

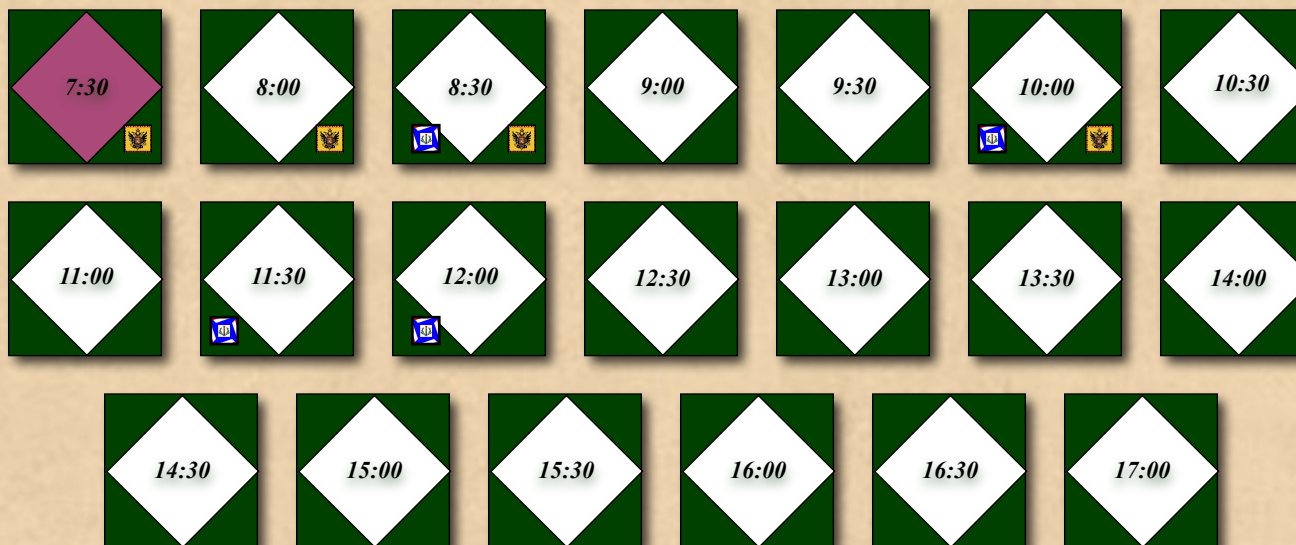


Tactiques Napoléon 1797 - Rivoli



Général en Chef Bonaparte vs. Freiherr Alvinczy von Berberek
14 January 1797

◆ Dawn Turn



Scenario

First Turn: 7:30

Last Turn: 17:00

Turns: 20

- The French player deploys first. The Austrian player activates first every Turn.
- TN 9.2 exception: Army Leaders may only issue up to their Command Rating/2, rounding up, during the Order Issue Segment.

Terrain

- **Strongpoints:** Forte San Marco, La Dogana and Chiusa Veneta are Strongpoint and Fortification hexes with a - 2 Cover modifier.
- **Hedges:** No Fire is permitted across Hedge hexsides, even against adjacent targets.
- **Adige River:** Until such time as the Floating Brigade is built, Commands with Reserve Orders may ignore the 8 hexes range restriction across the Adige River.
- **Broken Ground:** Any infantry or cavalry which enters a Broken Ground hex while marked with an MELEE counter rolls a d10:
 - On an Even result there is no effect.
 - On an Odd result the unit immediately *Disrupts*.

Victory Conditions

- **French Decisive Victory:** Accumulate + 9 VPs at end of any Turn.
- **French Tactical Victory:** Accumulate + 2 VPs at game end.
- **Draw:** Any other result.
- **Austrian Tactical Victory:** Accumulate + 1 VPs more at game end.
- **Austrian Decisive Victory:** Accumulate + 6 VPs at end of any Turn.

