

ARMIES OF THE SEVEN YEARS WAR

The Seven Years War was fought on three continents and involved all of the Great Powers of the day. But at the center of it all was the province of Silesia. Frederick had taken it from the Austrians a decade earlier, and the Austrians meant to get it back. All else flowed from that.

Austria had two major allies (France and Russia), and a host of lesser ones (of which the *Richesarmee* contingent were most representative). Prussia, on the other hand, really had only one ally – Great Britain – and that ally’s attention was more on North America and India than on the central theatre of the war. Fortunately, an alliance with Great Britain brought with it a number of lesser German states bound by a common ruler (in the case of Hanover) or treaties of subsidy (in other cases) to provide troops should Britain require their services. These various German contingents, later supported by a fairly small British force, made up the Army of Observation, the only allied army operating in cooperation with the Prussians.

But in a very real sense, the two central actors in the war were Prussia and Austria. To the west, the French sparred with the British and their German allies, covering Frederick’s open right flank. To the east, the Russians were bedevilled by a long supply line and an Austrian high command nearly as suspicious of its Russia allies as of its Prussian adversaries. Across the oceans, Britain and France struggled for mastery of North America and the Indian subcontinent. But the decisive battles were, with few exceptions, fought between Prussia and Austria, and the eastern and western theatres were merely adjuncts.

The following files are the Volley & Bayonet army lists, for use with the Road To Glory battle system, for the major armies of the Seven Years War. Even without using the points provided, the lists provide a good general guide to the strength, morale, and organization of the belligerents.

The following lists are provided:

SYW1 – Austria

SYW2 – France

SYW3 – The Army of Observation (Britain and the German Allies)

SYW4 -- Prussia

SYW5 – The *Reichsarmee*

SYW5 – Russia

SYW5 – Saxony

The armies of Hanover, Hesse-Cassel, Brunswick, Bavaria, Wuertemberg, and Pfaltz (The Palatinate) are included as allied contingents in larger armies.

SYW1 -- THE AUSTRIAN ARMY

This list includes the Austrians as well as the smaller allied states of Bavaria and Wurttemberg which from time to time fought under Austrian command. In addition, the Saxon cavalry generally fought with the Austrian army, and so if a single chevauleger brigade is purchased, it may be either Austrian or Saxon. All additional chevauleger brigades would be Austrian.

Light Division (one only) **[100]**

[exhaustion = 2]

1 division commander

2 grenz infantry regiment (2-5, NE, may skirmish) **[50]**

Options

Add up to 2 grenz infantry regiments (2-5, NE, may skirmish) [+1 exhaustion each] [+50 each]

Add 1 strength point to any grenz infantry regiments [+0.5 exhaustion each] [+10 each]

Add 1 hussar brigade (2-5 light cavalry, may skirmish) [+1 exhaustion each] [+100]

Infantry Division (unlimited) **[225]**

[exhaustion = 4]

1 division commander

1 poor line infantry regiment (2-4, DG, NE) [45]

3 line infantry regiment (2-5, DG, NE) [60]

Options

Add 1 poor line infantry regiment (2-4, DG, NE) [+1 exhaustion] [+45]

Add 1 line infantry regiment (2-5, DG, NE) [+1 exhaustion] [+60]

Add 1 grenz infantry regiment (2-5, NE, may skirmish) [+1 exhaustion] [+50]

Add 1 combined grenadier regiment (2-6, DG, Shock) [+1 exhaustion] [+95]

Note: *May not add a combined grenadier regiment if a Combined Grenadier Division is taken.*

Add 1 strength point to any or all grenz, line, and/or poor regiments [+0.5 exhaustion] [+10]

Add 1 strength point to grenadier regiment [+0.5 exhaustion] [+20]

Add 1 artillery battalion (2-5 Light) [+1 exhaustion] [+110]

Upgrade Light artillery battalion to Field [+10]

Upgrade Light artillery battalion to Heavy [+20]

Bavarian Infantry Division (one only) **[140]**

[exhaustion = 3]

1 division commander

4 poor line infantry regiment (2-4, DG, NE, PT) [35]

Options

Add 1 poor line infantry regiment (2-4, DG, NE, PT) [+1 exhaustion] [+35]

Add 1 Austrian line infantry regiment (2-5, DG, NE) [+1 exhaustion] [+60]

