

KOLIN CONVERSION TO BAR 2nd EDITION

In addition to the new Standard rules apply the revisions to the KOLIN Battle rules on this sheet. Unless referred to here all original KOLIN Battle rules are used. Also included are new charts and tables for Fire and Close Combat, Special Results, Formations and Disorder/Morale Checks which override the corresponding charts and tables in the original Battle rules. Keep only the Order of Battle, Formation Change, Terrain Effects, and National Multiples charts from the original Battle rules.

This KOLIN update section (8 pages) should be removed from the Standard rules booklet.

Army Roster Sheets

Instead of Strength Point markers these roster sheets can be used for recording unit losses. All Austrian Skirmish counters bearing same unit designations will have to be marked (on the reverse is best) as to which unit is the 'a' or the 'b' units indicated on the roster sheet.

Ranks for Line Formations

- Prussian Infantry are 3 Ranks.
- Austrian Grenadiers are 3 Ranks except when stacked with Fusiliers and then they are 4 Ranks.
- Austrian Fusiliers are 4 Ranks.



New Leader Rules

Fuerstein is an Artillery Special Leader. Ignore the printed values of the back of his counter and use the counter value shown above. Fuerstein's special ability overrides the standard Artillery Restrictions (12.4).

The circled value '2' indicates the number of units (stacks) within his Command Range that may combine their Fire Strengths. This is allowed for only one activation per turn and neither the leader nor the firing artillery units may have moved that turn. All the units of a stack must fire at the same target of it combines with another unit or stack.

For example, if there are six artillery units in four hexes (two stacks of two and two unstacked units) within his Command Range, any combination of two artillery occupied hexes (stacks of individual units) could combine its values to fire at one target. The two stacks could combine their values for one attack and the two individual units could combine for another; or, one stack and one individual unit could combine. If one of the stacks combines with the other stack or with one of the individual unit, all the units in that stack must fire at the same target.

Furst Moritz can be used by the Prussian player instead of Frederick when he performs a Command or Wing Activation and the LOC cannot be traced from Frederick to the Command/Wing Leader. Moritz must not have already been Activated this turn and must pass a Leader Initiative die roll (one die, 6 or less to pass).

If he fails, there is no effect (return to the Initiative Determination Phase) other than he is considered activated for the remainder of the turn. If he passes, the LOC is traced from him using his Command Range value (5) to the Command or Wing Leader just though he were the Army Leader, Frederick.

Moritz may only be used in this way for Activations involving Tresckow's and Bevern's Wings and subordinate Commands along with any units attached to them by those Wing Leaders and/or their Command Leaders, including any independent units. Moritz can act in this capacity only once per game turn.

KOLIN Errata

Game Turn Record Track: End Turn conditions remain in effect only for the length of the 20 minute Turn, not the Hour.

Formation Change Charts: The MP cost for a cavalry unit to change to 1-hex, 2-hex, 4-hex and 5-hex formations is the same as for the 3-hex formation costs shown on the diagram. Use the 1-hex and 2-hex formation change diagrams for the unit's orientation and the 3-hex diagram as the guideline for 4-hex/5-hex formation changes. Infantry costs and orientations are as they are shown on the 1-hex/2-hex diagrams.

Prussian Army Placement: 1:20 p.m.

Katte's Command (correction) Wartenberg Hussars (WAR 24-7), Szekely Hussars (SZE 12-7), Puttkammer Hussars (PUT 24-7): on the East map within 5 hexes of any Kaiserstrasse hex and north of E23xx (inclusive)

Puttkammer's Command (correction) The Gemmingen Grenadier Battalion's values should be listed as 5-4 and not as 8-4.

Austrian Army Placement: 1:20 p.m.

Beck's Command (correction): The Kaiser Hussar Regiment's values should be listed as 2-7 and not 13-7.

Starhemberg's Command (correction) The counter abbreviation for Haller's Fusilier Regiment is "HAL".

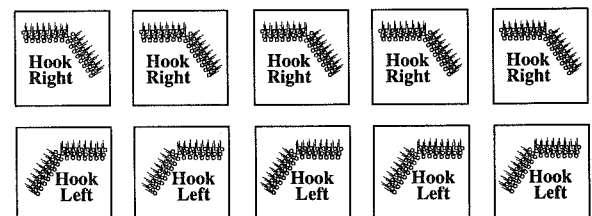
Infantry & Cavalry Independent Units (correction): The counter values for the Soro Grenadier Detachment are "3-4".

Cavalry Retreat Paths: Routing cavalry may retreat through Walled Farm/Church hexes but may not end their retreat there.

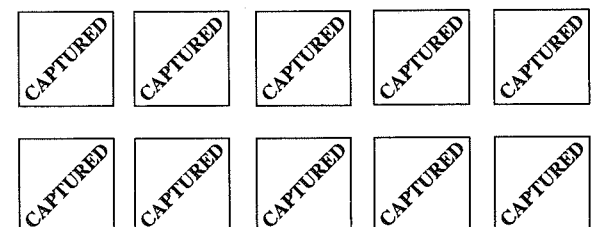
Austrian Light Cavalry Attrition: SPs removed from these units do not count as losses for Austrian Army Morale purposes.