VP	Condition
+ 3	Control of Osteria Vecchia (Austrian only)
+ 1	Control of Osteria Dogana
+ 1	Control of Osteria Delle Luanne
+ 1	Control of Pozzolo
+ 1	Control of Forte San Marco
+ 1	Per 4 enemy artillery increments eliminated
+ X	Per RR of Shattered enemy Brigade Command

January 30, 2025

Original Game Design by Jose L. Arcón

Tactiques Napoléon module by Jean Tessier

Terrain Chart

Terrain	Infantry	Cavalry	Artillery	Leaders	Stacking	LoS	Cover	Broken	Rally	Notes
Open Ground	1	1	1	1	24 incr.	Clear	0	Clear	Yes	~
Cultivated Field	1	2	3	1	18 incr.	Clear	- 1	Clear	Yes	~
Broken Ground	2	Impassable	Impassable	2	12 incr.	Blocking	0	Broken	Yes	MELEE unit rolls d10. See Terrain.
Grove (2 or less trees)	1	3	3	1	12 incr.	-1 Hinder	- 1	Clear	Yes	General Terrain
Woods (3 or more trees)	2	4	4	1	12 incr.	Blocking	- 2	Broken	No	General Terrain
Village	1	2	1	1	12 incr.	Blocking	- 2	Broken	No	General Terrain
Hedge	Impass*	Impassable	Impassable	All	~	Blocking	0	Broken	~	*Det. Coys may cross. MP = All
Slope	+ 1	+ 2	+ 3	+ 0	~	Sloping	0	Clear	~	~
Steep Slope	All	Impassable	Impassable	All	~	Sloping	0	Broken	~	- 2 Fire across adjacent hexes
Road	1/2	1/2	1/2	1/2	March	See OT	See OT	See OT	~	~
Trail	1/2	1/2	1/2	1/2	March	See OT	See OT	See OT	~	~
Floating Bridge	+ 1	+ 2	+ 3	+ 0	March	Clear	0	Broken		~
Stream	+ 2	All	Impassable	+ 1	~	Clear	0	Broken		Cavalry charging <i>Disrupt</i>
Adige River	Impassable	Impassable	Impassable	Impassable	~	Clear	0	~		~



The road hex leading to Mantova is the French Depot hex.



The road hexes leading to Tinto, Dolce, and La Corona are Austrian Depot hexes.

Event Table

Roll	Event	Results
1 ~ 3	Rally to the Colors	Each player may return any two <i>Routed</i> unit to the map or erase up to two Low Ammo circle from any artillery unit that is In Command.
4 ~ 5	French Tenacity	Roll 1d10 after every Melee Resolution. If the result is odd, there is No Effect. If the result is even, the Austrian unit stack suffers 1 increment loss regardless of Melee result.
6	Pour La Patrie	French player picks any unit with a + 4 Morale value to immediately become a + 5 Morale value unit for the remainder of the game.
7	Enfant Chéri de la Victoire	<u>Odd</u> : GdeD Massena gains the Special Grand Assault ability for the remainder of the game. <u>Even</u> : GdeD Massena gains increases his Morale Bonus to 2 for the remainder of the game.
8	Austrian Panic (After 13:00 only)	French player chooses ONE Austrian Brigade Command. It's Accepted Orders immediately get changed to Maneuver and all units of that Command must immediately roll a Morale Check.
9	French Aggression	Austrian player chooses ONE French Brigade Command. All units of that Command must Melee during its upcoming Turn. No TC required. Austrian player moves French Melee marked units.
10	Austrian Surprise (Prior to 11:00 Turn)	Austrian player chooses ONE Austrian Brigade Command. Double the MA of all Leaders and units in that Command for the upcoming Turn.

National Modifiers



- French infantry may Fire with up to 2 increments only.



- French infantry must pass a Task Check to change into Line formation.



- Austrian infantry may not Refuse Flanks during the Reaction step.



- Austrian cavalry apply a + 1 Fall Back and Recall TC modifier.