Add 1 Austrian artillery battalion (2-5 Light) [+1 exhaustion] [+110]

Add 1 artillery battalion (2-5 Light) [+1 exhaustion] [+110]

Upgrade Light artillery battalion to Field [+10]
Upgrade Light artillery battalion to Heavy [+20]

Wuerttemberg Infantry Division (one only) **[105]**

[exhaustion = 2]
1 division commander
3 line infantry regiments (2-4, DG, NE, PT) [35]

Options

Add 1 combined grenadier regiment (2-5, DG) [+1 exhaustion] [+70]
Add 1 Austrian artillery battalion (2-5 Light) [+1 exhaustion] [+110]
Upgrade Light artillery battalion to Field [+10]

Grenadier Division (up to one for every three infantry divisions) **[190]**

[exhaustion = 2]
1 division commander
2 combined grenadier regiments (2-6, DG, Shock) [95]

Options

Add 1 combined grenadier regiment (2-6, DG, Shock) [+1.5 exhaustion] [+95]
Add 1 strength point to any or all grenadier regiments [+0.5 exhaustion] [+20]
Add 1 artillery battalion (2-5 Field) [+1 exhaustion] [+120]
Upgrade artillery battalion to Heavy [+10]

Cavalry Division (up to one for every two infantry, grenadier, and/or light divisions) **[315]**

[exhaustion = 3]
1 division commander
1 dragoon brigade (2-5 medium cavalry) [100]
1 cuirassier brigade (2-5 heavy cavalry) [115]

Options

Add 1 hussar brigade (2-5 light cavalry, may skirmish) [+1 exhaustion] [+100]
Add 1 chevauleger brigade (2-5 light cavalry, may skirmish) [+1 exhaustion] [+100]
Add 1 cuirassier brigade (2-5 heavy cavalry) [+1 exhaustion] [115]
Upgrade dragoon brigade to cuirassier (2-5 heavy cavalry) [+15]
Upgrade any cuirassier brigade to elite (2-6 havy cavalry) [+20](maximum of one per division)
Add 1 strength point to any or all cavalry brigades [+0.5 exhaustion] [+20 light, medium, +25 heavy]

Army Commander (1 at no cost)

1 army commander

Options

Add 1 heavy artillery battalion (2-5, heavy) [+155]

Corps Commander (3 at no cost)

1 corps commander

Options

Add 1 heavy artillery battalion (2-5, heavy) [+155]

SYW2 -- THE FRENCH ARMY

This list includes the French as well as the allied contingents which occasionally fought under French command – specifically Pfalz (The Palatinate) and Saxony. The Pfalz troops are not treated as a separate command, as they were not sufficiently numerous to form a division. Instead, up to two poor infantry brigades in any one French infantry division may be painted as Pfaltz infantry.

Light Division (one only) **[70]**

[exhaustion = 2]

1 division commander

2 light infantry battalions (1-4, NE, skirmisher) [15]

2 light cavalry regiments (1-4, Lt cav, skirmisher) [20]

Options

Add up to 2 light infantry (1-4, NE, skirmisher) [+0.4 exhaustion each] [+10 each]

Add up to 2 light cavalry regiments (1-4, Light Cavalry Skirmisher) [+0.4 exhaustion each] [+20 each]

French Infantry Division (unlimited) **[120]**

[exhaustion = 3]

1 division commander

2 poor infantry brigades (4-4, DG, PT) [60]

Options

Add up to 2 poor infantry brigade (4-4, DG, PT) [+1.6 exhaustion each] [+60 each]

Upgrade any or all poor infantry brigades to line infantry brigades (4-5, DG, PT) [+0.4 exhaustion each] [+25 each]

Add 1 light infantry battalion 1-4, NE, skirmisher) [+0.4 exhaustion] [+10]

Add 1 artillery battalion (2-5 Field, PT) [+1 exhaustion] [+95] (may only add to divisions with three or more brigades)

Upgrade Field artillery battalion to Light (2-5 Light) [+15]

Upgrade Field artillery battalion to Heavy (2-5 Heavy, PT) [+10]

Saxon Infantry Division (one only) **[150]**

[exhaustion = 4]

1 division commander

3 Saxon infantry half-brigades (3-4, DG, NE, PT) [50]

Options

Add up to 2 Saxon infantry half brigades (3-4, DG, NE, PT) [+1 exhaustion] [+50]

