

The Battles Of Jena-Auerstadt

14th October 1806

An Alternative scenario

The twin battles of Jena-Auerstadt, with the Prussian army caught as it tried to retreat away from the Advancing French, resulted in the complete defeat of the Prussian army. At Jena Napoleon himself routed the Prussian rearguard and at Auerstadt Davout, despite being substantially outnumbered, threw back repeated Prussian attacks. On both battlefields the Prussians were comprehensively thrashed.

A scenario for the actual battles already exists on Tod Creasy's website. This alternative scenario attempts to provide a more balanced combat, allowing the Prussians more of a chance. It does not do so by distorting their relative strengths but by assuming that the Prussians acted differently the day or so before the battle and thus had a different balance of troops available on the two battlefields. The scenario assumes that instead of continuing their movement through Auerstadt and leaving only a trailing rearguard at Jena, the Prussians realised that Napoleon with the bulk of his army was at the latter and halted their move north. Blucher was able therefore to reach Jena by the morning of the battle with Kalkreuth's two divisions coming up and available from about noon. Ruchel's reserves will also make it by early afternoon. This leaves only three divisions to face Davout at Auerstadt. I have created new Orders of Battle for both sides, organised new arrival times for both French and Prussian elements and left out Bernadotte altogether on the assumption that he is assumed to have, as in real life, missed both battles. The OB for his Corps is given if you wish to play any further variants allowing for his arrival at either Auerstadt or Jena.

Note that the two battles may be played separately – in fact given the fact that Jena needs an 8'by4' table and Auerstadt at least 6'by4' it is likely that this will be the case in most instances. Thus they are treated separately here.

Published orders of battle are notoriously unreliable. I have based those for both sides in this battle on Petrie and Nafziger. As a result you will find them different from that in Tod's scenario. Variety is, after all, the spice of life.

Kenneth Clark

JENA

The Scenario:

The weather is overcast, with no variation. The scenario begins in fog which will disperse at the end of turn one. The ground is hard. The game's Basic Length is 6 turns. First turn is early morning

The contour between stream bed and the plateau counts as an obstacle as do the streams themselves

Prussians will set up first as per the areas suggested for them on the map. They may occupy Closwitz but not Cospeda. Zechwitz moves on from the edge of the battlefield on the road on the first pulse of Turn One and will pay command points as normal for this move. See Prussian special rules for subsequent arrivals.

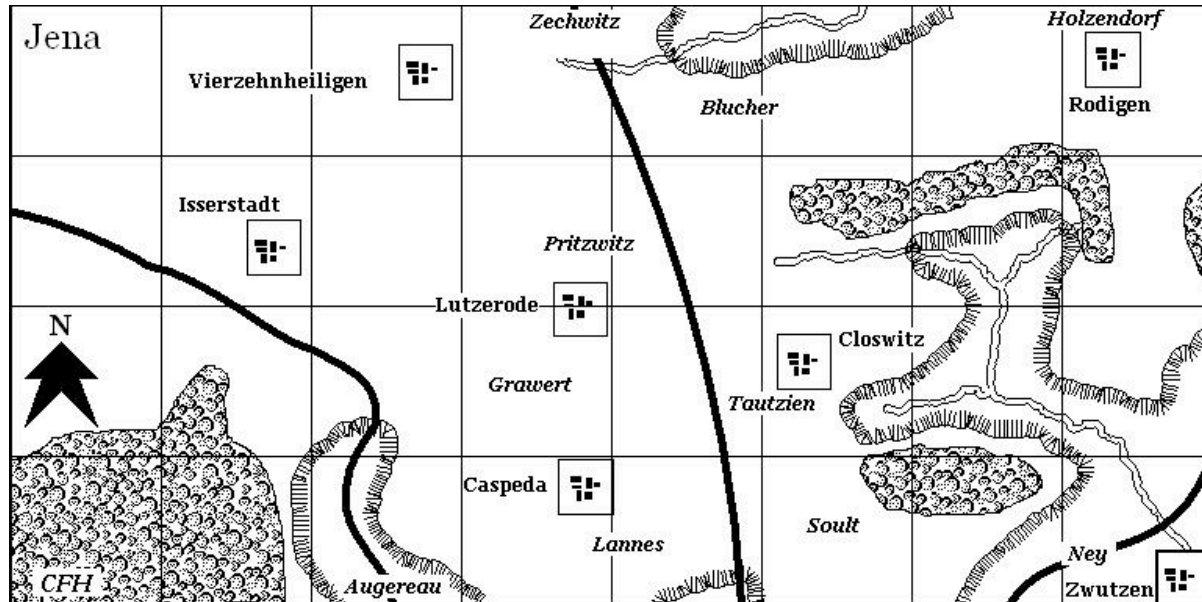
French then set up on the table as shown on the map. Augereau comes on at any road from the south on the first pulse of Turn One but will pay command points for so doing. See French special rules for subsequent arrivals.