Armée d'Italie



Général en Chef Bonaparte : 4/B/2

Command Range: 11 MPs

Général de Division Berthier : 2/+1/1

Chef d'Etat-Majeur: + 2 MPs

Chef de Brigade Junot : 2/*/1

AdC - Armée d'Italie

Escadron de Guides +6 (x .5) x 2 (□□♦)

Division Joubert

Général de Division Joubert : 3/A/1

Command Range: 7 MPs

Artillerie à Pied/J +5 x 3/8 x 3 (□□) ○○○

Artillerie à Cheval/J +5 x 2/8 x 2 (□) ○○

Brigade Charvadès ○○○○○○○○ RR: 1

Chef de Brigade Charvadès : 2/~ /0 □□♦□

1er Bn./22e demi-brigade légère +5 (x 1) x 2 □□♦□□

2e Bn./22e demi-brigade légère +4 (x 1) x 2 □□♦□□

3e Bn./22e demi-brigade légère +4 (x 1) x 2 □□♦□

Brigade Meyer ○○○○○○○○ RR: 2

Général de Brigade Meyer : 3/~ /0 □□□♦□□

1er Bn./33e demi-brigade de ligne +5 (x 1) x 2 □□□□♦□□□

2e Bn./33e demi-brigade de ligne +4 (x 1) x 2 □□□♦□□□

3e Bn./33e demi-brigade de ligne +4 (x 1) x 2 □□□□♦□□□

1er Bn./39e demi-brigade de ligne +5 (x 1) x 2 □□□♦□□

2e Bn./39e demi-brigade de ligne +4 (x 1) x 2 □□□♦□□

Brigade Sandos ○○○○○○○○ RR: 1

Général de Brigade Sandos : 2/~ /0 □□♦□□

Bataillon de Grenadiers +6 x 1 x 2 □♦□

1er Bn./14e demi-brigade de ligne +5 (x 1) x 2 □□□♦□□

2e Bn./14e demi-brigade de ligne +4 (x 1) x 2 □□♦□□

3e Bn./14e demi-brigade de ligne +4 (x 1) x 2 □□□♦□□

Brigade Vial ○○○○○○○○ RR: 1

Général de Brigade Vial : 3/~ /0 □□♦□□

1er Bn./4e demi-brigade légère +5 (x 1) x 2 □□♦□□

2e Bn./4e demi-brigade légère +4 (x 1) x 2 □□♦□□

1er Bn./17e demi-brigade légère +5 (x 1) x 2 □□♦□□

2e Bn./17e demi-brigade légère +4 (x 1) x 2 □□♦□□

Inf Art

La Dogana +6 x 1 x 2/9 x 4 (inf □ - art □)

Chiusa Veneta +6 x 1 x 2/9 x 4 (inf □ - art □)

Division Massena

Général de Division Massena : 4/~ /1

Command Range: 7 MPs

Artillerie à Pied/M +5 x 3/8 x 3 (□) ○○○

Artillerie à Cheval/M1 +5 x 2/8 x 2 (□) ○○

Artillerie à Cheval/M2 +5 x 2/8 x 2 (□□) ○○

Brigade Brune ○○○○○○○○ RR: 2

Général de Brigade Brune : 3/A/1 □□♦□□

Bataillon de Grenadiers +6 x 1 x 2 □□□♦□□□

1er Bn./75e demi-brigade de ligne +5 (x 1) x 2 □□□♦□□□

2e Bn./75e demi-brigade de ligne +4 (x 1) x 2 □□□□♦□□□

3e Bn./75e demi-brigade de ligne +4 (x 1) x 2 □□□♦□□□

Brigade Leblay ○○○○○○○○ RR: 2

Général de Brigade Leblay : 3/~ /0 □□□♦□□□

1er Bn./29e demi-brigade légère +5 (x 1) x 2 □□♦□□

2e Bn./29e demi-brigade légère +4 (x 1) x 2 □□♦□□

3e Bn./29e demi-brigade légère +4 (x 1) x 2 □□♦□□

1er Bn./85e demi-brigade de ligne +5 (x 1) x 2 □□♦□□

2e Bn./85e demi-brigade de ligne +4 (x 1) x 2 □□□♦□□

3e Bn./85e demi-brigade de ligne +4 (x 1) x 2 □□□♦□□

Brigade Monnier ○○○○○○○○ RR: 1

Général de Brigade Monnier : 3/~ /0 □♦□

1er Bn./18e demi-brigade de ligne +5 (x 1) x 2 □□□♦□□□

2e Bn./18e demi-brigade de ligne +4 (x 1) x 2 □□□♦□□□

Artillerie à Pied/Mo +5 x 3/8 x 3 (□) ○○○

Brigade Rampon ○○○○○○○○ RR: 1

Général de Brigade Rampon : 3/~ /0 □□♦□□

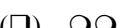
1er Bn./32e demi-brigade de ligne +5 (x 1) x 2 □□□□♦□□□

