

## **The Battle Of Lobositz**

### **October 1, 1756**

**by Erik Engling, Brian Homenick, and Chuck Hamack**

The Battle of Lobositz was the opening engagement of the Seven Year's War fought between Frederick's Prussians and the Austrian forces under von Browne. Frederick had invaded Saxony with the intent of capturing the army intact and caught them and the Austrians unprepared for war. The Saxon army took up positions near Pirna but Frederick cut them off from supplies in an attempt to force them to surrender. A relief Austrian army commanded by Field Marshal von Browne raced to save the Saxons but was intercepted by Frederick at the town of Lobositz along the Elbe River in the present day Czech Republic.

The Austrian army took up defensive positions in front of the town of Lobositz and the Elbe River and along the Morellen-Bach stream behind the village of Sullowitz. The main army of the Austrian force was behind this stream which was somewhat marshy and presented difficulties for both sides. The Prussians deployed below the Lobosch Hill where Austrian Croat irregulars had infiltrated while the remainder of Frederick's troops took up position around the villages of Wechnitz and Radositz. The detachment of Croats opened fire first, causing Frederick to believe he was up against a rearguard of the Austrian Army. Frederick reacted by sending forward a few infantry battalions against the Lobosch Hill and pushing forward a cavalry force toward the village of Sullowitz. The Prussian cavalry was repelled quickly and retreated back to the Prussian main lines. The morning fog began to lift and Austrian artillery in the center began targeting the Prussian infantry lines. Meanwhile, the left Austrian cavalry advanced on the retreating Prussian cavalry force from Sullowitz. This prompted a charge by the main Prussian cavalry which resulted in additional Austrian cavalry from the center attacking in turn. Twice the Prussian cavalry charged the Austrian center but were unable to push the tenacious Austrians back from their lines.

Frederick was despondent and believed that he could not win against the new Austrians who were no longer the men of the 1740s. But Bevern's infantry charged over Lobosch Hill, driving the Croats back to the Austrian main line at Lobositz, and then carried forward through the town rupturing the Austrians' right flank. This attack unhinged Browne's line and caused him to retire away from the now burning town. The Austrian army disengaged intact and left Frederick in possession of the field. Both sides lost approximately 2,900 men.

While the Battle of Lobositz could be considered a marginal tactical victory for Frederick, it had a decisive strategic result as the Austrians offered only token assistance afterwards to the Saxons at Pirna. On October 14, 1757 the Saxon army surrendered and the next day Saxony sued for peace. Frederick had accomplished his first major success of the Seven Year's War.

**The Scenario:**

The weather is misty turn 1 (no effect on gameplay) otherwise Sunny. Start on Turn 1. Basic Length is 6 turns.

**Terrain notes:**

Lobosch Hill is rough terrain. The Elbe River is impassable. Lobositz is two town bases side by side. All other towns are one base. The sunken road is treated as cover (4+ save) for both fire and melee. Artillery may not cross the sunken road while infantry and cavalry may cross as rough terrain penalties.

The Mollebach stream cannot be crossed by artillery, infantry and cavalry are required to stop for one turn to cross and are treated as vulnerable.

**Map Scale:** 1:100

**Free Deployment Rules:**

Within the dotted lines, as shown.

**Historical Deployment Rules:**

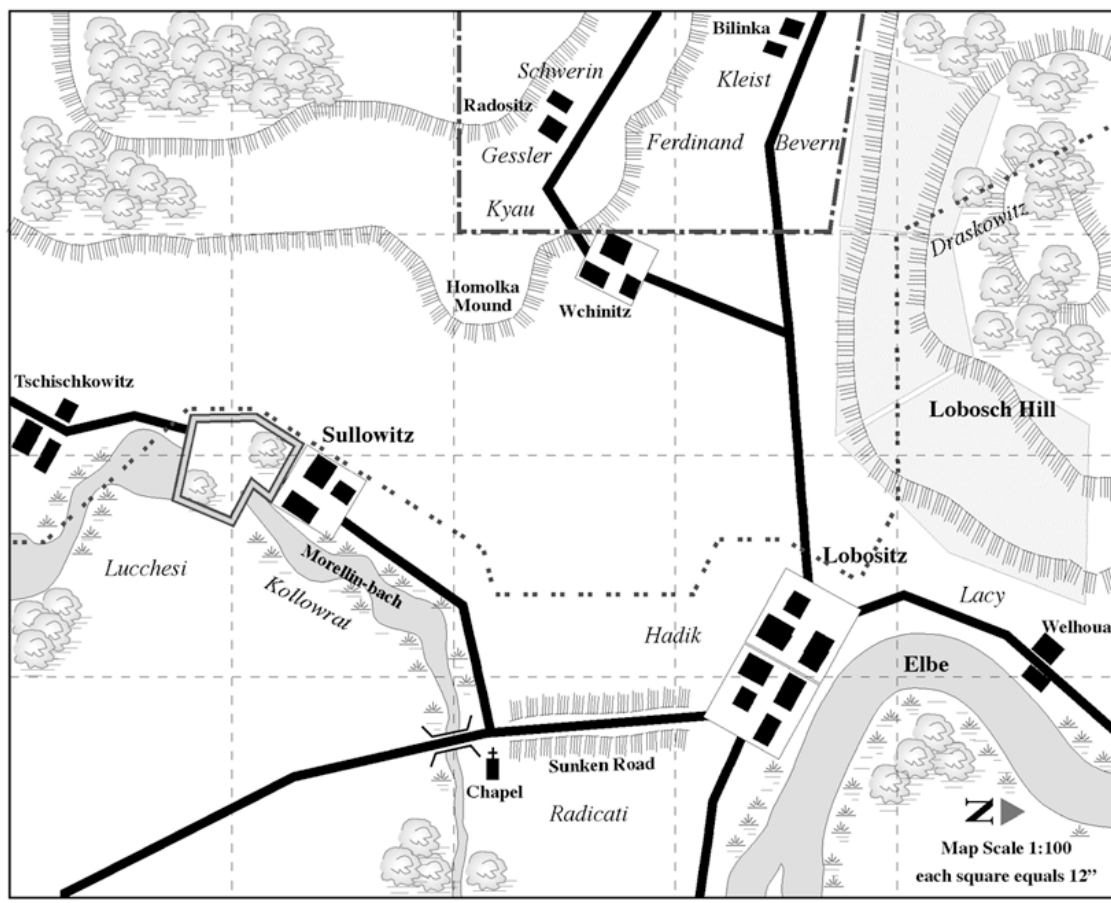
Any Austrian force may begin in the sunken road, but only deployment in FF formations can receive the cover bonus.

