

A BRIDGE TOO FEW

Combining All Four Leipzig Pocket Battle Games

by Paul Rohrbaugh

There can be no doubt that tomorrow, 15th, we shall be attacked by the Army of Bohemia and by the Army of Silesia. March then in all haste, and if you hear a cannonade, march to its fire.

—Dispatch from Napoléon to Macdonald

The Leipzig Campaign is a truly epic one in history and its bicentennial is being noted with the publication of several games. Many of these are also epic in terms of size and complexity and I jumped at the opportunity to portray this campaign in the postcard Pocket Battle Games format. The Leipzig campaign's geography, and the multiple directions from which the Allied Coalition's forces converged upon those of Napoléon's, made the campaign a "natural fit" for four postcards. This allowed me to once again create a set of stand-alone games that could also be mated up for playing the entire campaign, similar to what was done with the *Peiper's Dream* set of games set in the Battle of the Bulge.

The advantage to using cards as the "driving mechanism" in a game is that as a designer one can use them for a variety of purposes, be it for activating units, resolving combats, or determining other game functions (for example, determining when and what kinds of random events get into play). There is a lot of data packed into a card, all of which can be easily incorporated into a game design and by extension also easily taught to a game player. Things such as number, suit, picture (one-eyed Jacks), and trump are all relatively common and as such can be used without a lot of word text or other game devices (such as a die). Playing cards are probably as common, or indeed more so, in terms of a gaming device than dice. Most non-wargamers I've met and know have a large number of playing cards laying around their homes, and some even frown upon dice as the implications and vices of gambling are for them even stronger than those for a deck of cards. I play nearly as much Gin, 500, Bridge, and Euchre as I do wargames during a month. I would wager that the bulk of the population plays card games a great deal, and wargames not at all or very little. I find the card draw design a useful and non-threatening way to get some of these folks "horizons broadened" into wargaming.

The card draw design is central to allowing quick play, capturing the chaos of war/battle without a lot of rules scripting, and

with essentially no "wristage." Another key element behind the creation of these games is to have them serve as an advertisement for firms that help keep this hobby going. I hope all who play the Leipzig games, or any of the many other Pocket Battle Games published by *Against the Odds*, learn and enjoy!

Using these rules players can combine the four Leipzig Pocket Battle games to simulate the entire four-day campaign of the Battle of the Nations. Each individual Pocket Battle game is considered a "quadrant" of the game. Players will need at least one six-sided die to play the combined game. Enjoy! (DR means the roll of one die; CD means card draw.) For the combined game the following changes are in effect from the individual Pocket Battle game rules:

1.0 UNITS Only one counter of each unit is used in this game. The Setup (12.0) and Reinforcements Schedule (13.0) listings in these rules are used instead of what is shown in the individual games.

2.0 DRAW DECK Both Joker Cards are required with this game. At the start of each turn make a half-sized draw deck consisting only of Diamond and Club suit cards (26 cards). Shuffle this half-deck and begin the turn's activations normally by drawing a card from this deck. Once these 26 cards have been drawn, take all four suits of cards, plus the 2 Jokers, then shuffle them to make the new draw pile for the rest of the turn. Ignore the first Joker card when drawn on the first turn only (redraw a new card). When the second Joker card is drawn (for activation or combat), the turn ends (move the Turn/Advantage marker into the next turn box and start the new turn).

3.0 ACTIVATION LIMITS The following limits are now in effect for how many units can activate on one map (quadrant) based on the card drawn:

Even card 2 units in one quadrant. 1 unit in each other quadrant.

Odd card 3 units in one quadrant. 1 unit in each other quadrant.

Face card 3 units in 1 quadrant, 2 units in another quadrant and 1 unit in both of the other 2 quadrants, OR flip 2 units to full strength (1 each in 2 separate quadrants).

Note: Unused activations in a quadrant are lost and cannot be carried over to other quadrants or saved for use in a later activation or turn.

