

A FIRE & FURY SPECIAL HISTORICON SCENARIO

# Scimitar vs Sabre

Age of Honor  
The Battle of Zenta, 11 September 1697



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Map from Atlas de l' Empire Ottoman, Planche XXX  
Janissary Command by Barry Hilton, League of Augsburg

## L'Armee Francaise Vol II

*I know of no one who possesses more understanding, experience, industry, and zeal in the emperor's service, no one who is more generous and unselfish, or who possesses the love of the soldiery to a higher degree, than Prince Eugene of Savoy.*

Count Guido von Starhemberg, President Imperial War Council

## L'Armee Francaise Vol II

# Battle of Zenta

11 September 1697



The Great Turkish War was nearing its end when Sultan Mustafa II left Belgrade on 18 August 1697 with an army of 75,000 + and marched north to sieze Szeged and invade Transylvania.

Shadowing him was an army of 34,000 foot and 16,000 horse under the brilliant Holy Roman Empire general Prince Eugene of Savoy.

What happened next depends on your sources, many conflicting in such details as numbers involved, map layout and scale. It seems on 10 September the Sultan decided to move from the western bank of the Theiss River to the eastern to continue north. After destroying an Imperial provision depot south of Zenta, he replaced the adjacent demolished bridge with a giant pontoon contraption and began to march his army to the other side. The depot was fortified with trenches and a wagonlager, with more extensive fortifications erected further out. However, the latter had a noticable gap on its extreme right where it should have connected with the Theiss, while was a very large unfinished section on its left, indicating Eugene's proximity was unknown.

Eugene discovered this, confirmed by a very cooperative Ottoman Pasha (Hungarian Hussars sharpening their filleting knives nearby likely moved things along), and forced marched his army 10 hours to attack the Ottomans while they were crossing the Theiss, despite newly arrived written instructions from Emperor Leopold I not to engage the enemy. Thus, Eugene and the lads showed up in the rear of an astonished Ottoman army between 4 and 6 pm on 11 September and attacked through the unfinished portion of Ottoman entrenchments. Eugene's left under Count Guido von Starhemberg circled round and trampled thru the previously mentioned gap on the Ottoman right next to the river, cutting off thousands from the pontoons. The Sultan had already crossed with the bulk of his baggage, artillery and cavalry, then his bridge collapsed under the weight of those escaping.

The result – 2027 Imperials KIA/WIA, the Ottomans 30,000 killed, wounded or drowned, the humiliating Treaty of Karlowitz to follow on 26 January 1699.

**Scale.** Ground scale is 120 yards per inch with 30 minutes real time per turn. Infantry stands reflect an average of 360 foot, cavalry an average of 180 horse or an average of 6 guns per artillery stand.

**Players.** At least three for Prince Eugene's army representing Right, Center, and Left wings. For the Ottomans, haven't a clue. Wing it. It's doubtful even Grand Vizier Elmas Mehmed Pasha knew himself.

**Terrain and Weather.** The gaming table is 8 feet wide and 6 feet deep, laid out as given. Weather is clear and seasonal. The Theiss River is unfordable and may only be crossed at bridges. All streams are fordable and afford a defender a +1 melee DRM if attacked entirely across stream. Fortifications, villages, and slopes are rough terrain for movement. Assume a fortification side or entrenchment line is 1 inch across, a slope 1 ½ inches from bottom to top. Slopes afford the defender a +1 melee DRM if attacked entirely uphill, towns a +2/-2 melee/fire DRM and fortifications a +1/-1 melee/fire DRM. Cavalry is Disordered attacking into villages, upslope, across a stream or into a fortification. Road movement allowed, and only slopes or villages block LOS. **All other map symbols are historical but are aesthetic only – NO IMPACT ON PLAY!!!**

**Playing Time.** From 4:00 pm thru 8:30 pm, 10 turns.

**Deployment.** Units set up per following map. Leaders deploy within 12 inches of any unit they command. Imperial artillery sets up limbered or unlimbered, but Ottoman guns are locked in place.

**Leaders.** Charismatic leaders are labeled "(C)."

**Infantry.** All infantry is Non-Cadenced Foot. Ottoman foot use the Ottoman Fire point value, the Holy Roman Empire foot, Fire by Rank.

