

THE LASH of the TURK

THE OTTOMAN ASSAULT ON THE HOLY ROMAN EMPIRE

1526-1683

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READ THIS FIRST

We've organized the overall structure of the rules of this LPS simulation game to follow this game's sequence of play in introducing concepts. The rules themselves are written in a format known as the Case System. This approach divides the rules into Modules (each of which deals with a major important aspect of play). Modules are numbered sequentially as well as possessing a title. Each Module is divided into Sections (that deal with a major sub-topic inside the Module) which are also numbered sequentially. Modules and Sections are introduced by some text that briefly describes the subject covered by that particular Module or Section. Finally, the majority of each Section consists of Cases. These are the specific, detailed rules that govern play. Each Case is also numbered sequentially. The numbering follows a logical progression based upon the number of the Module of which the Cases are a part. A Case with the number 7.51, for example, is the first Case of the fifth Section of the seventh Module of the rules. Each Module can have as many as ninety-nine Sections and each Section can have as many as ninety-nine Cases. The numbering system is designed as an organizational aid. Use it to determine where a Case is located in the rules.

3.1.4

The example above is the number of the fourth Case of the first Section of the third Module of the rules.

Learning to Play the Game

Begin by familiarizing yourself with all of the components listed for this game. Then skim through the charts and rules, reading all the titles of the Modules and Sections. Set up a game scenario or portion of a scenario (after reading the applicable Module) and play a trial game against yourself. During this trial game, try referring to the rules only when you have a question and remember the numbering system we employ makes it easy to look up rules when you do. While a trial game may take you an hour or two, it is the quickest and most pleasant way to learn (short of having an experienced friend teach you). We also don't recommend attempting to learn the rules word-for-word. Memorizing all the details is an effort that few can do. We've written these rules to be as comprehensive as possible – but they are not designed to be memorized. Taking in the rules in this way (as you play along) is the best approach to mastering this game. We're always open to suggestions on how to improve the comprehension of our rules. Write to us (see addresses below) if you have an idea on how we can communicate better with you.

1.0 INTRODUCTION

Lash of the Turk covers the significant campaigns waged by the Ottoman Empire against the Holy Roman Empire during the sixteenth and seventeenth centuries. For centuries the Ottomans fought against the Austrian Emperor across the plains of Hungary using Hungarians, Transylvanians and Wallachians as their chess pieces. From the dismemberment of Hungary by Suleiman the Magnificent after the battle of Mohacs in 1526 to the rolling back of the Ottoman frontiers during the campaign of 1683, hundreds of thousands of lives were lost as the two empires ground against each other. By using counters to represent the military units of both sides, players will recreate four important campaigns: 1526, 1529, 1532 and 1683, as they contest over a map representing Hungary, Wallachia, Transylvania and parts of Austria, Bulgaria and Serbia.

2.0 GAME COMPONENTS AND TERMS

Each copy of *Lash of the Turk* is composed of the following:

- One 22 by 34 inch map
- One sheet with 216 9/16" counters
- 4 pages of tables (2 player Aid Charts)
- This rules booklet

Players will also need two six-sided dice to play the game. If any of these components are missing or damaged please contact:

Against the Odds

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We hope you enjoy this game. Should you have any difficulty interpreting the rules, please write to us at the above postal address, or send an e-mail to gamesupport@atomagazine.com, phrasing your questions so that a simple sentence, word, or number can answer them. If you send a letter by mail, you must enclose a stamped, self-addressed envelope to receive a reply. We recommend e-mail as the best way to resolve a query. Although we welcome comments and suggestions about the game's interpretation of events, we cannot promise to respond to questions on theory or design intent. Changes and updates to the game's rules can be found at the website www.atomagazine.com.

2.1 Game Pieces

Each counter in the game represents either a military unit, or a game function marker. Military units may be groups of soldiers, fleets of ships or leaders and their staffs or Wagon Supply Train. They are rated for attack combat factor, defense combat factor and movement for land units or fleets, and attack modifier, defense modifier and movement for leaders as explained within the rules. Game function markers help keep track of the control status of towns, supply exhaustion of a hex, siege combat, out of supply or disrupted status of combat units, the turn's weather, Victory Points (VPs) accumulated and the number of replacement points available for each player. Austro-Hungarian units have a blue background with a light beige stripe, Austro-Hungarian Allied units have a blue background with a two tone stripe. Ottoman units have an orange background with a light beige stripe. Ottoman Allied have a orange background with a two tone stripe.

2.2 Game Map

The map covers a roughly square area where these campaigns actually took place. A hexagonal grid overlays the map to regulate movement, and the courses of rivers have been altered slightly to conform to the sides of the grid in the interests of playability. The terrain features on the map are representative of the actual terrain over which the conflict raged and their effects are further explained in the rules and on a chart. If a hex has more than one terrain type, the highest movement point (MP) cost to enter is paid, and the terrain most advantageous to the defender is used for combat.

Note: The locations of the Mohacs battlefield and Count Dracula's (Vlad the Impaler) castle are denoted on the map only for historical and geographic purposes. These have no special function in terms of game play.

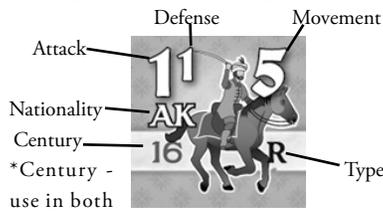
2.3 Game Concepts, Terms, and Abbreviations

Lash of the Turk is basically a two-player game. The following terms will help you digest the rules as you look them over along with the other components.

Allied units These are non-Imperial units that are allied to one side or the other and, in the case of Transylvanian and Magyar units, may switch sides under certain conditions.

Austro-Hungarian Represents the forces of the Austrian Empire, which include Imperial holdings such as Austria, Bohemia and

COMBAT UNITS



Type: M - Mercenaries
 G - Garrison R - Raider
 H - Heavy troops S - Siege Guns



Infantry



Cavalry



Artillery



Ship



Wagon

LEADERS



MARKERS



Advantage Bridge Control Disrupted



Exhausted No Supply Replacement Siege



Siege Level Turn Victory Points Weather

Hungary.

Control of forts (cities) must be done by garrisoning (having a unit) in the hex. Control of towns is either by occupation or by being the last player to have a friendly unit occupy the hex at any point, and is marked on the board by placing a control marker (friendly side up) on the town (thus representing a small garrison force left

behind to maintain control). Forts and towns not listed as being controlled in scenarios are considered neutral and can be grabbed for supply and VPs by any player bold enough to march into them.

DR/DRM Die roll/ Die roll modifier

Ottoman Represents the forces of the Turkish-dominated Ottoman Empire that bordered what is now Hungary and Romania and prosecuted a lengthy campaign to control not only these areas but also the Austrian capital of Vienna.

Raid During the part of a turn designated as Raid Phase, the active player moves his raider units and makes raid attacks.

Rounding Whenever a unit's combat factor is halved (or quartered) round up any fraction to the next whole number. Odds ratios are always rounded in favor of the defender. Movement allowance can be rounded up or down depending on rules condition to the next whole number.

Turn A full turn consists of both sides resolving loyalty, supply, moving, attacking, and raiding. Each turn represents one week of actual time. The weather can also change each turn, depending on a DR.

Victory Winning the game depends on accumulation of Victory Points. The type of victory can be altered by the death of certain leaders.

The following abbreviations are used on the counters:

Agha The Agha Khan of the Jannisaries

BA Bavarian

BO Bohemian

Charles Charles V, Holy Roman Emperor during most of Suleiman's reign

DU Dutch

Esterhazy Paul Esterhazy was the Hungarian Palatine in 1683 and led the Magyar forces

FR Franconian

Fredrick Frederick II, Count Palatine of the Rhine, was a general under King Ferdinand in 1529 and 1532

G Garrison Infantry type units. Garrison units may only move out of a fort if stacked with a leader

Ghirat Murad Ghirat, Khan of the Crimea

H Heavy troops of infantry or cavalry

Ibrm Buda Ibrahim of Buda

Ibrahim Ibrahim Pasha, Grand Vizier

JA Jannisary Infantry

Kassim B. Kassim Bey – leader of the Turkish raiding forces in the 1532 campaign

IT Italian

LK Landsknecht

Lorraine Charles, Duke of Lorraine commanded the Austrian field army in 1683

Louis Louis II, King of Hungary was only 20 in 1526

Lubomirski Prince Jerome Lubomirski of Poland, who was contracted to bring 3 regiments of horse in 1683

M Mercenary infantry unit

Mehmet Mehmet Giray, king of the Tartars, who joined in the siege of 1683 for glory and plunder.