The Prussian army is "fair" Its Break Point is 8 at first rising to 11 on Turn 4 then 13 on turn 5.

The French army is "Confident." Its Break Point is: 8 rising to 10 on Turn 3, 12 on Turn 4 and 13 on Turn 5.

The Jena Battlefield:

Each square represents one foot.



The French Army

Commander: **Napoleon (Great)**

This is a Napoleonic Army of 6 Forces..

Imperial Guard Corps: Marshal Bessieres 2/5"

G/1 Grenadiers a Pied Sk2	Guard 6SP _____
G/2 Chasseurs a Pied Sk2	Guard 6SP _____
G/3 Dismounted Dragoons Sk2	Veteran 5SP _____
12lb Guard Foot battery	
12lb Guard Foot battery	

IV Corps: Marshal Soult 2/15"

IV/C 22 nd /11 th Chasseurs	Veteran 6SP _____
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St Hilaire's Division

IV/1 10 th Legere Sk2	Veteran 9SP _____
IV/2 35 th Ligne Sk2	Veteran 8SP _____
IV/3 43 rd /55 th Liigne Sk2	Veteran 8SP _____

Leval's Division

IV/4 24 th Legere Sk2	Veteran 9SP _____
IV/5 4 th /28 th Ligne Sk2	Veteran 9SP _____
IV/6 46 th /57 th Ligne Sk2	Veteran 8SP _____

Legrand's Division

IV/7 26 th Legere Sk2	Veteran 9SP _____
IV/8 Tir de Po/Corse Sk2	Veteran 8SP _____
IV/9 18/75 th Ligne Sk2	Veteran 8SP _____

V Corps: Marshal Lannes 1/14" (V)

V/C 9 th /10 th Hussars	Veteran 6SP _____
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Suchet's Division

V/1 17 th Legere Sk2	Veteran 7SP _____
V/2 34 th /40 th Ligne Sk2	Veteran 7SP _____
V/3 64 th /88 th Ligne Sk2	Veteran 9SP _____

Gazan's Division

V/4 21 st Legere Sk2	Veteran 7SP _____
V/5 28 th Ligne Sk2	Veteran 7SP _____
12lb Foot battery	
12lb Foot battery	
4lb Horse battery	

VI Corps: Marshal Ney 3/8" (V) Aggressive

VI/C 8 th Huss/10 th Chass	Veteran 4SP _____
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Marchand's Division

VI/1 6 th /35 th Ligne Sk2	Veteran 10SP _____
VI/2 69 th /76 th Ligne Sk2	Veteran 9SP _____

Gardanne's Division

VI/3 25 th /27 th Ligne Sk2	Veteran 9SP _____
VI/4 50 th /59 th Ligne Sk2	Veteran 9SP _____

VII Corps: Marshal Augereau 3/5 (V)

VII/C 7th/20th Chasseurs Trained 4SP _____

Desjardin's Division

VII/1 16th Legere Sk2 Veteran 5SP _____

VII/2 44th/105th Ligne Sk2 Veteran 5SP _____

Bierre's Division

VII/3 7th/24th Ligne Sk2 Veteran 5SP _____

VII/4 Hesse/Nassau Trained 4SP _____

Reserve Cavalry: Marshal Murat 4/8" (V) Aggressive

RC/1 Nansouty Cuirassiers Elite 10SP _____

RC/2 D'Hautpol Cuirassiers Elite 10SP _____

RC/3 Klein Dragoons Trained 5SP _____

RC/4 Breumont Dragoons Trained 8SP _____

RC/5 Lassale Hussars Trained 4SP _____

Special Rules for the French:

1. The Guard are in reserve off table and may not normally be used until they are either attacked or either the Prussians or the French reach their break point. This is how Napoleon historically used them at Jena. If you wish to further bend the scenario in favour of the French then the following rules for the Guard may be substituted:
 - (a) the Guard artillery may be allocated to Lannes at the start of the battle and/or
 - (b) the Guard will be released when the French have lost X units representing Napoleon's concern at the situation and releasing the Guard to bolster his army. Decide what level of losses would release the Guard.
2. The following French forces are available at the start of the battle in the positions identified on the map.
 - Napoleon himself anywhere
 - Soult with his Cavalry and St Hilaire's Division
 - Lannes' Corps
 - Ney with his Cavalry and the 6/35th Ligne brigade only
 - Augereau's Corps
 - Murat himself but with none of his Corps cavalry. - anywhere
3. The French cavalry available at the start of the battle may be left with their parent Corps or grouped together under the command of Murat if wished at no cost.
4. The following French forces will arrive on any road from Jena as follows:
 - On Turn Three: the rest of Ney's Corps
D'Hautpol's Cuirassiers
Klein's Dragoons
 - On Turn Four the rest of Soult's Corps
Nansouty's Cuirassiers
 - On Turn Five Beaumont's Dragoons
Lassale's Hussars
5. French troops pay no command points for the pulse in which they arrive on table.

Dice for all troops arriving during the battle. 1,2 on pulse 1, 1,2,3 pulse 2 etc at the start of every pulse of the relevant turn. If they have not appeared by the end of the turn they will appear at the very start of the next turn.

The Prussian Army

Commander: **Hohenloe (Poor)**

This is a Traditional Army of 6 Forces rising to 7 on the appearance of Kalkreuth and then 8 on the appearance of Rüchel

First Division: von Grawert 3/6"

1/1 Muffling	Trained 5SP	_____
1/2 Schimonovski	Trained 5SP	_____
1/C Heavy Cavalry	Elite 10SP	_____
12lb Foot battery		
12lb Foot battery		
6lb Horse battery		

Second Division: Zechwitz 3/6"

2/1 Burgsdorf	Trained 5SP	_____
2/2 Dyhern (Saxons)	Trained 5SP	_____
2/3 Poletz MX	Trained 4SP	_____
2/C Kachtisky Heavy Cavalry	Elite 10SP	_____
12lb Foot battery		
6lb Horse battery		

Third Division: Tautzien (Saxons) 3/8"

3/1 Zweifel	Trained 6SP	_____
3/2 Schonberg Sk1	Veteran 3SP	_____
3/3 Erichsen MX	Veteran 7SP	_____
3/4 Grenadiers	Elite 4SP	_____
6lb Horse battery		

Detachment: Holzendorf 3/4"

D/1 Sanoitz	Trained 4SP	_____
D/2 Capellendorf Sk1	Trained 5SP	_____
D/C Pilsach Light Cavalry	Trained 8SP	_____
12lb Foot battery		

Reserve Division: Pritzwitz 3/4"

R/1 Schimmelpfennig	Elite 8SP	_____
R/2 Cerrini (Saxon)	Veteran 5SP	_____
R/C von Krafft Light Horse	Trained 8SP	_____
12lb Foot battery		

Vanguard Division: Blücher 2/5" Aggressive

V/1 von Oswald	Trained 5SP	_____
V/C/1 von Blucher Light Horse	Veteran 10SP	_____
V/C/2 Wurtemberg Dragoons	Veteran 10SP	_____

Reserve: Kalkreuth 3/7" Cautious

Arnim's Division

R/1 Malshasay

Veteran 10SP _____

R/2 Zenge

Veteran 12SP _____

Kunheim's Division

R/3 Peltz

Veteran 8SP _____

R/4 Liebgarde

Guard 8SP _____

R/5 Grenadier Guards

Guard 7SP _____

R/C/1 Beeren 1 Heavy Cavalry

Guard 7SP _____

R/C/2 Beeren 2 Heavy Cavalry

Guard 6SP _____

Rüchel's Corps: Rüchel 3/8"

Ru/1 Winning MX

Veteran 6SP _____

Ru/2 Webeser MX

Veteran 8SP _____

Ru/3 Schenk

Trained 4SP _____

Ru/4 Truenfels

Trained 4SP _____

Ru/5 Wedell

Trained 5SP _____

Ru/C Saxe Weimar Heavy Cavalry

Veteran 8SP _____

12lb Foot battery

6lb Horse battery

Special Rules for the Prussians

1. All Prussian Forces apart from those identified in 2, 3 and 4 below start on the map at the locations specified.
2. Zechwitz moves on, paying command points, from the edge of the battlefield on the first pulse of Turn 1.
3. Kalkreuth arrives from the north at the beginning of Turn Four
4. Rüchel arrives on the west road at the beginning of Turn Five

Neither Kalkreuth nor Rüchel pay command points in the pulse on which they arrive on the battlefield.

