KOLIN 1757

With a bit of variants-fog of war to spice up and keep it interesting.

The initial deployment.

If playing right, there should be dummies and fog of war. The Prussians opted for all fast columns approach.

The Austrian reserve was not deployed as in the scenario book but kept behind. Well, it was called reserve, no? They are probably with insight, spread too much. Free deployment, Austrians first. In retrospect I could have used one side table to give more depth, which can give more manoeuvre options. Can cost game time though. We did not use dummies and hidden deployment as I wanted to take pictures from the outset and we/ he might not master the rules well enough.

Using my old syw troops we get two regiments of 16 figs total 16 cm frontage, for a brigade. It gives the Base width, the unit to count distances as 8 cm.

Cavalry has 4 stands of 3 figs on 16 cm front too. Artillery was more chaotic, originally made to show different numbers of guns. As the Austrians are better, having less guns per shown piece, they get slightly smaller bases and the Prussians' bigger ones. It does not matter at all but suits my stock. .

Sie Kommen!

First 4 turns brought troops in place, the Prussians piling on towards the center and left of the white whale. Grenzer rushed on the road to take the unpronounceable village on the Austrian right, just deploying in time before the onrush of dark blue.

The Prussian right stops pretending it will stay, rushing left to the center leaving its cavalry to hold the Imperials. I added a few troops and a general on each side.

The right wing Austrian cavalry started behind a stream but had to rush forward to meet the Prussians ahead of it, they outnumber their foe nearly 2 to 1, but many being lightweight hussars. They had to, not to let the center get flanked.

The reserve with way too many guns stupidly not forward. I might have screwed the terrain as historically this was deployed mostly to the right center, with the main body; here no space.

The way the rules are done you are pushed to mass troops in depth to get a fighting benefit. It ended up doing so for both sides, putting the main effort in the center. Not sure it is the best way for Fredo, his guys better at manouevering..

The Austrian left had its cavalry prudently waiting behind a stream, the rest being wasted facing 3 Prussian cavalry brigades, the infantry fast joining the center.

The fight for the village which lasted 6 turns. A Grenzer unit bravely defended it vs 2 brigades of good Prussians, one grenadiers+. Had I put behind them a support to get that needed +1, they might even have repulsed them. Good rules result!

The Austrians moving forward in the center but fumbled the deployment dice of their guns, ending with the Prussian battery deployed first and making casualties on the line. (in game : losing one morale fail).

At the beginning I played too much "like before", too fast, not enough groups, too greedy. The elite combined squadrons of carabiniers and horse grenadiers, alone in line facing the Prussians. They rolled an appalling 4 which destroyed them allowing the Prussian to pursue the flanked column behind.

The flanked hussars were then heroic getting a 11, stalemate to the onrushing foe... But they failed to deploy (not sure they could in the rules) and finally were repulsed, actually lucky. Nadasdy (proxy, he was drying on the workbench) screwed his re rolls. (angry as not being finished in time)

Always support your good troops!!!

The center prior to the Prussian attack, trying the artillery play. I wanted these 4 lines of whitecoats yonder to maximise the bonuses. I slowly inserted the Austrian reserve behind the center. Numbers against punch? No finesse here.

On the Prussian left the cavalry combat. was a mess, they lost their initial advantage when the more numerous Austrians deployed, and I was losing the 2 lines needed for short term advantages.

I left the elite black hussars alone to stem the Austrian reserve cavalry; even more stupidly on the crest to be shot by the artillery. They were swept away.

Several units routed on both sides but because each wing had an infantry component elsewhere no one collapsed. Wings can collapse when they have 50% run away; having troops "in stock" can save the useful ones.

Lots of dice rolling with everything possible, but probably not the way to do it.

Until the last Prussians, unable to disengage by then, were sandwiched and eaten up.

The whole thing a bit after the middle of the game time. After the first 6 turns I went on the game and elsewhere, had a night in between so lost track of the number of turn to reach a decision, but I did a lot, maybe 20...

On the other side one unit of Grenzer tried a wide long move to get on the rear flank of the Prussians. One dragoon had time to turn and go to snuff off the men in red. It did not go as fast as expected as these did a very good die, resisting one turn and even inflicting one fail on the dragoons.