2e Bn./32e demi-brigade de ligne +4 (x 1) x 2 □□□♦□□□

3e Bn./32e demi-brigade de ligne +4 (x 1) x 2 □□□♦□□□

x 2/9

Brigade Lasalle  ○○○○○○○○ RR: 1
Chef de Brigade Lasalle : 4/C/1 CR:4 
 4e Rég. de Hussards +6 (x .5) x 2 
 22e Rég. de Chasseurs +5 (x .5) x 2 
 5e Rég. de Cavalerie +5 ~ x 3 
 Artillerie à Cheval/1 +6 x 2/8 x 2 

Brigade Boyer  ○○○○○○○○ RR: 1
Chef de Brigade Boyer : 2/~ /0 
 8e Rég. de Dragons -a +5 ~ x 3 
 8e Rég. de Dragons -b +5 ~ x 3 
 Artillerie à Cheval/2 +6 x 2/8 x 2 

Brigade Leclerc  ○○○○○○○○ RR: 1
Chef de Brigade Leclerc : 3/~ /0 
 1er Rég. de Cavalerie -a +6 ~ x 3 
 1er Rég. de Cavalerie -b +6 ~ x 3 

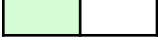
French Special Rules

- French replacement Leaders have 2/~ /0 Leader Values.
- Chef de Brigade Lasalle is a Brigade Echelon Leader with a Command Range of 4 MPs and may issue Orders to Boyer and Leclerc as an Echelon Leader.
- GdB Brune is a Brigade Leader with a Command Range of 4 MPs and may issue Orders to himself via Leader Initiative.
- The Escadron de Guides must remain stacked with the French Army Leader.
- Cavalry Brigades may be activated and issued by any Echelon Leader.
- The Reserve Ratings of Reinforcement Group A (Massena's Division) may be used for Commitment Checks prior to entering the map as if the Commands had Reserve Orders and was on the map.
- Fortifications:** The Dogana and Chiusa Veneta units are Fortifications and Strongpoint hexes for the French player only.
 - Fortifications have 1 intrinsic infantry unit and 1 unlimbered artillery unit. They may never move.
 - The intrinsic infantry always takes the first casualty loss from Musketry, Artillery Fire or Melee.
 - Friendly units which stack on top of a Fortification do not benefit from any Fortification modifiers but are considered to have Supported Flanks.
 - Friendly units which stack underneath a Fortification (1 unit only) are taking refuge and do benefit from Fortification modifiers. They may not fire but may defend in Melee.

Division Rey

Général de Division Rey : 3/A/1 Command Range: 7 MPs

Artillerie à Pied/R +5 x 3/8 x 3  ○○○○

Brigade d'Hilliers  ○○○○○○○○ RR: 2

Général de Brigade d'Hilliers : 3/~ /0 

Bataillon de Grenadiers +6 x 1 x 2 
 1er Bn./58e demi-brigade de ligne +5 (x 1) x 2 
 2e Bn./58e demi-brigade de ligne +4 (x 1) x 2 
 3e Bn./58e demi-brigade de ligne +4 (x 1) x 2 

French Deployment

- Anywhere on the western map and/or within 8 hexes of Brenzone, Case Rovina and/or Incanal:
 - Leaders and units of the Army Echelon Command
 - Division Joubert
 - Brigade Leblay
 - Artillerie à Cheval/M1
 - Brigade Leclerc
 - 4e Rég. de Hussards
- Set up the Dogana fortification in hex 14/57 and the Chiusa Veneta in hex 1/36.
- GdD Massena set-up in hex 8/8.

