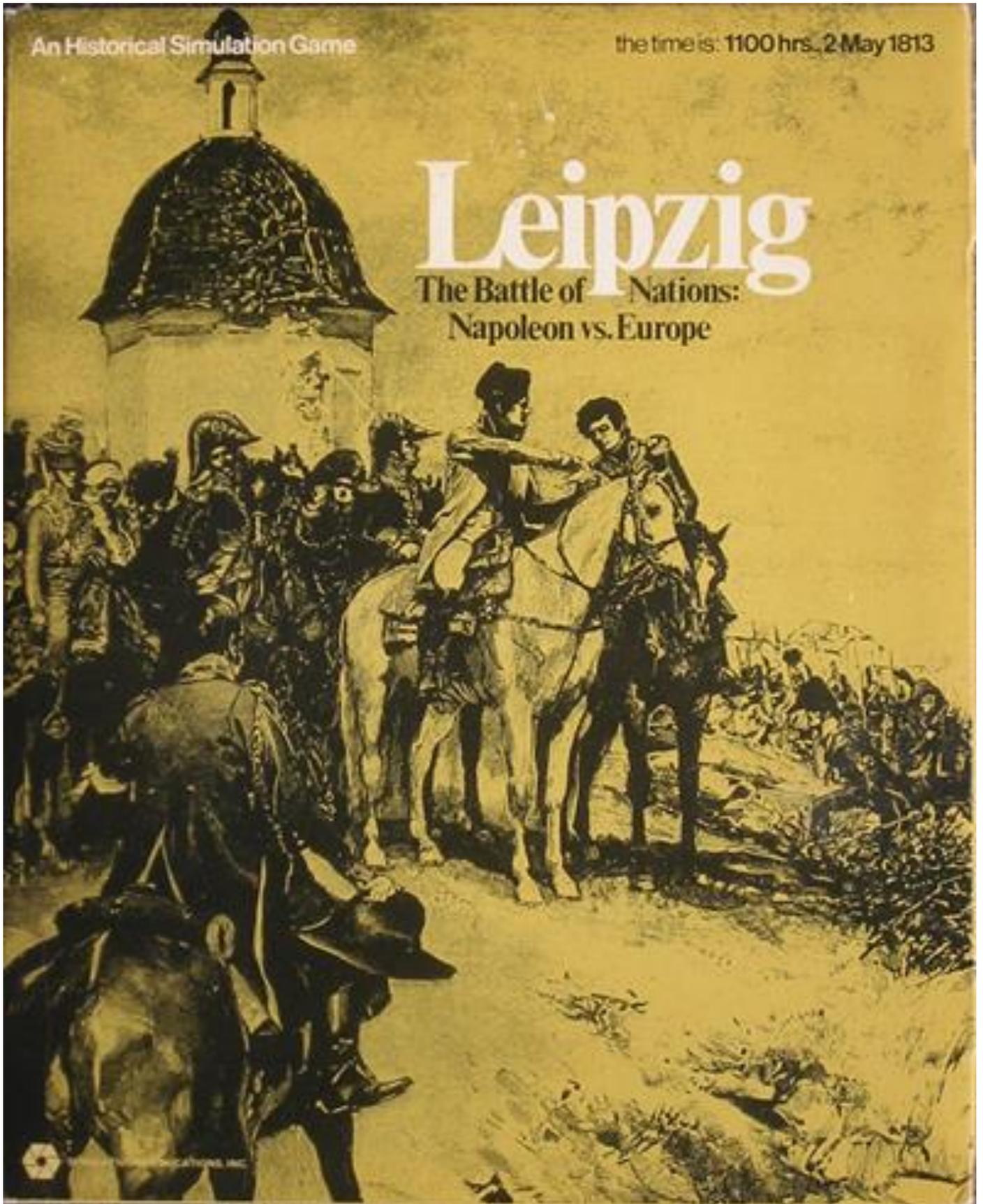An Historical Simulation Game

the time is: 1100 hrs., 2 May 1813

Leipzig

The Battle of Nations:
Napoleon vs. Europe

Leipzig

Napoleon vs. Europe - 1813
Second Edition Copyright 1971, Simulations Publications, Inc.

This set of rules, incorporates the errata from Moves #14. Whilst compatible with the game as published, are intended for use with the colourised map downloadable from:
 http://www.limeyyankgames.co.uk/resources
and with the counters purchasable from:
 http://www.limeyyankgames.co.uk/shop.

The Game
Leipzig recreates the spring and summer campaigns of 1813 in Eastern Europe on a strategic and grand tactical simulation level. This is done through seven scenarios, (or game set-ups) two of which simulate the historical campaigns, while the others postulate several of the more likely historical alternatives. These are detailed in the scenario charts.

Game Equipment
A game of Leipzig should include the following components:

- one Game Map (23" x 29")
- one set of die-cut counters
- one Turn Record/Reinforcement Chart
- two Combat Results Table sheets (also including Victory Point Schedule, Forced March Tables and Terrain Effects Chart)
- one rules folder
- one die

If any of these parts are missing or damaged, write:

Simulations Publications Inc.
44 East 23rd Street
New York, N.Y. 10010

The Game Map: The 23" by 29" map sheet portrays the section of Eastern Europe in which most of the 1813 campaign took place. A hexagonal grid is superimposed upon the map to regularize the movement and position of the playing pieces.

Game Scale: Each Game-Turn of Leipzig represents the passage of one week. Each hexagon on the map-sheet represents fifteen kilometers (9.4 miles).

The Playing Pieces: The two-colored sets of die-cut playing pieces (henceforth known as units) represent the opposing forces in the campaign. The opposing armies at the beginning of each scenario are selected from these units in accordance with the scenario charts.

It is highly recommended that the Players sort their units by type and color immediately after removing them from the sheet, and to keep them segregated, as this greatly facilitates subsequent setting-up and playing of the game. The playing pieces are distinguished by type, strength, nationality, and mobility, as represented by the color, numbers and symbols on the units' faces.

Combat Units

 Infantry

 Cavalry

Other Units

 Supply

 Depot

Napoleon Leader

XX Division
XXX Corps
XXXX Army

Unit Origin
Dark Blue - French.
Other - Allied; that is, Swedish, Russian, Prussian, Austrian.

The unit designation exists only to distinguish otherwise identical pieces. They are NOT historical designations, as units were more commonly named after their commanders rather than being numbered.

Game Charts and Tables: Various visual aids are provided for the player to simplify and illustrate certain game functions. The Combat Results Table is presented separately and will be explained under Combat Phase. The Terrain Effects Chart details the effect of terrain on combat and movement, and is fully explained where presented. The Forced March Tables are presented with that rule. The Scenario Charts detail Initial Placement of units, victory conditions for each scenario, reinforcements and special game rules.

Note: Leipzig should contain a separate Turn Record/Reinforcement Track in addition to the charts mentioned.

General Course of Play:
Leipzig is basically a two-player game. Each Player moves his units, and executes attacks in turn, with the objectives being to destroy Enemy units and gain territory, while minimizing Friendly unit losses. Combat is resolved by comparing Combat Strengths of adjacent opposing units, and expressing the comparison as a simplified probability ratio (expressed as a percentage). A die is rolled, and the outcome indicated by cross-referencing the die-roll result and the combat ratio column is applied to the unit being attacked.

Leipzig is played in turns. Each **Game-Turn** is composed of two **Player-Turns.** Each Player-Turn is composed of two **Phases.** A typical Game-Turn would proceed as follows:

1. **First Player Turn** (French always move first.)

A. **Movement Phase** - Player may move all of his units in any direction, up to their full Movement Allowance, with restrictions as outlined in the Movement and Zone of Control Rules, and the Terrain Effects Chart.

B. **Combat Phase,** composed of:

I. **Attacker Supply-Allocation Segment** - Attacker specifies which Enemy units adjacent to his units he intend to attack, and allocates supply to those Friendly units he wishes.

II. **Retreat-Before-Combat Segment** Defender may voluntarily retreat any or all of his units under attack which are able to do so.

III. **Defender Supply-Allocation Segment** - Defender allocates supply as he wishes to his units.

IV. **Combat Resolution Segment** - Combat is resolved, and combat results applied.

2. **Second Player-Turn**
Second Player executes Phases 1 and 2, using his units.

