Gates of Vienna: 1683

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These rules use the following color system: Red for critical points such as errata and exceptions, Blue for examples of play.

Check for E-rules updates to this game @ www.strategyandtacticsmagazine.com.

1.0 INTRODUCTION

1.1 Premise
Gates of Vienna is a wargame of the campaign of 1683 in which an Ottoman army besieged the Habsburg capital of Vienna, only to be defeated by a combined Christian counterattack. This was the turning point in the centuries-long Habsburg-Turkish conflict.

There are two sides in the game.
Ottomans: The Turks and their allies.
Habsburgs: Austria and its allies.

1.2 General Course of Play
The Gates of Vienna game system is based on Decision Game’s CSR award winning Red Dragon Rising system. Players conduct actions which encompass discrete combat, logistical, intelligence and other operations. Each turn represents about a month of operations. During each turn, players take various actions, alternating one at a time with the other. This represents the overall pace of operations in the era.

1.3 Game Scale
Each game unit represents anything from an individual regiment to a wing of an army (approximately 1,000 - 10,000 men and their equipment). Each hex on the map is approximately 12 miles across. Each turn represents one month of operations.

2.0 GAME EQUIPMENT

2.1 The Game Map
The game board portrays the area where the original campaign took place. A hexagonal grid is superimposed over it in order to regularize the movement and positioning of the pieces.

Errata: The city Komarom is a misprint; it should be Kormoran.

2.2 The Playing Pieces
There are two general types of cardboard game pieces, units and markers.

2.3 Units
Units represent the military formations that took part in the original campaign. In some cases, they represent individual regiments, in others, groups of regiments or other units. The information on the units is read as shown below.
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Sample Combat Unit

Nationality
Color
Brigade
Combat
Strength
Regular
Infantry
Movement
Allowance

Sample Leader Unit

Leader
Name
Command
Value
Engineer
Leader

Combat Strength: is the relative strength of a unit to engage in combat.

Movement Allowance: is the maximum number of open terrain hexes through which a unit may be moved in a single Movement Phase.

Siege units: units with an artillery “dot.”

Command Value: is the relative military capability of a leader.

Engineer Leader: This is a special Leader value.

Backprinting: Various units have a reinforcement code on their reverse side. This is used in deployment.

Designation: The name or number of a unit, or name of a Leader.

Unit Size:
- Army wing: + (flag)
- Brigade: X
- Regiment: |||

Habsburg Unit Colors
- Austria: Gray
- Brandenburg: Navy Blue
- Bavaria: Light Blue
- Poland: Pink
- Reichsarmee: White
- Saxony: Royal Blue
- Mercenaries: Light Green

Ottoman Unit Colors
- Turks: White on Red
- Ottoman Hungarians: Beige on Brown
- Tartars: Light Yellow on Yellow
- Transylvanians: Light Salmon on Salmon
- Mercenaries: Maroon on Dark Red

Habsburg Abbreviations
No abbreviation: Austria
BR: Brandenburg
BV: Bavaria
CR: Croats
FC: Franconia
HH: Habsburg Hungary
Merc: Mercenaries
PO: Poland
RA: Reichsarmee (minor German states)
RH: Royal Hungarians
SX: Saxony

Note: Croatians and Royal Hungarians are considered “Austrian” for game purposes.

Ottoman Abbreviations
No abbreviation: Ottoman Turks
BP: Budin Pashaluk (Buda Province)
Humbar: Humbaracliar
Jan: Janissaries
Lagim: Lagimciar
Merc: Mercenaries
OH: Ottoman Hungary
QK: Qapu Khalqi: Guards
TT: Tartar
TV: Transylvania

2.4 Markers

Markers represent various administrative functions. These include:

Army: used as substitute markers for units on the map.

Battle: is a reminder of which hex a battle is taking place (this is for convenience if you remove the units from the map to determine combat values, etc.) Just put the marker on the hexside between attacker and defender.

Campaign Markers: These designate special game events.

Flag: these can be used for various mnemonics.

Game Turn: indicates the current game turn. Depending on which side is face up, it indicates the player who has the Initiative.

Morale: indicates a player’s current morale (on the morale Indexes).

Fieldworks: indicates units which have fortified in the field.

Pillage: indicates hexes which have been pillaged.

Turn: indicates the current Game Turn (on the Turn Record Track). The front shows when the Ottomans have the initiative and the reverse when the Habsburgs have the initiative.

2.5 Game Charts, Tables & Tracks

These are found both on the game board and at the end of the rules.

On Map Displays

The Army Display is used to place units in the same hex as an Army marker.

The Game Turn Record Track indicates the current Game Turn.

The Morale Track indicates the current number of Morale Points each side has available.

The Permanently Eliminated (Deadpile) Boxes are where units that are removed from the map by combat are placed.

The Reinforcement Group Display is a convenient place to put reinforcement units which are not yet in play.

The Replaceable Units Boxes is where eliminated units are placed which may be rallied and returned to play.

Charts & Tables

The Attrition Table is used to determine losses due to units being out of supply.

The Combat Results Tables (CRT) are used to resolve battles. There are two CRTs, one for the Habsburgs and one for the Ottomans.

The Events Chart provides the explanation of random events.

The Morale Chart gives a summary of events which will change a player’s morale.

The Siege Table is used by both sides to resolve special siege attacks.
The Terrain Effect Chart is used to provide information about the effects of terrain on movement and combat.

2.6 Other Game Equipment
Players will need a six sided die (plural = dice). Players will also need two wide mouthed opaque containers to act as pools for the event markers.

2.7 Game Terms
The following game terms are defined as follows.

Action: a discrete movement, attack or other operation executed by a player.

Cavalry: a general term for both regular and irregular cavalry.

Contingent: all the units of a single nationality or imperial grouping (Example: Bavarians, Turks). The two sides in the game, Ottomans and Habsburgs, are each made up of several of these contingents.

Force: a group of units in the same hex taking an action together.

Infantry: a general term for both regular and irregular infantry.

May: the player has the option to take the action.

Must: the player is required to take the action.

Occupy: to have a friendly unit in a hex.

Pick (or pick at random): the player chooses a marker or unit randomly.

Select: the player deliberately chooses a marker or unit.

Stack: more than one unit in the same hex.

3.0 Setting up the Game
Players determine what side they will play. The Ottoman player controls all of the forces on the Ottoman side. The Habsburg player controls all of the forces on the Habsburg side. Then follow the Scenario Deployment Instructions (see 27.0).

Note: It’s highly recommended that players read the Action and Campaign events explanations because they contain critical rules.

4.0 How to Win (Victory)
You can win the game through either a Sudden Death victory or by Victory Points (VP) at the end of the game.

4.1 Sudden Death Decisive Victory
A player wins a Decisive Victory at any time either of the following are in effect:

1) The player has at least one Morale Point and enemy morale has been reduced to zero or lower.

OR

2) The player’s units occupies all major fortresses on the map.

Designer’s Note: In 17th century terminology, this was known as a “Mighty Fine Victory.”

4.2 End of Game Victory
If no Sudden Death Victory has been attained, then at the end of the game, each player totals their VP.

1) Morale Point value of all fortress hexes which your units occupy.

Plus

2) Current number of Morale Points on your Index divided by “two” (round up any fraction).

4.3 Level of Victory
Subtract the lower total from the higher total. This gives the final victory differential.

Decisive Victory: have 30 or more VP than the enemy.

Campaign Victory: have 20-29 more VP than the enemy.

Marginal Victory: have 10-19 more VP than the enemy.

Draw: neither side has 10 or more VP than the other.

5.0 Sequence of Play
The game is played in successive game turns, each representing two to four or so weeks of operations, depending on the season. Each turn consists of a series of phases during which players execute certain actions.

At the conclusion of the last game turn, the victory conditions are consulted and the winner is determined.

5.1 The Sequence of Play
1) Initiative Determination Phase. Determine which player has the Initiative (see below). That player will be the first player for the rest of this turn. The other player is the second player.

2) Morale Phase. Both players now accumulate any morale points which are gained during the Morale Phase (for occupying certain hexes).

3) Action Phases
3a) First Action Phase. The first player takes one Action (by expending one or more Morale Points) or passes. See the Action Chart for a list of actions.

