THE GREAT TURKISH WAR

THE BALKANS, 1683–1699

CONTENTS

CREDITS

DECISION GAMES

NOTE: To remove the rules from this magazine, carefully and slowly peel them from the subscription card by peeling from the top and then the bottom meeting in the middle. Do not remove the card. There are 2 Player Aid Sheets (one for each player) those pages may be removed by carefully pulling the center four pages out of the rules and cutting the 2 sides apart.

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 at **strategyandtacticsmagazine.com/site/e-rules/**

Note to Players: Please note the following counter and map errata:
- The Austrian Force markers should be labeled 1 and 2, respectively.
- Anatolia is the out of play area adjacent to, and immediately south of, Constantinople.

1.0 INTRODUCTION

The Great Turkish War: The Balkans 1683–1699 is a low- to intermediate-complexity, two-player, strategic-level wargame simulating the fight for the Balkans and the Eastern reaches of the Holy Roman Empire in the late 17th century. In 1683, the Ottomans launched their last major offensive against Vienna. The siege failed thanks to the timely arrival of reinforcements from Poland and the Empire. During the next decades the Holy Roman Empire, Russia, Poland, and Venice engaged the still-powerful Ottomans in the Balkans and in the Aegean. Better leadership and a number of military advances allowed the Austrians to inflict several decisive defeats on the Ottomans and conquer most of Ottoman Hungary. For the first time in centuries, the Turks were in strategic retreat in Europe.

1.1 Game Scale

Each game turn represents 1 year. Each hex on the map is approximately 80 kilometers (50 miles) from side to side. Each combat unit represents 3,000 to 6,000 combatants depending on unit type.

2.0 COMPONENTS

A complete game of **The Great Turkish War** includes a 22×34-inch mapsheet, rule set, and 176 ⅝-inch counters. Players must provide two six-sided die (2d6) to resolve combat and other random game issues, and an opaque container for use with Stratagem markers (7.0).

2.1 Map

The map shows the boundaries of the Holy Roman Empire, the Ottoman Empire, the Kingdom of Poland, and the Russian Empire as they were in the late 17th century. The Ottoman Empire is divided into a number of Eyalets, each governed by a Pasha or high official, while the Holy Roman Empire, Poland and Russia are divided into a number of electorates, kingdoms and provinces. The superimposed hex grid is used to regulate the movement and placement of units on the map.

2.1.1 Map Key

The names of the various areas are color-coded to show which areas are controlled by what faction:

Light Blue: Holy Roman Empire
Example: Austria

Maroon: Ottoman Empire
Example: Bosnia

Red: Kingdom of Poland
Example: Galitzia

Green: Russian Empire
**Example:** Hetmanate of Ukraine

Black Background: Off-limits area
Example: Venice

Important: Anatolia, Venice, Istria, Dalmatia, Ragusa and Montenegro are considered out of play.

2.2 Counters

The counters are referred to as "units" for military forces, and as "markers" for informational pieces. They represent the military units and other markers necessary for play. Their background color and icons printed on the units identify their type, function, and side.

2.3 Units

Front	Back

Unit Type Symbol
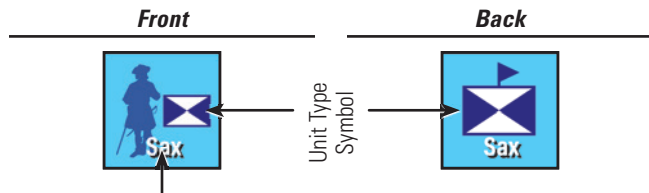
Nationality / Specific Unit Type

Units represent the military formations and leaders that took part in the actual campaign. Unit Type is the predominate type of military formation with the unit.

2.3.1 Unit Types

Leader (named)

Leader (unnamed)

Line Infantry/Janissaries

Line Cavalry

Light Infantry

Light Cavalry

Artillery

Siege Train

Supply Train

2.3.2 Nationalities and Abbreviations

Ottoman Empire
Bos: Bosnia
G.V.: Grand Visir (or Vizier)
Jan: Janissaries
K. Must: Kara Mustapha
Kur: Kuruc (Hungarian anti-Habsburg cavalry)
Mol: Moldovans
Rum: Rumelia
Sipahi: Turkish cavalry
Tart: Tartars
Transl: Transylvania
VG: Visir Guards
Vov: Voivode
Wal: Wallachia

Austrians
Austr: Austria
Bohem: Bohemia
Morav: Moravia
R. Hung: Royal Hungary

Holy Roman Empire
Bav: Bavarians
Bg: Brandenburg
J.G. III: Johan Georg III, Elector of Saxony
Max II: Maximilian II Emanuel, Elector of Bavaria
Turkenl: Turkenlouis, Margrave of Baden
Sax: Saxony

Important: Holy Roman Empire and Austrian units are collectively considered to be Holy League units for all game purposes (3.2).

Kingdom of Poland
Panc: Pancerni (armored cavalry)
WH: Winged Hussars

Russian Empire
Peter I: Peter the Great

2.4 Game Markers

Game Turn

OPs Remaining (front & back)

Stratagem (front & back)

Treasury Points (front & back)

Force

Ally

Control (front & back)

Battle

Siege Works

2.5 Charts and Tables

These include a Terrain Key, Game Turn Record Track (GTRT), General Data Track (GDT), Diplomacy Track, Recruit Boxes, Force Boxes, Linear and Shock Combat Results Tables, Diplomacy/Rebellion Table, Siege Table, Attrition Table, Unit Building Cost Summary, and Operation Cost Summary.

3.0 SET UP

3.1 General

Set up proceeds with Holy League forces setting up first, followed by the Ottomans.

Important: All units and leaders not deployed during initial setup for both sides are placed in their respective Recruit Boxes (8.2)

3.2 Holy League (HL) Setup

The Holy League controls, at the beginning of the game, all Austrian, Holy Roman Empire (HRE) and Polish forces.

Austrian: Deploy the following Austrian units anywhere in Austria, Bohemia, Moravia, Royal Hungary, or Silesia:

1) Leaders Turkenlouis, Lorraine
2) 3× line infantry
3) 3× line cavalry
4) 2× artillery
5) 2× light infantry
6) 2× light cavalry
7) 1× siege train
8) 1× supply train

HRE:

Deploy the following HRE units anywhere in Bavaria:

1) Leader Max II E
2) 1× line infantry
3) 1× line cavalry
4) 1× light cavalry
5) 1× light infantry
6) 1× artillery

Deploy the following HRE units anywhere in Bohemia or Moravia:

1) Leader J.G. III
2) 1× line infantry
3) 1× line cavalry

Important: Brandenburg units are not initially available and are only deployed when the Brandenburg Forces Stratagem marker is played (13.13).