3. Players indicate the passage of one Game-Turn on the Turn Record Chart by placing a marker on the turn completed. Each Game-Turn represents one-week real time.

Game Length
Each of the games lasts a varying number of Game-Turns as indicated in the scenario. At the end of the last Game-Turn, the winner of a game is determined by consulting the Victory Points Schedule.

Movement
General Rule:
During the Movement Phases of a Player's Turn, the Player may move as many or as few of his units as he wishes. Each unit may be moved as many hexes as desired within the limits of its Movement Allowance, the Terrain Effects Chart, and the Zone of Control Rules.

Procedure:
Move each unit individually, tracing the path of its movement through the hexagonal grid.

Cases:
(A) Movement is calculated in terms of hexagons. Basically, each unit expends one **Movement Point** of its total **Movement (point) Allowance** for each hex entered. To enter some types of hexes, more than one Movement Point is expended. See the movement section of the Terrain Effects Chart for a full list of these different

"entry costs."

(B) Movement is never required; it is always voluntary.

(C) Units are moved individually, in any direction, or combination of directions. A unit may be moved as few or as many hexes as the Player wishes, as long as the Movement Allowance of a unit is not exceeded. Unused Movement Points are not accumulated from turn to turn, nor may they be transferred to another unit.

(D) No Enemy movement is permitted during a Player's Movement Phase.

(E) No combat (Enemy or Friendly) may take place during a Movement Phase. (Exception: Automatic elimination).

(F) Friendly units may not pass through other Friendly units freely; rather, they are forced to pay a penalty. The moving unit pays one additional Movement Point to enter a Friendly occupied hex, and another Movement Point to leave such hex (see Stacking). This rule applies only to combat units in both the moving and stationary roles. Supply, Depot and Leader units may move freely through other units, and may be moved through freely. This rule is also void when moving units through a fortress hex (i.e., combat units do not pay additional Movement Point penalties to enter and leave fortresses).

(G) Units may never enter or pass through a hex containing Enemy units. (Exception: see Automatic Elimination).

(H) Units may move over different types of terrain in the same Movement Phase, as long as they have enough Movement Points to expend as they enter each hex.

(I) Supply does not affect movement (Exception: Forced March).

(J) Zones of Control Rules and the Terrain Effects Chart also affect movement; see those rules.

Zones of Control
General Rule:
The six hexagons immediately surrounding a given unit (or stack of units) constitute that unit's Zone of Control. These are semi-active Zones of Control, which have an inhibiting effect upon Enemy movement and have no effect upon combat. Hexes upon which a unit is exerting its Zone of Control are called controlled hexes. Only combat units have a Zone of Control. Cavalry units exert a **total** Zone of Control, while infantry units exert a **partial** Zone of Control.
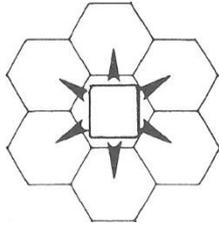
Cases:

(A) Infantry and non-combat units must stop upon entering any Enemy controlled hex; they may move no further in that Movement Phase, although they are not obligated to attack.

(B) Cavalry units may move through partial Zones of Control in the same Movement Phase at an additional Movement Cost. To leave a partial controlled hex entered in the same Movement Phase costs an additional two Movement Points. There is no additional cost for departing from an Enemy controlled hex not entered in the same Movement Phase. Cavalry units must stop upon entering a total controlled hex (just as infantry and non-combat units must). The additional cost is apart from any incurred in other terrain costs. The cavalry unit may move through as many Enemy partial controlled hexes as they are able to.

If both total and partial Zones of Control extend into the same hex, the hex is considered totally controlled. Enemy Zones of Control do extend into Friendly occupied hexes during the Movement Phase. Infantry and non-combat units may never move from one Enemy controlled hex directly to another Enemy controlled hex, even if they begin their Movement Phase in an Enemy Zone of Control. Infantry and non-combat units which begin their Movement Phase in an Enemy controlled hex may move into another Enemy controlled hex during their Movement Phase providing that the first hex they enter is not an Enemy controlled hex. Cavalry units which begin their Movement Phase in an Enemy controlled hex may move directly into another Enemy controlled hex.

(C) Zones of Control do not extend across unbridged river hex-sides, nor do they extend into or out of Fortress hexes. For purposes of retreat before combat, they do not extend into Enemy occupied hexes.

They **do** extend across bridged river hex-sides.

Stacking (more than one unit per hex)
and Unit Breakdown
General Rule:

Units are moved individually, and an additional movement cost above terrain costs is incurred in moving onto or off of other Friendly units. There is also an additional Movement Point cost for building up or breaking down units.

Cases:

(A) Non-combat units (i.e., Leaders, Supply, and Depots) never count for stacking, nor do they incur any penalty for moving onto or off of other Friendly units.

(B) Units may never be stacked at the end of a Friendly Movement Phase with the following exceptions:

I. the units are about to be combined (in that Phase) into a larger-sized single unit, and have the remaining Movement Points to do so (see Case E).

II. the units are stacked with or adjacent to a supply unit; this may be the same supply unit about to be consumed for combat, but if, for any reason (such as the Defender's retreat before combat), the supply unit is not consumed for combat, it must be used for stacking, and is thus removed. Whenever combat units are stacked (except for I above), they must use a supply unit. Stacking in supply is unlimited; one supply unit must be expended every Game -Turn to maintain a stack or a group of stacks adjacent to a supply unit.

(C) Moving a Friendly combat unit onto another Friendly combat unit costs one additional Movement Point; again, moving off a Friendly combat unit costs another additional Movement Point.

(D) All units stacked together must defend together, and all may attack out, although they must all attack the same Enemy unit. All must defend if attacked, but all need not attack out.

All units stacked together must defend together, i.e., units in a defending stack may not be attacked individually. All units attacking from a single hex may only attack Enemy units defending in a single hex, Units in one hex which are adjacent to more than one Enemy occupied hex may only attack Enemy units in one of the hexes to which they are adjacent. It is not necessary for all units in an attacking stack to participate in the attack, but all participating attacking units (from the same hex) must combine to attack only a single Enemy occupied Note: units in a stack which do not participate in an attack are nevertheless affected by a combat result of that attack (see also Combat errata cases B and D).

(E) Units breakdown and build-up in the following fashion, for both forces:

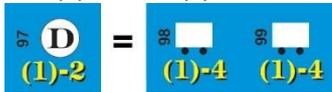One 18-2 = two 5-4s

One 5-4 = two 2-5s
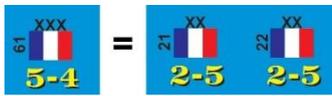
One 3-7 = two 1-8s

One (1)-2 = two (1)-4s

Depot units may not be built, only broken down. Each step of breaking down or building costs one Movement Point; units may not do so if any of the involved units do not have sufficient Movement Points. Example: an 18-2 could breakdown in to six 2-5s, but these would have only three Movement Points remaining.

Units may be broken down or recombined at the beginning of the Movement Phase before any movement has taken place; they may be recombined at the end of a Movement Phase, after all, movement has ceased. Units may never break down at the end of a Movement Phase as this would violate Stacking rules. Units must be stacked together to be recombined, and you pay movement penalties, in addition to terrain costs, as outlined in Case B. To breakdown or recombine unit(s), simply remove the unit(s) to be replaced, and place the unit(s) which replace it on the same hex.

Only one Movement Point is expended at the end of a Friendly Movement Phase per combining unit regardless of the number of steps of combination. In other words, six (2-5) divisions may each expend on Movement Point and combine into an (18-2) Army. They need not first combine into Corps. Similarly, an (18-2) Army breaks down directly (if desired) into six (2-5) divisions without first having to form Corps units. The six divisions formed by the breaking-down of the Army would each lose one Movement Point for the breakdown act, in addition to any further penalties incurred from stacking.

(F) Dispersed units may never combine with any other unit(s) nor may a dispersed unit be broken down into smaller units.

Supply
General Rule:
Units derive supply from supply units. Units not considered "in supply" are penalized in combat. Units not in supply may not stack.

Procedure:
Units are determined to be in supply for combat by their state of supply at the **beginning** of the Combat Phase. Both Depot and Supply units may be used as a source of supply. A Depot unit is equivalent to two Supply units, and may be broken down as such.

