

LEIPZIG 1813 V 0.2

Game Rules by JMC adapted from Martin Wallace's Waterloo

Duration: from Dawn Oct 16 until Afternoon Oct 19. Each day has 6 turns: Dawn, Morning, Noon, Afternoon, Evening, and Night. Night turns have special rules (see 7).

Each Ordinary Turn has 7 phases:

1. TAKE DISKS PHASE

► French take 16 Green, 5 Red, 4 Purple disks

► Allies Northern Sector (Armies of Silesia and of the North) take 4 Green, 2 Red disks before entering the Army of the North; after that starts taking one extra disk for each unit entering the map (during Alternate Actions Phase, up to 7 Green, 3 Red 1 Purple disks (the player starts taking 1 purple, then 1 red, then 1 green, repeating the order until the limit is reached). These disks are immediately available for use during the current phase.

► Allies Southern Sector (Armies of Bohemia and Poland) take 5 Green, 2 Red, 2 Purple disks before entering Army of Poland ; after that starts taking one extra disk for each unit entering the map (during Alternate Actions Phase, up to 8 Green, 3 Red 3 Purple disks (the player starts taking 1 purple, then 1 red, then 1 green, repeating the order until the limit is reached). These disks are immediately available for use during the current phase.

Until Dawn Oct 18 turn disks of the Allied Southern Sector cannot be used to activate units from the Northern Sector and vice-versa; from this turn and all subsequent turns Allied action disks are interchangeable between sectors without penalties.

2. REINFORCEMENTS PHASE Allies 1st then French

- Reinforcements arrive at their scheduled turn and are all immediately available for entering the mapboard during the following Alternate Action's Phase.

- To move reinforcements to an area of the map board an action disk must be spent for each three units arriving (plus any leader if the player wants) or a command disk of a leader in the reinforcements box or the area adjacent to the arrival for six units arriving.

- When the first unit arrives the player chooses by which road the reinforcements will arrive; they need to stick to that road in all subsequent units arriving (there are different possible initial entries to choose marked on edge areas of the map: **B** for Bohemian Army Rfs, **F** for French Rfs, **P** for Poland Army Rfs, **S** for Silesian Army Rfs and **N** for Army of the North Rfs.

- Units may over-stack without penalty until end of action round

- Units may be deployed in the chosen entry area in later turns (either during Reinforcement Phase or via a Move action or Assault action)

- Exceptional additional Disks- for each new unit entering the map of the Army of the North or Poland Army the Allied player of the sector receives one additional disk per unit until its limit is reached (see above: Take Disks Phase).

- After the player chooses which area of the map board the reinforcements are entering, there can happen skirmish combats between that area and the units at the reinforcement box. The maximum units that can skirmish from the reinforcements box is three.

Schedule of reinforcement arrivals:

- Silesian Army starts Dawn Oct 16Th;
- French VII Corps (Reynier) starts Afternoon Oct 17th;
- Poland Army starts Night Oct 17th;
- Bohemian Army starts Night Oct 17th;
- Northern Army starts Dawn Oct 18th.

3. SKIRMISH PHASE - Allies 1st then French

► Each **Infantry (Inf)** unit fires **1d6** into adjacent area (**Light Infantry** fires **2d6**)

- No modifiers

► Hit on a **6**

- Enemy Inf present:

► add 1 cube / Hit marker per hit

- No enemy Inf but Cavalry (Cav) are present:

► tire or retreat 1 Cav unit per hit (defender's choice, but *must* retreat a unit if all units are tired)

- No enemy Inf or Cav but Artillery (Art) are present:

► add 1 cube/ Hit marker per hit (only up to number of Art units in area)

- Only Leaders are present

► With a hit, roll again one dice, with a second 6 a Leader is eliminated.

► After the player chooses which area of the map board the reinforcements are entering, there can happen skirmish combats between that area and the units at the reinforcement box. The maximum number of units that can skirmish from the reinforcement's box is three.

► Cubes / Hit markers on the reinforcement box can be assigned to any unit as in an ordinary area on the map board.

