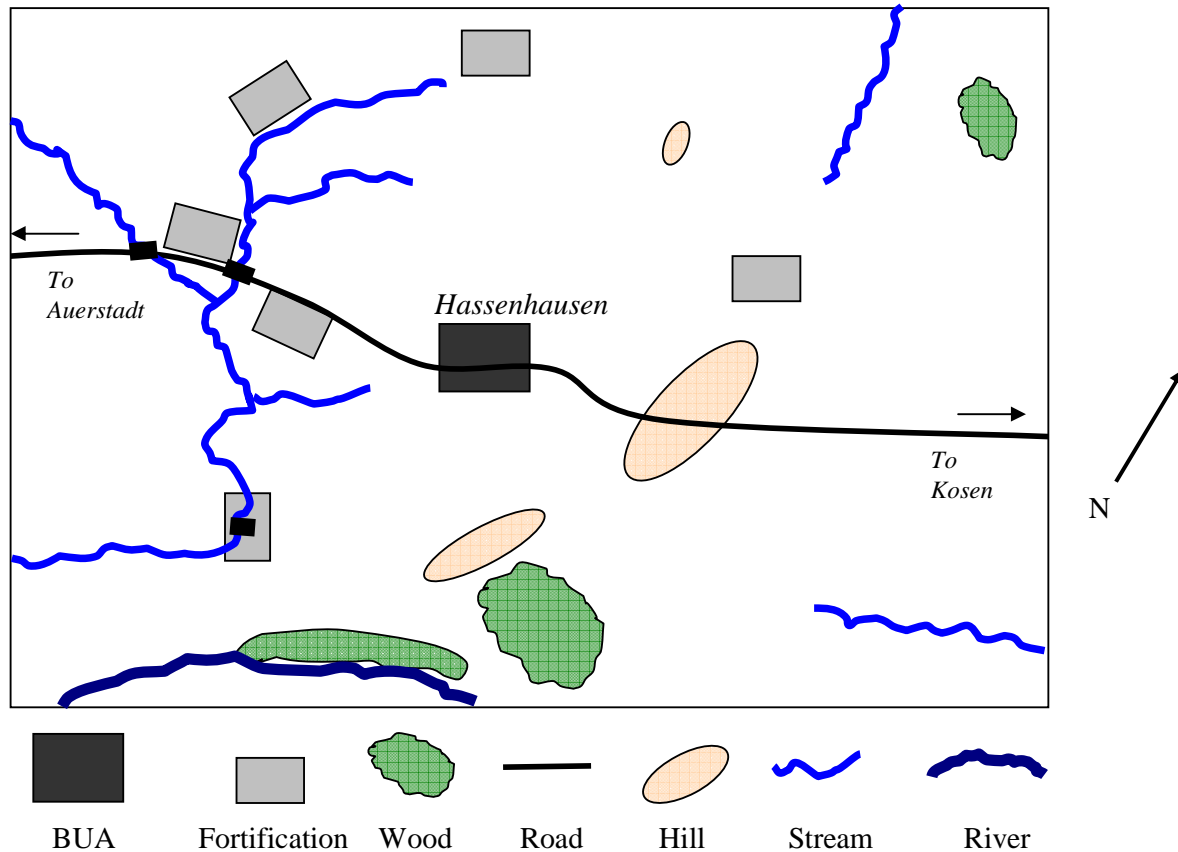


THE BATTLE OF AUERSTADT 1806

This was an accidental battle, fought between the professional but out dated Prussian Army, under the *Duke of Brunswick* and the highly trained and experienced French 3rd Corp under *Marshal Davout* of Napoleons *Grand Armee*.

The Prussians with their numerical superiority advanced from *Auerstadt* intent on ‘pushing through’ to *Kosen*, but the 3rd Corps under *Davout* were equally intent on stopping them.



The Battle is fought on a 3' x 2' table. The River represents the *Ilm* and *Saale* and is not fordable. The streams are *Bad Going* and fordable for all except artillery.

French 3rd Corps:

- 1 x CinC *Marshal Davout* (+2 CAP)
- 2 x Ms/LI(E)
- 9 x Ms(E)
- 1 x LC
- 1 x FA
- 1 x HA

Prussian Main Army:

- 1 x CinC *Duke of Brunswick* (-1 CAP)
- 1 x Sub Commander *General Blucher* (-1 CAP, Commands Cavalry only with a radius of 600paces)
- 5 x Ms(E) (Guard and Grenadiers)
- 11 x Ms
- 1 x LI
- 2 x HC(E) (Guard)
- 4 x HC
- 4 x LC
- 3 x HA

INITIAL DEPLOYMENT

French deploy first, the Prussians move first and the battle last 14 turns.

French : 3 x Ms(E), 1 x Ms/LI(E) and 1 x HA are to be deployed within 600paces of *Hassenhausen*, which can be Garrisoned.

Prussians : CinC, *Blucher*, 1 x Ms(E), 3 x Ms, 1 x LI, 1 x HC, 3 x LC and 1 x HA are to be deployed no closer than 600paces from any French unit and no further than 600paces from the main road.

RIENFORCEMENTS

French: Turn 1: CinC, 3 x Ms(E), 1 x LC and 1 x FA arrive at the tables edge on the eastern road.

Turn 4: 1 x Ms/LI(E) and 3 x Ms(E) arrive at the tables edge on the eastern road.

Prussians: Turn 1: All the remaining units arrive at the table's edge in one continuous column on the western road.

PRUSSIAN INFANTRY

The Prussian Infantry of this period were well trained but still used the old 'Linier Tactics' of Frederick the Great and this placed a greater reliance on the use of the bayonet than the use of musketry or skirmish screens. Therefore for this battle all Prussian Ms and Ms(E) have a Firing range of 100paces however they all close combat as if Elites. Also the Ms and Ms(E) do not get the benefit of an 'Attack Column' in Close Combat except when attacking a BUA or Fortification.

PRUSSIAN COMMAND

If the Duke of Brunswick is killed *King Frederick-William* takes over, the -1 CAP is removed but it will cost an extra CAP to move any unit or Formation for the remainder of the battle. This is because *King Frederick-William* takes over and is unable to manage the army and it therefore means that the army is without an effective CinC. From turn 12 Prussian moral drops due to bad news arriving from the battlefield of Jena. *Blucher* gives +2 in Close Combat for Cavalry units only, he was an Inspirational Leader; therefore he tests for Commander Casualty if a Winner or Loser in Close Combat.

VICTORY CONDITIONS

The French win if they Destroy 10 Prussian units this drops to 9 units from turn 12, the Prussians win if they Destroy 6 French units. The capture of *Hassenhausen* counts as two Destroyed units.

DESIGNERS NOTES

This battle took place at the same time as the much more famous 'Battle of Jena' only 10 miles to the south. The reason this battle did not achieve the fame of Jena is because Napoleon wasn't there and he made sure that his battle at Jena got all the recognition. However the fact remains that the Main Prussian Army was defeated at Auerstadt by a much small force led by Davout whilst at the same time Napoleon fought and won his great battle against a 'secondary' Prussian force. The challenge in this game is for the Prussians to manage their Command & Control difficulties and organise an effective attack and the French need to maintain a solid defence until reinforcements arrive.