

Battle of Jena

October 14, 1806

Introduction: The battle commenced on the morning of 14 October, 1806, on the grassy fields near Jena. The first movements of the French Army were attacks on either flank of the Prussian lines. This gave the supporting armies (making up the central attack) time to get into position. These skirmishes had little decisive success save for a breakthrough by the French General Saint-Hilaire who attacked and isolated the Prussian left flank. At this time, French Marshal Ney had completed his maneuvers and had taken up position as ordered by Napoleon. However, once in position Ney decided to attack the Prussian line despite having no orders to do so. This proved to be an almost disastrous move. Ney's initial assault was a success, but he found himself overextended and under heavy fire from Prussian artillery. Recognizing this distressed salient, the Prussian general ordered a counter attack and enveloped Ney's forces; Ney formed them into a square to protect all their flanks. Napoleon recognized the situation Ney was in and ordered Marshal Lannes to shift from the center of attack to help Ney. This rescue worked and Ney's unit was able to retreat from the battle. Although the French were in a troubling situation at this moment, the Prussian commanders did not take the incentive to push at the French weaknesses. This would later be considered their undoing. The inactivity of the Prussian infantry left them open to artillery and light infantry fire. It was at this time around one p.m. that Napoleon decided to make the decisive move. He ordered his flanks to push hard and try to break through the Prussian flanks and encircle the main center army, while the French center would try to crush the Prussian center. The attacks on the flanks proved to be a success and caused many of the Prussian divisions on the flanks to flee the battlefield. With its flanks broken, the Prussian army was forced to withdraw and Napoleon had won another battle. In total the Prussian army suffered 10,000 casualties, 15,000 prisoners of war taken and had lost 150 artillery guns

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 2-8 players.

Terrain and Weather: The gaming table is 9 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. The plateau slopes (dark brown edges) are extremely difficult ground, artillery and cavalry can only climb them along the roads, and it takes infantry the entire turn to move from bottom to top (must start its turn at the bottom). The Salle River is unfordable. The plateau is a level two height over the ground level of the Salle River valley.

Playing Time: The game begins at the 6:00 am and ends with the 4:00 pm turn, a total of 21 turns.

Deployment: Units set up per the accompanying map. Brigades are deployed in Lines, Supported Lines or Brigade Masse 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. Tauentzien may deploy his brigades in the towns of Cospeda and Closewitz (within stacking limitations).

Initiative & Leaders: Roll for initiative at the beginning of each turn. Napoleon, if unattached has a +3 DRM. Hohenlohe, if unattached has a -1 DRM. Napoleon, Ney, Lannes and Murat are Charismatic Leaders. Murat can command any French cavalry brigade.

