

Brigade Name: GM Prinz Hessen-Homburg			
Command Range: 10" <i>Units outside this distance move half speed.</i>			
Unit	Composition	Rating	Special rules
Hiller IR#2	3 infantry battalions, 16 figures each	Veteran	May not skirmish
Sztarri IR#33	2 infantry battalions, 16 figures each	Veteran	May not skirmish
Artillery	Two 6 pounders, 8 crew		
Setup: May setup in any formation up to 12+3d6" onto the table.			
Rules: Austrian infantry use Battalion Masse instead of square. It is represented by placing the unit in a column formation and turning the last rank around to face backwards.			

Brigade Name: GM Swinburne			
Command Range: 10" <i>Units outside this distance move half speed.</i>			
Unit	Composition	Rating	Special rules
Ludwig IR#8	3 infantry battalions, 16 figures each	Conscript	May not skirmish
Koburg IR#22	2 infantry battalions, 16 figures	Conscript	May not skirmish
Artillery	Two 6 pounders, 6 crew		
Setup: May setup in any formation up to 12+3d6" onto the table.			
Rules: Austrian infantry use Battalion Masse instead of square. It is represented by placing the unit in a column formation and turning the last rank around to face backwards.			

Brigade Name: GM Kroyher			
Command Range: 12" <i>Units outside this distance move half speed.</i>			
Unit	Composition	Rating	Special rules
Kaiser Cuirassiers #1	12 figures	Veteran	
Riesch Dragoons	12 figures	Veteran	
Setup: May setup in any formation up to 3+1d6" onto the table. At the start of each turn, roll a 6 to activate this brigade. It cannot move or shoot until activated, attacked or the French move within 12" of a unit.			
Rules: Cavalry units must recall after each charge. See step 13.			

Brigade Name: GM Frelich			
Command Range: 12" <i>Units outside this distance move half speed.</i>			
Unit	Composition	Rating	Special rules
1 st Jaeger Battalion	12 figures	Veteran	May skirmish
Wallach-Illyrian Grenz #13	12 figures	Veteran	May skirmish
Stipsicz Hussars #10	12 figures	Veteran	Light Cavalry
Schwarzenberg Uhlans #2	12 figures	Veteran	Light Cavalry, Lancers
Artillery	Two 6 pounders, 6 crew		Horse Artillery
Setup: May setup in any formation up to 12+3d6" onto the table.			
Rules: The Jaeger and Grenz battalions may not use battalion masse formation. Cavalry units must recall after each charge. See step 13.			

Brigade Name: GM Merville			
Command Range: 10" <i>Units outside this distance move half speed.</i>			
Unit	Composition	Rating	Special rules
Grenadier Battalion Scharlach	16 figures	Elite	May not skirmish
Grenadier Battalion Scovaud	16 figures	Elite	May not skirmish
Grenadier Battalion Puteani	16 figures	Elite	May not skirmish
Artillery	Two 6 pounders, 8 crew		
Setup: May setup in any formation up to 3+1d6" onto the table. At the start of each turn, roll a 6 to activate this brigade. It cannot move or shoot until activated, attacked or the French move within 12" of a unit.			
Rules: Austrian infantry use Battalion Masse instead of square. It is represented by placing the unit in a column formation and turning the last rank around to face backwards.			

Brigade Name: GM Hardegg - VANGUARD			
Command Range: 12" <i>Units outside this distance move half speed.</i>			
Unit	Composition	Rating	Special rules
1 st Jaeger battalion	8 figures	Elite	<i>May skirmish</i>
Erz. Karl IR#3	2 infantry battalions, 18 figures each	Veteran	May not skirmish
Kirchenbetter Grenadiers	1 infantry battalion, 12 figures	Elite	May not skirmish
Liechtenstein Cuirassiers	10 figures	Veteran	
Artillery	One 6 pounder, 4 crew		
Setup: At the start of each turn, roll a 6 to activate this brigade. When activated, it may move onto the table from any part of the French table side, and all units must be in command.			
Rules: Austrian infantry use Battalion Masse instead of square. It is represented by placing the unit in a column formation and turning the last rank around to face backwards.			

Brigade Name: GM Grill			
Command Range: 10" <i>Units outside this distance move half speed.</i>			
Unit	Composition	Rating	Special rules
Wenzel Colloredo IR#56	3 infantry battalions, 15 figures each	Veteran	May not skirmish
Karl Schroder IR#7	2 infantry battalions, 15 figures	Veteran	May not skirmish
Artillery	Two 6 pounders, 8 crew		
Setup: May setup in any formation up to 8+1d6" onto the table.			
Rules: Austrian infantry use Battalion Masse instead of square. It is represented by placing the unit in a column formation and turning the last rank around to face backwards.			

Brigade Name: GM Kroyher			
Command Range: 12" <i>Units outside this distance move half speed.</i>			
Unit	Composition	Rating	Special rules
Kaiser Cuirassiers #1	12 figures	Veteran	
Moritz Liechtenstein Cuirassiers	12 figures	Veteran	
Setup: At the start of each turn, roll a 6 to activate this brigade. When activated, it may move onto the table from any part of the French table side, and all units must be in command.			
Rules: Cavalry units must recall after each charge. See step 13.			

Brigade Name: GM Lederer			
Command Range: 12" <i>Units outside this distance move half speed.</i>			
Unit	Composition	Rating	Special rules
Kronprinz Erzherzog Ferdinand Cuirassiers #4	12 figures	Veteran	
Cavalry Battery	Two 6 pounders, 6 crew		
Setup: May setup in any formation up to 3+1d6" onto the table. At the start of each turn, roll a 6 to activate this brigade. It cannot move or shoot until activated, attacked or the French move within 12" of a unit.			
Rules: Cavalry units must recall after each charge. See step 13.			

Reserve Artillery.			
Unit	Composition	Rating	Special rules
Position Battery	Two 12 pounders, 6 crew		
Setup: May setup in any formation up to 8+3d6" onto the table.			