

LEIPZIG

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LEIPZIG

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ALLIED UNIT COUNTERS	\$1.00
PLAYING BOARD	\$2.00
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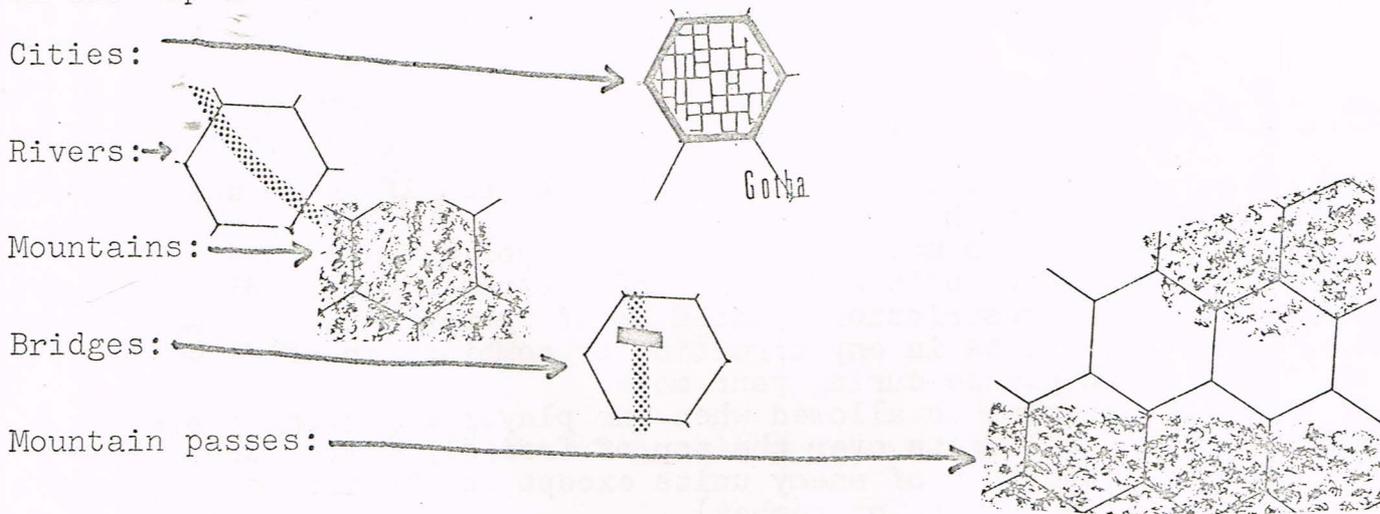
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LEIPZIG

THE MAPBOARD

The mapboard shows the area in which the crucial maneuvers took place during the Leipzig campaign against Napoleon. A hexagonal grid has been drawn over the map to be used for movement of troops. Hereafter these hexagons will be called squares. The different terrain on the map are as indicated below:



PREPARE FOR PLAY

1. After setting the board down and separating the counters, the players place the counters in the correct amounts and types on the board in accordance with the DEPLOYMENT CHART included with the rules.
2. The Allied player sets his units up first.
3. After the Allied player has set up his units the French player sets up his units.

THE UNIT COUNTERS

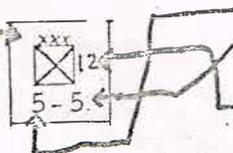
With the game you will find unit counters representing the different troops under your command. These units are your chessmen. French units are blue and the Allied units are red.

xx-Division

xxx-Corps

xxxx-Army

Diagram

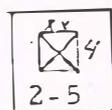


COMBAT FACTOR: a unit's ability to have comba

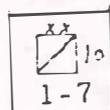
MOVEMENT FACTOR: a unit's ability to move across clear terrain in # of squares

UNIT DESIGNATION: The number or name of the unit

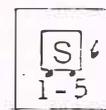
TYPES:
INFANTRY



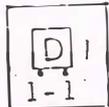
CAVALRY



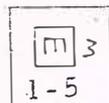
SUPPLY



DEPOT



ENGINEERS



HOW TO PLAY

1. The Allied player moves as many of his units he desires to. He does not have to move all or any of his units if he decides too.
2. All combat that the Allied player can have and desires to is resolved.
3. The French player moves.
4. The French player engages in combat.
5. One of the plays then checks off the completion of one complete turn.
6. Repeat steps 1-5 till the game is over on turn 10.

