

6.2 TÜRKENKRIEG IMPERIAL OOB BOOK

General Instructions

The following lists indicate the Units, Auxiliaries, Artillery SPs, Leaders, and HQs; the same forces are available in each scenario, subject to any special directions. Dispositions are given in the Scenario Deployment section.

Unless specifically assigned a role by the scenario, DP Units beginning a scenario in a Formed state may be deployed either as Units or Auxiliaries, as the Imperial player sees fit.

6.21 Imperial Army Forces

6.211 Infantry & Cavalry Units

6.212 Frontier Defence = 34 Units

Notes:

| Name | Class | DP? | |
|--------------------------|---------------------------|-----|--|
| KR Lanthieri | Heavy Cavalry | No | IR = Infanterie Regiment |
| KR Johann Pálffy | Heavy Cavalry | No | KR = Kuirassier (Cuirassier) Regiment |
| KR Hohenzollern | Heavy Cavalry | No | DR = DR |
| KR Hohenembs | Heavy Cavalry | No | HR = HR |
| KR Hautois | Heavy Cavalry | No | DP? = Dual-Purpose unit? (Ex. Rule 4.12). |
| KR Hamilton | Heavy Cavalry | No | A multiplier is used to indicate the number of |
| KR Diemar | Heavy Cavalry | No | Unit counters with same name, except as follows. |
| KR Cordua | Heavy Cavalry | No | All cavalry regiments are divided into 2 counters. |
| KR Wurmbrand | Heavy Cavalry | No | Cuirassiers have 1 affiliated Carabinier Auxiliary, |
| KR Carl Pálffy | Heavy Cavalry | No | & Dragoons have an affiliated Horse Grenadier |
| KR Portugal | Heavy Cavalry | No | Auxiliary. These are not recorded elsewhere in |
| KR Seher | Heavy Cavalry | No | the OoB. <i>Exception:</i> KR Caraffa only has 1 unit. |
| KR Podtzatazky | Heavy Cavalry | No | Unless otherwise noted, all infantry regiments |
| KR Lubomirsky | Heavy Cavalry | No | consist of 3 (battalion) units plus 2 Grenadier |
| KR Lobkowitz | Heavy Cavalry | No | Auxiliaries. These are not recorded elsewhere in |
| KR Caraffa x1 | Heavy Cavalry | No | the OoB. |
| DR Savoye | Medium Cavalry | No | * Converged Grenadier unit (Ex. Rule 4.16). The |
| DR D'Ollone | Medium Cavalry | No | 1 st Class given is as a Unit, the 2 nd Class given is |
| DR Bathyaný | Medium Cavalry | No | as an Auxiliary. |
| DR Althann | Medium Cavalry | No | |
| DR Württemberg | Medium Cavalry | No | |
| DR Lichtenstein | Medium Cavalry | No | |
| DR Koháry | Medium Cavalry | No | |
| DR Khevenhüller | Medium Cavalry | No | |
| DR Jörger | Medium Cavalry | No | |
| DR Bayern | Medium Cavalry | No | |
| DR Philippi | Medium Cavalry | No | |
| HR Alte Desöffy | Hussar | Yes | |
| HR Czáky | Hussar | Yes | |
| HR Ghilyaný | Hussar | Yes | |
| HR Károly | Hussar | Yes | |
| HR Pestwärmegey | Hussar | Yes | |
| HR Splený | Hussar | Yes | |
| Geschwader Carabinier x4 | Heavy Cavalry/Carabinier* | Yes | |
| Geschwader Grenadier x4 | Medium Cavalry/Grenadier* | Yes | |
| IR Alt Württemberg | Line Infantry | No | |
| IR Alt Daun | Line Infantry | No | |
| IR Karl Lotharingen | Line Infantry | No | |
| IR Franz Lotharingen | Line Infantry | No | |
| IR Wenzel Wallis | Line Infantry | No | |
| IR Fürstenbusch | Line Infantry | No | |
| IR Harrach | Line Infantry | No | |
| IR Heister | Line Infantry | No | |
| IR Jung Daun | Line Infantry | No | |
| IR Marullý | Line Infantry | No | |
| IR Müffling | Line Infantry | No | |
| IR Ogilvi | Line Infantry | No | |
| IR Baaden-Baaden | Line Infantry | No | |
| IR Bayreuth | Line Infantry | No | |
| IR Damnitz | Line Infantry | No | |

| Name | Class | DP? | Notes: |
|--|--------------------------|-----|--|
| IR Franz Wallis | Line Infantry | No | IR = Infanterie Regiment KR = Kuirassier Regiment DR = DR HR = HR DP? = Dual-Purpose Unit? (Ex. Rule 4.12). A multiplier is used to indicate the number of unit counters with same name, except as follows. All cavalry regiments are divided into 2 counters. Cuirassiers have 1 affiliated Carabinier Auxiliary, & Dragoons have an affiliated Horse Grenadier Auxiliary. These are not recorded elsewhere in the OoB. <i>Exception:</i> KR Caraffa only has 1 unit. Unless otherwise noted, all infantry regiments consist of 3 (battalion) units plus 2 Grenadier Auxiliaries. These are not recorded elsewhere in the OoB. |
| IR Göldy | Line Infantry | No | |
| IR Möltke | Line Infantry | No | |
| IR Max Hessen | Line Infantry | No | |
| IR Sachsen-Hilkeburghausen | Line Infantry | No | |
| IR Königsegge | Line Infantry | No | |
| IR Max Starhemberg | Line Infantry | No | |
| IR Onelli | Line Infantry | No | |
| IR Schmettau | Line Infantry | No | |
| IR Thüngen | Line Infantry | No | |
| IR Vasquez | Line Infantry | No | |
| IR Alt Wölfenbittel | Line Infantry | No | |
| IR Wurmbrand | Line Infantry | No | |
| IR Schulemburg | Line Infantry | No | |
| IR Seckendorff | Line Infantry | No | |
| IR Walsegg | Line Infantry | No | |
| IR Wileczek | Line Infantry | No | |
| IR Platz | Line Infantry | No | |
| IR Reitzenstein | Line Infantry | No | |
| IR Salm-Salm | Line Infantry | No | |
| IR Jung Wölfenbittel x2 & 2 Grenadier | Line Infantry | No | |
| IR Witzler x1 & no Grenadiers | Line Infantry | No | |
| IR Succow x1 & no Grenadiers | Line Infantry | No | |
| IR Gylulay x1 & no Grenadiers | Line Infantry | No | |
| IR Deutschmeister x1 & no Grenadiers | Line Infantry | No | |
| IR de Vettes x1 & no Grenadiers | Line Infantry | No | |
| IR Traun x1 & no Grenadiers | Line Infantry | No | |
| IR Livingstein x1 & no Grenadiers | Line Infantry | No | |
| IR Diesbach x1 & no Grenadiers | Line Infantry | No | |
| IR Wachtendonck x1 & no Grenadiers | Line Infantry | No | |
| IR Alt Wallis x1 & no Grenadiers | Line Infantry | No | |
| IR Waldeck x1 & no Grenadiers | Line Infantry | No | |
| Battalion Grenadier x8 | Grenadier Foot | Yes | |
| Carstader Pandour Liccaner x6 | Grenz§ | Yes | |
| Carstader Pandour Szuiner x2 | Grenz§ | Yes | |
| Carstader Pandour Oguliner x2 | Grenz§ | Yes | |
| Carstader Pandour Ottocaner x2 | Grenz§ | Yes | |
| Warasdiner Pandour Creutzer x2 | Grenz§ | Yes | |
| Warasdiner Pandour St. Georger x2 | Grenz§ | Yes | |
| Slavonen Pandour Brooder x2 | Grenz x1 Grenz Horse x1§ | Yes | |
| Slavonen Pandour Peterwaradiner x2 | Grenz x1 Grenz Horse x1§ | Yes | |
| Slavonen Pandour Gradiscaner x2 | Grenz§ | Yes | |
| Serbiener Pandour x6 | Grenz§ | Yes | |
| Siebenburgen Land Miliz Kronstadt x1 | Hussar§ | Yes | |
| Siebenburgen Land Miliz Hermanstadt x1 | Hussar§ | Yes | |
| Slavonen Husaren x1 | Hussar§ | Yes | |
| Maroser Banat Pandour x1 | Grenz Horse§ | Yes | |
| Theißen Banat Pandour x2 | Grenz Horse§ | Yes | |
| Bulgarische Land Miliz | Grenz§ | Yes | |

6.213 Auxiliaries

| Name | Class | DP? | Notes: |
|-----------------------------------|-------------|-----|--|
| Abteilung Ingenieur Korps x2 | Pioneers | No | Multiplier indicates number of Auxiliaries with same name. |
| Abteilung Bergmänner Korps x2 | Sappers | No | |
| Donau Tshaikisten x3 (A, B, & C) | Boatmen | No | Boatmen match Gunboat Flotillas listed in 6.215. |
| Abteilung Pontonier Korps x2 | Pontooneers | No | |
| Donau Flotille-Marinebattalion x1 | Marines | No | |

6.214 Artillery SPs

Artillery Counters

| SPs | Class | Batterie Battalionkanone x12 | Battery Counters |
|-----|-------|------------------------------|----------------------------|
| 12 | Field | Feldartillery x4 | Field Artillery SP markers |
| 3 | Siege | Belagerungartillerie x4 | Siege Artillery SP markers |

Notes:

Maximum number of Artillery SPs of each Class per HQ is 9. Arsenal may have an unlimited number of Artillery SPs.
Artillery Markers are named by HQ.
SPs/Batteries from other Contingents are listed separately; those SPs are not distinguished during play except by their Battery Markers.

