



Tactiques Napoléon 1814 - Montmirail



Empéror Napoléon vs. Lt.-General Osten-Sacken and Generalleutnant v. Yorck
11 February 1814



◆ Dusk Turn ◆ Night Turn

Scenario

First Turn: 8:00

Last Turn: 18:00

Turns: 21

- The Allied player deploys first. The French player activates first every Turn.
- TN 9.2 exception: Army Leaders may only issue 1 Order per Turn.
- Allied Cooperation: Russian and Prussian units may never stack and may not use each other's Reserve Ratings.

Terrain

- Strongpoints: The following are Strongpoint hexes:
 - La Haute-Épine – le Château (the walled structure south of the Route de Paris)
 - Le Bois Jean (farm)
 - Courmont (farm)
 - La Presle (farm)
 - La Grange en Chart (farm)
 - Les Greneaux (farm)
 - Marchais (church)
 - Plenois (farm)
 - La Motte (farm)

Victory Conditions

- **French Decisive Victory**: Accumulate + 12 VPs at end of any Turn.
- **French Tactical Victory**: Accumulate + 5 VPs at game end.
- **Draw**: Any other result.
- **Allied Tactical Victory**: Accumulate + 2 VPs more at game end.
- **Allied Decisive Victory**: Accumulate + 9 VPs at end of any Turn.

VP	Condition
+ 2	Control of Haute-Épine, Marchais and Plénois (each)
+ 1	Control of les Chouteaux, les Greneaux and La Chaise, (each)
+ 1	Per RR 1 Shattered enemy Brigade Command
+ 2	Per RR 2 Shattered enemy Brigade Command
+ 4	Per RR 3 Shattered enemy Brigade Command
+ 3	2. Brigade option. (French player only)

January 30, 2025

Original published Game Design by Louis Bélanger
Tactiques Napoléon module by Jean Tessier

Terrain Chart

Terrain	Infantry	Cavalry	Artillery	Leaders	Stacking	LoS	Cover	Broken	Rally	Notes
Open Ground	1	1	2	1	24 incr.	Clear	0	Clear	Yes	~
Orchard	2	2	3	1	18 incr.	Blocking	- 1	Broken	Yes	General Terrain
Farmette	2	2	3	1	18 incr.	- 1 Hinder	- 1	Clear	Yes	Unit has Supported Flanks
Woods	2	4	Impassable	1	12 incr.	Blocking	- 2	Broken	No	General Terrain
Village	2	2	2	1	12 incr.	Blocking	- 2	Broken	No	General Terrain
Structures	2	Impassable	Impassable	1	6 incr.	Blocking	- 2	Broken	Yes	General Terrain
Slope	+ 0	+ 1	+ 2	+ 0	~	Sloping	0	Clear	~	~
Severe Slope	+ 2	+ 3	+ 4	+ 0	~	Sloping	0	Clear	~	~
Road	1/2	1/2	1/2	1/2	March	See OT	See OT	See OT	See OT	~
Trail	1	1	1	1/2	March	See OT	See OT	See OT	See OT	~
Stream	+ 1	+ 2	Impassable	+ 1	~	Clear	0	Broken	~	~



The entry hex on the eastern map edge marked vers Montmirail is the French Depot hex.



The entry hex on the northern map edge marked vers Château-Thierry is the Allied Depot hex.

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 circles from any artillery unit that is In Command.
4 ~ 5	Tenacity	Roll 1d10 after every Melee Resolution. If the result is odd, the attacker suffers 1 increment loss. If the result is even, the defender suffers 1 increment loss.
6	Pour La Patrie	French player picks any unit to immediately become *Elite* for the remainder of the game. Note on the French Roster.
7	Command Paralysis	Roll 1d10 (odd = Allied/even = French) to determine winner. Winning player chooses any one enemy Command to lose its Pending Order.
8	Bitter Cold	Roll 1d10 (odd = Allied/even = French) to determine winner. Winning player chooses any one enemy Brigade Command to immediately gain 1 Fatigue.
9	Landau Blockade	The Russian Yaroslav Infantry Regt. may enter the map as a Reinforcement this Turn.
10	Yorke Hesitates	Delay any unit or Leader of Allied Reinforcement Group B by 1 Turn if still not on the map.