4. ALTERNATE ACTION PHASE

- Allied 1st

- ▶ Players play a number of alternate action rounds
- ▶ **Non-active** player secretly draws a **tile** - shows # actions active player will take
- ▶ **Active** player can **change** any/all Inf and Art **formations**
 - **Column** Inf (offensive) are mobile: can *move* and *assault*; **Line** Inf are defensive: **cannot** move nor assault
 - **Unlimbered** Art can *fire offensively but cannot move*; Limbered Art: can **move** but can only **fire defensively**
 - **Squares** can be set or disbanded
 - **Cavalry units** may be in line or column there is no difference besides better compliance to space on the area.
- ▶ **Active** player moves an **action disk** into “Used In This Round” box and undertakes a colour-related action (**G, R, P**):
 - **Close Contact Movement**
 - **Reserve Movement, Reserve Movement**
 - **Fire Artillery**
 - **Assault, Assault**
 - **Change Formation**
 - **Reinforce**
 - **Do nothing**
- ▶ Active player **continues** playing disks and taking actions **until** either:
 - Number of disks used = number on tile, or
 - Active player has no green action disks left
- ▶ **Tile replaced** in bag
- ▶ Action disks “Used In This Round” are moved to “Used In Previous Rounds” box
- ▶ Check active player **stacking limits**
 - Limit: **3 combat units** (leaders do not count)
 - penalize overstacking
- ▶ add 1 cube per excessive unit if Inf present
- ▶ Tire then eliminate Cav units if no Inf present (cubes subsequently added if all Cav eliminated)
- ▶ add 1 cube per excessive unit if only Art present
- ▶ **Non-active** player now becomes **active** if he has **green** disks
- **Otherwise** go to **Phase 5**

5.CHANGE FORMATION PHASE (Allies 1st)

- ▶ Player may change any/all Inf and Art formations ▶ No cost

There is a Change Formation Phase before the game begins

6.VICTORY CHECK PHASE

- ▶ French win if:

- They have eliminated ≥ 30 points in units AND eight more points than the Allied side
(Inf or Art = 1 pt; Cavalry= 0,5pt; Leaders=2 pts, Guard Inf units=2pts, Guard Cavalry units=1pt)

OR

-They manage to retire 30 points in units from the western edge of the map (Inf + Art = 1 pt; Cavalry= 0,5pt; Leaders=2 pts, Guard Inf units=2pts, Guard Cavalry units=1pt) **AFTER the Night turn of October 17** (units retired before or during this Night turn Oct 17 do not count for victory).

OR

- They eliminate the Monarch's Unit

- ▶ Allies win if:

- They have eliminated ≥ 30 points in units (Inf + Art = 1 pt; Cavalry= 0,5pt; Leaders=2 pts, Guard Inf units=2pts, Guard Cavalry units=1pt)

OR

- They manage to place 3 infantry units in Leipzig

OR

- They eliminate Napoleon's Unit

- ▶ If neither side has met victory conditions after evening of Oct 19th, Allies win.

OPTIONAL RULE (to use only with agreement between players before starting the game):

Instead of an automatic victory by eliminating Allied Monarchs or Napoleon, Napoleon eliminated gives 10 VPs for the allied; Monarchs eliminated gives 10VP for the French. Note: this optional rules avoid “sudden death” victories; if Napoleon or the Monarchs units are eliminated we can conceptualize that they are not necessarily dead but not fitted to command (i.e. wounded).

7. END OF TURN PHASE

- ▶ Move all disks used to their respective “available actions” spaces.

- ▶ Advance turn marker
- ▶ Back to Phase 1

NIGHT TURNS

- No skirmish fire, no assaults or artillery fire.
- All reserve movements are doubled: Col Inf/ limb foot Art: 4 areas, +2 if by road; Cavalry/ Horse art limbered 8 areas +4 if by road. Leaders 12 areas, +4 if by road.
- Reinforce actions may also refresh a cav unit, if unit(s) not adjacent to enemy.

ACTIONS Generalities

- ▶ The active player must state clearly to the opponent player which region(s) he is going to activate before doing any actions.
- ▶ When an **area** is **activated**, *all* units in area can perform the **same** action-
- ▶ One action disc can be expended to activate one area. All of the units in that area can then carry out the same action. It may be that only some units wish, or are able, to perform that action. This is fine, as long as all of the units that do perform an action perform the same action.
- ▶ A **Leader** can be activated to either:
 - activate his own and/or any adjacent area(s), or
 - activate 1 of these areas twice (Exception: Supreme Leaders, see below).
 - NB it is the **area** that is activated and remains so throughout the action
- Assaults:
 - ▶ if 2 areas are activated for Assaults: all movement must be done before combat
 - ▶ if 1 area is activated twice: any non-Assault action must be done first
 - ▶ if 1 area is activated twice: it is not possible to perform 1 Assault, see result, then perform 2nd Assault
- **green disk activation**
 - ▶ each area can perform different actions
- **red disk activation**
 - ▶ assaults only
- **purple disk activation**
 - ▶ Reserve movement only
 - Mark Leader as ordered after activation
- ▶ All non-Leader units can be activated more than once during a player's action round (i.e. each time a new action disk is played)
- ▶ 6 assigned damage cubes / hit markers eliminates an Inf unit immediately
- ▶ Cubes / Hit markers cannot be assigned to Art if Inf is present.

