NAPOLEON AT WAR
Standard Rules
for the games

MARENGO, JENA-AUERSTADT, WAGRAM, THE BATTLE OF NATIONS

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[1.0] INTRODUCTION

The **Napoleon at War** game system is an operational simulation of warfare during the era of the Napoleonic Wars. Each game in the system represents one of the great battles in the period. The Playing Pieces represent the actual units which participated in the battles, and the Map represents the terrain over which those units fought.

The rules for each game in the **Napoleon at War** Series are contained in two folders. The first contains **Standard Rules**, which are common to all the games in the series. The second folder contains **Exclusive Rules**, Initial Deployment and Reinforcement Rules, which are different in each game.

This game has been designed to insure maximum playability and maximum reality (in that order). In order to achieve these goals, the physical compo-

nents, as well as the game rules, have been designed to make the game easier to understand and play. The components include a smaller, more compact playing map, never more than a hundred playing pieces, and standardized rules.

The standardization makes it easier for the gamer to go from one game to another within the series. It also enables the games' designers to concentrate on the realism aspect of the games (the standardization generally takes care of any playability problems).

[2.0] GAME EQUIPMENT

[2.1] THE GAME MAP

The 22" x 17" mapsheet portrays the area in which the battle was fought. It includes all the significant terrain in the battle, a Terrain Key, and a Turn Record Track.

A hexagonal grid is superimposed over the terrain features printed on the mapsheet in order to regularize movement and positioning of the playing pieces.

To make the map lie flat, back-fold it against the creases. Small pieces of masking tape may be used at the corners of the map to hold it taut.

[2.2] GAME CHARTS AND TABLES

Various visual aids are provided for the Players in order to simplify and illustrate certain game functions. These are the Terrain Effects Chart, the Combat Results Table, the Reinforcement Chart and the Deployment Chart.

[2.3] THE PLAYING PIECES

The cardboard pieces represent the actual military units that took part in the original battle. The numbers and symbols on the pieces represent the strength, movement capability, and type of unit represented by that piece. These playing pieces will hereafter be referred to as "units."

[2.4] HOW TO READ THE UNITS

Designation   1/Leg   Type Symbol

Combat Strength   **5-4**

Movement Allowance
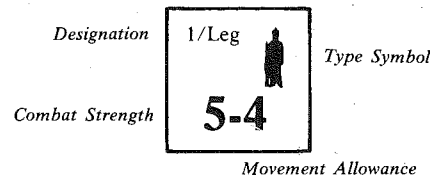
Unit Designations
Units are identified by numerals in this sequence: division/corps (roman numeral) or brigade/division

Unit Types

Infantry   Artillery

Cavalry

Combat Strength is the relative strength of a unit when attacking and defending, expressed in terms of Strength Points.

Movement Allowance is the maximum number of clear terrain hexes that a unit may be moved in a single Movement Phase, expressed in Movement Points. More than one Movement Point may be expended for each hex entered according to the terrain in the hex.

[2.5] GAME SCALE

Each hexagon on the map represents between 400 and 800 meters of real terrain. Each Strength Point represents between 500 and 1,000 men. Each Game-Turn represents between one and two hours of real time.

[2.6] PARTS INVENTORY

	Folio Game:	QuadriGame:
Game Map	1	4
Sheet of Die-Cut Counters	1	4
Standard Rules Folder	1	2 identical
Exclusive Rules Folder	1	4 different
Die	0	1
Game Box	0	1
Folio (folder)	1	0

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

Questions regarding the rules of the game, if accompanied by a stamped, self-addressed envelope, will be answered. Send to: Game Questions Editor, at the above address.

[3.0] SETTING UP THE GAME

The cardboard Playing Pieces should be punched out of the Unit Counter Sheet. The blue colored pieces represent French forces; the other colored pieces represent the force(s) opposing the French. Players should determine who will be the French Player and who will command the forces opposing the French (the non-French Player).

The Players then consult their respective Initial Deployment Charts. These charts tell the hex number, strength and designation of each unit which is in play (on the map) during the First Game-Turn. Players should simultaneously place each of these units in its proper position on the map. All remaining units should be placed aside and brought into play according to the Reinforcement Chart. In setting up units, Players may disregard historical designations, so long as the unit type and strength are correct.

Once the units are set up, Players are ready to commence Game-Turn One; place the Game-Turn Marker in the first position on the Game-Turn Track.

In order to determine which Player is the first Player and which the Second Player, consult the Exclusive Rules Folder. There Players will also find rules for bringing in the reinforcement units which are given on the Reinforcement Chart. Play proceeds according to the Sequence of Play through the final Game-Turn.

[4.0] SEQUENCE OF PLAY

The game is played in successive Game-Turns composed of alternate Player-Turns. During each Player-Turn, the Player maneuvers his units and resolves combat in sequence, according to the following outline, and within the limits provided by the rules which follow. At the conclusion of the final Game-Turn, the Victory Conditions are consulted and a winner is determined.

[4.1] SEQUENCE OUTLINE

The Game-Turn is divided into a First Player-Turn and a Second Player-Turn. The Player whose

Player-Turn is currently in progress is termed the Phasing Player. The activity which may take place during each Phase is outlined below:

1. FIRST PLAYER-TURN

A. **Movement Phase:** The Phasing Player may move all, some or none of his units as he desires within the limits and restrictions of the rules of Movement and Zones of Control, and the Exclusive Rules of the game. The Phasing Player may bring reinforcement units onto the map as allowed by his Reinforcement schedule and the Reinforcement rules. The non-Phasing Player's units may not move.

B. **Combat Phase:** The Phasing Player uses his units to attack the non-Phasing Player's units according to the rules of Combat and Artillery. During this Phase neither Player may move his units except when forced to, as a result of the Combat Resolution procedure.

2. SECOND PLAYER-TURN

The Second Player now becomes the Phasing Player and accomplishes movement and combat in the manner described above.

3. GAME-TURN RECORD INTERPHASE

The Game-Turn Marker should be advanced one space on the Game-Turn Record Track to mark the passage of one Game-Turn and signal the start of another.

[5.0] MOVEMENT

GENERAL RULE:
During the Movement Phase, the Phasing Player may move as many or as few of his units as he desires. They may be moved in any direction or combination of directions.

PROCEDURE:
Units are moved one at a time tracing a path of contiguous hexes through the hex grid. As a unit enters each hex, it must pay one or more Movement Points from its Movement Allowance.

CASES:

[5.1] PROHIBITIONS

[5.11] Movement may never take place out of sequence. A Player's units may be moved during his own Movement Phase. During the Combat Phase, a unit which is either attacking or defending may be called upon to advance or retreat after its combat is resolved. During the Enemy Player's Movement Phase, and during both Players' Combat Phases, except when advancing or retreating as a result of combat, Friendly units must not be moved.

[5.12] A unit may never enter a hex containing an Enemy unit.

[5.13] A unit may never exit an Enemy controlled hex during any Movement Phase. An Enemy controlled hex may be left only during a retreat or advance as a result of combat (see 7.7).

