

# A compendium of Loss Charts

For ye worthy simulation and representation of

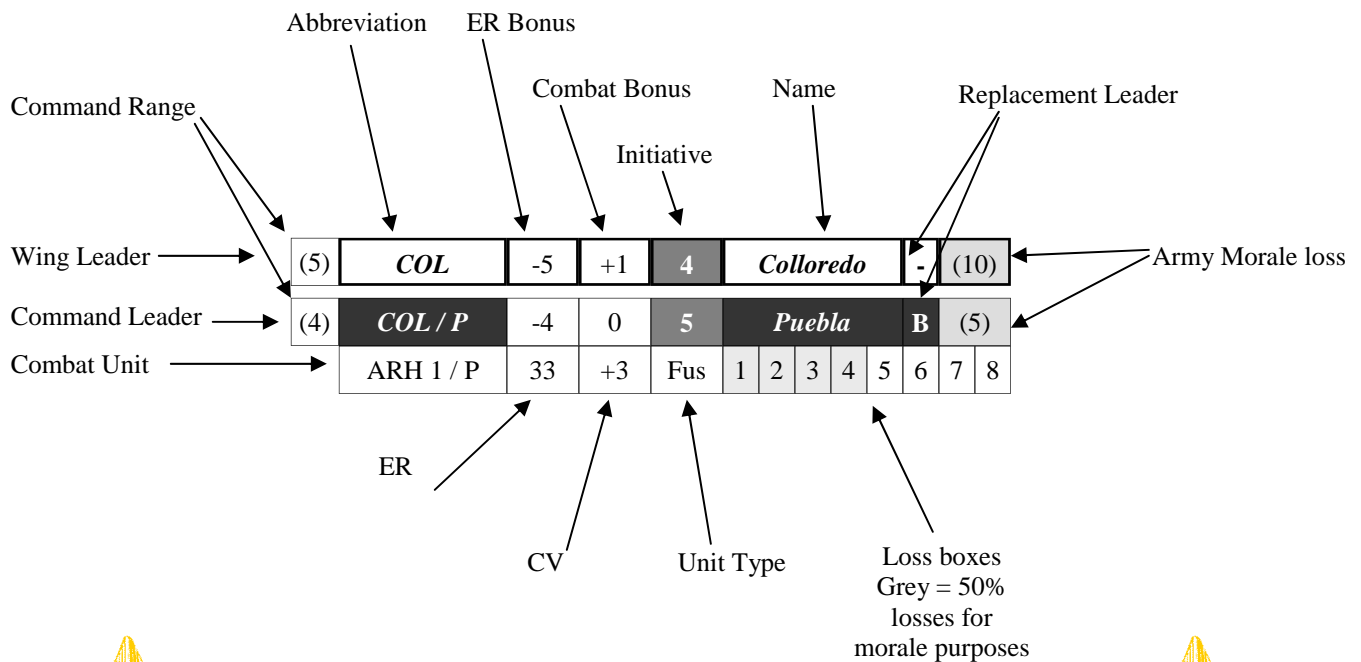
## Battles from the Age of Reason

Published by Clash of Arms Games

Containing herein charts for  
Kolin, Zorndorf, Leuthen, Lobositz, Brandywine & Germantown

By the unworthy servant of  
His most Christian Majesty King Louis XVI of France,  
Mathieu Marie-Luc Barthélemy Couperin comte d'Issoire

aka Mathew Hinkle  
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# The Austrian Army - Kolin

(6)	<b>DAU</b>	-10	+1	+3	<b>Daun</b>	*	(20)
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(4)	*Repl: <b>GUA</b>	-5	0	+1	<b>Guasco</b>	-	(10)
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## Colloredo's Wing

(5)	<b>COL</b>	-5	+1	4	<b>Colloredo</b>	-	(10)
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(4)	<b>COL / P</b>	-4	0	5	<b>Puebla</b>	<b>B</b>	(5)
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ARH 1 / P	33	+3	Fus	1	2	3	4	5	6	7	8
ARH 2 / P	35	+3	Fus	1	2	3	4	5	6	7	
ARH 3 / P	34	+3	Fus	1	2	3	4	5	6	7	
HAR 1 / P	27	+3	Fus	1	2	3	4	5	6		
HAR 2 / P	28	+3	Fus	1	2	3	4	5			
LDA 1 / P	35	+3	Fus	1	2	3	4	5	6	7	8
LDA 2 / P	35	+3	Fus	1	2	3	4	5	6	7	
LDA 3 / P	35	+3	Fus	1	2	3	4	5	6	7	
THU 1 / P	34	+3	Fus	1	2	3	4	5	6	7	
THU 2 / P	35	+3	Fus	1	2	3	4	5	6	7	
THU 3 / P	36	+3	Fus	1	2	3	4	5	6	7	

(4)	<b>COL / SI</b>	-9	0	6	<b>Sincere</b>	<b>B</b>	(5)
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B-B 1 / SI	32	+3	Fus	1	2	3	4	5	6	
B-B 2 / SI	33	+3	Fus	1	2	3	4	5		
BOT 1 / SI	32	+5	Fus	1	2	3	4	5	6	7
BOT 2 / SI	32	+4	Fus	1	2	3	4	5	6	
BOT 3 / SI	32	+4	Fus	1	2	3	4	5	6	
DEU 1 / SI	31	+4	Fus	1	2	3	4	5	6	7
DEU 2 / SI	32	+4	Fus	1	2	3	4	5	6	7

## Wied's Division

(4)	<b>WI</b>	-11	+1	7	<b>Wied</b>	<b>B</b>	(5)
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ARB / WI	33	+3	Fus	1	2	3	4					
LIG / WI	31	+4	Fus	1	2	3	4	5	6			
L-R / WI	34	+4	Fus	1	2	3	4	5	6			
MER / WI	36	+3	Fus	1	2	3	4	5	6	7		
PLA / WI	39	+3	Fus	1	2	3	4	5	6	7	8	9
SAL 1 / WI	32	+4	Fus	1	2	3	4	5	6			
SAL 2 / WI	32	+4	Fus	1	2	3	4	5	6			
S-G / WI	34	+3	Fus	1	2	3	4	5	6			
STA / WI	30	+3	Fus	1	2	3	4	5	6	7	8	9

BIR / WI	32	+6	Kur	1	2	3	4	5	6	7	8	9	10	11	12	13	
WUR / WI	31	+3	Drag	1	2	3	4	5	6	7	8	9	10	11	12	13	14

## Marschall's Wing

(5)	<b>MAR</b>	-6	0	4	<b>Marschall</b>	-	(10)
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(4)	<b>MAR / A</b>	-9	+1	6	<b>Andlau</b>	<b>B</b>	(5)
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EKR 1 / A	34	+5	Fus	1	2	3	4	5	6	7	8
EKR 2 / A	34	+5	Fus	1	2	3	4	5	6		
MOL 1 / A	37	+3	Fus	1	2	3	4	5	6	7	8
MOL 2 / A	39	+3	Fus	1	2	3	4	5	6	7	8
MOL 3 / A	38	+3	Fus	1	2	3	4	5	6		
PUE 1 / A	35	+3	Fus	1	2	3	4	5	6	7	8
PUE 2 / A	36	+3	Fus	1	2	3	4	5	6	7	8
PUE 3 / A	36	+3	Fus	1	2	3	4	5	6		

(4)	<b>MAR / ST</b>	-11	+1	7	<b>Starhemberg</b>	<b>B</b>	(5)
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GAI 1 / ST	34	+5	Fus	1	2	3	4	5	6	
GAI 2 / ST	34	+5	Fus	1	2	3	4	5	6	
HAL 1 / ST	30	+3	Fus	1	2	3	4	5	6	7
HAL 2 / ST	30	+3	Fus	1	2	3	4	5	6	7
NEI 1 / ST	30	+3	Fus	1	2	3	4	5	6	
NEI 2 / ST	31	+3	Fus	1	2	3	4	5	6	
NEI 3 / ST	31	+3	Fus	1	2	3	4	5	6	

## Independent Infantry

BNL 1	43	-2	Grnz	1	2	3	4	5	6
BNL 1a	40	0	Grnz	1	2	3			
BNL 1b	40	0	Grnz	1	2	3			
BNL 2	44	-2	Grnz	1	2	3	4	5	6
BNL 2a	40	0	Grnz	1	2	3			
BNL 2b	40	0	Grnz	1	2	3			
SZL 1	45	-2	Grnz	1	2	3	4	5	6
SZL 1a	40	0	Grnz	1	2	3			
SZL 1b	40	0	Grnz	1	2	3			
SZL 2	46	-2	Grnz	1	2	3	4	5	6
SZL 2a	40	0	Grnz	1	2	3			
SZL 2b	40	0	Grnz	1	2	3			
FIR	21	+5	Gren	1	2	3	4	5	6
SOR	21	+5	Gren	1	2	3			

# The Austrian Army - Kolin

## Nadasdy's Wing

(5)	<b>NAD</b>	-12	+2	<b>8</b>	<b>Nadasdy</b>	-	(20)
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(4)	<b>NAD / B</b>	-7	+1	<b>5</b>	<b>Beck</b>	<b>B</b>	(5)
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BRO 1 / B	47	-2	Grnz	1	2	3	4	5	6
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BRO 1a / B	40	0	Grnz	1	2	3
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BRO 1b / B	40	0	Grnz	1	2	3
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BRO 2 / B	47	-2	Grnz	1	2	3	4	5	6
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BRO 2a / B	40	0	Grnz	1	2	3
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BRO 2b / B	40	0	Grnz	1	2	3
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GRD 1 / B	43	-2	Grnz	1	2	3	4	5	6
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GRD 1a / B	40	0	Grnz	1	2	3
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GRD 1b / B	40	0	Grnz	1	2	3
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GRD 2 / B	43	-2	Grnz	1	2	3	4	5	6
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GRD 2a / B	40	0	Grnz	1	2	3
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GRD 2b / B	40	0	Grnz	1	2	3
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WKE / B	41	-2	Grnz	1	2	3	4	5	6
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WKE a / B	40	0	Grnz	1	2	3
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WKE b / B	40	0	Grnz	1	2	3
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KOM / B	36	+3	Fus	1	2	3	4	5	6	7	8
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BNL / B*	42	+1	Hus	1	2	3
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KAI / B*	33	+1	Hus	1	2
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KAR / B*	45	+1	Hus	1	2	3
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WAR / B*	49	+1	Hus	1
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(4)	<b>NAD / H</b>	-8	0	<b>6</b>	<b>Hadik</b>	<b>B</b>	(5)
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BAR / H*	26	+2	Hus	1	2	3	4	5
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EST / H*	26	+2	Hus	1	2	3	4	5
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HAD / H*	28	+2	Hus	1	2	3	4
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JAZ / H*	35	+2	Hus	1	2	3	4	5	6	7	8	9
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KLN / H*	36	+2	Hus	1	2	3	4	5	6	7	8	9
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NAD / H*	35	+2	Hus	1	2	3	4	5	6	7	8
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SPL / H*	29	+2	Hus	1	2	3	4	5	6
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(4)	<b>NAD / M</b>	-8	0	<b>6</b>	<b>Morocz</b>	<b>B</b>	(5)
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DES / M*	33	+2	Hus	1	2
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FES / M*	31	+2	Hus	1	2	3	4	5	6	7	8	9
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GRB / M	26	+3	Chv	1	2	3	4	5	6	7	8	9
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KAI / M*	32	+2	Hus	1	2	3	4	5	6	7	8	9
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KOM / M	32	+3	Kur	1	2	3	4	5	6	7	8	9
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MOR / M*	39	+2	Hus	1	2	3	4	5	6	7	8	9
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PRA / M	27	+4	Chv	1	2	3	4	5	6	7	8
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PRK / M	27	+4	Chv	1	2	3	4	5	6	7	8
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Chv are considered Light Cavalry	12	11	10	9
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Chv are considered Light Cavalry	12	11	10	9
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## Austrian Artillery

(3)	<b>FEU</b>	-	-	<b>2</b>	<b>Feuerstein</b>	-	(10)
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FP	3 / 1	23	0	3 Lb	1	2
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FP	3 / 2	23	0	3 Lb	1	2
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FP	3 / 3	23	0	3 Lb	1	2
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FP	3 / 4	23	0	3 Lb	1	2
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FP	3 / 5	23	0	3 Lb	1	2
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FP	3 / 6	23	0	3 Lb	1	2
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FP	6 / 1	20	0	6 Lb	1	2
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FP	6 / 2	20	0	6 Lb	1	2
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FP	6 / 3	20	0	6 Lb	1	2
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FP	6 / 4	20	0	6 Lb	1	2
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FP	6 / 5	20	0	6 Lb	1	2
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FP	12 / 1	20	0	12 lb	1	2
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FP	12 / 2	20	0	12 lb	1	2
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FP	HOW / 1	25	0	How	1	2
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FP	HOW / 2	25	0	How	1	2
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\*Losses from these units do not count for Army Morale purposes.

Units marked with an \* have a Charge Range of 2 hexes.  
All other Cavalry (including Saxon Chv) has a Charge Range of 3 hexes.