Upgrade Light artillery battalion to Heavy [+20]

Wurttemberg Infantry Division (one only) **[105]**

[exhaustion = 2]

1 division commander

3 line infantry regiment (2-4, DG, NE, PT) [35]

Options

Add up to 3 line infantry regiment (2-4, DG, NE, PT) [+1 exhaustion each] [+35 each]

Add 1 or 2 combined grenadier regiments (2-5, DG) [+1 exhaustion each] [+70 each]

Add 1 dragoon brigade (2-4, medium cavalry, PT) [+1 exhaustion] [+50]

French Grenadier Division (only one) **[280]**

[exhaustion = 5]

1 division commander

2 grenadier brigades (4-6, DG, Shock) [140]

Options

Add up to 2 grenadier or guard brigades (4-6, DG, Shock) [+2 exhaustion each] [+140 each]

Add 1 artillery battalion (2-5 Field, PT) [+1 exhaustion] [+95] (may only add to divisions with three or more brigades)

Upgrade Field artillery battalion to Light (2-5 Light) [+15]

Upgrade Field artillery battalion to Heavy (2-5 Heavy, PT) [+10]

Cavalry Division (up to one for every two infantry and/or grenadier divisions) **[285]**

[exhaustion = 3]

1 division commander

3 cavalry brigades (2-5 heavy cavalry, PT) [95]

Options

Add up to 2 cavalry brigades (2-5 heavy cavalry, PT) [+1 exhaustion each] [+95 each]

Add 1 strength point to any or all cavalry brigades [+0.5 exhaustion] [+20 each]

Upgrade any cavalry brigade to dragoon (2-5 medium cavalry) [+5 each] (maximum of one per division)

Upgrade any cavalry brigade to elite (2-6 heavy cavalry) [+0.3 exhaustion each] [+40 each] (maximum of two in the army)

Army Commander (1 at no cost)

1 army commander

Corps Commander (3 at no cost)

1 corps commander

SYW3 -- THE ARMY OF OBSERVATION

The Army of Observation was the collection of allied armies which covered Prussia's strategic right flank in Germany. Its principal contingents were the armies of Hanover, Hesse-Cassel, and Brunswick, although there were several smaller states present.

The British sent substantial forces starting in 1758, and so these are shown as Late Period Only Options. In the same year, larger artillery forces were added (many using captured French guns) and so more artillery is available at the corps and army level in later armies as well.

German Infantry Division (Unlimited. One division in the army may be Brunswicker. All others are either Hanoverian or Hessian, and there may not be more than one more Hanoverian division than there are Hessian divisions) **[180]**

[exhaustion = 3]

1 division commander

3 line infantry regiment (2-5, DG, NE) [60]

Options

Add up to 3 line infantry regiments (2-5, DG, NE) [+1 exhaustion] [+60 each]

Add 1 strength point to any or all line regiments, except in Hessian divisions [+0.5 exhaustion] [+10]

Add 1 guard regiment (2-6, DG, Shock) [+1 exhaustion] [+95] (Max of 1 Hanoverian and 1 Hessian guard regiment in the army)

Add 1 combined grenadier regiment (2-6, DG, Shock) [+1 exhaustion] [+95]

***Note:** May not add a combined grenadier regiment if a Combined Grenadier Division is taken.*

Add 1 strength point to guard and/or grenadier regiment, except in Hessian divisions [+0.5 exhaustion] [+20]

Add 1 artillery battalion (2-5 Light) [+1 exhaustion] [+110]

Upgrade Light artillery battalion to Field [+10]

Upgrade Light artillery battalion to Heavy [+20]

British Infantry Division (Max of one, **Late Period Only**) **[225]**

[exhaustion = 4]

1 division commander

3 line infantry half-brigades (2-6, DG, NE) [75]

Options

Add up to 2 line infantry half-brigades (2-6, DG, NE) [+1 exhaustion each] [+75 each]

Add 1 strength point to any or all line half-brigades [+0.6 exhaustion] [+15]

Add 1 Highland half-brigade (2-6, DG, Shock, may skirmish) [+1 exhaustion] [+100]

Add 1 combined grenadier half-brigade (2-6, DG, Shock) [+1 exhaustion] [+95]

