

Battle Four

La Bataille d' Halle 1806 © (1 map) Oct. 17, 1806

*C. Roberts Award Winner***Scenario One – Largely Historical**

As Eugene of Württemberg, you have at your command some of the last fresh units in the Prussian army. Holding back the pursuing French will have dramatic impacts on latter strategic situations. As Marshal Bernadotte you are seeking to save your honor, after being absent from both the battles of Jena and Hassenhausen.

- Start at 9:00 and finish at the end of the 16:00 turn
- Boundary – Halle map (1 page)
- Movement Suggestions – with 2 players 10 minutes for the French and 8 minutes for the Prussians

Coalition Starting Positions:

9. Dragoon Regiment - within eight hexes of Passendorf, this unit starts in a *tired* state.

Res. Avant Garde Hinrichs - two fusilier battalions; and one horse battery within three hexes of any covered bridge. One fusilier battalion must deploy west of the most western covered bridge.

The Balance of Eugene's Reserve Korps - within eight hexes of Bolberg, on the east side of the Saale. All battalions must be in a two hex line formation. No combat units may be stacked when deployed. All batteries with this main body start unlimbered.

Kav. Brigade Graf von Heyking - starts east of the Salle

No unit may begin in any town hex of Halle. (*Fighting in towns was not part of Prussian infantry doctrine.*)

At the end of the Prussian part of the 10:00 turn, the Prussian player makes a secret die roll. A "1" through "3" and his line of communications and his retreat route is the road to Magdeburg (north map edge). A "4" through "6" and his line of communications, as well as his retreat route, is the road to Leipzig (south map edge).

Empire of the French Reinforcements

9:00 -The 2^e Hussar; 1 battalion of the 9^e Legere Infantry; et the 96^e Ligne Infantry Regiment - enter at Passendorf. There is no Charge a Cheval Phase during the French portion of the 9:00 turn.

9:20 Md'E Bernadotte and staff; Gd'D Dupont; the 32^e Ligne Infantry Regiment; 2 battalions of the 9^e Legere Regiment et 1^{ere} Co / 8^e Artillerie á pied- enters at Passendorf

10:00 Gd'D Raffiniere avec 3^e Division; 2^e Co / 8^e Artillerie á pied; the 4^e Hussars avec Gd'B Tilley; et 2^e Co / 3^e Artillerie á cheval - enters at Passendorf

12:00 Gd'D Drouet avec 2^e Division; 6^e Co / 8^e Artillerie á pied et the 5^e Chasseurs a Cheval -enters at Passendorf

Victory Conditions – It is possible to have multiple victory levels.

French Decisive: Drive the Prussians from the field prior to 13:00, with only the use of DuPont's Division; the light cavalry brigade; and associated batteries. Additionally, the French must exit 25 increments off the map edge towards is the Prussian Line of Communications.

French Tactical: Drive the Prussians from the field prior to 14:00. Additionally you must exit 25 increments off the map edge that is the Prussian line of communications.

French Marginal - Drive the Prussians from the field prior to 16:00 (historical). Additionally, you must exit 20 increments off the map edge that is the Prussian Line of Communications.

Draw - Prussians inflict at least 10 increments of casualties on the French; and do not permit the French to exit any combat formation off of the map, toward your line of communications, prior to 13:00.

Prussian Marginal - Prussians inflict more casualties on the French than they suffer; and do not permit the French to exit any combat formation off of the map, towards the Prussian line of communications, prior to 15:00.

Prussian Tactical - Prussians inflict 6 more increments of casualties on the French than they suffer; and do not permit the French to exit any combat formation off of the map, towards the Prussian line of communications.

Prussian Decisive- Prussians inflict 12 more increments of casualties on the French than they suffer; and do not permit the French to exit any combat formation off of the map, towards the Prussian line of communications.

Scenario Two: Before the Saale



The Duke of Württemberg decides to defend with all of his Corps, west of Halle. This gives Md'E Bernadotte the opportunity to capture the entire Prussian Reserve

- Start at 9:00 and finish at the end of the 16:00 turn
- Boundary – Halle map (1 page)
- Movement Suggestions – with 2 players 10 minutes for the French and 8 minutes for the Prussians

Kingdom of Prussia Starting Positions:

Res. Avant Garde Hinrichs und the 1^s. Division Natzmer - start within 8 hexes of Passendorf.