(1) CLOSE CONTACT MOVEMENT

- costs a Green Disk

- | | |
|---|--|
| <ul style="list-style-type: none"> ▶ Move some/all units in activated area ▶ Units may move to different areas ▶ Cannot enter enemy areas ▶ Allied units can be moved out of Delayed Box ▶ French units cannot be moved into Delayed Box ▶ Column Inf: <ul style="list-style-type: none"> - can move 1 area - assign accompanying damage cubes as desired (up to 5 cubes) ▶ Limbered Artillery: | <ul style="list-style-type: none"> - can move 1 area if foot 2 if horse; Horse artillery can move 1 area and keep unlimbered. Rocket unit is considered foot artillery for purposes of movement. - cannot move if unmanned (if no Inf in the area and a damage cube has been assigned to the Art unit) ▶ Column or Line Cav - can move up to 2 areas - must stop if unit enters woods, town, or river area (except Light inf in woods or towns). ▶ Leader - can move up to 3 areas. - If it moves to an area with a different leader only one can Command |
|---|--|

(2) RESERVE MOVEMENT - costs a Green Disk, or a Purple Disk

- | | |
|---|---|
| <ul style="list-style-type: none"> ▶ Move some/all units from any area not adjacent to enemy ▶ Cannot move into any area adjacent to enemy ▶ Allied units can be moved out of Delayed Box ▶ French units cannot be moved into Delayed Box ▶ Column Infantry: <ul style="list-style-type: none"> - can move up to 2 areas - assign accompanying damage cubes as desired (up to 5 cubes) ▶ Limbered Artillery: <ul style="list-style-type: none"> - can move up to 2 areas if foot, 4 areas if horse. | <ul style="list-style-type: none"> - Unlimber after movement - cannot move if unmanned (i.e. if no Inf in the area and a damage cube has been assigned to the Art unit) ▶ Column or Line Cav - can move up to 4 areas - must stop if unit enters woods, town, or river area unless if road movement ▶ Leader - can move up to 6 areas ▶ Roads |
|---|---|

All movement on road +1 area for inf/foot art, 2 areas for cav, H art, leaders (must start movement on road)

► **Night Turns:**

All reserve movements are doubled: Col Inf/ limb foot Art: 4 areas, +2 if by road; Cavalry/ Horse art limbered 8 areas +4 if by road. Leaders 12 areas, +4 if by road.

(3) FIRE ARTILLERY- costs a Green Disk

- Fire with all **unlimbered** Art in an area
- Each Art unit can fire at different areas
 - decide before firing any unit
- A unit can fire more than once in an action round
- No Art Fire out of Delayed Box
- **Range** up to **3** clear contiguous areas for foot or Rockets, 2 for HArt
- **Line of Sight** should be traced via shortest path and is blocked by:
 - **Non-Leader unit(s)** ► unless situated in lower ground
 - **Woods**
 - **Town**
- **Ridge Effect**
 - if Art fires across a ridge line ► can only target enemy units that are adjacent to ridge unless it is itself adjacent to the same ridge
- **Enemy Inf** present:
 - Count from firing area to target via shortest path:
 - **"hit on ≥ 3.....hit on ≥ 4.....hit on ≥ 5" (exception: rockets only hit with 6, regardless of the distance).**
 - **+1** on count if target is in **square formation**
 - **-1** on count if target is in **swamp area** (not applied to Rockets)
 - **-1** on count if **firing HA**
 - **-1** on count if **firing against Cossacks**
 - **+1** on count if **firing Art is El/Gd**
 - **-2** on count if target is in **woods**
 - **-2** on count if all defending Inf in **town**
 - **-2** on count if target is **adjacent to ridge** and firing Art is not

