NAPOLEON AT WAR
Standard Rules
for the games

MARENGO, JENA-AUERSTADT, WAGRAM, THE BATTLE OF NATIONS

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[1.0] INTRODUCTION

The **Napoleon at War** game system is an operational simulation of warfare during the era of the Napoleonic Wars. Each game in the system represents one of the great battles in the period. The Playing Pieces represent the actual units which participated in the battles, and the Map represents the terrain over which those units fought.

The rules for each game in the **Napoleon at War** Series are contained in two folders. The first contains **Standard Rules**, which are common to all the games in the series. The second folder contains **Exclusive Rules**, Initial Deployment and Reinforcement Rules, which are different in each game.

This game has been designed to insure maximum playability and maximum reality (in that order). In order to achieve these goals, the physical compo-

nents, as well as the game rules, have been designed to make the game easier to understand and play. The components include a smaller, more compact playing map, never more than a hundred playing pieces, and standardized rules.

The standardization makes it easier for the gamer to go from one game to another within the series. It also enables the games' designers to concentrate on the realism aspect of the games (the standardization generally takes care of any playability problems).

[2.0] GAME EQUIPMENT

[2.1] THE GAME MAP

The 22" x 17" mapsheet portrays the area in which the battle was fought. It includes all the significant terrain in the battle, a Terrain Key, and a Turn Record Track.

A hexagonal grid is superimposed over the terrain features printed on the mapsheet in order to regularize movement and positioning of the playing pieces.

To make the map lie flat, back-fold it against the creases. Small pieces of masking tape may be used at the corners of the map to hold it taut.

[2.2] GAME CHARTS AND TABLES

Various visual aids are provided for the Players in order to simplify and illustrate certain game functions. These are the Terrain Effects Chart, the Combat Results Table, the Reinforcement Chart and the Deployment Chart.

[2.3] THE PLAYING PIECES

The cardboard pieces represent the actual military units that took part in the original battle. The numbers and symbols on the pieces represent the strength, movement capability, and type of unit represented by that piece. These playing pieces will hereafter be referred to as "units."

[2.4] HOW TO READ THE UNITS

Designation — 1/Leg — *Type Symbol*
Combat Strength — **5-4** — *Movement Allowance*
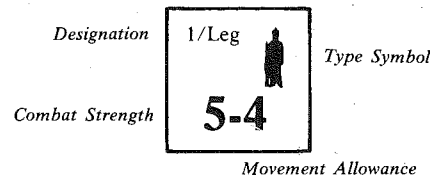
Unit Designations
Units are identified by numerals in this sequence: division/corps (roman numeral) or brigade/division

Unit Types

Infantry   Artillery

Cavalry

Combat Strength is the relative strength of a unit when attacking and defending, expressed in terms of Strength Points.

Movement Allowance is the maximum number of clear terrain hexes that a unit may be moved in a single Movement Phase, expressed in Movement Points. More than one Movement Point may be expended for each hex entered according to the terrain in the hex.

[2.5] GAME SCALE

Each hexagon on the map represents between 400 and 800 meters of real terrain. Each Strength Point represents between 500 and 1,000 men. Each Game-Turn represents between one and two hours of real time.

[2.6] PARTS INVENTORY

	Folio Game:	QuadriGame:
Game Map	1	4
Sheet of Die-Cut Counters	1	4
Standard Rules Folder	1	2 identical
Exclusive Rules Folder	1	4 different
Die	0	1
Game Box	0	1
Folio (folder)	1	0

If any of these parts are damaged or missing, write:

Customer Service
Simulations Publications, Inc.
44 East 23rd Street
New York, N.Y. 10010

Questions regarding the rules of the game, if accompanied by a stamped, self-addressed envelope, will be answered. Send to: Game Questions Editor, at the above address.

[3.0] SETTING UP THE GAME

The cardboard Playing Pieces should be punched out of the Unit Counter Sheet. The blue colored pieces represent French forces; the other colored pieces represent the force(s) opposing the French. Players should determine who will be the French Player and who will command the forces opposing the French (the non-French Player).

The Players then consult their respective Initial Deployment Charts. These charts tell the hex number, strength and designation of each unit which is in play (on the map) during the First Game-Turn. Players should simultaneously place each of these units in its proper position on the map. All remaining units should be placed aside and brought into play according to the Reinforcement Chart. In setting up units, Players may disregard historical designations, so long as the unit type and strength are correct.

Once the units are set up, Players are ready to commence Game-Turn One; place the Game-Turn Marker in the first position on the Game-Turn Track.

In order to determine which Player is the first Player and which the Second Player, consult the Exclusive Rules Folder. There Players will also find rules for bringing in the reinforcement units which are given on the Reinforcement Chart. Play proceeds according to the Sequence of Play through the final Game-Turn.

[4.0] SEQUENCE OF PLAY

The game is played in successive Game-Turns composed of alternate Player-Turns. During each Player-Turn, the Player maneuvers his units and resolves combat in sequence, according to the following outline, and within the limits provided by the rules which follow. At the conclusion of the final Game-Turn, the Victory Conditions are consulted and a winner is determined.

[4.1] SEQUENCE OUTLINE

The Game-Turn is divided into a First Player-Turn and a Second Player-Turn. The Player whose

Player-Turn is currently in progress is termed the Phasing Player. The activity which may take place during each Phase is outlined below:

1. FIRST PLAYER-TURN

A. **Movement Phase:** The Phasing Player may move all, some or none of his units as he desires within the limits and restrictions of the rules of Movement and Zones of Control, and the Exclusive Rules of the game. The Phasing Player may bring reinforcement units onto the map as allowed by his Reinforcement schedule and the Reinforcement rules. The non-Phasing Player's units may not move.

B. **Combat Phase:** The Phasing Player uses his units to attack the non-Phasing Player's units according to the rules of Combat and Artillery. During this Phase neither Player may move his units except when forced to, as a result of the Combat Resolution procedure.

2. SECOND PLAYER-TURN

The Second Player now becomes the Phasing Player and accomplishes movement and combat in the manner described above.

3. GAME-TURN RECORD INTERPHASE

The Game-Turn Marker should be advanced one space on the Game-Turn Record Track to mark the passage of one Game-Turn and signal the start of another.

[5.0] MOVEMENT

GENERAL RULE:
During the Movement Phase, the Phasing Player may move as many or as few of his units as he desires. They may be moved in any direction or combination of directions.

PROCEDURE:
Units are moved one at a time tracing a path of contiguous hexes through the hex grid. As a unit enters each hex, it must pay one or more Movement Points from its Movement Allowance.

CASES:

[5.1] PROHIBITIONS

[5.11] Movement may never take place out of sequence. A Player's units may be moved during his own Movement Phase. During the Combat Phase, a unit which is either attacking or defending may be called upon to advance or retreat after its combat is resolved. During the Enemy Player's Movement Phase, and during both Players' Combat Phases, except when advancing or retreating as a result of combat, Friendly units must not be moved.

[5.12] A unit may never enter a hex containing an Enemy unit.

[5.13] A unit may never exit an Enemy controlled hex during any Movement Phase. An Enemy controlled hex may be left only during a retreat or advance as a result of combat (see 7.7).

[5.14] No combat takes place during the Movement Phase. Once a Player has begun to resolve combat, and has thrown the die, he has irreversibly initiated the Combat Phase.

