# The Battle Of The Katzbach

26 August, 1813

The Katzbach is a river of modest size — a tributary of the Oder — flowing through modern-day Poland and the Czech Republic. It runs about 100 miles east of Dresden, and in 1813 was the site of the first major battle of the Autumn campaign.

After Napoleon's stunning comeback in Spring 1813, both sides agreed to an armistice, in which they rested and refitted their exhausted armies. The French occupied a central position in Saxony based on the city of Dresden, which served as Napoleon's major supply and communications center. Spread around the French position were four allied armies in various stages of preparation. The most battle-ready was Blücher's "Army of Silesia," but Blücher had agreed to the Trachenberg plan, in which no allied army would seek battle with Napoleon, but would rather nip at the French flanks, wearing down Napoleon's position by defeating his subordinates. This was difficult medicine for the aggressive Blücher to swallow, but he promised to stick to the plan.

When the armistice ended in August, Napoleon and Blücher moved straight toward each other. (Indeed, Blücher had even begun moving *before* the armistice was over!) Napoleon's plan was to defeat Blücher and throw him back into Poland, cutting the Army of Silesia off from the much stronger "Army of Bohemia" still assembling in Austrian territory to the south of Dresden. The armies met in a series of skirmishes and sharp engagements from August 21-22. But Blücher, in accordance with the Trachenberg plan, fell back before the French advance, while the Army of Bohemia advanced North. Napoleon thus had to turn around and force-march back to Dresden, where he would deliver a heavy defeat to the allies on August 26-27.

Napoleon left Marshal MacDonald in charge of the new "Army of the Bober," a force of about 80,000 men, with the mission of pursuing Blücher and covering Napoleon's rear during the Dresden operation. Napoleon had instructed MacDonald not to pursue beyond the River Bober, but the allied retreat was so swift that MacDonald was sure a total victory lay within his grasp. He thus chased the Army of Silesia all the way to the Katzbach. Blücher and Gneisenau, meanwhile, had rallied the army, had realized that Napoleon and the *Grande Armée* were no longer in front of them, and were planning a counterstroke.

The French became spread out as they advanced across the Katzbach and Neisse rivers in worsening weather. It was Colonel Müffling, Gneisenau's chief Quartermaster, who first realized what an opportunity was being presented. (He had ridden along the skirmish lines and watched the French struggling across the rising river.) In the pre-dawn hours of 26 August, Blücher gave the word for a major assault, and he sketched out the general plan with Gneisenau and Müffling. At daybreak the Army of Silesia would fight a gradual withdrawal, particularly drawing the French onto the high plateau north of the river. Once the French had crossed, with their backs to the Katzbach and their right constrained by the Neisse, Yorck's I Corps, supported by Sacken's Russians, would counterattack. If the plan succeeded, the French would be thrown back into a river rising to flood stage.

The Battle of the Katzbach was a mess. The rain persisted most of the day, turning the ground to mud. At one point, when Yorck received instructions to wait until he could see a certain number of French regiments, the testy Prussian commander fired back that he couldn't see his own fingers, much less the French!

But Blücher's plan worked. The French army was spread too thinly, especially in the crucial northern sector. Despite some early successes against allied infantry, by mid-afternoon the French had been flanked by Sacken's Russians and were in retreat. The retreat turned to panic when the men realized that the rivers were no longer fordable. Three French infantry divisons and one cavalry divison soon dissolved, as men slipped and slid down the muddy banks, chased by Yorck's cavalry. Heavy caissons tumbled down the slopes, crushing men and dragging horses into the river. MacDonald's army had met disaster, with 10,000 casualties and another 10,000 or more missing or deserted. A third of the French cannon were abandoned on the muddy field.

A jubilant King Frederick William III of Prussia awarded Blücher the title of Prince.

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#### The Scenario:

The weather is Raining, and variable. The ground is Soft. The game's Basic Length is 5 turns. All towns are hard cover. The Katzbach river can be forded from the north edge of the map, to the town of Schlaupe. From Schlaupe west, it is crossable only at the two bridges. All towns are 1 base.

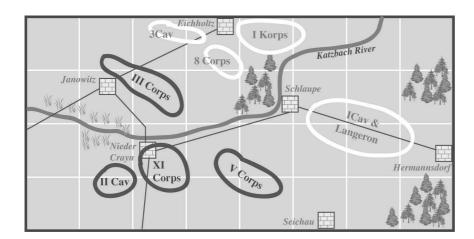
The French set up first, then the allies.

The morale of the French army is Fair. Its Break Point is 14.

