

ORDERS OF BATTLE

ANGLO-ALLIED ARMY

AA	Anglo-Allied Army	(4) Wellington	17°G(10)+3D	22M	
IA	I Corps	(2) Orange	7°G(6)+1	5F	
		(1) Cooke	3°G(6)+1		
	1/IA First Division	1B/1/IA	16 BrGD		5D
		2B/1/IA	16 BrGD		5D
	3/IA Third Division	(1) Alten	4°G(7)+1		
		1B/3/IA	16 BrLN		6D
		2B/3/IA	16 BrLT		6D
		3B/3/IA	24 HstLN		14D
	2db/IA Second Dutch-Belgian Division	(1) Perponcher	3°G(7)+1		
		1B/2db/IA	28 DstLN		17D
2B/2db/IA		20 NstLN		10D	
3B/2db/IA		16 NstLN		8D	
3db/IA Third Dutch-Belgian Division	(1) Chasse	4°A(6)+1			
	1B/3db/IA	24 DstMI		17D	
	2B/3db/IA	28 DstLN		17D	
	3db/IA	1 Dst6f			
IIA	II Corps	(2) Hill	7°G(6)+1	2F	
		(1) Clinton	4°A(6)+1		
	2/IIA Second Division	1B/2/IIA	24 BrLT		10D
		2B/2/IIA	16 BrLN		6D
		3B/2/IIA	20 HstLW		14D
		2/IIA	1 Br9f		
	4/IIA Fourth Division	(1) Michel	3°A(5)+0		
		1B/4/IIA	16 BrLN		6D
	5/R Fifth Division	(1) Picton	5°E(8)+2		2F
		1B/5/R	16 BrLN		6D
2B/5/R		12 BrLN		5D	
3B/5/R		20 HstLW		14D	
5/R		1 Br9f			
6/R Sixth Division	(1) Lambert	4°G(6)+0		1F	
	1B/6/R	20 BrLN		8D	
	2B/6/R	20 HstLW		14D	
6/R	6/R	1 Br9f			
	B/R Brunswick Division	(1) Busslar	3°A(6)+0		2F
		1B/B/R	20 BstLT		10D
		2B/B/R	16 BstLN		10D
3B/B/R		12 BstLC		6D	
B/R		1 Bst6f			
N/R Nassau Brigade	(1) Kruse	3°A(5)+0		1F	
	1B/N/R	20 NstLN		10D	
A/R Artillery Reserve	(1) Frazer	3°G(8)+0			
	A/R	1 Br9f			
	A/R	1 Br9f			
	A/R	1 Br6f			
	A/R	1 Br6f			
	A/R	1 Br6f			
CR Cavalry Reserve	(1) Unbridge	7°G(7)+1		4F	
	1B/CR	16 BrHHC		5D	
	2B/CR	16 BrHC		6D	
	3B/CR	16 BrKLC		6D	
	4B/CR	16 BrLC		6D	
	5B/CR	20 BrLC		8D	
	6B/CR	16 BrLC		6D	
	7B/CR	12 BrKLC		5D	
	8B/CR	8 HstLC		5D	
	CR	1 Br9f			
	CR	1 Br9f			
	CR	1 Br6f			
	CR	1 Br6f			
	CR	1 BrHHA			
CR	1 BrRHA				
DBC Dutch-Belgian Cavalry	(1) Collaert	3°A(4)+1		2F	
	1B/DBC	12 DstLC		7D	
	2B/DBC	12 DstLC		7D	
	3B/DBC	12 DstLC		7D	
	DBC	1 Dst6f			