2^e Division Jung-Larisch starts on the islands in the river, either or both.

Kav. Brigade Graf von Heyking- starts east of the Saale

No unit may begin in any town hex of Halle.

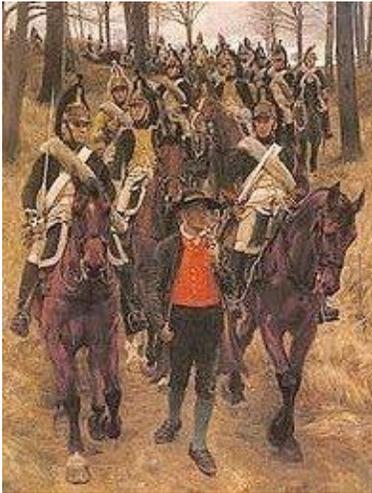
At the end of the Prussian Part of the 10:00 turn, the Prussian player makes a secret die roll. A “1” through “3” and his line of communications and his retreat route is the road to Magdeburg (north map edge). A “4” through “6” and his line of communications, as well as his retreat route, is the road to Leipzig (south map edge).

Empire of the French Reinforcements

The order of appearance is per Scenario One

Victory Conditions Per Scenario One

Scenario Three: Revision of the Engaged Forces



To accelerate the pursuit, Bernadotte is given Sahuc's Dragoon Division. Raffiniere's Division is sent down river to counter enemy movements and is not used in this scenario

- Start at 9:00 and finish at the end of the 16:00 turn
- Boundary – Halle map (1 page)
- Movement Suggestions – with 2 players 10 minutes for the French and 8 minutes for the Prussians

Kingdom of Prussia Starting Positions:

Res. Avant Garde Hinrichs und 1. Division Natzmer - starts within seven hexes of the western-most bridge, but not on the islands.

2. Division Jung-Larisch - starts on the islands in the river, either or both.

Kav. Brigade Graf von Heyking - starts east of the Salle

No unit may begin in any town hex of Halle. (*Fighting in towns was not part of Prussian infantry doctrine.*)

Reinforcements

At the end of the Prussian Part of the 10:00 turn, the Prussian player makes a secret die roll. A "1" through "3" and his line of communications and his retreat route is the road to Magdeburg (north map edge). A "4" through "6" and his line of communications, as well as his retreat route, is the road to Leipzig (south map edge).

The 2. Avant Garde von Winning can appear on the line of communications road, starting with 10:00 turn. You must roll a "5" or "6" to receive these reinforcements. Roll every turn until they arrive. Von Winning's 2nd Avant Garde may enter in any formation (*Road March, col etc.*).

Empire of the French Reinforcements

9:00 - The 2^e Hussar, 1 battalion of the 9^e Legere Infantry et the 96^e Ligne Infantry Regiment - enter at the map edge by Passendorf.

9:20 Md'E Bernadotte and staff; Gd'D Dupont; the 32e Ligne Infantry Regiment; 2 battalions of the 9e Legere Regiment et 1ere Co / 8e Artillerie à pied - enters at Passendorf

9:40 *Gd'D Sahuc's Dragoon Division* - enters on the north edge of the map, west of the Saale River

11:00 *4e Hussars avec Gd'B Tilley; et 2e Co / 3e Artillerie á cheval* - enters at Passendorf

12:00 *Gd'D Drouet avec 2e Division; 6e Co / 8e Artillerie á pied et the 5e Chasseurs a Cheval* - enter at Passendorf

Victory Conditions

French Decisive: Place the Prussians on Level Two and exit 30 increments, using only Dupont and Sahuc Divisions, off the road that is designated the line of communications before 14:00

French Tactical: Place Prussians on Level One and exit 30 steps off the road that is designated as the line of communications before 15:00

French Marginal: Exit 25 steps from the field off the road that is designated as the line of communications prior to 16:00.

