

# JENA 20

## [0.0] EXCLUSIVE RULES

This is the Exclusive Rules sheet for **JENA 20**, a game that also uses the **NAPOLEONIC 20** Standard Rules. When combined, these two rules documents form the entirety of the rules needed to play **JENA 20**.

These Exclusive Rules supersede the Standard Rules when there is a conflict.

## [1.0] INTRODUCTION

**JENA 20** is based on the Prussian campaign, 12-14 October 1806. One player commands the French army of Napoleon, while the other leads the Prussian (Anti-French) forces of the Prussian armies under Hohenlohe and Brunswick.

## [2.0] GAME EQUIPMENT

**The Game Map:** The 11" x 17" game board features a map portraying that part of Prussia where the campaign took place.

The blue units are French and black units are Prussian.

Unit abbreviations include:

IG = Imperial Guard	Res = Reserve
Bav = Bavarian	● = Brunswick
● = Hohenlohe	● = von Rüchel
SW = Saxe-Weimar	AG = Advanced Guard
LW = Left Wing	RW = Right Wing

### Elite Forces

For the purposes of Routing (a -2 die roll modifier; see 9.6) and Rallying (a +1 die roll modifier; see 10.0), both of the following units are considered Elite Forces: the **French Imperial Guard** and **Prussian H Res Corps**.



For purposes of Morale fluctuation from their commitment in Battles, only the **French Imperial Guard Corps** unit is considered an Elite Force.

## [3.0] SETTING UP THE GAME

After sides have been determined (i.e., who will play the French and Prussian side), setup proceeds as follows:


1. The Game Turn marker is placed on the 'October 13 Morning' space.
2. Place the French Morale marker on the '8' space and the Prussian Morale marker on the '8' space of the Morale Track.

3. Place the units on the map or the Game Turn Track (when they enter play as reinforcements, 11.0) as listed below:

### French

Hex 0208: IG                      Hex 0406: VII  
Hex 0407 (Jena): V  
Turn 4: III (B)                      Turn 6: Res (A)  
Turn 5: VI (A) and I (B)\*      Turn 7: IV (A)

Set aside the Bavarian Division. It arrives as a possible Random Event at Area A.

\* = Starting on turn 5, roll a die during each French Movement Phase to see if Bernadotte's I Corps arrives. On a , place it on the map (at Area B) as a Reinforcement. On any other roll, place it ahead one Game Turn to try again.



### Prussian

Hex 0605: ●- LW                      Hex 0607: ●- RW  
Hex 0806: ●- Res                      Hex 0909: ●- 2AG  
Hex 1101: ●- 1\*                      Hex 1203: ●- 1AG\*  
Turn 1: ●- 2                      Turn 4: ●- 2R  
Turn 2: ●- 3                      Turn 6: ●- CB  
Turn 3: ●- 1R                      Turn 7: ●- 3AG

Set aside the SW - CB Cavalry Division. It arrives as a possible Random Event.



### \* Historical / Alternate Prussian Deployment Scenarios:

Historically, the Prussians split their two major commands, sending Hohenlohe's forces toward Jena while Brunswick took the main group down the road to Kösen. But wargames are full of 'what ifs' called "scenarios," and you have some choices that *both* player should consider and agree to try before commencing play:

1. If you wish to play the **game as history**, all of Brunswick's reinforcements *must* enter via the northern road entry hex (1001) as indicated on the map.
2. If you want a **historical setup only**, let the Prussian player manage things from there, simply allow Brunswick's reinforcements to enter anywhere along the Prussian entry area.
3. If you want to see what a **unified Prussian army** would have looked like, change these two units' setup hexes:

Hex 0701: ●- 1                      Hex 0503: ●- 1AG  
and the remainder of Brunswick's reinforcement units *must* enter via the southern road (i.e., the LOC) entry hex (0601).

4. Or you could allow the Prussian player a **free deployment** scenario. Allow him to deploy the ●- 1 and ●- 1AG units at either setup location and to freely enter his reinforcements anywhere along the Prussian entry area.

## [4.0] SEQUENCE OF PLAY

The French player is the **First Player**.

**[4.1] Sudden Death:** At the end of Game Turns 10 through 12, the Prussian Player rolls a die. If the result is less than or equal to (<=) the number shown on that box of the Turn Track, the game ends and the winner is determined. If the die roll is greater than the number show, play proceeds to the next Game Turn.

## [5.0] RANDOM EVENTS

Skip the French Player's Random Events Phase on the first Game Turn.

## [9.0] COMBAT

### [9.86] Retreat Direction Priority:

- **French** units must retreat towards one of the four French LOC hexes on the south and east map edges.
- **Prussian** units must retreat towards one of the two Prussian LOC hexes on the west map edge.

## [11.0] REINFORCEMENTS

**[11.5] Unit Arrival locations:** Reinforcement units arrive in the following locations (color-coded along the map edge for your convenience):

**French units:** in the 'A' or 'B' areas as designated along the map edge.

**Prussian units:** as designated along the west map edge according to the Prussian Deployment Scenario chosen.

## [13.0] NIGHT TURNS

**French Objective Hexes:** Jena (0407) and Hassenhausen (2210).

**Allied Objective Hexes:** Dornburg (1111) and Auerstadt (2007).