*Austrian Cavalry - Kolin*

*Serbelloni's Wing*

(5) SER -8 0 7 Serbelloni - (10)
(4) SER/BD -7 0 5 B. Daun B (5)
KAL/BD 38 +4 Kur 1-14
KOL/BD 32 +4 Drag 1-10
SAV/BD 30 +4 Drag 1-13
(4) SER/OD -10 +1 6 O'Donnell B (5)
LIG/OD 31 +5 Drag 1-10
PRT/OD 31 +5 Kur 1-13
SCH/OD 34 +4 Kur 1-12

*Stampach's Wing*

(5) STA -8 0 7 Stampach - (10)
(4) STA/K -5 0 5 Kollowrat B (5)
H-D/K 30 +5 Drag 1-9
POR/K 23 +3 Drag 1-8
SER/K 30 +5 Kur 1-11
(4) STA/W -6 0 5 Wollwarth B (5)
A-M/W 25 +4 Kur 1-9
GEL/W 31 +4 Kur 1-9
S-G/W 32 +5 Drag 1-11

*Castiglione's Division*

(4) C -9 0 6 Castiglione B (5)
J-M/C 38 +3 Drag 1-8
ODO/C 32 +6 Kur 1-12
SGD/C 36 +4 Kur 1-7

*Independent Cavalry*

BUR 24 +5 Kur 1-6
PAN 22 +5 Kur 1-6

Mark SP Losses as:
One X per Infantry SP loss
One / per Cavalry SP loss
Two • per Artillery SP loss
One L per point of value for a Leader loss
Austrian Light Cavalry losses do not count for Army Morale purposes

\*50 SP Losses
\*100 SP Losses
\*150 SP Losses
\*200 SP Losses
\*250 SP Losses
\*300 SP Losses
350 SP Losses
400 SP Losses

\*Requires Army Morale Loss Level roll

Current Loss Level
50+ 100+ 150+ 200+ 250+ 300+
0 0-8 0-4 0 - -
+3 9 5-8 1-6 0-4 -
+5 - 9 7-8 5-8 0-6 0-4
+10 - - 9 9 7-9 5-9

Current Army Morale Modifier This Turn Total Current Routed SP Total
Noon
1 PM
2 PM
3 PM
4 PM
5 PM
6 PM
7 PM
8 PM
9 PM

# The Prussian Army - Kolin

(10)	<i><b>KFII</b></i>	-15	+1	+5	K. Frederick	*	(20)
(4)	*Repl: <i><b>PRM</b></i>	-8	+1	6	Furst Moritz	-	(10)

## Bevern's Wing

(5)	<i><b>BEV</b></i>	-9	0	6	<i>Bevern</i>	-	(10)
(4)	<i><b>BEV / M</b></i>	-12	+1	7	<i>Manstein</i>	<b>A</b>	(5)
	FRM 1 / M	21	+5	Mus	1 2 3 4 5 6 7 8		
	FRM 2 / M	22	+5	Mus	1 2 3 4 5 6 7		
	KAL 1 / M	37	+4	Mus	1 2 3 4 5 6 7		
	KAL 2 / M	39	+4	Mus	1 2 3 4 5 6 7 8		
	MAN 1 / M	22	+5	Mus	1 2 3 4 5 6 7		
	MAN 2 / M	22	+5	Mus	1 2 3 4 5 6 7		
(4)	<i><b>BEV / PN</b></i>	-6	0	6	<i>Pannwitz</i>	<b>A</b>	(5)
	ANH 2 / PN	29	+5	Mus	1 2 3 4 5 6 7 8 9		
	ANH 3 / PN	29	+5	Mus	1 2 3 4 5 6 7 8		
	BOR 1 / PN	23	+5	Mus	1 2 3 4 5 6 7 8		
	BOR 2 / PN	25	+5	Mus	1 2 3 4 5 6 7		
(4)	<i><b>BEV / P</b></i>	-11	0	5	<i>Puttkamer</i>	<b>A</b>	(5)
	GEM / P	16	+7	Gren	1 2 3 4 5		
	KRE 1 / P	23	+3	Fus	1 2 3 4 5		
	KRE 2 / P	24	+3	Fus	1 2 3 4 5		
	LGD 1 / P	16	+8	Mus	1 2 3 4 5 6 7 8		

## Zieten's Wing

(5)	<i><b>ZIE</b></i>	-12	+1	8	<i>Zieten</i>	-	(10)
(4)	<i><b>ZIE / H</b></i>	-10	+1	7	<i>Hulsen</i>	<b>A</b>	(5)
	MUN 1 / H	31	+3	Fus	1 2 3 4 5 6 7 8		
	MUN 2 / H	32	+3	Fus	1 2 3 4 5 6 7 8		
	SCH 1 / H	29	+5	Mus	1 2 3 4 5		
	SCH 2 / H	29	+5	Mus	1 2 3 4 5		
	STE / H	23	+4	Drag	1 2 3 4 5 6 7 8 9 10 11		
(4)	<i><b>ZIE / K</b></i>	-5	0	6	<i>Katte</i>	<b>A</b>	(5)
	PUT / K	29	+4	Hus	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24		
	SEY / K	33	+4	Hus	1 2 3 4 5 6 7 8 9 10 11 12		
	SZE / K	33	+4	Hus	1 2 3 4 5 6 7 8 9 10 11 12		
	WAR / K	21	+5	Hus	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24		
	WER / K	26	+5	Hus	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24		
	ZIE / K	22	+6	Hus	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24		

## Tresckow's Wing

(5)	<i><b>TRE</b></i>	-9	0	6	<i>Tresckow</i>	-	(10)
(4)	<i><b>TRE / B</b></i>	-5	0	5	<i>Braunschweig</i>	<b>A</b>	(5)
	ABV 1 / B	29	+4	Mus	1 2 3 4 5 6 7		
	ABV 2 / B	29	+4	Mus	1 2 3 4 5 6 7		
	HUL 1 / B	32	+4	Mus	1 2 3 4 5 6 7 8		
	HUL 2 / B	32	+4	Mus	1 2 3 4 5 6 7 8		
(4)	<i><b>TRE / I</b></i>	-7	+1	6	<i>Ingersleben</i>	<b>A</b>	(5)
	PRH 1 / I	30	+4	Fus	1 2 3 4 5		
	PRH 2 / I	30	+4	Fus	1 2 3 4 5		
	WIE 1 / I	28	+4	Fus	1 2 3 4 5 6 7 8 9		
	WIE 2 / I	29	+4	Fus	1 2 3 4 5 6 7 8 9		

## Independent Infantry

FIN	23	+7	Gren	1 2 3 4
KAH	24	+7	Gren	1 2 3 4
MOL	21	+7	Gren	1 2 3 4 5
NYM	22	+7	Gren	1 2 3 4 5 6
WAL	24	+6	Gren	1 2 3 4
WAN	21	+7	Gren	1 2 3 4 5

Optional unit:

MAN	18	+6	Gren	1 2 3 4 5
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# The Russian Army - Zorndorf

(5)	<b>FER</b>	-8	+1	+2	<b>Fermor</b>	-	(20)
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## Galitzin's Infantry Wing

(5)	<b>GAL</b>	-3	+1	5	<b>Galitzin</b>	-	(10)
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(3)	<b>GAL / DI</b>	-3	0	4	<b>Diez</b>	<b>B</b>	(5)
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4GR 1 / DI	20	+2	Gren	1	2	3	4	5
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4GR 2 / DI	21	+2	Gren	1	2	3	4	5
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SMO 1 / DI	26	+1	Mus	1	2	3	4	
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SMO 2 / DI	25	+1	Mus	1	2	3	4	5
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(3)	<b>GAL / K</b>	-6	+1	6	<b>Kokoschkin</b>	<b>B</b>	(5)
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KAZ 1 / K	22	+1	Mus	1	2	3	4	
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KAZ 2 / K	23	+1	Mus	1	2	3	4	
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TRO 1 / K	23	+1	Mus	1	2	3	4	
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TRO 2 / K	22	+1	Mus	1	2	3	4	
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(3)	<b>GAL / L</b>	-4	+1	5	<b>Leontyev</b>	<b>B</b>	(5)
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NOV 1 / L	28	+1	Mus	1	2	3	4	
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NOV 2 / L	28	+1	Mus	1	2	3	4	5
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VOR 1 / L	25	+1	Mus	1	2	3	4	5
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VOR 2 / L	25	+1	Mus	1	2	3	4	5
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(3)	<b>GAL / M</b>	-6	+1	6	<b>Manteuffel</b>	<b>B</b>	(5)
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2GR 1 / M	19	+2	Gren	1	2	3	4	5	6
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2GR 2 / M	19	+2	Gren	1	2	3	4	5	6
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NEV 1 / M	23	+1	Mus	1	2	3	4	5	
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NEV 2 / M	24	+1	Mus	1	2	3	4	5	
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(3)	<b>GAL / S</b>	-5	+1	5	<b>Sievers</b>	<b>B</b>	(5)
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MUR 1 / S	21	+1	Mus	1	2	3	4	
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MUR 2 / S	21	+1	Mus	1	2	3	4	
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RYA 1 / S	31	+1	Mus	1	2	3	4	
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RYA 2 / S	32	+1	Mus	1	2	3	4	
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## Saltykov's Infantry Wing

(5)	<b>SAL</b>	-5	+2	6	<b>Saltykov</b>	-	(10)
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(3)	<b>SAL / D</b>	-4	+1	3	<b>Dolgoruki</b>	<b>B</b>	(5)
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BUT 1 / D	28	+1	Mus	1	2	3	4	5
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BUT 2 / D	27	+1	Mus	1	2	3	4	5
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SUZ 1 / D	24	+1	Mus	1	2	3	4	5
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SUZ 2 / D	25	+1	Mus	1	2	3	4	5
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(3)	<b>SAL / LE</b>	-5	+1	4	<b>Leontiev</b>	<b>B</b>	(5)
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KEG 1 / LE	33	+1	Mus	1	2	3	4	5
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KEG 2 / LE	34	+1	Mus	1	2	3	4	5
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LAD 1 / LE	20	+1	Mus	1	2	3	4	5
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LAD 2 / LE	20	+1	Mus	1	2	3	4	
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(3)	<b>SAL / LI</b>	-6	+1	5	<b>Liubomirski</b>	<b>B</b>	(5)
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3GR 1 / LI	16	+3	Gren	1	2	3	4	5	6
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3GR 2 / LI	17	+3	Gren	1	2	3	4	5	6
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ROS 1 / LI	29	+1	Mus	1	2	3	4	
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ROS 2 / LI	29	+1	Mus	1	2	3	4	
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(3)	<b>SAL / P</b>	-4	+1	4	<b>Panin</b>	<b>B</b>	(5)
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1GR 1 / P	15	+3	Gren	1	2	3	4	5	6	7
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1GR 2 / P	15	+3	Gren	1	2	3	4	5	6
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STP 1 / P	34	+1	Mus	1	2	3	4	
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STP 2 / P	35	+1	Mus	1	2	3	4	5
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(3)	<b>SAL / U</b>	-4	0	3	<b>Uvarov</b>	<b>B</b>	(5)
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CHE 1 / U	20	+1	Mus	1	2	3	4	5
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CHE 2 / U	20	+1	Mus	1	2	3	4	
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SHL 1 / U	24	+1	Mus	1	2	3	4	5
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SHL 2 / U	24	+1	Mus	1	2	3	4	5
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## Russian Artillery

(2)	<b>ROT</b>	-	-	2	<b>Rothelir</b>	-	(10)
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Wagon	+2	+2	+2	+2	+2	+2	+2	+2
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FP	6 Lb 1	15	+0/-4	6 Lb	1	2
FP	6 Lb 2	15	+0/-4	6 Lb	1	2
FP	6 Lb 3	15	+0/-4	6 Lb	1	2

FP	8 Lb 1	15	+0/-4	8 Lb	1	2
FP	8 Lb 2	15	+0/-4	8 Lb	1	2
FP	8 Lb 3	15	+0/-4	8 Lb	1	

P	12 lb 1	15	+0/-4	12 lb	1	2
P	12 lb 2	15	+0/-4	12 lb	1	2

FP	U 1*	15	+0/-4	U	1	2
FP	U 2*	15	+0/-4	U	1	2
FP	U 3*	15	+0/-4	U	1	2
FP	U 4*	15	+0/-4	U	1	2

FP	S 1	15	+0/-4	S	1	2
FP	S 2	15	+0/-4	S	1	2
FP	S 3	15	+0/-4	S	1	2
FP	S 4	15	+0/-4	S	1	2
FP	S 5	15	+0/-4	S	1	

FP	H*	15	+0/-4	H	1	2
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\*Howitzers

## Observation Corps - Zornsdorf

(5)	<b>BRO</b>	-5	+2	<b>6</b>	<b>Browne</b>	-	(10)
(2)	<b>BRO / F</b>	-3	+1	<b>4</b>	<b>Fast</b>	<b>B</b>	(5)
	1M 1 / F	40	+1	Mus	1 2 3 4 5	6 7 8	
	1M 2 / F	41	+1	Mus	1 2 3 4 5	6 7 8	
	1M 3 / F	41	+1	Mus	1 2 3 4 5	6 7 8	
	3M 1 / F	39	+1	Mus	1 2 3 4 5	6 7 8 9	
	3M 2 / F	42	+1	Mus	1 2 3 4 5	6 7 8	
	3M 3 / F	41	+1	Mus	1 2 3 4 5	6 7 8 9	

(2)	<b>BRO / T</b>	-5	+1	<b>5</b>	<b>Thiessenhausen</b>	<b>B</b>	(5)
	4M 1 / T	37	+1	Mus	1 2 3 4 5	6 7 8 9	
	4M 2 / T	40	+1	Mus	1 2 3 4 5	6 7 8 9	
	4M 3 / T	40	+1	Mus	1 2 3 4 5	6 7 8 9	
	5M 1 / T	38	+1	Mus	1 2 3 4 5	6 7 8 9	
	5M 2 / T	42	+1	Mus	1 2 3 4 5	6 7 8	
	5M 3 / T	40	+1	Mus	1 2 3 4 5	6 7 8	