3b) Second Action Phase. The second player takes one Action (by expending one Morale Point) or passes.

3c) Third and Subsequent Action Phases. The first player repeats step 3a. Then the second player repeats step 3b. Continue alternating until either player passes.

4) Habsburg Contingent Reinforcement Deployment Phase. Place any Habsburg Contingent Reinforcements triggered by Campaign event markers on the designated map edge (this applies only to Bavarians, Brandenburgers, Poles, Reichsarmee and Saxons).

5) Mutual Supply Phase. Each player must check the supply status of all units and take any action called for by the Supply rule. The first player checks first, then the second.

6) End of Turn Phase. If this is the last turn of the game, then determine who won. Otherwise, advance the turn marker one space and proceed to the next turn.

6.0 Belligerents
Each player will control one or more national contingents. All areas of the map are playable. All units belonging to belligerents on the same side may stack with each other, use each other’s supply, combine in combat, be led by any leader, etc., unless otherwise stated.

6.1 Campaign Area
Both sides’ units may enter all hexes on the map. Note there are no borders—this reflects the chaotic Ottoman-Habsburg frontier.

6.2 Control of Forces
Habsburg Contingents
Habsburgs consist of the following contingents: Austrians, Poles, Bavarians, Reichsarmee, Saxons, Brandenburgers, and Habsburg Mercenaries. Habsburgs begin the game with the Austrians on the map. The other contingents enter by play of Campaign markers.

Designer’s Note: The Croatian and Royal Hungarians are considered Austrian units for game purposes.

Ottoman Contingents
Ottomans consist of the following contingents: Turks, Tartars, Rebel Hungarians, Transylvanians, and Ottoman Mercenaries. Ottomans begin the game with the
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Turks on the map. The other contingents enter by play of Campaign markers.

**7.0 MORALE**

Morale Points (MP) represent a side’s level of motivation and diplomatic ascendancy. Each side starts the game with a number of morale points. Players may expend morale points to conduct various game actions.

**7.1 Keeping Track of MP**

MP are recorded on the Morale Track using the Morale markers on a scale of “1” to “20.”

**7.2 Gaining / Losing MP**

See the Morale Chart for specific in-game actions that raise and lower morale points. Two or more events may occur simultaneously that would change a player’s Morale Value, first add then subtract all Morale Point changes that must be applied.

**7.3 Maximum Morale**

A side’s Morale Value may never exceed 20; any excess is not accumulated.

**7.4 Morale Collapse**

If a side’s Morale Value reaches zero it can not go any lower. This will trigger a Sudden Death Victory (see 4.2).

**7.5 Expending MP**

You expend MP to initiate Actions. Each action generally costs one morale point. Certain actions may cost more (and sometimes zero) and this is explained under the Actions. Expending MP for actions is entirely at the player’s option.

**7.6 Gaining & Losing MP**

Morale Phase: during the Morale phase, you gain the MP for occupying various hexes on the map. Check all hexes on the map which have an MP value, total up the MP for them, and add that to your Morale Index.

Winning a Battle or Siege: The instant that you win a battle or siege, gain the MP designated on the Morale Chart. The instant that you lose a battle or siege, lose the MP designated on the Morale Chart. This will depend on the number of combat factors plus command value points eliminated on the losing side in the battle.

Ottomans Taking Vienna: The first time an Ottoman unit occupies Vienna, the Ottomans roll one die and gain that number of VP. The Habsburgs roll one die and lose that number of VP.

Habsburgs Taking Belgrade: The first time a Habsburg unit occupies Belgrade, the Habsburgs roll one die and gain that number of VP. The Ottomans roll one die and lose that number of VP.

**Campaign markers:** The play of certain campaign markers will cause the gain or loss of MP when you play them.

**7.7 Minimum**

You can voluntarily expend Morale Points to go to “one” but no lower. You may be forced to zero or lower MP by losing battles. Certain Campaign events will cause a side’s Morale Index to be reduced; however, it cannot go to lower than “one” via Campaign event. It may be forced to “zero” only by losing a battle, or the enemy taking Vienna or Belgrade.

**7.8 Other Losses**

You gain or lose MP only for units eliminated due to the Battle Results Table. Units which are eliminated for other game events (such as Supply Attrition or Campaign events) do not change morale.

**7.9 Morale Collapse**

Losing MP may cause you to go to below zero. If so, then you immediately lose the game.

**8.0 INITIATIVE**

During the Initiative phase, determine who will be first and second player for the remainder of the turn.

**8.1 Procedure**

The side that has the higher morale has the initiative. Flip the Turn marker to their side. The other player is the Second player.

**8.2 Ties**

In the event of tied Morale Points, each player rolls one die and the high roller has the Initiative.

**8.3 Effects**

Generally, the player with the initiative does everything first if both players can do something in a single phase. The effects of being first and second player are listed in detail throughout the rules. The player with the initiative retains it until the next Initiative phase. This is so even if morale changes during the turn.

**9.0 ACTIONS**

An “action” is the term for the basic increments of movement, combat and/or other player initiated actions by the game progresses. These are listed on the Actions chart. Some may be conducted only by one player or the other, while most are available to be conducted by either player.

**Note:** Units may only move, fight, powder their wigs, etc., by taking actions. This reflects numerous command control and logistical factors of the original campaign.

**9.1 Procedure**

Declare which Action you will take. Expend the MP required for it. Then execute the Action.

**9.2 Number of Actions per Turn**

A player can perform any number of Actions in a single turn as long as he has MP to expend. You cannot initiate an Action if that would bring your MP to zero or lower.

**9.3 MP Cost**

The number of MP you need to expend to execute an Action are listed on the chart. An Action which costs zero MP means you do not have to expend MP for it, but it still counts as one Action.

**9.4 Alternating Actions**

The first player has the option to either declare an Action or Pass. The second player then has the option to either declare an Action or Pass. Players can continue taking action until both pass sequentially.

**Example:** The first player starts the turn by passing. The second player takes an Action. The first player then passes again, and the second player takes another action.

**9.5 Types of Actions**

All possible actions for the game are described on the Action Chart (though some of them have additional rules which deal with their details). Players may pick any action any number of times in the course of a game (within other restrictions). In general, actions include:

Moving a Force and/or Attacking
Initiating a Siege
Picking a Campaign marker
Initiating a Rally or Replacement attempt

**9.6 Leaders**

Certain Actions require a leader to be with the initiating force. All other actions do not require leaders.

**9.7 Multiple Actions**

Campaign markers may allow a player
to take additional Actions. These are “free” actions and do not cost MP.

9.8 Forces
A “force” is defined as a single group of units conducting an Action together. The specific types of units which can conduct an Action as a single force are defined by the Action Chart.

Example: An action which calls for a force to move and attack means that the player could take some or all units in a particular hex and then move them together and, upon completion of that movement, attack.

9.9 Multiple Actions
Generally, a unit may participate in more than one Action per turn.

Example: A unit may move as part of a force, then in a subsequent Action, engage in siege attack, and then later move and attack again.

9.10 Non-Repeatable Actions
Generally, you may repeat an Action more than once per Turn. The exception is the Rally Action, which you take only once per turn.

9.12 Command Control
All units on the same side can conduct operations as part of the same force, use each other’s supply units, etc.

9.13 Actions List
Each Action has a name, a cost in Morale Points (MP), and an explanation. Unless an Action specifically states that a force may both move and attack, the force may not do so. Also, Actions which cost zero MP still count as one Action.

Move a Force of Units (costs 1 MP):
Designate one hex containing friendly units. Move them via the rules for ground movement (See rule 10.0).

Make a Forced March (costs 1 MP):
Same as Move a Force of Units, but the moving force must have at least one leader. Add a number equal to the leader’s value to the movement point total of the force. At the conclusion of the movement, roll one die. If the die roll is greater than the leader’s command value, then you must select and eliminate one unit in the force. On other die rolls, there is no additional effect (See 10.0).

Concentrate on a Leader (costs 2 MP):
Designate one friendly leader on the map. You may then move any or all friendly units in other hexes such that they complete their movement in the leader’s hex. The leader may not move. This is an exception to the normal rule that only one force may move per action (See 10.0).

