



Tactiques Napoléon 1806 - Auerstadt



Maréchal Davout vs. Herzog von Braunschweig
14 October 1806

◆ Fog in Effect



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Scenario

First Turn: 6:00

Last Turn: 17:30

Turns: 24

- The Prussian player deploys first. The Prussian player activates first every Turn until they lose Momentum. Check for Prussian Momentum during each Turn End step. The Prussian player loses Momentum if he has at least one Shattered Brigade more than the French player. If or when that occurs the French activates first for the remainder of the game.
- TN 9.2 exception: Army Leaders may only issue up to their Command Rating/2, rounding up, during the Order Issue Segment.

VP	Condition
+ 2	Control of Hassenhausen
+ 1	Control of Taugwitz, Poppel and Gernstadt (cumulative)
+ 1	Per 4 enemy artillery increments eliminated
+ X	Per RR of Shattered enemy Brigade Command

Weather

- Fog:** From 6:00 to 7:30 inclusive, the following Fog rules are in effect:
 - Apply a - 2 modifier to Reaction Task Checks.
 - MELEE marked units may only Assault/Charge units they have LoS at the beginning of their Movement.
 - LoS is limited to the following ranges:
 - 6:00am to 7:00am = 3 hexes
 - 7:30am to 8:00am = 6 hexes

Victory Conditions

- French Decisive Victory:** Accumulate + 8 VPs at end of any Turn.
- French Tactical Victory:** Accumulate + 3 VPs at game end.
- Draw:** Any other result.
- Prussian Tactical Victory:** Accumulate + 4 VPs more at game end.
- Prussian Decisive Victory:** Accumulate + 12 VPs at end of any Turn.
- Apply Optional rule 18.3: Should the King or Queen of Prussia be Captured, suffer a Grievous Wound or be Killed, the Prussian player deploys immediately suffers a Decisive loss.

Terrain Chart

Terrain	Infantry	Cavalry	Artillery	Leaders	Stacking	LoS	Cover	Broken	Rally	Notes
Open Ground	1	1	1	1	24 incr.	Clear	0	Clear	Yes	~
Woods	2	4	All	1	12 incr.	Broken	- 1	Broken	No	General Terrain
Village	2	3	2	1	12 incr.	Blocking	- 2	Broken	No	General Terrain
Wall	+ 1	All	Impassable	+ 1	~	Blocking	- 1	Broken	~	~
Up Slope	+ 0	+ 2	+ 3	+ 0	~	Sloping	0	Clear	~	~
Sunken Road	+ 2	Impassable	Impassable	+ 0	~	See OT	- 1 March	Broken	~	MP Cost to enter/exit hexside
Major Road	1/2	1/2	1/2	1/2	March	See OT	See OT	See OT	~	~
Stream	+ 1	+ 2	All	+ 0	~	Clear	0	Broken	~	~



The road hex leading to Kosen (A) is the French Depot hex.



The road hex leading to Auerstadt (B) is the Prussian Depot hex.

Event Table

Roll	Event	Results
1 ~ 3	Rally to the Colors	Each player may return any two <i>Routed</i> units to the map or erase up to two Low Ammo circles from any artillery unit that is In Command. See Prussian Special Rules.
4	French Tenacity	Roll 1d10 after every Melee Resolution. If the result is odd, there is No Effect. If the result is even, the Prussian unit/stack suffers 1 increment loss regardless of Melee result.
5	French Élan	All French infantry units receive a + 1 Melee modifier to all Assaults/Charges occurring this Turn.
6	The King Meddles	The Prussian player may not issue any Orders this Turn.
7	Scharnhorst Commands (Once per game)	Scharnhorst may replace any Division Leader, thereby losing his Chief of Staff abilities. The replaced Leader remains in the game but ceases to have any Command functions.
8	Friendly Fire (Once per game)	The French player may immediately fire 1 Prussian artillery unit (French player's choice which) at a Prussian unit in LoS and range. The chosen artillery unit is otherwise unaffected.
9	Bernadotte Marches (Once per game)	Apply a + 3 modifier to French Command Commitment Checks for the remainder of the game.
10	Dispatch from Jena (14:30 or after only)	News of the disaster at Jena arrives at Prussian HQ. This is the last Turn of the game.

National Modifiers



- Prussian infantry may not change into Column formation.



- Prussian cavalry apply a + 1 Recall Task Check modifier.