I mismanaged the movement ahead of the rest of the wing wanting to wait for the guns, not trusting the whole, in case the Prussian cavalry attacked before the Austrian cavalry column were safely accross the stream. leaving the poor Croats alone.
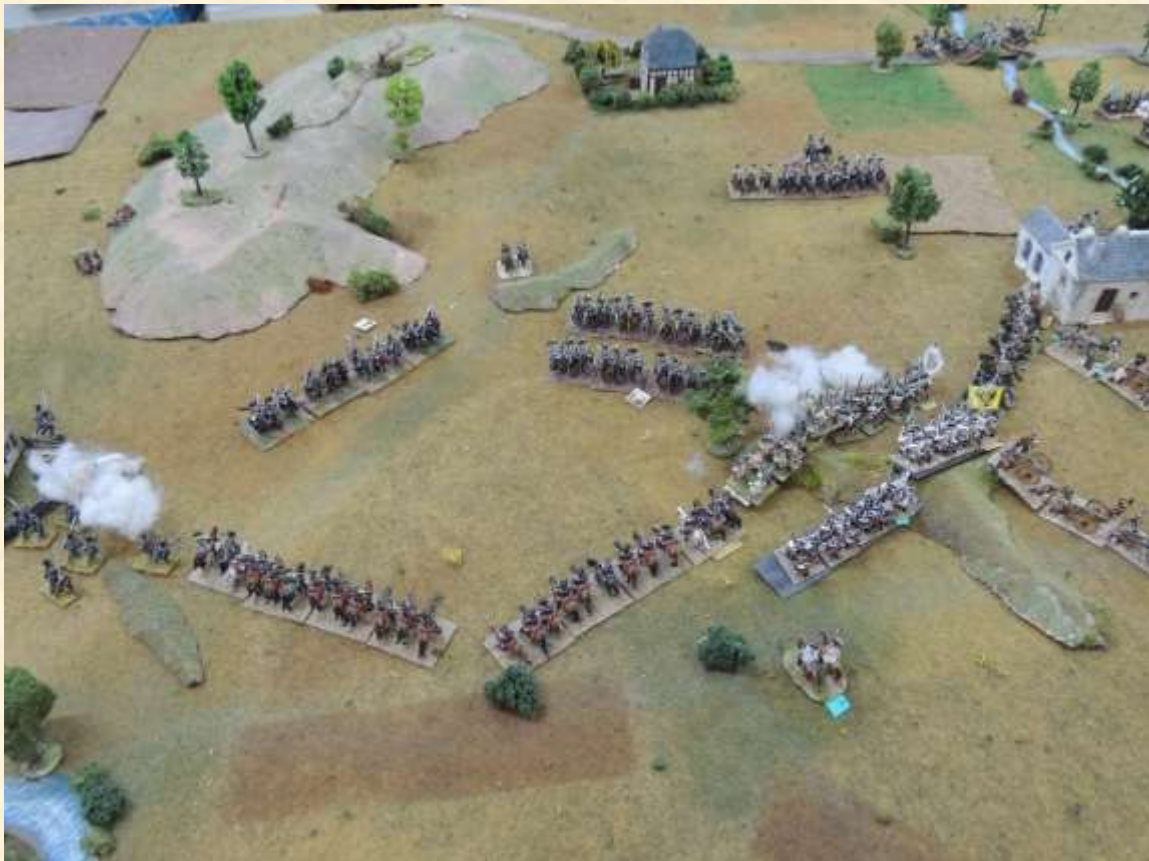
The Austrian left wing crawled forward as I wanted the guns to be used. The stream crossing was not done in an orderly fashion.

It allowed for more Prussian cavalry to come with Seydlitz from the center. The whole thing here would be useless; Prussians taking some casualties from artillery but no one wanting to go into risky charges.

End positions on the Austrian left wing. They could, and should have moved forward earlier, and be deployed to be able to do so. In a game Prussian dummies facing them could have prompted such a deployment.

The coming engagement in the center. This was happening at the same time as the cavalry fights. The error here, was not to support the Grenzer in the village with one infantry behind it. I would not allow cavalry to support a place where they cannot fight/ go. Note the absence of the Austrian artillery who greedily wanted to move it where needed! Ended up nowhere needed or too late. We are not playing napoleonics. Another good thing of the rules.

The center fight. The Austrian resisted, replacing their fighting lines with fresh ones, so did the Prussians. Some turns no casualties and it went on for a long time.

The unhinging move: the village was finally cleared, even if the brigades were damaged, and they went on to flank the line.

It brought the recoiling Austrians (as they lost the first line-losing then their height bonus) to a disadvantage, only one support point etc.

One unit went away, more bad dice than anything else, it could have gone the other way. So history was reversed! I misused/ forgot the infantry break off action, which would have made the Austrian defence far more active.

Then in 2 turns the center collapsed. the units behind the flank (I presumed they don't have to face, after all we are talking of brigades not battalions) doing the kill.

The battlefield at the end.   I need a marker, to see those units who had a fail previous move as they have a decisive -1 to manoeuver (the action test). My numerous sub-commanders might prove useful, mounted officers trying to sort out things?

So what?

I will play more. If you master the subtleties, it would be quick, even more if you don't try manoeuvres, but go for close fighting fast. The infantry tends to stick in fight till disappearing (rout) which might not be true (on the other end we have here brigades, and not all battalions would give up at the same time), but if you have multiple lines, you should replace them. If you can afford it, not chance the troops to their last "fail" not to lose them and provoke a wing test, the beginning of the end.