The morale of the Allied army is Fair. It begins with a Break Point of 14. When Sacken's corps arrives, its Break Point will increase by two.

The game begins around Noon, before MacDonald made his fatal mistakes of splitting the XI Corps on both sides of the Neisse, and of forming detachments of the cavalry corps, splitting that formation as well.

At the end of Turn Two, the allied player should roll one die. On a roll of "1", Sacken's 11th corps will enter during the first allied pulse of the next turn. If Sacken doesn't arrive, then at the end of Turn Three, the allied player must roll a 1-2, and the turn after that a 1-3, and so on, at the end of each turn until Sacken's corps arrives. Sacken's 11th Corps will enter on the northern edge of the board, anywhere to the east of Eichholtz, but not at a point of the board-edge within 12" of any French units.



Roster for the Army of Silesia Commander: Blücher (Good)	
•	
weather: Raining, Variable (12')	
Army's Break Point: 14	
This is a Napoleonic Army of 6 Forces	
	nmander, with authority over the 6th, 9th, 10th, and 1st Cavalry Corps. But because the this time, I have treated them as large divisions of Langeron's "corps." The Russian 1st orce.)
11th Corps: Sacken 3/6"	
10th Division: Lieven	
11/10/1 Sass & Agatin	Veteran 7SP
11/10/2 Achlestichev (Jägers)	Veteran 6SP
27th Division: Neverovsky	
11/27/1 Levandskoi	Veteran 6SP
11/27/2 Kollogribov (Jägers)	Veteran 6SP Veteran 4SP
Corps Artillery:	
11: 12-pdr Foot A	
<b>11:</b> 12-pdr Foot B	
3rd Cavalry Corps: Tschap	olitz 2/11" Aggressive
3rd Cavalry Division: Pantschulid	66
3C/3/1 Vassiltchikov (Hussars)	Elite 7SP
3C/3/2 Koslovski (Hussars)	Elite 7SP
Cossack Division: Karpov	Litte 751
3C/C/1 Cossacks	Raw 5SP
3C/C/2 Cossacks	Raw 5SP
Corps Artillery:	Kaw 551
3C: 6-pdr Horse	
I Prussian Korps: Yorck (V	V) 4/20"
1st Brigade: Steinmetz	,
I/1/1 Grenadiers	Elite 7SP
I/1/2 Grenadiers & Jägers	Elite 7SP
I/1/3 Losthin (Landwehr)	Conscript 6SP
I/1/4 von Cronegh (Landwehr)	Conscript 6SP
2nd Brigade: Mecklenburg-Strelitz	
I/2/1 Lobenthal (Line inf.)	Trained 6SP
I/2/2 Fischer (Landwehr)	Trained 6SPConscript 6SP
7th Brigade: von Horn	
I/7/1 Zepelin (Fusiliers & Jägers)	Veteran 6SP
I//7/2 Silesian Landwehr	Veteran 6SP Conscript 7SP
8th Brigade: Hünerbein	
I/8/1 Bork (Line inf.)	Trained 6SP
I/8/2 Silesian Landwehr	Trained 6SPConscript 4SP
Cavalry Reserve: Jürgass	
I/C/1 Donnersmarch (Dragoons)	Trained 5SP
I/C/2 Katzeler (Uhlans)	Trained 5SPVeteran 7SP
Corps Artillery:	
I: 12-pdr Foot A	
I: 12-pdr Foot B	
I: 6-pdr Horse A	
I: 6-pdr Horse B	
I: 6-pdr Horse B I: 6-pdr Horse C	
1	

8th Corps: St. Priest 3/10"