National Modifiers



- Russian infantry battalions (not Jaegers) apply a + 1 Melee modifier when defending



- Russian Position batteries apply a - 2 modifier to Limber TCs



- Prussian cavalry regiments apply a + 1 modifier to Recall TCs



- Polish cavalry apply a +1 modifier to Counter Charge TCs

La Grande d'Armée



Empereur Napoléon : 4/B/4

Command Range: 16 MPs

Maréchal Berthier : 2/+1/2				Chef d'Etat-Major: + 2 MPs
Maréchal Ney : 3/*/3	CR:2			AdC - Grand Écuyer Impérial
Maréchal Lefebvre : 2/*/2	CR:2			AdC - La Garde Impérial
Général de Division Bertrand : 2/*/1				AdC - Maréchal du Palais
Général de Division Belliard : 3/*/1				AdC Impérial
Général de Division Flahaut : 2/*/1				AdC Impérial
Général de Division Drouot : 3/B/2				Commandant - Artillerie
Esc./Chass à Cheval de la Garde	*+ 7*	(x.5)	x 2	(□□♦)
Esc./Dragons de l'Empératrice	*+ 6*	~	x 3	(□□♦)
Esc./Grenadiers à Cheval de la Garde	*+ 7*	~	x 4	(□□♦)
Esc./Lanciers Polonais de la Garde	*+ 7*	~	x 2+1	(□□♦)
Artillerie à Pied [3]	+ 6	x 4/12	x 4	(□□) ○○○
Artillerie à Pied [4]	+ 6	x 3/9	x 3	(□□) ○○○
2e Cie./1ere Artillerie à Cheval	+ 6	x 2/9	x 2	(□□) ○○○
8e Cie./5e Artillerie à Cheval	+ 6	x 2/9	x 2	(□□) ○○○

La Garde Impériale

Maréchal Mortier : 3/~3

Command Range: 8 MPs

Génie de la Garde	*+ 6*	x .5	*x 3*	(□□♦)
1er Cie./Art. à Pied de la Garde	*+ 6*	x4/12	x 4	(□□) ○○○
4e Cie./Art. à Cheval de la Garde	*+ 6*	x 2/9	x 2	(□□) ○○○

	RR	Infantry	Cavalry	Artillery	Total
1er Div. de la Vieille Garde	4	4.500	0	0	4.500
2e Div. de la Vieille Garde	4	3.600	0	0	3.600
Cavalerie de la Vieille Garde	7	0	4.200	0	4.200
Division de Gardes d'Honneurs	2	0	1.400	0	1.400
8e Division/VI Corps	2	1.900	0	0	1.900
Misc. Echelon Troops	0	200	400	42	1.440
	19	10.200	6.000	42	17.040

1er Division de la Vieille Garde

Général de Division Friant : 4/~2

Command Range: 8 MPs

1er Brigade

			○○○○○○○○○	RR: 2
Général de Division Cambronne : 3/~2			□□□♦□	
1er Bn./1er Rég. Chasseurs à Pied	*+ 7*	(x 1)	x 2.5	□□□♦□□□
2e Bn./1er Rég. Chasseurs à Pied	*+ 7*	(x 1)	x 2.5	□□□♦□□□
1er Bn./2e Rég. Chasseurs à Pied	*+ 6*	(x 1)	x 2.5	□□□♦□□
2e Bn./2e Rég. Chasseurs à Pied	*+ 6*	(x 1)	x 2.5	□□□♦□

