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PREUSSISCH EYLAU

PUŁTUSK * GOŁYMIN



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1.0 INTRODUCTION

"Hawa 1807" is a strategic game showing the battles fought during Napoleon's campaign in Prussia. The manual covers the entire "Napoleon" system.

2.0 PROPS

2.1 Game board

The 96 by 66 cm board shows the area where the battle took place. It contains all the characteristic elements of the terrain, such as: hills, rivers, roads, forests, etc. A hexagonal grid was drawn on the map in order to regulate the movements and location of troops.

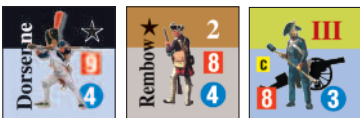
2.2 Counters

There are several types of counters in the game:

– these representing commanders (of army, corps, division, brigade),



– these representing combat units (squadrons, regiments and brigades) and markers.



2.3 Definitions of basic concepts and terms used in the game:

Identifier - Brigade name or brigade or division commander's name and division or corps number. Unit strength – it is a value expressed in points, showing the actual strength of the unit. All data concerning individual units can be found in the army tables.

Mobility – the ability to move expressed in movement points, showing the unit's potential ability to move during the movement phase. A unit spends a certain amount of movement points to enter each hex. The cost of entering a hex, depending on the type of terrain and unit, is presented in the "Terrain table".

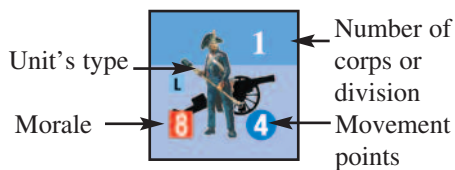
Morale – determines the unit's combat endurance.

Influence of commanders on combat and initiative – defining the commander's commanding skills, expressed in points, see [11.2].

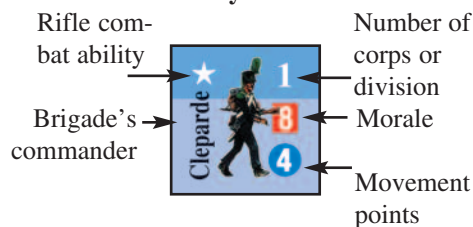
Cannon type - "L" light, "C" heavy, "K" cavalry.

Range of fire – the maximum distance (expressed in hexes) on which an artillery unit can fire.

Artillery units counters



Non artillery units counters



2.4 Scale of the Game

One hex represents approximately 350 m of real terrain.

1 SP (infantry) represents 300 men,

1 SP (cavalry) represents 150 men,

1 SP (artillery) represents 5-6 guns.

Each game turn represents 1 hour of real time.

3.0 PHASES

Games of the "Napoleon" system are played in Turns, during which each side has the right or obligation to perform a number of specific actions. The Turn Track placed on the board, along the "Turn" marker, are used to mark subsequent turns. In order to maintain the sequence and order of the game, all activities performed in each turn are divided into 9 parts, called phases.

3.1 Phases

Players have to follow the established sequence of phases. A given phase can be omitted only if the activities provided for in it do not have to be performed.

Phase 1 - Initiative

Each player rolls a D6 die. The player with the higher score has the initiative for that turn (player A).

Die roll mods:

+ commander-in-chief modifier if he is

on the board (11.22),

+1 for the player who had the initiative in the previous turn.

Phase 2 – Command phase

Players check if all troops are within command range. Units that are out of command range are marked a "no command" counter.



Phase 3 – Reorganization phase

Players can attempt to reorganize their troops.

Phase 4 – Player A's Artillery Fire Phase

The artillery of the player with the initiative can fire on enemy units.

Phase 5 – Player A's Movement Phase

The player with the initiative may move any number of his units up to a range limited by movement points that this unit has. During this phase, the opposing player may perform artillery fire against the units that are currently moving. Combat can also be conducted, but only by cavalry units (see cavalry). Counter-charges are performed in this phase as well.

Phase 6 – Player A's combat phase

The units of the player with the initiative may (or must, if the situation requires it) attack the units of the opposing player. In this phase, both players may perform rifle fire.

Phase 7 – Player B's Artillery Fire Phase.

Phase 8 – Player B's Movement Phase.

Phase 9 – Player B's combat phase.

MP - movement points

SP - Strength points

ZoC – Zone of Control

RC - Rifle combat

AF – Artillery fire

CF - Command Factor

4.0 MOVEMENT

4.1 General Rules

During the Movement Phases, a player may move as many units as he wants in any direction he chooses. The order of moving units is indifferent. Units must move through hexes in continuous

The "**Morale test**" requires rolling two dice. If the sum of the dice rolled is greater than the unit's morale (a white number on a red background or red digit on a white background for units already disorganized, unit losses and is Disorganized or Disrupted (if already disorganized). If the roll's result is equal or less than the unit's morale, it has no effect on the unit. In the case of multiple units fighting in a given encounter, the morale test is performed for each of them separately. In the case of creating a square (by stack), a test is made for the unit with the lowest morale. If it fails, the entire stack cannot form a square.

motion. Skipping is not allowed. At the start of each of their own Movement phases, all units have strictly defined limits of movement points (MP). When entering each successive hex, the unit spends MP, its movement is possible until the MP limit is exhausted. Units may only move during Movement Phase and Combat Phase (during Pursuit, and Withdrawal). Complete lack of movement is also possible, if the player wishes so.

4.2 Movement limitations

- 4.21** A unit may not enter a hex occupied by an enemy unit.
- 4.22** A Unit may leave a hex that is in an enemy ZoC at the cost of additional +1 MP.
- 4.23** A unit may not spend more MP than its limit in a given turn.
- 4.24** A unit does not have to spend its entire MP limit in a given turn.
- 4.25** MP unused in one turn cannot be used in the next.
- 4.26** MP cannot be transferred from one unit to another.
- 4.27** When the hand is released from the moving unit, the movement is considered complete. Correction of the position is possible with the consent of the opponent only.

4.3 Terrain effects

- 4.31** The unit spends 1 MP for entering a clear hex. Units may spend more or less MP for entering other types of terrain, depending on the formation (see Terrain Table).
- 4.32** Some hexes are inaccessible to certain formations. When a unit enters an inaccessible area, it is eliminated

instantly.

4.33 Troops moving on roads always spend MP according to the Terrain Table - Road, regardless of whether the road runs through forests, swamps or clear terrain. When moving on the road, the unit does not pay for changing its facing as long as it does on the road.

4.34 A unit entering a road from non road hex, spends a MP based on the terrain that road crosses.

4.35 Troops may only cross a river by bridge and ford. Streams can be crossed at any time, but the unit must additionally spend a MP when crossing (see Terrain Table). Example: If an infantry unit crosses a stream (+1), it spends 2 MP in total.

4.36 Any change of facing of a unit costs 1 MP; commanders do not suffer MP losses for changing their facing.

4.37 When entering a slope, a unit spends +1 MP only if it moves up the hill.

Other information concerning the influence of types of terrain on the movement of individual formations is presented in the Terrain Table..

4.4 Presence of friendly units

– A unit can move through a hex occupied by an allied unit or its ZoC without spending additional MP. A maximum of **15 SP** can be stacked on one hex after the end of the Movement Phase, but only **10 SP** (from one hex) can be used in combat.