1er Regt. de Chasseurs à Cheval - a	+ 5	(x .5)	x 2	□□♦□□
1er Regt. de Chasseurs à Cheval - b	+ 5	(x .5)	x 2	□□♦□□
2e Regt. de Chasseurs à Cheval - a	+ 5	(x .5)	x 2	□□□♦□□
2e Regt. de Chasseurs à Cheval - b	+ 5	(x .5)	x 2	□□□♦□□
12e Regt. de Chasseurs à Cheval - a	+ 5	(x .5)	x 2	□□□♦□□□
12e Regt. de Chasseurs à Cheval - b	+ 5	(x .5)	x 2	□□□♦□□

2e Cie./7e Artillerie à Pied	+ 6	x 3/9	x 3	(□□) ○○○○
1er Cie./5e Artillerie à Cheval	+ 6	x 2/9	x 2	(□) ○○
1ere Brigade				○○○○○○○○○ RR: 2
<i>Général de Brigade Kister</i> : 3/~ /0				□□◆□□
1er Bn./33e Regt. de Ligne	+ 6	(x 1)	x 2	□□□□□+□□□□□
2e Bn./33e Regt. de Ligne	+ 6	(x 1)	x 2	□□□□□+□□□□□
1er Bn./48e Regt. de Ligne	+ 6	(x 1)	x 2	□□□□+□□□□
2e Bn./48e Regt. de Ligne	+ 6	(x 1)	x 2	□□□□+□□□□
2e Brigade				○○○○○○○○○ RR: 1
<i>Général de Brigade Lochet</i> : 3/~ /0				□◆□
1er Bn./108e Regt. de Ligne	+ 6	(x 1)	x 2	□□□□□+□□□□
2e Bn./108e Regt. de Ligne	+ 6	(x 1)	x 2	□□□□□+□□□□
3e Brigade				○○○○○○○○○ RR: 1
<i>Général de Brigade Grandeau</i> : 3/~ /0				□◆□
1er Bn./111e Regt. de Ligne	+ 6	(x 1)	x 2	□□□□□□+□□□□□
2e Bn./111e Regt. de Ligne	+ 6	(x 1)	x 2	□□□□□□+□□□□□

3e Cie./7e Artillerie à Pied	+ 6	x 3/9	x 3	(□□) ○○○
2e Cie./5e Artillerie à Cheval	+ 6	x 2/9	x 2	(□) ○○
1ere Brigade				○○○○○○○○○ RR: 2
<i>Général de Brigade Petit : 3/~0</i>				□□◆□□
1er Bn./12e Regt. de Ligne	+ 6	(x 1)	x 2	□□□□□◆□□□□□
2e Bn./12e Regt. de Ligne	+ 6	(x 1)	x 2	□□□□□◆□□□□□
1er Bn./21e Regt. de Ligne	+ 6	(x 1)	x 2	□□□□□◆□□□□□
2e Bn./21e Regt. de Ligne	+ 6	(x 1)	x 2	□□□□□◆□□□□□
2e Brigade				○○○○○○○○○ RR: 2
<i>Général de Brigade Gauthier : 3/~0</i>				□□◆□□
1er Bn./25e Regt. de Ligne	+ 6	(x 1)	x 2	□□□□□◆□□□□□
2e Bn./25e Regt. de Ligne	+ 6	(x 1)	x 2	□□□□□◆□□□□□
1er Bn./85e Regt. de Ligne	+ 6	(x 1)	x 2	□□□□□◆□□□□□
2e Bn./85e Regt. de Ligne	+ 6	(x 1)	x 2	□□□□□◆□□□□□

French Special Rules

- French replacement Leaders have 2/~0 Leader Values.
- **French Elan:** French Brigades with Engage Orders do not make Commitment Checks for being adjacent to enemy units. They must still make Commitment Checks if Fatigued or Shattered.
- French infantry battalions may each detach 1 Voltigeurs and 1 Grenadiers Company.
 - Detached Companies each have 1 increment regardless of counter designation.
 - Detached Voltigeurs Companies have a Fire Multiplier of **x 2**.
 - Detached Grenadiers Companies have a Melee Value of **x 3**.
 - Detached Companies are permanently removed from the game if eliminated.

French Deployment

- The following deploy in or within 12 hexes of hex A.
 - Colonel Bourke
 - 1er Regt. de Chasseurs à Cheval
 - Detached Voltigeurs Cies. of the 25e Ligne

French Reinforcements

Group A (Auto) enters on the Kosen (A) road (eastern map edge).

- **6:30** - 2e Brigade/3e Division (*remainder*)
 - 2e Cie./5e Artillerie à Cheval
- **+ 2 Turns** - Maréchal Davout
 - GdB Daultanne
 - 3e Division (*remainder*)

Group B (+ 7) enters on the Kosen (A) road (eastern map edge).