HOW TO MOVE UNITS

1. A player may move all of his units that he can if he so desires during the movement portion his turn.
 2. You do not have to move any unit nor do you have to move all your units.
 3. You may move each unit any number of squares not exceeding its normal movement rate or restrictions placed on it by terrain.
 4. You may move units in any direction or combination of directions, in any fashion you please during your move.
 5. No enemy movement is allowed when one player is moving his units.
 6. You may move all units over the top of freindly units but you may not move over the tops of enemy units except in the case of auto-matic elimination. (see rules for combat).
 7. Movement rates are not transferable from one unit to another, nor can they be accumulated from one turn to the next.
- NOTE: THE DIE IS USED ONLY TO DETERMINE THE RESULTS OF COMBAT. NOT THE AMOUNT OR DIRECTION OF MOVEMENT. THE DIE HAS NO EFFECT ON MOVEMENT.
8. When a unit moves next to an enemy held square he must stop and can move no further. You are not allowed to move through enemy zones of control.

HOW TO HAVE COMBAT

1. Each unit has a zone of control extending around the six squares that are adjacent to his position. (See diagram)
2. In order to have combat two opposing units must be adjacent so that there positions are in the zone of control of the enemy's unit.
3. Combat takes place after all movement has been made.
4. The player who is moving is considered to be the attacker. In other words if the French player has just moved his units he is the attacker during the combat portion of his turn.
5. You may attack as many enemy units as you can reach in the same turn as long as you are supplied.
6. You resolve combat one battle after another.
7. To determine battle odds the attacker's combat factor is stated first and then the defender's combat factor is stated second. For example: If a French corps with a combat factor of 5 attacks a Prussian cavalry unit with a defense factor of 2 the battle odds would be 5 to 2 which reduces to 2--1. To resolve combat the die is rolled and the results are found under the 2--1 column on the combat results table.
8. The attacker has the option to resolves battles in any order he pleases.

9. The Attacker does not have to attack every enemy held square that he is adjacent to.
10. When attacking an enemy held square he must resolve the combat against all the defending units in one battle treating the defending units (if more than one) as one unit.
11. The combat factor of the attacker is always its basic strength as printed on the unit counter. The attacker is never doubled when attacking.
12. The combat factor of the defender is doubled under the following conditions:
- The attacker is attacking across a river on either a bridge or an engineer unit. All the attacking units must come from such squares for the unit to be doubled.
 - The defender is on a mountain square, even if a pass runs through the square.
 - The defender is in a town and has taken up seige positions.
13. Either player may take up seige positions in any of the towns on the board. To do this the unit in the town is placed upside down so that the back of the counter now shows. When in seige positions only a roll of defender eliminated is counted. Players disregard all calls for defender scattered. All die rolls affecting the attacker are counted. When in seige positions a unit may be 'buttoned up' by placing enemy units around the unit so that he can not move except into an enemy zone of control. This can be accomplished very easily with two units on opposite ends of the town's hexagon. When a unit is 'buttoned up' it may not move and must stay besieged. It can not attack out unless it flips over to its non-seige side and stays in the town in such a position for one turn. For example: if a French unit took up seige positions in Dresden on turn one and was beseiged by two Austrian units, it could form into attack position on turn two but could only attack on the following turn three. To attack out the attacker must have a supply unit with him.
14. To attack you must be adjacent to a friendly supply unit.
15. No unit may attack twice in any one turn.
16. No unit may be attacked twice or more in any one turn.
17. The combat factor of the attacker can not be spilt between different attacks.
18. You may not attack across rivers except at bridges or across engineer units.

NAPOLEON

Because of the rare expertise of Napoleon in inspiring and directing his troops on the field of battle, all French units which are adjacent to Napoleon's units are doubled whether they are on defense or on the attack. Naturally, if the Napoleon counter is destroyed the French lose the capacity of it in the form of doubling.