Polish: Deploy the following Polish units anywhere in Poland:

1) Polish Leaders Sobieski, Ataman
2) 3× line cavalry (2 must be Winged Hussars (WH), 1 must be Pancerni (Panc))
3) 2× line infantry
4) 2× light cavalry
5) 1× light infantry
6) 1× artillery

3.3 Ottoman Setup

The Ottomans control all Ottoman units and various tributary contingents (Wallachians, Moldovans, Transylvanians).

Deploy the following units anywhere in Ottoman-controlled areas:

1) Leaders Kara Mustapha (K. Must.), the Voivodes of Transylvania, Wallachia, and Moldova, 2× Baja
2) 8× line infantry (3 must be Janissary (Jan), 2 must be Visir Guards (VG))
3) 4× line cavalry (2 of which must be Sipahi)
4) 8× light cavalry
5) 8× light infantry
6) 4× artillery
7) 1× siege train
8) 2× supply train

3.4 Neutrals Setup

Russian: The Russian Empire is initially neutral. Russian units deploy during setup but may not move or conduct operations until Russia enters the conflict through invasion or Diplomacy (9.2).

Deploy the following Russian units anywhere in Russia:

1) Leader Peter I
2) 2× line infantry
3) 2× line cavalry
4) 1× artillery
5) 2× light cavalry
6) 1× light infantry

3.5 Markers

Place the Holy Roman Empire TP marker in the "3" box of the General Data Track (GDT).

- Place the Ottoman Turk TP x1 markers in the "6" box of the GDT.
- Place the Russian and Polish TP marker in the 2 box of the GDT.
- Place an HRE Ally marker in the Poland box of the Diplomacy Track (9.2).
- Place all Stratagem markers in an opaque container (7.0).

4.0 AREA CONTROL

Areas can be under **total control** of either side, or under **partial control** of both sides.

- An area is under total control of one side if that side controls all cities and fortresses in the area.
- An area is under partial control of one side if it controls at least one city or fortress in that area if the area has multiple cities and/or fortresses. If an area has no cities or fortresses, it is under partial control if both sides have units or forces in the area.

  Important: A city, fortress, or area without a city or fortress is controlled by the last side to pass through it.
- Use the Holy League and Ottoman Control markers to keep track of fortresses and cities conquered by each side.

4.1 Off-map Poland and Russia

- If the Ottomans gain control of all Russian areas (the Hetmanate of Ukraine) the Holy League can still recruit and operate Russian forces. These forces enter the Hetmanate of Ukraine through any northern edge map hex.
- If the Ottomans gain control of all on-map Polish areas (Little Poland, Volinia, and Galitzia) the Holy League can still recruit and operate Polish forces. These forces enter Little Poland, Volinia, or Galitzia through any northern edge map hex.

  Example: The Ottomans defeat a Russian force and clear the Hetmanate of Ukraine of Russian forces, thereby placing the Hetmanate under Ottoman control. During a subsequent GT, the Holy League can recruit a new Russian force and enter the Hetmanate of Ukraine to try to retake it from the Ottomans.

5.0 SEQUENCE OF PLAY

Great Turkish War is divided into 17 game turns (GT), proceeding from 1683 until 1699.

- Each complete GT is divided into a series of sequenced phases, with each action taken by either side carried out in order during the appropriate phase.
- The Operations Phase is further divided into segments during which each side moves units and conducts combat.

5.1 The Turn Sequence

Each GT consists of the following phases, which are conducted in the order given.

Initiative Phase: At the beginning of each game turn, both sides roll 1d6, with the high roll holding the initiative for the GT.

1) If there is a tie, the Holy League has the initiative.

2) If during the last GT the Ottomans suffered one or more DV+S results involving Ottoman forces comprised of at least 4 units, the Holy League automatically holds the initiative, and no die roll is required.

Important: The Ottomans automatically hold the initiative on GT 1; no die roll is conducted.

Treasure Phase: Both sides receive Treasury Points (TP). The Holy League rolls for Imperial Diet TPs (8.1).

Important: TPs are not collected on GT 1.

Stratagem Markers Phase: Both sides pick Stratagem markers (7.1).

Important: Stratagem markers can be gained also by certain combat results.

Diplomacy Phase: Both sides may use Diplomacy markers (9.0).

Recruiting Phase: Both sides players may use accumulated TP to recruit units from their respective unit pools (8.2).

Important: Neither side may recruit units on GT 1.

Operations Phase:

1) First Player Phase: The side holding the initiative may conduct operations with available units.

2) Second Player Phase: The side not holding the initiative may conduct operations with available units.

End of Turn Phase:

1) Both sides roll for attrition (10.1).

2) Check for Sudden Death victory (6.1)

3) Move the Game Turn marker one space ahead on the GTRT.

4) If GT 17, determine victory conditions (6.3).

6.0 VICTORY CONDITIONS

The game may be won either by victory points at the end of the last GT or via Sudden Death.

6.1 Sudden Death Victory

The Ottomans achieve a Sudden Death victory if, at the end of any GT, both Vienna and Prague are under Ottoman control.

- The Holy League achieves a Sudden Death victory if, at the end of any GT, Constantinople is under Holy League control.
- Check for Sudden Death conditions after the attrition check during the End of Turn Phase (10.1).

6.2 Victory Points

Victory Points (VP) are accrued by controlling areas and/or cities.

Holy League:

1) 2 VP for every Ottoman area under Holy League control at the end of GT 17

2) 1 VP for each Ottoman fortress captured by the end of GT 17.

Example: if the Holy League conquers Belgrade in Serbia, it gets 1 VP. If the Holy League conquers Belgrade and Petervárad, it gets 2 VPs.

3) 1 VP for every DV+S result achieved during the game against Ottoman forces comprising at least 4 units.

Ottomans:

1) 2 VP for conquering each of the following cities at any point during the game: Vienna, Prague, Munchen. The VP are retained even if any of the cities are later retaken by the Holy League.

Example: The Ottomans conquer Vienna on GT 1 and receive 2 VP at the end of the game, even if Vienna is retaken by the Holy League on a subsequent GT.

2) 1 VP for each Holy League fortress, excluding Vienna, Prague, and Munchen, captured by the end of GT 17.

3) 1 VP for every Holy League area under Ottoman control at the end of GT 17.

6.3 Victory Conditions

At the end of GT 17, each player totals their number of VP.

- **If the Holy League VP total is 5 or more above the Ottoman total:** the Holy League wins.
- **If the Holy League VP total is 2–4 VP above the Ottoman total:** the result is a draw.
- **If the Holy League VP total is less than 2 above the Ottoman total:** the Ottomans win.

Example: At the end of GT 17 the Holy League has 8 VP, while the Ottomans have 2 VP. The difference is 6, resulting in a Holy League victory.