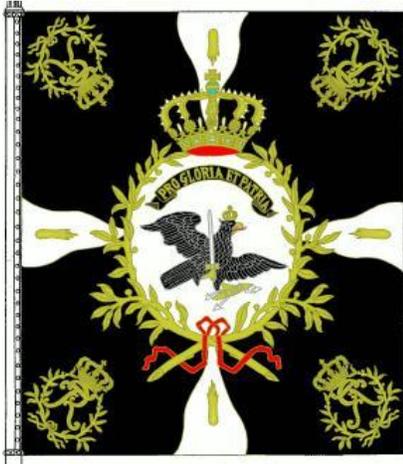
Draw: Prussians inflict at least 25 increments of casualties on the French

Prussian Marginal: Prussians inflict 12 more increments loss on the French, than they suffer.

Prussian Tactical: Prussians inflict 18 more increments loss on the French, than they suffer.

Prussian Decisive: Prussians inflict 24 more increments loss on the French than they suffer.





Historical Commentary THE ACTION OF HALLE— 17TH OCTOBER.

BY F. LORAINÉ PETRE “NAPOLEON’S CONQUEST OF PRUSSIA
1806”

The town of Halle lay at the foot of, and on the slope rising about 100 feet above the right bank of the Saale, which, opposite the town, divides into several branches, across which the road from Querfurt enters the town by a series of covered bridges, the Hohe Brucke. These bridges are reached, on the left bank, across the marshy low ground, by an embankment about half a mile in length. This open low ground made a plain of considerable extent, opposite to and above the town, whilst a little below it the river, again

united in a single stream, flows between steep banks.

On the north of this plain, where the high ground trends towards the river, the knolls are covered with vineyards, and farther back are the extensive woods of Dolau, just north of the village of Nietleben on the Eisleben road. The Querfurt road descends from the heights to the valley at Passendorf.

Halle itself had no modern fortifications, but was surrounded by an old wall which, towards the river, formed a double enceinte. Due north, parallel to the right bank of the river, ran the road to Bernburg and Magdeburg. From the north-eastern gate—the Steinthor—issued the roads to Dessau and to Wittenberg, via the Bitterfelde on the Mulde. The southeastern gate the Galgenthor was the starting point of the Merseburg and Leipzig roads.

The Duke of Württemberg had at his disposal, at and about Halle, about 11,350 infantry, 1675 cavalry, and 58 guns. The two divisions with which Bernadotte was approaching by the Querfurt road numbered 12,190 infantry, 1000 cavalry, and 12 guns. Except, therefore, in the matter of artillery, the forces were fairly equal; neither had seen any fighting worthy of mention as yet.

At 8 a.m. the Duke received a report that his dragoon regiment at Passendorf had been attacked by French cavalry, who were driving it in. He sent four companies, with two guns, into the plain beyond the farthest of the Hohe Brucke, whilst five more companies, with four guns, occupied the island behind it, and guarded a ford below the bridge. The Prussian dragoons were now driven back in confusion; some of them, unable to reach the bridge, had to ford or swim the river above it. The Prussian commander was still doubtful if Bernadotte’s attack was serious, but, as he heard from Merseburg that there was no enemy in that direction, he began to prepare for retreat on the Elbe, sending off his baggage to Dessau. A false alarm of the French started a panic in the baggage column, which fled in terrible confusion, abandoning many wagons, to Dessau.

Bernadotte, considering that he would do well to attack promptly, before the arrival of the

hostile column from Eisleben and that of the small force from Merseburg, of which he appears to have had intelligence, sent for Drouet's division, which had remained behind on the Eisleben road, and ordered Rivaud to hurry up. About 10 a.m., as Rivaud came in sight, the marshal, keeping the 96th and the cavalry in reserve at Passendorf, sent forward Dupont with the 32nd, followed by one battalion of the 9th Light Infantry and supported by three light guns, against the bridge. These regiments charged along the embankment in columns, whilst their skirmishers, right and left, dealt with the Prussians opposite them, and fired on the flanks of the defenders of the dam, Losing heavily, the Prussians were forced across the first bridge and the island, those on either side in the island being cut off and captured.

