

- Battle of Kalisz 1706 -

A Great Northern War Battle, Presented by the Wyre Forest Wargames Club
(www.wfgamers.co.uk) and the Roll a One Blog (www.rollaone.com) at Salute 2017.

The Kalisz Battle 1706 is a strange epilogue to the Great Northern War Saxon Campaign (1701-06) or a prologue to the Russian Campaign (1708-09). The Battle, that took place next to the Polish town of Kalisz, was a three-hour fight between a vastly outnumbered Swedish contingent, supported by Polish-Lithuanian allies (totalling some 14,000 men) and an army led by Augustus II the Strong consisting of the Saxons, Russians and Polish Allies (35,000 men in total). The Battle could have been prevented as Augustus, the Elector of Saxony, had recently been forced to agree to a treaty to abdicate his claims to the Polish Crown in the Treaty of Altranstädt, but did not tell his Allies. Augustus even tried to convince the Swedish Commander Mardefelt to withdraw, but in him being unaware of the fresh Treaty thought this was strategic trickery and stood firm. This was not a glorious Swedish victory against all odds as at Narva 1700 or Klissow 1702, instead it was a decisive victory for the Coalition Forces of Augustus the Strong. The Polish-Lithuanians who were supporting the wings collapsed and fled the battlefield and consequently the Swedish centre were double flanked. The



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The game fields a significant amount of bases with 6mm miniatures (with over 200 bases counting leaders and artillery, a total of some 1,700 miniatures). It features some interesting troop types, mainly cavalry, including Polish-Lithuanian Pancerni, Winged Hussars, Russian Dragoons, Kalmucks, Cossacks, Saxon Cavalry, Swedish pike armed infantry and horse. All miniatures are from the *Baccus* GNW and WSS ranges, apart for the Kalmucks for which various models from the ancient range, mainly the Huns range, were used. The buildings used to represent the city of Kalisz and the villages (Kościełna Wieś and Dobrzec) are from *Total Battle Miniatures* and *Timecast*.

We are using Nick Dorrell's adaptation of the *Twilight of the Sun King Rules* (TotSK) published by the *Pike and Shot society*. These are fast play rules that makes it possible to play large horse and musket battles during late 17th and early 18th century in a reasonable time. Basing is adaptable and the rules works at two levels standard/brigade and regimental scale. In the standard scale a unit represents a brigade or its equivalent (2,000 infantry or 1,000 cavalry – so about 4 battalions or 8 squadrons). For the regimental scale a unit equates to 1,000 infantry or 500 cavalry. The Kalisz game uses the regimental scale using, in most cases, two 60mm bases for a unit with a total frontage of 120mm per unit. This is



the same basing we have previously used for the *Polemos GNW*, *Maurice* and the *Might and Reason* rules and is flexible enough for most regimental/battalion level rules of the period.

