

Leipzig

As a result of post-publication playtesting, the following errata has been assembled to clarify and correct various errors or ambiguities in the original game components.

This errata follows the sequence of the *Leipzig* Rules folder.

GAME EQUIPMENT

(*Omission*): A game of *Leipzig* should include the following components:

- one Game Map (23" x 29")
- one set of die-cut counters
- one Turn Record/Reinforcement Chart
- two Combat Results Table sheets (also including Victory Point Schedule, Forced March Tables and Terrain Effects Chart)
- one rules folder
- one die

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

Simulations Publications Inc.
44 East 23rd Street
New York, N.Y. 10010

GAME SCALE

(*Omission*): Each Game-Turn of *Leipzig* represents the passage of one week. Each hexagon on the mapsheet represents fifteen kilometers (9.4 miles).

GAME CHARTS AND TABLES

(*Omission*): Note: *Leipzig* should contain a separate Turn Record/Reinforcement Track in addition to the charts mentioned.

GENERAL COURSE OF PLAY

(*Correction*): Note: The Second Player (the Allied Player) repeats A & B (Movement and Combat Phases) not Phases 1 and 2 as stated.

GAME LENGTH

(*Correction*): The winner of a game is determined by consulting the Victory Points Schedule *not* the Scenario Chart.

ZONES OF CONTROL

(B) (*Clarification*): If both total and partial Zones of Control extend into the same hex, the hex is considered totally controlled. Enemy Zones of Control *do* extend into Friendly occupied hexes during the Movement Phase. Infantry and non-combat units may never move from one Enemy controlled hex directly to another Enemy controlled hex, even if they begin their Movement Phase in an Enemy Zone of Control. Infantry and non-combat units which begin their Movement Phase in an Enemy controlled hex may move into another Enemy controlled hex during their Movement Phase providing that the first hex they enter is not an Enemy controlled hex. Cavalry units which begin their Movement Phase in an Enemy controlled hex may move directly into another Enemy controlled hex.

STACKING AND UNIT BREAKDOWN

(B) (*Clarification*): At the end of a Friendly Movement Phase, Friendly units stacked together must either combine into a single larger unit or they must be stacked with or adjacent to a Friendly supply unit. The supply unit used to maintain Friendly stacks is expended regardless of whether or not such Friendly stacks participate in supplied combat during the Game-Turn.

(D) (*Clarification*): All units stacked together must defend together, i.e., units in a defending stack may not be attacked individually. All units attacking from a single hex may only

attack Enemy units defending in a single hex. Units in one hex which are adjacent to more than one Enemy occupied hex may only attack Enemy units in *one* of the hexes to which they are adjacent. It is not necessary for all units in an attacking stack to participate in the attack, but all participating attacking units (from the same hex) must combine to attack only a single Enemy occupied hex. Note: units in a stack which do not participate in an attack *are* nevertheless affected by a combat result of that attack (see also Combat errata cases B and D).

(E) (*Clarification*): Only one Movement Point is expended at the end of a Friendly Movement Phase per combining unit regardless of the number of steps of combination. In other words, six (2-5) divisions may each expend on Movement Point and combine into an (18-2) Army. They need not first combine into Corps. Similarly, an (18-2) Army breaks down directly (if desired) into six (2-5) divisions without first having to form Corps units. The six divisions formed by the breaking-down of the Army would each lose one Movement Point for the breakdown act, in addition to any further penalties incurred from stacking.

(F) (*Omission*): Dispersed units may never combine with any other unit(s) nor may a dispersed unit be broken down into smaller units.

SUPPLY

(C) (*Clarification*): In each of its three supply roles (stacking, combat, and Forced March) the Friendly supply unit involved must be stacked with or adjacent to the units it is supplying. To supply a Force March, a Friendly supply unit must be adjacent to or stacked with the units to be force marched at the *beginning* of the Movement Phase. The supply unit supplying the force march is expended (removed from the map) at the end of the Friendly Movement Phase in which the force march occurred. Thus a supply unit used for force march purposes may never be used for stacking or combat supply purposes. If a Depot is used to supply a force march, the depot is replaced with a supply unit at the end of the Movement Phase rather than at the end of the Player-Turn.