7.0 STRATEGEM MARKERS

Stratagem markers are drawn at random during the Stratagem Markers Phase or after certain combat results.

7.1 Procedure

The Holy League and the Ottomans each pick 4 Stratagem markers during the Stratagem Marker Phase.

- Certain combat results (successful battles) allow players to pick extra Stratagem markers.

    Important: Holy League Stratagem markers may be used by any faction allied with the Holy League.

- Stratagem markers must be picked when required; a side may never "pass" picking markers.
- Markers may be accumulated except for those which must be played immediately when picked (13.0).
- Stratagem markers cancel each other during play.

    Example: If both sides use a Military Advantage marker to modify a combat die roll, the markers cancel each other (11.3.1).

- Stratagem markers used for a combat die roll are valid only to modify a single die roll.

    Example: If the Holy League uses a Stratagem marker and rolls a CA combat result, and the Ottomans, in turn roll another CA result, thus allowing the first player to roll again, the marker cannot be used again to modify that second die roll (13.0).

7.2 Stratagem Markers Summary

Consult the Stratagem Markers Summary for detailed explanations of the various markers, their effects, and how and when they are used (13.0).

8.0 TREASURY POINTS AND RECRUITING

During the Treasure Phase of each GT both sides collect Treasury Points (TP), which represent taxation, trade, and other sources of income.

8.1 Collecting Treasury Points

During the Treasure Phase each side determines the number of TP to be received during that GT (5.0).

Important: TP are received by the Ottomans, Holy League (Holy Roman Empire and Austria), Kingdom of Poland, and the Russian Empire.

- TP are accumulated as follows:
    1) Ottoman: The Ottomans receive 9 TP each GT.
    2) Holy League:
        a) The Holy League receives 4 Holy Roman Empire (HRE) TP each GT.
        b) The Holy League also receives Imperial Diet TP each GT. Roll 1d6, with the result being the number of additional TP the Holy League receives.
        c) Kingdom of Poland: The Poles receive 3 TP each GT.
        d) Russian Empire: The Russians receive 2 TP each GT.

    Important: The Russians and Poles do not receive TP while neutral nor may they recruit additional units until such time as they become allied with the Holy League (8.2).

- Certain Stratagem markers also add or detract TP (13.0).
- Unused TP may be accumulated. However, no side or nationality may accumulate more than 14 TP.
- Use the corresponding TP markers to keep track of accumulated TP on the General Data Track.

8.2 Recruiting

TP are used to recruit units from respective Recruit Boxes during the Recruiting Phase.

- The side holding the initiative recruits and places units first during the Recruiting Phase (5.1).

- To recruit a unit, TP are expended per the following:
    1) Light Infantry, Light Cavalry: 1/2 TP
    2) Infantry, Cavalry, Artillery: 1 TP
    3) Siege Train: 2 TP
    4) Supply Train: 1 TP

- Place recruited units in a friendly-controlled city, fortress or stacked with a friendly leader.
    Important: Recruited units may not be placed in fortresses under siege (11.6).

- No more than 3 units of any type may be recruited in a single hex.
    Important: TP are not expended to replace or recruit leaders (12.1).

8.2.1 Restrictions

HRE TP may be used to recruit Saxon, Bavarian, or Austrian units. Brandenburg units, once available, may also be recruited with HRE TP (13.13).

- Saxon units may not be recruited if Saxony is neutral (9.2).
- Polish TP may only be used to recruit Polish units.
- Russian TP may only be used to recruit Russian units.
- Ottoman TP may only be used to recruit Ottoman units.

8.3 Additional Stratagem Markers

TP may also be expended to purchase an additional Stratagem marker during the subsequent Stratagem Markers Phase.

- **1 TP** is expended to draw one additional Stratagem marker.
- Only one additional Stratagem marker may be purchased during a Stratagem Markers Phase.

9.0 DIPLOMACY

During the Diplomacy Phase, both sides may attempt to ally with a neutral faction or kingdom or revert into neutrality any faction allied with the enemy.

Important: A side must be in possession of a Diplomacy Stratagem marker to attempt a Diplomacy event (13.3).

9.1 Procedure

Either side may use a Diplomacy marker to try to gain the alliance of a neutral country; the other side may then attempt to make a Diplomacy attempt of their own, provided they are in possession of a Diplomacy marker.

- The side with the game turn initiative resolves diplomacy first.
- Expend one Diplomacy marker per Diplomacy attempt.
- Roll 1d6 and cross-reference the results on the Diplomacy Table. Apply the results immediately.

- Return the Diplomacy marker to the pool.
- Neither side may conduct more than one Diplomacy attempt per GT.
- There is no requirement for either side to make a Diplomacy attempt, even when in possession of a Diplomacy marker.

Example: During the Diplomacy Phase the Holy League attempts to gain the alliance of Poland, which is currently neutral. The Holy League expends 1 Diplomacy marker and rolls 1d6. The result is a 6, so Poland becomes an ally of the Holy League. The Ottomans then attempt to break the alliance between the Holy League and Russia (alternatively, the Ottomans could try to break the just-created alliance between the Holy League and Poland). The Ottomans expend 1 Diplomacy marker and rolls 1d6. The result is a 1, so the attempt fails and Russia remains a Holy League ally.

Important: Only Poland and Russia are subject to Diplomacy attempts by either side. In addition, the Ottomans may never gain alliances with these powers, but may only attempt to break alliances between them and the Holy League.

9.2 Alliances

When either the Russian Empire or the Kingdom of Poland becomes allied with the Holy League, the Holy League controls their units until that nation reverts to neutrality through an Ottoman diplomatic action.

- Place an HRE Ally marker in the corresponding Diplomacy Track on the map.
  Example: Poland is a Holy League ally. Place an HRE Ally marker in the Poland box of the Diplomacy Track.
- Russia and Poland may never ally with the Ottomans.
- If Russia or Poland reverts to neutrality because of a successful Ottoman Diplomacy attempt, their forces return to any city in their respective countries.

10.0 ATTRITION

Attrition accounts for various factors such as diseases, desertion, or lack of supplies.

10.1 Procedure

During each End of Turn Phase, both sides must check for attrition (5.1).

