

Prussian Army

All Prussian Reinforcements enter within 6" of road A.

Advance Guard (12" deployment)

Officer

3 x Regular Infantry

1 x Artillery

Centre – Arrive from turn 1

Officer

4 x Regular infantry

Cavalry - Arrive from turn 2

Officer

3 x Cavalry

1 x Artillery

Reserve– Arrive from turn 3

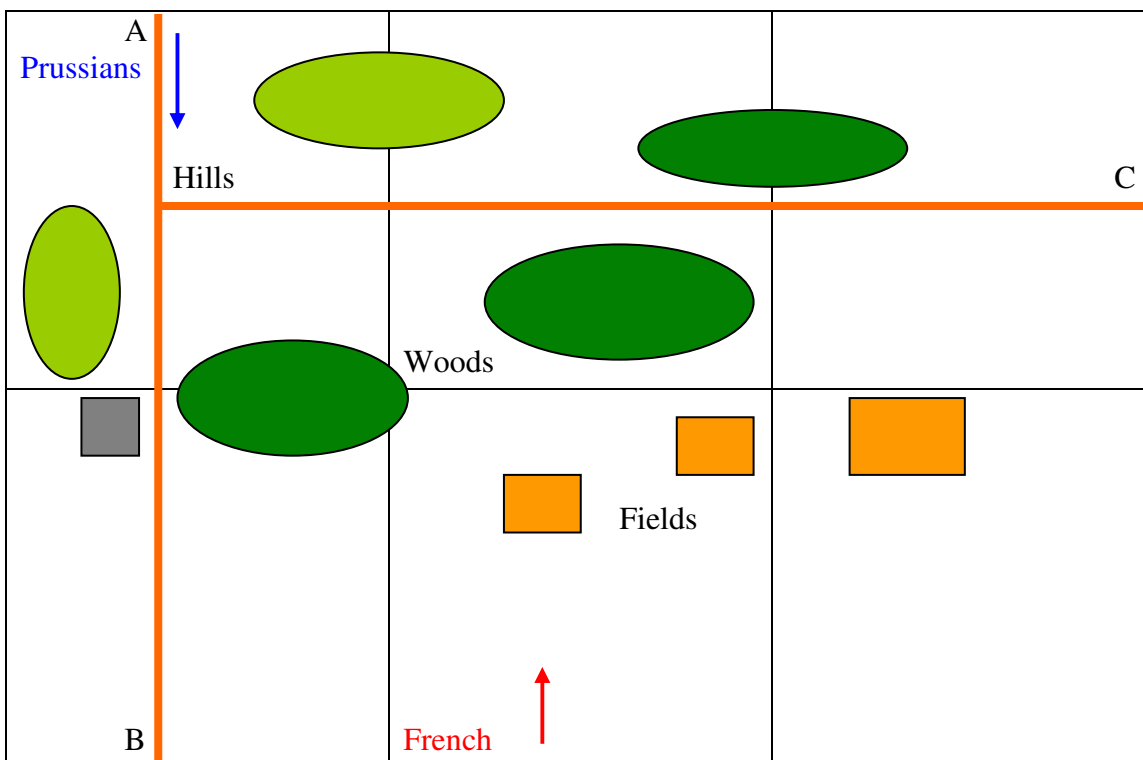
Commander-in-Chief

3 x Regular Infantry

1 x Artillery

Reinforcements

All reinforcements roll for arrival at the start of each turn. In the first turn that they could arrive they need a 5 or 6 to enter the table. On the next turn they need a 3, 4, 5 or 6 and they automatically arrive on the third turn.



The Objectives for both armies are to occupy the 3 road exits, A, B and C.

French Army

Right Flank (12" deployment)

Officer

4 x Regular Infantry

1 x Chasseurs

Centre (12" deployment)

Commander-in-Chief

2 x Regular Infantry

2 x Zouarve Infantry

Left Flank – Arrive from turn 3

4 x Regular Infantry

1 x Artillery

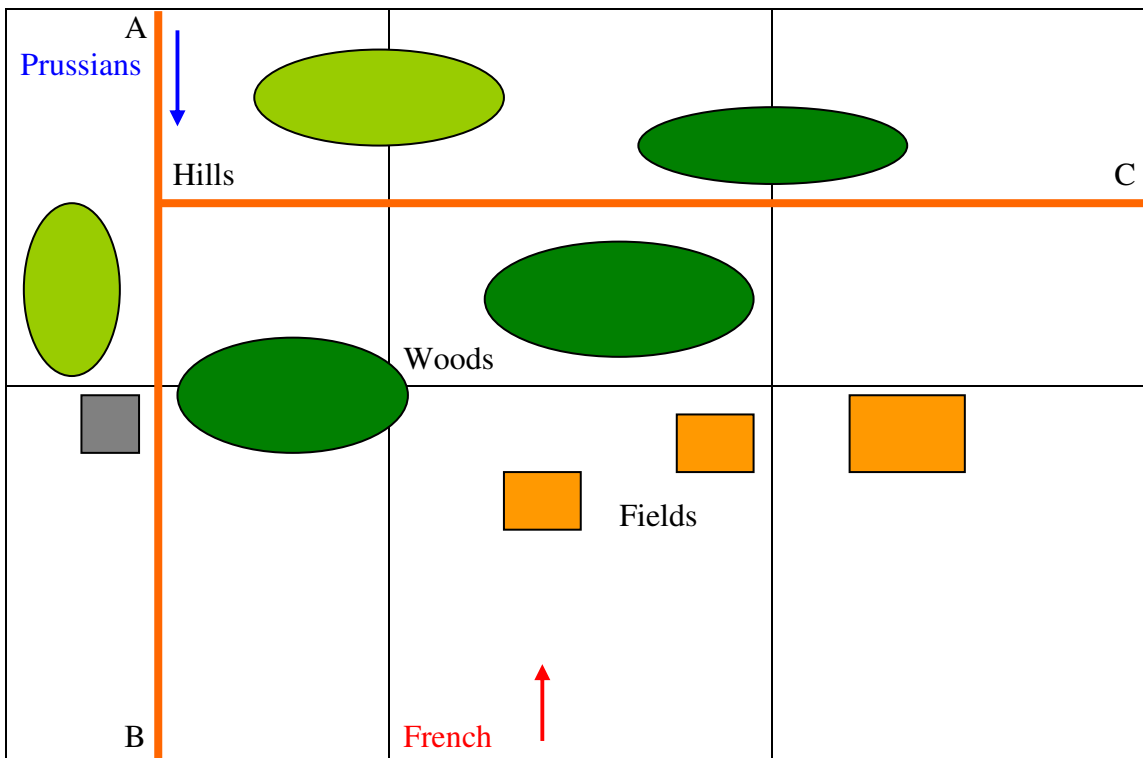
Cavalry Reserve (centre) – Arrive from turn 5

3 x Cavalry

1 x Artillery

Reinforcements

All reinforcements roll for arrival at the start of each turn. In the first turn that they could arrive they need a 5 or 6 to enter the table. On the next turn they need a 3, 4, 5 or 6 and they automatically arrive on the third turn.



The Objectives for both armies are to occupy the 3 road exits, A, B and C.