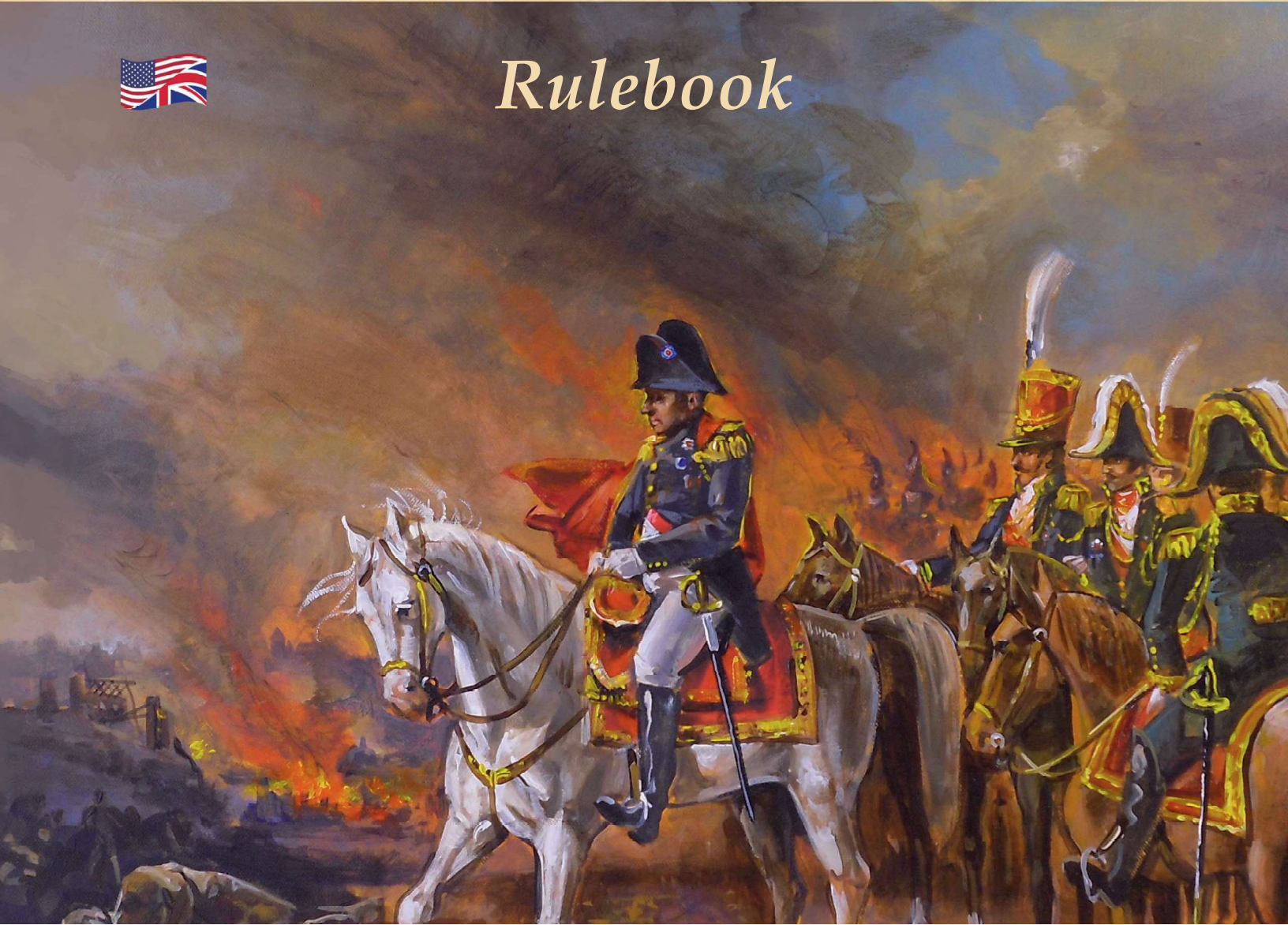


BATTLE OF THE NATIONS 1813

VÖLKERSCHLACHT BEI LEIPZIG 1813 ♦ BATAILLE DE LEIPZIG 1813



Rulebook



BATTLE OF THE NATIONS 1813

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History

The Battle of Leipzig or Battle of the Nations was fought from 16 to 19 October 1813, at Leipzig, Saxony. The coalition armies of Russia, Prussia, Austria, and Sweden, led by Tsar Alexander I of Russia and Karl Philipp, Prince of Schwarzenberg, decisively defeated the French army of Napoleon I, Emperor of the French. Napoleon's army also contained Polish and Italian troops, as well as Germans from the Confederation of the Rhine. The battle was the culmination of the German campaign

of 1813 and involved 600,000 soldiers, 2,200 artillery pieces, the expenditure of 200,000 rounds of artillery ammunition and 127,000 casualties, making it the largest battle in Europe prior to World War I. Decisively defeated for the first time in battle, Napoleon was compelled to return to France while the Coalition kept up their momentum, dissolving the Confederation of the Rhine and invading France early the next year.