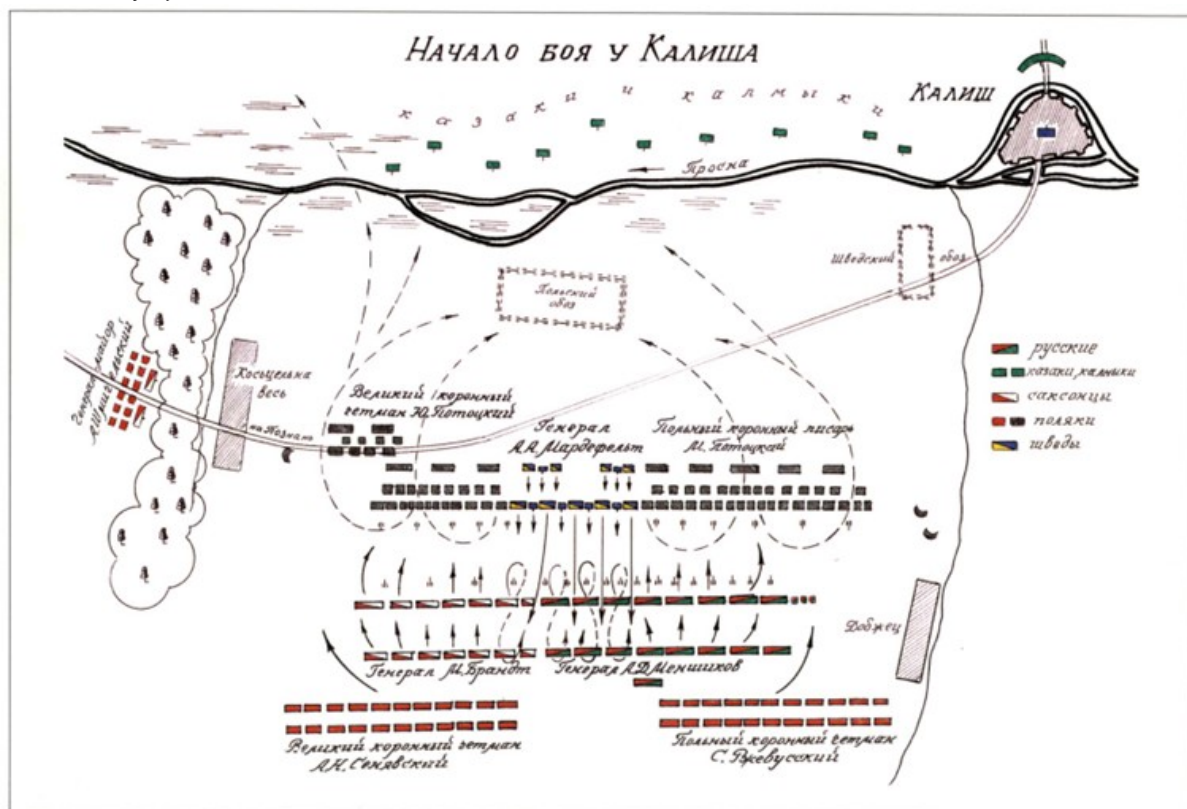
The rules are, to quote Nick from the Design Philosophy notes, "...radical, some would say reductionist, in their conception. It is based on the premise that during this time period, morale rather than numbers of casualties was the key to deciding combat and even the outcome of battles. Many wargames rules pay lip-service to this; however, these rules take the radical step of collapsing shooting and close combat into morale. This dramatically simplifies game play but does so, in the designers' opinion, without significant loss of historical accuracy."

The Battle was originally presented at the Joy of Six Show in 2014 and we had a very good day indeed and we even got a positive mention by Neil Shuck in the Miniatures Wargames Magazine (September 2014), who said "It's a shame that it won't be touring other UK shows, as this is a fantastic example of what can be achieved in this small scale. Not so much a war game as a work of art." So here it is - perhaps not a tour but at least a gig at the biggest show in the UK!

All the very best,

Nick Dorrell & Per Brodén

[Nick, amongst other things, is currently working on a second scenario book for the TotSK rules covering the Great Northern War and the Ottoman Wars. His latest book *Peter the Great Humbled: The Russo-Ottoman War of 1711* is soon to be published. Per is trying to avoid too many diversions so he can finalise the miniatures and the terrain for the next GNW project, *Lesnaya 1708*, to be presented at the Joy of Six Show in Sheffield 16 July 2017.]



Note: The map of the battle above is from the excellent book *Kalishskaia bataliia 18 oktiabria 1706 goda* [Kalisz Battle October 18th, 1706] (Russian), by V A Artamonov. We used this map as a basis for doing the terrain boards. Other good sources are Wimmer, Jan. "The Battle of Kalisz, Oct. 29, 1706", *UnDie Polnische Krone*, 1961 (translated by Mitchell D. Allen, this translation used to be available for download, amongst a lot of other very useful things, on the Northern Wars Site that was managed by Dan Schoor) and the excellent article in the recent *Great Northern War Compendium* (Volume One) by Chmiel, Zbigniew. "The Battle of Kalisz 1706", pp. 217-224.