[5.15] The number of Movement Points expended by a unit during a single Movement Phase may not exceed the Movement Allowance. A unit may expend any portion of the Movement Allowance, but unused Movement Points may not be accumulated until another Movement Phase or transferred to another unit.

[5.16] Movement from hex to hex must be consecutive; that is to say, a unit may not skip hexes.

[5.17] Once a unit has been moved, and the Player's hand is taken from the piece, it may not be moved any further during that Movement Phase, nor may it change its move without the consent of the opposing Player.

[5.2] EFFECTS OF TERRAIN

[5.21] A unit must expend one Movement Point to enter a clear terrain hex. To enter other types of terrain, a unit must often expend more Movement Points. And some hexes are prohibited to movement entirely. See 9.0, Terrain Effects Chart.

[5.22] A unit which moves from one road hex directly into an adjacent road hex through a road hexside expends only ½ Movement Point regardless of other terrain in the hex.

[5.23] A unit which moves from one trail hex directly into an adjacent trail hex through a trail hexside expends only one Movement Point regardless of other terrain in the hex.

[5.24] Units may cross river hexsides only by moving through a bridge hexside. There is no **additional** cost for moving through a bridge hexside.

[5.25] Units may cross Stream hexsides. Movement through a Stream hexside costs two **additional** Movement Points. Example: If a unit moves through a Stream hexside into a forest hex, the cost is four Movement Points.

[5.26] A unit which moves from a slope hex (containing the slope terrain symbol) through a slope hexside into a clear terrain hex must expend one additional Movement Point. A unit which moves from a clear terrain hex through a slope hexside, into a slope hex expends no additional Movement Points.

[5.3] EFFECTS OF FRIENDLY UNITS

[5.31] A Friendly unit may move through hexes occupied by other Friendly units. There is no additional cost for entering a Friendly-occupied hex.

[5.32] A Friendly unit may not end any Phase stacked in the same hex with another Friendly (or Enemy) unit. There may never be more than a single unit in a hex at the end of any Phase.

[5.33] There is no limit to the number of Friendly units which may pass through a single hex in one Movement Phase.

[5.34] Friendly controlled hexes never inhibit the movement of Friendly units.

[6.0] ZONES OF CONTROL

GENERAL RULE:
The six hexagons immediately surrounding a hex constitute the Zone of Control of any unit in that hex. Hexes upon which a unit exerts a Zone of Control are called controlled hexes and inhibit the movement of Enemy units: All units must cease movement when they enter an Enemy controlled hex.

CASES:

[6.1] All units exert a Zone of Control throughout the Game-Turn, regardless of the Phase or Player-Turn. The presence of Zones of Control is never negated by units, Enemy or Friendly.

[6.2] Units do not pay any additional Movement Points to enter an Enemy controlled hex, as in some other SPI games.

[6.3] There are only two ways to exit a hex in an Enemy Zone of Control: Either by retreat or advance as a result of combat, or by removal of the Enemy unit exerting the Zone of Control as a result of combat.

[6.4] Obviously, if a given unit is in an Enemy controlled hex, the Enemy unit is also in its controlled hex. The two units are equally and mutually affected.

[6.5] If there is an Enemy and Friendly Zone of Control exerted over the same hex, both Zones co-exist, and that hex is mutually controlled by both Players. There is no **additional** effect from having more than one unit exerting Zones of Control onto a single hex.

[6.6] Zones of Control always extend into all six hexes adjacent to the controlling unit's hex, with this exception: Zones of Control never extend through a non-bridged river hexside.

Example:
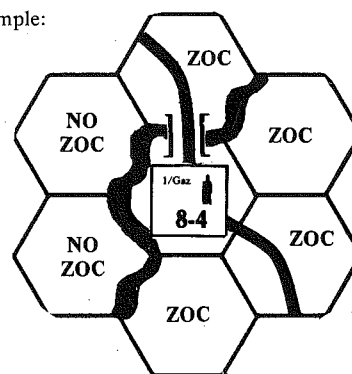
[7.0] COMBAT

GENERAL RULE:
Combat between adjacent opposing units is mandatory. Artillery units (8.0) are the only units which may attack units to which they are not adjacent. The Phasing Player is termed the Attacker; the other Player is the Defender, regardless of the overall situation.

PROCEDURE:
The Attacker totals the Combat Strengths of all the units attacking a given hex and compares the total to the Combat Strength of the defending unit in the hex under attack. The comparison is expressed as a ratio between attacking and defending Strength Points (attacking Strength Points divided by defending Strength Points) and is simplified by rounding down to one of the odds ratios on the Combat Results Table. Example: If thirteen Strength Points were attacking four, the combat odds ratio would be 3.25 to 1, rounded off (always in favor of the defender) to three to one.

Having determined the actual combat odds, the attacker rolls the die. The result indicates a line on the Combat Results Table (7.6), which is cross-indexed with the column representing the combat odds. The intersection of line and column yields a combat result. Separate combats may be resolved in any order that the Attacker wishes, so long as all combats are resolved during that Combat Phase.

CASES:

[7.1] WHICH UNITS ATTACK

[7.11] All Enemy units that have Friendly units in their Zones of Control must be attacked by the Friendly (Phasing) Player's units in the Combat Phase. He may resolve these attacks in any fashion desired, as long as all adjacent units are attacked, within the requirements of 7.2.

[7.12] All of the Phasing Player's units which end the Movement Phase in an Enemy controlled hex must attack some Enemy unit during the ensuing Combat Phase. The Phasing Player may choose which attacking units will attack each defending unit, as long as all adjacent Friendly units participate in an attack.

[7.13] An Enemy-occupied hex may be attacked by as many units as can be brought to bear in six adjacent hexes, and by as many artillery units as are within range (see 8.0).

[7.14] No unit may attack more than once per Combat Phase, and no Enemy unit may be attacked more than once per Combat Phase.

[7.15] Units may only attack when adjacent to the defending unit (exception: see 8.0).

[7.2] MULTIPLE UNIT AND MULTI-HEX COMBAT

[7.21] If a Phasing Player's unit is in the Zone of Control of more than one Enemy unit, it **must**

attack all those adjacent Enemy units which are not engaged by some other attacking unit. The Combat Strengths of the defending units are totalled into one combined Strength to which the attacking unit compares its Strength to determine the odds.

[7.22] Units in two or more different hexes may combine their Combat Strengths and attack a single hex, if all the attacking units are adjacent to (or within range of) the Enemy occupied hex. The Combat Strengths of the attacking units are totalled into one combined Combat Strength, and then compared to that of the defending unit in order to determine the odds.

[7.3] COMBAT STRENGTH UNITY

A given unit's Combat Strength is always unitary; it may not be divided among different combats either in attacking or defending.

[7.4] EFFECTS OF TERRAIN

Units defending in certain types of terrain may have their Combat Strength increased. This increase is always a multiple of the original Combat Strength. Example: A unit with a Combat Strength of "5" would defend, on a Rough Terrain hex, at an effective Strength of "10." See the Terrain Effects Chart (9.0) for a complete summary.

[7.5] DIVERSIONARY ATTACKS

A unit may make attacks at poor odds in order that adjacent attacks against other defenders may be made at higher odds (by alloting most of the attacking force to the major objective). These attacks are known as "Diversionary" or "Holding" Attacks.

