MUSKET & SABER
QUICK PLAY
MINI GAME SCENARIO RULES

SCENARIO: SAALFELD
PRELUDE TO JENA
10 OCTOBER 1806

12.0 INTRODUCTION
12.1 Historical Background
   Napoleon had reached the pinnacle of his power in early 1806. The latest coalition to challenge France—Austria, Russia, England, and few minor powers—had been decisively broken at Austerlitz the previous December. Only England remained actively opposed. The French army, quartered across west-central Germany, was overseeing the revision of German borders. The Holy Roman Empire was no more, replaced by a French-controlled Confederation. Prussia, which only just stayed out of the recent war, was rewarded with England's last Continental possession, Hannover in northwestern Germany. When word came that Napoleon was considering handing it back in return for peace, the Prussians finally threw off their cloak of neutrality. A new coalition, the Fourth, was formed.

   Through September, Napoleon gathered his army and prepared. He planned a direct march from his Bavarian base toward the Prussian capital at Berlin. The Prussians and their Saxon allies planned a concentration in northwestern Saxony to be followed by an offensive southward. The concentration was incomplete when war came on 7 October.

   The French advance was made in three mutually supporting columns. Allied detachments guarded all three routes, well forward of the main armies. The first contact came on 9 October at Schleiz, where the French center routed the Prussian detachment and opened the road to Leipzig. The next day, Marshal Lannes led the French left to Saalfeld, where they found a mixed division of Prussians and Saxons under the Prussian Prince Louis-Ferdinand.

   The French leading element—two-and-a-half battalions of light infantry, three cavalry regiments, and a battery—commenced a skirmish action while the rest of Lannes' lead division was arriving. Louis-Ferdinand deployed his forces to block the roads to Rudolstadt and Posseneck.

   The main battle commenced at 1300. A French infantry assault captured the village of Crösten. There followed a large cavalry action between Crösten and Wöhlsdorf. The Prusso-Saxon cavalry was routed off the field—Louis-Ferdinand was killed in the pursuit—leaving their infantry to be mopped up.

   For the loss of a few hundred men in the short battle, the French had killed or captured nearly 2,000 allies, wrecked Louis-Ferdinand's division, and opened the road north.

   The Prussian command never recovered from these quick opening defeats. The French columns wheeled left, colliding with the fumbling Prussians in the twin battles of Jena and Auerstädt on 14 October. The result was Napoleon's most complete battlefield victory, followed by a rapid pursuit that captured the surviving Prussian troops along with most of the country.

12.2 The Scenario
This game covers the entire battle of Saalfeld. One player commands the French forces, the other the Prussians and Saxons. All the standard rules apply. Rule 15.0 is an additional rule.

13.0 SET UP
13.1 Army Colors
French units have a dark blue background, Prussian units gray-green, and Saxons white. The leader P. Louis has a gray background and is treated as belonging to both allied armies.

13.2 No Step Recovery
Neither player may recover any lost steps.

13.3 French Set Up
Formation 1 (two counters) & Ldr *Victor*: w/1 1913
Formations 2 & 3 (six counters), the *Fruch* artillery unit (one counter), & Ldr *Suchet*: arrive T2 at any one of the following hexes: 0213, 1013, 1813, 2512. If the players prefer, the French player must write down the chosen entry hex before play begins, keeping the choice hidden from the Allied player until Turn 2.
Formation 4 (four counters) & Ldr *Lannes*: w/1 1012

Leaders *Lannes* and *Victor* may command all ("A") French units. Leader *Suchet* and the *Fruch* artillery may be treated as belonging to any or all units of formations 1 through 3 [1-3].

13.4 Allied Set Up
One counter from Formation 2 and one counter from Formation 6: arrive T2 at 0105.
Remainder of Formation 2 (two counters) & Formation 3 (one counter): w/2 2210
All remaining Allied units (14 counters), Ldr *P. Louis* & Ldr *Bevil*: w/1 of any hex from 1505 to 2007, inclusive.
P. Louis may command all ("A") Allied units.