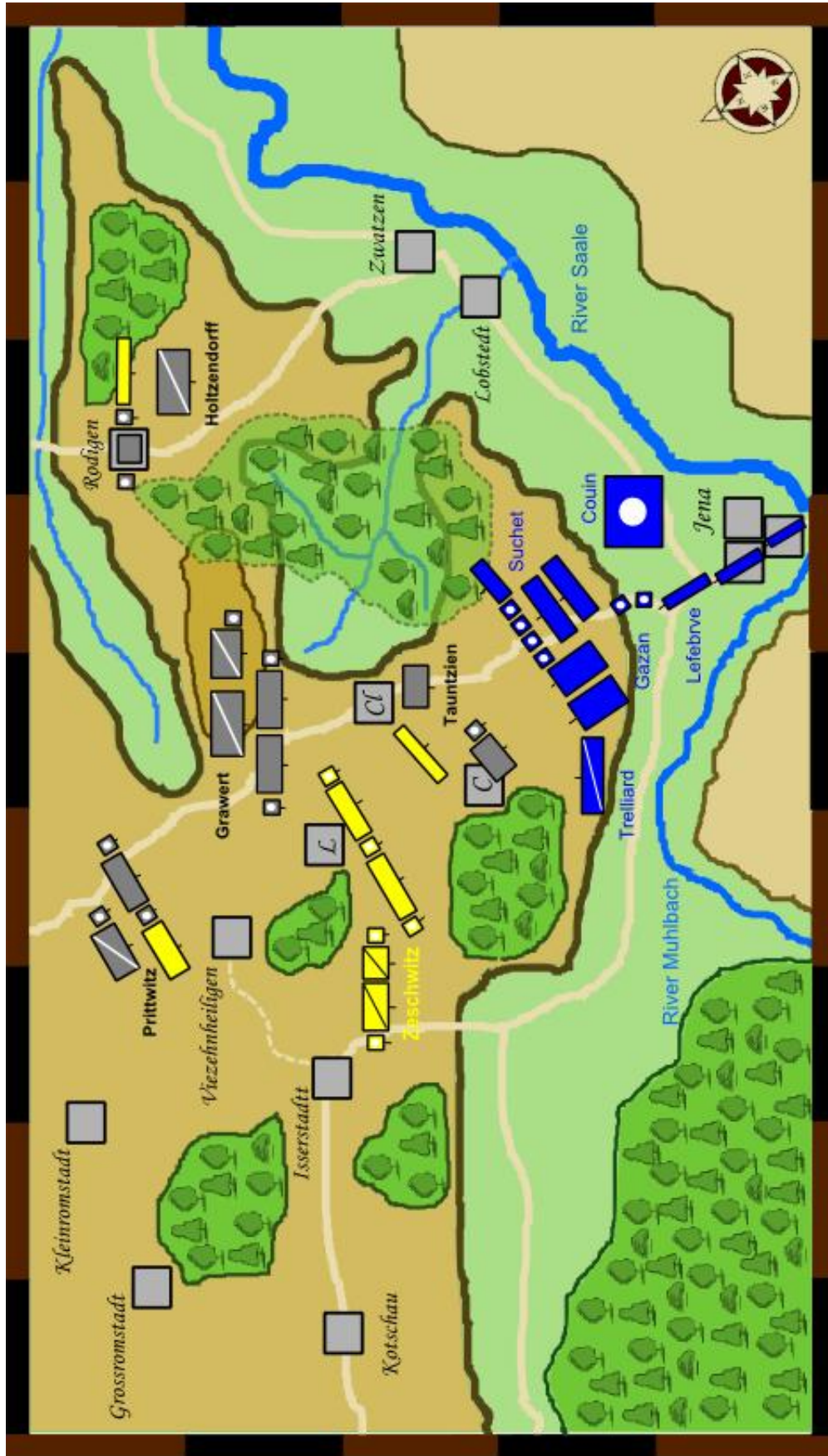
Troop Quality: The French are Impluse Infantry with Skirmishers so noted. The Prussians and Saxons are Linear Infantry with Skirmishers so noted.

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 enemy units are within 18" of deployment area/point, units 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.

Optional Rules *Ruchel's Early Arrival:* Ruchel arrived on the field late in the day, and had little effect on the battle other than to cover the retreat. To give the Prussians a better chance (or perhaps any chance), allow Ruchel's Corp to arrive Turn 3.

Victory Conditions: Determine victory using the Casualty Point Chart on page 17 of AOE. Due to outnumbering and severely outclassing their opponents the French need to achieve a 2 to 1 ratio in points to achieve minimum historic victory levels, if the score is less then that the Prussians win. If Napoleon is killed during the battle the French player automatically loses, and gets an atomic wedgie.



Battle of Jena A

- L) Lützenbo
- C) Cospeda
- CL) Closwitz

B

French Starting Forces

<u>Grand Arme</u> Napoleon (C) +3
XXXX

<u>Napoleon</u> Lamartiniere Artillery	<u>Napoleon</u> ADC	<u>Napoleon</u> ADC
XX	XX	XX

<u>Napoleon</u> Lefebvre Guard	<u>Lefebvre</u> Soules OG 5/-/2 Sk	<u>Lefebvre</u> Hulin OG 5/-/2 Sk	<u>Lefebvre</u> 3 rd Bde C 4/-/3 Sk
XX			

Soules – 1st, 2nd Chasseurs a' Pied

Hulin – 1st, 2nd Grenadiers a' Pied

3rd Bde – Dismounted Dragoon Compaines

<u>Napoleon</u> Couin Guard Art	<u>Couin</u> R Foot Art	<u>Couin</u> R Foot Art	<u>Couin</u> R Foot Art	<u>Couin</u> R Foot Art	<u>Couin</u> R Foot Art
XX					

<u>Napoleon</u> Lannes (C) V Corp	<u>Lannes</u> Treillard R 9/7/5 LC	<u>Lannes</u> R Hv Foot	<u>Lannes</u> R Hv Foot
XXX			

<u>Lannes</u> Suchet 1 st Div	<u>Suchet</u> Claparede E 7/5/3 Sk	<u>Suchet</u> Reille R 12/9/6 Sk	<u>Suchet</u> Vedel R 12/9/6 Sk	<u>Suchet</u> R Foot Art	<u>Suchet</u> R Foot Art
XX					