Cases:
(A) Units not in supply have their combat strength halved, however, this modified strength may not be thereby reduced to less than "one."

(B) Units are in supply if they are stacked with or adjacent to a supply unit.

(C) Supply units are consumed in three ways:
I. supporting combat: one supply unit may support as many combats, defense or offense, as desired; remove at end of Combat Phase.

II. **supplying stacked units:** one supply unit may support as many stacks as it is adjacent to; remove supply at end of Combat Phase.

III. **support Forced March;** Forced March units need not roll for table results; remove supply at end of **Movement Phase.** As many units as desired may be supported.

One supply unit may act as a source for both stacking and combat. If a Depot is used as a source of supply, replace it with a Supply unit at the end of the Player-Turn.

In each of its three supply roles (stacking, combat, and Forced March) the Friendly supply unit involved must be stacked with or adjacent to the units it is supplying. To supply a Force March, a Friendly supply unit must be adjacent to or stacked with the units to be force marched at the beginning of the Movement Phase. The supply unit supplying the force march is expended (removed from the map) at the end of the Friendly Movement Phase in which the force march occurred. Thus, a supply unit used for force march purposes may never be used for stacking or combat supply purposes. If a Depot is used to supply a force march, the depot is replaced with a supply unit at the end of the Movement Phase rather than at the end of the Player-Turn.

(D)   Units in fortresses are considered supplied, within certain restrictions (see Fortress Rule). Units must be IN the fortress.

(E)   A Player may only have as many supply units in play as he has available; there are ten in each color. Players may not breakdown depot units into supply units unless there are enough supply units available. Supply units eliminated in combat, rather than in a supply function, are not permitted to reappear in the game. Supply units may be voluntarily destroyed, and may reappear if desired, either as reinforcements or as units replacing depots.

Friendly supply units may only be voluntarily destroyed at the end of any Friendly Movement Phase.

(F)   Supply units are not always used when allocated for combat; if the Defender retreats before combat, neither side expends a supply unit. Note especially that frequently the Players will encounter the following situation: Friendly unit(s) with a Combat Strength of "8" attacks an Enemy 2-5 unit, adjacent to supply unit. Ordinarily, if supply was not allocated, automatic victory {500%} would be achieved, and for the remainder of the Movement Phase, Friendly units could proceed over the destroyed unit. However, since this would take place before supply allocation, it would be necessary to achieve 500% or a greater Combat Percentage against the basic (un-halved) Combat Strength of the unit. The Defender is free to allocate or not allocate supply, in turn.

Combat
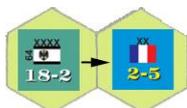
General Rule:
Combat occurs between adjacent opposing units at the discretion of the Player whose Combat Phase it is; this Player is considered to be the Attacker, while the other Player is considered the Defender, regardless of the overall strategic position of the two players.

Procedure:
Total up the Combat Strengths of the attacking units involved in a specific attack, and compare it to the total Combat Strengths of the defending unit(s) in the hex under attack. State the comparison as a probability ratio expressed in   percentage   form: Attacker's Strength as a percentage of Defender's Strength.

To compute a combat percentage, divide the Defender's value into 100 times the Attacker's value.

The result is the Attacker's Strength as a percentage of the Defender's Strength.

Round off the percentage ratio downward to yield the nearest simplified percentages found on the appropriate percent column for that die result. Apply the result of the combat immediately before going on to resolve any other combat.

Cases:
(A)   During the Combat Phase of his Turn, a Player may only attack those units to which Friendly units are adjacent. Only those Friendly units directly adjacent to a given Enemy unit may participate in the attack upon that Enemy unit.

(B)   Units adjacent to Enemy units are not compelled to attack, nor does the attacking Player have to utilize every adjacent unit if he does decide to attack. Attacking is completely voluntary.

All units stacked in a hex in which any unit is participating in combat are subject to the results of that combat (even units which themselves did not participate in the combat.

(C)   No unit may attack more than once per Combat Phase. No Enemy unit may be attacked more than once per Combat Phase, unless attacked from separate hexes.

(D)   All units attacking from a single hex may attack Enemy units in only one adjacent hex. All units attacking from one hex must attack the same Enemy occupied hex (or totally refrain from attacking). Units in an attacking stack which do not participate in the attack are nevertheless affected by the combat results of that attack.

(E)   Defending units stacked in the same hex must be attacked as a single combined Combat Strength, i.e., you may not individually attack individual units which are stacked together.

(F)   Combat percentages are rounded off in favor of the Defender. For example: an attack of 26 Attack Points against 10 Defense Points (i.e. 260%) would round off to a 200% combat situation.

(G)   An Enemy -occupied hex may be attacked by all adjacent Friendly units; however, each hex-group of Friendly units attacks separately, i.e.,

separate percentages are computed for each group of attacking units, and combats are resolved separately, in whatever order the Attacker wishes. Each result is applied before proceeding to the next attack.

(H) All units in a stack containing an attacking unit need not attack the same Enemy-held hex; however, each separate attack against Enemy hex-groups is resolved separately.

(I) Units have the option to attack or defend as "supplied;" however, doing so "consumes" one supply unit, which is removed from the board. The Combat Strengths of unsupplied units are reduced to one-half normal. This is done for individual units, so that two 5-4s stacked together would have a combined Combat Strength of four (two plus two) rather than five (one-half of ten). No individual unit may have its Combat Strength reduced below one Strength Point. Therefore, a 1-8 unit would always have a Combat Strength of one.

The supply unit used to allow Friendly units to attack or defend at their printed Combat Strength must be stacked with or adjacent to the units it is supplying.

(J) Retreat before combat
Friendly units, which Enemy units have announced they will attack, may voluntarily retreat before combat, with the following exceptions:

I. if the unit is surrounded by Enemy Zones of Control, or

II. if the unit is not cavalry, and is attacked at 500% or greater odds. In these cases, units may not retreat before combat.

The Defender may Retreat Before Combat any unit attacked unless:

I. The unit is surrounded by Enemy units or Enemy controlled hexes.
Note: Friendly units in a hex negate Enemy Zones of Control during a Retreat Before Combat.

II. The unit is neither a Cavalry or Leader unit and it is attacked at 500% or greater odds. Cavalry and/or Leader units may retreat regardless of the odds percentage.
Note: In determining odds for Retreat Before Combat purposes, the Attack must achieve

500% or greater odds against the defending unit as if it (the defending unit [2]) had already allocated combat supply, i.e., 500% or greater odds must be achieved against the printed strength(s) of the defending unit(s) who also benefit from Terrain effects during this calculation.

III. The unit is not currently dispersed.

If any of the above cases apply to a defending unit it may not retreat but must remain stationary and be attacked.
Note: During a Retreat Before Combat the retreating unit must pay all. normal Terrain entry costs and Stacking and Unstacking penalties.

In retreating before combat, the unit is retreated its full Movement Allowance, and may not retreat across unbridged river hex sides, through Enemy units or Zones of Control, or through mountain hexes. If the unit(s) is not able to retreat its full Movement Allowance, it may **not** retreat before combat. The unit is dispersed after having retreated. Already dispersed units may not retreat before combat. For retreat - before-combat purposes, Enemy Zones of Control do not extend into Friendly occupied hexes.

(K) Dispersal and Scattering
Units become dispersed either as a result of combat, a Retreat Before Combat, or an attempt to force march. A unit which retreats before combat is automatically dispersed at the end of the retreat. A unit may become dispersed as a result of force march or combat (see Force March and Combat Results Tables). A unit which becomes dispersed, remains dispersed until the end of the same Phase (in which it became dispersed) in the following Game-Turn. Thus, a unit that is dispersed during the Enemy Combat Phase remains dispersed until the end of the Enemy Combat Phase in the following Game-Turn. Units which are dispersed may never move, attack, or retreat before combat. Dispersed units always defend normally, however, when attacked. Note Dispersed Supply units cannot be used for any form of supply. Dispersed Leader units may always use their Defensive Leadership Bonus.

Dispersal results in no retreat when due to Forced Marching, a retreat of full Movement Allowance in retreat before combat, and varying retreats when due to combat.

Scattering requires the breaking down of units to their smallest formation (i.e. Army to corps to division) and a retreat by these units of their full Movement Allowance. None of these units may end this retreat stacked with any other units, including those retreated at the same time; if unavoidable, the units are eliminated instead.

