

# Battle of Waterloo

June 18, 1815

**Introduction:** Upon Napoleon's return to power in 1815, many states that had opposed him formed the Seventh Coalition and began to mobilize armies. Two large forces under Wellington and Blücher assembled close to the north-eastern border of France. Napoleon chose to attack in the hope of destroying them before they could join in a coordinated invasion of France with other members of the coalition. The decisive engagement of this three-day Waterloo Campaign (16–19 June 1815) occurred at the Battle of Waterloo. According to Wellington, the battle was "the nearest-run thing you ever saw in your life." Napoleon delayed giving battle until noon on 18 June to allow the ground to dry. Wellington's army, positioned across the Brussels road on the Mont-Saint-Jean escarpment, withstood repeated attacks by the French, until, in the evening, the Prussians arrived in force and broke through Napoleon's right flank. At that moment, Wellington's Anglo-Allied army counter-attacked and drove the French army in disorder from the field. Pursuing coalition forces entered France and restored King Louis XVIII to the French throne. Napoleon abdicated, surrendered to the British, and was exiled to Saint Helena, where he died in 1821.

**Scale:** Each stand represents 360 Infantry, 180 cavalry or 6 to 12 cannon. Ground scale is 120 yards per inch, while each turn is 30 minutes of real time.

**Players:** Anywhere between 2-8 players.

**Terrain and Weather:** The gaming table is 6 feet by 4 feet. Weather is clear. Woods and Urban Area are rough ground for movement. Urban areas grant a -2/+2 DRM advantage to defenders for fire and melee. Woods provide a -1/+1 DRM advantage to defenders for Fire and Melee. Hougoumont grants a -3/+3 DRM advantage to defenders for fire and melee. All town sectors can hold four stands, except La Haye Sainte and La Belle Alliance can only hold ONE stand. (*Note: The battlefield can seem crowded, if you want expand the sections to 15" inches*). The streams can be forded normally.

**Playing Time:** The game begins at the 11:30 am and ends with the 9:30 pm turn, a total of 21 turns.

**Deployment:** Units set up per the accompanying map, the Allies deploy first. Brigades are deployed in Lines, Supported Lines or Brigade Masse while artillery sets up limbered or unlimbered, no more than 6 inches away from a leader stand within their chain of command. Leaders deploy within 12 inches of any unit from their command. The Grand Battery (consisting of I Corp Artillery and several Imperial Guard batteries) is already deployed.

All the normal rules regarding Grand Batteries found in AoE apply. Saxe-Weimer's brigade is broken in several attachments defending the towns of Papolette, LaHaye, and Fischermont. Attacking any of the towns are resolved individually, if forced to retreat or fall back the attachments will join the others. Only unless all the towns are cleared will Saxe-Weimer form a single unit. One stand of Ompteda's brigade is deployed in La Haye Sainte. Two stands of Kruse's brigade, 1 from Kielmansegge brigade, and 1 from Byng's brigade are garrisoning Hougoumont. (Really makes this problematic)

**Initiative & Leaders:** Roll for initiative at the beginning of each turn. Napoleon, if unattached has a +1 DRM. Wellington, if unattached has a +2 DRM. Picton and Uxbridge are Charismatic Leaders. Ney can use his leadership benefit for any unit in the French army.

