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[18.0] INTRODUCTION
In the Campaign Game of Napoleon's Last Battles, players direct the course of the entire 1815 Campaign in Belgium. One player controls the French forces and the other directs the Prussian/Anglo-Allied forces. To form the campaign map, all four maps included in the QuadriGame are linked together. To simulate certain additional factors which are important in the conduct of the campaign, two major additional rules sections are introduced. All of the Standard Rules apply with full vigor unless specifically modified in the Campaign Game rules.

[18.1] ASSEMBLING THE MAP
On each of the four maps sections is a compass rose, which should be oriented so that North is the same direction for all map sections. Each map section should be placed so that its position relative to every other map section corresponds to the diagram. Players must carefully trim the western edges of the Ligny and Wavre map sections and the southern edges of the La Belle Alliance and Wavre map sections. A guide mark is printed in blue at the corners of the affected map edges; Player should align a straight-edge along the end-marks and draw a sharp blade along the straight-edge several times until the map is cut clean. The cut edges of the map sections are then overlapped upon the adjacent mapedge, covering a portion of the mapedge hexrow thereon. When properly assembled, hex W0134 should overlap hexes B2934, Q2901, and L0101—all represent the same terrain hex.

[18.2] SETTING UP THE UNITS
The Campaign Game begins at 1400 hours on June 16th, 1815. Players should use the unit manifest included at the end of this Rules Folder to construct a Campaign Unit Mix. A Campaign mix may be created in a short-hand method by carefully punching out the French units in the Quatre Bras and Ligny sheets only, the Prussian units in Ligny and La Belle Alliance only, the Anglo-Allied units in La Belle Alliance only, plus all leaders and the artillery unit of von Osteal from Quatre Bras, and two Game-Turn markers. This will provide a complete mix with no duplications.

Strict attention must be paid to unit designation. Units for each nationality should be sorted and stored by Command Designation, with all units of a given Corps (or Anglo-Allied Division) designation in a given army being stored together, along with the Officer which bears a matching command designation. These counters are selected from among the four of the folio game mixes. Note that after the Campaign mix is assembled and all Leaders separated, there will be duplicate units. These extra units are not necessary for the play of any Folio Game or the Campaign Game; they are included because each individual Folio Game requires its own complete set, and the units in more than one battle are thus duplicated. These duplicated units should be stored separately. Players should deploy their forces as shown on the map for the start of the Campaign Game. Additionally, deploy the Leaders of each army in the hex which contains that Leader’s name. All remaining units enter the game as reinforcements. All Units and Leaders shown on the Ligny and Quatre Bras game maps should be placed as shown on those maps. On the La Belle Alliance map, only those units listed as “Campaign Set-up Only” should be placed. All other Leaders and Units on the La Belle Alliance and Wavre Map sections should be ignored as they pertain only to the play of individual Folio Games.

[18.3] ADDITION TO SEQUENCE OF PLAY
The Campaign Game Sequence of Play is altered by the addition of one Phase to each Player-Turn. This Phase occurs immediately before the Movement Phase in each Player-Turn and is called the Command and Reorganization Phase. During this phase the operations described in section 20.0 Command and Reorganization (section 21.0) are performed in the following sub-sequence:

COMMAND AND REORGANIZATION PHASE
1. Command Segment
The Phasing Player determines which Combat Units are under indirect Command through the proper Officers, and which Combat Units are under direct Command.
2. Reorganization Segment
The Phasing Player reorganizes eligible Combat Units which were previously destroyed in combat, and determines the demoralization state of the components of his army due to Combat losses, or proximity to Demoralized Corps.

[19.0] LEADERS
GENERAL RULE:
Leaders, a type of playing piece introduced into play in the Campaign Game, represent the various high-level leaders in each army in the Campaign. The Leaders have no combat value or strength in the sense that Combat Units do; they are necessary for the effective employment of Combat Units. There are two types of Leaders: Commanders and Officers. Commanders represent the highest level leaders in each army. In the French Army the commanders are Napoleon, Ney, and Grouchy. In the Anglo-Allied Army the Commanders are Wellington and the Prince of Orange. In the Prussian Army the sole Commander is Blucher. Each of these Commanders bears a numerical rating known as the Command Capacity Rating which refers to the number of Officers and Combat Units that Commander may command. For example Wellington, the British Commander with a Command Capacity rating of 4, may command four Anglo-Allied Officers and four Anglo-Allied Combat Units. Officers represent the lower level Leaders directly responsible for the deployment of troops in their Command. Each Officer in each army bears a Command Designation which matches the Command Designation of the Combat Units in that Officer’s formation. In the French and Prussian armies these Officers represent the Corps level leaders; in the Anglo-Allied army these Officers represent Divisional leaders. Officers may only effect units of their army which bear that Officer’s Command designation. In the rules dealing with Command and Reorganization, units will be referred to as belonging to a specific formation. All the units which bear the same Command designation in an army, are said to “belong to” the same formation, and are commanded through the same officer.