[5.14] No combat takes place during the Movement Phase. Once a Player has begun to resolve combat, and has thrown the die, he has irreversibly initiated the Combat Phase.

[5.15] The number of Movement Points expended by a unit during a single Movement Phase may not exceed the Movement Allowance. A unit may expend any portion of the Movement Allowance, but unused Movement Points may not be accumulated until another Movement Phase or transferred to another unit.

[5.16] Movement from hex to hex must be consecutive; that is to say, a unit may not skip hexes.

[5.17] Once a unit has been moved, and the Player's hand is taken from the piece, it may not be moved any further during that Movement Phase, nor may it change its move without the consent of the opposing Player.

[5.2] EFFECTS OF TERRAIN

[5.21] A unit must expend one Movement Point to enter a clear terrain hex. To enter other types of terrain, a unit must often expend more Movement Points. And some hexes are prohibited to movement entirely. See 9.0, Terrain Effects Chart.

[5.22] A unit which moves from one road hex directly into an adjacent road hex through a road hexside expends only ½ Movement Point regardless of other terrain in the hex.

[5.23] A unit which moves from one trail hex directly into an adjacent trail hex through a trail hexside expends only one Movement Point regardless of other terrain in the hex.

[5.24] Units may cross river hexsides only by moving through a bridge hexside. There is no **additional** cost for moving through a bridge hexside.

[5.25] Units may cross Stream hexsides. Movement through a Stream hexside costs two **additional** Movement Points. Example: If a unit moves through a Stream hexside into a forest hex, the cost is four Movement Points.

[5.26] A unit which moves from a slope hex (containing the slope terrain symbol) through a slope hexside into a clear terrain hex must expend one additional Movement Point. A unit which moves from a clear terrain hex through a slope hexside, into a slope hex expends no additional Movement Points.

[5.3] EFFECTS OF FRIENDLY UNITS

[5.31] A Friendly unit may move through hexes occupied by other Friendly units. There is no additional cost for entering a Friendly-occupied hex.

[5.32] A Friendly unit may not end any Phase stacked in the same hex with another Friendly (or Enemy) unit. There may never be more than a single unit in a hex at the end of any Phase.

[5.33] There is no limit to the number of Friendly units which may pass through a single hex in one Movement Phase.

[5.34] Friendly controlled hexes never inhibit the movement of Friendly units.

[6.0] ZONES OF CONTROL

GENERAL RULE:
The six hexagons immediately surrounding a hex constitute the Zone of Control of any unit in that hex. Hexes upon which a unit exerts a Zone of Control are called controlled hexes and inhibit the movement of Enemy units: All units must cease movement when they enter an Enemy controlled hex.

CASES:

[6.1] All units exert a Zone of Control throughout the Game-Turn, regardless of the Phase or Player-Turn. The presence of Zones of Control is never negated by units, Enemy or Friendly.

[6.2] Units do not pay any additional Movement Points to enter an Enemy controlled hex, as in some other SPI games.

[6.3] There are only two ways to exit a hex in an Enemy Zone of Control: Either by retreat or advance as a result of combat, or by removal of the Enemy unit exerting the Zone of Control as a result of combat.

[6.4] Obviously, if a given unit is in an Enemy controlled hex, the Enemy unit is also in its controlled hex. The two units are equally and mutually affected.

[6.5] If there is an Enemy and Friendly Zone of Control exerted over the same hex, both Zones co-exist, and that hex is mutually controlled by both Players. There is no **additional** effect from having more than one unit exerting Zones of Control onto a single hex.

[6.6] Zones of Control always extend into all six hexes adjacent to the controlling unit's hex, with this exception: Zones of Conrtol never extend through a non-bridged river hexside.

Example:
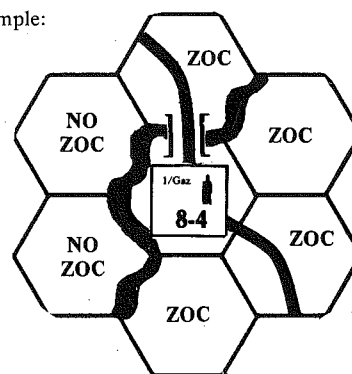
[7.0] COMBAT

GENERAL RULE:
Combat between adjacent opposing units is mandatory. Artillery units (8.0) are the only units which may attack units to which they are not adjacent. The Phasing Player is termed the Attacker; the other Player is the Defender, regardless of the overall situation.

PROCEDURE:
The Attacker totals the Combat Strengths of all the units attacking a given hex and compares the total to the Combat Strength of the defending unit in the hex under attack. The comparison is expressed as a ratio between attacking and defending Strength Points (attacking Strength Points divided by defending Strength Points) and is simplified by rounding down to one of the odds ratios on the Combat Results Table. Example: If thirteen Strength Points were attacking four, the combat odds ratio would be 3.25 to 1, rounded off (always in favor of the defender) to three to one.

Having determined the actual combat odds, the attacker rolls the die. The result indicates a line on the Combat Results Table (7.6), which is cross-indexed with the column representing the combat odds. The intersection of line and column yields a combat result. Separate combats may be resolved in any order that the Attacker wishes, so long as all combats are resolved during that Combat Phase.

CASES:

[7.1] WHICH UNITS ATTACK

[7.11] All Enemy units that have Friendly units in their Zones of Control must be attacked by the Friendly (Phasing) Player's units in the Combat Phase. He may resolve these attacks in any fashion desired, as long as all adjacent units are attacked, within the requirements of 7.2.

[7.12] All of the Phasing Player's units which end the Movement Phase in an Enemy controlled hex must attack some Enemy unit during the ensuing Combat Phase. The Phasing Player may choose which attacking units will attack each defending unit, as long as all adjacent Friendly units participate in an attack.

[7.13] An Enemy-occupied hex may be attacked by as many units as can be brought to bear in six adjacent hexes, and by as many artillery units as are within range (see 8.0).

[7.14] No unit may attack more than once per Combat Phase, and no Enemy unit may be attacked more than once per Combat Phase.

[7.15] Units may only attack when adjacent to the defending unit (exception: see 8.0).

[7.2] MULTIPLE UNIT AND MULTI-HEX COMBAT

[7.21] If a Phasing Player's unit is in the Zone of Control of more than one Enemy unit, it **must**

attack all those adjacent Enemy units which are not engaged by some other attacking unit. The Combat Strengths of the defending units are totalled into one combined Strength to which the attacking unit compares its Strength to determine the odds.

[7.22] Units in two or more different hexes may combine their Combat Strengths and attack a single hex, if all the attacking units are adjacent to (or within range of) the Enemy occupied hex. The Combat Strengths of the attacking units are totalled into one combined Combat Strength, and then compared to that of the defending unit in order to determine the odds.

[7.3] COMBAT STRENGTH UNITY

A given unit's Combat Strength is always unitary; it may not be divided among different combats either in attacking or defending.

[7.4] EFFECTS OF TERRAIN

Units defending in certain types of terrain may have their Combat Strength increased. This increase is always a multiple of the original Combat Strength. Example: A unit with a Combat Strength of "5" would defend, on a Rough Terrain hex, at an effective Strength of "10." See the Terrain Effects Chart (9.0) for a complete summary.