Utilize River Transport (costs 1 MP):
Move any friendly leaders, siege guns and/or supply trains in one force adjacent to a river up to 12 hexes along contiguous river hex sides. The units move together and must complete their movement on another friendly occupied fortress. They may not enter hexes containing enemy units or ZOC. This costs no movement points but the units may not otherwise move in the turn (See 10.0).

Initiate a Battle without Moving (costs 1 MP):
Designate one force of friendly units. That force attacks one hex of adjacent enemy units. An (attack may not be conducted against a fortress by this action). (See rule 13.0).

Move a Force of Units and then Initiate a Battle (costs 2 MP):
Same as Move a Force of Units, but at the end of the movement, conduct an Initiate a Battle Action (See 10.0 & 13.0).

Storm a Fortress (costs 2 MP):
Designate one force of friendly units. It conducts a Battle attack against one adjacent enemy occupied fortress (See 13.0 & 16.0).

Siege Attack a Fortress (costs 3 MP):
Designate one force of friendly units that includes at least one siege gun and is adjacent to an enemy occupied fortress. Roll on the siege table to attack that fortress. This may result in a Storm a Fortress due to certain results (this Storm does not cost additional MP; See rule 16.0).

Offer Honors of War (costs 1 MP):
You must have a force adjacent to an enemy occupied fortress, and there is a leader in that force. Announce “Honors of War.” The other player has a choice: either (1) pick up all units in the fortress (including garrisons) and place them in any fortress occupied by units within six hexes (moving over terrain and opposing units). If there is no such fortress, then Honors of War may not be declared. The leader and any units in the same hex may advance into the fortress (but no further). OR (2) The other player can refuse. In this case, nothing happens.

Replace Units (costs 1 MP):
Designate any one friendly leader. Roll one die. If the die roll is less than or equal to the leader’s command value, then you can select a number of eliminated units in the Replaceable Units box equal to the number rolled and place them in the same hex as the leader. If the die roll is greater than the command value, there is no effect (See 17.0).

Recruit Mercenaries (costs 1 MP):
Pick at random one Mercenary unit from the Mercenary Reinforcement Pool. Place the unit on any friendly occupied fortress or in the same hex as a friendly leader (See rule 17.0).

Place Delayed Reinforcements (costs 0 MP):
If a reinforcement contingent could not be deployed owing to all entry hexes being blocked, then when a hex does open up, you may take this Action to place them on the map (See 17.0).

Pick and possibly play a Campaign marker (costs 1 MP):
Pick at random one Campaign marker from your pool. If the marker says “play immediately,” then you must play it. If the marker says “hold,” then you may play it now or hold it to play later (See 21.0).

Play a Campaign marker you are holding (costs 0 MP):
Play one Campaign marker which you are holding. This may be done at various points in the Game Turn, see the Campaign marker explanations (See 21.0).

9.14 Optional Actions
Advance Guard (costs 2 MP):
Designate any one friendly force consisting entirely of cavalry, or cavalry plus leaders. Then execute an Advance Guard Action (See 30.0).

Pillage (costs 1 MP):
Designate any one hex containing friendly units. They may pillage the hex. See the Pillage rule (See 32.0).

Conduct a Raid (costs 1 MP):
Designate any one hex containing friendly irregular units (cavalry and/or infantry) plus any leaders. Move them per a Move a Force
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**10.0 MOVEMENT**
You move units by initiating a Movement Action (see the Action Chart). Each movement action consist of moving one force of units.

**10.1 Procedure**
A force is moved through a path of contiguous hexes. The movement value of a force is that of the slowest unit in that force. As the force enters each hex, the force pays one or more movement points from its movement allowance to do so.

**10.2 Mobile & Static Units**
Mobile units have an allowed movement of “1” or more. Static units have a movement of “0” (zero). Only mobile units can move.

**10.3 Forming a Force**
At the start of the movement Action, designate which units in the hex will form the force. This can be some or all of the units in that hex. Once a force has been designated, it may not pick up additional units as it moves.

**Example**: A hex contains a cavalry, an infantry and a leader. The player designates the leader over as a mnemonic (See rule 7.0). This action only once per turn. Flip the leader over as a mnemonic (See rule 7.0).

**10.4 Minimum Move**
A force cannot exceed its movement allowance during a friendly Movement Phase, with the exception that a force may always move one hex per friendly Movement Phase (as long as it is not into an otherwise prohibited hex), even if it does not have sufficient movement points to pay the entire cost. A force may use some or all of its movement allowance.

**10.5 Dropping Off Units**
A force may drop off units as it moves. Those units may not move any further in that Action. Even if the slowest units are dropped off, the movement allowance of the force remains that of the slowest unit.

**10.6 No Take Backs**
All movement is final once a player’s hand is withdrawn from the units he is moving. Players may not change their minds and retrace their unit’s movement. This rule should be strictly enforced. During these campaigns, it was common for units to be sent in the wrong direction at key points with often disastrous results.

**10.7 Terrain Effects**
Generally, a force pays one movement point to enter each hex, regardless of its terrain type. However, the following special cases apply.

**Rugged Terrain**: Units that enter a forest, rough or swamp hex must pay the number of movement points indicated on the TEC.

**Rivers**: Units must pay all their movement points when crossing a river. That is, they start the move on one side of the river, move across, and cease movement.

**Lakes**: Units may not normally cross lakes.

**Note**: See the Engineer rule for special cases to the above (20.0).

**10.8 Roads**
A force using road movement (moving directly from road hex to another, connected road hex) always pays the road movement cost (not the cost for the terrain in the hex).

**10.9 Bridges**
Units using road movement to cross river hexides do not stop when crossing a river. Bridges negate the effect of the river for movement, but not for combat, retreat or other game functions.

**10.10 Passes**
A unit is using road movement through swamp or mountain hexes pays one movement per hex entered (not ½).

**Designer’s Note**: This is because of the difficulties in moving armies through forest trails or up and down mountain passes.

**10.11 Enemies**
A friendly unit may never enter a hex containing an enemy unit.

**10.12 Zone of Control Effects**
Units that enter an enemy zone of control must immediately cease their movement for that Action. Friendly units' zones of control do not affect the movement of friendly units. See the Zone of Control rule for details (12.0).

**10.13 River Transport**
This is explained in the Actions Chart.

**10.14 River Transport**
This is a special type of movement explained in the Actions Chart.

**10.15 Retreat & Pursuit**
These are special types of movement which take place during combat. See (14.0 & 15.0).

**10.16 Forced March**
This is a special form of movement. It is explained under the Forced March Action.

**11.0 CONCENTRATION (STACKING)**
More than one unit in a hex is called a “stack.” Generally, a player may have an unlimited number of friendly units in a hex. However, the Supply rules may make life difficult.

Friendly and enemy units may never be in the same stack.

**12.0 ZONES OF CONTROL**
All units have Zones of Control (abbreviated “ZOC”). The ZOC consists of the six hexes immediately surrounding it as shown in the illustration. Hexes upon which a unit exerts a ZOC are called controlled hexes.

1) All units exert a ZOC at all times, regardless of the current phase.
2) The presence of ZOCs is never affected by other units, enemy or friendly.
3) ZOCs extend into and out of all types of terrain. (See Fortresses, below, for a special case).
13.1 Attacking & Defending
The player initiating the Action is termed the “attacker” and the other player is called the “defender” in a “battle” (the resolution of a single attack).

13.2 Who May Attack
1) Only one force may attack per Action (consisting of any or all friendly units in one hex), and they may attack only one adjacent hex containing any enemy unit(s).
2) Adjacency: The attacking force must be adjacent to the defending Force.
3) Siege guns and supply trains may add their combat strengths to a field battle

13.4 Battle Procedure
For each battle, follow these steps in the order listed below.
1) The attacking player designates which force will attack.
2) Reveal all units in both the attacking and defending hexes.
3) Total the combat strength of all the attacking units in that battle. Make any adjustments for leaders and Campaign Markers.
4) Total the combat strength of all the defending units that are the target of the attack. Make any adjustments for leaders, terrain and Campaign Markers.
5) Divide the attacker’s strength by the defender’s strength, then multiply by 100% to get the combat percentile.
6) If the Ottomans are attacking, use the Ottoman CRT. Consult the CRT and use the corresponding Percentile Column. If the Habsburgs are attacking, use the Habsburg CRT to resolve the attack.
7) The attacker rolls one die. Cross index the die roll with the Percentile Column to determine the result of that battle.
8) Apply this combat result immediately, including Retreats/Advances after Combat.