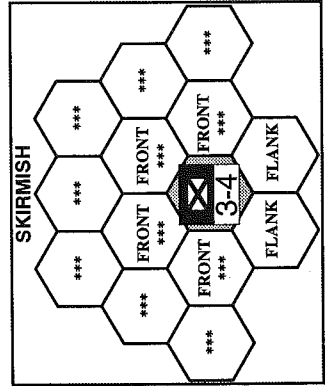
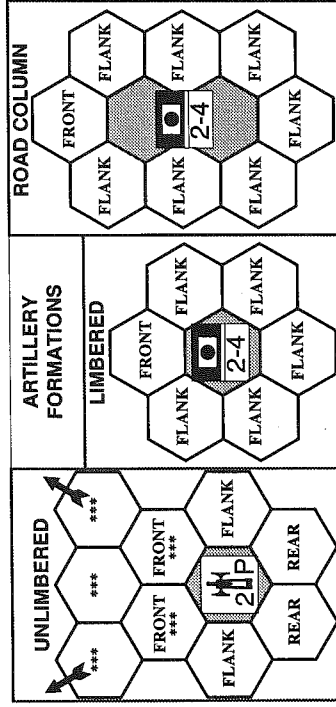
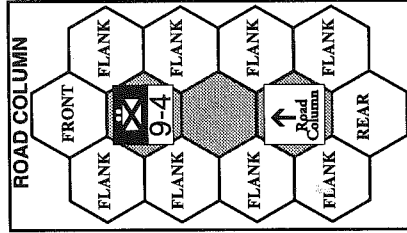
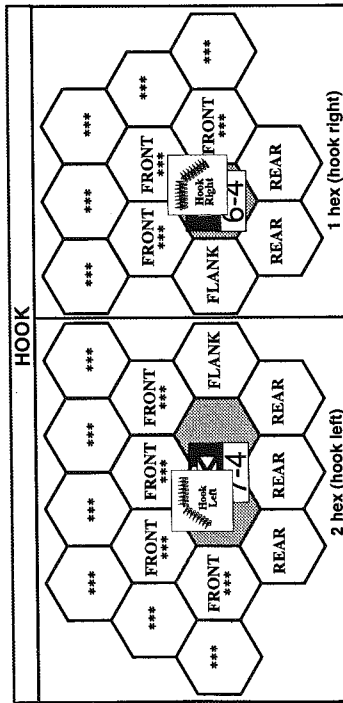
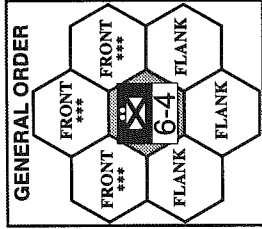
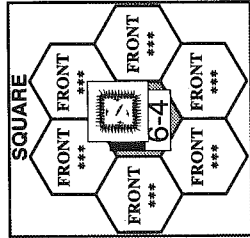
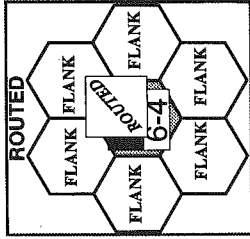
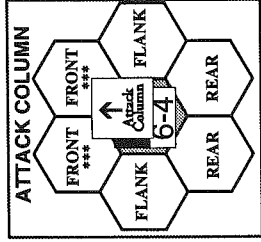
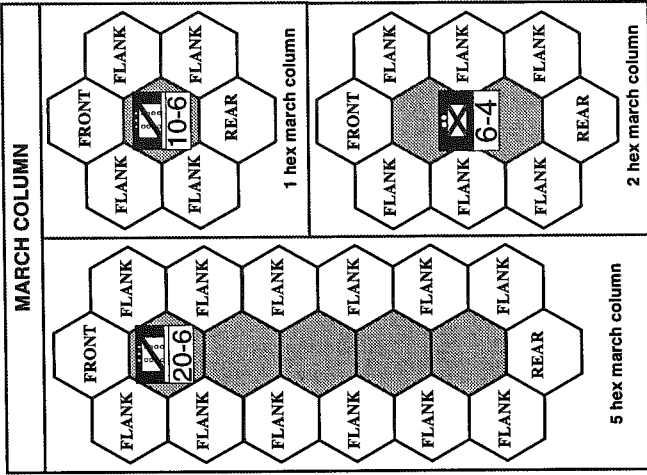
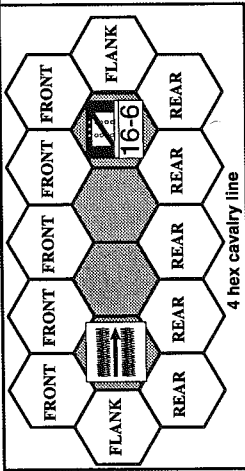
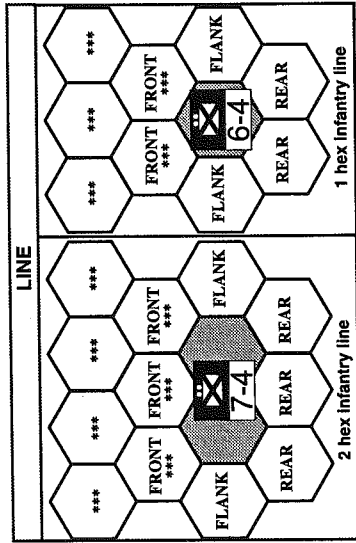
Scenario 3: Include Artillery Group A to the Prussian set-up. The Austrian reinforcement hex should be E4633, not E4926.

- Hook Formation (8.1a) is new and markers must be constructed.