[7.5] DIVERSIONARY ATTACKS

A unit may make attacks at poor odds in order that adjacent attacks against other defenders may be made at higher odds (by alloting most of the attacking force to the major objective). These attacks are known as "Diversionary" or "Holding" Attacks.

[7.6] EXPLANATION OF COMBAT RESULTS

Ae = **Attacker Eliminated.** All Attacking units are eliminated (remove from the map).

De = **Defender Eliminated.** All Defending units are eliminated.

Ex = **Exchange.** All **Defending** units are eliminated. The Attacking Player must eliminate **Attacking** units whose total, printed (face value) Combat Strength **at least** equals the total printed Combat Strengths of the eliminated Defending units. Only units which participated in a particular attack may be so eliminated.

Ar = **Attacker Retreat.** All Attacking units must retreat one hex (see 7.7).

Dr = **Defender Retreat.** All Defending units must retreat one hex.

[7.7] RETREATING AND ADVANCING AS A RESULT OF COMBAT

[7.71] When the Combat Result requires that a Player's units be retreated, the Owning Player must immediately move those units one hex so that they are no longer in an Enemy controlled hex. The Owning Player may decide the direction that each of his retreating units moves.

[7.72] A retreating unit may not retreat into a prohibited hex, cross a prohibited hexside, or enter an Enemy controlled hex. If no hex is open to retreat into, the unit is eliminated.

[7.73] A retreating unit may enter a vacant hex (within the restrictions of 7.72). If there is no permissible vacant hex, the retreating unit may displace an adjacent Friendly unit (see 7.8).

[7.74] Whenever a hex is vacated as a result of combat, one victorious unit which participated in that combat may advance into the vacated hex. This advance may be made regardless of Enemy Zones of Control. The option to advance must be exercised immediately, before any other combat resolution. A unit is never forced to advance. A unit may never advance more than one hex as a result of combat. After advancing, units may neither attack nor be attacked that Phase (see

7.14), even if their advance places them next to Enemy units whose battles are yet to be resolved, or who were not involved in combat. However, advances are useful in **cutting off** the retreat of Enemy units whose combat has not yet been resolved.

[7.75] Only one victorious unit may advance into a vacated hex. If two hexes are vacated as a result of a single combat, the victorious Player may still advance only one unit.

[7.8] DISPLACEMENT

[7.81] If the only hex available to the retreating unit is one which is already occupied by another uninvolved Friendly unit, then the uninvolved unit is **displaced** (pushed out of its hex) by the retreating unit. The displaced unit is moved back by the Owning Player (as if it were retreating as a result of combat) and its position is taken by the retreating unit. The displaced unit itself may not be forced into Enemy controlled or other prohibited hexes.

[7.82] If the displacement would cause the displaced unit(s) to be eliminated, the retreating unit is instead eliminated. Displaced units can themselves displace other Friendly units in a sort of chain reaction of displacement, if that is the only permitted path of displacement open to them. A unit may be displaced more than once per Combat Phase, if that is the only alternative. Displaced Artillery units which have not yet engaged in combat, may not fire during that Combat Phase. Units may not displace other Friendly units if they have other paths of retreat open to them.

[7.9] VOLUNTARY REDUCTION OF COMBAT ODDS

Prior to the resolution of any attack, the attacking Player may announce that he wishes to reduce the combat odds of that attack. He incurs no responsibility or penalty by doing this, but he may not change his mind subsequent to the die roll. Example: Attack is computed to be a "5-1" attack. Player announces that he desires a "3-1" attack, and resolves it using that column. Players may wish to do this to avoid excess casualties through exchanges, or to attempt to retreat Friendly units.

[8.0] ARTILLERY

GENERAL RULE:
Unlike infantry and cavalry units, Artillery units may participate in attacks by bombarding the defending unit. Artillery bombards a unit from two hexes distance. Artillery units **must** participate in combat when adjacent to opposing units. In other words, artillery may participate in two types of attack, depending on their distance from the defending unit (adjacent or not). Unlike other units, Artillery units are never destroyed or forced to retreat when **bombarding** a unit, although they are affected by all combat results when they are adjacent to the unit they are attacking.

PROCEDURE:
Determine the odds of the attack in exactly the same fashion as any other attack. All results are applied in the same fashion, except that bombarding Artillery units (i.e., units firing from a non-adjacent hex) are not affected by combat results. Thus, if an "Exchange" were the result in an attack solely by bombarding artillery, the defending unit would be eliminated, but the bombarding units would not be affected. Of course, other units cooperating with the bombarding Artillery units from an adjacent position (including adjacent Artillery units) would be affected by combat results, and they would suffer the effects of an "Exchange" result.

CASES:
[8.1] BOMBARDMENT ATTACKS
[8.11] Artillery units may attack non-adjacent Enemy units, up to two hexes distant, but they are

never forced to attack an Enemy unit merely because it is in range.

[8.12] Range from the bombarding Artillery unit to the target hex is counted by including the target hex, but not the bombarding unit's hex.

[8.13] Artillery units may only attack a single Enemy occupied hex when bombarding, except when making a combined attack with infantry or cavalry (see 8.2).

[8.14] Artillery attacking from a non-adjacent hex (that is, bombarding) suffer no combat results; they are never destroyed or retreated as a result of their own attacks.

[8.15] Bombarding Artillery may voluntarily elect to suffer "Attacker Retreat" if it is the combat result.

[8.2] COMBINED ATTACK
[8.21] Artillery units may attack alone, in concert with other bombarding Artillery units, or in concert with any Friendly units which are adjacent to Enemy units within range, adding their bombarding Combat Strength to the attack.

[8.22] If, in a combined attack, Friendly units are attacking Enemy units in more than one hex, the Artillery units need only be within range of one of the defending hexes to add their Combat Strength to the attack.

[8.23] When making a combined attack with bombarding Artillery units, infantry and cavalry units always suffer all combat results, though bombarding Artillery units do not.

[8.3] LINE OF SIGHT
[8.31] To determine if an Artillery unit may bombard a given hex, lay a straight-edge from the hex of the bombarding Artillery unit to the target hex. This straight line is the Line of Sight. If any of the hexes intervening between the bombarding hex and the target hex is blocking terrain, the target hex may not be bombarded by that Artillery unit.

[8.32] If the Line of Sight is congruent to a hexside (that is, falling exactly between two hexes) it is blocked only if **both** hexes adjacent to that hexside are blocking terrain.

[8.33] Forest and Town hexes are the only blocking terrain hexes (not Slope or Rough Terrain hexes or hexsides).

[8.34] The terrain in the target hex and in the hex of the bombarding Artillery does not block the Line of Sight.

[8.35] Artillery units **may** fire over other units, Enemy and/or Friendly.

[8.4] ADJACENT ATTACKS
[8.41] When in the controlled hex of an Enemy unit, Artillery units **must** participate in an attack against adjacent Enemy unit(s). When an Artillery unit is in an Enemy controlled hex, it is treated like an infantry or cavalry unit, and may not bombard.