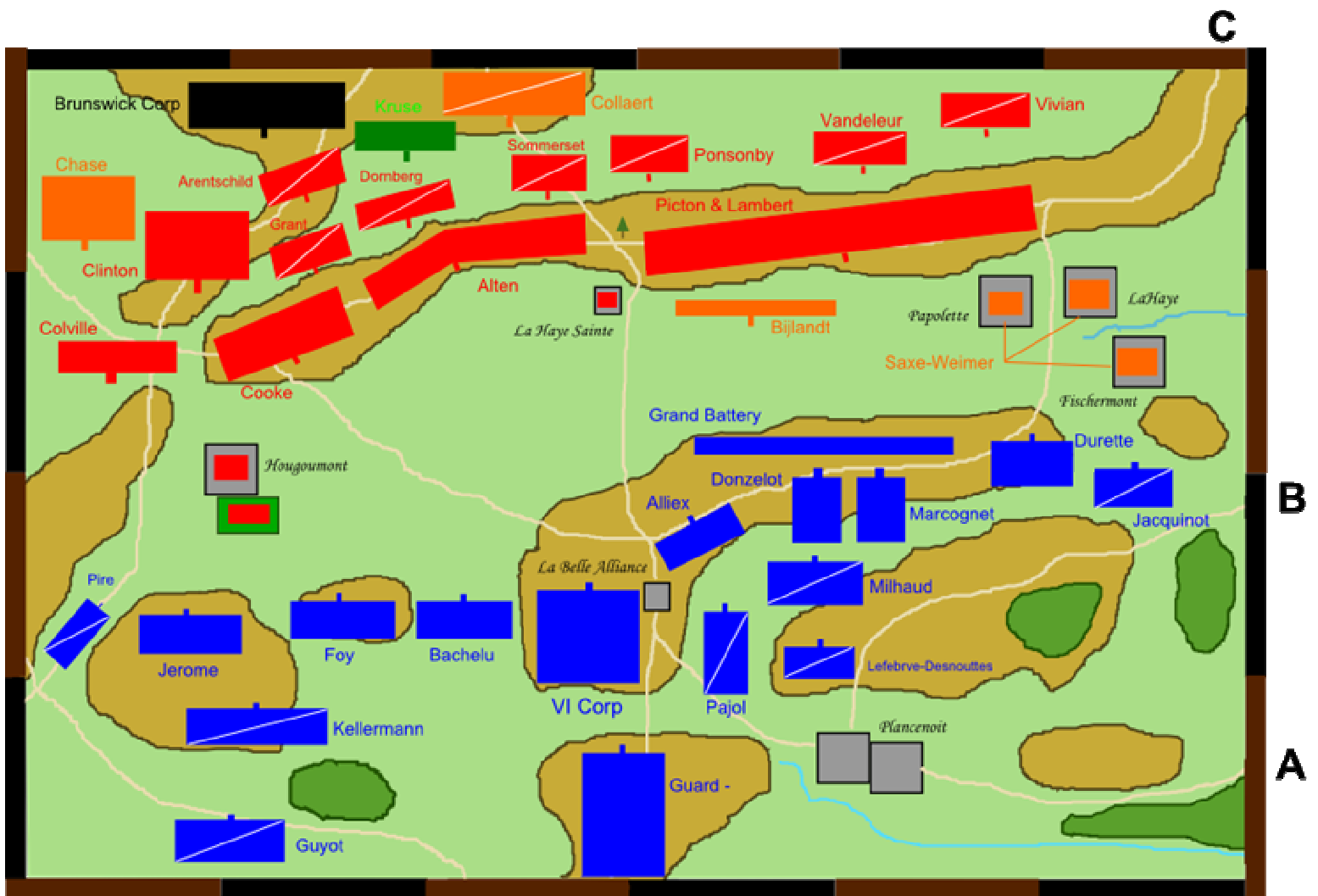
**Troop Quality:** The French are 3 rank Impulse Infantry. British, Dutch, Brunswick and Nassau are 2 rank Impulse Infantry. The Prussians are Columnar Infantry. All infantry are Skirmish capable.

**Reinforcements:** As listed on each army's OoB. All units enter in Road/March Column at the Point Location on the map. If there is not enough physical space for all units scheduled to arrive to enter the table, they are considered "backed up" off table and may automatically enter next turn. If there are enemy units within 12 inches of the entry point, units can enter the table deployed. Use the Reinforcement Table on page 16 of AOE to vary arrival times, for a more intense optional game.

**Special Rules:** The Facing to Flank and Urban Combat rules are in effect from the *Age of Eagles (AoE) Supplement* (found online). Each building model will support four infantry or artillery stands.

**Optional Rules Dutch Troop Quality:** Despite being 2 rank troops, I really have no belief that they were anywhere near the French in terms of quality firepower, let alone the British. They should only have 1 FP per stand. (If you disagree, hey assign them a FP you think is more to your liking)



**Victory Conditions:** Determine victory using the Casualty Point Chart on page 17 of AoE. If Napoleon is killed during the battle, this probably saves him a lot of heart ache and aggravation. I'm sure you didn't mean anything by it.