The second and third bridges were captured in like manner; within three-quarters of an hour Dupont was pressing through the town from west to east. General Hinrichs, commanding in this part, was taken. Another Prussian battalion, sent forward from the Galgenthor, was only in time to meet the French in the market-place, where it was almost entirely destroyed or captured. Yet another battalion was driven back through the Galgenthor, which Dupont now occupied, as well as the Steinthor, and the edge of the town between them. He was, however, still too weak to venture on issuing from the town against the main Prussian force.

The position of the latter, south of the town, was badly chosen. Its line of retreat, to Magdeburg and Dessau, was far beyond its right flank, completely open to the enterprises of the enemy. The Duke, hurrying across the eastern front of the town with two battalions, reached the Steinthor only just in time to stop the issue of the French on the Dessau road, that of Magdeburg was already lost.

DuPont's men, awaiting reinforcements, barricaded themselves at the two gates and along the front of the town, and kept up a steady fire on the Prussians as they moved to their right to take position towards the Dessau road.

Presently arrived DuPont's 96th and the second battalion of the 9th Light Infantry, which had taken no part in the storming of the town. At Maison's suggestion, Bernadotte had pushed forward Rivaud's division, which now also began to arrive, headed by the 8th Infantry. The last-named regiment, by occupying the Galgenthor, enabled Dupont to collect his whole division and a regiment of hussars towards the Steinthor. The gardens between the gates swarmed with French skirmishers, whose fire, from behind the cover of walls, caused much loss and annoyance-to the Prussians as they moved to the heights on the road to Zorbig and Dessau.

The French now broke out vehemently from the whole eastern front of the town. At the Galgenthor and the Steinthor the strenuous fire of the Prussians could not save them from being overwhelmed, even though their artillery was able to bring a heavy cross-fire on the ground between the gates, whilst the garden walls offered good protection to their infantry. Cavalry, standing behind the Funkengarten near the Steinthor, soon found both its flanks exposed to the fire of the advancing French, and was compelled to fall back on Motzlich. As the covering forces at the two gates were repulsed, the cross-road between them ceased to be practicable for the Prussian movement towards the Dessau road. Consequently, their center was forced and the wings were compelled to retire, partly towards Zorbig and Dessau, partly towards the Mulde at Bitterfelde, followed on both roads by the victorious French. At Motzlich the rearguard of the right wing made a stand, only retiring in good order when the rest of the column was safe through the village.

At Oppin the cavalry again checked the pursuit, which here ceased, the Prussians reaching Dessau after midnight the same night. Their left wing, unable to reach the Dessau road, retired by that of Wittenberg in disordered fractions, hotly pursued by the whole of Rivaud's division and the greater part of Bernadotte's cavalry. At Rabatz the latter were driven back by the Prussian horsemen on the infantry, who stood fast, enabling the pursuit to be again

continued till nightfall. At Bitterfelde the beaten left wing crossed the Mulde, burning the bridge behind it, and made for Dessau, which it reached early on the 18th.

The debris of the Reserve corps, now reunited after crossing the Elbe at Roslau, burnt the bridge there and marched by the right bank on Magdeburg, which was reached on the 19th. The small force which had been sent to Merseburg in the morning of the 17th, cut off by Rivaud's advance, eventually crossed the Mulde at Duben, making direct for Potsdam and Berlin. Whilst Dupont and Rivaud were beating the main body at Halle, Drouet fought a little action by himself with von Treskow's regiment, which appears to have been the column he was left to check in its advance from Eisleben to Halle. Von Treskow, about 9 a.m., hearing the firing at Halle, and apparently aware of the presence of a considerable French force on the road in front of him, moved to his left, round the north of the Dolau wood. Drouet meanwhile, in obedience to Bernadotte's orders already noted, had hurried along the Eisleben-Halle road. Arriving at Mitleben, he was informed of the approach of a column beyond the great wood. He at once sent a strong detachment into the wood to fall on the right and rear of this column as he himself attacked it in front. There was danger of its getting into Halle on the left rear of Dupont, thus causing embarrassment, if not disaster.

