



# **NAGY-SALLÓ**

**Date:** 19 April 1849

**History:** After its defeat at Isaszég, the Austrian army retreated towards Pest. Their commander, Prince Windisch-Grätz, expected the Hungarians to try to retake the capital. But instead, the plan devised by the Hungarian chief of staff, Bayer, was to demonstrate in front of Pest while the main army marched north and then west to relieve the besieged fortress of Komárom. This plan worked perfectly, aided by a hiatus in the Austrian command as Windisch-Grätz was dismissed on 13 April, after the Hungarians had brushed aside an Austrian division under Jablonowsky at Vác on 10 April. Before the new Austrian C-in-C, Welden, could arrive, Jellačić as temporary C-in-C had countermanded the Prince's sensible precaution of ordering reinforcements from Austria and Moravia (newly formed into a new IV Corps under Wohlgemuth) to muster along the line of the Garam River, and told them to move south to cross the Danube. On 16 April, Welden reversed this, but instead of ordering IV Corps to defend the river line, simply told them to bar the road from Léva (now Levice) to Komárom.

On the night of 17 April, the Hungarians crossed the Garam, then pushed south. The battle began at dawn on the 18<sup>th</sup> when Strasdil's brigade pushed a Hungarian ration party out of Nagy-Salló. Klapka and Damjanics responded rapidly and recaptured the village, and repelled a renewed assault by the whole of Jablonowsky's division. A new threat then appeared on their flank in the form of Herzinger, who had marched to the sound of the guns. Dessewffy's men, who had embarrassed themselves at Tápió-Bicske and at Isaszég, were again driven back. Klapka brought up reinforcements and restored the situation.

At this point Wohlgemuth decided the odds were to great and prepared to retreat towards Komárom. However, his right flank was now attacked by VII Corps. In order to avoid being trapped, Wohlgemuth changed direction and retreated northwest behind the Nyitra river and then beyond the Vág, leaving the Hungarians free to march to the relief of Komárom.



## **HUNGARIAN ORDER OF BATTLE** I, III & VII Corps



*(Gen Artúr Görgey (C-in-C))*

### **Gen Klapka, I Corps**

5 F Raw SM 1st Div (Dessewffy)  
(Bdes Bobics, Dipold)  
0.5 SA  
5 Raw SM 2nd Div (Kazinczy)  
(Bdes Zákó & Schulz)  
0.5 SA

### **Gen Damjanics, III Corps**

*(Col Wisocki, 1st Division, III Cps)*  
3 A Trnd SM Bde Leiningen  
3 A Trnd SM Bde Kiss  
(incl Polish Legion)  
0.5 SA

*Possible reinforcements:*

*[III Corps]*

4 Trnd SM 2nd Div (Knezics)  
0.5 SA

*(Col Nagy, I & III Corps Cavalry)*

2 F Vet Cav Bde Mesterházy (I Cps)  
2 F Vet Cav Bde Kászonyi (III Cps)

*(Gen András Gáspár, VII Corps)*

*(Col Pöltenberg, 3rd Division, VII Cps)*

2 F Vet Cav VII Corps cavalry  
4 S Raw SM 1st Div (Kossuth)  
(incl Ujházi Rifles)

0.5 SA  
4 Raw SM 2nd Div (Kmetty)  
0.5 SA  
4 S Raw SM 3rd Div (Pöltenberg)  
(incl Tirol Jägers)  
0.5 SA

*31 bns, 24 sqns, 112 guns (26,000 men)  
Total: 32 infantry, 6 cavalry, 7 artillery  
@ 666 men / 18 guns per base  
(Guns rated half effect because of sodden ground.)*

*Absent at Léva (Levice).*

*Anywhere.  
In Salló Wood >3" from enemy.*

*Next to Dessewffy >3" from enemy.  
In Nagy-Endréd >6" from enemy.*

*Next to Kazinczy.*

*Anywhere.*

*In Dereszlény >6" from enemy.  
Ditto*

*Next to Leiningen or Kiss.*

*Possible reinforcements per Scenario Rule 7.  
Starting Turn 3, roll D6. On 5+, one group is  
released (chosen randomly). Add +1 to the  
dice if the Hungarians hold Nagy-Salló.*

*Deploy in Bajka at start of game.  
Ditto.*

*Deploy on road by Nagy-Szecse bridge.  
Ditto.*

*VII Corps units appear as reinforcements on  
road next to Zsemle bridge if their number is  
rolled.*

Hungarian losses were 600-700, against Austrian losses estimated between 800-2,000. The Austrian troops had fought well but were let down by their commanders. If Theissing or Teuchert had shown as much initiative as Herzinger and intervened against the Hungarian right, or if Wohlgemuth had been prepared to commit his reserve (Veigl), the Hungarians might not have achieved such a decisive victory.

**Victory Conditions:** Victory is decided at the end of the game and revolves around how far the Hungarians have progressed towards Komárom, and to what extent they have threatened the Austrian lines of communication and protected their own.

There are 5 Objectives: Nagy-Salló, Nagy-Málas and Cseke on the way to Komárom; and Ágo and Bajka to protect lines of communication. Only Bajka is Hungarian-held at the start.

