

The Battle Of Reichenberg

21 April, 1757

An Introductory Scenario by Chuck Hamack

Marshal von Bevern entered Bohemia with a corps of 16,000 Prussians. At Reichenberg he encountered Königsegg's Austrian corps. The full Austrian corps consisted of 18,000 infantry and 4,900 cavalry, but only about 10,000 of them had been concentrated at Reichenberg. The experienced Bevern defeated his opponent and captured large quantities of Austrian supplies for the march on Prague.

The Scenario:

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

Terrain notes:

Woods are rough terrain and cover. The river is fordable as rough terrain (2" wide). The Marsh is also rough terrain, and 4" wide.

Map Scale: 1:100

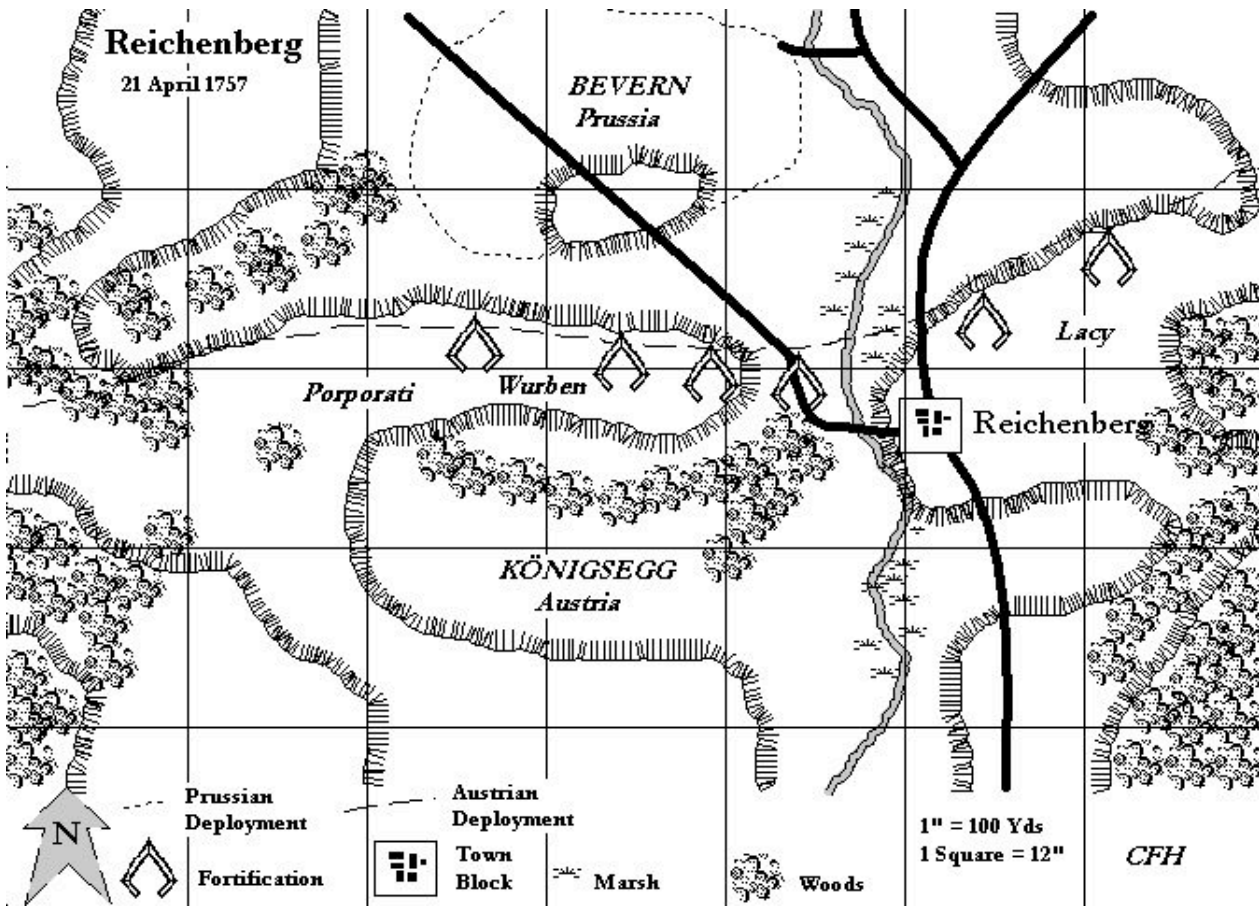
Historical Deployment Rules

The Austrians have built basic fortifications at the top of their hills, giving them cover.

Special Scenario Rules

1. Austrian Croats are always in-command.
2. The Prussians hold the initiative automatically for the entire first turn. Do not roll for initiative until the first pulse of the second turn (at which point the Austrians receive a +1 on the Initiative Penalty Marker.)
3. No matter what the outcome with regard to army morale, if night falls before the Prussians occupy the town of Reichenberg, the Austrians win.
4. Due to the abnormally small size of this battle – it is intended as an introductory game and learning exercise – the army break-points have been artificially inflated.

The Reichenberg Battlefield:



The Prussian Army

Bevern (Good)

Army Break Point: 3

1 x Heavy Artillery

Lestwitz 0

1 x Grenadiers

4 x Musketeers

Württemberg +1 V

2 x Dragoons

The Austrian Army

Königsegg (Poor)

Army Break Point: 3

Lacy 0 (V)

2 x Musketeers

Porporati -1

2 x Dragoons

Würben -1

1 x Croats

1 x Grenadiers

1 x Musketeers