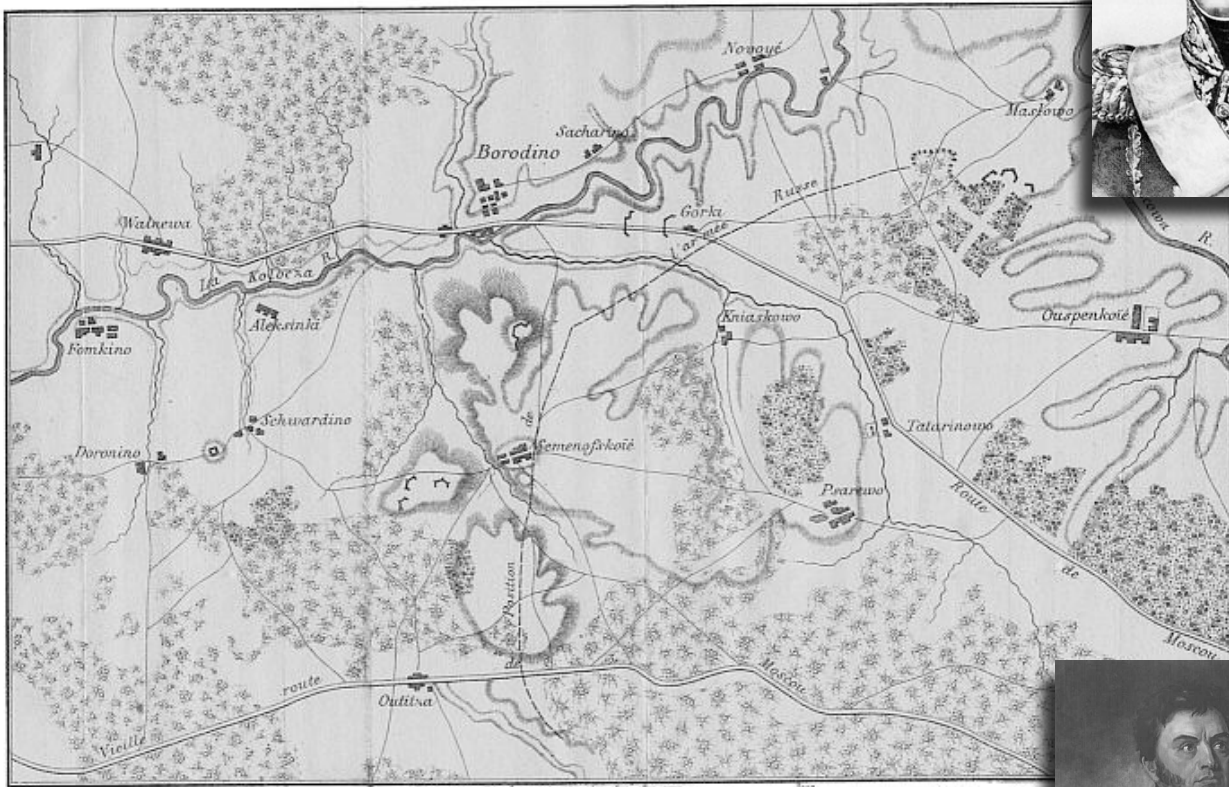


Carnage&GloryII

Army List Module



Brialmont, fortif. du champ de bataille

Russia, September 1812

Marshal d'Empire Davout
Generalleutnant Nicolai N. Raevsky



Russia 1812 - 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 within Davout's corps had as many as five battalions [typically they might field four battalions, but Davout's corps was something of an exception]. The first four battalions each had a six-company organization; four fusilier/chasseur, one elite voltigeur and one elite grenadier/carabinier [the chasseur and carabinier designation being specific to light regiments], whereas the sixth battalion only had four fusilier/chasseur companies. A typical Russian infantry battalion had four companies; one company was elite, and composed of a light section and a grenadier/carabinier section. The light section was responsible for skirmish duties. Both the French and Russian forces therefore had integral skirmish companies, 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 Russian skirmishers. This means that the Russian skirmishers should not be permitted to fire during the fire action phase. However, defensively the Russian skirmishers will be present, and therefore will help to shield their parent formation from offensive French skirmish fire. Note a typical single artillery section represents two cannon.