- Roll 1d6 for each force and/or unit on the map and apply the following die roll modifiers (DRM):
  1) +1 if a supply train is present in the hex. The supply train generates the +1 DRM for all units in the hex. The supply train is removed from the map and may be recruited during the next Recruiting Phase (8.2).
  2) +1 if units are in their original home area.
  Example: A force of Bavarian units would receive a +1 DRM if located anywhere within the boundaries of the Holy Roman Empire.
  Important: Austrian units receive the +1 DRM when located within the Holy Roman Empire, as do Polish and Russian forces while allied with the HRE.
  3) –1 if all cities and fortresses in the area are enemy-controlled.
  4) –1 for besieged units.
  5) –1 if a unit is in a hex that cannot trace a path of hexes across areas under friendly control to any of the following cities or fortresses:
  a) Holy League: Prague, Vienna
  b) Kingdom of Poland: Krakow, Tarnopol
  c) Russian Empire: Stara Sich
  d) Ottomans: Constantinople

Example: An Austrian force is located at Petervarad (hex 2409) in Serbia. Croatia and Royal Hungary and both under Holy League control, but both the Eyalets of Bosnia and Budin are Ottoman-controlled, thus blocking the Austrian supply path to either Vienna or Prague. As a result, the Austrian force is subject to a –1 DRM on the attrition DR.

- The number of units to be eliminated is based on the size of the force. After the modified DR is obtained, refer to the Attrition Table and immediately eliminate the required number of units.
  Important: Leaders and supply trains do not count toward force totals.
- The owning side decides which units are eliminated.

11.0 OPERATIONS

During the Operations Phase, units, or stacks of several units (also called forces) may perform movement and combat operations.

11.1 Activation

Forces and/or individual units are activated one at a time; there is not a fixed order to activate forces.

Example: The Holy League can activate an Austrian force, then a Polish force, then another Austrian force, in any desired order.

- The operating side selects a force or unit and rolls 2d6 to determine the available number of Operation Points (OP) for that GT.
  Important: To activate a force comprised of 4 or more units, a leader must be included with the force (12.1).
- Certain Ottoman contingents may only be activated as follows:
  1) The Transylvanian contingent can only be activated by the Voivode of Transylvania or by the Grand Vizier.
  2) The Wallachian contingent can only be activated by the Voivode of Wallachia or by the Grand Vizier.
  3) The Moldovian contingent can only be activated by the Voivode of Moldovia or by the Grand Vizier.
- Add any applicable DRM:
  1) Force consists exclusively of light cavalry: **+3**
  2) Force consists exclusively of line cavalry: **+2**
  3) Force includes at least one light cavalry unit: **+1**
  4) Force consists exclusively of light infantry: **+1**
  5) Force includes at least one artillery or siege train unit: **–1**
  6) +1 for every Military Advantage marker (13.5)
  7) The **leader value** of any Leader present with the unit/force (12.1).
  Important: Only one Leader may apply their leader rating regardless of the number of leaders present with that unit/force.
- The modified die roll is the total number of OP available for that force or unit during the GT. The force or unit may perform any number of operations per Operations Phase if it has enough OP as detailed in the Operation Cost Summary chart.
- Each side should use the OP Points marker on the GDT to keep track of OP expenditure by the unit or force which is currently operating (2.4).

Example: A Turkish force with leader Kara Mustapha and 20 units (including artillery and a supply train) rolls for OPs. The Turkish player rolls 2d6, adding 1 for Kara Mustapha's leader rating and subtracting 1 for the artillery. The result is 7+1–1=7 OP.

PLAYER AID PULLOUT SHEET

LINEAR COMBAT RESULTS TABLE

Die roll	1 unit	2 units	3 units	4 units	5–7 units	8–10 units	≥10 units
1	CA	CA	CA	CA	AR	AR	*NE*
2	CA	CA	CA	AR	*NE*	*NE*	BB
3	*NE*	*NE*	*NE*	*NE*	BB	BB	**DV**
4	*NE*	*NE*	BB	BB	BB	**DV**	DV+S
5	NE	BB	BB	**DV**	**DV**	DV+S	DV+S
6	BB	**DV**	**DV**	**DV**	DV+S	DV+S	DV+S
≥7	BB	**DV**	**DV**	DV+S	DV+S	DV+S	DV+S

Modifiers:
- **Each Austrian, Saxon, Bavarian, and Brandenburg artillery** counts as 2 units.
- **If one side has no artillery involved**, opposing artillery counts as 2 units.
- **Light infantry** count as 2 units when attacking or defending in mountain hexes.
- **Siege trains and supply trains** do not count as units.
- If the **Flintlock & Bayonet Strategem marker** has been picked, each Austrian, Saxon, Bavarian, and Brandenburg line infantry unit counts as 2 units (13.1).
- **Leaders** apply their leader value as a DRM (11.4.3).

Die Roll Modifiers (DRM)
+1 if using a Military Advantage Stratagem marker (13.5)

Results

CA: Counterattack. Eliminate one attacking unit (attacker's choice); the defender then becomes the attacker and may roll on either CRT as desired.

AR: Attacker Repulsed. Eliminate attacking units (attacker's choice) equal to the number of defending units.

BB: Bloodbath. One defending and one attacking unit are eliminated (defender's and attacker's choice).

NE: No Effect. The attacker must again spend 2 OP to attack defending units, which may again attempt to avoid combat (11.4).

DV: Decisive Victory. Eliminate all defending units and one attacking unit (attacker's choice).

DV+S: Decisive Victory. Eliminate all defending units. The attacker can pick a Stratagem marker from the pool. If an Ottoman force of at least 4 units suffers a DV+S result, the Grand Vizier (named or unnamed) is removed and replaced during the Recruiting Phase of the next GT (12.2).

SHOCK COMBAT RESULTS TABLE

Die roll	1 unit	2 units	3 units	4 units	5–7 units	8–10 units	≥10 units
1	CA	CA	CA	CA	AR	AR	*NE*
2	CA	CA	CA	AR	AR	*NE*	*NE*
3	*NE*	*NE*	*NE*	*NE*	*NE*	BB	BB
4	*NE*	BB	BB	BB	BB	BB	BB
5	*NE*	BB	BB	**DV**	**DV**	**DV**	**DV**
6	BB	BB	**DV**	**DV**	**DV**	DV+S	DV+S
≥7	BB	**DV**	**DV**	**DV**	DV+S	DV+S	DV+S

Modifiers:
- **Janissaries** count as 2 units.
- **Winged Hussar, Pancerni, and Sipahi cavalry** count as 2 units.
- **Siege trains and supply trains** do not count as units.
- **Leaders** apply their leader value as a DRM (11.4.3).

Die Roll Modifiers (DRM)
+1 if using a Military Advantage Stratagem marker (13.5)

Results

CA: Counterattack. Eliminate one attacking unit (attacker's choice); the defender then becomes the attacker and may roll on either CRT as desired.

AR: Attacker Repulsed. Eliminate attacking units (attacker's choice) equal to the number of defending units.

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DV: Decisive Victory. Eliminate all defending units and one attacking unit (attacker's choice).

DV+S: Decisive Victory. Eliminate all defending units. The attacker can pick a Stratagem marker from the pool. If an Ottoman force of at least 4 units suffers a DV+S result, the Grand Vizier (named or unnamed) is replaced (12.2).