[8.42] When attacking from a controlled hex, Artillery units may attack as many units as they are adjacent to, but may not attack non-adjacent units.

[8.43] Artillery units attacking from a controlled hex must suffer all the combat results of their attacks.

[8.44] Terrain does not prohibit artillery attacks into adjacent hexes.

[8.45] Although normal combat is not permitted across an unbridged river hexside, an Artillery unit may attack any Enemy unit within range across such a hexside according to the Bombardment Attack rules (8.1).

[8.5] DEFENSE
[8.51] Artillery units may never add their Combat Strength to another unit's Defensive value by bombardment. They may only bombard during their own Combat Phase.

[8.52] When Artillery units are themselves attacked, they suffer all combat results in the same

manner as other units, even when bombarded by Enemy Artillery units.

[9.0] TERRAIN
EFFECTS CHART (see below)

[10.0] NIGHT GAME-TURNS
GENERAL RULE:
The tinted Game-Turns on the Turn Record Track are night Game-Turns, and have a different Sequence of Play than Day Game-Turns, in that the Combat Phase is omitted.
CASES:
[10.1] EFFECT ON COMBAT
There is no Combat Phase during a Night Game-Turn, and no combat is allowed. Opposing adjacent units do not engage in combat; they simply remain in place. Artillery units may not bombard during Night Game-Turns.

[10.2] EFFECT ON MOVEMENT
Movement restrictions during Night Game-Turns are identical to Day Game-Turn movement restrictions, with one addition. Units may not **enter** Enemy controlled hexes during a Night Game-Turn, nor may units already in Enemy controlled hexes exit them.

[11.0] DEVELOPER'S NOTES
The **Napoleon at War** game series is based on the game system developed in 1972 for the SPI Introductory Game, **Napoleon at Waterloo**. Despite the popularity of **NAW** and its well received descendants, **Borodino** and **Austerlitz**, limited interest in the pre-Twentieth Century eras prohibited the publication of additional Napoleonic games until the QuadriGame and Folio concepts were initiated by SPI in 1975.
While the QuadriGame allows a wider range of games to be published, it also introduces the two-edged concept of standardization. Each series of games shares a common set of basic rules. This permits the Player to learn four games at once, in effect. After he is familiar with the basic rules, the Player is free to concentrate on the more enjoyable aspects of game play. On the other hand, however, standardization involves some compromises in the areas of both realism and historical accuracy. Such compromises appear in the **Napoleon at War** series as a result of the physical limits of the game components. Thus, it was necessary to omit distinct artillery units in the **Battle of Nations** game. But, in all other respects, the essence of Napoleonic warfare is remarkably preserved throughout the four games in this series. Equally important, the introduction of Special Rules tailored to each situation bestows an individual character to each game, thus ensuring that standardization does not make a game series monotonous.

All in all, we feel the **Napoleon at War** game series achieves an admirable balance between playability and realism.

[7.6] COMBAT RESULTS TABLE
Probability Ratios (Odds)

Die Roll	1-5	1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1	Die Roll
				Attacker's Strength to Defender's Strength							
1	Ar	Ar	Dr	Dr	Dr	Dr	Dr	De	De	De	1
2	Ar	Ar	Ar	Dr	Dr	Dr	Dr	Dr	De	De	2
3	Ae	Ar	Ar	Ar	Dr	Dr	Dr	Dr	Dr	De	3
4	Ae	Ar	Ar	Ar	Ar	Dr	Dr	Dr	Dr	Dr	4
5	Ae	Ae	Ar	Ar	Ar	Ar	Dr	Dr	Ex	Ex	5
6	Ae	Ae	Ae	Ar	Ar	Ar	Ar	Ex	Ex	Ex	6

Attacks executed at greater than 6-1 are treated as 6-1; attacks executed at worse than 1-5 are treated as 1-5.

EXPLANATION OF COMBAT RESULTS

Ae = **Attacker Eliminated.** All Attacking units are eliminated (removed from the map).

De = **Defender Eliminated.** All Defending units are eliminated.

Ex = **Exchange.** All **Defending** units are eliminated. The Attacking Player must eliminate **Attacking** units whose total, printed (face value) Combat Strengths **at least** equal the total printed Combat Strengths of the eliminated Defending units. Only units which participated in a particular attack may be so eliminated.

Ar = **Attacker Retreat.** All Attacking units must retreat one hex (see 7.7).

Dr = **Defender Retreat.** All Defending units must retreat one hex.

[9.0] TERRAIN EFFECTS CHART
(See Terrain Key on Map)

Terrain	Movement Points [MP] to Enter [or Cross]	Effect on Combat
Clear Hex	1 MP	No effect
Forest Hex	2 MP	No Effect (See 8.3)
Rough Hex (Battle of Nations, Marengo only)	2 MP	Defender doubled in hex
Slope Hexside (Wagram, Marengo, Jena-Auerstadt only)	1 MP additional to cross moving from Slope hex	Defender doubled when attacked exclusively through Slope hexsides from Slope hexes
Road Hex	½ MP if entered through road hexside	Depends on other terrain
Trail Hex (Marengo only)	1 MP if entered through Trail hexside	Depends on other terrain
Marsh Hex (Battle of Nations only)	Entry prohibited except through road	Defender doubled in hex
Town Hex	1 MP	defender doubled in hex (See 8.3)
River Hexside	May only cross at bridges	May only attack across bridges
Stream Hexside	2MP additional to cross	Defender doubled when attacked exclusively through Stream hexsides
Bridge Hexside	No additional MP	Defender doubled when attacked exclusively through Bridge hexside(s)

Note: Terrain Effects are cumulative for Movement purposes, but not for Combat purposes. Thus, to enter a Rough hex through a Stream hexside costs four Movement Points. A unit in a Rough hex which is attacked through a Stream hexside is merely doubled, not quadrupled.

NAPOLEON AT WAR

The Battle of Nations

The Encirclement at Leipzig, 16-19 October 1813

Exclusive Rules

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[12.0] INTRODUCTION

The Battle of Nations is an operational level simulation of the battle between Napoleon's Grande Armee and four Allied armies (the Army of the North, the Army of Poland, the Army of Silesia, and the Army of Bohemia), which occurred on October 16-19, 1813, near the town of Leipzig in Saxony. Also known as the Battle of Leipzig, the 1813 contest saw the French surrounded and defeated by the combined forces of Prussia, Austria, Sweden and Russia in the largest and most decisive battle of the Napoleonic Era.

