

Feldbattalion Hoya



1st Company			Allies		
Line Infantry or similar (1)			Hanover		
Regular (2)			NO		
Musket			R --		
I	MOV. 4	RNG. 12	L	--	--
M	MOV. 3	RNG. 8	L	--	--
C	MOV. 2	RNG. 4	L	--	--
SD 10		CD 10		N°F. 1 N°U. 3	

1-5 Die Hard (10) C.P-- PT. 47
 3-2 Closed Formation (20) 233
 3-6 Old Third (20) 06101
 1813-1814

Feldbattalion Hoya



Schützen			Allies		
Sharpshooters or similar (4)			Hanover		
Veteran (4)			NO		
Rifle			R --		
I	MOV. 4	RNG. 16	L	--	--
M	MOV. 3	RNG. 10	L	--	--
C	MOV. 2	RNG. 6	L	--	--
SD 12		CD 10		N°F. 1 N°U. 1	

1-4 Staunch Fighters (10) C.P-- PT. 54
 2-4 Attacking fire (15) 234
 4-6 Fast React. Shoot. (25) 06102
 1813-1814

Feldbattalion Hoya /
Oberstleutnant Leitgeb



1st Company			Allies		
Infantry officer or similar (3)			Hanover		
Veteran (4)			NO		
Pistol			R 15 3		
I	MOV. 4	RNG. 5	L	3	--
M	MOV. 3	RNG. 4	L	3	--
C	MOV. 2	RNG. 3	L	3	--
SD 10		CD 10		N°F. 3 N°U. 1	

2-2 Duellist (15) C.P-- PT.192
 3-3 Colonel's Resolve (20) 235
 3-6 Old Third (20) 06103
 1813-1814

Feldbattalion Galenberg



1st Company			Allies		
Line Infantry or similar (1)			Hanover		
Regular (2)			NO		
Musket			R --		
I	MOV. 4	RNG. 12	L	--	--
M	MOV. 3	RNG. 8	L	--	--
C	MOV. 2	RNG. 4	L	--	--
SD 8		CD 10		N°F. 1 N°U. 3	

1-3 Berserkers (10) C.P-- PT. 42
 2-6 Good Eye (15) 236
 3-1 Volley Fire (20) 06104
 1813-1814

Feldbattalion Galenberg



Schützen			Allies		
Sharpshooters or similar (4)			Hanover		
Veteran (4)			NO		
Musket			R --		
I	MOV. 4	RNG. 12	L	--	--
M	MOV. 3	RNG. 8	L	--	--
C	MOV. 2	RNG. 4	L	--	--
SD 10		CD 10		N°F. 1 N°U. 1	

1-5 Die Hard (10) C.P-- PT. 52
 2-1 Expert Marksman (15) 237
 4-2 Skirmishers (25) 06105
 1813-1814

Feldbattalion Galenberg /
Major de Paux



Battalion HQ			Allies		
Infantry officer or similar (3)			Hanover		
Veteran (4)			NO		
Pistol			R 20 4		
I	MOV. 4	RNG. 5	L	4	--
M	MOV. 3	RNG. 4	L	4	--
C	MOV. 2	RNG. 3	L	4	--
SD 10		CD 12		N°F. 4 N°U. 1	

2-5 Double movement (15) C.P-- PT.271
 3-6 Old Third (20) 238
 5-1 Ambushers (30) 06106
 1813-1814

Tzarnischeff Ferikorps



1st Company			Allies		
Line Infantry or similar (1)			Hanover		
Regular (2)			NO		
Light Inf. Musket			R --		
I	MOV. 4	RNG. 14	L	--	--
M	MOV. 3	RNG. 9	L	--	--
C	MOV. 2	RNG. 5	L	--	--
SD 10		CD 8		N°F. 1 N°U. 3	

1-5 Die Hard (10) C.P-- PT. 42
 3-7 Reaction Shot (20) 239
 5-2 Rapid square (30) 06107
 1813-1814

Tzarnischeff Ferikorps



Schützen			Allies		
Sharpshooters or similar (4)			Hanover		
Veteran (4)			NO		
Rifle			R --		
I	MOV. 4	RNG. 16	L	--	--
M	MOV. 3	RNG. 10	L	--	--
C	MOV. 2	RNG. 6	L	--	--
SD 10		CD 10		N°F. 1 N°U. 3	

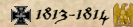
1-1 Old guard (10) C.P-- PT. 49
 3-6 Old Third (20) 240
 4-6 Fast React. Shoot. (25) 06108
 1813-1814