Mustapha Kara Mustapha, Vizier of Mehmed

Philip Philip was the Palgrave, nephew of the Elector Palatine, in 1529

PL Polish

PS Austrian Peasant Vigilantes (*think mobs with pitchforks and torches!*)

R Raider type unit. Usually cavalry units, but includes Austrian Peasants (PS)

Rogendorf William Von Rogendorf, Marshal

Salm Nicholas, Count Salm

Sobieski John III Sobieski, King of Poland

SP Spanish

Strmbrg Ernest Starhemberg

Suleiman Sultan of the Ottoman Empire 1520-1566

SX Swedish

Thokoly Imre Thokoly, puppet King of Hungary

TM Transylvanian/Magyar

Tomori Pal Tomori was the Archbishop of Calocza, a fighting priest

TT Tartars

VO Volunteers

Zapolya John Zapolya, Voivode (Warlord) of Transylvania and puppet King of Hungary

Game Scale Each hex measures approximately 25 miles across. A Turn represents one week.

3.0 SEQUENCE OF PLAY

The following sequence of phases is performed during each game turn:

Supply Determination Phase Both players check the supply status of their units (Module 4.0). Units Out of Supply attempt to forage (Section 4.3).

Weather Determination Phase Weather is determined for the turn (Module 5.0).

Loyalty Check Phase Transylvanian/Magyar Leaders check their loyalty status (Module 6.0).

Attrition Phase Besieged units from the start and then all units starting turn 3 and onwards roll for attrition (Module 7.0).

Replacement Phase Austro-Hungarian and Ottoman armies may receive replacement points (Module 8.0).

Ottoman Movement Phase The Ottoman player may move all, some, or none of his eligible units up to their maximum movement allowance as adjusted by weather, supply status, etc. Ottoman reinforcements arrive at this time (Module 9.0).

Ottoman Combat Phase The Ottoman player conducts any attacks he wishes and then may conduct any siege warfare at this time (Module 10.0).

Ottoman Raid Phase Available Raider units may perform raids (Module 11.0).

Austro-Hungarian Movement Phase As the Ottoman phase. Austro-Hungarian reinforcements arrive at this time (Module 9.0).

Austro-Hungarian Combat Phase Same as the Ottoman player (Module 10.0).

Austro-Hungarian Raid Phase As the Ottoman phase (Module 11).

End Phase Perform Fort Repair (Module 12.0) and then advance the turn marker and assess if Sudden Death Victory (Section 13.1) has been achieved. If this was the last turn of the scenario, determine victory (Section 13.2).

4.0 SUPPLY

Each player examines his various units to see if they are in or out of supply.

4.1 Tracing Supply

A unit is in supply if:

- A line of hexes unblocked by prohibited terrain or enemy units, no longer than 5 hexes (unit's hex excluded), can be traced to a supply source.
- The owning player made a successful forage DR check.

4.2 Supply Sources

A supply source is defined as:

- Any friendly controlled un-besieged fort or fort not surrounded on all six sides,
- Any Danube River hexside that can trace a path along these river hexsides of infinite length off the East Edge for the Ottomans and the West Edge for the Austro-Hungarians that is unblocked by a garrisoned enemy fort or enemy fleet, or
- A Supply Train which is itself in supply.

4.3 Foraging

A unit deemed out of supply may attempt to forage in its hex to attempt to stay in supply (**Exception** Supply Trains may not forage). If there are multiple units in the hex, whichever unit is rolled for first is up to the owning player. Each unit making a successful roll on the forage table (See back page of rules) is considered in supply. If, however, a unit fails the roll ("Exhausts Hex"), it is considered out of supply and the hex becomes exhausted. Any other units that have not yet rolled in the hex are also considered out of supply and cannot roll for forage. The effects of exhaustion lasts for as long as units occupy the hex and an exhausted marker is placed in the hex. The marker cannot be removed until a supply phase in which no combat units occupy the hex. Ships, the Supply Wagon Train and Leaders are not considered combat units for this purpose.

4.4 Out of Supply

Units that are deemed out of supply have an Out of Supply Marker placed upon them and remain in that status until a supply determination phase when they are back in supply. Out of Supply units have all attack and defense factors halved and lose one movement point unless they are in a fort, wherein they retain all factors, but are considered Out of Supply for Attrition rolls.

Note: Raider units have a 10 hex supply range. These units will have to roll for attrition each turn when this starts, however (not very reliable folks).

5.0 WEATHER

During this Phase the Austro-Hungarian Player rolls one die and consults the weather chart. The weather may be either Clear, Rain, or Mud. Clear has no effect on the game. Rain reduces movement and anti-shiping rolls, and makes attrition worse. Mud effects are more severe and usually halt an offensive in its tracks. The effects are

summarized below the Weather Chart (See PAC).

6.0 TRANSYLVANIAN/MAGYAR LOYALTY

If the Ottoman or Austro-Hungarian player controls certain cities and forts specified in each scenario during the Loyalty Check Phase, a DR check is made to determine the loyalty of the TM leaders.

If currently enemy allied and the Austro-Hungarian achieves his conditions, a TM leader changes sides on a roll of 5-6; if the Ottoman achieves his conditions, the TM leader changes sides on a roll of 3-6. *Historically, the Ottomans were better able to gain the loyalty of the Magyars and Szekelys of Hungary and Romania, either through promises of autonomy or force of arms.* These leaders are back printed with the opposing side's colors, so if they change sides, flip them over. The units they are with and those not with another enemy TM leader and within supply distance change allegiance and are flipped as well.

7.0 ATTRITION

Attrition is rolled for during the Attrition Phase for any besieged units, and starting turn 3 onwards, for all units except garrison units in a fort. This is rolled for by stack, or if un-stacked, by unit. Leaders and fleets are not considered units for this roll. Consult the attrition chart (see back page of rules). Find the correct column for the number of units in the stack being rolled for and roll a die adjusting its result for all DRMs that apply. Cross-reference the modified roll's result on the column and apply the result immediately to the stack/unit. Attrition is also rolled for after units conduct a Forced March (Section 9.5).

8.0 REPLACEMENTS AND GARRISONS

Each side gets one replacement point per turn to replace destroyed units. Each point can rebuild one unit. The following units can be rebuilt: Garrison, Peasant, Non-Heavy Cavalry, Non-Heavy Infantry. All Transylvanian/Magyar units, Heavy Cavalry or Infantry, Leaders, Supply Trains, Fleets, and Artillery cannot be rebuilt.

Extra replacement points can be earned by the capture of forts. Each captured fort earns one replacement point **once** per scenario for the player that first captures the fort.

Replaced units appear when purchased in the nearest at start and still controlled town/fort

to a friendly leader that can trace a line of supply and is not besieged.

8.1 Garrisons

In scenarios that do not have all the garrison units initially deployed on the board, they can be exchanged or purchased as a replacement.

When there are 3 garrisons not initially deployed, randomly draw one and put it into the available replacement pool. The other two are available only to be exchanged. Exchanging is performed at the beginning of the owning player's movement phase. To perform the exchange, take one regular onboard infantry unit whose attack strength is equal to or greater than the two garrison units' combined attack strength that will be brought onto the board. Remove the onboard infantry unit permanently from the game and place the two garrison units into the hex the infantry unit was removed from.

If there are only 2 initially non-placed garrison units, then they are available for exchange only.

If there is only one initially non-placed garrison unit, it is put into the available replacement pool.

