

La Bataille de Leipzig 1813[©]



“I move quickly”

Table of Timed Moves

In the Premier Rules, command difficulties are abstracted by fixing a limited time to move units. This accomplishes two goals: eliminating the perfect move; and expediting play. Timing moves also forces the players to plan their move while the other player is moving, and then in their turn, execute those plans.

Please use these as a guide:

1ere...Southern Battle

This really depends on the number of players. Usually 10 minutes for a Corps or equivalent for the French; and 8 to 9 minutes for Coalition Korps as the troops are largely Austrian; Prussians and or Russians

2e...Murat Reaches For The Tsar

French 10 minute moves, Coalition 9 minutes

3e...Markkleeberg: The Desperate Crossing (A, B)

French 10 minute moves, Coalition 9 minutes

4e... The Wachau Cauldron (A, B)

French 10 minute moves, Coalition 9 minutes

5e... Liebertwolkwitz: Lauriston's Last Line (A, B)

French 10 minute moves, Coalition 8 minutes

6e... Dölitz - Largely Historical and other scenarios

French 10 minute moves, Coalition 8 minutes – all scenarios

7e... Lindenau - Largely Historical and other scenarios

French 10 minute moves, Coalition 8 minutes – all scenarios

8e... Wiedertizsch - Largely Historical and other scenarios

French 10 minute moves, Coalition 8 minutes – all scenarios

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9e... Möckern -Largely Historical and other scenarios

Largely Historic -Two Players - French 15 minute moves, Coalition 12 minutes

Largely Historic -Four Players - French 10 minute moves, Coalition 9 minutes

93 - French 10 minute moves, Coalition 9 minutes

10e... Gohlis Oct 17 – Largely Historical – **New**

French 10 minute moves, Coalition 9 minutes

11e...Lindenau II Oct 18 – Largely Historical – **New**

French 10 minute moves, Coalition 8 minutes

100e...La Grand Bataille

This really depends on the number of players. Usually 10 minutes for a Corps or equivalent.

101e... The Other Alternative (same as 100e)