**Cavalry.** Cavalry may neither mount nor dismount in this scenario. All horse is Pistolier.

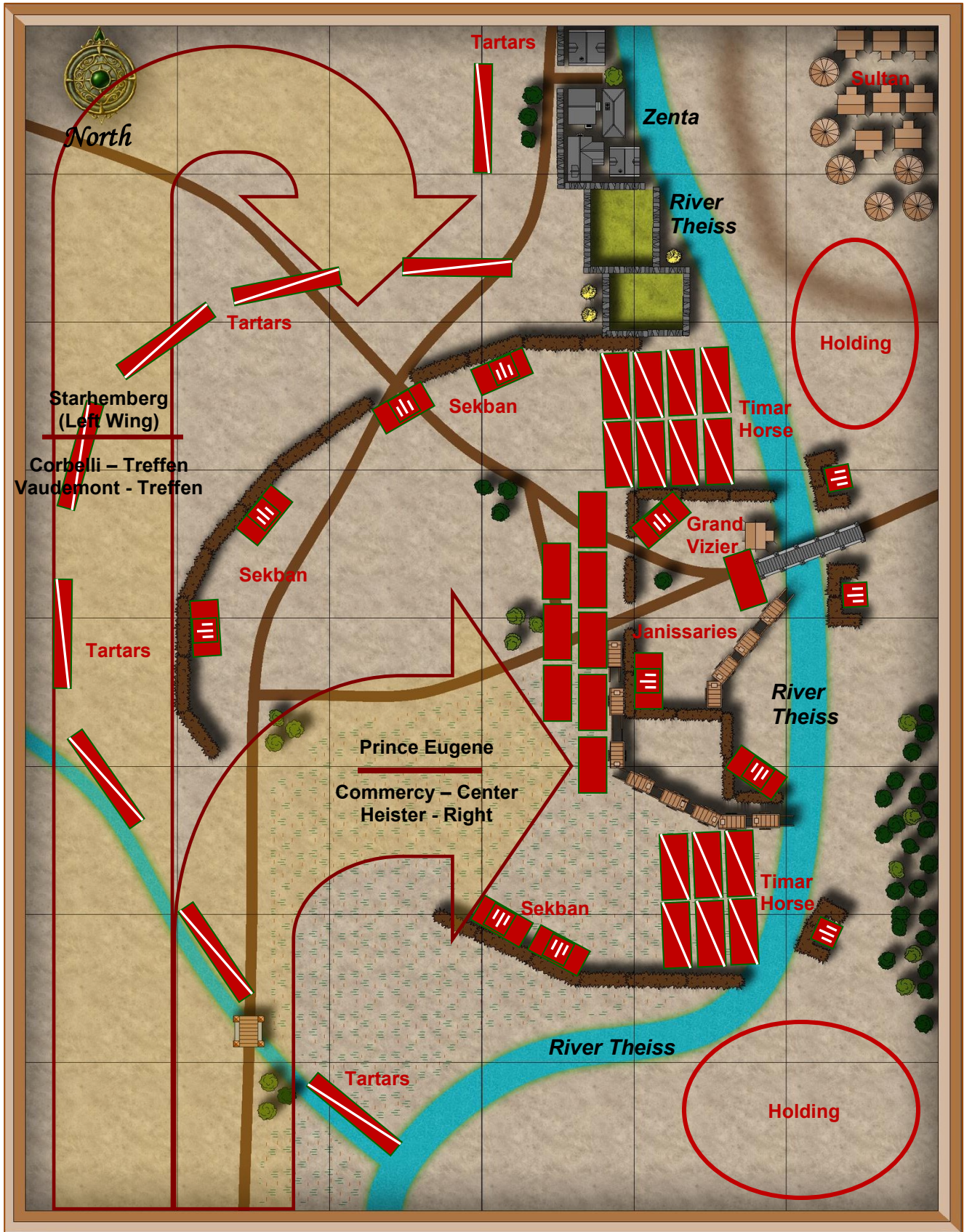
**Artillery.** All batteries have one function per turn. No Grand Batteries may be formed. Ottoman guns may pivot but not move or Prolong.

**Reinforcements.** None, but extra Ottoman units may be placed in one or both Holding areas for later use.

**Special Rules.** The Facing to the Flank and Urban Combat rules in *AOE II* are used. Each building model will support three infantry or artillery stands.

**Victory Conditions.** Determine victory using the Casualty Point Chart (Figure 6) on page 17 of *AOE*. If the Sultan dies, the Ottomans automatically lose.

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## Battle of Zenta

### Order of Battle Labels & Order of Appearance

#### HOLY ROMAN EMPIRE

##### Arriving Forces

HRE	Eugene	Commrcy	Commrcy	Commrcy	Commrcy	Commrcy	Commrcy	Commrcy	Commrcy
Eugene + 2 (C)	Commrcy Center	Imperial R 8/6/4 F	Brandnbg R 8/6/4 F	Saxon 1 R 12/9/6 F	Saxon 2 R 12/9/6 F	R Foot Arty	R Foot Arty	R Foot Arty	R Hvy Arty
XXXX	XXX								

Eugene	Heister	Gronfeld	Gronfeld	Gronfeld	Gronfeld	Gronfeld	Gronfeld	Heister	Truchses
Heister Right	Gronfeld Treffen 1	Imperial R 12/9/6 F	Dragoon R 5/4/3 L	Kurass 1 R 12/9/6 A	Kurass 2 E 9/6/4 A	R Foot Arty	R Foot Arty	Truchses Treffen 2	Imperial R 10/8/5 F
XXX	XX							XX	

Truchses	Truchses	Truchses	Truchses	Truchses
Dragoon R 10/8/5 L	Kurassier R 6/5/3 A	Imperl Res R 8/6/4 F	Dragn Res R 5/4/3 L	Kuras Res R 6/5/3 A