- If count ≥ 6, then count = 6
- roll **1d6** for each firing Art unit
- **hit if roll ≥ count**
- add **1 damage cube / hit marker** to area **per hit**
- An unmodified 6 die roll is always a hit.**
- **No enemy Inf** in area but **enemy Cav** present:
 - roll **1d6** for each firing Art unit
 - No modifiers
 - **hit if roll = 5 or 6 (Rockets: 6)**
 - Defender chooses to **tire** or **retreat 1 Cav unit per hit**
 - must retreat a tired unit if hit again
 - **Excess** hits can be applied to **enemy Art** if present
 - add **1 cube / hit marker per excess hit** (only up to number of Art units in area) ► means enemy Art unit has become **unmanned**
 - **No enemy Inf** in area, **no enemy Cav** in area, but **enemy Art** present:
 - roll **1d6** for each firing Art unit
 - No modifiers
 - **hit if roll = 6**
 - add **1 cube / hit marker per hit** (only up to number of Art units in area)
 - means enemy Art unit has become **unmanned**
- **ONLY ENEMY LEADERS PRESENT**
 - Eliminated if rolling two "6" in a row with one dice.
 - **Rocket's fire**, regardless of hits, force all infantry units on the region and two more adjacent regions (French player choice) to make a morale check.

(4) ASSAULT - costs a Green Disk, or a Red Disk

- Some/all **mobile Inf, Cav, Leader** can assault from an area
- **Reinfts can assault from Reinforcement Box** into entry area
- Each unit can move its full allowance but must **end movement in an enemy-occupied area**
 - Cav and Leaders must stop as soon as they enter an enemy-occupied area
 - Different units can assault different areas
 - All movement must be completed before resolving battles
- Go to each assault in turn
- A Leader left alone in an enemy-occupied area is eliminated
- If Cossacks are assaulted they may opt to retire 1 or 2 areas instead of fighting. They can retire again if they are pursued.

Step 1: Defending Artillery Fire

- French player may not use Grand Battery
- **All** defending Art fire at assaulting units
 - If **any enemy Inf** are assaulting:
- roll **1d6 per defending Art** unit
- No terrain modifiers
- **1-4** inflicts 1 hit ► **5-6** inflicts 2 hits **Rockets only with 6**
- add 1 damage cube/ hit marker per hit into area

- Morale Check required later of all assaulting Inf units if hits were scored or rockets fired (wether these hit or not). In defensive fire rockets don't oblige adjacent regions to take a morale check.
- **If only enemy Cav are assaulting:**
 - roll **1d6 per defending Art** unit
 - **5-6** inflicts **1 hit, Rockets with 6** (exception: Cossacks suffer a hit only with 6)
 - Each **hit tires 1 fresh Cav unit or eliminates a tired unit**
 - No retreats possible
 - In defensive fire rockets don't oblige adjacent regions to take a morale check.

Step 2: Cav vs Cav Combat

- Each player chooses a Cav unit and rolls 1d6
- +1** if unit is Guard
- +1** if Cuirassiers or Lancers 1st Round
- 1** if Light or regular against Heavy Cav
- 1** if Light against regular Cav
- 1** if player's unit is tired
- 1** if player's unit is Militia
- 1** if unit (not Cossack) is attacking from woods, town, or river.
- 1** if twice outnumbered (or more) by opponent's cavalry.

- 2 if Cossack
- 1 for each previous participating round (cumulative)
- **Highest roller wins , Ties are won by allied Cavalry**
- Fresh defeated Cav unit: becomes tired and retreats (Leader can retreat with unit)
- Tired defeated Cav unit is eliminated
- Add round markers to the cav units that participated in the combat
- **Repeat Cav charges until only 1 side has Cav remaining**

Step 3: Inf vs Inf Combat

- If **both sides have Inf** units remaining
- Conduct up to **2 rounds of combat**
- **Defender** decides how to **partition damage cubes / Hit markers** amongst his Inf units (5 max per unit)
- ** - all **defending Inf fire once**. Roll **1d6 per unit**.
- +1 if any targeted Inf are in square formation
- -1 per 2 damage cubes / Hit markers assigned to firing unit
- -1 if firing unit is in square formation
- -1 if firing unit is militia
- -1 if all targeted Inf in town / village and in def. formation
- -1 if attacking through bridge.
- +1 if defending attack through river
- +1 if Elite or Guard

RESULT

- 2** inflicts a morale check **3-4** inflicts **1 hit** .5+ inflicts **2 hits**
- **unmodified 6** always inflicts **at least 1 hit**
- add **1 damage cube / Hit marker per hit** into area
- **assaulting player** now decides how to **partition damage cubes** amongst his Inf units (5 max per unit)
- A **Morale Check** is required of **all assaulting Inf** units
- if any roll ≥ 2 was rolled** during firing round **or defensive Art fire scored a hit** during defensive Art fire
- all remaining **assaulting Inf fire once**. Roll **1d6 per unit**
- follow above firing procedure
- **Defending player** again decides how to **partition damage cubes / Hit markers** amongst his Inf units (5 max per unit)
- A **Morale Check** is now required of **all defending Inf** units
- if any roll ≥ 2 was rolled** during firing round
- **return to ** above and repeat sequence a second time**
- If **defending Inf remain** after 2 rounds of combat
- All **assaulting Inf must withdraw** (upright) to area(s) they came from (Leaders may also withdraw)