source: https://en.wikipedia.org/wiki/Battle_of_Leipzig

Content: Overview

Game board, 19 Armies, 52 Troop Markers, 6 "-1 markers", 40 Action Cards (Terrain Cards and Movement Cards), 25 Mission Cards, 19 Army Cards, 6 Scout Cards, Information Cards, 16 wooden figures, Time Indicator, rules in German and English



The game also includes 4 terrain tiles, which will be used for an expansion at a later date. More infos on: www.clicker-spiele.net

Content: In detail

Spielplan

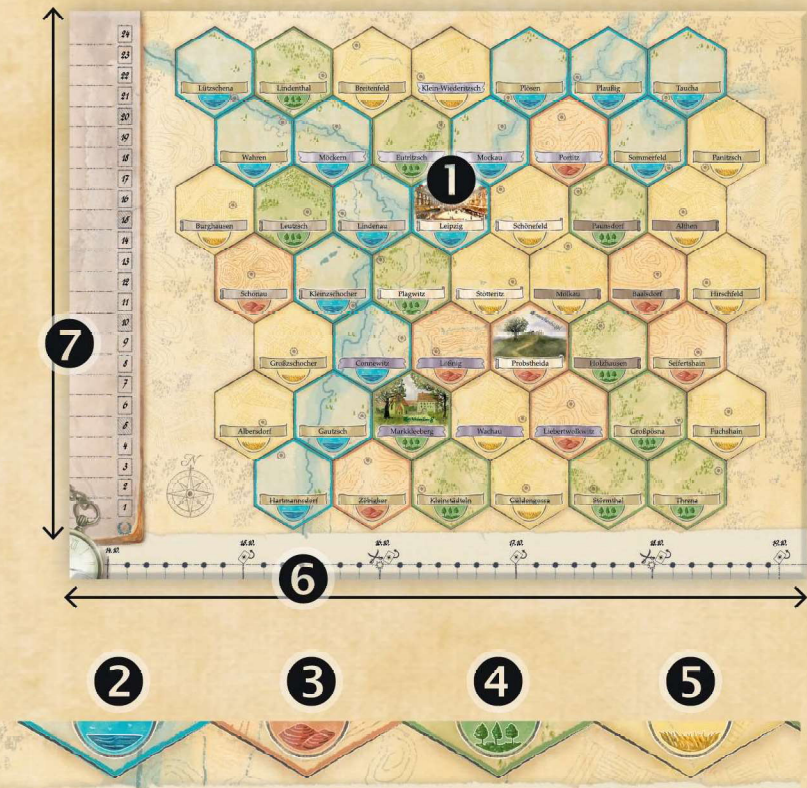
The game board shows the area of Leipzig ❶ in 1813 divided into 47 fields.

It is divided into four types of fields:

- River ❷
- Hill ❸
- Forest ❹
- Plain ❺

It also shows the time bar ❹ and the victory point bar. ❺.

The fields Probstheida (Monarch's Hill) and Markkleeberg are emphasized by an illustration due to their historical relevance, but in gameplay they are treated like all other fields.



Army Cards

The *Army Cards* describe the starting line-up ❶ of the *Troop Markers* (and in consequence possibly of the *Armies*) on the map. Usually 3 villages are named. Some cards also show 4 villages.

For each *Army* there is one *Army Card* (8 French *Armies*; 11 Allied *Armies*).

The following information can be found on the cards:

- The Unit Type (infantry, artillery, cavalry) ❷
- The Army Strength ❸
- The number of available *Troop Markers* (circles for the French and squares for the Allied troops)¹ ❹

Some cards cannot be played until the *Time Indicator* has reached the displayed date ❺.



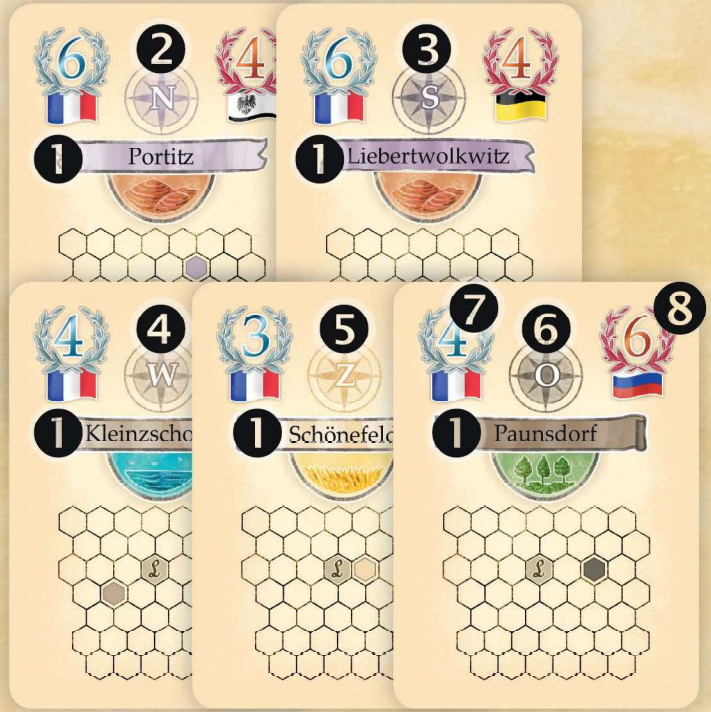
Mission Cards

The *Mission Cards* indicate the villages ❶ that **Napoléon** has to occupy with his *Armies*.