6.215 Available HQs & Other Items

| Name | Item | Name | Item |
|------------------------|---------------|------------------------------------|------------------|
| Die Kaiserliche Armee | Grand Army HQ | Garrison 1-20 | Garrison HQ |
| Army von Serbien | Army HQ | Imperial Flotilla A, B, & C | Gunboat Flotilla |
| Korps von Siebenburgen | Army HQ | Gunboat SPs (for use in Flotillas) | x12 total |
| Korps von Bosnien | Army HQ | | |
| Column A through D | Column HQ | | |

6.22 Bavarian Contingent

Forces

| Name | Class | DP? | Notes: see Ex. Rule 4.22. |
|---|-----------------------------------|-----|---|
| DR Hohenzollern | Medium Cavalry | No | IR = Infanterie Regiment KR = Kuirassier Regiment DR = DR |
| DR Stulpnagel | Medium Cavalry | No | |
| DR Kurfürsten | Medium Cavalry | No | |
| IR Prinz Max-Josef | Line Infantry | No | DP? = Dual-Purpose Unit? (Ex. Rule 4.12). |
| IR Törring | Line Infantry | No | A multiplier is used to indicate the number of Unit counters with same name, except as follows. |
| IR Morawitzky | Line Infantry | No | |
| IR Minucci | Line Infantry | No | |
| IR Trucheß | Line Infantry | No | Bavarian DRs consist of a single-counter regiment & 1 horse Grenadier Auxiliary (not listed elsewhere). |
| IR Preysing | Line Infantry | No | |
| IR Shärding | Line Infantry | No | |
| Batallion Bayrischer Grenadier x1* | Grenadier Foot | Yes | Bavarian IRs consist of 1 (battalion) Unit & 1 Grenadier Auxiliary (not listed elsewhere). |
| Geschwader Bayrischer Grenadier x1* | Horse Grenadier | Yes | |
| Bayrischer Artillery SPs x3 (3 Batteries) | Field | No | |
| IR Würzburg x1 & 1 Grenadier | Line Infantry <i>Reichsarmee</i> | No | <i>Reichsarmee</i> forces (Ex. Rule 4.25) are Imperial Contingent but are received with the Bavarians. |
| IR Kurkolnisches Leib x1 | Guard Infantry <i>Reichsarmee</i> | No | Kurmainz has 4 (battalion) Units; Kurtrier has 2 (battalion) Units. Neither has Grenadiers. |
| IR Kurkolnisches Wildenstein x1 | Line Infantry <i>Reichsarmee</i> | No | |
| IR Kurmainz x4 & 1 Grenadier | Line Infantry <i>Reichsarmee</i> | No | |
| IR Kurtrier x2 | Line Infantry <i>Reichsarmee</i> | No | |
| Kurkolnisches Grenadier Companie | Gren. Ft Aux. <i>Reichsarmee</i> | No | *Converged Grenadier unit (Ex. Rule 4.16). |

6.23 Saxon Contingent

Forces

| Name | Class | DP? | Notes: see Ex. Rule 4.22. |
|---------------------------------|----------------|-----|---|
| KR Kürprinz | Heavy Cavalry | No | IR = Infanterie Regiment KR = Kuirassier Regiment DR = DR |
| KR Maffey | Heavy Cavalry | No | |
| KR Bestenbostel | Heavy Cavalry | No | |
| DR Sonderhausen | Medium Cavalry | No | DP? = Dual-Purpose Unit? (Ex. Rule 4.12). |
| DR Chevalier de Saxe | Medium Cavalry | No | A multiplier is used to indicate the number of unit counters with same name, except as follows. |
| IR Sulkowsky | Line Infantry | No | |
| IR Saxe-Weißenfels | Line Infantry | No | IRs consist of 2 (battalion) Units & 1 Grenadier Auxiliary (not listed elsewhere). |
| IR Haxthausen | Line Infantry | No | |
| IR Rochau | Line Infantry | No | |
| Batallion Sachsen Grenadier x1* | Grenadier Foot | Yes | *Converged Grenadier unit (Ex. Rule 4.16). |
| Artillery SPs x3 (3 Batteries) | Field | No | |

6.24 Hessian Contingent

Forces

| Name | Class | DP? | Notes: see Ex. Rule 4.22. |
|-------------------------------------|----------------|-----|---|
| Hessen-Kassel Leib Reiter Regiment | Heavy Cavalry | No | IR = Infanterie Regiment DR = DR |
| DR von Lillenbrach | Medium Cavalry | No | |
| IR Garde Regiment von Hessen-Kassel | Guard Infantry | No | DP? = Dual-Purpose unit? (Ex. Rule 4.12). |
| IR Prinz Karl | Line Infantry | No | A multiplier is used to indicate the number of unit counters with same name, except as follows. |
| IR Calenwijk | Line Infantry | No | |
| IR Prinz Maximillian | Line Infantry | No | |
| Batallion Hessen Grenadier x2* | Grenadier Foot | Yes | Hessian IRs consist of 2 (battalion) Units & 2 Grenadier Auxiliaries (not listed elsewhere). |
| Artillery SPs x2 (2 Batteries) | Field | No | *Converged Grenadier unit (Ex. Rule 4.16). |

6.25 Montenegrin Contingent

Forces

| Name | Class | DP? |
|------------------------|-------------|-----|
| Montenegrin Pandour x3 | Mountaineer | Yes |

Notes: see Ex. Rule 4.224.

“DP?” = dual-purpose Unit? (Ex. Rule 4.12).
Multiplier indicates number of Units with same name.

Add 3 SPs to Imperial Frontier Defence pool when received.

6.26 Italian (Modenese) Contingent

| Name | Class | DP? |
|-----------------------------------|---------------|-----|
| IR della Palude x3 & 3 Grenadiers | Line Infantry | No |
| Artillery SPs x1 (1 Battery) | Field | No |

Notes: see Ex. Rule 4.22.

“DP?” = dual-purpose Unit? (Ex. Rule 4.12).
Multiplier indicates number of Units with same name.

