Notes:

A). Leaders may also setup at start with any subordinate unit.
B). Vedettes may setup anywhere within three hexes of their parent unit.

**Night AM, Aug 16th - AtB Start**

- Bagration
- Poniatowski
- Karpov
- Grigoriev
- Sokolov
- Khudol
- Savarin
- Gogol
- Shuvoy
- Altufiev
- Lebedev

**SMOLENSK SCENARIO AtB, (Aug 16-17)**

**RUSSIAN SETUP SHEET#1, v1.02**

**W3218** Optional

**8AM, Aug 16th**

- Ostermann
- Flora
- Laptev
- Brienne II
- Malinov
- Lynam

**Noon, Aug 16th**

- E3906

**1PM, Aug 16th**

- Bacevich
- Tuchkov III
- Medvedkov
- Shukovsky
- Torov

**2PM, Aug 16th**

- Tuchkov
- Zhukov
- Tovlev
- Pack
- Glukhov
- Gé Consucks

**3PM, Aug 16th**

- Ostermann
- Klykov
- Voroblovs
- 2

**3PM, Aug 16th (cont’d)**

- Vatch
- Yezhov
- Sanny Hun

**6PM, Aug 16th**

- Elizavet
- Kalinin
- Ulyanov
- Biron
- Egor
- Konstantinov
- Gemyan
- Papage (

**8PM, Aug 16th**

- Koif
- Davydov
- Kieiev

**Note:** Setup for most Baggage and Pontoon Trains are marked as Optional. See Rule 25.24 for setup and arrival instructions. The Pontoon Train must setup within 7 hexes of Bagration.

**Note:** If playing the one map Smolensk-AtB Scenario, disregard the arrival of all units on the E map.

If playing the one map Smolensk-AtB Scenario only, the 3rd Div/III Corps arrives in hex W2154 at 4PM. If playing the two map Scenario, it arrives as above.