***Note:** May not add a combined grenadier half-brigade if a Combined Grenadier Division is taken.*

Add 1 strength point to grenadier half-brigade [+0.6 exhaustion] [+20]

Add 1 artillery battalion (2-5 Field) [+1 exhaustion] [+120]

Upgrade artillery battalion to Heavy [+10]

Combined Grenadier Division (no more combined grenadier regiments total than the total number of infantry *divisions* in the army) **[190]**

[exhaustion = 2]

1 division commander

2 combined grenadier regiments (2-6, DG, Shock) [95]

Options

Add 1 combined grenadier regiment (2-6, DG, Shock) [+1.5 exhaustion] [+95]

Add 1 strength point to any or all grenadier regiments [+0.5 exhaustion] [+20]

Add 1 artillery battalion (2-5 Field) [+1 exhaustion] [+120]

Upgrade artillery battalion to Heavy [+10]

Light Division (one only) **[55]**

[exhaustion = 1]

1 division commander

1 jaeger battalion (M5, NE, skirmish sharpshooters) [25]

1 hussar regiment (M5, light cavalry, linear stand, may skirmish) [50]

Options

Add up to 3 light infantry (1-4, NE, skirmisher) [+0.4 exhaustion each] [+10 each]

Add 1 light cavalry regiment (1-5, light cavalry, linear stand, may skirmish) [+0.5 exhaustion] [+50]

Cavalry Division (up to one for every two infantry, grenadier, and/or light divisions) **[315]**

[exhaustion = 3]

1 division commander

1 cuirassier brigade (2-5 heavy cavalry) [115]

1 dragoon brigade (2-5 medium cavalry) [100]

Options

Add 1 hussar regiment (1-5, light cavalry, linear stand, may skirmish) [+0.5 exhaustion] [+50]

[Delete] Add 1 chevauleger brigade (2-5 light cavalry, may skirmish) [+1 exhaustion] [+100]

Add 1 dragoon brigade (2-5 medium cavalry) [+1 exhaustion] [100]

Upgrade 1 dragoon brigade to cuirassier (2-5 heavy cavalry) [+15]

Upgrade any cuirassier brigade to elite (2-6 heavy cavalry) [+20] (maximum of one in the army)

Upgrade any dragoon brigade to elite (2-6 medium cavalry) [+20] (maximum of one in the army)

Add 1 strength point to any or all cavalry brigades [+0.5 exhaustion each] [+20 medium, +25 heavy]

Army Commander (1 at no cost)

1 army commander

Late Period Only Options

Add 1 heavy artillery battalion (2-5, heavy) [+155]

Corps Commander (3 at no cost)

1 corps commander

Late Period Only Options

Add 1 heavy artillery battalion (2-5, heavy) [+155]

SYW4 -- THE PRUSSIAN ARMY

There are really two Prussian armies which fought in the Seven Years War: the pre-war army which fought in 1756 and 1757, and was largely consumed by those campaigns, and then the rebuilt army which fought the rest of the war. The early army was characterized by a large numbers of exceptionally steady, well-trained regiments of infantry, while the later army had a great deal of artillery. The structures of these armies are similar, but different sets of optional improvements are available, depending on the period chosen. Either early or late war Prussian armies may be fought against any of the opposing armies. Note that the cavalry divisions are the same for both periods.

Infantry Division (unlimited) **[165]**

[exhaustion = 4]

1 division commander

1 poor line infantry regiment (2-4, DG, NE) [45]

2 average line infantry regiments (2-5, DG, NE) [60]

Options – Both Periods

Add 1 strength point to any or all average, and/or poor regiments [+0.5 exhaustion] [+10]

Add 1 crack line regiment (2-6, DG, NE) [+1 exhaustion] [+75]

Add 1 strength point to any or all crack regiments [+0.5 exhaustion] [+15]

Add 1 combined grenadier regiment (2-6, DG, Shock) [+1 exhaustion] [+95]

Add 1 strength point to grenadier regiment [+0.5 exhaustion] [+20]

Add 1 artillery battalion (2-5 Field) [+1 exhaustion] [+120]

Early War Only Options

Upgrade poor line regiment to average (2-5, DG, NE) [+15]

Upgrade any or all average line regiments to crack (2-6, DG, NE) [+15] [+0.4 exhaustion]

Upgrade artillery battalion to Heavy [+10]