6.26 Leaders

| Name | Rank | Faction | Notes: |
|---|---------|----------|---|
| Großherzog Franz Stephan von Toscana | Royal | Lorraine | |
| Feldmarschal Lothar J. Graf von Königsegge-Rothenfels | Marshal | Either | At the start of a scenario, determine the Faction to which each Leader belongs, per Ex. Rule 3.5. |
| Feldmarschal Georg O. Graf von Wallis | Marshal | Either | |
| General der Cavallerie Ludwig A. Graf von Khevenhüller | Marshal | Either | |
| General der Cavallerie Christian S. Graf von Wurmbrand | Marshal | Either | |
| General der Cavallerie Johann C. Seherr Freiherr von Tost | Marshal | Either | Note that a few Leaders only belong to one Faction. |
| General der Cavallerie Victor Graf Philippi | Marshal | Either | |
| Feldzugmeister Georg C. Fürst von Lobkowitz | Marshal | Either | |
| Feldzugmeister Samuel Freiherr von Schmettau | Marshal | Either | Bavarian and Saxon Leaders are received with their respective Contingents. |
| Feldzugmeister Wilhelm R. Graf von Neipperg | Marshal | Either | |
| Feldzugmeister Joseph Fürst von Sachsen-Hildeburghausen | Marshal | Either | |
| Feldzugmeister Francesco Cavaliere Marullo | Marshal | Either | See Ex. Rule 4.23 for the Admiral. |
| Feldzugmeister Friedrich H. Graf von Seckendorff | Marshal | Either | |
| General der C. Alexander J. Graf von Sulkowsky (Saxon Contingent) | Marshal | Either | |
| Feldmarshalleutenant F. Wenzel von Wallis | General | Either | See Ex. Rule 3.32 for the Royal. |
| Feldmarshalleutenant Graf von Berlichingen | General | Either | |
| Feldmarshalleutenant Károlyi J. Fürst von Batthyány | General | Either | |
| Feldmarshalleutenant Carl H. Conte di Chauviray | General | Either | |
| Feldmarshalleutenant Karl Fürst von Lotharingen | General | Either | |
| Feldmarshalleutenant Willhelm Prinz zu Sachsen-Gotha | General | Either | |
| Feldmarshalleutenant Antonio Botta Conte d'Adorno | General | Either | |
| Feldmarshalleutenant von Thüngen | General | Either | |
| Feldmarshalleutenant Wenzel A. Fürst von Liechtenstein | General | Either | |
| Feldmarshalleutenant von Ballayra | General | Either | |
| Feldmarshalleutenant Heinrich Ferdinand Müffling | General | Either | |
| Feldmarshalleutenant Freiherr von Stein | General | Either | |
| Feldmarshalleutenant von Miglio | General | Either | |
| Feldmarshalleutenant von Damnitz | General | Either | |
| Feldmarshalleutenant Peter Freiherr Göldy Fieffenau | General | Either | |
| Feldmarshalleutenant von Chanclos | General | Either | |
| Feldmarshalleutenant Karl August F. Fürst zu Waldeck Graf von Pymont | General | Either | |
| Feldmarshalleutenant József Graf Esterházy de Galantha | General | Either | |
| Feldmarshalleutenant Franz de Paula Herr und Freiherr von Stubenburg | General | Either | |
| Feldmarshalleutenant Julius Heinrich G. Friesen | General | Either | |
| Feldmarshalleutenant Johann D. Freiherr von Fürstenbusch | General | Either | |
| Feldmarshalleutenant Kavanagh | General | Either | |
| Feldmarshalleutenant Karl Sigismond F. W. Baron Leutrum | General | Either | |
| Feldmarshalleutenant von Römer | General | Either | |
| Feldmarshalleutenant von Guadagni | General | Either | |
| Feldmarshalleutenant Erst A. Freiherr von Petrasch | General | Either | |
| Feldmarshalleutenant von Succow | General | Either | |
| Feldmarshalleutenant von Styrum | General | Either | |
| Feldmarshalleutenant von Wittorff | General | Either | |
| Feldmarshalleutenant von Wuscheletitz | General | Either | |
| Feldmarshalleutenant Friederich A. Graf von Rutowsky (Saxon Contingent) | General | Either | |
| Feldmarshalleutenant von Thörring (Bavarian Contingent) | General | Bavarian | |
| Admiral Gian Luca di Pallavicini-Centurioni | Admiral | Either | |

IMPERIAL SCENARIO DEPLOYMENTS

8.0 ON THE BEAUTIFUL BLUE DANUBE

The Russo-Austro-Turkish War: Balkan Theatre
Grand Campaign 1737-39

Campaign Scenario deployment is identical to Scenario 7.1 (sections 7.11 through 7.19).

For all scenarios, if no quantity is given for a regiment or other item, all elements with the same name are present (*example*: under 7.11 “at Vipolanka”, 1st item, “KR Cordua”. By the OoB, this consists of 2 Unit counters and a Carabinier Auxiliary. Since no quantity is given, both Unit counters are located here, and the Carabinier is available – thus placed in the Available Box).

7.0 MINOR SCENARIOS

7.1 THE SWORD OF ALI

The Balkan Campaign of 1737

7.11 von Seckendorff’s Command

At Vipolanka (2/TitriI/ESE7)

KR Cordua
KR Portugal
KR Lobkowitz
KR Hohenembs
KR Wurmbrand
KR C. Palffy
KR Hohenzollern
DR Althann
DR Württemberg
DR Bayern
DR Lichtenstein
IR Max Starhemberg x2 battalions
IR Schulemburg x2 battalions
IR Karl Lotharingen x2 battalions
IR Onelli x2 battalions
IR Baaden-Baaden x 1 battalion
IR Harrach x1 battalion
IR Vasquez x2 battalions
IR Franz Wallis x2 battalions
IR Damnitz x1 battalion
IR Fürstenbusch x1 battalion
IR Bayreuth x1 battalion
IR Heister x2 battalions
IR Müffling x2 battalions
IR Wenzel Wallis x2 battalions
IR Königsege x1 battalion

Dual-Purpose Units (may begin in Auxiliary role)

HR Czáky

Historical Leaders:

Schmettau
Wurmbrand
Leutrum
Thüngen
Miglio
Stein

At Semlin (2/TitriI/S4)

KR J. Palffy
KR Hamilton
KR Caraffa
KR Lanthieri
KR Seher
DR Philippi
DR Bathyaný
DR Savoye
IR Wileczek x2 battalions
IR Ogilvi x2 battalions
IR Max Hessen x3 battalions
IR Schmettau x3 battalions
IR Königsege x2 battalions
IR Thüngen x2 battalions
IR Alt Württemberg x2 battalions
IR Seckendorff x2 battalions
IR Marully x2 battalions
IR Göldý x2 battalions
IR Jung Wölfenbittel x2 battalions

Dual-Purpose Units (may begin in Auxiliary role)

HR Alte Desöffy
HR Spleny

Historical Leaders:

Franz von Lotharingen (Royal)
Seckendorff (Adlatus)
Khevenhüller
Philippi
Wuschletitz
W. Wallis
Petrasch
Styrium
Batthyany
Kavanagh

At Peterwardein (2/TitriI/SW2)

IR Thüngen x1 battalion

At Belgrade (2/TitriI/SSE8)

IR Alt Württemberg x1 battalion
IR Marully x1 battalion
IR Göldý x1 battalion

At Sabatz (2/TitriI/SSW6)

IR Seckendorff x1 battalion

At Temesvár (2/TitriI/NE7)

IR Bayreuth x2 battalions

At Alt Orsova (3/Ribnik/WSW10)

IR Wileczek x1 battalion

At Neu Orsova (3/Ribnik/WSW9)

IR Heister x1 battalion

IR Onelli x 1 battalion

7.12 von Sachsen-Hilburghausen's Command

At Gradiska (1/Sisak/SE7)

KR Diemar

DR Khevenhüller

DR Jörgger

DR D'Ollone

IR Alt Wölfenbittel x3 battalions

IR Reitzenstein x3 battalions

IR Jung Daun x2 battalions

IR Möltke x2 battalions

IR Platz x2 battalions

IR Franz Lotharingen x3 battalions

Dual-Purpose Units (may begin in Auxiliary role)

HR Károly

Historical Leaders:

Sachsen-Hilburghausen

Müffling

Succow

Römer

7.13 Siebenburgen Command

Restricted by Ex. Rule 4.24.

At any Fortifications in Transylvania

(Historically, Army HQ, & in consequence most force concentrations, were at Hermanstadt)

KR Podtzatazky

KR Hautois

KR Lubomirsky

DR Koháry

IR Baaden-Baaden x2 battalions

IR Harrach x2 battalions

IR Vasquez x1 battalion

IR Franz Wallis x1 battalion

IR Damnitz x2 battalions

IR Fürstenbusch x2 battalions

IR Müffling x1 battalion

IR Wenzel Wallis x1 battalion

Dual-Purpose Units (may begin in Auxiliary role)

HR Ghilyaný

HR Pestwármegey

Historical Leaders:

F. Wallis

Fürstenbusch

Guadagni

7.14 Adriatic Command

Restricted by Ex. Rule 4.24.

At Trieste (off map 11 Road MPs from Fiume)

IR Alt Wallis x1 battalion

IR Livingstein x1 battalion

IR de Vettes x1 battalion

IR Deutschmeister x1 battalion

At Fiume (1/Sisak/WSW10)

IR Diesbach x1 battalion

IR Succow x1 battalion

IR Watchtendonck x1 battalion

At Gradisca d'Isonzo (off map 6 Road MPs from Laybach)

IR Traun x1 battalion

At Görz (off map 5 Road MPs from Laybach)

IR Gylulay x1 battalion

7.15 Auxiliaries

All Auxiliaries listed under 6.213 are in the Available Box. Boatmen may be Tasked to Depôts during initial deployment.