[7.6] EXPLANATION OF COMBAT RESULTS

Ae = **Attacker Eliminated.** All Attacking units are eliminated (remove from the map).

De = **Defender Eliminated.** All Defending units are eliminated.

Ex = **Exchange.** All **Defending** units are eliminated. The Attacking Player must eliminate **Attacking** units whose total, printed (face value) Combat Strength **at least** equals the total printed Combat Strengths of the eliminated Defending units. Only units which participated in a particular attack may be so eliminated.

Ar = **Attacker Retreat.** All Attacking units must retreat one hex (see 7.7).

Dr = **Defender Retreat.** All Defending units must retreat one hex.

[7.7] RETREATING AND ADVANCING AS A RESULT OF COMBAT

[7.71] When the Combat Result requires that a Player's units be retreated, the Owning Player must immediately move those units one hex so that they are no longer in an Enemy controlled hex. The Owning Player may decide the direction that each of his retreating units moves.

[7.72] A retreating unit may not retreat into a prohibited hex, cross a prohibited hexside, or enter an Enemy controlled hex. If no hex is open to retreat into, the unit is eliminated.

[7.73] A retreating unit may enter a vacant hex (within the restrictions of 7.72). If there is no permissible vacant hex, the retreating unit may displace an adjacent Friendly unit (see 7.8).

[7.74] Whenever a hex is vacated as a result of combat, one victorious unit which participated in that combat may advance into the vacated hex. This advance may be made regardless of Enemy Zones of Control. The option to advance must be exercised immediately, before any other combat resolution. A unit is never forced to advance. A unit may never advance more than one hex as a result of combat. After advancing, units may neither attack nor be attacked that Phase (see

7.14), even if their advance places them next to Enemy units whose battles are yet to be resolved, or who were not involved in combat. However, advances are useful in **cutting off** the retreat of Enemy units whose combat has not yet been resolved.

[7.75] Only one victorious unit may advance into a vacated hex. If two hexes are vacated as a result of a single combat, the victorious Player may still advance only one unit.

[7.8] DISPLACEMENT

[7.81] If the only hex available to the retreating unit is one which is already occupied by another uninvolved Friendly unit, then the uninvolved unit is **displaced** (pushed out of its hex) by the retreating unit. The displaced unit is moved back by the Owning Player (as if it were retreating as a result of combat) and its position is taken by the retreating unit. The displaced unit itself may not be forced into Enemy controlled or other prohibited hexes.

[7.82] If the displacement would cause the displaced unit(s) to be eliminated, the retreating unit is instead eliminated. Displaced units can themselves displace other Friendly units in a sort of chain reaction of displacement, if that is the only permitted path of displacement open to them. A unit may be displaced more than once per Combat Phase, if that is the only alternative. Displaced Artillery units which have not yet engaged in combat, may not fire during that Combat Phase. Units may not displace other Friendly units if they have other paths of retreat open to them.

[7.9] VOLUNTARY REDUCTION OF COMBAT ODDS

Prior to the resolution of any attack, the attacking Player may announce that he wishes to reduce the combat odds of that attack. He incurs no responsibility or penalty by doing this, but he may not change his mind subsequent to the die roll. Example: Attack is computed to be a "5-1" attack. Player announces that he desires a "3-1" attack, and resolves it using that column. Players may wish to do this to avoid excess casualties through exchanges, or to attempt to retreat Friendly units.

[8.0] ARTILLERY

GENERAL RULE:
Unlike infantry and cavalry units, Artillery units may participate in attacks by bombarding the defending unit. Artillery bombards a unit from two hexes distance. Artillery units **must** participate in combat when adjacent to opposing units. In other words, artillery may participate in two types of attack, depending on their distance from the defending unit (adjacent or not). Unlike other units, Artillery units are never destroyed or forced to retreat when **bombarding** a unit, although they are affected by all combat results when they are adjacent to the unit they are attacking.

PROCEDURE:
Determine the odds of the attack in exactly the same fashion as any other attack. All results are applied in the same fashion, except that bombarding Artillery units (i.e., units firing from a non-adjacent hex) are not affected by combat results. Thus, if an "Exchange" were the result in an attack solely by bombarding artillery, the defending unit would be eliminated, but the bombarding units would not be affected. Of course, other units cooperating with the bombarding Artillery units from an adjacent position (including adjacent Artillery units) would be affected by combat results, and they would suffer the effects of an "Exchange" result.

CASES:
[8.1] BOMBARDMENT ATTACKS
[8.11] Artillery units may attack non-adjacent Enemy units, up to two hexes distant, but they are

never forced to attack an Enemy unit merely because it is in range.

[8.12] Range from the bombarding Artillery unit to the target hex is counted by including the target hex, but not the bombarding unit's hex.

[8.13] Artillery units may only attack a single Enemy occupied hex when bombarding, except when making a combined attack with infantry or cavalry (see 8.2).

[8.14] Artillery attacking from a non-adjacent hex (that is, bombarding) suffer no combat results; they are never destroyed or retreated as a result of their own attacks.

[8.15] Bombarding Artillery may voluntarily elect to suffer "Attacker Retreat" if it is the combat result.

[8.2] COMBINED ATTACK
[8.21] Artillery units may attack alone, in concert with other bombarding Artillery units, or in concert with any Friendly units which are adjacent to Enemy units within range, adding their bombarding Combat Strength to the attack.

[8.22] If, in a combined attack, Friendly units are attacking Enemy units in more than one hex, the Artillery units need only be within range of one of the defending hexes to add their Combat Strength to the attack.

[8.23] When making a combined attack with bombarding Artillery units, infantry and cavalry units always suffer all combat results, though bombarding Artillery units do not.

[8.3] LINE OF SIGHT
[8.31] To determine if an Artillery unit may bombard a given hex, lay a straight-edge from the hex of the bombarding Artillery unit to the target hex. This straight line is the Line of Sight. If any of the hexes intervening between the bombarding hex and the target hex is blocking terrain, the target hex may not be bombarded by that Artillery unit.

[8.32] If the Line of Sight is congruent to a hexside (that is, falling exactly between two hexes) it is blocked only if **both** hexes adjacent to that hexside are blocking terrain.

[8.33] Forest and Town hexes are the only blocking terrain hexes (not Slope or Rough Terrain hexes or hexsides).

[8.34] The terrain in the target hex and in the hex of the bombarding Artillery does not block the Line of Sight.

[8.35] Artillery units **may** fire over other units, Enemy and/or Friendly.

[8.4] ADJACENT ATTACKS
[8.41] When in the controlled hex of an Enemy unit, Artillery units **must** participate in an attack against adjacent Enemy unit(s). When an Artillery unit is in an Enemy controlled hex, it is treated like an infantry or cavalry unit, and may not bombard.

[8.42] When attacking from a controlled hex, Artillery units may attack as many units as they are adjacent to, but may not attack non-adjacent units.

[8.43] Artillery units attacking from a controlled hex must suffer all the combat results of their attacks.

[8.44] Terrain does not prohibit artillery attacks into adjacent hexes.

[8.45] Although normal combat is not permitted across an unbridged river hexside, an Artillery unit may attack any Enemy unit within range across such a hexside according to the Bombardment Attack rules (8.1).