[19.1] HOW TO READ LEADER COUNTERS

COMMANDERS

<table>
<thead>
<tr>
<th>Officer</th>
<th>Capacity Rating</th>
</tr>
</thead>
<tbody>
<tr>
<td>Wellington</td>
<td>4</td>
</tr>
</tbody>
</table>

OFFICERS

<table>
<thead>
<tr>
<th>Officer</th>
<th>Designation</th>
</tr>
</thead>
<tbody>
<tr>
<td>La Garouste</td>
<td>IV</td>
</tr>
</tbody>
</table>

[19.2] LEADER OPERATIONS
The following rules detail how leaders operate differently from Combat Units as delineated in the Standard Rules. Unless specifically mentioned in the following rules, leaders observe all Standard Rules.

[19.21] How Leaders Move
Leaders move during the Friendly Movement Phase, paying Movement Point costs as if they...
were Cavalry-type units for all terrain. Leader counters may freely enter and exit Enemy controlled hexes which are occupied by Friendly Combat Units. Leaders may never voluntarily enter an enemy controlled hex which is not occupied by Friendly Combat Units, nor may they enter a hex occupied by an Enemy leader or Combat Unit.

[19.22] **Leaders and Combat**

Leaders have no Combat Strength per se, nor do they have a Zone of Control of any kind. Thus, by themselves Leaders may not attack or defend, or hinder in any way the Movement of Enemy Combat Units.

[19.23] **How Leaders Stack**

Leaders are not considered to be Combat Units, and any number of Friendly Leaders may therefore occupy a hex. Theoretically a hex could contain up to two Friendly Combat Units and any number of Friendly Leaders.

[19.24] **Effects of Enemy Units on Leaders**

Phasing Combat Units may freely enter and move through hexes occupied solely by non-phasing Leaders, in which case those Leaders are immediately removed from that hex and placed in the nearest hex occupied by non-Phasing Combat Units. Note that the non-phasing Leaders are not moved through the hexgrid, nor do they expend any Movement Points or observe any Movement restrictions; they are simply placed on the nearest Friendly non-phasing Combat unit’s hex.

[19.25] **How Leaders Are Eliminated**

When, during any Combat Phase, all Friendly Combat Units in a hex occupied by Friendly Leaders are either eliminated or retreat (leaving the Leaders as the sole occupants of the hex), a die is rolled once for each Leader in the hex. On a die roll of “1” or “2”, the Leader in question is considered eliminated and removed from play. Eliminated leaders may never return to play.

[19.26] **How Leaders Enter the Game**

Most Leaders (all Commanders) begin the Campaign Game on the map. The Officers of the French VI Corps, the Prussian IV Corps, and many of the Anglo-Allied Officers enter the Game as reinforcements. These Officers may enter the Game as shown on the Reinforcement Track. Officers which do not begin on the map should be deployed as shown on the Reinforcement Track.

[19.27] **Command/Movement Restriction**

During any Player-Turn in which a Leader unit provides or transmits the command capacity for an attack by a friendly unit, or participates in the Reorganization of units bearing its Command Designation, it moves at one-half its printed Movement Allowance.

[20.0] **COMMAND**

**GENERAL RULE:**

Command capacity is intrinsic only to commanders, and is expressed by their Command Capacity Rating. The function of officers is to “magnify” commanders’ Command Capacity, and transmit command throughout their formations. Officers have no intrinsic Command Capacity of their own. The Command Capacity Rating of a commander represents the number of entire formations which may be commanded through those formations’ officers, and the number of individual units which may be commanded directly by that commander. Units are said to belong to the same formation if they bear the same Command Designation.

**PROCEDURE:**

During the Command Segment, the Phasing Player must determine the command status of all his combat units, and place a blank marker on all those which are not in command. The command status of units endures throughout the entire Player-Turn. A unit is said to be in command if it is within five hexes of a commander whose command capacity is not exceeded, or if it is within three hexes of the officer of its formation, which is in turn in command. An officer is in command if within five hexes of a friendly commander whose command capacity is not exceeded.