11th Division: Gurhalov

8/11/1 Turgenev	Trained 5SP
8/11/2 Bistrom (Jägers)	Veteran 6SP
17th Division: Pillar	
8/17/1 Kern	Veteran 6SP
8/17/2 Schertov	Veteran 6SP
Dragoon Division: Borosdin	
8/D/1 Dragoons	Trained 6SP
8/D/2 Cossacks	Raw 4SP
Corps Artillery:	
8: 12-pdr Foot	
8: 6-pdr Horse	
Left Wing: Langeron (V) 4/13'	'
6th Corps: Scherbatov	
6/7/1 Kirschnitzky	Trained 7SP
6/7/2 Augustov	Trained 7SP Trained 6SP Veteran 5SP Veteran 5SP
6/18/1 Blagovenzenko	Vateran SSP
6/18/2 Mescherinov (Jägers)	Voteron SCD
( 3 /	Veterali 331
9th Corps: Olsufiev	
9/9/1 Poltaratzky	Veteran 7SP
9/15/1 Anensur (Jägers)	Veteran 7SP
10th Corps: Kapzevich	
10/8/1 Shindshin	Trained 5SP Veteran 7SP
10/8/2 Rerin (Jägers)	
10/22/1 Shapiskoi	Veteran 6SP
Corps Artillery:	
<b>L:</b> 12-pdr Foot A	
L: 12-pdr Foot B	
<b>L:</b> 12-pdr Foot C	
1st Cavalry Corps: Korff 3/6"	
1C/1 Chasseurs	Veteran 8SP
1C/2 Chasseurs	Veteran 8SP
1C/3 Cossacks	Raw 5SP
1C/4 Cossacks	Raw 6SP
Corps Artillery:	
1C: 6-pdr Horse	
667 T. J. 77	
Army of Silesia Totals: 55 units	
163 infantry SPs	
71 cavalry SPs	
8 heavy guns	
6 medium guns	

Roster for the Army of the Bober Commander: MacDonald (Poor)	
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Weather: Raining, Variable (12")	
Army's Break Point: 14	<del></del>
This is a Napoleonic Army of 4 Forces	
provisional formations could be quite large, but were	"provisional" regiments, composed of new battalions from different parent regiments. These not as effective as those regiments which were properly organized. French brigade commanders egiments, instead. (The III/8/3, for instance, is three big battalions of the 22nd Ligne, but the other egiments.)
III Corps: Souham 3/20"	
8th Division: Brayer	m 1 1 cm
III/8/1 (Légère)	Trained 6SPConscript 5SP
III/8/2	Conscript SSP
III/8/3	Trained 5SP Conscript 4SP
III/8/4	Conscript 4SP
9th Division: Delmas	
III/9/1 (Légère)	Trained 6SP Trained 6SP Trained 8SP
III/9/2	Trained 6SP
III/9/3	Trained 88P
10th Division: Albert	
III/10/1 (Légère)	Trained 7SP
III/10/2	Trained 8SP
11th Division: Ricard	Tariand (SD
III/11/1 (Légère)	Trained 6SP Trained 8SP
III/11/2	Trained 8SP
39th Division: Marchand	Mataura OCD
III/39/1 (Baden infantry)	Veteran 8SP
III/39/2 (Hessian Guards & Lights)	Elite 11SP
Corps Cavalry: III/C (Fr. Hussars & Baden Dragoons)	Elita OCD
	Elite 8SP
Corps Artillery:	
III: 12-pdr Foot III: 6-pdr Foot	
III: 6-pdr Horse A	
III: 6-pdr Horse B	
III. 0-pai Hoise B	
V Corps: Lauriston 2/15"	Aggressive
16th Division: Maison	
V/16/1	Trained 9SP
V/16/2	Trained 9SP
19th Division: Rochambeau	
V/19/1	Trained 6SP
V/19/2	Trained 6SP Trained 5SP
V/19/3	Trained 6SP
V/19/4	Trained 6SP Trained 5SP
Corps Cavalry:	
V/C (Chasseurs)	Trained 4SP
Corps Artillery:	
V: 12-pdr Foot A	
V: 12-pdr Foot B	
V: 6-pdr Horse	

XI Corps: Gérard (V) 2/15"	
35th Division: Henin	
XI/35/1	Trained 9SP
XI/35/2 (Italian Line)	Trained 9SP
36th Division: Charpentier	
XI/36/1 (Légère)	Veteran 9SP
XI/36/2 (Légère)	Veteran 9SP
Corps Cavalry:	
XI/C (Italian & Neapolitan Chasseurs)	Trained 4SP
Corps Artillery:	
XI: 12-pdr Foot A	
XI: 12-pdr Foot B	
XI: 12-pdr Foot C	
XI: French 6-pdr Horse	
XI: Neapolitan 6-pdr Horse	
II Cavalry Corps: Sébastiani	3/8" Aggressive
2nd Light Cavalry Division: d'Hurbal	
IIC/2/1 (Hussars & Lancers)	Elite 8SP
IIC/2/2 (Chasseurs & Lancers)	Veteran 7SP
4th Light Cavalry Division: Exelmans	
IIC/4/1 (Lancers)	Veteran 7SP
IIC/4/2 (Chasseurs) *	Elite 9SP
2nd Heavy Cavalry Division: St. Germain	
IIC/2H/1 (Carabiniers & Cuirassiers)	Elite 6SP
IIC/2H/2 (Cuirassiers)	Elite 6SPElite 7SP
Corps Artillery:	

# **Army of the Bober Summary:** *46 units*

IIC: 6-pdr Horse A \_\_\_\_ IIC: 6-pdr Horse B \_\_\_\_

163 infantry SPs 60 cavalry SPs

6 Heavy guns

8 Medium guns

Possibly the best light cavalry in the French army, outside the Guard. This brigade included Marbot's 23rd Chasseurs and its sister regiment, plus the 11th Hussars.

