

THE STRUGGLE OF NATIONS

AVALON HILL'S TRADEMARK NAME
FOR ITS NAPOLEONIC CAMPAIGN GAME.

Special Worksheet Section of Player Aids

SUPPLY AND ADMINISTRATION FLOW CHART

1. Do you have an Active Supply Source?

—Yes—

—No—
2. Is your Force within Despatch Distance of the Center of Opns (active), Depot or Active Supply Source?

—Yes—

—No—
3. Is your Center of Opns active?

—Yes—

—No—
4. Do you wish to Support your Army with APs? Remember you may support with more APs than you can receive, but never have to deduct more.

—Yes—

—No—
5. Did you receive APs equal to or greater than the stated "Support" Level?

—Yes—

—No—
6. Deduct the stated number of "Support" APs from the total number of APs received. Add extra APs to the Accumulated AP Track. Move on the column to the right of current AP Level.

FORCE SITUATION SUMMARY WORKSHEETS

(Players: make photocopies for use)

#1. _____ (Span)
Subord.

Leader Name Art. Cav. Inf.

Fr.Gde.Inf.

#4. _____ (Span)
Subord.

Leader Name Art. Cav. Inf.

Fr.Gde.Inf.

#2. _____ (Span)
Subord.

Leader Name Art. Cav. Inf.

Fr.Gde.Inf.

#5. _____ (Span)
Subord.

Leader Name Art. Cav. Inf.

Fr.Gde.Inf.

#3. _____ (Span)
Subord.

Leader Name Art. Cav. Inf.

Fr.Gde.Inf.

#6. _____ (Span)
Subord.

Leader Name Art. Cav. Inf.

Fr.Gde.Inf.

Summary of Movement Routine

- A. PROCEDURE FOR ALL MOVEMENT UNDER DIRECT MOVEMENT COMMANDS
1. Determine whether the force is within Dispatch Distance.
 2. Just move the force, deducting one AP from the AP Point Pool.
 3. If making an extended march, add up to 4 MPs and deduct a second AP.
- B. PROCEDURE FOR ALL MOVEMENT UNDER INITIATIVE
1. Determine Army Morale of Active Force.
 2. Cavalry Leader w/inf in force: + 1 to die if moving under initiative
 - 2a. If Force is in Pursuit or Exiting Enemy ZOC . . .
 - i. Add (or Subtract) Cavalry Differential: + 3 to - 3.
 - ii. Add Passive Leader's Resistance Modifier: 0 to + 2.
 - iii. Add Rain Modifier (if applicable): + 1.
 - 2b. If Force is moving under Provisional Movement Command issued by Depot (may not be exiting Enemy ZOC) . . .
 - i. Determine whether the force is within Dispatch Distance.
 - ii. Subtract 2 from Initiative Die Roll, and deduct one AP from Pool.
 3. Total all Initiative Die Roll Modifiers (from 1 and 2 above).
 4. Roll the die, and add (or subtract) the result of 3 above.
 5. If the result of 4 above is less than or equal to the Initiative Rating of the Force Leader, the force may move; if greater, it may not move that turn.
- C. ATTRITION PROCEDURE FOR ALL FORCES
1. Move the force, and determine the Attrition Quotient.
 - a. determine size of force
 - b. determine extent of march in MPs
 - c. find the column corresponding to the number of APs currently accumulated.
 - d. shift from the column found at "c." above a number of columns determined by current commitment to "support."
 - e. find the size of force on that column.
 - f. cross-index for extent of march; result gives the Attrition Quotient (AQ). Now move to the March Attrition Table.
 2. Roll the die, subtract one for the Combat bonus of Leader (if any): - 1
 3. On the Attrition Table, find the Total of 2 above on the line corresponding to the current weather, and cross reference this with the Attrition Quotient to get the amount of strength lost.