**Hungarian Victory:** Hungarians hold 4 or 5 Objectives.

**Draw:** Hungarians hold 3 Objectives.

**Austrian Victory:** All other outcomes.

**Game Length:** 8 turns (0900-1700).

*Scenario by Chris Pringle*

## NAGY-SALLÓ

### SCENARIO RULES

- Most hills are gentle, but note the steep ridge east of Cseke.
- The ground was sodden and seriously slowed the Hungarian cavalry's advance. The entire battlefield is therefore Difficult Terrain for cavalry and artillery (not for infantry), unless using a road.
- The River Garam is impassable except at Bridges. All other watercourses are Streams.
- Hungarian infantry is a mix of Raw and Trained. Wisocki's fine division is rated Aggressive; Dessewffy's is Fragile. Two VII Corps units have Skirmishers.
- Both sides' cavalry is rated Fragile, and artillery units as half-strength, because the mud limited their effect.
- Jablonowsky's Austrians fought ferociously, so are rated Aggressive.
- Both sides gradually committed more troops; both could have committed even more. From Turn 3 on, both sides make Reinforcement Rolls at the start of their Movement Phase. To bring on or release a reinforcement unit, the Hungarians must roll 5+ on a D6, and the Austrians must roll a 6. Whoever holds Nagy-Salló adds +1 to their roll. Reinforcements are chosen randomly: (Hungarians roll D6)  
 #1: Knezics and his 0.5 SA  
 #2: Mesterházy & Kászonyi's cavalry  
 #3: VII Corps cavalry  
 #4: Kossuth & 0.5 SA  
 #5: Kmety & 0.5 SA  
 #6: Pöltenberg & 0.5 SA  
 Note that #1 and #2 start on-table. If an enemy unit moves within 12", they may use a movement roll to change formation or facing and may fire. If enemy move within 3" they are released.  
 (Austrians roll D4)  
 #1: Teuchert  
 #2: Theissinger  
 #3: Veigl  
 #4: Corps cavalry
- Austrians deploy first.
- Hungarians move first.

### CAMPAIGN/SCENARIO OPTIONS

**If the Hungarians won at Isaszég:** Klapka's corps improves. Dessewffy's division is no longer Fragile; Kazinczy's becomes Trained.

**If the Austrians won at Isaszég:** Both Dessewffy's and Kazinczy's divisions are reduced to 4 bases; Kazinczy's becomes Fragile.

## AUSTRIAN ORDER OF BATTLE IV Corps

*(LtGen Wohlgemuth (C-in-C))*

### LtGen Jablonowsky

5 A Trnd SM Bde Strasil  
 0.5 SA  
 5 A Trnd SM Bde Dreyhann  
 0.5 SA

### Col Herzinger

4 Trnd SM Bde Herzinger  
 0.5 SA

### Possible reinforcements:

4 Trnd SM Bde Teuchert  
 4 Trnd SM Bde Theissinger  
  
 3 Trnd SM Bde Veigl  
  
 2 F Corps Cavalry

*Total: 25 infantry, 2 cavalry, 3 artillery  
 @ 666 men / 18 guns per base  
 (Guns rated half effect because of sodden ground.)*

Anywhere.  
 In Nagy-Salló.  
 Within 6" of Nagy-Málas.  
 Ditto  
 Ditto

Within 6" of Cseke.  
 Ditto  
 Ditto

*Possible reinforcements per Scenario Rule 7. Starting Turn 3, roll D6. On a 6, one unit is released. Add +1 to the dice if the Austrians hold Nagy-Salló. Determine randomly which unit is released.*

(Reinf #1) Enter W Edge within 6" of Bese.  
 (Reinf #2) Ditto

(Reinf #3) Enter S Edge, Komárom road (from Jászfalu).

(Reinf #4) Enter S Edge, Komárom road.

### Guaranteed reinforcements

Görgey was observing at a distance from the battlements of Léva castle, and Wohlgemuth was cautious. As a scenario option, make both more active and decisive. Represent them on table as C-in-Cs. Ignore reinforcement rolls and just allow both sides to release one reinforcement unit each turn from Turns 3 to 6.

### Straight historical option

Do not roll for reinforcements. The only Austrian reinforcement to arrive is their Corps Cavalry on Turn 5. The only Hungarian reinforcements are Nagy's cavalry on Turn 3, VII Corps cavalry on Turn 4, and Pöltenberg on Turn 5.

### Road objectives only

Ágo and Bajka are in a sense artificial objectives, representing a general flank threat rather than being critical locations themselves. You could omit them, focus just on the three on the roads to Komárom, and change the victory conditions so the Hungarians must hold 2 for a draw and all 3 for a win.

### SCENARIO NOTES

This is a challenging game for the Hungarians. They must take and hold Nagy-Salló, and beware of the threat to their flank from Bese, and at the same time they will need reinforcements to push down the road towards

Komárom. With limited time, any troops arriving from Zsemmlér will need to move early if they are to reach Ágo.

On the Austrian side, if they get the opportunity for a reinforcement brigade to leap into Bajka they will want to take it. If they get Veigl or the cavalry, those could be enough to delay the Hungarian advance and deny them a couple of objectives. A big question on Turn 1 will be whether to commit Herzinger to the attack, or simply to hold and cover Cseke. It is worth taking a risk to hold on to Nagy-Salló because of its value for reinforcement rolls.

While it is certain that Herzinger came to Jablonowsky's aid, and that other troops sat inactive in Bese, sources disagree over whether the Austrians in Bese were one or both of Theissinger and Teuchert, or were Veigl's brigade. I have chosen to follow Bánlaky's account, but as these are variable reinforcements in any case, this is not a critical issue.

I am grateful to Bill Haggart for reviewing this scenario and for his constructive comments.

*2 players: 2 hours*