*The Battle of Waterloo*

# French Army

<u>Grand Arme</u> Napoleon +1	<u>Napoleon</u> Ney Wing	<u>Napoleon</u> Ruty Art	<u>Napoleon</u> ???? ADC
XXXX	XXX	XX	XX

<u>Napoleon</u> Drouot Im Guard	<u>Drouot</u> Friant Old Gd	<u>Friant</u> Petit OG 6/-2 Sk	<u>Friant</u> Morvan E 5/3/2 Sk
XXX	XX		

Petit – 1<sup>st</sup> & 2<sup>nd</sup> Grenadiers a' Pied

Morvan – 3<sup>rd</sup> & 4<sup>th</sup> Grenadiers a' Pied

<u>Drouot</u> Morand Middle Gd	<u>Morand</u> Cambronne OG 7/-3 Sk	<u>Morand</u> Mallet E 6/4/2 Sk
XX		

<u>Drouot</u> Duhesme Young Gd	<u>Duhesme</u> Chatrand E 6/4/2 Sk	<u>Duhesme</u> Guye E 6/4/2 Sk
XX		

<u>Drouot</u> Lefebvre Lt Gd Cv	<u>Lefebvre</u> Lallermand OG 7/-3 LC	<u>Lefebvre</u> Colbert E 5/3/2 Ln
XX		

Cambronne – 1<sup>st</sup> & 2<sup>nd</sup> Chasseurs a' Pied


Chatrand – 1<sup>st</sup> Tirailleurs & Voltigeurs






Lallermand – Chasseurs a' Cheval

Mallet – 3<sup>rd</sup> & 4<sup>th</sup> Chasseurs a' Pied

Guye – 3<sup>rd</sup> Tirailleurs & Voltigeurs







Colber – Guard Lancers











<u>Drouot</u> Guyot Hv Gd Cv	<u>Guyot</u> Jamin OG 4/-2 HC	<u>Guyot</u> Hoffmayer E 5/3/2 HC
XX		

<u>Drouot</u> St. Maurice Gd Art	<u>St. Maurice</u> OG Foot Art	<u>St. Maurice</u> OG Foot Art	<u>St. Maurice</u> OG Foot Art	<u>St. Maurice</u> OG Horse Art	<u>St. Maurice</u> OG Horse Art
XX					

Jamin – Grenadiers a' Cheval

Hoffmayer – Empress Dragoons

<u>St. Maurice</u> OG Horse Art	<u>St. Maurice</u> OG Horse Art	<u>St. Maurice</u> R Horse Art	<u>St. Maurice</u> R Foot Art	<u>St. Maurice</u> R Foot Art	<u>St. Maurice</u> E Foot Art
					

<u>Grand Bty</u> OG Hv Art	<u>Grand Bty</u> OG Hv Art	<u>Grand Bty</u> OG Hv Art	<u>Grand Bty</u> R Hv Art	<u>Grand Bty</u> R Foot Art	<u>Grand Bty</u> R Foot Art	<u>Grand Bty</u> R Foot Art	<u>Grand Bty</u> R Foot Art	<u>Grand Bty</u> R Foot Art	<u>Grand Bty</u> R Foot Art
									

<u>Napoleon</u> D'Erlon I Corp	<u>D'Erlon</u> Allieux 1 <sup>st</sup> Div	<u>Allieux</u> Quiot R 6/5/3 Sk	<u>Allieux</u> Bourgeois R 5/4/3 Sk
XXX	XX		

<u>D'Erlon</u> Donzelot 2 <sup>nd</sup> Div	<u>Donzelot</u> Schmitz R 8/6/4 Sk	<u>Donzelot</u> Aulard R 6/5/3 Sk
XX		

<u>D'Erlon</u> Marcognet 3 <sup>rd</sup> Div	<u>Marcognet</u> Nogues R 5/4/3 Sk	<u>Marcognet</u> Grenier R 5/4/3 Sk
XX		




Quiot – 54<sup>th</sup>, 55<sup>th</sup> Ligne  
Nogues – 21<sup>st</sup>, 46<sup>th</sup> Ligne

Bourgeois – 28<sup>th</sup>, 105<sup>th</sup> Ligne  
Grenier – 25<sup>th</sup>, 45<sup>th</sup> Ligne

Schmitz – 13<sup>th</sup> Legere, 17<sup>th</sup> Ligne

Aulard – 19<sup>th</sup>, 51<sup>st</sup> Ligne

<u>D'Erlon</u> Durette 4 <sup>th</sup> Div	<u>Durette</u> Pegot R 6/5/3 Sk	<u>Durette</u> Brue R 5/4/3 Sk
XX		

<u>D'Erlon</u> Jacquinot I Corp Cv	<u>Jacquinot</u> Bruno R 4/3/2 LC	<u>Jacquinot</u> Cobert R 4/3/2 Ln	<u>Jacquinot</u> R Horse Art
XX			