# Alternative Katzbachs, Play-Balancing, and What-Ifs:

#### 1. Better Weather

The bad weather makes life difficult for both sides, but more so the French. A low radius, when the French are so spread out, makes MacDonald's situation extremely hard to handle. Improved weather (and thus mobility) will also benefit the French, whose cavalry is superior, and whose infantry is faster than the Russians. Finally, better weather means that the armies will be able to skirmish, which is generally to the advantage of the French.

A. The game starts "Overcast" and variable.

#### 2. Upgrading the French Command

Jacques E.J.A. MacDonald was not a bad general. He was no genius, certainly, but better than his performance at the Katzbach would indicate. He had trouble getting along with his peers and subordinates, and let himself get confused in the nasty weather, when visibility was nil. Furthermore, Napoleon could have chosen a different commander for the Army of the Bober. The obvious choice was Ney, original commander of the III Corps, whom Napoleon called to Dresden at the last minute, wanting a hard-fighting marshal at his side. The French situation in this scenario can be significantly improved by choosing one of the following options:

- A. MacDonald has a better day: upgrade him to "Average."
- B. Ney gets the army command. He is "Average." MacDonald returns as commander of XI Corps, rated: 3 / 15"

#### 3. Totally Blind Set-Up

The allies had an advantage in deployment because Müffling had scouted the front thoroughly for Gneisenau. The French, by contrast, were literally stumbling onto the battlefield. In this variant, however, assume that the bad weather has prevented the Prussian staff officers from getting a good look at the French.

A. Place some kind of curtain or divider down the middle of the table. Both sides set up simultaneously, blind to each other's deployments.

### 4. Puthod Comes Along

MacDonald had detached two infantry divisions (the 17th, under Puthod, and the 31st, under Ledru) under Puthod's overall command, to guard the Army of the Bober's extreme right flank. This left them out of the battle at the Katzbach. Worse, during the French retreat, MacDonald seems to have left these men to their fate, and Puthod realized too late that his small force was cut off and about to be surrounded by Blücher's entire army. Puthod bravely tried to fight his way out, but his force was almost completely destroyed.

A. In this variant, MacDonald does not detach this flanking force, but instead deploys them at the Katzbach. The 17th division is part of V Corps, and the 31st is part of XI Corps. Raise Lauriston's Radius to 19" and raise Gérard's Radius to 20". Raise the French army's Break Point to 17.

17th Division: Puthod	
V/17/1	Trained 7SP, SK1
V/17/2	Conscript 5SP, SK1
V/17/3	Conscript 6SP, SK1
V/17/4	Conscript 6SP, SK1
31st Division: Ledru	

XI/31/1 (Légère)

XI/31/2

XI/31/3

XI/31/3 (Westphalian Line and Guards)

XI/31/4 (Neapolitan Lights)

Trained 5SP, SK2

Conscript 7SP, SK2

Conscript 5SP, SK2

#### 5. Upgrading the Allied Command I: Blücher

The Katzbach was one of old Blücher's finest hours. True, there were glitches here and there; one Prussian brigade collided with another and the commanders spent two precious hours arguing about it. But aside from minor goofs (mostly due to bad weather), Blücher's plan came off exactly as he wished.

A. Raise Blücher's Skill rating to "Great."

#### 6. Upgrading the Allied Command II: Sacken

Theoretically, the army's right wing was under the command of Sacken, but he wasn't able to get his whole force in action until late in the day, so his corps tended to act on their own. This variant assumes that Sacken is closer at hand, and can better coordinate the right wing.

- A. Lieven takes command of the 11th Corps. His ratings are: 3 / 7". Sacken is a Wing Commander, with authority over the 11th Corps, 8th Corps, and 3rd Cavalry Corps.
- B. Place Sacken on the board, but not Lieven's 11th Corps it will arrive randomly, as explained in the scenario rules. When it does arrive, it becomes part of Sacken's wing.