PRUSSIAN ARMY

PRA	Preußische Rhinennarmee	(4) Blucher	20°EG(10)+3D	19M
I/IP First Brigade	(1) Steinmetz	4°A(7)+0		2F
	1B/1/IP	16 PrLN		8D
	2B/1/IP	16 PrLN		8D
	3B/1/IP	16 PrLW		10D
C/IP Cavalry Brigade	(1) Roder	4°G(6)+2		1F
	1B/C/IP	16 PrLC		8D
	2B/C/IP	12 PrLC		6D
	IP	1 Pr6f		
	IP	1 Pr6f		
IIP II Corps	(2) Pirch I	9°G(6)+1		5F
	(1) Toppelkircher	3°A(4)+1		
5/IIP Fifth Brigade	1B/5/IIP	20 PrLN		10D
	2B/5/IIP	16 PrLN		10D
	3B/5/IIP	16 PrLW		10D
	(1) Krafft	4°G(6)+1D		
6/IIP Sixth Brigade	1B/6/IIP	16 PrLN		8D
	2B/6/IIP	16 PrLN		8D
	3B/6/IIP	16 PrLW		10D
C/IIP Cavalry Brigade	(1) Jurgass	4°G(7)+1		
	1B/C/IIP	12 PrLC		6D
	2B/C/IIP	8 PrLC		4D
	3B/C/IIP	12 PrLWC		7D
	IIP	1 Pr6f		
	IIP	1 Pr6f		
IVP IV Corps	(2) Bulow	9°E(7)+1		8F
	(1) Hacke	4°A(6)+0		
13/IVP Thirteenth Brigade	1B/13/IVP	20 PrLN		10D
	2B/13/IVP	16 PrLW		10D
	3B/13/IVP	20 PrLW		12D
	(1) Rysel	3°A(5)+0		
14/IVP Fourteenth Brigade	1B/14/IVP	16 PrLN		8D
	2B/14/IVP	20 PrLW		12D
	3B/14/IVP	20 PrLW		12D
	(1) Loshin	3°G(6)+1		
15/IVP Fifteenth Brigade	1B/15/IVP	20 PrLN		10D
	2B/15/IVP	16 PrSLW		10D
	3B/15/IVP	16 PrSLW		10D
	(1) Hilker	3°A(5)+0		
16/IVP Sixteenth Brigade	1B/16/IVP	20 PrLN		
	2B/16/IVP	16 PrSLW		
	3B/16/IVP	16 PrSLW		
	(1) Prince William	4°G(6)+0		
C/IVP Cavalry Brigade	1B/C/IVP	20 PrLC		10D
	2B/C/IVP	16 PrLWC		10D
	3B/C/IVP	20 PrLWC		12D
	IVP	1 Pr6f		
	IVP	1 Pr6f		
	IVP	1 Pr6f		
	IVP	1 Pr12f		
	IVP	1 Pr12f		



LABELS

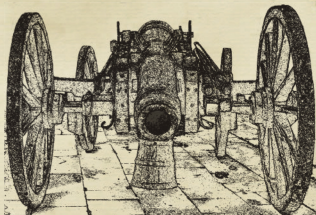
ANGLO-ALLIED ARMY

AA 22M 17*G(10)+3D Wellington	IA 5F 7*G(6)+1 Orange	IIA 2F 7*G(6)+1 Hill	I/IA 3*G(6)+1 Cooke	3/IA 4*G(7)+1 Allen
2d/IA 3*G(7)+1 Peponcher	3d/IA 4*A(6)+1 Chasse	2/IA 3*A(5)+1 Clinton	4/IA 3*G(7)+1 Mitchel	5/R 2F 5*E(8)+2 Picton
6/R 1F 4*G(6)+0 Lambert	B/R 2F 3*A(6)+0 Butlar	N/R 1F 3*A(5)+0 Krusse	CR 4F 7*G(7)+1 Usbridge	DBC 2F 3*A(4)+1 Collart
A/R 3*G(8)+0 Frazer				

1B/1/IA [5D] 16 BrGD	2B/1/IA [5D] 16 BrGD	1B/3/IA [6D] 16 BrLN	2B/3/IA [6D] 16 BrLT	3B/3/IA [14D] 24 HnLN
1B/2B/IA [17D] 28 DbLN	2B/2B/IA [10D] 20 NsLN	3B/2B/IA [8D] 16 NsLN	2d/IA Db6#	1B/3d/IA [17D] 24 DbMI
3B/3d/IA [17D] 28 DbLN	3d/IA Db6#	1B/2/IA [10D] 24 BrLT	3B/2/IA [6D] 16 BrLN	3B/2/IA [14D] 20 HnLW
2/IA Br9#	1B/4/IA [6D] 16 BrLN	1B/5/R [6D] 16 BrLN	2B/5/R [5D] 12 BrLN	3B/5/R [14D] 20 HnLW
5/R Br9#	1B/6/R [8D] 20 BrLN	2B/6/R [14D] 20 HnLW	6/R Br9#	1B/8/R [10D] 20 BwLT
2B/8/R [10D] 16 BwLN	3B/8/R [6D] 12 BwLC	B/R Bw6#	1B/N/R [10D] 20 NsLN	A/R Br9#
A/R Br9#	A/R Br6#	A/R Br6#	A/R Br6#	1B/CR [5D] 16 BrHHC
2B/CR [6D] 16 BrHC	3B/CR [6D] 16 BrKLC	4B/CR [6D] 16 BrLC	5B/CR [8D] 20 BrLC	6B/CR [6D] 16 BrLC
7B/CR [5D] 12 BrKLC	8B/CR [5D] 8 HnLC	CR Br9#	CR Br9#	CR Br6#
CR Br6#	CR BrHHC#	CR BrHHA#	1B/DBC [7D] 12 DbLC	2B/DBC [7D] 12 DbLC
3B/DBC [7D] 12 DbLC	DBC Db6#			