Pegot – 8<sup>th</sup>, 29<sup>th</sup> Ligne

Brue – 85<sup>th</sup>, 95<sup>th</sup> Ligne

Bruno – 7<sup>th</sup> Hussars, 3<sup>rd</sup> Chasseurs

Cobert – 3<sup>rd</sup>, 4<sup>th</sup> Lancers

<u>Napoleon</u> Reille II Corp
XXX

Husson – 2<sup>nd</sup> Legere, 61<sup>st</sup> Ligne

<u>Reille</u> Bachelu 5 <sup>th</sup> Div	<u>Bachelu</u> Husson E 9/6/4 Sk	<u>Bachelu</u> Campy R 6/5/3 Sk	<u>Bachelu</u> R Foot Art
XX			

Campy – 72<sup>nd</sup>, 108<sup>th</sup> Ligne

<u>Reille</u> Joseph 6 <sup>th</sup> Div	<u>Joseph</u> Baudin E 6/4/2 Sk	<u>Joseph</u> Soye R 10/8/5 Sk	<u>Joseph</u> R Foot Art
XX			

Baudin – 1<sup>st</sup> Legere, 3<sup>rd</sup> Ligne      Soye – 1<sup>st</sup>, 2<sup>nd</sup> Ligne

<u>Reille</u> Foy 9 <sup>th</sup> Div	<u>Foy</u> Marbais R 6/5/3 Sk	<u>Foy</u> Jamin R 8/6/4 Sk	<u>Foy</u> R Foot Art
XX			

Marbais – 92<sup>nd</sup>, 93<sup>rd</sup> Ligne

Jamin – 4<sup>th</sup>, 100<sup>th</sup> Ligne

<u>Reille</u> Pire II Corp Cv	<u>Pire</u> Hubert R 6/5/3 LC	<u>Pire</u> Wathier R 6/5/3 Ln	<u>Pire</u> R Horse Art
XX			

Hubert – 1<sup>st</sup>, 6<sup>th</sup> Chasseurs

Wathier – 5<sup>th</sup>, 6<sup>th</sup> Lancers

<u>Reille</u> R Hv Art

<u>Napoleon</u> Lobau VI Corp	<u>Lobau</u> R Hv Art
XXX	

Belair – 5<sup>th</sup>, 11<sup>th</sup> Ligne

<u>Lobau</u> Zimmer 19 <sup>th</sup> Div	<u>Zimmer</u> Belair R 6/5/3 Sk	<u>Zimmer</u> Jamin R 5/4/3 Sk	<u>Zimmer</u> R Foot Art
XX			

Jamin – 27<sup>th</sup>, 84<sup>th</sup> Ligne

Bony – 5<sup>th</sup> Legere, 10<sup>th</sup> Ligne

Tromelin – 47<sup>th</sup>, 107<sup>th</sup> Ligne

<u>Lobau</u> Jeanin 20 <sup>th</sup> Div	<u>Jeanin</u> Bony E 4/3/2 Sk	<u>Jeanin</u> Tromelin R 3/-/2 Sk	<u>Jeanin</u> R Foot Art
XX			

<u>Napoleon</u> Pajol I Cav Corp	<u>Pajol</u> Subervie 5 <sup>th</sup> Cv Div	<u>Subervie</u> Colbert R 5/4/3 Ln	<u>Subervie</u> Merlin R 2/-/ LC	<u>Subervie</u> R Horse Art
XXX	XX			

Colbert – 1<sup>st</sup>, 2<sup>nd</sup> Lancers

Merlin – 11<sup>th</sup> Chasseurs

<u>Napoleon</u> Kellerman III Cav Corp
XXX

Picquet – 2<sup>nd</sup>, 7<sup>th</sup> Dragons

<u>Kellerman</u> l'Heriter 11 <sup>th</sup> Cav	<u>l'Heriter</u> Picquet E 6/4/2 HC	<u>l'Heriter</u> Guiton E 4/3/2 A	<u>l'Heriter</u> R Horse Art
XX			

Guiton – 8<sup>th</sup>, 11<sup>th</sup> Cuirassier

Blanchard – 1<sup>st</sup>, 2<sup>nd</sup> Carabinier

Donop – 2<sup>nd</sup>, 3<sup>rd</sup> Cuirassier

<u>Kellerman</u> Hurbal 12 <sup>th</sup> Cav	<u>Hurbal</u> Blanchard E 5/3/2 A	<u>Hurbal</u> Donop E 4/3/2 A	<u>Hurbal</u> R Horse Art
XX			