DIPLOMACY/REBELLION TABLE

Die roll	Diplomacy Attempt
1	*NE*
2	*NE*
3	*NE*
4	*NE*
5	Alliance/Neutrality
6	Alliance/Neutrality
≥7	Alliance/Neutrality

Diplomacy/Rebellion DRM:
+1: Attempting to gain Polish alliance
–1: Attempting to force Poland to revert to neutrality

Diplomacy/Rebellion Results:
NE: No Effect.
Alliance: The targeted faction becomes allied. Place an Alliance marker (9.3).
Neutrality: The targeted faction becomes neutral. Withdraw the Alliance marker.

SIEGE TABLE

Die roll	Result
1	BR
2	R+
3	R-
4	*NE*
5	NE+
6	Surrender
≥7	Surrender

Siege DRM:
+1: If the besieging force has 10 or more (non-supply) units than the defenders.
Important: A siege train counts as 3 units.
+1: If the attackers play a Coup de Main marker (13.10).
-1: If the defenders have more artillery units than the besieging force.
-1: If the defenders play a Dysentery marker (13.8).

Siege Results:
BR: Bloody Repulse. Eliminate besieging units (attacker's choice) equivalent to the number of defending units.
R+: Repulse: Eliminate besieging units (attacker's choice) equal to half the number of defending units (rounded up).
R-: Repulse: Eliminate besieging units (attacker's choice) equal to half the number of defending units (rounded down).
NE: No Effect. The besieging force must expend an additional 2 OP to attack again.
Important: BR, R+, and R- results are converted to NE if no defending units are present.
NE+: No Effect. Eliminate one defending unit (defender's choice); besieging force must expend additional 2 OP to attack again.
Important: NE+ is converted to Surrender if no defending units are present.
Surrender: All defending units are eliminated. The besieging force may remain in the fortress hex.

ATTRITION TABLE

DR \ Force Size	1 unit	2–4 units	5–8 units	9–12 units	+12 units
≤1	1	1	3	4	5
2	–	1	2	3	4
3	–	–	1	2	3
4	–	–	–	1	2
5	–	–	–	–	1
≥6	–	–	–	–	–

Leaders and supply trains do not count toward force totals.

Attrition DRMS:
+1: If a supply train is present in the hex and is expended. All friendly units in the hex receive this benefit.
+1: Units are in their original home area.
-1: If all cities and fortresses in the area are enemy controlled.
-1: Besieged units.
-1: If units cannot trace a supply line through areas under friendly control to their supply city.

Holy League: Vienna, Prague
Kingdom of Poland: Krakow, Tarnopol
Ottomans: Constantinople
Russian Empire: Stara Sich

OPERATION COST SUMMARY

Operation	Cost in Operation Points	Cost in Diplomacy Markers
Movement (ground)	½ per hex entered in friendly areas. 1 per hex in enemy areas. +1 per mountain or river hexside crossed.	—
Combat	2	—
Diplomacy	—	1
Rebellion	2	1
Storm	2	—
Siege Works	1	—

DIPLOMACY/REBELLION TABLE

Die roll	Diplomacy Attempt
1	*NE*
2	*NE*
3	*NE*
4	*NE*
5	Alliance/Neutrality
6	Alliance/Neutrality
≥7	Alliance/Neutrality

Diplomacy/Rebellion DRM:
+1: Attempting to gain Polish alliance
–1: Attempting to force Poland to revert to neutrality

Diplomacy/Rebellion Results:
NE: No Effect.
Alliance: The targeted faction becomes allied. Place an Alliance marker (9.3).
Neutrality: The targeted faction becomes neutral. Withdraw the Alliance marker.

SIEGE TABLE

Die roll	Result
1	BR
2	R+
3	R-
4	*NE*
5	NE+
6	Surrender
≥7	Surrender

Siege DRM:
+1: If the besieging force has 10 or more (non-supply) units than the defenders.
Important: A siege train counts as 3 units.
+1: If the attackers play a Coup de Main marker (13.10).
-1: If the defenders have more artillery units than the besieging force.
-1: If the defenders play a Dysentery marker (13.8).

Siege Results:
BR: Bloody Repulse. Eliminate besieging units (attacker's choice) equivalent to the number of defending units.
R+: Repulse: Eliminate besieging units (attacker's choice) equal to half the number of defending units (rounded up).
R-: Repulse: Eliminate besieging units (attacker's choice) equal to half the number of defending units (rounded down).
NE: No Effect. The besieging force must expend an additional 2 OP to attack again.
Important: BR, R+, and R- results are converted to NE if no defending units are present.
NE+: No Effect. Eliminate one defending unit (defender's choice); besieging force must expend additional 2 OP to attack again.
Important: NE+ is converted to Surrender if no defending units are present.
Surrender: All defending units are eliminated. The besieging force may remain in the fortress hex.

ATTRITION TABLE

DR \ Force Size	1 unit	2–4 units	5–8 units	9–12 units	+12 units
≤1	1	1	3	4	5
2	–	1	2	3	4
3	–	–	1	2	3
4	–	–	–	1	2
5	–	–	–	–	1
≥6	–	–	–	–	–

Leaders and supply trains do not count toward force totals.

Attrition DRMS:
+1: If a supply train is present in the hex and is expended. All friendly units in the hex receive this benefit.
+1: Units are in their original home area.
-1: If all cities and fortresses in the area are enemy controlled.
-1: Besieged units.
-1: If units cannot trace a supply line through areas under friendly control to their supply city.

Holy League: Vienna, Prague
Kingdom of Poland: Krakow, Tarnopol

Ottomans: Constantinople
Russian Empire: Stara Sich

OPERATION COST SUMMARY

Operation	Cost in Operation Points	Cost in Diplomacy Markers
Movement (ground)	½ per hex entered in friendly areas. 1 per hex in enemy areas. +1 per mountain or river hexside crossed.	—
Combat	2	—
Diplomacy	—	1
Rebellion	2	1
Storm	2	—
Siege Works	1	—

PLAYER AID PULLOUT SHEET

LINEAR COMBAT RESULTS TABLE

Die roll	1 unit	2 units	3 units	4 units	5–7 units	8–10 units	≥10 units
1	**CA**	**CA**	**CA**	**CA**	AR	AR	*NE*
2	**CA**	**CA**	**CA**	AR	*NE*	*NE*	BB
3	*NE*	*NE*	*NE*	*NE*	BB	BB	**DV**
4	*NE*	*NE*	BB	BB	BB	**DV**	**DV+S**
5	NE	BB	BB	**DV**	**DV**	**DV+S**	**DV+S**
6	BB	**DV**	**DV**	**DV**	**DV+S**	**DV+S**	**DV+S**
≥7	BB	**DV**	**DV**	**DV+S**	**DV+S**	**DV+S**	**DV+S**

Modifiers:
- **Each Austrian, Saxon, Bavarian, and Brandenburg artillery** counts as 2 units.
- **If one side has no artillery involved**, opposing artillery counts as 2 units.
- **Light infantry** count as 2 units when attacking or defending in mountain hexes.
- **Siege trains and supply trains** do not count as units.
- If the **Flintlock & Bayonet Strategem marker** has been picked, each Austrian, Saxon, Bavarian, and Brandenburg line infantry unit counts as 2 units (13.1).
- **Leaders** apply their leader value as a DRM (11.4.3).