PRUSSIAN ARMY

PRA 19M 2B*EX(10)+32D Blücher/Gneissau	1/1P 2F 4*A(7)+0 Steinmetz	C/1P 2F 4*G(6)+2 Roder	1P 5F 9*G(6)+1 Prich I	5/1P 3*A(4)+1 Tippelskirchen
6/1P 4*G(6)+1D Krafft	C/1P 4*G(7)+1 Jurgas	1VP 8F 9*E(7)+1 Below	13/1VP 4*G(6)+0 Hacke	14/1VP 3*A(5)+0 Rysel
15/1VP 3*G(6)+1 Lothar	16/1VP 3*A(5)+0 Hiller	C/1VP 4*G(6)+0 Prince William	PRA 19M 20*G(10)+2D Gneissau	0*E(10)+3 Blücher
1B/1/1P [8D] 16 PrLN	2B/1/1P [8D] 16 PrLN	3B/1/1P [10D] 16 PrLW	1B/C/1P [8D] 16 PrLC	2B/C/1P [6D] 12 PrLC
1P Pr6#	1P Pr6#	1B/5/1P [10D] 20 PrLN	2B/5/1P [8D] 16 PrLN	3B/5/1P [10D] 16 PrLW
1B/6/1P [8D] 16 PrLN	2B/6/1P [8D] 16 PrLN	3B/6/1P [10D] 16 PrLW	1B/C/1P [6D] 12 PrLC	2B/C/1P [4D] 8 PrLC
3B/C/1P [7D] 12 PrLWC	1P Pr6#	1P Pr6#	1B/13/1VP [10D] 20 PrLN	2B/13/1VP [10D] 16 PrLW
3B/15/1VP [12D] 20 PrLW	1B/14/1VP [8D] 16 PrLN	2B/14/1VP [12D] 20 PrLW	3B/14/1VP [12D] 20 PrLW	1B/15/1VP [10D] 20 PrLN
2B/15/1VP [10D] 16 PrSLW	3B/15/1VP [10D] 16 PrSLW	1B/16/1VP [10D] 20 PrLN	2B/16/1VP [10D] 16 PrSLW	3B/16/1VP [10D] 16 PrSLW
1B/C/1VP [10D] 20 PrLC	2B/C/1VP [10D] 16 PrLWC	3B/C/1VP [12D] 20 PrLWC	1VP Pr6#	1VP Pr6#
1VP Pr6#	1VP Pr12#	1VP Pr12#	1VP Pr12#	