Summary of Combat Routine

1. Determine and Make Note of Cavalry Differential.
2. Attacker's Artillery Fire.
3. Determine Combat Odds.
4. Each Player Secretly Chooses Type of Battle: Pitched or Pursuit.
5. Resolve the Attack, rolling on the CRT.
6. Loser's Choice Determines Type of Battle Fought.
7. Take Losses
 - a. If Pitched Battle, remove result on CRT as Strength Points lost by both sides. If defender is in fortress, this ends Battle situation.
 - b. If Pursuit Battle,
 - i. Loser Retreats own force the indicated number of hexes.
 - ii. Winner removes result on CRT in Strength Points.
8. Non-Phasing Player repeats Steps 1-7 if Pitched Battle; if Pursuit Battle go directly to #9.
9. Make Retreat according to "Priority of Retreat Path."
10. Pursuit
 - a. Cross-index Pursuing Leader's Initiative with Retreat Length on Pursuit Table.
 - b. Roll the die.
 - c. Modify die roll (see Summary of Movement Routine #1, #2, #2a).
11. Remove Losses according to Pursuit Length from Losing force.
- 12a. Roll for Rally of Previously Disorganized Forces.
- 12b. Roll for Disorganization of Forces Retreating this turn.

ADMINISTRATIVE STATUS DISPLAY

(Players: make photocopies before use)

Worksheet for AP Accumulation

Length of LOC in 1° Road hexes: _____

Die Roll: _____

Resulting amt. on AP Pool: _____

Minus "Level of Support": _____

Net Received: _____

Worksheet for Attrition

No. of APs Accumulated: _____

Support Level Col(s) Shifted: _____

Size of Force (Strength): _____

Ext. of March (MPs): _____

Attrition Quotient: _____

Die Roll: _____

Minus Bonus Pt.: _____

Resulting Amt. Lost: _____

Worksheet for Initiative

(when in Pursuit or Enemy ZOC only)

Initiative Die Roll: _____

Modifiers—Army Morale: _____

Inf. in Cav. Force: _____

Cavalry Differential: _____

Resistance Mod.: _____

Rain Mod.: _____

Total of Die + Modifiers: _____

(If greater than Active Leader's Initiative Rating, force may not move.)

Weather Conditions

<input type="checkbox"/> Fair	<input type="checkbox"/> Rain	<input type="checkbox"/> Mud/Rain	<input type="checkbox"/> Heat
<input type="checkbox"/> Fair	<input type="checkbox"/> Rain	<input type="checkbox"/> Mud/Rain	<input type="checkbox"/> Heat
<input type="checkbox"/> Fair	<input type="checkbox"/> Rain	<input type="checkbox"/> Mud/Rain	<input type="checkbox"/> Heat
<input type="checkbox"/> Fair	<input type="checkbox"/> Rain	<input type="checkbox"/> Mud/Rain	<input type="checkbox"/> Heat
<input type="checkbox"/> Fair	<input type="checkbox"/> Rain	<input type="checkbox"/> Mud/Rain	<input type="checkbox"/> Heat
<input type="checkbox"/> Fair	<input type="checkbox"/> Rain	<input type="checkbox"/> Mud/Rain	<input type="checkbox"/> Heat

LEVEL OF SUPPORT TABLE

APs deducted for Support	Column Shift on AQM	Note: Choose the amount to be deducted before rolling for APs; amt. deducted does not exceed amt. received, regardless of Level chosen. You may choose support level of "2" or "1" even if impossi- ble for you to receive that number of APs.
- 3	1 to left	
- 2	no shift	
- 1	1 to right	
0	2 to right	

French Army Manifest

Imperial Guard

Division

1 Old Guard	Sprung	Dresden	Leipzig	Garrison Units (Garrisons)	6/Leipzig
2 Old Guard	4/Eugene	3/Drouot	3/Drouot	Margaron	3/M.G.-J
1 Guard Cav.	X	3/Drouot	3/Drouot	Lefol	5/M.G.-I
2 Guard Cav.	2/Bessieres	2/Nansouty	3/Nansouty	Lemoine	10/Girard
3 Guard Cav.	2/Bessieres	2/Nansouty	4/M.G.-Z	Lanusse	6/Dresden
1 Young Gd.	X	1/Nansouty	2/Nansouty	Durosnel	2/Wittenberg
2 Young Gd.	11/Soult	5/Mortier	7/Oudinot	Lapoype	5/Glogau
3 Young Gd.	5/M.G.-B	6/Mortier	6/Mortier	Laplaine	2/Torgau
4 Young Gd.	X	6/Mortier	6/Mortier	Lauer	
Guard Art.	X	6/Drouot	6/Drouot		
	6/Soult				

Light Cav.