[8.5] DEFENSE
[8.51] Artillery units may never add their Combat Strength to another unit's Defensive value by bombardment. They may only bombard during their own Combat Phase.

[8.52] When Artillery units are themselves attacked, they suffer all combat results in the same

manner as other units, even when bombarded by Enemy Artillery units.

[9.0] TERRAIN
EFFECTS CHART (see below)

[10.0] NIGHT GAME-TURNS
GENERAL RULE:
The tinted Game-Turns on the Turn Record Track are night Game-Turns, and have a different Sequence of Play than Day Game-Turns, in that the Combat Phase is omitted.
CASES:
[10.1] EFFECT ON COMBAT
There is no Combat Phase during a Night Game-Turn, and no combat is allowed. Opposing adjacent units do not engage in combat; they simply remain in place. Artillery units may not bombard during Night Game-Turns.

[10.2] EFFECT ON MOVEMENT
Movement restrictions during Night Game-Turns are identical to Day Game-Turn movement restrictions, with one addition. Units may not enter Enemy controlled hexes during a Night Game-Turn, nor may units already in Enemy controlled hexes exit them.

[11.0] DEVELOPER'S NOTES
The Napoleon at War game series is based on the game system developed in 1972 for the SPI Introductory Game, Napoleon at Waterloo. Despite the popularity of NAW and its well received descendants, Borodino and Austerlitz, limited interest in the pre-Twentieth Century eras prohibited the publication of additional Napoleonic games until the QuadriGame and Folio concepts were initiated by SPI in 1975.

While the QuadriGame allows a wider range of games to be published, it also introduces the two-edged concept of standardization. Each series of games shares a common set of basic rules. This permits the Player to learn four games at once, in effect. After he is familiar with the basic rules, the Player is free to concentrate on the more enjoyable aspects of game play. On the other hand, however, standardization involves some compromises in the areas of both realism and historical accuracy. Such compromises appear in the Napoleon at War series as a result of the physical limits of the game components. Thus, it was necessary to omit distinct artillery units in the Battle of Nations game. But, in all other respects, the essence of Napoleonic warfare is remarkably preserved throughout the four games in this series. Equally important, the introduction of Special Rules tailored to each situation bestows an individual character to each game, thus ensuring that standardization does not make a game series monotonous.

All in all, we feel the Napoleon at War game series achieves an admirable balance between playability and realism.

[7.6] COMBAT RESULTS TABLE

Probability Ratios (Odds)
Attacker's Strength to Defender's Strength

Die Roll	1-5	1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1	Die Roll
1	Ar	Ar	Dr	Dr	Dr	Dr	Dr	De	De	De	1
2	Ar	Ar	Ar	Dr	Dr	Dr	Dr	Dr	De	De	2
3	Ae	Ar	Ar	Ar	Dr	Dr	Dr	Dr	Dr	De	3
4	Ae	Ar	Ar	Ar	Ar	Dr	Dr	Dr	Dr	Dr	4
5	Ae	Ae	Ar	Ar	Ar	Ar	Dr	Dr	Ex	Ex	5
6	Ae	Ae	Ae	Ar	Ar	Ar	Ar	Ex	Ex	Ex	6

Attacks executed at greater than 6-1 are treated as 6-1; attacks executed at worse than 1-5 are treated as 1-5.

EXPLANATION OF COMBAT RESULTS

Ae = Attacker Eliminated. All Attacking units are eliminated (removed from the map).

De = Defender Eliminated. All Defending units are eliminated.

Ex = Exchange. All Defending units are eliminated. The Attacking Player must eliminate Attacking units whose total, printed (face value) Combat Strengths at least equal the total printed Combat Strengths of the eliminated Defending units. Only units which participated in a particular attack may be so eliminated.

Ar = Attacker Retreat. All Attacking units must retreat one hex (see 7.7).

Dr = Defender Retreat. All Defending units must retreat one hex.

[9.0] TERRAIN EFFECTS CHART
(See Terrain Key on Map)

Terrain	Movement Points [MP] to Enter [or Cross]	Effect on Combat
Clear Hex	1 MP	No effect
Forest Hex	2 MP	No Effect (See 8.3)
Rough Hex (Battle of Nations, Marengo only)	2 MP	Defender doubled in hex
Slope Hexside (Wagram, Marengo, Jena-Auerstadt only)	1 MP additional to cross moving from Slope hex	Defender doubled when attacked exclusively through Slope hexsides from Slope hexes
Road Hex	½ MP if entered through road hexside	Depends on other terrain
Trail Hex (Marengo only)	1 MP if entered through Trail hexside	Depends on other terrain
Marsh Hex (Battle of Nations only)	Entry prohibited except through road	Defender doubled in hex
Town Hex	1 MP	defender doubled in hex (See 8.3)
River Hexside	May only cross at bridges	May only attack across bridges
Stream Hexside	2MP additional to cross	Defender doubled when attacked exclusively through Stream hexsides
Bridge Hexside	No additional MP	Defender doubled when attacked exclusively through Bridge hexside(s)

Note: Terrain Effects are cumulative for Movement purposes, but not for Combat purposes. Thus, to enter a Rough hex through a Stream hexside costs four Movement Points. A unit in a Rough hex which is attacked through a Stream hexside is merely doubled, not quadrupled.

NAPOLEON AT WAR

Jena-Auerstadt

The Battle for Prussia, 14 October 1806

Exclusive Rules

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[12.0] INTRODUCTION

Jena-Auerstadt is an operational level simulation of the two most decisive battles of Napoleon's Prussian Campaign of 1806. They were fought on 14 October of that year, in Saxony. The complete rout of the Prussians at both battlefields gave Napoleon the opportunity he needed to initiate a brilliant strategic pursuit of the shattered armies which enabled him to conquer Prussia in the space of a few weeks.

[13.0] INITIAL DEPLOYMENT CHART

On the Initial Deployment and Reinforcement Charts, an "a" following the unit's strength means the unit is artillery; a "c" means cavalry; all other unspecified units are infantry.

[13.1] PRUSSIAN ARMY

Hex	Strength -Type	Designation
0610	6-3	1/Tauenzien (Tau)
0808	6-3	2/Tauenzien (Tau)
0905	2-4c	Tauenzien (Tau)
0811	3-3a	Tauenzien (Tau)
1910	6-3	1/Grawart (Gra)
1908	6-3	2/Grawart (Gra)
2006	2-4c	Grawart (Gra)
2009	3-3a	Grawart (Gra)
1405	5-3	1/Saxon (Sax)
1505	5-3	2/Saxon (Sax)
1705	2-4c	Saxon (Sax)
1605	2-3a	Saxon (Sax)
1804	3-3	Dhyern (Dhy)

[13.2] FRENCH ARMY

Hex	Strength -Type	Designation
0606	8-4	1/Gazan (Gaz)
0607	8-4	2/Gazan (Gaz)
0508	8-4	1/Suchet (Suc)
0408	8-4	2/Suchet (Suc)
0407	2-5c	V

[13.3] PLAYER SEQUENCE

The French Player is the First Player. His Player-Turn is the first in each Game-Turn.

