

Brigade Name: Leclerc			
Command Range: 12" <i>Units outside this distance move half speed.</i>			
Unit	Composition	Rating	Special rules
7 th Legere	3 infantry battalions, 12 figures each	Elite	May skirmish
25 th Ligne	3 infantry battalions, 12 figures each	Elite	May not skirmish
6 th Artillery Regt. a Cheval	Two 6 pounders, 6 crew		Horse Artillery
Setup: May setup in any formation up to 6+2d6" onto the table.			

Brigade Name: Lacour			
Command Range: 12" <i>Units outside this distance move half speed.</i>			
Unit	Composition	Rating	Special rules
Converged Grenadiers	2 infantry battalions, 16 figures each	Elite	May not skirmish
Converged Voltigiers	1 unit of 10 figures	Elite	MUST Skirmish!
108 st Ligne	3 infantry battalions, 12 figures each	Veteran	May not skirmish
8 th Dragoons	12 figures	Veteran	
Combined Artillery	One 8 pound foot gun, 5 crew; One 6 pound horse gun, 5 crew		
Setup: May setup in any formation up to 6+2d6" onto the table.			
Rules: Must capture the town and hold it with a portion of this force.			

Brigade Name: Boyer			
Command Range: 10" <i>Units outside this distance move half speed.</i>			
Unit	Composition	Rating	Special rules
12 th Ligne	3 infantry battalions, 12 figures each	Veteran	May not skirmish
21 st Ligne	3 infantry battalions, 12 figures each	Veteran	May not skirmish
7 th Artillery Regt. a Pied	Two 8 pounders, 8 crew		
Setup: May setup in any formation up to 6+1d6" onto the table.			

Brigade Name: Reille			
Command Range: 10" <i>Units outside this distance move half speed.</i>			
Unit	Composition	Rating	Special rules
15 th Ligne	3 infantry battalions, 12 figures each	Veteran	May not skirmish
18 st Ligne	3 infantry battalions, 12 figures each	Veteran	May not skirmish
7 th Artillery Regt. a Pied	Two 8 pounders, 8 crew		
Setup: May setup in any formation up to 6+1d6" onto the table.			

Brigade Name: Minuzzi (Bavarian)			
Command Range: 10" <i>Units outside this distance move half speed.</i>			
Unit	Composition	Rating	Special rules
3 rd Regt. Prinz Karl	2 infantry battalions, 12 figures each	Conscript	May not skirmish
13 th Regt.	2 infantry battalions, 12 figures each	Conscript	May not skirmish
Jaeger battalion	12 figures	Conscript	<i>May skirmish</i>
1 st Chevaulegers	12 figures	Veteran	
Bavarian artillery	Two 6 pounders with 8 crew		
Setup: At the start of each turn, roll a 6 to activate this brigade. When activated, it may move onto the table from any part of the French table side, and all infantry and artillery must be in command.			
Rules: 1 st Chev. Cavalry may operate independently, out of command.			

Brigade Name: Raynaud			
Command Range: 12" <i>Units outside this distance move half speed.</i>			
Unit	Composition	Rating	Special rules
1 st Carabiniers	12 figures	Elite	
6 th Cuirassiers	12 figures	Veteran	
Setup: At the start of each turn, roll a 6 to activate this brigade. When activated, it may move onto the table from any part of the French table side, and all units must be in command.			
Rules: Cavalry units must recall after each charge. See step 13.			

Brigade Name: Pajol			
Command Range: 12" <i>Units outside this distance move half speed.</i>			
Unit	Composition	Rating	Special rules
11 th Chasseurs a Cheval	12 figures	Veteran	Light Cavalry
5 th Hussars	12 figures	Veteran	Light Cavalry
6 th Artillery Regt. a Cheval	Two 6 pounders, 6 crew		Horse Artillery
Setup: At the start of each turn, roll a 6 to activate this brigade. When activated, it may move onto the table from any part of the French table side, and all units must be in command.			
Rules: Cavalry units must recall after each charge. See step 13.			

Brigade Name: Corps Reserve Artillery			
Command Range: 12" <i>Units outside this distance move half speed.</i>			
Unit	Composition	Rating	Special rules
7 th Artillery Regt. a Pied	Two 12 pounders, 8 crew		
Setup: May be placed anywhere within 6" of another French infantry unit.			
Rules:			

Brigade Name: Damas (Westphalian)			
Command Range: 10" <i>Units outside this distance move half speed.</i>			
Unit	Composition	Rating	Special rules
3 rd Westphalian Light	1 battalion, 12 figures	Conscript	<i>May Skirmish</i>
2 nd Westphalian Line	3 infantry battalions, 12 figures each	Conscript	May not skirmish
6 th Westphalian Line	2 infantry battalions, 12 figures each	Conscript	May not skirmish
1 st Westphalian Foot Battery	Two 6 pounders, 8 crew		
Setup: May setup in any formation up to 6+2d6" onto the table.			

Brigade Name: Lelpe (Westphalian Cuirassier)			
Command Range: 12" <i>Units outside this distance move half speed.</i>			
Unit	Composition	Rating	Special rules
1 st Westphalian Cuirassier Regt.	12 figures	Conscript	Cuirassier
2 nd Westphalian Cuirassier Regt.	12 figures	Conscript	Cuirassier
2 nd Westphalian Horse Battery	Two 6 pounders, 6 crew		Horse Artillery
Setup: At the start of each turn, roll a 6 to activate this brigade. When activated, it may move onto the table from any part of the French table side, and all units must be in command.			

