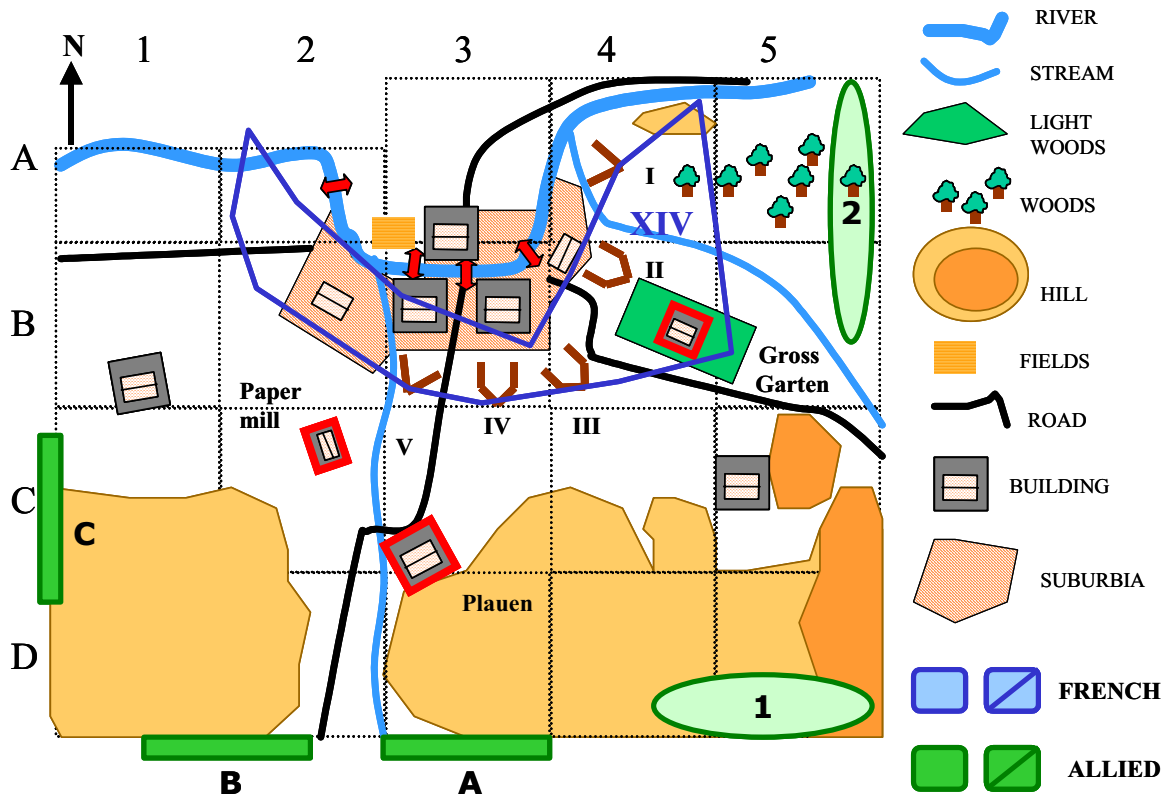


Dresden, 1813: The First Day

1 Map: The Dresden battlefield.



Map Notes

All water except the Elbe River is fordable on the first day for infantry and cavalry units. Artillery must cross at the bridges.

Red structures, including Plauen, the Paper Mill (near Redoubt II), and the Palace (in the Gross Garten) are Fortified +2 structures. The Gross Garten wall is +1 in defence, and the entire garden behind the walls is lightwoods. Gray villages are unfortified +1. All of the Dresden Works (I-V) are +3 in defence and -3 for cover in fire. Any "double" by a 12# battery against a redoubt (or unit in redoubt) reduces the defence/cover modifiers by -1, down to a minimum of +1.

Special rules for the Dresden Zones- Suburb (read and white) and Neustadt/Altstadt (gray):

- Any unit completely in a Dresden Zone (DZ) gains cover from fire (-2 modifier) and a +2/+3 (Suburb/Stadt) in defence in combat; cavalry in a combat where contact occurs in any part of Dresden incur a -3 modifier to their combat d10.
- Artillery can fire through only 1" of DZ terrain.
- Units in march column, all artillery (any formation), generals, and cavalry treat the DZ as clear terrain for movement purposes; otherwise, all units use Rough movement costs in DZ terrain.
- Line and Square Formations are not allowed for any units when in contact with any part of the DZ; all combats between units in any contact with DZ use the COL or LIN/ULM base modifiers.
- A unit may expend all of its movement in a turn to execute a formation change in the DZ if doing so exceeds the movement allowance for a single turn.
- In order to reflect the uncertain outcomes of city combat, each combat defined by a contact that is within a DZ must risk Blunder Combat. On a d10 roll of 1 or 2, conduct blunder combat.