There are 5 different types of *Mission Cards* (North ❷, South ❸, West ❹, Center ❺, East ❻).

There are light, medium and heavy *Mission Cards* with different numbers of victory points (3 to 7 points). The further away the town is from the starting line-up of the French *Armies*, the more difficult it is to complete the mission and the more points **Napoléon** can earn.

The victory points for the French ❼ are displayed on the left, the Allied victory points ❸ on the right.



Time Indicator

The *Time Indicator* shows the current date and thus the remaining time until the end of the game.

It is moved by playing *Movement Cards* or *Time Cards*, *Placing Armies*, and playing *Scout Cards*.



¹ In order to lay out an army card, there have to be enough troop markers to occupy all villages listed on the Army Card. However, if a card shows more villages than Troop Markers available, playing a Scout Card can exclude a village and thus reduce the number of needed Markers. Players receive Scout Cards by placing their armies.

Action Cards

There are three different *Action Cards*:

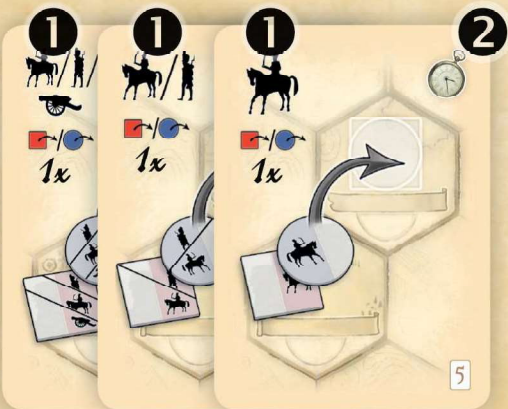
Terrain Card

The *Terrain Card* is used to remove own *Troop Markers* that are placed on the corresponding fields. ❶.



Movement Card

With the *Movement Card*, players move **one** of their own *Troop Markers* of the indicated unit type ❶ onto an adjacent field. Some cards only allow you to move a specific unit. The clock in the upper right corner ❷ indicates that the *Time Indicator* must be moved one point forward.



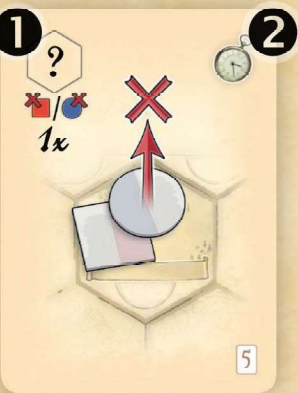
Time Card

The *Time Card* is used to move the *Time Indicator* one field further.



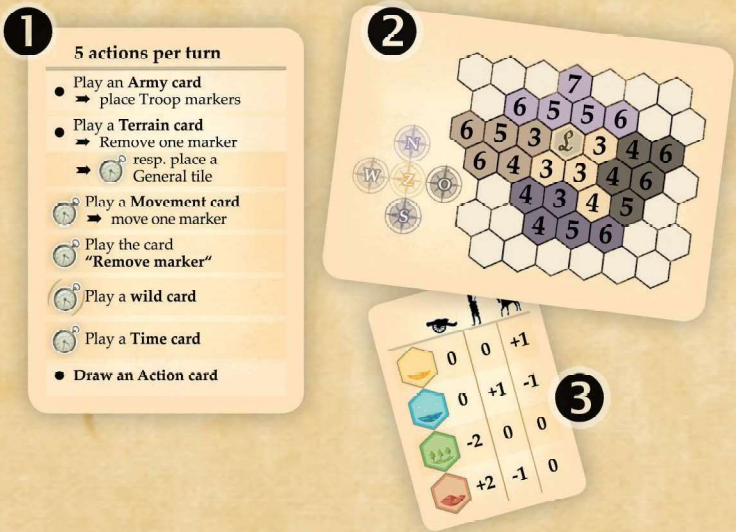
Scout Card

With the *Scout Card* the players can remove one of their own *Troop Markers* (of their choice) ❶ from the board. In addition, these cards are used to bring *Troop Markers* from generals into play, of which less markers are available than are needed. The clock in the upper right corner ❷ indicates that the *Time Indicator* must be moved one point forward.



Information Cards

For each player there is an *Information Card* with the possible actions ❶ he/she can take during his/her turn. The other *Information Card* shows a map with the villages ❷ on *Mission Cards* and the victory points **Napoléon** can score. The terrain values ❸ are listed on the back of this card (only required in the advanced game).



Armies

The players place their *Armies* during the game. These *Armies* are represented by their respective leaders and generals ❶ (Napoléon, Ney, Bertrand, MacDonald, Schwarzenberg, Platow etc.).