Eugene	Starmbg	Corbelli	Corbelli
Starmbg Left	Corbelli Treffen 1	Imperial 1 R 8/6/4 F	Imperial 2 R 8/6/4 F
XXX	XX		

Corbelli	Corbelli	Corbelli	Corbelli	Corbelli	Corbelli	Starmbg	Vaudmt	Vaudmt	Vaudmt
Dragoon R 5/4/3 L	Kurass 1 R 6/5/3 A	Kurass 2 R 12/9/6 A	Kurass 3 R 12/9/6 A	R Foot Arty	R Foot Arty	Vaudmt Treffen 2	Imperial R 10/8/5 F	Dragoon R 5/4/3 L	Saxon E 8/5/3 A
						XX			

Starmbg	Starmbg	Starmbg	Starmbg
Foot R 8/5/3 F	Horse R 12/9/6 L	R Foot Arty	R Foot Arty

Kurass – Kurassier (Cuirassier)  
Treffen - Echelon

#### OTTOMAN EMPIRE

##### Starting Forces

Porte	Sultan	Sultan	Sultan	Sultan	Sultan	Sultan	Sultan	Sultan	Sultan
Mustafe II - 2	Pasha Artillery	Grand Vizier	Baltasade Janissary	Ibrahim Left	Djasr Right	Kaplan Right	Fazli Right	Thokoly Horse	Schebas Tartars
XXXX	XXXX	XXXX (C)	XXX (C)	XXX (C)	XXX (C)	XXX (C)	XXX (C)	XXX (C)	XXX (C)

Baltasade	Baltasade	Baltasade	Baltasade	Baltasade	Baltasade	Baltasade	Baltasade	Baltasade
Janissary R 9/6/4 OF	Janissary R 9/6/4 OF	Janissary R 9/6/4 OF	Janissary R 9/6/4 OF	Janissary R 9/6/4 OF	Janissary R 9/6/4 OF	Janissary R 9/6/4 OF	Janissary R 9/6/4 OF	Janissary R 9/6/4 OF

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### OTTOMAN EMPIRE

#### Starting Forces (continued)

Asiatic	Asiatic	Asiatic	Asiatic	European	European	European	European	European
Sekban C 8/7/5 OF	Sekban C 8/7/5 OF	Sekban C 8/7/5 OF	Sekban C 8/7/5 OF	Sekban C 8/7/5 OF	Sekban C 8/7/5 OF	Sekban C 8/7/5 OF	Sekban C 8/7/5 OF	Sekban C 8/7/5 OF

Tartar	Tartar	Tartar	Tartar	Tartar	Tartar	Tartar	Tartar	Tartar
Horse C 8/7/5 LP	Horse C 8/7/5 LP	Horse C 8/7/5 LP	Horse C 8/7/5 LP	Horse C 8/7/5 LP	Horse C 8/7/5 LP	Horse C 8/7/5 LP	Horse C 8/7/5 LP	Horse C 8/7/5 LP

Kapikulu	Kapikulu	Kapikulu	Kapikulu	Kapikulu	Kapikulu	Kapikulu	Kapikulu	Kapikulu
Silhadir E 8/5/3 HP	Sipahi R 8/6/4 HP	Sipahi R 8/6/4 HP	Sipahi R 8/6/4 HP	Sipahi R 8/6/4 HP	Horse R 8/6/4 HP	Horse R 8/6/4 HP	Horse R 8/6/4 HP	Horse R 8/6/4 HP

Timar	Timar	Timar	Timar	Timar	Timar	Timar	Timar	Timar
Horse C 8/7/5 HP	Horse C 8/7/5 HP	Horse C 8/7/5 HP	Horse C 8/7/5 HP	Horse C 8/7/5 HP	Horse C 8/7/5 HP	Horse C 8/7/5 HP	Horse R 8/7/5 HP	Horse E 8/7/5 HP

Timar	Timar	Timar	Timar	Timar	Timar	Timar	Timar	Timar
Horse C 8/7/5 LP	Horse C 8/7/5 LP	Horse C 8/7/5 LP	Horse C 8/7/5 LP	Horse C 8/7/5 LP	Horse C 8/7/5 LP	Horse C 8/7/5 LP	Horse R 8/7/5 LP	Horse R 8/7/5 LP

Artillery	Artillery	Artillery	Artillery	Artillery	Artillery	Artillery	Artillery	Artillery
R Field	R Field	R Field	R Field	R Field	R Field	R Heavy	R Heavy	R Heavy

Artillery	Artillery	Artillery	Artillery	Artillery	Artillery
R Heavy	R Heavy	R Heavy	R Siege	R Siege	R Siege

Sekban – militia or mercenary foot  
 Janissary – regular Household foot  
 Kapikulu – regular Household horse\*  
 Silhadar – Sultan’s mounted bodyguard  
 Sipahi – heavy cavalry, sorta  
 Timar – feudal cavalry or infantry

\* This is a game simplification as the Kapikulu (Household Division) contained both the Janissary foot and the vaunted “six divisions of cavalry.”