Exceptions:

DP Units not listed under 7.11-7.14 are initially assigned to the Imperial Frontier Defence pool and are not Formed. See 7.18.

Grenadiers & Carabinier Companies belonging to the Cavalry and Infantry regiments listed under 7.11-7.14 are available, even if only one (1) of the Unit counters is in play. If none of the Unit counters are in play, that regiment's associated Auxiliaries are not in play either.

7.16 Leaders

All Imperial Leaders, per 6.26, in the Officers' Mess, except as noted below:

Important. Faction determination must be done prior to Posting any Leaders.

Saxon & Bavarian Leaders are received with their respective Contingents and not before.

‡The Leaders present historically at each location have been recorded for general interest. For game purposes, put all Leaders in the Officers' Mess and Post commanders randomly. *Exception:* the first named Leader in each list, may automatically be Posted to command the largest HQ associated with the list of Units immediately above him; this is done after determining Faction alignment.

A special note on the **Semlin** deployment: *Franz Stephan* is not in play at game start; under this optional rule, Seckendorff will be the HQ commander.

7.17 Artillery & Supply

Artillery as listed under 6.214. Artillery SPs may be assigned to any Formed HQ(s), or remain in the Arsenal, as desired.

Gunboat Flotillas as listed under 6.215.

4 Depôts may be deployed at Full in any Friendly Fortifications on the map.

7.18 Military Border Frontier Defence Pool

34 Units per 6.212

Associated counters listed at bottom of 6.211. The 6 Hussar Regiments (HR) listed on page 1 of the OoB are NOT included in this pool (Ex. Rule 4.26).

These forces may deploy as Units, as Auxiliaries, or remain as SPs in the pool, as desired.

More>>>>

7.19 Reinforcements

The following are available to be Formed (and may be Formed during deployment):

All HQs 6.215
All Garrisons 6.215
Battalion Grenadier (Converged Grenadier units) x8
Geschwader Carabinier (Converged Carabinier units) x4
Geschwader Grenadier (Converged Grenadier units) x4

Scenario 7.1 & Campaign Game

1) The Saxons, as listed under 6.23, plus Leaders Sulkowsky & Rutowsky. Historically, Arrive per Reinforcement Request Table: *their receipt has already been confirmed* – roll only to determine the turn of entry, counting from the scenario start date.

Historical Note: the corps had only reached Moravia by May; parts of it arrived in time to assist with operations against Widdin. Sulkowsky was the corps commander.

2) The Montenegrins, as listed under 6.25 per Ex. Rule 4.224.

Campaign Game Only

3) All remaining Imperial Infantry Regiment (IR) Unit counters, including Units that belong to Imperial IRs listed for this scenario, but not themselves listed in sections 7.11–7.14, are available through the Reinforcement Request Table Replacement Column (Ex. Rule 3.152). If a counter of an Imperial IR is entered as a Reinforcement for the first time, even if only 1 battalion is entered, all its associated Grenadier Auxiliaries are immediately added to the Available Box.

4) All remaining Contingents (Modenese, Hessian & Bavarian), are available per Ex. Rule 4.22.

Historical Note: as of 1736, IR Sachsen-Hildeburghausen was in Italy, Walsegg & Salm-Salm in "the Reich", Alt Daun & Wurmbrand in the Austrian Netherlands. The remainder of the IR & the missing battalions from some Italian-based regiments (not used at all in the game) remained in the latter two locations throughout the war.

7.2 ROSES FROM THE SOUTH

The Banat, 1738

7.21 Winter Quarters On Map

Units may not be Subordinated to HQs, only to Garrisons.

Anywhere in The Banat

KR Lubomirsky
KR Wurmbrand
IR Müffling x3 battalions
IR Franz Wallis x3 battalions
IR Bayreuth x3 battalions
IR Wileczek x2 battalions
IR Heister x1 battalion
IR Onelli x 3 battalions

Within 4 Hexes of Semlin (2/Titri/S4)

KR Lanthieri
IR Ogilvi x3 battalions
IR Seckendorff x3 battalions
IR Alt Württemberg x3 battalions
IR Marully x3 battalions

Dual-Purpose Units (may begin in Auxiliary role)

HR Alte Desöffy

Within 3 hexes of Semlin (2/Titri/S4)

KR Caraffa
IR Königsegge x3 battalions
IR Franz Lotharingen x3 battalions

Anywhere in Slavonia

DR Württemberg
IR Wileczek x1 battalion
IR Max Hessen x3 battalions
IR Möltke x3 battalions
IR Reitzenstein x3 battalions

Anywhere in Croatia

IR Jung Daun x3 battalions
IR Karl Lotharingen x1 battalion

7.22 Winter Quarters Off Map

Enter per scenario special rule (last paragraph of 7.2 special rules).

Pressburg & Upper Hungary Districts

KR Hamilton
KR J. Palffy
KR Seher
KR Hohenzollern
DR Savoye
DR Lichtenstein
IR Karl Lotharingen x2 battalions
IR Heister x2 battalions
IR Thüngen x2 battalions
IR Göldy x2 battalions
IR Schmettau x2 battalions

Dual-Purpose Units (may begin in Auxiliary role)

HR Czáky
HR Károly

Großwardein District

KR Hohenembs
KR Lobkowitz
DR Althann
IR Schulemburg x1 battalion
IR Thüngen x1 battalion
IR Max Starhemberg x1 battalion
IR Göldy x1 battalion
IR Platz x1 battalion
IR Schmettau x1 battalion
IR Alt Wölfenbuttel x1 battalion

Dual-Purpose Units (may begin in Auxiliary role)

HR Splený

Edenburg District

KR Diemar
DR Khevenhüller
DR Philippi
DR Jörgen
DR Bayern
IR Platz x2 battalions

More>>>>

Ofen District

KR C. Palffy
DR D'Ollone
IR Jung Wölfenbittel x2 battalions
IR Alt Wölfenbittel x2 battalions
IR Max Starhemberg x2 battalions

7.23 Siebenburgen Command

Restricted by Ex. Rule 4.24.

At any Fortifications in Transylvania

KR Podtatazky
KR Hautois
KR Cordua
KR Portugal
DR Koháry
DR Bathyaný
IR Baaden-Baaden x3 battalions
IR Harrach x3 battalions
IR Vasquez x3 battalions
IR Damnitz x3 battalions
IR Fürstenbusch x3 battalions
IR Wenzel Wallis x3 battalions

Dual-Purpose Units (may begin in Auxiliary role)

HR Ghilyaný
HR Pestwármegey

7.24 Adriatic Command

Restricted by Ex. Rule 4.24.

At Trieste (off map 11 Road MPs from Fiume)

IR Alt Wallis x1 battalion
IR Livingstein x1 battalion
IR de Vettes x1 battalion
IR Deutschsmeister x1 battalion

At Fiume (1/Sisak/WSW10)

IR Diesbach x1 battalion
IR Succow x1 battalion
IR Watchendonck x1 battalion

At Gradisca d'Isonso (off map 6 Road MPs from Laybach)

IR Traun x1 battalion

At Görz (off map 5 Road MPs from Laybach)

IR Gylulay x1 battalion

7.25 Auxiliaries

All Auxiliaries listed under 6.213 are in the Available Box. Boatmen may be Tasked to Depôts during initial deployment.

After Deployment, roll one (1) die. Randomly select that many Auxiliaries and place them in the Recovery Box. Dual-Purpose units are not exempt, if they have been deployed in an Auxiliary role.

Exceptions:

DP Units not listed under 7.21-7.24 are initially assigned to the Imperial Frontier Defence pool and are not Formed. See 7.28.

Grenadiers & Carabinier Companies belonging to the Cavalry and Infantry regiments listed under 7.21-7.24 are available, even if only one (1) of the Unit counters is in play. If none of

the Unit counters are in play, that regiment's associated Auxiliaries are not in play either.

7.26 Leaders

All Imperial and Saxon Leaders, per 6.26, in the Officers' Mess.

Großherzog Franz von Lotharingen (Royal), with F.M. von Königsegge-Rothenfels as his *Adlatus* (Ex. Rule 3.324), are automatically Posted to the Grand Army HQ when it is Formed (*historically, at Temesvár*).

Important. Faction determination must be done prior to Posting any Leaders.