Scattered units must pay normal Unit Breakdown costs. In addition, Scattered units must pay all normal terrain entry costs, unstacking costs, and Zone of Control costs during their retreat Scattered units are considered dispersed at the end of their retreat.

In both cases, retreat arising from combat **may** be through Enemy Zones of Control, but not into or through unbridged river hex-sides, mountains, or Enemy units.

(L) Combat Strengths in parentheses are only used in defense, when these units are not stacked with other, combat units; otherwise, disregard.

(M) If the attacker attacked across a River hexside (bridged or unbridged), or against a fortress hex, any combat units or Leaders which participated in the Attack may advance into the hex if all defending units have been eliminated or retreated Attacking units (combat units and Leaders only) may always advance into a hex vacated by defending units which Retreat Before Combat. The Attacker may never advance any units if a Combat result of "Ax," "As," or "AdDs" occurs. The Attacker may only advance units involved in a combat which forces the Defender to completely vacate the attacked hex.

Retreat Order of Preference
When units are retreated, they frequently have several alternate routes to choose from. When retreating a unit, follow the order of preference given below. Each rule should be followed in the sequence of priorities listed below.

(A) The unit must be retreated through the minimum number of Enemy controlled hexes.

(B) Allied units must be retreated towards the north, south or east edge of the map sheet when open routes of retreat are available. French units must be retreated toward the west edge.

(C) Units may never retreat into or through the same hex twice in the course of a given retreat. If no other route is available, then the unit is eliminated instead.

The owning Player always retreats his own units in strict accordance with the Retreat priority rules.

Leader Identification Number
Combat Strength Bonus - defence
Combat Strength Bonus - offence
Leader
Movement Allowance
Combat Strength

Leaders
General Rule:
Each side has ten leaders, each possessing different characteristics. Leaders influence com bat by virtue of their **Combat Strength Bonus.**

Cases:
(A) Leaders are non-combat units, and are exempt from supply and stacking rules.

(B) Leaders add their Combat Strength Bonus to units they are stacked with; however, this addition may not exceed the actual Combat Strength (as modified by supply) of the units it is stacked with.

Each leader has two Bonus Strengths: the first is for offense, the second for defense. Each of these represent the maximum addition to units' strength (as modified by preceding paragraph) for respectively attacking and defending.

Terrain effects, where they increase by multiples the Defender's strength, also multiply the additional Combat Strength added by the Leader's defensive Combat Strength Bonus.

(C) Leaders may not attack without combat units with them, and they defend with a strength of "1" when alone.

The Leadership Bonus is always added after Supply and Terrain effects are determined for the Combat units with which the Leader is stacked.

Example of Leader Combat Strength Bonus: French 18-2 unit (in supply) stacked with the Napoleon leader unit would be able to attack with a total Combat Strength of 36 Strength Points: i.e., the Napoleon leader unit is able to contribute 18 of its 25 available Bonus Points to the attack.

If two 18-2s were stacked with the Napoleon unit, then the full Bonus could be contributed for a grand total of 61 Strength Points (36 plus 25).

Fortress and Siege

Certain city hexes are considered as fortresses (as indicated by the heavy hex side around them). Fortresses affect combat, Zones of Control and Supply.

Cases:

(A) Units in fortresses have their Combat Strength tripled, on the defense. When units defend in fortresses, only an "Ox" result has any effect upon them. Effects upon Attacker's units remain as normal. See Combat Results Table.

Units defending in a fortress are never affected by a "1/2 Ex" Combat Result.

(B) Up to three corps (i.e., six divisions or one army) may be stacked in a fortress in supply without requiring a supply unit; if any greater number of units are in the fortress, one supply unit each Game-Turn must be expended, as dictated by Stacking and Supply rules.

(C) Friendly units may pass through other Friendly units in a fortress without incurring the usual movement penalties.

Units in a fortress are never required to attack any adjacent Enemy occupied hex. However, if the fortress units attack one adjacent Enemy occupied hex, they must attack all Enemy occupied adjacent hexes in one combined attack (except Enemy occupied hexes which are divided from the fortress by a river).

(D) Zones of Control do not extend into a fortress hex, nor do units in a fortress exercise any Zone of Control outside the fort.

(E) Units in fortresses may attack from the fortress; however, they must attack all adjacent units (in one combined attack) to the fortress. The fortress units are in supply, and attack with their basic Combat Strength. The requirement that units attacking from fortresses must attack all adjacent Enemy units is a specific exception to the normal rules of combat. Note: Units in fortresses need not attack units adjacent to the fortress where a river line coincides with a hex side of the fortress.

(F) Units in fortresses are under siege when all hexes adjacent to a fortress are occupied by Enemy units or their undisputed controlled hexes. Controlled hexes are in dispute if the hex is in the Zone of Control of both Enemy and Friendly units. Remember that the units in the fortress exert no Zone of Control by themselves.

Reconnaissance

In the Spring Scenarios, all Allied units are inverted at the beginning of the game. The Allied Player may again invert any units, revealed by French Reconnaissance, at the beginning of each Allied Movement Phase.

In the Spring Scenarios only, the French are not able to examine Allied units. The Allies invert all his units to hide them from the French units. The French Player may only examine Allied units if any French units **begin** their Movement Phase adjacent to such units, or if a cavalry unit moves adjacent during the Movement Phase; in the second case, the French Player may examine the unit immediately, even before finishing the cavalry units' move. The French Player may, of course, examine Enemy units when he is attacking at the beginning of the Combat Phase, **although this action commits the French to attack the examined units.** The French may not use the automatic victory privilege of advancing over the eliminated units unless the unit was first exposed by a cavalry unit. This privilege for the Allies ends on Game-Turn 15, when playing the Campaign Game.

How to Use the Scenarios

Each Scenario is a complete game unto itself. The **Standard Deployment & Order of Battle Charts** give the initial placement and mix of forces for each Player of the two campaigning periods (spring and summer of 1813). The Historical Situation Scenarios (Nos. 1 and 5) recreate the battle as it actually was, whereas the other Scenarios set up a variety of "what - if? " possibilities.

Deployment of Forces: Choose the Scenario to be played by mutual agreement or by having one Player choose the Scenario and the other Player assign the sides to be taken. Each Play er should then collect the total number of units assigned to his side as indicated by the charts (and as modified by the Scenario being played, if such is the case). These units must then be deployed on the map as indicated by the charts and the Scenario itself. Units **may** be stacked in initial deployment; but all stacking rules come into force by the end of a given Player's first Movement Phase.

Units may always begin a Scenario either combined or broken down into smaller formations when initially stacked on the same hex. This action does not require any Movement Points to be subtracted during the first Game-Turn's

Movement Phase.

Note: In ALL Scenarios, the Allied Player deploys first, and the French Player moves first.

In certain Scenarios, certain Special Game Rules must be used. Use these rules only when specifically called for by the Scenario.

Allies always deploy first, French always move first.

Special Game Rules
Saxon Garrison

In all Spring scenarios, certain units are deployed in Torgau; these represent the Saxon garrison, which remains neutral for a time. These units may **not** move until Game-Turn 3, and **no** other units may move through these garrison units before then. No attacks are permitted by or against these units until Game-Turn 3, at which time the French Player may begin moving these units.

Bavarian Defection

This rule is used in certain of the summer scenarios. If at the end of any Game-Turn during these scenarios, the total French Victory Points (including geographic) falls below those of the Allies, Bavaria defects to the Allies. This means that the Allies receive six infantry divisions and two cavalry divisions on the South edge of the map, west of the Austrian border, in the following Game-Turn. Also add one Supply unit to the Allied units which enter on the south edge of the map.

Remember that Players only receive Victory Points for **besieged cities** (and units in them) at the end of the last Game-Turn.

SPRING SCENARIOS
(Scenarios No. 1 through 4)

All the Spring Scenarios use the Standard Order of Battle and initial deployment given in the charts (in some of the Spring Scenarios, however, the Order of Battle may be modified). All Spring Scenarios begin on Game-Turn One and end upon the completion of Game-Turn Twelve. The following Special Game Rules are used in all Spring Scenarios: Saxon Garrison Rule, and Reconnaissance Rule.

In all Spring Scenarios, the French units which begin the game at Gotha may Triple Force March (triple their normal Movement Allowance) without having to use the Force March Tables or expend a Supply unit.

