

Battle of Auerstadt

October 14, 1806

Introduction: South of Jena Napoleon believed he was facing the main Prussian and he began to concentrate his corps for battle. Further north at Auerstedt, both Davout and Bernadotte received orders to come to Napoleon's aid. Davout attempted to comply via Ekartsberg; Bernadotte, via Dornburg. Davout's route south, however, was blocked by the Prussian main force of 55,000 men, including the Prussian King, the Duke of Brunswick and Field Marshals von Möllendorf and von Kalckreuth. Once Davout became aware of the Prussian force, he ordered Gudin to deploy his force at Hassenhausen. A savage battle ensued. Although outnumbered two to one, Davout's superbly trained and disciplined III Corps endured repeated attacks. By 10 a.m. Brunswick was carried from the field mortally wounded along with Schmettau who was also badly wounded. With the loss of these two commanders the Prussian command broke down. The Prussian army was in danger of collapse. Davout could now see that the Prussians were wavering, so at 11 a.m. he ordered his infantry to counter-attack. By noon Schmettau's center was broken and forced back over the Lissbach Stream, Blucher's cavalry was blown, and Wartensleben was trying to reposition his troops. The Prussians realized all was now lost and the King ordered a withdrawal. Prussian losses were between 12-15,000 men, with the French losing just over 7,000. Though in sight of the battle, Bernadotte took no steps to come to Davout's aid, for which he was later censured by Napoleon.

Scale: Each stand represents 360 Infantry, 180 cavalry or 6 to 12 cannon. Ground scale is 120 yards per inch, while each turn is 30 minutes of real time.

Players: Anywhere between 2-6 players.

Terrain and Weather: The gaming table is 8 feet by 5 feet. Weather is clear. Woods and Urban Area are rough ground for movement. Urban areas grant a -2/+2 DRM advantage to defenders for fire and melee. Woods provide a -1/+1 DRM advantage to defenders for Fire and Melee. Slopes provide a +1 DRM advantage to Melee only. Streams can be forded normally by cavalry and infantry, artillery can only cross at bridges. The Salle River is unfordable. (Just to be clear there are 4 different height levels through out the battlefield. The valley is where the Prussians are, the 1st level which Hassenhausen lays, and 2 hill levels.)

Playing Time: The game begins at the 8:30 am and ends with the 4:00 pm pm turn, a total of 16 turn.

Deployment: The Prussians deploy first. Units set up per the accompanying map. Brigades are deployed in Lines, Supported Lines or Square while artillery sets up limbered or unlimbered, but must deploy as depicted or no more than 12 inches away

from a leader stand within their chain of command. Leaders deploy within 12 inches of any unit from their command. Wartensleben's division sets up in road column, with the artillery at the rear of the column.

Initiative & Leaders: Roll for initiative at the beginning of each turn. Davout, if unattached has a +2 DRM. Brunswick, if unattached has a -2 DRM. Davout, Morand, Friant, Gudin and Blucher are Charismatic Leaders. (Were all the French *really* charismatic? No, but on this day they did inspire the very best out of their troops)

Troop Quality: The French are Impulse Infantry they all count as Skirmishers. The Prussians are Linear Infantry they have no Skirmishers.

Reinforcements: As listed on each army's OoB. All units enter in Road/March Column at the Point Location on the map. If there is not enough physical space for all units scheduled to arrive to enter the table, they are considered "backed up" off table and may automatically enter next turn. If there are enemy troops within 18 inches of arrival point of reinforcements they may enter deployed. Use the Reinforcement Table on page 16 of AOE to vary arrival times, for a more intense optional game.

Special Rules: The Facing to Flank and Urban Combat rules are in effect from the *Age of Eagles (AoE) Supplement* (found online). Each building model will support six infantry or artillery stands.

Special Rules III Corp Training: Enough has been said and written about the superb training of Davout's Corp, so I won't repeat it here. *For this scenario French infantry brigades may move in square at 1/2 speed.*

Optional Rules Prussian Bloodlust: Early in the battle many higher rank Prussian officers led individual charges at the French. Brave, no doubt, but this resulted in many senior officers being killed or wounded, which later weakened an already poor command structure. *Any time a Prussian unit moves into melee roll a d10, on a 1-3 the commanding officer will attach himself to the unit. If a "1" is rolled have Brunswick attach instead of the division/corp commander.*

Victory Conditions: Determine victory using the Casualty Point Chart on page 17 of AOE.