2 DRESDEN ORDERS OF BATTLE (Napoleon's Battles CGSA)

(4) **Army of France:** Napoleon 28" E(10) +3D [26M];
(3) **Wing Commander:** Murat 11" E(6) +2- Murat is a wing commander for any unit in the army;
(1) **AdC:** Ney 3" E(7) +3; Ney can command any brigade of the Young Guard Corps

(1) **The Old Guard (OG):** Friant 5" E(8) +2 [2F]
1B/OG: 16 FrOGD [5D] **2B/OG:** 16 FrOGD [5D]
(1) **Guard Artillery:** Sorbier 4" G(6) +1
OG: FrG12# **OG:** FrG12# **OG:** FrG6# **OG:** FrG6#

(1) **Dresden Garrison (DG):** Durosnel 4" G(6) +1
DG: 20 FrLT [10D] **DG:** 8 FrLN [4D] **DG:** 8 FrLN [4D] **DG:** 8 FrLN [4D]
DG: 16 SxGN [5D] **DG:** 8 WpLN [4D] **DG:** 8 WpLN [4D] **DG:** Fr12# **DG:** Fr12# **DG:** Fr12# **DG:** Fr6#
DG: Sx12# **DG:** Wp6#
(1) **23rd Division (23rd):** O'Meara 3" A(5) +0
1B/23: 20 FrLN [10D] **2B/23:** 20 FrLN [10D]

(2) **Guard Cavalry Corps (GC):** Nansouty 8" G(7) +1 [3F]
(1) **Guard Light Cavalry:** Ornano 4" G(6) +1
GLC: 10 FrGLC [3D]
(1) **Young Guard Cavalry:** Lefebvre-Desnouettes 4" E(8) +1
YGC: 10 FrYGC [4D]
(1) **Guard Heavy Cavalry:** Walther 4" G(7) +1
GHC: 10 FrGHC [3D]
Corps Artillery: **GC:** FrG6# **GC:** FrG6#

(2) **Young Guard Corps (YG):** Mortier 8" G(6) +1 [6F]
(1) **1st YG:** Dumoustier 4" G(6) +1
1B/1YG: 24 FrVYGD [8D] **2B/1YG:** 24 FrYGD [10D]
(1) **2nd YG:** Barrois 3" G(5) +1
1B/2YG: 24 FrVYGD [8D] **2B/2YG:** 24 FrYGD [10D]
(1) **3rd YG:** Delaborde 3" G(6) +1
1B/3YG: 24 FrVYGD [8D] **2B/3YG:** 24 FrYGD [10D]
(1) **4th YG:** Roguet 4" G(8) +2
1B/4YG: 24 FrYGD [10D] **2B/4YG:** 24 FrYGD [10D]

(2) **II Corps (II):** Victor 8" G(5) +1 [5F]
(1) **4th Division:** Dubreton 4" E(7) +0
1B/4: 24 FrLN [12D] **2B/4:** 16 FrLT [8D]
(1) **5th Division:** Dufour 3" P(5) +0
1B/5: 24 FrLN [12D] **2B/5:** 16 FrLT [8D]
(1) **6th Division:** Vial 3" A(6) +0
1B/6: 24 FrLN [12D] **2B/6:** 16 FrVLT [6D]
(1) **22nd Light Cavalry:** Hammerstein 3" A(5) +0
22LC: 10 WpLC [4D]
Corps Artillery: **II:** Fr12# **II:** Fr6#

(2) **XIV Corps (XIV):** St. Cyr 10" G(6) +0 [6F]
(1) **43rd Div:** Claparede 3" G(7) +1
1B/43: 20 FrLN [10D] **2B/43:** 20 FrLT [10D] **3B/43:** 20 FrLN [10D] **4B/43:** 20 FrPLN [10D]
(1) **44th Div:** Berthezene 3" G(7) +1
1B/44: 16 FrPLT [8D] **2B/44:** 20 FrPLN [10D] **3B/44:** 16 FrPLN [8D]
(1) **45th Div:** Razout 3" A(5) +0
1B/45: 24 FrPLN [12D] **2B/45:** 16 FrPLN [8D] **3B/45:** 16 FrPLN [8D] **4B/45:** 16 FrPLN [8D]
(1) **10th Light Cavalry:** Pajol 3" G(7) +1
1B/10LC: 12 ItLC [5D] **2B/10LC:** 16 FrLC [8D]
Corps Artillery: **XIV:** Fr12# **XIV:** Fr12# **XIV:** Fr6# **XIV:** Fr6#

(3) Army of Bohemia: Schwarzenberg 7" A(6)+0 or 19" A(10)+0 [35M]; use the second values when Schwarzenberg becomes activated as Army commander.