May not be rolled for until all of Group A has entered map.

- **8:00** - Brigade de Cavalerie Légère (*remainder*)

Group C (+ 6) enters on the Kosen (A) road (eastern map edge).

May not be rolled for until all of Group B has entered map.

- **9:00** - 2e Division

Group D (+ 5) enters on the Kosen (A) road (eastern map edge).

May not be rolled for until all of Group C has entered map.

- **10:30** - 1ere Division
 - 6e Cie. de Sapeurs
 - 1er Cie./7e Artillerie à Pied
 - 4e Cie./7e Artillerie à Pied
 - 6e Cie./7e Artillerie à Pied

	<u>RR</u>	<u>Infantry</u>	<u>Cavalry</u>	<u>Artillery</u>	<u>Total</u>
1ere Division	5	8.600	0	12	8.840
2e Division	4	7.600	0	8	7.760
3e Division	4	8.000	0	8	8.160
Division de Cavalerie	2	0	1.450	0	1.450
Misc. Echelon Troops	0	100	0	24	580
	15	24.300	1.450	52	26.790

Prussian Special Rules

- Prussian replacement Leaders have 1/~0 Command Ratings.
- The King and Queen of Prussia may never move within 8 hexes of any French unit.
- Routed units returning to the game via a Rally To The Colors event may do so within 4 hexes of Louise, Queen of Prussia.
- GM Blücher may issue Orders (via Leader Initiative) to any cavalry brigade.
- Battalion Guns: Prussian infantry units with a Δ symbol benefits from a +1 fire modifier when in Line or Multi-hex formation and firing Defensive Fire.
 - A unit that Shatters or Routs loses its Battalion Guns. Cross out Δ on the Roster.

Prussian Deployment

- Set-up west of Hassenhausen:
 - Avant Garde Kavallerie Brigade (*less 4. Württemberg Husaren-Regiment*)
 - Sachsen-Weimar Jäger Bn
 - Grenadier-Bat. Schack
- Within 3 hexes of Taugwitz:
 - v. Bünting Kavallerie Brigade
- On any road hex west of and inclusive of Taugwitz:
 - Schmettau's 3. Division
 - Herzog von Braunschweig
 - König von Preussen
 - Oberst von Scharnhorst
 - Feldmarshall von Möllendorf
- On any road hex west of and inclusive of Gernstadt:
 - Wartensleben's 2. Division

Prussian Reinforcements

Group A (+ 6) enters on either Auerstadt (B) road (western map edge).

- **7:00** - Prinz Wilhem's Kavallerie Brigade
- **+ 2 Turns** - Prinz v Oranien's 1. Division
 - v. Quitzow Kavallerie Brigade
 - v. Beeren Kavallerie Brigade

Group B (+ 5) enters on either Auerstadt (B) road (western map edge).

- **10:30** - Kunheim's 1. Reserve Division
 - General der Kavallerie Kalkreuth
 - Königin von Preussen

Group C (+ 4) enters on either Auerstadt (B) road (western map edge).

- **11:30** - Arnim's 2. Reserve Division
 - v. Füsiliier-Brigade

	<u>RR</u>	<u>Infantry</u>	<u>Cavalry</u>	<u>Artillery</u>	<u>Total</u>
Avantgarde	2	2.000	1.700	8	3.860
1. Division - 1st Line	3	8.000	1.100	24	9.580
2. Division - 1st Line	3	8.000	700	24	9.180
3. Division - 1st Line	3	8.000	800	16	9.120
1. Division - Reserve	4	6.400	1.600	16	8.320
2. Division - Reserve	3	8.000	0	16	8.320
	18	40.400	5.900	104	48.380

Preußische Hauptarmee



Herzog von Braunschweig : 2/~2

Command Range: 12 MPs

Oberst v. Scharnhorst : 4/+1/1

Chief of Staff: + 2 MPs

König Frederick-Wilhelm III : 1/~2

King of Prussia

Königin Luise : 0/~3

Queen of Prussia

Feldmarschal v. Möllendorf : 1/~1

Advisor to the King

General der Kavallerie v. Kalkreuth : 1/~1

Reserve - CR: 8 MPs

Sachsen-Weimar Jäger Bn. + 5 (x 1) x 2 (□□♦□□)

The Sachsen-Weimar Bn. may be commanded by either v. Blücher or v. Oswald.