9.0 MOVEMENT

Each unit may move if it has a Movement Allowance (MA). A unit's movement allowance can be reduced by weather and supply status. Also, moving into non-clear terrain costs more movement points (MPs). Crossing a river costs extra MPs. A unit is moved one hex at a time until it has exhausted its MA or has gone as far as its owner wishes it to go. Friendly units may not enter an enemy occupied hex unless it is part of a siege or initiating Fleet versus Fleet combat.

9.1 Stacking

More than one friendly combat unit in a hex is considered a stack. A stack without a leader can contain no more than 4 combat units. (**Exception:** Forts (Case 10.6.1)). A stack with a leader can be of any size. There is no limit to the number of leaders in a hex. Fleets and supply trains do not count for stacking purposes. Units in a stack may move separately if they desire and can be dropped off at any point. Opposing units may not stack/occupy the same hex unless a siege is being performed or fleet combat is being initiated. Game markers do not count towards stacking.

Aside from the top unit in a stack of units, players may not inspect the opposing player's

stacks except during combat (regular or siege).

9.2 Leader Holding Boxes

To reduce the sometimes unwieldy stacks on the game board, leader holding boxes are provided (see map). Place any units that are with the leader in his holding box. They are assumed to be in the same hex in which the leader is on the board. As per the stacking rule, the opponent should only be able to look at the top non-leader unit of the entire stack.

9.3 Fleet Movement

Fleets do not move like land units, but instead move along the Danube River on hexsides. There is no modifier to fleet movement, but if fleets move onto a hexside of an enemy garrisoned fort, they must suffer anti-ship combat (Case 10.6.3).

9.3.1 Naval Transport. Fleet units that have not yet moved can transport units, once per turn, based on their size. A 5 defense factor fleet can transport one unit of any type to the limit of its movement. A 3 defense factor fleet can transport 1 unit, but not artillery, siege artillery or heavy cavalry. In addition to one unit, a fleet may also simultaneously transport one leader. For a unit to be transported it must first move to the Danube river hexside where the fleet starts. The naval unit then moves with the unit and must drop off the land unit in the hex where it ends its transporting movement.

Once transported, a unit may not move any further. If the fleet unit still has movement points remaining, it can continue moving, but may not transport again that turn. If a fleet is sunk by Fort versus Fleet combat, the unit it was transporting is eliminated.

A fleet may also act as a ferry in that friendly forces can cross the Danube river at a hexside containing a fleet as if the hexside were a regular river hexside. A fleet may perform this action once per player turn at only one hexside. A fleet may not transport and act as a ferry in the same player turn.

9.4 Leaders and Interception Movement

Leaders allow an unlimited number of units to move as a single stack and are used in intercepting moving enemy. Allied leaders can only move units of the same nationality for interception movement. Leaders with movement factors of 4 and 5 that are stacked with raider cavalry are an eligible stack to perform Interception. When the phasing player moves his stack or unit within half the movement allowance (rounded up) of an

eligible interception stack, the non-phasing player may ask the phasing player to show the exact route his stack will take from that point on. The non-phasing player then rolls a die and adds the attack modifier value of his leader. If the result is a 5 or 6, the non-phasing player may chose where his intercepting stack will intercept the phasing player's stack (within the interceptor's allowed MA) and must attack it. The phasing player's intercepted stack may not retreat before combat as noted in the combat section.

9.4.1 Ottoman Bridge An Ottoman leader is needed to put the Bridge counter into play. A stack with an Ottoman leader can place down the Bridge counter across any non-Danube river hexside during the movement phase. The counter starts flipped over (under construction). At the end of the following Ottoman's movement phase, the bridge is turned over and useable. It negates terrain on both sides for purposes of supply **only** and negates the MP cost of the river it bridges for the same purposes (not the terrain in the hexes that lie on each end of the bridge). Once built, the Bridge cannot be moved.

If the Austro-Hungarian player moves into a hex adjacent to the Bridge, and an Ottoman unit is also adjacent, the Bridge is destroyed. If the Austro-Hungarian player moves adjacent to the Bridge and there are no Ottoman units present the Ottoman player rolls a die. If the DR result is a 1-4: nothing happens; the Austro-Hungarian player can use the Bridge or destroy it at that time. If the DR is 5 or 6 the Bridge is destroyed (saboteurs got to it). If the Bridge is destroyed it is out of the game and cannot be rebuilt.

Designer's Note: Historically the bridge was built at Eszer by Suleiman.

9.5 Forced March

Units that are stacked with a leader can perform a Forced March. Before moving the stack the owning player rolls a die and modifies it by the listed DRMs that apply below the Force March Table on the PAC.

When conducting a Forced March, all of the units must finish their movement either still stacked with or in hexes adjacent to the leader. Once the unit/stack has finished the Forced March an Attrition DR check is made for the stack or unit.

9.6 Overrun

Enemy units can be eliminated during a player's movement phase if the moving stack achieves odds of 5:1 or better when the

defending units are not in a fort. To engage in an overrun, the moving player declares the intention to do so against the defender's hex and pays the MPs to enter the hex +1 MP. If there is a fort in the hex, the defending unit(s) can withdraw into the fort, thus preventing the overrun (not a town). If the odds ratio is less than 5:1, the overrunning unit's movement ends and they must attack the defending stack in the following Combat phase. If the odds ratio is 5:1 or more, the moving player rolls a die and applies any DRMs listed on the Overrun Table on the PAC and implements the result listed.

10.0 COMBAT

Combat may occur, at the phasing player's discretion, between his units and those of the opponent, if adjacent and not otherwise prohibited by terrain. Combat is always voluntary, even during a siege (Siege Table is still consulted prior to the combat), as noted below.

10.1 Combat Resolution

The phasing player is known as the attacker; he initiates all attacks made during his phase. The non-phasing player is known as the defender. Units may attack opposing units that they are adjacent to, except as prohibited by terrain or too low odds. The sequence is as follows:

10.1.1 Combat Declaration. The attacker informs the defender which defending stack he will attack first along with which of his eligible adjacent units will attack. The attacker then totals all his attacking factors. Not all the units in a stack need to attack, but non-attacking units will not be able to advance after combat if they did not participate. Conversely, units not in the attack will not suffer a retreat result if the outcome calls for it. All units in a defender's hex must be attacked, but the defending stack does not have to be attacked as a whole unless the defenders have withdrawn into a fort or town. The attacker can make any combination of attacks against the hex he wishes as long as all attacks against a single hex are announced first before any are resolved. The attacker may want to make a low-odds attack on some units in the stack in order to get a good attack on a particularly juicy unit in the stack. This tactic is known as "soaking off."

10.1.2 Retreat Before Combat. All the defending units in a hex can attempt to retreat before any combat for that hex is resolved with a DR check (only one check is made, it is all or nothing). In order to retreat before combat, all of the attacking units must

have an MA of 3 or less. Modify the DR by the DRMs listed on the Retreat Before Combat Table on the PAC and then apply the result as listed there.

10.1.3 Odds Calculation. Once the attacker has determined which units are in the attack, he totals the attack factors for all his units making this attack (modified by terrain effects (See TEC), supply or unit's status if applicable). The defender does the same. Compare the attacker's modified factor total to the defender's modified total and express this as an odds ratio found on the CRT (See PAC). Round odds in favor of the defender. Note that odds less than 1:3 are not allowed and odds greater than 4:1 are rolled on the 4:1 table with an additional +1 DRM for each odds level above 4:1 (i.e. a 6:1 odds would provide a +2 DRM).

Combat Modifications. Any DRMs are tallied and the net result will either be a positive or negative DRM or no DRM.

Combat Resolution. A die is rolled, apply the net DRM to its result and then cross-reference the final result with the odds column on the CRT (See PAC). The results are:

AE – the attacker is eliminated.

A1 – the attacker loses one unit of his choice and must retreat all others one hex

AR – the attacker must retreat all attacking units one hex

EX - Both Players roll a d6. High roller is the winner of the battle. The value of the DR of the loser is the number of units he must **randomly** pick as losses. Then the winner must eliminate a number of units whose combat factors (CFs) total equals or exceeds the amount of the CFs the loser lost. The loser then must retreat one hex. If the rolls are tied, both players randomly eliminate a number of units from their forces equal their DR. In addition, the leaders who participated in the combat from both sides must roll for survival (see Section 10.3). If both players still have forces remaining, fight another combat recalculating the odds with the new CF total of the remaining units. If the original defender vacates the hex, any surviving attackers may enter the hex. If this result is obtained when assaulting a fort, the defender of the fort does not have to retreat, but instead loses one additional unit.