## Independent Infantry Units

GR 1	30	+2	Gren	1 2 3 4 5	6 7 8 9
GR 2	31	+2	Gren	1 2 3 4 5	6 7 8 9
CGR 1	24	+2	Gren	1 2 3 4 5	
CGR 2	20	+2	Gren	1 2 3 4 5	
CGR 3	24	+2	Gren	1 2 3 4 5	
CGR 4	25	+2	Gren	1 2 3 4 5	
CGR 5	21	+2	Gren	1 2 3 4 5	
CGR 6	20	+2	Gren	1 2 3 4 5	
Dmtd	44	0	Mus (Drag)	1 2 3 4	

## Demiku's Cavalry Brigade

(4)	<b>DE</b>	-6	+2	<b>6</b>	<b>Demiku</b>	<b>B</b>	(5)
	3 / DE	28	+3	Kur	1 2 3 4 5	6 7 8 9 10	
	ARK / DE	30	+3	Drag	1 2 3 4 5		
	GRU / DE	40	+1	Hus	1 2 3 4 5	6 7 8	
	HOR / DE	39	+2	Hus	1 2 3 4 5	6 7 8 9	
					16 15 14 13 12 11 10		
	KAZ / DE	35	+2	Kur	1 2 3 4 5	6 7 8 9	
	MOL / DE	42	+2	Hus	1 2 3 4 5	6 7 8	
	OIM / DE	30	+3	Kur	1 2 3 4 5	6 7 8 9 10	

## Gaugreben's Cavalry Brigade

(3)	<b>G</b>	-5	+1	<b>6</b>	<b>Gaugreben</b>	<b>B</b>	(5)
	KAR / G	28	+4	Gren	1 2 3 4 5	6 7 8 9	
	NVT / G	35	+2	Kur	1 2 3 4 5	6 7 8 9	
	TOB / G	33	+2	Drag	1 2 3 4 5		

## Independent Cavalry Units

COS 1	42	+2	Cos	1 2 3 4 5	6 7 8 9 10
COS 2	43	+2	Cos	1 2 3 4 5	6 7 8 9 10
COS 3	44	+2	Cos	1 2 3 4 5	6 7 8 9 10
COS 4	44	+2	Cos	1 2 3 4 5	6 7 8 9 10
COS 5	42	+2	Cos	1 2 3 4 5	6 7 8 9 10
COS 6	45	+2	Cos	1 2 3 4 5	6 7 8 9 10
SER	35	+3	Hus	1 2 3 4 5	6 7 8

All Russian Cavalry has a 2 hex Charge range.

Current Loss Level						
	50+	100+	150+	200+	250+	300+
0	0-4	0-2	0	-	-	-
+3	5-9	3-7	1-5	0-2	0-1	-
+5	-	8-9	6-8	3-7	2-6	0-3
+10	-	-	9	8-9	7-9	4-9

Current Army Morale Modifier														
+50 Loses														
+2 per looted Light Baggage counter														
+10 if Fermor is not on the map (count only once)														
+10 if a Prussian unit is in Quartschen														

Current Routed SP Total
Mark SP Losses as: One X per Infantry SP loss One / per Cavalry SP loss Two ● per Artillery SP loss One L per point of value for a Leader loss

\*Requires Army Morale Loss Level roll →

*50 SP Losses
*100 SP Losses
*150 SP Losses
*200 SP Losses
*250 SP Losses
*300 SP Losses
350 SP Losses



## The Prussian Army - Zorndorf

(8)	<b>KFH</b>	-15	+1	+5	<b>Frederick II</b>	*	(30)
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(5)	*Repl: <b>FRM</b>	-10	+1	8	<b>Moritz</b>	-	(15)
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### Dobna's Infantry Wing

(5)	<b>DOH</b>	-6	+1	7	<b>Dohna</b>	-	(10)
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(4)	<b>DOH / BR</b>	-5	0	5	<b>Braunschweig</b>	A	(5)
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FOR 1 / BR	22	+4	Mus	1	2	3	4	5	6
FOR 2 / BR	22	+4	Mus	1	2	3	4	5	6
PVP 1 / BR	21	+5	Mus	1	2	3	4	5	6
PVP 2 / BR	22	+5	Mus	1	2	3	4	5	6
WED / BR	18	+6	Gren	1	2	3	4	5	

(4)	<b>DOH / B</b>	-7	+1	6	<b>Bulow</b>	A	(5)
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ASE 1 / B	23	+5	Mus	1	2	3	4	5	6
ASE 2 / B	22	+5	Mus	1	2	3	4	5	6
KAL 1 / B	25	+4	Mus	1	2	3	4	5	6
KAL 2 / B	25	+4	Mus	1	2	3	4	5	6
LEH 1 / B	26	+4	Mus	1	2	3	4	5	6 7
LEH 2 / B	25	+4	Mus	1	2	3	4	5	6 7

(4)	<b>DOH / G</b>	-5	+1	5	<b>Gablenz</b>	A	(5)
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AKR 1 / G	28	+3	Fus	1	2	3	4	5	6 7
AKR 2 / G	29	+3	Fus	1	2	3	4	5	6 7
SER 1 / G	24	+4	Fus	1	2	3	4	5	6 7
SER 2 / G	24	+4	Fus	1	2	3	4	5	6 7

### Kanitz' Infantry Wing

(5)	<b>KAN</b>	-8	+1	6	<b>Kanitz</b>	-	(10)
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(4)	<b>KAN / D</b>	-5	0	5	<b>Diericke</b>	A	(5)
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BEV 1 / D	23	+4	Mus	1	2	3	4	5	6 7
BEV 2 / D	24	+4	Mus	1	2	3	4	5	6 7
DOH 1 / D	25	+4	Mus	1	2	3	4	5	6 7
DOH 2 / D	25	+4	Mus	1	2	3	4	5	6 7
WIE 1 / D opt	30	+3	Fus	1	2	3	4	5	6
WIE 2 / D opt	30	+3	Fus	1	2	3	4	5	6

(4)	<b>KAN / F</b>	-5	0	6	<b>Flemming</b>	A	(5)
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BUL 1 / F	25	+5	Fus	1	2	3	4	5	6 7
BUL 2 / F	24	+5	Fus	1	2	3	4	5	6 7
FRM 1 / F	25	+4	Mus	1	2	3	4	5	6 7
FRM 2 / F	26	+4	Mus	1	2	3	4	5	6 7
KUR 1 / F	24	+4	Fus	1	2	3	4	5	6 7
KUR 2 / F	24	+4	Fus	1	2	3	4	5	6 7

(4)	<b>KAN / R</b>	-6	+1	7	<b>Rautter</b>	A	(5)
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BEL 1 / R	31	+3	Mus	1	2	3	4	5	6 7
BEL 2 / R	32	+3	Mus	1	2	3	4	5	6 7
RAU 1 / R	30	+3	Mus	1	2	3	4	5	6 7
RES / R	20	+6	Gren	1	2	3	4	5	6 7
ROH / R	21	+5	Gren	1	2	3	4	5	

### Manteuffel's Infantry Wing

(5)	<b>MAN</b>	-6	+1	6	<b>Manteuffel</b>	-	(10)
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(4)	<b>MAN / KA</b>	-6	+1	5	<b>Kahlden</b>	A	(5)
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A-B / KA	21	+6	Gren	1	2	3	4	5	
KLE / KA	20	+6	Gren	1	2	3	4	5	6 7
KRE / KA	20	+5	Gren	1	2	3	4	5	
PET / KA	19	+6	Gren	1	2	3	4	5	6 7

(4)	<b>MAN / K</b>	-7	+1	6	<b>Kurszell</b>	A	(5)
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BUR / K	19	+6	Gren	1	2	3	4	5	6 7
KAN 1 / K	25	+4	Mus	1	2	3	4	5	6 7
KAN 2 / K	26	+4	Mus	1	2	3	4	5	6 7
LOS / K	20	+6	Gren	1	2	3	4	5	6 7

Units with a black bar are brittle units:  
+10 to all Morale Checks once the black bar is reached,  
in addition to any other modifiers.

### Seydlitz' Cavalry Wing - Zorndorf

(5)	<b>SEY</b>	-12	+2	<b>8</b>	<b>Seydlitz</b>	-	(10)
(4)	<b>SEY / L</b>	-6	+1	<b>5</b>	<b>Lentulus</b>	<b>A</b>	(5)
	GDC / L	12	+6	Kur	1 2 3 4 5 6 7 8		
	GEN / L	18	+7	Kur	1 2 3 4 5 6 7 8		
					16 15 14 13 12 11 10 9		
	SEY / L	20	+7	Kur	1 2 3 4 5 6 7 8		
					14 13 12 11 10 9		

(4)	<b>SEY / MA</b>	-5	+1	<b>6</b>	<b>Malachowski</b>	<b>A</b>	(5)
	MAL / MA	18	+5	Hus	1 2 3 4 5 6 7 8		
					20 19 18 17 16 15 14 13 12 11 10 9		
	ZIE / MA	15	+6	Hus	1 2 3 4 5 6 7 8		
					24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9		

### Schorlemer's Cavalry Wing

(5)	<b>SCH</b>	-8	+1	<b>6</b>	<b>Schorlemer</b>	-	(10)
(4)	<b>SCH / BE</b>	-5	+1	<b>5</b>	<b>Bredow</b>	<b>A</b>	(5)
	NOR / BE	22	+5	Drag	1 2 3 4 5 6 7 8		
					15 14 13 12 11 10 9		
	LKR / BE	15	+6	Kara	1 2 3 4 5 6 7 8		
					16 15 14 13 12 11 10 9		
(4)	<b>SCH / Z</b>	-7	+1	<b>6</b>	<b>Zieten</b>	<b>A</b>	(5)
	MGF / Z	22	+5	Kur	1 2 3 4 5 6 7 8		
					12 11 10 9		
	PVP / Z	24	+4	Kur	1 2 3 4 5 6 7 8		
					11 10 9		

All Prussian Cavalry has a Charge range of 4 hexes.

Current Loss Level							Current Routed SP Total
	75+	100+	125+	150+	175+	200+	
0	0-7	0-4	0-1	-	-	-	
+5	8-9	5-9	2-7	0-6	0-5	0-3	
+10	-	-	8-9	7-9	6-9	4-9	

Mark SP Losses as:  
 One X per Infantry SP loss  
 One / per Cavalry SP loss  
 Two ● per Artillery SP loss  
 One L per point of value for a Leader loss

	25 SP Losses	
	50 SP Losses	
	*75 SP Losses	
	*100 SP Losses	
	*125 SP Losses	
	*150 SP Losses	
	*175 SP Losses	
	*200 SP Losses	
	225 SP Losses	
	250 SP Losses	

### Marschall's Cavalry Brigade

(4)	<b>MR</b>	-3	0	<b>4</b>	<b>Marschall</b>	<b>A</b>	(5)
	A-P / MR	25	+5	Drag	1 2 3 4 5 6 7 8		
					11 10 9		
	PLE / MR	24	+6	Drag	1 2 3 4 5 6 7 8		
					12 11 10 9		
	SCH / MR	26	+4	Drag	1 2 3 4 5 6 7 8		
					24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9		

### Independent Cavalry Units

CZE	23	+6	Drag	1 2 3 4 5 6 7 8
				16 15 14 13 12 11 10 9
RUE	18	+6	Hus	1 2 3 4 5 6 7 8
				16 15 14 13 12 11 10 9

### Artillery Units

(2)	<b>MOL</b>	-	-	<b>3</b>	<b>Moller</b>	-	(10)
FP	1	21	+0/-4	7 Lb	1 2		
FP	2	21	+0/-4	7 Lb	1 2		
FP	3	21	+0/-4	7 Lb	1 2		
FP	4	21	+0/-4	7 Lb	1 2		
FP	5	21	+0/-4	7 Lb	1 2		
FP	6	21	+0/-4	7 Lb	1 2		
FP	7	21	+0/-4	7 Lb	1 2		
FP	1	21	+0/-4	12 lb	1 2 3 4		
FP	2	21	+0/-4	12 lb	1 2 3 4		
FP	3	21	+0/-4	12 lb	1 2 3 4		
FP	4	21	+0/-4	12 lb	1 2 3 4		
FP	5	21	+0/-4	12 lb	1 2 3 4		
FP	6	21	+0/-4	12 lb	1 2 3 4		
P	7	21	+0/-4	12 lb	1 2 3 4		
P	8	21	+0/-4	12 lb	1 2 3 4		
P	9	21	+0/-4	12 lb	1 2 3 4		
P	10	21	+0/-4	12 lb	1 2 3 4		
P	11	21	+0/-4	12 lb	1 2		
-	1	21	+0/-4	24 lb	1		

\*Requires Army Morale Loss Level roll

### Current Army Morale Modifier (+40 losses)

						10								20
						30								40

+15 if Frederick is not on the map  
 +10 if a Russian (non-Cossack) unit is in Wilkersdorf

## The Austrian Army - Leutben

(6)	<b>PCL</b>	-5	0	<b>+1</b>	Charles	*	(30)
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(6)	<b>*Repl: DAU</b>	-10	+1	<b>+4</b>	Daun	-	(20)
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### Nadasdy's Wing

(5)	<b>NAD</b>	-12	+2	<b>8 (+3)</b>	Nadasdy	-	(15)
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#### Badarians

(4)	<b>NAD / AI</b>	-3	+0	<b>2</b>	<b>Graf d'Aix*</b>	<b>B</b>	(5)
	ERC 1 / AI	46	+1	Fus	1 2 3 4 5		
	ERC 2 / AI	57	+1	Fus	1 2 3 4 5		
	KPP 1 / AI	45	+1	Fus	1 2 3 4 5		
	KPP 2 / AI	45	+1	Fus	1 2 3 4 5		
	LGD 1 / AI	43	+3	Grd	1 2 3 4 5	6	
	LGD 2 / AI	45	+2	Grd	1 2 3 4 5		
	MIN 1 / AI	48	+1	Fus	1 2 3 4 5		
	MIN 2 / AI	48	+1	Fus	1 2 3 4 5		
	MOR 1 / AI	46	+1	Fus	1 2 3 4 5		
	MOR 2 / AI	48	+1	Fus	1 2 3 4 5		