### Scenario Notes & Orders of Battle

**THE OTTOMANS.** If there is one instance when copious amounts of alcohol are fully and ethically justified, it is when trying to research the early Ottoman military, something I will now avoid like the plague. First, the term “regular” was not defined the same as in Western kingdoms such as France. In the Sublime Porte (the Ottoman Imperial Court) the word referred to the Household troops of the Sultan and the fact that these doughty warriors were full time soldiers, compensated for their services by the state and supported with state funded weapons, equipment and provisions. These soldiers were well trained in individual fighting skills, but this did not mean

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practiced in the sense of regulation mandated formal drill (tho there is ample evidence some Janissaries were taught volley fire for both musket and bow) at the unit or multi-unit level. The basic Janissary unit was the Orta, similar to a battalion of around 500 souls, but there was no higher organization, even on a temporary basis as in the West. While Prince Eugene's army was task organized into ad hoc brigades and wings, with officers who had worked this arrangement many times before, 10,000 Janissaries were simply 20 Orta with one Pasha in charge of the whole gaggle. With non-regular troops such as those fielded under the feudal Timar system, 10,000 cavalry was simply 10,000 mounted infidel hunters. Thus, many prefer the term "salaried" troops for the Kapikulu as opposed to "regular."

And speaking of cavalry, the Ottomans did not specialize to the same degree as European armies where Kurassieren were universally designated mounted shock troops. Instead, the Ottomans simply had cavalry, defined as soldiers who rode horses. So, if a Timar "lord" provided his Sultan with 1500 cavalry he meant guys on big horses, or small horses, some with lance, some with bow, some with javelin, some with blunderbuss all in the same group as a single mob. Oddly enough, the Kapikulu forces, both Janissary and mounted, were little better as regards weaponry and armor, with a wide variety in use within the same Bolukler (a cavalry company of some 30 – 40 men, the only permanent unit for salaried horse) or Orta. Uniforms and flags, outside the black banner of the Prophet, were pretty much "who cares," even with the Janissaries. Yes, their attire was of unique design, but there was no single, regulation derived hue so non-uniform color could vary Orta to Orta.

Finally, the Ottomans loved the concept of overlapping command. In other words, three Pasha's might be assigned command of the right wing, all with equal authority over every unit equally and simultaneously. Assume one of those units were Janissaries. The poor fool in charge there had to answer to the three bosses running the right wing AND the overall Janissary commander as well. At the same time. And never mind if the Sultan drops by.

Put this all together and below is what most historians believe to be the most accurate and detailed Ottoman order of battle recorded, produced by a Holy Roman Empire spy in 1697 prior to the battle of Zenta:



Prince Eugene of Savoy

*Sarcan Pasha of Nikopol has under him 400 horsemen; the Pasha of Silistra is here with 800 foot; the janissaries of Adrianopole with 800 men; further 3,000 Bosnian infantrymen are in the encampment, and Kaplan Pasha is here with 1,500 Horse and 8,000 Albanian infantry; there are also 2,500 janissaries with the Sargagi Basci (kacybasi); and Sahil Pasha has under him 150 horsemen; further 3,000 janissaries have landed from the ships of the Danube's fleet. The troops under Mizir All, governor of Anatolia, alongside the ones under Jarsum Mohammed, beg of Bihac, and Osman Pasha of Damascus, are 4,000 horsemen, while another cavalry corps numbers 5,000 Horse, mainly from the Asian provinces. A further 2,000 Egyptian janissaries and 8,000 azabs from Belgrade are camped with 20,000 Horse and Foot arrived days before with the sultan.*

So, we fudged, which is why all Ottoman horse is Pistolier. It's the best compromise we could come up with, so just realize that Ottoman Sipahi (which to the Ottomans could be any cavalry) could be armed with a whole lot of different stuff to include sword and shield, while I was not gonna come with a special rule for Tartar bow fire. And for the churl who ALMOST convinced me the Sultan had siege guns present that actually shot stones, as in rocks, I know where you live, and Langley owes me favors.

**PRINCE EUGENE'S ARMY.** This is from Volume II of the Austrian General Staff's mighty tome *Feldzuge des Prinzen Eugen von Savoyen, nach den Feldacton und anderen authentischen Quellen hrsg. Von der Abtheilun fur Kriegsgeschechte des KK Kriegs-Archives* (1876), pp 149 – 151. Unless noted otherwise all units are Austrian and the numbers in parenthesis reflect battalions, squadrons and guns. Now compare with the Ottomans above. Prince Eugen of Savoy, Commanding with Center, Feldmarschall Prinz Commercy Commanding



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1<sup>st</sup> Treffen – Anhalt-Dessau, Solari Infantry (2 @), Saxon Infantry (7), Brandenburg Infantry (2), artillery (26)

2d Treffen – Saxon Infantry (6), Brandenburg Infantry (2)