NE – no effect

DR – the defender must retreat one hex unless in a fort (additional unit lost)

D1 – Defender loses one unit of his choice and must retreat one hex

D2 – Defender loses two units of his choice and must retreat one hex

DE – Defender is eliminated.

10.2 Retreats

Retreats must be either toward the nearest friendly controlled fort or the nearest friendly map edge, whichever is closer. The west map edge is friendly to the Austro-Hungarian Player and the east map edge is friendly to the Ottoman player. If a unit or stack of units cannot retreat, they are eliminated. Once the defender's hex has been vacated, the attacker has the option to advance with any or all attacking units into the hex.

10.3 Leaders and Combat

Leaders have numeric values for attack and defense which are used to modify the combat roll. Only one leader per stack is eligible to be used in such a manner. A leader who is in a hex, and was used in a combat that incurred an AE, EX or DE result, must roll to see if he survives. On a roll of 5 or 6 the leader is killed and removed from play. Leaders who cannot retreat when called for are automatically eliminated. Besieged leaders are eliminated if they are the last surviving unit of an attack.

10.4 Cavalry Retreat Before Combat

Non-phasing leaders commanding only cavalry units can elect to retreat before combat if all units attacking them have an MA of 4 or less. The stack choosing to do so retreats one hex without needing a DR check and the attacker may advance into the vacated hex.

10.5 Towns and Combat

Towns represent unfortified urban areas. As such they have no defense DRMs but can modify the defense factors of units that withdraw inside (see the Terrain Effects Chart or TEC). The defender of a hex containing a town must declare whether he is defending inside the town or outside. If he is outside, he may not use the town's defensive bonus. However, if a retreat result is called for, he may retreat into the town and may be subject to a siege (see Siege Combat, Section 10.7). Only two combat units of any type plus one leader may retreat into a town. Excess units must retreat out of the hex if able. If unable to, they are eliminated. If the attacker cannot besiege the town, he cannot declare a siege. If, however, a siege can be declared, he moves his units that he wishes to siege with into the hex of the town (observing stacking limits), places a siege marker on the hex, and play immediately proceeds to step 2 of a siege.

Note: This is the one of two ways two combats can be initiated against the same hex in the same turn and where units of opposing sides can occupy the same hex.

10.6 Forts and Combat

Forts represent elaborate fortifications that are usually well stocked and able to withstand attacks at high odds. Units may choose to defend outside the fort hex as per towns (Section 10.5), or may retreat into the fort.

Forts, besides modifying the defense factors as with towns, also have defensive levels. On the map, the defensive level is printed inside the fort symbol. There are two numbers; the black one is used in scenarios taking place in the 16th century, and the red one is used for the 17th century scenario. A level 5 fort modifies the attacker's roll by a -3 DRM, a level 3 or 4 fort provides a -2 DRM to the combat, and a level 1 or 2 fort provides a -1 DRM to the combat. Units retreating into forts may be subject to siege (Section 10.7). Fleets and supply trains do not count against stacking in forts. Once a Level reduction marker is placed on a fort, it remains there for the remainder of the game unless repairs are made (Module 12.0).

10.6.1 Forts and Stacking. Units occupying a Fort may stack more than the usual number of units. The following stacking limits apply inside a fort:

Up to three leaders, one artillery unit, one garrison unit and four other types of combat units, no more than one of which may be cavalry

Any additional units must retreat from the fort hex if able to do so (any that can't are eliminated).

10.6.2 Variable Fort DRMs Whenever a fort is involved in a siege assault, the defending player rolls a die to determine the actual DRM for the fort's Level this turn. Modify this roll by +1 if the assaulting force's leader has a greater attack modifier than any defending leader's defense modifier **or** if there is no defending leader **or** if the assaulting force has siege guns (+1 DRM maximum).

If the modified DR result is equal to or less than the fort's adjusted level, the current level of the fort is used to determine the DRM for the fort in the assault. If the modified result is greater than the adjusted level, the fort's level DRM is reduced by 1 to a minimum of 0.

Example *Guns' current level is a 3 (1 level reduction on it already). This means that it has a -2 DRM. The Austro-Hungarian player rolls*

a die and gets a 4. This is above Guns' current level of 3, so the DRM is reduced to a -1 DRM.

10.6.3 Forts vs. Fleets. Enemy fleets attempting to bypass fortifications are subject to an anti-shipping attack for every hexside of the Danube that they enter that borders the garrisoned fort. The non-phasing player rolls a die, applies any applicable DRMs and then cross references its result on the Fleet/Fort Combat Table's column (See PAC) that matches the Defense Factor (DF) of the targeted Fleet. Apply the result immediately. Results are as follows:

Miss: The fleet may proceed to the next hex side.

Damaged: The fleet has been damaged and must retreat to the nearest friendly town or fort on the Danube regardless of its remaining MA. Any cargo it was carrying must go with it. It may move normally the following player turn.

Sunk: The fleet, plus any unit(s) it was carrying, is eliminated. If more than one fleet is in the hex, the owning player decides which fleet is eliminated. Any surviving fleet retreats one hex.

10.7 Fleet vs. Fleet Combat

A ship entering the hexside of another ship must engage in combat, applying the procedures and results as per the Forts vs. Fleets combat. However, combat between fleets continues in a number of "rounds" until one side or the other is damaged or sunk. Both sides roll simultaneously on the table and the results are applied simultaneously. If a non-phasing fleet is damaged it retreats to a friendly fort or town. If the phasing fleet has enough MA remaining, it may pursue the defender's fleet to its hex and if it survives any Fort vs. Fleet attacks, it may attack the non-phasing fleet again. If the non-phasing fleet is damaged again, it must retreat again and can be pursued until the phasing fleet is out of MA or is damaged or sunk. A phasing fleet that is damaged and must retreat past enemy forts is attacked in each hexside it passes through of a garrisoned enemy fort.

10.8 Siege Combat

If the attacker causes a stack to retreat into a town or fort, or if the defender decides to remain inside the fort, a siege may occur. Units in any hex able to attack the hex may be counted toward the total but there must be at least a number of factors equal to the defender's unmodified total in the actual siege hex **and** a total of at least double the number of the defender's unmodified total in or adjacent to the siege hex. Having

satisfied this requirement, the attacker may then place a Siege marker on the hex. The turn following the besieging player having initiated a siege, after all regular combat has been taken care of, all sieges are resolved for the turn. The sequence is as follows for each siege:

10.8.1 Mercenary Surrender Impulse Roll one die and consult the Mercenary Surrender Table on the PAC. Adjust the roll for any applicable DRMs. There are three possible results:

Mercenaries do not surrender There is no change in their willingness to fight; continue to Siege Table roll.

Mercenaries given Honors of War The Ottomans allow the Mercenaries to retreat toward the nearest friendly non-besieged unit as a gesture of respect for their valor.

Mercenaries Surrender, but are slaughtered Eliminate the mercenary units.

Designer's Note *As at Buda in 1529, the Mercenaries are promised the Honors of War, but enraged Ottoman forces kill them instead and they are eliminated.*

10.8.2 Attacker's Siege Impulse The besieging player rolls a die, modifies the roll by any applicable DRMs and consults his column on the Siege Table on the PAC for the result. This represents the besieging player's efforts to batter down the fort's defenses by undermining the walls and planting explosives, enabling them to take it. The results are:

Attacker Unsuccessful Fort level remains the same.

- **1 level** Place a minus one level counter or advance a current negative level one step.

- **2 level** Place a minus two levels counter or advance a current negative level two steps.

Treachery! Traitors or spies have opened the gates which negates the fort's terrain effects multiplier but not its Level DRM.

10.8.3 Defender's Siege Impulse The defender may attempt to negate the attacker's result by making a roll (modify by applicable DRMs) on the defender's column of the siege table.. Result effects are as follows:

Unsuccessful The defender is unable to stop any attacker results.