(4)	<b>NAD / F</b>	-5	0	<b>4</b>	<b>Forgach</b>	<b>B</b>	(5)
	ABA / F	34	+3	Fus	1 2 3 4 5		
	CLE / F	37	+3	Fus	1 2 3 4 5		
	FOR / F	34	+3	Fus	1 2 3 4 5		
	HAL 2 / F	31	+3	Fus	1 2 3 4 5		
	HDA 1 / F	35	+4	Fus	1 2 3 4 5		
	HDA 2 / F	36	+3	Fus	1 2 3 4 5		
	JPA / F	33	+3	Fus	1 2 3 4 5		
	LPA / F	33	+3	Fus	1 2 3 4 5		
	LUZ / F	38	+3	Fus	1 2 3 4 5		
	MAC / F	37	+3	Fus	1 2 3 4 5		

(4)	<b>NAD / O</b>	-10	+1	<b>6</b>	<b>O'Donnell</b>	<b>B</b>	(5)
	H-D / O	31	+4	Drag	1 2 3 4 5 6		
	J-M / O	29	+5	Drag	1 2 3 4 5 6 7 8 9 10		
	S-G / O	30	+4	Drag	1 2 3 4 5 6 7 8		
	ZWI / O	30	+4	Drag	1 2 3 4 5 6 7 8 9 10		

(4)	<b>NAD / N</b>	-8	+2	<b>6</b>	<b>Nostütz</b>	<b>B</b>	(5)
	DES / N	37	+2	Hus	1 2 3 4 5 6 7 8 9 10 11 12		
	GRB / N	32	+3	Chv	1 2 3 4 5 6 7 8		
	NAD / N	37	+2	Hus	1 2 3 4 5 6 7 8 9 10 11 12 13 14		
	PRA / N	32	+3	Chv	1 2 3 4 5 6 7 8 9 10		
	PRK / N	33	+3	Chv	1 2 3 4 5 6 7 8		

#### Württembergers

(4)	<b>NAD / SP</b>	-5	+0	<b>3</b>	<b>Spiznass*</b>	<b>B</b>	(5)
	GEO / SP	44	+3	Gren	1 2 3		
	KLE / SP	43	+3	Gren	1 2 3		
	LGD 1 / SP	40	+3	Grd	1 2 3	4	
	LGD 2 / SP	41	+2	Grd	1 2 3		
	PLE / SP	44	+3	Gren	1 2 3		
	PRL 1 / SP	51	+2	Fus	1 2 3		
	PRL 2 / SP	52	+2	Fus	1 2 3		
	ROE 1 / SP	43	+2	Fus	1 2 3	4	
	ROE 2 / SP	44	+2	Fus	1 2 3		
	SPI 1 / SP	45	+2	Fus	1 2 3	4	
	SPI 2 / SP	48	+2	Fus	1 2 3		
	TRU 1 / SP	44	+2	Fus	1 2 3		
	TRU 2 / SP	46	+2	Fus	1 2 3		

\*Neither of these Commands may be part of a Wing Activation

### Austrian Artillery

FP	6 lb - 1	20	+0/-4	6 lb	1	2
FP	6 lb - 2	20	+0/-4	6 lb	1	2
FP	6 lb - 3	20	+0/-4	6 lb	1	2
FP	6 lb - 4	20	+0/-4	6 lb	1	2
FP	6 lb - 5	20	+0/-4	6 lb	1	2
FP	6 lb - 6	20	+0/-4	6 lb	1	2
FP	6 lb - 7	20	+0/-4	6 lb	1	2

FP	7 lb - 1	25	+0/-4	7 lb Howitzer	1	2
FP	7 lb - 2	25	+0/-4	7 lb Howitzer	1	2
FP	7 lb - 3	25	+0/-4	7 lb Howitzer	1	

P	12 lb - 1	20	+0/-4	12 lb	1	2
P	12 lb - 2	20	+0/-4	12 lb	1	2
P	12 lb - 3	20	+0/-4	12 lb	1	2

*Austrian Infantry - Leutben*

*Kheul's Wing*

(5)	<b>KHE</b>	-3	+1	<b>4</b>	<b>Kheul</b>	-	(10)
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(4)	<b>KHE / AD</b>	-5	+1	<b>4</b>	<b>Andlau</b>	<b>B</b>	(5)
	BOT 1 / AD	35	+4	Fus	1 2 3 4 5 6		
	BOT 2 / AD	36	+3	Fus	1 2 3 4 5 6		
	KAI 1 / AD	33	+4	Fus	1 2 3 4 5 6		
	KAI 2 / AD	34	+3	Fus	1 2 3 4 5 6		
	NEI 1 / AD	37	+3	Fus	1 2 3 4 5		
	NEI 2 / AD	38	+3	Fus	1 2 3 4 5		

(4)	<b>KHE / AN</b>	-4	+0	<b>4</b>	<b>Angren</b>	<b>B</b>	(5)
	A-W 1 / AN	37	+3	Fus	1 2 3 4 5		
	A-W 2 / AN	38	+3	Fus	1 2 3 4 5		
	JES 1 / AN	33	+4	Fus	1 2 3 4 5		
	JES 2 / AN	35	+3	Fus	1 2 3 4		

(4)	<b>KHE / M</b>	-7	+1	<b>6</b>	<b>Macquire</b>	<b>B</b>	(5)
	ARN / M	35	+3	Fus	1 2 3 4 5		
	LDA 1 / M	33	+4	Fus	1 2 3 4 5 6		
	LDA 2 / M	34	+3	Fus	1 2 3 4 5 6		
	PUE 1 / M	35	+3	Fus	1 2 3 4 5		
	PUE 2 / M	37	+3	Fus	1 2 3 4 5		

(4)	<b>KHE / ST</b>	-7	+1	<b>7</b>	<b>Starhemberg</b>	<b>B</b>	(5)
	B-D / ST	37	+3	Fus	1 2 3 4 5 6		
	KOL 1 / ST	37	+3	Fus	1 2 3 4 5		
	KOL 2 / ST	38	+3	Fus	1 2 3 4 5 6		
	LOT / ST	33	+4	Fus	1 2 3 4 5 6		
	PAL / ST	38	+3	Fus	1 2 3 4 5		
	WAD / ST	39	+3	Fus	1 2 3 4 5		
	WAL / ST	28	+4	Fus	1 2 3 4 5		

*Arenberg's Reserve Command*

(4)	<b>AR</b>	-6	+1	<b>8</b>	<b>Arenberg</b>	<b>B</b>	(10)
	AND / AR	33	+3	Fus	1 2 3 4 5		
	ARB / AR	32	+3	Fus	1 2 3 4 5		
	HAL 1 / AR	30	+4	Fus	1 2 3 4 5 6		
	LIG / AR	32	+3	Fus	1 2 3 4		
	MER / AR	30	+4	Fus	1 2 3 4 5 6 7		
	KON / AR*	32	+3	Fus	1 2 3 4		
	L-R / AR*	29	+4	Fus	1 2 3 4 5 6 7 8		
	S-G / AR*	32	+4	Fus	1 2 3 4 5		

*Colloredo's Wing*

(5)	<b>COL</b>	-5	+1	<b>4</b>	<b>Colloredo</b>	-	(10)
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(4)	<b>COL / A</b>	-3	+0	<b>3</b>	<b>D'Arberg</b>	<b>B</b>	(5)
	KHE 1 / A	35	+4	Fus	1 2 3 4 5 6		
	KHE 2 / A	36	+3	Fus	1 2 3 4 5		
	NES 1 / A	33	+4	Fus	1 2 3 4 5		
	NES 2 / A	34	+4	Fus	1 2 3 4 5		
	THU / A	35	+3	Fus	1 2 3 4 5		

(4)	<b>COL / H</b>	-6	+1	<b>5</b>	<b>Haller</b>	<b>B</b>	(5)
	BET / H	33	+3	Fus	1 2 3 4 5		
	BRO / H	37	+3	Fus	1 2 3 4 5		
	DEU / H	31	+4	Fus	1 2 3 4 5		
	HAS 1 / H	36	+4	Fus	1 2 3 4 5 6		
	HAS 2 / H	37	+3	Fus	1 2 3 4 5 6		
	R-W / H	25	+5	Fus	1 2 3 4 5 6 7 8		

(4)	<b>COL / P</b>	-5	+0	<b>4</b>	<b>Puebla</b>	<b>B</b>	(5)
	ERK 1 / P	32	+4	Fus	1 2 3 4 5		
	ERK 2 / P	33	+3	Fus	1 2 3 4		
	HIL 1 / P	34	+3	Fus	1 2 3 4 5		
	HIL 2 / P	35	+3	Fus	1 2 3 4		
	MOL / P	35	+3	Fus	1 2 3 4 5		

(4)	<b>COL / W</b>	-7	+1	<b>6</b>	<b>Wied</b>	<b>B</b>	(5)
	B-B / W	33	+4	Fus	1 2 3 4 5		
	GAI / W	33	+3	Fus	1 2 3 4 5		
	HAR 1 / W	35	+4	Fus	1 2 3 4 5		
	HAR 2 / W	37	+3	Fus	1 2 3 4		
	L-W 1 / W	37	+3	Fus	1 2 3 4 5		
	L-W 2 / W	38	+3	Fus	1 2 3 4		

*Independent Infantry*

BNL 1	50	+0	Grnz	1 2 3
BNL 2	51	+0	Grnz	1 2 3
GRD 1	49	+0	Grnz	1 2 3
GRD 2	50	+0	Grnz	1 2 3
SZL 1	48	+0	Grnz	1 2 3
SZL 2	49	+0	Grnz	1 2 3

\*Nipperrn Garrison

# Austrian Cavalry - Leuthen

## Lucchese's Wing

(5)	<b>LUC</b>	-10	+2	8	<b>Lucchese</b>	-	(10)									
(4)	<b>LUC / BD</b>	-7	+1	6	<b>B. Daun</b>	B	(5)									
	BDN / BD	30	+3	Drag	1	2	3	4	5	6						
	WUR / BD	33	+3	Drag	1	2	3	4	5							
(4)	<b>LUC / DS</b>	-4	+2	6	<b>De Spada</b>	B	(7)									
	ERJ / DS	30	+4	Drag	1	2	3	4	5	6	7	8	9	10		
	ERL / DS	29	+6	Kur	1	2	3	4	5	6	7	8	9	10		
	LUC / DS	28	+5	Kur	1	2	3	4	5	6	7	8	9			
(4)	<b>LUC / T</b>	-6	+2	5	<b>Trauttmansdorff</b>	B	(5)									
	A-Z / T	29	+4	Kur	1	2	3	4	5	6	7	8				
	SER / T	29	+5	Kur	1	2	3	4	5	6	7	8	9			
(4)	<b>LUC / WO</b>	-6	+0	5	<b>Wollwarth</b>	B	(5)									
	LOW / WO	32	+4	Kur	1	2	3	4	5	6	7	8				
	STM / WO	31	+4	Kur	1	2	3	4	5	6	7	8	9	10	11	12

## Serbelloni's Wing

(5)	<b>SER</b>	-8	+0	7	<b>Serbelloni</b>	-	(10)											
(4)	<b>SER / B</b>	-12	+2	7	<b>Buccow</b>	B	(5)											
	BAT / B	32	+5	Drag	1	2	3	4	5	6	7	8	9	10	11	12	13	14
	ERF / B	34	+4	Kur	1	2	3	4	5	6	7							
	KAL / B	34	+4	Kur	1	2	3	4	5	6								
(4)	<b>SER / HO</b>	-3	+0	3	<b>Hohenzollern</b>	B	(10)											
	A-B / HO	34	+3	Kur	1	2	3	4	5									
	GEL / HO	31	+4	Kur	1	2	3	4	5	6	7							
(4)	<b>SER / K</b>	-5	+0	5	<b>Kolowrat</b>	B	(5)											
	BIR / K	31	+5	Kur	1	2	3	4	5	6	7	8						
	KOL / K	33	+3	Drag	1	2	3	4	5	6	7							
(4)	<b>SER / S</b>	-11	+1	7	<b>L. Starhemberg</b>	B	(5)											
	ODO / S	30	+5	Kur	1	2	3	4	5	6	7	8						
	SCH / S	33	+4	Kur	1	2	3	4	5									

Austrian cavalry has a charge range of 3 hexes

Mark SP Losses as:  
 One X per Infantry SP loss  
 One / per Cavalry SP loss  
 Two ● per Artillery SP loss  
 One L per point of value for a Leader loss

*50 SP Losses													
*100 SP Losses													
*150 SP Losses													
*200 SP Losses													
*250 SP Losses													
*300 SP Losses													
350 SP Losses													
400 SP Losses													

\*Requires Army Morale Loss Level roll

	Current Loss Level					
	50+	100+	150+	200+	250+	300+
0	0-7	0-4	0-1	-	-	-
+3	8-9	5-7	2-4	0-3	-	-
+5	-	8-9	5-8	4-7	0-5	0-3
+10	-	-	9	8-9	6-9	4-9

Current Army Morale Modifier	This Turn	Total	Current Routed SP Total
Noon			
1 PM			
2 PM			
3 PM			
4 PM			
5 PM			
6 PM			
7 PM			
8 PM			

+10 to Army Morale if Charles is eliminated

# The Prussian Army - Leutben

(10)	<b>KFII</b>	-15	+2	+5	King Frederick II	*	(30)
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(5)	<b>*Repl: FRM</b>	-10	+2	7 (+2)	Fürst Moritz**	-	(15)
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\*\*Moritz can be used instead of Frederick as an Army Leader to these Wings and/or their Commands.