2e Brigade

			○○○○○○○○○	RR: 2
Général de Division Petit : 3/~2			□□□♦□	
1er Bn./1er Rég. Grenadiers à Pied	*+ 7*	(x 1)	x 2.5	□□□□♦□□□
2e Bn./1er Rég. Grenadiers à Pied	*+ 7*	(x 1)	x 2.5	□□□□♦□□□
1er Bn./2e Rég. Grenadiers à Pied	*+ 6*	(x 1)	x 2.5	□□□♦□□
2e Bn./2e Rég. Grenadiers à Pied	*+ 6*	(x 1)	x 2.5	□□□♦□□

2e Division de la Garde

Général de Division Michel : 3/~2

Command Range: 8 MPs

1er Brigade

			○○○○○○○○○	RR: 2
Général de Brigade Gros : 3/~1			□□□♦□□	
Velites de Florence	+ 6	(*x1*)	x 2	□□♦□
Velites de Turin	+ 6	(*x1*)	x 2	□♦□
1er Bn./ Rég. de Flanqueurs Chass.	+ 5	(*x1*)	x 2	□□□♦□□
2e Bn./ Rég. de Flanqueurs Chass.	+ 5	(*x1*)	x 2	□□♦□□
Rég. de Flanqueurs Gren.	+ 5	(*x1*)	x 2	□□♦□

2e Brigade

			○○○○○○○○○	RR: 2
Général de Brigade Christiani : 3/~1			□□□♦□	
1er Bn./ Rég. de Fusiliers Gren.	+ 6	(*x1*)	x 2	□□♦□
2e Bn./ Rég. de Fusiliers Gren.	+ 6	(*x1*)	x 2	□□♦□
1er Bn./ Rég. de Fusiliers Chass.	+ 6	(*x1*)	x 2	□□□□♦□□□
2e Bn./ Rég. de Fusiliers Chass.	+ 6	(*x1*)	x 2	□□□♦□□□

Cavalerie de la Garde

Général de Division Nansouty : 3/C/2		Command Range: 8 MPs	
1er Cavalerie de la Vielle Garde		○○○○○○○○○	RR: 2
Général de Division Colbert	: 3/C/2	□□◆□	
Chasseurs à Cheval de la Garde/JG	+ 6 (x .5)	x 2	□□□◆□□
Mamelukes Impériales	*+ 6* (x .5)	x 2	(□□◆)
2e Rég. Lanciers de la Garde	*+ 6* ~	x 2+1	□□□□◆□□□□□
2e Rég. d'Eclaireurs	+ 5 ~	x 2+1	□□□□◆□□□
2e Cavalerie de la Vielle Garde		○○○○○○○○○	RR: 3
Général de Division Guyot	: 3/C/2	□□□◆□□	
Chasseurs à Cheval de la Garde	*+ 7* (x .5)	x 2	□□□□◆□□
Dragons de l'Empératrice	*+ 6* ~	x 3	□□□□◆□□
Grenadiers à Cheval de la Garde	*+ 7* ~	x 4	□□□□◆□□□□
Lanciers Polonais de la Garde	*+ 7* ~	x 2+1	□□□□◆□□□□
3e Rég. d'Eclaireurs	+ 5 ~	x 2+1	□□□◆□□□
2e Cavalerie de la Jeune Garde		○○○○○○○○○	RR: 2
Général de Division Lafférière	: 3/~1	□□□◆□□	
Dragons de l'Empératrice/JG	+ 5 ~	x 3	□□□□◆□□□□
Grenadiers à Cheval de la Garde/JG	+ 5 ~	x 4	□□□□◆□□□□
1er Rég. d'Eclaireurs	+ 5 ~	x 2+1	□□□□◆□□□□