There are 11 Allied and 8 French *Armies*, with the generals leading different units (infantry, artillery, cavalry) (see symbol ❷).

The *Armies* "Napoléon" and "Schwarzenberg" lead all three army units. Once these armies are placed, the player decides which army unit they are.

The *Armies* also display the Army Strength ❸. The backs of the *Armies* ❹ (pale color) show an Army Strength reduced by one point ❺.



Troop Marker

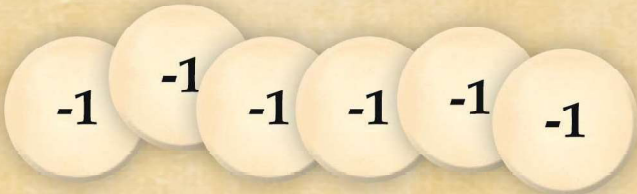
For each army there are 3 *Troop Markers* (Napoléon, Ney, Schwarzenberg and Bernadotte each have only 2 markers). They are used to mark the possible locations of the corresponding *Army* on the board.

On the back of the markers there is either a „-1“ ❶ or the terrain value (≠ 0) for the corresponding unit ❷ (for expert rule).



-1 Chip

The "-1 Chips" are used to represent a reduced Army Strength of an *Army*.



Colored wooden figures

- The blue and white *soldiers* ❶ are used to mark the locations of the *Mission Cards* on the board.
- The blue and white *cannons* ❷ are used to mark the French *Armies* who are fighting together in different groups.
- The *victory point indicators* (red and blue *cannon*) ❸ show the score of both players.
- With the gray *cannon* ❹ **Napoléon** marks his final victory point score at the end of the game. After playing another game with swapped roles, the players can compare who scored more points playing the French and this player wins (alternative winning condition).



Preparation

- The game board is spread out on the table. The player who was last in Leipzig receives the Allied Army (red) [**Schwarzenberg**], the other player the French army (blue) [**Napoléon**].
- Each player takes his armies with the corresponding *Troop Markers*. The *Troop Markers* are sorted and placed onto the corresponding armies ❶.
- The players receive their *Army Cards*, which they place face-up in front of them ❷.
- The *Mission Cards* are shuffled according to their districts (North, South, East, West, Center). **Napoléon** receives one card from each district. He takes a second card from two districts. **For each** of these two districts, the player may choose **one** *Mission Card* (this gives the player the opportunity to choose locations that are close to each other or further apart) ❸. The left over *Mission Cards* and the two cards not selected are removed from the game.
- The *Action Cards* (*Terrain Cards*, *Movement Cards*, *Time Cards*) are shuffled and 4 of them are distributed to the players who take them in their hand ❹.
- The remaining *Action Cards* form the hidden draw pile. 4 cards are laid out face up for draw ❺.
- The *Scout Cards* and the "-1 Chips" ❻ are placed face up next to the board.
- The *victory point indicators* are put below the first field of the victory point bar ❼, all other wooden figures are held ready to hand next to the board (needed for scoring).
- The **Time Indicator** points at the pocket watch on the time bar ❸ (directly in front of the date "14.10.").
- Napoléon** is starting player.



Game Play - Beginner's Game

Each turn, the active player performs **5 actions in any order and frequency**².

I.e. he can also perform the same action five times in a row (e.g. draw 5 *Action Cards*) or one action twice and another three times (e.g. lay out two *Army Cards* and three times play one *Movement Card*).

1. Lay out one *Army Card* (and place *Troop Markers*)
2. Play a *Terrain Card* (place an *Army* if necessary)
3. Play a *Movement Card*
4. Play a *Scout Card*
5. Play a *Wild Card*
6. Play a *Time Card*
7. Draw an *Action Card*

→ Once the active player has completed all 5 actions, the second player begins his turn.