## Ferdinand's Wing\*\*

(5)	<b>PRF</b>	-10	+1	6	Ferdinand	-	(15)
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(4)	<b>PRF / BR</b>	-5	+1	5	Braunschweig	A	(10)
-----	-----------------	----	----	---	--------------	---	------

KRM / BR	19	+7	Gren	1	2	3	4	5	6	
LGD 2 / BR	15	+8	Grd	1	2	3	4	5	6	7
LGD 3 / BR	15	+8	Grd	1	2	3	4	5	6	7
MGK 1 / BR	19	+5	Mus	1	2	3	4	5	6	
MGK 2 / BR	20	+5	Mus	1	2	3	4	5	6	

(4)	<b>PRF / KA</b>	-6	+1	5	Kahlden	A	(5)
-----	-----------------	----	----	---	---------	---	-----

KNA 1 / KA	21	+5	Mus	1	2	3	4	5		
KNA 2 / KA	22	+5	Mus	1	2	3	4	5		
PAN 1 / KA	21	+5	Mus	1	2	3	4	5	6	
PAN 2 / KA	23	+5	Mus	1	2	3	4	5		
RET / KA	15	+8	Grd	1	2	3	4	5	6	7

## Retzow's Wing\*\*

(5)	<b>RET</b>	-8	+1	6	Retzow	-	(10)
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(4)	<b>RET / G</b>	-8	+2	6	Geist	A	(5)
-----	----------------	----	----	---	-------	---	-----

ABR 1 / G	19	+5	Mus	1	2	3	4	5	6
ABR 2 / G	20	+5	Mus	1	2	3	4	5	6
FOR 1 / G	18	+6	Mus	1	2	3	4	5	6
FOR 2 / G	20	+5	Mus	1	2	3	4	5	6
HAC / G	19	+7	Gren	1	2	3	4	5	6
SCK / G	19	+7	Gren	1	2	3	4	5	

(4)	<b>RET / M</b>	-7	+1	5	Munchow	A	(5)
-----	----------------	----	----	---	---------	---	-----

GST 1 / M	21	+5	Mus	1	2	3	4	5	6	
GST 2 / M	21	+5	Mus	1	2	3	4	5	6	
WIN 1 / M	18	+6	Mus	1	2	3	4	5	6	7
WIN 2 / M	19	+6	Mus	1	2	3	4	5	6	

## Forcade's Wing\*\*

(5)	<b>FOR</b>	-12	+1	7	Forcade	-	(10)
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(4)	<b>FOR / BU</b>	-9	+1	7	Bülow	A	(5)
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A-W 1 / BU	25	+5	Fus	1	2	3	4	5	6		
J-B / BU	24	+5	Fus	1	2	3	4	5	6		
MUN / BU	26	+5	Fus	1	2	3	4	5	6	7	8
OST / BU	21	+7	Gren	1	2	3	4	5	6		
PLO / BU	21	+6	Gren	1	2	3	4	5			
PVP / BU	23	+5	Mus	1	2	3	4	5	6	7	

(4)	<b>FOR / O</b>	-7	+0	5	Oldenburg	A	(5)
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KAH / O	21	+6	Gren	1	2	3	4	5	6		
KAL 1 / O	23	+5	Mus	1	2	3	4	5	6		
KAL 2 / O	24	+5	Mus	1	2	3	4	5	6		
PRF / O	23	+5	Mus	1	2	3	4	5	6	7	
PRH / O	20	+5	Fus	1	2	3	4	5	6	7	8

## Bevern's Command

(4)	<b>BV</b>	-5	+1	7	Bevern	A	(10)
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ASE 1 / BV	21	+5	Mus	1	2	3	4	5	
BOR 1 / BV	21	+5	Mus	1	2	3	4	5	6
HEY / BV	17	+7	Gren	1	2	3	4	5	6
ITZ 1 / BV	19	+7	Mus	1	2	3	4	5	6
MAN / BV	19	+7	Gren	1	2	3	4	5	
WED / BV	17	+7	Gren	1	2	3	4	5	6

## Wedel's Command

(4)	<b>WD</b>	-9	+2	6	Wedel	A	(5)
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ITZ 2 / WD	20	+6	Mus	1	2	3	4	5	6	7
MEY 1 / WD	19	+6	Mus	1	2	3	4	5	6	7
MEY 2 / WD	20	+6	Mus	1	2	3	4	5	6	7

DIR	20	+7	Gren	1	2	3	4	5	
KLE	20	+7	Gren	1	2	3	4	5	6
KUR 1	21	+5	Fus	1	2	3	4	5	6
UNR	20	+7	Gren	1	2	3	4	5	6
BUR (optional)	21	+6	Gren	1	2	3	4	5	

## Independent Infantry

ANG 1	47	+0	Frei	1	2	3
ANG 2	46	+0	Frei	1	2	3
FJG	31	+1	Jäg	1	2	3
KAB 1	45	+0	Frei	1	2	3
KAB 2	45	+0	Frei	1	2	3
LNB 1	44	+0	Frei	1	2	3
LNB 2	43	+0	Frei	1	2	3

Units with a black bar are brittle units: +10 to all morale checks once the black bar is reached, in addition to any other modifiers.

*Prussian Cavalry - Leutben*

*Driesen's Wing*

(5)	<b>DRI</b>	-10	+0	<b>8</b>	<b>Driesen</b>	-	(10)												
(4)	<b>DRI / B</b>	-8	+1	<b>6</b>	<b>Bredow</b>	<b>A</b>	(5)												
	GES / B	18	+6	Kur	1	2	3	4	5	6									
	KYA / B	19	+5	Kur	1	2	3	4	5	6	7	8							
	PSH / B	18	+6	Kur	1	2	3	4	5	6	7	8							
(4)	<b>DRI / K</b>	-7	+1	<b>6</b>	<b>Krockow</b>	<b>A</b>	(5)												
	KRO / K	18	+5	Kur	1	2	3	4	5	6	7	8							
	LKR / K	15	+6	Kara	1	2	3	4	5	6	7	8							
(4)	<b>DRI / N</b>	-10	+2	<b>7</b>	<b>Normann</b>	<b>A</b>	(5)												
	BAY a / N	17	+5	Drag	1	2	3	4	5	6	7	8							
	BAY b / N	17	+5	Drag	1	2	3	4	5	6	7	8							
	DRI / N	16	+7	Kur	1	2	3	4	5	6	7	8	9	10					

Prussian Cavalry has a Charge range of 4 hexes

*Zieten's Wing*

(5)	<b>ZIE</b>	-12	+1	<b>8</b>	<b>Zieten</b>	-	(15)												
(4)	<b>ZIE / C</b>	-10	+2	<b>7</b>	<b>Czettritz</b>	<b>A</b>	(5)												
	CZE / C	18	+6	Drag	1	2	3	4	5	6	7	8	9	10	11	12			
	NOR / C	19	+5	Drag	1	2	3	4	5	6	7	8	9						
(4)	<b>ZIE / KO</b>	-6	+1	<b>6</b>	<b>Krockow II</b>	<b>A</b>	(5)												
	JKR / KO	19	+4	Drag	1	2	3	4	5	6									
	STE / KO	19	+5	Drag	1	2	3	4	5	6	7	8							
(4)	<b>ZIE / L</b>	-5	+1	<b>4</b>	<b>Lentulus</b>	<b>A</b>	(5)												
	GDC / L	14	+6	Kur	1	2	3	4	5	6									
	GEN / L	15	+7	Kur	1	2	3	4	5	6	7	8	9	10	11	12			
(4)	<b>ZIE / S</b>	-5	+2	<b>6</b>	<b>Schmettau</b>	<b>A</b>	(5)												
	JSH / S	19	+5	Kur	1	2	3	4	5	6									
	MGF / S	18	+6	Kur	1	2	3	4	5	6	7	8							
	SEY / S	17	+6	Kur	1	2	3	4	5	6	7	8	9	10	11	12			

*Württemberg's Command*

(4)	<b>W</b>	-10	+1	<b>7</b>	<b>Württemberg</b>	<b>A</b>	(10)												
	SEY / W	17	+5	Hus	1	2	3	4	5	6	7	8							
	SZE / W	17	+6	Hus	1	2	3	4	5	6	7	8	9	10					
	WAN / W	19	+5	Hus	1	2	3	4	5	6									
	WER / W	18	+5	Hus	1	2	3	4	5	6	7	8							
	WUR / W	19	+4	Drag	1	2	3	4	5	6	7	8							

*Independent Cavalry*

PUT	18	+6	Hus	1	2	3	4	5	6	7	8	9	10	11	12
ZIE	16	+6	Hus	1	2	3	4	5	6	7	8	9	10	11	12

*Prussian Artillery - Leutben*

FP	7 lb - 1	18	+0/-4	<sup>7</sup> lb Howitzer	1	2
FP	7 lb - 2	18	+0/-4	<sup>7</sup> lb Howitzer	1	2
P	B 1	18	+0/-4	Brm	1	2
P	B 2	18	+0/-4	Brm	1	2
P	B 3	18	+0/-4	Brm	1	
P	12 lb - 1	18	+0/-4	12 lb	1	2
P	12 lb - 2	18	+0/-4	12 lb	1	2
P	12 lb - 3	18	+0/-4	12 lb	1	2
P	12 lb - 4	18	+0/-4	12 lb	1	2
P	12 lb - 5	18	+0/-4	12 lb	1	2
P	12 lb - 6	18	+0/-4	12 lb	1	2
P	12 lb - 7	18	+0/-4	12 lb	1	2
P	12 lb - 8	18	+0/-4	12 lb	1	2
P	12 lb - 9	18	+0/-4	12 lb	1	2
P	12 lb - 10	18	+0/-4	12 lb	1	
-	24 - 1 (optional)	18	+0/-4	24 lb	1	2
-	24 - 2 (optional)	18	+0/-4	24 lb	1	2
-	24 - 3 (optional)	18	+0/-4	24 lb	1	2
-	24 - 4 (optional)	18	+0/-4	24 lb	1	

Mark SP Losses as:  
 One X per Infantry SP loss  
 One / per Cavalry SP loss  
 Two ● per Artillery SP loss  
 One L per point of value for a Leader loss

\*Requires Army Morale Loss Level roll

Current Loss Level

	100+	150+	200+
0	0-6	0-2	0
+5	7-9	3-6	1-5
+10	-	7-9	6-9

50 SP Losses															
*100 SP Losses															
*150 SP Losses															
*200 SP Losses															
250 SP Losses															
300 SP Losses															

Current Routed SP Total

Current Army Morale Modifier:	This Turn	Total
Noon		
1 PM		
2 PM		
3 PM		

4 PM		
5 PM		
6 PM		
7 PM		
8 PM		

## The Austrian Army - Lobositz

(10)	<b>BRO</b>	-13	+2	<b>+4</b>	<b>Browne</b>	*	(20)
(4)	*Repl: GAU	-8	+1	<b>+2</b>	<b>Gausco</b>	-	(10)

### Kollowrat's Infantry Wing

(5)	<b>KOL</b>	-7	+2	<b>5</b>	<b>Kollowrat</b>	*	(15)
(4)	*Repl: STA	-5	+1	<b>3</b>	<b>Starhemberg</b>	-	(10)

(4)	<b>KOL / K</b>	-3	0	<b>3</b>	<b>Krottendorf</b>	<b>B</b>	(5)
	KOL 1 / K	34	+2	Fus	1	2	3
	KOL 2 / K	35	+2	Fus	1	2	3
	NES 1 / K	31	+3	Fus	1	2	3
	NES 2 / K	32	+3	Fus	1	2	3

(4)	<b>KOL / M</b>	-6	+2	<b>4</b>	<b>Macquire</b>	<b>A</b>	(5)
	B-D 1 / M	34	+2	Fus	1	2	3
	B-D 2 / M	34	+2	Fus	1	2	3
	HAR 1 / M	33	+2	Fus	1	2	3
	HAR 2 / M	35	+2	Fus	1	2	3
	WAL 1 / M	30	+3	Fus	1	2	3
	WAL 2 / M	31	+3	Fus	1	2	3

(4)	<b>KOL / P</b>	-4	+1	<b>3</b>	<b>Perony</b>	<b>B</b>	(5)
	A-W 1 / P	34	+2	Fus	1	2	3
	A-W 2 / P	35	+2	Fus	1	2	3
	HAS 1 / P	33	+3	Fus	1	2	3
	HAS 2 / P	34	+3	Fus	1	2	3
	KAI 1 / P	30	+3	Fus	1	2	3
	KAI 2 / P	31	+3	Fus	1	2	3

(4)	<b>KOL / WO</b>	-2	0	<b>3</b>	<b>Wolffersdorf</b>	<b>B</b>	(5)
	KHE 1 / WO	32	+3	Fus	1	2	3
	KHE 2 / WO	33	+3	Fus	1	2	3
	WAD 1 / WO	36	+2	Fus	1	2	3
	WAD 2 / WO	37	+2	Fus	1	2	3

### Lacy's Advance Guard

(5)	<b>LA</b>	-12	+3	<b>9</b>	<b>Lacy</b>	*	(10)
*Repl: 1. Hadik 2. Wied 3. Draskowitz							

(5)	<b>HA</b>	-7	+1	<b>7</b>	<b>Hadik</b>	<b>A</b>	(5)
	BAR / HA	27	+3	Hus	1	2	3
	HAD / HA	26	+2	Hus	1	2	3