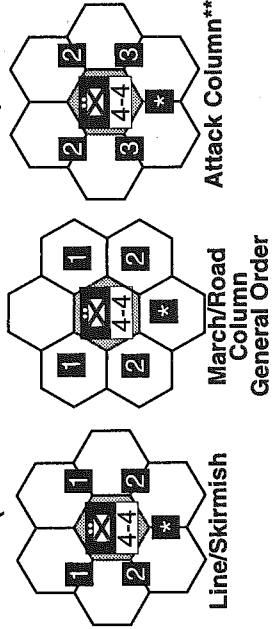


- CAPTURED (14.5) markers are new and must be constructed.





Single Hex Formation Facing Change Costs (for multi-hex formations see 8.4)



FIRE RANGES

- *** indicates those hexes which are covered by the unit's fire range.
- For artillery the fire range extends up to the unit's maximum range in the arc indicated by the arrows on the Unlimbered Artillery diagram.

- # : MP cost
- * : See Reversing Direction 9.6
- ** : Disorder Check before the change is made (see 9.4)

FORMATION & FIRE ARC DIAGRAMS

KOLIN SPECIAL RESULTS

SPECIAL INITIATIVE RESULTS (6.9)

AUSTRIAN

PRUSSIAN

1-2: Daun's Doubts

1-4: Maneuver Activation

3-5: Normal Activation

5-8: Special Limited Activation

6-7: Special Limited Activation

9: Double Activation

8-9: Double Activation

EXPLANATIONS

Daun's Doubts - Daun (primarily his staff) begins to fear doing battle with Frederick. Austrians perform only Limited Activations for the remainder of this turn. Austrian units may not enter EZOC's during the Movement Segment. Austrian cavalry units that do not begin adjacent to Prussian units may not Charge (including Opportunity Charge). Ignore if already in effect and may occur any number of times in a game.

Special Limited Activation - The affected player may use a Limited Activation on any Command that has not been Activated. The Activation does not count for that Command, i.e. it may make a normal Activation later. Independent and attached units may be included provided they have not already been Activated. If the player doesn't have any un-Activated Commands, the result is ignored. This result cannot be used to force the other player to Activate a Command.

Maneuver Activation - The Prussian player may activate any one of his Commands that has **already** been Activated provided no unit of that Command is in an EZOC and the Command Leader is "In Command" without having to roll for Leader Initiative. No units may be attached and no independent unit Activated with it. A Maneuver Activation has only the Command Control and Movement Segments. There are no Combat Segments. No unit may move or make any type of facing/formation change that would place it in an EZOC. Opportunity Fire and Charge are still allowed by the reactive player. If the player doesn't have any already Activated Commands, he may use this result to make a Normal Activation. This result cannot be used to force the other player to Activate a Command. No Command can use more than one Maneuver Activation per Game Turn.

Normal Activation - Activate a Command as per the Standard Rules for Activation.

Double Activation - The affected player may Activate any two previously Unactivated Commands in the normal manner. This is not a Wing Activation and the two Commands do not have to belong to the same Wing Leader, however the rules for a Detachment's Commands still apply. The first Command completes its Activation before proceeding to the next one. If the player has only one Unactivated Command treat this result as a normal Activation. Ignore this result and reroll the Initiative if the player if the player has no Unactivated Commands.

FIRE COMBAT LEADER CASUALTY TABLE

0: Fate - The firing player picks any enemy leader on the map and rolls one die. On a 0 the leader is killed; on a 1 the leader is wounded and one die is rolled for duration (below); a 2-9 has no effect.

1-2: The Lucky Shot - The firing player picks any enemy leader that is within range and LOS of any of his non-routed units and rolls one die*. On a 0-2 the leader is killed; on a 3-6 the leader is wounded and one die is rolled for duration (below); 7-9 has no effect.

3-6: In The Line Of Fire - The firing player rolls one die for EACH enemy leader in or adjacent to the target unit*. On a 0-3 the leader is killed; on a 4-7 the leader is wounded and one die is rolled for duration; 8-9 has no effect.

7-9: Same as 3-6 except: On 0-2 the leader is killed; on 3-5 the leader is wounded and one die is rolled for duration (below); 6-9 has no effect.

* subtract 1 from the die roll. If either the leader is in within the LOS and range of an enemy Skirmisher unit range and LOS, or an enemy artillery unit's minimum (1-3 hex) range

Leader Loss Duration: 0-2: one hour, 3-5: 40 minutes, 6-9: 20 minutes

SPECIAL DISORDER/MORALE CHECK RESULTS (17.1/18.1)

0: Scheiss! - The check is failed and the result applied after which every friendly adjacent unit (or stack) makes the same type of check (Disorder or Morale).

1-3: Panic In The Ranks - Reroll the check with a +20 modifier to the Effectiveness Rating in addition to all other modifiers.

4-6: Confusion In The Ranks - Reroll the check with a +10 modifier to the Effectiveness Rating in addition to all other modifiers.

7-9: Steady Lads - Reroll the check with a -15 modifier to the Effectiveness rating in addition to all other modifiers. For this reroll the minimum Effectiveness Rating is '0'.

Special Results Notes

Always use the original die roll result to find the Special Result - never reroll to find the Special Result. (Exception: A Pursuit die roll of '0' requires a single die roll for a Special Pursuit Result.)

A Special Results reroll cannot trigger a second Special Result. Treat a second 00-09 result as a normal result.