13.3 Actions
The Initiate a Battle lets you attack with a force but that force cannot move. The Move a Force of Units and then Initiate a Battle lets you move a force and then conduct an attack at the end of that movement.

13.5 Follow-through
Once you have committed a force to an attack, you must follow through. If revealing units shows you are attacking at poor odds, you cannot call it off.

13.4 Attacker Unity
If you move a force of units into a hex containing other friendly units and then conduct an attack, only those units which moved can attack. Other units in the hex can not join in (but see the Counterattack explanation for a special case).

13.5 Defender Unity
All defending units in a hex must be attacked together as one combined defensive force. Defending units cannot be withdrawn.

13.6 CRT
There are two CRTs, one Habsburg and one Ottoman. The Habsburgs always use the Habsburg CRT when attacking, and the Ottomans use the Ottoman when attacking.

13.7 Doubling of Combat Strength
Various conditions will cause a unit’s combat value to be “doubled” (leaders, terrain, campaign events). If two such conditions are in effect, the unit’s combat value is tripled. If three or more, then the unit’s value is quadrupled. A unit can never be more than quadrupled.

Example: A unit with a combat factor of “4” is doubled; its combat strength becomes “8.” If it were doubled by terrain, then it would become a “12.”

13.8 Leader Effects on Combat
Leaders have a command value. This is the number of friendly units in the same stack whose combat strength they can double. You can choose which two units you can double.

Example: A leader with a command value of “2” could double the combat factors of two units.

If you have more than one leader in a stack, you can use them all. However, you cannot double a particular unit’s strength more than once. And if you have more leader value points than leaders, the excess cannot be used. Also, leader value may not be used to double the value of Leaders.

A leader cannot double the combat strength of itself or another Leader.

Example: You have two leaders in a stack, one with a “2” and the other with a “1.” You could double the value of three different units.

13.9 Engineer Leaders
These can apply engineer leader values
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only to units which are either defending in a fortress, or attacking into a fortress. Otherwise, their leader value equals “0” (zero).

13.10 Terrain Effects on Combat
Defending units benefit from the terrain in the hex they occupy and/or that hex’s perimeter hexsides it is attacked through.

13.11 Terrain Effects Chart
The effect of terrain on combat is reflected by a shift (to the left), as indicated on the Terrain Effects Chart, to the defender’s strength total.

13.12 Non-Cumulative Terrain Benefits
The terrain benefits for combat are not cumulative. A defending unit in a particular hex receives only the single most advantageous terrain benefit (for the defender) in a hex or through a hexside.

13.13 Attacker Consideration
Terrain in hexes occupied by the attacker has no effect on combat.

13.14 No Voluntary Column Reduction
The phasing player may not reduce the combat differential of any given battle.

13.15 Fortresses & Combat
You cannot attack fortresses using the Battle Procedure. You must use the Siege Procedure (16.0).

13.16 Explanation of Combat Results
Combat results are explained in a separate chart (25.0). Once determined, combat results are applied immediately, including units eliminations, retreats and/or pursuit. They are applied in the order given in the chart.

13.17 “Winner”
Combat results will designate one side as the winner. The winner is the player who will collect morale points for enemy units eliminated in the battle. The other player (the loser) will lose them.

Example: A Habsburg force attacks an Ottoman force. The Habsburg get a Defender Defeated result, and thus the Habsburg are the winners. The Habsburg player gains the points for eliminating the Ottoman units, while the Ottoman loses the points for those units. The Habsburg losses do not count for morale point changes.

13.18 Extracting Losses
When a combat result calls for unit elimination, the player who is to lose the units selects which ones will be lost.

13.19 Percentage
Losses are in terms of a percentage of a force’s combat strength (25%, 50%, 100%). The player must eliminate units whose printed combat factors are at least equal to the percentage total. Even if a unit is doubled, use the printed value for extracting combat losses.

Example: If you are directed to eliminate 50% of a force containing a “4,” a “3,” and a “2” (total = “9”) then you could eliminate the “3” and the “2” (or the “4” and the “2”).

Important! To emphasize, use the printed combat strength, disregarding any doubling.

13.20 Leaders
Leaders use their combat value to count as combat factors. You can eliminate them based on their combat strength (not leader value).

13.21 Status of Eliminated Units
Units eliminated in combat are generally placed in the Deadpile (and can not be replaced). The following are special cases: 1) Supply trains are placed in the Replaceable Units box. 2) See the Leader rule (19.0).

13.22 MP for Battles
1) The side designated by the combat result as losing the battle totals the following:

   The combat strength points of eliminated units, plus the command value of eliminated leaders. If the total is 0-4, then apply the Skirmish Victory MP gains/losses. If the total is 5-14, then apply the Minor Victory MP gains/losses. If the total is 15-24, then apply the Major Victory MP gains/losses. If the total is 25 or more, then apply the Decisive Victory MP gains/losses.

2) See the Morale Chart for actual MP changes. The winner will gain MP and the loser deduct them. (See 7.0).

Note: Only the losing side’s losses count for this. The attacker’s losses do not.

14.0 RETREAT AFTER COMBAT
Retreat is a special form of movement which may be required of a force which loses a battle.

14.1 Retreating
Retreat is movement which is required by a combat result. There are two types of retreat in the game: withdrawal and routing.

14.2 Withdrawal
Units which are called upon to withdraw must do the following: 1) The owning player moves them two hexes. 2) All units must retreat together.

14.3 Routing
Units which are called upon to rout must do the following, in this order: 1) Supply and siege guns are eliminated. 2) For all other units: roll one die for each unit. The owning player retires them that number of hexes.

14.4 Retreat Procedure
When a combat result requires a player’s unit(s) to retreat (either by withdrawal or rout), the owning player must immediately move each such unit the indicated number of hexes away from the hex it occupied during the battle (i.e., it’s “battle hex”).

14.5 No Movement Point Cost
Retreat is not considered normal movement; retreat units pay one movement point per hex entered regardless of terrain (including rough, etc.).

14.6 Retreat Restrictions
1) Map Edges: Units may not retreat off the map.
2) Enemy Units: Unit may not retreat into hexes containing enemy units.
3) Retreat through Enemy ZOCs

If an alternative retreat rout is not possible, you may retreat a unit into an enemy ZOC. If it does so, however, you must roll one die for each friendly ZOC hex entered. Apply results as follows. Leaders and cavalry units: die roll of “1-2” = eliminate the unit; “3-6” = the unit is not affected by the ZOC. All other units: die roll of “1-4” = eliminate the unit; “5-6” = the unit is not affected by the ZOC.

14.7 Retreat Across Rivers
When retreat across a river (even if bridged), that unit must roll one die. On a “1-2” = eliminate the unit; “3-6” = the unit is not affected by the ZOC.

14.8 Lakes
Units may not retreat across lake hexsides and are eliminated if there is no other alternative.
14.9 Engineers
The presence of engineer leaders does not affect the above for retreating across rivers or lakes.

14.10 Multiple Checks
If a unit retreats into an enemy ZOC and survives, it continues retreating. But if it enters another enemy ZOC, it must roll again. If retreating into both an enemy ZOC and across a river at a single hex, the player must make a separate die roll for each of them.

14.11 Friendly Units During Retreats
Retreating units may retreat into and through friendly units without penalty.

14.12 Going the Distance
A retreat path may zig-zag to avoid unit destruction, but the length of the retreat path must be the full indicated number of hexes. If the unit reaches a map edge or prohibited hex before reaching the full required distance, it is eliminated in the last hex. That is, there is no doubling back of a retreat route into a hex.

14.13 Fortress Negation of Retreat
1) Units inside of a fortress ignore all retreat results, regardless if they are attacking or defending.
2) If a unit outside of a fortress makes a retreat move into a friendly fortress it may cease its movement in that fortress hex. In this case, it does not have to go the distance. Units inside of fortresses ignore retreat results (see below).