Late War Only Options

Add 1 poor line regiment (2-4, DG, NE) [+1 exhaustion] [+45]

Add 1 line regiment (2-5, DG, NE) [+1 exhaustion] [+60]

Add 1 heavy artillery battalion (2-5 Heavy) [+1 exhaustion] [+130]

Grenadier Division (only one) **[190]**

[exhaustion = 2]

1 division commander

2 combined grenadier regiments (2-6, DG, Shock) [95]

Options – Both Periods

Add 1 strength point to any or all grenadier regiments [+0.5 exhaustion] [+20]

Add 1 artillery battalion (2-5 Field) [+1 exhaustion] [+120]

Early War Only Options

Add 1 or 2 combined grenadier regiments (2-6, DG, Shock) [+1.5 exhaustion] [+95]

Upgrade artillery battalion to Heavy [+10]

Late War Only Options

Add 1 combined grenadier regiment (2-6, DG, Shock) [+1.5 exhaustion] [+95]
Add 1 heavy artillery battalion (2-5 Heavy) [+1 exhaustion] [+130]

Cavalry Division (no more cavalry division than there are infantry and grenadier divisions)
[215]

[exhaustion = 3]
1 division commander
1 dragoon brigade (2-5 medium cavalry) [100]
1 cuirassier brigade (2-5 heavy cavalry) [115]

Options – Both Periods

Add 1 hussar brigade (2-5 medium cavalry, may skirmish) [+1 exhaustion] [+110]
Add 1 cuirassier brigade (2-5 heavy cavalry) [+1 exhaustion] [115]
Upgrade dragoon brigade to cuirassier (2-5 heavy cavalry) [+15]
Upgrade any dragoon brigade to elite (2-6 medium cavalry) [+20] (maximum of one per army)
Upgrade any cuirassier brigade to elite (2-6 heavy cavalry) [+20] (maximum of one per division)
Add 1 strength point to any or all cavalry brigades [+0.5 exhaustion] [+20 light, medium, +25 heavy]

Light Cavalry Division (only one, counts against allowed total number of cavalry divisions)
[220]

[exhaustion = 3]
1 division commander
2 hussar brigades (2-5 medium cavalry, may skirmish) [110]

Options – Both Periods

Add 1 or 2 hussar brigades (2-5 medium cavalry, may skirmish) [+1 exhaustion] [+110]
Upgrade any hussar brigade to elite (2-6 light cavalry) [+20] (maximum of one per division)

Army Commander (1 at no cost)

1 army commander

Early War Options

Add 1 jaeger battalion (1-6 infantry skirmish sharpshooter) [+35]

Late War Options

Add 1 horse artillery battery (1-5 Light Horse Battery) [+65]

Corps Commander (3 at no cost)

1 corps commander

SYW5 -- THE REICHSARMEE

This list includes cover the *Reichsarmee* Army. As the *Reichsarmee* invariably operated in concert with either French or Austrian reinforcing detachments, those are included in this list as well. Note that either French or Austiran additional divisions may be purchased, but not both.

Imperial Infantry Division (1 or 2) **[165]**

[exhaustion = 3]

1 division commander

4 poor line infantry regiments (2-4, PT, DG) [45]

Options

Add 1 or 2 poor regiments [+0.8 exhaustion] [+45]

Upgrade 1 poor line regiment to average (2-5, DG) [+15]

Add 1 strength point to any or all average, and/or poor regiments [+0.4 exhaustion]

[+10]

Add 1 artillery battalion (2-5 Light) [+1 exhaustion] [+110]

Upgrade artillery battalion to Field [+10]

Imperial Cavalry Division **[110]**

[exhaustion = 2]

1 division commander

1 heavy cavalry brigade (2-4, PT, Hvy Cavalry) [60]

1 medium cavalry brigade (2-4, PT, Med Cavalry) [50]

Options

Upgrade heavy cavalry brigades to morale 5 and remove PT (2-5 Hvy Cavalry) [+55]

Add 1 Austrian cuirassier brigade (2-5 heavy cavalry) [+1 exhaustion] [+115]

Bavarian Infantry Division (one only) **[140]**

[exhaustion = 3]

1 division commander

4 poor line infantry regiment (2-4, DG, NE, PT) [35]

Options

Add 1 poor line infantry regiment (2-4, DG, NE, PT) [+1 exhaustion] [+35]