The Bavarian Leader is received with his Contingent.

7.27 Artillery & Supply

Artillery as listed under 6.214. Artillery SPs are assigned to the Arsenal.

Gunboat Flotillas as listed under 6.215.

Up to 2 Depôts may be deployed at Reduced strength in any Friendly Fortifications on the map.

7.28 Military Border Frontier Defence Pool

34 Units per 6.212

Associated counters listed at bottom of 6.211. The 6 HRs listed on page 1 of the OoB are NOT included in this pool (Ex. Rule 4.26).

These forces are all in the pool.

7.29 Reinforcements

The following are available to be Formed:

All HQs 6.215
All Garrisons 6.215
Battalion Grenadier (Converged Grenadier units) x8
Geschwader Carabinier (Converged Carabinier units) x4
Geschwader Grenadier (Converged Grenadier units) x4

Important. No HQs may be Formed at scenario start.

1) All remaining Imperial Infantry Regiment (IR) Unit counters, including Units that belong to Imperial IRs listed for this scenario, but not themselves listed in sections 7.11–7.14, are available through the Reinforcement Request Table Replacement Column (Ex. Rule 3.152). If a counter of an Imperial IR is entered as a Reinforcement for the first time, even if only 1 battalion is entered, all its associated Grenadier Auxiliaries are immediately added to the Available Box.

2) The Bavarians, as listed under 6.22, plus Leader Törring, arrive per Reinforcement Request Table.

Historical Note: *the negotiations over the use of Bavarian troops took so long (involving the question of whether the rival Imperial candidate, Franz Stephan, would step aside from command – he did) that they did not arrive in theatre until the war was over – in the following year!*

3) The Saxons, as listed under 6.23, plus Leaders Sulkowsky & Rutowsky, are automatically available and arrive per the Reinforcement Request Table. When determining starting CE values, apply the same modifier as the Imperial Contingent.

4) The other Contingents (Hessians, Montenegrins, & Modenese) are NOT available in this scenario.

7.3 TURKISH DELIGHT **The Siege of Belgrade, 1739**

7.31 von Wallis' Command

At Belgrade, In Garrison (2/TitriI/SSE8)

IR Ogilvi x2 battalions
IR Della Palude (Modenese) x1 battalion
IR Alte Daun x2 battalions
IR Jung Daun x2 battalions
IR Königsegge x1 battalion
IR Möltke x1 battalion
IR Marully x2 battalions
IR Jung Wölfenbittel x2 battalions
IR Schulemburg x2 battalions
IR Bayreuth x2 battalions
IR Müffling x2 battalions
Grenz Battalions x5 battalions§

Historical Leaders‡

Succow – Garrison Commander

At Semlin (2/TitriI/S4)

KR Hohenzollern
KR Wurmbrand
KR J. Palffy
KR Caraffa
KR Diemar
KR Lanthieri
KR Hamilton
DR Altham
DR Bayern
DR Savoye
IR Franz Lotharingen x2 battalions
IR Seckendorff x2 battalions
IR Marully x1 battalion
IR Heister x2 battalions
IR Göldy x2 battalions
IR Platz x2 battalions
IR Würtzburg x1 battalion
IR Möltke x2 battalions
IR Schmettau x2 battalions
IR Alte Daun x1 battalion
IR Jung Daun x1 battalion
IR Ogilvi x2 battalions
IR Reitzenstein x2 battalions
IR Königsegge x2 battalions
IR Alt Wölfenbittel x2 battalions
IR Walsegg x2 battalions
IR Thüngen x2 battalions
IR Della Palude (Modenese) x2 battalions
IR Karl Lotharingen x2 battalions
IR Max Hessen x2 battalions
IR Franz Wallis x2 battalions
Grenz Battalions x6 battalions§

Dual-Purpose Units (may begin in Auxiliary role)

HR Spleny

Historical Leaders‡

FM Wallis

7.32 Other Forces in Main Theatre

At Temesvár, or In Garrison in Slavonia, Croatia, Hungary, the Banat, or Serbia

(Unless at Temesvár, forces to be In Garrison. Note that there is Plague in the Banat that requires a Cordon to prevent Spread. Forces at Temesvár may begin subordinated to HQs.)

KR Lubomirsky
KR C. Palffy
KR Seher
KR Hohenembs
DR Württemberg
DR D'Ollone
DR Khevenhüller
IR Salm-Salm x3 battalions
IR Onelli x3 battalions
IR Franz Lotharingen x1 battalion
IR Seckendorff x1 battalion
IR Göldy x1 battalion
IR Platz x1 battalion
IR Schmettau x1 battalion
IR Ogilvi x1 battalion
IR Reitzenstein x1 battalion
IR Alt Wölfenbittel x1 battalion
IR Walsegg x1 battalion
IR Thüngen x1 battalion
IR Karl Lotharingen x1 battalion
IR Max Hessen x1 battalion
IR Franz Wallis x1 battalion
IR Schulemburg x1 battalion
IR Bayreuth x1 battalion
IR Müffling x1 battalion

Saxons

KR Kürprinz
KR Maffey
KR Bestenbostel
DR Sonderhausen
DR Chevalier de Saxe
IR Sulkowsky
IR Saxe-Weißfels
IR Haxthausen
IR Rochau

Dual-Purpose Units (may begin in Auxiliary role)

HR Károly
HR Czáký

At Temesvár In Garrison

DR Philippi
IR Max Starhemberg x3 battalions
IR Heister x1 battalion

Dual-Purpose Units (may begin in Auxiliary role)

HR Alte Desöffy

Historical Leaders‡

FzM Neipperg

7.33 Siebenburgen Command

Restricted by Ex. Rule 4.24.

At any Fortifications in Transylvania

KR Podtatazky
KR Hautois
KR Cordua
KR Lobkowitz
KR Portugal
DR Koháry
DR Bathány
DR Lichtenstein
IR Baaden-Baaden x3 battalions
IR Harrach x3 battalions
IR Vasquez x3 battalions
IR Damnitz x3 battalions
IR Fürstenbusch x3 battalions
IR Wenzel Wallis x3 battalions

Dual-Purpose Units (may begin in Auxiliary role)

HR Ghilyaný
HR Pestwärmegey

Historical Leaders

FM Lobkowitz
F. Wallis
Fürstenbusch
Guadagni

7.34 Adriatic Command

Restricted by Ex. Rule 4.24.

At Trieste (off map 11 Road MPs from Fiume)

IR Alt Wallis x1 battalion
IR Livingstein x1 battalion
IR de Vettes x1 battalion
IR Deutschmeister x1 battalion

At Fiume (1/Sisak/WSW10)

IR Diesbach x1 battalion
IR Succow x1 battalion
IR Watchendonck x1 battalion

At Gradisca d'Isonso (off map 6 Road MPs from Laybach)

IR Traun x1 battalion

At Görz (off map 5 Road MPs from Laybach)

IR Gylulay x1 battalion

7.35 Leaders

All Imperial Leaders, per 6.26, in the Officers' Mess.

Important. Faction determination must be done prior to Posting any Leaders.

7.36 Artillery & Supply

Artillery as listed under 6.214, plus the Modenese & Saxon SPs. Artillery SPs are assigned as desired.

Gunboat Flotillas as listed under 6.215.

2 Depôts may be deployed at Full strength in any Friendly Fortifications on the map.

7.37 Military Border Frontier Defence Pool

34 Units per 6.212

Associated counters listed at bottom of 6.211. The 6 HRs listed on page 1 of the OoB are NOT included in this pool (Ex. Rule 4.26).

These forces may deploy as Units, as Auxiliaries, or remain as SPs in the pool, as desired.

Exception:

§5 Grenz Dual-Purpose units must be deployed In Garrison at Belgrade. 6 more must be deployed as units at Semlin. Subtract 11 SPs from the Frontier Defence pool.

7.38 Auxiliaries

All Auxiliaries listed under 6.213. No Modenese Auxiliaries are in play at start. Saxon Auxiliaries are.

*Plus the Grenadier & Carabinier Auxiliaries listed under each Command. These Auxiliaries have been divided by Command for historical interest only: there is one Available/Recovery Box.

After Deployment, roll one (1) die. Randomly select that many Auxiliaries and place them in the Recovery Box. Dual-Purpose units are not exempt, if they have been deployed in an Auxiliary role.