[14.0] REINFORCEMENTS

GENERAL RULE:
Both Players receive reinforcements according to their Reinforcement Charts. They enter (are physically placed on the map) on either the hex or map edge designated. If the designated area is blocked either by the presence of Enemy units or Zones of Control, the reinforcements enter on the nearest available mapedge hex. The Owning Player may determine the exact order of arrival at the point at which he moves the reinforcements on to the map. Reinforcements arrive during the Player's Movement Phase of the Game-Turn indicated.

CASES:

[14.1] ENTRY OF REINFORCEMENTS

[14.11] The Owning Player may enter his reinforcements onto the map at any time during his Movement Phase.

[14.12] Once a unit has entered the map, it may move and engage in combat freely, just as any other unit already present.

[14.13] Each reinforcing unit expends the normal Movement Point cost to be placed on an entry hex; units entering on a road hex pay ½ Movement Point to enter.

[14.14] Units may not enter the game in a hex occupied by an Enemy unit or in an Enemy Zone of Control.

[14.15] The arrival of reinforcements has no effect on the Demoralization Levels. Units entering a map as reinforcements are considered to have the same morale condition as other Friendly units already on the map.

[14.2] DELAY OF REINFORCEMENTS

[14.21] Once his army has been demoralized, the Owning Player may choose not to have scheduled reinforcements enter the game. These units may not be delayed; they either enter the game on the scheduled Game-Turn or not at all. Units which do not enter are **not** considered eliminated and have no bearing on the Victory Conditions.

[14.22] Units scheduled to enter the map due to transfer between battles (see 17.0) may be voluntarily delayed by the French Player; he may choose to have them enter the game during any subsequent Game-Turn, or not at all.

[14.23] Once a French unit has exited the map from hex 2901, the Prussian units scheduled to appear there as reinforcements on Game-Turn Ten may no longer enter the game. They are not considered eliminated and have no bearing on the determination of victory.

[15.0] REINFORCEMENT CHART

[15.1] PRUSSIAN ARMY

COMMENTARY:
The Prussian Army spent the days before 14 October in a state of great confusion. Uncertain as to the location of the French, the Prussian High Command decided to split the army into two; a move which was accomplished, with difficulty, during the night before the two battles. The larger group of five divisions, under the Duke of Brunswick and King William III, moved northeast, intending to cross the Saale River at Naumburg (i.e., exit the map from hex 0128). A smaller force of about 48,000 men commanded by Prince Hohenlohe was left at Jena as a rearguard for this movement.

PROCEDURE:
In order to recreate the strategic possibilities open to the Prussians, the Prussian Player may choose which reinforcement option he wishes to use on Game-Turns 1, 2 and 3. The following units are considered to begin the game somewhere "in transit" between the two battlefields. The Prussian Player may choose either to split his forces and send the five divisions towards Auerstadt (Option A) or to concentrate his troops at Jena and attempt to defeat Napoleon's main army (Option B). Which ever option is taken will determine the arrival of Prussian reinforcements during the first three Game-Turns of the game. Players should note that as the Prussian units are brought onto the map considerable crowding will occur. This does present some problems in the movement of these units, but is a good recreation of the highly disorganized conditions in the actual event. Note that the Prussian Player may choose **either** Option A or Option B, not both.

Reinforcements may not enter the map in occupied or Enemy controlled hexes. Instead, they enter on the nearest available hex on the same map edge, in any direction, which is unblocked.

[15.11] Option A

Strength
-Type Designation

Appearing on Game-Turn Two on hex 1622:

6-3	1/1
6-3	2/1
2-4c	1
6-3	1/2
6-3	2/2
2-4c	2
6-3	1/3
6-3	2/3
2-4c	3
3-4c	Blucher (Blu)
7-3a	1

Appearing on Game-Turn Three on hex 1622:

5-3	1/1 Reserve (Res)
5-3	2/1 Reserve (Res)
3-4c	1 Reserve (Res)
5-3	1/2 Reserve (Res)
5-3	2/2 Reserve (Res)
4-4c	2 Reserve (Res)
5-3a	Reserve (Res)

[15.12] Option B

Appearing on Game-Turn One on hex 2320:

6-3	1/1
6-3	2/1
2-4c	1
6-3	1/2
6-3	2/2
2-4c	2
6-3	1/3
6-3	2/3
2-4c	3
3-4c	Blucher (Blu)
7-3a	1

Appearing on Game-Turn Two on hex 2320:

5-3	1/1 Reserve (Res)
5-3	2/1 Reserve (Res)
3-4c	1 Reserve (Res)
5-3	1/2 Reserve (Res)
5-3	2/2 Reserve (Res)
4-4c	2 Reserve (Res)
5-3a	Reserve (Res)

[15.2] ADDITIONAL REINFORCEMENTS

The following Prussian units enter as specified regardless of which reinforcement option was chosen.

Appearing on Game-Turn Five on hex 0120:

4-3	Holtzendorf (Holz)
2-4c	Holtzendorf (Holz)

Appearing on Game-Turn Ten on hex 2901:

7-3	1/Ruchel (Ruch)
7-3	2/Ruchel (Ruch)

[15.3] FRENCH ARMY

Strength
-Type Designation

Appearing on Game-Turn One on hex 0104:

11-4	Guard (Gd)
5-3a	V

Appearing on Game-Turn Two on hex 0104:

4-4	1/Desjardins (De)
4-4	2/Desjardins (De)
4-4	1/Heudelet (He)
4-4	2/Heudelet (He)
2-5c	VII

Appearing on Game-Turn Three on hex 0104:

10-3a	Guard (Gd)
5-3a	VII

Appearing on Game-Turn Four on hex 0104:

4-4	Vanguard (Van)
2-5c	VI

On hex 0128:*

7-4	1/Gudin (Gud)
7-4	2/Gudin (Gud)
3-3a	Gudin (Gud)

Appearing on Game-Turn Five on hex 0112:

5-4	1/Hilaire (Hil)
5-4	2/Hilaire (Hil)
2-5c	IV

Appearing on Game-Turn Six on hex 0128:*

7-4	1/Friant (Fri)
6-4	2/Friant (Fri)
3-3a	Friant (Fri)
2-5c	III

Appearing on Game-Turn Seven on hex 0128:*

8-4	1/Morand (Mor)
7-4	2/Morand (Mor)
4-3a	Morand (Mor)

Appearing on Game-Turn Eight on hex 0104:

4-4	1/Marchand (Mar)
4-4	2/Marchand (Mar)
4-4	1/Mahler (Mah)
4-4	2/Mahler (Mah)
5-3a	VI

Appearing on Game-Turn Nine on hex 0104:

5-4	1/Leval (Lev)
5-4	2/Leval (Lev)
5-4	1/Legrand (Leg)
5-4	2/Legrand (Leg)
5-3a	IV

Appearing on Game-Turn Ten on hex 0104:

4-5c	Klein (Kle)
4-5c	Nansouty (Nan)
4-5c	Hautpoul (Haut)

On hex 0820:

4-4	1/Rivaud (Riv)
4-4	2/Rivaud (Riv)
2-5c	I
4-5c	Sahuc (Sah)

Appearing on Game-Turn Twelve on hex 0820:

4-4	1/Drouet (Dro)
4-4	2/Drouet (Dro)
5-3a	I

*Note: If the Prussian Player uses reinforcement Option B, no units enter the Auerstadt map. French reinforcements scheduled to enter on hex 0128 are delayed **five** Game-Turns (or longer at French Player option) and enter instead on the North edge of the Jena map.