13.5 Game Length & First Player
The game consists of six turns. Place the Turn marker in the Turn 1 box of the Turn Record Track. The French player is the first player.

14.0 VICTORY CONDITIONS
14.1 Major Victory
At the end of Turn 6, either player wins a major victory if his units occupy or were the last to pass through hexes 0105, 0901 and 2408.

14.2 Minor Victory & Draw
If neither player wins a major victory, calculate the VP scored by each. The player with the larger total wins a minor victory. If the totals are equal the game is a draw.

15.0 SKIRMISH ATTACKS
An attacking infantry unit with a non-bracketed MA and not in an EZOC may skirmish attack an enemy unit one or two hexes away. A unit attacked by skirmish may not be attacked in normal combat that phase, but may be bombarded; resolve the bombardment separately (an exception to 7.2). Use the MA of involved infantry units on both sides in lieu of their CF; treat bracketed MA and the MA of disrupted units as zero. Defending artillery uses its defense factor, defending cavalry uses its combat factor. Treat all A results and Ex results as NE; treat all Dx or Dm results as Dr. Ignore secondary results.

16.0 DESIGNER'S NOTES
Saalfeld had everything I wanted for the QuickPlay format: perfect counter count, well-matched opponents, a large number of options for each side, and scope to present the interplay of infantry, skirmisher, artillery, and cavalry (the rock-paper-scissors of Napoleonic warfare).
The hardest part of the design was ensuring the game would not be the walkover it was historically. Fortunately that was not too difficult. Although the French infantry generally is superior, the Prussians have plenty of combat power and are at least equal in artillery and cavalry. Both players must strike a balance between concentrating to fight and spreading out to cover the front. The Prussian player must use his early numerical advantage to wreck the French first line, but must beware a deep French flanking move. The French player must use his mobility to turn any Prussian flank, but cannot afford to spend all his time maneuvering.
Finally, this is a short game. Make your plan and put it into effect; you can make adjustments, but will not have enough time to alter it completely.
For more on this little-known battle. I recommend heartily F.-G. Hourtoulle's Jena-Auerstaedt from Histoire & Collections (Paris, 1998), available in both French and English versions.

17.0 ORDERS OF BATTLE
17.1 French Forces
French 5th Corps (part) (Marechal Lannes with Gen. Victor; 11,300 infantry, 1,600 cavalry, 14 cannon)

Division Suchet
1) Brigade Claparede
   17th Light Infantry (1st & 2nd Battalions plus the elite companies of the 3rd)
2) Brigade Reille
   34th Infantry (3 battalions)
   40th Infantry (2 battalions)
3) Brigade Vedel
   64th Infantry (2 battalions)
   88th Infantry (2 battalions)
1-3) Divisional Artillery—Battery Fruchard (eight 8-pdr cannon)
4) Cavalry Brigade Treilhard
   21st Chasseurs (3 squadrons)
   9th Hussars (3 squadrons)
   10th Hussars (3 squadrons)
   (Horse) Battery Sibille (six 4-pdr cannon)

17.2 Allied Forces
Vanguard Division of the Prussian Left Wing (Pr. Louis-Ferdinand; 8,150 infantry, 2,700 cavalry, 32 cannon)

1) 49th (Müffling) Infantry Regiment (2 battalions; 1,500 men, four 6-pounder cannon)
2) Pelet's Prussian Light Brigade
   13th (Rabenau) Fusilier Battalion (650 men)
   14th (Pelet) Fusilier Battalion (650 men)
   15th (Ruhle) Fusilier Battalion (650 men)
   Valentini Jäger Company (200 men)
3) Battery Riemann (eight 6-pdr cannon)
4) 6th (Schimmelpfennig) Hussars (10 squadrons; 1,500 men)
5) Bevilaqua's Saxon Brigade
   Clemens Regiment (2 battalions; 1,500 men, four 6-pdr cannon)

Elector Regiment (2 battalions; 1,500 men, four 6-pdr cannon)
Pr. Xavier Regiment (2 battalions; 1,500 men, four 6-pdr cannon)
Battery Hoyer (8 x 6-pounder cannon)
6) Saxon Hussar Regiment (8 squadrons; 1,200 men)