Right Wing, Feldzeugmeister Graf Heister Commanding

1<sup>st</sup> Treffen (Feldmarschall-Lieutenant Graf Gronsfeld) – Brandenburg Kurassieren (2), Caprara, Gondola, Gronsfeld Kurassieren (6 @), Savoyen Dragoons (5), Salm and Heister Infantry (2 @), artillery (12)

2d Treffen (Feldmarschall-Lieutenant Baron Truchsess) – Sereni and Glockelsberg Dragoons (5 @), Darmstadt Kurassieren (6), Herberstein Infantry (2), Heister, Nehem, Vitry Infantry (1 @)

Reserve – Rabutin Dragoons (5), Truchsess Kurassieren (6), Baden and Bagni Infantry (2 @), artillery (2)

Left Wing, Feldzeugmeister Guido Graf Starhemberg Commanding

1<sup>st</sup> Treffen (Feldmarschall-Lieutenant Graf Corbelli) – Styrum Dragoons (5), Hohenzollern, Corbelli, Pace, Neuberg, Paco Kurassieren (6 @), Nigrelli Infantry (1), Starhemberg, Mansfeld, 2d Mansfeld Infantry (2 @), artillery (10)

2d Treffen (Feldmarschall-Lieutenant Prinz Vaudemont) – Saxon Heavy Horse (8), Dietrichstein Dragoons (5), Marsigli, Liechtenstein, Palffy, Deutschmeister Infantry (2 @)

Reserve – Infantry (4), Horse (11), artillery (10)

**THE SCENARIO.** The map is a composite of at least three maps, but primarily the map from the Feldzuge des Prinzen Eugen and also Planche XXX from J.J. Hellert's *Atlas de l'Empire Ottoman* (1844). The scales don't match, the roads are missing on one and even the compass rose is a bit wonky between them. This is my best guess. As usual, each square on the map is 12 x 12 inches, while the maps themselves were created with Campaign Cartographer + with City Design software, the text and unit symbols in Microsoft Word.

**Otherwise**, unit effectiveness, numbers and initial deployment have been retooled to give the Ottomans a better chance at survival, saying nothing about winning this contest. The thought here was that the Sultan and his army were able to detect Prince Eugene's movement and "closerthanthis" whereabouts earlier and thus deploy extra troops from cross river to meet the threat. **Nevertheless**, I would still add a couple of extra pontoon bridges to assist the Sublime Porte in shuttling troops back and forth, hither, thither and yon.

Then again, if you REALLY have it in for the Ottoman player, go straight historical and . . . no, let's not. Not if you value your teeth.

**BASING:** All infantry as AOE 3-Rank, 4 figures in two ranks on stand  $\frac{3}{4}$  inch wide by 1 inch deep; all cavalry has 2 figures on a stand one inch square; all artillery on a stand  $\frac{3}{16}$  wide per historical gun in the battery (a French foot battery had 8 guns so would be  $\frac{3}{16} \times 8$  or  $1 \frac{1}{2}$  inches wide), by one inch deep with one gun model and two gunners if light, three if heavy artillery. All command stands should be spacious enough, but not less than one inch square with one mounted officer/staff for a division command, two for a corps, three for a wing and four for Army Command.

**ABBREVIATIONS:** Hvy or H - Heavy, A - Armored Heavy, Lt or L - Light, F - Fire by Rank, P - Pistolier, O - Ottoman Fire, C - Conscript, R - Regular, E - Elite, (C) - Charismatic, X - Brigade or oversized Regiment, XX - Division, XXX - Corps, XXXX - Army. Numbers represent Fresh/Worn/Spent status. Underlined names indicate Irregular troops.

**LABELS:** Use Avery® White Full-Sheet Shipping Labels for Laser Printers 5265, 8-1/2" x 11", Pack of 25. Print with color laser, cut out labels for use, peel off back and stick-on bottom of stands.

# L'Armee Francaise Vol II

# The Age of Honor

The Lacey Wars in Miniature based on Fire and Fury

## Tables and Charts

### Play Sequence

#### Initiative Inter-Phase

Players roll-off modified die to determine who has the option of proceeding first. Automatic if enemy army commander attached or dead, or high die roll off if both commanders attached or dead.

#### 1st Player Turn

##### March (1st) Phase

- Replace, attach & detach leaders
- Reserve movement
- Tactical movement
- Move detached leaders

##### Volley & Cannonade (2nd) Phase

- Resolve all enemy unit fire
- Resolve all friendly unit fire

##### Bayonet & Sabre (3<sup>rd</sup>) Phase

Both sides simultaneously resolve all charges, countercharges and breakthroughs applying results immediately.

#### 2nd Player Turn

Resolve in same order as in first player turn.