Countermine # The number of lost levels the attacker caused is reduced by the # value shown down to minimum of 0 levels lost.

Sortie One defending unit with one

leader may attack one enemy unit of the defending player's choice (except leaders, artillery, ships, and siege guns). The besieging unit does not get any benefit from terrain.

Sortie (+1 DRM) As Sortie except with a +1 DRM to the combat.

BL1 Besieger loses one unit of the owner's choice.

10.8.4 Siege Assault Impulse The besieging player now decides if he wants to assault the fort. If he decides to go in, calculate the odds and roll as a normal attack. The current level of the fort is used to determine the minus DRM to the combat. If the defender takes casualties he does not have to retreat.

Repeat for as many sieges are still active for that player turn.

10.8.5 Once a defending force elects to become besieged, the defending units cannot engage in regular combat (i.e., they cannot later attack). The besieged units must await the lifting of the siege due to the attacker giving up and moving away in a later turn, or the attacker's force is driven off by a relief force.

10.8.6 Besieging units that wish to remain part of the siege may move from their hex to another adjacent hex or into the hex of the town/fort, but no further.

10.8.7 Besieging units that wish to remain part of the siege cannot attack other enemy units in other adjacent hexes.

10.8.8 A fort keeps its reduction marker on it for the remainder of the game or until it is repaired.

11.0 Raids

Raider units (indicated by an "R" in the type letter code of the counter) in each individual hex that did not participate in combat earlier can perform a raid within half their MA distance (rounding down). Raids can be performed against enemy controlled/non-controlled forts and towns (occupied or not) or enemy stacks. The effects of raids can be to gain VPs, disrupt or possibly eliminate enemy units, as well as possibly lose some friendly raiders. First roll a die and modify it by all the listed DRMs and consult the Raid Table (see the PAC) to see if the raid was successful or not. Then make another die roll on the Raid Results Table (see the PAC) using the appropriate column (Successful or Unsuccessful) and apply the roll's cross-referenced result.

After the raid's results have been applied, the Raiding player may move his Raiding forces (as a single stack) half their MA (rounded

down) of the slowest unit. If they are with a leader, they can move the full MA of the slowest unit as a single stack accompanied by the leader.

Once raider units have performed a raid, rotate them 90 degrees to indicate that they cannot be used as "available" for the raider defense modifier during the following opponent's turn. Also, rotated raiders cannot intercept and are halved on defense if attacked during the following player's turn.

***Designer's Note:** The Austrian peasants, who eventually got tired of the Ottoman Tartars and Akinjis ravaging their territory, successfully went out to meet them on more than one occasion. Think enraged town and village folk with pitchforks and torches here!*

Raid Results Explanation

Disruption If this result is called for, the owning player randomly draws the number of units required from his forces and places a disruption marker on top of the unit(s). During their next turn, those units can not move and attack at half strength. Remove the disruption marker at the end of their next turn.

Possible Elimination When this result is called for on the Raid Results table, the owning player randomly draws one or two units (as indicated) from his forces. Then a roll is performed for that unit. If the result is equal to or under its attack CF value, the unit survives but is disrupted (See above for effects). If the result is above its strength value, the unit is eliminated (thus units with a strength of 6 or more can not be eliminated). If the Ottoman supply train is randomly chosen it cannot be eliminated.

12.0 FORT REPAIR

During the End Phase of each game turn, each player rolls a d6. If the player's result is a 6, they can repair one fort's level reduction by one level if that fort was not besieged that turn.

13.0 WINNING THE GAME

During the End Phase of each turn, both players check to see if Sudden Death Victory Conditions have been met. If it is the end of the last turn of the scenario, the player with the most number of Victory Points wins the game.

13.1 Sudden Death Victory

The Ottoman player wins automatically if at the end of any turn if his units occupy both Buda and Vienna. The Austro-Hungarian player wins automatically if at the end of any turn Buda and Belgrade are occupied by his

units.

If neither player achieves a sudden death victory by the end of the last turn, determine victory by VPs.

13.2 Victory Points

If an Automatic Victory has not occurred, the winner of a scenario will be determined by accumulated VPs. During the scenario players will accumulate VPs for Raiding (Module 11.0), and then at the end of the scenario they will add additional VPs to their accumulated VP total to determine a winner. The player with the highest VP total wins the scenario.

13.2.1 When a half VP is accumulated, flip the "VPx1" marker over. If already flipped. Flip it back to its front side and move it to the next higher VP value.

13.2.2 At the end of the game, players will receive VPs equal to the printed fortification value of the forts that they control and 1/2 VP for each town that they control. Control of forts is by occupation. Control of towns is by having a friendly unit or control marker on the town. VPs will also have been accumulated during the game by Raiding. A player adds the VPs for the forts and towns controlled at the end of the game to his accumulated raiding tally on the VP track. Any forts specifically listed in the scenario Victory Conditions are worth double Victory Points for the player they are listed for.

Note It is possible for the game to end in a tied VP score in which case the game is a draw.

14.0 SCENARIOS

In the first three scenarios, the Austro-Hungarian player is on the defensive, while in the final scenario he will be able to mount an offense against the Ottoman player.

Counter addenda: A partial omission was discovered after the counters went to the printer. The 3-2-5 16th century side of the Volunteer Cavalry was inadvertently omitted. Use the 17th century side of the counter for all the 16th Century scenarios.

14.1 The Year of Mohacs

In 1526, the Grand Turk decided to march into Hungary with a large force in order to occupy that part of the Austro-Hungarian Army. The Emperor was engaged in a struggle with France and could spare little in the way of troops, leaving the young Louis, King of Hungary, pretty much on his own. Louis was unable to muster nearly the amount of troops that the Sultan Suleiman

had. Worse, one of his nominal vassals, John Zapolya, the Voivode (Warlord) of Transylvania, wasn't as dedicated to the Hungarian cause as he might have been, and spent most of the campaign avoiding both armies. Suleiman built a bridge across the Drava River at Eszer after reducing the lower Danube forts. Upon the fateful date of August 29, 1526, Louis met him on the plain of Mohacs, depending on his heavily armored knights to drive off the lighter Turks. Initially successful, the knights were stopped by a line of Turkish cannons chained together, behind which the Sultan's elite Janissaries stood, delivering volley after volley into the churning ranks of horsemen. The Turkish cavalry rallied and the Hungarian army soon found itself in a rout situation. Tens of thousands died that day, including King Louis and his "fighting parson" Bishop Paul Tomori. Content that he had destroyed Hungary as a point of resistance, Suleiman occupied Buda, where he was met by John Zapolya, who swore allegiance in return for recognition as King of Hungary. The Imperial Emperor put forth his brother Ferdinand as an heir, and loyalties in Hungary remained as divided as the land. Suleiman rode off to return the next spring and finish the job with an eye towards taking Vienna as well.

14.1.1 Austrian-Hungarian Forces: 1x 7-5-4 Heavy Cavalry, 4x 4-4-4 Cavalry, 4x 3-3-3 infantry, 1x 6-2-2 artillery, 1x 3-2-5 Volunteer Light Cavalry (VO), 3x 2-3-3 Mercenary Infantry, Garrisons (2x 3-5-2, 2x 2-4-2, 4x 1-3-2)

Leaders Louis and Tomori

Control All towns and forts west of the Danube between the Sava and the Neutra Rivers.

Available for replacement 2x 3-3-3 infantry (these two must be placed at Vienna when entered into the game)

14.1.2 Austro-Hungarian Allied Forces 4x 2-1-4 TM Light Cavalry, TM Garrisons (1x 3-4-2, 2x 2-3-2)

Leader Zapolya

Control Oradea, Arad, Abba Julia, Sibiu, Brasov, Hunedoara

Note These units must roll for possible allegiance change if Peterwardien, Eszer and Buda are captured.