Nationality		Number of Sub-Units [Companies] per Unit	Number of Battalions per Regiment
Infantry	Russian Infantry	4	2
	Russian Conv. Grenadier	3	2
	French 6th Battalion	4	
	Baden/Spanish	6	2
	French 1st-4th Battalions	6	4

Nationality		Number of Sub-Units [Troops] per Unit	Number of Tactical Elements per Regiment
Heavy Cavalry	French 3 Sqdn Regt	3	2
	French 4 Sqdn Regt	4	2
	Russian		4
Light Cavalry	French	2	3
	Cossack	5	2
	Russian	4	4

Nationality		Number of Sub-Units [Sections] per Unit	number of crew figures
Foot Artillery	French	4	8
	Russian	6	12
Horse Artillery	French	3	6
	Russian	6	12

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	Russian 1810-1815	480	6"	16
	Russian Conv. Grenadier			
	French 6th Battalion			
	Baden/Spanish			
	French 1st-4th Battalions			

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	Russian 1810-1815	525	6 1/4"	20
	Russian Conv. Grenadier			
	French 6th Battalion			
	Baden/Spanish			
	French 1st-4th Battalions			

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
	French 2 or 4 Sqdn Regt	240	8"	8
	Russian 1808-1812			
Light Cavalry	French	180	6"	6
	Cossack	240	8"	8
	Russian 1808-1812			

Ground Scale: 1" = 25 Paces		Number of Cannon in Typical Battery	Unit Frontage	number of cannon models
Nationality				
Foot Artillery	French	8	6 1/4"	2
	Russian	12	9 1/2"	3 or 4
Horse Artillery	French	6	4 3/4"	2
	Russian	12	9 1/2"	3 or 4

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	Russian 1810-1815	480	3"	16
	Russian Conv. Grenadier			
	French 6th Battalion			
	Baden/Spanish	600	3 3/4"	20
	French 1st-4th Battalions			

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
	French 4 Sqdn Regt	240	4"	8
	Russian 1808-1812			
Light Cavalry	French	180	3"	6
	Cossack	240	4"	8
	Russian 1808-1812			

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
	Russian	12	4 3/4"	3 or 4
Horse Artillery	French	6	2 3/8"	2
	Russian	12	4 3/4"	3 or 4

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	Russian 1810-1815	480	160 mm	16
	Russian Conv. Grenadier			
	French 6th Battalion			
	Baden/Spanish			
	French 1st-4th Battalion	600	200 mm	20

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	Russian 1810-1815	525	160 mm	20
	Russian Conv. Grenadier			
	French 6th Battalion			
	Baden/Spanish			
	French 1st-4th Battalion	600	192 mm	24

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
	French 4 Sqdn Regt	240	200 mm	8
	Russian 1808-1812			
Light Cavalry	French	180	150 mm	6
	Cossack			
	Russian 1808-1812	240	200 mm	8

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
	Russian	12	240 mm	3 or 4
Horse Artillery	French	6	120 mm	2
	Russian	12	240 mm	3 or 4

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	Russian 1810-1815	480	80 mm	16
	Russian Conv. Grenadier			
	French 6th Battalion			
	Baden/Spanish			
	French 1st-4th Battalion	600	100 mm	20

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
	French 4 Sqdn Regt	240	100 mm	8
	Russian 1808-1812			
Light Cavalry	French	180	75 mm	6
	Cossack			
	Russian 1808-1812	240	100 mm	8

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
	Russian	12	120 mm	3 or 4
Horse Artillery	French	6	60 mm	2
	Russian	12	120 mm	3 or 4

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

The numbers in [] on the left of each line indicate the unique officer and unit ID numbers that Carnage&GloryII uses to identify the officer or unit within it's database. It is important that these numbers remain unique, and no officer or unit within the same army list or derived order of battle should have a duplicate ID number. The officers' rank and name, his active status, rating and his zone of influence or command radius distance in paces follow the officer ID number. The officer rating is a reflection of his tactical and leadership qualities, and can be amended manually or employing the randomizer. The unit ID number is followed by the unit name, the number of losses [on turn one this will be 0] and the actual unit strength, a third number will denote the number of cannon with the unit [infantry battalion guns or artillery tubes]. The next item, a letter with a varying suffix, represents the rating of the unit. This is a combination of the units' morale, 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 letter prefix [A/2e Regt de Cuirassiers]. In the latter



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instance, the letter represents a group of squadrons or troops/companies, which approximate to an equal subdivision of the overall unit strength.