As von Treskow, with nine companies of infantry, a few hussars, and his regimental guns, approached the edge of the heights where they join the left bank of the Saale below Halle, he was met and forced to deploy by Maison with a company of the 8th from Rivaud's division and a few hussars. Von Treskow drew up his men with his right resting on a vineyard and his left on the Saale. Against this position Drouet sent the 95th and the 27th Light Infantry, with two guns. The 94th and the 5th Chasseurs were sent to reinforce the main fight in Halle; it was the former which decided the retreat of the Prussian left wing after the cavalry charge at Rabatz.

Von Treskow, attacked in front by Drouet with superior forces, and seeking to regain the Eisleben road by the wood, found himself checked by the French detachment in it. He now commenced to retreat, in squares, down the left bank of the Saale towards Crollwitz. For some time the retreat was conducted in good order, but as the rear battalion attempted to move round the head of a marshy valley it was thrown into disorder, which spread to the leading battalion. Drouet, now attacking in earnest, drove von Treskow to the paper-mill below Crollwitz, capturing his guns.

On the Ochsenberg height an attempt was made to stem the pursuit, but after losing 200 men, the whole force, save a few who escaped by swimming the Saale, was forced to surrender to Drouet.

The fight at Halle had cost the Prussians a loss of 5000 men in killed, wounded, and prisoners, besides 11 guns and 4 standards. With a loss of between one-third and one-half of its strength, it may be well imagined that the Reserve corps had lost most of its fighting value. Bernadotte gives his own loss as 800 only.

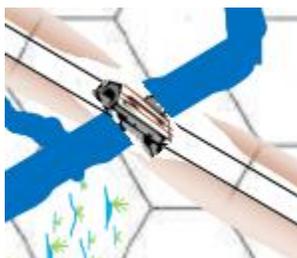
The action was certainly not creditable to the Prussian commander. The faults of his main position, with his lines of retreat uncovered, have already been demonstrated. His attempt to defend Halle and the passage of the river was half-hearted and disjointed. If he wished to hold the town at all, the force originally employed was insufficient, and the companies thrown across the farther bridge were exposed to almost certain defeat. He would have done much better to have burnt that bridge, concentrating his defence in the island beyond the bridge, better still, perhaps, to have burnt all three bridges, confining his defense to the right bank. The reinforcements which he eventually sent to the defenders of the town were brought up piecemeal, and exposed to defeat in detail. With the news which he had of the defeats of Jena and Auerstedt and the retreat on Nordhausen, it seems almost impossible to doubt that his

wisest course would have been, not to attempt to defend Halle, but to retreat at his best pace, vid Bern-burg, to Magdeburg, there to provide a nucleus of unbroken troops on which the debris of the armies could fall back and reorganize. His position, it must be admitted, was rendered more difficult by the omission to send him orders from headquarters. In the confusion his existence seems to have been forgotten there. On the night of the 17th, Bernadotte's corps, exhausted by a march of 17 miles followed by a severe fight, bivouacked on both sides of Halle. The Marshal had intended marching on Dessau next morning, but hearing that the Emperor was at Merseburg, he decided to await further orders.



Hohe Brücke

Hohe Brücke is a high bridge over the river. The entrance and the exit is a raised road. This terrain feature is different than all the other battles and requires some explanation.



The raised road is portrayed on the map but the bridges are not. There should be a bridge where the road crosses the river.

Movement

Bridge *	1
Raised Road	1
Stream***	Inf +3 / Cav +5 / Art Prohibit.
River	Prohibited (See special Rules)

*When crossing the Hohe Brücke bridge hex side the inf, may only form col. of no more than 6 increments, skirmish or road march. Battalions of more than 6 must divide their increments into more than one hex. Thus divided, all melee is proportional. If the unit is forced to retreat or rout, (minus 6 to the die roll) to any morale die roll. No charging. They melee with only the increments in that hex. No bonus for being in road march.

Ford – Five hexes North of the Hohe Brücke is a slight break in the river graphic, this is the location of the ford.

Infantry in skirmish may: cross the ford in normal movement; or you may cross if the formation on the other side of the ford fails a morale check due to offensive fire and retreats away. Neither side may assault across the ford. Cavalry or Artillery may not cross as this ford leads into a swamp.