

Brigade Name: Wallace (3rd Div.)			
Command Range: 8” <i>Units outside this distance move half speed.</i>			
Unit	Composition	Rating	Special rules
1/45 th Foot Regt.	12 figures	Veteran	May not skirmish
74 th Foot Regt.	12 figures	Veteran	May not skirmish
1/88 th Foot Regt.	12 figures	Veteran	May not skirmish
Artillery	Two 9 pounders, 6 crew		
Setup: May setup in any formation up to 12+3d6” onto the table.			
Rules: One stand of two rifle figures may be added to the brigade.			

Brigade Name: Greville (5th Div.)			
Command Range: 8” <i>Units outside this distance move half speed.</i>			
Unit	Composition	Rating	Special rules
3/1 st Foot Regt.	12 figures	Conscript	May not skirmish
1/9 th Foot Regt.	12 figures	Veteran	May not skirmish
1/38 th Foot Regt.	12 figures	Veteran	May not skirmish
2/38 th Foot Regt.	12 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: One stand of two rifle figures may be added to the brigade.			

Brigade Name: J. Campbell (3rd Div.)			
Command Range: 8” <i>Units outside this distance move half speed.</i>			
Unit	Composition	Rating	Special rules
1/5 th Foot Regt.	12 figures	Veteran	May not skirmish
2/5 th Foot Regt.	12 figures	Conscript	May not skirmish
2/83rd Foot. Regt.	12 figures	Conscript	May not skirmish
94 th Foot Regt.	12 figures	Veteran	May not skirmish
Artillery	Two 9 pounders, 6 crew		
Setup: May setup in any formation up to 12+3d6” onto the table.			
Rules: One stand of two rifle figures may be added to the brigade.			

Brigade Name: Pringle (5th Div.)			
Command Range: 8” <i>Units outside this distance move half speed.</i>			
Unit	Composition	Rating	Special rules
1/4 th Foot Regt.	12 figures	Veteran	May not skirmish
2/4 th Foot Regt.	12 figures	Conscript	May not skirmish
2/30 th Foot. Regt.	12 figures	Conscript	May not skirmish
2/44 th Foot Regt.	12 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: One stand of two rifle figures may be added to the brigade.			

Brigade Name: De Bernewitz (Light Div.)			
Command Range: 12” <i>Units outside this distance move half speed.</i>			
Unit	Composition	Rating	Special rules
51 st Foot Regt.	12 figures	Veteran	May Skirmish
68 th Foot Regt.	12 figures	Veteran	May Skirmish
Setup: May setup in any formation up to 12+3d6” onto the table.			
Rules: One stand of two rifle figures may be added to the brigade.			

Brigade Name: Independent Cavalry			
Command Range: None (may operate separately)			
Unit	Composition	Rating	Special rules
1 st Dragoon Regt.	12 figures	Veteran	Heavy Dragoons
13 th Light Dragoons	12 figures	Veteran	Light Dragoons
Setup: May setup in any formation up to 3+1d6” onto the table. At the start of each turn, roll a 6 to activate these units. They 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: Independent Cavalry			
Command Range: None (may operate separately)			
Unit	Composition	Rating	Special rules
3 rd Dragoon Regt.	12 figures	Veteran	Heavy Dragoons
11 th Light Dragoons	12 figures	Veteran	Light Dragoons
Setup: May setup in any formation up to 3+1d6” onto the table. At the start of each turn, roll a 6 to activate these units. They 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.			