

Errata

Napoleon at Leipzig 2nd Edition (as of January 1st, 1991) &

Napoleon at Leipzig 3rd Edition (as of June 15th, 1997)

NAPOLEON AT LEIPZIG 2nd EDITION:

The Counters:

There are only 360 counters in the game. This is printed correctly on the box back but incorrectly printed as 400 in the rules.

The Map:

The map was cut wrong. The South map should overlay the North map, or at least was intended to. In order to resolve whether hex #1201 (South) is clear or slope the following correction should be made. Cut the South map along the spine of the first hex row of its northern edge. Essentially you'll be cutting off the gray half-hexes that were there to guide the printer! Now lay the South map over the North map. You'll discover that hex 1201 is a gully hex and that the bit of woods in hex #4901S has a name.

Whenever the rulebooks contradict what is written on the map surface, the rulebooks take precedence.

Only the French Commanders concern themselves with Definition of Orders. Note that they are called French Definition of Orders.

The Rules:

There is a missing sentence on Page 4 of the Standard Game under the heading Explanation of Combat Results. The paragraph should read; "The phasing Player may voluntarily reduce the odds of a given attack. He incurs no penalty for such..."

Zones of Control do not extend across bridged Primary River hexes. This contradicts the example given on Page 3 of the Standard Game rulebook and Players should change it.

The Scenarios:

In the October 16th scenario, the Austrian commander of the 1st Light Division, Marshal Liecht, should begin stacked with any unit of his division.

In the October 18th scenario, Marshal Ney unfortunately begins in a rather odd place. Before play begins, place him on top of any friendly unit within 5 hexes of the specified hex.

Victory Conditions:

The Victory Conditions for the Campaign and Grand Tactical games are changed. The Leipzig bridge cannot be blown up until a game turn on the 19th. If an Allied combat unit ends a Player Turn adjacent to a Leipzig Chateaux hex prior to the 19th, there is no effect upon the outcome of the game. For the Allies to win prior to the 19th they must cause the French to reach their Disintegration Level. The Disintegration Level is calculated by adding up the face values of all units currently occupying the Destroyed Units and Available for Reorganization boxes found on the map at the end of any French Organization Segment of the Sequence of Play. If this totals 143 or more, the French Army has shattered and the Allied Player wins. The Allies may also win, of course, by moving adjacent to a Leipzig Chateaux hex on the 19th.

NAPOLEON AT LEIPZIG 3rd (GOLD) EDITION:

Post-publication playtesting of the 3rd Edition of Napoleon at Leipzig has revealed some points that require clarification.

The Map:

Road hexes are distinguished by the row of small trees on either side (high roads were provided with trees to protect travelers from the elements). Examples of Road hexes are from 6510N (Gordenitz) through 5917N (Taucha). Examples of Trail hexes are from 6722N (Cunersdorf) through 5917N (Taucha).

Town hexes always cost 1 MP to travel through, even if entering via a Road. For purposes of tracing Command, a Road or Trail through a Town hex still counts as 1/2 hex. (Those narrow streets impeded the progress of formed units of troops, but not a single courier.)

The Demoralization Level for St. Priest's Corps was left off the track. The letter "P" should appear in the "3" position on the track.

The October 18th small scenario begins with the 0600 October Night Turn as noted in the Exclusive Rules, not the 1000 turn as printed on the Turn Track on the map.

The Counters:

The words "Swedish Capacity" were left off the back of the Swedish flag counter. Ink this in when playing the Grand Tactical Game that uses this counter.

The Standard Rules:

8.7 (clarification): During Rain, Combat Units may not enter enemy ZOCs. Those in enemy ZOCs must still attack however.

The Campaign Rules:

5.2 (clarification): Combat Units cannot be given March Orders at Night or during Rain turns. Reinforcements do not enter play automatically under a March Order. One must be sent. Nor do reinforcements enter automatically "in command". So if entering at Night, reinforcements must roll for Initiative.

6.0 (addition): During Rain turns, units may only move using Initiative.