Division de Gardes d'Honneurs

Général de Division Defrance : 3/~1		Command Range: 8 MPs	
1er Brigade Légère		○○○○○○○○○	RR: 1
Général de Brigade Ségur	: 3/~1	□◆□	
3e Garde d'Honneurs	+ 5 (x.5)	x 2	□□□◆□□□
4e Garde d'Honneurs	+ 5 (x.5)	x 2	□□□◆□□□
2e Brigade Légère		○○○○○○○○○	RR: 1
Colonel Piquet	: 2/~1	□◆□	
1er Garde d'Honneurs	+ 5 (x.5)	x 2	□□□□◆□□□
10e Rég. de Hussards	+ 6 (x.5)	x 2	□□□□◆□□□□

8e Division/VI Corps

Général de Division Ricard : 3/~1		Command Range: 8 MPs	
1er Brigade		○○○○○○○○○	RR: 1
<i>Général de Brigade Fournier</i> : 3/~0		□□□□◆□□□	
2e Rég. Légère	+ 5 (*x1*)	x 2	□◆
4e Rég. Légère	+ 5 (*x1*)	x 2	□◆
6e Rég. Légère	+ 5 (*x1*)	x 2	□□◆
9e Rég. Légère	+ 5 (*x1*)	x 2	□◆
16e Rég. Légère	+ 5 (*x1*)	x 2	□□◆
40e Rég. de Ligne	+ 5 (x 1)	x 2	□□◆
50e Rég. de Ligne	+ 5 (x 1)	x 2	□◆
2e Brigade		○○○○○○○○○	RR: 1
<i>Général de Brigade Boudin</i> : 3/~0		□□□◆□□	
136e Rég. de Ligne	+ 5 (x 1)	x 2	□□◆
138e Rég. de Ligne	+ 5 (x 1)	x 2	□□◆
142e Rég. de Ligne	+ 5 (x 1)	x 2	□◆
144e Rég. de Ligne	+ 5 (x 1)	x 2	□□◆
145e Rég. de Ligne	+ 5 (x 1)	x 2	□□◆

French Special Rules

- French replacement Leaders have 2/~0 Leader Values.
- Units of the 8e Division may stack without a Leader.
- Napoléon may not participate in an attacking Assault or Charge.
- Apply a + 2 RR modifier to French Commitment Checks due to the presence of Marmont and MacDonald's Corps located off map.

French Deployment

- Within 5 hexes of La Motte: GdD Nansouty, 1er Cavalerie de la Garde and the 2e Cavalerie de la Jeune Garde.
- Within 2 hexes of Le Tremblay and/or le Bois Bailly: 1er Brigade/8e Division/VI Corps and the Army Echelon Artillery à Cheval.

French Reinforcements

Group A (+ 7) enters on the road to Montmirail, eastern map edge.

- **11:00** - Army Echelon Leaders and units, Echelon units of la Garde Impérial, 1ere Division de la Vielle Garde, 2e Cavalerie de la Vielle Garde, and 2e Brigade/8e Division/VI Corps

Group B (+ 7) enters on the road to Montmirail, eastern map edge.

- **15:00** - Maréchal Mortiers, 2e Division de la Garde, and the Division de Gardes d'Honneurs.

The Army of Silesia



Lt. General Osten-Sacken : 2/~ /2

Command Range: 9 MPs

Colonel Benançon : 2/~ /1

Chief of Staff: + 2 MPs

Russian Reserve Artillery

Major General Nikitin : 3/B/1 Commander - Reserve Artillery

Position Battery #10 + 6 x 4/12 x 4 (□□□) ○○○

Position Battery #13 + 6 x 4/12 x 4 (□□□) ○○○

Position Battery #18 + 6 x 4/12 x 4 (□□□) ○○○

Light Battery #24 + 5 x 2/9 x 2 (□□) ○○○

Light Battery #28 + 5 x 2/9 x 2 (□□) ○○○

Light Battery #34 + 5 x 2/9 x 2 (□□) ○○○

Light Battery #35 + 5 x 2/9 x 2 (□□) ○○○

Allied Special Rules

- Russian and Prussian replacement Leaders have 2/~ /0 Leader Values.
- Prussian Brigade Leaders have a Command Range of 6 MPs.
- There is no Army Echelon Leader. All Orders must be issued via Leader Initiative. Mark Leaders OoC should suffer Command Paralysis instead of the usual effects. Leaders recover from this Command Paralysis in the next Command Phase.
- Apply a + 1 RR modifier to Russian Commitment Checks due to the presence of a Karpov's Cossacks located off map.
- 2. Brigade/I Armeekorps:** Prior to game start the Allied player secretly notes if 2. Brigade will enter as a Reinforcement later in the game. If so, award the French player + 3 VPs at the time of entry.

