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LISTS FOR MAURICE AND BLACK POWDER

ZORNDORF ARMY ROSTERS

We used the following army lists for our first two scenarios. This should give enough of an idea for players to generate their own armies for the remaining two scenarios. Players may simply use these or create their own lists dependent upon figure availability or simply preference. Suggestions for *Black Powder* are included at the end.

RUSSIA: "FIRST CHARGE" AND "SEYDLITZ TO THE RESCUE"

This is an all infantry army with artillery support. We deployed the army in two ranks with the trained troops in the front. The artillery was interspersed between infantry regiments. We used the same list for both of these scenarios.

National Advantages

Artillery Academy 6 pts
Steady Lads 9 pts

Infantry

Regular Infantry: Trained 7 units @ 6 pts = 42
Regular Infantry: Conscript 7 units @ 4 pts = 28
Improve two Trained units to Elite @ 5 pts

Artillery

Artillery: 4 pieces = 10 pts

Total: 100 points

PRUSSIA: "FIRST CHARGE"

A strong infantry force with limited artillery support. The elite units led the charge.

National Advantages

Oblique Order 6 pts
Lethal Volleys 12 pts

Infantry

Regular Infantry:
Trained 8 units @ 6 pts = 48
Regular Infantry:
Conscript 4 units @ 4pts = 16
Improve two Trained units to Elite @ 5 pts

Artillery

Artillery: 2 pieces = 3 pts

Total: 90 points

PRUSSIA: "SEYDLITZ TO THE RESCUE"

For the second scenario we heavily reduced the infantry, of which half were conscripts. The remaining points were then used on a strong cavalry arm.

National Advantages

Oblique Order 6 pts
Lethal Volleys 12 pts

Infantry

Regular Infantry: Trained 3 units @ 6 pts = 18
Regular Infantry: Conscript 3 units @ 4pts = 12

Cavalry

Regular Cavalry: Trained 5 units @ 6 pts = 30
Regular Cavalry: Conscript 1 units @ 4pts = 4
Improve two Trained units to Elite @ 5 pts

Artillery

Artillery: 2 pieces = 3 pts

Total: 90 points

ADAPTING ZORNDORF FOR BLACK POWDER

Use the forces above as a rough guideline to unit numbers and quality. The Prussian army list can be found on page 85 and the Russians on page 38 of *The Last Argument of Kings* supplement. Where cavalry is suggested, use a mix of whatever models you have available – ideally Dragoons and Hussars with a maximum of one Cuirassier unit. **WS&S**



A map of the battlefield at Zorndorf.