A

B

Battle of Auerstadt

Starting French Forces

<u>Davout</u> Gudin (C) 3 rd Div	<u>Gudin</u> Petit E 12/8/5 Sk	<u>Gudin</u> Gautier E 11/7/5 Sk	<u>Gudin</u> R Foot Art
XX			

<u>Davout</u> R Foot Art

Petit – 12th, 21st Ligne

Gautier – 25th, 85th Ligne

Turn 1 arriving in road column at Point A

<u>III Corp</u> Davout (C) +2
XXX

<u>Davout</u> Friant (C) 2 nd Div	<u>Friant</u> Kister E 10/7/4 Sk	<u>Friant</u> Lochet E 5/3/2 Sk	<u>Friant</u> Grandeau E 5/3/2 Sk	<u>Friant</u> R Foot Art
XX				

<u>Davout</u> Viallanes R 9/7/5 LC	<u>Davout</u> R Heavy Art	<u>Davout</u> R Horse Art

Kister – 33rd, 48th Ligne

Lochet – 108th Ligne

Grandeau – 111th Ligne

Viallanes – 1st, 2nd, 12th Chasseurs

Turn 4 arriving in road column at Point A

<u>Davout</u> Morand (C) 1 st Div	<u>Morand</u> Debilly E 12/8/5 Sk	<u>Morand</u> Brouard E 11/7/5 Sk	<u>Morand</u> d'Honnieres E 6/4/2 Sk	<u>Morand</u> R Foot Art	<u>Morand</u> R Foot Art
XX					

Debilly – 51st, 61st Ligne



Brouard – 17th, 30th Ligne

d'Honnieres – 13th Legere







French	
Infantry	66
Cavalry	9
Artillery	7
Total	26,080

Starting Prussian Forces

<u>Prussia</u> Brunswick -2
XXXX

<u>Brunswick</u> Blucher (C) Adv Gd	<u>Blucher</u> ----- E 18/12/7 LC	<u>Blucher</u> R Horse Art
XX		








Blucher – 4th, 8th Hussars, 3rd Dragoons

<u>Brunswick</u> Wartensleben 2 nd Div	<u>Wartensleben</u> Wedel R 12/9/6	<u>Wartensleben</u> Renouard R 11/8/6	<u>Wartensleben</u> Quitow E 11/7/5 HC	<u>Wartensleben</u> R Heavy Art	<u>Wartensleben</u> R Foot Art	<u>Wartensleben</u> R Horse Art
XX						

Wedel – 3rd, 5th I.R., Hanstein Grenadier Bn

Renouard – 20th, 21st I.R., Alt-Braun Grenadier Bn

Quitow – 6th, 7th Cuirassier

<u>Brunswick</u> Schmettau 3 rd Div	<u>Schmettau</u> Alvensleben R 13/10/7	<u>Schmettau</u> Schimonsky R 12/9/6	<u>Schmettau</u> Irwing R 6/5/3 HC	<u>Schmettau</u> Bunting E 10/7/4 HC	<u>Schmettau</u> R Heavy Art	<u>Schmettau</u> R Heavy Art	<u>Schmettau</u> R Horse Art
XX							







Alvensleben – 33rd, 35th I.R., Schack Grenadier Bn

Schimonsky – 28th, 40th I.R., Krafft Grenadier Bn

Irwing – 5th Dragoons

Bunting – 8th, 12th Cuirassier

Turn 2 in road column at Point B






<u>Brunswick</u> Pr of Orange 1 st Div	<u>Orange</u> Henry R 11/8/6	<u>Orange</u> Lutzow R 10/8/5	<u>Orange</u> Wilhelm E 9/6/4 HC	<u>Orange</u> R Heavy Art	<u>Orange</u> R Heavy Art	<u>Orange</u> R Horse Art
XX						

Henry – 34th, 36th I.R., Rheinbaben Grenadier Bn

Lutzow – 25th, 59th I.R., Knebel Grenadier Bn

Wilhelm – 3rd, 11th Cuirassier

Turn 5 in road column at Point B

<u>Brunswick</u> Kalkreuth Reserve	<u>Kalkreuth</u> Kuhnheim 1 st Res Div	<u>Kuhnheim</u> Pletz R 7/5/4	<u>Kuhnheim</u> Hirschfeld E 8/5/3	<u>Kuhnheim</u> Beeren E 10/7/4 HC	<u>Kuhnheim</u> R Heavy Art	<u>Kuhnheim</u> R Horse Art	<u>Blucher</u> Oswald R 7/5/4
XXX	XX						

Pletz – 18th I.R., Prince August, Rabel Grenadier Bns

Hirschfeld – 6th I.R. (Grenadier Guard), 15th I.R. (Garde), Leib Garde Battalion

Beeren – 2nd, 10th, 12th Cuirassier

Turn 7 in road column at Point B

<u>Kalkreuth</u> Arnim 2 nd Res Div	<u>Arnim</u> Malschitsky R 9/7/5	<u>Arnim</u> Zenge R 13/10/7	<u>Arnim</u> R Foot Art	<u>Arnim</u> R Foot Art
XX				

Malschitsky – 24th I.R., Schlieffen, Hulsen Grenadier Bns

Zenge – 13th, 22nd I.R., Gaudy, Osten Grenadier Bns

Prussians

Infantry	113
Cavalry	64
Artillery	14
Total	53,600