Avant Garde Füsilier-Brigade

Generalmajor v. Oswald : 2/~0

Kloch Füsilier-Battalion + 5 (x 1) x 2 □□♦□□

Oswald Füsilier-Battalion + 5 (x 1) x 2 □□♦□□

Greiffenberg Füsilier-Battalion + 5 (x 1) x 2 □□♦□□

Avant Garde Kavallerie Brigade

Generalmajor v. Blücher : 3/C/2 CR:4 □□□□♦□□□

4. Württemberg Husaren-Regiment - a + 6 (x .5) x 2 □□□♦□□

4. Württemberg Husaren-Regiment - b + 6 (x .5) x 2 □□□♦□□

4. Württemberg Husaren-Regiment - c + 6 (x .5) x 2 □□□♦□□

4. Württemberg Husaren-Regiment - d + 6 (x .5) x 2 □□□♦□□

8. Blücher Husaren-Regiment - a + 6 (x .5) x 2 □□♦□

8. Blücher Husaren-Regiment - b + 6 (x .5) x 2 □□♦□

3. Irving Dragoner-Regiment + 5 ~ x 3 □□□□♦□□□□

17. Reitende Batterie Schorlemmer + 5 x 1/9 x 2 (□□) ○○

v. Beeren Kavallerie Brigade

Oberst v. Beeren : 2/~0

2. Beeren Kürassier-Regiment + 6 ~ x 4 □□□□□♦□□□□□

10. Gendarmes Kürassier-Regiment + 6 ~ x 4 □□□□□♦□□□□□

13. Garde du Corps Regiment + 6 ~ x 4 □□□□□□♦□□□□□□

1. Reitende Batterie Scholten + 5 x 1/9 x 2 (□□) ○○

1. Reserve Division

Generalleutnant v. Kunheim : 2/~1

Command Range: 6 MPs

Garde Brigade □□□□□□□□ RR: 2

Generalmajor v. Hirschfeld : 2/~0

Leib Garde Bat. + 6 x 1 x 2.5 □□□□♦□□□□△

6. Grenadier Garde Bat. + 6 x 1 x 2.5 □□□□♦□□□□△

I/15. Leibgarde Regt. + 6 x 1 x 2.5 □□□□♦□□□□△

II/15. Leibgarde Regt. + 6 x 1 x 2.5 □□□□♦□□□□△

4. Fuß Batterie Faber + 5 x 2/9 x 2 (□□) ○○

2. Brigade □□□□□□□□ RR: 1

Oberst v. Pletz : 2/~0

Grenadier-Bat. Prinz August + 5 x 1 x 2.5 □□□□♦□□□□△

Grenadier-Bat. Rabriel + 5 x 1 x 2.5 □□□□♦□□□□△

I/18. Infanterie Regt. + 5 x 1 x 2 □□□□♦□□□□△

II/18. Infanterie Regt. + 5 x 1 x 2 □□□□♦□□□□△

2. Reserve Division

Generalleutnant v. Arnim : 2/~1

Command Range: 6 MPs

1. Brigade □□□□□□□□ RR: 2

Generalmajor v. Zenge : 2/~0

Grenadier-Bat. Grendal + 5 x 1 x 2.5 □□□□♦□□□□△

Grenadier-Bat. Osten + 5 x 1 x 2.5 □□□□♦□□□□△

I/13. Infanterie Regt. + 5 x 1 x 2 □□□□♦□□□□△

II/13. Infanterie Regt. + 5 x 1 x 2 □□□□♦□□□□△

I/22. Infanterie Regt. + 5 x 1 x 2 □□□□♦□□□□△

II/22. Infanterie Regt. + 5 x 1 x 2 □□□□♦□□□□△

33. Fuß Batterie Heiden + 5 x 3/9 x 3 (□□) ○○

2. Brigade □□□□□□□□ RR: 1

Oberst v. Malschitzky : 2/~0

Grenadier-Bat. Schlieffen + 5 x 1 x 2.5 □□□□♦□□□□△

Grenadier-Bat. Mülsen + 5 x 1 x 2.5 □□□□♦□□□□△

I/24. Infanterie Regt. + 5 x 1 x 2 □□□□♦□□□□△

II/24. Infanterie Regt. + 5 x 1 x 2 □□□□♦□□□□△

26. Fuß Batterie Bychelberg + 5 x 3/9 x 3 (□□) ○○

1. Division

Prinz v. Oranien : 1/~1 Command Range: 6 MPs

1. Brigade   ○○○○○○○○ RR: 1

Oberst v. Lützow : 2/~0    

Grenadier-Bat. Knebel + 5 x 1 x 2.5    

I/25. Infanterie Regt. + 5 x 1 x 2    

II/25. Infanterie Regt. + 5 x 1 x 2    

I/59. Infanterie Regt. + 5 x 1 x 2    