1 Lt. Cav.	1/Latour	5/Latour	1/M.G.-Z	6/M.G.-C	4/Mouton
2 Lt. Cav.	1/Sabastiani	4/Sabastiani	3/Sabastiani	9/Vandamme	4/Mouton
3 Lt. Cav.	1/Lauriston	4/Latour	1/Latour	8/Victor	6/Victor
4 Lt. Cav.	1/Sabastiani	3/Sabastiani	2/Sabastiani	9/Vandamme	4/Victor
5 Lt. Cav.	X	2/Arrighi	2/Girard	13/Ney	6/Victor
6 Lt. Cav.	X	2/Arrighi	2/Arrighi	9/Ney	5/Souham
7 Lt. Cav.	X	2/Kellerman	2/Kellerman	8/Ney	5/Souham
8 Lt. Cav.	X	1/Kellerman	1/Kellerman	9/Ney	5/Lauriston
9 Lt. Cav.	X	1/L'Heritier	1/L'Heritier	9/Ney	5/Souham
10 Lt. Cav.	X	2/St. Cyr	2/St. Cyr	9/Ney	5/Souham

Heavy Cav.

1 Hvy. Cav.	1/Latour	4/Latour	1/Latour	8/Lauriston	4/Lauriston
2 Hvy. Cav.	1/Sabastiani	3/Sabastiani	2/Sabastiani	8/Marmont	6/Marmont
3 Hvy. Cav.	1/Latour	3/Latour	1/Latour	8/Marmont	7/Marmont
4 Hvy. Cav.	X	2/Arrighi	2/Arrighi	8/Marmont	7/Marmont
5 Hvy. Cav.	X	1/L'Heritier	1/L'Heritier	5/Vandamme	3/Mouton
6 Hvy. Cav.	X	1/L'Heritier	1/L'Heritier	6/Reynier	6/Reynier

Lt. Cavalry Bdes.

6 Cavalry	1/Lauriston	1/Lauriston	1/Lauriston	4/Poniatowski	4/Poniatowski
21 Cavalry	X	1/Vandamme	1/Mouton	3/Girard	3/Girard
22 Cavalry	X	1/Victor	1/Victor	3/Napoleon	3/Napoleon
23 Cavalry	1/Ney	1/Ney	X	7/Macdonald	7/Macdonald
24 Cavalry	1/Bertrand	1/Bertrand	1/Bertrand	5/Reynier	5/Reynier
25 Cavalry	X	1/Marmont	2/Marmont	5/Macdonald	5/Macdonald
26 Cavalry	2/M.G.-E	2/Reynier	3/Reynier	6/Macdonald	6/Macdonald
27 Cavalry	X	1/Poniatowski	2/Poniatowski	3/Bertrand	3/Bertrand
28 Cavalry	1/Macdonald	1/Macdonald	1/Macdonald	6/Macdonald	6/Macdonald
29 Cavalry	X	2/Oudinot	X	6/Macdonald	6/Macdonald