14.14 Morale
Units eliminated owing to retreat restrictions count for size of victory to determine Morale Points lost or gained.

15.0 PURSUIT AFTER COMBAT
Pursuit is a special form of movement in which units winning a battle may engage.

15.1 Procedure
Victorious attacking or defending units can pursue if combat result calls for it.

15.2 Length of Pursuit
Leaders and cavalry may pursue two hexes. Infantry may pursue one hex.

15.3 Who is Eligible to Advance?
Any or all surviving friendly victorious leaders, cavalry, and infantry that participated in the battle may advance. This is entirely at the player’s option; no unit is required to advance.

15.4 Pursuit Path
The first hex of pursuit must be into the hex just cleared of enemy forces. The second hex (for leaders and cavalry) may be in any direction.

15.5 Enemy ZOCs
Pursuing units can ignore enemy zones of control (moving through them freely). They may not enter hexes containing enemy units.

15.6 Terrain
Units do not expend movement points nor stop for terrain considerations when pursuing. There is no bonus for advancing along roads, nor penalty for advancing through enemy units or across rivers. Units may not pursue across lake hexes.

15.7 Immediacy
Any option to pursue must be exercised immediately before any other battle is resolved.

16.0 FORTRESSSES & SIEGE
There are two general types of Fortresses in the game: major and minor. They both function in the same general way, with a major fortress providing more in the way of defense. Where the term “fortress” is used, it refers to both major and minor fortresses. Otherwise, the specific type of fortress is indicated.

16.1 ZOCs
ZOCs of units within a fortress do not extend out. ZOCs never extend into a fortress from the outside. This is regardless if the fortress is occupied or not.

Example: Supposing you have a unit inside a fortress. There are two enemy units adjacent to that fortress, one on the northeast hex and the other the south hex. You could move your unit from inside the fortress to say, the northeast hex because you are not technically moving through enemy ZOC (though the unit would cease movement as soon as it completed that first hex of movement). The converse would also be true. A unit adjacent to a friendly occupied fortress could enter that fortress regardless of any ZOC on the hex in which the movement started since in this case the unit would be exiting the ZOC but not entering another ZOC (since ZOC do not extend into fortresses).

16.2 Effects on Reinforcements
See the Reinforcement rule (see 17.0).

16.3 Effects on Retreat
See the Retreat rule (14.6(3)).

16.4 Effects on Logistics
See the Logistics rule (18.4(2)).

16.5 Attacking Fortresses
There are two ways you can attack an enemy occupied fortress: Storm Action or Siege Action.

16.6 Storm Procedure
A storm attack against a fortress is executed in the same manner as battle combat, with the following modifications:
1) You can attack a fortress using the Storm a Fortress action. You cannot both move and attack a fortress in the same Action.
2) The defender ignores retreat results.
3) Cavalry is not doubled in counterattacks when attacking or defending in a fortress (see Combat Results, 25.8).
4) Engineer leaders can use their command value when attacking a fortress, or defending in one, to double the combat strength of units in the same force. They do not affect die rolls on the Siege Attack Table.
5) The defender is tripled when defending in a major fortress, and doubled when defending in a minor Fortress. Do not add any other terrain modifiers.
6) A successful storm attack then permits the attacking units to pursue normally, if desired.

16.7 Siege Attack Procedure
To initiate a Siege Attack action, you must have a force containing at least one siege gun adjacent to an enemy occupied fortress. A siege attack against a fortress is executed in two stages.

1) Siege Gun Attack: Roll on the Siege Table. The Ottomans use the Ottoman column, the Habsburgs use the Habsburg column. If the result is Sortie or Stalemate, then the action comes to an end. If the result is Breach or Mine Explodes, then go on to stage two (2).
2) Storm: this is executed per the Storm procedure above, except the defender does not gain the multiplication of defense strength for defending in a fortress (see Siege Results, 16.0).
16.8 Multiple Siege Guns
If you have more than one siege gun unit in a force, you may roll once for each, applying results one at a time. You must declare at the start of the attack how many siege guns will fire. Any Breach or Mine Explodes result applies, regardless of subsequent results.

Note: Make one siege attack die roll per siege gun unit, not combat factor. For example, a siege gun with a strength of “3” would only roll once.

Example: Two Habsburg siege guns are attacking an Ottoman fortress. The first one rolls a Major Breach; the second one rolls a Stalemate. The Breach is still applied.

Note: There are no modifiers for terrain, leaders, etc. However, a Breach (minor) will affect a minor fortress but not a major fortress.

Note: As with other combat, you attack a fortress with units in one (and only one) adjacent hex. No ganging up of more than one hex!

16.9 Siege Results
These are at the end of the rules. See the Results Table (at the end of the rules).

Note: The presence of a siege gun units inside a fortress triggers the Counterbattery result. Therefore, it’s a useful tactic to place a siege gun in a fortress garrison.

16.10 Breakout Combat
A force inside of a fortress may attack adjacent enemy units. One force inside of a fortress may attack one such adjacent enemy force. In this case, resolve the combat as battle, but the attacker would ignore retreats.

17.0 REINFORCEMENTS
Reinforcements are units which can enter play after the game has begun. There are three types of reinforcements:

1) Contingents: these are groups of units which are activated by a pick of a Contingent marker (for example: Habsburg Saxons).
2) Mercenaries: these are individual units which are picked via Action (for example: Ottoman the Mamliuke unit).
3) Replacements: these are units in the Replaceable unit box which can be brought back into play via Action.

17.1 Contingents
At the start of the game, place all units of each Contingent in the corresponding display on the map per the scenario instructions. Each reinforcement contingent has a corresponding Campaign marker. The instant that Campaign marker is picked, that Contingent is activated. Place them per the instructions on the Campaign markers chart. All units in a single reinforcement contingent must be initially placed in the same hex.

Placing reinforcements is not movement, but a reinforcement unit can not move in the same action in which it is placed.

Ottoman Contingent reinforcements enter the instant that their marker is played.

17.2 Austrian Contingent Reinforcements
Austrian Contingent Reinforcements (Bavarians, Brandenburgers, Poles, Reichsarmee, and Saxons) enter during the Habsburg Contingent Deployment Phase of the turn in which their marker was picked (after all action phases have been completed). Deploy on the indicated map edge. This placement does not require an Action.

Note: This represents the time taken to march to the theater of operations from Germany or Poland. All other Habsburg reinforcement (such as Mercenaries) are deployed immediately.

17.3 Mercenary Reinforcements
Mercenaries enter play via the Recruit Mercenaries Action (see the explanation for details). Place recruited mercenaries on any fortress occupied by friendly units, or in any hex containing a friendly leader.

17.4 Replacements
Units which have been eliminated owing to lack of supply or due to forced march attrition are placed in the Replacement box. Also, supply trains which are eliminated for any reason are placed in the Replacement box. They may be returned to play via the Replace Units action. Place replaced units on any fortress occupied by friendly units, or in any hex containing a friendly leader.

The scenario will designate certain units to start the game in the Replaceable Units Box and can also enter via Replace Units.

Units eliminated for other reasons may not be replaced (unless an event calls for it).

17.5 Ottoman Reinforcements
Ottoman reinforcements are generally deployed per the Event explanations. Otherwise, place them on any hexes on the south map edge.

17.6 Restrictions
In addition to the above, reinforcements may never be placed in hexes adjacent to enemy units. This is regardless of ZOC.

17.7 Delay
A player may not voluntarily delay reinforcements. However, if all potential reinforcement locations are blocked, then the units do not appear that turn—hold them aside. You can place them on the stated locations by taking one action.

18.0 LOGISTICS
During the Logistics phase, each player must check all friendly forces on the map for forage. Stacks which are not “in supply” are subject to attrition. Checking Logistics is not an action—it is mandatory and does not require the expenditure of MP.

18.1 In Supply
A hex is in supply if it fulfills one of the following conditions:

1) If there are four or fewer units in the hex.
2) It is a major fortress hex
3) If a friendly supply train is in the hex.
4) It can trace a LOC to a friendly occupied major fortress or to a friendly supply train.