Corps Davout, Duc d'Auerstadt

[101] Marechal d'Empire Davout, Duc d'Auerstadt - Active B+ [1400 paces]

Brigade Pernetty

[103] General de Division Pernetty - Active B [450 paces]

[101]	3/1e Artillerie a Pied	0/ 200 [8]	C+	12 Pounder [Heavy]
[102]	17/1e Artillerie a Pied	0/ 200 [8]	C+	12 Pounder [Heavy]

Division Comte Morand

[104] General de Division Comte Morand - Active B+ [950 paces]

[103]	1/7me Artillerie a Pied	0/ 200 [8]	C+	6 Pounder [Medium]
[104]	7/1e Artillerie a Cheval	0/ 150 [6]	B-	6 Pounder [Light]

Brigade d'Alton

[105] General de Brigade d'Alton - Active B [450 paces]

[105]	1/13me Regt.de Leger	0/ 640 [1]	C+	Musket [SB 1st Rate]
[106]	2/13me Regt.de Leger	0/ 640 [1]	C+	Musket [SB 1st Rate]
[107]	3/13me Regt.de Leger	0/ 640 [1]	C	Musket [SB 1st Rate]
[108]	4/13me Regt.de Leger	0/ 640 [1]	C-	Musket [SB 1st Rate]
[109]	6/13me Regt.de Leger	0/ 500	D+	Musket [SB 1st Rate]

Brigade Gratien

[106] General de Brigade Gratien - Active B [450 paces]

[110]	1/17me Regt.de Ligne	0/ 640 [1]	C+	Musket [SB 1st Rate]
[111]	2/17me Regt.de Ligne	0/ 640 [1]	C+	Musket [SB 1st Rate]
[112]	3/17me Regt.de Ligne	0/ 640 [1]	C	Musket [SB 1st Rate]
[113]	4/17me Regt.de Ligne	0/ 640 [1]	C-	Musket [SB 1st Rate]
[114]	6/17me Regt.de Ligne	0/ 500	D+	Musket [SB 1st Rate]

Brigade Bonnamy

[107] General de Brigade Bonnamy - Active B [450 paces]

[115]	1/30me Regt.de Ligne	0/ 640 [1]	C+	Musket [SB 1st Rate]
[116]	2/30me Regt.de Ligne	0/ 640 [1]	C+	Musket [SB 1st Rate]
[117]	3/30me Regt.de Ligne	0/ 640 [1]	C	Musket [SB 1st Rate]
[118]	4/30me Regt.de Ligne	0/ 640 [1]	C-	Musket [SB 1st Rate]
[119]	6/30me Regt.de Ligne	0/ 500	D+	Musket [SB 1st Rate]
[120]	1/2me Regt.Baden	0/ 500	C	Musket [SB 1st Rate]
[121]	2/2me Regt.Baden	0/ 500	C	Musket [SB 1st Rate]

Division Friant

[108] General de Division Friant - Active B+ [950 paces]

[122]	2/7me Artillerie a Pied	0/ 200 [8]	C+	6 Pounder [Medium]
[123]	5/3me Artillerie a Cheval	0/ 150 [6]	B-	6 Pounder [Light]

Brigade Dufour

[109] General de Brigade Dufour - Active B [450 paces]

[124]	1/15me Regt.de Leger	0/ 640 [1]	C+	Musket [SB 1st Rate]
[125]	2/15me Regt.de Leger	0/ 640 [1]	C+	Musket [SB 1st Rate]
[126]	3/15me Regt.de Leger	0/ 640 [1]	C	Musket [SB 1st Rate]
[127]	4/15me Regt.de Leger	0/ 640 [1]	C-	Musket [SB 1st Rate]
[128]	6/15me Regt.de Leger	0/ 500	D+	Musket [SB 1st Rate]

Brigade Vandedem

[110] General de Brigade Vandedem - Active B [450 paces]

[129]	1/33me Regt.de Ligne	0/ 640 [1]	C+	Musket [SB 1st Rate]
[130]	2/33me Regt.de Ligne	0/ 640 [1]	C+	Musket [SB 1st Rate]
[131]	3/33me Regt.de Ligne	0/ 640 [1]	C	Musket [SB 1st Rate]
[132]	4/33me Regt.de Ligne	0/ 640 [1]	C-	Musket [SB 1st Rate]
[133]	6/33me Regt.de Ligne	0/ 500	D+	Musket [SB 1st Rate]

Brigade Grandeau

[111] General de Brigade Grandeau - Active B [450 paces]