14.1.3 Ottoman Forces: 1x 6-6-4 Heavy Cavalry, 3x 4-2-4 Cavalry, 1x 9-9-3 JA Heavy Infantry, 10x 5-3-3 Infantry, 1x 5-2-2 Artillery, 5x 2-1-5 TT Light Cavalry units, 5x 1-1-5 AK Light Cavalry units, 1x 2-2-2 Garrison unit, 1x 0-1-3 Wagon Supply

Train

Leaders Suleiman, Ibrahim

Control Belgrade, Widdin, Nicopolis

14.1.4 Setup: Austro-Hungarian sets up first, then the Ottoman player.

Austro-Hungarian All Garrison and Mercenary units are to be set up one each in a controlled Fort. All other units, including extra Garrison and Mercenary units, are placed on the west side of the Danube within one hex of Buda.

Allied Units All Garrison units must start in a controlled fort. All other units start within five hexes of Sibiu.

Ottoman Start in or within one hex of Belgrade except in the hex with Semendria in it.

14.1.5 Special Scenario Rules: Allied units may only attack Ottoman forces until Eszer and Peterwardien fall. After that, they may only move adjacent to Ottoman forces, but not attack unless one of those named forts are retaken.

14.1.6 Scenario Length: The game begins July II turn and ends September II turn (9 turns).

14.1.7 Victory Condition Forts

Ottoman Take Peterwardien, Eszer, Buda. If Suleiman is killed and the Ottoman wins the game normally, the result is a draw.

Austrian Hold Buda. If Louis is killed and the Austro-Hungarians win the game normally, the result is a draw.

Scenario Notes: *The Austro-Hungarian player cannot sit back. Buda is out in the open without much blocking terrain, so you are going to have to try to attack the Ottomans before they can roll up to Buda and have Lake Balaton as an anchor on their flank. This is a perfect introductory scenario because there are fewer units and no fleets to worry about.*

14.2 The Shadow of the Vulture

Suleiman was unable to return the following year to finish the destruction of Hungary due to problems at the other end of his empire, but in 1529, he returned and marched all the way to gates of Vienna, meeting little opposition since John Zapolya remained an ally. The walls of Vienna were not designed for a long siege, but General Weather lent a hand with rains that delayed Suleiman's siege artillery from being a decisive factor. Desperate mining and countermining characterized this battle as Philip the Count Palatine, the nominal commander, leaned on the elderly but wily Nicholas Count Salm to

keep the Turks out of Vienna until weather and disease made supplying Suleiman's army impossible. Buoyed by reinforcements by Ferdinand, the Elector Palatine, Philip managed to help the Turks on their way south. It would be three years before Suleiman would again make a determined effort.

14.2.1 Austro-Hungarian Forces 1x 3-3-4 Heavy Cavalry, 1x 4-4-4 Cavalry, 8x 3-3-3 infantry, 1x 6-2-2 artillery, 1x 2-3-3 Mercenary Infantry, Garrisons (1x 3-5-2, 2x 2-4-2, 4x 1-3-2), 1x 2-3-20 fleet

Leaders Philip, Salm, Von Rog

Control Tulln, Vienna, Pressburg, Neuhausel, Komorn, Gyor, Guns, Gran, Graz, Buda

14.2.2 Austro-Hungarian Allied Forces

1x 3-4-3 Bohemian Heavy Infantry, 1x 4-5-3 Landsknecht Heavy Infantry, 1x 4-4-3 Spanish Heavy Infantry

14.2.3 Ottoman Forces 2x 4-2-4 Cavalry, 2x 9-9-3 JA Heavy Infantry, 15x 5-3-3 Infantry, 1x 5-2-2 Artillery, 1x 7-2-2 Siege Artillery, 5x 2-1-5 TT Light Cavalry, 5x 1-1-5 AK Light Cavalry, 1x 2-3-2 Garrison, 1x 0-1-3 Supply Train, 1x 2-3-20 Fleet

Leaders Suleiman, Ibrahim

Control Nicopolis, Widdin, Orsova, Temesvar, Szalankemen, Peterwardien, Eszer

14.2.3 Ottoman Allied Forces 5x 2-1-4 TM Light Cavalry, 2x TM 2-3-2 Garrisons

Leader Zapolya

Control Arad, Oradea, Hunedoara, Abba Julia, Sibiu, Brasov

14.2.5 Setup: Austro-Hungarian sets up first, then the Ottoman player.

Austro Hungarian Forces The 3-5-2 Garrison unit, 6-2-2 Artillery and Leader Salm start in Vienna. The 2-3-3 Mercenary unit starts in Buda. The other six Garrison units may be placed in any other controlled city or fort, one each. All other forces may start within 1 hex of Vienna.

Austro-Hungarian Allies May set up as Austro-Hungarian forces.

Ottoman Allied Forces Leader Zapolya and 1x TM 2-1-4 Cavalry start at Eszer. All other units may set up east of the Neustra and Danube, but no closer than 1 hex to any Austro-Hungarian town or fort.

Ottoman Forces The 2-3-2 Garrison unit starts at Belgrade. All other units start at Eszer and the Fleet starts on the Danube hexside next to Eszer.

14.2.6 Reinforcements::**Austro-Hungarian:**

Sept 1 Turn Leader Frederick and 2x 3-3-3 infantry appear at Tulln

Sept 2 Turn 1x 4-4-4 Cavalry

Oct 1 Turn 2 x 4-4-4 Cavalry, 1x 3-2-5 Volunteer Cavalry, 1x 4-5-20 Fleet

Reinforcement units are placed either in Vienna or Buda (if friendly controlled) at the start of the turn. In order for the above reinforcements to enter, a DR check must be made. The owning player rolls a die at the beginning of the turn for each unit. Add 1 to the DR if the unit did not enter the game on its first turn of availability. If the modified DR is ≥ 3 the unit enters the game. If the modified DR is 2 or less the unit does not enter this turn. The owning player can try again each turn to enter the units into play. **Note:** It is possible that due to bad luck reinforcements may not enter the game at all. This is war. Deal with it!

Special Austro-Hungarian Reinforcements

On any turn that an Ottoman or Ottoman Allied unit comes within 2 hexes of Graz, place 3x 1-2-2 PS units in Graz. These units remain in play, even if the triggering unit moves away, but may not move farther than 5 hexes from Graz. **Note:** A entry DR check is not made for these units.

Ottoman Add 2x 2-2-2 Garrison Units to the available builds once Buda is captured by the Ottomans or their allies (placed at Buda). **Note:** A DR check is not made for these units.

14.2.7 Scenario Length: Aug 1 to Oct 4 (12 turns)

14.2.8 Victory Condition Forts

Ottoman Capture Buda, Gran, Vienna. If Suleiman is killed and the Ottoman wins the game normally, the game is a draw.

Austro-Hungarian Hold Vienna

Scenario Notes: The survival of Vienna was more due to weather and lack of Ottoman supplies than anything else. The Austro-Hungarian is weak but the lateness of the season hurts the Ottoman player here. The miracle of Vienna was seen as one of the turning points of history, as was its later siege in 1683.

14.3 Lash of the Turk

Suleiman made what appeared to be another determined effort to take Vienna in 1532. For some reason, he marched farther west and besieged Guns on the Raab River. This time, the Archduke Frederick was better prepared and massed a large army at Vienna.

Suleiman sent a huge cloud of Tartars and Akinjis to demonstrate at Vienna under Kassim Bey, but they were overcome and virtually wiped out. Unable to take Guns due to amazing ability of Captain Nicolas Jurischitz, a Croat, and perhaps fearing Frederick's powerful army, Suleiman turned further west to the gates of Graz, then turned south, ravaging Styria, and was back at Belgrade in October. Both armies seemed fearful of a decisive battle, the campaign ended without result, and all of western Hungary and Styria felt the Lash of the Turk.