Scenario 1: Historical Situation
French: Use Standard Deployment and Order of Battle.
Allied: Use Stand and Deployment and Order of Battle.
Both Players: No units may enter Austria. Units which are forced to enter Austria due to retreating are eliminated (treated as destroyed units).

Scenario 2: Increased French Effort
French: In place of the units at Gotha shown in the Standard Deployment, deploy the following: 19 infantry divs., 6 cavalry divs., 4 supply units, 1 depot, and Leaders 1, 2, 3, 4, 5, 7, 9. Total French Force: 30 inf., 8 cav., 5 supply, 1 depot, 10 Leaders.

Allied: Use Standard Deployment and Order of Battle.
Both Players: No units may enter Austria (same restrictions as in Scenario 1).

Scenario 3: Wider Alliance
French: Use Standard Deployment and Order of Battle.
Allied: Use Standard Deployment and Order of Battle with the following addition deployed with in three hexes of Prague: 14 infantry divs., 2 cavalry divs., 1 supply unit, and Leaders 1 and 6. Total Allied Force: 29 inf., 12 cav., 9 supply, 3 depot, 8 Leaders.

The Allied units in Austria are free to move anywhere on the map (except during an Armistice).

Both Players: units MAY enter Austria.

Scenario 4: Increased French Effort and Wider Alliance
Combine Scenarios 2 and 3. Both Players' units MAY enter Austria.

The Allied units in Austria are free to move anywhere on the map (except during an Armistice).

Note: In all spring scenarios, the French units which begin the game at Gotha may Force-march without penalty, i.e., they may increase their Movement Allowance to the maximum without having to use the Forced March Tables. This may be done only in the first French Player-Turn.

INITIAL DEPLOYMENT & STANDARD ORDER OF BATTLE FOR SPRING SCENARIOS

FRENCH FORCES /SPRING

Deploy Directly on:	🇫🇷	🔷	🔲	Ⓓ	Leader No.
Magdeburg	6	1	1	-	6, 8, 10
Torgau*	2	1	-	-	-
Gotha	12	3	3	-	1, 3, 4, 5, 7
Wittenberg	1	-	-	-	-
Kustrin	1	-	-	-	-
Glogau	1	-	-	-	-
Total Divisions	23	5	4	0	8 (units)

*Saxon Garrison

ALLIED FORCES /SPRING

Deploy within Two Hexes of:	🇷🇺	🔴	🟩	Ⓓ	Leader No.
Dresden	1	2	1	-	-
Chemnitz	1	-	1	-	10
Leipzig	3	4	2	-	2
Halle	1	-	-	-	-
Rosslau	3	1	2	-	5,8
Posen	1	2	2	-	3
Breslau	-	-	-	2	-
Berlin	-	-	-	1	-
Kustrin	2	-	-	-	-
Glogau	2	-	-	-	-
Wittenberg	1	1	-	-	7
Total Divisions	15	10	8	3	6 (units)

SUMMER SCENARIOS

(Scenarios No. 5 through 7)

All the Summer Scenarios use the Standard Deployment & Order of Battle as found in the charts with the modifications as noted in the particular Scenario. All Summer Scenarios begin on Game-Turn 24 and end upon the completion of Game-Turn 35.

Scenario 5: Historical Situation

French: Use Standard Deployment and Order of Battle.
Allied: Use Standard Deployment and Order of Battle.
Both Players: Use Bavarian Defection Special Game Rule.

Scenario 6: No German Uprising

French: Use Standard Deployment and Order of Battle with the following modification. The forces freely deployed Southwest of the Armistice Line are increased to: 42 inf., 14 cav., 10 supply, 10 Leaders. Total French Force: 46 inf., 14 cav., 10supply, 3 depot, 10 Leaders.
Allied: Use Standard Deployment and Order of Battle.

Scenario 7: No Austrian Involvement

French: Use Standard Deployment and Order of Battle.
Allied: Use Standard Deployment and Order of Battle with the following modification: Delete the units in Austria. Total Allied Force: 28 inf., 12 cav., 6 supply,1 depot, 6 Leaders.
Both Players: Use Bavarian Defection Special Game Rule. No units may enter Austria; if forced to do so because of retreat, the units are eliminated instead.

INITIAL DEPLOYMENT & STANDARD ORDER OF BATTLE FOR SUMMER SCENARIOS

FRENCH FORCES /SUMMER

Deploy Directly on:	Number & Type of Divisions				Leader No.
	🇫🇷			D	
Magdeburg	2	-	-	-	-
Kustrin	1	-	-	-	-
Glogau	1	-	-	-	-
Dresden	-	-	-	2	-
Torgau	-	-	-	1	-
Deploy anywhere Southwest of Armistice Line*	28	10	7	-	1-10
Total Divisions	32	10	7	3	8 (units)

*This area includes the German State, Bavaria, Saxony, and Southern Prussia. It does not include Austria.

ALLIED FORCES /SPRING

Deploy within Two Hexes of:	Number & Type of Divisions			D	Leader No.
Posen	6	2	2	-	9
Deploy within two hexes of:					
Kustrin	2	-	-	-	-
Glogau	2	-	-	-	-
Deploy within three hexes of:					
Berlin	10	8	2	1	4, 7, 10
Breslau	8	2	2	-	2, 8
Deploy in Austria	20	2	3	1	1, 3, 5, 6
Total Divisions	48	14	9	2	10 (units)

THE CAMPAIGN GAME

The Campaign Game recreates the entire course of action starting in the Spring and playing continuously through the Summer (Game-Turns 1 through 35).

Scenario 8: The Campaign

French: Use Standard Deployment and Order of Battle/ Spring. French units initially deployed at Gotha may execute a Forced March without using the Forced March Tables. (This may only be done in the First French Player-Turn.)

Allied: Use the Standard Deployment, and Order of Battle/ Spring.

Both Players: Use the Saxon Garrison Rule. Use Reconnaissance Rule up until the end of Game-Turn 15. Use the Bavarian Defection Rule beginning with Game-Turn 25. Use the Special Campaign-Game Rules (German Rebellion, Austrian Intervention, and Armistice). No units may enter Austria until Austrian Intervention is triggered.

French units beginning at Gotha may Triple Force March without expending a Supply unit or consulting the Force March Tables for the first French Player-Turn only.

The Campaign Game utilizes three special game rules; they apply only to the Campaign Game. These rules are the Armistice, German Rebellion and Austrian Intervention rules.

SPECIAL CAMPAIGN - GAME RULES

Armistice

The French may at any time after Game-Turn 3, call an armistice by simply announcing this at the beginning of the French Player-Turn. All Allied and French units must withdraw to their respective sides of the Armistice boundary (Allies on the Northeast side, French in the center, Southwest of the line and not in Austria), with the exception that as many units as possible may be left in fortresses on the Enemy side of the line. When an Armistice occurs, units are moved normally during the Armistice to their respective sides of the boundary lines. During this movement units may be left to garrison fortresses up to the fortress stacking limit (six divisions).

From the moment of the announcement, all units cease to exert a Zone of Control, and no combat may occur. All units once placed in a fortress must remain there for the duration of the armistice. The armistice endures for eleven complete Game-Turns, during which no combat may occur,

no units may move out of fortresses, and no units, having reached their side of the armistice boundary, may recross it. Allied units on the north side of the boundary may move off the east edge of the map and re-enter south of the boundary (i.e., in Austria) on the eighth Game-Turn following their removal. Similarly, Allied units in Austria may exit to the South and re-enter in the North east on the eighth Game-Turn after exiting. All other movement proceeds as normal. At the beginning of the twelfth Game-Turn following the announcement of the armistice, normal bloody play resumes. The French Player may only declare one Armistice per Game.

German Rebellion

At the beginning of Game-Tum 15, the German rebellion begins unless one of the two following conditions prevails:

1. the French Play er has called an armistice;
2. the French Player is in possession of both Berlin and Breslau, and the total Allied Victory Point loss **in units** is at least three times that of the French losses **in units.**

German rebellion means that all future reinforcements to the French are **cancelled** and that the French Player must remove two divisions per Game-Turn from the map. The French Player removes two divisions of any type from anywhere on the map at the beginning of each French Player-Turn if a German Rebellion occurs.