Note: Minor Fortresses are not supply sources.

18.2 Alliances
All units on each side can use common supply sources.

Example: A Habsburg Austrian supply train could provide supply to Habsburg Bavarian units.

18.3 Automatic Supply
The following units do not count against the four unit per hex limit for supply: leaders, supply trains, regiments and static units.

Example: You could leave four brigades, two leaders and one mercenary regiment in a hex and those units would be In Supply.

18.4 Line of Communications
A unit is within a Line of Communication (LOC) if all of the following are in effect.
2.0 SPECIAL UNITS

20.1 Engineer Leaders Movement

1) A force moving with an engineer leader ignores the river crossing penalty. It moves across rivers at no extra cost.
2) A force which moves with an engineer treats a lake as a river hexside for movement: the force can cross by expending all of its movement allowance.
3) The above does not apply to Retreat & Pursuit.

20.2 Engineers & Combat

Engineer leaders can use their leader value to double combat strength only if (1) inside of a fortress (for defending or attacking); or (2) when attacking into a fortress using Storm. Engineer leaders do not double the number of attacks made by siege guns.

20.3 Cavalry & Dragoons

Cavalry doubles its combat strength when conducting counterattacks (see Battle results 25.0). Dragoons function as fast infantry—they are not doubled for counterattacks.

21.0 CAMPAIGN MARKERS

Campaign markers represent various diplomatic and military activities which affect the campaign, as well as the chaos of war.

21.1 Procedure

Picking Campaign markers is an action. Expend one MP and pick one marker from the pool. Upon picking the marker, read and follow the instructions.

21.2 Pool

Each player places all their Campaign markers in a proverbial wide mouthed opaque container called the "pool." Markers are drawn at random from it (There will be one Habsburg Pool and one Ottoman Pool).

21.3 Disposition

Immediate: If an event says "play immediately," then execute the instructions upon picking it.
Hold: If an event says "hold," then you can execute it immediately, or keep it in your holding box and play it later as a separate action.
Return: If an event says "return," then place it back into the pool after playing.
Discard: If an event says "discard," then remove the marker from play permanently.

21.4 Order of Precedence

Instructions in the Campaign marker explanations may supersede the game rules.

21.5 Secrecy

You may keep your Campaign markers hidden from the other player. You must reveal them upon playing.

22.0 WINTER

22.1 Morale Points

During winter turns, you receive only one half the MP for occupying hexes (total all hex MP values, halve them, then round up any fractions). MP for other actions remains the same. MP for Victory purposes are counted at full value (4.0).

22.2 Attrition

During winter turns, use the Winter column on the Attrition Table.

23.0 FOG o’ WAR

Players may examine stacks of enemy units only under certain conditions. You may always examine your own units.

23.1 Intelligence

You may examine an enemy stack under the following conditions:

1) Scouting: At the end of any Movement Action, you may reveal any of your own cavalry units in the force taking the action. The enemy must then reveal all units in stacks adjacent to them.
2) Battle: During the step of the Battle Sequence in which units are revealed.
3) Siege: The instant that a siege attack is declared, reveal all units in the besieged fortress and in the hex containing the siege gun.

23.2 Spies

You can examine enemy stacks and Campaign markers by playing a Spies marker.

24.0 ARMY MARKERS

Players use Army markers to reduce congestion on the map.

24.1 Procedure

Place each Army marker in a hex. Friendly units in that hex are placed in the corresponding Army Display on the map. The units are considered to be on the map and function accordingly.

Example: An army marker would move with the slowest movement value of a unit composing it.

24.2 Otherwise

Army markers have no impact on play. A player can place units in an army marker on the map at any time and vice versa.
The defender must eliminate 25% of his units. Defender is the winner.

25.2 AR: Attacker Routed
All attacking siege guns and supply trains are eliminated.
All surviving attacking units rout.
The defender may conduct pursuit (15.0).
The attacker is the winner.

25.3 AD: Attacker Defeated
The attacker must eliminate 25% of his combat strength.
All surviving attacking units withdraw two hexes.
The defender may conduct pursuit (15.0).
The defender is the winner.

25.4 BB: Bloodbath
The defender must eliminate 100% of his units.
The attacker selects one of his own units in the in the same hex as the siege gun (and including the siege gun’s own combat factor if desired).

25.5 DE: Defender Annihilated
The defender must eliminate 100% of his units.
The attacker is the winner.

25.6 DR: Defender Routed
All defending siege guns and supply trains are eliminated.
The defender must eliminate 50% of his remaining strength.
All surviving defending units rout.
The attacker may conduct pursuit (15.0).
The attacker is the winner.

25.7 DD: Defender Defeated
The defender must eliminate 25% of his combat strength.
All surviving defending units must withdraw two hexes.
The attacker may conduct pursuit (15.0). Attacker is the winner.

25.8 CA: Counterattack
The defender must eliminate 25% of his combat strength.
The attacker must eliminate 25% of his combat strength.
If one side has no surviving units, and the other at least one surviving unit, then the side with the surviving units is the winner and may conduct pursuit.
If both sides have been wiped out, the battle ends and neither side wins.

Designer’s Note: Only the Ottomans have the possibility of a Bloodbath because it represents that the European armies were going over to linear tactics which mitigated against mass attacks.

25.9 Terrain
The original defending cavalry is not doubled if the defending force is in marsh or rough hexes. The original attacking cavalry combat values are reduced by one for each additional terrain hex.

25.10 Other Units in the Hex
If the original attacking force did not include all units in a hex, when the defender counterattacks those non-involved units now become part of the original attacking force. They defend with it against the counterattack, and if another counterattack is rolled, they join the counterattack.

26.1 Breach (Major)
1) The attacking player may immediately conduct a Storm a Fortress Action (at no cost in MP), using any units in the same hex as the siege gun (and including the siege gun’s own combat factor if desired).
2) The defending player may immediately conduct a pursuit (15.0). If no surviving units, and the other at least one surviving unit, then the side with the surviving units is the winner and may conduct pursuit.

26.2 Breach (Minor)
If attacking a minor fortress, treat as breach (major). If attacking a major fortress, treat as stalemate.

26.3 Mine Explodes
If the defender has at least one siege gun in the fortress, treat as breach. If the defender has no siege gun in the fortress, treat as stalemate.

26.4 Sortie
1) The attacker selects one unit in the fortress and must eliminate it.
2) The attacker then executes the same result as a breach (major).

26.5 Counterbattery
1) If the defending player has at least one siege gun in the fortress: apply the same result as sortie. One besieging unit maximum is eliminated, regardless of the number of defending siege guns.
2) If the defender has no siege gun in the fortress, no effect.

26.6 Stalemate
No effect.

27.0 GATES OF VIENNA SCENARIO DEPLOYMENT
There are two versions of the scenario, short and long. They both set up the same, but have different final turns.

Belligerents
Ottoman player controls all Turkish, Tartar, Transylvanian, Ottoman Hungarian, and Ottoman Mercenary forces.

Habsburg player controls all Austrian, Royal Hungarian, Polish, Bavarian, Saxon, Brandenburg, and Habsburg Mercenary forces.
First Turn (both scenarios): May 1683
Last Turn (Short Scenario): September 1683
Last Turn (Long Scenario): December 1683.
Place the Turn marker on May 1683.

Campaign Markers:
Place all Ottoman Campaign markers in one pool. Place all Habsburg Campaign markers in a second pool.

Starting Morale Points
Ottoman: 5
Habsburg: 2

Note: Your MP will be enhanced on Turn 1 during the Morale Phase.

HABSBURGS (set up first, in this order)
Austrian
1) Each Austrian fortress: garrison with name (Vienna has two units).
2) Graz, St. Gotthard, Karlovne: leader Erdot; all Croatian (CR) units.
3) Kittsee: leader Estherhazy; all Royal Hungarian (RH) units.
4) Kittsee: leaders Charles; 2 x regular cavalry brigades; 3 x regular infantry brigades; 1 x dragoon brigade; 1 x siege gun; 1 x supply train.
5) Vienna: Leaders von St, Rimpler; 3 x irregular cavalry; 6 x irregular infantry; 4 x regular cavalry; 6 x regular infantry; 4 x regular artillery; 6 x irregular artillery; 2 x siege guns; 2 x supply trains.
6) Leopoldstadt, Komarom, Gyor: leader Schultz; 1 x regular cavalry brigade; 1 x regular infantry brigade; 1 x dragoon brigade.
7) Replaceable Units Box: all remaining Austrian units.