4.0 OFF MAP MOVEMENT Only the Coalition player can move units off map to enter play on a later turn at another map. Units can **only** move off-map from the NW to NE or from SW to SE (or vice versa) maps. A unit starting adjacent to a map edge moves

off the map for its activation. It can re-enter the same map or the other map 2 turns later (place it on the Turn Record Track as a reminder). Entry hexes are as follows: **NW Map:** A7 to A10; **NE Map:** A4 to A6; **SW Map:** P10, Q10, R7, R9, and R10; **SE Map:** R1 to R3. While a reduced unit is off-map, the owning player can use a Face CD to flip it to full-strength.

5.0 MORALE VALUE (MV) Each unit has an MV (smaller size number in lower right of the counter). If an attacking unit's MV is higher than the defending unit's MV, apply a +1 CD modifier; if the defending unit's MV is higher a -1 CD modifier applies to the attack.

5.1 Morale and Combat Step Loss If a unit must take a combat step loss, the owning player makes a DR. If the result is \leq its MV the unit can instead retreat 1 hex, otherwise it takes the loss. The attacking unit may advance into the hex if it is vacated (attacking player's choice).

6.0 CAVALRY

6.1 Zones of Control A unit must stop its movement when it moves adjacent to an enemy cavalry unit. If a unit starts adjacent to enemy cavalry, make a DR. If the result is \leq the moving unit's MV it may move, otherwise it may not. Add 1 to the DR if the enemy cavalry unit's MV is higher than the unit attempting to move.

6.2 Cavalry Withdrawal before Combat A defending cavalry unit may retreat before combat if attacked. The owning player makes a DR and adds 1 if the attacking unit is a cavalry unit. Add another 1 if the attacking unit has a higher MV. If the modified DR result is \leq the defending cavalry's MV the unit may retreat, otherwise the cavalry unit must remain in place and defend normally. Attacking cavalry may advance into the hex if a withdrawal occurs; attacking infantry may not advance.

7.0 ADVANTAGE MARKER The Turn/Advantage marker has two sides, one for the French and one for the Coalition. The player with the Advantage has the Turn/Advantage marker showing with his side face up. The Coalition begins the game with the Advantage. Using the Advantage allows the owning player to perform one of the following:

- Activate 1 additional unit in one quadrant with any CD.
- +1 or -1 CD modifier in any ONE combat.
- Increase MF of 1 unit in one combat.
- Allow 1 cavalry unit to move 3 hexes.

When the advantage is used, immediately flip the marker to the opponent's side who can then use it starting his next CD activation.

A player is **not required** to use the advantage (and by doing so can keep it, denying its use to his opponent).

8.0 TOWNS Both sides turned the towns and villages into fortified positions that proved tough nuts to crack during the campaign. Any unit defending in a town hex has its MV increased by 1.

9.0 FRENCH LEADERS

9.1 Napoléon Before any activations are performed for a turn, the French player places the Napoléon unit with one French unit. Napoléon remains with that unit for the entire turn. If the unit he is assigned to is eliminated, immediately move Napoléon to the nearest French unit in the quadrant. If no other units are available in the quadrant, then place him with any other French unit (player's choice). Napoléon provides a +1 CD modifier when a unit in his hex is attacking, a -1 CD benefit for defense for any unit in his hex, a +1 MV to all units in his hex, and units are not required to retreat that are in his hex (this is noted on his counter's backside).

9.2 Marshal Ney Ney is placed in the same way as Napoléon. If the unit is reduced or eliminated, the French player makes a DR. If the result is a 6, Ney is permanently removed from the game. If he is not removed and the unit he is with was eliminated, immediately move him to the nearest French unit in the quadrant. If no other units are available in the quadrant, then to any other French unit (player's choice). Ney provides a +1 MV benefit to the unit he is with.

10.0 RANDOM EVENTS Whenever the first Joker CD is made during Turns 2 or later, both players make a DR and total their results. Reference this total to the Random Events Table below to determine if an event has occurred. Unless otherwise indicated, a Random Event can occur as many times as it is rolled for.

2	Rally to the Eagles! Any one reduced French unit is flipped to full strength. Treat as No Event if there are no reduced French units in play.
3	Coalition Command Crisis. The number of Coalition units that can be activated with the next red CD is reduced by 1 in each quadrant. If this results in 0 units being activated in the quadrant, so be it. Only once per game (player keeps the marker in front of him as a reminder).
4	March to the sound of the guns! One Coalition reinforcement unit can arrive a turn earlier than scheduled (advance it one space on the Turn Record Track). Treat as No Event if there are no Coalition reinforcement units.