La Grande Armee was at its peak in both quantity and quality. The battalions were all at full strength of over 900 men, the squadrons around 160 men. The Prussian Army and its Saxon cousin were far from the staid and reactionary forces of Jena lore, they just lacked experience. Louis-Ferdinand's division, intended for advance guard work, was especially heavy in skirmish-trained *Fusiliers*. The skirmishers from each Saxon battalion, denominated *Tirailleurs*, were grouped in an independent battalion. The cannon in the infantry regiments, light versions of the main battery pieces, were distributed two per battalion. In all three armies, infantry regiments were administrative only; battalions were deployed individually as needed.

TERRAIN EFFECTS CHART (TEC)

Clear — 1 MP to enter. No effect on combat.

Light Woods — 1 MP to enter. Attacker halved attacking into if attacking across a clear hexside. Blocks artillery line of sight unless artillery is on a hill hex.

Deep Woods — Only infantry may enter; must stop after entering. Only infantry may attack into. CF halved attacking into or out of. ZOC blocked in or out. LOS blocked in, out, and through.

Road — 1/2 MP while moving along the path (see 4.3), ignore other terrain in hex and on hexside crossed. No effect on combat (use other terrain in the hex).

Hill — Same as Clear. Blocks LOS unless both observer and observed also on a hill. Light woods on a hill block LOS between hills.

Stream — Infantry & cavalry +1 MP to enter, artillery must stop after entering. All CF halved attacking into or out of.

Town — 1 MP to enter. Infantry & artillery halved attacking into. Cavalry halved attacking or defending. ZOC blocked into (not out of). LOS blocked unless observer and observed on hills.

River — No unit may move across. Artillery may bombard across, no other combat is allowed.

COMBAT RESULTS TABLE (CRT)

Differential DIE ROLL	-5 or less	-4 to -3	-2 to -1	0 to +1	+2 to +3	+4 to +5	+6 to +7	+8 to +9	+10 or more
1	Ax	Ax	Ax	Ar	Ac(NE)	Dc(Ex)	Dr	Dr	Dx
2	Ax	Ax	Ar	Ar	Dc(Ex)	Dc(Ex)	Dr	Dx	Dm(Dr)
3	Ax	Ar	Ar	Ac(Ex)	Dc(Ex)	Dr	Dx	Dm(Dr)	Dm(Dr)
4	Ar Leader Dm(Dr)Leader	Ar Leader Dm(Dx)Leader		Ac(Ex)Leader	Dc(Ex)Leader		Dr Leader	Dr Leader Dm(Dr)Leader	
5	Ar	Ac(NE)	Dc(NE)	Dr	Dr	Dm(Dr)	Dm(Dr)	Dm(Dx)	Dm(Dx)
6	Ar	Dc(NE)	Dc(Dr)	Dr	Dm(Dr)	Dm(Dr)	Dm(Dx)	Dm(Dx)	Dm(Dx)

Dm = Rout Check. If MC failed, unit routs. If MC passed, apply parenthesized result.

Ar/Dr = Retreat. All units either disrupt or retreat 1-3 hexes.

Ac/Dc = Retreat Check. If MC failed, treat as Ar/Dr. If MC passed, apply parenthesized result.

Ax/Dx = Retreat or Loss. If MC passed, unit may take a loss. If MC failed, or if passed and player chooses, all units disrupted and retreat 1-3 hexes.

Ex = Exchange. Each side loses step.

NE = No Effect.

Leader = Leader Casualty. Roll a die, leader killed on 5-6; check for each leader on both sides.

MC = morale check for primary unit.

If retreat only possible on unsafe path, unit routs. If no retreat possible, the unit is captured.
Whenever defender retreats, attack may advance.

CREDITS
System Design: Chris Perello
Map Graphics: Joe Youst
Counter Graphics: Chris Perello & Larry Hoffman
Rules Booklet: Callie Cummins & Lisé Patterson
Cover Design: Lisé Patterson
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