7.39 Reinforcements

The following are available to be Formed:

All HQs 6.215
All Garrisons 6.215
Batallion Grenadier (Converged Grenadier units) x8
Geschwader Carabinier (Converged Carabinier units) x4
Geschwader Grenadier (Converged Grenadier units) x4

Important. No HQs may be Formed at scenario start.

1) All remaining Imperial Infantry Regiment (IR) Unit counters, including Units that belong to Imperial IRs listed for this scenario, but not themselves listed in sections 7.11–7.14, and Modenese Units, are available through the Reinforcement Request Table Replacement Column (Ex. Rule 3.152). If a counter of an Imperial IR is entered as a Reinforcement for the first time, even if only 1 battalion is entered, all its associated Grenadier Auxiliaries are immediately added to the Available Box.

2) The Bavarians, as listed under 6.22, plus Leader Törring Arrive per Reinforcement Request Table. NB. Per the table, the chances of the Bavarians becoming available are very slim.

Historical Note: *the negotiations over the use of Bavarian troops took so long (involving the question of whether the rival Imperial candidate, Franz Stephan, would step aside from command) that they did not arrive in theatre until the war was over – in the following year!*

3) The other Contingents (Hessians, & Montenegrins) are NOT available in this scenario.

| Reinforcement Request Table | | | | | | | | | | |
|-----------------------------|----------------|---------------|-----------|-------|---------|---------|--------|--------------|-------------|-----------|
| Year | Imperial Repls | Ottoman Repls | Saxony | Hesse | Bavaria | Cologne | Modena | Montenegrins | Wallachians | Tatars |
| 1737 | 2d10 | 1d10 | Automatic | 0-1 | NA | NA | NA | 0-4 | 0-3 | 0-2 |
| 1738 | 1d10 | 2d10 | 0-3 | 0 | 0-2 | 0 | 0-3 | 0-2 | 0-2 | 0-3 |
| 1739 | 1d10 | 2d10 | 0-1 | – | 0-6 | 0-2 | 0-7 | 0 | 0-4 | 0-4 |
| Entry? | Same Turn | Same Turn | 0-4/Q | 0-4/Q | 0-5/Q | 0-3/Q | 0-8/Q | Same Turn | Same Turn | Same Turn |

DRMs (Repls): -2 Plague Outbreak; +2 Summer; +1 Fall
DRMs (Contingents): + (Opposing Faction Influence – Player Faction Influence)/2; +2 Summer; +1 Fall

Explanation: all Reinforcements & Replacements may be requested Quarterly.

For Replacements, roll the indicated number of dice and receive that number of units. Only Imperial and Ottoman Contingent units may be Formed – not other Contingents. Units belonging to a Frontier Defence/Provincial Army pool must first be assigned to the pool.
The Imperial Side has several infantry regiments and parts of regiments that do not start deployed on the map. The Imperial player may purchase these as Replacements. This is the only way he may receive them.

For Reinforcements, roll one (1) die and consult the appropriate column. The Contingent and all its forces are received if the die roll falls in the listed range.

Some Contingents have additional restrictions:

The Wallachians and Tatars are removed from play when the Ottoman Hub becomes Inactive and must be requested again.
For the Wallachians, modify the die roll by -3 if an enemy unit is currently within Greater Wallachia.
The Wallachians have 10 units but the Ottoman player only receives units equal to a die roll (“0” = “10”). 5 or more units must be received in order to receive the Wallachian Leader.

Montenegrins may only be requested if an Imperial HQ or Garrison occupies Novi Pazar or any Town in Montenegro, at the time the table is consulted.

The Contingents of Saxony, Bavaria, Hesse, Cologne, and Modena do not always arrive right away. Roll again to determine if they arrive the same turn. If not, roll each Quarter until they do. The numbers required are given on the “Entry?” row.

The Bavarians cannot be requested if the Imperial Royal Personage is in play – see 3.225.

6.3 TÜRKENKRIEG OTTOMAN OOB BOOK

Türkenkrieg Ottoman OoB & Scenario Booklet ©2007 Red Sash Games & Ian Weir

General Instructions

The following lists indicate the Units, Auxiliaries, Artillery SPs, Leaders, and HQs; the same forces are available in each scenario, subject to any special directions. Dispositions are given in the Scenario Deployment section.

Dispositions are given in the Scenario Deployment section. Because historical information about Ottoman forces is limited, the deployment information is very brief – reference the OoB lists for details.

Unless specifically assigned a role by the scenario, Dual-Purpose Units beginning a scenario in a Formed state may be deployed either as Units or Auxiliaries, as the Ottoman player sees fit.

Units for each Frontier Defence/Provincial Army pool are listed with each Provincial Army's forces and are the same in every scenario.

6.31 *Kapikulu Askerleri* (Regular Army) Forces

Infantry & Cavalry Units

| Name | Class | DP? |
|-------------------------------------|---------------------|-----|
| Müteferrikas Sipahi Alay x2 | Guard Heavy Cavalry | No |
| Sipahiyan Oghlan Sipahi Alay x13 | Heavy Cavalry | No |
| Silâdaran Sipahi Alay x12 | Heavy Cavalry | No |
| Ulûfeciyan-i Yemin Sipahi Alay x1 | Heavy Cavalry | No |
| Ulûfeciyan-i Yesar Sipahi Alay x1 | Heavy Cavalry | No |
| Gureba-i Yemin Sipahi Alay x1 | Heavy Cavalry | No |
| Gureba-i Yesar Sipahi Alay x1 | Heavy Cavalry | No |
| Mixed Sekban Janissary Ortas x6§ | Line Infantry | No |
| Elite Börlük Janissary Ortas x10§ | Guard Infantry | No |
| Börlük Janissary Ortas x24§ | Line Infantry | No |
| Mixed Cema'at Janissary Ortas x10‡§ | Line Infantry | No |
| Humbarasi Alay x2 | Grenadier Foot* | Yes |

Notes:

* Converged Grenadier Unit (Ex. Rule 4.16) – see Auxiliaries section for “breakdowns”.

‡Cema'at Janissaries are Regular Army, but subject to Provincial Army campaigning restrictions (Ex. Rule 4.32). They are deployed as listed in the Provincial Army sections (6.32-6.34).

§Eligible for Mutiny (Ex. Rule 4.33).

Multiplier indicates number of Units with same name; each cavalry Unit is 1 regiment deployed in 2 counters.

“DP?” = Dual-Purpose Unit? (Ex. Rule 4.12).

Auxiliaries

| Name | Class | DP? |
|----------------------------|--------------------|-----|
| Humbarasi Bölük x10 | Grenadier | No |
| Laghimçilars x2 | Pioneers & Sappers | No |
| Top Arabaçilari Levents x2 | Marines | No |
| Kayit Bulunamadi x2 | Pontooneers | No |
| Betakish x1 | Dervish | No |
| Deli Alay x3 | Guide | No |

Notes:

Multiplier indicates number of Auxiliaries with same name.

“DP?” = Dual-Purpose Unit? (Ex. Rule 4.12).

Artillery

| SPs | Class | Item |
|-----|-------|---|
| 14 | Field | Top Batarya x14 Battery Counters |
| 6 | Siege | Topshu Ocaghi x4 Field Artillery SP markers |
| | | Humbaraçilar x4 Siege Artillery SP markers |

Notes:

Multiplier indicates number of counters with same name.

Available HQs

| Name | Item |
|-------------------------|-----------------|
| Padishah Ordu–in Rumeli | Grand Army HQ |
| Kolordu–in Rumeli | Army HQ |
| Kolordu–in Silistre | Army HQ |
| Kolordu–in Bosna | Army HQ |
| Kol A through Kol F | Column HQ |
| Dummy x2 | Dummy Formation |
| Garrison 1-20 | Garrison HQ |

Gunboat Flotillas

| | |
|------------------------------------|------------------|
| Morava Flotilla | Gunboat Flotilla |
| Danube Flotilla | Gunboat Flotilla |
| Gunboat SPs (for use in Flotillas) | x6 |

Sekban Commitment Table (Ex. Rule 4.333)

| Die Roll | Number |
|----------|--------|
| 0 | 1 |
| 1-2 | 2 |
| 3-4 | 3 |
| 5-6 | 3 |
| 7 | 4 |
| 8 | 5 |
| 9 | 6 |

6.32 Bosna Eyâlet Askerleri (Bosnian Provincial Army)

Infantry & Cavalry Units

Total Units for the Army = 32

Notes:

Multiplier indicates number of Units with same name.
 “DP?” = Dual-Purpose Unit? (Ex. Rule 4.12).
 Sipahis are two-counter regiments ((x#counters)x#regiments).

| Name | Class | DP? |
|------------------------|-----------------|-----|
| Bosnian Sipahi (x2)x7 | Medium Cavalry | No |
| Bosnian Süvari Alay x4 | Irregular Horse | Yes |
| Bosnian Azaps x2 | Line Infantry | No |
| Bosnian Tüfekçis x7 | Mountaineer | Yes |
| Bosnian Gönüllüyan x5 | Mountaineer | Yes |

Important. Only 2 Sipahi Units (4 counters) are available for use in *Türkenkrieg* (the rest had been sent to the Russian Front, where they were destroyed). This applies to ALL scenarios.