6.1 Types of Initiative, p. 10

An individual unit or integrated stack may not roll for initiative if stacked with an officer who has already failed his own initiative die roll for that turn.

6.11 (addition) An individual Combat Unit or Integrated Stack may not roll for Initiative if stacked with an Officer who has already failed his own Initiative die roll for that turn. An Officer's Initiative Rating (including his replacement) always has a minimum value of "1".

7.0 (clarification) If two out of the three Combat Units are present in a stack, it counts towards being an Integrated Stack.

8.24 (addition) Commanders use their Command Span plus three (+3) as a substitute Initiative Rating when determining their chances of reorganizing demoralized Combat Units

The Grand Tactical Rules:

3.1 Orders Procedure, p. 14

When determining the delay in the change of orders, the message path may cross unbridged river hexsides at a cost of 2 additional MPs.

3.1 (change): When determining the message path, the owning player counts terrain costs at either the infantry or cavalry MP rates (his option). Unlike all other movement, this message path may cross unbridged River hexsides at a cost of +2 MPs. Upon crossing such a hexside however, roll a die. A roll of "6" indicates the messenger drowned, and a new messenger must be dispatched next turn! Messengers may exit and reenter the map at any point. Count the terrain MP cost between the exit and reentry hexes along the map edge(s) and add +10.

3.2 (addition): Napoleon has no Orders Track. Corps under his command may have separate Orders. These can be changed only during Phase A.2 of the Sequence of Play.

3.3 (clarification): Combat Units may move using the Initiative rules, but may not receive March Orders.

3.41 & 3.42 (clarification): Remember the difference between Combat Units acting under Attack Orders vs. Ordinary Orders is the former that start in an enemy ZOC may move directly to the next enemy ZOC (and then stop). The latter cannot.

3.45 (addition): If a Formation with a March Order is halted by proximity to an enemy Combat Unit, always assume the "Hold" Order applies

5.1 (Correction): Cavalry Charges may be made against enemy cavalry units too.

5.3 (Clarification): Cavalry units which fail a Cavalry Charge are unable to be Reorganized because technically, they are considered surrounded by enemy ZOCs at the time of their elimination.

The Exclusive Rules:

2.2 (suggestion) Subtract one additional per turn per each attempt. Otherwise Ney may never join in on the 16th.

3.51 (addition): The following French units also have four steps: Lacoste (IY), Flamin (IIY) and Walt (GC).

4.42 (clarification): Only French infantry brigades entering Enemy ZOCs generates Victory Points for the Coalition. Units already in a ZOC do not. French cavalry is free to go where it pleases and generates no VPs for the Coalition by doing so.

4.43 (addition): As the scenario is played only on the South Map, there are no reinforcements and Napoleon and the Leipzig Observation Corps are not used. The Prussian II Corps, lacking its Officer, can only move using Initiative or by direct Integrated Stack command from Barclay.

4.73 (addition) The first sentence of this rule should read "All Army of Poland units listed on Page 11 of the Study Folder may not move until the 0900 turn."

6.1 (change) The French Imperial Guard Cavalry are not affected by Optional Standard Game Rule 14.2. Only infantry of the French Old Guard "OG" are concerned here.

Set-Up For The French:

Guard Cavalry Corps:

3rd Division. Lt. Gen Walther - 14:F. 5301S

II Corps:

4th Division Brigade Ferriere - 16:F. 4410S

5th Division Brigade Duetsko - 16:F. 4611S

III Corps Artillery:

10 Foot Batteries - 16:F. 4218N
2 Horse Batteries - 16:F. 4117N

IV Corps Artillery:

8 Foot Batteries - 16:F. 3824N

V Corps Artillery:

9 Foot Batteries - 16:F.5007S

1 Horse Battery - 16:F.5209S

Cavalry Reserve, III Corps:

1 Horse battery - delete (no unit)

The Army of Bohemia:

IV Corps:

Russian Army Corps:

Corps Artillery Nikitin - 18:F. 5213S

4th Corps / 3rd Division. Brigade Desfours - 16:R.6113S

Terrain Effects:

Woods - Cavalry only are halved.