*Scenario strength/Leader

Infantry Units

1 Inf. Div.	6/Vandamme	6/Vandamme	6/Vandamme	8/Lauriston	8/Lauriston
2 Inf. Div.	9/Vandamme	9/Vandamme	9/Vandamme	8/Marmont	6/Marmont
4 Inf. Div.	8/Victor	8/Victor	8/Victor	8/Marmont	7/Marmont
5 Inf. Div.	9/Vandamme	9/Vandamme	9/Vandamme	8/Marmont	7/Marmont
6 Inf. Div.	X	X	X	5/Vandamme	3/Mouton
8 Inf. Div.	13/Ney	13/Ney	13/Ney	6/Reynier	6/Reynier
9 Inf. Div.	9/Ney	9/Ney	9/Ney	5/Reynier	X
9 Inf. Div.	9/Ney	9/Ney	9/Ney	4/Poniatowski	4/Poniatowski
10 Inf. Div.	9/Ney	9/Ney	9/Ney	4/M.G.-F	4/M.G.-F
11 Inf. Div.	8/Ney	8/Ney	8/Ney	5/Oudinot	5/Oudinot
12 Inf. Div.	10/Bertrand	10/Bertrand	10/Bertrand	8/Macdonald	8/Macdonald
13 Inf. Div.	9/Oudinot	9/Oudinot	9/Oudinot	8/Reynier	8/Reynier
14 Inf. Div.	9/Oudinot	9/Oudinot	9/Oudinot	8/Macdonald	8/Macdonald
15 Inf. Div.	10/Bertrand	10/Bertrand	10/Bertrand	7/Macdonald	7/Macdonald
16 Inf. Div.	5/Lauriston	5/Lauriston	5/Lauriston	6/Bertrand	6/Bertrand
17 Inf. Div.	5/Sabastiani	5/Sabastiani	5/Sabastiani	6/Ney	6/Ney
18 Inf. Div.	6/Lauriston	6/Lauriston	6/Lauriston	6/M.G.-F	6/M.G.-F
19 Inf. Div.	8/Lauriston	8/Lauriston	8/Lauriston	7/M.G.-H	7/M.G.-H
20 Inf. Div.	8/Marmont	8/Marmont	8/Marmont	6/St. Cyr	6/St. Cyr
21 Inf. Div.	11/Marmont	11/Marmont	11/Marmont	6/St. Cyr	7/M.G.-H
22 Inf. Div.	8/Marmont	8/Marmont	8/Marmont	6/St. Cyr	7/St. Cyr
23 Inf. Div.	X	X	X	6/St. Cyr	6/St. Cyr
24 Inf. Div.	X	X	X	5/Augereau	5/Augereau
25 Inf. Div.	6/M.G.-E	6/M.G.-E	6/M.G.-E	4/Augereau	4/Augereau
26 Inf. Div.	X	X	X	6/Napoleon	6/Napoleon
27 Inf. Div.	X	X	X		
29 Inf. Div.	8/M.G.-A	8/M.G.-A	8/M.G.-A		
31 Inf. Div.	4/Macdonald	4/Macdonald	4/Macdonald		
32 Inf. Div.	1/Reynier	1/Reynier	1/Reynier		
35 Inf. Div.	10/Macdonald	10/Macdonald	10/Macdonald		
36 Inf. Div.	8/Macdonald	8/Macdonald	8/Macdonald		
38 Inf. Div.	9/M.G.-G	9/M.G.-G	9/M.G.-G		
39 Inf. Div.	7/M.G.-H	7/M.G.-H	7/M.G.-H		
42 Inf. Div.	X	X	X		
43 Inf. Div.	X	X	X		
44 Inf. Div.	X	X	X		
45 Inf. Div.	X	X	X		
51 Inf. Div.	X	X	X		
52 Inf. Div.	X	X	X		
Reserve Art.	X				

AN OVERVIEW OF THE SEQUENCE OF PLAY FOR A SINGLE PLAYER-TURN

I. COMMAND PHASE

A. ADMINISTRATIVE SEGMENT

1. Determine Weather (First Player only). (See Rule #24)
2. Adjust Administration Point Track. (See Rule #5)
3. Add Replacements. (See Rule #22)
4. Determine Level of Army Support. (See #5)

B. ORGANIZATION SEGMENT (See Rule #11)

1. Transfer of Combat Units.
2. Elimination of Units and Transfer of SP's.
3. Creation of March Regiments.

II. MOVEMENT PHASE

A. MOVEMENT COMMAND SEGMENT (See Rule #7) and Sequence of Play)

1. Determine which forces are eligible.
2. Issue the Movement Commands for Normal and Extended March.
3. Adjust the AP Point Pool totals accordingly.
4. Move all eligible forces (see Rule #14 et. seg.)
5. Determine the Attrition for all moving forces as they are moved (see Rule #8)

B. INDIVIDUAL INITIATIVE SEGMENT (See Rule #10)

1. Determine Cavalry and Morale Modifiers (forces not in enemy ZOC).
2. Compare Leader Initiative Ratings (forces in enemy ZOC's).
3. Determine any other appropriate modifiers and add total.
4. Roll die and determine whether force may move.
5. Adjust the AP Point Pool totals according to Provisional Movement Command expenditure.
6. Move all eligible forces (see Rule #14 et. seq.)
7. Determine the Attrition for all moving forces. (see Rule #8)
8. Determine the Attrition for all units which did not move.