Allied Deployment

- Within 6 hexes of La Haute Épine:
 - Russian Army Echelon Leaders and units.
 - Russian Cavalry Corps
 - Russian VI Corps

Allied Reinforcements

Group A (+ 7) enters on the road to Paris, western map edge.

- 11:00** - Russian XI Corps and Reserve Artillery.

Group B (+ 5) enters on the road to Château-Thierry, northern map edge.

- 13:00** - Prussian Kavalerie Division
 - + 1 **Turn** - Prussian I. Armeekorps (less 2. Brigade.)
 - + 3 **Turns** - Prussian 2. Brigade. (See Allied Special Rules.)

Cavalry Corps

Major General Vassiltchkov : 3/~ /1

Command Range: 9 MPs

2nd Hussar Division

Major General Lanskoj : 3/~ /1 Command Range: 7 MPs

1st Brigade ○○○○○○○○ RR: 1

Major General Vadolski : 3/~ /0 □□◆□□

Achtyrkaski Hussar Regt. + 6 (x .5) x 2 □□□□◆□□□□

Mariopol Hussar Regt. + 6 (x .5) x 2 □□□□◆□□□□

2nd Brigade ○○○○○○○○ RR: 1

Colonel Vasilshikov II : 2/~ /0 □□◆□□

Alexandria Hussar Regt. + 6 (x .5) x 2 □□□□◆□□□□

White Russia Hussar Regt. + 6 (x .5) x 2 □□□◆□□

3rd Dragoon Division

Major General Pantchulechev II : 2/~ /1 Command Range: 7 MPs

Horse Battery # 18 + 5 x 3/9 x 3 (□□□) ○○○

1st Brigade ○○○○○○○○ RR: 1

Major General Ushakov II : 3/~ /0 □□◆□□

Kourland Dragoon Regt. + 5 ~ x 3 □□□□◆□□□□

Smolensk Dragoon Regt. + 5 ~ x 3 □□□□◆□□□□

2nd Brigade ○○○○○○○○ RR: 1

Major General Umanets : 2/~ /0 □□◆□□

Tver Dragoon Regt. + 5 ~ x 3 □□□□◆□□□□

Kinbourn Dragoon Regt. + 5 ~ x 3 □□□□◆□□□□

	<u>RR</u>	<u>Infantry</u>	<u>Cavalry</u>	<u>Artillery</u>	<u>Total</u>
Prussian I. Korps	4	6.600	700	12	7.540
Prussian I. Korps/2. Brigade	2	3.100	300	0	3.400
Prussian Kavalerie Korps	3	0	2.250	12	2.490
Russian VI Corps	6	6.500	0	0	6.500
Russian XI Corps	7	7.000	0	0	7.000
Russian Cavalry Corps	4	0	2.950	0	2.950
Misc. Echelon Troops	0	0	0	51	1.020
	26	23.200	6.200	75	29.880