French Reinforcements

Group A (+ 5) enters on the road hex leading to Mantova (south-west edge).

- 8:30** - Brigade Rampon
 - Artillerie à Cheval/M2
- + 2 Turns** - Brigade Brune
 - Artillerie à Pied/M

Group B (+ 5) enters on the road hex leading to Mantova (south-west edge).

- 10:00** - Brigade Lasalle (*less 4e Hussards*)

Group C (+ 4) enters on the road hex leading to Mantova (south-west edge).

- 11:30** - Division Rey
 - Brigade Boyer

Group D (+ 0) enters on the road hex leading to Garda (north-west edge).

- 12:00** - Brigade Monnier

	RR	Infantry	Cavalry	Artillery	Total
Division Joubert	5	7.300	0	11	7.520
Division Massena	6	8.200	0	14	8.480
Division Rey	2	2.700	0	8	2.860
Cavalerie	3	0	1.350	6	1.470
Misc. Echelon	0	200	100	6	420
	16	18.400	1.450	45	20.750

Osterreichische Hauptarmee



Feldzugmeister Alvinczy : 2/~ /2

Command Range: 10 MPs

Major Weyrother : 1/~ /1

Chef des Stabes: + 2 MPs

Oberstleutnant Hajec : 2/* /1

AdC - Alvinczy

6. Kolonne

Generalmajor Vukassovich 13/~ /

Command Range: 6 MPs

Pontonier Korps + 4

~

x 2 (□□♦)

Liniengeschütz - M + 4

x 2/8

x 2 (□) ○○

Liniengeschütz - Se + 4

x 2/8

x 2 (□) ○○

Liniengeschütz - L + 4

x 2/8

x 2 (□) ○○

Liniengeschütz - W + 4

x 2/8

x 2 (□) ○○

Liniengeschütz - P + 4

x 2/8

x 2 (□) ○○

Liniengeschütz - S + 4

x 2/8

x 2 (□) ○○

Avantgarde

○○○○○○○○○ RR: 1

Oberstlt. Letzeny : 2/~ /0

□□♦□

Grenzerbataillon Karlstädt/III + 4

(x 1)

x 2 □□♦□□△

Kombiniertesbtn. Kroatisch/I + 4

(x 1)

x 2 □□♦□□△

Kombiniertesbtn. Kroatisch/II + 4

(x 1)

x 2 □□♦□□△

Großbrigade

○○○○○○○○○ RR: 1

Oberst Beust : 2/~ /0

□♦□

Nádasdy I.R. #39 + 5

x 1

x 2 □□□□♦□□□△

Erzherzog Viktor I.R. #52 + 5

x 1

x 2 □□□□♦□□□△

Erzherzog Josef Husaren-Regt. #17 - 3 + 5

(x .5)

x 2 (□♦□)

Austrian Deployment

- Within 6 hexes of Molini: 2. Kolonne
 - Surprise Attack:** Roll 1d0. If the result is Odd, deploy the 2. Kolonne as above. If the result is Even, it may deploy within 8 hexes of Aque but no closer than 3 hexes to a French unit.
- Within 6 hexes of Gambaron: 3. Kolonne
- Within 6 hexes of San Martino: GrosBrigade/4. Kolonne and Generalmajor Ocksay.
- FZM Alvinczy, Major Weyrother, ObLt. Hajec and FML Seckendorf deploy with any of the above.
- Up to one of the above Brigade Commands, but at least one unit must deploy as to enter on the Monte Magnone trail (hex 18/83). Any such unit(s) are considered independent AdC Commands when on or within 1 hex the trail.

Austrian Reinforcements

Group A (+ 8) enters on the road hex leading to Dolce.

- 7:30** - Avantgarde (4. Kolonne)
 - Feldmarshalleutnant Quosdanovich

Group B (+ 6) enters on the road hex leading to Trento.

- 8:00** - Großbrigade (6. Kolonne)
 - Generalmajor Vukassovich
 - Pontonier Korps (6. Kolonne)
 - 6 x Liniengeschütz from 1, 2 and 3. Kolonne

Group C (+ 6) enters on any road hex leading to Dolce.

