

**The Battle Of  
Liegnitz  
August 15, 1760  
by Chuck Hamack and Erik Engling**

By the middle of August 1760 King Frederick was moving between vastly superior, and converging, Austrian and Russian armies. Frederick evaded his adversaries but was unable to link up with Prince Henry's army in Silesia. The Austrian combined army of Laudon and Daun was on the move and there was a considerable chance that a Russian force of 25,000 under General Chernyshev would join the Austrians near Breslau. Frederick's army was near the village of Liegnitz on August 15th when he was attacked by the Austrians.

Daun intended to launch his entire strength at Frederick to destroy the king's field army and dispatched Laudon with 25,000 troops to act as a blocking force to keep the Prussians in place while the main Austrian army crushed them. Frederick fortunately had moved his forces further to the east out of the trap. Leaving Zieten behind to block Daun, the king moved a 30,000 man force to a plateau near Panten on the Katzbach and attacked Loudon's wing.

Loudon reacted quickly to Frederick's threat by launching Buttler's grenadiers at the king's center only to see these elites nearly annihilated by the Prussian heavy guns. Frederick then launched a combined cavalry and infantry attack by his left wing and pushed the Austrian musketeers completely off the plateau. Loudon rallied his command, pulled it northeast of the Katzbach stream, and organized a new defense near the village of Bienowitz. The entire fight was over in two hours with Loudon's defeat and there was not enough time for any reinforcements from Daun's main army. When Daun finally arrived in the afternoon, Loudon's force was spent and the Austrians chose not to attempt a new attack. Daun's had completely missed his chance to destroy Frederick with his superior forces.

**The Scenario:**

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

**Terrain notes:**

The villages of Panten, Hummetn, and Bienowitz are represented as one town block. The Katzbach stream and swampy areas can be crossed by infantry and cavalry losing ½ their movement. Artillery may not cross. The woods are rough terrain.

**Map Scale:** 1:100

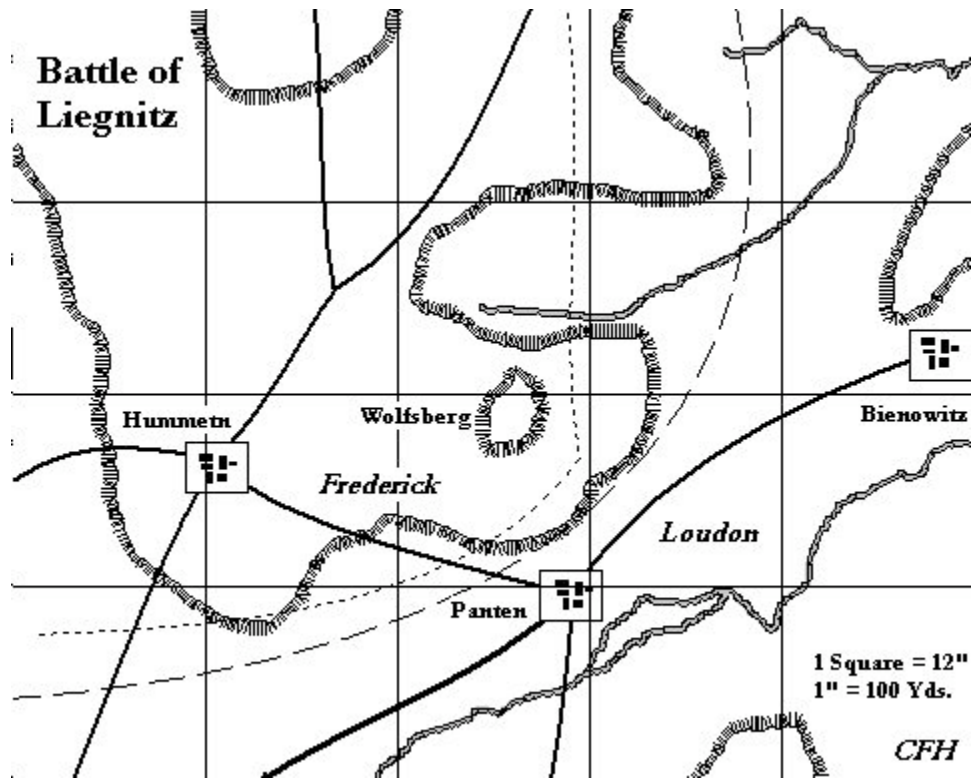
**Free Deployment Rules:**

Prussians above the dotted line.  
Austrians below the dashed line.

