

La Bataille de Jena 1806© (4 maps)

Battle Two

Largely Historical



This is the historic battle for Jena, a decisive victory for the French. Therefore, the French player must be equally decisive and keep to an aggressive time table. The Prussians may be out- numbered but their mission is to delay the French for a time, and then withdraw to the next defensive line.

- Start 8:00 and finish at the end of the 15:40 turn
- Boundary – All four Jena maps
- Movement suggestions – with 4 players: 10 minutes for the French and 8

minutes for the Coalition

- No units may start or enter in *Road March*.
- French units rout in the direction toward their entry points. Prussian units rout in the direction of Weimar.

Fog

Between 8:00 and the end of the 9:20 turn in the morning, conditions include fog. During this time frame:

- Artillery is limited to medium or short range only
- Infantry may form *Carre* in their movement phase, only.
- Infantry movement is reduced by 2 movement points
- Artillery movement is reduced by 2 movement points, except on roads in *Road March*
- Cavalry and horse artillery movement is reduced by 5 movement points except in *Road March*
- Cavalry may not *Charge, Reaction Charge, or Opportunity Charge*
- All fire attacks are modified to reflect 2/3 of their normal value
- Units may always move one if restriction of terrain and fog would not allow them to do so.

Empire of the French Starting Positions

Napoleon and staff, Md'E Bessieres, Gendarmme d'Elite, 1ere Hussars within 1 hex of Windnolle

V Corps d' Armee Md'E Lannes and staff, 15e Artillerie a' Pied, 3E Artillery a' Cheval, Gd'B Telliard 9e Hussar, 10e Hussar et 21e Chasseur a' Cheval within 3 hexes of the Windnolle

Note: Napoleon and Lannes, and their associated troops listed above, do not roll to enter.

Reinforcements

Roll once for all the troops listed as entering at a specific time



Enter variance – the units are scheduled to entry at a specific time, but there could be delays.

At the time they are due, roll (one die):

- 1-4 on time
- 5 20 minutes late
- 6 roll again next turn

8:00 Gd'D Suchet 17e Leger, 34e, 40e, 64e et 88e Ligne, 2e Artillerie a' Pied

Gd'D Gazan 21e, 100e et 103e Ligne, 5e Artillerie a' Pied

Enters on the southern edge anywhere between the road crossing the Strasse nach Jena and Closwitz

8:00 Gd'D St. Hilaire avec 10e Legere, 35e, 43e et 55e Ligne et 12e Artillerie a' Pied (IV)

Enter Strasse nach Zwatchesen

8:20 VII Corps d' Armee Md'E Augereau et staff

Gd'D Desjardin 16E Legere, 14e, 44e et 105e Ligne, et 3e, 4e Artillerie a' Pied

Gd'B Durosnel 7e et 20e Chasseur a' Cheval et 2e Artillery a' Cheval

Enter Strasse nach Jena

8:40 VI Corps d'Armee Md'E Ney et Staff

25e Legere, Gd'B Colbert avec 3e Hussar et 10e Chasseur a' Cheval et 2e Artillerie a' Cheval

Strasse nach Jena

9:00 Md' E Lefebvre et staff Garde Imperial Infanterie Division, 1ere enter at the south edge at the Windnolle (the three hex height, three hexes from the south edge)

9:00 IV Corps d' Armee Md'E Soult and staff 16e Artillerie a' Pied

8e Hussars et 4e Artillery a' Cheval (22e Ca'C not used)
Enter Strasse nach Zwätzen

9:40 Gd'B Hulin avec 1ere and 2e Dragoon a' Pied Regiments south edge at Windnolle

10:00 Gd'B Roussel Garde Imperial Ligne Artillere a' Pied (8e, 11e, 15e) south edge at Windnolle
(Guard Cavalry Horse Artillery not used)

10:00 Gd' B Margaron 11e et 16e Chasseur a' Cheval (IV Corps)
Enter Strasse nach Zwätzen

11:00 Md'E Murat avec Staff, Gd'D Klein avec 1ere Dragoon Div
Enter Strasse nach Zwätzen

11:20 1ere et 10e Cuirassier (2e Cuir. Div.)
Enter Strasse nach Zwätzen

11:20 Gd'D Gardanne 27e, 50e et 59e Ligne, 11e et 12e Artillerie a' Pied (VI)
Enter Strasse nach Jena

11:40 Gd'D Marchand 6e Legere, 39e, 69e et 76e Ligne, 9e et 10e Artillerie a' Pied (VI)
Enter Strasse nach Jena

13:00 Gd'D Heudelet 7e Legere, 24e et 63e Ligne 5e Artillerie a' Pied (VII)
Enter Strasse nach Jena

13:40 Gd'D Legrand 26e Legere, Tir. Corse, Tir. Po, 18e et 75e Ligne, 14e Artillerie a' Pied (IV)
Enter Strasse nach Zwätzen

14:00 Gd'D Hauptoul 2e Cav. Div. (minus 1ere et 10e Cuirassier)
Enter Strasse nach Jena

*14:20 Gd'D Nansouty, 1ere Régiment des Carabinier, 2e Régiment des Carabinier
2e Cuirassier, 9e Cuirassier, 3e Cuirassier, 12e Cuirassier
1ere Co / 2e Artillerie á cheval*
Enter Strasse nach Jena

Coalition Starting Positions

Fürst von Hohenlohe mit stab at Krippendorf



*Sächsische Avant Guard (Ludwig K.I.A.)**

*The Sächsische Regiment Kurfürst, Sächsische Leichtbatterie, 3. Leichtbatterie are not used. If playing campaign see Saalfeld rules for adjustments

49. Infanterie Regiment und Sächsische Infanterie Regiment Clemens at Kötschau



GM von Schimmelpfennig mit Leichte Truppen (13. Fus., 14. Fus. 15. Fus., 2 Komp Jaeger, 12. Leichtbatt.) Within 1 of Closwitz

Sächsische Grenadier Battalion Metzsch, Sächsische Grenadier Battalion Hundt and 1. Hussaren Regiment Gettkandt
4 hexes northeast of Closwitz. Use 3 hexes to deploy

Grenadiers Battalion Herwarth 1/2, 46. Regiment Zweifel, Sächsische Regiment Rechten and Sächsische Batterie Fußartillerie Katsch - Anywhere on a straight line between Closwitz and Lützeröde.