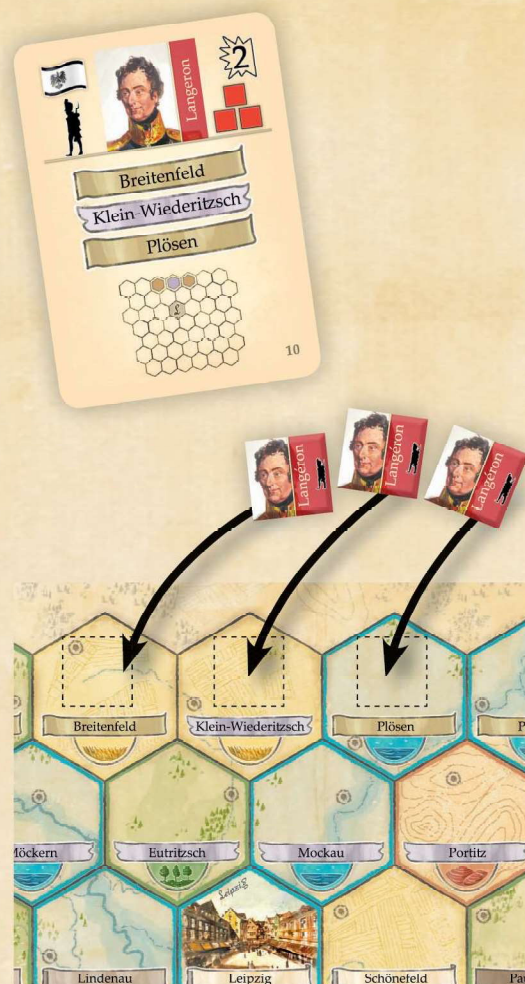
1. Lay out an *Army Card*

- The player selects one of his *Army Cards* and places a *Troop Marker* of the corresponding general onto the game board for each village named on the *Army Card*, regardless of whether there are already one or more *Troop Markers* of other generals on these fields.
- If there is already an *Army* on a field, **no** *Troop Marker* is placed on this field.
- **Condition for playing** the *Army Card*:
 1. On each village listed on the *Army Card* must be put **one** *Troop Marker*.
 1. In addition, the **Time Indicator** must have passed the date one shown on the card.
 2. If there are not enough *Troop Markers* (e.g. Napoléon has only 2 *Troop Markers*, but there are 4 locations on the card), a *Scout Card* has to be played **for each missing** *Troop Marker*.³ The player can then freely select the villages to be occupied by markers from the offered ones (Note: If one of the four villages mentioned is already occupied by an *Army*, this field is omitted and only one *Scout Card* is required).
- The player places the played *Army Card* face down in front of him (it cannot be used again).

Example.: **Schwarzenberg** lays out the *Army Card* Langeron.

One *Troop Marker* each is placed on the villages Breitenfeld, Plösen and Klein-Wiederitzsch.

He places the played *Army Card* face down in front of him.



² In the first turn the players must have played an army card before they can play action 2, 3, 4.

³ Scout cards are given to players for placing Armies.

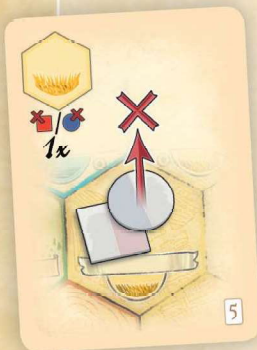
2. Play a Terrain Card

With a *Terrain Card* the number of own *Troop Markers* **on the board** can be reduced.

- The player removes one own *Troop Marker* from the terrain corresponding to the card played.
- **Never remove all markers** from an *Army*. **One** *Troop Marker* per army must remain on the board.
- If there is only one *Troop Marker* of an *Army* left on the game board, the corresponding *Army* is placed (also see **Place Armies**, p. 10).
- The played card goes to the discard pile.

Example: Schwarzenberg plays a *Terrain Card* "plain".

The player removes a *Troop Marker* that lies on a plain field. Since two *Troop Markers* lie on plain fields (on ❶ and ❷), he must choose one *Troop Marker*.



3. Play a Movement Card

With a *Movement Card*, players can move **one** of their *Troop Markers* by **one** field.

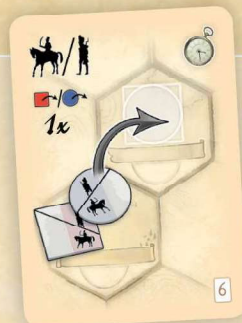
- Please note that only units (artillery, infantry, cavalry) that are shown on the *Movement Card* may be moved.
- Only *Troop Markers* but no *Armies* may be moved.
- **Conditions:**
Troop Markers are always moved by one field. They may **not** be moved to fields, that
 1. already contain an *Army*.
 2. already contain a marker of the same *Army*. However, *Troop Markers* of other *Armies* (own, enemy) may be on this field.

Exception: By playing **two** *Movement Cards* you may jump over one of your **own** *Armies*.

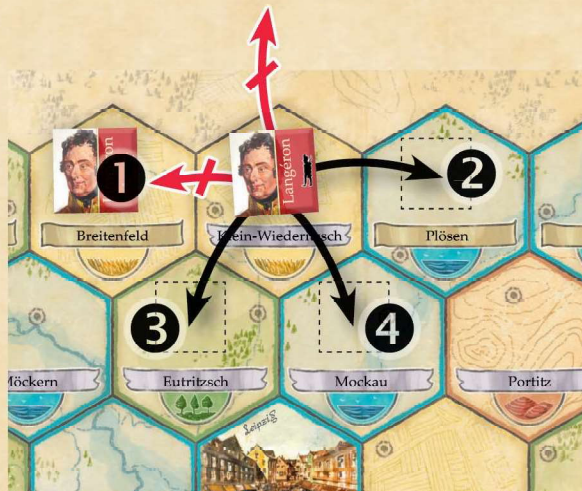
- For **each** *Movement Card* played, the **Time Indicator** moves **one** point forward.
- The played card goes to the discard pile.

Example:

Schwarzenberg plays the *Movement Card* "cavalry/infantry".