- 8:30** - 5. Kolonne

Group D (+ 5) enters on the road hex leading to Verona.

- 10:00** - AvantGarde (6. Kolonne)

* This brigade may attempt to surprise the Chiusa Veneta garrison upon its entry onto the map. Roll 1d10. If the result is Odd the garrison surrenders. (Cross off any remaining garrison increments). If the result is Even, Letzeny's brigade suffers 1 increment casualty (the Austrian player may choose from which unit) and enters from hex 1/38.

Group E (+ 5) enters on the road hex leading to Dolce.

- 10:00** - Reserve Kavallerie Brigade
 - Reserve Infanterie Brigade
 - Positionbatterien
 - Reserveartillerie
 - Kavalleriebatterien

Group F (See below) enters on any 1 of 4 possible hexes, secretly chosen by Austrian player before play begins. Roll for Group at time and with modifier indicated. Austrian player may roll every Turn even if its not the designated time so as to deceive opponent.

- See Below** - 1. Kolonne

	Time	Modifier	Entry Hex
□	9:00	+ 5	Trail hex 43/91
□	10:00	+ 4	Road hex 43/66
□	11:00	+ 3	Road hex 43/48
□	12:00	+ 2	Trail hex 24/24
□	13:00	+ 1	Road hex 12/12

1, 2 und 3 Kolonne

Feldmarshalleutnant Seckendorf : 2/~1

Command Range: 6 MPs

1. Kolonne

Generalmajor Lusignan : 2/~1 Command Range: 6 MPs

Avantgarde   ○○○○○○○○ RR: 1½

Oberst Mahadacz : 2/~0   

Gyulai Freikorps/1 +4 (x 1) x 2   

Gyulai Freikorps/2 +4 (x 1) x 2   

Gyulai Freikorps/3 +4 (x 1) x 2   

Gyulai Freikorps/4 +4 (x 1) x 2   

Lattermann I.R. #45/I +5 x 1 x 2    

Großbrigade   ○○○○○○○○ RR: 1½

Oberstleutnant Seulen : 2/~0   

Klebek I.R. #14/I +5 x 1 x 2   

Klebek I.R. #14/II +5 x 1 x 2   

Mittrowsky I.R. #40/II - a +5 x 1 x 2   

Mittrowsky I.R. #40/II - b +5 x 1 x 2   

3. Kolonne

Generalmajor Köblös : 1/~1 Command Range: 6 MPs

Pionier Korps +5 ~ *x 2* ( )

Gebirgsgeschütz +5 x 2/6 x 2 (  ○○

Avantgarde   ○○○○○○○○ RR: 1½

Major Peretich : 2/~0   

Jägerfreikorps Mahony +6 [x 1] x 2                  

Großbrigade   ○○○○○○○○ RR: 1½

Oberstlt. Seeau : 2/~0   

Brechainville I.R. #25 +5 x 1 x 2   

Preiss I.R. #24/I +5 x 1 x 2   

Preiss I.R. #24/II +5 x 1 x 2   

Erbach I.R. #42/I +5 x 1 x 2   

2. Kolonne

Generalmajor Liptay : 2/~1 Command Range: 6 MPs

Avantgarde   ○○○○○○○○ RR: 1½

Oberst Luleckner : 1/~0   

Gyulai Freikorps/1 +4 (x 1) x 2   

Gyulai Freikorps/2 +4 (x 1) x 2   

Gyulai Freikorps/3 +4 (x 1) x 2   

de Vins I.R. #37/III - a +5 x 1 x 2    

de Vins I.R. #37/III - b +5 x 1 x 2    

Großbrigade   ○○○○○○○○ RR: 1½

Oberst Wolf : 2/~0   

Huff I.R. #8/III - a +5 x 1 x 2    

Huff I.R. #8/III - b +5 x 1 x 2 

4, 5 Kolonne und Reserve

Feldmarshalleutnant Quosdanovich : 2/~ /1 Command Range: 6 MPs

Positionbatterien	+ 5	x 4/11	x 4	(□□) ○○
Reserveartillerie	+ 5	x 3/8	x 3	(□□) ○○
Kavalleriebatterien	+ 5	x 2/8	x 2	(□□) ○○

• For Command Range purposes FML Quosdanovitch also commands the 4. Kolonne if Ocskay if OoC.