Sächsische Regiment Prince Frederick August - 2 hexes behind 46. Infanterie Regiment Zweifel

G.L. von Prittwitz Sächsische Grenadier Battalion Thiollaz, Sächsische Grenadier Battalion Lecoq and Sächsische Grenadier Battalion Lichtenhayn Sächsische LichtBatterie Fußartillerie Tullmann - 2 hexes behind Sächsische Regiment Prince Frederick August

Oberst van Erichsen mit 10. Fusilier Battalion Erichsen and 14. Lichtbatterie Fußartillerie - in Lützeroda

GL von Grawert mit 2. Division (Hahn Gren. Batt., 32. Reg., 50. Reg., Sack Gren. Batt., 37. Reg., 39. Reg., 7. Batterie Fuss und 8. Batterie Fuss.), 11. Dragoon Regiment Krafft and 1. Kurassier Regiment Donnismark - Within 6 hexes of Krippendorf

GM von Trützschler mit Sächsische Hussaren Regiment, 11. Fusilier Battalion Boguslawski, Polenz Chevau-legers Regiment No.2- within 5 hexes of Iserstedt

GL von Zezschwitz I mit the Sachische Division (Thummel, Prince Xavier – minus 4 increments, Bevilagua, Low, Niese. 1- Batt., 18. Batt. Fuss., Batterie Hausmann und Batterie Ernst -minus SRFA) - Within 10 hexes of Kötschau

GL von Zezschwitz II Kav. Brigade (Carabiniers, Chevau-Legers, Kochtitzky und 14. Batt. Reit.) - 5 hexes north of Iserstedt

GM von Tauentzien mit Sächsische Regiment Prinz Maximikien and Grenadier Battalion v. Winkel - at Vierzehnheiligen

GM Von Bila mit Leichte Truppen (5. Fuss., 2. Komp Jaegers, 11. Huss., PJ Chevau- Legers 15. Leichtbatt.) - Within four hexes of Cospeda

G.L. von Holtzendorf mit the Holtzendorf 9. Kurassier und 6. Hussar Regiment Schimmelpfennig within 3 hexes of Nerkwitz

Grenadier battalions Borke, Dobna, Losthin und Kallin, und, 6. Schwerebatterie Fußartillerie Within 3 hexes of Lehsten

GM von Kraft Kav. Brigade (Clemens C-L, 2. Drag., 7. Batt. Reit.)- Within 4 hexes of Vierzehnheiligen

Prussian Reinforcements (see map)

Roll once per organization i.e. brigade, division....., that is entering

Roll one dice; 1 or 2 on time

3 or 4 20 minutes late

5 40 minutes late

6 roll again next turn

Only one reinforcement “division” may enter on a road or village per turn. If two or more “divisions” start at the same location, choose the one to enter. The other must roll again next turn.

Reserve von Rüchel – enters on the Strasse nach Weimar or delay one turn and enter from the map edge at Kapellendorf

11:40 GM von Wobsere Kav. Brigade

12:00 Leichte Truppen

13:00 Gl von Rüchel und Stab mit Avant Garde von Winning und Kav. Brigade Frankendorf

13:20 Großherzog von Saxe-Weimar-Eisenach 1. Division

Victory Conditions

The French receive points by reaching objectives and inflicting loses within a time frame. The time frames are based on the historic progress made by the French during the battle. At each objective within the time limit, the French Player receives the points or the Prussian receive points. The points are cumulative. At each Objective there are point(s) for casualties and point(s) for the objective.

French Objective Four - Place four total Prussia / Saxon Divisions on *level two* (2 points) The French must hold any hex of Kapellendorf, Holstedt, Hermstedt and Gross Romstedt (2 points total) by the end of the 15:40 turn

French Timed Objective Three - Place three total Prussia / Saxon Divisions on level one or two on level two (2 points) The French must hold any hex of Kotschau and Klein Romstedt by the end of the 13:40 (1 point total)

French Timed Objective Two– Place two total Prussian / Saxon Divisions on *level two* (1 point). The French must hold any of Isserdorf, Vierzehnheiligen, Krippendorf, Altengona, Nerkwitz by the end of the 12:00 turn (2 point total)

French Objective One – Place one of the Prussian / Saxon Divisions on *level two* (1 point). The French must hold any hex of Cospeda, Closewitz, Lutzrode, and Lehsten by the end of the 10:00 turn (1 point total)

The Prussians receive points by:

Preventing the French from reaching their objectives at the objective time limit (1 point)

Placing a French Corps on a morale level (1 point)

Placing the French Guard on a morale level (2 points)

When tabulating the morale levels reached, the total is counted from the start of the game.

Increment Loses

- All increment losses of the French count for double points for the Prussians (1 to 2)
- All increment losses of the Prussians count single points for the French (1 to 1)

Subtract the total Prussian points from the total French points to establish an overall number.

Based on the result, victory is determined:

French Decisive – (25 points or greater)

French Tactical – (24 to 15 points)

French Marginal – (14 to 5 points)

Draw – (4 to 0 points)

Prussian Marginal – (-1 to -7 points)

Prussian Tactical – (-8 to -15 points)

Prussian Decisive – (-16 points or less)