KOLIN SPECIAL RESULTS

INFANTRY FIRE COMBAT SPECIAL RESULTS (12.9)

AUSTRIAN

0-1: Free Fire

2: Full Volley

3-4: Battalion Guns

5-6: High Crops

7-8: Ammo Low

9: Ammo Exhausted

PRUSSIAN

0-1: Free Fire

2-4: Full Volley

5: Ammo Low

6: Ammo Exhausted

7: Battalion Guns

8-9: High Crops

An even result causes a Leader Casualty Special Result Check

EXPLANATIONS

Free Fire: Reroll 2 times and firing units Disordered after resolution. Ignore the Disorder if the unit is already Disordered.

Full Volley: Double Fire Strength and reroll.

Ammo Low: Halve (round) Fire Strength and reroll.

Ammo Exhausted: Fire has no effect and firing units are Disordered. Ignore the Disorder if the unit is already Disordered.

Crops: If any target or firing unit's hex is Clear terrain; reroll and subtract 20 from dice result.

Battalion Guns:

a) **Prussian** - Reroll and add 1 to any SP loss result.

b) **Austrian** - Reroll and add 2 to any SP loss result

ARTILLERY FIRE COMBAT SPECIAL RESULTS (12.9)

AUSTRIAN

0-1: Rapid Fire

2-5: Ammo Exhausted

6-7: High Crops

8-9: Wild Fire

PRUSSIAN

0-1: Rapid Fire

2-3: Accurate Fire

4-6: Ammo Exhausted

7-9: High Crops

An even result causes a Leader Casualty Special Result Check

EXPLANATIONS

Rapid Fire: Reroll 2 times.

Accurate Fire: Reroll and if a SP loss results the firing player applies it to any unit in the target stack.

Wild Fire: A unit or stack, enemy or friendly, adjacent to the original target stack becomes the new target (if there is no adjacent unit or stack, or the new target is outside the range or facing of the firing unit, but not LOS, treat the result as 'No Effect'; if there are several adjacent and eligible units or stacks determine the new target randomly)

Ammo Exhausted: Fire has no effect and firing units limber immediately; if this causes an illegal stack, the artillery is displaced one hex until it can legally stack

High Crops: (same as Infantry result)

DEFENSIVE FIRE COMBAT SPECIAL RESULTS (12.9)

0-4: Whites Of Their Eyes

5-6: High Crops

7-9: Premature Fire

An even result causes a Leader Casualty Special Result Check

EXPLANATIONS

Whites Of Their Eyes: Defenders hold fire until the last possible moment. Add 1 to the fire multiples of all firing units and reroll..

Smoke & Dust: Attackers are obscured by smoke and dust. Defensive Fire is cancelled.

Premature Fire: Impatient defenders fire too soon. Halve (round) the fire multiples of all firing units and reroll.

CLOSE COMBAT SPECIAL RESULTS (14.6)

0: 1/3*M

1: 2*/2*M

2: 2/3*M

3: 2/2*M

4: 2/3*M

5: 3*/2M

6: 2*/2*M

7: 3*/3M

8: 2/1*M

9: 3*/2M

Apply SP losses as per 14.2 and make the 14.3 Morale Checks if both sides survive and refight.

*: **Leader Casualty** - If a leader is stacked with any units on the affected side roll 1 die, 0-3 leader is killed; 4-9 no effect. If several leaders are present use the one that applied his Bonus to the combat. Leader casualty checks are made before any Morale Check for that side.

SPECIAL RECALL RESULTS (15.2f)

0: **Recall Fails and Cavalry Disperse in Hot Pursuit** - Remove SPs equal to 1 die roll from pursuing units. Remaining units continue on.

1-3: **Recall Succeeds** but all pursuing units are Disordered/ Shaken anyway.

4-7: **Recall Succeeds** with no other effect.

8-9: **Recall Succeeds Too Well** - Pursuing units return to the hex from which they began the pursuit.

SPECIAL PURSUIT RESULTS (15.2)

0: **No Pursuit.**

1-3: **Blood Lust** - Routed units suffer 2 SPs lost for each hex of pursuit. Reroll for Pursuit Points.

4-7: **Out of Control** - Add +5 to Pursuit Points reroll and no Recall will be possible.

8-9: **Hesitation** - Halve (round down) Pursuit Points reroll (quarter if "D" in combat result).

DISORDER CHECK SUMMARY CHART

DISORDER RECOVERY (17.3): In the Recovery Segment of the Command Activation Phase, active Disordered units return to Good Order. This is automatic for units stacked with any leader. Units not stacked with a leader make a Disorder Check. A stack uses the top unit for the check.

Pass: Remove the Disorder Marker from the unit (stack). Disordered/Shaken units remains Shaken.

Fail: The unit (stack) remains Disordered.

Modifiers: Unit making check in EZOC (+10).

SQUARE MOVEMENT (8.1d): In the Movement Segment after a unit in Square formation moves one hex (its maximum movement).

Pass: No effect.

Fail: The becomes Disordered.

Modifiers: None.

NON-CLEAR TERRAIN FORMATION CHANGE (8.6): In the Movement Segment when a formation change is made that involves any non-Clear terrain. If a stack is making the change use the top unit for the check.

Pass: The formation change is successful.

Fail: The formation change is successful but the unit is Disordered.

Modifiers: +5 for each hex/hexside of triggering terrain.