(3) Reserve (R): Schwarzenberg

(1) 1st Reserve: Chasteler 4" G(7) +0 [3F]

1B/1R: 16 AsGN [6D] **2B/1R:** 16 AsGN [6D] **3B/1R:** 16 AsGN [6D]

(1) 2nd Reserve: Bianchi 3" A(7) +0 [2F]

1B/2R: 24 AsLN [14D] **2B/2R:** 24 AsLN [14D] **3B/2R:** 24 AsLN [14D]

4B/2R: 16 AsLN [10D]

(1) 3rd Cavalry Division: Schneller 4" A(6) +0 [1F]

1B/3C: 8 AsLC [4D] **2B/3C:** 8 AsLC [4D]

Reserve Artillery: RA: As12# **RA As6# RA:** As6#

(2) Center (C): Hesse-Homburg 9" G(6) +1 [5F]

(1) 1st Light Division: Leichtenstein 4" G(7) +1D

1B/1L: 16 AsJG [8D] **2B/1L:** 16 AsGRZ [10D] **3B/1L:** 8 AsLC [4D] **1L:** As6#

(1) 1st Division-C: Colloredo 4" A(8) +1

1B/1C: 24 AsLN [14D] **2B/1C:** 24 AsLN [14D] **3B/1C:** 16 AsLN [10D]

(1) 1st Division-Q: Quasdanovich 4" A(6) +0

1B/1Q: 24 AsLN [14D] **2B/1Q:** 24 AsLN [14D] **3B/1Q:** 16 AsLN [10D]

(1) 1st Cavalry Division: Nostitz 4" E(7) +2

1C: 10 AsHC [4D]

Center Artillery: CA: As12# **CA:** As12#

(2) Left Wing (LW): Gyulai 9" G(6) +1 [5F]

(1) 3rd Reserve: Crenneville 4" A(6) +1

1B/3R: 20 AsGRZ [12D] **2B/3R:** 20 AsGRZ [12D] **3B/3R:** 14 AsLC [7D] **3R:** As3#

(1) 2nd Division: Weissenwolf 4" G(6) +1

1B/2: 24 AsLN [14D] **2B/2:** 24 AsLN [14D] **3B/2:** 16 AsLN [10D]

(1) 4th Division: Leichtenstein 4" G(7) +0

1B/4: 24 AsLN [14D] **2B/4:** 24 AsLN [14D] **3B/4:** 16 AsLN [10D]

(1) 2nd Cavalry Division: Lederer 3" G(7) +0

2C: 8 AsHC [3D]

(3) Right Wing (RW): Wittgenstein 9" G(6) +1; can give command to all Russian and Prussian units

Independent Brigade: 12 RsLC [6D]

(1) Advance Guard (AG): Roth 4" G(6) +0 [2F]

1B/AG: 16 RsJG [8D] **2B/AG:** 16 RsJG [8D] **3B/AG:** 16 RsJG [8D]

4B/AG: 16 RsJG [8D] **AG:**Rs6#

(2) I Corps (I): Gortchakov 7" G(5) +1 [2F]

(1) 5th Division: Mezentzov 3" P(4) +0

1B/5: 16 RsJG [8D] **2B/5:** 16 RsLN [8D] **3B/5:** 16 RsLN [8D] **5:**Rs12#

(2) II Corps (II): von Kleist 9" G(7) +1 [7F]

(1) 9th Brigade: von Klux 3" P(4) +0

LN/9B: 20 PrLN [10D] **RS/9B:** 16 PrRES [8D] **LW/9B:** 16 PrSLW [10D]

(1) 10th Brigade: Pirch I 4" G(7) +1

LN/10B: 20 PrLN [10D] **RS/10B:** 16 PrRES [8D] **LW/10B:** 16 PrSLW [10D] **10BC:** 20 PrLWC [12D]

(1) 11th Brigade: Jagow 3" A(5) +1

LN/11B: 20 PrLN [10D] **RS/11B:** 16 PrRES [8D] **LW/11B:** 16 PrSLW [10D]

(1) 12th Brigade: Preussen 3" A(4) +1

LN/12B: 20 PrLN [10D] **RS/12B:** 16 PrRES [8D] **LW/12B:** 16 PrSLW [10D]

(1) Cavalry Reserve: Roder 6" G(5) +1

1B/CR: 10 PrHC [4D]

II Corps Artillery: II: Pr12# **II:** PrHFA **II:** Pr6#

2 DRESDEN ORDERS OF BATTLE (Nafziger)

(4) **Army of France:** Napoleon 28" E(10) +3D [26M];
(3) **Wing Commander:** Murat 11" E(6) +2- Murat is a wing commander for any unit in the army;
(1) **AdC:** Ney 3" E(7) +3; Ney can command any brigade of the Young Guard Corps