<u>Napoleon</u> Milhaud IV Cav Corp
XXX

Dubois – 1<sup>st</sup>, 4<sup>th</sup> Cuirassier

<u>Milhaud</u> Wathier 13 <sup>th</sup> Cav	<u>Wathier</u> Dubois E 4/3/2 A	<u>Wathier</u> Travers E 3/-/2 A	<u>Wathier</u> R Horse Art
XX			

Travers – 7<sup>th</sup>, 12<sup>th</sup> Cuirassier

Farine – 5<sup>th</sup>, 10<sup>th</sup> Cuirassier

Vail – 6<sup>th</sup>, 9<sup>th</sup> Cuirassier

<u>Milhaud</u> Delort 14 <sup>th</sup> Cav	<u>Delort</u> Farine E 5/3/2 A	<u>Delort</u> Vail E 6/4/2 A	<u>Delort</u> R Horse Art
XX			

**French**

<b>Infantry:</b>	<b>145</b>
<b>Cavalry</b>	<b>84</b>
<b>Artillery</b>	<b>36</b>
<b>Total</b>	<b>228 (70,920)</b>

# British Army

<b>Allied Army</b> <b>Wellington</b> +2	<b>Wellington</b> <b>Drummond</b> Art Cmdr
XXXX	XX

<b>Wellington</b> <b>Pr of Orange</b> I Corp
XXX

<b>Orange</b> <b>Cooke</b> 1 <sup>st</sup> Div	<b>Cooke</b> <b>Maitland</b> E 5/3/2 Sk	<b>Cooke</b> <b>Byng</b> E 6/4/2 Sk	<b>Cooke</b> <b>E</b> Foot Art	<b>Cooke</b> <b>E</b> Foot Art
XX				

Maitland – 2<sup>nd</sup>/1<sup>st</sup> Foot Guards, 3<sup>rd</sup>/1<sup>st</sup> Foot Guards

Byng – 2<sup>nd</sup>/2<sup>nd</sup> Coldstream Guards, 2<sup>nd</sup>/3<sup>rd</sup> Scots Guards

<b>Orange</b> <b>von Alten</b> 3 <sup>rd</sup> Div	<b>von Alten</b> <b>Ompteda</b> E 6/4/2 Sk	<b>von Alten</b> <b>Halkett</b> R 6/5/3 Sk	<b>von Alten</b> <b>E</b> Foot Art	<b>von Alten</b> <b>E</b> Foot Art	<b>von Alten</b> <b>Kielmannsegge</b> C 9/8/6 Sk
XX					

<b>Orange</b> <b>Perponcher</b> 2 <sup>nd</sup> DB Div	<b>Perponcher</b> <b>Bijlandt</b> C 8/7/5 Sk	<b>Perponcher</b> <b>Saxe-Weimer</b> R 12/9/6 Sk	<b>Perponcher</b> <b>R</b> Horse Art
XX			

Ompteda – 1<sup>st</sup>, 2<sup>nd</sup> KGL Light, 5<sup>th</sup>, 8<sup>th</sup> KGL Line  
Bijlandt – 27<sup>th</sup> Light Bn, 7<sup>th</sup> Line Bn, 5<sup>th</sup>, 7<sup>th</sup>, 8<sup>th</sup> Militia Bn

Halkett – 2<sup>nd</sup>/30<sup>th</sup>, 2<sup>nd</sup>/33<sup>rd</sup>, 2<sup>nd</sup>/69<sup>th</sup>, 2<sup>nd</sup> 73<sup>rd</sup> Regiments

Kielmannsegge – 3 Field Bns, 2 Light Bns  
Saxe-Weimer – 2<sup>nd</sup> Nassau Infantry, 28<sup>th</sup> Orange-Nassau Regiment, Volunteer Jager Company

<b>Orange</b> <b>Chase</b> 3 <sup>rd</sup> DB Div	<b>Chase</b> <b>Detmers</b> C 9/8/6 Sk	<b>Chase</b> <b>d'Aubreme</b> C 10/9/7 Sk	<b>Chase</b> <b>R</b> Foot Art	<b>Chase</b> <b>R</b> Horse Art
XX				

Detmers – 35<sup>th</sup> Light Bn, 2<sup>nd</sup> Line Bn, 4<sup>th</sup>, 6<sup>th</sup>, 17<sup>th</sup>, 19<sup>th</sup> Militia Bn

