

The Battle Of Hochkirch
October 14, 1758
by Chuck Hamack and Erik Engling

Following the battle of Zorndorf, Frederick brought part of his forces to Saxony to try again to outmaneuver and defeat Daun's Austrian army. Frederick was uncharacteristically lethargic during mid-October and assumed that Daun would be inactive or at least slow. But the Austrian commander devised a multi-column scheme and used a night march to place his forces in close proximity to Frederick's elements on Hochkirch Hill

Early in the morning of October 14th, Austrian attack columns launched into the Prussian positions near the village of Hochkirch. Frederick was caught unprepared and his forces were roughly handled. Even with two determined counter attacks first by Marshal Keith and later by Moritz of Anhalt-Dessau, the Prussians were only able to regain the village. They were punished by Austrian artillery fire and forced to retreat. (Moritz was wounded in the retreat and Keith was killed). The fight continued around Hochkirch village as Prince Franz of Brunswick was killed in the fighting and Frederick had a horse shot under him.

At 0700 Frederick's left flank, guarded by grenadiers and heavy artillery, was assaulted by yet another column of Austrians who drove them from their positions and captured the guns. With both flanks in a complete state of collapse, Frederick's army dissolved to the northwest. Typically, the Austrians made no effort to pursue, allowing Frederick to summon Prince Henry's forces from Silesia. Daun meandered about until deciding to lay siege to Dresden, which Frederick relieved in mid-November. After that, the Austrian army marched back to Bohemia for the winter, having squandered yet another opportunity to cripple Frederick the Great.

Hochkirch was a sharp defeat for Frederick. He lost 9000 men but showed his skill once again by quickly recovering from the defeat. Daun's army lost approximately 8000 men during the battle.

The Scenario:

The weather is sunny. Start on Turn 1. Basic Length is 7 turns.

Terrain notes: The village of Hochkirch is represented by two town blocks. All other villages are represented by one town block. All woods are rated rough.

Map Scale: 1:100

Historical & Free Deployment Rules:

Prussians deploy first above and to the left of the dotted line. Austrians deploy second below and to the right of the dotted line and for Historical as noted on the Map (note special scenario rule).

Special Scenario Rules:

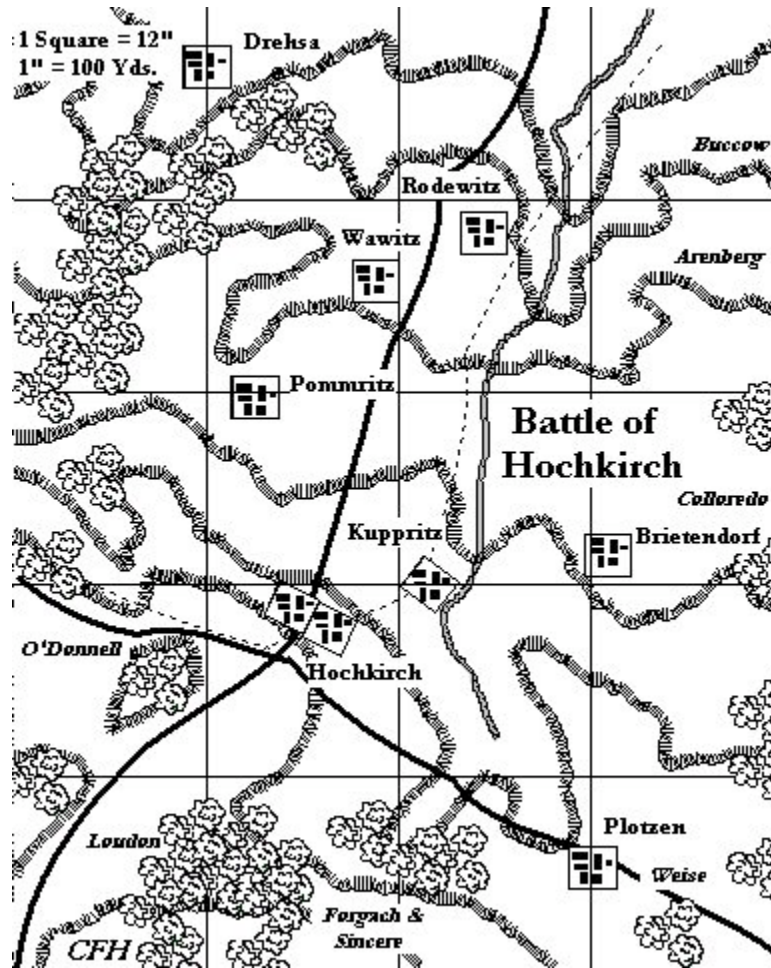
Frederick's army was surprised at Hochkirch by the Austrian attacks. On pulses of the first turn, all Prussian Forces have a -3 penalty to their Force Status rolls.