STATS

UNIT TYPE	COMBAT MODS				DRD	RSP	FIRE	MOVEMENT <i>c</i>			MOVE MODS		
	COL	LIN	SQ	<i>a</i>	/	/	/	COL	LIN	MCH	RGH	BCK	CG
	or LIM	or ULM	vs CV	vs OT	ROUT NO.	DSP <i>b</i>	MODS <i>l</i>	or LIM	or ULM	COL	or SQ	or SID	<i>d</i>
A General <i>eq</i>	-	-	-	-	-	-	-	-	36"	-	2/1	1/1	-
L Messenger <i>ep</i>	-	-	-	-	-	-	-	-	36"	-	2/1	1/1	-
L Wagon / Pack Train <i>p</i>	-7	-	<i>f</i>	<i>f</i>	<i>k</i>	3/-	-	10"	-	14"	6/1	-	-
L Dismounted Cavalry	-3	-2	+3	-7	<i>i</i>	<i>i</i>	2"/-4	5"	1"	15"	2/1	3/1	1"
F FrGHC Guard Heavy Cavalry	+2 <i>g</i>	+3 <i>g</i>	-	+5	2/4	8/A	-/-	13"	12"	22"	4/1	3/1	6"
F FrGLC Guard Light Cavalry	+1 <i>g</i>	+2 <i>g</i>	-	+4	2/4	8/B	-/-	14"	13"	24"	3/1	2/1	6"
F FrHC Heavy Cavalry	+1 <i>g</i>	+2 <i>g</i>	-	+5	2/4	7/B	-/-	13"	12"	21"	4/1	3/1	6"
F FrLC Light Cavalry <i>h</i>	-2 <i>g</i>	+0 <i>g</i>	-	+4	2/3	6/D	-/-	15"	14"	22"	3/1	2/1	7"
R FrOGD Old Guard Infantry <i>j5</i>	+2	+5	+9	+0	4/5	8/A	4/+0	12"	5"	18"	2/1	2/1	1"
A FrYGD Young Guard Infantry <i>s</i>	-1	+2	+7	-4	3/4	6/B	5/+1	12"	4"	18"	3/2	4/3	2"
N FrLN Line Infantry	-1	+2	+7	-4	2/4	6/D	4/+0	10"	3"	18"	2/1	2/1	2"
C FrLT Light Infantry	-1	+2	+7	-4	2/4	6/D	5/+1	12"	3"	18"	3/2	3/2	1"
E FrG12# Guard 12# Heavy Artillery <i>p</i>	-4	-2	<i>f</i>	<i>f</i>	<i>k</i>	8/-	12/+2	9"	3"	14"	6/1	1/1	2"
E Fr12# 12# Heavy Artillery <i>p</i>	-5	-3	<i>f</i>	<i>f</i>	<i>k</i>	6/-	12/+2	9"	2"	14"	6/1	1/1	2"
E FrG6# Guard 6# Horse Artillery <i>p</i>	-4 <i>g</i>	-2 <i>g</i>	<i>f</i>	<i>f</i>	<i>k</i>	8/-	9/+2	12"	4"	22"	4/1	1/1	2"
E Fr6# 6# Horse Artillery <i>p</i>	-5 <i>g</i>	-3 <i>g</i>	<i>f</i>	<i>f</i>	<i>k</i>	6/-	9/+2	12"	4"	21"	4/1	1/1	3"
B BrHHC Household Cavalry	+3 <i>g</i>	+4 <i>g</i>	-	+6	2/4	7/A	-/-	14"	13"	20"	4/1	3/1	6"
B BrHC Heavy Cavalry	+2 <i>g</i>	+3 <i>g</i>	-	+6	2/4	6/B	-/-	13"	12"	20"	4/1	3/1	6"
B BrKLC KGL Light Cavalry <i>h</i>	-1 <i>g</i>	+1 <i>g</i>	-	+5	2/3	6/B	-/-	14"	13"	23"	3/1	2/1	6"
B BrLC Light Cavalry <i>h</i>	-1 <i>g</i>	+1 <i>g</i>	-	+5	2/3	6/B	-/-	14"	13"	23"	3/1	2/1	6"
B BrGD Guard Infantry	+0	+4	+9	-2	3/5	6/A	4/+1	12"	5"	18"	2/1	3/2	1"
B BrLN Line Infantry	-1	+3	+8	-3	2/5	6/B	4/+1	12"	4"	15"	2/1	2/1	2"
B BrLT Light/Rifle Infantry <i>s</i>	+0	+2	+8	-3	2/5	6/B	5/+2	12"	5"	18"	3/2	4/3	1"
B Br9# 9# Horse Artillery <i>p</i>	-5 <i>g</i>	-3	<i>f</i>	<i>f</i>	<i>k</i>	6/-	10/+2	11"	3"	18"	5/1	1/1	3"
B Br6# 6# Horse Artillery <i>p</i>	-5 <i>g</i>	-3 <i>g</i>	<i>f</i>	<i>f</i>	<i>k</i>	6/-	9/+2	12"	4"	21"	4/1	1/1	3"
B BrHHA Howitzer Horse Artillery <i>p</i>	-5 <i>g</i>	-3	<i>f</i>	<i>f</i>	<i>k</i>	6/-	8/+2	11"	3"	18"	4/1	1/1	3"
B BrRHA Rocket Horse Battery <i>px</i>	-5 <i>g</i>	-4 <i>g</i>	<i>f</i>	<i>f</i>	<i>k</i>	6/-	9/-3	12"	3"	21"	2/1	1/1	3"
B BwLC Light Cavalry <i>h</i>	-2 <i>g</i>	+0 <i>g</i>	-	+4	2/3	5/C	-/-	15"	14"	24"	3/1	3/1	7"
A BwLN Line Infantry	-2	+1	+6	-5	2/4	5/D	4/+0	10"	2"	16"	2/1	2/1	2"
L BwLT Light Infantry	-2	+1	+6	-5	2/4	5/C	5/+1	12"	3"	18"	3/2	3/2	2"
L Bw6# 6# Horse Artillery <i>p</i>	-5 <i>g</i>	-3 <i>g</i>	<i>f</i>	<i>f</i>	<i>k</i>	5/-	9/+1	12"	4"	21"	4/1	1/1	3"
I DbLC Light Cavalry <i>h</i>	-2 <i>g</i>	-0 <i>g</i>	-	+3	2/3	4/D	-/-	15"	14"	24"	3/1	3/1	7"
E DbLN Line Infantry	-2	+1	+6	-5	2/3	4/D	3/-1	9"	2"	16"	3/1	3/1	2"
S DbMI Militia Infantry	-4	-2	+4	-7	1/3	3/E	2/-3	6"	1"	15"	4/1	3/1	1"
S Db6# 6# Horse Artillery <i>p</i>	-5 <i>g</i>	-3 <i>g</i>	<i>f</i>	<i>f</i>	<i>k</i>	5/-	9/+0	11"	4"	21"	4/1	1/1	3"
H HnLC Light Cavalry <i>h</i>	-3 <i>g</i>	-1 <i>g</i>	-	+3	1/3	4/D	-/-	15"	14"	22"	3/1	3/1	7"
H HnLN Line Infantry	-2	+1	+6	-5	2/3	4/D	3/+0	10"	2"	16"	2/1	2/1	2"
H HnLW Landwehr Infantry	-3	-1	+5	-6	1/3	3/E	2/-2	8"	1"	15"	4/1	3/1	1"
N NsLN Line Infantry	-1	+2	+7	-4	2/3	5/C	4/+0	10"	2"	16"	2/1	2/1	2"
P PrLC Light Cavalry <i>h</i>	-1 <i>g</i>	+1 <i>g</i>	-	+4	2/3	6/C	-/-	15"	14"	24"	3/1	2/1	7"
P PrLWC Landwehr Cavalry <i>h</i>	-3 <i>g</i>	-1 <i>g</i>	-	+3	1/3	5/D	-/-	14"	13"	24"	4/1	3/1	7"
P PrLN Line Infantry	-1	+2	+7	-5	2/4	6/C	4/+0	10"	3"	16"	3/1	2/1	2"
P PrSLW Silesian Landwehr	-2	+1	+6	-5	2/3	5/D	4/+0	9"	2"	16"	3/1	2/1	2"
P PrLW Landwehr Infantry	-2	+1	+6	-5	2/3	4/D	4/+0	9"	2"	16"	3/1	3/1	2"
P Pr12# 12# Heavy Artillery <i>p</i>	-5	-3	<i>f</i>	<i>f</i>	<i>k</i>	6/-	12/+2	9"	2"	14"	6/1	1/1	2"
P Pr6# 6# Horse Artillery <i>p</i>	-5 <i>g</i>	-3 <i>g</i>	<i>f</i>	<i>f</i>	<i>k</i>	6/-	9/+2	12"	4"	21"	4/1	1/1	3"