[13.0] THE SCENARIOS

There are actually three different versions of the Battle of Nations game; the First Day (October 16), the Third Day (October 18), and the Grand Battle game, which simulates the entire course of the battle. Each of these versions is called a Scenario and each Scenario constitutes a distinct game. The three Scenarios share the same rules and Victory Conditions, but are differentiated by Game Length, Initial Deployment and Reinforcement Schedules. The First Day Scenario begins on Game-Turn One and ends on Game-Turn Five. The First Day Initial Deployment and Reinforcements through Game-Turn Five are used when playing the First Day Scenario. The Third Day Scenario begins on Game-Turn Thirteen and ends

on Game-Turn Twenty. The Third Day Initial Deployment is used when playing the Third Day Scenario. The Grand Battle Game begins on Game-Turn One and ends on Game-Turn Twenty. The First Day Initial Deployment and Reinforcements for Game-Turns One through Twenty are used when playing the Grand Battle Game (the Third Day Initial Deployment is ignored when playing the Grand Battle Game). At the end of the last Game-Turn of the specific Scenario in play, the game is ended and the Players refer to the Victory Conditions to determine the victor (see 17.0).

[14.0] INITIAL DEPLOYMENT AND REINFORCEMENT CHART

The Initial Deployment Chart specifies where units should be set-up on the mapsheet prior to the First Game-Turn of the Scenario in play. Units marked "absent" are not initially deployed, and enter the game as reinforcements. These reinforcements are specified on a Turn by Turn basis on the Reinforcement Chart (15.5). The rules governing the introduction of reinforcements are located in Case 15.0.

On the Initial Deployment Chart, a "c" following the unit's Strength-Type means the unit is cavalry. All other unspecified units are infantry. There are no artillery units in the game. Note that two Initial Deployments are given; one for the First Day and Grand Battle Scenarios and a different Initial Deployment for the Third Day Scenario. Note also that certain units are listed as "destroyed" on the Third Day Initial Deployment. These units are not placed on the map or brought into play when playing the Third Day Scenario. They **are**, however, considered eliminated for demoralization and Victory Conditions for that Scenario.

[14.1] FRENCH ARMY

Hex, 1st Day	Hex, 3rd Day	Strength -Type	Designation
2315	1914	8-4	4
2314	2015	8-4	5
2313	2016	8-4	6
0518	1214	8-4	8
0614	1315	7-4	11
0917	1726	4-4	12
0817	1725	5-4	15
0717	1624	4-4	38
2312	1812	7-4	10
2311	1813	7-4	16
2210	1814	7-4	19
0819	1013	11-4	20
0921	destroyed	11-4	21
1018	1014	11-4	22
2316	destroyed	8-4	26
0310	1918	6-4	27
1712	1716	5-4	51
1811	1816	5-4	52
1810	1817	5-4	53
0809	1609	8-4	31
0709	1610	8-4	35
0708	1710	7-4	36
0607	1811	7-4	39
1522	1125	6-4	Prov
1918	destroyed	4-4	Prov
1715	1615	15-4	1Gd
1714	1715	15-4	2Gd
1913	1421	16-4	1YGd
1813	1714	15-4	2YGd
1914	1521	15-4	3YGd
1814	1614	16-4	4YGd
1713	1713	8-6c	Gd
1915	1613	6-6c	I
0507	1410	4-6c	II
1322	1216	5-6c	III
2115	1717	3-6c	IV
2012	destroyed	5-6c	V
absent	1215	8-4	9
absent	1217	8-4	32
absent	1113	7-4	24
absent	1212	7-4	14

[14.2] PRUSSIAN ARMY

Hex, 1st Day	Hex, 3rd Day	Strength -Type	Designation
0529	destroyed	8-4	AvGd
0429	0918	8-4	1
0330	0817	5-4	2
0230	0919	8-4	7
0131	0921	6-4	8
2516	2612	10-4	9
2515	2613	10-4	10
2615	2614	10-4	11
2614	2615	10-4	12
absent	0607	12-4	3
absent	0507	11-4	4
absent	0406	12-4	5
absent	0405	11-4	6
absent	0809	4-6c	1
absent	2611	8-4	1Gd

[14.3] AUSTRIAN ARMY

Hex, 1st Day	Hex, 3rd Day	Strength -Type	Designation
2720	2317	8-4	1/II
2619	destroyed	12-4	2/II
2029	2422	9-4	2/III
2030	2424	9-4	3/III
2605	2306	12-4	2/IV
2504	2406	12-4	3/IV
2820	2318	12-4	Gren
2920	2319	12-4	DioB
2303	2003	5-6c	Res
2912	2510	12-4	1Gr

2913	2509	12-4	2Gr
2511	2609	6-6c	Pahl
absent	2105	10-4	2/I
absent	2205	10-4	3/I

[14.4] RUSSIAN ARMY

Hex, 1st Day	Hex, 3rd Day	Strength -Type	Designation
2710	2507	6-4	5
2709	destroyed	5-4	14
2514	2508	6-4	3
2513	destroyed	6-4	4
absent	1119	7-4	10
absent	1018	7-4	25
absent	1019	6-6c	Sack
absent	0717	7-4	7
absent	destroyed	5-4	18
absent	0715	5-4	9
absent	0716	6-4	15
absent	0615	6-4	8
absent	0616	7-4	22
absent	0718	8-4	11
absent	0617	9-4	17
absent	0518	6-6c	StPr
absent	0409	8-4	21
absent	0309	7-4	24
absent	0308	7-4	26
absent	0207	7-4	27
absent	2511	11-4	1Gd
absent	2512	11-4	2Gd
absent	2506	12-4	16
absent	2505	9-4	13
absent	2604	14-4	12
absent	2603	14-4	6

[14.5] SWEDISH ARMY

Hex, 1st Day	Hex, 3rd Day	Strength -Type	Designation
absent	0314	9-4	1
absent	0315	8-4	2
absent	0215	8-4	3

[14.6] PLAYER SEQUENCE

[14.61] The French Player is the First Player in all Scenarios. His Player-Turn is first in each Game-Turn (see 14.32).

[14.62] The French Player has no Movement Phase on the First Game-Turn **of any Scenario**. French units may not be moved during the First Game-Turn of any Scenario, except as a result of combat. The French Movement Phase is reinstated on the Second and all subsequent Game-Turns of a given Scenario.

[14.63] The Allied Player controls all Prussian, Austrian, Russian and Swedish units.

[15.0] REINFORCEMENTS

GENERAL RULE:
Players may receive reinforcements according to the Reinforcement Charts (15.5). These reinforcements are placed on the edge of the hex indicated on the Chart. Reinforcement units arrive during the Player's Movement Phase of the Game-Turn indicated. If reinforcements' entry hexes are occupied or controlled by an Enemy unit, the reinforcements are delayed one Game-Turn. After the one Turn delay, the reinforcement units arrive at the nearest unblocked road hex on the same map edge as their original entry hex.

CASES:

[15.1] The Owning Player may enter his reinforcements onto the map at any time during his Movement Phase.

[15.2] Once a unit has entered the map, it may move and engage in combat freely, just as any other unit already present.

[15.3] Each reinforcing unit expends one Movement Point to be placed on the entry hex. Units may exceed the stacking restriction when entering the map as long as they conform to the stacking limit (one unit per hex) by the end of the Movement Phase.

[15.4] Units may never voluntarily leave the map. Units which are forced off the map by combat are considered eliminated for Demoralization and Victory determination purposes (see 17.0).