Step 4: Cav vs Inf Combat

Morale Check Procedure

- **Only Inf** units involved in assaults or fired by Rockets check morale
- owner assigns cubes to units
- roll **1d6** for **each Inf unit**

		Damage Points						
		<0	1	2	3	4	5	6>
D6 Roll Result	1	R	R	R	E	E	E	E
	2			R	R	E	E	E
	3				R	E	E	E
	4					R	E	E
	5						E	E
	6						R	E

R becomes **E** if enemy Cav in area. **R** becomes 1 damage cube if unit in town village.

Shift to the right for each		Shift to the left for each	
Assaulted only by Cav in open area	3	6	Square vs Cav
Unsupported	1	2	Guard
Attacking across river	1	1	Elite
Militia	1	1	Defending with Art in area

- **Cav in area must now charge opposing Inf**
- **unless** assault is occurring in **woods, town, river, or strong point** and all defending Inf have protection and are in defensive formation
- All **Cav** must **retreat** (Leaders can also retreat)
- They will be fired upon but may cause Morale Check for all defending Inf, as follows:
- All **Inf** that are in defensive formation (i.e. **Line**) immediately **form a square**
- If **defender had Cav in area** prior to assault then all **defending Inf** in mobile formation (i.e. **Column**) also become defensive (i.e. **line**) and also immediately **form a square**
- All **Inf** roll **1d6** against opposing Cav ► **6 is a hit**
- **Tire a fresh Cav unit ► eliminate a tired Cav unit**
- **No retreats possible**
- If any assaulting **Cav remain**
- **Morale Check** required of **all remaining Inf** units
- If any **Inf remain** after **Morale Check**
- All **Cav** must **withdraw** to area(s) they came from (or retreat if defending Cav) (Leaders may also withdraw/retreat)
- **All remaining Inf units become** defensive (i.e. **flat**) and immediately **form a square**

Step 5: Cav vs Art Combat

- If **defending Art** are in area **with only enemy Cav**
- add **1 cube** for each **Art unit** in area (only up to number of Art units in area)
- means enemy Art unit has become **unmanned**

Step 6: Inf vs Art Combat

- if **defending Art** are in area **with enemy Inf**
- **All Art** are **eliminated** (remove cubes too)
- Leaders can retreat
- A **Morale Check** is required of **all assaulting Inf** units
- if Art were the only defending units when assault began and defensive Art fire scored a hit** during defensive Art fire

Step 7: Cav Control Checks

- **All remaining Cav** units must make a **Control Check** - each unit rolls **1d6**. **Continue to charge** if d6 roll is **5 or 6**.
- Charges are continued into an **adjacent enemy-occupied area** if available
- Cav units that continue to charge carry with them their round markers
- It is possible for a unit to continue charging more than once.

In woods or town (except Light Inf or inf defensive)	1	1	Leader in area or Napoleon or Allied Monarchs in or adjacent areas
Assaulted by Gd.	1	1	In town and in def. formation
Opposed by combined force and not in town /village	1		Each Leipzig area attacked from the outside and Lindenau add 2 instead of 1.

- Notes on morale check:

- “**unsupported**” means **only 0 or 1** adjacent areas occupied by friendly Inf (**non-edge area**) or **0** adjacent areas occupied by friendly Inf (**edge area**)
- **Assaulted only by Cav in open area** This shift is not applied if the unit is opposed by both cavalry and infantry.
- “**combined force**” means opposing Inf and Cav both present and defending Inf not in Town / Village.
- “**square vs Cav**” applies only if assaulted by Cav only.

(5) CHANGE FORMATION - costs a Green Disk

- Change formation of any/all Inf and Art units in 1 area

(6) REINFORCE - costs a Green Disk

- Move **1 damage cube / Hit marker** from any area to an adjacent area containing at least 1 Inf unit.
- No need for a friendly Inf unit to be present in activated area
- Reinforcement moves eliminate 1 cube instead of transferring it if unit not adjacent to enemy (must have inf unit in activated area).