Calling an armistice **after** the German rebellion occurs does not relieve the French Player of the effects of the Rebellion.

Austrian Intervention

Austria intervenes in any one of the following situations:
1. the French declare an armistice;
2. cumulative French unit **COMBAT** losses (i.e., excluding units lost due to Forced March) are twice those of the Allies, in terms of Victory Points, at the end of any Game-Turn from Game-Turn 6 on. If Austria intervenes (i.e., one of the above conditions comes into existence) then at the beginning of the following Game-Turn, new Allied (i.e., Austrian) forces may be deployed around Prague as stated in Scenario No. 3; these forces may move in that Game-Turn.

Of course, if the French request an armistice the Austrians may not cross their own border nor engage in combat during the armistice.

If the French Player does declare an armistice after Austrian Intervention occurs, then Allied units may withdraw into Austria as a fulfillment of the Armistice Rule.

The Armistice Line

The Armistice Line is a thin dotted line running from the Northwest edge of the map to the East edge of the map. The Allied side of the line is to the Northeast (Northern Prussia). The French side of the line is to the Southwest, including all the remaining territory except Austria. If the Austrian Intervention Rule is in effect, the border of Austria forms a second part of the Armistice Line with the French side to the North and the Allied side in Austria. In such a case the French territory in an armistice would form a corridor from West to East surrounded on both sides by Allied territory.

Leipzig: Designer's Notes

As far as strategic situations go, there are probably few as interesting as was Napoleon's in central Europe in 1813. Outnumbered, and surrounded on three sides, Napoleon's only advantages were a central position and basically better quality in generals. Napoleon's disadvantages were just about offset by his advantages. In one of the few really even campaigns of the Napoleonic Wars the French were decisively defeated. As with most wars, the French lost primarily because they made the most mistakes. We have tried to build into Leipzig the most important factors that were responsible for the French defeat, or, if you will, the Allied victory.

Chief among these was the little known (or perhaps, "realized") fact about the Napoleonic wars: i.e., more men were lost "on the road" than in battle. It was not uncommon for a corps of 50,000 men to campaign actively for eight months, never fight a battle, and lose 80% of its strength to sickness, disease and desertion. Even during a battle, many of the "losses" were more mental than physical. It was simply easier for a soldier to just "get lost" when the going got too rough for him rather than stand and fight. And the going was quite "rough" most of the time. Soldiers walked wherever they went. And the food supply was not always that abundant. Most armies "lived off the land" and if too many men stayed in too small an area for too long, no one would eat. Supply, such as it was, usually consisted of ammunition, which could rarely be obtained locally. Stockpiles for food were usually only used when the army was "concentrated" for a major battle. These few factors explain many of the most important features of the game. Forced marching, for example, is nothing more than marching at a good, steady pace for eight or more hours a day, six days a week. In the game a division of infantry can thus cover 15 hexes, or 150 kilometers as the crow flies. However, if the crow had to actually walk the roads of the period, the distance covered would be more like 200 kilometers. That's about 33 kilometers a day (21 miles). Try getting up after sleeping in the rain all night and marching 21 miles with a forty-pound pack. If a man dropped out of such a march he might or might not be sent to a hospital (to use the word loosely) in order to recover. Often enough he would be left to his own devices and, if luck was with him, would make his way home (on foot) before winter came. A more leisurely approach was to march only when necessary, or every other day if possible. You might only move fifty kilometers a week, but at least you'd still have your division intact, and not strung out by the wayside along the route of march in various states of debilitation. If you march a lot in Leipzig your losses from this will be greater than your combat losses. But often hard marching will win victories where all else fails. Napoleon's soldiers often said that he fought with their feel more than with their muskets. But hard marching is not everything. The end result of all Napoleonic forced marches was the "concentration" followed by the critical battle. As you will see in the game, a good concentration (that is, one with the maximum number of troops) is difficult to bring off. Assembling one massive concentration after another was what made Napoleon victorious in campaign after campaign. Of course, the larger units were more powerful than the sum of their component parts. They were also slower for there were no radios yet and sending messages everywhere tended to slow things down.

As this is a strategic game, and the players must make the strategic decisions, we cannot build in the superior strategic skill of Napoleon. Fortunately, Napoleon's enemies, after twenty years of defeats at the hands of Napoleon, had finally caught on. They now knew how to force march and concentrate. But one thing they were not yet able to produce was generals possessing the same tactical skill as the French, particularly Napoleon and his chief lieutenants (such as Murat and Oudinot, as well as many who were elsewhere during this campaign and who were sorely missed, such as Soult and Davout). Napoleon made a number of critical strategic errors during this campaign. These usually had to do with concentrating too much or too little for the critical battles. The Allies made mistakes also, but fewer in the long run.

The campaign of 1813 was a direct result of Napoleon's defeat in Russia during 1812. The Russians not only chased the French out of Russia, but also advanced into central Europe during the Spring of 1813. France's allies Prussia and Austria (whom Napoleon had formerly beaten into submission) went over to the Russians and an invasion of France seemed imminent. Napoleon, however, was as good at civil administration as he was at the military variety. He was able to raise a new army of 200,000 men by April 1813 and was marching into central Europe to re-establish French control. Thus the 1813 campaign falls into two distinct parts. The first covers the French invasion of central Europe in April. Austria was not yet an enemy of France, but she was no longer a French ally and was raising a huge army in the vicinity of Prague. The combined Russian/Prussian armies were not too keen about taking on the French alone. But they had no choice. Their objective was to hold the French until Austria could be persuaded to become an active participant in the war. Sweden was also waiting in the wings to join the fight against Napoleon. But the Allies needed time. The "Spring Campaign" lasted until the end

of June. Napoleon won one victory after another as he drove further towards the east. But to catch this retreating army Napoleon marched his army into the ground. Lacking sufficient supply and not knowing if Austria was going to enter the war (or more importantly, when), Napoleon asked for and received an armistice. Scenarios 1-4 cover this "Spring Campaign." They represent some of the many options available to both the French and Allies. Scenario 1 is the "Historical" one. Scenario 2 represents what Napoleon wanted to do, if he had had more men. With sufficient manpower he would have captured the Prussian capital (Berlin), destroyed the Prussian and Russian armies early in the campaign and, leaving enough troops to counter a possible Austrian entry into the war, advance off the east edge of the playing board into Poland. This would allow him to relieve the fortress garrisons he had left there in early 1813 and would put an end to Russian interference in central Europe. Austria would then come to terms without a fight. Had Napoleon gotten out of Russia a little faster he may well have been able to raise such an army.

Scenario 3 deals with Austrian intervention in the Spring Campaign. A strong possibility, and one that would not necessarily have been disastrous for the French. The Austrians were much stronger later on. This campaign would have probably avoided the later "Summer Campaign". Overall, however, the French are in a very precarious position in this scenario.

Scenario 4 combines the larger French army with Austrian intervention. The French have a much better chance here, The Austrians may well have intervened had Napoleon entered Germany with a larger army. Again, a campaign such as this would probably have avoided a later "Summer Campaign".

The "Summer Campaign" itself is shown in Scenario 5. Napoleon had two campaign options. He could either go for Prague or Berlin. Berlin seemed the safer course. There were no mountains in the way, and the Allied "Northern Army" was considerably small er than the "Army of Bohemia" assembling near Prague. There were disadvantages with going for Berlin. The French had concentrated a large amount of supply in Dresden. Dresden was also capital of Napoleon's main German ally, Saxony. The loss of Dresden would also be likely to induce Bavaria to go over to the Allies. Eventually, of course, Saxony would follow suit. At that point Napoleon would have to leave Germany, unless he had shattered the Allied armies in the meantime. Dresden was quite close to the Austrian border, and the Bohemian mountains behind which the Austrian army could shelter while awaiting a favorable opportunity to strike. In the meantime, Russian and Prussian armies lurked in the east. Forced marches could quickly bring them to the aid of either Berlin or Prague. Two weeks, in fact, would be all it would take. Such marching would no doubt deplete these armies but losing the Prague or Berlin armies would be much worse. Napoleon here made his first strategic mistake.

Th e following description of the Summer Campaign will make use of the units used in the game. The 2-5 infantry "divisions" represent 8-10,000 men. The 5-4 infantry "corps" represent 16-20,000 men. The 1-8 cavalry divisions represent 3-5,000 horsemen.