(1) **The Old Guard (OG):** Friant 5" E(8) +2 [2F]
1B/OG: 24 FrOGD [7D] **2B/OG:** 20 FrOGD [6D]
(1) **Guard Artillery:** Sorbier 4" G(6) +1
OG: FrG12# **OG:** FrG12# **OG:** FrG12# **OG:** FrG12# **OG:** FrG6# **OG:** FrG6#

(1) **Dresden Garrison (DG):** Durosnel 4" G(6) +1
DG: 20 FrLT [10D] **DG:** 8 FrLN [4D] **DG:** 8 FrLN [4D] **DG:** 8 FrLN [4D]
DG: 16 SxGN [5D] **DG:** 8 WpLN [4D] **DG:** 8 WpLN [4D] **DG:** Fr12# **DG:** Fr12# **DG:** Fr12# **DG:** Fr6#
DG: Sx12# **DG:** Wp6#
(1) **23rd Division (23rd):** O'Meara 3" A(5) +0
1B/23: 20 FrLN [10D] **2B/23:** 20 FrLN [10D]

(2) **Guard Cavalry Corps (GC):** Nansouty 8" G(7) +1 [3F]
(1) **Guard Light Cavalry:** Ornano 4" G(6) +1
GLC: 10 FrGLC [3D]
(1) **Young Guard Cavalry:** Lefebvre-Desnouettes 4" E(8) +1
YGC: 10 FrYGC [4D]
(1) **Guard Heavy Cavalry:** Walther 4" G(7) +1
GHC: 10 FrGHC [3D]
Corps Artillery: **GC:** FrG6# **GC:** FrG6# **GC:** FrG6# **GC:** FrG6#

(2) **Young Guard Corps (YG):** Mortier 8" G(6) +1 [6F]
(1) **1st YG:** Dumoustier 4" G(6) +1
1B/1YG: 24 FrVYGD [8D] **2B/1YG:** 24 FrYGD [10D]
(1) **2nd YG:** Barrois 3" G(5) +1
1B/2YG: 24 FrVYGD [8D] **2B/2YG:** 24 FrYGD [10D]
(1) **3rd YG:** Delaborde 3" G(6) +1
1B/3YG: 24 FrVYGD [8D] **2B/3YG:** 24 FrYGD [10D]
(1) **4th YG:** Roguet 4" G(8) +2
1B/4YG: 24 FrYGD [10D] **2B/4YG:** 24 FrYGD [10D]

(2) **II Corps (II):** Victor 8" G(5) +1 [5F]
(1) **4th Division:** Dubreton 4" E(7) +0
1B/4: 28 FrLN [14D] **2B/4:** 16 FrLT [8D]
(1) **5th Division:** Dufour 3" P(5) +0
1B/5: 16 FrLN [8D] **2B/5:** 16 FrLT [8D]
(1) **6th Division:** Vial 3" A(6) +0
1B/6: 28 FrLN [14D] **2B/6:** 16 FrVLT [6D]
(1) **22nd Light Cavalry:** Hammerstein 3" A(5) +0
22LC: 10 WpLC [4D]
Corps Artillery: **II:** Fr12# **II:** Fr6#

(2) **XIV Corps (XIV):** St. Cyr 10" G(6) +0 [6F]
(1) **43rd Div:** Claparede 3" G(7) +1
1B/43: 20 FrLN [10D] **2B/43:** 20 FrLT [10D] **3B/43:** 20 FrLN [10D] **4B/43:** 20 FrPLN [10D]
(1) **44th Div:** Berthezene 3" G(7) +1
1B/44: 16 FrPLT [8D] **2B/44:** 20 FrPLN [10D] **3B/44:** 16 FrPLN [8D]
(1) **45th Div:** Razout 3" A(5) +0
1B/45: 24 FrPLN [12D] **2B/45:** 16 FrPLN [8D] **3B/45:** 16 FrPLN [8D] **4B/45:** 16 FrPLN [8D]
(1) **10th Light Cavalry:** Pajol 3" G(7) +1
1B/10LC: 12 ItLC [5D] **2B/10LC:** 16 FrLC [8D]
Corps Artillery: **XIV:** Fr12# **XIV:** Fr12# **XIV:** Fr6# **XIV:** Fr6#

(3) Army of Bohemia: Schwarzenberg 7" A(6)+0 or 19" A(10)+0 [35M]; use the second values when Schwarzenberg becomes activated as Army commander.