### March Table

		Disorder	EFFECTS Good Order	Reserve Movement
DIE RESULT	10 or more	<b>Elan.</b> Brigade rallies and moves normally	<b>A la Bayonette.</b> Brigade moves normally	<b>Success.</b> Units move normally. Non-Irregular units rally.
	7, 8, 9	<b>Rally.</b> Brigade rallies, and moves half, but cannot change formation.	<b>En Avant.</b> Brigade moves normally.	<b>Partial Success.</b> Units move half, Non-Irregular units rally.
	5, 6	<b>Shaken.</b> Brigade rallies but cannot move or change formation.	<b>Cautious.</b> Brigade may move half but cannot change formation.	<b>Partial Failure.</b> No movement but Non-Irregular units rally.
	3, 4	<b>Wavering.</b> Brigade remains disordered and cannot move or change formation.	<b>Hold Ground.</b> Brigade cannot move or change formation.	<b>Failure.</b> No change in unit status.
	1, 2	<b>Broken.</b> Brigade retreats a full move disordered and loses 1 stand.	<b>Retire.</b> Brigade retreats beyond enemy musketry range.	<b>Failure.</b> No change in unit status.
	0 or less	<b>Routs.</b> Entire brigade removed from play.	<b>Fall Back.</b> Brigade retreats a full move disordered.	<b>Failure.</b> No change in unit status.

### Movement Rates Chart

Unit	Basic	Road	Rough	Fording
NonCadence Infantry	5/8"	10/16"	x 1/2	-2/-3"
Cadenced Infantry	6/9"	12/18"	x 1/2	-2/-3"
Light Infantry	8/12"	12/18"	x 1	-1/-2"
Cavalry	12/18"	15/21"	x 1/3	-2/-3"
Foot Artillery	6/9"	9/12"	x 1/3	-3/-5"
Horse Artillery	9/15"	12/18"	x 1/3	-3/-5"
Leaders and Staff	12/18"	15/21"	x 1/3	-2/-3"

Movement = 15mm/25mm"

- Minus 3 (5) inches per unit crossed for Passage of Lines.
- Minus full move to deploy into Line or Supported Line.
- Minus full move to dismount/remount Dragoons.
- Minus half move to deploy into Mass or March Column.
- Minus half move to deploy in or out of Square, Urban Area, etc.
- Minus half move to Face to the Flank.
- **Light Infantry is NOT penalized when moving thru Rough Terrain (Movement Rate x 1).**

### TACTICAL MOVEMENT MODIFIERS

+1/ +2	Each detached Division to Army Leader within Command Radius /Charismatic Leader. Max 4 pts
+2/ +3	Each Attached Leader/ Charismatic Leader. Max 4 pts
+1	Unit in March Column or Square
+1	Unit is Prussian infantry in the WAS or SYW
+2/-2	Unit is Fresh/Spent
-1	Unsecured Flanks
-2	Unit Disengaging (moving into Reserve Zone)
-3	Unit is Disordered Cavalry moving into Charge Combat

**French Pistolier Cavalry** – count as Trotter (with no fire) for melee when charging on a modified die roll of 10 and above. All other modifiers then apply, and the French remain Pistolier when countercharging.

Use first six Reserve Movement Modifiers for initiative die roll.

### RESERVE MOVEMENT MODIFIERS

+3	Marlborough with Eugene, Charles XII, Frederick, etc Commanding
+2	Villars, Eugene, Vendome, etc
+1	Bouffler, Daun, Ferdinand, etc.
0	No Effect – d'Estrees, Saltykov, etc.
-1	If any General other than above or below
-2	Duke of Burgundy, Duke of Cumberland, etc Commanding, or Army Commander committed elsewhere or dead
+4	If Army Commander Attached to Brigade or Superseding Command
+6	First Turn of Game
+6	Successful Reserve Movement Previous Turn
Reserve Movement Failure on:	
+1	Previous Turn
+3	Two Previous Turns Ago
+5	Three or More Previous Turns Ago
-1	Unit Disordered

Age of Honor, published 2010.

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## Volley & Cannonade

	RANGE				
	2/3"	4/6"	8/12"	12/18"	18/27"
Russian Artillery	13/11	10/7	8/6	6/5	5/4
French/Austrian Arty	12/10	9/6	7/5	5/4	4/3
Other Artillery	11/9	8/5	6/4	4/3	3/2
Light Infantry	1	<b>Heavy/Light</b>			
Shock or Ottoman Foot	1	<b>15mm/25mm"</b>			
Fire by Rank Foot	1.5	<b>FIRE POINTS</b>			
Platoon Fire/Linear Foot	2				
Prussian First Fire	3				
Light or Pistolier Horse	0.5				

### FIRE POINT MODIFIERS

x 2	Firing from Enfilade, at Square, Masse or March Column
x 1/2	Firing Unit Disordered, in Masse/Field Column or a Damaged Battery

### DIE ROLL MODIFIERS

+1	Target limbered, changed Formation or Movement Mode, or About Facing
-1	Target is Light Infantry
-1, -2, -3	Target in Cover (per Scenario)

### FALLEN LEADER TABLE

		EFFECTS
<b>DIE RESULT</b>	6 or more	Leader Survives
	5 or less	Leader disabled and replaced after one full turn