(5)	<b>W</b>	-8	+2	<b>7</b>	<b>Wied</b>	<b>A</b>	(5)
	A-C 1 / W	33	+2	Fus	1	2	3
	A-C 2 / W	33	+2	Fus	1	2	3
	BRO 1 / W	33	+2	Fus	1	2	3
	BRO 2 / W	34	+2	Fus	1	2	3
	HIL 1 / W	31	+2	Fus	1	2	3
	HIL 2 / W	32	+2	Fus	1	2	3
	JES 1 / W	30	+3	Fus	1	2	3
	JES 2 / W	31	+3	Fus	1	2	3
	L-W 1 / W	34	+2	Fus	1	2	3
	L-W 2 / W	35	+2	Fus	1	2	3

### Light Troops

(4)	<b>DRA</b>	-6	0	<b>5</b>	<b>Draskowitz</b>	<b>B</b>	(10)
	BNL 1	37	0	Grnz	1	2	
	BNL 2	37	0	Grnz	1	2	
	BNL 3	37	0	Grnz	1	2	
	BNL 4	38	0	Grnz	1	2	
	BNL 5	38	0	Grnz	1	2	
	KAR 1	37	0	Grnz	1	2	
	KAR 2	37	0	Grnz	1	2	
	KAR 3	37	0	Grnz	1	2	
	KAR 4	38	0	Grnz	1	2	
	KAR 5	38	0	Grnz	1	2	

### Grenadiers

GRN 1	24	+4	Gren	1	2	3
GRN 2	24	+4	Gren	1	2	3
GRN 3	21	+5	Gren	1	2	3

GRN 4	21	+5	Gren	1	2	3
GRN 5	22	+5	Gren	1	2	3
GRN 6	22	+5	Gren	1	2	3

GRN 7	22	+5	Gren	1	2	3
GRN 8	25	+4	Gren	1	2	3
GRN 9	25	+4	Gren	1	2	



# The Austrian Army - Lobositz

## Lucchese's Cavalry Wing

(5)	<b>LUC</b>	-10	+3	<b>8</b>	<b>Lucchese</b>	*	(15)
(5)	<b>*Repl: EKO</b>	-6	+2	<b>6</b>	<b>E. Kollowrat</b>	-	(10)

(5)	<b>LUC / H</b>	-3	+1	<b>4</b>	<b>Hedwiger</b>	<b>B</b>	(5)
	ANS a / H	25	+5	Kur	1 2 3 4 5 6		
	ANS b / H	25	+5	Kur	1 2 3 4 5 6		
	LIE a / H	25	+5	Dra	1 2 3 4 5 6		
	LIE b / H	25	+5	Dra	1 2 3 4 5 6		
	SER a / H	26	+5	Kur	1 2 3 4 5 6		
	SER b / H	26	+5	Kur	1 2 3 4 5 6		

(5)	<b>LUC / LO</b>	-6	+2	<b>6</b>	<b>Lobkowitz</b>	<b>B</b>	(5)
	BRE a / LO	28	+4	Kur	1 2 3 4 5 6		
	BRE b / LO	28	+4	Kur	1 2 3 4 5 6		
	ERF a / LO	28	+4	Kur	1 2 3 4 5 6		
	ERF b / LO	28	+4	Kur	1 2 3 4 5 6		
	PAL a / LO	27	+4	Kur	1 2 3 4 5 6		
	PAL b / LO	27	+4	Kur	1 2 3 4 5 6		
	TRA a / LO	28	+4	Kur	1 2 3 4 5 6		
	TRA b / LO	28	+4	Kur	1 2 3 4 5 6		

## Artillery

(2)	<b>FEU</b>	-	-	<b>2</b>	<b>Feuerstein</b>	-	(10)
	6 lb 1	20	0	6 lb	1 2		
	6 lb 2	20	0	6 lb	1 2		
	6 lb 3	20	0	6 lb	1 2		
	7 lb H 1	25	0	7lbH	1 2		
	7 lb H 2	25	0	7lbH	1		
	12 lb 1	20	0	12 lb	1 2		
	12 lb 2	20	0	12 lb	1		

## Routed SPs

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## Radicati's Cavalry Wing

(5)	<b>RAD</b>	-7	+3	<b>7</b>	<b>Radicati</b>	*	(15)
*No Replacement. Joins <b>Lucchese's</b> command.							

(5)	<b>RAD / L</b>	-6	+1	<b>5</b>	<b>Löwenstein</b>	<b>B</b>	(5)
	COR a / L	28	+4	Kur	1 2 3 4 5 6		
	COR b / L	28	+4	Kur	1 2 3 4 5 6		
	STM a / L	26	+4	Kur	1 2 3 4 5 6		
	STM b / L	26	+4	Kur	1 2 3 4 5 6		

(5)	<b>RAD / O</b>	-6	+3	<b>7</b>	<b>O'Donnell</b>	<b>A</b>	(5)
	ED a / O	20	+5	Kur	1 2 3 4 5 6		
	ED b / O	21	+4	Kur	1 2 3 4 5 6		
	ERJ a / O	30	+4	Dra	1 2 3 4 5 6		
	ERJ b / O	30	+4	Dra	1 2 3 4 5 6		

Austrian cavalry has a Charge range of 3 hexes

50 SP Losses
*100 SP Losses
*150 SP Losses
*200 SP Losses
250 SP Losses
300 SP Losses

Current Army Morale Modifier	This Turn	Total
7AM		
8AM		
9AM		
10 AM		
11 AM		
Noon		
1 PM		
2 PM		
3 PM		
4 PM		
5 PM		
6 PM		

\*Requires Army Morale Loss Level roll

Mark SP Losses as:  
 One X per Infantry SP loss  
 One / per Cavalry SP loss  
 Two ● per Artillery SP loss  
 One L per point of value for a Leader loss

	Current Loss Level		
	100+	150+	200+
0	0-4	0-3	0
+5	5-9	4-6	1-5
+10	-	7-9	6-9

## *The Prussian Army - Lobositz*

(10)	<b>KFII</b>	-12	+4	+5	<b>Frederick II</b>	*	(30)
(7)	<b>*Repl: KTH</b>	-10	+3	+2	<b>Keith</b>	-	(15)

### *Keith's Infantry Wing*

(7)	<b>KTH</b>	-10	+3	4	<b>Keith</b>	*	(15)
(5)	<b>*Repl: PVP</b>	-7	+1	2	<b>v. Preussen</b>	-	(20)

(5)	<b>KTH / BV</b>	-5	+2	3	<b>Bevern</b>	*	(15)
(4)	<b>*H / Repl</b>	-4	+1	3	<b>Hülsen</b>	-	(5)
	BEV 1 / BV	26	+4	Mus	1 2 3 4 5 6 7 8		
	BEV 1 / BV	26	+4	Mus	1 2 3 4 5 6 7		
	KLE 1 / BV	25	+5	Mus	1 2 3 4 5 6 7 8		
	KLE 2 / BV	26	+5	Mus	1 2 3 4 5 6 7		
	MAN 1 / BV	26	+5	Mus	1 2 3 4 5 6 7		
	MAN 2 / BV	27	+5	Mus	1 2 3 4 5 6 7		
	MUN 1 / BV	28	+4	Fus	1 2 3 4 5 6 7 8		
	<b>*MUN 2 / BV</b>	29	+4	Fus	1 2 3 4 5 6 7		

↑ \* Optional unit

(5)	<b>KTH / KL</b>	-6	+2	4	<b>Kleist</b>	*	(10)
(4)	<b>*Q / Repl</b>	-4	+2	3	<b>Quadt</b>	-	(5)
	BLA 1 / KL	26	+4	Mus	1 2 3 4 5 6 7		
	BLA 2 / KL	27	+4	Mus	1 2 3 4 5 6 7		
	HUL 1 / KL	27	+4	Mus	1 2 3 4 5 6 7		
	HUL 2 / KL	28	+4	Mus	1 2 3 4 5 6 7		
	QUA 1 / KL	24	+4	Mus	1 2 3 4 5 6 7		
	QUA 2 / KL	25	+5	Mus	1 2 3 4 5 6 7		

(5)	<b>KTH / PB</b>	-7	+3	4	<b>Braunschweig</b>	*	(15)
(4)	<b>*Z / Repl</b>	-3	+2	3	<b>Zastrow</b>	-	(5)
	ABR 1 / PB	25	+5	Mus	1 2 3 4 5 6 7		
	ABR 2 / PB	26	+5	Mus	1 2 3 4 5 6 7		
	ANH 1 / PB	25	+5	Mus	1 2 3 4 5 6 7 8		
	ANH 2 / PB	26	+5	Mus	1 2 3 4 5 6 7		
	ANH 3 / PB	26	+4	Mus	1 2 3 4 5 6 7		
	ITZ 1 / PB	23	+5	Mus	1 2 3 4 5 6 7		
	ITZ 2 / PB	24	+5	Mus	1 2 3 4 5 6 7		
	ZAS 1 / PB	25	+4	Mus	1 2 3 4 5 6 7		

### *Independent Infantry*

GRD	16	+7	Gren	1						
GRU	20	+6	Gren	1	2	3	4	5	6	7
J-B	18	+7	Gren	1	2	3	4	5	6	7
KLE	19	+6	Gren	1	2	3	4	5	6	
PUT	21	+6	Gren	1	2	3	4	5	6	

### *Artillery*

(2)	<b>MOL</b>	-	-	2	<b>Moller</b>	-	(10)
	7 lb H / 1	20	0	7lbH	1 2		
	7 lb H / 2	20	0	7lbH	1		
	12 lb / 1	20	0	12 lb	1 2		
	12 lb / 2	20	0	12 lb	1 2		
	12 lb / 3	20	0	12 lb	1 2		
	12 lb / 4	20	0	12 lb	1 2		
	12 lb / 5	20	0	12 lb	1 2		
	12 lb / 6	20	0	12 lb	1 2		
	12 lb / 7	20	0	12 lb	1 2		
	24 lb / 1	20	0	24 lb	1 2		
	24 lb / 2	20	0	24 lb	1 2		

# The Prussian Army - Lobositz

## Gessler's Cavalry Wing

## Independent Cavalry

(6)	<b>GES</b>	-4	+3	<b>3</b>	<b>Gessler</b>	-	(15)
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SZE	28	+4	Hus	1	2	3	4	5	6
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(5)	<b>GES / K</b>	-5	+3	<b>4</b>	<b>Katte</b>	<b>A</b>	(10)								
	BAY a / K	19	+5	Dra	1	2	3	4	5	6	7	8	9	10	11
	BAY b / K	19	+5	Dra	1	2	3	4	5	6	7	8	9	10	11
	BAY c / K	19	+5	Dra	1	2	3	4	5	6	7	8	9	10	11

Prussian Cavalry has a Charge range of 4 hexes.

(5)	<b>GES / KA</b>	-4	+3	<b>3</b>	<b>Katzler</b>	*	(10)					
(4)	<b>*L / Repl</b>	-2	+1	<b>2</b>	<b>Lüdrütz</b>	*	(5)					
(4)	<b>*S / Repl</b>	-3	+2	<b>3</b>	<b>Schönaich</b>	*	(5)					
	BSH a / KA	24	+4	Kur	1	2	3	4	5	6	7	8
	BSH b / KA	24	+4	Kur	1	2	3	4	5	6	7	8
	DRI a / KA	22	+5	Kur	1	2	3	4	5	6	7	8
	DRI b / KA	22	+5	Kur	1	2	3	4	5	6	7	8
	LRG a / KA	15	+6	Kur	1	2	3	4	5	6	7	8
	LRG b / KA	15	+6	Kur	1	2	3	4	5	6	7	8
	MGF a / KA	20	+5	Kur	1	2	3	4	5	6	7	8
	MGF b / KA	20	+5	Kur	1	2	3	4	5	6	7	8

50 SP Losses									
*100 SP Losses									
*150 SP Losses									
*200 SP Losses									
250 SP Losses									
300 SP Losses									

\*Requires Army Morale Loss Level roll

(5)	<b>GES / KY</b>	-5	+4	<b>4</b>	<b>Kyau</b>	*	(10)					
(4)	<b>*D / Repl</b>	-4	+3	<b>3</b>	<b>Driesen</b>	*	(5)					
(4)	<b>*P / Repl</b>	-2	0	<b>1</b>	<b>Penavaire</b>	*	(5)					
	GDC / KY	12	+6	Kur	1	2	3	4				
	GEN a / KY	14	+7	Kur	1	2	3	4	5	6	7	
	GEN b / KY	14	+7	Kur	1	2	3	4	5	6	7	
	LKR a / KY	15	+6	Kur	1	2	3	4	5	6	7	8
	LKR b / KY	15	+6	Kur	1	2	3	4	5	6	7	8
	PVP / KY	25	+4	Kur	1	2	3	4	5	6		
	ROC a / KY	18	+6	Kur	1	2	3	4	5	6	7	8
	ROC b / KY	18	+6	Kur	1	2	3	4	5	6	7	8
	*PVP a / KY	23	+5	Kur	1	2	3	4	5	6	7	8
	*PVP b / KY	23	+5	Kur	1	2	3	4	5	6	7	8

Current Army Morale Modifier	This Turn	Total
7AM		
8AM		
9AM		
10 AM		
11 AM		
Noon		
1 PM		
2 PM		
3 PM		
4 PM		
5 PM		
6 PM		

Mark SP Losses as:  
 One X per Infantry SP loss  
 One / per Cavalry SP loss  
 Two ● per Artillery SP loss  
 One L per point of value for a Leader loss

	Current Loss Level		
	100+	150+	200+
0	0-7	0-3	0-1
+5	8-9	4-6	2-5
+10	-	7-9	6-9

(5)	<b>GES / SC</b>	-4	+2	<b>4</b>	<b>Schwerin</b>	<b>A</b>	(10)					
	OER a / SC	25	+4	Dra	1	2	3	4	5	6	7	8
	OER b / SC	25	+4	Dra	1	2	3	4	5	6	7	8
	TRU a / SC	20	+4	Dra	1	2	3	4	5	6	7	8
	TRU b / SC	20	+4	Dra	1	2	3	4	5	6	7	8

<i>Routed SPs</i>	

\* Optional units

## The British Army - Brandywine

(6)	<b>WH</b>	-10	+2	<b>+3</b>	<b>Howe</b>	(20)
(1)	<b>CLE / WH</b>	-4	+1	<b>0</b>	<b>Cleveland</b>	(3)

### *Knyphausen's Infantry Wing*

(6)	<b>KNY / WH</b>	-6	+1	<b>6</b>	<b>Knyphausen</b>	(10)
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#### *1st Brigade*

(3)	<b>KNY / 1st</b>	-0	+0	<b>2</b>	<b>Commander*</b>	<b>A</b>	(2)
-----	------------------	----	----	----------	-------------------	----------	-----

4 / 1st	24	+3	Inf	1	2	3	4	5	6	7
23 / 1st	24	+3	Inf	1	2	3	4	5	6	7
28 / 1st	24	+3	Inf	1	2	3	4	5	6	
49 / 1st	24	+3	Inf	1	2	3	4	5	6	7
Fld / 1st	21	+0	Fld	1	2	3	4			

#### *2nd Brigade*

(3)	<b>KNY / 2nd</b>	-4	+0	<b>4</b>	<b>Grant*</b>	<b>A</b>	(10)
-----	------------------	----	----	----------	---------------	----------	------

5 / 2nd	24	+3	Inf	1	2	3	4	5	6
10 / 2nd	24	+3	Inf	1	2	3	4	5	6
27 / 2nd	24	+3	Inf	1	2	3	4	5	6
40 / 2nd	22	+3	Inf	1	2	3	4	5	6
55 / 2nd	24	+3	Inf	1	2	3	4	5	
Fld / 2nd	21	+0	Fld	1	2	3	4		

\* Grant may activate both of these brigades in one activation.