III. COMBAT PHASE

A. FORCED MARCH SEGMENT (NON-PHASING PLAYER ONLY) (See #14)

1. Determine eligibility.
2. Adjust strength for Attrition.
3. Move the forces.

B. COMBAT SEGMENT (Also see Rules #15, 16, 17)

1. Choose the type of battle to be conducted (Pitched or Pursuit). (See Rule #18)
2. Determine Cavalry Differential. (See Rule #25)
3. Determine the effects of Artillery Fire. (See #25)
4. Find the Odds Column on the CRT. (See Rule #18)
5. Resolve the Attack. (See Rule #18)
6. Adjust each force for lost strength points and/or hexes retreated. (See #18)
7. Conduct Counterattack or Re-attack (Pitched Battles only). (See #18)
8. Execute the Retreat. (See #19)
9. Conduct discretionary Pursuits. (See #20)
10. Determine and remove losses due to Pursuit. (See Rule #18)
11. Check for Disorganization (Retreating forces only). (See Rule #21)
12. Check for Rallying (forces disorganized during previous Game Turns only). (See Rule #21)
Repeat for each combat situation.

Allied Army Manifest, Swedish Units

Art./Cav Division	Spring	Dresden	Leipzig
1st Reserve	X	3/N/Stedingk	3/N/Stedingk
Artillery	X	3/N/Stedingk	3/N/Stedingk
Infantry			
1st Schutssnh	X	4/N/Stedingk	4/N/Stedingk
2nd Reuterskj	X	4/N/Stedingk	4/N/Stedingk
3rd Braendstr	X	4/N/Stedingk	4/N/Stedingk
4th Posse	X	4/N/Stedingk	3/N/Stedingk
6th Boijje	X	3/N/Stedingk	3/N/Stedingk
Cavalry			
Res. Dolffs	3/C/Bluecher	6/B/Kleist	3/B/Kleist
Res. Juergass	1/C/Yorck	4/S/Yorck	3/S/Yorck
Res. Oppenhimr	2/C/Buelow	3/N/Buelow	2/N/Buelow
Gde. Alvenslbn	X	2/B/Konstantin	1/B/Konstantin
Infantry			
1st Losthin	2/C/Yorck	10/S/Yorck	5/S/Yorck
2nd Warburg	1/C/Yorck	8/S/Yorck	3/S/Yorck
3rd H. Homberg	5/C/Buelow	10/N/Buelow	7/N/Buelow
4th Theumen	1/C/Buelow	8/N/Buelow	X
5th Borstell	4/C/Woronzow	10/N/Buelow	6/N/Buelow
6th Kraft	2/C/Buelow	7/N/Buelow	5/N/Buelow
7th Weltzien	4/C/Yorck	8/S/Yorck	5/S/Yorck
8th Girs	3/C/Yorck	8/S/Yorck	4/S/Yorck
9th Kleux	X	8/B/Kleist	5/B/Kleist
10th Roeder	9/C/Bluecher	8/B/Kleist	3/B/Kleist
11th Zieten	7/C/Bluecher	9/B/Kleist	3/B/Kleist
12th August	2/C/M.G.-M	7/B/Kleist	3/B/Kleist
Gde. Alvenslbn	2/C/Tormasof	5/B/Konstantin	4/B/Konstantin
Ldr. Wobeser	X	6/N/Tauntzien	3/N/Tauntzien
Ldr. Hirschfld	X	8/N/Tauntzien	7/N/Tauntzien
Ldr. Putlitz	X	6/N/Tauntzien	4/N/Tauntzien
Ldr. Dobschutz	X	11/N/Tauntzien	9/N/Tauntzien
Art.			
Artillery	6/C/Bluecher	5/S/Bluecher	5/S/Bluecher

Allied Army Manifest, Austrian Units

Cavalry			
1st, Schneller	X	3/B/Colloredo	3/B/Colloredo
1st, Lederer	X	3/B/Gyulai	2/B/Meerveldt
1st, Crennevil	X	X	3/B/Gyulai
1st, Ehrengede	X	2/B/Klenau	X
1st Lt. M.Liechtn	X	3/B/Schwarzenberg	3/B/Schwarzenberg
2nd Lt. Bubna	X	4/B/M.G.-A	4/B/M.G.-A
3rd, Meszko	X	4/B/Klenau	4/B/Klenau
Cuir. Nostitz	X	6/B/H. Homburg	6/B/H. Homburg
Infantry			
1st, Lederer	X	X	3/B/Meerveldt
1st, Crennevil	X	7/B/H. Homburg	2/B/Gyulai
1st, Res. Chasteler	X	6/B/H. Homburg	5/B/H. Homburg
1st Lt. M. Liechtn	X	4/B/Schwarzenberg	2/B/Schwarzenberg
2nd, Wimpfen	X	8/B/Colloredo	9/B/Colloredo
2nd, A. Liechtn	X	12/B/Gyulai	7/B/M.G.-B
2nd, Murray	X	X	7/B/Gyulai
2nd, Hohenlohe	X	7/B/Klenau	X
2nd, Res. Bianchi	X	11/B.H. Homburg	9/B/H. Homburg
2nd Lt. Bubna	X	X	6/B/M.G.-A
3rd, Greth	X	6/B/Colloredo	7/B/Colloredo
3rd, Weissenw	X	12/B/Gyulai	X
3rd Phillipp	X	X	6/B/M.G.-C
3rd, Mayer	X	10/B/Klenau	7/B/Klenau
3rd, Lt. Meszko	X	5/B/Klenau	2/B/Klenau
3rd, Res. Civalart	X	9/B/H. Homburg	X
Art.			
Artillery	X	7/B.H. Homburg	8/B/H. Homburg