[134]	1/48me Regt.de Ligne	0/ 640 [1]	C+	Musket [SB 1st Rate]
[135]	2/48me Regt.de Ligne	0/ 640 [1]	C+	Musket [SB 1st Rate]
[136]	3/48me Regt.de Ligne	0/ 640 [1]	C	Musket [SB 1st Rate]
[137]	4/48me Regt.de Ligne	0/ 640 [1]	C-	Musket [SB 1st Rate]
[138]	6/48me Regt.de Ligne	0/ 500	D+	Musket [SB 1st Rate]
[139]	2/Regt.Joseph Napoleon	0/ 500	C-	Musket [SB 1st Rate]
[140]	3/Regt.Joseph Napoleon	0/ 500	C-	Musket [SB 1st Rate]

Brigade Pajol

[112] General de Brigade Pajol - Active B [500 paces]

[141]	1/2me Chasseurs a Cheval	0/ 180	C+	Carbine [Smoothbore]
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[142]	2/2me Chasseurs a Cheval	0/ 180	C	Carbine [Smoothbore]
[143]	3/2me Chasseurs a Cheval	0/ 180	C	Carbine [Smoothbore]
[144]	1/9me Polish Lancer Rgt.	0/ 180	C-	Carbine [Smoothbore]
[145]	2/9me Polish Lancer Rgt.	0/ 180	C-	Carbine [Smoothbore]
[146]	3/9me Polish Lancer Rgt.	0/ 180	C-	Carbine [Smoothbore]

Brigade Bourdesoulle

[113] General de Brigade Bourdesoulle - Active B [500 paces]

[147]	1/1e Chasseurs a Cheval	0/ 180	C+	Carbine [Smoothbore]
[148]	2/1e Chasseurs a Cheval	0/ 180	C	Carbine [Smoothbore]
[149]	3/1e Chasseurs a Cheval	0/ 180	C	Carbine [Smoothbore]
[150]	1/3me Chasseurs a Cheval	0/ 180	C	Carbine [Smoothbore]
[151]	2/3me Chasseurs a Cheval	0/ 180	C-	Carbine [Smoothbore]
[152]	3/3me Chasseurs a Cheval	0/ 180	C-	Carbine [Smoothbore]

Brigade Jacquinet

[114] General de Brigade Jacquinet - Active B [500 paces]

[153]	1/7me Regt.de Hussards	0/ 180	C+	Carbine [Smoothbore]
[154]	2/7me Regt.de Hussards	0/ 180	C	Carbine [Smoothbore]
[155]	3/7me Regt.de Hussards	0/ 180	C	Carbine [Smoothbore]
[156]	1/9me Cheveau-Leger-Lanciers	0/ 180	C	Carbine [Smoothbore]
[157]	2/9me Cheveau-Leger-Lanciers	0/ 180	C	Carbine [Smoothbore]
[158]	3/9me Cheveau-Leger-Lanciers	0/ 180	C	Carbine [Smoothbore]

Division St.Germaine

[115] General de Division St.Germaine - Active B [950 paces]

[159]	1/5me Artillerie a Cheval	0/ 150 [6]	B-	6 Pounder [Light]
[160]	3/5me Artillerie a Cheval	0/ 150 [6]	B-	6 Pounder [Light]

Brigade Bessieres

[116] General de Brigade Bessieres - Active B [450 paces]

[161]	A/2me Regt.de Cuirassiers	0/ 240	B-	Carbine [Smoothbore]
[162]	B/2me Regt.de Cuirassiers	0/ 240	B-	Carbine [Smoothbore]

Brigade Bruno

[117] General de Brigade Bruno - Active B [450 paces]

[163]	A/3me Regt.de Cuirassiers	0/ 240	B-	Carbine [Smoothbore]
[164]	B/3me Regt.de Cuirassiers	0/ 240	B-	Carbine [Smoothbore]

Brigade Queunot

[118] General de Brigade Queunot - Active B [450 paces]

[165]	A/9me Regt.de Cuirassier	0/ 240	B-	Carbine [Smoothbore]
[166]	B/9me Regt.de Cuirassier	0/ 240	B-	Carbine [Smoothbore]

Strengths:

	losses/active			
	0/ 20360	Bayonets		
	0/ 4680	Sabres		
	0/ 1400	Artillerists		
	0/ 80	Cannon		
	0/ 26440	Total of all arms		
	47	Standards present		