– Commanders can occupy common hexes with allied troops, but they can also stand alone. – Any number of units may pass through a hex during a given Movement Phase. – Units that form a square cannot be moved through (except for the leader), but movement can end in such a square.

4.5 Move at night

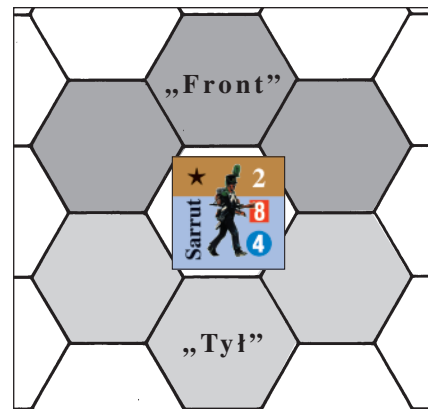
In night turns, movements is onlz possible with 1-2 M.

5.0 FACING AND ZONE OF CONTROL

5.1 Facing

All units must be placed in hexes with their tops facing the edge of the hex.

5.11 A unit must be facing at all times during the game. Orientation determines where a unit's front and rear zones are.



5.12 A unit fighting against the enemy in its front Zone does not gain any negative modifiers.

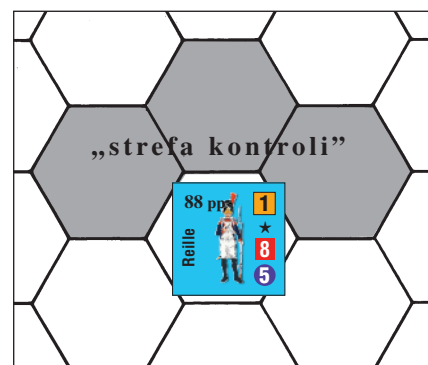
5.13 A unit attacking an opponent from its rear area gains a +2 dice roll mod. Attention: In the case of combat with several enemy units, the "majority" of the opposing forces determines the effect of the modifier. If the majority (expressed in SP) attacks from behind, then the +2 modifier for the attacker is applied.

5.14 Unit cannot perform a rifle combat into its rear zone.

5.15 It is possible to have two units with different facing on the same hex.

5.2 Zone of Control (ZoC)

5.21 A unit's ZoC are the three hex in the unit's front area.



5.22 All units have a ZoC throughout the game, regardless of turn or phase.

5.23 Commanders do not have and are not influenced by ZoC.

5.24 The presence of several ZoC of enemy or friendly units in the same hex does not cause any consequences, all ZoCs exist independently of each other, neither negating nor excluding each other. In this case, the hex is controlled by several units (friendly and enemy).

5.25 ZoC does not affect friendly units in any way.

5.3 Effect of ZoC on movement

5.31 Upon entering an enemy unit's ZoC, the unit must immediately stop, regardless of its unused MP for that phase.

5.32 A unit entering an enemy ZoC does not spend any additional MP.

5.33 Moving a unit within enemy ZoC is only possible during pursuit after combat.

5.34 It is possible to move from one ZoC directly into the ZoC of the other unit.

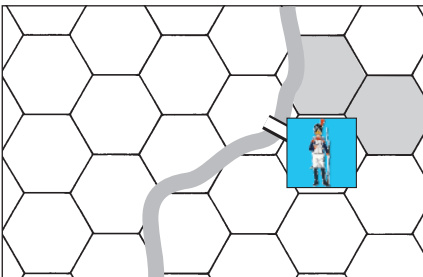
5.4 ZoC and Combat

5.41 Apart from artillery fire, the only way to engage an enemy unit is to move into hexes that are adjacent to the enemy units.

5.42 During its combat phase, the unit must attack all enemy units in its ZoC.

5.5 Zone of Control limitations

5.51 Certain types of terrain limit ZoC. A unit's ZoC never includes hexes on the other side of a major river, even if there is a bridge there.



5.52 ZoC does not include building or forest hexes.

5.53 Artillery, routed units, squares, and units standing in buildings do not have ZoC.

6.0 STACKS

6.1 General rules

In the "Napoleon" system, it is possible to occupy one hex by more than one unit, but their number is limited. There can be no more than 15 SP on the single hex.

6.11 Leaders and markers have no effect on stack size.

6.12 Single stack may contain infantry, artillery and cavalry units.

6.2 Stacks and combat

6.21 Stacked units fight together.

6.22 The result of the fight applies to the entire stack.

6.23 The result of rifle combat applies

only to the target unit. If the target unit is forced to retreat, other units standing in the same hex may stay put or voluntarily retreat with such a unit.

7.0 RIFLE COMBAT (RC)

7.1 General rules

7.11 RC may be conducted by all units that have such ability. Players may sum up the strength of all such units (however, it cannot be greater than 10), or perform RC with each of them separately. Example: there are two units on the hex: 12th regiment (5 SP) and 4th regiment (8 SP). Together, they have 13 SP, but can use max 10 SP in rifle combat. If players decide to shoot separately, the strength of both units is 5 and 5 SP, respectively.

7.12 If there are two or more units in one stack and that stack suffers losses in SP, then units that were used in RC are first to suffer losses.

7.13 Only units located in the front zone of the unit can be targeted during RC.

7.2 Effectiveness of RC

Each unit represents a different level of training in conducting a RC. All units that can perform RC are marked with the appropriate asterisks: – (two shots) – (one shot)

7.3 RC procedure

7.31 The player whose unit performs the RC, announces the firing unit and the target, then rolls the 2xD6 dice, applies all modifiers and reads the result in the Rifle Combat Table.

7.4 RC Effect

The results in the table are:

T - Morale Test, if the check is passed, no effect, if not, the unit is disorganized. If a unit is already Disorganized, it is destroyed.

D - Automatic Disorganization (if a unit is already disorganized, it is destroyed).

-1 – 1 SP loss.

8.0 COMBAT

8.1 General rules

8.11 Troops can only fight during the combat phase (cavalry also during movement phase). Combat between

units is only possible when they are on adjacent hexes. A player is called the attacker when his combat phase is in progress, and the other player is the defender.

8.12 An enemy unit can be attacked with units that are on adjacent hexes. In order to resolve the fight, the ratio of the strength of both units is compared, always rounding it in favor of the defender, e.g. Attacker has 5, defender has 2, so the ratio is 2.5, so after rounding it in favor of the defender, the final result is 2:1. If the attacker would have 2 and defender 5, the ratio of forces would be 0.4:1, and, after rounding in favor of the defender, 1:3. When the ratio is ready, the attacker makes 1D6 roll, applies die roll modifiers and seeks the result in the Combat Table.

8.2 Combat limitations

8.21 All enemy units in the attacking unit's ZoC must be attacked.

8.22 All friendly units that have enemy units in their ZoC at the beginning of their combat phase must attack.

8.23 An enemy unit can be attacked simultaneously by several units. The sum of the forces of the attacking units is then compared to the strength of the defending unit.

8.24 A single unit may attack several enemy units (if they are in its ZoC). The strength of the attacking unit is then compared to the sum of the strength of the defending units.

8.25 The attacking player resolves all attacks in any order.

8.26 A unit may attack only once during its own combat and movement phase (cavalry).

8.27 A unit may only be attacked once per phase.

8.28 Attacks where several of the defending player's stacks are attacked simultaneously by several of the attacking player's stacks are forbidden. Only simultaneous attack of several (or one) units per stack, or a single stack attack against multiple stacks at once is allowed.