### *71st Regiment*

(3)	<b>KNY / 71st</b>	-4	+1	<b>6</b>	<b>Commander</b>	<b>A</b>	(10)
-----	-------------------	----	----	----------	------------------	----------	------

1/71 / 71st	24	+3	Inf	1	2	3	4	5	6	7	8	9	10
2/71 / 71st	24	+3	Inf	1	2	3	4	5	6	7	8	9	10

### *Hessian Brigade*

(3)	<b>KNY / Hes</b>	-4	+1	<b>6</b>	<b>Stirn</b>	<b>A</b>	(5)
-----	------------------	----	----	----------	--------------	----------	-----

Cbd / Hes	36	+2	Inf	1	2	3	4	5	6	7	8	9		
Rgt / Cbd	33	+0	Bn	1	2									
Don / Hes	34	+2	Inf	1	2	3	4	5	6	7	8	9	10	11
Rgt / Don	31	+0	Bn	1	2									
Lb / Hes	30	+3	Inf	1	2	3	4	5	6	7	8	9	10	11
Rgt / Lb	27	+0	Bn	1	2									
Mir / Hes	34	+2	Inf	1	2	3	4	5	6	7	8	9	10	11
Rgt / Mir	31	+0	Bn	1	2									
Fld / Hes	24	+0	Fld	1	2	3	4							

### *Cornwallis' Infantry Wing*

(6)	<b>COR / WH</b>	-6	+1	<b>8</b>	<b>Cornwallis</b>	(10)
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#### *3rd Brigade*

(4)	<b>COR / 3rd</b>	-4	+2	<b>6</b>	<b>Grey</b>	<b>A</b>	(10)
-----	------------------	----	----	----------	-------------	----------	------

15 / 3rd	24	+3	Inf	1	2	3	4	5	6	7			
17 / 3rd	24	+3	Inf	1	2	3	4	5					
42 / 3rd	24	+3	Inf	1	2	3	4	5	6	7	8	9	10
44 / 3rd	24	+3	Inf	1	2	3	4	5	6			12	11
Fld / 3rd	21	+0	Fld	1	2	3	4						

#### *4th Brigade*

(4)	<b>COR / 4th</b>	-4	+1	<b>6</b>	<b>Agnew</b>	<b>A</b>	(5)
-----	------------------	----	----	----------	--------------	----------	-----

33 / 4th	24	+3	Inf	1	2	3	4	5	6	7	
37 / 4th	24	+3	Inf	1	2	3	4	5	6		
46 / 4th	24	+3	Inf	1	2	3	4	5	6		
64 / 4th	21	+3	Inf	1	2	3	4	5	6	7	8
Fld / 4th	21	+0	Fld	1	2	3	4				

### *Guards Brigade*

(4)	<b>COR / Gds</b>	-4	+1	<b>6</b>	<b>Mathew</b>	<b>A</b>	(5)
-----	------------------	----	----	----------	---------------	----------	-----

1 Gd / Gds	18	+5	Gds	1	2	3	4	5	6	7	8	9
2 Gd / Gds	18	+5	Gds	1	2	3	4	5	6	7	8	9



## The American Army - Brandywine

(6)	<b>GW</b>	-12	+2	+2	<b>Washington</b>	(30)
(1)	<b>KNO / GW</b>	-4	+1	0	<b>Knox</b>	(5)
(0)	<b>LAF / GW</b>	-4	+1	0	<b>Lafayette</b>	(5)

### Sullivan's Division

(5)	<b>SUL / GW</b>	-6	+1	6	<b>Sullivan</b>	(10)
(4)	<b>SUL / 1MdB</b>	-4	+1	6	<b>Commander</b>	A (2)
	1Md / 1MdB	28	+3	Inf	1 2 3 4	
	3Md / 1MdB	28	+3	Inf	1 2	
	5Md / 1MdB	28	+3	Inf	1	
	6Md / 1MdB	28	+3	Inf	1 2	
	Del / 1MdB	24	+3	Inf	1 2 3 4	
	Fld / 1MdB	24	+0	Fld	1 2 3 4	
(3)	<b>SUL / 2MdB</b>	-2	0	6	<b>De Borre</b>	A (5)
	2Md / 2MdB	28	+3	Inf	1 2	
	4Md / 2MdB	28	+3	Inf	1 2	
	7Md / 2MdB	28	+3	Inf	1 2	
	Ger / 2MdB	28	+3	Inf	1 2 3 4 5 6	
	Haz / 2MdB	24	+3	Inf	1 2 3 4 5 6 7 8	
	Fld / 2MdB	24	+0	Fld	1 2 3 4	

### Wayne's Division

(6)	<b>WAY / GW</b>	-8	+2	7	<b>Wayne</b>	(7)
(4)	<b>WAY / 1PaB</b>	-4	+1	6	<b>Hartley</b>	A (2)
	1Pa / 1PaB	28	+3	Inf	1 2 3 4 5 6 7	
	2Pa / 1PaB	28	+3	Inf	1	
	7Pa / 1PaB	28	+3	Inf	1 2	
	10Pa / 1PaB	28	+3	Inf	1 2 3 4 5	
	Hart / 1PaB	28	+3	Inf	1 2 3	
	Fld / 1PaB	24	0	Fld	1 2 3 4	
(4)	<b>WAY / 2PaB</b>	-4	+1	6	<b>Humpton</b>	A (2)
	4Pa / 2PaB	28	+3	Inf	1 2 3	
	5Pa / 2PaB	28	+3	Inf	1 2 3 4 5	
	8Pa / 2PaB	28	+3	Inf	1 2 3 4 5 6 7	
	11Pa / 2PaB	28	+3	Inf	1 2 3	
	Fld / 2PaB	24	+0	Fld	1 2 3 4	

### Alexander's Division

(6)	<b>ALE / GW</b>	-6	+1	6	<b>Alexander</b>	(10)
(4)	<b>ALE / 3PaB</b>	-3	+1	6	<b>Conway</b>	A (5)
	3Pa / 3PaB	28	+3	Inf	1 2 3	
	6Pa / 3PaB	28	+3	Inf	1 2 3 4	
	9Pa / 3PaB	28	+3	Inf	1 2 3 4	
	12Pa / 3PaB	28	+3	Inf	1 2 3 4 5	
	Spn / 3PaB	28	+3	Inf	1 2 3 4	
	Fld / 3PaB	24	+0	Fld	1 2 3 4	
(3)	<b>ALE / NJB</b>	-4	+0	6	<b>Maxwell*</b>	A (5)
	CCM / LIB	36	+1	Militia (Lt)	1 2 3 4	
	LI / LIB	22	+4	Lt	1 2 3 4 5 6 7 8 9 10	
	A / LI	22	+4	Lt	1 2 3 4 5 6	12 11
	B / LI	22	+4	Lt	1 2 3 4 5 6	

(4)	<b>ALE / NCB</b>	-4	+1	6	<b>Nash</b>	A (5)
	1NC / NCB	28	+3	Inf	1 2	
	2NC / NCB	28	+3	Inf	1 2	
	3NC / NCB	28	+3	Inf	1 2	
	4NC / NCB	28	+3	Inf	1 2	
	5NC / NCB	28	+3	Inf	1 2	
	6NC / NCB	28	+3	Inf	1 2	
	7NC / NCB	28	+3	Inf	1 2	
	8NC / NCB	28	+3	Inf	1 2	
	Fld / NCB	24	+0	Fld	1 2 3 4	

(4)	<b>ALE / NJB</b>	-4	+1	8	<b>Commander*</b>	A (2)
	1NJ / NJB	28	+3	Inf	1 2 3 4	
	3NJ / NJB	28	+3	Inf	1 2 3 4 5 6	
	Fld / NJB	24	+0	Fld	1 2 3 4	

\* Maxwell may activate both of these brigades in one activation.

# The American Army - Brandywine

## Greene's Division

(6)	<b>GRE / GW</b>	-8	+1	<b>8</b>	<i>Greene</i>	(10)
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(4)	<b>GRE / 1VaB</b>	-6	+1	<b>6</b>	<i>Muhlenberg</i>	<b>A</b>	(5)
	1Va / 1VaB	28	+3	Inf	1	2	
	5Va / 1VaB	28	+3	Inf	1	2	3
	9Va / 1VaB	28	+3	Inf	1	2	3 4 5 6 7 8
	13Va / 1VaB	28	+3	Inf	1	2	3 4
	Fld / 1VaB	24	+0	Fld	1	2	3 4

(4)	<b>GRE / 2VaB</b>	-4	+1	<b>6</b>	<i>Weedon</i>	<b>A</b>	(5)
	2Va / 2VaB	28	+3	Inf	1	2	3 4
	6Va / 2VaB	28	+3	Inf	1	2	3 4 5
	10Va / 2VaB	28	+3	Inf	1	2	3 4 5 6
	14Va / 2VaB	28	+3	Inf	1	2	
	StPa / 2VaB	28	+3	Inf	1	2	
	Fld / 2VaB	24	+0	Fld	1	2	3 4

## Armstrong's Brigade

(5)	<b>ARM / GW</b>	-6	+0	<b>4</b>	<i>Armstrong</i>	(10)
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(4)	<b>ARM / 1PaM</b>	-4	+1	<b>6</b>	<i>Potter</i>	<b>B</b>	(5)
	McP / 1PaM	36	+1	Mil	1	2	3 4
	MP / 1 PaM	36	+1	Mil	1	2	3 4
	FB / 1 PaM	36	+1	Mil	1	2	3 4
	WL / 1 PaM	36	+1	Mil	1	2	3 4
	TY / 1 PaM	36	+1	Mil	1	2	3 4
	Cumb / 1 PaM	36	+1	Mil	1	2	3 4

(4)	<b>ARM / 2PaM</b>	-4	+1	<b>6</b>	<i>Commander</i>	<b>B</b>	(2)
	SP / 2 PaM	36	+1	Mil	1	2	3 4
	EC / 2 PaM	36	+1	Mil	1	2	3 4
	GL / 2 PaM	36	+1	Mil	1	2	3 4
	LL / 2 PaM	36	+1	Mil	1	2	3 4
	BL / 2 PaM	36	+1	Mil	1	2	3 4
	UB / 2 PaM	36	+1	Mil	1	2	3 4

Current Routed SP Total

Current Loss Level

	15+	30+	45+	60+
0	0-5	0-3	0-1	-
+5	6-9	4-8	2-7	0-6
+10	-	9	8-9	7-9

## Stephen's Division

(4)	<b>STE / GW</b>	-4	+0	<b>8</b>	<i>Stephen</i>	(10)
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(4)	<b>STE / 3VaB</b>	-6	+1	<b>8</b>	<i>Woodford</i>	<b>A</b>	(5)
	3Va / 3VaB	25	+3	Inf	1	2	3
	7Va / 3VaB	28	+3	Inf	1	2	3 4 5 6 7 8 9
	11Va / 3VaB	28	+3	Inf	1	2	3 4 5 6 7 8
	15Va / 3VaB	28	+3	Inf	1	2	3 4
	Fld / 3VaB	24	+0	Fld	1	2	3 4

(4)	<b>STE / 4VaB</b>	-4	+1	<b>6</b>	<i>Scott</i>	<b>A</b>	(5)
	4Va / 4VaB	28	+3	Inf	1	2	3 4 5 6
	8Va / 4VaB	28	+3	Inf	1	2	3
	12Va / 4VaB	28	+3	Inf	1	2	
	Gray / 4VaB	28	+3	Inf	1	2	
	Patt / 4VaB	28	+3	Inf	1	2	
	Fld / 4VaB	24	+0	Fld	1	2	3 4

## Independent Units

<i>Bl (Optional)</i>	27	+3	Cav	1	2	3	4	5	6	7	8
<i>By (Optional)</i>	27	+3	Cav	1	2	3	4	5	6	7	8
<i>Sh (Optional)</i>	27	+3	Cav	1	2	3	4	5	6	7	8
<i>Wh (Optional)</i>	27	+3	Cav	1	2	3	4	5	6	7	8

<b>WG</b>	18	+5	<b>WG</b>	1
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American Cavalry has a Charge range of 2 hexes.