D'Aubreme – 36<sup>th</sup> Light, 3<sup>rd</sup>, 12<sup>th</sup>, 13<sup>th</sup> Line Bn, 3<sup>rd</sup>, 10<sup>th</sup> Militia Bn

<b>Wellington</b> <b>Hill</b> II Corp
XXX

<b>Hill</b> <b>Clinton</b> 2 <sup>nd</sup> Div	<b>Clinton</b> <b>dePlat</b> R 6/5/3 Sk	<b>Clinton</b> <b>Adam</b> E 8/5/3 Sk	<b>Clinton</b> <b>R</b> Foot Art	<b>Clinton</b> <b>R</b> Foot Art	<b>Clinton</b> <b>Halkett</b> C 7/6/4 Sk
XX					

<b>Hill</b> <b>Colville</b> 4 <sup>th</sup> Div	<b>Colville</b> <b>Mitchell</b> R 6/5/3 Sk	<b>Colville</b> <b>R</b> Foot Art
XX		

DePlat – 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, 4<sup>th</sup> KGL Line  
Mitchell – 3/14<sup>th</sup> Foot, 1/23<sup>rd</sup> Fusiliers, 51<sup>st</sup> Foot

Adam – 52<sup>nd</sup> Light, 71<sup>st</sup> Foot, 2<sup>nd</sup> & 3<sup>rd</sup>/95<sup>th</sup> Rifles

Halkett – Hanoverian Landwehr

<b>Wellington</b> <b>Picton (C)</b> 5 <sup>th</sup> Div	<b>Picton</b> <b>Kempt</b> R 6/5/3 Sk	<b>Picton</b> <b>Pack</b> E 6/4/2 Sk	<b>Picton</b> <b>E</b> Foot Art	<b>Picton</b> <b>Vincke</b> C 7/6/4 Sk	<b>Picton</b> <b>R</b> Foot Art
XX					

Kempt – 1/28<sup>th</sup>, 1/32<sup>nd</sup>, 79<sup>th</sup> Foot, 1/95<sup>th</sup> Rifles

Pack – 3/1<sup>st</sup>, 42<sup>nd</sup>, 2/44<sup>th</sup>, 92<sup>nd</sup> Foot

Vincke – Hanoverian Landwehr

<b>Wellington</b> <b>Lambert</b> 6 <sup>th</sup> Div	<b>Lambert</b> <b>Brooke</b> R 6/5/3 Sk	<b>Lambert</b> <b>E</b> Foot Art	<b>Lambert</b> <b>Best</b> C 7/6/4 Sk
XX			

Brooke – 1/4<sup>th</sup>, 1/27<sup>th</sup>, 2/40<sup>th</sup>, 2/81<sup>st</sup> Foot  
Specht – 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> Line Bn

Best – Hanoverian Landwehr  
Cavalry – 2<sup>nd</sup> Hussars, Uhlan Regiment

<b>Wellington</b> <b>Olfermann</b> Brunswick	<b>Olfermann</b> <b>Buttlar</b> R 7/5/4 Sk	<b>Olfermann</b> <b>Specht</b> R 7/5/4 Sk	<b>Olfermann</b> <b>Cavalry</b> R 5/4/3 LC	<b>Olfermann</b> <b>R</b> Foot Art	<b>Olfermann</b> <b>R</b> Horse Art
XX					

Buttlar – Guard Bn, 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> Light Bn

<b>Wellington</b> <b>Kruse</b> E 8/5/3 Sk

Kruse – 1<sup>st</sup> Nassau Regiment

<b>Drummond</b> <b>E</b> Foot Art	<b>Drummond</b> <b>E</b> Foot Art	<b>Drummond</b> <b>R</b> Foot Art	<b>Drummond</b> <b>R</b> Foot Art

<u>Wellington</u> Uxbridge (C) Cavalry	<u>Uxbridge</u> Somerset E 7/5/3 HC	<u>Uxbridge</u> Ponsonby E 7/5/3 HC	<u>Uxbridge</u> Dornberg E 8/5/3 LC	<u>Uxbridge</u> Vandeleur E 7/5/3 LC	<u>Uxbridge</u> Grant E 7/5/3 LC	<u>Uxbridge</u> Vivian E 8/5/3 LC	<u>Uxbridge</u> Arenschildt E 7/5/3 LC
XX							