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

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

Corps Nicolai N. Raevsky

[501] **Generalleutnant Nicolai N. Raevsky - Active B+ [1400 paces]**

Division Vasil'chikov

[503] **Generalmajor Vasil'chikov - Active B [875 paces]**

Brigade Sablin

[504] **Oberst Sablin - Active C+ [400 paces]**

[501] Position Batterien #12 0/ 300 [12] C 12 Pounder [Heavy]
 [502] Leichte Batterien #23 0/ 300 [12] C 6 Pounder [Medium]
 [503] Leichte Batterien #24 0/ 300 [12] C 6 Pounder [Medium]

Brigade Ryleieff

[504] **Generalmajor Ryleieff - Active C+ [400 paces]**

[504] 1/IR Smolensk 0/ 500 C- Musket [SB 2nd Rate]
 [505] 3/IR Smolensk 0/ 500 C- Musket [SB 2nd Rate]
 [506] 1/IR Narva 0/ 500 C- Musket [SB 2nd Rate]
 [507] 3/IR Narva 0/ 500 C- Musket [SB 2nd Rate]

Brigade Pantzerbieter

[506] **Generalmajor Pantzerbieter - Active C+ [400 paces]**

[508] 1/IR New Ingermannland 0/ 500 C- Musket [SB 2nd Rate]
 [509] 3/IR New Ingermannland 0/ 500 C- Musket [SB 2nd Rate]
 [510] 1/IR Alexopol 0/ 500 C- Musket [SB 2nd Rate]
 [511] 3/IR Alexopol 0/ 500 C- Musket [SB 2nd Rate]

Brigade Palitzin

[507] **Generalmajor Palitzin - Active C+ [400 paces]**

[512] 1/Jaeger Regiment #6 0/ 500 C- Musket [SB 2nd Rate]
 [513] 3/Jaeger Regiment #6 0/ 500 C- Musket [SB 2nd Rate]
 [514] 1/Jaeger Regiment #41 0/ 500 C- Musket [SB 2nd Rate]
 [515] 3/Jaeger Regiment #41 0/ 500 C- Musket [SB 2nd Rate]

Division Paskevitch

[508] **Generalmajor Paskevitch - Active B [875 paces]**

Brigade Schoulmann

[509] **Oberst Schoulmann - Active C+ [400 paces]**

[516] Position Batterien #26 0/ 300 [12] C 12 Pounder [Medium]
 [517] Leichte Batterien #47 0/ 300 [12] C 6 Pounder [Medium]
 [518] Leichte Batterien #48 0/ 300 [12] C 6 Pounder [Medium]

Brigade Liebert

[510] **Generalmajor Liebert - Active C+ [400 paces]**

[519] 1/IR Lagoda 0/ 500 C- Musket [SB 2nd Rate]
 [520] 3/IR Lagoda 0/ 500 C- Musket [SB 2nd Rate]
 [521] 1/IR Poltava 0/ 500 C- Musket [SB 2nd Rate]
 [522] 3/IR Poltava 0/ 500 C- Musket [SB 2nd Rate]

Brigade Samoini

[511] **Generalmajor Samoini - Active C+ [400 paces]**

[523] 1/IR Orel 0/ 500 C- Musket [SB 2nd Rate]
 [524] 3/IR Orel 0/ 500 C- Musket [SB 2nd Rate]
 [525] 1/IR Nivegorod 0/ 500 C- Musket [SB 2nd Rate]