[20.33] A Unit which is Out of Command and which does not begin the Friendly Combat Phase in an Enemy controlled hex is not required to retreat as outlined in the above case, even if (due to advance of Enemy units after Combat) the unit is in an Enemy Controlled hex at the end of the Friendly Combat Phase.

[21.0] **REORGANIZATION**

**GENERAL RULE:**

All Combat Units have two sides. All information on each side of the counter is identical with the exception of the Combat Strength. The front side of the unit, shows the higher Combat Strength (the unit’s full Strength); the reverse side, shows the weaker strength (the unit’s reduced strength). In the Campaign Game, Full Strength units which are destroyed in combat may be returned to play at their Reduced Strength later in the game. This activity is known as Reorganization and is accomplished by Officers of the appropriate Command designations under specific circumstances. Reorganization reflects the ability of an army to recover from combat losses and reorganize previously “destroyed” units.

**PROCEDURE:**

Players should designate a total of six compartments of the Game Box (or similar container) as the Destroyed Units compartments for each army in the game: two for each army. One of these compartments in each army is for Units Available for Reorganization; the other is for the Permanently Destroyed Units of that army. When a Full Strength unit is destroyed in combat, it is placed in the appropriate army’s Reorganization Compartment. When an already-Reduced Strength unit, or a Unit with a Combat Strength of One, is eliminated in Combat it is placed in the Permanently Destroyed Units box. Units placed in the Reorganization Compartment must remain there for one complete Game-Turn, at which point they are available for reorganization during any subsequent Friendly Reorganization Phase. To reorganize a unit, simply place that unit in the same hexgrid as the Officer bearing that unit’s Command Designation (the officer must meet certain criteria listed in the following cases).

[21.1] **PROXIMITY OF ENEMY UNITS**

A Player may never attempt to reorganize a unit if the Officer bearing that unit’s Command Designation is within ten hexes of an Enemy combat unit. Officers within ten hexes of an Enemy Combat unit may not attempt reorganization of the units of their formation.

[21.2] **COMMAND**

An Officer need not be in Command to attempt reorganization. An Officer attempting reorganization may not transmit command capacity to the units bearing his command designation. The Officer in question loses all command functions for that Player-Turn, and the units of his formation may attack only if in direct command of a commander.

[21.3] **STACKING**

Stacking limits may never be violated during reorganization; thus no more than two units of a given command may ever be reorganized in any given Command/Reorganization Phase.

[21.4] **EFFECTS OF DEMORALIZATION**

When a Player attempts to reorganize units of a demoralized Corps or Nationality, that Player must roll a die once for each commander attempting to reorganize units. On die rolls of “5” or “6”, these units are permanently destroyed and placed in the appropriate compartment. The Officer of any units destroyed in this manner may not attempt to reorganize any other units in the current Command/Reorganization Phase.
[22.0] DEMORALIZATION
GENERAL RULE:
In the Campaign Game, demoralization procedures differ from the description in the Standard Rules in that certain portions of an army may be demoralized separately from the remainder of that army. In the Prussian and Allied armies, the units of a particular Corps (bearing a particular Officers Command Designation) will become demoralized when losses to that Corps equal or exceed the demoralization level for that Corps. A single, running total of all Anglo-Alied losses is kept, with each nationality within that army becoming Demoralized when that running total reaches its demoralization level.

PROCEDURE:
When the total Full Strength Point value of units of a given Corps in both destroyed units compartments of the French or Prussian armies equal or exceed that Corps’ demoralization level, the units of that Corps are demoralized. This is signified by flipping over that Corps’ officer at the instant that the losses equal or exceed that demoralization level.

In the Anglo-Alied army, when the total Full Strength Point value of all units (regardless of nationality) in both destroyed units compartments equal or exceed a given nationality’s demoralization level, all units of that nationality are considered to be demoralized, and Officers of that nationality (if any) are flipped over to indicate the demoralized state.

[22.1] EFFECTS OF DEMORALIZATION
The effects of Demoralization are exactly those outlined in the Standard Rules Folder with the following additions:

[22.11] Effects on Movement
Units and Officers which are demoralized pay two Movement Points for Clear Terrain, and normal (cavalry) Movement costs for all other terrain.

[22.12] Effects on Reorganization
Units of a Corps or Nationality which is demoralized must roll a die for Reorganization to determine whether the unit is permanently eliminated (see 21.4).

