

1. Setup locations

- a. Setup locations are shown on the map and correspond to the square brackets [] identifier at the front of each unit formation in the orders of battle

2. General ratings

- a. General ratings are shown as the number in curved brackets () at the end of each unit formation in the orders of battle

3. Unit sizes

- a. French
 - i. Infantry – medium (18-20 figures)
 - ii. Cavalry - medium (12 figures)
 - iii. Artillery large (4 gun models)
- b. Prussian
 - i. Infantry – small (16 figures)
 - ii. Cavalry - small (8 figures)
 - iii. Artillery large (4 gun models)
 - iv. Jager Coy – Medium (8 figures)
- c. Austrian
 - i. Infantry – medium (18-20 figures)
 - ii. Cavalry - medium (12 figures)
 - iii. Artillery medium (3 gun models)

4. Tactical formations

- a. No infantry columns of attack
 - i. All infantry units must be in line (all bases next to each other), column of divisions (all bases one behind the other), square, or Grande-Bande (see below)
- b. Cavalry may form columns 2 or more bases wide, including lines 2 bases deep, but these formations may not turn to face in 1" like lines and columns of divisions (see below)
- c. Infantry cannot charge in column of divisions unless target is in a defensible obstacle
 - i. Defensible obstacle: Buildings, wall / hedge, dyke, causeway, bridge, fortification (not woods, scrub, or hills)
- d. Change of formation from line to column of divisions and vice versa (turn to face) costs only 1" (linear drill) for both infantry and cavalry

5. Federes and National Guard "Grande-Bande" formation

- i. Federes and National Guard are immediately disordered when moving, and this is called Grande-Bande formation
- ii. Can adopt any rectangular base shape (including line and column of divisions base shape) when in Grande-Bande
- iii. No disordered penalty for moving in Grande-Bande
- iv. Other non-movement penalties do apply to Grande-Bande
- v. Can change direction without penalty when moving in Grande-Bande
- vi. Must form valid line, column of divisions, or square when clearing the disorder / Grande-Bande formation

6. Grand Tactical Movement

- a. Infantry and cavalry units in the formation must be attached to the general
- b. Artillery and skirmish units in the formation must be attached to either the general or other units in the formation
- c. One leading unit is selected as the dressing unit

- d. All units in the formation must be below the general's chain of command

- e. Units in line must start a formation move facing the same direction as the dressing unit

- f. Units in column, skirmish, or Grande-Bande need not start a formation move facing the same direction as the dressing unit, but they will straighten up to face the direction of the dressing unit when the formation is moved

- g. Formation may not move if any unit is in square

- h. Formation moves at the pace of slowest unit

- i. If there are lines and columns, columns must be behind the lines

- i. Roll less than or equal to general rating equals number of grand tactical moves, fail equals 1 move

- j. 1 move to change a unit's formation

- k. 1 move to change all units if to the same formation

- l. 1 move to change the unit

- m. Turning

- i. 1 move to turn dressing unit

1. Lift-and-drop dressing unit and general overlapping or touching original base area

- ii. 1 move to turn each line – lift-and-drop, attach to general, facing same direction as dressing unit

- iii. 1 move to turn all columns – lift-and-drop, attach to general, facing same direction as dressing unit

- iv. Units not able to turn – lift-and-drop, attach to general, retain facing original direction

- v. Formation must halt and cannot move when it enters or is within 8" of any formed enemy, unless there are formed friendly units in between (closer to both the enemy and the formation)

- vi. The formation may use the last move to perform tactical movement by all units

7. Allies can use GTM

8. French cannot use GTM

9. All rivers are unfordable

- a. There is one bridge at every village / town adjacent to the rivers

10. Stengel hill is high, all other hills are low

- a. High hills – crest at front

- b. Low hills - crest at rear

11. Number of game turns: Until the sun sets

12. Victory conditions

- a. Break the enemy army, or,

- b. Hold 4+ out of the 7 hills between the Brionne and Aube/Fevre rivers when the sun sets

- i. Hold means no formed unbroken enemy units on any part of the hill, and friendly units are either on the hill or were the last units on the hill