4. Kolonne

Generalmajor Ocskay : 2/~ /1 Command Range: 6 MPs

Avantgarde ○○○○○○○○ RR: 1½

Rittmeister Schaffer : 2/~ /0 □□◆□□

Erdödy Husaren-Regiment #11 -a + 5 (x .5) x 2 □□◆□□

Erdödy Husaren-Regiment #11 -b + 5 (x .5) x 2 □□◆□□

Mészáros Ulanen-Regt. #1 + 4 ~ x 2+1 □□◆□□

Stabsdragoner + 5 ~ x 3 □□◆□□

dismounted + 4 x .5 x 2 “

Großbrigade ○○○○○○○○ RR: 1½

Oberst Weidenfeld : 2/~ /0 □□◆□□

Khevenhüler-Metsch Gren. Bataillon + 6 x 1 x 2 □□□◆□□□△

Deutschmeister I.R. #4/III + 6 x 1 x 2 □□□□◆□□□△

Lattermann I.R. #45/II + 5 x 1 x 2 □□□□◆□□□△

Lattermann I.R. #45/III + 5 x 1 x 2 □□□◆□□□△

Reserve Infanterie Brigade ○○○○○○○○ RR: 1

Oberst Zuleger : 2/~ /0 □◆□

Deutschmeister I.R. #4/I + 6 x 1 x 2 □□□□◆□□□△

Deutschmeister I.R. #4/II + 6 x 1 x 2 □□□□◆□□□△

Reserve Kavallerie Brigade ○○○○○○○○ RR: 1

Oberstlt. Barbaczy : 2/~ /0 □◆□

Erzherzog Josef Husaren-Regt. #17 + 5 (x .5) x 2 □□◆□□

Erzherzog Josef Husaren-Regt. #17 + 5 (x .5) x 2 □□◆□□

Würmser Husaren-Regiment #30 + 5 (x .5) x 2 □□◆□□

Würmser Husaren-Regiment #30 + 5 (x .5) x 2 □□◆□□

5. Kolonne

Generalmajor Reuss-Plauen : 2/~ /1 Command Range: 6 MPs

Pionier Korps + 5 ~ *x 2* (□□◆)

Avantgarde ○○○○○○○○ RR: 1½

Oberst Saint-Julien : 2/~ /0 □□◆□□

Scharfschützen Siebenburger + 5 [x 1] x 2 (□□◆) DC

Grenzbataillon Karlstädt/5 + 5 (x 1) x 2 □□□◆□□□△

Grenzbataillon Karlstädt/7 + 5 (x 1) x 2 □□□□◆□□□△

Schröder I.R. #26/III + 5 x 1 x 2 □□□◆□□□△

Großbrigade ○○○○○○○○ RR: 1½

Major Schiaffinati : 2/~ /0 □□□◆□□

Grenzbataillon Siebenburgen/II + 5 (x 1) x 2 □□□◆□□□△

Grenzbataillon Siebenburgen/III - a + 5 (x 1) x 2 □□□◆□□□△

Grenzbataillon Siebenburgen/III - b + 5 (x 1) x 2 □□□◆□□□△

Kinsky I.R. #36/III + 5 x 1 x 2 □□◆□□△

Callenberg I.R. #54/I + 5 x 1 x 2 □□□◆□□□△

	RR	Infantry	Cavalry	Artillery	Total
1. Kolonne	3	4.400	0	0	4.400
2. Kolonne	3	5.000	0	0	5.000
3. Kolonne	3	4.300	0	0	4.300
4. Kolonne	3	2.600	800	8	3.560
5. Kolonne	3	5.500	0	16	5.820
6. Kolonne	2	3.000	100	24	3.580
Reserve	2	1.400	800	28	2.760
	19	26.200	1.700	76	29.420