Die Roll Modifiers (DRM)
+1 if using a Military Advantage Strategem marker (13.5)

Results
CA: Counterattack. Eliminate one attacking unit (attacker's choice); the defender then becomes the attacker and may roll on either CRT as desired.
AR: Attacker Repulsed. Eliminate attacking units (attacker's choice) equal to the number of defending units.
BB: Bloodbath. One defending and one attacking unit are eliminated (defender's and attacker's choice).
NE: No Effect. The attacker must again spend 2 OP to attack defending units, which may again attempt to avoid combat (11.4).
DV: Decisive Victory. Eliminate all defending units and one attacking unit (attacker's choice).
DV+S: Decisive Victory. Eliminate all defending units. The attacker can pick a Strategem marker from the pool. If an Ottoman force of at least 4 units suffers a DV+S result, the Grand Vizier (named or unnamed) is removed and replaced during the Recruiting Phase of the next GT (12.2).

SHOCK COMBAT RESULTS TABLE

Die roll	1 unit	2 units	3 units	4 units	5–7 units	8–10 units	≥10 units
1	**CA**	**CA**	**CA**	**CA**	AR	AR	*NE*
2	**CA**	**CA**	**CA**	AR	AR	*NE*	*NE*
3	*NE*	*NE*	*NE*	*NE*	*NE*	BB	BB
4	*NE*	BB	BB	BB	BB	BB	BB
5	*NE*	BB	BB	**DV**	**DV**	**DV**	**DV**
6	BB	BB	**DV**	**DV**	**DV**	**DV+S**	**DV+S**
≥7	BB	**DV**	**DV**	**DV**	**DV+S**	**DV+S**	**DV+S**

Modifiers:
- **Janissaries** count as 2 units.
- **Winged Hussar, Pancerni, and Sipahi cavalry** count as 2 units.
- **Siege trains and supply trains** do not count as units.
- **Leaders** apply their leader value as a DRM (11.4.3).

Die Roll Modifiers (DRM)
+1 if using a Military Advantage Strategem marker (13.5)

Results
CA: Counterattack. Eliminate one attacking unit (attacker's choice); the defender then becomes the attacker and may roll on either CRT as desired.
AR: Attacker Repulsed. Eliminate attacking units (attacker's choice) equal to the number of defending units.
BB: Bloodbath. One defending and one attacking unit are eliminated (defender's and attacker's choice).
NE: No Effect. The attacker must again spend 2 OP to attack defending units; which may again attempt to avoid combat (11.4).
DV: Decisive Victory. Eliminate all defending units and one attacking unit (attacker's choice).
DV+S: Decisive Victory. Eliminate all defending units. The attacker can pick a Strategem marker from the pool. If an Ottoman force of at least 4 units suffers a DV+S result, the Grand Vizier (named or unnamed) is replaced (12.2).

11.1.1 Forces

A stack of friendly units is called a Force.

- An unlimited number of friendly units may stack together to form a force.
  Important: No more than 7 units, excluding artillery, may stack in a fortress.
- Allied units can stack together in the same hex.
  Example: If Poland and Austria are allies, Polish and Austrian units may operate together and may enter the same hex.
- Forces on the move may drop off units at any time and continue moving with the remaining units.
- Unattached units not previously activated may be picked up by a moving force. These units are subject to the remaining OP of the force to which they become attached.
- Force markers may be used on the map to designate large forces. Place the units comprising the force in the corresponding Force box on the map.

11.2 Movement

Both sides may move units during their segment of the Operations Phase.

- Units must be activated prior to movement (11.1).
- A side may move any or all friendly units during an Operations Phase provided enough OP are available for movement (11.1).
- Leaders do not need to be present for a single unit or force of less than 4 units to move. However, a leader must be present to activate a force of 4 or more units (12.1).
- Units may move individually or as part of a force.
- Activated units may join a force moving through their hex (11.1).
- Units may drop off from a force at any time.

11.2.1 Procedure

½ an OP is expended for each hex into which a unit or force moves in a friendly-controlled area (at the end of a force's movement round up any fraction expended). An additional OP is expended for each river or mountain hexside crossed.

Important: Mountains are hexside terrain, not in-hex terrain. Only the dark mountain hexsides have an additional OP cost.

- **1 OP** is expended for every hex into which a unit or force moves in an enemy-controlled area. An additional OP is expended for each river or mountain hexside crossed.
- **1 OP** is expended to enter an enemy occupied hex (11.4.2).
- Units may move up to the limit of available OP during an Operations Phase.
- Units must halt movement after moving into a hex containing enemy units.

11.3 Interceptions

The non-phasing side may attempt to intercept enemy forces moving into hexes adjacent to or containing friendly units.

11.3.1 Procedure

The non-phasing side rolls 1d6.

- Apply any applicable DRM:
  1) +1 if the enemy force is crossing a mountain hexside.
  2) +1 if the intercepting force consists entirely of cavalry (light or line).

3) +1 for every Military Advantage or Ambush marker employed by the intercepting side (13.4, 13.5).

4) –1 if the enemy force consists entirely of cavalry (light or line).

5) –1 for every Military Advantage or Ambush marker employed by the enemy force (13.4, 13.5).

- **On a die roll of 4–6:** the enemy force is intercepted at which time combat must be conducted (11.4.1).
- **If the interception attempt is unsuccessful:** the enemy force may continue to move.
- A unit or force being intercepted may not attempt to avoid combat (11.4.2).

Important: An Ambush marker may be employed to intercept enemy units two hexes from a friendly unit (13.4).

11.4 Combat

During the Operations Phase, a force or individual units may move into an enemy occupied hex to attack enemy units in that hex.

11.4.1 General

A combat operation costs 2 OP.

- Attacking is always voluntary; forces and/or units are not required to attack enemy units.
- Defending units may attempt to refuse combat (11.4.2).
- Forces and/or units may conduct combat as often as desired during an Operations Phase, provided they have sufficient OP (11.1).
- Units belonging to different kingdoms or factions can operate in the same force and participate in the same attack provided they are allies (9.2).
  Important: Austrian and HRE units are always allied with each other unless otherwise noted.

11.4.2 Combat Declaration

The attacker expends the OP movement cost to enter the enemy-occupied hex, plus two OPs to declare a combat.