Russian VI Corps

Major General Talizin II : 3/~ /1

Command Range: 9 MPs

7th Division

Major General Talizin II “ “

1st Brigade   ○○○○○○○○○○ RR: 1

Colonel Krishilnikov : 2/~ /0  

Moscow Infantry Regt. + 5 x .5 x 2     

Pskov Infantry Regt. + 5 x .5 x 2     

2nd Brigade   ○○○○○○○○○○ RR: 1

Colonel Augustov : 2/~ /0  

Libau Infantry Regt. + 5 x .5 x 2     

Sophia Infantry Regt. + 5 x .5 x 2     

3rd Brigade   ○○○○○○○○○○ RR: 1

Colonel Dietrich : 2/~ /0  

11th Jaeger Regt. + 4 (x 1) x 2     

36th Jaeger Regt. + 4 (x 1) x 2     

18th Division

Major General Bernadesov : 2/~ /1

Command Range: 7 MPs

1st Brigade   ○○○○○○○○○○ RR: 1

Lt. Colonel Blagovenzenko : 2/~ /0  

Dnieper Infantry Regt. + 5 x .5 x 2     

Vladimir Infantry Regt. + 5 x .5 x 2     

2nd Brigade   ○○○○○○○○○○ RR: 1

Colonel Freudenich : 2/~ /0  

Kostroma Infantry Regt. + 5 x .5 x 2     

Tambov Infantry Regt. + 5 x .5 x 2     

3rd Brigade   ○○○○○○○○○○ RR: 1

Major General Metcherinov : 3/~ /0  

28th Jaeger Regt. + 4 (x 1) x 2     

32nd Jaeger Regt. + 4 (x 1) x 2     

Russian XI Corps

Major General Lieven III : 3/~ /1

Command Range: 9 MPs

1st Brigade/16th Division   ○○○○○○○○○○ RR: 1

Lt. Colonel Sevilanov : 2/~ /0  

Okhostk Infantry Regt. + 5 x 1 x 2     

Kamatchka Infantry Regt. + 5 x 1 x 2     

10th Division

Major General Sass : 2/~ /1

Command Range: 7 MPs

1st Brigade   ○○○○○○○○○○ RR: 1

: 2/~ /0  

1st Bn./Bialystok Infantry Regt. + 5 x .5 x 2     

2nd Bn./Bialystok Infantry Regt. + 5 x .5 x 2     

2nd Brigade   ○○○○○○○○○○ RR: 1

Major General Sokolowsky : 2/~ /0  

Crimea Infantry Regt. + 5 x .5 x 2     

(See Events) Yaroslav Infantry Regt. + 5 x .5 x 2     

3rd Brigade   ○○○○○○○○○○ RR: 1

Colonel Achletstischev : 2/~ /0  

8th Jaeger Regt. + 4 (x 1) x 2     

9th Jaeger Regt. + 4 (x 1) x 2     

27th Division

Lt. General Stavisky II : 3/~ /1

Command Range: 7 MPs

1st Brigade   ○○○○○○○○○○ RR: 1

Colonel Levendowski : 2/~ /0  

Odessa Infantry Regt. + 5 x .5 x 2     

Ternapol Infantry Regt. + 5 x .5 x 2     

2nd Brigade   ○○○○○○○○○○ RR: 1

Colonel Alexeyev : 2/~ /0  

Simbirsk Infantry Regt. + 5 x .5 x 2     

Vilna Infantry Regt. + 5 x .5 x 2     

3rd Brigade   ○○○○○○○○○○ RR: 1

Colonel Kologribov : 2/~ /0  

49th Jaeger Regt. + 4 (x 1) x 2     

50th Jaeger Regt. + 4 (x 1) x 2     

I. Armeekorps

Generalleutnant v. Yorck : 4/~2

Oberst Valentini : 2/~1

Command Range: 12 MPs

Chef des Stabes: + 2 MPs

1. Brigade

Generalmajor v. Pirch II : 3/~1

Leib Grenadier Bn.	*+ 6*	x 1	x 2	□□♦□□
1. East Prussian Grenadier Bn.	+ 6	x 1	x 2	□□♦□□
Silesian Grenadier Bn.	+ 6	x 1	x 2	□□♦□□
West Prussian Grenadier Bn.	+ 6	x 1	x 2	□□♦□□
I/5. Silesian Landwehr Regt.	+ 4	x .5	x 2	□□♦□□
II/5. Silesian Landwehr Regt.	+ 4	x .5	x 2	□□♦□
III/5. Silesian Landwehr Regt.	+ 4	x .5	x 2	□□♦□
I/13. Silesian Landwehr Regt.	+ 4	x .5	x 2	□□♦□
II/13. Silesian Landwehr Regt.	+ 4	x .5	x 2	□□♦□
III/13. Silesian Landwehr Regt.	+ 4	x .5	x 2	□□♦□
Leib Husaren-Regiment	+ 6	(x .5)	x 2	□□□□♦□□□
2. FußBatterie	+ 5	x 3/8	x 3	(□□) ○○○

