

# The Battle Of Gross Jagersdorf

## 30 August 1757

### by Chuck Hamack

An invading Imperial Russian army of 70,000–75,000 men, led by Field-Marshal Stepan Fedorovich Apraksin, took Memel after a five-day bombardment and, using the fortress as a *place d'armes*, invaded East Prussia. Apraksin, cautious and lacking experience, was reluctant to commit his troops to battle. Instead of marching on Wehlau, as was expected, he ordered his forces to cross the Pregel River in safety, near the village of Gross-Jägersdorf. The Russians set the surrounding villages on fire in order to conceal their actions.

A Prussian army of 25,500 men, led by Field-Marshal Hans von Lehwaldt, decided to surprise the much larger enemy and attacked a corps of General Vasily Lopukhin when it was crossing the Pregel. The general was bayoneted by the Prussians and died in the arms of his comrades. General Pyotr Rumyantsev, on hearing about Lopukhin's plight, scrambled his men through a thicket and fell upon the right wing of the Prussian infantry. Another detachment attacked the rear of Lehwaldt's army.

While the Prussians fell back, the centre of the Russian army recovered from the shock of the initial assault and counter-attacked. The Don Cossacks, on the left, pretended to retreat so as to trap the attacking Prussians under heavy artillery fire. By the end of the day it became clear that the Russians won the battle and the Prussians had to abandon the battlefield. The Austrians present in the Russian army reported to Vienna that it was the bloodiest battle that "the 18th century has yet seen." The Prussians lost 5,000 men, the Russians over 5,400.

#### **The Scenario:**

The weather is Sunny Start on Turn 1. Basic Length is 8 turns.

#### **Terrain notes:**

Pregel and Auxinne rivers are impassible.

The streams are rough terrain, but regular cavalry may cross it at 1:2 cost. If, however, regular cavalry has any part of its base in the stream, it is "vulnerable" in combat.

**Map Scale:** 1:100

#### **Free Deployment Rules**

Prussians may deploy to the left of the dotted line and Russians may deploy to the right of the dashed line.

#### **Historical Deployment Rules**

Deployment is shown on map by commander names on the map.

#### **Special Scenario Rules**

Cossacks may be "in-Command" up to 6 BW from their sub-commanders.

All Russian units start in MF except Cossacks.

Prussians have the initiative on turn one and all pulses of turn one. Begin the Initiative Penalty Marker on Turn Two, with the winner of that turn's first pulse.

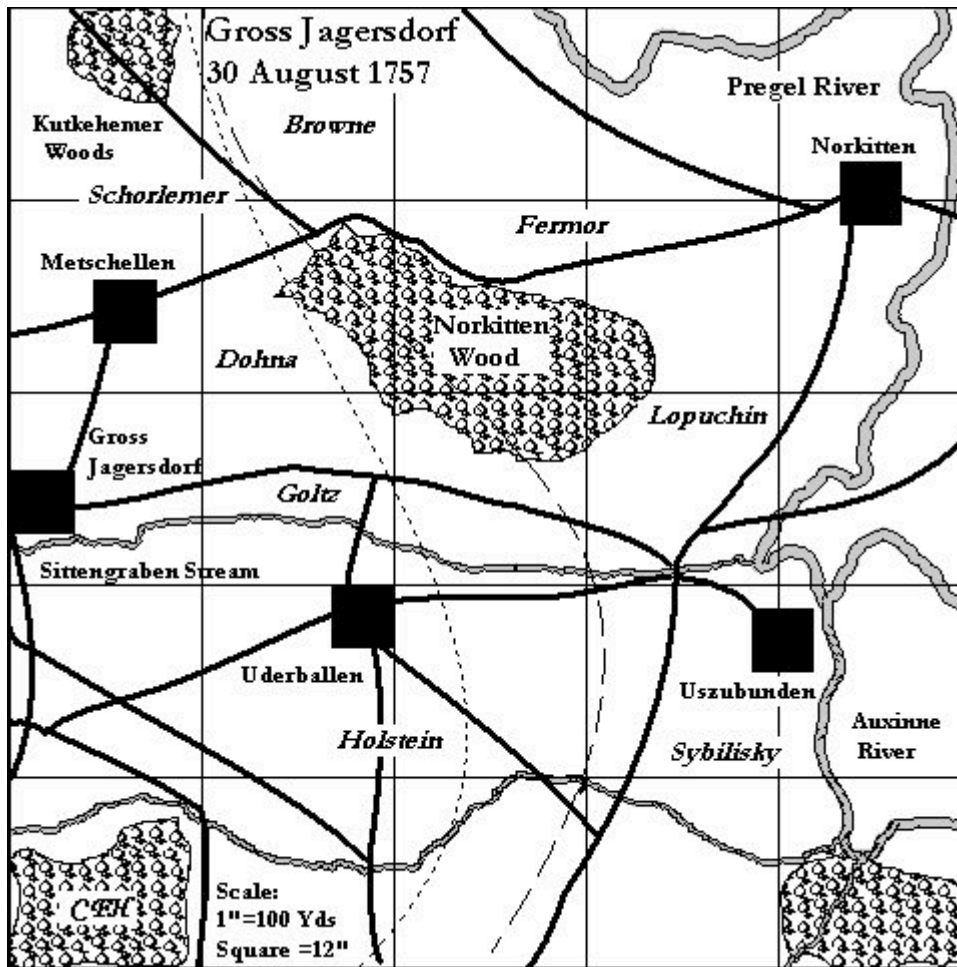
#### **Play Balance:**

To help the Prussians;

Remove 1 Russian Musketeer Brigade from each division (4 Brigades total).

This removes (-36) points from the Russian point total.

The Gross Jagersdorf Battlefield:



**The Prussian Army**  
**Commander: Lehealdt (Good)**  
**Army Break Point: 5**

1 x Heavy Artillery

**Schorlemer 0**

2 x Dragoon  
 1 x Hussar

**Dohna +1**

1 x Grenadier  
 1 x Musketeer  
 1 x Garrison

**Goltz \* 0 V**

1 x Grenadier  
 1 x Musketeer  
 1 x Garrison

**Holstein +1 V**

1 x Dragoon  
 1 x Hussar

**Free Deployment Total: 116 pts**

1 x Heavy Artillery (8)  
 3 x Dragoon (30)  
 2 x Hussar (20)  
 2 x Grenadier (24)  
 2 x Musketeer (20)  
 2 x Garrison (14)

**The Russian Army**  
**Commander: Apraksin (Poor)**  
**Army Break Point: 10**

**Sybilsky -1**

1 x Heavy Artillery  
 1 x Howitzer Artillery  
 1 x Cuirassier  
 1 x Dragoon  
 1 x Hussar  
 2 x Cossack  
 1 x Grenadier  
 3 x Musketeer

**Fermor 0**

1 x Heavy Artillery  
 1 x Howitzer Artillery  
 1 x Grenadier  
 4 x Musketeer

**Lopuchin 0**

1 x Grenadier  
 4 x Musketeer

**Browne 0**

1 x Heavy Artillery  
 1 x Grenadier  
 3 x Musketeer  
 1 x Horse Grenadier  
 1 x Cossack

**Free Deployment Total: 249 pts**

3 x Heavy Artillery (18)  
 2 x Howitzer Artillery (20)  
 1 x Horse Grenadier (10)  
 1 x Cuirassier (10)  
 1 x Dragoon (7)  
 1 x Hussar (5)  
 3 x Cossack (9)  
 4 x Grenadier (44)  
 14 x Musketeer (126)