(E) (*Clarification*): Friendly supply units may *only* be voluntarily destroyed at the end of any Friendly Movement Phase.

COMBAT

PROCEDURE (*Clarification*): To compute a combat percentage divide the Defender's value into 100 times the Attacker's value. The result is the Attacker's Strength as a percentage of the Defender's Strength.

(B) (*Omission*): All units stacked in a hex in which any unit is participating in combat are subject to the results of that combat (even units which themselves did not participate in the combat).

(D) (*Change*): All units attacking from a single hex may attack Enemy units in only *one* adjacent hex. All units attacking from one hex must attack the *same* Enemy occupied hex (or totally refrain from attacking). Units in an attacking stack which do not participate in the attack *are* nevertheless affected by the combat results of that attack.

(H) (*Clarification*): The supply unit used to allow Friendly units to attack or defend at their printed Combat Strength must be stacked with or adjacent to the units it is supplying.

COMBAT

(M) (*Omission*): If the attacker attacked across a River hexside (bridged or unbridged), or against a fortress hex, any *combat* units or Leaders which participated in the Attack may advance into the hex if all defending units have been eliminated or retreated. Attacking units (combat units and Leaders only) may always advance into a hex vacated by defending units which Retreat Before Combat. The Attacker may never advance any units if a Combat result of "Ax," "As," or "AsDs" occurs. The Attacker may only advance units involved in a combat which forces the Defender to completely vacate the attacked hex.

RETREAT BEFORE COMBAT

(J) (*Omission*): The Defender may Retreat Before Combat *any* unit attacked unless:

1) The unit is surrounded by Enemy units or Enemy controlled hexes. Note: Friendly units in a hex negate Enemy Zones of Control during a Retreat Before Combat.

2) The unit is neither a Cavalry or Leader unit and it is attacked at 500% or greater odds. Cavalry and/or Leader units may retreat regardless of the odds percentage. Note: In determining odds for Retreat Before Combat purposes, the Attack must achieve 500% or greater odds against the defending unit as if it (the defending unit) had already allocated combat supply, i.e., 500% or greater odds must be achieved against the printed strength(s) of the defending unit(s) who also benefit from Terrain effects during this calculation.

3) The unit is not currently dispersed.

If any of the above cases apply to a defending unit it may not retreat but must remain stationary and be attacked. Note: During a Retreat Before Combat the retreating unit must pay all normal Terrain entry costs and Stacking and Unstacking penalties.

DISPERSAL AND SCATTERING

(K) (*Change*): Units become dispersed either as a result of combat, a Retreat Before Combat, or an attempt to force march. A unit which retreats before combat is *automatically* dispersed at the end of the retreat. A unit may become dispersed as a result of force march or combat (see Force March and Combat Results Tables). A unit which becomes dispersed, remains dispersed until the *end* of the same Phase (in which it became dispersed) in the following Game-Turn. Thus a unit that is dispersed during the Enemy Combat Phase remains dispersed until the end of the Enemy Combat Phase in the following Game-Turn. Units which are dispersed may never move, attack, or retreat before combat. Dispersed units always defend normally, however, when attacked. Note: Dispersed Supply units cannot be used for any form of supply. Dispersed Leader units may always use their *Defensive* Leadership Bonus.

SCATTERING

(*Omission*): Scattered units must pay normal Unit Breakdown costs in addition. Scattered units must pay all normal terrain entry costs, unstacking costs, and Zone of Control costs during their retreat. Scattered units are considered dispersed at the end of their retreat.

RETREAT ORDER OF PREFERENCE

(*Clarification*): The owning Player always retreats his own units in strict accordance with the Retreat priority rules.

