

**Advanced guard – August 1914  
BEF OOB**

<b>Unit</b>	<b>Composition</b>	<b>Notes</b>	<b>Attachments</b>
<b>Cavalry Brigade</b>	1 x Cavalry HQ stand	All veteran, independent of infantry division, arrives on table in first game turn.	
	2 x Regts each of 3 stands and MMG		
Cavalry artillery Regt	3 x 13pdr batteries	Attached to cavalry, must be on table, cannot be brigaded, 5 fire missions	
<b>Infantry Division</b>	1 x Div HQ stand	All Veteran	
1 <sup>st</sup> Infantry Brigade	Brigade HQ Stand	Available from Turn 1	
	4 x Battalions each of 4 companies and MMG		
2 <sup>nd</sup> Infantry Brigade	Brigade HQ Stand	Not available until turn 8, entry point onto table must be marked at start of game	
	4 x Battalions each of 4 companies and MMG		
3 <sup>rd</sup> Infantry Brigade	Brigade HQ Stand	Not available until turn 8, entry point onto table must be marked at start of game	
	4 x Battalions each of 4 companies and MMG		
<b>Units available for attachment</b>			<b>Fire mission expenditure record</b>
Division Cavalry	1 Squadron	1 stand	
Divisional engineers	1 x Engineer stand		
Divisional artillery	1x Regt 18 pdr FG (3)	Regt must be on table, attached to first infantry brigade to enter table, 5 fire missions	• <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	1 x Regt 4.5" howitzers	4 fire missions	• <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>