MOVEMENT/TERRAIN (11.2e,f): In the Movement Segment and Close Combat Cavalry Charge Movement when a unit (stack) enters and exits a hex containing a terrain type that triggers a Disorder check as noted on the Terrain Effects Chart. A stack uses the top unit for the check. The check is made at the end of the unit's movement.

Pass: No effect.

Fail: An Ordered unit becomes Disordered. A Disordered unit becomes Disordered/Shaken.

Modifiers: +5 for each hex of triggering terrain.

ATTACK COLUMN FACING CHANGE (9.4): In the Movement Segment when a unit (stack) in Attack Col formation makes a facing change of any number of hexsides. A stack uses the top unit for the check. The check is made before the facing change.

Pass: No effect.

Fail: An Ordered unit becomes Disordered, does not make the facing change and ends its movement. A Disordered unit becomes Disordered/Shaken.

Modifiers: None.

PASS THROUGH (10.4): During the Movement Segment and Close Combat Cavalry Charge Movement whenever: infantry/artillery or cavalry unit types, units in different formations, different organization/morale states stack or pass through an occupied hex and when a unit moved through a hex containing a captured unit. A stack uses the top unit for the check. The check is made at the end of the unit's movement.

Pass: No effect.

Fail: An Ordered unit becomes Disordered. A Disordered unit becomes Disordered/Shaken.

Modifiers: +10 for each occurrence. +20 when the moving unit is cavalry performing Charge Movement.

Pass Through Examples

• **Infantry/Artillery & Cavalry:** A cavalry unit in Line enters and exits a hex containing an infantry Line that is also stacked with unlimbered artillery. An infantry unit in March Col enters and exits a hex containing a cavalry unit in March Col. A cavalry unit in Attack Col enters and exits a hex containing a Limbered artillery unit in Road Col (the Different Formations modifier would also apply here - Attack and Road Cols).

• **Different Formations Stacked:** An infantry unit in Line enters and exits a hex containing an infantry unit in March Col. An infantry Line can enter and exit another hex containing an infantry Line from any angle/direction and NOT be subject to a Disorder Check provided it does not change facing while in the occupied hex.

• **Disordered & Disordered Stacked:** A cavalry Attack Col in Good Order enters and exits a hex containing a Disordered cavalry Attack Col.

• **Routed & non-Routed:** Routed units do not "move" but Rout-Retreat and cause Morale Checks when they move through non-Routed unit. Non-Routed unit can move through Routed ones causing the Disorder Check to the non-Routed units.

• **SPs Limit/Hex Exceeded:** A 9 SP infantry Line enters and exits a hex containing a 6 SP infantry Line and 2 artillery SPs (counted as 8 SPs).

RAPID MARCH MOVEMENT (11.4): During the Movement Segment when an infantry unit increases its movement allowance by 2. A stack uses the top unit for the check. The check is made at the end of the unit's movement.

Pass: No effect.

Fail: An Ordered unit becomes Disordered. A Disordered unit becomes Disordered/Shaken.

Modifiers: None except those normally accumulated during movement.

BACK UP MOVEMENT (11.7): During the Movement Segment when infantry/cavalry units performs this special movement type. A stack uses the top unit for the check. The check is made at the end of the unit's movement.

Pass: No effect.

Fail: An Ordered unit becomes Disordered. A Disordered unit becomes Disordered/Shaken.

Modifiers: +5.

"D" OPPORTUNITY/DEFENSIVE FIRE RESULT (12.8): When an Opportunity/Defensive Fire combat result is a "D" the check is made immediately. A stack uses the top unit for the check.

Pass: No effect.

Fail: An Ordered unit becomes Disordered. A Disordered unit becomes Disordered/Shaken. If caused by Opportunity Fire, the moving unit ceases movement.

Modifiers: For Opportunity Fire result, all accumulated modifiers triggered by the movement.

CLOSE COMBAT REACTION (13.4): In the Close Combat Segment when a non-Phasing unit makes a Reaction Facing/Formation Change. A stack uses the top unit for the check.

Pass: The reaction is completed with no other effect.

Fail: The reaction is completed but an Ordered unit becomes Disordered and a Disordered unit becomes Disordered/Shaken.

Modifiers: +10 if the charging cavalry is 2 hexes away from the reacting stack.

PURSUING CAVALRY & RECALL (15.2): In the Close Combat Segment when a pursuing cavalry unit (stack) ends its pursuit. A stack uses the top unit for the check.

Pass: No further Disorder. If a Recall attempt, the pursuit ends.

Fail: The cavalry suffers an additional Disorder (Cavalry that charged is always automatically Disordered at the conclusion of its combat resolution, after any pursuit). If a Recall attempt, the unit completes its pursuit as far as possible and suffers an additional Disorder.

Modifiers: +5 for each Pursuit Point expended.

DISORDER CHECK MODIFIERS	
Pass Through Situations:	+10 (+20)
SPs/Hex Limit Exceeded:	+10
Each Pursuit Point Used:	+5
Leader Modifier:	?
Recovery in EZOC:	+10
Terrain Passed Through:	+5*
Back Up Movement:	+5

'(#)': Use this modifier if the cavalry unit is using Charge Movement.

*: Use this modifier for moving through terrain that triggers a Disorder Check (11.2 e,f) and for non-Clear Terrain formation Changes (8.6). EACH hex or hexside involved is counted.

