

<b>Brigade Name: Prussian Infantry Brigade</b>			
<b>Command Range: 10"</b> <i>Units outside this distance move half speed</i>			
<b>Unit</b>	<b>Composition</b>	<b>Rating</b>	<b>Special rules</b>
Regt. #7	3 infantry battalions, 12 figures each	Veteran	May not skirmish
Regt. #29	3 infantry battalions, 12 figures	Conscript	May not skirmish
3 <sup>rd</sup> Westphalian Landwehr	2 infantry battalions, 12 figures each	Conscript	May not skirmish
Jaegers	12 figures	Veteran	<i>May skirmish</i>
Artillery	Two 9 pounder guns, 8 crew		
<b>Setup:</b> May setup in any formation up to 6+2d6" onto the table.			
<b>Rules:</b>			

<b>Brigade Name: Prussian Reserve Cavalry Brigade</b>			
<b>Command Range: 12"</b> <i>Units outside this distance move half speed</i>			
<b>Unit</b>	<b>Composition</b>	<b>Rating</b>	<b>Special rules</b>
2 <sup>nd</sup> Dragoon Regt.	12 figures	Veteran	
5 <sup>th</sup> Dragoon Regt.	12 figures	Veteran	
3 <sup>rd</sup> Uhlan Regt.	12 figures	Veteran	Lancers
Artillery	Two 6 pounder guns, 8 crew		
<b>Setup:</b> 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 Allied table side, and all units must be in command..			
<b>Rules:</b>			