He now moves one of his two *Troop Markers* "Langeron" to an adjacent field (❷, ❸, ❹). It is not possible to move it to field ❶, because there is already a "Langeron" marker there. It is also not allowed to move the marker from the game board

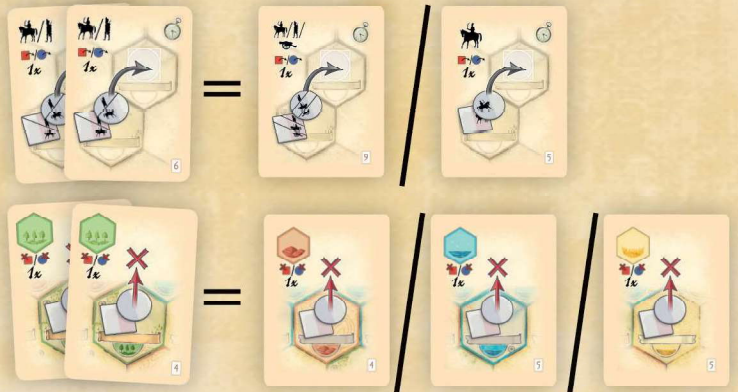


4. Play a Scout Card

- Using these cards, the player can lay out the *Army Card* of an *Army* of which he does not have enough markers (Napoléon, Ney, Schwarzenberg, Bernadotte) (see **Lay out an Army Card**, p.7).
- The player can also use a *Scout Card* to remove one of his own *Troop Markers* from the game board.
- Played *Scout Cards* are returned to the other *Scout Cards* on the table.
- For **each** *Scout Card* played, the **Time Indicator** moves **one** point forward.
- A *Scout Card* is dealt to a player whenever he places an own *Army*.

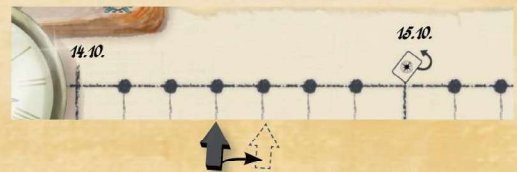
5. Play a Wild Card

- **Two identical** *Movement Cards* are a *Wild Card* and can be used for **any** *Movement Card* (however, the **Time Indicator** moves only one point forward).
- **Two identical** *Terrain Cards* are also a *Wild Card* and can be used for **any** *Terrain Card*.
- The played cards go to the discard pile.



6. Play a Time Card

- If a player plays a *Time Card*, the **Time Indicator** is moved forward by **one** point (direction to 19.10.).
- The played card leaves the game.



7. Draw an Action Card

- The player takes **one** new *Action Card* from the face-up or face-down draw pile.
- The open *Action Cards* are **replenished at the end of a player's turn**.
- If the draw pile is used up, the player shuffles the *Action Cards* discard pile (face down) and uses these cards as the new draw pile.
- Players also have the option to perform the action "Draw *Action Card*" five times in one turn, but **may not hold more than 8 cards** (*Action Cards* and *Scout Cards*) at the end of their turn. Surplus cards must be discarded.

Further rules

- **Only one** *Army* may be placed on each field.
- The *Troop Markers* of the generals Napoleon and Schwarzenberg can be of **any unit type** (infantry, artillery, cavalry). The moment these *Armies* are placed, the players must choose a unit for them.

Further information to the actions

Place armies

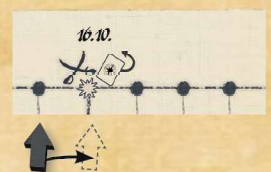
- If there is **only one** *Troop Marker* on the board left of an army, the *Troop Marker* is exchanged by the corresponding *Army*. All markers on this field are removed from the board.
- The active player must now check whether as a result there is again only one marker left of another *Army*. If this is the case, this marker must also be replaced by the corresponding *Army*, and so on.
- It can happen that an *Army* of the other player has to be placed as well.
- All removed markers are placed upside down next to the game board.
- The player receives **one** victory point for **each own** *Army* placed. The points are counted on the victory point bar (on the game board).
- For **each own** *Army* placed, the player receives a *Scout Card*, which takes in his hand.
- If all *Scout Cards* are in the players' possession, no *Scout Card* can be taken.
- If an *Army* of the other player has been placed, **no** player receives a *Scout Card* or a victory point.
- For **each own** army placed, the **Time Indicator** moves one point forward.
- If an *Army* of the other player has been placed, the **Time Indicator** does **not** move forward.

Time bar and scoring

- For **each** *Movement Card*, *Time Card* and *Scout Card* played, or for **each own** *Army* placed, the **Time Indicator** on the time bar moves one point forward. The "Fight Date" (16.10. and 18.10.) is a point as well.
- Each time the Time Indicator passes a date (15.10., 16.10., 17.10., 18.10., 19.10.), **Napoléon** must reveal a *Mission Card* and mark the field with his wooden figure (white/blue soldier). (Note: When passing the date "14.10." **no** card is revealed.)
- On October 16th and 18th a fight takes place between the French *Armies* and the Allied *Armies*.

Fight (16.10. and 18.10.)