6.33 Silistre Eyâlet Askerleri (Silistrian Provincial Army)

Infantry & Cavalry Units

Total Units for the Army = 38 + 7 C.J.

Notes:

Multiplier indicates number of Units with same name.
 “DP?” = Dual-Purpose Unit? (Ex. Rule 4.12).
 Sipahis are two-counter regiments:
 ((x#counters)x#regiments).
 C.J. = Cema’at Janissary

| Name | Class | DP? |
|---------------------------|-----------------|-----|
| Silistrian Sipahi (x2)x7 | Medium Cavalry | No |
| Silistrian Süvari Alay x4 | Irregular Horse | Yes |
| Silistrian Azaps x4 | Line Infantry | No |
| Silistrian Tüfekçis x8 | Irregular | Yes |
| Silistrian Gönüllüyan x8 | Irregular | Yes |

6.34 Rumeli Eyâlet Askerleri (Rumelian Provincial Army)

Infantry & Cavalry Units

Total SPs for the Army = 50 + 3 C.J.

Notes:

Multiplier indicates number of Units with same name.
 “DP?” = Dual-Purpose Unit? (Ex. Rule 4.12).
 Sipahis are two-counter regiments:
 ((x #counters) x #regiments).
 C.J. = Cema’at Janissary

| Name | Class | DP? |
|-------------------------|-----------------|-----|
| Rumelian Sipahi (x2)x9 | Medium Cavalry | No |
| Rumelian Süvari Alay x8 | Irregular Horse | Yes |
| Rumelian Azaps x6 | Line Infantry | No |
| Rumelian Tüfekçis x9 | Irregular | Yes |
| Rumelian Gönüllüyan x9 | Irregular | Yes |

6.35 Wallachian Contingent

Infantry & Cavalry Units

Notes: see 4.36 for receipt.

Multiplier indicates number of Units with same name.
 “DP?” = Dual-Purpose Unit? (Ex. Rule 4.12).

| Name | Class | DP? |
|---------------------|----------------|-----|
| Wlach Hospdarate x2 | Medium Cavalry | No |
| Wlach Nomad x6 | Hussar | Yes |
| Wlach Voynik x4 | Irregular | Yes |

6.36 Crimean Tatar Contingent

Infantry & Cavalry Units

Notes: see 4.35 for receipt.

Multiplier indicates number of Units with same name.
 “DP?” = Dual-Purpose Unit? (Ex. Rule 4.12).

| Name | Class | DP? |
|--------------|-----------------|-----|
| Suç Tatar x5 | Irregular Horse | Yes |

Wallachian Units (Ex. Rule 4.36)

D10 = # of Units received; treat “0” as 10
 Wlach Voynuc Beyi* Leader with 5+ Units

6.37 Leaders

| Name | Rank | Faction | Notes: |
|--|-----------------|---------|---|
| Grand Vizier Silâhdar Seyyid Mehmed Pasha | Captain-General | Peace | |
| Grand Vizier Muhsinzade Abdullah Pasha | Captain-General | War | *Wallachian Contingent (Ex. Rule 4.362). |
| Grand Vizier Yegen (Devil) Mehmed Pasha | Captain-General | War | |
| Grand Vizier Haci Ivaz Mehmed Pasha | Captain-General | Peace | §For Bonneval, see Ex. Rule 4.312. |
| Beylerbeyi–in Silistre | Marshal | Either | |
| Beylerbeyi–in Bosna Hekimoglu Ali Pasha | Marshal | Either | At the start of a scenario, determine the Faction to which each Leader belongs, per Ex. Rule 3.5. Note that a few Leaders only belong to one Faction. |
| Beylerbeyi–in Rumeli | Marshal | Either | |
| Yeniçeri Aghasi Elgaki Ibrahim (Aga of the Janissaries) | Marshal | Either | |
| Bölük Pasha (Chief of Staff) | Marshal | Either | |
| Haseki Aghasi (Guards Commander) | Marshal | Either | |
| Serbad Aghasi–in Widdin (Frontier district commander) | Marshal | Either | |
| Serbad Aghasi–in Bosna Serai (Frontier district commander) | Marshal | Either | |
| Wlach Voynuq Beyi* | Marshal | Either | |
| Bey–in Bosna | General | Either | |
| Bey–in Bihac | General | Either | |
| Bey–in Izvornik Ebubekir Pasha | General | Either | |
| Bey–in Hersek | General | Either | |
| Bey–in Skopje | General | Either | |
| Bey–in Selânik | General | Either | |
| Bey–in Serres | General | Either | |
| Bey–in Ochrid | General | Either | |
| Bey–in Monastir | General | Either | |
| Bey–in Drama | General | Either | |
| Bey–in Kavala | General | Either | |
| Bey–in Novi Pazar | General | Either | |
| Bey–in Kyüstendil | General | Either | |
| Bey–in Sophia | General | Either | |
| Bey–in Silistre | General | Either | |
| Bey–in Kirkliseh | General | Either | |
| Bey–in Roustchouk | General | Either | |
| Bey–in Dobruja | General | Either | |
| Bey–in Widdin | General | Either | |
| Bey–in Edirne | General | Either | |
| Bey–in Filibe | General | Either | |
| Bey–in Budjak | General | Either | |
| Bey–in Nish | General | Either | |
| Bey–in Pristina | General | Either | |
| Bey–in Pec | General | Either | |
| Bey–in Prizren | General | Either | |
| Bey–in Korca | General | Either | |
| Bey–in Debar | General | Either | |
| Bey–in Servia | General | Either | |
| Bey–in Elbasan | General | Either | |
| Humbaraci Ahmed (Bonneval) Pasha§ | Marshal | Either | |

OTTOMAN SCENARIO DEPLOYMENTS

8.0 ON THE BEAUTIFUL BLUE DANUBE

The Russo-Austro-Turkish War: Balkan Theatre
Grand Campaign 1737-39

Campaign Scenario deployment is identical to Scenario 7.1

7.0 MINOR SCENARIOS

7.1 THE SWORD OF ALI

The Balkan Campaign of 1737

Initial Deployment

- 1) All *Kapikulu Askerleri* (Regular Army) Units deployed in the Constantinople Off Map Holding Box, except for Cema'at Janissaries.
- 2) *Bosna Eyâlet Askerleri* (Provincial Army) Units may be deployed In Garrison in any Fortifications in Ottoman-Controlled Bosnia. DP Units may be deployed as Auxiliaries.
- 3) *Silistre Eyâlet Askerleri* (Provincial Army) Units may be deployed In Garrison in any Fortifications in Bulgaria or at Nish (7/ Bela Slatina/WSW12). DP Units may NOT be deployed as Auxiliaries: any DP Units desired to be taken later as Auxiliaries must start in the Silistria holding box.
- 4) *Rumeli Eyâlet Askerleri* (Provincial Army) Units may be deployed in the Constantinople Off Map Holding Box. DP Units may NOT be deployed as Auxiliaries: any DP Units desired to be taken later as Auxiliaries must start in the Rumelia holding box.
- 5) Cema'at Janissary Units are deployed per points #3 & #4.
- 6) Any *Eyâlet Askerleri* not deployed on map or as Auxiliaries are placed in their respective holding boxes and are assigned to their respective Frontier Defence pools.
- 7) All HQs are available and may be Formed. The Grand Army HQ can only be Formed in Constantinople. Dummies may be deployed at start.
- 8) All deployed Auxiliaries (including DP Units acting as Auxiliaries) in the Available Box.
- 9) All Leaders (except the Wallachian Commander, available per Ex. Rule 4.36) in the Officers' Mess, or Posted to command Formed HQs in the Constantinople Holding Box.
- 10) Artillery SPs may be assigned to Formed HQs or placed in the Arsenal (Ex. Rule 4.17).
- 11) The Danube Gunboat Flotilla is available; SPs as given in 6.31.
- 12) All Depôts deployed at Full in any hexes Friendly to the Ottoman Side (no Depôts are required for any of the holding boxes, including Constantinople).