SUPPLY

1. To attack, the attacking units must be adjacent to a supply unit of the attacker's side.
2. After the attacks are made the supply units are used up and removed from the board.
3. Each player receives one additional supply unit each turn at his depot station. The Allied player receives two additional supply units if he has both depot units free.
4. You may not have more supply units on the board than come with the game.
5. Enemy supply units which are captured may be used to supply the captor's attacks on the next turn.
6. A player may choose to destroy his own supply units to keep them out of the enemy's hands. He merely picks the supply unit off the board. This may be done during the player's movement portion of his turn only.
7. Once a depot unit is destroyed it may never be brought back on the board. Remember: supply units originate from depot units so if you lose the depot unit you also lose the capacity to take in a supply unit from the depot unit. **BE CAREFUL TO WATCH YOUR DEPOT UNITS.**

BUILDING UP AND BREAKING DOWN UNITS

The game has with it counters for divisions, corps and armies. The players may form up into any of these organizations. To form an infantry corps requires two infantry divisions; to form an infantry army requires three infantry corps or six infantry divisions. By forming up into higher organizations the player gains combat factors but loses either mobility or covering power. Whereas six infantry divisions would be able to screen six to 12 squares one army would be only able to screen 1 to three squares, but the combined combat factor of six divisions is 12 whereas the combat factor of the same six divisions formed into an army is now 18. Therefore be careful of which organization you use for your units.

Cavalry can only be organized into divisions or corps

1. To change the organization of several units into a higher organization, one must collect all the units to be combined in one square.
2. Each unit loses two movement factors when it goes through the process of combining with other units. For example: if two infantry divisions were to combine to form an infantry corps neither of the units could move more than three squares in the turn that they combine.
3. You may combine units at anytime during the movement portion of your turn.
4. You may break units down at any time at no cost to their movement factor.

MORE THAN ONE UNIT PER SQUARE.

You may stack three units of any type or size on one square.

1. Units can only cross rivers at bridges or over an engineer unit placed on a river square.
2. If units are crossing a river over the engineer unit then only one unit may be allowed to attack across the engineer unit.
3. Every square of Mountainous terrain that is entered costs two movement factors. All fractions are lost. In other words a unit with a movement factor of 5 may move through 2 mountain squares.
4. Units may treat mountain passes as plain squares as long as they move in the exact direction of the pass.
5. Units may move up and down a river without any special effect as long as they do not cross the river.

HOW TO WIN

1. The French win if they destroy both of the Allied depot units.
2. The Allies win if they capture the French depot unit.
3. The Allies win if they have twice the number of combat factors on the board at the end of the game as the French do.
4. The French win if they have a larger number of combat factors on the board than the Allies at the end of the game.
5. If none of the above conditions are met then the game is a draw.
6. For counting French combat factors the doubling effect of Napoleon is ignored.

DEPLOYMENT CHART: This chart shows where units are placed at the start of the game. Allies place their units first, then the French.

All units must, with the exception of the Russian Army, be placed within the areas outlined.