Allied Army Manifest, Prussian Units

Cavalry			
Res. Dolffs	3/C/Bluecher	6/B/Kleist	3/B/Kleist
Res. Juergass	1/C/Yorck	4/S/Yorck	3/S/Yorck
Res. Oppenhimr	2/C/Buelow	3/N/Buelow	2/N/Buelow
Gde. Alvenslbn	X	2/B/Konstantin	1/B/Konstantin
Infantry			
1st Losthin	2/C/Yorck	10/S/Yorck	5/S/Yorck
2nd Warburg	1/C/Yorck	8/S/Yorck	3/S/Yorck
3rd H. Homberg	5/C/Buelow	10/N/Buelow	7/N/Buelow
4th Theumen	1/C/Buelow	8/N/Buelow	X
5th Borstell	4/C/Woronzow	10/N/Buelow	6/N/Buelow
6th Kraft	2/C/Buelow	7/N/Buelow	5/N/Buelow
7th Weltzien	4/C/Yorck	8/S/Yorck	5/S/Yorck
8th Girs	3/C/Yorck	8/S/Yorck	4/S/Yorck
9th Kleux	X	8/B/Kleist	5/B/Kleist
10th Roeder	9/C/Bluecher	8/B/Kleist	3/B/Kleist
11th Zieten	7/C/Bluecher	9/B/Kleist	3/B/Kleist
12th August	2/C/M.G.-M	7/B/Kleist	3/B/Kleist
Gde. Alvenslbn	2/C/Tormasof	5/B/Konstantin	4/B/Konstantin
Ldr. Wobeser	X	6/N/Tauntzien	3/N/Tauntzien
Ldr. Hirschfld	X	8/N/Tauntzien	7/N/Tauntzien
Ldr. Putlitz	X	6/N/Tauntzien	4/N/Tauntzien
Ldr. Dobschutz	X	11/N/Tauntzien	9/N/Tauntzien
Art.			
Artillery	6/C/Bluecher	5/S/Bluecher	5/S/Bluecher