14.3.1 Austro-Hungarian Forces 1x 7-5-4 Heavy Cavalry, 4x 4-4-4 Light Cavalry, 1x 3-5-3 Heavy Infantry, 10x 3-3-3 Infantry, 2x 6-2-2 Artillery, 3x 1-2-2 Peasants (PS), Garrisons (1x 3-5-2, 2x 2-4-2, 3x 1-3-2), 1x 4-5-20 Fleet

Leaders Charles, Jurischitz, Frederick

Control Tulln, Vienna, Pressburg, Neuhausel, Komorn, Graz, Guns, Gyor, Gran

14.3.2 Austro-Hungarian Allied Forces:

1x 3-3-3 Italian Infantry, 1x 3-3-3 Spanish Infantry, 1x 3-3-3 Dutch Infantry

14.3.3 Ottoman Forces: 2x 4-2-4 Cavalry, 2 x 9-9-3 JA Heavy Infantry, 15x 5-3-3 Infantry, 1x 5-2-2 Artillery, 1x 7-2-2 Siege Artillery, 4x 2-1-5 TT Light Cavalry, 4x 1-1-5 AK Light Cavalry, Garrisons (1x 2-3-2, 2x 2-2-2), 1x 2-3-20 Fleet, 1x 0-1-3 Supply Train

14.3.4 Ottoman Allied Forces 4x 2-1-4 TM Light Cavalry, TM Garrisons (1x 3-4-2, 2x 2-3-2)

Leader Zapolya

Control Buda, Oradea, Arad, Abba Julia, Hunedoara, Sibiu, Brasov

Leaders Suleiman, Ibrahim, Kassim Bey

Control Eszer, Petewardien, Szalakemen, Belgrade, Widdin, Nicopolis, Szegedin, Temesvar

14.3.5 Setup: Austro-Hungarian sets up first, then the Ottoman player.

Austro-Hungarian Leader Charles, 1x 3-5-2 Garrison and 1x 6-2-2 artillery in Vienna. All other Garrison units start in a controlled fort. Leader Jurischitz starts in Guns. 1x 1-2-2 Peasant (PS) may start within 3 hexes of Graz. All other units start within one hex of Vienna.

Austro-Hungarian Allied May start within two hexes of Graz or Tulln.

Ottoman Allied May start within one hex of Buda or any controlled fort, but not adjacent to Gran. Leader Zapolya and 1x 3-4-2

Garrison unit start in Buda.

Ottoman 1x 2-3-2 and 1x 2-2-2 Garrison units at Belgrade, Leaders Suleiman, Ibrahim 2x 9-9-3 JA Heavy Infantry, 1x 5-2-2 Artillery, 1x 7-2-2 Siege Artillery at Eszer. All other units start within 1 hex of Eszer.

14.3.6 Scenario Length: July 1 to October 2 (14 turns)

14.3.7 Victory Condition Forts

Ottoman Take Guns. If Suleiman is killed and the Ottoman wins the game normally, it is a draw instead.

Austro-Hungarian Hold Vienna. If Charles is killed, and the Austro-Hungarian player wins the game normally, it is a draw instead.

Scenario Notes: Suleiman is faced with a large Austro-Hungarian army here. You are going to be stretched to duplicate Suleiman's original line of march and need to make full use of your Raiders to threaten weakly held areas, condemning them to the same fate as Kassim Bey shared that fateful year.

14.4 The Last Bold Thrust

The fortunes of the rival empires waxed and waned over the next century and a half as both Sultan and Emperor battled external forces at the opposite ends of their realms. Mehmed IV, Sultan of the Ottoman Empire, sensed weakness in his opponent when the Hungarian nobles of a still fractious Hungary, Wallachia, and Transylvania felt disaffection over strict policies by the Emperor Leopold. The local ringleader was a wily fellow named Imre Thokoly, who styled himself the "King of Hungary." He negotiated in bad faith with the Austrians while Mehmed prepared his army to march once more against his Christian foe. Leopold was an uninspiring ruler, short of cash, but long on negotiators. While the Turkish army moved north, his diplomats visited Christian capitals throughout Europe, hoping that Austria's old foe France would stay quiet. Troops from all over the Empire, Franconians, Saxons, and Bavarians, marched to protect the threatened Vienna. A surprisingly robust ally was found in John III Sobieski, King of Poland, who brought most of his standing army to Austria. Mehmed's cannons pounded Vienna, and the Sultan's efforts had almost born fruit when a combined Austrian and allied army led by King John and Charles, Duke of Lorraine, smashed into the Turkish flank on September 12, 1683, routing the Janissaries under the personal command of Grand Vizier Kara Mustapha, forcing the entire Turkish army into a retreat, and costing them the fortress of Gran (Esztergom). This defeat cost the

Grand Vizier his title and he was strangled on Christmas Day, 1683, signaling forever the death of Turkish ambitions in continental Europe and the slow descent to become the “sick man of Europe.”

14.4.1 Austro-Hungarian Forces: 1x 7-5-4 Heavy Cavalry, 3x 4-4-4 Cavalry, 2x 3-5-3 Heavy Infantry, 10x 3-3-3 Infantry, 1 x 6-2-2 Artillery, 1x 3-2-5 Volunteer Light Cavalry, Garrisons (1x 3-5-2, 2x 2-4-2, 2x 1-3-2), 1x 4-5-20 Fleet

Leaders Lorraine, Starhemberg

Control Tulln, Pressburg, Vienna, Komorn, Gyor, Guns, Graz

14.4.2 Austro-Hungarian Allied Forces: 1x 2-1-4 TM Cavalry

Leader Esterhazy

Note: This leader and his units may switch sides if Guns falls.

14.4.3 Ottoman Forces: 1 x 6-6-4 Heavy Cavalry, 3x 4-2-4 Cavalry, 2x 9-9-3 JA Heavy Infantry, 15x 5-3-3 Infantry, 1x 5-2-2 Artillery, 1x 7-2-2 Siege Artillery, 5x 2-1-5 TT Light Cavalry, 5x 1-1-5 AK Light Cavalry, Garrisons (1x 2-3-2, 3x 2-2-2), 1x 2-3-20 Fleet, 1x 0-1-3 Wagon Supply Train

Leaders Mehmet, Mustapha, Agha, Ibrahim of Buda,

Control Neuhausel, Gran, Buda, Eszer, Peterwardien, Szalankemen, Belgrade, Szegedin, Temesvar, Widdin, Nicopolis.

14.4.4 Ottoman Allied Forces: 5 x 2-1-4 TM Light Cavalry

Leader Thokoly

Note: This leader and his units may switch sides if Buda falls.

14.4.5 Setup: Austro-Hungarian player sets up first, then the Ottoman player.

Austrian One Garrison must start in each controlled fort. Leader Lorraine, Allied Leader Esterhazy, and all starting Cavalry and units start within 1 hex of Gyor. The artillery unit, both Heavy Infantry Units and five Infantry Units start at Gyor. Leader Starhemberg and the rest of the infantry start at Vienna.

Ottoman Allied Thokoly and all Allied units may start at Neuhausel, Gran or Buda in any combination.

Ottoman Leaders Agha, Mehmet, and Mustapha start at Eszer with 2 x 9-9-3 JA Heavy Infantry, 1x 6-6-4 Heavy Cavalry, 3x 4-2-4 Cavalry, 12x 5-3-3 Infantry, 1x 5-2-2 Artillery, 1x 7-2-2 Siege Artillery, 1x 2-2-2 Garrison unit and 1x 0-1-3 Wagon Supply

Train. Ibrahim of Buda starts in Buda with 3x 5-3-3 Infantry and 1x 2-3-2 Garrison unit. Ghirat and all other Cavalry units start within 1 hex of Buda or Eszer in any combination. 1x 2-2-2 Garrison unit starts in Neuhausel and 1x 2-2-2 Garrison unit starts at Gran. The 2-3-20 Fleet starts at Gran or Buda.

14.4.6 Special Reinforcements:

July 1 Turn 1x 4-4-4 Polish Allied Cavalry arrives at Oberhollabrun

September 1 Turn 2x 4-3-4 Cavalry (AL, SX), 4x 4-4-4 Polish Cavalry, 5x 3-2-3 Polish Infantry, 3x 4-4-3 Bavarian, Franconian and Sweden (SX) Infantry, 1x 4-2-2 Polish Artillery, Leaders Sobieski, Lubomirski arrive at Tulln

3x 1-2-2 Peasant units start at Graz whenever an Ottoman or Ottoman Allied unit comes within 2 hexes of Graz. **Note:** A entry DR check is not made for these units.