[15.5] **REINFORCEMENT CHART**
Reinforcements may not enter the map in Enemy controlled hexes. They may not enter the map if their specified entry hex is occupied. Instead, they are delayed one Turn and appear at the nearest unblocked road hex on the same map edge.

[15.51] French Army

Strength -Type	Designation
Appearing on Game-Turn Five on hex 0117:	
8-4	9
Appearing on Game-Turn Seven on hex 0117:	
8-4	32
7-4	24
7-4	14

[15.52] Prussian Army

Strength -Type	Designation
Appearing on Game-Turn Three on hex 2915:	
8-4	1Gd
Appearing on Game-Turn Twelve on hex 0103:	
12-4	3
11-4	4
12-4	5
11-4	6
4-6c	1

[15.53] Austrian Army

Strength -Type	Designation
Appearing on Game-Turn Eleven on hex 2901:	
10-4	2/I
10-4	3/I

[15.54] Russian Army

Strength -Type	Designation
Appearing on Game-Turn One on hex 0131:	
7-4	10
7-4	25
6-6c	Sack
Appearing on Game-Turn Three on hex 0125:	
7-4	7
5-4	18
5-4	9
6-4	15
6-4	8
7-4	22
8-4	11
9-4	17
6-6c	StPr
11-4	1Gd
11-4	2Gd
Appearing on Game-Turn Twelve on hex 2901:	
12-4	16
9-4	13
14-4	12
14-4	6
8-4	21
7-4	24
7-4	26
7-4	27

[15.55] Swedish Army

Strength -Type	Designation
Appearing on Game-Turn Twelve on hex 0117:	
9-4	1
8-4	2
8-4	3

[15.56] Game Length

The First Day Scenario consists of Game-Turns One through Five. The Third Day Scenario consists of Game-Turns Thirteen through Twenty. The Grand Battle Scenario consists of Game-Turns One through Twenty. Game-Turns Six, Twelve and Eighteen are Night Game-Turns.

[16.0] SPECIAL RULE

GENERAL RULE:
Due to distinct historical circumstances, the following Special Rule is an amendment to the **Napoleon at War** Standard Rules.

[16.1] NIGHT WITHDRAWAL

During the Friendly Movement Phase of a Night Game-Turn, units may not enter Enemy controlled hexes. Units already in Enemy controlled hexes may, however, exit them. Note: This rule should be considered an amendment to Case 10.2 of the Standard Rules.

[17.0] DEMORALIZATION AND VICTORY DETERMINATION

GENERAL RULE:
Demoralization represents the cumulative effect of combat losses on army morale. Each army (French and Allied) is assigned a Demoralization Level for each Day. For each Game-Turn, the Demoralization Level assigned to an Army represents the cumulative Strength Point loss which triggers the demoralization of that army. When playing the Third Day Scenario, units listed as "destroyed" in the Initial Deployment **do** count toward Demoralization Levels.

Example: On Game-Turn Ten, the French Army is assigned a Demoralization Level of 110. If, anytime during the Tenth Game-Turn, the cumulative total of French Strength Points eliminated since the start of the Scenario reaches 110, the French Army is demoralized at the instant its Demoralization Level is reached.

CASE:

[17.1] DEMORALIZATION LEVELS

	Allies/French
Game-Turns 1-5	80/100
Game-Turns 6-11	120/110
Game-Turns 12-20	160/110

[17.2] EFFECT OF DEMORALIZATION

At the instant either Player's Army is demoralized the game is ended and the Player owning the non-demoralized army is judged the victor.

[17.3] SIMULTANEOUS DEMORALIZATION

If both Players' armies reach, or exceed, their respective Demoralization Levels at the same instant (possible by an "Exchange" Combat Result), the Phasing Player is automatically considered the victor.

[17.4] NO DEMORALIZATION

If neither Player's army is demoralized at the conclusion of the last Game-Turn of the particular Scenario in play, the game is considered a draw.

[17.5] LINE OF COMMUNICATIONS

At the end of the last Game-Turn of the Scenario in play, any French unit which cannot trace a Line of Communications to hex 2131 is considered eliminated for Demoralization and determination of Victory purposes. This Line of Communications must be a path of contiguous hexes free of Allied units or Allied Zones of Control leading from the unit to hex 2131. The Line of Communications may not be traced through an Allied controlled hex even if occupied by a French unit.

[18.0] DESIGNER'S NOTES

Leipzig was a massive battle. There were **over** one hundred divisions engaged in fierce combat. For this reason, and because of the large scale of the game map, artillery unit strength was incorporated into the strength of other units.

As the Players will soon come to realize, the game system permits the wholesale slaughter of the opposing armies. However, it was the exception rather than the rule to fight to the last man. More likely one side would decide it had had enough and attempt to withdraw from the battlefield. In order to keep the Players from throwing their armies away, the Demoralization rules were introduced. The uniqueness of these rules, as utilized in **The Battle of Nations**, is that the levels of demoralization change with time. This is to reflect the advantageous effect on morale the arrival of reinforcements have. This was particularly true in the case of the Allies at Leipzig. The knowledge that help was arriving increased their determination to stay and fight it out with Napoleon.

[19.0] PLAYER'S NOTES

French Player

You have three advantages which you must utilize to the fullest possible extent. The first and most obvious is the central position of the French Army (although a pessimist might interpret this to mean that the French are surrounded). French units can be switched from point to point more rapidly than Allied units and the French can concentrate in one sector while leaving a screening force to delay the Allies elsewhere. The best results will be achieved by using the bulk of the French Army for attacking the Army of Bohemia in the south while Marmont's Corps is used to screen the advance of the Army of Silesia in the north.

The second French advantage is the fact that initially the French are much stronger than the Allied forces. This, coupled with a distressingly low Allied Demoralization Level on the first day, presents the opportunity to smash the Allies early before the Prussian Army and other Allied reinforcements turn the balance against the French.

The third French advantage lies in their ability to focus a great deal of strength against a chosen target hex. This stems from the powerful French units which compose the Imperial Guard. Because tactical success requires using the Advance after Combat option, the French Player will ultimately be required to commit the Guard in precarious positions open to Enemy counterattacks. Nevertheless, such risks must be accepted to produce a French victory.

Allied Player

The first maxim for the Allied Player is to be as optimistic and as tenacious as old Blucher himself. The survival of the Army of Bohemia will be your main concern during the first half of the game. This requires an aggressive and extremely precise defense. The objective is to buy time until the Army of Silesia, and later, the Armies of Poland and the North can make their presence felt. If the necessary time is purchased, the sheer weight of Allied numbers will eventually force the French back.

The tactics available to the Allied Player are scarce. It is basically a matter of playing carefully and maintaining pressure in the north with Blucher's forces. The prime thing to avoid is detaching any strength from the Army of Bohemia to operate on the west bank of the Elster. This would merely dissipate strength which will be urgently needed elsewhere. The units which start on the west bank should be used to tie down French forces and hopefully induce the French to commit more strength against the Allied units west of the Elster.