8.29 An attacker's strength may not be shared among defending units.

8.3 Combat procedure

a) the attacking player picks the attacking unit (or units) and the one that is going to be a target of the attack.

b) players calculate the strength ratio: attacker/defender,

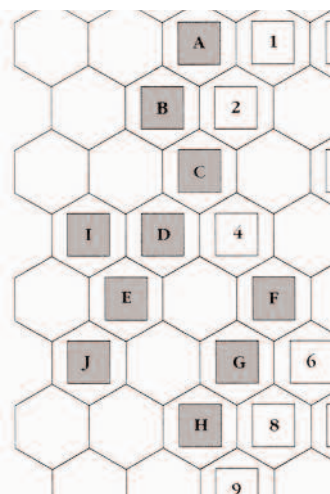
- c) roll the dice 1D6 and apply modifiers,
- d) find the result of the fight in the combat table,
- e) apply the the combat result,
- f) roll 2D6 for each side to determine combat casualties (see table: Casualties Table).

The next step will be to choose the next attacking unit. This continues until all fights are resolved. Example: The combat phase of the player with the initiative: the attacker is player A, the player B is the defender. Units 1, 2, 4, 6, 8, 9 must be attacked because they are in the ZoCs of player A's units. – The units that must attack are A, B, C, D, F, G, H because they have enemy units in their ZoCs.

– Player A may choose to have unit 4 attacked simultaneously by three units: C, D, F.

– Unit H can attack units 8 and 9 at the same time.

– The following type of attack is forbidden: A+B+C units vs units 1 + 2. This attack must be split into two separate combats, e.g. A attacks 1 and B+C attacks 2.



8.4 Combat Results:

- 1 – 1 hex retreat,
- D - disorganization,
- T - morale test, failed = D,
- T/1 - morale test and 1 hex retreat,
- 1 - loss of 1 SP.

8.5 Disorganization

The disorganized unit is flipped to its other side. If it is disorganized again, it is assumed that it has been “broken” – it is removed from the board.

Disorganization effect: A unit may not:
- form a square,

- attack during night turns.

A disorganized unit spends +1 MP when entering an enemy ZoC.

8.51 Disorganized artillery units cannot fire.

8.6 Retreat

8.61 A unit forced to retreat must move the prescribed distance from the hex it was on during combat. The defending player must retreat, moving the unit away from the attacking unit.

8.62 If a unit cannot retreat after combat (ie. it is encircled by the enemy), each encircled unit remains in place with a penalty additional loss of 1 SP.

8.63 A unit may retreat through the friendly units, but only if their combined strength does not exceed 15 SP.

8.64 Defeated units retreat regardless of their MP and type of terrain, with the exception of inaccessible terrain (swamps, rivers, etc.).

8.65 A unit forced to retreat must face the unit that attacked it after completing its retreat.

8.7 Pursuit

8.71 Pursuit may be carried out by those units that forced the enemy to retreat as a result of combat and passed a morale test (if combat table requires so).

8.72 The victorious unit may, but does not have to, enter the hex from which the defender withdrew (or if the defender was eliminated after combat).

8.73 The victorious unit, while performing the pursuit, must enter the hex occupied by the defeated unit (or any of the hexes if there were several defending units).

8.74 The pursuing unit moves regardless of MP and terrain type (except inaccessible).

8.75 All victorious units may perform the pursuit, except for artillery units.

8.77 A defeated unit may move through hexes occupied by other allied units, but only if it is the only escape route (also see 8.433).

8.78 If the attacking unit has become disorganized as a result of combat, it cannot perform a pursuit.

8.79 After the pursuit, the unit may change its facing as it likes.

8.8 Terrain and Combat

The effect of different types of terrain on combat is shown in the Terrain Table.

8.9 Night combat

8.91 During night turns, attacking units have 1/2 SP (rounded up).

8.92 Cavalry cannot perform charges in the night turns.

9.0 CAVALRY

In the Napoleonic era, there were many types of cavalry: hussars, uhlans, mounted riflemen, cuirassiers, etc. However, all the cavalry of those times can be generally divided into two distinct groups: light and heavy. To distinguish these groups, the heavy cavalry has a “C” symbol on the counter.

9.1 Cavalry Charges

Units that have been assigned to charge are marked with a “charge” token.

9.11 All cavalry units may charge. They consist of attacking an enemy unit from a distance of at least two hexes, and the charge can be made through the clear terrain hexes only.

Example: Unit A can charge because it is 1 hex away from the enemy unit.

Unit B (if that is how it starts its Movement Phase) cannot make a direct charge from this position. To make a charge, it must first walk away (in order to grab momentum) and only after such a maneuver could it charge. **9.12** A charging unit triples its combat strength (up to a maximum of 30 SP on a stack)

9.13 Charges may be performed:

– in the combat phase, then the strength of cavalry is added to the strength of other attacking units,

– in the movement phase; if so, use the strength of the charging units only.

The cost of a charge attack during the Movement Phase is +1 MP. During the Movement phase, one unit can perform one charge only.

9.14 If the charging units in the Movement Phase did not force the opponent to retreat, the “charge” counter is removed from the attacking unit and that unit may no longer participate in the combat during the combat phase as well. In this case, the charging unit retreats 1 hex in the direction it came from.

9.15 If the charge makes the enemy retreat, the “charge” counter remains on the unit until the end of its own phase. If it happened during the movement phase, it can be used during the combat phase. And if it wasn't used during that phase, it remained on the unit until the

end of the opponent's Movement Phase, or, if so, then the unit did not fight - until the end of the opponent's combat phase. After this phase, the charge counter must be removed from the unit.

9.16 One enemy unit may be charged by several cavalry units at once, and vice versa, one cavalry unit may charge several enemy units.

9.17 Charge cannot be performed if cavalry unit is:

- in an area other than clean,
- on the other side of the bridge,
- through rivers, streams and streams.

9.18 Charging units may not engage in Rifle Combat.

9.19 It is possible to change facing during the charge, the cost is 1 MP per hexside.

9.2 Charge Modifiers

One of the following die roll modifiers can be applied during the charge:

+3 - if at least 18 SP of heavy cavalry participates in the charge.

+2 - if at least 12 SP of heavy cavalry participates in the charge.

+1 - if at least 6 SP of heavy cavalry participates in the charge.

+2 - if at least 15 SP of light cavalry participates in the charge.

+1 - if less than 12 SP of light cavalry participates in the charge.

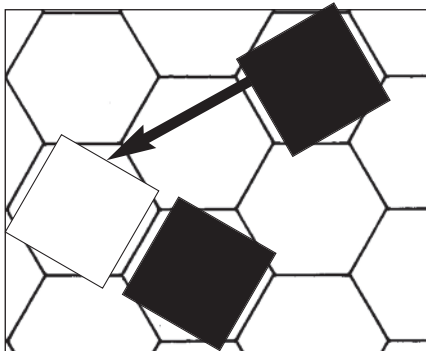
+2 - if the target of the attack is disorganized infantry.

9.21 The modifiers above are not cumulative, only the most favorable is being used. Note: All strength values above are **after** charge multiplication

9.3 Countercharge

9.31 Only those units that are not in ZoC of the enemy units can countercharge.

9.32 Countercharges are performed during the opponent's Movement Phase (at any point in time), with the exception that one unit may perform one counter charge per opponent's



Movement Phase.