Austrian general Colloredo's column arrives in the first pulse of turn 2 at the village of Brietendorf.

Austrian general Arenberg's forces (infantry and cavalry) can arrive on the first pulse of turn 3 at the table edge north of the village of Brietendorf.

All other Austrian columns arrive (and are "Active") on the first pulse of turn 1.

The Hochkirch Battlefield:



The Prussian Army**Commander: Frederick (Great)****Army Break Point: 7****Right Wing Marshal Mortiz Anhalt-Dessau * (+1)**

1 x Grenadier
 2 x Musketeers
 1 x Hussar
 1 x Dragoon
 1 x Heavy Artillery

Center Cavalry Zieten * (+1) V

3 x Cuirassiers

Center Marshal Keith * (+1) V

2 x Musketeers

Left Wing General Forcade (0)

1 x Grenadier (Garde)
 1 x Musketeers
 1 x Friekorps

Far Left Wing Mantueffel (+1)

2 x Grenadiers
 1 x Musketeer
 1 x Heavy Artillery

Far Left Cavalry General Seydlitz (+1)

1 x Cuirassiers
 1 x Dragoon

Free Deployment:

4 x Grenadiers (48)
 6 x Musketeers (60)
 1 x Freikorps (5)
 4 x Cuirassiers (44)
 2 x Dragoon (10)
 1 x Hussar (10)
 2 x Heavy Artillery (16)

Total Free Deployment: (193)**The Austrian Army****Commander: Daun (Average)****Army Break Point: 13****Column of General O'Donnell *(+2)**

1 x Musketeer
 2 x Cuirassier

Column of General Loudon * (+2) V

2 x Musketeers
 1 x Cuirassiers (including Carabiners)
 1 x Dragoon
 1 x Hussar
 1 x Croat

Left Main Column Forgach (-1)

1 x Grenadier
 3 x Musketeers
 1 x Heavy Artillery

Right Main Column Sincere (-2)

1 x Grenadier
 3 x Musketeers
 1 x Heavy Artillery

Column (near Plotzen) Weise (-1)

1 x Dragoon
 1 x Croat

Column of General Arenberg (0)

1 x Grenadier
 5 x Musketeers
 1 x Heavy Artillery

Arenberg's Cavalry Gen Buccow (+1)

2 x Cuirassiers
 1 x Dragoon
 1 x Hussar

Column of General Colloredo (+1) V

2 x Musketeers

Free Deployment:

3 x Grenadiers (30)
 16 x Musketeers (128)
 2 x Croats (10)
 3 x Cuirassiers (30)
 3 x Dragoons (27)
 2 x Hussars (12)
 3 x Heavy Artillery (24)

Total Free Deployment: (261)

What if?

To the northwest of Pommritz was stationed a small force of Prince Eugene of Wurttemberg which was out of the battle. Assume in this variant that the Prince's force has joined Frederick properly and stationed to the north of Hochkirch as a second line.

Prince Eugene of Wurttemberg (0) V

1 x Musketeer

1 x Dragoon

1 x Hussar

This variant raises Frederick's Break Point value to 8.