Ready-Made Labels for the Jena Scenario

Napoleon (Great)

Guard: Bessieres 2/5"

G/1 Grens a Pied Sk2 Guard 6SP
 G/2 Chass a Pied Sk2 Guard 6SP
 G/3 Dismnted Dgns Sk2 Veteran 5SP
 G:12lb Guard Foot battery
 G:12lb Guard Foot battery

IV: Soult 2/10"

IV/C 22nd/11th ChasseursVeteran 6SP
 IV/1 10th Legere Sk2 Veteran 9SP
 IV/2 35th Ligne Sk2 Veteran 8SP
 IV/3 43rd/55th Ligne Sk2 Veteran 8SP
 IV/4 24th Legere Sk2 Veteran 9SP
 IV/5 4th/28th Ligne Sk2 Veteran 9SP
 IV/6 46th/57th Ligne Sk2 Veteran 8SP
 IV/7 26th Legere Sk2 Veteran 9SP
 IV/8 Tir de Po/Corse Sk2 Veteran 8SP
 IV/9 18th/75th Ligne Sk2 Veteran 8SP

V: Lannes 1/14" (V)

V/C 9th/10th Hussars Veteran 6SP
 V/1 17th Legere Sk2 Veteran 7SP
 V/2 34th/40th Ligne Sk2 Veteran 7SP
 V/3 64th/88th Ligne Sk2 Veteran 9SP
 V/4 21st Legere Sk2 Veteran 7SP
 V/5 28th Ligne Sk2 Veteran 7SP
 V:12lb Foot battery
 V:12lb Foot battery
 V:4lb Horse battery

VI: Ney 3/8" (V) Aggressive

VI/C 9th Huss/10th Chass Veteran 4SP
 VI/1 6th/35th Ligne Sk2 Veteran 10SP
 VI/2 69th/76th Ligne Sk2 Veteran 9SP
 VI/3 25th/27th Ligne Sk2 Veteran 9SP
 VI/4 50th/59th Ligne Sk2 Veteran 9SP

VII: Augereau 3/5 (V)

VII/C 7th/20th Chasseurs Trained 4SP
 VII/1 16th Legere Sk2Veteran 5SP
 VII/2 44th/105th Ligne Sk2 Veteran 5SP
 VII/3 7th/24th Ligne Sk2 Veteran 5SP
 VII/4 Hesse/Nassau Trained 4SP

Cav: Murat 4/8" (V) Aggressive

RC/1 Nansouty Cuirassiers Elite 10SP
 RC/2 D'Hautpol Cuirassiers Elite 10SP
 RC/3 Klein Dragoons Trained 5SP
 RC/4 Breaumont Dragoons Trained 8SP
 RC/5 Lassale Hussars Trained 4SP

Hohenloe (Poor)

1st Div: von Grawert 3/6"

1/1 Muffling Trained 5SP
 1/2 Schimonovski Trained 5SP
 1/C Heavy Cavalry Elite 10SP
 1:12lb Foot battery
 1:12lb Foot battery
 1:6lb Horse battery

2nd Div: Zechwitz 3/6"

2/1 Burgsdorf Trained 5SP
 2/2 Dyhern Trained 5SP
 2/3 Polentz MX Trained 4SP
 2/C Kutshitsky Hvy Cav Elite 10SP
 2:12lb Foot battery
 2:6lb Horse battery

3rd Div: Tautzien (Saxons) 3/8"

3/1 Zweifel Trained 6SP
 3/2 Schonberg Sk1 Veteran 3SP
 3/3 Erichsen MX Veteran 7SP
 3/4 Grenadiers Elite 4SP
 3:6lb Horse battery

Det: Holzendorf/Buchel 3/4"

D/1 Sanoitz Trained 4SP
 D/2 Capellendorf Sk1 Trained 5SP
 D/C Pilsach Light Cavalry Trained 8SP
 D:12lb Foot battery