9.33 Countercharge consists in making a move by 1 hex so the counter charging unit can become adjacent to the moving enemy unit. At the end of this action, the counter charging unit must immediately attack all units that are in its ZoC. If the countercharged unit has not retreated or become disorganized, it may continue its normal movement using 1/2 of its remaining MP (rounded up).

9.34 If the countercharge is successful and the attacked unit retreats after combat, pursuit is allowed. The countercharging unit cannot participate in any combat during this phase unless it is attacked.

9.35 Countercharges may only be performed through the front zone hexes of the cavalry unit.

9.36 Counter Charging units are not automatically covered by "charge" counter, but only if that counter was on them during their own movement phase.

9.37 Units can change their facing during the countercharge without spending MP.

9.4 Cavalry Movement

9.41 Cavalry's movement range is limited only by movement points (MP) and terrain cost.

9.42 Cavalry entering each hex spends an amount MP given in the Terrain Table.

9.43 When changing its facing while moving, the cavalry spends 1 MP.

9.5. Withdrawal before combat

9.51 If an infantry unit advances on the hex adjacent to the cavalry unit, the cavalry may perform a withdrawal by one hex on any hex of its rear zone. The player commanding this cavalry must inform the opponent of the retreat after the opponent's move. But before any other units movement. The attacking player can enter the hex previously occupied by a cavalry unit if he still has MP.

Disorganized cavalry cannot perform such a maneuver.

9.52 Cavalry may perform any number of such maneuvers.

10.0 ARTILLERY

10.1 General Rules

10.11 Artillery units are represented by two types:

- infantry artillery (heavy: "C" and light: "L")
- horse artillery ("K").

Artillery may fire during the artillery fire phase and during the opponent's movement phase. The maximum firing range of heavy artillery is 4 hexes.



10.12 Line of sight between an artillery unit and its target exists when a straight line drawn between the centers of the hexes occupied by these units does not pass through hexes containing:

- forests, orchards, vineyards
- built-up areas (cities, villages, towns),
- elevations (if the artillery and its target are on its opposite sides),
- combat units,

10.13 A necessary condition for firing at an enemy unit is the existence of visibility between the artillery battery and its target.

10.14 Artillery may fire at any enemy units within its range, provided that it has no enemy units in adjacent hexes at the start of its fire phase.

10.15 Artillery that has an enemy unit adjacent to it at the start of its fire phase may only fire at that unit (and only if it is in any of its front hexes).

10.16 When firing, artillery may only fire at one enemy unit.

10.17 The infantry artillery unit that was firing may not move during this turn.

10.18 Moved infantry artillery may not fire in the nearest enemy movement phase.

10.19 Horse artillery that has moved may fire in the nearest enemy movement phase.

10.20 Horse artillery that was firing in the firing phase may make a move during its movement phase, using 3 MP only.

10.2 Artillery fire

10.21 The effectiveness of artillery fire

depends on the distance between artillery and its target.

10.22 In order to fire at an enemy unit, choose the artillery unit(s) to fire and the target fire, and then perform the following actions:

- a) roll 2D6
- b) apply terrain modifiers
- c) find the correct result in the Artillery Fire Combat Table.

10.3 Range of Fire

10.31 The effectiveness of artillery fire depends on the distance of the target from the cannons. Heavy artillery - range up to 4 hexes,

Light artillery - range up to 3 hexes,

Horse Artillery - Range up to 3 hexes.

10.4 Artillery normal combat

10.41 In the combat phase all artillery (in the stack) fights using 1 SP.

10.42 Artillery is destroyed, regardless of current combat capability, when it is forced to retreat, and the victorious unit enters (durings pursuit) the hex it occupies.

11.0 COMMANDERS



11.1 General Rules

11.11 Players have commander counters. Commander counters have no ZoC or SP. Instead, they have a commander's skill value (a white number on a black background).

11.12 The commander increases the chance to reorganize units:

-2 to dice roll - if he is stacked with a given unit while it is trying to regain higher morale

-1 to dice roll - if he is adjacent to a given unit when it is trying to regain higher morale.

11.13 Commanders have no facing.

11.14 Commanders have 10 MP.

11.2 Commander's influence on Combat and Initiative

11.21 If a commander is fighting with a unit(s) in a stack, the commander modifier is added to the combat result table dice roll (commanders modifiers are not cumulative).

11.22 When checking initiative, the modifier of the army commander (and if he dies, his successor) is added to the dice roll.

11.3 Command Range

11.31 Each commander influences the combat and reorganization of his own units on a maximum of 2 hexes.

11.4 Effect of Command

A unit moves and fights at full strength only if it is in the command range of its own commander or army commander-in-chief during the Command Phase.

11.5 Out of command

If a unit during its Command Phase was not within Command Range (see 11.3), it is marked with Out of Command counter and:

- a) it has mobility reduced by 1,
- b) when attacking, it gets -1 modifier
- c) when firing (artillery or rifle combat) it gets -1 modifier
- d) When attempting to form a square: -1 for the morale test morale.

11.6 Commander loss

11.61 If an enemy unit enters a hex with a commander only, he is eliminated instantly.

11.62 If a unit stacked with the commander suffers losses as a result of combat or has to retreat, the commander loss check is performed. Roll 2D6:

- result **2-9** - no effect,

- the result is **10-11** - the commander is wounded, his counter is flipped, from now on, the values on the back of the commander (i.e. weakened) are valid until the end of the game. His range is limited to 1 hex. A second wound means his elimination.

- result **12** - the leader is dead.

11.63 If an army commander is killed, the player must designate one of his other commanders as the new army commander. He is considered a replacement army commander.

11.7 Command Factor (CF)

11.71 In certain battles, army commanders have their own Command Factor, described in the scenario.

11.72 CF allows the player to move the limited number of groups in his movement (or countercharge) phase. Each group is marked with a colored stripe in the upper space of its counters.

Each time a unit that belongs to the group is moved, even if only one of its units, the player has to spend 1 CF. **Example:** In the Eylau scenario, allied players have CF of 6. This means that only six groups (marked with different colors on the upper side of the corner)

can be activated. The French player has no CF, which means that he can activate all his units.

11.73 Units that are not activated with CF, can still perform an artillery and rifle combat, change their facing, but cannot leave their hexes.

11.74 CF has no effect on the retreat and pursuit.

11.75 If the scenario gives no CF value for both sides, do not use CF rules. If only one side has CF value, this means that the other side can activate all its units without spending CF.

11.76 During the movement phase, players must finish the movement of all units of the activated group before spending another CF.

11.77 If a unit that was activated during its movement phase wants to counter charge during the enemy movement phase, it doesn't need to spend another CF. If a unit belongs to the group that wasn't activated in its movement phase, the player must spend CF to do so.

11.78 Every time when CF is spent, place the CF marker on the group's commander. CF markers are removed from the board at the beginning of the player's movement phase.

11.79 If the army commander is wounded, reduce the available CF by one. If the army commander is killed, reduce the number of available CF by half (rounding up).

12.0 REORGANIZATION

Units that have become disorganized as a result of combat can regain their status during the Reorganization Phase. Each player may attempt to reorganize his units during his own Reorganization Phase.