7. Brigade

Generalmajor Horn : 2/~1

I/Leib Grenadier Regt.	+ 6	x 1	x 2.5	□□♦□□
II/Leib Grenadier Regt.	+ 6	x 1	x 2.5	□□♦□□
Füs/Leib Grenadier Regt.	+ 6	(x 1)	x 2.5	□□♦□□
I/4. Silesian Landwehr Regt.	+ 4	x .5	x 2	□□♦□□
II/4. Silesian Landwehr Regt.	+ 4	x .5	x 2	□□♦□
III/4. Silesian Landwehr Regt.	+ 4	x .5	x 2	□□♦□
I/15. Silesian Landwehr Regt.	+ 4	x .5	x 2	□□♦□
II/15. Silesian Landwehr Regt.	+ 4	x .5	x 2	□□♦□
III/15. Silesian Landwehr Regt.	+ 4	x .5	x 2	□□♦□
Brandenburg Husaren-Regiment	+ 6	(x .5)	x 2	□□□□♦□□□
3. FußBatterie	+ 5	x 3/8	x 3	(□□) ○○○

Kavalerie Division

Oberst v. Wahlen-Jürgass : 3/~1

Command Range: 8 MPs

1. Reitende Batterie	+ 5	x 2/7	x 2	(□□) ○○○
2. Reitende Batterie	+ 5	x 2/7	x 2	(□□) ○○○

1. Brigade

Oberst Henckel-Donnermarck : 2/~0

1. West Prussian Dragoner-Regiment	+ 5	~	x 3	□□□♦□□□
Lithuanian Dragoner-Regiment	+ 5	~	x 3	□□□♦□□□

2. Brigade

Oberst Katzler : 3/~0

Brandenberger Uhlanen-Regiment	+ 5	~	x 2+1	□□□□♦□□□
1. Newmark Landwehr Regiment	+ 4	~	x 2	□□□□♦□□□

3. Brigade

Oberst v. Bieberstein : 2/~0

3. Silesian Landwehr Regiment	+ 4	~	x 2	□□□♦□□□
5. Silesian Landwehr Regiment	+ 4	~	x 2	□□□□♦□□□
10. Silesian Landwehr Regiment	+ 4	~	x 2	□□□♦□□□

2. Brigade

Oberst v. Warburg : 2/~1

I/1. East Prussian Inf. Regt.	+ 5	x 1	x 2	□□♦□□
II/1. East Prussian Inf. Regt.	+ 5	x 1	x 2	□□♦□□
Füs/1. East Prussian Inf. Regt.	+ 5	(x 1)	x 2	□□♦□
I/2. East Prussian Inf. Regt.	+ 5	x 1	x 2	□□♦□□
II/2. East Prussian Inf. Regt.	+ 5	x 1	x 2	□□♦□□
Füs/2. East Prussian Inf. Regt.	+ 5	(x 1)	x 2	□□♦□
I/6. Silesian Landwehr Regt.	+ 4	x .5	x 2	□□♦□
II/6. Silesian Landwehr Regt.	+ 4	x .5	x 2	□□♦□
III/6. Silesian Landwehr Regt.	+ 4	x .5	x 2	□□♦□
Mecklenburg-Strelitzer Husaren-Regiment	+ 5	(x .5)	x 2	□□□♦□□□

See Allied Special Rules for the 2. Brigade option.