It cannot be emphasized too strongly that you must be precise in play and patient in demeanor. These are the keys to an Allied victory. Still, if you enjoy crushing a "helpless victim," play the Third Day Scenario, but don't be surprised if your French victim turns out to be less helpless than you expect.

ORDER OF BATTLE

GRAND ARMY [NAPOLEON]

II Corps (Victor)
4th Division, 5th Division, 6th Division
III Corps (Ney)
8th Division, 9th Division, 11th Division
IV Corps (Bertrand)
12th Division, 15th Division, 38th Division
V Corps (Lauriston)
10th Division, 16th Division, 19th Division
VI Corps (Marmont)
20th Division, 21st Division, 22nd Division
VII Corps (Reynier)
24th Division, 14th Division, 32nd Division
VIII Corps (Poniatowski)
26th Division, 27th Division
IX Corps (Augereau)
51st Division, 52nd Division, 53rd Division
XI Corps (Macdonald)
31st Division, 35th Division, 36th Division, 39th Division
Leipzig Garrison (Margoran)
2 Provisional Divisions
Old Guard (Drouot)
1st Division, 2nd Division
Young Guard — I Corps
1st Division, 3rd Division
Young Guard — II Corps
2nd Division, 4th Division
Guard Cavalry Corps
I Cavalry Corps (Latour-Mauborg)
II Cavalry Corps (Sebastiani)
III Cavalry Corps (Arrighi)
IV Cavalry Corps (Sokolnicki)
V Cavalry Corps (Pajol)

ARMY OF THE NORTH [BERNADOTTE]

I Swedish Corps (Steding)
1st Division, 2nd Division, 3rd Division
II Russian Corps (Winzingerode)
21st Division, 24th Division, 26th Division, 27th Division
IV Prussian Corps (Bulow)
3rd Brigade, 4th Brigade, 5th Brigade, 6th Brigade, Cavalry Division

ARMY OF SILESIA [BLUCHER]

I Prussian Corps (Yorck)
Advance Guard, 1st Brigade, 2nd Brigade, 7th Brigade, 8th Brigade
XI Russian Corps (Sacken)
10th Division, 25th Division, Cavalry Division
III Russian Corps (Langeron)
7th Division, 18th Division
IX Russian Corps (Langeron)
9th Division, 15th Division
X Russian Corps (Langeron)
8th Division, 22nd Division
VIII Russian Corps (St. Priest)
11th Division, 17th Division, Cavalry Division

ARMY OF BOHEMIA [SCHWARZENBERG]

I Austrian Corps (Colloredo)
2nd Division, 3rd Division
II Austrian Corps (Meerveldt)
1st Division, 2nd Division
III Austrian Corps (Gyulai)
2nd Division, 3rd Division
IV Austrian Corps (Klenau)
2nd Division, 3rd Division
Reserve Austrian Corps (Hesse-Homburg)
Grenadier Division, Dio Bianchi Division, Cavalry Division
I Russian Corps (Gortschakoff)
5th Division, 14th Division
II Russian Corps (Eugen)
3rd Division, 4th Division
II Prussian Corps (Kleist)
9th Brigade, 10th Brigade, 11th Brigade, 12th Brigade

RESERVE ARMY

III Austrian Grenadier Corps
1st Grenadier Division, 2nd Grenadier Division
V Russian Guard Corps
1st Guard Division, 2nd Guard Division, Prussian Guard Brigade
Cavalry Corps

RUSSIAN/POLISH ARMY [BENNINGSEN]

Advance Guard
16th Division, 13th Division
Corps (Dochtorov)
12th Division, 6th Division

[7.6] COMBAT RESULTS TABLE

Probability Ratios (Odds)

Die Roll	Attacker's Strength to Defender's Strength										Die Roll
	1-5	1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1	
1	Ar	Ar	Dr	Dr	Dr	Dr	Dr	De	De	De	1
2	Ar	Ar	Ar	Dr	Dr	Dr	Dr	Dr	De	De	2
3	Ae	Ar	Ar	Ar	Dr	Dr	Dr	Dr	Dr	De	3
4	Ae	Ar	Ar	Ar	Ar	Dr	Dr	Dr	Dr	Dr	4
5	Ae	Ae	Ar	Ar	Ar	Ar	Dr	Dr	Ex	Ex	5
6	Ae	Ae	Ae	Ar	Ar	Ar	Ar	Ex	Ex	Ex	6

Attacks executed at greater than 6-1 are treated as 6-1; attacks executed at worse than 1-5 are treated as 1-5.

EXPLANATION OF COMBAT RESULTS

Ae = **Attacker Eliminated.** All Attacking units are eliminated (removed from the map).

De = **Defender Eliminated.** All Defending units are eliminated.

Ex = **Exchange.** All **Defending** units are eliminated. The Attacking Player must eliminate **Attacking** units whose total, printed (face value) Combat Strengths **at least** equal the total printed Combat Strengths of the eliminated Defending units. Only units which participated in a particular attack may be so eliminated.

Ar = **Attacker Retreat.** All Attacking units must retreat one hex (see 7.7).

Dr = **Defender Retreat.** All Defending units must retreat one hex.

[9.0] TERRAIN EFFECTS CHART
(See Terrain Key on Map)

Terrain	Movement Points [MP] to Enter [or Cross]	Effect on Combat
Clear Hex	1 MP	No effect
Forest Hex	2 MP	No Effect (See 8.3)
Rough Hex (Battle of Nations, Marengo only)	2 MP	Defender doubled in hex
Slope Hexside (Wagram, Marengo, Jena-Auerstadt only)	1 MP additional to cross moving from Slope hex	Defender doubled when attacked exclusively through Slope hexsides from Slope hexes
Road Hex	½ MP if entered through road hexside	Depends on other terrain
Trail Hex (Marengo only)	1 MP if entered through Trail hexside	Depends on other terrain
Marsh Hex (Battle of Nations only)	Entry prohibited except through road	Defender doubled in hex
Town Hex	1 MP	defender doubled in hex (See 8.3)
River Hexside	May only cross at bridges	May only attack across bridges
Stream Hexside	2 MP additional to cross	Defender doubled when attacked exclusively through Stream hexsides
Bridge Hexside	No additional MP	Defender doubled when attacked exclusively through Bridge hexside(s)

Note: Terrain Effects are cumulative for Movement purposes, but not for Combat purposes. Thus, to enter a Rough hex through a Stream hexside costs four Movement Points. A unit in a Rough hex which is attacked through a Stream hexside is merely doubled, not quadrupled.