12.1 Reorganization limitations

12.11 A Reorganized unit may not stand in an enemy ZoC.

12.12 During the same Reorganization Phase, a unit may only be reorganized only once.

12.13 Units may be reorganized in any order.

12.2 Reorganization process

12.21 To perform a reorganization, the player rolls 2D6. If the result is less than or equal to the current morale value, the reorganization is successful, the unit moves to a higher level. See also 11.12 and 11.31.

13.0 SQUARE FORMATION

13.1 Forming a square



13.11 Infantry units in clear terrain, single or in a stack, that are the target of a cavalry charge and are not disorganized may attempt to form a square. Artillery cannot form a square unless it is in the same hex with infantry, in which case it adjusts to infantry form. A player wishing to form a square rolls 2D6 when an enemy cavalry unit is two hexes away from his unit:

– If the result is less than or equal to the lowest morale in the stack, the unit/s can form a square. A "square" counter is placed on the unit/stack.

– If the dice roll is higher than the lowest morale in the stack, the square cannot be formed.

In the player's own Movement Phase, squares can be created at the cost of all MPs, without a morale test.

13.12 A square may not enter a hex occupied by other friendly units, nor

may it perform a pursuit. Other units may be included in the square, but only up to the maximum SP stack limit.

13.13 A square may also be formed during the enemy's Movement Phase. A morale test should be performed, if it is positive - the square has been created.

13.14 If the square becomes disorganized, the unit/s must automatically leave the square.

13.15 If the square is forced to retreat, it loses its formation.

13.16 A square formed in the opponent's Movement Phase cannot be formed in a ZoC of charging cavalry.

13.17 A square has no ZoC.

13.18 Only commanded units may form a square.

13.19 In its own Movement phase, the square side may move a maximum of 1 hex across the clear terrain only.

13.20 Exiting a square in its own Movement Phase costs 1 MP (in each unit of that square). Further moves are made as normal.

13.2 Square and combat

13.21 Cavalry charging into a square has no bonuses from [9.2] and [9.12]. Additionally, the dice roll is modified by -2.

13.22 Artillery fire (which occurs after attempting to form a square on this hex) of the unit inside the square is modified by -2 die roll modifier.

13.23 Cavalry units do not incur any additional costs when moving adjacent to enemy squares.

13.24 A formed square may perform a Rifle Combat during the opponent's Movement phase to any unit moving in its ZoC, but such firing may only be performed once per turn. This fire is independent from the fire before direct combat.

13.25 Units that have formed a square modify the result of the 2D6 roll during a rifle fight with -2.

13.26 The square cannot perform attacks.

DIE ROLL MODIFIERS

Attack/Defense odds	Die roll modifiers (D6)
4:1+	+4
3:1	+3
2:1	+2
1,5: 1	+1
1:1	0
1 : 1,5	-1
1:2	-2
1:3	-3
1:4-	-4

Combat roll modifiers:

- Commander's skill
- Terrain effect (see Terrain Table)
- +1 if attacked unit is disorganized
- +1,+2, +3 – charge modifiers
- +1 is attack is led from the higher elevations
- +1 if defender is attacked from three sides
- +2 if defender is attacked from four sides
- +3 if defender is attacked from five sides
- +4 if defender is attacked from six sides

COMBAT TABLE

D6 roll result	Defender	Attacker
10 +	1 + D + T	TP
8-9	1 D	TP
6-7	1 T	T
4-5	T	T
0-3	T	1 + T
0 -	TP	1 + D +T

D – Disorganization
T – Morale test

- 1** – one hex retreat, if impossible, each retreating unit suffers 1 SP loss
- TP** – morale test, but only if unit performs a pursuit

LOSSES AFTER COMBAT TABLE

Attacker's strength	2D6 roll										
	2	3	4	5	6	7	8	9	10	11	12
1-2	-	-	-	-	-	-	1	1	1	2	2
3-4	-	-	-	-	-	1	1	1	2	2	2
5-6	-	-	-	-	1	1	2	2	2	3	3
7-8	-	-	-	1	1	2	2	2	3	3	3
9-10	-	1	1	1	2	2	2	3	3	4	4
11-12	-	1	1	1	2	2	3	3	4	4	5
13-15	1	1	1	2	2	3	3	4	4	5	5
16-18	1	1	2	2	3	3	4	4	5	5	6
19-23	1	2	2	3	3	4	4	5	5	6	6
24-26	2	2	3	3	4	4	5	5	6	6	7
27-30	2	3	3	4	4	5	5	6	6	7	7
31-35	3	3	4	4	5	5	6	6	7	7	8
36-40	3	4	4	5	5	6	6	7	7	8	8
41+	4	4	5	5	6	6	7	7	8	8	9

Combat procedure:

Attacking units strength - 15 SP
 Defending units strength - 4 FS
 Force ratio (**15:4**) **4:1** therefore the modifier from Table "Combat Modifiers" will be **+4**.

A dice roll is made, it's 3. This means that we add 4 to the result (3), which gives us the result of 7.

If the defender would be in a village, this would give us a **-2** mod to the die roll, so the current result would be **5**. Note: If rifle combat occurs before the start of the combat and SP losses are incurred, this must be taken into account when calculating the strength ratio.

The result **7** is in verse **6-7**. This means that the defender retreats 1 hex and makes a morale test, while the attacker makes a morale test, and if he passes it, he can perform a pursuit. (Roll for all troops attacking once).

After performing all the tests, pursuits, retreats and disorganization, 2D6 rolls are made for each player to determine whether the fighting armies suffered losses in strength points. Each player rolls to determine his opponent's losses. Their size depends on the initial strength of the fighting units. In our case, we look for the defender's losses in rows **13-15**, while the attacker's casualties are searched in verse **3-4**. If defender would be in the village, attacker's losses would be found in the **7-8** verse (**+2**) and defender's losses would be found in verse **7-8** (**-2**).

ARTILLERY FIRE TABLE

Artyleria L K

Artillery strength 1 PS		2xD6	0-6	7	8	9	10	11	12
range	1	-	-	-	-1	T	T-1	T-2	
	2	-	-	-	-	-1	T	T-1	
	3	-	-	-	-	-	-1	T	

Artillery strength 2 PS		2xD6	0-6	7	8	9	10	11	12
range	1	-	-	-1	T	T-1	T-1	T-2	
	2	-	-	-	-1	T	T-1	T-1	
	3	-	-	-	-	-1	T	T-1	

Artillery strength 3 PS		2xD6	0-6	7	8	9	10	11	12
range	1	-	-1	T	T-1	T-1	T-1	T-2	
	2	-	-	-1	T	T-1	T-1	T-1	
	3	-	-	-	-1	T	T-1	T-1	

Artillery fire die 2D6 roll modifiers:

-1 if target is moving cavalry

+1 if firing artillery has 4 SP

+1 if target has 8-15 SP

+1 if target is disorganized

-1 fire in the night turn

Terrain modifiers – see Terrain Table

Artyleria C

Artillery strength 1 PS		2xD6	0-6	7	8	9	10	11	12
range	1	-	-	-1	-1	T-1	T-1	T-1	D
	2	-	-	-	-1	-1	T-1	T-1	T-1
	3	-	-	-	-	-1	-1	T-1	T-1
	4	-	-	-	-	-	-	-1	-1

Artillery strength 2 PS		2xD6	0-6	7	8	9	10	11	12
range	1	-	-1	-1	T-1	T-1	T-1	T-1	D
	2	-	-	-1	-1	T-1	T-1	T-1	T-1
	3	-	-	-	-1	-1	T-1	T-1	T-1
	4	-	-	-	-	-1	-1	T-1	T-1

