

Napoleon at Leipzig 5th Edition

Exclusive Rules UPDATE

22 June 2016

25.26: Replace the second paragraph and the three bullets after that paragraph with this:

All Baggage Trains set-up within [7] hexes of any unit in their respective formation or enter as reinforcements, unless otherwise specified. French and Coalition corps generally have their own dedicated baggage trains.

- If a train is mentioned in the reinforcement schedule it enters as specified.
- If an entire formation is listed as a reinforcement on a single turn, the baggage and pontoon trains arrive after all combat units.
- If a formation arrives over several turns, the trains arrive at the owner's choice of time.
- If part of the formation sets up on map and part arrives later as a reinforcement, trains set up or arrive with either group at owner's choice.

25.55 Change this paragraph to read:

When reinforcements arrive at an enemy Supply Source, the hex is not considered captured and there is no VP score.

25.77 (add): An artillery unit in a Leipzig hex cannot bombard but may engage in adjacent combat.

26.1 If playing a multi-day campaign, calculate victory point awards at the end of each individual battle.

26.15 Control of Enemy Supply Sources

If a player begins the game in occupation of an enemy Supply Source, no VPs are scored for that. VPs are not scored for occupying mapedge enemy supply hexes by Reinforcements that enter there.

26.31 EXCEPTION (*change*):

The total number of VPs from exiting units may not exceed the total number of enemy combat units PEU and UAR.

27.5 Two-Map Scenario for Liebertwolkwitz

Do not count the North map victory locations.

28.16 Pontoon Trains (*change*): Coalition, 1 with Schwarzenberg (only).

29.16 Pontoon Trains (*change*): Coalition, 2.

31.13 (add): Score VPs and reshuffle the decks with the discards on the 6AM turn of each day. Reconstitute the decks as for that day's scenario, adding back in or removing cards as listed. The mode cards are used only during the initial setup, not at the start of each day.

31.3 (add): If the 17th is skipped according to this rule, set up Reynier and the units of the VII Corps at the start of the 18th in their locations for the 18th. If those locations are not available, scatter VII Corps according to Card No. 6.

31.31 Bonus Cards for the 16th and 18th (*change*): Minimum of three per player.

31.31 (add) Each victory in prior battles will allow the winning player to draw "Bonus Cards" from his card deck in the Wachau/Möckern and Leipzig battle games.

- Each Strategic Victory: 3 Bonus Cards per battle
- Each Tactical Victory: 2 Bonus Cards per battle
- Each Marginal Victory: 1 Bonus Card per battle
- Minimum: 3 Bonus Cards per player

EXAMPLE: The Coalition Player wins a Marginal Victory at Liebertwolkwitz and a Strategic Victory at Wachau/Möckern. He would draw four Bonus Cards on turn two of the Leipzig battle game.

French Set-Up Cards

18-Oct. Column

- Ney (army leader): Change 4026N to 4227N.
- Stockhorn (XI): Change 3526S to 4903S.
- Personne (II YG): Change 3425N to 3428N.
- Hochberg (LO): Change 3223N to 3828N.
- Quinette (LO): Change 3828N to 3229N.

29-Oct. Column (Hanau AtB Scenario)

- ALL French units (including ALT reinforcements) start at reduced strength, except the Young Guard units and those units which are marked on the Setup as Full strength.
- Grouvel (XI) is *not* reduced for Oct 29.

30-Oct. Column (Hanau DoB Scenario)

- Napoleon sets up in 1021H on top of Fressinet.
- All French reinforcements except the YG units are reduced.
- Arrighi (LO) sets up with LO Quinette at 0215H.
- XI Corps, Zucchi counter is reduced, not eliminated, & sets up with Aubrey-a in 0920.

Coalition Set-Up Cards

- The first date column on pages 2 and 3 should read 14-Oct.
- Unit Puttitz (page 3, IV Corps) should read Hirschfeld. The unit commander was formerly Puttitz.
- 16-Oct Column, Wittgenstein's Corps: The 5, 13, 27 artillery unit can't start in 4923S as that hex contains a chateau. Displace the unit one hex in any direction desired.

French Casualty Track

- Add GC Corps to space No. 9.
- In the Leipzig column, remove the entry for VIII Corps in the 7 row. The entry in the 10 row is correct.

Coalition Turn Record Track

- The 14 October scenario starting time is actually at 10AM.
- The 16 October scenario TRC says Gyulai enters 9AM on 16 Oct., but that should be 3AM.
- 17 October, 6 PM (*add*): Pontoon train arrives at 1013N.
- 18 October, 10AM: Winzingerode should have (6) not (8) units. *This applies to the Oct. 18 scenario only. In the Campaign Game all 8 units enter with Winzingerode.*

Hanau Turn Record Track

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<http://talk.consimworld.com/WebX?233@@.ee6f7cc!enclosure=.1dda61a8>

- The 29 October 5PM entry for "Arrighi, LO" is Arrighi and unit Quinette only. The LO unit "d'Isle" is ALT only.
- Under 29 October, the French V Corps enters at 6PM, while Lauriston arrives at 3AM. This is correct.
- Marmont, VI, came earlier and should arrive at 3PM.
- Mortier should be an alternate reinf. #3. Add one more Alt. Reinf. card into the French deck.
- Bertrand (IV) arrived after Oudinot (I YG), so they should switch places on the TRC (4-5 PM 30 Oct).

Weather Effects

- Remove the "No" from the Deploy Pontoon column and add the following note to the bottom of the table: Rivers and Lakes are never frozen in this game.

Counters

- Bavarian leader Wrede is a Commander-Officer.
- Square markers, back: -1 MP should be 1 MP.

Cards

- Card 5 (Early Arrival) cancels the effects of Card 2 (Late Start).
- **Card No. 6** Formation Scattered (*clarification*): If the game map is covered by Plexiglas drop from 6" and not 12".
- **Card No. 16** Baggage Train (*addition*): Give the Coalition Player a third pontoon train when he plays this card. In addition, the trains arrive immediately as reinforcements; no die roll is required.
- **Card No. 26** Reinforcements Take Another Route (*clarification*): Mark this card as having an Enduring Effect.
- **Card No. 28** Forced March (*change*): "Once an enemy unit has started attacking...."