**Historical Deployment Rules:**

As free deployment

## The Liegnitz Battlefield:



**The Prussian Army****Commander: Frederick (Great)****Army Break Point: \_\_8\_\_****General Saldern (+1) V**

2 x Musketeers

2 x Heavy Artillery

**General Zenner (+1)**

2 x Grenadiers

1 x Fusilier

1 x Heavy Artillery

**General Stutterheim (-1)**

2 x Musketeers

1 x Fusilier

1 x Heavy Artillery

**General Schencken (0)**

1 x Grenadier

1 x Musketeer

1 x Heavy Artillery

**General Aschersleben (+1)**

3 x Cuirassiers

1 x Dragoon

1 x Hussar

**General Schorlemer (0)**

2 x Dragoons

**Free Deployment:**

3 x Grenadiers (36)

5 x Musketeers (50)

2 x Fusiliers (18)

3 x Cuirassiers (33)

1 x Dragoon (10)

1 x Hussar (10)

5 x Heavy Artillery (24)

**Total Free Deployment: (181)****The Austrian Army****Commander: Loudon (Good)****Army Break Point: \_\_6\_\_****General O'Donnell \* (+2)**

2 x Cuirassiers (including converged Carabiniers)

1 x Dragoon

1 x Hussar

**General Rebach (+1)**

2 x Cuirassiers

1 x Cheveauxleger

**General Los Rios (0)**

2 x Musketeers

1 x Heavy Artillery

**General Esterhazy (-1)**

2 x Musketeers

**General Herberstheim (0)**

2 x Musketeers

1 x Heavy Artillery

**General Buttler (0)**

2 x Grenadiers

**Free Deployment:**

2 x Grenadiers (20)

6 x Musketeers (48)

4 x Cuirassiers (40)

1 x Dragoon (9)

1 x Hussar (6)

1 x Chevauxleger (7)

2 x Heavy Artillery (16)

**Total Free Deployment: (146)**

## **What if?**

### **The Russians Arrive**

Loudon's command was isolated by Frederick's sudden movements of August 14th which got him out of Daun's combined trap. Loudon's blocking force was unable to hold Frederick's army back at Liegnitz yet a Russian army was only 30 miles away near Breslau. Assume that elements of Russian Army may reinforce the Austrians by hearing the sounds of the guns and marching quickly. Play with two separate forces for the Austrian/Russians. To reinforce Loudon, on Turn 1, Chernyshev arrives on a 4+ (on a D6) at Bienowitz. On all subsequent turns, the Russians can arrive on a 3+.

### **General Chernyshev (Poor)**

**Break Point:**   4  

1 x Grenadiers

4 x Musketeers

1 x Dragoons

1 x Hussars

2 x Cossacks

2 x Heavy Artillery

### **Daun Reacts**

Had Daun used scouting correctly on the night prior to the battle of Liegnitz, he would have been aware that Frederick had outmanoeuvred him and split his army to disrupt Loudon's blocking attempt. In this addition, allow for a reinforced column to arrive to assist Loudon the night before which will be split up amongst his command.

Add 1 Cuirassiers each to O'Donnell and Rebach's commands

Add 2 Musketeers each to Los Rios, Esterhazy and Heberstheim's commands

Add 1 Heavy Artillery to Esterhazy's command

The addition of these forces to Loudon's command would have helped his cause greatly and raise his Break Point total to 9.

### **Ziethen Included**

Many accounts of the battle suggest that Daun was particularly inept and slothful in his management of the army on August 14th and completely missed an opportunity to crush Frederick with superior forces (even without the Russians). Given his lethargy, it is questionable if Frederick needed to leave Ziethen behind with such a large force. In this variant, assume Frederick leaves far less troops behind and has the majority of Zieten's command for the battle. Add the following units to Frederick's army thereby raising the Break Point total to 12.

### **General Ziethen \* (+1) V**

3 x Cuirassiers

1 x Dragoon

1 x Hussar

### **General Mantueffel (+1)**

1 x Grenadier

4 x Musketeers

2 x Heavy Artillery