Treillard – 9th, 10th Hussars, 21st Chasseurs

Claparede – 17th Legere

Reille – 34th, 40th Ligne

Vedel – 64th, 88th Ligne

<u>Lannes</u> Gazan 2 nd Div	<u>Gazan</u> Graindorge E 10/7/4 Sk	<u>Gazan</u> Campana R 10/8/5 Sk	<u>Gazan</u> R Foot Art	<u>Gazan</u> R Foot Art
XX				

Graindorge – 21st, 28th Legere

Campana – 100th, 103rd Ligne

Turn 3 at Point A in road column

<u>Napoleon</u> Soult IV Corp	<u>Soult</u> Margaron R 6/5/3 LC	<u>Soult</u> Guyot R 6/5/3 LC	<u>Soult</u> R Foot Art
XXX			

Margaron – 8th Hussars, 22nd Chasseurs

Guyot – 11th, 16th Chasseurs

<u>Soult</u> St Hillaire 1 st Div	<u>St. Hillaire</u> Candras R 10/8/5 Sk	<u>St. Hillaire</u> Ware R 10/8/5 Sk	<u>St. Hillaire</u> R Foot Art	<u>St. Hillaire</u> R Foot Art
XX				

Candras – 10th Legere, 35th Ligne

Ware – 43rd, 55th Ligne

<u>Soult</u> Leval 2 nd Div	<u>Leval</u> Schiner E 5/3/2 Sk	<u>Leval</u> Ferey R 11/8/6 Sk	<u>Leval</u> Vivies R 11/8/6 Sk	<u>Leval</u> R Foot Art
XX				

Schiner – 24th Legere

Ferey – 4th, 28th Ligne

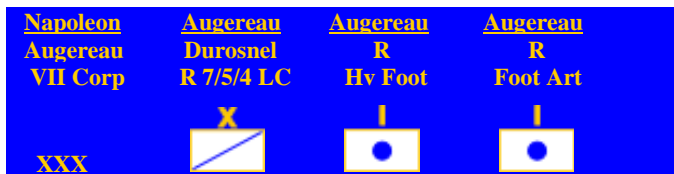
Vivies – 46th, 57th Ligne

Turn 7 at Point A in road column

<u>Napoleon</u> Ney (C) VI Corp	<u>Ney</u> Marchand 1 st Div	<u>Marchand</u> Villatte E 6/4/2 Sk	<u>Marchand</u> Roguet R 17/13/9 Sk
XXX	XX		

Villatte – 6th Legere

Roguet – 39th, 69th, 76th Ligne



Durosnel – 7th, 20th Chasseurs

Lapisse – 16th Legere



Lefranc – 14th Legere, 44th, 105th Ligne



Amey – 7th Legere

Sarrut – 24th, 63rd Ligne

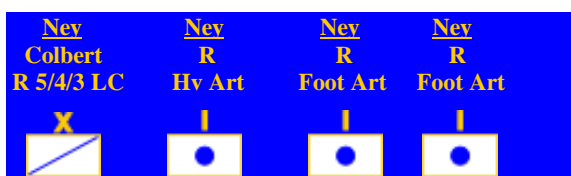
3rd Bde – Hesse-Darmstadt Fusilier Regt, 3rd Bn Nassau Infantry

Turn 9 at Point A in road column

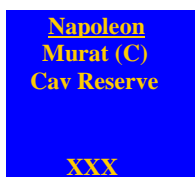


Marcognet – 25th Legere

Delabasse – 27th, 50th, 59th Ligne



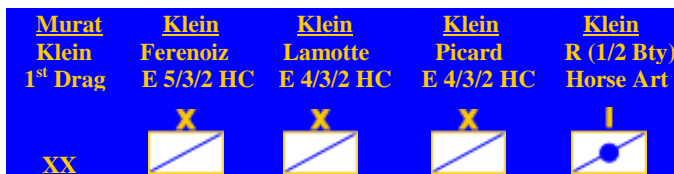
Colbert – 3rd Hussars, 10th Chasseurs



Verdiere – 1st, 5th Cuirassier



St Sulpice – 10th Cuirassier



Ferenoz – 1st, 2nd Dragons

Boussart – 13th, 22nd Dragons

Lamotte – 4th, 14th Dragons

Picard – 20th, 26th Dragons

Roget – 3rd, 6th Dragons

Milet – 10th, 11th Dragons



Lasalle – 5th, 7th Hussars

Milhaud – 1st Hussars, 13th Chasseurs

French

Infantry	200
Cavalry	103
Artillery	25
Total	303 (95,540)