BATTLE OF NATIONS

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| 1YGd 16-4 | 4YGd 16-4 | 1Gd 15-4 | 2Gd 15-4 | 2YGd 15-4 | 3YGd 15-4 | 20 11-4 | 21 11-4 | 22 11-4 | 4 8-4 |
| 5 8-4 | 6 8-4 | 8 8-4 | 9 8-4 | 32 8-4 | 26 8-4 | 31 8-4 | 35 8-4 | 11 7-4 | 10 7-4 |

FRENCH

| 16 7-4 | 19 7-4 | 24 7-4 | 14 7-4 | 36 7-4 | 39 7-4 | 27 6-4 | Prov 6-4 | 15 5-4 | 51 5-4 |
| 52 5-4 | 53 5-4 | 12 4-4 | 38 4-4 | Prov 4-4 | Gd 8-6 | I 6-6 | III 5-6 | V 5-6 | II 4-6 |

| IV 3-6 | 2/II 12-4 | 2/IV 12-4 | 3/IV 12-4 | Gren 12-4 | 12 14-4 | 6 14-4 | 16 12-4 | 1Gd 11-4 | 2Gd 11-4 |
| | DioB 12-4 | 1Gr 12-4 | 2Gr 12-4 | 2/I 10-4 | 3/I 10-4 | 17 9-4 | 13 9-4 | 21 8-4 | 11 8-4 | 24 7-4 |

AUSTRIAN | **RUSSIAN**

| 2/III 9-4 | 3/III 9-4 | 1/II 8-4 | Pahl 6-6 | Res 5-6 | 26 7-4 | 27 7-4 | 10 7-4 | 25 7-4 | 7 7-4 |
| 3 12-4 | 5 12-4 | 4 11-4 | 6 11-4 | 9 10-4 | 22 7-4 | 15 6-4 | 8 6-4 | 5 6-4 | 3 6-4 |

PRUSSIAN

| 10 10-4 | 11 10-4 | 12 10-4 | AvGd 8-4 | 1 8-4 | 4 6-4 | 18 5-4 | 9 5-4 | 14 5-4 | Sack 6-6 |
| 7 8-4 | 1Gd 8-4 | 8 6-4 | 2 5-4 | 1 4-6 | StPr 6-6 | Game Turn | 1 9-4 | 2 8-4 | 3 8-4 |

SWEDISH
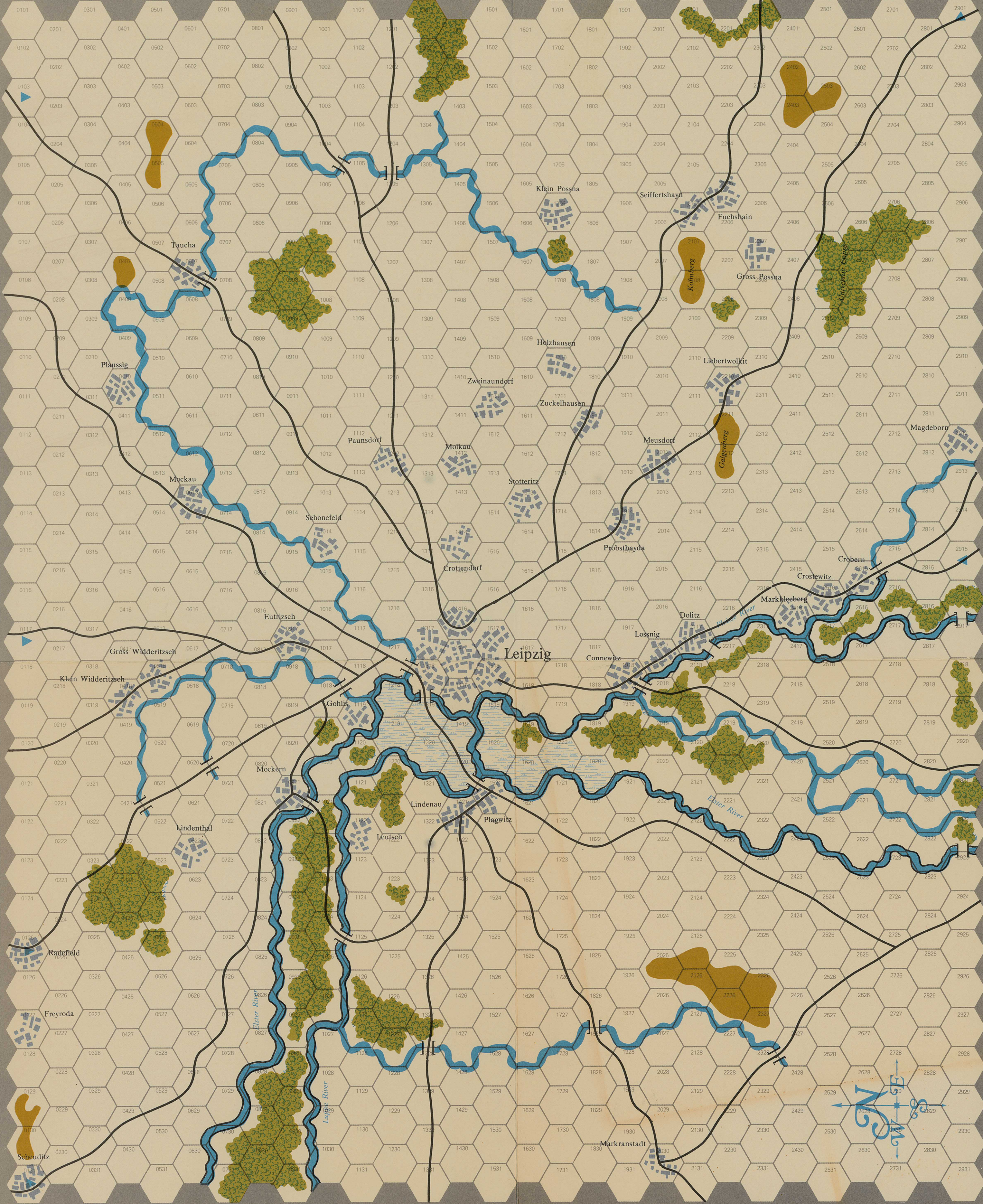
Turn Record Track entries:

Turn	Label
1	Russian Reinf
2	
3	Allied Reinf
4	
5	French Reinf / End 1st Day Seen
6	NIGHT
7	French Reinf
8	
9	
10	
11	Austrian Reinf
12	Bgn. 3rd Day Seen / Allied Reinf / NIGHT
13	
14	
15	
16	
17	
18	NIGHT
19	
20	

Place names on map:
Taucha, Plaussig, Mockau, Leipzig, Gohlis, Mockern, Lindenthal, Leutsch, Lindenau, Plagwitz, Radefeld, Freyroda, Scheuditz, Gross Widderitzsch, Klein Widderitzsch, Euthritzsch, Schonefeld, Paunsdorf, Molkau, Zweinaundorf, Zuckelhausen, Stotteritz, Crottendorf, Holzhausen, Klein Possna, Seiffertshayn, Fuchshain, Gross Possna, Kolmberg, Liebertwolkit, Meusdorf, Galgenberg, Probsthayda, Connewitz, Lossnig, Dolitz, Crostewitz, Crobern, Markkleeberg, Magdeborn, Markranstadt

Rivers: Elster River, Luppa River, Pleisse River

TERRAIN KEY

Symbol	Meaning
	Clear
	Road
	Towns
	Forest
	Rough
	Marsh
	Rivers
	Streams
	Bridge

The Battle of Nations
The Encirclement at Leipzig, 16–19 October 1813

N (compass rose)