The Allies had five 5-4's and four 3-7's led by Bernadotte (for Sweden), Bulow (for Prussia), and Miloradovitch (for Russia). Against them Napoleon sent Oudinot with three 5-4's and one 3-7. More than was needed to delay, not enough for a successful attack, although, in addition, Oudinot could call on the garrisons of Leipzig, Torgau, Wittenberg and Magdberg. Finally, Napoleon could himself force march up north considerable forces if it seemed worthwhile. With the Army of Silesia (around Breslau) the Allies had four 5-4's and one 3-7 led by Blucher and Yorck (both Prussians). The French initially moved to destroy this army with six 5-4's and two 3-7's led by Ney, Marmont, MacDonald and Lauriston. Marching from Posen was the Allied Army of Poland with three 5-4's and one 3-7 led by Bennigsen (Russian). Against the Army of Bohemia (with ten 5-4's and one 3-7 led by Schwarzenberg and Guilay of Austria and Barclay and Wittgenstein of Russia) the French had four 5-4s and one 3-7 led by Napoleon himself with Murat, Lobau and Victor. If the Army of Bohemia stayed inactive the Armies of Poland and Silesia would be smashed. If the Army of Bohemia advanced, as Napoleon hoped, the French would quickly concentrate against it and cripple the Allies decisively. Napoleon now made another strategic error. As French forces advanced against the Army of Silesia a few corps were held in readiness to slip through the passes in the Bohemian mountains east ward of Prague. The Army of Bohemia was just then advancing through the mountains against Dresden. A corps holding Dresden would slow down the Austrians long enough for the French to hit them in the rear (forced marches again) and flank. Caught in the mountains, they would be destroyed. But Napoleon lost his nerve. He took the " safer" course and concentrated on Dresden. He defeated the Austrians in a conventional battle but failed to trap them. They retreated behind the mountains. This concentration prevented Napoleon from moving against the Armies of Poland, Silesia or the North. The Battle of Dresden

occurred on Game-Turn 27 of the game. From there on the Allies refused to give battle to any force led by Napoleon. The French marched and countermarched, all to no effect. French forces without Napoleon realized the Allied strategy. It was almost too late the Allied armies were closing in. The Allied armies were now in a critical position. They had driven most of the French forces westward to the Elbe River. The French were almost one solid mass while the Allied armies were still cutoff from one another, Napoleon had one last chance to smash one of these armies and even the odds. He moved towards the Army of the North. But this would mean abandoning Dresden, at least temporarily. He refused to do this and left a strong garrison in Dresden instead. The thus depleted French army then went off to concentrate around Leipzig. There was fought the Battle of Leipzig ("The Battle of the Nations") where Napoleon met his first decisive tactical defeat. The Dresden garrison was now lost, and Napoleon was compelled to get his army out of Germany to avoid utter ruin. The above is a broad outline of the Leipzig campaign of 1813. Scenario 6 also covers the "Summer Campaign" of 1813. It presupposes no revolt among Napoleon's German " allies". This would have allowed Napoleon to bring a much larger army into central Germany and, of course, would have given him a much greater chance of victory. Even without a pacified Germany Napoleon would have had a much easier time of it in Scenario 7, which assumes no Austrian intervention. This is perhaps the easiest of all the "Summer Campaign" scenarios.

Leipzig uses a scale of 10 kilometers to a hexagon. Only rivers which pose a major military obstacle have been shown. Only fortified and particularly important cities are shown on the map. The leader counters are numbered in the order of their "seniority." Thus, the most competent leaders are not always the highest ranking, particularly on the Allied side.

Leipzig (second Edition)
Game Design: James F. Dunnigan
Physical Design & **Graphics:** Redmond A. Simonsen, with Marie Frederick
Playtesting & **Development:** John Young, Robert Champer
Rules Organization and Editing: John Young, Redmond A. Simonsen.

FORCED MARCH

General Rule:

Units may attempt to exceed their normal Movement Allowance by "force marching"; units may succeed, or they may manage to be dispersed or even destroyed in this attempt. Each unit is marched separately, and results from the Forced March Table are applied before moving any other unit s. Units may attempt to be marched a multiple of two- or three-times their normal Movement Allowance. All units may attempt to Double Force March. Only infantry units may attempt to Triple Force March. A unit attempting a double or triple forced march may expend less than exactly double or triple its normal Movement Allowance.

Procedure:

Announce that a particular unit is "forced marching," and whether it will attempt to double or triple its normal movement. If attempting to double, move the unit the normal allowance first; if attempting to triple, move the unit **twice** the normal allowance first. Then (in each case) the die is rolled, and the indicated result from the appropriate Forced March Table is applied. If the unit is not **destroyed,** it may then complete the rest of its forced march, although the unit may be dispersed.

FORCED MARCH TABLES																
Double Allowance (All units)									**Triple Allowance (Infantry only)**							
1st Die Roll		**2nd Die Roll**							**1st Die Roll**		**2nd Die Roll**					
		1	2	3	4	5	6				1	2	3	4	5	6
1	-								1	L	-	-	D	D	D	X
2	-								2	M	-	D	D	D	X	X
3	J	-	D	D	D	D	X		3	N	D	D	D	X	X	X
4	K	D	D	D	D	X	X		4	D						
5	D								5	X						
6	X								6	X						

Explanation of results
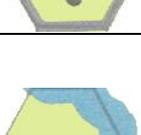
-         No effect, unit may finish remainder of march.

D   Unit dispersed **after completing march**

X   Unit destroyed

J, K, L, M, N   Unit has the option of not completing march, or of rolling die again to attempt to complete march.

Example: 2-5 unit attempts to triple its allowance by force march; unit moves ten Movement Points first, and then rolls die for the Triple Allowance table. Die roll is a '2', Player has option of not completing march, or rolling for the subsidiary M table. Player rolls again obtaining a '4' and unit completes march, but is dispersed at end.

TERRAIN EFFECTS CHART			
Type of Terrain		Movement Point Cost to Enter	Combat Effect
	Clear	1 MP	No Effect
	City	1 MP	No Effect
	City-Fortress	1 MP	Defender's strength is TRIPPLED. Only 'Dx' result is applicable to units defending in fortresses. Up to six divisions may stack in a fortress and be considered 'supplied' without a Supply unit.
	River Hex side	3 MP additional to cross	Defender's strength is DOUBLED when attack takes place across river hex side. No attacks may be made at less than 160%. Zones of Control do not extend across River hex sides.
	Bridged River Hex side	No penalty to cross	Same as unbridged hex sides with the exception the Zones of Control do extend across bridged hex sides.
	Mountain	5 MP. Cavalry prohibited	Defender's strength is DOUBLED.
Entering Mountain Pass hex from:			
	Pass-Entry hex or adjacent Mountain Pass hex	1 MP	Units defending in Mountain Pass hexes have their strength DOUBLED.
	Non-Pass-Entry hex or adjacent Mountain hex	5 MP	
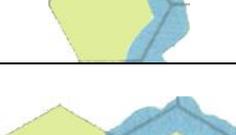
Notes: A hex is considered to be a mountain hex if all or any part of the hex contains mountains. Zones of Control do extend into Mountain hexes. Supply, Depot, and Cavalry units may never enter Mountain hexes.

The heavy dashed line represents national borders. The light dotted line represents the Armistice-line. Neither border nor Armistice-lines inflict additional Movement Point costs upon units when crossed.

Remember, units entering Enemy Zones of Control must stop if the hex is totally controlled. Cavalry units leaving partially controlled Enemy hexes (which they entered in the same Movement Phase) must pay a 2 MP additional "leaving penalty".

Units entering hexes occupied by Automatically Eliminated Enemy units pay a one Point additional movement cost.

Units performing Forced Marches must pay the various movement costs they incur, just as in normal movement.

Terrain effects on combat are not cumulative. The Defender must use only the single most advantageous Terrain effect to multiply his Combat Strength. Thus, in an attack across an unbridged river-hexside against units defending in a fortress the defending units are only tripled, not multiplied by five times their printed Combat Strength(s).