(7) DO NOTHING - costs a Green Disk

- May use red or purple disk if no green disk available

RETREAT PROCEDURE

- If attacking, units may retreat to the area they come from; cavalry units retreat only one area (exception Cossacks).
- All other units or in alternative, attacking units retreat to:
 - French: move 1 area towards Leipzig or, after possibility of French evacuation, towards the West side of the map
 - Bohemian Army: move 1 area towards South
 - Silesian Army: move 1 area towards Northwest corner
 - Northern Army: move 1 area towards North
 - Poland Army: move 1 area towards East.
- Units may not retreat to areas where there are enemy units or if they become closer to enemy units than the area they are retreating from.
- Leader may accompany retreating unit if desired
- Reinforcing units may retreat into their reinforcement box from an Entry Area (Over-stacking is permitted)- A retreating Inf unit must take along its damage cubes / Hit Markers
- Retreats are not allowed through impassable rivers.
- A unit retreating through a passable river (even if with a bridge) suffers one damage cube / Hit marker
- A unit unable to retreat is eliminated.

UNITS FORMATIONS

This Leipzig 1813 Vassal Module is an adaptation from Martin Wallace’s Waterloo.

In the original game meeples were used in upright or flat position (lying down) to mark different formations. This game uses different markers:

- **Units** have a colored circle to note their army (blue: French, white: Bohemian army, black: Silesian army, blue bordered with yellow: Northern army, green: Poland army). They have a specific number unit, its nationality and the type of unit: **L**-Light Infantry, **LC**-Light Cavalry, **HC**-Heavy Cavalry, **Ck**-Cossacks, **FA**-Foot Artillery, **HA**-Horse artillery, **R**-regular line infantry or regular cavalry, **G**-Guard, **EI**-Elite, **M**-Militia, **Rck**- Rocket unit.
- **Leaders**: are represented with a single piece. When a leader is activated (ordered) a marker is placed on the piece (by right-clicking the mouse and choosing *command*

/reset). This marker is deleted at the end of the turn in the same way. An upright leader is one who is available for activation. If a player uses an action to activate him he becomes used and should be placed a marker by his side. He will become available for use again in the next round of actions.

- **Infantry** are represented either by a Line (defensive formation) or a Column (offensive); it can switch formation by right-clicking the mouse. Infantry in square place a Square marker besides it to show it. A column infantry unit is in a mobile formation and is able to move and assault. An line infantry unit is in a defensive formation and is not allowed to move or assault. However, it will automatically switch to square formation if charged by enemy cavalry.

- **Cavalry** can be either in line or column; there is no difference between these two formation, besides the aesthetic and the purpose to adapt better to the areas' shapes. Tired cavalry is signaled with a triangular red marker (by right-clicking the mouse). A cavalry unit in column or line is a fresh unit. A cavalry unit with a red triangle marker is tired. A tired cavalry unit can only become fresh again during night turns by spending an action disk for each unit (green or purple). A fresh cavalry unit will become tired if a hit is scored against it by an artillery or infantry unit or when it is defeated by an enemy cavalry unit. If a tired unit suffers any of the above then it is usually eliminated.
- **Artillery** can be unlimbered (for artillery offensive fire) or limbered for moving. An unlimbered artillery unit is deployed and ready to fire. If an artillery unit moves then it is switched to limbered after movement. A limbered

artillery unit cannot fire if activated by the Fire Artillery action. It can still fire defensively. A limbered artillery unit can still move.

- Infantry cavalry and artillery formations can be changed at a number of points in the game. At the start of a player's round he has the opportunity to change the formation of as many units as he wishes. Both sides can change the formation of units in phase five, after each player has completed all of their actions. Players can also use an action disc to change the formation of units in an area.
- **Damage cubes** in the original version are replaced by **hit markers** (red for French Units and orange for Allied Units). Hit markers can be exchanged among all units of the same faction (i.e. French or Allied).

TERRAIN EFFECTS

Open ground

Open ground has no effect on movement or combat.

Woods

- All infantry units, (defending or assaulting), engaged in assault combat in a wooded area suffer a one column shift to the right for morale checks.
- Woods will block line of sight for artillery fire.
- Artillery can still fire into a wooded area, but will suffer a -2 die roll modifier.
- A cavalry unit must stop moving as soon as it enters a wooded area.
- Cavalry cannot assault into a wooded area. Cavalry assaulting directly from a wooded area, i.e. they are assaulting into an adjacent area, suffer a -1 die roll modifier if they engage in combat with enemy Cavalry (except Cossacks).
- If infantry assault cavalry in a wooded area then the cavalry must withdraw.