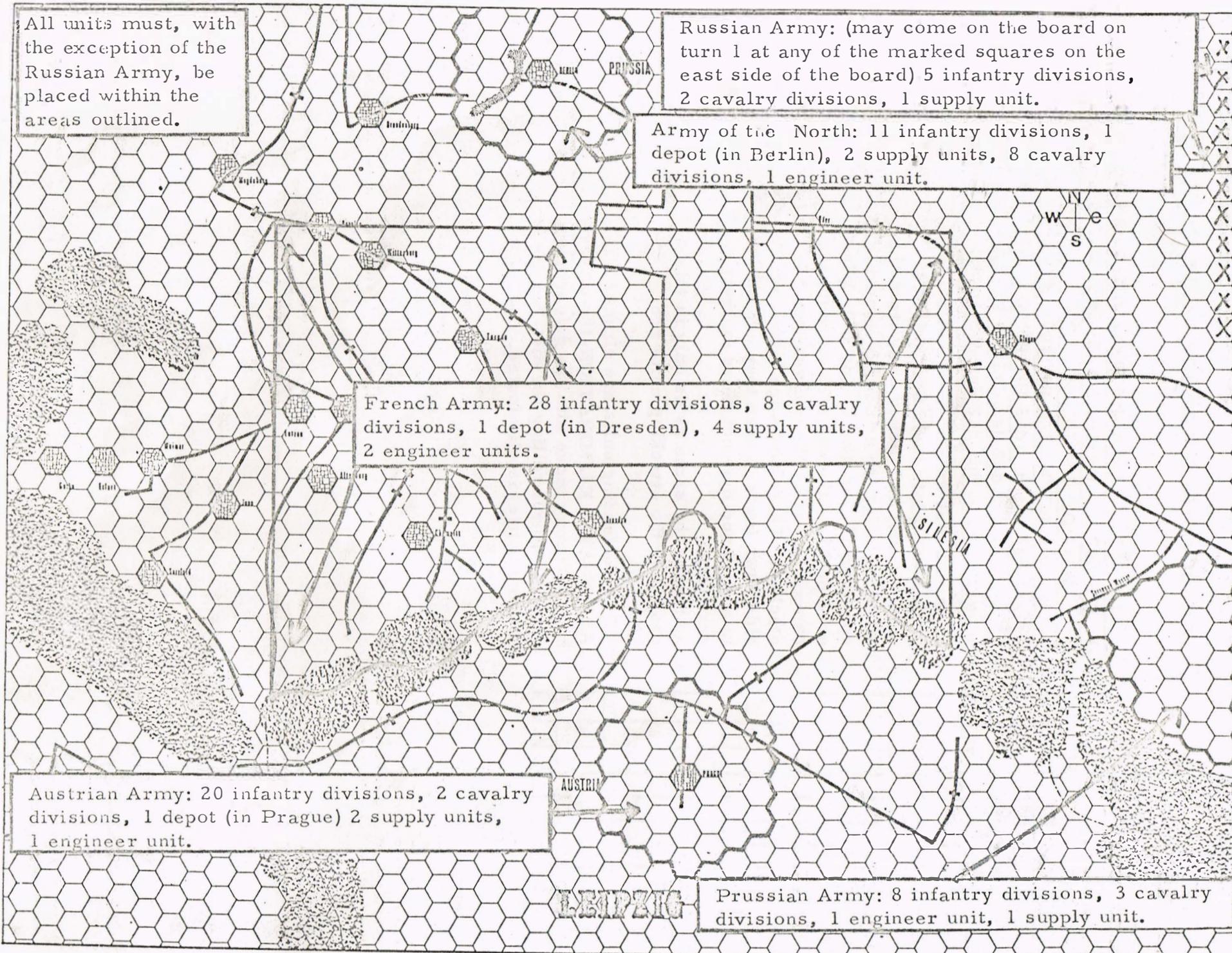
Russian Army: (may come on the board on turn 1 at any of the marked squares on the east side of the board) 5 infantry divisions, 2 cavalry divisions, 1 supply unit.

Army of the North: 11 infantry divisions, 1 depot (in Berlin), 2 supply units, 8 cavalry divisions, 1 engineer unit.

French Army: 28 infantry divisions, 8 cavalry divisions, 1 depot (in Dresden), 4 supply units, 2 engineer units.

Austrian Army: 20 infantry divisions, 2 cavalry divisions, 1 depot (in Prague) 2 supply units, 1 engineer unit.

Prussian Army: 8 infantry divisions, 3 cavalry divisions, 1 engineer unit, 1 supply unit.



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LEIPZIG COMBAT RESULTS TABLE

1-2 1-1 2-1 3-1 4-1 5-1 6-1 7-1 or more (automatic elimination)

1	ds2	ds3	DE	DE	DE	DE	DE	A
2	ds2	ds3	DE	DE	DE	DE	DE	U
3	as1	ds2	ds3	ds3	DE	DE	DE	T
4	as1	ds1	ds2	ds2	ds3	DE	DE	O
5	as2	as1	ds1	ds2	ds3	ds3	DE	E
6	as2	as2	as1	ds1	ds2	ds3	ds3	L

ds means that the defending units are broken down into their next smallest units (if any) and moved away from the attacking units the number of squares specified (ds2 means 2 squares). When ever possible the defeated units must be on squares by themselves (not stacked). These units are turned up side down (except when they end up in a city) and may not move on their next turn.

as means the same as ds only in this case only the attacking units are affected.

DE the defending units are eliminated.
AUTOMATIC ELIMINATION-the attacking units may move into the defender's square without rolling the die. the defending unit(s) is eliminated.