### DIE ROLL MODIFIER

-2 Charismatic Leader

<b>EFFECT ON TARGET</b>	Desultory Fire: No Effect!	Lively Fire: Disordered <b>or</b> 1 Battery Silenced	Telling Fire: Disordered plus 1 Stand lost <b>or</b> 1 Battery Damaged	Deadly Fire: Disordered plus 2 Stands lost <b>or</b> 1 Battery Wrecked	Devastation: Disordered plus 3 stands lost <b>or</b> 1 Battery Wrecked
	<b>FIRE POINTS</b>				
Less than 1	---	---	---	---	---
1	10 or less	11 or more	---	---	---
2	9 or less	10 or more	---	---	---
3	9 or less	10 or more	---	---	---
4	8 or less	9 or more	---	---	---
5	7 or less	8, 9, 10	11 or more	---	---
6, 7	7 or less	8, 9	10 or more	---	---
8, 9	6 or less	7, 8, 9	10 or more	---	---
10, 11	5 or less	6, 7, 8	9 or more	---	---
12-14	4 or less	5, 6, 7	8, 9, 10	11 or more	---
15-19	3 or less	4, 5, 6	7, 8, 9	10 or more	---
20-24	2 or less	3, 4, 5	6, 7	8 or more	---
25-29	1 or less	2, 3, 4	5, 6	7, 8, 9	10 or more
30-34	0 or less	1, 2, 3	4, 5, 6	7, 8	9 or more
35-39	-1 or less	0, 1, 2	3, 4, 5	6, 7	8 or more
40-44	-1 or less	0, 1	2, 3, 4	5, 6	7 or more
45-49	-1 or less	0, 1	2, 3	4, 5	6 or more
50 or more	---	-1 or less	0, 1, 2	3, 4	5 or more
			<b>DIE RESULT</b>		

### NOTES:

- **Prussian First Fire** – Use 3 FPs per stand the first fire phase in a game a Prussian non-light infantry brigade issues fire during the WAS and SYW. Afterwards use Platoon Fire.
- **Changing Movement Mode** - Limbering, Unlimbering, Mounting or Dismounting Dragoons.
- **Gallop Cavalry** – **NO** die roll modifier for melee, positive or negative.
- **Irregular Troops** – Permanently Disordered for movement, fire and melee.

