

Brigade Name: Russian Infantry Brigade			
Command Range: 10” <i>Units outside this distance move half speed.</i>			
Unit	Composition	Rating	Special rules
Russians	8 infantry battalions, 12 figures each	conscript	May not skirmish
Artillery	Two 9 pounder guns, 8 crew		
Setup: May setup in any formation up to 6+2d6” onto the table.			
Rules:			

Brigade Name: Russian Garrison			
Command Range: 6” <i>Units outside this distance move half speed.</i>			
Unit	Composition	Rating	Special rules
Russians	2 infantry battalions, 12 figures each	conscript	May not skirmish
Artillery	Two 9 pounder guns, 8 crew		
Setup: In the town.			
Rules:			

Brigade Name: Russian Infantry Brigade			
Command Range: 10” <i>Units outside this distance move half speed.</i>			
Unit	Composition	Rating	Special rules
Russians	8 infantry battalions, 12 figures each	conscript	May not skirmish
Artillery	Two 9 pounder guns, 8 crew		
Setup: May setup in any formation up to 6+1d6” onto the table.			
Rules:			

Brigade Name: Russian Grenadier Brigade			
Command Range: 12” <i>Units outside this distance move half speed.</i>			
Unit	Composition	Rating	Special rules
Grenadiers	4 infantry battalions, 12 figures each	Elite	May not skirmish
Jaegers	12 figures	Veteran	<i>May skirmish</i>
Artillery	Two Heavy guns (12 pounder), 8 crew		
Setup: May setup in any formation up to 6” onto the table.			
Rules: The Jaegers may setup anywhere and do not need to be in command.			

Brigade Name: Russian Cavalry Brigade			
Command Range: 12” <i>Units outside this distance move half speed.</i>			
Unit	Composition	Rating	Special rules
Dragoons	3 regiments of 12 figures each	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 Allied table side, and all units must be in command.			
Rules: Cavalry units must recall after each charge. See step 13.			

Brigade Name: Russian Cavalry Brigade			
Command Range: None <i>These are two separate units that do not need commanders.</i>			
Unit	Composition	Rating	Special rules
Cuirassier	12 figures	Veteran	
Hussars	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 Allied table side, and all units must be in command.			
Rules: Cavalry units must recall after each charge. See step 13.			