Add 1 Austrian artillery battalion (2-5 Light) [+1 exhaustion] [+110]

Upgrade artillery battalion to Field [+10]

French Infantry Division (no more than the number of Imperial infantry divisions) **[120]**

[exhaustion = 3]

1 division commander

2 poor infantry brigades (4-4, DG, PT) [60]

Options

Add up to 2 poor infantry brigade (4-4, DG, NE) [+1.6 exhaustion each] [+60 each]

Upgrade any or all poor infantry brigades to line infantry brigades (4-5, DG, PT) [+0.4 exhaustion each] [+25 each]

Add 1 light infantry battalion 1-4, NE, skirmisher) [+0.4 exhaustion] [+10]

Add 1 artillery battalion (2-5 Field, PT) [+1 exhaustion] [+95](may only add to divisions with three or more brigades)

Upgrade Field artillery battalion to Light (2-5 Light) [+15]

Upgrade Field artillery battalion to Heavy (2-5 Heavy, PT) [+10]

French Cavalry Division (one only if an Imperial cavalry division is also purchased) **[285]**

[exhaustion = 3]

1 division commander

3 cavalry brigades (2-5 heavy cavalry, PT) [95]

Options

Add up to 2 cavalry brigades (2-5 heavy cavalry, PT) [+1 exhaustion each] [+95 each]

Add 1 strength point to any or all cavalry brigades [+0.5 exhaustion] [+20 each]

Upgrade any cavalry brigade to elite (2-6 heavy cavalry) [+0.3 exhaustion each] [+40 each] (maximum of two in the army)

Austrian Infantry Division (no more than the number of Imperial infantry divisions) **[225]**

[exhaustion = 4]

1 division commander

1 poor line infantry regiment (2-4, DG, NE) [45]

3 line infantry regiment (2-5, DG, NE) [60]

Options

Add 1 poor line infantry regiment (2-4, DG, NE) [+1 exhaustion] [+45]

Add 1 line infantry regiment (2-5, DG, NE) [+1 exhaustion] [+60]

Add 1 grenz infantry regiment (2-5, NE, may skirmish) [+1 exhaustion] [+50]

Add 1 combined grenadier regiment (2-6, DG, Shock) [+1 exhaustion] [+95]

Note: May not add a combined grenadier regiment if a Combined Grenadier Division is taken.

Add 1 strength point to any or all grenz, line, and/or poor regiments [+0.5 exhaustion] [+10]

Add 1 strength point to grenadier regiment [+0.5 exhaustion] [+20]

Add 1 artillery battalion (2-5 Light) [+1 exhaustion] [+110]

Upgrade Light artillery battalion to Field [+10]

Upgrade Light artillery battalion to Heavy [+20]

Austrian Cavalry Division (one only if an Imperial cavalry division is also purchased) **[315]**

[exhaustion = 3]

1 division commander

1 dragoon brigade (2-5 medium cavalry) [100]

1 cuirassier brigade (2-5 heavy cavalry) [115]

Options

Add 1 hussar brigade (2-5 light cavalry, may skirmish) [+1 exhaustion] [+100]

Add 1 chevauleger brigade (2-5 light cavalry, may skirmish) [+1 exhaustion] [+100]

Add 1 cuirassier brigade (2-5 heavy cavalry) [+1 exhaustion] [115]

Upgrade dragoon brigade to cuirassier (2-5 heavy cavalry) [+15]

Upgrade any cuirassier brigade to elite (2-6 heavy cavalry) [+20] (maximum of one per division)

Add 1 strength point to any or all cavalry brigades [+0.5 exhaustion] [+20 light, medium, +25 heavy]

Army Commander (1 at no cost)

1 army commander

Options

Add up to 3 Austrian Croat skirmishers [+25 each]

Add 1 Austrian Hussar Brigade (2-5 light cavalry, may skirmish) [+120]

Corps Commander (3 at no cost)

1 corps commander

SYW6 -- THE RUSSIAN ARMY

This list covers the Russian army throughout the war. It is a fairly limiting list, as the Russian Army of the time was critically short of cavalry, and Cossacks can only do so much, but it can produce large numbers of solid line infantry and lots of supporting guns.