Res Div: Pritzwitz 3/4"

R/1 Schimmelpfennig Elite 8SP
 R/2 Cerrini Veteran 5SP
 R/C von Krafft Light Horse Trained 8SP
 12lb Foot battery

Vgd Div: Blucher 2/5" Aggr

V/1 von Oswald Trained 5SP
 V/C/1 von Blucher Light Horse Veteran 10SP
 V/C/2 Wurtemberg Dragoons Veteran 10SP

Res: Kalkreuth 3/8" Cautious

R/1 Malshasay Veteran 10SP
 R/2 Zenge Veteran 12SP
 R/3 Peltz Veteran 8SP
 R/4 Liebgarde Guard 8SP
 R/5 Grenadier Guards Guard 7SP
 R/C/1 Beeren 1 Hvy Cav Guard 7SP
 R/C/2 Beeren 2 Heavy Cavalry Guard 6SP

Ruchel's Corps: Ruchel 3/6"

Ru/1 Winning MX Veteran 6SP
 Ru/2 Webeser MX Veteran 8SP
 Ru/3 Schenk Trained 4SP
 Ru/4 Truenfels Trained 4SP
 Ru/5 Wedell Trained 5SP
 Ru/C Saxe Weimar Hvy Cav Vet 8SP
 Ru:12lb Foot battery
 Ru:6lb Horse battery

Auerstadt

The Scenario:

The weather is overcast, with no variation. The scenario begins in fog which will disperse at the end of turn one. The ground is hard. The game's Basic Length is 6 turns.

Although the French constitute only a single Corps the scenario is played as if each division is a separate force with Davout as Commander-in-Chief. If Bernadotte's Corps option is used then his Corps counts as a single force. (see special French rules below for Bernadotte)

The contour between stream bed and the plateau counts as an obstacle as does the stream itself

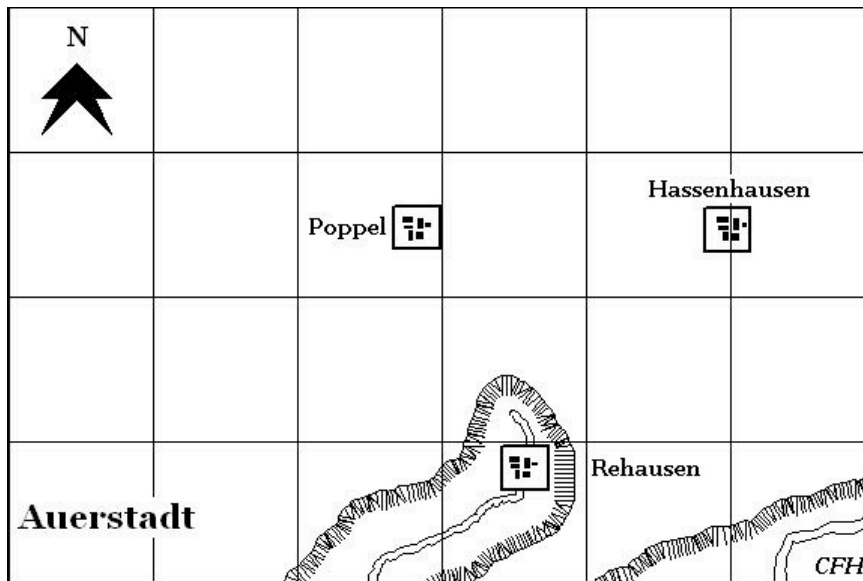
The French set up first anywhere to the East of Hassenhausen.

The Prussians set up anywhere on the west third of the battlefield.

The Prussian army is "Fair" Its Break Point is: 3.

The French army is "Confident." Its Break Point is: 4. If Bernadotte is used this will increase to 5.

The Auerstadt Battlefield:



The French Army – III Corps of the Grande Armee

Commander: Marshal Davout (Great)

This is a Napoleonic Army of 4 Forces.