(3) Reserve (R): Schwarzenberg

(1) 1st Reserve: Chasteler 4" G(7) +0 [3F]

1B/1R: 16 AsGN [6D] **2B/1R:** 16 AsGN [6D] **3B/1R:** 16 AsGN [6D]

(1) 2nd Reserve: Bianchi 3" A(7) +0 [2F]

1B/2R: 28 AsLN [17D] **2B/2R:** 28 AsLN [17D] **3B/2R:** 28 AsLN [17D]

(1) 3rd Cavalry Division: Schneller 4" A(6) +0 [1F]

1B/3C: 12 AsLC [6D] **2B/3C:** 12 AsLC [6D]

Reserve Artillery: RA: As12# **RA:** As6# **RA:** As6#

(2) Center (C): Hesse-Homburg 9" G(6) +1 [5F]

(1) 1st Light Division: Leichtenstein 4" G(7) +1D

1B/1L: 12 AsJG [6D] **2B/1L:** 12 AsGRZ [7D] **3B/1L:** 8 AsLC [4D] **1L:** As6#

(1) 1st Division-C: Colloredo 4" A(8) +1

1B/1C: 24 AsLN [14D] **2B/1C:** 24 AsLN [14D] **3B/1C:** 24 AsLN [14D]

(1) 1st Division-Q: Quasdanovich 4" A(6) +0

1B/1Q: 24 AsLN [14D] **2B/1Q:** 24 AsLN [14D] **3B/1Q:** 18 AsLN [17D]

(1) 1st Cavalry Division: Nostitz 4" E(7) +2

1B1C: 10 AsHC [4D] **2B/1C:** 8 AsHC [3D]

Center Artillery: CA: As12# **CA:** As12#

(2) Left Wing (LW): Gyulai 9" G(6) +1 [5F]

(1) 3rd Reserve: Crenneville 4" A(6) +1

1B/3R: 20 AsGRZ [12D] **2B/3R:** 20 AsGRZ [12D] **3B/3R:** 12 AsLC [6D] **3R:** As3#

(1) 2nd Division: Weissenwolf 4" G(6) +1

1B/2: 24 AsLN [14D] **2B/2:** 20 AsLN [12D] **3B/2:** 24 AsLN [14D] **4B/2:** 28 AsLN [17D]

(1) 4th Division: Leichtenstein 4" G(7) +0

1B/4: 28 AsLN [17D] **2B/4:** 24 AsLN [14D] **3B/4:** 20 AsLN [12D] **4B/4:** 24 AsLN [14D]

(1) 2nd Cavalry Division: Lederer 3" G(7) +0

2C: 8 AsHC [3D]

(3) Right Wing (RW): Wittgenstein 9" G(6) +1; can give command to all Russian and Prussian units

Independent Brigade: 12 RsLC [6D]

(1) Advance Guard (AG): Roth 4" G(6) +0 [2F]

1B/AG: 12 RsJG [6D] **2B/AG:** 16 RsJG [8D] **3B/AG:** 16 RsJG [8D]

4B/AG: 16 RsJG [8D] **AG:**Rs6#

(2) I Corps (I): Gortchakov 7" G(5) +1 [2F]

(1) 5th Division: Mezentzov 3" P(4) +0

1B/5: 12 RsJG [6D] **2B/5:** 24 RsLN [12D] **3B/5:** 20 RsLN [10D] **5:Rs12#** **5:Rs12#**

(2) II Corps (II): von Kleist 9" G(7) +1 [7F]

(1) 9th Brigade: von Klux 3" P(4) +0

LN/9B: 20 PrLN [10D] **RS/9B:** 16 PrRES [8D] **LW/9B:** 20 PrSLW [12D] **C/9B:** 5 PrLC [2D]

(1) 10th Brigade: Pirch I 4" G(7) +1

LN/10B: 20 PrLN [10D] **RS/10B:** 20 PrRES [10D] **LW/10B:** 20 PrSLW [12D] **C/10B:** 2 PrLWC [1D]

(1) 11th Brigade: Jagow 3" A(5) +1

LN/11B: 20 PrLN [10D] **RS/11B:** 16 PrRES [8D] **LW/11B:** 20 PrSLW [12D] **C/11B:** 8 PrLWC [5D]

(1) 12th Brigade: Preussen 3" A(4) +1

LN/12B: 20 PrLN [10D] **RS/12B:** 16 PrRES [8D] **LW/12B:** 16 PrSLW [10D] **C/12B:** 2 PrLWC [1D]

(1) Cavalry Reserve: Roder 6" G(5) +1

1B/CR: 12 PrHC [5D] **2B/CR:** 8 PrLC [4D] **3B/CR:** 8 PrLWC [5D] **CR:** Pr6# **CR:** Pr6#

II Corps Artillery: II: Pr12# **II:** Pr12# **II:** PrHFA **II:** Pr6# **II:** Pr6#

4 SPECIAL RULES FOR DRESDEN

4.1 Game Length: 0700 to 2000, half-hour turns.

4.2 Deployment:

French deploy first, move second. Due to fog, any combats in the first two turns are automatic Blunder Combat. French get nine free-rolls and Allied seven.