Artillery strength 3 PS		2xD6	0-6	7	8	9	10	11	12
range	1	-	-1	T	T-1	T-1	T-1	D	D
	2	-	-1	-1	T	T-1	T-1	T-1	D
	3	-	-	-1	-1	T	T-1	T-1	T-1
	4	-	-	-	-1	-1	T	T-1	T-1

TERRAIN TABLE

Terrain Type	Commander	Infantry	Cavalry	Artillery	RC, AC	Combat Modifier
clear	1				-	-
forest	+1		+3		-1	-2
village	+1				-1	-1
main road	1/4	1/3	1/4	1/3	depend of terrain	depend of terrain
second. road	1/4	1/2	1/3	1/2	depend of terrain	depend of terrain
bridge	depend of terrain				-	depend of terrain
stream	+1				-1	-
march	1				-	-
slope	+1				-1	-1
town	+2				-2	-2
cliff	nieodostępna				-3 (pod górę)	-3
Wpływ na ruch (w PR)						

Infantry Rifle Combat Table

2xD6	6	7	8	9	10	11	12	13
Attacker's strength	10-8	-1	-1	T-1	T-1	T-2	T-2	T-3
	7-5	-	-1	-1	T-1	T-1	T-2	T-3
	4-3	-	-	-1	-1	T-1	T-1	T-2
	2-1	-	-	-	-1	-1	T-1	T-1

Cavalry Rifle Combat Table

2xD6	8	9	10	11	12	13
Attacker's strength	10-8	-1	-1	T-1	T-1	T-1
	7-5	-	-1	-1	T-1	T-1
	4-3	-	-	-1	-1	T-1
	2-1	-	-	-	-1	-1

T – Morale test, -1 – 1 SP loss

D – Disorganization, if unit was already disorganized, it is eliminated instead

PUŁTUSK, 26 XII 1806

At the end of December, French troops launched their military operation against Russian and Prussian troops in the area of Northern Mazovia and East Prussia.

V Corps of Marshal Lannes marched on Pułtusk in order to seize the crossing over the river Narew. It was assumed that this maneuver would cut off the escape routes for the Russians to the east - over the bridge.

The French did not expect any serious resistance, they hoped to attack and destroy the retreating and demoralized Russian units. So when at dawn on December 26,

1806, French troops reached the outskirts of Pułtusk, they were surprised by what they found. Lannes' headquarters began to receive information about the entire Russian army standing on the outskirts of the city. The enemy troops were prepared for battle and lined up.

The approaching snowstorm made the situation even more complicated. But despite the weather, the French troops moved to attack and, in the thick snow, approached the Russian positions. At that point it stopped raining. And this time Russians were completely surprised...

INITIAL SET UP:

RUSSIANS:

1405	501	603	1412	910	1111	1913	812	710
1408 (1)	4	4	4	1305 (1)	4	4		
905 (1)	4	4	4	1410 (1)	4	4	4	1311

FRENCH:

411	411	612	411	411
512	512	512	512	
614				

REINFORCEMENTS:

Turn 4	108	108	108	
Turn 7	113	4		
Turn 8	101	101	101	101

FOOTNOTES:

- Scenario length: turns 3-14.
- Turns 10-14 are night turns.
- Rusians can move no more than 10 units in the movement phase.
- Snowstorm: turns 3 and 8.
- During the snowstorm turns units have their MP halved (rounded down). Cavalry charges and rifle combat are N/A.

VICTORY CONDITIONS:

- 1401, 1105, 1412,
1109, 1505, 1509,
1812, 812, 607
1 Victory point for each of the following hexes

EYLAU, 8 II 1807

Napoleon wanted to force the Russians and Prussians to fight a major battle at all costs. He gave the order to stop any flanking maneuvers and moved his entire army to Prussian Eylau. His forces were 46,000 strong, while the Russians had as many as 60,000 men. Despite this, Napoleon trusted in his skills. On February 7, the corps of Murat and Soult captured Prussian Eylau, but the Russians skilfully retreated east of the town.

On February 8, from dawn, both sides exchanged artillery fire. Finally, around 10.00 the French soldiers attacked. In a thick snowstorm, the troops lost their way

and went straight under the guns of the enemy.

The French VII Corps was literally slaughtered. The measure of the catastrophe was completed by the charge of the Russian cavalry, and only thanks to the intervention of all Murat's forces (80 squadrons) the situation was brought under control.

In the evening, the Prussians of L'Estocqua and Ney's French corps arrived on the battlefield. The latter's daring attack, coupled with Davout's advances on the right flank, eventually forced Bennigsen to retreat.

INITIAL SET UP:

FRENCH:

1515	1416	1416 (1)	1416 (1)	1517	1517	1615	2018	1416 (1)	
1514	2119 (1)	2119 (1)	2119 (1)	2119 (1)	1313 (1)	1313 (1)	1313 (1)	1313 (1)	1313 (1)
1514 (1)	1514 (1)	1514 (1)	1313	1313	1111	1112	1717 (1)		
1716	1615	810	1716 (1)	1716 (1)	1716 (1)	1717 (1)	1717 (1)	1717 (1)	
1718	910	1719 (1)	1719 (1)	1719 (1)	1719 (1)	1719 (1)	1719 (1)	1719 (1)	1719 (1)
1718 (1)	2221 (1)	2221 (1)	2221 (1)	2221 (1)	2221 (1)	2221 (1)	2221 (1)	2221 (1)	1719 (1)

REINFORCEMENTS:

turn 1 2821	2821	2821	2821	2821	2821	turn 12 500	500	500	500	500
turn 2 2821	2821	2821	2821	2821	2821	turn 13 500	500	500	500	500
turn 3 3421	3421	3421	3421	3421	3421		3421	3421	3421	3421

RUSSIANS:



REINFORCEMENTS:

turn 7
1700



FOOTNOTES:

- Scenario length: turns 1-14
- Turns 10-14 are night turns
- Initiative: Russians
- Snowstorm: turn 3
- During the snowstorm turns units have their MP halved (rounded down). Cavalry charges and rifle combat are N/A.
- Russian and Prussian Command Factor: 6

VICTORY CONDITIONS:

909, 3508, 2805, 2406, 1504, 1709, 2009, 2514, 2814, 3514, 2518

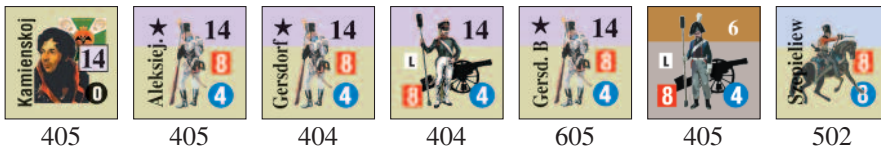
BERGFRIEDE, 3 II 1807

After the battles of Golymin and Pułtusk (December 26, 1806), the French army rested in winter quarters. The enemy, however, was not about to let them rest. On January 21, 1807, the Russian-Prussian offensive began. Napoleon did not let himself be surprised, quickly took

the initiative and forced the enemy to retreat. The two armies met near Allenstein. During this battle, two French divisions (Soult's IV Corps) made their way around the Russian positions. The key to success was capturing the crossings over the Łyna river in Bergfriede.