HOW TO USE THE COMBAT RESULTS TABLE

Total up the Strengths of the attacking units, modified by supply and leader additions. Keep in mind that each hex-group attacks separately, even if attacking the same Defender, attacks being resolved in whatever order the Attacker wishes, with each result being applied before proceeding on to the next combat. Total the Strengths of the defending units, again modified by supply and leader considerations, and divide this total into the total of the attacking Strength, expressing the result as a percentage (Attacker's strength as a percentage of Defender's Strength), and rounding this percent down to one of the Combat ratios given on the Combat Results Table. Then roll the die and cross-index the result with the proper Combat ratio column; apply the result immediately before progressing to other combats.

To compute a combat percentage, divide the Defender's total Combat Strength into 100 times the Attacker's total Combat Strength. The result is the Attacker's Strength as a percentage of the Defender's Strength. In determining if an Automatic Elimination can be achieved, the full printed value of the defending units is used only if it is possible that the defending unit would be in supply during the Combat Phase, i.e. it must be stacked with or adjacent to a Friendly Supply unit. If there is no possibility of the defending unit being in supply, Automatic Elimination or 500% combat odds calculations may be computed on the basis of the defending unit's unsupplied (halved) Combat Strength. The defending unit need not actually expend a Supply unit. The mere threat of the use of a Supply unit is sufficient; it need not be expended.

Example: one 5-4 unit (in supply) attacks one 3-7 unit (in supply); assume Defender does not retreat before combat. Combat ratio would be 167%, simplified to 160%.

Napoleon, one 18-2 and one 5-4, stacked together, and in supply, for a total of 46 Attack Points, attacks one 5-4 and one 1 -8 in a fortress, for a total of 18 Defense Points. The combat ratio is 225%, which would simplify to 200%.

	COMBAT RESULTS TABLE											
	Combat Ratio											
Die Roll	**60% or lesss**	**80%**	**100%**	**110%**	**120%**	**140%**	**160%**	**180%**	**200%**	**300%**	**400%**	**500%**
1	As	As	As	AsDs	Dd1	Ds	Ds	Ds	Ds	1/2ex	Dx	Auto
2	As	As	AdDs	AsDs	Dd2	Ds	Ds	Ds	1/2ex	Dx	Dx	Auto
3	As	As	AdDs	Dd1	Dd2	Ds	Ds	Ds	Dx	Dx	Dx	Auto
4	As	AdDs	Dd1	Dd2	Ds	Ds	Ds	1/2ex	Dx	Dx	Dx	Auto
5	As	AdDs	Dd1	Ds	Ds	Ds	Ds	Dx	Dx	Dx	Dx	Auto
6	Ax	AdDs	Dd2	Ds	Ds	Ds	1/2ex	Dx	Dx	Dx	Dx	Auto

Explanation of Results
First letter (capitalized) refers to the Player affected:
A = attacker, D = defender.

Lower case letters refer to effect of combat:
s = scattered (see rules); each Player retreats own units.
d = dispersed; followed by numeral, if any, indicates the number of hexes unit must retreat. Defender retreats own units (see rules).
x = unit destroyed
½ex = entire Defender eliminated, Attacker loses one-half the divisions lost by the Defender, rounding fractions up.

All results apply to entire stack of units, if any Non-combat units stacked with the Player's units have results applied alike. Attacker only advances after combat if at tac king across river hex-sides, or into fortress; if the Defender retreats before combat the Attacker may also occupy these hexes.

Auto = Automatic Dx; operates during the Movement Phase: once a definite 500% combat ratio has been achieved, the defending units lose any Zone of Control, and the Attacker's units may move over this unit, paying an additional Movement Point for that hex. Automatic Dx may not be employed against hexes containing defending cavalry units. In such cases, the Attacker must wait until his Combat Phase and then destroy the defending units in the normal manner.

HOW TO WIN (VICTORY)

Victory is based upon Victory Points which are awarded for certain geographic objectives and destruction of Enemy units. The Victory Points Schedule gives a complete summary of the varying points awarded in each of the scenarios.

During each game, the Players should keep track of combat units and leaders lost; at the end of the Allied Combat Phase of the last Game-Turn, the points for destroyed units is added to the territorial points for a total, and the Player with a higher Victory Point total is declared the victor.

Victory Points for geographic objectives are received if a Player occupies or was the last to occupy that city, or if the city is under siege at the end of a scenario. One-half of the normal points are also received for any Enemy units in a besieged city, at the end of the scenario.
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Div. indicates one point is received for every Enemy division or leader unit destroyed; this may be from combat or forced marching. Units forced off the map sheet may not re-enter, but no victory points are received by the opposing Player.

ESM indicates that the French Player receives that number of points for moving one complete group of six divisions, one leader, and one supply unit off the East Side of the Map; these units may not re-enter. The French Player may exit as many groups as he desires. The groups may exit piecemeal, e.g., four divisions one Game-Turn and t wo divisions plus a supply unit and a leader at some later time. The French Player receives points for each **complete** group. Partial points are not awarded.

VICTORY POINT SCHEDULE							
Scenario	Berlin	Prague	Dresden	Leipzig	Breslau	Div	ESM
1	10	-	10	5	15	1	6
2	10	-	10	5	15	1	6
3	10	20	10	5	15	1	6
4	10	20	10	5	15	1	6
5	15	15	20	15	-	1	-
6	20	15	25	20	5	1	-
7	25	-	25	20	10	1	-
8	15	15	20	20	10	1	-

REINFORCEMENT CHART

SPRING SCENARIOS						CAMPAIGN GAME ONLY						SUMMER SCENARIOS					
		Allied						Allied				French		Allied			
French	Turn	Berlin	Prague	Breslau	Other	French	Turn	Berlin	Prague	Breslau	Other		Turn	Berlin	Prague	Breslau	Other
	1	1i, S				1i, S	13	1i, S			L4, 4i, 1C (NSM)	1i, S	25		1i, S	1i, S	
3i, 3C, €	APRIL 2	1i, S				1i, S	14	1i, S				1i, S	26		1i, S	1i, S	
3i, S	3	1i, S				1i, S, L2, 4C	15	1i, S		1i, S		1i, S	SEPT 27		1i, S	1i, S	
3i	4	1i, S				1i, S	16	1i, S		1i, S		1i, S	28		1i, S	1i, S	
3i	5	1i, S				1i, S	JULY 17	1i, S		1i, S		1i, S	29		1i, S	1i, S	
1i, S	6	1i, S		1i, S		3i, S	18	1i, S		1i, S		1i, S	30		1i, S	1i, S	
1i, S	MAY 7	1i, S		1i		1i, S	19		1i, S	1i, S		1i, S	31		1i, S	1i, S	
1i, S	8	1i, S		1i, S		3i, S	20		1i , S, 3C	1i, S		1i, S	OCT 32		1i, S	1i, S	
1i, S	9	1i, S		1i		1i, S	21		1i, S	1i, S		1i, S	33		1i, S	1i, S	
1i, S	10	1i, S		1i, S		1i, S	AUG 22		1i, S	1i, S		1i, S	34		1i, S	1i, S	
1i, S	11	1i, S		1i		1i, S	23		1i, S	1i, S	L9, 2i, 2C (ESM)	1i, S	35		1i, S	1i, S	
1i, S	JUNE 12	1i, S		1i, S		1i, S	24		1i, S	1i, S		1i, S	36		1i, S	1i, S	

All reinforcements are indicated in terms of number of units arriving at a particular location. I = infantry division; C = Cavalry division; S = Supply unit; L = Leader unit, with its number. (Cont.)

All French reinforcements may be brought in anywhere on the west side of the map, except where otherwise noted.

(e) = the cavalry units enter on the north side of the map adjacent to the Elbe river

All Allied reinforcements are brought in where indicated; if Berlin or Prague are under siege, the units due there may not appear, if Breslau is under siege, the units due to appear there may appear anywhere on the east side of the map.

Reinforcements must enter on their scheduled Game-Turn. They may not be delayed. Reinforcements may enter in Enemy controlled hexes. They may never enter if Enemy units occupy their entrance hex.

(NSM) - units appear on the north side of the map, east of the Elbe river.

(ESM) - units appear on the east side of the map.

Northern Option
Whenever French forces take Berlin, the following Game-Turn the Allied Player receives **2i** and **1C** on the east bank of the Elbe; two Game-Turns following the taking of the city, the French receive an equal number of units on the west bank of the Elbe.

Reinforcements for Prague do not arrive if Austria is neutral.