Somerset – Household Cavalry  
 Vandeleur – 11<sup>th</sup>, 12<sup>th</sup>, 16<sup>th</sup> Light Dragoons  
 Arenschildt – 3<sup>rd</sup> KGL Hussars, 13<sup>th</sup> Light Dragoons

Ponsonby – 1<sup>st</sup>, 2<sup>nd</sup> Royal Dragoons, 6<sup>th</sup> Dragoons  
 Dornberg – 1<sup>st</sup>, 2<sup>nd</sup> KGL Light Dragoons, 23<sup>rd</sup> Light Dragoons  
 Vivian – 1<sup>st</sup> KGL Hussars, 10<sup>th</sup>, 18<sup>th</sup> Hussars

<u>Uxbridge</u> E Horse Art	<u>Uxbridge</u> E Horse Art	<u>Uxbridge</u> E Horse Art	<u>Uxbridge</u> E Horse Art	<u>Uxbridge</u> E Rockets

<u>Wellington</u> Collaert Dutch Cav	<u>Collaert</u> Tripp C 7/6/4 HC	<u>Collaert</u> Ghigny C 6/5/4 LC	<u>Collaert</u> Merlin C 7/6/4 LC
XX			

Tripp – Dutch 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> Carabiniers

Ghigny – 4<sup>th</sup> Light Dragoons, 8<sup>th</sup> Hussars

Merlin – 5<sup>th</sup> Light Dragoons, 6<sup>th</sup> Hussars

### Turn 9 in road column at Point A

<u>Prussians</u> Blucher ---
XXXX

1<sup>st</sup> Bde - 10<sup>th</sup> Infantry,

<u>Blucher</u> Bulow IV Corp
XXX

2<sup>nd</sup> Bde – 2<sup>nd</sup> Neumark Landwehr

<u>Bulow</u> Hacke 13 <sup>th</sup> Bde	<u>Hacke</u> 1 <sup>st</sup> Bde E 6/4/2 Sk	<u>Hacke</u> 2 <sup>nd</sup> Bde C 7/6/4 Sk	<u>Hacke</u> 3 <sup>rd</sup> Bde C 6/5/4 Sk	<u>Hacke</u> R Foot Art	<u>Hacke</u> R Foot Art
XX					

3<sup>rd</sup> Bde – 3<sup>rd</sup> Neumark Landwehr

<u>Bulow</u> Ryssel 14 <sup>th</sup> Bde	<u>Ryssel</u> 1 <sup>st</sup> Bde E 4/3/2 Sk	<u>Ryssel</u> 2 <sup>nd</sup> Bde C 7/6/4 Sk	<u>Ryssel</u> 3 <sup>rd</sup> Bde C 5/4/3 Sk	<u>Ryssel</u> R Foot Art	<u>Ryssel</u> R Foot Art
XX					

1<sup>st</sup> Bde – 11<sup>th</sup> Infantry

2<sup>nd</sup> Bde – 1<sup>st</sup> Pommerian Landwehr

3<sup>rd</sup> Bde – 2<sup>nd</sup> Pommerian Landwehr

<u>Bulow</u> Losthin 15 <sup>th</sup> Bde	<u>Losthin</u> 1 <sup>st</sup> Bde C 7/6/4 Sk	<u>Losthin</u> 2 <sup>nd</sup> Bde C 6/5/4 Sk	<u>Losthin</u> 3 <sup>rd</sup> Bde C 6/5/4 Sk	<u>Losthin</u> R Foot Art	<u>Losthin</u> R Foot Art
XX					

1<sup>st</sup> Bde – 18<sup>th</sup> Infantry

2<sup>nd</sup> Bde – 3<sup>rd</sup> Silesian Landwehr

3<sup>rd</sup> Bde – 4<sup>th</sup> Silesian Landwehr

<u>Bulow</u> Hiller 16 <sup>th</sup> Bde	<u>Hiller</u> 1 <sup>st</sup> Bde R 6/5/4 Sk	<u>Hiller</u> 2 <sup>nd</sup> Bde C 6/5/4 Sk	<u>Hiller</u> 3 <sup>rd</sup> Bde C 5/4/3 Sk	<u>Hiller</u> R Foot Art	<u>Hiller</u> R Foot Art
XX					