In order for reinforcements to enter, a DR check must be made. The owning player rolls a die at the beginning of the turn for each unit. Add 1 to the DR if the unit did not enter the game on its first turn of availability. If the modified DR is ≥ 3 the unit enters the game. If the modified DR is 2 or less, the unit does not enter this turn. The owning player can try again each turn to enter the units into play. **Note:** It is possible that due to bad luck, reinforcements may not enter the game at all. This is war. Deal with it!

14.4.7 Scenario Length: June 1 through October 4 (20 turns)

14.4.8 Victory Condition Forts

Ottoman Take Vienna.

Austrian Take Gran.

Scenario Notes: *This is the mother of all battles in this game. Both sides have large forces. Historically, Charles, Duke of Lorraine, dithered when he could have crushed the garrison forces at Neuhausel, worried about the arrival of the Turks at Eszer. He found himself counterpunching against Tartar and Magyar raiders under Thokoly and Ghirat until allied troops could mass at Tulln. Then, his heavy cavalry, combined with the Polish army, overwhelmed the Turkish flank and managed to drive the Turks out of Gran by the end of October. As the Austro-Hungarians, your situation is not unlike Wellington's at Waterloo; you have to hold on until help arrives. Both sides have a limited amount of time to gain their victory conditions and both sides need to cripple the enemy army to have any hope of victory.*

15.0 OPTIONAL ADVANTAGE MARKER RULE

Players will usually exchange an Advantage Marker (AM) during the course of the game. Possession of the AM can confer an advantageous modification of a game rule/event for the player. The AM is always in the possession of the Ottoman player at the start of the game, but is immediately given over to the opponent whenever any of the following occur:

- Players roll the same number (doubles) during the Random Events Phase.
- Owning player rolls a 1 or less on the CRT, Forage, Siege or Attrition tables.

Before play begins each player rolls a die, adds 1, and keeps the number secret. The number is recorded on a scrap piece of paper and will be disclosed to the opponent at the end of the game. The number is the maximum number of times the AM can be used by the player to get one of the advantages on their AM list. Further, the number serves as a limit to the types of advantage(s) the player can select from on the AM list. For example a DR of 5 indicates the player can use the AM up to 5 times in the game, and use advantages 1 through 5 (6 would be unavailable). See the back page of the rules for the AM List.

16.0 DESIGNER'S NOTES

I have been thinking about this design for about 12 years, trying to work out how to represent complex interactions of a siege in a way that wouldn't be tedious to the average gamer. About a year ago the idea of fortification levels and a simple table to roll against summed up the ballet of mine and countermine as well as allowing the besieging player to assess the success of his operations before committing to an assault. I have enough diversity in each scenario to please the gamer that likes good history as well as a good game.

I also worked to keep the counter density low in each scenario to keep things moving quickly; since the siege phases would slow the tempo on their own, a number of map and order of battle compromises were made necessary to the simulation process. For example, the city of Vienna not only had a City Guard in 1683, it had a militia type unit called the Burgher Guard, a unit comprised of volunteers. I went back to the drawing board and streamlined the order of battle so that units were more homogenized, but still from all the city's wards, having a battle history going back to 1529 at least. Having two militia units plus elements

of 10 regiments plus artillery would have complicated stacking rules, so the Garrison units are more generic along with regular Infantry. I was originally inspired to do this game by Robert E. Howard's short story "Shadow of the Vulture," a fictional account of the 1529 siege of Vienna. I was prepared to do a detailed order of battle and show the various interactions of troops like Landsknechts, Pikemen, and Arquebusiers, when the publisher suggested I expand the game to have scenarios for several campaigns across Hungary to add more scenarios and flavor to the game.

Cavalry. The Ottomans flooded the countryside with Tartars and Akinji raiders that sacked and burned areas in a wide swath, hunting for booty more than serving the Sultan; hence the robust raid rules and cavalry reaction and retreat before combat rules.

This design has been the most challenging for me to date due to my goal of keeping game designs as playable as possible while still delivering good history. I hope that it delivers the concept of a huge Ottoman army bent on dismembering Hungary and taking Vienna, opposed by armies that gradually evolve from feudal levies to professional standing armies.

16.1 Further Reading:

Oman, Sir Charles, *A History of the Art of War in the Sixteenth Century*, Greenhill Books, London, 1989

Stoye, John, *The Siege of Vienna*, Holt Rinehart Winston, New York, 1964

Duffy, Christopher, *Siege Warfare*, Barnes and Noble New York, 1996

Murphey, Rhoads, *Ottoman Warfare 1500-1700*, Rutgers University, New Brunswick, 1999

Nicolle, David, *Armies of the Ottoman Turks*, Osprey, London, 1998

Nicolle, David, *Hungary and the fall of Eastern Europe 1000-1568*, Osprey, London, 1988

Miller, Douglas, *The Landsknechts*, Osprey, London, 1988

Treptow, Kurt, *A History of Romania*, The Center for Romanian Studies, Iasi, 1997

FORAGE TABLE (4.3)

| Die Roll | Raiders | Cavalry | All Others |
|----------|--------------|--------------|--------------|
| ≤1 | Exhausts Hex | Exhausts Hex | Exhausts Hex |
| 2 | OK | Exhausts Hex | Exhausts Hex |
| 3 | OK | OK | Exhausts Hex |
| 4 | OK | OK | OK |
| 5 | OK | OK | OK |
| ≥6 | OK | OK | OK |

DRMs

| | |
|--------------------------|----|
| Fort | +2 |
| Mountains | -1 |
| At least 1 Leader in hex | +1 |
| Mud | -1 |
| Woods | +1 |
| Marsh | -2 |

ATTRITION TABLE (4.5)

Turn 3 onwards

| Die Roll | # Units in hex | | | |
|----------|----------------|-----|------|-----|
| | 1-4 | 5-8 | 9-12 | 13+ |
| ≤1 | 0 | 0 | 0 | 0 |
| 2 | 0 | 0 | 0 | 1 |
| 3 | 0 | 0 | 1 | 2 |
| 4 | 0 | 0 | 1 | 2 |
| 5 | 0 | 1 | 2 | 3 |
| 6 | 1 | 1 | 2 | 3 |
| 7 | 1 | 2 | 3 | 4 |
| ≥8 | 1 | 3 | 3 | 5 |

DRMs

| | |
|------------------------------|----|
| Fort | -2 |
| Town | -1 |
| Raider unit in hex | -1 |
| Janissaries | +1 |
| Hvy. Cavalry | +1 |
| Rain | +1 |
| Mud | +2 |
| Leader AF or DF (Higher one) | -? |

The resulting value from the table is the number of units the player must eliminate from the stack (player's choice).

ADVANTAGES (OPTIONAL RULE 15.0)

Ottoman

1) Re-roll any one DR for Combat, Siege, Forage or Attrition. Note A first DR of 1 will still result in the hand-over of the AM, but the player can still re-roll.

2) One leader and all units stacked with him can move again up to half of the leader's MP allowance (round up any fraction).

3) Duplicity! Reduce any one of the opponent's forts levels by 2 for the turn (not less than 1, however).

4) Flip any one Transylvanian/Magyar unit to Ottoman Loyalty. Alternatively, the Ottoman player can permanently eliminate and remove from the game any 2 of these units currently loyal to the Austrian player (they deserted).

5) Suleiman and all units stacked with him can move a second time.

6) The Ottoman player can ignore any one Attrition DR this turn.

Austrian

1) Re-roll any one DR for Combat, Siege, Forage or Attrition. Note: A first DR of 1 will still result in the hand-over of the AM, but the player can still re-roll.

2) One leader and all units stacked with him can move again up to half of the leader's MP allowance (round up any fraction).

3) Duplicity! Reduce any one of the opponent's forts levels by 1 for the turn (not less than 1, however).

4) Flip any one Transylvanian/Magyar unit to Austrian Loyalty. Alternatively, the Austrian player can permanently eliminate and remove from the game any 2 of these units currently loyal to the Ottoman player (they deserted).

5) Place one available Austrian Peasant unit anywhere on the map.

6) The Austrian player can ignore any one Attrition DR this turn (increased donations and volunteers from throughout Christendom have arrived).