



Prussian ORDER OF BATTLE



LOBOSITZ

DRAFT

Date: 1 October 1756

History: The **Battle of Lobositz** or **Lovosice** also **Lowositz** on 1 October 1756 was the opening land battle of the **Third Silesian War** and the wider **Seven Years' War**. **Frederick the Great's** 28,000 **Prussians** were prevented by 33,000 **Austrians** under **Maximilian Ulysses Count von Browne** from continuing their invasion into the rich **Bohemian** plain, forcing Frederick to ultimately fall back north into Saxony for the winter..

The scenario has been adapted from the first Seven Years' War Volley and Bayonet Supplement.

A SYW quick sheet, adapted from the Napoleonic one, may be used.

SYW-specific order of battle abbreviations:

BG - Battalion Guns present

EL - Elite companies present

Victory Conditions: Victory is decided at the end of the game. There are four Objectives:..

Prussian Victory: Hold Lobositz or the Eastern crossroad Objectives.

Austrian Victory: Preventing Prussian victory or hold one of the Western roads objectives.

Draw: all other cases.

Game Length: 12 turns (06-18).
Sunrise (in Prague, 1 Oct 1756) was at 5:59, sunset at 17:38.

[Scenario by Stefano V]

Frederick The Great (CinC)

Infantry Corps
Lieutenant General Prinz Von Preussen

Infantry Division 1
6 Infantry, M V (BG, EL)
1 Field Artillery

Infantry Division 2
5 Infantry, M V (BG)
1 Heavy Artillery

Infantry Division 3
4 Infantry, M V (BG)
3 Infantry, M V (BG, EL)
1 Field Artillery

Cavalry Corps
Filed Marshal Graf Grezler

Cavalry Division 1
5 Heavy Cavalry V
(Garde Cuirassiers, Cuirassiers, Dragoons)

Cavalry Division 2
5 Heavy Cavalry T
(Cuirassiers, Dragoons)

*Total: 18 infantry, 10 cavalry, 3 artillery
@ 1000 men / 24 guns per base*

All units within 9" of W edge.

BATTLE NAME**DRAFT**

Austrian ORDER OF BATTLE

**SCENARIO RULES**

1. Sunken road: troops may be seen, fired and assaulted only at 6" distance. It is a linear obstacle. Penalties are suffered as attacking a stream.
2. All woods are orchards.
3. All infantry units are armed with muskets.
4. Only Aggressive units may use the deep formation.
5. It is suggested to use the Seven Years' War variant playsheet.
6. Fog. First turn visibility of 12" on the plain. Units are hidden from other units in front of them. Visibility from the hills, also looking on the plain, is normal. Starting from true 2, throw D6, if less or equal to the turn number the fog lifts.
7. Prussians deploy first.
8. Prussians move first.

CAMPAIGN/SCENARIO OPTIONS

An option is to eliminate fog at the beginning of the game, so normal visibility rules apply throughout the game.

Advanced Guard	
Field Marshal Browne (CinC)	
Light Division 1	
4 (4S) Infantry, M (Grenzlers)	within 6" of E edge, N of Model Bach.
Infantry Division 1	
4 Infantry, M T (BG)	Ditto.
4 Infantry, M T (BG)	
1 Field Artillery	Ditto.
Infantry Division 2 (Grenadiers)	
3 Infantry, M V, Aggr. (BG, WE)	
1 Field Artillery	
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Infantry Corps	
General Kollowrath	
Infantry Division 3 (First Line)	
5 Infantry, M T (BG)	Ditto
4 Infantry, M T (BG)	
Infantry Division 4 (Second Line)	
6 Infantry, M T (BG)	Ditto
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Cavalry Corps	
General Luchessi	
Cavalry Division 1 (Cuirassiers, Carabiniers, Dragoons, Hussars)	
4 Cavalry T	within 6" of E edge, N of Model Bach.
Cavalry Division 2 (Cuirassiers)	
3 Heavy Cavalry T	within 6" of E edge,
<i>Total: 30 infantry, 7 cavalry, 2 artillery @ 1000 men / 24 guns per base</i>	

2 players: 1.5 hours?

SCENARIO NOTES

This small battle is not what BBB was designed for. This scenario is intended as a small, swift, simple "training exercise" for players to become familiar with the rules before embarking on a full-size BBB game. Even so, it presents an interesting tactical challenge and produces an entertaining game.

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sunken road



L1 Hill, steep slope



L1 Hill, gentle slope



L2 Hill, gentle slope



road



stream



river



railway



wood



marsh

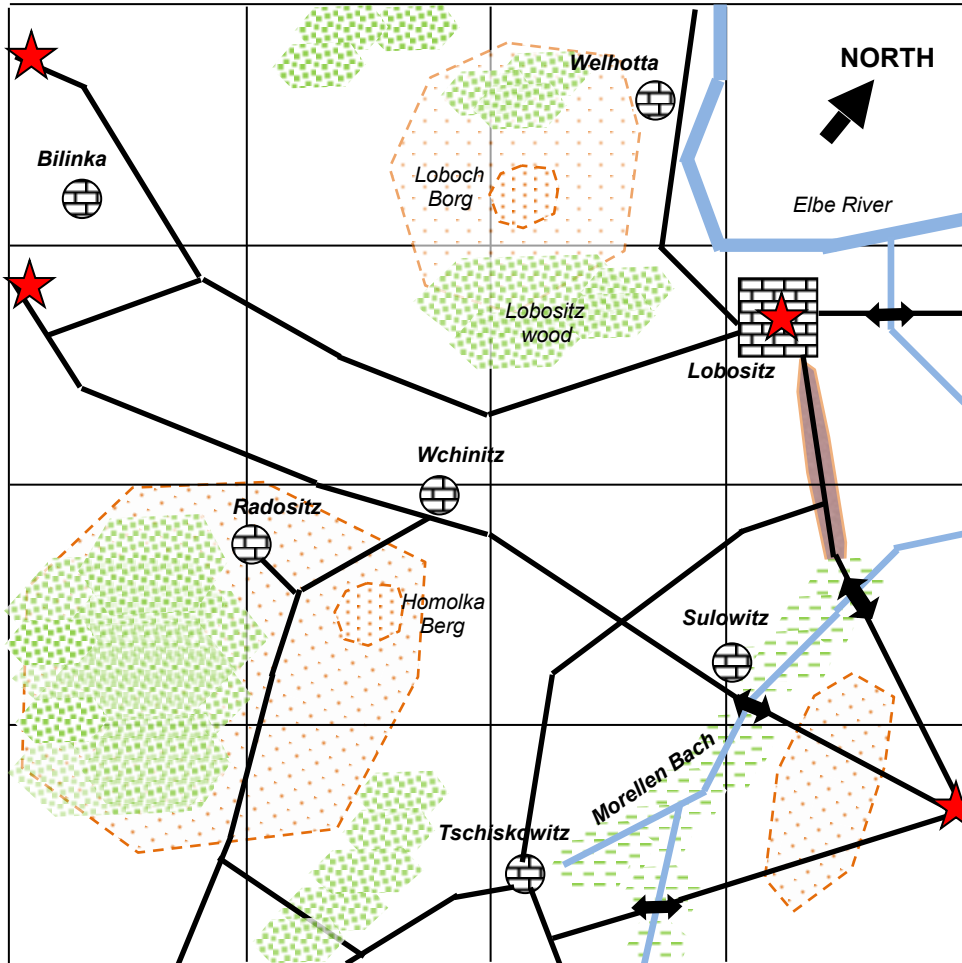


crops



bridge

1 grid sq
= 1200m



village



town



Objective



units