

The Battle Of Kolin

18 June, 1757

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Having a good picture of the forces arrayed against him by 1756, Frederick the Great decided to strike first, rather than wait for a gathering allied coalition. In 1756 he overran Saxony, and in 1757 he decided to take the war directly to his most dangerous foe, the Habsburg empress, by invading Bohemia. Although he won a hard-fought battle at Prague, and shut the Austrian army up into that city in a siege, Frederick had not counted upon the Habsburgs' ability to mobilize a relief army so quickly. As Daun's army approached, Frederick realized that he would have to leave a substantial force behind in the siege of Prague and meet the new threat before the Austrian forces could combine. Thus the two armies came together at Kolin.

Outnumbered as usual, Frederick planned to attack. He hoped to march across Daun's front and strike the Austrian Right, thus turning their position and rolling them up. But on this day the Austrian generals worked better together as a team than was their custom, and Daun was fighting on familiar ground, as the field was part of the area where the Habsburg army regularly held maneuvers. As Frederick extended to the East, Daun matched his movements, drawing upon his superior numbers to absorb Frederick's blows. The Prussians scored some local successes, even marching their infantry boldly up to Austrian cavalry and lashing them with musketry volleys. But Daun managed the battle with a cool head and the Austrians held their ground. By the evening it was obvious that Frederick, whose casualties now approached a staggering 50% of his effectives, had suffered his first defeat.

The Scenario:

The weather is Sunny. Start on Turn 2. Basic Length is 8 turns.

Terrain notes:

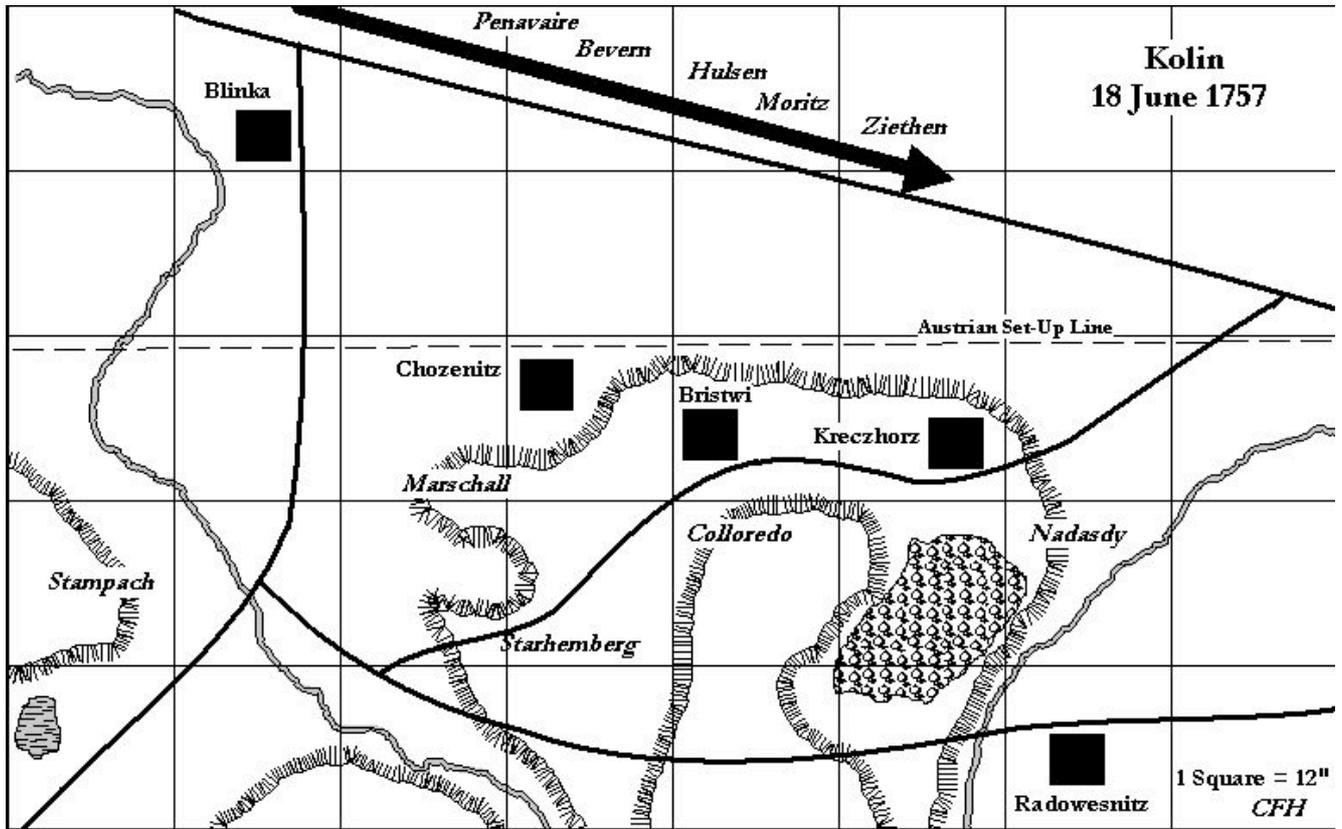
The stream is rough terrain, but regular cavalry may cross it at 1:2 cost. If, however, regular cavalry has any part of its base in the stream, it is "vulnerable" in combat.

Map Scale: 1:100

Free Deployment Rules

The Prussians may set up anywhere along the road, up to the furthest advance point of their historical set-up. The Austrians may set up anywhere from their table-edge to the dotted Austrian set-up line.

The Kolin Battlefield:



Kolin Orders of Battle

Our playtests have repeatedly shown this to be a very tense, nail-bitingly close scenario. The Prussian disadvantage in numbers is compensated by their superior musketry and generalship, but the Austrians have a solid army and a good position. The Prussians tend to own the first part of the day, but then run out of steam as the Austrians bring up fresh troops and turn the tide.

AUSTRIAN army: DAUN (Good)

Nadasdy * +1 (V)

5 x Hussars
1 x Saxon Chevauxlegers
3 x Grenzers

Marschall 0

5 x Musketeers

Stampach 0

2 x Cuirassiers
2 x Dragoons

Starhemberg -1

2 x Dragoons
2 x Cuirassiers
3 x Musketeers

Colloredo 0

2 x Cuirassiers
1 x Dragoons
3 x Musketeers

TOTAL (for Free Deployment)

5 x Hussars (30)
6 x Cuirassiers (60)
5 x Dragoons (45)
1 x Saxon Chev1 (10)
11 x Musketeers (88)
3 x Grenzers (15)

248 points

PRUSSIAN army: FREDERICK (Great)

Hülsen +1 (V)

3 x Dragoons

Moritz 0 (V)

2 x Musketeers
1 x Garde/Gren

Bevern * +1 *(V)

3 x Musketeers
2 x Grenadiers

Ziethen * +1 (V)

4 x Hussars

Penavaire +1

4 x Cuirassiers

TOTAL (for Free Deployment)

5x Musketeers (50)
3 x Gren/Garde (36)
4x Cuirassiers (44)
3 x Dragoons (30)
4 x Hussars (40)

200 points