

Turning the Flank: Fighting at Grigy, 14 August 1870

A Scenario for *La Guerre à Outrance*



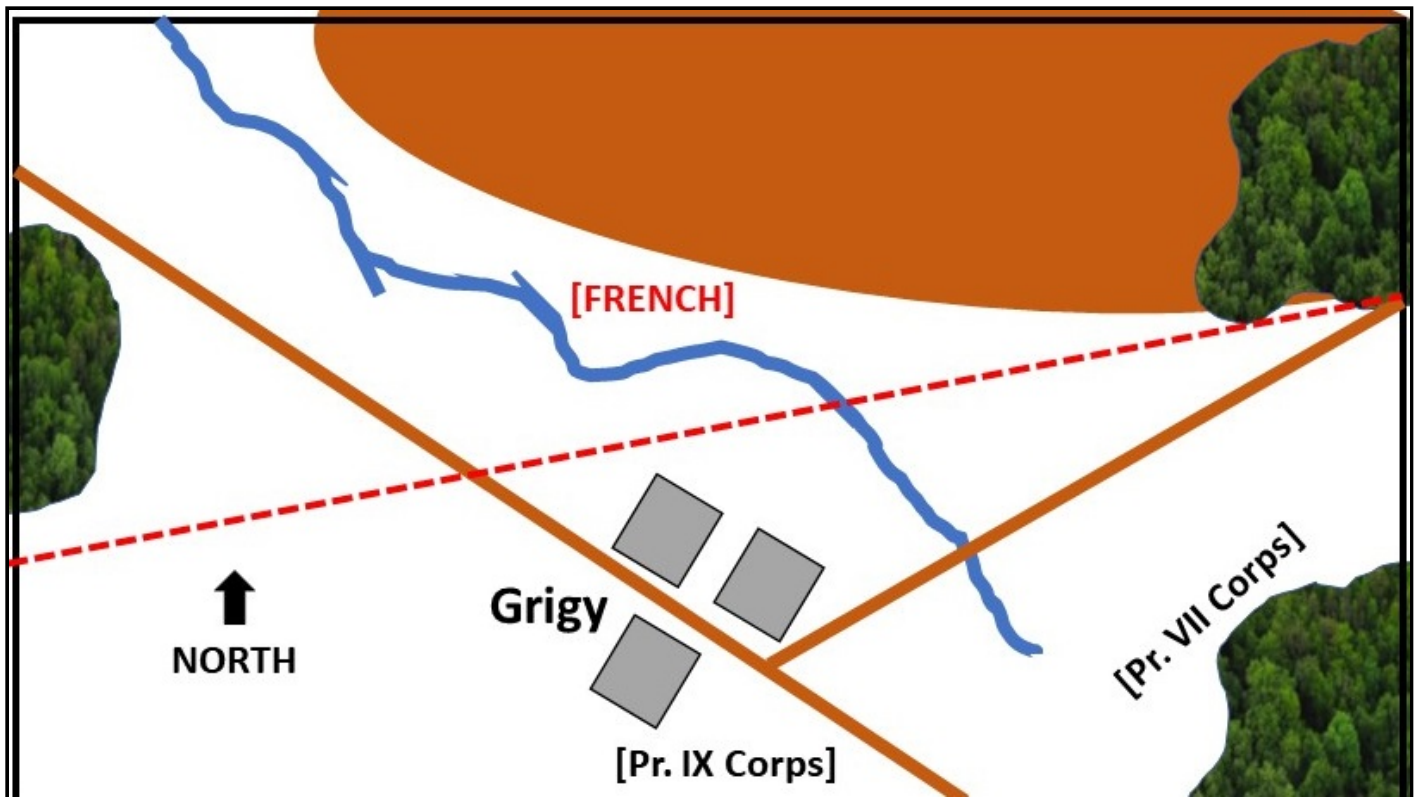
Background

In an unintended clash at Borny-Colombe, the French army near Metz under Bazaine confront Steinmetz's Prussians. Overall, the French outnumber their opponents, but they fail to capitalize on their advantage. Instead, they conduct a fighting withdrawal on Metz while the Prussians rush to bring the rest of their army into position. This scenario is based on the fighting on the southern flank, between Borny and Grigy.

Advance elements of Prussian IX Corps have moved into Grigy, in an attempt to get around the French right flank, while a direct attack from the front is conducted by the Prussian VII Corps. Elements of Bazaine's III Corps hold the high ground to the north and west, with orders to hold the flank while the rest of the army to the north around Borny and Colombe conduct a withdrawal.

The Tabletop

The map below shows the tabletop (5 x 7 for 25mm). Woods are rough and provide soft cover. The stream may be forded along its length, but is rough (an obstacle). Grigy will provide hard cover for a single unit. The hill is open, and will confer an advantage (as soft cover) on troops defending against assaults from upslope (it slopes downward toward the stream and to the south and east), but it does not provide any cover against fire.



The French may set up anywhere to the north of the red dotted line, but must also be north of the road running west from Grigy. The Prussian units set up within 12 inches of the table edge where indicated, including along the eastern table edge, but may not set up closer than 12 inches to the red dotted line. They may not deploy to the west of Grigy. The units attached to each Prussian corps must set up together, as indicated.

Orders of Battle

French III Corps (Elements)

Corps Commander (Bazaine)

Montaudon's Division

Divisional commander

Line infantry brigade (4 bases)

Line infantry brigade (4 bases)

Divisional artillery (1 base)

Metman's Division

Divisional commander

Line infantry brigade (4 bases)

Line infantry brigade (4 bases)

Divisional artillery (1 base)

Maubranche's Dragoon Brigade

Line Dragoon Brigade (4 bases)

Prussian VII Corps

Corps Commander (von Zastrow)

13th Infantry Division (von Glümer)

Divisional Commander

Line infantry brigade (4 bases)

Line infantry brigade (4 bases)

Divisional artillery (2 bases)

Line cavalry regiment (2 bases)

14th Infantry Division (von Kameke)

Divisional Commander

Line infantry brigade (4 bases)

Line infantry brigade (4 bases)

Divisional artillery (2 bases)

Line cavalry regiment (2 bases)

Prussian IX Corps (Elements)

Grand Duchal Hessian (25th) Division (Prince Louis of Hesse)

Division Commander

Guard infantry brigade (4 bases)

Line infantry brigade (4 bases)

Divisional artillery (2 bases)

Guard cavalry regiment (2 bases)

Game Length and Victory Conditions

The French must hold the Prussians at bay for 6 turns, at which point they may exit the table to the northwest along the road, escaping towards Metz.

The Prussians must attempt to seize the road where it exits the board to the north, and trap the French troops on-table.

If at the end of 12 turns the majority of the French army is still on-table, then the battle is considered a Prussian victory.