# Ready-Made Labels for the Katzbach Scenario

# MacDonald (Poor)

# III Souham 3/20"

III/8/1 (Légère)	SK2
III/8/2	SK1
III/8/3	SK2
III/8/4	SK1
III/9/1 (Légère)	SK2
III/9/2	SK2
III/9/3	SK2
III/10/1 (Légère)	SK2
III/10/2	SK2
III/11/1 (Légère)	SK2
III/11/2	SK2
III/39/1 (Baden)	SK2
III/39/2 (Hessian)	SK2
III/C Hussars	
III: 12-pdr Foot	
III: 6-pdr Foot	
III: 6-pdr Horse A	
III: 6-pdr Horse B	

# V Lauriston 2/15" Agg.

V/16/1	SK2
V/16/2	SK2
V/19/1	SK2
V/19/2	SK2
V/19/3	SK2
V/19/4	SK2

V/C Chasseurs
V: 12-pdr Foot A
V: 12-pdr Foot B
V: 6-pdr Horse

# XI Gérard (V) 2/15"

XI/35/1		SK2
XI/35/2	(Italian Line)	SK2
XI/36/1	(Légère)	SK2
XI/36/2	(Légère)	SK2

XI/C Chasseurs
XI: 12-pdr Foot A
XI: 12-pdr Foot B
XI: 12-pdr Foot C
XI: 6-pdr Horse

#### XI: 6-pdr Horse (Naples)

#### II Cav Sébastiani 3/8" Agg.

IIC/2/1 Hussars & Lancers
IIC/2/2 Chas. & Lancers
IIC/4/1 Lancers
IIC/4/2 Chasseurs
IIC/2H/1 Carab & Cuir
IIC/2H/2 Cuirassiers
IIC: 6-pdr Horse A

#### **Puthod's Force:**

IIC: 6-pdr Horse B

V/17/1	SK1
V/17/2	SK1
V/17/3	SK1
V/17/4	SK1
XI/31/1 (Légère)	SK2
XI/31/2	SK1
XI/31/3 (Westphalian)	SK2
XI/31/4 (Neapolitan)	SK2

# Blücher (Good)

#### 11: Sacken 3/6"

 11/10/1 Sass & Agatin
 SK1

 11/10/2 Achl. (Jägers)
 SK2

 11/27/1 Levandskoi
 SK1

 11/27/2 Kol. (Jägers)
 SK2

11: 12-pdr Foot A11: 12-pdr Foot B

#### 3C: Tschaplitz 2/11" Agg.

3C/3/1 Vassilt.(Hu) SK 3C/3/2 Koslovski (Hussars) SK 3C/C/1 Cossacks SK2 3C/C/2 Cossacks SK2

**3C:** 6-pdr Horse

#### I: Yorck (V) 4/20"

 I/1/1 Grenadiers
 SK1

 I/1/2 Gren & Jägers
 SK2

 I/1/3 Losthin (Ldwr)
 SK1, MX

I/1/4 von Cron. (Ldwr)

I/2/1 Lobenthal SK1

I/2/2 Fischer (Ldwr)

I/7/1 Zepelin (Light) SK2, MX I//7/2 Sil. Landwehr SK1, MX I/8/1 Bork SK1, MX

I/8/2 Sil. Landwehr

I/C/1 Donnersmarch (Dragoon)

I/C/2 Katzeler (Uhlans)

I/C/3 Bieberstein (Ldwr Cav.)

IK: 12-pdr Foot A
IK: 12-pdr Foot B
IK: 6-pdr Horse A
IK: 6-pdr Horse B
IK: 6-pdr Horse C

**IK:** 6-pdr Horse D

#### 8: St. Priest 3 / 10"

 8/11/1 Turgenev
 SK1

 8/11/2 Bistrom (Jägers)
 SK2

 8/17/1 Kern
 SK1

 8/17/2 Schertov
 SK1

8/D/1 Dragoons

8/D/2 Cossacks SK2

**8:** 12-pdr Foot **8:** 6-pdr Horse

#### L: Langeron (V) 4/13"

6/7/1 Kirschnitzky SK1 6/7/2 Augustov SK1 6/18/1 Blagovenzenko SK1 6/18/2 Mescherinov (Jg) SK2 9/9/1 Poltaratzky SK1 SK2 9/15/1 Anensur (Jg) SK1 10/8/1 Shindshin SK2 10/8/2 Rerin (Jägers) 10/22/1 Shapiskoi SK1

L: 12-pdr Foot AL: 12-pdr Foot BL: 12-pdr Foot CL: 12-pdr Foot D

## 1C: Korff 3/6"

1C/1 Chasseurs

1C/2 Chasseurs

1C/3 Cossacks SK2 1C/4 Cossacks SK2

1C: 6-pdr Horse