- The defender may attempt to avoid combat by rolling 1d6.
  On a die roll of 5–6: combat is avoided and no further action is taken. The defending unit remains in its original hex, and the attacking force may, if sufficient OP are available, declare a subsequent combat by expending an additional 2 OP, which the defenders may again attempt to avoid.
  Important: Defending units may attempt to avoid combat as often as desired.
  Exception: If all defending units are in a city hex and avoid combat, they must move into an adjacent hex. This includes besieging units when attacked by a relief force.
- Apply a **+1 DRM** if all defending units are light infantry and/or light cavalry.
- Apply a **+1 DRM** if the attacking units are attempting to enter the defender's hex across a mountain hexside.
- Defending units may also retreat into a fortress in an adjacent hex if present.
- If the defender accepts combat or if the attempt to avoid combat fails, combat is resolved (11.4.3).

- At the discretion of either side, the Battle marker may be placed in the defender's hex, and units from both sides may be removed from the map pending combat resolution, after which surviving units are returned to the hex.

11.4.3 Combat Procedure

Determine initiative.

1) Each side rolls 1d6, with the high roll receiving the battle initiative. Repeat the roll in the event of a tie.

2) If a leader is present, add the leader value to the die roll (12.1).

3) Apply a **+1 DRM** for each Military Advantage or Ambush marker expended (13.4, 13.5).

Important: Initiative is determined for every attack to include subsequent attacks by the same unit or force.

- The side holding the initiative may choose whether to use the Linear or Shock CRT.
- Total the number of attacking units.
- The side holding the battle initiative may use any of the following Stratagem markers, if available, to increase the number of units:
  1) Charge (13.15)
  2) Feigned Retreat (13.16).
  Important: See Flintlock & Bayonet Stratagem marker (13.1).
- Subtract the number of defending units from the number of attacking units, after applying any applicable Stratagem markers, and locate the resulting column on the chosen CRT.
- Roll 1d6 and apply results.
- If, after resolving combat (including CA results), units from both sides remain in the hex, the original attacker must withdraw from the hex and return to the hex from which it entered the enemy-occupied hex.
  Exception: Siege Operations (11.6).
- If a leader is present, their leader value may be applied as a DRM. If both sides have leaders present, use the differential between leader values as the DRM.
  Example: A Holy League force with Sobieski attacking an Ottoman force with Kara Mustapha would produce a +1 DRM. An Ottoman force with Kara Mustapha attacking a Holy League force with Lorraine would produce no DRM as the leader values would cancel each other.

Important: Certain CRT results may allow the winning side to pick an extra Stratagem marker (7.0).

11.5 Invading Neutrals

Both sides may invade neutral countries.

- If the Ottomans invade a neutral, that country immediately becomes allied with the Holy League.
  Example: An Ottoman force enters the Polish territory of Volinia, at which point Poland automatically becomes allied with the Holy League.
- If the Holy League invades a neutral, that country will not ally with the Holy League, even via Diplomacy, until all Holy League forces exit that country's territory unless subsequently invaded by the Ottomans (9.0).
  Example: If Poland has become neutral as a result of Ottoman diplomacy and HRE units enter Little Poland, Poland will not ally with the Holy League until all HRE units exit Little Poland unless it is subsequently invaded by Ottoman units.

11.6 Siege Operations

Forces or units in a hex containing an enemy-controlled fortress can perform siege operations.

11.6.1 General

Siege operations may be conducted via Siege Works, or by a Storm Operation (11.6.2, 11.6.3).

- Fortresses may only be attacked via siege operations; regular cities are conquered via regular combat (11.4).
  Important: Fortresses may only be occupied via a successful siege, even if no enemy units are in the fortress.
- A force resolves combat via a storm operation against a fortress by using the Siege Table.
- A force may conduct siege works prior to attempting a storm operation.
  Important: A force conducting either type of siege operation must include a siege train.

11.6.2 Siege Works

The attacker declares a siege operation, expends 1 OP, and places a Siege Works marker in the fortress hex under siege. **Important:** During the besieged side's Player Phase, besieged units may exit the fortress and engage the besieging forces in regular combat.

- After declaring any relief attempts, units in the fortress may:
  1) Remain in the fortress and do nothing; **or,**
  2) Withdraw all units into a hex adjacent to the fortress but not adjacent to the besieging force (the besieging force may enter the fortress); **or,**
  3) Attempt to launch a sortie by rolling 1d6:
    a) On a roll of 1–2: eliminate one besieged unit (from within the besieged fortress).
    b) On a roll of 3–4: no effect.
    c) On a roll of 5–6: the Siege Works marker is removed, if conducting a sortie in conjunction with a relief attempt, add the unit totals of the besieged force to those of the relief force (11.6.4).

Important: The defender may employ a Coup de Main marker, which provides a +2 DRM to the sortie die roll (13.10).

- If the sortie fails, or the defenders decline to attempt a sortie, the Siege Works marker remains on top of the besieged fortress.
- A besieged force may attempt one sortie per GT (11.6.4).
- If the besieging force moves elsewhere during their activation turn, remove the Siege Works marker.

11.6.3 Storm Operations

An attacker declares a storm operation and expends 2 OP.

- Roll 1d6 and apply the following DRM:
  1) +1 if the besieging force has 10 or more units than the defenders.
  Important: A siege train counts as 3 units.
  2) +1 if the attackers play a Coup de Main marker (13.10).
  3) –1 if the defenders have more artillery units than the besieging force.
  4) –1 if the defenders play a Dysentery marker (13.8).
- Cross-reference the modified die roll on the Siege Table and apply the result.

11.6.4 Siege Relief Operations

During the enemy's Operations Phase, forces friendly to the besieged force may conduct a relief operation.

- Relief attempts occur after a Siege Works marker has been placed and before any sortie attempts are made (11.6.2).
- All friendly forces within four hexes of a besieged fortress may conduct a relief operation. Move the units to the besieging forces hex.
- The relief force must not have attempted an interception previously during that Operations Phase. However, an interception die roll is not conducted for a relief operation (11.3.1).
- The besieging force may attempt to avoid combat (11.4.2).
- Besieged units in the fortress may attempt a sortie in conjunction with a relief attempt (11.6.2).
- Combat is conducted normally on the CRT chosen by the side conducting the relief operation (11.4).
  Important: The relieving force is considered the attacker for all relief combat operations.
- Any combat result that eliminates all besieging units ends the siege. Remove any Siege Works markers in the hex.
- CA results are handled normally, but AR and BB results require the relieving force to withdraw into an adjacent hex. Those forces cannot launch another relief attempt during the current GT.

Exception: If the besieging force is eliminated and the relieving force is not eliminated, remove the Siege Works markers and the relieving force remains in the hex.