Town / Village

- Town / Village areas have generally a capacity of being occupied by only one unit.
- Wachau, Lindenau, Markleeberg, Lindenthal and Schonefeld can be occupied by two units.
- All Leipzig areas, Liebertwolkwitz and Mockern can be occupied by three units.
- An infantry unit can only benefit from being in a town if it is in a defensive formation (line). Artillery and cavalry can never benefit from being in a Town. If an infantry unit is in mobile formation (column) then it does not receive any of the benefits of the Town.
- If artillery is present in a town / village area and an assault is launched into the area then the defending player must declare whether any infantry units are willing to forego the defensive benefits of the town to protect the artillery. If no infantry unit protects the artillery then after the first round

of infantry vs infantry combat if any assaulting units remain in the area they will eliminate all artillery units.

- Infantry that have the benefit of the town / village cannot be charged by cavalry, nor do they suffer a negative morale check shift for being faced by a combined force.
- All infantry in mobile formation (column) in towns suffer a shift of one column to the right on morale checks, whether they are defending or assaulting (exception: Light Infantry).
- Artillery fire suffers a -2 die roll modifier for firing into a town. A town blocks line of sight, although artillery can still fire into it. Artillery firing from a town is unaffected by the town.
- A cavalry unit must stop moving as soon as it enters a town / village area.
- Cavalry cannot assault into a town.
- If cavalry assault from a town / village area into an adjacent area then they suffer a -1 die roll modifier in any combat with enemy cavalry (Cossacks excepted).
- If infantry assault cavalry in a town then the cavalry must withdraw.

Rivers

- There are major rivers (large blue lines) that are impassable, except by bridges.
- Minor rivers (thin blue lines) can be crossed but a cavalry unit and Horse artillery must stop moving as soon as they try to cross a minor river in a 2nd or more area move (except by bridge). Cavalry or Horse Artillery that starts movement adjacent to a minor river must stop after crossing it.
- Cavalry assaulting directly across a minor river area suffer a -1 die roll modifier if they engage in combat with enemy cavalry (even by bridge).

Bridges

- Bridges allow movement through rivers without penalties.
- A bridge can be damaged by an Infantry unit spending one purple or green disk if it is the sole action performed by

this unit during the turn and there are no enemy units in areas adjacent. Damaged bridges do not allow crossing of units

- A damaged bridge through a minor river can be repaired by an Infantry unit spending one purple or green disk if it is the sole action performed by this unit during the turn and there are no enemy units in regions adjacent; the repaired bridge can be used only next turn.
- A repaired bridge allows only one single unit (inf, cav, art) per action plus any number of Leaders.
- A damaged Bridge through a major river cannot be repaired.

Swamps

- Artillery cannot move through swamps except by road.
- Artillery suffers a -1 die roll modifier when firing into a swamp area. Artillery cannot fire from a swamp area.

- A cavalry unit must stop moving as soon as it enters a swamp area. Cavalry cannot assault into a swamp area. Cavalry assaulting directly from a swamp area, i.e. they are assaulting into an adjacent area, suffer a -1 die roll modifier if they engage in combat with enemy cavalry.
- If infantry assault cavalry in a swamp area then the cavalry must withdraw.

Roads

All reserve movements on road +1 area for inf/foot art, 2 areas for cav, H art, leaders (if the units start and end their turn on the same road).

Hills

Hills only affect line of sight and artillery fire. An artillery unit positioned over a hill may fire over units that are in lower adjacent areas. Woods and towns / villages adjacent to hills do not allow artillery fire beyond that area.

LEADERS

- ▶ Allows a player to double the effect of an action disc.
- ▶ A Leader can activate units in 2 adjacent areas or activate the same area twice
 - **Green Disk** - each of the activated areas may perform different actions.
 - **Red Disk** - Activated areas may only assault
 - **Purple Disk** – activated areas may only do reserve mov.
- If a leader activates 2 areas that both will perform assault actions then all movement by the assaulting units must be completed before combats.
- A leader can be activated once during a player's action round.
- A leader can choose to retreat / withdraw along with all types of friendly units.
- If a leader ends up in an area with only enemy units it's eliminated /this can happen if leader has no area to retreat or if an enemy unit enters an area where a leader stands alone.
- Only 1 leader per area can be activated although an area can contain multiple leaders.
- Allied leaders cannot activate units from other allied armies excepting Schwarzenberg.
- Leaders benefit the Morale checks for units in the same area. Napoleon and the allied Monarchs benefit the morale checks for units in the same and adjacent areas.
- If Napoleon is eliminated (see optional rule under Victory Check Phase) all French leaders lose their command abilities (they still give the morale bonus to units in their areas).