[22.2] CORPS AND NATIONAL DEMORALIZATION
Below are the Demoralization Levels for each Corps in the French and Prussian armies and the National demoralization levels for the Anglo-Alied army. (Corps is demoralized if Combat Losses within the Corps equal or exceed the levels shown).

FRENCH CORPS: Gd—20; I—15; II—19; III—13; IV—12; VI—8; IC—3; IIC—4; IIC—4; IV—4.

PRUSSIAN CORPS: 1—20; II—20; III—14; IV—19.

ANGLO-AliED NATIONALITIES
(Nationalities are demoralized if cumulative losses from among all contingents of the Anglo-Alied army reach the level shown).
British—40; K.G.—33; Hanoverian—12; Brunswick—10; Nassau—8; Netherlands—7.

[22.3] RECOVERY FROM DEMORALIZATION
Each Corps or Nationality may recover from demoralization through the reorganization of eligible units. When, through reorganization, the total full Combat Strength Points of the appropriate units in the destroyed units compartments no longer equals or exceeds the appropriate Demoralization level, the units of the Corps or Nationality are no longer considered to be demoralized. The appropriate Officers (if any) are returned to their undemoralized state and units of that Corps or Nationality function without the restrictions imposed by their formerly demoralized state.

[22.4] PROXIMITY OF DEMORALIZED CORPS
In the French and Prussian armies, the Demoralization Level of Corps whose Officers are within five hexes of one or more Friendly Demoralized Officers is lowered by two Combat Strength Points. Proximity determination is made during the Reorganization Segment of the Player-Turn. If there are any Friendly Demoralized Officers on the map at that time which are within five hexes of demoralized Friendly Officers, determine the losses for the demoralized Corps; but subtract 2 Strength Points from the Demoralization Level. If losses exceed that Corps’ modified Demoralization level, the units of that Corps are demoralized and the Officer is flipped over to indicate that fact. This process continues if there is another Friendly undemoralized officer within five hexes of the newly demoralized Corps.

[22.41] Demoralized French Cavalry Corps never cause the reduction of other corps’ Demoralization Level, nor do they themselves check for demoralization because of the proximity of Friendly demoralized Corps. They are demoralized only by Combat losses which by themselves exceed the Cavalry Corps demoralization level.

[22.42] Demoralized Anglo-Alied nationalities never cause the reduction of other nationality’s Demoralization Level.

[22.5] DEFEAT OF THE IMPERIAL GUARD
If any units of the Imperial Guard bearing the Designations Gren/Gd or Chas/Gd suffer any adverse Combat Result (Ae, As, or Ex) during the French Players Combat Phase of any Game Turn, the Demoralization levels for all French Corps within 10 hexes are immediately and permanently reduced by 7 Strength Points. These Corps (including the Guard) must check for Demoralization immediately. No reduction is incurred if the specific attack demoralizes the British, French or Prussian Corps.

[23.0] NIGHT GAME TURNS
GENERAL RULE:
In addition to the restrictions imposed by the Standard Game Rules the following rule is in effect: There is no Command/Reorganization Phase on any Night Game Turn; all units operate as if they were out of command during the Night Game-Turns, and no reorganization may take place on any night Game-Turns.

[24.0] SUPPLY
GENERAL RULE:
Supply and Communications formed a major consideration in Movement throughout the campaign. Supply is determined once per day on the first daylight Game-Turn (0900 hrs.) of each day. Units which are not in supply are removed from the map placed in the appropriate destroyed units box; they may not be reorganized. Supply state has no effect upon Leaders.

PROCEDURE:
A line of supply is traced as a series of contiguous hexes of any length. The first five hexes may be terrain of any type; the remainder must be connected road and/or trail hexes leading to an appropriate map edge hex.

[24.1] SUPPLY SOURCES
All French Supply is traced to any southern map edge hex. All Prussian Supply is traced to any hex on the western map edge. All Anglo-Alied Supply is traced to any hex on the northern or eastern map edge.

[24.2] BLOCKING SUPPLY
Supply is blocked if a unit is unable to trace a Supply line as described above which does not enter an Enemy occupied hex. Enemy Zones of Control do not block supply.

[25.0] OPTIONAL RULES
GENERAL RULE:
Any or all of the following rules may be used at the Players’ option.