Bavarian
Place all units in the Bavarian Reinforcement box.

Brandenburg
Place all units in the Brandenburg Reinforcement box.

Poland
Place all units in the Polish Reinforcement box.

Reichsarmee
Place all units in the Reichsarmee Reinforcement box.

Saxony
Place all units in the Saxon Reinforcement box.

Austrian Mercenaries
Place all units in the Mercenary Reinforcement box. Then pick one mercenary unit at random and place it in any Habsburg occupied major fortress.

OTTOMANS (set up second, in this order)
Turks
1) Each Ottoman fortress: garrison with name.
2) Buda: leader Pasha; all Budin Pashaluk units.
3) Belgrade: leaders Kara Mustafa, Mehemed, Aga Jan, Beyler, Lagimcilar I, Humbar; 6 x regular cavalry; 6 x regular infantry; 4 x irregular cavalry; 6 x irregular infantry; 2 x siege guns; 2 x supply trains.
4) Replaceable Units Box: all remaining Turkish units.

Ottoman Hungarian
Place all units in the Ottoman Hungarian Reinforcement box.

Tartar
Place all units in the Tartar Reinforcement box.

Transylvania
Place all units in the Transylvanian Reinforcement box.

Ottoman Mercenaries
Place all units in the Mercenary Reinforcement box. Then pick two mercenary units at random and place them in Belgrade.

OPTIONAL RULES
Players can use the Optional Rules in any combination desired.

28.0 LEADER SPECIAL RULES

28.1 Leader Survival
If a leader is eliminated for any reason, roll one die:

1) If the result is less than or equal to the leader value, then the leader miraculously escapes. Place him in the nearest friendly occupied fortress. If more than one such hex exists, then choose one at random. The hex may be the hex which he occupied if there are any other surviving friendly units in it after the battle. If no such hex exists, then the leader is eliminated.
2) If the die roll is greater than the leader value, the leader is permanently eliminated.

28.2 Kara Mustafa
Kara Mustafa was the Ottoman supreme commander. The following special cases apply to this leader:

1) If the Ottomans win a battle in which Kara Mustafa is present, then the Ottomans gain one additional morale point.
2) If the Ottomans loses a battle in which Kara Mustafa is present, then the Ottomans loses one additional morale point.
3) Both cases above apply only to Minor, Major and Decisive victories (not skirmishes).

28.3 Aga of the Janissaries
This leader may use his command value only to double Ottoman regular infantry units.

28.4 Engineer Leaders & Sieges
Engineer leaders now have an effect on Siege Attack Resolution. Prior to the initiation of any siege attack, total the command values of all attacking engineer leaders; subtract from the total the command value of all defending engineer leaders. If a force has no engineer leaders then it counts as “zero” command value.

1) If the result is positive ("one" or more), then the attacker may choose to make one additional Siege Attack die roll (one max, regardless of the difference).
2) If the result is negative, then reduce the number of attacking siege die rolls by "one" (but never to less than one).
3) If the result is zero, there is no effect—resolve the Siege Attack normally.

29.0 LIGHT TROOPS
Use the following special rules for light infantry and light cavalry.

29.1 Raid Action
See the Action Chart for an explanation of this.

29.2 Mountain Warfare
Irregular infantry units double their attack factors when attacking into rough terrain.

29.3 Irregulars Discipline (or lack thereof)
Irregular cavalry and infantry units which receive a rout result and retreat are eliminated instead. They are placed in the Replaceable Units box when eliminated due to this. The player may eliminate irregulars first to satisfy 50% loss results (which puts them in the Permanently Eliminated box).

30.0 ADVANCE GUARD ACTION
The Advance Guard Action allows a force to conduct an attack after a pursuit has been concluded.
Major Fortress: unlimited can provide in supply is as follows.

The number of brigades for which a hex supply situations). This rule makes the minimum number of in supply unit vary by terrain.

The standard rules have a four brigade limit for 

3.1.1 Hex Supply
The number of brigades for which a hex can provide. 

Major Fortress: unlimited Clear: three
Minor Fortress: six Others: one
Town: six

The above is only for in-hex supply. LOC may not be traced to such hexes (other than major fortresses).

The presence of roads, river or lake hexsides has no effect on any of the above.

3.1.2 Pillage
A pillaged fortress or town can supply only three units in a hex.

3.1.3 Fieldworks
The presence of a fieldworks marker in a hex adds “one” (+1) to the above (since these were points to accumulate supplies).

3.1.4 Supply Train & Lines of Communications
Add this to the rule for the Mutual Supply Phase check: If a supply train is used to provide supply, and it cannot trace a LOC to a friendly occupied major fortress, it is expended. Place it in the Replaceable Units box. This is at the player’s option, and the player may instead choose to not expend the supply train thereby putting units which cannot forage out of supply. The Line of Communications is traced per 18.5.

3.1.5 Restrictions
A supply train may not trace to another supply train, nor to a pillaged major fortress.

3.2.0 PILLAGE
Pillage is used to destroy the supply capacity of a hex.

3.2.1 Procedure
Pillage is an action. It may be conducted only in fortress and town hexes. Declare pillage and roll one die. The attempt succeeds on the following die roll ranges.

1-5: there is one or more light unit in the force.
1-3: there are no light units in the force.

3.2.2 Effects
1) The instant that the hex is Pillaged, the pillaging player gains two MP.
2) A pillaged fortress, cannot be used as a supply source, nor can it be used to place units. It otherwise defends as a fortress.
3) A Pillaged marker does not affect the VP value of the hex.

3.2.3 One Pillage, One Time
An already pillaged hex may not be pillaged again.

3.2.4 Duration
Pillage remains in effect until the end of the December turn.

Pillage markers have no other effect in play, do not count for stacking or blocking retreat or pursuit, etc.

3.2.5 Fortress Storm
If an attacker attacks a fortress and occupies it due to a Bloodbath or Defender Eliminated result, then the fortress is automatically pillaged (this is not an additional action). Gain the Pillage MP (for loot).

