski	0/ 640 [2]	C-	Musket [SB 1st Rate]
[529]	Fuss Batterien Stankar 12pdr]	0/ 200 [8]	C-	12 Pounder [Medium]

Brigade von Irwing

[509] Generalmajor von Irwing - Active B [450 paces]

[530]	A/1st Bttn. Queen's Dragoons	0/ 300	C	Musketoons [SB]
[531]	B/1st Bttn. Queen's Dragoons	0/ 300	C	Musketoons [SB]
[532]	A/2nd Bttn. Queen's Dragoons	0/ 300	C	Musketoons [SB]
[533]	B/2nd Bttn. Queen's Dragoons	0/ 300	C	Musketoons [SB]
[534]	Kav Batterien Graumann [6pdr]	0/ 200 [8]	C-	6 Pounder [Light]

Brigade von Bunting

[510] Generalmajor von Bunting - Active B [450 paces]

[535]	A/Heising Kurassier Regiment	0/ 300	C-	Musketoons [SB]
[536]	B/Heising Kurassier Regiment	0/ 300	C-	Musketoons [SB]
[537]	A/Bunting Kurassier Regiment	0/ 300	C-	Musketoons [SB]
[538]	B/Bunting Kurassier Regiment	0/ 300	C-	Musketoons [SB]

Division von Wartensleben

[511] Generalleutnant von Wartensleben - Active C+ [800 paces]

Brigade von Wedell

[512] Generalmajor von Wedell - Active C+ [400 paces]

[539]	Fuss Batterien Wilkins [12pdr]	0/ 200 [8]	C-	12 Pounder [Medium]
[540]	Grenadier Btt. Hanstein	0/ 640 [2]	C	Musket [SB 1st Rate]
[541]	1/IR Renouard	0/ 640 [2]	C-	Musket [SB 1st Rate]
[542]	2/IR Renouard	0/ 640 [2]	C-	Musket [SB 1st Rate]
[543]	1/IR Kleist	0/ 640 [2]	C-	Musket [SB 1st Rate]
[544]	2/IR Kleist	0/ 640 [2]	C-	Musket [SB 1st Rate]

Brigade von Renouard

[513] Generalmajor von Renouard - Active C+ [400 paces]

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[545] Fuss Batterien Lange [12pdr] 0/ 200 [8] C- 12 Pounder [Medium]
 [546] Grenadier Bttn. Alt-Braun 0/ 640 [2] C Musket [SB 1st Rate]
 [547] 1/IR Brunswick-Luneburg 0/ 640 [2] C- Musket [SB 1st Rate]
 [548] 2/IR Brunswick-Luneburg 0/ 640 [2] C- Musket [SB 1st Rate]
 [549] 1/IR Prinz Louis Ferdinand 0/ 640 [2] C- Musket [SB 1st Rate]
 [550] 2/IR Prinz Louis Ferdinand 0/ 640 [2] C- Musket [SB 1st Rate]

Brigade von Quitzow

[514] **Generalmajor von Quitzow - Active C+ [400 paces]**

[551] A/Quitzow Kurassier Regiment 0/ 300 C- Carbine [Smoothbore]
 [552] B/Quitzow Kurassier Regiment 0/ 300 C- Carbine [Smoothbore]
 [553] A/Reitzenstein Kurassier Regt 0/ 300 C- Carbine [Smoothbore]
 [554] B/Reitzenstein Kurassier Regt 0/ 300 C- Carbine [Smoothbore]

Strengths:

losses/active

0/ 19200 **Bayonets**

0/ 4800 **Sabres**

0/ 1600 **Artillerists**

0/ 124 **Cannon**

0/ 25600 **Total of all arms**

100 **Standards present**

	Combat Rating	Fire Rating	Classification	Experience	Combined Rating
Prussian					
Infantry	Average	Average	Elite	Trained	C
	Average	Average	Line	Trained	C-
Cavalry	Average	Average	Guard	Trained	C+
	Average	Average	Elite	Trained	C
	Average	Average	Line	Veteran	
	Average	Average	Line	Trained	C-
Artillery	Average	Average	Line	Trained	C-

	Leadership Rating	Tactical Rating	Combined Rating
General Officer Ranking			
Prussian	Inspirational [-]	Superior [-]	B+
	Ordinary [+]	Capable [+]	B
	Inspirational [-]	Capable [+]	
	Ordinary [+]	Capable [+]	C+