French Deployment

Dresden or any Redoubt I-V: the Dresden Garrison Infantry (note: deploy only two stands of infantry in a Dresden Redoubt)

Redoubts I-V: 2 x Fr12#, 1 x Fr6#, 1 x Wp6#, 1 x Sx12# (1 in each works)

(M) Maconni Battery: 1 x Fr12#

[The Maconni and Redoubt guns are immovable; gun crews can rout, but the guns have no horses to pull them. (Not used)]

XIV: the XIV Corps (St. Cyr has a response of (10) until Napoleon's arrival and can command Durosnel and any reinforcements).

Allied Deployment

Deploy in numbered areas (full move on first turn) according to the following:

- (1) von Kleist and the Prussian II Corps minus 12th Brigade (Wittgenstein is Wing HQ for these)
- (2) all Russian forces plus the Prussian 12th Brigade

4.3 Reinforcements

French Reinforcements:

The "Reserve"- Beginning on Game Turn 3 (if Schwarzenberg is on the table) or on Game Turn 4, the French commander draws one chit from the French Reinforcement Cup during Command Phase. The chits are labelled to represent the following:

4 x "None" chits (no reinforcements for the French this turn)

Napoleon (Napoleon, of course)

Old Guard and Guard Artillery (Friant, Sorbier)

1st Young Guard Division (Dumoustier)

2nd Young Guard Division (Barrois)

3rd Young Guard Division (Delaborde)

4th Young Guard Division (Roguet)

23rd Division (O'Meara)

Guard Cavalry (Nansouty) and Murat

II Corps (Victor)

Drawing the Napoleon chit brings the Emperor to the table (if not already on), and allows Napoleon to either: (a) choose one extra chit from the cup for this turn's reinforcement; or (b) remove all "None" chits from the cup. If he is not already on the table, Napoleon automatically arrives with the Old Guard when their chit is pulled, but his chit will still work as described above in future draws. Ney arrives with the first YGD division pulled from the cup; Mortier arrives with the second YGD division pulled from the cup.

All French reinforcements enter in March Column within 6" of the Elbe by the Maconni Battery. Any reinforcements (other than II Corps) can be assigned to Corps Commanders, placing them completely under command of that Corps HQ.

Allied Reinforcements (enter Column, Line, or LIN/ULM formations)

Game Turn 1 Area C: Gyulai's complete command, full move on first turn

Beginning on Game Turn 1, the following commanders roll on their response in the Command Phase (subtract 1 from the d10 for each turn after Game Turn1). If they make their response roll, their forces arrive on the table with a full move in the designated areas:

Area A- Hesse-Homberg's command

Area B- Schwarzenberg's command

4.4 Allied Command Restrictions

Historically, Schwarzenberg was inclined to withdraw when he learned Napoleon was in Dresden. Events beyond his control (and a stubborn Prussian emperor) forced his hand, but not until the afternoon.

Accordingly, the Allies have no Army command structure at the start of the battle; all forces must roll on Corps or Divisional responses during command phase after their first turn on the table; even Schwarzenberg runs on his Corps HQ values until activated. Schwarzenberg automatically becomes activated to Army status at 2:00 PM (he goes from 7" A(6) +0 to 19" A(10) +0), but early success in the battle can convince him to commit to the attack earlier.

- (i) Each Allied command phase that any redoubt or DZ is contacted by an Allied unit with more than one complete stand (two halves do not make a whole here) in the redoubt or DZ, advance the "Schwarzenberg Activates" marker one game turn earlier.
- (ii) The first Allied command phase before Game Turn 7 in which an Allied unit occupies any part of the Gross Garten, advance the "Schwarzenberg Activates" marker one turn earlier.
- (iii) The first French command phase before Game Turn 8 in which the Gross Garten is completely cleared of any French units, advance the "Schwarzenberg Activates" marker two turns earlier.
- (iv) If Plauen is clear of French troops in any Allied command phase of Game Turn 1-5, advance the "Schwarzenberg Activates" marker two turns earlier.

4.5 Victory Conditions-

French Strategic Victory: Hold Gross Garten (free of Allied units), Plauen, and all redoubts

French Tactical Victory: Hold Plauen, all redoubts, and contest the Gross Garten

French Minor Victory: Contest the Gross Garten and hold all redoubts

Draw: Allies hold Gross Garten and Plauen, but no redoubts

Allied Minor Victory: Allies hold Plauen, Gross Garten, and one redoubt

Allied Tactical Victory: As in Minor, plus have two combat units completely in the DZ

Allied Strategic Victory: Clear DZ of all French on the Allied side of the Elbe

For every 12 stands differential in combat losses, adjust the victory status one level in favour of the side with less losses.