Prussian/Saxon

Infantry	125
Cavalry	49
Artillery	20
Total	174 (57,820; 42,640 not counting Ruchel's Corp)

Prussian Starting Forces

Prussian Hohenlohe -1	Hohenlohe Holtzendorff Adv Gd	Holtzendorff Bevilaqua C 6/5/4	Holtzendorff Pelet R 5/4/3	Holtzendorff Trutzschler R 8/6/4 LC	Holtzendorff R Foot Art	Holtzendorff R Foot Art
XXXX	XX					

Bevilaqua – Saxon Prince Clemens & Kurfurst Infantry, Prussian 49 I.R.
Trutzschler – 6th Schimmelpfenning Hussars, Saxon Hussar Regiment

Pelet – Rabenau, Pelet, Ruhle Fusilier Bns, 2 Jager Companies

Hohenlohe Grawert 1 st Div	Grawert Muffling R 10/8/5	Grawert Schimonsky R 9/7/5	Grawert Henckel E 7/5/3 HC	Grawert Erichsen R 6/5/3 LC*	Grawert R Foot Art	Grawert R Foot Art	Grawert R Horse Art
XX							

Muffling – 32nd, 50th I.R., Hahn Grenadier

Schimonsky – 37th, 39th I.R., Sack Grenadier

Henckel – 1st, 9th Cuirassier, 11th Dragoon

Erichsen – 1st Hussar, Erichsen Fusilier Bn (Mixed Bde 4C/2I)

Hohenlohe Zeschwitz 2 nd Div	Zeschwitz Burgsdorff C 9/8/5	Zeschwitz Dyherrn C 12/10/7	Zeschwitz Kochtitsky E 5/3/2 HC	Zeschwitz Polenz R 4/3/2 LC*	Zeschwitz R Hv Art	Zeschwitz R Hv Art	Zeschwitz R Hv Art	Zeschwitz R Horse Art	Zeschwitz R Horse Art
XX									

Burgsdorff – Saxon Prince Xavier & Thummel Infantry

Dyherrn – Saxon Bevilaqua, Low, Niesemeuschel Infantry

Hohenlohe Prittwitz Res Div	Prittwitz Sanitz E 9/6/4	Prittwitz Varchi R 10/8/5	Prittwitz Krafft R 6/5/3 HC	Prittwitz R Hv Art	Prittwitz R Hv Art	Prittwitz R Horse Art
XX						

Sanitz – Grenadier Battalions

Varchi – Saxon Grenadier Battalions

Krafft – Prussian #2 Dragoons, Saxon Prince Johann Cheveau-leger

Hohenlohe Tautzien Flank Corp	Tautzien Zweifel R 6/5/3	Tautzien Schoneburg C 6/5/4	Tautzien Bila R 6/5/3*	Tautzien R Foot Art
XX				

Zweifel – 46th I.R., Herewith Grenadier Bn

Schoneburg – Saxon Prince Maximilian, Rechten Infantry, Winkel Grenadier Bn

Bila – Rosen Fusilier Bn, 2 Jager Companies, Saxon Prince Clement Cheveau-leger (Mixed 4I/2C)

Turn 15 with 12 inches of point B, either deployed or in road/march column.

Hohenlohe Ruchel Ruchel's Corp	Ruchel Winning Adv Gd	Winning Tschammer R 8/6/4	Winning Wobeser R 7/5/4 HC*	Winning R Foot Art	Winning R Foot Art	Winning R Horse Art
XXX	XX					

Tschammer – 27th I.R., 2 Fusilier Bns, 2 Jager Companies

Wobeser – 1 Fusilier Bn, 1 Jager Company, 14th Dragoon (Mixed 5C/2I)

Ruchel Saxe-Weimer 1 st Div	Saxe-Weimer 1 st Bde R 8/6/4	Saxe-Weimer 2 nd Bde R 8/6/4	Saxe-Weimer 3 rd Bde R 9/7/5	Saxe-Weimer 4 th Bde R 8/6/4 HC	Saxe-Weimer R Foot Art	Saxe-Weimer R Foot Art	Saxe-Weimer R Horse Art
XX							

1st Bde – 9th, 23rd I.R., Borstell Grenadier Bn

2nd Bde – 29th, 43rd I.R., Hellman Grenadier Bn

3rd Bde – 10th, 37th I.R., Sobbe Fusilier Bn

4th Bde – 4th Dragoons, 5th Cuirassier