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[526]	3/IR Nivegorod	0/ 500	C-	Musket [SB 2nd Rate]
Brigade Gogel				
[512] Generalmajor Gogel - Active C+ [400 paces]				
[527]	1/Jaeger Regiment #5	0/ 500	C-	Musket [SB 2nd Rate]
[528]	3/Jaeger Regiment #5	0/ 500	C-	Musket [SB 2nd Rate]
[529]	1/Jaeger Regiment #42	0/ 500	C-	Musket [SB 2nd Rate]
[530]	3/Jaeger Regiment #42	0/ 500	C-	Musket [SB 2nd Rate]
Division Voronzov				
[513] Generalmajor Voronzov - Active B [875 paces]				
[531]	Position Batterien #31	0/ 300	[12] C	12 Pounder [Heavy]
[532]	Position Batterien #32	0/ 300	[12] C	12 Pounder [Medium]
Brigade Hamen				
[514] Generalmajor Hamen - Active B [450 paces]				
[533]	A/7th Dn.Conv.Grenadiers	0/ 500	C	Musket [SB 2nd Rate]
[534]	B/7th Dn.Conv.Grenadiers	0/ 500	C	Musket [SB 2nd Rate]
[535]	A/24th Dn.Conv.Grenadiers	0/ 500	C	Musket [SB 2nd Rate]
[536]	B/24th Dn.Conv.Grenadiers	0/ 500	C	Musket [SB 2nd Rate]
Brigade Sorokin				
[515] Generalmajor Sorokin - Active C+ [400 paces]				
[537]	A/2nd Dn.Conv.Grenadiers	0/ 500	C	Musket [SB 2nd Rate]
[538]	B/2nd Dn.Conv.Grenadiers	0/ 500	C	Musket [SB 2nd Rate]
[539]	A/12th Dn.Conv.Grenadiers	0/ 500	C	Musket [SB 2nd Rate]
[540]	B/12th Dn.Conv.Grenadiers	0/ 500	C	Musket [SB 2nd Rate]
[541]	A/26th Dn.Conv.Grenadiers	0/ 500	C	Musket [SB 2nd Rate]
[542]	B/26th Dn.Conv.Grenadiers	0/ 500	C	Musket [SB 2nd Rate]
Division Sievers				
[516] Generalmajor Sievers - Active B [875 paces]				
[543]	Kavallerie Batterien #8	0/ 300	[12] C	6 Pounder [Light]
Brigade Wassilezиков				
[517] Generalmajor Wassilezиков - Active C+ [400 paces]				
[544]	A/1st Bttn. Akhtyrsk Hussar	0/ 240	C-	Carbine [Smoothbore]
[545]	B/1st Bttn. Akhtyrsk Hussar	0/ 240	C-	Carbine [Smoothbore]
[546]	A/2nd Bttn. Akhtyrsk Hussar	0/ 240	C-	Carbine [Smoothbore]
[547]	B/2nd Bttn. Akhtyrsk Hussar	0/ 240	C-	Carbine [Smoothbore]
[548]	A/1st Bttn. Lithuanian Uhlan	0/ 240	C-	Carbine [Smoothbore]
[549]	B/1st Bttn. Lithuanian Uhlan	0/ 240	C-	Carbine [Smoothbore]
[550]	A/2nd Bttn. Lithuanian Uhlan	0/ 240	C-	Carbine [Smoothbore]
[551]	B/2nd Bttn. Lithuanian Uhlan	0/ 240	C-	Carbine [Smoothbore]
Brigade Emmanuel				
[518] Generalmajor Emmanuel - Active C+ [400 paces]				
[552]	A/Kiev Dragoon	0/ 240	C-	Musketoon [SB]
[553]	B/Kiev Dragoon	0/ 240	C-	Musketoon [SB]
[554]	A/New Russia Dragoon	0/ 240	C-	Musketoon [SB]
[555]	B/New Russia Dragoon	0/ 240	C-	Musketoon [SB]
Brigade Kretov				
[519] Generalmajor Kretov - Active B [450 paces]				
[556]	A/Military Order Kurassier	0/ 240	C+	Musketoon [SB]
[557]	B/Military Order Kurassier	0/ 240	C+	Musketoon [SB]
[558]	A/Ekaterinoslav Kurassier	0/ 240	C	Carbine [Smoothbore]
[559]	B/Ekaterinoslav Kurassier	0/ 240	C	Carbine [Smoothbore]
Brigade Karpov II				
[520] Generalmajor Karpov II - Active B [500 paces]				
[560]	A/Cossack Pulk Karpov #2	0/ 240	D+	Carbine [Smoothbore]
[561]	B/Cossack Pulk Karpov #2	0/ 240	D+	Carbine [Smoothbore]
[562]	A/Cossack Pulk Illowaiski #11	0/ 240	D+	Carbine [Smoothbore]
[563]	B/Cossack Pulk Illowaiski #11	0/ 240	D+	Carbine [Smoothbore]
[564]	A/Cossack Pulk Krasnov #1	0/ 240	D+	Carbine [Smoothbore]
[565]	B/Cossack Pulk Krasnov #1	0/ 240	D+	Carbine [Smoothbore]
Strengths:				
losses/active				
0/ 17000 Bayonets				
0/ 5280 Sabres				
0/ 2700 Artillerists				
0/ 108 Cannon				
0/ 24980 Total of all arms				
64 Standards present				

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

	Combat Rating	Fire Rating	Classification	Experience	Combined Rating
Russian					
Infantry	Good	Poor	Elite	Trained	C
	Good	Poor	Line	Trained	C-
Cavalry	Good	Poor	Line	Crack	C+
	Good	Poor	Line	Veteran	C
	Good	Poor	Line	Trained	C-
	Good	Poor	Irregular	Veteran	D+
Artillery	Good	Average	Line	Trained	C-