Jena-Auerstadt is composed of 12 Game-Turns (Game-Turns One, Two and Three are Night Game-Turns, Game-Turns Four and Five are Fog Game-Turns).

[16.0] SPECIAL RULES

[16.1] NIGHT

Game-Turns One, Two and Three are considered to be "Night" Game-Turns. In addition to the normal Night rules (see 10.0) units may not enter a forest hex during a Night Game-Turn. Units which begin the game in a forest hex may remain in that hex, but may not enter a different forest hex.

[16.2] FOG

COMMENTARY:
A thick mist covered both battlefields early on the morning of the 14th, making movement and combat extremely difficult. To simulate this, Game-Turns Four and Five are considered to be Fog Game-Turns.

[16.21] Effects of Fog

The Movement Allowance of all units is halved (round fractions down); artillery units may not attack unless the artillery unit is adjacent to the unit being attacked.

[17.0] EXITING THE MAP AND INTERMAP TRANSIT

GENERAL RULE:
Once one Player's Demoralization Level has been reached at a battle, both Player's units may exit that map, by an appropriate map edge. Prussian units at Jena may exit from either the West or North map edges; at Auerstadt, from the South map edge. French units at Jena may exit from the North, East and West map edges; at Auerstadt, from the South and East map edges. These units are permanently removed from the game. Additionally, the French Player may always transfer units between the two maps (regardless of Demoralization Level) by using the Intermap Transit Track. In either case, a unit leaving the map must expend Movement Points to enter an imaginary hex presumed to be adjacent to the map edge. The terrain in this imaginary hex is presumed to be similar to the terrain in the hex from which the unit exited. Note that Prussian units may **not** transfer between the maps.

[17.1] PROCEDURE FOR INTERMAP TRANSIT

French units transiting between maps must enter a Section (either **Western** or **Eastern**) of the Transit Track from a hex adjacent to that section. As they exit, the units are placed on the first space of the appropriate Section of the Transit Track. On each subsequent French Movement Phase the units may be advanced one step closer to their destination. Units may leave the Transit Track during a French Movement Phase which they began in the third space of the Track. They enter from the appropriate mapedge as reinforcements.

[17.2] RESTRICTIONS

[17.21] Once a unit exits a map it may not return. If it is a French unit using Intermap Transit, it may enter the other map only after spending the appropriate number of Game-Turns on the Transit Track. Units transiting between maps may not attack or be attacked; nor are they required to enter a new map. They may be delayed in the Transit Track for as long as the French Player desires; but they may not reverse direction on the Track and return to the map from which they came.

[17.22] Exited units are **not** considered eliminated and are kept separate from eliminated units. However, they may have a bearing on the Victory Conditions (see 19.1).

[17.23] A unit may not exit the map as a result of combat. If it is forced to do so, it is eliminated. Units may only exit the map during the Owning Player's Movement Phase.

[17.24] Units may enter (or exit) the Transit Track only from the North Jena and South Auerstadt mapedges. Units remain in the Section of the Track in which they were placed, and must enter the other map from a hex **adjacent to that Section**, or from the nearest available hex.

[18.0] DEMORALIZATION

GENERAL RULE:
Each Player has a Demoralization Level assigned to his units at each battle. When a Player's Strength Point losses equal or exceed his Demoralization Level, his units are immediately demoralized. Demoralization for each battle (on each side of the Intermap Transit Area) is totally separate; it is entirely possible for a Player's units to be demoralized on one battlefield and not on the other. Only one Player's units may be demoralized at each battle; after one side reaches or exceeds its Demoralization Level, the other side can no longer be demoralized, regardless of further losses. If, by freak chance, both sides should reach or exceed their Demoralization Levels at exactly the same instant (possible through an "Ex" combat result), the non-Phasing Player's forces are demoralized.

CASES:

[18.1] EFFECTS OF DEMORALIZATION

[18.11] Attacks **made by** demoralized units are shifted one column to the left on the Combat Results Table; i.e., a "3 to 1" becomes a "2 to 1." Attacks **made on** demoralized units are shifted one column to the right on the Combat Results Table; i.e., a "3 to 1" becomes a "4 to 1."

[18.12] Demoralization has no effect on movement.

[18.2] DEMORALIZATION LEVELS

The Demoralization Levels assigned to each Player depend on which reinforcement option is chosen by the Prussian Player.

OPTION A: The **Prussian** Demoralization Level at Jena is 18 Strength Points; the **French** Demoralization Level at Jena is 65 Strength Points; the **Prussian** Demoralization at Auerstadt is 15 Strength Points; the **French** Demoralization Level at Auerstadt is 19 Strength Points.

OPTION B: The **Prussian** Demoralization Level at Jena is 48 Strength Points; the **French** demoralization Level at Jena is 75 Strength Points; there is **no** Demoralization Level for Auerstadt; no units are committed to that battlefield.

[19.0] VICTORY CONDITIONS

GENERAL RULE:
Victory is determined by the accumulation of Victory Points, which are awarded for the fulfillment of certain conditions. Basically, these are (1) Enemy Strength Points eliminated, (2) demoralizing the Enemy units at Jena, and (3) demoralizing the Enemy units at Auerstadt. The exact conditions used to determine victory depend on which reinforcement option is chosen by the Prussian Player.

PROCEDURE:
At the end of Game-Turn Twelve, the game is over and the victorious Player is determined. Award

each Player the Victory Points listed, if he has fulfilled the condition. These Victory Points are added to determine overall Player victory. At the end of the game simply total the Combat Strength Point losses for both sides and determine which Victory Conditions have been fulfilled.

[19.1] VICTORY POINT SCHEDULE

Victory Condition	Victory Points Awarded (Player receiving/number; Fr = French, Pr = Prussian)	
	Option A	Option B
The ratio of Prussian Strength Points eliminated to French Strength Points eliminated is 2 to 1 or less:	Pr/1VP	none
The ratio of Prussian Strength Points eliminated to French Strength Points eliminated is 1 to 1 or less:	none	Pr/1VP
The ratio of Prussian Strength Points eliminated to French Strength Points eliminated is greater than 2 to 1:	Fr/2VP	Fr/1VP
The Prussian Army is demoralized at Jena:	Fr/1VP	Fr/2VP
The Prussian Army is demoralized at Auerstadt:	Fr/1VP	Not Applicable
The French Army is demoralized at Jena:	Pr/3VP	Pr/3VP
The French Army is demoralized at Auerstadt:	Pr/2VP	Not Applicable
The number of Prussian Strength Points eliminated is less than 48:	Pr/3VP	Pr/2VP
French Player exits at least 125 Combat Strength Points off the North and West Jena mapedges:	Fr/2VP	none

[19.2] EXPLANATION OF VICTORY POINT SCHEDULE

Total the number of Victory Points received by each Player. The Player with the larger number of Victory Points is the winner, and he subtracts the total number of Victory Points received by the Enemy Player from his total. The resulting number determines his level of victory:

One Victory Point = Marginal Victory

Two Victory Points: = Substantive Victory

Three (or more) Victory Points = Decisive Victory

Zero Victory Points = Draw

[20.0] OPTIONAL REINFORCEMENTS

[20.1] OPTIONAL PRUSSIAN REINFORCEMENTS

COMMENTARY:
On 10 October a battle was fought near the town of Saalfeld, about 40 kilometers to the southwest of Jena. A combined Prussian/Saxon force of about 8300 men under the command of the impetuous Prince Louis Ferdinand were routed by the French V Corps, and Prince Louis was killed. Had Louis been more cautious these troops would have been available on the 14th. Moreover, the Prussian (particularly Saxon) morale would have been somewhat better.

