









**THE LIBRARY OF NAPOLEONIC BATTLES**  
**NAPOLEON'S WHEEL**  
**BATTLE OF SCHOENGRABERN DoB SCENARIO-(30.0)**  
**FRENCH AND COALITION SETUP SHEET, v1.01**













Notes: A). Leaders may also setup at start with any subordinate unit.  
 B). Vedettes may setup anywhere within three hexes of their parent unit.  
 C). The Coalition units have a General Retreat march order (20.5) at start.

**At Start, Nov. 16, 5 PM**

<b>Murat</b>	<b>Nansouty</b>	<b>d'Hautpoul</b>	<b>Pelgrin</b>	<b>Walther</b>	<b>Hanique</b>	<b>Milhaud②</b>	<b>C Corps</b>
 C (4) 6	 C HC HC XX	 C HC HC XX	 C 1D =	 C 2D XX	 C	 C LC X	
S2014	S2014r	S2012	S2013r	S2214	S1715	Optional	

Note: Baggage trains at start must set up within 7 hexes of a unit in their formation.

<b>Soult</b>	<b>Schiner</b>	<b>Ferrey</b>	<b>Candras</b>	<b>Cabeau</b>	<b>Merle</b>	<b>Levasseur</b>	<b>Brouard</b>	<b>Cany</b>	<b>Duchesnois</b>	<b>Margaron③</b>	<b>4th/5th</b>	<b>IV Corps</b>
 IV (4) 6	 IV 2 X X	 IV 2 X X	 IV 2 X X	 IV 2	 IV 3 X X	 IV 3 X X	 IV 3 X X	 IV 3	 IV Rsv	 IV 4C XX	 IV 4C =	
S3014	S3114	S3215r	S3014	S3315	S3616	S3515r	S3416	S3715	S3816	S2914	Optional	

<b>Lannes</b>	<b>Laplanche</b>	<b>Dupas</b>	<b>Ruffin</b>	<b>Baltus</b>	<b>Claparède</b>	<b>Becker</b>	<b>Valhubert</b>	<b>Fauchard</b>	<b>Treillard②</b>	<b>Fauconnet②</b>	<b>V Corps</b>	
 V (1) 10	 V Gr X X	 V Gr X X	 V Gr X X	 V Gr	 V 3 X X	 V 3 X X	 V 3 X X	 V 3	 V 5C X	 V 5C X		
S1813	S1912	S1814r	S1913	S1914	S2614	S2414r	S2514	S2714	S1911	S1812	Optional	

**At Start, Nov. 16, 5 PM**


S1012

	
Optional	

Note: Roadblocks ma be placed per Rule 25.75.

	
+1 MP	+1 MP
S1714	S1814

Note: Roll for wind direction (25.34). Play Coalition Fog of War Card No. 14: Fire (24.92). (Enduring Effect). Additional Effects: No units or leaders may enter or move through either Fire hex for the entire game.

	
Optional - Roll	

<b>Bagration</b> AG 10	<b>Wittgenstn</b> AG 2 3 7	<b>Czaplitz</b> AG 2 3 6	<b>Selchoff</b> AG 2 2 7	<b>Ulanus-b</b> AG 4 3 4	<b>Chern Dgn</b> AG 3 4 4	<b>Nostitz</b> AG 2 3 4	<b>Hohenlohe</b> AG 2 3 6	<b>Bogoslav</b> AG 1 3 4	<b>AG Corps</b> Optional	<b>Repninsky</b> IV 4 3 4
S1614	S1410r	S1210	S1514	S1310r	S1614	S1116	S1210	S1213	Optional	S1212

**Nov. 16, 5 PM Turn**

<b>Miloradvch</b> IV 6	<b>Berg</b> IV 4 3 4	<b>Lieders</b> IV 3 3 4	<b>Johann Dgn</b> IV 1 3 6	<b>IV Corps</b> Optional
S0325 or S1026				Optional

**Nov. 16, 6 PM Turn**

<b>Denisiev</b> IV 2 3 4	<b>Mariu Hus-b</b> IV 1 3 7	<b>IV Corps</b> Optional
S0325 or S1026		

**Alt. Reinf. #1**

<b>Lewis</b> IV 4 2 4	<b>Denisov</b> IV 2 2 4	<b>IV Corps</b> Optional
S0325 or S1026		