

## Specific Rules, Jena 1806

*Jena 1806* simulates, at brigade level, the battle of 14 October 1806 between the French army of Napoleon I and the Prusso-Saxon army of Prince Hohenlohe-Ingelfingen.

**0.1 Scale** Each turn equals 1 hour and 45 minutes of real time. The map scale is about 500 meters per hex.

**0.2 The Map** All numbered hexes are playable. Note: the sources of the map of 'Jena 1806' are Michelin and Google Earth in order to show the most precision possible.

**0.3 Combat Units** The infantry and cavalry units of both sides are identified with the name of their brigade commanders. The artillery units have the name of their division commander (exception: 'Reserve'). The French units have more than one identifying number. Example; '1-V' signifies 1st Division of 5th Corps.

**2.1.1 Activation Markers (MA)** Exception to general rule: The formation "Pelet" (consisting of units which reformed after the battle of Saalfeld some days before) has only one MA.

**2.1.2 Combined Activation Markers (MAC)** Each of the following MAC's can be used only one time by the side identified in the scenario instructions (example: only "Attaque en echelon" is available to the Prussians – t.n.). The player simply places them with the other MA's available to be drawn at the beginning of phase 'C' of the turn in which they wish to utilize them. They are then removed permanently from play at the end of the turn regardless of whether they were drawn or not.

Ney: When this MAC is drawn the French player can activate 2 units of VI Corps for an additional time that turn. □

Combined Attack (Attaque combinée): At the time this MAC is added to those to be drawn, the French player also selects the MA of two formations which it replaces. (The 2 MA are set aside and not revealed until the MAC is drawn.) When the MAC is drawn the French player can activate the units of both these formations as if they were one. □

Echelon Attack (Attaque en échelon): When this MAC is drawn the Prusso-Saxon player can activate up to 5 units of infantry or cavalry of his choice; they can be from several formations but they must make an attack, shock or charge, as a result of playing this MAC. For all MAC's the units chosen for the designated action can also be activated normally during the turn with no adverse effects. They are activated in the status (With Orders from H.Q or Without Orders from H.Q.) (Or, in Anglo-American wargamer-ese 'in command' or 'out of command' – T.N.) in which they are at the moment the MAC is drawn. If a unit is Without Orders from H.Q. the player can attempt to change its status to Under Orders, using the Initiative Rating of the MAC. This is, in effect, an initiative test by unit.

□□**5.1.1 Limits On Stacking** In Jena 1806 there are two exceptions to the general rule:

It is possible to stack one artillery counter more than the normal limit if the total artillery strength points (PF) if the hex is no greater than 7. Therefore, it is possible to stack two artillery units with one or two infantry, two artillery with

one cavalry or three artillery by themselves so long as the limit of 7 strength points is not exceeded. □

There can never be more than twenty (20) infantry strength points in a hex.

(Note: If a disordered unit would bring the total to more than 20 by rallying, it may not attempt to rally until, by its own or other unit's movement, that would no longer be the case). □ □ **12 – Night and Fog** Clarification- Game turn 0545 to 0730 is considered a night turn (with all related effects). Additionally, if the day begins with a very dense fog this condition lasts until 0745.