3.3.0 FIELDWORKS (ENTRENCHING)
Units can place fieldworks markers on the map to enhance their defensive ability and to enhance Formal Sieges.
<table>
<thead>
<tr>
<th>Event</th>
<th>Explanation</th>
<th>Disposition</th>
</tr>
</thead>
<tbody>
<tr>
<td>Attrition</td>
<td>Designate any one hex containing a Habsburg force. Roll one die for each irregular infantry and irregular cavalry unit in it. On a roll of &quot;1&quot; a unit is eliminated (place in the Replaceable box). Other die rolls have no effect.</td>
<td>Return</td>
</tr>
<tr>
<td>Brilliant Maneuver</td>
<td>Take any two Actions in a row. These Actions cost zero MP.</td>
<td>Return</td>
</tr>
<tr>
<td>Forage</td>
<td>Play during the Logistics phase. All units in any one hex are placed In Supply.</td>
<td>Hold until played, then Return</td>
</tr>
<tr>
<td>French March on Rhineland</td>
<td>Roll one die each for the Bavarian, Brandenburg, Reichsarmee and Saxon contingents. 1) On a &quot;1&quot; all units of that group are removed from play; they never return. If a contingent is not yet in play and a &quot;1&quot; is rolled, then remove its marker from the pool. Place the Reinforcement marker for a removed contingent aside to indicate this. 2) On a &quot;2-6&quot; the contingent is not affected.</td>
<td>Discard</td>
</tr>
<tr>
<td>Ghazis</td>
<td>Play during any one Ottoman attack on the Battle CRT. Select one Ottoman regular infantry or regular cavalry unit and double its combat strength (for attack).</td>
<td>Hold until played, then Return</td>
</tr>
<tr>
<td>Jihad</td>
<td>Roll one die and add the result to the Ottoman Morale Index.</td>
<td>Discard</td>
</tr>
<tr>
<td>Panic</td>
<td>1) If Habsburg units currently occupy any Ottoman Major Fortress: roll one die and subtract the result from the Ottoman Morale Index. (Morale can not be reduced to less than &quot;one&quot; by this event.) 2) If no Ottoman Major Fortress is Habsburg occupied, then no effect.</td>
<td>Discard if (1) is implemented; if (2), Return</td>
</tr>
<tr>
<td>Pashas Provide Support</td>
<td>Pick one Ottoman unit from the Replaceable box. Place it in an Ottoman occupied Ottoman fortress.</td>
<td>Return</td>
</tr>
<tr>
<td>Reinforcements:</td>
<td>Deploy the Ottoman Hungarian Reinforcement contingent. Place on any Ottoman occupied major fortress or Isolni Belgrade (if Ottoman occupied).</td>
<td>Discard</td>
</tr>
<tr>
<td>Ottoman Hungarians</td>
<td>Play immediately. Deploy the Tartar Reinforcement contingent. Place on the east map edge within four hexes of Timisoara.</td>
<td>Discard</td>
</tr>
<tr>
<td>Reinforcements: Tarats</td>
<td>Play immediately. Deploy the Transylvania Reinforcement contingent. Place on the east map edge within four hexes of Timisoara.</td>
<td>Discard</td>
</tr>
<tr>
<td>Silk Cord</td>
<td>Roll one die. 1) If the die roll is less than or equal to the current Ottoman Morale, then there is no effect. 2) If the die roll is greater than the current Ottoman Morale, then roll one die for each Turkish Leader unit in play; on a &quot;1&quot; that Leader is eliminated; on other results there is no effect.</td>
<td>Return if (1) is implemented; if (2), Discard.</td>
</tr>
<tr>
<td>Spies</td>
<td>Play immediately or Hold to do one of the following. 1) Examine all enemy units on the map; OR 2) examine all enemy Campaign markers being held; OR 3) negate play of one Habsburg Negotiate with Rebels marker (that marker is Returned before any die roll is made).</td>
<td>Return</td>
</tr>
<tr>
<td>Sultan Takes Interest</td>
<td>Gain two MP. Then select two Ottoman units from the Replaceable or Permanently Eliminated boxes (other than Leaders). Place them in Belgrade (if Ottoman occupied) or the south map edge.</td>
<td>Return</td>
</tr>
<tr>
<td>Tartars Balk</td>
<td>Roll one die. 1) If the die roll is less than or equal to the current Ottoman Morale, then there is no effect. 2) If the die roll is greater than the current Ottoman Morale, then the Ottoman player can take no Action with Tartar units for the remainder of this turn. Place the marker to one side as a mnemonic and return it to the pool at the end of the turn. (If Tartars are not yet in play, this has no effect and Return.)</td>
<td>Discard.</td>
</tr>
<tr>
<td>Treachery</td>
<td>Hold and do one of the following: 1) Play during a friendly Siege Attack, after you have rolled on the Siege Table but before implementing the result: negate the initial result and then roll a second time on the Siege Table. You must implement the second die roll. OR 2) Negate the play of one enemy Treachery after it has been played but before it has been implemented. (Play of Treachery does not cost any Action points; it is part of a Siege Attack a Fortress action.)</td>
<td>Return</td>
</tr>
<tr>
<td>Weather</td>
<td>Each player deducts one MP from their Index. An Index may not be reduced to less than &quot;one&quot; via this event.</td>
<td>Return</td>
</tr>
</tbody>
</table>
### Habsburg Campaign Marker Chart

<table>
<thead>
<tr>
<th>Event</th>
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<th>Disposition</th>
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<tbody>
<tr>
<td>Attrition</td>
<td>Play immediately. Designate any one hex containing an Ottoman force. Roll one die for each irregular infantry and irregular cavalry unit in it. On a roll of “1” a unit is eliminated (place in the Replaceable box). Other die rolls have no effect.</td>
<td>Return</td>
</tr>
<tr>
<td>Brilliant Maneuver</td>
<td>Play immediately. Take any two Actions in a row. These Actions cost zero MP.</td>
<td>Return</td>
</tr>
<tr>
<td>Council of War</td>
<td>Play immediately. Roll one die and subtract “2” from the result. If the final result is positive, add that number to the Habsburg Morale Index; if “zero” then no effect; if negative, subtract it (Morale can not be reduced to less than “one” by this event).</td>
<td>Return</td>
</tr>
<tr>
<td>Drill Book</td>
<td>Play during any one attack or defense on the Battle CRT. Select one Habsburg regular infantry or regular cavalry unit and double its combat strength (for either attack or defense).</td>
<td>Hold until played, then Return</td>
</tr>
<tr>
<td>Forage</td>
<td>Play during the Logistics phase. All Habsburg units in any one hex are placed In Supply.</td>
<td>Hold until played, then Return</td>
</tr>
<tr>
<td>Gates of Vienna</td>
<td>Play if any Ottoman unit is adjacent to Vienna. Roll one die and add the result to the Habsburg Morale Index.</td>
<td>Hold until played, then Discard</td>
</tr>
</tbody>
</table>
| Imperial Diet Rallies | 1) If the Ottomans currently occupy any Habsburg major fortress, play immediately: roll one die and add the result to the Habsburg Morale Index.  
2) If no Habsburg major fortress is Ottoman occupied, then select one Austrian unit from the Replaceable or Permanently Eliminated Units boxes (other than Leaders) and place it in any Habsburg occupied Habsburg fortress. | Return      |
| Negotiate with Rebels | Play immediately or Hold. Designate either the Ottoman Hungarian or Transylvanian contingent. Roll one die: 1) On a “1-2” all units of that contingent are removed from play; they never return. If a contingent is not yet in play and a “1-2” is rolled, then remove its marker from the pool. Place the Reinforcement marker for a removed contingent aside to indicate this. 2) On a “3-6” there is no effect. | Hold until played, then Return. Discard if both the Ottoman Hungarians and Transylvanians have been removed. |
| Panic               | Play immediately. 1) If Ottoman units currently occupy any Habsburg Major Fortress: roll one die and subtract the result from the Habsburg Morale Index (Morale can not be reduced to less than “one” by this event); 2) If no Habsburg Major Fortress is Ottoman occupied, then no effect. | Discard if (1) is implemented; if (2), Return |
| Papal Support       | Play immediately or Hold. Roll two dice, total them, and add the result to the Habsburg Morale Index. | Discard      |
| Reinforcements: Bavaria | Play immediately. Deploy the Bavarian reinforcement contingent during this turn’s Habsburg Contingency Reinforcement phase. Place on any west map edge hex on or north of Linz. | Discard      |
| Reinforcements: Brandenburg | Play immediately. Deploy the Brandenburg reinforcement contingent during this turn’s Habsburg Contingency Reinforcement phase. Place on any north map edge hex. | Discard      |
| Reinforcements: Poland | Play immediately. Deploy the Polish reinforcement contingent during this turn’s Habsburg Contingency Reinforcement phase. Place on any north map edge hex. | Discard      |
| Reinforcements: Reichsarmee | Play immediately. Deploy the Reichsarmee reinforcement contingent during this turn’s Habsburg Contingency Reinforcement phase. Place on any west map edge hex on or north of Linz. | Discard      |
| Reinforcements: Saxony | Play immediately. Deploy the Saxon reinforcement contingent during this turn’s Habsburg Contingency Reinforcement phase. Place on any north map edge hex. | Discard      |
| Spies               | Play immediately or Hold to do one of the following: 1) Examine all enemy units on the map; OR 2) examine all enemy Campaign markers being held. | Return      |
| Treachery           | Hold and do one of the following: 1) Play during a friendly Siege Attack, after you have rolled on the Siege Table but before implementing the result: negate the initial result and then roll a second time on the Siege Table. You must implement the second die roll. OR 2) Negate the play of one enemy Treachery after it has been played but before it has been implemented (play of Treachery does not cost any Action points; it is part of a Siege Attack a Fortress Action.) | Return      |
| Weather             | Play immediately. Each player deducts one MP from their Index. An Index may not be reduced to less than “one” via this event. | Return      |