I Division: Morand 2/4”

I/1 Debilly Sk2	Veteran 8SP	_____
I/2 Bronard Sk2	Veteran 8SP	_____
I/3 d’Honnieres Sk2	Veteran 8SP	_____

II Division: Friant 2/5”

II/1 Kister Sk2	Veteran 8SP	_____
II/2 Lochet Sk2	Veteran 8SP	_____
II/3 Grandeau Sk2	Veteran 8SP	_____

III Division: Gudin 2/4”

III/1 Petit Sk2	Veteran 9SP	_____
III/2 Lavasseur Sk2	Veteran 8SP	_____

Corps Cavalry: Viallanes 2/2

C/1 Chasseurs	Trained 5SP	_____
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Corps Artillery: allocate to individual divisions at start of battle.

3-pdr Horse battery
 12-pdr Foot A ____
 12-pdr Foot B ____

Bernadotte’s I Corps – en route – optional

Bernadotte 4/7” cautious

deL’Etang’s Division

I/1 9 th Legere Sk2	Veteran 8SP	_____
I/2 32 nd Ligne Sk2	Veteran 7SP	_____

Rivaud’s Division

I/3 8 th Legere Sk2	Veteran 8SP	_____
I/4 45 th Ligne Sk2	Veteran 7SP	_____

Drouet’s Division

I/5 27 th Legere Sk2	Veteran 8SP	_____
I/6 94 th /95 th Ligne Sk2	Veteran 7SP	_____
I/C Tilley’s Hussars	Veteran 6SP	_____

Special French Rules for Bernadotte:

1. Only use Bernadotte’s Corps as an option and with the Agreement of the Prussian player to achieve play balance.
2. Bernadotte may not be given commands by Davout. He must always be diced for to determine whether he is in control or not

The Prussian Army**Commander: Brunswick (Poor)**

This is a Traditional Army of 3 Forces

First Division: Orange 4/3" cautious

1/1 H von Prussen	Trained 10SP	_____
1/2 Lutzow	Trained 10SP	_____
1/c Pr. Wilhelm heavy cavalry	Elite 11SP	_____

Second Division: Wartensleben 3/3"

2/1 Wedel	Trained 10SP	_____
2/2 Renouard	Trained 10SP	_____
2/C Quintzow heavy cavalry	Elite 11SP	_____

3rd Division: Schmettau/Scharnhorst 3/6"

3/1 Albensleben	Trained 10SP	_____
3/2 Schimonsky	Trained 10SP	_____
3/C/1 Bunting heavy cavalry	Elite 10SP	_____
3/C/2 Irwing heavy cavalry	Elite 11SP	_____

Ready-Made Labels for the Auerstadt Scenario

Davout (Great)

I Division: Morand 2/4"

I/1 Debilly Sk2 Veteran 8SP
 I/2 Bronard Sk2 Veteran 8SP
 I/3 d'Honnieres Sk2 Veteran 8SP

II Division: Friant 2/5"

II/1 Kister Sk2 Veteran 8SP
 II/2 Lochet Sk2 Veteran 8SP
 II/3 Grandeau Sk2 Veteran 8SP

III Division: Gudin 2/4"

III/1 Petit Sk2 Veteran 9SP
 III/2 Lavasseur Sk2 Veteran 8SP

Corps Cavalry: Viallanes 2/2

C/1 Chasseurs Trained 5SP

Corps Artillery:

3-pdr Horse battery
 12-pdr Foot A ____
 12-pdr Foot B ____

Bernadotte's I Corps –

Bernadotte 4/7" cautious

I/1 9th Legere Sk2 Veteran 8SP
 I/2 32nd Ligne Sk2 Veteran 7SP
 I/3 8th Legere Sk2 Veteran 8SP
 I/4 45th Ligne Sk2 Veteran 7SP
 I/5 27th Legere Sk2 Veteran 8SP
 I/6 94th/95th Ligne Sk2 Veteran 7SP
 I/C Tilley's Hussars Veteran 6SP

The Prussian Army

Brunswick (Poor)

First: Orange 4/3" Cautious

1/1 H von Prussen Trained 10SP
 1/2 Lutzow Trained 10SP
 1/c Pr. Wilhelm heavy cavalry Elite 11SP

Second: Wartensleben 3/3"

2/1 Wedel Trained 10SP
 2/2 Renouard Trained 10SP
 2/C Quitzow heavy cavalry Elite 11SP

Third: Schmettau/Scharnhorst 3/6"

3/1 Albensleben Trained 10SP
 3/2 Schimonsky Trained 10SP
 3/C/1 Bunting hvy cav Elite 10SP
 3/C/2 Irwing hvy cav Elite 11SP