**Special Scenario Rules:**

Lobositz is the key terrain feature of the battle and the side that completely controls it (both sections) adds +1 to its army morale. (The Austrians begin with this +1 already added. If they lose Lobositz, they lose 1 morale, given to the Prussians. If they regain it, they regain that morale point, taken from the Prussians, etc.)

King Frederick became dispirited during the fight as the Austrians refused to run away and collapse as he believed they had during the WAS. Keep a running tally of the regular units broken on both sides (regular infantry and cavalry), aside from the normal rules for Army Morale and break points. Beginning on each turn after the Prussians have suffered their *second* infantry or cavalry unit broken, roll a die. If the Prussian regular units broken is higher than the Austrians' then add that difference to the die roll. On a modified roll of 6+, Frederick has quit the field despondent, and command goes to Marshal Keith with the following rating: **Keith (Good)**.

### The Lobositz Battlefield:



- Walled Park - [Symbol]
- River/Stream - [Symbol]
- Prussian Free Deployment - [Symbol]
- Austrian Free Deployment - [Symbol]
- Vineyards/Orchards - [Symbol]
- Woods - [Symbol]
- Historical Deployment - Hadik

**The Prussian Army**  
**Commander: Frederick (Great)**  
**Army Break Point: 6**

**Ferdinand (0) V**  
 1 x Grenadier  
 2 x Musketeers  
 1 x Heavy Artillery

**Kleist (0)**  
 2 x Musketeers  
 1 x Heavy Artillery

**Bevern \* (+1) V**  
 1 x Grenadier  
 2 x Musketeers  
 1 x Heavy Artillery

**Gessler (0) V**  
 2 x Cuirassiers

**Kyau (-2)**  
 2 x Cuirassiers

**Schwerin \* (+1) V**  
 1 x Cuirassier (Bayreuth Dragoons)  
 1 x Dragoons  
 1 x Hussar

**Total for Prussian Free Deployment:**

2 x Grenadiers (24)  
 6 x Musketeers (60)  
 5 x Cuirassiers (55)  
 1 x Dragoons (10)  
 1 x Hussars (10)  
 3 x Heavy Artillery (24)

**Total Points: 183**

**The Austrian Army**  
**Commander: von Browne (Good)**

**Army Break Point: 8**

**Radicati (0)**  
 1 x Cuirassier (With Elite Cos.)  
 1 x Dragoons

**C. Kollowrat (+1) V**  
 5 x Musketeers  
 1 x Heavy Artillery

**Lucchesi (+2)**  
 3 x Cuirassiers  
 1 x Dragoon

**Hadik (+1) V**  
 1 x Hussars  
 1 x Cuirassiers  
 1 x Grenadier

**Lacy \* (0) V**  
 1 x Musketeer  
 1 x Grenadier  
 1 x Dragoon

**Draskowitz -1**  
 2 x Croatian Grenzers

**Total for Austrian Free Deployment:**

2 x Grenadiers (20)  
 6 x Musketeers (48)  
 2 x Croats (10)  
 5 x Cuirassiers (50)  
 3 x Dragoons (27)  
 1 x Hussars (6)  
 1 x Heavy Artillery (8)

**Total Points: 169**

## What If and Play Balance?

### Additional Austrians

Browne had dispatched a small force to assist the Saxons at Pirna which proved ineffective or could have received additional forces from General Piccolomini at Koniggratz. Assume he had obtained some of this force for his own use at Lobositz. Replace Lacy and Hadik's forces with the following:

#### **Hadik (+1) V**

2 x Hussars  
2 x Croat  
1 x Cuirassier  
1 x Grenadier

#### **Lacy \* (0) V**

3 x Musketeer  
1 x Grenadier  
1 x Croat  
1 x Dragoon

Browne's Break Point is raised to 9.

### Austrian Leadership

The Austrian commanders fought better than average at Lobositz and accounted themselves quite well. Change the commanders ratings as follows:

#### **Lacy \* (+1) V**

#### **C. Kollowrat \* (+1) V**

### Prussian Infantry Questionable

In creating an OB for the battle, the Prussians are rounded up to create whole units. This has the effect of giving them perhaps a little extra infantry than they actually had. Also, assume that one Prussian Musketeer unit is actually a fusilier unit (to represent Fusilier regiment number 36 which was present for the battle). Prussian Break Point is unchanged.

#### **Ferdinand (0) V**

1 x Grenadier  
1 x Musketeer  
1 x Heavy Artillery

#### **Bevern \* (+1) V**

1 x Grenadier  
1 x Musketeer  
1 x Fusilier  
1 x Heavy Artillery