MORALE CHECK SUMMARY CHART

RALLY (18.3): In the Rally Phase, each player attempts to rally his Shaken and Routed units. A stack uses the top unit for the check.

Pass: A Shaken unit goes to Good morale (remove the Shaken marker). A Routed unit goes to Shaken/Disordered.

Fail: A Shaken unit remains Shaken. A Routed unit retreats (4 hexes if infantry, 6 if cavalry) and loses SPs equal to the difference between the modified Rally diceroll and its Effectiveness Rating (divided by 10 and rounded up).

Modifiers: a, j, k, n (If Routed also use 'd'; if Shaken also use 'c'; if Shaken/Disordered also use 'b' & 'c')

FIRE COMBAT RESULT (12.8): On an "even" Fire Combat diceroll that causes at least one Strength Point Loss.

Pass: No effect.

Fail: A Good morale unit becomes Shaken. A Shaken or Routed unit Routs and retreats.

Modifiers: All except k and l. Also, if the Fire Combat Result was '2' or '3', +10; if a '4' or '5', +20

PRE-CLOSE COMBAT (13.2 & 13.7): After all attackers have been designated each attacking stack checks using the top non-artillery unit. Each defending stack checks using the top non-artillery unit.

Pass: No effect.

Fail: Attacking unit (stack) does not attack and is Shaken. Good morale defenders become Shaken. A Shaken defender Routs and retreats.

Modifiers: All except d, k and m

COUNTERCHARGE MOVEMENT (13.5f): The side making the check uses the top unit of each stack involved in the individual combat.

Pass: The cavalry unit moves adjacent to the charging cavalry.

Fail: The cavalry remains in place and becomes Shaken. If already Shaken it Routs and retreats.

Modifiers: a, c, h, and j

OPPORTUNITY CHARGE (16.0): The non-Phasing cavalry unit(s) attempting to Opportunity Charge moving Phasing units must pass a Morale Check.

Pass: Execute the Opportunity Charge

Fail: The charge is not made and no other attempts can be made in that Movement Segment.

Modifiers: a, c, h, j, o and p

FRIENDLY UNIT RETREATS (13.7c, 18.7, 19.0): The side making the check uses the top non-artillery unit of each stack that is retreated through by friendly units or belongs to a Command that used voluntary Rout.

Pass: No effect.

Fail: A Good morale unit becomes Shaken. A Shaken unit Routs and retreats.

Modifiers: All except k and m

MORALE CHECK MODIFIERS					
a	=>50% SP losses	+10	i	Leader Modifier	?
b	Disordered	+5	j	Rally in EZOC	+10
c	Shaken	+10	k	Inf/Art Attacked by Cavalry	+5
d	Routed	+15	l	Fired on through flank/rear	+5
e	Road Col	+10	m	Terrain Effects	?
f	March Col	+5	n	Outflanked	+10
g	Square	-10	o	General Order	+5
h	Attack Col	-5	p	Supported Line	-10



Frederick the Great using his morale 'modifiers' at the battle of Torgau (1760).

PRUSSIAN ROSTER SHEET: KOLIN, 1757

King Frederick II (KFII) ☐ (30)

Furst Moritz (FRM) ☐ (15)

Tresckow (TRE) ☐ (15)

Zieten (ZIE) ☐ (15)

Hulsen (H) ☐ (5)

1/MUN 8 7 6 5 4 3 2 1

2/MUN 8 7 6 5 4 3 2 1

1/SCH 5 4 3 2 1

2/SCH 5 4 3 2 1

STE-D 11 10 9 8 7 6
1 2 3 4 5

Katte (K) ☐ (5)

SZE-H 12 11 10 9 8 7
1 2 3 4 5 6

WAR-H 24 23 22 21 20 19 18 17
9 10 11 12 13 14 15 16
8 7 6 5 4 3 2 1

PUT-H 24 23 22 21 20 19 18 17
9 10 11 12 13 14 15 16
8 7 6 5 4 3 2 1

SEY-H 12 11 10 9 8 7
1 2 3 4 5 6

ZIE-H 24 23 22 21 20 19 18 17
9 10 11 12 13 14 15 16
8 7 6 5 4 3 2 1

WER-H 24 23 22 21 20 19 18 17
9 10 11 12 13 14 15 16
8 7 6 5 4 3 2 1

KAH 4 3 2 1

WAN 5 4 3 2 1

MOL 5 4 3 2 1

NYM 6 5 4 3 2 1

FIN 4 3 2 1

WAL 4 3 2 1

MAN 5 4 3 2 1
(optional)

Penavaire (PEN) ☐ (10)

Krockow (KR) ☐ (5)

LRG-K 17 16 15 14 13 12 11 10 9
1 2 3 4 5 6 7 8

LKR-K 16 15 14 13 12 11 10 9
1 2 3 4 5 6 7 8

Meinicke (ME) ☐ (5)

KYA-K 10 9 8 7 6 5 4 3 2 1

KRO-K 10 9 8 7 6 5 4 3 2 1

Normann (N) ☐ (5)

KAT-D 16 15 14 13 12 11 10 9
1 2 3 4 5 6 7 8

BLA-D 10 9 8 7 6 5 4 3 2 1

Krosigk (KO) ☐ (5)

ROC-K 16 15 14 13 12 11 10 9
1 2 3 4 5 6 7 8

PVP-K 16 15 14 13 12 11 10 9
1 2 3 4 5 6 7 8

NOR-D 14 13 12 11 10 9 8
1 2 3 4 5 6 7

Schonaich (S) ☐ (5)