COMBINED GAME TURN RECORD TRACK:

5, 7, 11	No Event.
6	Saxons desert! Any one non-Imperial Guard infantry unit that is not stacked with Ney or Napoléon is immediately reduced; if already reduced the unit is eliminated (Coalition player's choice). Treat as No Event if rolled more than once.
8	Napoléon Mised. The number of French Army units that can be activated with the next black CD is reduced by 1 in each quadrant. If this results in 0 units being activated in a quadrant, so be it. Only once per game (player keeps the marker in front of him as a reminder).
9, 10	Rain. Units may only move 1 space even on a road for the rest of the turn. Add 1 to all MF die roll checks for the rest of the turn.
12	Any one reduced Coalition unit is flipped to full strength. Treat as No Event if there aren't any reduced Coalition units in play.

11.0 WINNING THE GAME The Combined Game lasts eight turns. The Coalition player automatically wins the game if at any point Leipzig is captured. Failing that players win the game by garnering Victory Points (VPs) at the end of the last turn of the game. Highest VP total wins. VPs are awarded at the end of the game for each of the following:

1 VP for each enemy step lost. **Note:** No VPs are awarded for units reduced and then flipped back and are at full strength at the end of the game.

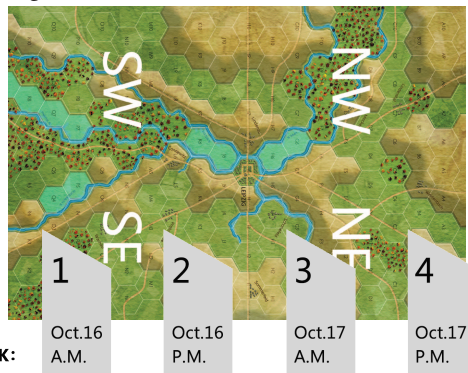
2 VPs for each Imperial or Young Guard step lost (infantry or cavalry).

1 VP for each Coalition unit adjacent to Leipzig.

1 VP for each town controlled or last occupied by a friendly unit. **Note:** All towns are considered under French control at the start of the game.

2 VPs (French only) if Napoléon is east of the Parthe or Elster Rivers and there is a Coalition unit adjacent to Leipzig. **Gameplay Note:** Leipzig is east of these rivers (hint, hint, hint!).

12.0 SETUP Set up all four maps mating them together as shown here:



12.1 French Deployment

(C3) XI Infantry (Inf) and III Cavalry (Cav) Corps

(In or adjacent to C7) III, VI Inf and II Cav Corps

(E7) IV Inf Corps, Marshal Ney

(In or adjacent to K4) OG, IYG, and IIYG Inf and IG Cav Corps plus Napoléon

(In hexes north of hex row N and numbered 1-6 except not into hexes which the Guard units have been set up in) II, V, VIII, and IX Inf Corps

(Any hexes P1 to P6) I and IV Cav Corps

(In any hex north of hexrow O and numbered 7-10) O Inf Corps

(Anywhere within 5 hexes of Leipzig except in hexes with Guard units) French V Cavalry Corps **Note:** Historically this unit was deployed stacked with the I Cavalry Corps.

12.2 Coalition Deployment

(In hex rows Q and R numbered 1-3) Austrian II, IV, Res Inf Corps, Russian RA Inf Corps, and Prussian II Inf Corps.

(In Hex P10) Russian III Inf. Corps.

13.0 REINFORCEMENTS

T. 1	(Any hex A5 to A10) Prussian I Inf, Russian IX, X, and XI Inf Corps.
Turn 2	(Any hex A5 to A10) Prussian VIII Inf and Russian III Cav Corps
	(Any hex R1 to R6) Austrian II Cav, III Inf, and Russian V Corps
Turn 3	(A1 or A2) French VII Inf Corps
	(Any hex R1 to R6) Austrian I Inf Corps
T. 4	(Any hex A5 to A10) Coalition APR Inf Corps
Turn 5	(Any hex A5 to A10) Prussian III Inf, Russian XIV Inf, and Swedish I Inf Corps.