INITIAL SET UP:

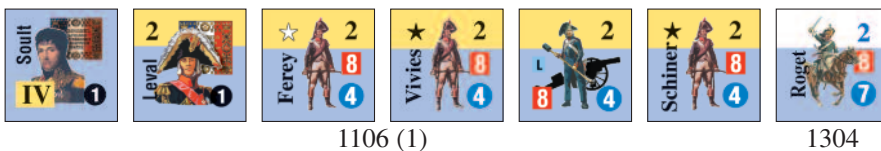
RUSSIANS:



14 ID (Kaminskoj)

Aleksiej	8	7	6	5	4	3	2	1		
Gersdorf			6	5	4	3	2	1		
Gersdorf B			6	5	4	3	2	1		
Art.						4	3	2	1	
Szepielitiew							4	3	2	1

FRANCUZI:



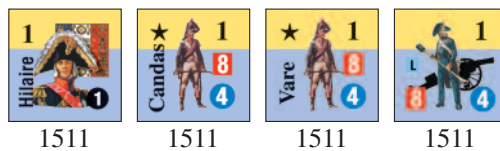
IV Corps

2 ID (Leval)

Ferey								4	3	2	1
Vivies			8	7	6	5	4	3	2	1	
Schiner			8	7	6	5	4	3	2	1	
Art.									2	1	
Art. rez. IV										2	1
Roget (2)									3	2	1

REINFORCEMENTS :

tura 9



1 ID (Hilaire)

Vavre	8	7	6	5	4	3	2	1	
Candos	8	7	6	5	4	3	2	1	
Art.								2	1

FOOTNOTES:

- Scenario length: turns 8-13
- Turns 10-13 are night turns
- Initiative: French.

VICTORY CONDITIONS:

- 1 Victory point for each of the following hexes: 405, 504, 605

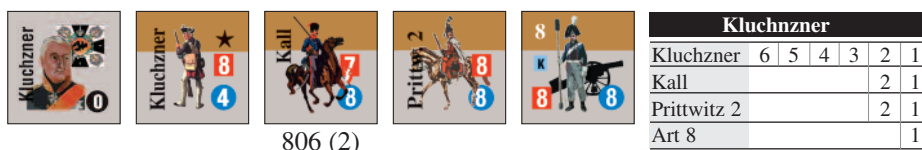
WALTERSDORF, 5 II 1807

After the battle of Allenstein, the Russians continued their retreat (pursued by the French), but forgot to inform their Prussian allies that they had just left their positions. In such turn of events, the retreating Prussians came out

to the rear of the French forces chasing the Russians. Such a meeting took place near Waltersdorf, where the Prussian vanguard took marshal's Ney forces by surprise.

INITIAL SET UP:

PRUSSIANS:



Kluchzner

Kluchzner	6	5	4	3	2	1
Kall					2	1
Prittitz 2					2	1
Art 8						1

FOOTNOTES:

- Scenario length: turns 4-11
- Turns 10-11 are night turns
- Initiative: French.

VICTORY CONDITIONS:

- 905, 1105, 508

FRENCH:



VI Corps (Ney)

1 ID (Marchand)

Rouget			8	7	6	5	4	3	2	1
Villatee			8	7	6	5	4	3	2	1
Art.									2	1

2 ID (Gardanne)

Marco			8	7	6	5	4	3	2	1
Labbasec			8	7	6	5	4	3	2	1
Art.									2	1

REINFORCEMENTS:

Turn 7
1101



Lassalle	3	2	1
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GOŁYMIN, 26 XII 1806

After a quick campaign in Prussia (autumn 1806), Napoleon entered Poland. His army crossed the Vistula and continued its march on east. Again, Russians crossed

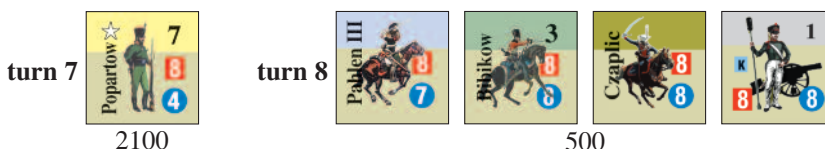
his way, but they were not the same Russians he had met the year before at Austerlitz. The French emperor was to find out about it at Golymin.

INITIAL SET UP:

RUSSIANS :



REINFORCEMENTS:



FRENCH:



FOOTNOTES:

- Scenario length: turns 6-11
- Turns 10-14 are night turns
- Initiative: French

VICTORY CONDITIONS:

2203, 2407,
1701, 1706,
1806, 1707

REINFORCEMENTS:



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Bessieres **WD**

Dorsenne	10	9	8	7	6	5	4	3	2	1
Soules			8	7	6	5	4	3	2	1
Walther 1					6	5	4	3	2	1
Walther 2					6	5	4	3	2	1

1 Art.	2	1
2 Art.	2	1
3 Art.	2	1

III Corps (Davout) **WD****1 ID (Morand)**

Brouard	11	10	9	8	7	6	5	4	3	2	1
Bonnet				8	7	6	5	4	3	2	1
Art.										2	1

2 ID (Friant)

Lochet			8	7	6	5	4	3	2	1	
Grandeau			8	7	6	5	4	3	2	1	
1 Art.										2	1

3 ID (Gudin)

Petit			8	7	6	5	4	3	2	1	
Gauthier			8	7	6	5	4	3	2	1	
Marulaz							4	3	2	1	
Art.										2	1
Art. III			2	1							

VI Corps (Ney) **WD****1 ID (Marchand)**

Vilatte			8	7	6	5	4	3	2	1	
Rouget			8	7	6	5	4	3	2	1	
Art.										2	1

2 ID (Gardenne)

Marcognet			8	7	6	5	4	3	2	1	
Labassec			8	7	6	5	4	3	2	1	
Art.										2	1

Colbert										3	2	1
1 Art VI			2	1								
2 Art VI			2	1								

IV Corps (Soul) **WD****1 ID (St.-Hilaire)**

Candras			8	7	6	5	4	3	2	1	
Vare			8	7	6	5	4	3	2	1	
Art.									3	2	1

2 ID (Leval)

Ferey							4	3	2	1	
Vivies			8	7	6	5	4	3	2	1	
Schiner			8	7	6	5	4	3	2	1	
Art.									3	2	1

3 ID (Legrand)

Ledru			8	7	6	5	4	3	2	1	
Levasseur			8	7	6	5	4	3	2	1	
Guyot			9	8	7	6	5	4	3	2	1
Art.									3	2	1

Art. IV			2	1							
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VII Corps (Augereau) **WD****1 ID (Desjardis)**

Lapisse			7	6	5	4	3	2	1	
Lefranc			7	6	5	4	3	2	1	
Art.									2	1

2 ID (Heudelet)

Amey			7	6	5	4	3	2	1	
Sarrut					5	4	3	2	1	
Art.									2	1

Dorosnel					6	5	4	3	2	1
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Art. VII			2	1							
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Murat **WD**