MEI-D 15 14 13 12 11 10 9 8
1 2 3 4 5 6 7

SHN-K 16 15 14 13 12 11 10 9
1 2 3 4 5 6 7 8

DRI-K 18 17 16 15 14 13 12 11 10
1 2 3 4 5 6 7 8 9

GDC-K 4 3 2 1

12lb-1 2 1 HOW 2 1

12lb-2 2 1 6lb-1 2 1

12lb-3 2 1 6lb-2 2 1

12lb-4 2 1 6lb-3 2 1

12lb-5 2 1 MOR 2 1

Repl-A ☐ (3) Repl-B ☐ (3)

Repl-C ☐ (3) Repl-D ☐ (3)

Repl-E ☐ (3)

Braunschweig (B) ☐ (8)

1/ABV 7 6 5 4 3 2 1

2/ABV 7 6 5 4 3 2 1

1/HUL 8 7 6 5 4 3 2 1

2/HUL 8 7 6 5 4 3 2 1

Ingersleben (I) ☐ (5)

1/WIE 6 5 4 3 2 1

2/WIE 6 5 4 3 2 1

1/PRH 6 5 4 3 2 1

2/PRH 6 5 4 3 2 1

Bevern (BEV) ☐ (15)

Pannwitz (PN) ☐ (5)

2/AHN 9 8 7 6 5 4 3 2 1

3/AHN 8 7 6 5 4 3 2 1

1/BOR 8 7 6 5 4 3 2 1

2/BOR 7 6 5 4 3 2 1

Manstein (M) ☐ (5)

1/MAN 7 6 5 4 3 2 1

2/MAN 7 6 5 4 3 2 1

1/KAL 8 7 6 5 4 3 2 1

2/KAL 7 6 5 4 3 2 1

1/FRM 8 7 6 5 4 3 2 1

2/FRM 7 6 5 4 3 2 1

Puttkammer (P) ☐ (5)

1/KRE 5 4 3 2 1

2/KRE 5 4 3 2 1

1/LGD 8 7 6 5 4 3 2 1

GEM 5 4 3 2 1

PRUSSIAN ARMY MORALE TABLE

	Current Loss Total					
	75+	100+	125+	150+	175+	200+
0	0-6	0-5	0-2	-	-	-
+5	7-9	6-9	3-8	0-7	0-6	0-4
+10	-	-	9	8-9	7-9	5-9

SP & Leader Loss Values for Army Morale

Each Infantry/Cavalry SP = 1

Each Artillery SP = 2

Eliminated Leader = (#) on Roster

CURRENT PRUSSIAN LOSSES

Routed SP Values for Army Morale

Each Infantry/Cavalry SP = 1

CURRENT PRUSSIAN ROUTED SPs

AUSTRIAN ROSTER SHEET: KOLIN, 1757

Daun (DAU) ☐ (20)

Nadasdy (NAD) ☐ (10)

Hadik (H) ☐ (5)

SPL-H ☐ 6 5 4 3 2 1

EST-H ☐ 5 4 3 2 1

JAZ-H ☐ 17 16 15 14 13 12 11 10 9

HAD-H ☐ 4 3 2 1

KLN-H ☐ 14 13 12 11 10 9 8

NAD-H ☐ 8 7 6 5 4 3 2 1

BAR-H ☐ 5 4 3 2 1

Morocz (M) ☐ (5)

FES-H ☐ 11 10 9 8 7 6

DES-H ☐ 2 1

MOR-H ☐ 15 14 13 12 11 10 9 8

KAI-H ☐ 24 23 22 21 20 19 18 17

KOM ☐ 20 19 18 17 16 15 14 13 12 11

PRK-CH ☐ 12 11 10 9 8 7

PRA-CH ☐ 8 7 6 5 4 3 2 1

GRB-CH ☐ 13 12 11 10 9 8 7

Beck (B) ☐ (5)

WKE(a) ☐ 3 2 1 WKE(b) ☐ 3 2 1

1/GRD(a) ☐ 3 2 1 1/GRD(b) ☐ 3 2 1

2/GRD(a) ☐ 3 2 1 2/GRD(b) ☐ 3 2 1

1/BRO(a) ☐ 3 2 1 1/BRO(b) ☐ 3 2 1

2/BRO(a) ☐ 3 2 1 2/BRO(b) ☐ 3 2 1

KAR-H ☐ 3 2 1

BAN-H ☐ 3 2 1

WAR-H ☐ 1

KAI-H ☐ 2 1

KOM ☐ 8 7 6 5 4 3 2 1

Feuerstein (FEU) ☐ (10)

Sebelloni (SER) ☐ (10)

B.DAUN (BD) ☐ (5)

KAL-K ☐ 14 13 12 11 10 9 8

SAV-D ☐ 13 12 11 10 9 8 7

KOL-D ☐ 10 9 8 7 6 5 4 3 2 1

O'Donnell (OD) ☐ (5)

SCH-K ☐ 12 11 10 9 8 7

LIG-D ☐ 10 9 8 7 6 5 4 3 2 1

PRT-K ☐ 13 12 11 10 9 8 7

Stampach (STA) ☐ (10)

Kolowrat (K) ☐ (5)