PROCEDURE:
Add the following units to the Prussian Reinforcement Chart and make the indicated change in the Prussian Demoralization Level.

Option A

Appearing on Game-Turn Three on hex 1622:

Strength -Type	Designation
6-3	1/Louis (Lou)
6-3	2/Louis (Lou)
2-4c	Louis (Lou)
3-3a	Louis (Lou)

The Prussian Demoralization Level at Jena is changed to 21 Strength Points; the Prussian Demoralization Level at Auerstadt is changed to 20 Strength Points.

Option B

Appearing on Game-Turn Two on hex 2320:

Strength -Type	Designation
6-3	1/Louis (Lou)
6-3	2/Louis (Lou)
2-4c	Louis (Lou)
3-3a	Louis (Lou)

The Prussian Demoralization Level at Jena is changed to 60 Strength Points.

[20.2] BERNADOTTE

COMMENTARY:
Bernadotte, commander of Napoleon's I Corps, spent most of 14 October marching away from Auerstadt (where he was needed) towards Jena (where he wasn't). The reasons for this are not clear, but seem to stem from a personal feud with Davout, who was commander of the III Corps. In any event, Bernadotte refused to come to Davout's aid and marched away from the sound of the guns at Auerstadt. [He later claimed that he was simply obeying Napoleon's orders to support the main army. Napoleon, who expected better of his Marshals, was incensed by Bernadotte's behavior and was prevented from dismissing him only for political reasons.] However, if Bernadotte had been less intransigent, his troops could have arrived in support of Davout.

PROCEDURE:
On Game-Turns Ten and Twelve, the French Player may choose to enter the units scheduled to appear on hex 0820 on hex 0128 instead. The French Demoralization Levels are not affected.

[21.0] PLAYER'S NOTES

[21.1] PRUSSIAN PLAYER

Your most important decision is what reinforcement option to take, and your choice should reflect your basic strategy. To split the army means to fight two essentially different battles: at Jena, a skillful delaying action designed to inflict the maximum number of casualties on the French; and at Auerstadt, an aggressive probing action intended to break the French position as quickly as possible. If the army is combined at Jena, the action becomes slower and more deliberate, because the Prussian Army is then almost equal to the French.

In either case, the basic tactics remain the same. At Jena, funnel units toward the French during the Night Game-Turns. With the help of the Saxon division it should be possible to form a line running from Cospeda to Closwitz and bottling up the French. Occupy Closwitz and hold it as long as

possible. When pressed, withdraw to the heights of the Dornberg and force the French to attack uphill. This is the best (and in fact, the only) defensive position on the map. Hold this line at all costs and counterattack when the situation arises. Care must be taken that the line is not outflanked, especially to the north, since that would allow the French Player to transfer units between the maps. If the Prussian line is broken, the French Player will be able to use his greater mobility to destroy you. Your right flank is also a danger area, because the large wood by Isserstadt makes reinforcing that area difficult, although Ruchel's division is useful for this. It will also be necessary to screen Davout's (and Bernadotte's) Corps, forcing those units to enter the map as far eastwards as possible.

If you choose to fight at Auerstadt it is necessary to hinder the French movement as much as possible. This can be accomplished by sending the faster moving cavalry units ahead of the main army. Hassenhausen is the key to the French position, although the hills to either side of the town are almost as important. Pin as many French units as possible and keep up a constant pressure, even if by 1 to 2 attacks. If you can break the French line without suffering too many casualties, sheer weight of numbers should insure victory.

Generally pay sharp attention to the Demoralization Levels, particularly if the army is split. Exchange results, even though they tend to favor you, also tend to produce demoralization. Once demoralized, either try to exit the map or force the French Player into exchanges.

[21.2] FRENCH PLAYER

Your strategy is somewhat based on what the Prussian Player does, but you should take the offensive, especially at Jena. There the problem is one of expanding the front to take advantage of your mobility and eventually greater numbers. This is particularly true if the main Prussian Army goes to Auerstadt. If that happens there is really no danger of the French "losing" at Jena. It becomes a matter of pushing ahead as far and as fast as possible, with an eye to reducing your own casualties and sending aid to Davout. Make certain, however, that the Prussians **do** become demoralized and that a maximum number of Enemy units are eliminated. If the Prussian Player tries to avoid combat after becoming demoralized by exiting the map, simply exit the 125 required Strength Points off the correct map edges.

When fighting the combined Prussian Army your strategy remains the same, but becomes more difficult, since you will be facing a powerful force in a good defensive position, which will be able to counterattack. Make proper use of Davout and Bernadotte, pushing northwards to insure entry. You may want to delay the arrival of these units if the Prussian Player attempts to trap them against the mapedge.

At Auerstadt, the situation is fundamentally different. The French will be outnumbered, but have better units and a higher Demoralization Level. This battle must be played largely by ear. A good position is a line including the two hilltop hexes (0527 an 0631). Control of Hassenhausen is essential for its loss will split the French forces. Occupy the town on Game-Turn Four (attacking whatever cavalry may be about) and expand your position as reinforcements arrive. Be careful of exchanges and the placement of weaker units in hexes where the Prussians can concentrate attacks on them. Don't allow yourself to be outflanked and keep as many units as possible behind the lines so they will be free to participate in the inevitable counterattacks which will be necessary. If your

units are demoralized exit the map as quickly as possible to keep losses low.

Generally, the French Player should avoid exchanges, except to achieve the demoralization of the Prussians. You may even want to occasionally lower combat odds to avoid them (as in the case of the French 8-4 attacking the Prussian 2-4 cavalry unit). In any event, have the proper "change" available so that losses due to an exchange will be about equal.

[22.0] DESIGNER'S NOTES

For a "simple" game, **Jena-Auerstadt** required a great deal of work. The main problem was to reflect the overall strategic position of both sides. For this both battles had to be depicted as well as the deployment options open to the Prussian Player. Because of the game scale of 500 meters/hex it was not possible to show the intervening terrain between the battlefields. One solution would have been to use one kilometer hexes, but that would have meant a number of structural changes in the game, and besides, the "transit track" method works fairly well. As for the reinforcement option, it is probably the single most interesting facet of the game. Originally there had been an even more complex version allowing the allocation of any number of the five divisions to Auerstadt. But testing showed (quite rightly, I think) that anything less than the maximum allowable effort at either battle decreased the overall chances of victory.

Once this had been done it was still necessary to depict the characteristics of the armies involved. The French were near their peak, but conditions in the Prussian Army were deplorable. It remained, despite some efforts at reform, a moribund relic of the days of glory under Frederick the Great. Still, the Prussians were reputed to be second only to the French in effectiveness, and for all that it mattered, probably were. If they had been fighting Austrians or Russians or even the French of Frederick's time they would have fared much better. But against a true Napoleonic army they had little chance of success. Their rigid parade-ground drills were simply no match for the flexible, aggressive tactics of the French. But the real faults were in leadership. The commanders of the army were mostly veterans of Frederick's battles and by 1806 many were well over 60 years of age (Brunswick, for instance, was 71). Although personally quite brave, they could no longer cope with the changing nature of warfare. Throughout the campaign, the Prussians blundered about without having any real idea of what they were doing or why.