II/59. Infanterie Regt. + 5 x 1 x 2    

23. Fuß Batterie Lehmann + 5 x 2/9 x 2 (□□) ○○

2. Brigade   ○○○○○○○○ RR: 1

Prinz Heinrich : 1/~0    

Grenadier-Bat. Reinbaben + 5 x 1 x 2.5    

I/34. Infanterie Regt. + 4 x 1 x 2    

II/34. Infanterie Regt. + 4 x 1 x 2    

I/36. Infanterie Regt. + 4 x 1 x 2    

II/36. Infanterie Regt. + 4 x 1 x 2    

2. Fuß Batterie Riemer + 5 x 2/9 x 2 (□□) ○○

Leib Kavallerie Brigade   ○○○○○○○○ RR: 1

Prinz Wilhelm : 1/~0  

12. Leib Karabinier Regiment + 6 ~ x 4    

14. Garde du Corps Regiment + 6 ~ x 4    

18. Reitende Batterie Willmann + 5 x 1/9 x 2 (□□) ○○

3. Division

Generalleutnant v. Schmettau : 2/~1 Command Range: 6 MPs

1. Brigade   ○○○○○○○○ RR: 1

Generalmajor v. Schimonsky : 2/~0    

Grenadier-Bat. Krafft + 5 x 1 x 2.5    

I./28. Infanterie Regt. + 5 x 1 x 2    

II/28. Infanterie Regt. + 5 x 1 x 2    

I/40. Infanterie Regt. + 5 x 1 x 2    

II/40. Infanterie Regt. + 5 x 1 x 2    

5. Fuß Batterie Stankar + 5 x 2/9 x 2 (□□) ○○

v. Bünting Kavallerie Brigade   ○○○○○○○○ RR: 1

Generalmajor v. Bünting : 2/~0  

8. Heising Kürassier-Regiment + 6 ~ x 4    

12. Bünting Kürassier-Regiment + 6 ~ x 4    

2. Division

Generalleutnant v. Wartensleben : 2/~1 Command Range: 6 MPs

1. Brigade   ○○○○○○○○ RR: 1

Oberst v. Renouard : 2/~0    

Grenadier-Bat. Braun + 5 x 1 x 2.5    

I/20. Infanterie Regt. + 5 x 1 x 2    

II/20. Infanterie Regt. + 5 x 1 x 2    

I/21. Infanterie Regt. + 5 x 1 x 2    

II/21. Infanterie Regt. + 5 x 1 x 2    

46. Fuß Batterie Lange + 5 x 2/9 x 2 (□□) ○○

2. Brigade   ○○○○○○○○ RR: 1

Oberst v. Wedell : 2/~0    

Grenadier-Bat. Hanstein + 5 x 1 x 2.5    

I/3. Infanterie Regt. + 5 x 1 x 2    

II/3. Infanterie Regt. + 5 x 1 x 2    

I/5. Infanterie Regt. + 5 x 1 x 2    

II/5. Infanterie Regt. + 5 x 1 x 2    

22. Fuß Batterie Wilkins + 5 x 2/9 x 2 (□□) ○○

v. Quitzow Kavallerie Brigade   ○○○○○○○○ RR: 1

Generalmajor v. Quitzow : 2/~0  

6. Quitzow Kürassier-Regiment + 6 ~ x 4    

7. Reitzenstein Kürassier-Regiment + 6 ~ x 4    

19. Reitende Batterie Merkatz + 5 x 1/9 x 2 (□□) ○○

Generalleutnant v. Alvensleben : 2/~0 Command Range: 6 MPs

2. Brigade   ○○○○○○○○ RR: 1

Generalleutnant v. Alvensleben : 2/~0    

Grenadier-Bat. Schack + 5 x 1 x 2.5    

1. Bn./33. Infanterie Regt. + 5 x 1 x 2    

2. Bn./33. Infanterie Regt. + 5 x 1 x 2    

1. Bn./35. Infanterie Regt. + 5 x 1 x 2    

2. Bn./35. Infanterie Regt. + 5 x 1 x 2    

24. Fuß Batterie Röhl + 5 x 2/9 x 2 (□□) ○○

v. Irving Kavallerie Brigade   ○○○○○○○○ RR: 1

Generalmajor v. Irving : 2/~0  

5. Königin Dragoner-Regiment + 5 ~ x 3    

11. Reitende Batterie Graumann + 5 x 1/9 x 2 (□□) ○○