Optional: placing the main field army in Constantinople is a simplification. Historically, the Sultan's Army was deployed facing a potential Russian thrust into Wallachia. By the time the scenario opens, the army is marching to the Balkans. There is little information as to where the army was precisely, but one logical location is at or near the town of Silistria, a key supply port on the Danube. If choosing this deployment, place the Grand Vizier (historically Silâhdar Seyyid Mehmed Pasha) and the Grand Army HQ at Silistria (4/Flots/S7), along with any forces that were permitted to set up in the Constantinople box, plus any forces belonging to the *Silistre Eyâlet Askerleri*. Some of these forces may remain in their regular deployment locations, as desired.

Reinforcements

- 1) Wallachian Contingent, including Leader, available per Ex. Rule 4.36.
- 2) Tatar Contingent available per Ex. Rule 4.35.
- 3) Morava Gunboat Flotilla available per Ex. Rule 4.39.

7.2 ROSES FROM THE SOUTH

The Banat, 1738

Initial Deployment

- 1) All *Kapikulu Askerleri* (Regular Army) Units deployed in the Constantinople Off Map Holding Box, except for Cema'at Janissaries.
- 2) *Bosna Eyâlet Askerleri* (Provincial Army) Units may be deployed anywhere in Bosnia, including the Bosnian Strip, and in that part of Serbia that was originally Ottoman-Controlled (the southern half) or in the Bosnia holding box. They may be assigned to HQs. DP Units may be deployed as Auxiliaries. *Exception:* all Bosnian Cavalry Units are deployed with those *Silistre Eyâlet Askerleri* forces that have been deployed on the map.
- 3) *Silistre Eyâlet Askerleri* (Provincial Army) Units may be deployed anywhere in Bulgaria or in the Silistria holding box. They may be assigned to HQs. DP Units may be deployed as Auxiliaries.
- 4) *Rumeli Eyâlet Askerleri* (Provincial Army) Units may be deployed in the Constantinople Off Map Holding Box. DP Units may NOT be deployed as Auxiliaries: any DP Units desired to be taken later as Auxiliaries must start in the Rumelia holding box.
- 5) Cema'at Janissary Units are deployed per points #3 & #4.
- 6) Any *Eyâlet Askerleri* not deployed on map or as Auxiliaries are placed in their respective holding boxes and are assigned to their respective Frontier Defence pools.
- 7) All HQs are available and may be Formed. The Grand Army HQ can only be Formed in Constantinople. Dummies may be deployed at start.

- 8) All deployed Auxiliaries (including DP Units acting as Auxiliaries) in the Available Box.
- 9) All Leaders (except the Wallachian Commander, available per Ex. Rule 4.36) in the Officers' Mess, or Posted to command Formed HQs in the Constantinople Holding Box.
- 10) Artillery SPs may be assigned to Formed HQs at Constantinople (only) or placed in the Arsenal (Ex. Rule 4.17).
- 11) The Danube Gunboat Flotilla is available; SPs as given in 6.31.
- 12) All Depôts deployed at Full in any hexes Friendly to the Ottoman Side (no Depôts are required for any of the holding boxes, including Constantinople).

Reinforcements

- 1) Wallachian Contingent, including Leader, available per Ex. Rule 4.36.
- 2) Tatar Contingent available per Ex. Rule 4.35.
- 3) Morava Gunboat Flotilla available per Ex. Rule 4.39.

7.3 TURKISH DELIGHT **The Siege of Belgrade, 1739**

Initial Deployment

- 1) All *Kapikulu Askerleri* (Regular Army) Units deployed in the Constantinople Off Map Holding Box, except for Cema'at Janissaries.
- 2) *Bosna Eyâlet Askerleri* (Provincial Army) Units may be deployed anywhere in Bosnia, including the Bosnian Strip, and in that part of Serbia that was originally Ottoman-Controlled (the southern half) or in the Bosnia holding box. They may be assigned to HQs. DP Units may be deployed as Auxiliaries. *Exception:* all Bosnian Cavalry Units are deployed with those *Silistre Eyâlet Askerleri* forces that have been deployed on the map.
- 3) *Silistre Eyâlet Askerleri* (Provincial Army) Units may be deployed anywhere in Bulgaria or in the Silistria holding box. They may be assigned to HQs. DP Units may be deployed as Auxiliaries.
- 4) *Rumeli Eyâlet Askerleri* (Provincial Army) Units may be deployed in the Constantinople Off Map Holding Box. DP Units may be deployed as Auxiliaries.
- 5) Cema'at Janissary Units are deployed per points #3 & #4.
- 6) Any *Eyâlet Askerleri* not deployed on map or as Auxiliaries are placed in their respective holding boxes and are assigned to their respective Frontier Defence pools.
- 7) All HQs are available and may be Formed. The Grand Army HQ can only be Formed in Constantinople. Dummies may be deployed at start.
- 8) All deployed Auxiliaries (including DP Units acting as Auxiliaries) in the Available Box.
- 9) All Leaders (except the Wallachian Commander, available per Ex. Rule 4.36) in the Officers' Mess, or Posted to command Formed HQs in the Constantinople Holding Box.
- 10) Artillery SPs may be assigned to Formed HQs at Constantinople (only) or placed in the Arsenal (Ex. Rule 4.17).
- 11) The Danube Gunboat Flotilla is available; SPs as given in 6.31.
- 12) All Depôts deployed at Full in any hexes Friendly to the Ottoman Side (no Depôts are required for any of the holding boxes, including Constantinople).

Reinforcements

- 1) Wallachian Contingent, including Leader, available per Ex. Rule 4.36.
- 2) Tatar Contingent available per Ex. Rule 4.35.
- 3) Morava Gunboat Flotilla available per Ex. Rule 4.39.

| Reinforcement Request Table | | | | | | | | | | |
|-----------------------------|----------------|---------------|-----------|-------|---------|---------|--------|--------------|-------------|-----------|
| Year | Imperial Repls | Ottoman Repls | Saxony | Hesse | Bavaria | Cologne | Modena | Montenegrins | Wallachians | Tatars |
| 1737 | 2d10 | 1d10 | Automatic | 0-1 | NA | NA | NA | 0-4 | 0-3 | 0-2 |
| 1738 | 1d10 | 2d10 | 0-3 | 0 | 0-2 | 0 | 0-3 | 0-2 | 0-2 | 0-3 |
| 1739 | 1d10 | 2d10 | 0-1 | – | 0-6 | 0-2 | 0-7 | 0 | 0-4 | 0-4 |
| Entry? | Same Turn | Same Turn | 0-4/Q | 0-4/Q | 0-5/Q | 0-3/Q | 0-8/Q | Same Turn | Same Turn | Same Turn |

DRMs (Repls): –2 Plague Outbreak; +2 Summer; +1 Fall
DRMs (Contingents): + (Opposing Faction Influence – Player Faction Influence)/2; +2 Summer; +1 Fall

Explanation: all Reinforcements & Replacements may be requested Quarterly.

For Replacements, roll the indicated number of dice and receive that number of units. Only Imperial and Ottoman Contingent units may be Formed – not other Contingents. Units belonging to a Frontier Defence/Provincial Army pool must first be assigned to the pool.
The Imperial Side has several infantry regiments and parts of regiments that do not start deployed on the map. The Imperial player may purchase these as Replacements. This is the only way he may receive them.

For Reinforcements, roll one (1) die and consult the appropriate column. The Contingent and all its forces are received if the die roll falls in the listed range.

Some Contingents have additional restrictions:

The Wallachians and Tatars are removed from play when the Ottoman Hub becomes Inactive and must be requested again.
For the Wallachians, modify the die roll by –3 if an enemy unit is currently within Greater Wallachia.
The Wallachians have 10 units but the Ottoman player only receives units equal to a die roll (“0” = “10”). 5 or more units must be received in order to receive the Wallachian Leader.

Montenegrins may only be requested if an Imperial HQ or Garrison occupies Novi Pazar or any Town in Montenegro, at the time the table is consulted.

The Contingents of Saxony, Bavaria, Hesse, Cologne, and Modena do not always arrive right away. Roll again to determine if they arrive the same turn. If not, roll each Quarter until they do. The numbers required are given on the “Entry?” row.

The Bavarians cannot be requested if the Imperial Royal Personage is in play – see 3.225.