

Rules for Leipzig-Lite

Organization.

All stands are organized into armies commanded by a general figure. Each stand represents notionally 5000 men. These armies are in turn organized into groups called divisions. All stands in divisions must keep contact, being either all in the same square or in a line/column across 2 or more contiguous squares. There are some exceptions e.g. Cossack stands. No stand may be more than 2 squares from its general if it wishes to move. No more than 4 stands may occupy a single square.

Move Sequence

1. Allies deploy
2. French move and fight
3. Allies move and fight

Bombardment

Artillery may bombard at the beginning of the move or may move and fight in combat at reduced effectiveness. Range and line of sight is 2 squares straight ahead unless blocked. Roll 1D6 to score.

Range	1 Square	2 squares
Score to hit	5, 6	6

-1 from die score if artillery has moved

+1 to die score if firer is heavy artillery (black dot)

Movement

All movement is vertical and horizontal. There is no diagonal movement. Movement is by square with all stands in a square moving together. Movement is by army. To move roll 1d6. On a score of 2 or more all stands in the square may move provided they are no more than 2 squares from their general. The first move is free. Thereafter that army's movement phase will finish on a score of 1 on 1D6.

Exceptions are Cossacks who can be 4 squares away from their general and still move. Swedish troops will stop moving on a roll of 1 or 2.

Troop Type	Movement distance
Formed infantry and artillery	1 square per move
Cavalry	2 squares per move
Skirmishers	2 squares in the first move, 1 thereafter

Cavalry can only move 1 square in bad going (dark green squares). Artillery cannot move in bad going.

Combat

Stands in adjacent squares all fight each other. To fight roll 1D6 per stand fighting. Hits are scored on that division rather than the stand itself. When a division loses all its points value in hits, it is removed from play. Winners may then occupy the squares it has vacated. If a square contains stands from more than 1 division, those of the division in front or that which has more stands present receive the hits.

Troop Type	Score to hit
2 nd rate/ skirmishers (white dot on rear of base)	6
Line infantry/light cavalry (no dot)	5/6
Elite infantry/heavy cavalry (black dot)	4/5/6

Skirmishers

Skirmishers receive +1 in combat within built up areas or in bad going. This reflects their better abilities in these terrains.

Isolated Stands

Stands left on their own for whatever reason may not move. If attacked and hit they are eliminated with a loss of 2 points to their division. They may fight back if contacted and not eliminated.

Flank/Rear Attacks