The decision to split the army is a good example of this. Although a retreat on their line of communications was logical, it was unnecessary to leave such a large body of troops exposed at Jena. Yet after the decision had been made there was no alternative but to carry it out. Here the Prussians had a bit of luck, for Napoleon was not expecting battle until the 16th. Because of this the French were still widely dispersed and Davout nearly defeated. As it turned out, the Prussians failed to beat this single French Corps which they outnumbered about 2 to 1 (although it must be said that Davout's Corps was probably the finest in the French Army).

These elements are reflected not only in the greater speed and strength of the French units, but in other ways as well. The French Demoralization Levels are uniformly high, while those for the Prussians vary. The Prussians at Jena fought well while those at Auerstadt did not, essentially

because when the going got tough for the main army it was decided to retreat back to Jena. Of course, the troops there had already been beaten by Napoleon and (since each army was oblivious of the other's defeat) when the two streams of fugitives met, the Prussian Army collapsed; a situation Napoleon exploited to the hilt.

The Victory Conditions are also a reflection of reality. Historically, victory really depended on the result of Auerstadt. But even if the Prussians had won, the victory would not have been decisive since Davout would have fallen back and held the bridges across the Saale. If the Prussians had combined at Jena, victory would depend on Napoleon's ability to defeat and demoralize the Prussians. Failure to do so would seriously hinder his plans and perhaps allow the Prussians to link up with their Russian allies.

ORDER OF BATTLE

FRENCH ARMY [NAPOLEON]
Imperial Guard Division
I Corps (Bernadotte)
Division Rivaud, Division Drouet, Artillery Brigade, Cavalry Brigade.
III Corps (Davout)
Division Morand (art regt att), Division Friant (art regt att), Division Gudin (art regt att), Cavalry Brigade
IV Corps (Soult)
Division Hilaire, Division Leval, Division Legrand, Artillery Brigade, Cavalry Brigade.
V Corps (Lannes)
Division Gazan, Division Suchet, Artillery Brigade, Cavalry Brigade.
VI Corps (Ney)
Vanguard Brigade, Division Marchand, Division Mahler, Artillery Brigade, Cavalry Brigade.
VII Corps (Angereau)
Division Desjardins, Division Heudelet, Artillery Brigade, Cavalry Brigade.
Cavalry Reserve
Division Klein, Division Nansouty, Division Hautpoul, Division Sahuc

PRUSSIAN ARMY [FREDERICK WILLIAM III]

Army at Auerstadt (William III, Brunswick)
1st Division Orange (cav bde att), 2nd Division Wartensleben (cav bde att), 3rd Division Schmettau (cav bde att), Artillery Division, Brigade Blucher (Cavalry).
Army Reserve (Kalkreuth)
1st Division Kunheim (cav bde att), 2nd Division Arnim (cav bde att), Division Louis (art & cav bde att), Artillery Division.
Army at Jena (Hohenlohe)
Division Tauenzien (art & cav bde att), Division Grawert (art & cav bde att), Saxon Division (art & cav bde att), Division Ruchel, Brigade Holtzendorf (cav bde att), Brigade Dhyern.

NOTE: Each French and Prussian Division consists of two Infantry Brigades, plus attachments; art regt att = artillery regiment attached, cav bde att = cavalry brigade attached.

JENA- AUERSTADT

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| Gd 11-4 | 1/Gaz 8-4 | 2/Gaz 8-4 | 1/Suc 8-4 | 2/Suc 8-4 | 1/Mor 8-4 | 1/Gud 7-4 | 2/Gud 7-4 | 1/Fri 7-4 | 2/Mor 7-4 |
| 2/Fri 6-4 | 1/Hil 5-4 | 2/Hil 5-4 | 1/Lev 5-4 | 2/Lev 5-4 | 1/Leg 5-4 | 2/Leg 5-4 | Van 4-4 | 1/De 4-4 | 2/De 4-4 |

FRENCH

| 1/He 4-4 | 2/He 4-4 | 1/Mar 4-4 | 2/Mar 4-4 | 1/Mah 4-4 | 2/Mah 4-4 | 1/Riv 4-4 | 2/Riv 4-4 | 1/Dro 4-4 | 2/Dro 4-4 |
| Kle 4-5 | Haut 4-5 | Nan 4-5 | Sah 4-5 | I 2-5 | III 2-5 | IV 2-5 | V 2-5 | VI 2-5 | VII 2-5 |

| Gd 10-3 | I 5-3 | IV 5-3 | V 5-3 | VI 5-3 | | | | | |
| VII 5-3 | Mor 4-3 | Gud 3-3 | Fri 3-3 | Game Turn | | | | | |

| Dhy 3-3 | Holz 4-3 | 1/Sax 5-3 | 2/Sax 5-3 | 1/1Res 5-3 | 2/1Res 5-3 | 1/2Res 5-3 | 2/2Res 5-3 | 1/Tau 6-3 | 2/Tau 6-3 |
| 1/Gra 6-3 | 2/Gra 6-3 | 1/1 6-3 | 2/1 6-3 | 1/2 6-3 | 2/2 6-3 | 1/3 6-3 | 2/3 6-3 | 1/Lou 6-3 | 2/Lou 6-3 |

PRUSSIAN

| 1/Ruch 7-3 | 2/Ruch 7-3 | Tau 2-4 | Gra 2-4 | Holz 2-4 | Sax 2-4 | Lou 2-4 | 1 2-4 | 2 2-4 | 3 2-4 |
| Blu 3-4 | 1Res 3-4 | 2Res 4-4 | Sax 2-3 | Tau 3-3 | Gra 3-3 | Lou 3-3 | 1 7-3 | Res 5-3 | |

Jena-Auerstadt
The Battle for Prussia, 14 October 1806

TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12
Option B Reinf French Reinf NIGHT	Prussian Reinf French Reinf NIGHT	Option A Reinf French Reinf NIGHT	French Reinf FOG	Prussian Reinf French Reinf FOG	French Reinf	French Reinf	French Reinf	French Reinf	Prussian Reinf French Reinf		French Reinf

TERRAIN KEY

- Forest
- Bridge
- Towns
- Streams
- Slopes
- Road
- Rivers
- Clear
- Hexagon

WESTERN INTERMAP TRANSIT TRACK

Place entering unit in this box → Unit spends one Game-Turn in this box → Unit spends second Game-Turn in this box → Unit may now enter other map

EASTERN INTERMAP TRANSIT TRACK

Place entering unit in this box → Unit spends one Game-Turn in this box → Unit spends second Game-Turn in this box → Unit may now enter other map

Map locations: Frankendorf, Capellendorf, Kotschau, Gross-Romstadt, Isserstadt, Vierzehnheiligen, Hermstadt, Lutzeroda, The Dornberg, Cospeda, Closwitz, Rodigen, Nertkwitz, Stroba, Apolda, Jena, Auerstadt, Eckartsburg, Lisdorf, Gernstadt, Poppel, Sonnendorf, Rehausen, Tauchwitz, Spielberg, Hassen-Hausen, Puncheau, Neu Sülza

Ilm River, Saale River