

## DESIGNER'S NOTES

This is a variant for Martin Wallace's Waterloo that kindly gave me the permission to publish it at Vassal although he is not responsible for any blunders that I might possibly made.

The core rules are similar to Waterloo. As a pure aesthetic option I've used "topdown" figures instead of meeples. To players familiar with Waterloo and with the simple Vassal mechanics, the game would be very easy to play.

Using the same spirit as the wonderful Martin Wallace's Waterloo, units do not represent exact formations. In a battle as huge as Leipzig that would create a monster game, which was not intended. I roughly divided by ten the number of Battalions / Squadrons / Artillery Batteries that were actually present in the Battle to end up with the numbers of units presented: 86 French Units and 134 Allied Units.

To keep a flavor of a Napoleonic Battle I arbitrarily decided to use specific Battalions / Squadrons / Batteries that existed among the several units in the specific Army Corps / Detachments, instead of abstract Divisions, Brigades, etc. I have also included the Rocket British Unit, even if it's grossly overrepresented at the scale of the game.

As Leipzig is a huge battle that lasted 4 days, the game time will be around 8-10 hours.

This is a very different Battle from Waterloo and naturally the victory conditions changed and I must confess that they were not thoroughly tested yet. Besides the traditional way of winning by eliminating more opponents' units, I wanted to make another possible condition for the French to win: either they eliminate more allied units or, if the battle drags on, they have the opportunity to win by successfully evading the battle. I wanted also to introduce the particular occurrences at Leipzig, like the German's Defection or the Leipzig's Bridge exploding and also the awkward interference of the Allied Monarchs at Schwazenberg's leadership.

There are also some other differences besides the aesthetic replacement of meeples with topdown figures:

- Rivers now are bordering areas instead of passing through them; there are not strongpoints, only villages/towns with area limits from 1 up to three units. Roads benefit reserve movement.
- Cavalry units also count towards victory points, although half than Infantry units. In the original Waterloo game player's wouldn't earn VP's by eliminating Cavalry units; this innovative and intriguing Wallace's approach seduced me but during playtesting it created a somewhat artificial situation where players would not commit infantry units to the front for avoiding opportunities for the opponent to collect VPs by eliminating them.
- I have introduced some specialization in troop types: Light infantry, Elite infantry, Light and Heavy cavalry, Cuirassiers, Lancers, foot and horse artillery.
- As Leipzig lasts 4 days I've introduced night turns with the possibility of reorganizing troops on the map, infantry recovering from damage and cavalry Units becoming fresh again.

I am indebted to my son, José Guilherme Costa who designed the Battlemap and helped me playtesting the game (thank you sonny!).

Besides the many bibliography I've consulted about the battle I would like to express my gratitude to the wonderful site <http://napoleonistyka.atspace.com/> It has the most comprehensive information I know about Napoleonic Military History.

If you have any questions, comments or suggestions I would be glad to hear them as this is really a "work in progress". Please mail me: [josemiguelcosta6@gmail.com](mailto:josemiguelcosta6@gmail.com).

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