Allied Army Manifest, Russian Units

Kosacks Division	Spring	Dresden	Leipzig	5th, Mesenzow	4/C/Berg	9/B/Gortschakow	3/B/Gortschakow
Kos., Platow	X	2/B/M.G.-V	2/B/M.G.-V	7th, Taysin	X	5/S/Scherbatow	4/S/Scherbatow
Kos., Mensdorf	2/C/Kleist	3/B/M.G.-V	3/B/M.G.-V	8th, Urussow	2/C/Markov	4/S/Kapzewitsch	4/S/Kapzewitsch
Kos., Thielman	X	3/B/M.G.-W	3/B/M.G.-W	9th, Udom II	X	3/S/Olsufiew	3/S/Olsufiew
Kos., Karpow	3/C/Korff	6/S/Korff	3/S/Korff	10th, Leiven	X	4/S/Osten-Sacken	3/S/Osten-Sacken
Kos., Ilowaiski	2/C/Berg	2/B/Galitzin	X	11th, Gurgalow	X	4/S/St. Priest	4/S/St. Priest
Kos., Karpow II	X	5/S/Wasiltshikow	X	12th, Chowanski	X	9/P/Dochturow ^a	9/P/Dochturow
Cavalry				13th, Lindfors	X	7/P/Dochturow ^a	7/P/Dochturow
Krassoffs	5/C/Woronzow	X	X	14th, Helfreich	2/C/Kleist	5/B/Gortschakow	2/B/Gortschakow
Tschaplitz	X	3/P/Ostermann-Tolstoj ^a	3/S/Osten-Sacken	15th, Kornlow	X	4/S/Olsufiew	4/S/Olsufiew
Puschkin	X	4/P/Dochturow ^a	4/P/Dochturow	17th, Pilar	X	5/S/St. Priest	5/S/St. Priest
Denisiew	X	2/S/Korff	2/S/Korff	18th, Benardos	X	4/S/Scherbatow	4/S/Scherbatow
Pahlen II	X	2/S/Korff	2/S/Korff	21st, Laplew	X	4/N/Woronzow	2/N/Woronzow
Ulan, Lisanewit	1/C/Korff	2/B/Pahlen	1/B/Pahlen	22nd, Schapski	2/C/Markov	4/S/Kapzewitsch	4/S/Kapzewitsch
Lt., Tchalikof	1/C/Galitzin	2/B/Galitzin	X	24th, Wutisch	X	4/N/Woronzow ^a	3/N/Woronzow
1st Hus., Milesnow	3/C/Korff	3/B/Pahlen	2/B/Pahlen	26th, Pasklewit	X	9/P/Dochturow ^a	9/P/Dochturow
2nd Hus., Lanski	3/C/Trenbetskoi	3/S/Wasiltshikow	2/S/Wasiltshikow	27th, Newjersk	X	4/S/Osten-Sacken	3/S/Osten-Sacken
Chas., Karpenko	2/C/Miloradowitch	X	X	Garr.			
1st Cuir., Deprerado	2/C/Galitzin	2/B/Galitzin	3/B/Galitzin	Glogau, Rosen	8/na/Glogau	5/na/Glogau	5/na/Glogau
2nd Cuir., Kretow	1/C/Galitzin	2/B/Galitzin	3/B/Galitzin	Art.			
3rd Cuir., Duka	2/C/Galitzin	2/B/Galitzin	2/B/Galitzin	Artillery, Res.	3/C/Tomasof	6/B/Konstantin	5/B/Konstantin
1st Drag., Borosdin	X	3/S/St. Priest	3/S/St. Priest	Artillery, Res.	X	5/P/Dochturow	5/P/Dochturow
3rd Drag., Pandschul	3/C/Trenbetskoi	1/S/Wasiltshikow	2/S/Wasiltshikow	Note: a) Does not begin scenario on map, not shown on organization Display (same info. as Scen. I). b) No counter provided, use a cavalry march regiment.			
4th Drag., Emanuel	X	X	X				
Av. Gde., Markow	X	6/P/Bennigsen ^a	6/P/Bennigsen				
Mixed, Kasakofsk ^b	1/C/Berg	X	X				
Infantry							
Av. Gde., Markow	X	4/P/Bennigsen ^a	4/P/Bennigsen				
Av. Gde. O'Rourke	3/C/Woronzow	8/N/Woronzow	X				
1st Gde. Rosen	3/C/Lawrof	8/B/Yermolow	5/B/Yermolow				
2nd Gde. Udom I	2/C/Lawrof	6/B/Yermolow	5/B/Yermolow				
1st Gren. Zwilenief	2/C/Kenevitzin	7/B/Rajewski	4/B/Rajewski				
2nd Gren. Sulima	2/C/Kenevitzin	7/B/Rajewski	5/B/Rajewski				
Mil. Tirow	X	7/P/Ostermann-Tolstoj ^a	7/P/Ostermann-Tolstoj				
Mil. Muronzow	X	7/P/Ostermann-Tolstoj ^a	7/P/Ostermann-Tolstoj				
Harpe	2/C/M.G.-K	4/N/Woronzow	3/N/Woronzow				
Engelhart	2/C/Miloradowitch	X	X				
Mixed, Kasakofsk	2/C/Berg	X	X				
3rd, Schowskoi	4/C/Eugen	7/B/Eugen	3/B/Eugen				
4th, Puschnzk	3/C/Eugen	5/B/Eugen	3/B/Eugen				

Key:

*Scenario Strength/Army/Leader
 N-Army of the North; P-Poland; B-Bohemia; S-Silesia; C-Combined Prussian and Russian Army in the Spring Scenario
 X-Unit does not appear in that scenario