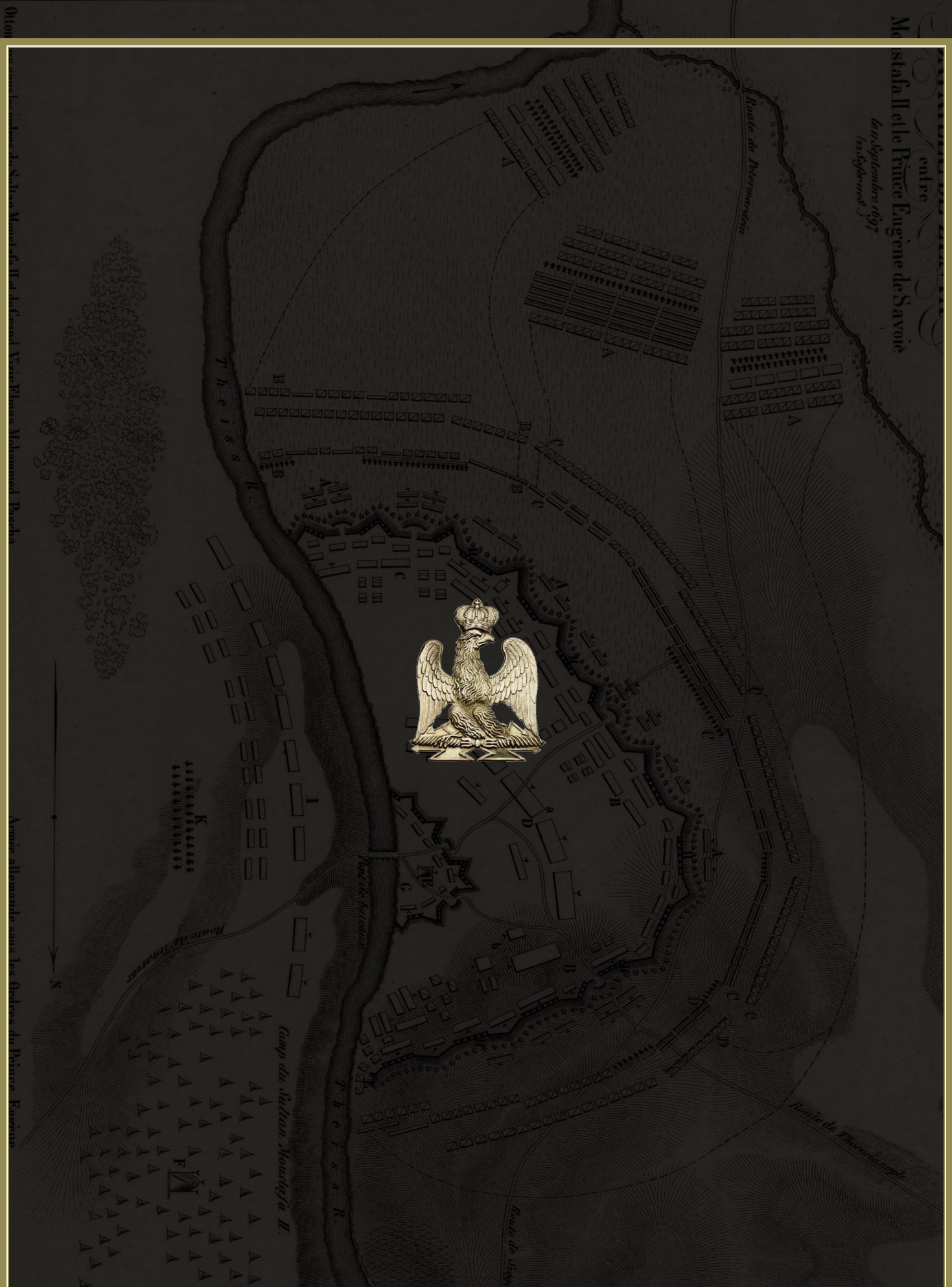
## Bayonet & Sabre

### DIE ROLL MODIFIERS

+1 or +2	Leader/Charismatic Leader Attached
-1	Outnumbered by the enemy 3:2 in Stands
-2	Outnumbered by the enemy 2:1 in Stands
-3	Outnumbered by the enemy 3:1 in Stands
-4	Outnumbered 4:1 or greater in Stands
+2	Cavalry charging Foot in open, not in Square from less than 5" distance
-3	Or from 5" or greater distance.
-1	One or more Brigades are Trotting Horse
-2	One or more Brigades are Pistolier Horse
-1	Pistolier Horse plus Other Horse Type in Melee
+1	One or more Brigades are Heavy Horse
+2	One of more Brigades are Armored Heavy Horse
+2	One or more Brigades are Shock Foot
+1	Breakthrough Charge or Supported Formation
-2	Disordered Brigade, Non-Countercharging Cavalry, Light Infantry, Unattached or Silenced Battery (these modifiers <b>not</b> cumulative)
-1	Each Stand lost during Current Fire Phase
+1 to +3	Defending in or behind Cover
-3	To Defender Outflanked
+3	Defender already in Square & attacked by Horse
-1	If already in Square and attacked by Foot
+2	Units are Fresh
-2	Units are Spent
+1	Units are Regular
+2	Units are Elite

		EFFECTS
<b>DIE ROLL DIFFERENCE</b>	7 or more	<b>Shattered!</b> <b>DEFENDER:</b> Retreat a full move Disordered/Silenced. Two troop stands lost and one leader and battery are captured if present. One additional troop stand or one battery is captured for each die result point difference over 10. <b>ATTACKER:</b> Mandatory breakthrough charge a half move towards closest enemy.
	4 5 6	<b>Driven Back!</b> <b>DEFENDER:</b> Retreat Disordered/Silenced beyond enemy musketry range or one-half move (whichever is greater). One troop stand lost and one battery is damaged if present <b>ATTACKER:</b> Occupy enemy position or optional breakthrough charge a half move towards closest enemy.
	1 2 3	<b>Withdrawal!</b> <b>DEFENDER:</b> Troops retreat disordered 2" (3" for 25 mm) from the enemy. Batteries are silenced and retreat beyond enemy musketry range or one-half move (whichever is greater) <b>ATTACKER:</b> Occupy enemy position.
	0	<b>Locked in Combat!</b> <b>DEFENDER &amp; ATTACKER:</b> Both sides are Disordered/Silenced, and each lose one troop stand or one battery wrecked. Recalculate modifiers and fight again.
	-1 -2 -3	<b>Withdrawal!</b> <b>ATTACKER:</b> Retreat disordered until 2" (3" for 25 mm) from the enemy. <b>DEFENDER:</b> Hold position. Infantry in open form square if victorious against cavalry unless secure flanks and additional die roll of 5 or less.
	-4 -5 -6	<b>Driven Back!</b> <b>ATTACKER:</b> Retreat Disordered beyond enemy musketry/skirmish range or one-half move (whichever is greater) One troop stand lost. <b>DEFENDER:</b> Hold position. Infantry in open form square if victorious against horse unless secure flanks and additional die roll of 5 or less.
	-7 or more	<b>Shattered!</b> <b>ATTACKER:</b> Retreat a full move Disordered/Silenced and two troop stands lost and one leader is captured if present. One additional troop stand is captured for each die result point difference over 10. <b>DEFENDER:</b> Hold position. Infantry in open form square if victorious against horse unless secure flanks and additional die roll of 5 or less.

Combat de Moutafah  
entre  
le Prince Eugène de Savoie  
et le Sultan Mohammed II  
le 17 Septembre 1697  
(22 Septembre)



Ottoman Army  
70,000 hommes

French Army  
70,000 hommes

70,000 hommes