Brigade Name: Dupellin			
Command Range: 12" <i>Units outside this distance move half speed.</i>			
Unit	Composition	Rating	Special rules
25 th Ligne	3 infantry battalions, 12 figures each	Veteran	May not skirmish
85 th Ligne	3 infantry battalions, 12 figures each	Veteran	May not skirmish
7 th Artillery a Pied	Two 8 pounders, 8 crew		
Setup: May setup in any formation up to 6+2d6" onto the table.			

Brigade Name: Desailly			
Command Range: 10" <i>Units outside this distance move half speed.</i>			
Unit	Composition	Rating	Special rules
4 th /7 th Legere	12 figures	Conscript	<i>May skirmish</i>
4 th /12 th Ligne	12 figures	Conscript	May not skirmish
4 th /25 th Ligne	12 figures	Conscript	May not skirmish
4 th /85 th Ligne	12 figures	Conscript	May not skirmish
4 th /111 th Ligne	12 figures	Conscript	May not skirmish
8 th Art. a Pied	Two 4 pounders, 6 crew		
Setup: May setup in any formation up to 6+1d6" onto the table.			

Brigade Name: Dalesme			
Command Range: 5" <i>Units outside this distance move half speed.</i>			
Unit	Composition	Rating	Special rules
4 th Ligne	3 infantry battalions, 12 figures each	Veteran	May not skirmish
46 th Ligne	3 infantry battalions, 12 figures each	Veteran	May not skirmish
8 th Hussars	12 figures	Veteran	
7 th Artillery a Pied	Two 6 pounders, 8 crew		
Setup: May setup in any formation up to 8+1d6" onto the table.			

Brigade Name: Girard			
Command Range: 10" <i>Units outside this distance move half speed.</i>			
Unit	Composition	Rating	Special rules
4 th /17 th Legere	12 figures	Conscript	<i>May skirmish</i>
4 th /30 th Ligne	12 figures	Conscript	May not skirmish
4 th /33 rd Ligne	12 figures	Conscript	May not skirmish
4 th /61 st Ligne	12 figures	Conscript	May not skirmish
4 th /65 th Ligne	12 figures	Conscript	May not skirmish
8 th Art. a Pied	Two 4 pounders, 6 crew		
Setup: May setup in any formation up to 6+1d6" onto the table.			

Brigade Name: Gilly			
Command Range: 10" <i>Units outside this distance move half speed.</i>			
Unit	Composition	Rating	Special rules
15 th Legere	3 infantry battalions, 12 figures each	Veteran	<i>May skirmish</i>
33 rd Ligne	3 infantry battalions, 12 figures each	Veteran	May not skirmish
7 th Artillery Regt. a Pied	Two 8 pounders, 8 crew		
Setup: May setup in any formation up to 6+1d6" onto the table.			

Brigade Name: Grandeau			
Command Range: 10" <i>Units outside this distance move half speed.</i>			
Unit	Composition	Rating	Special rules
108 th Ligne	3 infantry battalions, 12 figures each	Veteran	May not skirmish
111 st Ligne	3 infantry battalions, 12 figures each	Veteran	May not skirmish
7 th Artillery Regt. a Pied	Two 6 pounders, 8 crew		
Setup: May setup in any formation up to 6+1d6" onto the table.			

Brigade Name: Pire			
Command Range: 24” <i>Units outside this distance move half speed.</i>			
Unit	Composition	Rating	Special rules
8 th Hussars	12 figures	Veteran	Light Cavalry
16 th Chasseurs a Cheval	12 figures	Veteran	Light Cavalry
Setup: After all other brigades are setup, this brigade may be placed ANYWHERE on the table outside of 12” of an enemy unit.			

Brigade Name: Picquet			
Command Range: 12” <i>Units outside this distance move half speed.</i>			
Unit	Composition	Rating	Special rules
2 nd Dragoons	12 figures	Veteran	
Setup: At the start of each turn, roll a 6 to activate this brigade. When activated, it may move onto the table from any part of the French table side, and all units must be in command.			
Rules: Cavalry units must recall after each charge. See step 13.			

Brigade Name: Old Guard (Dorsenne)			
Command Range: None			
Unit	Composition	Rating	Special rules
1 st Grenadiers a Pied	16 figures	Elite	
Setup: May setup in any formation up to 6+1d6” onto the table.			
Rules: This battalion automatically passes all morale tests.			

Brigade Name: Grandeau (with no artillery)			
Command Range: 10” <i>Units outside this distance move half speed.</i>			
Unit	Composition	Rating	Special rules
108 th Ligne	3 infantry battalions, 12 figures each	Veteran	May not skirmish
111 st Ligne	3 infantry battalions, 12 figures each	Veteran	May not skirmish
Setup: May setup in any formation up to 6+1d6” onto the table.			

Brigade Name: Letort			
Command Range: 12” <i>Units outside this distance move half speed.</i>			
Unit	Composition	Rating	Special rules
Empress Dragoons	12 figures	Elite	
Setup: At the start of each turn, roll a 6 to activate this brigade. When activated, it may move onto the table from any part of the French table side, and all units must be in command.			
Rules: (This regiment does not suffer the -1 to hit in combat)			