Lasalle				3	2	1
Milhaud				3	2	1
Bruyere				3	2	1

1 CD (Klein)

Perreymond	5	4	3	2	1
d'Oulembourg	5	4	3	2	1
Digeon	5	4	3	2	1
Art.					1

2 CD (Grouch)

Roget	5	4	3	2	1
Milet	5	4	3	2	1
Art.					1

3 CD (Beaumont)

L.-Maubourg			3	2	1
Marisy			3	2	1
Boye			3	2	1
Art.					1

2 Cuir. D (d'Hautpoul)

Verdiere	6	5	4	3	2	1
Sulpice	6	5	4	3	2	1
Art.						1

FRENCH**Pruska Hwa****V Corps (Lanes)****1 ID (Suched)**

Claparedre					6	5	4	3	2	1	
Reille	14	13	12	11							
	10	9	8	7	6	5	4	3	2	1	
Vedel	11	10	9	8	7	6	5	4	3	2	1
Art.										2	1

2 ID (Gazan)

Graindorge	15	14	13	12	11						
	10	9	8	7	6	5	4	3	2	1	
Campana	15	14	13	12	11						
	10	9	8	7	6	5	4	3	2	1	
Art.										2	1

Treillard			8	7	6	5	4	3	2	1	
Art. V									3	2	1

III Corps**3 ID (Daultane)**

Petit			8	7	6	5	4	3	2	1	
Gauthier			8	7	6	5	4	3	2	1	
Art.										2	1

5 CD (Beker)

Boussart					6	5	4	3	2	1
Viallannes					6	5	4	3	2	1

VII Corps (Augereau)**1 ID (Desjardis)**

Lapisse			7	6	5	4	3	2	1	
Lefranc			7	6	5	4	3	2	1	
Art.									2	1

2 ID (Heudelet)

Amey			7	6	5	4	3	2	1	
Sarrut					5	4	3	2	1	
Art.									2	1

Dorosnel					6	5	4	3	2	1
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Art. VII			2	1							
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III Corps (Davout)**1 ID (Morand)**

Brouard	11	10	9	8	7	6	5	4	3	2	1
Bonnet				8	7	6	5	4	3	2	1
Art.										2	1

2 ID (Friant)

Lochet			8	7	6	5	4	3	2	1	
Grandeau			8	7	6	5	4	3	2	1	
1 Art.										2	1

Marulaz								4	3	2	1
Art. III										2	1

Murat

Lasalle				3	2	1
Milhaud				3	2	1

1 CD (Klein)

Perreymond	5	4	3	2	1
d'Oulembourg	5	4	3	2	1
Digeon	5	4	3	2	1
Art.					1

1 DC (Nansouty)

Defrance	6	5	4	3	2	1
Lahoussaye	6	5	4	3	2	1
St.Germain	6	5	4	3	2	1

Pultusk**Golymin**

Markow

Markow 1	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
Markow 2	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
Czaplic												4	3	2	1
Kozin											5	4	3	2	1
Jurkowski											4	3	2	1	

Baggewut

Baggewut			12	11	10	9	8	7	6	5	4	3	2	1
Barclay			12	11	10	9	8	7	6	5	4	3	2	1
Lambert										5	4	3	2	1
Doruchow												3	2	1

2 ID (Osterman)

Makowski			12	11	10	9	8	7	6	5	4	3	2	1
Sulin II			12	11	10	9	8	7	6	5	4	3	2	1
Art.												3	2	1

3 ID (Sacken)

Uszakow			12	11	10	9	8	7	6	5	4	3	2	1	
Titow II			12	11	10	9	8	7	6	5	4	3	2	1	
Netting	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
Bibikow													3	2	1
Art.													3	2	1

4 ID (Somow)

Schreider			12	11	10	9	8	7	6	5	4	3	2	1	
Arsieniew			12	11	10	9	8	7	6	5	4	3	2	1	
Popow			12	11	10	9	8	7	6	5	4	3	2	1	
Art.													3	2	1

5 ID (Tuczkwow)

Leontiew	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
Ogarow	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
Kachowski			12	11	10	9	8	7	6	5	4	3	2	1	
Art.													3	2	1

7 ID (Dochturow)

Zapolski	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
Popartow	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
Borosdin														2	1
Art.													3	2	1

8 ID (Essen)

Lewidzki	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
Engelhardt	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
Art.													3	2	1

14 ID (Kamienskoy)

Aleksiejew								8	7	6	5	4	3	2	1
Gersdorf			12	11	10	9	8	7	6	5	4	3	2	1	
Frich			12	11	10	9	8	7	6	5	4	3	2	1	
Art.													3	2	1

Golicyn

Golicyn			3	2	1
Szepieliew	4	3	2	1	
Kroff		3	2	1	
Pahlen III	5	4	3	2	1

Platow

Sysojew		3	2	1
Małachow		3	2	1
Andronow		3	2	1
Jefremow		3	2	1
Papuzin		3	2	1
Howanski		3	2	1
Grekow		3	2	1

L'Estocq (Prusy)

1 ID	5	4	3	2	1
2 ID	5	4	3	2	1
3 ID	5	4	3	2	1
Auer				2	1
Wagenfeld				2	1
Prittwitz 1				2	1
Prittwitz 2				2	1
Kall				2	1
Art. 8				2	1
Art 10					1
Art 13					1

Arillery

1 k			3	2	1	
2 k			3	2	1	
3 k			4	3	2	1

Left wing

1 L			3	2	1	
2 L			4	3	2	1

Center

1 C			3	2	1	
2 C			4	3	2	1
3 L				3	2	1
4 L					2	1

Right wing

3 C				3	2	1	
4 C				4	3	2	1
5 L					2	1	
6 L (pruska)						1	

RUSSIANS

Pruska Hawa

Bennigsen

2 ID (Osterman)

Makowski			12	11	10	9	8	7	6	5	4	3	2	1	
Sulin II			12	11	10	9	8	7	6	5	4	3	2	1	
Art.													3	2	1

3 ID (Sacken)

Uszakow			12	11	10	9	8	7	6	5	4	3	2	1	
Titow II			12	11	10	9	8	7	6	5	4	3	2	1	
Art.													3	2	1

4 ID (Somow)

Arsieniew			12	11	10	9	8	7	6	5	4	3	2	1
Popow			12	11	10	9	8	7	6	5	4	3	2	1

6 ID (Sedmoradzki)

Rachmanow			12	11	10	9	8	7	6	5	4	3	2	1	
Bykow			12	11	10	9	8	7	6	5	4	3	2	1	
Lwow II					10	9	8	7	6	5	4	3	2	1	
Art.												4	3	2	1

Baggewut

Baggewut			12	11	10	9	8	7	6	5	4	3	2	1
Barclay			12	11	10	9	8	7	6	5	4	3	2	1
Żegulin									6	5	4	3	2	1
Lambert									4	5	4	3	2	1
Kozin									4	5	4	3	2	1
Papuzin											3	2	1	
Sysojew											3	2	1	
Frich			12	11	10	9	8	7	6	5	4	3	2	1

Golicyn

Szczerbatow			12	11	10	9	8	7	6	5	4	3	2	1
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3 ID (Sacken)

Netting	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
Bibikow													3	2	1

4 ID (Somow)

Schreider			12	11	10	9	8	7	6	5	4	3	2	1	
Art.													3	2	1

7 ID (Dochturow)

Zapolski	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
Popartow			12	11	10	9	8	7	6	5	4	3	2	1	

Szepieliew	4	3	2	1
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Kroff		3	2	1
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Pahlen III	5	4	3	2	1
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Czaplic	4	3	2	1
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1k Art.		3	2	1
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Jefremow		3	2	1
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Grekow		3	2	1
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Małachow		3	2	1
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Pułtusk

Gólymin