[25.1] CAVALRY RETREAT BEFORE COMBAT
Cavalry was particularly well suited as a delaying and screening force at this time. To reflect more accurately this important function Players may, at mutual agreement, employ the following rule: Any Cavalry or Horse Artillery unit which begins any Combat Phase in an Enemy Zone of Control, and is adjacent to no Enemy Cavalry units, may retreat one hex before combat as in the retreat after combat rules (see 7.4). This retreat is completely optional, and when the rule is employed players are not forced to retreat before combat in such situations; it does not allow an enemy advance (7.5).

[25.2] FRENCH LATE START
All three French Commanders (much like this developer) had a great deal of difficulty awakening in the morning and moving to the tasks at hand. Thus the following optional rule: At the beginning of the 0600 hrs. Game-Turn of each day, all French Commanders are marked. These French commanders may not move or perform any Command Functions until released. French Commanders are released by one of three things: 1) A die is rolled for each French Commander during the Command/Reorganization Phase of the French Player’s Turn (only) if the French commander is released and functions normally until the next 0600 hrs. Game-Turn. 2) A previously released French Commander moves into or through the hex occupied by an unreleased Commander; beginning on the next Game-Turn the unreleased commander is automatically released. 3) Any Enemy unit moves into any French controlled hex during the Allied Movement Phase; this automatically releases all French Commanders within 10 hexes of the point of contact.

[25.3] CAVALRY IMPETUS AND CONTROL
During the Campaign both sides had problems with Cavalry actions becoming uncontrolled and ultimately wasteful. Players may, at mutual consent, utilize the following rule: In any Combat situation in which Cavalry is involved, and in which the cavalry might normally exercise the option to advance after Combat, a die must be rolled. On a roll of “1” or “2” the Player maintains control and may advance; if any other number is rolled, as he sees fit. On die rolls of “3” or “4”, no advance of any kind may take place by any unit type. On die rolls of “5” or “6” one cavalry must advance after combat. The advance may never violate any restrictions of case (7.9).

[25.4] LEADER ADVANCE ADVANTAGE
In the Standard Game Rules only one unit may advance after Combat. By utilizing the following option, which may be mutually agreed upon before the game begins, players may alter this rule as follows: If a Leader occupies a hex with two Friendly Combat Units—both of which fulfill the requirements for advance after combat—then both units may advance. Both units which advance must come from the same hex and they must fulfill all requirements for advance after combat. If this option is taken, the Leader which is stacked with these units must also advance into the vacated hex.

[26.0] VICTORY CONDITIONS
GENERAL RULE:
Victory in the Campaign Game is achieved through the accumulation of Victory Points which are added to and subtracted from the Victory Point Total, for the destruction of Combat Units.
and the attainment of certain objectives. Basically, it is up to the French Player to destroy the Allied armies while minimizing his own losses and force his way towards Brussels—the strategic objective of the campaign.

PROCEDURE:
The Players keep a running tally of the Victory Total which is modified as follows:

POINTS ADDED TO THE VICTORY POINT TOTAL
One Victory Point per eliminated Prussian/Anglo-Allied Combat Strength Point (including units currently in both Destroyed Units Components of each Army).

Two points for each French Strength Point which exits the map to Brussels (from hex B6065 only).

POINTS SUBTRACTED FROM THE VICTORY POINT TOTAL
One Victory Point per French Strength Point eliminated (including units currently in both destroyed Units Components of the French Army).

BONUS POINTS FOR FRENCH EXITING
If the French Player attains 40 Victory Points through the exiting of Units to Brussels, he immediately receives a doubling of the Point Value for exiting Units, both those previously exited and those exited subsequently.

LEVEL OF VICTORY
If the Victory Point Total reaches 230 or more Victory Points at any time, the French Player wins. If he does not, the Allied Player wins.

CONDITIONS
The French Player receives points for exiting the map only if certain conditions are met.

1] A French Line of Supply must be traced from the exit hex to a French Supply source.

2] The exited units must be in command; that is, sufficient Leaders and Officers must have exited to command units currently off the map. For determination purposes these units are considered to be within proper radii of one another for command to take place. If units exceed the possible command the French Player does not receive the points for these excess units.

CAMPAIGN GAME ERRATA
A production error has placed the wrong names on the French Officer Counters of II, III, and IV Corps. Reille is actually the II Corps Officer, Vandammme the III Corps Officer, and Gerard, IV Corps. These names are shown correctly on the map and in the Unit Manifest; where Reille is indicated on the map, place the II Corps Officer, where Vandammme is shown, the III Corps Officer, where Gerard, IV Corps.