MAIN LEADERS

-There are two main leaders: Napoleon, for the French Units and Schwarzenberg for the Allied Units. Main leaders have the same abilities as the other leaders and, in alternative, they can activate two leaders within a radius of 5 regions that can order two units each; this is called a Main Command. Thus, by activating a Main Leader a player can activate 4 regions simultaneously. After a Main Command the Main Leader and all the leaders involved are considered ordered and cannot be activated once more during the phase turn.

MONARCH'S INTERFERENCE

Whenever the Allied Player is willing to use Schwarzenberg for a Main Command, immediately after he declares which regions are going to perform actions, the French Player may use a Monarch's interference, which forces the Allied to choose different regions to activate, than the original ones. This Monarchs Interference can be used by the French Player up to three times during the game. Whenever the Allied Player is willing to use Schwarzenberg for a Command, immediately after he declares which region(s) is (are) going to perform action(s), the French Player may use a Monarch's interference, which forces the Allied to choose different regions to activate, than the original ones. This Monarchs Interference can be used by the French Player up to three times during the game and it is valid for ordinary commands and main commands.

Notes:

Monarchs Unit cannot be used for a Main Command Action.

- Monarchs must always be placed within two areas from Schwarzenberg at the end of each action round (during the verification of the area limits). If anytime during the game the players find that this rule was not accomplished, the Monarchs Unit is placed immediately within 2 areas from Schwarzenberg at the cost of one green action disk from the Allied Southern Sector (allied Player's choice of the area). If there are no green disks left the Allied Southern Sector will receive one less green disk at the next turn.

GRAND BATTERY FIRE

If a player chooses the Fire Artillery action then he can also choose to use Grand Battery fire. This does not cost an extra action.

Each artillery unit fires twice instead of once. A unit must direct both of its fires against the same area. When the player selects this option he must remove one marker from the Grand Battery box. This option can only be taken six times in the entire game.

Once there are no more markers in the Grand Battery box then the player cannot perform Grand Battery fire.

Grand Battery fire may be used more than once in the same action round.

COSSACKS

If Cossacks are assaulted they may opt to retire 1 or 2 areas instead of fighting.

Attacking cavalry must make a control check, if they pursue the retiring Cossacks these may opt to retire again 1 or 2 areas.

LEIPZIG'S BRIDGE DESTROYED

If at the end of a turn the Allies have 1 unit inside Leipzig, the French Player during the Victory Check Phase must throw a dice: on a roll of 1 or 2 the West Leipzig Bridge is destroyed; if they have 2 units, on a roll of 4,5 or 6. The dice are rolled during every Victory Check Phase if these conditions are met.

GERMAN'S DEFECTION

Whenever a French Player orders an area with German Units (Units with yellow dots) adjacent to regions with enemy units to assault, to make a close movement or fire artillery, all the German Units in the region throws two dice for each unit (even if the German units themselves do not perform any actions, suffice that the area where they are is activated). With a modified result of 2 they defect and are immediately removed from the map. They do not count, however, as Victory Points for the Allied faction.

- Dice roll modifiers: each hit marker or tired cavalry marker in the area counts as -1 on the dice result.

If at least one German unit defects, all German Units that are in adjacent regions (provided they are also adjacent to regions with enemy units), must also roll dice for defection.

The effect is cumulative: if a German unit in a 2nd region also defects, than all the German units adjacent to that 2nd region that are also adjacent to regions with enemy units rolls for defection (excepting German Units who have already rolled).

SOLITAIRE VARIANT method for determining number of actions (by Alan Montgomery):

After each action draw a tile.

► If the tile is less than the number of actions discard the tile and draw again.

► If the tile is equal to the number of actions the action round is over.

► If the tile is more than the number of actions then the action round is not over, return the tile to the bag.

TEAM PLAYING

Leipzig 1813 is a 2 Faction's game.

- Due to the number of units and areas It is possible to adapt to play in teams with two players each, where each individual player can focus on the strategic / tactics issues of their own sector.
- **4 Players game:** French are divided among units on the South Sector (Napoleon) and North Sector (Ney); one Allied player controls the armies of Bohemia and Poland and the second the armies of Silesia and the North.
- **3 Players Game:** one player controls the French, one Allied player controls the armies of Bohemia and Poland and the second the armies of Silesia and the North.
- In each team one of the players is the supreme commander and ultimately decides what actions will be issued to the units; however the second commander is responsible for deciding the movements / actions of his units, rolling dice, etc.
- Among teams the players are free to talk among themselves at any time during the game without the opponent's team hearing.