Reinforcement chits

None	None	None	None
Napoleon	Old Guard Guard Artil. Friant Sorbier	1st Young Guard Division Dumoustier	2nd Young Guard Division Barrois
3rd Young Guard Division Delaborde	4th Young Guard Division Roguet	23rd Division O'Meara	Guard Cavalry Nansouty Murat
II Corps Victor			

			COMBAT MODIFIERS											MOVEMENT MODS					
			Country	Unit	Name	Col or LIM	LIN or ULM	SQ vs CAV	Vs O T a	DRD	ROUT NUM r	RSP	DSP b	FIRE	MOD 1	Col or LIM	LIN or ULM	MRC H COL	RGH OR SQR
	~	GEN	General eq	~	~	~	~	~	~	~	~	~	~	~	36"	~	2/1	1/1	~
	~	MES	Messenger ep	~	~	~	~	~	~	~	~	~	~	~	36"	~	2/1	1/1	~
	~	WAG	Wagon/Pack Train p	-7	~	~	f	f	f	k	k	3	~	10"	~	14"	6/1	~	~
	~	DCV	Dismounted Cavalry	-3	-2	+3	-7	I	I	I	I	2"	-4	5"	1"	15"	2/1	3/1	1"
	French	GHC	Guard Heavy Cavalry	+2g	+3g	~	+5	2	4	8	A	~	~	13"	12"	22"	4/1	3/1	6"
	French	GLC	Guard Light Cavalry	+1g	+2g	~	+4	2	4	8	A	~	~	14"	13"	24"	3/1	2/1	6"
	French	YGC	Young Guard Cavalry h	-1g	+1g	~	+4	2	3	7	B	~	~	15"	14"	24"	3/1	2/1	7"
	French	LC	Light Cavalry h	-2g	0g	~	+4	2	3	6	C	~	~	15"	14"	22"	3/1	2/1	7"
	French	OGD	Old Guard Infantry j5	+2	+5	+9	0	4	5	8	A	4"	0	12"	5"	18"	2/1	2/1	1"
	French	VYGD	Veteran Young Guard Inf s	-1	+2	+7	-4	3	4	6	A	5"	+1	12"	4"	18"	3/2	4/3	2"
	French	YGD	Young Guard Infantry	-1	+2	+7	-4	2	4	6	B	5"	0	12"	2"	18"	3/2	3/2	1"
	French	LN	Line Infantry	-2	+1	+6	-5	2	3	5	C	4"	0	9"	1"	16"	3/1	3/1	1"
	French	LT	Light Infantry	-2	+1	+6	-5	2	3	5	C	4"	0	10"	1"	18"	2/1	2/1	1"
	French	PLT	Pro. Light Infantry	-2	+1	+5	-5	2	3	5	C	4"	0	10"	1"	17"	3/2	3/2	1"
	French	VLT	Veteran Light Infantry	-1	+2	+7	-4	2	4	6	B	5"	+1	12"	3"	18"	3/2	3/2	1"
	French	PLN	Pro. Line Infantry	-2	0	+5	-6	2	3	5	C	3"	-1	8"	1"	15"	4/1	3/1	1"
	French	G12#	Guard 12# Heavy Artillery p	-4	-2	f	f	k	k	8	~	12"	+2	9"	3"	14"	6/1	1/1	2"
	French	12#	12# Heavy Artillery p	-5	-3	f	f	k	k	6	~	12"	+2	9"	2"	14"	6/1	1/1	2"
	French	G6#	Guard 6# Horse Artillery p	-4g	-2g	f	f	k	k	8	~	9"	+2	12"	4"	22"	4/1	1/1	2"
	French	6#	6# Horse Artillery p	-5g	-3g	f	f	k	k	6	~	9"	+2	12"	4"	21"	4/1	1/1	3"
	Italy	LC	Light Cavalry h	-2g	0g	~	+3	2	3	5	B	~	~	15"	14"	24"	3/1	2/1	7"
	Saxony	GN	Grenadier Infantry	0	+2	+8	-3	2	5	5	A	4"	0	10"	3"	18"	2/1	3/2	2"
	Saxony	12#	12# Heavy Artillery p	-5	-4	f	f	k	k	4	~	12"	0	9"	2"	14"	6/1	1/1	2"
	Westphalia	LC	Light Cavalry h	-2g	0g	~	+3	2	3	5	B	~	~	15"	14"	24"	3/1	2/1	7"
	Westphalia	LN	Line Infantry	-2	+1	+6	-5	2	3	4	B	4"	0	10"	3"	16"	2/1	2/1	2"
	Westphalia	6#	6# Horse Artillery p	-5g	-3g	f	f	k	k	5	~	9"	+1	12"	4"	21"	4/1	1/1	3"