NOTES: (*a*) For infantry in square, use the "OT" ("Other") if vs any infantry. For infantry not in square, use the "OT" modifier if vs any attacking cavalry and not in a BUA, woods, entrenched or with friendly cavalry in the same combat. For attacking cavalry, use the "OT" modifier if vs infantry or artillery not in square and not in a BUA, woods, entrenched or with friendly cavalry in the same combat. (*b*) The "RSP" ("RESPONSE") number is used for cavalry recall (with a "-4" for all British [not KGL] cavalry and "-2" for all other cavalry recall modifiers), rallying and for infantry attempts to form square (with a "+1" for British/KGL GD, GN, LN and LT in line formation and "+1" for all infantry in column modifiers). General RSP modifiers are "-1" if Poor, "+1" if Good and "+2" if Excellent. The disorder modifier is "-3". A modified RSP number is also the withdrawal modifier. (*c*) Routs: Infantry and gunners = 18", cavalry and limbered artillery = 27". Routing units are always in column or limbered formation. (*d*) Subtract from the "LN" or "ULM" speed. Also the cost to "about face". Cannot be used while within 1" of an enemy combat unit. (*e*) Eliminated on "1-3" when alone or when attached to a routed, dispersed or eliminated unit. (*f*) Use the current formation modifier. (*g*) May evade infantry (horse artillery limbers, if not so when contacted) unless disordered or routed. Only reacting cavalry may evade opposing cavalry. (*h*) May dismount and mount. (*i*) Same as when mounted. (*j*) Can all-out attack. (*k*) 2 fire hits from one shot (= 1 hit) or 1 combat hit are required to eliminate an artillery, pack, train or wagon crew figure (also disorders the unit). Any artillery, pack train or wagon is eliminated with 2 eliminated crew. (*l*) Use a "-1" modifier for artillery representing only 4-5 guns. Gunners without their guns lose their ability to fire. (*p*) May not initiate combats. (*q*) May initiate combats only if attached to infantry or cavalry. (*r*) Rout number is "+1" with 6 or more bases. (*s*) Is skirmish infantry. (*x*) One hit on any cavalry will automatically cause disorder.