LEADERS

(B) (*Clarification*): The Leadership Bonus is always added *after* Supply and Terrain effects are determined for the Combat units with which the Leader is stacked.

FORTRESS AND SIEGE

(A) (*Clarification*): Units defending in a fortress are never affected by a "½ Ex" Combat Result.

(E) (*Clarification*): Units in a fortress are *never* required to attack any adjacent Enemy occupied hex. However, if the fortress units attack *one* adjacent Enemy occupied hex they must attack *all* Enemy occupied adjacent hexes in one combined attack (except Enemy occupied hexes which are divided from the fortress by a river).

RECONNAISSANCE

(*Clarification*): In the Spring Scenarios, all Allied units are hidden under blank counters at the beginning of the game. The Allied Player may replace all blank counters "lifted" by French Reconnaissance at the beginning of each Allied Movement Phase.

HOW TO USE THE SCENARIOS

Deployment of Forces (Omission): Units may always begin a Scenario either combined or broken down into smaller formations when initially stacked on the same hex. This action does not require any Movement Points to be subtracted during the first Game-Turn's Movement Phase.

SPRING SCENARIO

(*Clarification*): In all Spring Scenarios, the French units which begin the game at Gotha

may *Triple Force March* (triple their normal Movement Allowance) without having to use the Force March Tables or expend a Supply unit.

SCENARIO #3 & 4: The Allied units in Austria are free to move anywhere on the map (except during an Armistice).

SCENARIO #8: (*Clarification*): French units beginning at Gotha may *Triple Force March* without expending a Supply unit or consulting the Force March Tables for the first French Player-Turn only.

SPECIAL GAME RULES

Bavarian Defection (Omission): Add one Supply unit to the Allied units which enter on the south edge of the map.

German Rebellion (Clarification): The French Player removes two divisions of any type from anywhere on the map at the beginning of each French Player-Turn if a German Rebellion occurs. All French Reinforcements are cancelled also.

Armistice (Clarification): When an Armistice occurs, units are moved normally during the Armistice to their respective sides of the boundary lines. During this movement units may be left to garrison fortresses up to the fortress stacking limit (six divisions).

FORCE MARCH TABLES

(*Clarification*): All units may attempt to Double Force March. Only Infantry units may attempt to Triple Force March. A unit attempting a double or triple forced march may expend *less* than exactly double or triple its normal Movement Allowance.

TERRAIN EFFECTS CHART

(*Clarification*): Zones of Control *do* extend into Mountain hexes. Supply, Depot, and Cavalry units may never enter Mountain hexes. *Note*: Terrain effects on combat are *not* cumulative. The Defender must use only the single most advantageous Terrain effect to multiply his Combat Strength. Thus in an attack across an unbridge river-hexside against units defending in a fortress the defending units are only tripled, not multiplied by five times their printed Combat Strength(s).

HOW TO USE

THE COMBAT RESULTS TABLE

(*Clarification*): To compute a combat percentage divide the Defender's total Combat Strength into 100 times the Attacker's total Combat Strength. The result is the Attacker's Strength as a percentage of the Defender's Strength. In determining if an Automatic Elimination can be achieved, the full printed value of the defending units is used only if it is possible that the defending unit would be in supply during the Combat Phase, i.e., it must be stacked with or adjacent to a Friendly Supply unit. If there is no possibility of the defending unit being in supply, Automatic Elimination or 500% combat odds calculations may be computed on the basis of the defending unit's unsupplied (halved) Combat Strength. The defending unit need *not* actually expend a Supply unit. The mere threat of the use of a Supply unit is sufficient; it need not be expended.

TURN RECORD/REINFORCEMENT CHART

(*Clarification*): Reinforcements must enter on their scheduled Game-Turn. They may not be delayed. Reinforcements may enter in Enemy controlled hexes. They may *never* enter if Enemy units occupy their entrance hex.