- If, till the end of a turn, the **Time Indicator** has **reached** the date 16.10. or 18.10. or has **passed** it (for the first time), the fight is conducted.
- All *Armies* that are **in direct contact** with enemy *Armies* are involved in the battles. (i.e. the *Armies* stand **next to each other**).
- The number of enemy *Armies* determines how many points of Army Strength the player has to subtract in total (one point per enemy *Army*, regardless of how many edges the *Army* has enemy contact on).
- If an opposing *Army* has contact to several *Armies* at the same time, the player may choose which of his *Armies* takes the damage (**see example 4**).
- If the *Army* strength is less than one point, the *Army* is removed from the game board and taken out of play. This field is free again and can be filled with other *Troop Markers*.
- After the fight, it's the other player's turn.





Example 1: Two opposing armies stand next to each other and no other armies are placed on the adjacent squares.
Both troops (Poniatowski and Yorck) lose one point each.



Example 2: An army faces two opposing armies.
The allied Army (Yorck) loses two battle points. The two French Armies (Poniatowski and Bertrand) lose one point in total. The player of the French can decide which of the two Armies he wants to reduce by 1.



Example 3: Armies without enemy contact do not participate in combat.
The Army of Yorck faces only one Army (Poniatowski). Yorck and Poniatowski each lose one point. Bertrand's Army is not involved in the fight because it has no contact with an enemy Army.



Example 4: Each Army attacks only once. The attacker may (possibly) choose, which of his Armies suffers damage.
In this example, the Allies lose a total of 2 points (due to 2 adjacent French Armies): Since only Yorck's army is adjacent to Bertrand, the damage caused by Bertrand (1 point) goes directly to Yorck. The Army of Murat faces the Armies of Yorck, Schwarzenberg and Friedrich. The Allied player may therefore choose which of his 3 Armies receives the damage caused by Murat (1 point). The French lose a total of 3 points (because of 3 adjacent allied Armies): The damage of Yorck (1 point) can either go to Bertrand or Murat (the player of the French can choose), the damage of Schwarzenberg and Friedrich (a total of 2 points) goes directly to Murat, because only he is in contact with them.

- The loss of Army Strength can be indicated by flipping the Army to the back (on the back the Army Strength is one point less).
- If an Army loses more than one point or the Army has already been turned once and the Army Strength is not yet at 0, an additional "-1 chip" per lost point is placed on the Army. For this you can use the separate "-1 chips" or the backs of the Troop Markers of the corresponding Army (one marker has the "-1" on the back).



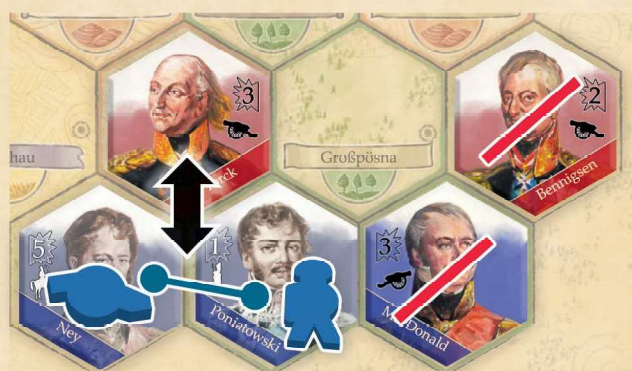
Example 5: Yorck loses two points of Army Strength. The Army is flipped to the back (minus 1 point) and a "-1 chip" is placed on it (minus 1 point).

End of the game

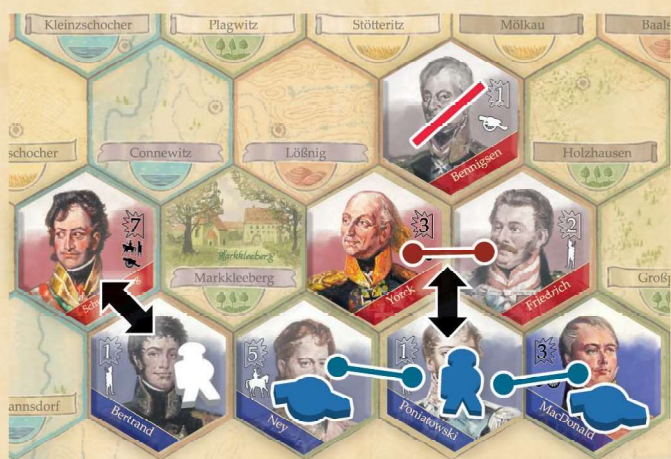
The game is over when the **Time Indicator** has passed the date "19.10." on the time bar and the active player has finished his turn.

Scoring - Compare Army Strength:

- All of **Napoléon's** Armies placed on fields indicated on *Mission Cards* were marked with a wooden figure (soldier) during the game. It is recommended to use the white and blue *soldiers* for fields that are close to each other (if necessary, swap colored figures).
- All of **Napoleon's** Armies which are adjacent and as well have "enemy contact" are marked a wooden *cannon* of the same color. It is **decisive, however, that the opposing Army has contact with the Army on the mission field**.
- If a French Army is positioned between two other French Armies, each on a different mission field, the player may possibly have to decide which of the two adjacent Armies to support.

