



Jena 1806 -
Napoleons invasion
of Prussia.
A megagame for
40-60 players.

Will you replicate Napoleon's victory, follow Bernadotte into shame, or rewrite history and sweep into Wurtzburg at the head of Prussia's armies...

Playing Napoleon, his Marshals and aides or William III and his leading generals - all looking for personal glory - plan your campaign, organise your troops, select their starting dispositions and issue your orders. Hope that when the fog of war lifts you, your friends and your enemies are where they are supposed to be!

Armed with only an historic map and reports from your scouts and fellow players, you and your team can issue orders up to 3 times a 'day' (1 turn) to divisional size units. Any engagements are fought face to face (at brigade level) by those involved while friends and enemies continue to issue orders around them and may even join (or leave!) a face to face battle part way through.

- Hand drawn maps with the player's maps copies of hand drawn historical maps of the region.
- Open Orders that allow for supply, screening, scouting, reaction to the enemy (and 'friends') and anything else you can think of!
- Orders, organisation and Command structure that replicates the intensity of intelligence gathering, information sharing and decision making under real time pressures (40-60 players)
- Face to face combat (using a simple system) that happens as part of the continuous turns when troops actually bump into each other i.e it doesn't have a separate 'phase' or part of the turn. Which means you can't be giving orders while at the battle maps! It does mean the enemy can't either! It also means it's possible for reinforcements to come and go during a battle or for your allies to cut the enemy off

During our play testing a French corp commander managed to keep 6 Prussian divisions (arriving at various times) fighting him for almost 2 days (2 turns or 6 orders issued) while another French corp commander marched around them cutting off their supply and line of retreat!

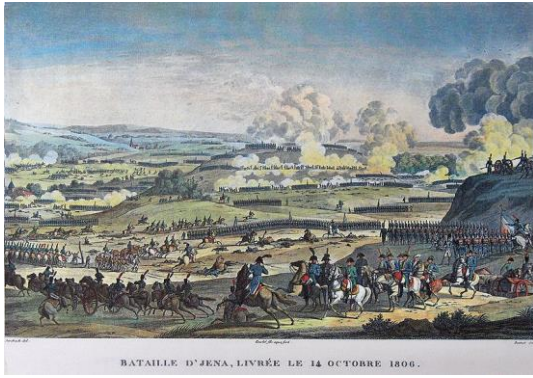
When: 25th June 9.30 – 4.30

Where: APNA Centre Huddersfield. (5 mins walk from bus and train station)

Cost: £30 to play, £10 to umpire (covers cost of venue, maps, printing & admin includes free tea and coffee on the day) **Number of players: 40-60**

Contact:

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Prussian Players.

Divisions are allocated to the 6 army leaders as part of the planning phase that all players take part in

Army leaders are all equal as are divisional commanders with the king appointing an overall commander (if he wishes)

However please note some Army leaders and divisional commanders are less equal than others!

1. King William 111

Mollendorf (advisor)

2. Brunswick (army leader)

Scharnhorst (advisor)

3. Hohenlohe (army leader)

Massenbach (advisor)

4. Ruchel (army leader)

Phull (advisor)

5. Grand Duke von Kalkreuth (army leader max 3 divisions)

6. Eugene Frederick Henry of Wurtemberg (army leader max 3 divisions)

Divisional commanders

Prinz Louis - Ferdinand Grand Duke of Saxe-Weimar

Blucher Von Kohler

Grand Duke Von Zechwitz Kleist

Von Grawert Braunschweig Durchlaucht

Von Tauentzien Kuhnheim

Von Prtitz Von Arnim

von Schmettau Prince of Orange

Wartensieben Von Winning



French Players.

The French army is organised into corps each operating as a mini army

Napoleon is in charge!!

Corp Commanders are all equal as are divisional commanders

However please note some Corp Commanders are less equal than others!

1. Napoleon (Over all commander)

Berthier (chief of Staff)

Lamartiniere (engineers and artillery)

2. Lefebvre (Guard commander)

Roussel (chief of Staff)

3. Murat (Reserve cavalry commander)

Nansouty (Divisional Commander)

Klein (Divisional Commander)

4. Davout (Corps commander)

Morand (Divisional Commander)

Friant (Divisional Commander)

Gudin (Divisional Commander)

5. Bernadotte (Corps commander)

De L'Etang (Divisional Commander)

La Raffinierre (Divisional Commander)

Drout (Divisional Commander)

6. Ney (Corps commander)

Marchand (Divisional Commander)

Gardanne (Divisional Commander)

7. Lannes (Corps commander)

Suchet (Divisional Commander)

Gazan (Divisional Commander)

8. Soult (Corps commander)

Saint Hillaire (Divisional Commander)

Leval (Divisional Commander)

Legrand (Divisional Commander)

9. Augereau (Corps commander)

Desjardin (Divisional Commander)

De Bierre (Divisional Commander)



Umpires.

Umpires main role will be transferring player orders to the main 'hidden' map and reporting back where they are, what their scouts have found and how their supplies are doing.

They will help manage any face to face battles (though players should be self-managing these) They also will make sure communication between players on the same side is as it should be!



A detail from the umpire's map (left) and the players map below. Above shows one of the 16 face to face combat maps and order sheet