1<sup>st</sup> Bde – 15<sup>th</sup> Infantry

2<sup>nd</sup> Bde – 1<sup>st</sup> Silesian Landwehr

3<sup>rd</sup> Bde – 2<sup>nd</sup> Silesian Landwehr

### Turn 9 in road column at Point A (continued from previous page).

<u>Bulow</u> William IV Corp Cv	<u>William</u> Schwerin E 8/5/3 LC	<u>William</u> Watzdorff C 6/5/4 Ln	<u>William</u> Sydow C 7/6/4 Ln	<u>William</u> R Horse Art	<u>William</u> R Horse Art	<u>William</u> R Horse Art
XX						

Schwerin – 6<sup>th</sup>, 8<sup>th</sup> Hussars, 1<sup>st</sup> Uhlans      Watzdorff – 10<sup>th</sup> Hussars, 1<sup>st</sup>, 2<sup>nd</sup> Neumark Landwehr Cv, 1<sup>st</sup>, 2<sup>nd</sup> Pommerian Landwehr Cv  
 Sydow – 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> Silesian Landwehr Cv

<u>Bulow</u> R Hv Art	<u>Bulow</u> R Hv Art	<u>Bulow</u> R Hv Art	<u>Bulow</u> R Foot Art	<u>Bulow</u> R Foot Art

### Turn 13 in road column at Point B

<u>Blucher</u> Pirch II Corp	<u>Pirch</u> Tippelskirch 5 <sup>th</sup> Bde	<u>Tippelskirch</u> 1 <sup>st</sup> Bde E 5/3/2 Sk	<u>Tippelskirch</u> 2 <sup>nd</sup> Bde C 6/5/4 Sk	<u>Tippelskirch</u> 3 <sup>rd</sup> Bde C 5/4/3 Sk	<u>Tippelskirch</u> R Foot Art	<u>Tippelskirch</u> R Foot Art
XXX	XX					

1<sup>st</sup> Bde – 2<sup>nd</sup> Infantry      2<sup>nd</sup> Bde – Lutzow Freikorps      3<sup>rd</sup> Bde – 5<sup>th</sup> Westphalian Landwehr

<u>Pirch</u> Kraft 6 <sup>th</sup> Bde	<u>Kraft</u> 1 <sup>st</sup> Bde R 6/5/3 Sk	<u>Kraft</u> 2 <sup>nd</sup> Bde R 6/5/3 Sk	<u>Kraft</u> 3 <sup>rd</sup> Bde C 6/5/4 Sk	<u>Kraft</u> R Foot Art	<u>Kraft</u> R Foot Art
XX					

1<sup>st</sup> Bde – 9<sup>th</sup> Infantry      2<sup>nd</sup> Bde – 26<sup>th</sup> Infantry      3<sup>rd</sup> Bde – 1<sup>st</sup> Elbe Landwehr

<u>Pirch</u> Jurgass II Corp Cv	<u>Jurgass</u> Thuman R 6/5/3 HC	<u>Jurgass</u> Sohr E 5/3/2 LC	<u>Jurgass</u> Schulenburg C 4/-/3 Ln	<u>Jurgass</u> R Horse Art	<u>Jurgass</u> R Horse Art
XX					

Thuman – 1<sup>st</sup>, 6<sup>th</sup> Dragoons, 2<sup>nd</sup> Uhlans      Sohr – 3<sup>rd</sup>, 5<sup>th</sup>, 11<sup>th</sup> Hussars      Schulenburg – 4<sup>th</sup>, 5<sup>th</sup> Kurmark Landwehr Cv, Elbe Landwehr Cv

### Turn 15 in road column at Point C

<u>Zieten</u> Steinmetz 6 <sup>th</sup> Bde	<u>Steinmetz</u> 1 <sup>st</sup> Bde E 5/3/2 Sk	<u>Steinmetz</u> 2 <sup>nd</sup> Bde C 5/4/3 Sk	<u>Steinmetz</u> 3 <sup>rd</sup> Bde C 4/-/3 Sk	<u>Steinmetz</u> R Foot Art	<u>Steinmetz</u> R Foot Art
XX					

1<sup>st</sup> Bde – 12<sup>th</sup> Infantry      2<sup>nd</sup> Bde – 24<sup>th</sup> Infantry      3<sup>rd</sup> Bde – 1<sup>st</sup> Westphalian Landwehr

#### Allied Army

Infantry      152  
 Cavalry      74  
 Artillery      24  
**Total**      **226 (70,440)**

#### Prussian Army

Infantry      119  
 Cavalry      36  
 Artillery      24  
**Total**      **(51,720)**