CAMPAIGN NOTES
Decision making is simply finding the answers to a series of yes/no questions all simple by themselves, whose interrelationships become more and more complex as the list of questions grows. This, in a nutshell, is a conflict simulation: a series of mutually supporting interrelated decisions.

The final factor in the process is this: It is important that the simulation of an event take a relatively limited point of view in its interpretation of that event. A game which presents more than a few interesting points of view is a very complex game. In designing a campaign game we first tried to gain an all important understanding of the terrain as the battles and battlefields were studied individually. Then one major point of view was chosen—the Command and Command Structures as well as the relative competence of the individuals in these structures had enormous impact on the conduct of the 1815 campaign. These rules developed out of a perception of how those leaders operated (and failed). The rules are imparted here to give the effect of this command structure on the campaign.

UNIT MANIFEST

French Army

IMPERIAL GUARD DROUOT

Grenadiers

Chasseurs

1st Young Guard Div. Barols

Cav. Old Guard Mortier
Div Lefebvre-Desmottes, Div Guyot.

Corps Assets
Old Guard Lallemand, Old Guard Duchand, Young Guard.

1 CORPS D’ERLON

1st Div. Allix

2nd Div. Donzelot

3rd Div. Marcognet

4th Div. Durutte

Corps Assets

II CORPS REILLE

5th Div. Bachelu

6th Div. Jerome

7th Div. Girard

9th Div. Foy

Corps Assets

III CORPS VANDAMME

8th Div. Lefeb

10th Div. Habert

11th Div. Berthuazne

Corps Assets

IV CORPS GERARD

12th Div. Percheux

13th Div. Vichery
Bde. Le Capitaine, Bde. Desprez.

14th Div. Boremont

Corps Assets
7th Cav. Div. Maurin, Baltus.

VI CORPS MOUTON

19th Div. Slimmer

20th Div. Jeanin

21st Div. Teste
Bde. Laffitte, Bde. Penne.

Corps Assets
Novry.

I Cavalry Corps Paqel
4th Div. Soult, 5th Div. Saberrie, 1C Cothraux.

II Cavalry Corps Exelmans

III Cavalry Corps Kellerman
11th Div. L’Hertier, 12th Div. d’Hurbal, 11C MARCLAI.

IV Cavalry Corps Milhau
13th Div. de St. Alphonse, 14th Div. Delort, 4C Ducuit.

British Army

I CORPS ORANGE

3rd Div. Alen

1st Div. Cooke

3rd Div. Chasse

2nd Div. Perponcher

Eth. Cav. Div. Colerta

II CORPS HILL

2nd Div. Clinton

4th Div. Colville

RESERVE

5th Div. Clinton

Brunswick Corps

6th Div. Cole

Cavalry Unbrigde

Prussian Army

I CORPS ZIEHGEN

1st Bde. Steinmetz
12th Line, 2nd Line, 1st West Land.

2nd Bde. Plch
6th Line, 28th Line, 2nd West Land.

3rd Bde. Jagow
7th Line, 29th Line, 3rd West Land.

4th Bde. Henkel
19th Line, 4th West Land.

Corps Assets
Bde. Treskow, Bde. Lutrow, I Lhemen, I.

II CORPS PIRCH

5th Bde. Tippelskirchen
2nd Line, 25th Line, 5th West Land.

6th Bde. Kraft
9th Line, 26th Line, 1st Elbe Land.

7th Bde. Brause
14th Line, 22nd Line, 2nd Elbe Land.

8th Bde. Langen
21st Line, 23rd Line, 3rd Elbe Land.

Corps Assets
Bde. Thumen, Bde. Schunenberg, Bde. Sohr, II Rohl, II.

III CORPS THEILSLAN

9th Bde. Börcke
8th Line, 36th Line, 1st Kur Land.

10th Bde. Kämpfen
27th Line, 2nd Kur Land.

11th Bde. Luck
3rd Kur Land, 4th Kur Land.

12th Bde. Stubnagel
31st Line, 5th Kur Land, 6th Kur Land.

Cavalry Hube
Bde. der Marwitz, Bde. Lottum, III Mohnpt, II.

IV CORPS BULOW

15th Bde. Lothin
18th Line, 3rd Sill Land, 4th Sill Land.

16th Bde. Hiller
10th Line, 1st Sill Land, 2nd Sill Land.

13th Bde. Hache
10th Line, 2nd Neu Land, 3rd Neu Land.

14th Bde. Rysell
11th Line, 1st Pom Land, 2nd Pom Land.

Cavalry Wilhelm