*Czornieschiff Fortkorps /
Hauptmann Neussiedler*



1st Company		Allies	
Infantry officer or similar (3)		Hanover	
Veteran (4)		Independent	
Pistol			
I	MOV. 5 20 4 25 5	R	15 3
M	5 15 3 20 4	L	3 --
C	8 10 2 15 3	Escort	
SD 10 CD 10		N°F. 3 N°U. 1	

1-5 Die Hard (10) C.P.-- PT.189
 3-3 Colonel's Resolve (20) 241
 3-5 Evasive (20) 06109

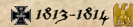


Kielmansegg's Jäger Korps



2nd Company		Allies	
Line Infantry or similar (1)		Hanover	
Veteran (4)		NO	
Light Inf. Musket			
I	MOV. 3 20 4 70 14	R	--
M	4 15 3 45 9	L	-- --
C	8 10 2 25 5	-----	
SD 10 CD 10		N°F. 1 N°U. 3	

1-4 Staunch Fighters (10) C.P.-- PT. 46
 2-6 Good Eye (15) 242
 4-2 Skirmishers (25) 06201

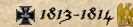


Kielmansegg's Jäger Korps



Schützen		Allies	
Line Infantry or similar (1)		Hanover	
Veteran (4)		NO	
Rifle			
I	MOV. 4 20 4 80 16	R	--
M	4 15 3 50 10	L	-- --
C	8 10 2 30 6	-----	
SD 10 CD 10		N°F. 1 N°U. 3	

2-1 Expert Marksman (15) C.P.-- PT. 49
 3-7 Reaction Shot (20) 243
 5-6 Snipers (30) 06202

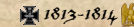


*Kielmansegg's Jäger Korps /
Oberstleutnant Kuebrich*



Schützen		Allies	
Line Infantry or similar (1)		Hanover	
Veteran (4)		Independent	
Pistol			
I	MOV. 6 20 4 25 5	R	20 4
M	5 15 3 20 4	L	3 --
C	9 10 2 15 3	Scout	
SD 10 CD 12		N°F. 3 N°U. 1	

1-3 Berserkers (10) C.P.-- PT.206
 3-3 Colonel's Resolve (20) 244
 5-3 Fencing Master (30) 06203

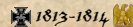


*Lüneberg (Estorff)
Hussars*



1st Squadron		Allies	
Hussars (6)		Hanover	
Veteran (4)		NO	
Cavalry carbine			
I	MOV. 3 45 9 40 8	R	--
M	4 30 6 30 6	L	-- --
C	9 25 5 15 3	-----	
SD 8 CD 10		N°F. 1 N°U. 3	

1-3 Berserkers (10) C.P.-- PT. 50
 3-4 Brutal charge (20) 245
 4-2 Skirmishers (25) 06401

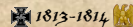


*Lüneberg (Estorff)
Hussars /
Rittmeister
Beaulieu*



1st Squadron		Allies	
Cuirassiers (9)		Hanover	
Veteran (4)		Independent	
Pistol			
I	MOV. 5 45 9 25 5	R	20 4
M	5 30 6 20 4	L	3 --
C	9 25 5 15 3	Trumpet	
SD 10 CD 12		N°F. 4 N°U. 3	

2-2 Duellist (15) C.P.-- PT.295
 3-3 Colonel's Resolve (20) 246
 4-7 Wild fighters (25) 06402

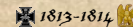


Major von Langroth



Army Headquarters		Allies	
Horse Staff Officer(10)		Hanover	
Elite (6)		Independent	
Pistol			
I	MOV. 6 50 10 25 5	R	25 5
M	6 35 7 20 4	L	4 --
C	9 30 6 15 3	Scout	
SD 12 CD 12		N°F. 3 N°U. 1	

2-2 Duellist (15) C.P.-- PT.256
 3-3 Colonel's Resolve (20) 247
 4-7 Wild fighters (25) 06601



Oberst von Anderten



Army Headquarters		Allies	
Horse Staff Officer(10)		Hanover	
Elite (6)		Independent	
Pistol			
I	MOV. 6 50 10 25 5	R	25 5
M	6 35 7 20 4	L	4 --
C	10 30 6 15 3	ADC	
SD 12 CD 12		N°F. 4 N°U. 1	

1-5 Die Hard (10) C.P.-- PT.345
 4-1 Expert riders (25) 248
 5-5 No Quarter (30) 06601