SER-K ☐ 11 10 9 8 7 6

POR-D ☐ 8 7 6 5 4 3 2 1

H-D-D ☐ 9 8 7 6 5 4 3 2 1

Wollwarth (W) ☐ (5)

GEL-K ☐ 9 8 7 6 5 4 3 2 1

A-M-K ☐ 9 8 7 6 5 4 3 2 1

S-G-D ☐ 11 10 9 8 7 6

Castiglione (C) ☐ (5)

ODO-K ☐ 12 11 10 9 8 7

J-M-D ☐ 8 7 6 5 4 3 2 1

SGD ☐ 7 6 5 4 3 2 1

FIR ☐ 6 5 4 3 2 1

SOR ☐ 4 3 2 1

1/BNL(a) ☐ 3 2 1 1/BNL(b) ☐ 3 2 1

2/BNL(a) ☐ 3 2 1 2/BNL(b) ☐ 3 2 1

1/SZL(a) ☐ 3 2 1 1/SZL(b) ☐ 3 2 1

2/SZL(a) ☐ 3 2 1 2/SZL(b) ☐ 3 2 1

Marschall (MAR) ☐ (10)

Andlau (A) ☐ (5)

1/EKR ☐ 7 6 5 4 3 2 1

2/EKR ☐ 6 5 4 3 2 1

1/MOL ☐ 8 7 6 5 4 3 2 1

2/MOL ☐ 8 7 6 5 4 3 2 1

3/MOL ☐ 6 5 4 3 2 1

1/PUE ☐ 8 7 6 5 4 3 2 1

2/PUE ☐ 8 7 6 5 4 3 2 1

3/PUE ☐ 6 5 4 3 2 1

Starhemberg (ST) ☐ (5)

1/NEI ☐ 6 5 4 3 2 1

2/NEI ☐ 6 5 4 3 2 1

3/NEI ☐ 6 5 4 3 2 1

1/GAI ☐ 6 5 4 3 2 1

2/GAI ☐ 6 5 4 3 2 1

1/HAL ☐ 7 6 5 4 3 2 1

2/HAL ☐ 7 6 5 4 3 2 1

BUR ☐ 6 5 4 3 2 1

PAN ☐ 6 5 4 3 2 1

12lb-1 ☐ 2 1 HOW-1 ☐ 2 1

12lb-2 ☐ 2 1 HOW-2 ☐ 2 1

6lb-1 ☐ 2 1 3lb-1 ☐ 2 1

6lb-2 ☐ 2 1 3lb-2 ☐ 2 1

6lb-3 ☐ 2 1 3lb-3 ☐ 2 1

6lb-4 ☐ 2 1 3lb-4 ☐ 2 1

6lb-5 ☐ 2 1 3lb-5 ☐ 2 1

3lb-6 ☐ 2 1

Repl-A ☐ (3) Repl-B ☐ (3)

Repl-C ☐ (3) Repl-D ☐ (3)

Colloredo (COL) ☐ (10)

Puebla (P) ☐ (5)

1/ARH ☐ 7 6 5 4 3 2 1

2/ARH ☐ 7 6 5 4 3 2 1

3/ARH ☐ 8 7 6 5 4 3 2 1

1/THU ☐ 7 6 5 4 3 2 1

2/THU ☐ 7 6 5 4 3 2 1

3/THU ☐ 7 6 5 4 3 2 1

1/HAR ☐ 6 5 4 3 2 1

2/HAR ☐ 6 5 4 3 2 1

3/HAR ☐ 5 4 3 2 1

1/LDA ☐ 8 7 6 5 4 3 2 1

2/LDA ☐ 7 6 5 4 3 2 1

3/LDA ☐ 7 6 5 4 3 2 1

Sincere (SI) ☐ (5)

1/BOT ☐ 6 5 4 3 2 1

2/BOT ☐ 6 5 4 3 2 1

3/BOT ☐ 7 6 5 4 3 2 1

1/DEU ☐ 7 6 5 4 3 2 1

2/DEU ☐ 7 6 5 4 3 2 1

1/B-B ☐ 6 5 4 3 2 1

2/B-B ☐ 5 4 3 2 1

Wied (WI) ☐ (5)

WUR-D ☐ 14 13 12 11 10 9 8

BIR-K ☐ 13 12 11 10 9 8 7

1/SAL ☐ 6 5 4 3 2 1

2/SAL ☐ 6 5 4 3 2 1

L-R ☐ 6 5 4 3 2 1

PLA ☐ 9 8 7 6 5 4 3 2 1

STA ☐ 9 8 7 6 5 4 3 2 1

ARB ☐ 4 3 2 1

MER ☐ 7 6 5 4 3 2 1

S-G ☐ 6 5 4 3 2 1

LIG ☐ 6 5 4 3 2 1

SP & Leader Loss Values for Army Morale

Each Infantry/Cavalry SP = 1
Each Artillery SP = 2
Eliminated Leader = (#) on Roster

CURRENT AUSTRIAN LOSSES

AUSTRIAN ARMY MORALE TABLE						
	Current Loss Total					
	50+	100+	150+	200+	250+	300+
0	0-8	0-4	0	-	-	-
+3	9	5-8	1-6	0-4	-	-
+5	-	9	7-8	5-8	0-6	0-4
+10	-	-	9	9	7-9	5-9

CURRENT AUSTRIAN ROUTED SP

Routed SP Values for Army Morale
Each Infantry/Cavalry SP = 1