

Battle One

La Bataille de Saalfeld 1806 © (1 map)

Largely Historical

This is a short battle that represents the initial contact between the Corps d' Armee of Md'E Lannes and the advance guard forces of Prince Ludwig Ferdinand von Preussen. The Prussian player will need to be aggressive and inflict the maximum number of losses on the French. This battle may have impacts on succeeding situations.

- Start 10:00 and finish at the end of the 13:00 turn
- Boundary – Saalfeld Map
- Movement suggestions – with 2 players: 5 minutes for the French and 4 minutes for the Coalition
- French units rout to the forest where they started or entered. Coalition units rout to the



bridges crossing the Saale (Crosten Road) or toward Saalfeld. If the French hold both bridges, then the Coalition routs toward the Saale River (between the bridge and Saalfeld) and stop.

- No units start or enter the map in *Road March*
- When crossing the Saale Ford, roll one die for increment losses. An even roll is one increment and odd is two.

**Empire of the French Starting Positions**

17e Legere Regiment, 3e Battalion et 9e Hussars on any of the first six hexes of the Garnsdorf Road as it enters the map, at the forest.

17e Legere Regiment, 1ere Battalion – any hex of Beulwitz

17e Legere Regiment, 2e Battalion - within 9 hexes of west and 11 hexes south of Beulwitz

Gd' D Victor avec 34e et 40e Ligne Regiments, et 15e Artillerie a' Pied – on the height, between the two streams – closest to the middle West Edge of the map

Reinforcements

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 they arrive on time
- 5 they arrive one turn late
- 6 roll again next turn

Roll for each battalion, cavalry regiment and artillery. The leaders enter with any of the units.

10:20 Md'E Lannes et Gd'D Suchet avec 88 Ligne Regiment et 2e Artillery a' Pied – Garnsdorf Road where it enters the map at the forest – West Edge

10:40 64e Ligne Regiment et 5e Artillery a' Pied – Garnsdorf Road where it enters the map at the forest – West Edge

11:00 Gd'B Trelliard avec 21e Chasseur a' Cheval, 10e Hussars et 3e Artillerie a' Cheval - Garnsdorf Road where it enters the map at the forest – West Edge

Coalition Starting Positions

Major von Gneisenau mit 13. Fusilier Battalion Rabenau und 2 Komp. Jägern zu Fuß B – any hex in Garnsdorf

15. Fusilier Battalion Ruhle und 2 Komp. Jägern zu Fuß C – any woods hex within 6 hexes of Garnsdorf

12. Leichtbatterie Fußartillerie – any hex of Saalfeld

GM von Schimmelpfennig mit, Sächsische Hussaren Regiment und 14. Batterie reitende Artillerie – within two hexes of Saalfeld on the Garnsdorf road

49. Infanterie Regiment, 1. Battalion – within two hexes of the Saale Bridge (north end of the map)

49. Infanterie Regiment, 2. Battalion – any hex of Crosten

Sächsische Regiments Clemens, Xavier und Kurfurst, und Sächsische Batterie Fussartillerie (H-1) - on a line between Crosten and Saalfeld, one battalion per hex

GM von Trutzschler mit 6. Hussaren Regiment Schimmelpfennig und 7. Batterie reitende Artillerie – within two hexes of Saalfeld, two hexes behind the Sächsische Regiments.

Prinz Ludwig (Louis) Ferdinand mit 14. Fusilier Battalion Pelet und 3. Leichtbatterie - within one hex of Wolsdorf

Reinforcements

Entry variance – the 32. Infanterie Regiment was requested as reinforcements but never arrived. However there is a chance your request will be answered. Starting with the 11:00 turn a roll of 1 (one die) and the regiment will arrive. It enters from the north on the Crosten Road. Hopefully you have held the Saale Bridge!

Victory Conditions

Although the smart strategy for the Coalition may have been to just retreat off the board, perhaps fortune will shine on you and your legacy will be greater than Prince Ludwig.

Coalition Position Objective Points

Points are awarded when a hex of a listed position is held through the turn listed.
A point is also awarded for every turn past the specified time, the listed position is held.
Example; if one hex of Garnsdorf is held through the end of the 12:00 by the Prussians, the Prussians would receive 3 points for holding the position through 11:20 and then they would receive 2 points (11:40 and 12:00) for holding a hex beyond the specified time.

- Hold any hex of Garnsdorf until 11:20 – 3 points
- Hold any hex of Crosten until 11:20- 3 points,
- Hold any hex of Wolsdorf until the end of the game – 5 points
- Hold the Schwarza Bridge over the Saale until 12:00– 5 points
- Hold the South Bridge (near Saalfeld) by the end of the game – 5 points

Points for the French or Prussians - Increment Losses



- For every 4 enemy infantry losses – 1 point
- For every 2 enemy cavalry losses – 1 point
- For every enemy artillery loss – 1 point
- Fractions round down
- Routed (pgd) or disordered units do not count toward this total

Victory Levels

- Coalition Decisive – 20 or more points
- Coalition Substantial – 19 to 15 points
- Coalition Marginal – 14 to 10 points
- Draw – 9 to 5 points
- French Marginal 4 to -5 points
- French Substantial -6 to -15 points
- French Decisive -16 and below points

Calculating Victory Points



The Coalition adds up all the position objectives that have been held. Add to this total the points for French losses. Then subtract the Coalition losses to establish a total. Check the net number to establish victory

If you are playing the campaign game or Jena, record both sides' losses. The French recover increments at the rate of 1 increment recovered for every 2 losses. The Prussians recover at a rate of 1 increment for every three losses. Based on your calculations, revise any units that participated in Saalfeld, when they are scheduled for other games such as Jena.

Note: This is Adrien Marie Legendre, discoverer, in 1806, of the formula to calculate the regression. His inspiration could assist you with the calculations.

Note: The ford is located at the "d" in Saalfeld, in the title. The "d" is on the river

*If you are playing the **campaign** game or *Jena*, record both sides' losses and for *Jena*:

The French recover increments at the rate of 1 increment recovered for every two losses. No losses for *pgd* increments.

French artillery recovers one increment for every two increments lost. F. artillery does not lose any increments for *pgd* units.

The Prussians recover at a rate of 1 increment for every two Prussian losses and 1 for every three increments, *pgd* off the map..

The Saxons recover 1 increment for every three Saxon losses and 1 increment for every four units *pgd* off of the map.

Prussian and Saxon Artillery does not recover from losses from charge, melee, feu or *pgd*..

Based on your calculations, the units participating in Jena or other games, should be adjusted accordingly.