Infantry Division (unlimited) **[180]**

[exhaustion = 3]

1 division commander

3 line infantry regiment (2-5, DG, PT) [60]

Options

Add 1 line infantry regiment (2-5, DG, PT) [+1 exhaustion] [+60]

Add 1 grenadier regiment (2-6, DG, Shock, PT) [+1 exhaustion] [+85]

(maximum of four in army)

Add 1 strength point to any or all line regiments [+0.5 exhaustion each] [+10 each]

Add 1 strength point to grenadier regiments [+0.5 exhaustion] [+15]

Add 1 artillery battalion (2-5 Field) [+1 exhaustion] [+120]

Upgrade artillery battalion to heavy [+10] (no more than 2 per army)

Observation Corps Infantry Division (Up to two total) **[140]**

[exhaustion = 3]

1 division commander

4 line infantry half-regiments (2-4, NE, DG, PT) [35]

Options

Add up to 2 line infantry half-regiment (2-5, DG, PT) [+0.8 exhaustion each] [+35 each]

Add 1 strength point to any or all line half-regiments [+0.4 exhaustion each] [+5 each]

Add 1 artillery battalion (2-5 Field) [+1 exhaustion each] [+120 each]

Add 1 strength point to artillery battalion [+0.5 exhaustion each] [+40]

Cavalry Division (up to two) **[110]**

[exhaustion = 2]

1 division commander

1 dragoon brigade (2-4 medium cavalry, PT, DG) [70]

2 Cossack regiments (1-4 light cavalry skirmisher) [20]

Options

Add up to 2 hussar brigades (2-4 light cavalry, may skirmish) [+0.8 exhaustion each] [+20 each]

Add 1 horse grenadier brigade (2-5 medium cavalry, PT, DG) [+0.8 exhaustion] [+101]

Add 1 cuirassier brigade (2-4 heavy cavalry, PT, DG) [+0.8 exhaustion] [+85]

Add up to 2 Cossack regiments (1-4 light cavalry skirmisher) [+0.4 exhaustion each] [+20 each]

Upgrade cuirassier brigade to elite (total of one in army) (2-5 heavy cavalry) [+30]

Remove PT status from any or all cavalry brigades [+20 each]

Cossack Division (only one) **[80]**

[exhaustion = 2]

1 division commander

4 Cossack regiments (1-4 light cavalry skirmisher) [20]

Options

*Add up to 4 Cossack Regiments (1-4 light cavalry skirmisher) [+0.4 exhaustion each]
[+20 each]*

Army Commander (1 at no cost)

1 army commander

Corps Commander (3 at no cost)

1 corps commander

*Add 1 grenadier regiment (3-6, DG, Shock, PT) [no exhaustion] [+120] (maximum of 1
in army – Observation Corps Grenadiers)*

Add 1 strength point to grenadier regiment [+15 each]

SYW7 -- THE SAXON ARMY IN 1756

The Saxon Army was surrounded and forced to capitulate at Pirna in the first campaign of the war. This army list covers that Saxon Army for use either with campaigns or what-if battles. Players may use part of this force as a corps in an Austrian army, or may use all of it as a Saxon army and add Austrian troops (and another corps commander) to flesh it out. (There are insufficient points here to make even a 2,500 point army.)

Saxon Infantry Division (one or two) **[300]**

[exhaustion = 4]

1 division commander

4 infantry regiments (2-4, DG, NE) [?]

$$50 - 10 - 17 + 20 = 43$$

1 artillery battalion (2-5, Heavy) [130]

Options

Add up to 2 infantry regiments (2-4, DG, NE) [+1 exhaustion] [+45]

Upgrade up to 2 infantry regiments to Guard (2-6, DG) [+1 exhaustion] [+85?]

(Maximum of 2 in army)

Add 1 grenadier brigade (3-6, DG, Shock) [+1 exhaustion] [+120]

Saxon Cavalry Division (one or two) **[225]**

[exhaustion = 2]

1 division commander

2 cuirassier brigades (2-5, Heavy) [?]

Options

Upgrade 1 cuirassier brigade to Guard (2-6, Heavy) [+1 exhaustion] [+135] (Maximum of 1 in army)

Add 1 chevauleger brigade (2-5 Light) [+1 exhaustion] [+100]

Army Commander (1 at no cost)

1 army commander

Corps Commander (2 at no cost)

1 corps commander

Options

Add 1 artillery battalion (2-5, Heavy) [+1 exhaustion] [+130]