			COMBAT MODIFIERS										MOVEMENT C			MOVEMENT MODS			
			Country	Unit	Name	Col or LIM	LIN or ULM	SQ vs CAV	Vs OT a	DRD	ROUT NUM r	RSP	DSP b	FIRE	MOD 1	Col or LIM	LIN or ULM	MRC H COL	RGH OR SQR
	~	GEN	General eq	~	~	~	~	~	~	~	~	~	~	~	36"	~	2/1	1/1	~
	~	MES	Messenger ep	~	~	~	~	~	~	~	~	~	~	~	36"	~	2/1	1/1	~
	~	WAG	Wagon/Pack Train p	-7	~	~	f	f	f	k	k	3	~	10"	~	14"	6/1	~	~
	~	DCV	Dismounted Cavalry	-3	-2	+3	-7	I	I	I	I	2"	-4	5"	1"	15"	2/1	3/1	1"
	Austrian	HC	Heavy Cavalry	+1g	+2g	~	+6	2	4	6	B	~	~	13"	12"	20"	4/1	3/1	5"
	Austrian	LC	Light Cavalry h	-2g	0g	~	+4	2	3	5	C	~	~	15"	14"	24"	3/1	2/1	7"
	Austrian	GN	Grenadier Infantry j2	0	+3	+8	-3	3	5	6	B	4"	0	12"	4"	18"	2/1	3/2	1"
	Austrian	LN	Line Infantry	-2	+1	+5	-5	2	4	5	D	4"	0	9"	2"	16"	2/1	2/1	2"
	Austrian	GRZ	Grenz Infantry s	-2	0	+5	-6	2	3	5	D	5"	+1	12"	2"	18"	3/2	4/3	2"
	Austrian	JG	Jager Infantry s	-2	0	+6	-5	2	4	5	C	5"	+2	12"	4"	18"	3/2	4/3	2"
	Austrian	12#	12# Heavy Artillery p	-5	-3	f	f	k	k	5	~	10"	+1	9"	2"	14"	6/1	1/1	2"
	Austrian	6#	6# Horse Artillery p	-5g	-3	f	f	k	k	5	~	8"	+1	10"	3"	18"	4/1	1/1	3"
	Austrian	3#	3# Horse Artillery p	-5g	-3	f	f	k	k	5	~	7"	+1	10"	4"	18"	4/1	1/1	3"
	Prussian	HC	Heavy Cavalry	+1g	+2g	~	+6	2	4	6	B	~	~	13"	12"	20"	4/1	3/1	5"
	Prussian	LC	Light Cavalry h	-1g	+1g	~	+4	2	3	6	C	~	~	15"	14"	24"	3/1	2/1	7"
	Prussian	LWC	Landwehr Cavalry h	-3g	-1g	~	+3	1	3	5	D	~	~	14"	13"	24"	4/1	3/1	7"
	Prussian	LN	Line Infantry	-1	+2	+7	-4	2	4	6	C	4"	0	10"	3"	16"	2/1	2/1	2"
	Prussian	RES	Reserve Infantry	-1	+2	+7	-4	2	4	6	C	4"	0	10"	3"	16"	2/1	2/1	2"
	Prussian	SLW	Silesian Landwehr	-2	+1	+6	-5	2	3	5	D	4"	0	9"	2"	16"	3/1	2/1	2"
	Prussian	12#	12# Heavy Artillery p	-5	-3	f	f	k	k	6	~	12"	+1	9"	2"	14"	6/1	1/1	2"
	Prussian	HFA	Howitzer Artillery p	-5	-3	f	f	k	k	6	~	8"	+1	10"	3"	14"	4/1	1/1	3"
	Prussian	6#	6# Horse Artillery p	-5g	-3g	f	f	k	k	6	~	9"	+1	11"	4"	21"	4/1	1/1	3"
	Russian	LC	Light Cavalry h	-2g	0g	~	+3	2	3	5	C	~	~	15"	14"	24"	3/1	3/1	8"
	Russian	LN	Line Infantry	-2	+1	+6	-4	2	5	4	C	3"	-1	9"	2"	16"	2/1	2/1	2"
	Russian	JG	Jager Infantry	-2	0	+6	-4	2	4	5	C	4"	0	10"	4"	18"	2/1	2/1	2"
	Russian	12#	12# Heavy Artillery np	-5	-3	f	f	k	k	4	~	11"	0	8"	2"	14"	6/1	1/1	2"
	Russian	6#	6# Horse Artillery np	-5g	-3g	f	f	k	k	4	~	8"	0	11"	3"	21"	4/1	1/1	3"