Current Army Morale Modifier	This Turn	Total
6 AM		
7 AM		
8 AM		
9 AM		
10 AM		
11 AM		
Noon		
1 PM		
2 PM		
3 PM		
4 PM		
5 PM		
6 PM		
7 PM		
8 PM		

								*15 SP Losses
								*30 SP Losses
								*45 SP Losses
								*60 SP Losses
								75 SP Losses
								90 SP Losses
								105 SP Losses
								120 SP Losses

\*Requires Army Morale Loss Level roll

Mark SP Losses as:  
 One **X** per Infantry SP loss  
 One **/** per Cavalry SP loss  
 One **●** per Artillery SP loss  
 One **L** per point of value for a Leader loss

## The British Army - Germantown

(6)	<b>WH</b>	-10	+2	+3	<b>Howe</b>	(20)
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(6)	<b>COR / WH</b>	-6	+1	8	<b>Cornwallis</b>	(10)
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(1)	<b>CLE / WH</b>	-4	+1	0	<b>Cleveland</b>	(3)
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### 1st Brigade

(3)	<b>KNY / 1st</b>	-0	+0	2	<b>Commander</b>	A	(2)
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4 / 1st	24	+3	Inf	1	2	3	4	5	6	7
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28 / 1st	24	+3	Inf	1	2	3	4	5	6
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49 / 1st	24	+3	Inf	1	2	3	4	5	6	7
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Fld / 1st	21	+0	Fld	1	2	3	4
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### 2nd Brigade

(3)	<b>KNY / 2nd</b>	-4	+0	4	<b>Grant*</b>	A	(10)
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5 / 2nd	24	+3	Inf	1	2	3	4	5	6
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27 / 2nd	24	+3	Inf	1	2	3	4	5	6
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55 / 2nd	24	+3	Inf	1	2	3	4	5
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Fld / 2nd	21	+0	Fld	1	2	3	4
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\* May activate 1st and 2nd Brigades in one activation

### Knyphausen's Infantry Wing

(6)	<b>KNY / WH</b>	-6	+1	6	<b>Knyphausen</b>	(10)
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### 3rd Brigade

(4)	<b>COR / 3rd</b>	-4	+2	6	<b>Grey</b>	A	(10)
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15 / 3rd	24	+3	Inf	1	2	3	4	5	6	7
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17 / 3rd	24	+3	Inf	1	2	3	4	5
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44 / 3rd	24	+3	Inf	1	2	3	4	5	6
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Fld / 3rd	21	+0	Fld	1	2	3	4
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### 4th Brigade

(4)	<b>COR / 4th</b>	-4	+1	6	<b>Agnew</b>	A	(5)
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33 / 4th	24	+3	Inf	1	2	3	4	5	6	7
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37 / 4th	24	+3	Inf	1	2	3	4	5	6
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46 / 4th	24	+3	Inf	1	2	3	4	5	6
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64 / 4th	21	+3	Inf	1	2	3	4	5	6	7	8
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Fld / 4th	21	+0	Fld	1	2	3	4
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### Guards Brigade

(4)	<b>COR / Gds</b>	-4	+1	6	<b>Mathew</b>	A	(5)
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1 Gd / Gds	18	+5	Gds	1	2	3	4	5	6	7	8	9
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2 Gd / Gds	18	+5	Gds	1	2	3	4	5	6	7	8	9
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## Independent Units

1 Gr	21	+5	Gren	1	2	3	4	5	6	7	8	9	10	11
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2 Gr	21	+5	Gren	1	2	3	4	5	6	7	8	9	10	11
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1 Lt	21	+4	Lt	1	2	3	4	5	6	7	8	9	10	11
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A / 1 Lt	23	+4	Lt	1	2	3	4	5	6
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B / 1 Lt	23	+4	Lt	1	2	3	4	5
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2 Lt	21	+4	Lt	1	2	3	4	5	6	7	8	9	10	11
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A / 2 Lt	23	+4	Lt	1	2	3	4	5	6
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B / 2 Lt	23	+4	Lt	1	2	3	4	5
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Don / Hes	34	+2	Inf	1	2	3	4	5	6	7	8	9	10	11
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Rgt / Don	31	+0	Bn	1	2
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Lb / Hes	30	+3	Inf	1	2	3	4	5	6	7	8	9	10	11
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Rgt / Lb	27	+0	Bn	1	2
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Lin	27	+4	Gren	1	2	3	4	5	6	7	8	9
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A / QR	30	+3	Inf (Lt)	1	2	3	4
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40 / 2nd	22	+3	Inf	1	2	3	4	5	6
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Fld / COR	21	+0	Fld	1	2	X	X
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Fld / COR	21	+0	Fld	1	2	X	X
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17 D	24	+3	Cav	1	2	3	4
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British Cavalry has a Charge range of 2 hexes.

Cliveden		+8	Inf	1	2	3	x5 for Close Combat
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### Current Routed SP Total

### Current Loss Level


	15+	30+	45+	60+
0	0-5	0-3	0-1	-
+5	6-9	4-8	2-7	0-6
+10	-	9	8-9	7-9


Current Army Morale Modifier	This Turn	Total
6 AM		
7 AM		
8 AM		
9 AM		
10 AM		
11 AM		
Noon		
1 PM		
2 PM		

\*Requires Army Morale Loss Level roll

Mark SP Losses as:  
 One X per Infantry SP loss  
 One / per Cavalry SP loss  
 One ● per Artillery SP loss\*  
 One L per point of value for a Leader loss  
 \* Do not record Bn gun losses



## *The American Army - Germantown*

(6)	<b>GW</b>	-12	+2	+2	<b>Washington</b>	(30)
(1)	<b>KNO / GW</b>	-4	+1	0	<b>Knox</b>	(5)

### *Sullivan's Division*

(5)	<b>SUL / GW</b>	-6	+1	6	<b>Sullivan</b>	(10)
(4)	<b>SUL / 1MdB</b>	-4	+1	6	<b>Commander</b>	<b>A</b> (2)
	1Md / 1MdB	28	+3	Inf	1 2 3 4	
	3Md / 1MdB	28	+3	Inf	1 2	
	5Md / 1MdB	28	+3	Inf	1	
	6Md / 1MdB	28	+3	Inf	1 2	
	Del / 1MdB	24	+3	Inf	1 2 3 4	
	Fld / 1MdB	24	+0	Fld	1 2 3 4	
(3)	<b>SUL / 2MdB</b>	-2	0	6	<b>(De Borre) A</b>	<b>A</b> (2)
	2Md / 2MdB	28	+3	Inf	1 2	
	4Md / 2MdB	28	+3	Inf	1 2	
	7Md / 2MdB	28	+3	Inf	1 2	
	Ger / 2MdB	28	+3	Inf	1 2 3 4 5 6	
	Haz / 2MdB	24	+3	Inf	1 2 3 4 5 6 7 8	
	Fld / 2MdB	24	+0	Fld	1 2 3 4	

### *Wayne's Division*

(6)	<b>WAY / GW</b>	-8	+2	7	<b>Wayne</b>	(7)
(4)	<b>WAY / 1PaB</b>	-4	+1	6	<b>Hartley</b>	<b>A</b> (2)
	1Pa / 1PaB	28*	+3	Inf	1 2 3 4 5 6 7	
	2Pa / 1PaB	28*	+3	Inf	1	
	7Pa / 1PaB	28*	+3	Inf	1 2	
	10Pa / 1PaB	28*	+3	Inf	1 2 3 4 5	
	Hart / 1PaB	28*	+3	Inf	1 2 3	
	Fld / 1PaB	24*	0	Fld	1 2 3 4	
(4)	<b>WAY / 2PaB</b>	-4	+1	6	<b>Humpton</b>	<b>A</b> (2)
	4Pa / 2PaB	28*	+3	Inf	1 2 <del>3</del>	
	5Pa / 2PaB	28*	+3	Inf	1 2 3 4 <del>5</del>	
	8Pa / 2PaB	28*	+3	Inf	1 2 3 4 5 6 <del>7</del>	
	11Pa / 2PaB	28*	+3	Inf	1 2 <del>3</del>	
	Fld / 2PaB	24*	+0	Fld	1 2 3 4	

\*-5 to ER for Close Combat Morale Checks

### *Alexander's Division*

(6)	<b>ALE / GW</b>	-6	+1	6	<b>Alexander</b>	(10)
(4)	<b>ALE / 3PaB</b>	-3	+1	6	<b>Conway</b>	<b>A</b> (5)
	3Pa / 3PaB	28	+3	Inf	1 2 3	
	6Pa / 3PaB	28	+3	Inf	1 2 3 4	
	9Pa / 3PaB	28	+3	Inf	1 2 3 4	
	12Pa / 3PaB	28	+3	Inf	1 2 3 4 5	
	Spn / 3PaB	28	+3	Inf	1 2 3 4	
	Fld / 3PaB	24	+0	Fld	1 2 3 4	
(3)	<b>ALE / NJB</b>	-4	+0	6	<b>Maxwell</b>	<b>A</b> (5)
	1NJ / NJB	28	+3	Inf	1 2 3 4	
	3NJ / NJB	28	+3	Inf	1 2 3 4 5 6	
	Fld / NJB	24	+0	Fld	1 2 3 4	

(4)	<b>ALE / NCB</b>	-4	+1	6	<b>Nash</b>	(5)
	1NC / NCB	28	+3	Inf	1 2	
	2NC / NCB	28	+3	Inf	1 2	
	3NC / NCB	28	+3	Inf	1 2	
	4NC / NCB	28	+3	Inf	1 2	
	5NC / NCB	28	+3	Inf	1 2	
	6NC / NCB	28	+3	Inf	1 2	
	7NC / NCB	28	+3	Inf	1 2	
	8NC / NCB	28	+3	Inf	1 2	
	Fld / NCB	24	+0	Fld	1 2 3 4	

# Greene's Detachment - Germantown

## Greene's Division

(6)	<b>GRE / GW</b>	-8	+1	<b>8</b>	<b>Greene</b>	<b>A</b>	(10)
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(4)	<b>GRE / 1VaB</b>	-6	+1	<b>6</b>	<b>Muhlenberg</b>	<b>A</b>	(5)
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1Va / 1VaB	28	+3	Inf	1	2						
5Va / 1VaB	28	+3	Inf	1	2	3					
9Va / 1VaB	28	+3	Inf	1	2	3	4	5	6	7	8
13Va / 1VaB	28	+3	Inf	1	2	3	4				
Fld / 1VaB	24	+0	Fld	1	2	3	4				

(4)	<b>GRE / 2VaB</b>	-4	+1	<b>6</b>	<b>Weedon</b>	<b>A</b>	(5)
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2Va / 2VaB	28	+3	Inf	1	2	3	4				
10Va / 2VaB	28	+3	Inf	1	2	3	4	5	6		
14Va / 2VaB	28	+3	Inf	1	2						
StPa / 2VaB	28	+3	Inf	1	2						
Fld / 2VaB	24	+0	Fld	1	2	3	4				

## Stephen's Division

(4)	<b>STE / GW</b>	-4	+0	<b>8</b>	<b>Stephen</b>	<b>A</b>	(10)
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(4)	<b>STE / 3VaB</b>	-6	+1	<b>8</b>	<b>Woodford</b>	<b>A</b>	(5)
-----	-------------------	----	----	----------	-----------------	----------	-----

3Va / 3VaB	25	+3	Inf	1	2	3						
7Va / 3VaB	28	+3	Inf	1	2	3	4	5	6	7	8	9
11Va / 3VaB	28	+3	Inf	1	2	3	4	5	6	7	8	
15Va / 3VaB	28	+3	Inf	1	2	3	4					
Fld / 3VaB	24	+0	Fld	1	2	3	4					

(4)	<b>STE / 4VaB</b>	-4	+1	<b>6</b>	<b>Scott</b>	<b>A</b>	(5)
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4Va / 4VaB	28	+3	Inf	1	2	3	4	5	6		
8Va / 4VaB	28	+3	Inf	1	2	3					
12Va / 4VaB	28	+3	Inf	1	2						
Gray / 4VaB	28	+3	Inf	1	2						
Patt / 4VaB	28	+3	Inf	1	2						
Fld / 4VaB	24	+0	Fld	1	2	3	4				

## McDougall's Brigade

(4)	<b>McD / GW</b>	-6	+1	<b>8</b>	<b>McDougall</b>	<b>A</b>	(5)
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4Ct / McDB	28	+3	Inf	1	2	3	4	5	6		
5Ct / McDB	28	+3	Inf	1	2	3	4	5	6		
8Ct / McDB	28	+3	Inf	1	2	3	4	5	6		
Fld / McDB	24	+0	Fld	1	2	3	4				

## Independent Cavalry

By	27	+3	Cav	1	2						
Sh	27	+3	Cav	1	2						

American Cavalry has a Charge range of 2 hexes.

Current Army Morale Modifier	This Turn	Total
6 AM		
7 AM		
8 AM		
9 AM		
10 AM		
11 AM		
Noon		
1 PM		
2 PM		

	Current Loss Level			
	15+	30+	45+	60+
0	0-2	0-1	0	-
+5	3-9	2-7	1-5	0-3
+10	-	8-9	6-9	4-9

*15 SP Losses				
*30 SP Losses				
*45 SP Losses				
*60 SP Losses				
75 SP Losses				
90 SP Losses				

<b>Current Routed SP Total</b>
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\*Requires Army Morale Loss Level roll

Mark SP Losses as:  
 One X per Infantry SP loss  
 One / per Cavalry SP loss  
 One ● per Artillery SP loss  
 One L per point of value for a Leader loss