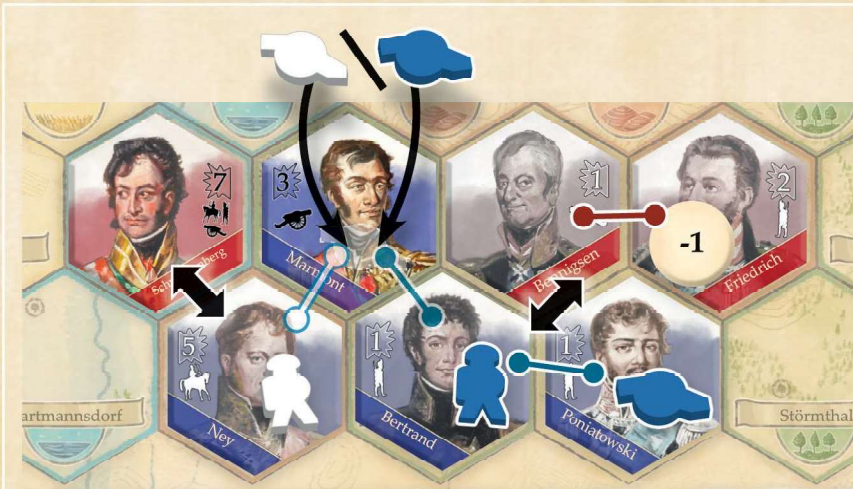


Example 1: The Army Poniatowski is placed on the field of a Mission Card. A blue soldier was therefore placed on this field (soldiers are placed on mission fields). The Army is supported by Ney. A blue cannon is placed on this Army. Although MacDonald's Army has enemy contact, this enemy Army (Bennigsen) is not in "contact" with Poniatowski's Army and is therefore not relevant for the scoring. Poniatowski and Ney have 6 points in total. The allies have 3 points.



Example 2: The Armies Bertrand and Poniatowski were placed on fields of mission cards (marked by the blue and white soldiers). The Army Bertrand faces the Army Schwarzenberg. To the Army of Poniatowski is added the army of MacDonald and the Army of Ney. Since Ney has no contact with the Army Schwarzenberg, he cannot be added to the Army Bertrand. The Army Bennigsen has no contact with an enemy Army on a mission field and is therefore not relevant for the scoring.

- **Napoléon** now totals the Army Strengths of his marked *Armies* and compares these combat values separately for each mission with the combat values of **Schwarzenbergs**.
- **Schwarzenberg** proceeds similarly to **Napoléon**. I.e. he adds the Army Strengths of his *Armies*, which are in contact with **Napoléon's** *Armies* on mission fields.
- If, per mission, the combat value of the French *Army* is **equal to or higher** than the combat value of the Allied *Army*, the mission is considered fulfilled.



*Beispiel 3: In this example, **Napoléon** can add the Army Marmont either to Ney or to Bertrand. If he chooses the Army Ney, he wins both missions because he has 8 points against Schwarzenberg (7 points) and 2 points against Bannigsen (1 point) and Friedrich (1 point) – **Napoléon** also wins a mission if there is a tie.*

Conditions to win the game

- **Napoléon** receives the victory points in the upper left corner of the fulfilled *Mission Card*, which he counts with the blue *cannon* on the victory point bar.
- For each mission in which **Schwarzenberg** has a higher combat value, **Schwarzenberg** receives the victory points shown in the upper right corner of the *Mission Card*. This also applies if there is no French *Army* at all on the mission field (e.g. because it was already beaten before).
- **Napoléon** wins the game if he has more points than **Schwarzenberg**.

Alternative conditions to win

The players play the game for a second time and now swap roles (the player of the Allied now gets the French and vice versa). After the second game they compare the points they got with the French. The grey *cannon* shows **Napoleon's** victory points from the first game. The player who scored more points for **Napoléon** wins. If there is a tie, there is no winner.

Tips & Advice

The French

- **Napoléon** shouldn't place his generals too soon. Otherwise he can no longer react to the actions of **Schwarzenberg**. Especially when *Armies* are defeated and thus removed from the board.
- The selection of the *Mission Cards* should be well considered. If the villages are close to each other, the player can decide at short notice which *Armies* will support each other.
- In most cases, three out of five missions are enough to win.








Game Play - Advanced Game

Once the players have internalized the rules of the beginner game, they can play the advanced game. The advanced game has the same rules, but the terrain value is added:

Type of terrain

Depending on the type of terrain (forest, river landscape, hill, plain) on which an Army is located, the Army strength of the unit changes (cavalry, infantry, artillery).

The back of the second info card shows the terrain values.

			
	0	0	+1
	0	+1	-1
	-2	0	0
	+2	-1	0

Place an army

When an *Army* is placed, the corresponding *Troop Marker* (flipped to the "terrain value side" and chosen according to the terrain type) is placed on the army.

Scoring

At the end of the game (19.10.) the Terrain Value of the individual *Army* is taken into account. Thus the Army Strength (and as a result the combat value) can increase or decrease under certain circumstances.



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Thanks to the game testers: Carsten, Charlotta, Mälika, Violetta, Malina