

1. Setup locations

- a. Shown on the map matched to the curved brackets () in OofB

2. General ratings

- a. General ratings are 4 for all generals

3. Boney rules command restrictions

- a. Units may only use standard Boney "1 move per unit per turn" rules when within 12" of formed enemy
- b. Units outside 12" of formed enemy but in a Formation, use Formation Turns to move
- c. Units outside 12" of formed enemy and not in a Formation may not move, but can change formation / facing using "normal" Boney rules (1 change per unit per turn)

4. Unit sizes

- a. French
 - i. Infantry – medium (18-20 figures)
 - ii. Cavalry - medium (12 figures)
 - iii. Artillery – medium (2 gun models)
- b. Austrian
 - i. Infantry – large (24 figures)
 - ii. Cavalry - large (16 figures)
 - iii. Artillery small (1 gun model)
 - iv. Artillery medium (2 gun models)
 - v. Jager Coy – medium (8 figures)

5. Tactical formations

- a. No infantry "columns of attack"
- b. All units must be in:
 - i. Line (all bases next to each other)
 - ii. Column of Divisions open (all bases one behind the other)
 - iii. Column of Divisions closed (two bases width)
 - iv. Square (infantry only)
 - v. Grande-Bande (infantry only - see below)
- c. Infantry cannot charge in open or closed column of divisions unless target is in or behind a defensible obstacle
 - i. Defensible obstacle: Buildings, wall / hedge, dyke, causeway, bridge, fortification (not woods, scrub, or hills)

6. 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 G-B
- iii. No disordered penalty for moving in G-B
- iv. Non-movement disorder penalties do apply to G-B
- v. Can change direction without penalty when moving in G-B
- vi. Must form valid line, column of divisions, or square when clearing the disorder / G-B formation

7. Formation - Form

- a. Units in a Form must be within 8" of a general, or within 4" of another unit in the Form – **the 8" / 4" rule**
- b. All units in a Form must be subordinates in the commanding general's chain of command
- c. A unit is not in Form if it is within 12" of a formed enemy unit – **the 12" rule**

8. Formation Turn - FT

- a. A general may perform two FT's in his game turn

- b. A general performs his two FT's before the next general
- c. Each FT can be either Tactical or Grand Tactical
- d. A general may not perform two FT's of the same type – Tactical or Grand Tactical – in the same game turn, but may re-try the same FT type if the first attempt fails
- e. The general declares whether the FT is Tactical or Grand Tactical and rolls a D6: Less than or equal to his command rating succeeds and the number rolled equals the number of moves, greater than his command rating fails with no moves

9. Tactical Turn

- a. 1 move cost to move the general 12", may attach / detach
- b. A unit must start its move in Form
- c. 1 move cost to perform 1 Boney move with 1 unit
- d. A unit may perform multiple Boney moves, 1 move cost each
- e. A Boney move or contiguous Boney moves with the same unit can cause a unit to temporarily leave the Form ok, but the unit will be out of Form if it ends the move(s) out of Form
- f. No cost to change any unit's face left, right, about, if the unit is in open Column of Divisions before or after a Boney move
- g. A Boney move that ends within 12" of the enemy renders the unit out of Form per **the 12" rule**

10. Grand Tactical Turn

- a. 1 move cost to move the general 12", may attach / detach
- b. The general must be attach to a Dressing Unit to move units
- c. The DU moves at 4" if any heavy artillery is part of the Form, 8" if any foot is part of the Form, or 12" if the entire Form is mounted, whichever is the least that applies
- d. Other Form units follow the path of the DU maintaining the Form rules and **width rule**, the resultant procession is called a Grand Tactical Column
- e. In a moving GTC all units must be in Column of Divisions (open or closed) behind the DU, so that a narrower unit is inside the width of a broader unit in front or behind it - **the width rule**
- f. Skirmish units in the Form ignore the **width rule** when the Form moves, but must still obey the Form rules
- g. Units need not start a GTT move facing the same direction as the dressing unit nor be in Column of Divisions, they will change formation automatically to column of divisions and face the direction of the dressing unit at no cost as the GTC moves off
- h. GTC's must stop at 12" from formed enemy units

11. Austrians and French can use Formation Turns

12. All rivers are unfordable

13. Hills

- a. High hills – crest at front, Low hills - crest at rear

14. Number of game turns: Until victory conditions met

15. Victory conditions

- a. Break the enemy army, or, gain more points at game end
- b. Game end: After turn 20 when all Austrian commands are either north of the river Trouille or destroyed
- c. Both sides: 1 point for each high hill possessed at turn 20
- d. Austrians: 1 point for each Austrian command north of the river Trouille at game end
- e. French gain 1 point for each Austrian command destroyed at game end