11.7 Rebellions

Both sides may launch Rebellion operations to force the desertion of enemy contingents.

- Diplomacy markers may be used during the friendly Operations Phase to force the desertion of national groups.
- The Ottomans may attempt to force the desertion of Royal Hungarian, Saxon, or Bavarian forces.
- The Holy League may attempt to force the desertion of Kuruc (rebel Hungarians), Transylvanian, Wallach, or Moldovan troops.

11.7.1 Procedure

The phasing side expends 1 Diplomacy marker and 2 OPs.

- An Ottoman force targeted by the Holy League must contain Kuruc, Transylvanian, Wallachian, or Moldovan units.
- A Holy League force targeted by the Ottomans must contain Saxon, Bavarian, or Royal Hungarian units.
- Roll 1d6;
  On a roll of 4–6: the rebellion is successful.
- The targeted units are withdrawn from the map and return to the recruit pool.

12.0 LEADERS

Leaders provide combat benefits and may activate large forces.

12.1 General

There are two types of leaders:

Named: Kara Mustapha, Lorraine, etc.
**Unnamed:** Baja, Elector of Saxony.

- Named leaders have a leader value printed on the counter, while unnamed have an unknown value represented by a question mark.

  Example: Kara Mustapha has a leader value of +1, while both the Baja leaders have unknown values.

- Leader values represent DRM which are used in obtaining OP, in determining initiative when conducting combat, and in determining combat results (11.4).
- Leaders do not need to be present to activate a single unit or a force or less than 4 units. However, a leader must be present to activate a force or 4 or more units (11.1).
- Leaders must always stack with a friendly unit or force; they may never operate on their own.

12.2 Leader Elimination and Replacement

Named leaders are automatically eliminated if stacked with a force or unit which is also eliminated via a combat result.

- When a named leader is eliminated, it is replaced during the Recruiting Phase of the next GT with the generic (unnamed) counter for that leader.
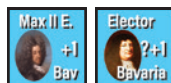
  Example: If Maximillian II Emanuel of Bavaria is eliminated, the counter is replaced on the next GT with the Elector Bavaria counter.

- The Ottoman Kara Mustapha leader, as well as the unnamed GV leader, are also eliminated if any Ottoman force consisting of at least 4 units suffers a DV+S combat result.
  Important: Kara Mustapha and/or the unnamed GV leader do not need to be involved in the combat through which the DV+S result is incurred; they are removed from the game irrespective of the location on the map.
- When an unnamed leader is placed on the map, the owning side rolls 1d6 to determine the leader's value (this determination is made only when a leader is placed on the map).
  1) Ottomans:
     a) On a roll of 1–4: the unnamed leader has a value of **0**.
     b) On a roll of 5–6: the unnamed leader has a value of **1**.
  2) Holy League/Poland/Russia
     a) On a roll of 1–3: the unnamed leader has a value of **0**.
     b) On a roll of 4–6: the unnamed leader has a value of **1**.
- When an unnamed leader is eliminated, it returns during the Recruiting Phase of the next GT (8.2). the owning player must then roll 1d6 to determine the leader's value again.
- When entering the game, unnamed leaders are placed with any friendly unit or force, or in a friendly-controlled city or fortress.

Important: There are no unnamed replacement counters for Lorraine, Turkenlouis, and Prinz Eugen. When these leaders are eliminated they are not replaced.

Designer's Note: The elimination of Kara Mustapha and/or the unnamed GV leader on a DV+S result reflects the common practice of replacing (usually by beheading) senior Ottoman military leaders in the wake of significant military defeats.

13.0 STRATAGEM MARKERS SUMMARY

Stratagem markers are drawn at random during the Stratagem Markers Phase or after certain combat results.

- Unless stated otherwise, Stratagem marker effects are applied no matter which side draws the marker.

Important: Markers with a red dot are for immediate use and may not be held for use during future GTs.

13.1 Flintlock & Bayonet

In any battles after this marker is picked, Austrian, Saxon, Bavarian, and Brandenburg line infantry units count double (×2) on the Linear CRT.

Example: Two Austrian line infantry units count as four units.

- The marker is placed in the GT box on the GTRT in which it was drawn and remains in play for the remainder of the game.
- If the Ottomans draw this marker it is immediately returned to the pool, and no replacement marker is drawn.

13.2 Prinz Eugen

Prince Eugene Francis of Savoy–Carignano, better known as Prinz Eugen, takes command.

- The Holy League receives the leader Prinz Eugen as a reinforcement. If drawn prior to GT 10, the marker is returned to the pool. No replacement marker is drawn.

13.3 Diplomacy

A Diplomacy marker is required to attempt diplomacy die rolls (9.1).

- The marker may be retained until used, after which it is returned to the pool.

13.4 Ambush

Generates a +1 DRM to interception die rolls (11.3) and to combat initiative die rolls (11.4.3).

- Allows interceptions to be conducted two hexes from a friendly unit (11.3).
- The marker may be retained until used, after which it is returned to the pool.

13.5 Military Advantage

During the GT of use, the side in possession of the marker receives a +1 DRM to OP die rolls (11.1) and a +1 DRM to the battle initiative die rolls for all combats initiated by that side (11.4.3).

- The marker may be retained until used, after which it is returned to the pool at the end of the GT in which it is used.

13.6 French Offensive

The French launch offensive operations against the Holy Roman Empire along the Rhine River.

- A –3 DRM is incurred on the Imperial Diet TP die roll during the Treasury Phase of the subsequent GT.
- The marker must be played in the next Treasury Phase and is then removed from the pool.

13.7 Death of Innocent

After the death in 1689 of Pope Innocent XI, who had fully supported Leopold I's Turkish war, financial help from Rome gradually petered out.

- Holy League TP are reduced by 1 for the subsequent GT.
- The marker must be played immediately and is removed from the pool after use.

13.8 Dysentery

Generates a –1 DRM on the Siege Table for any storm operations against a fortress (11.6.3).

- The marker may be retained until used, after which it is returned to the pool.

13.9 Trade

Provides 2 additional TP during the subsequent Treasury Phase to any nation controlled by the side which picked the counter.

- Return to the pool after use.

13.10 Coup de Main

Provides a +1 DRM on the Siege Table for storm operations against a fortress (11.6.3), and a +2 DRM for sortie attempts from a besieged fortress (11.6.2).

- The marker may be retained until used, after which it is returned to the pool.

13.11 Spanish Subsidies

The Spanish Habsburgs send subsidies to fight the Ottomans.

- The Holy League receives 2 additional HRE TP during the next Treasury Phase.
- The marker must be played in the next Treasury Phase and then the marker is returned to the pool.

13.12 Turkish-Venetian War

Open hostilities erupt between the Ottomans and the Republic of Venice.

- The Ottomans lose 3 TP and must withdraw 4 infantry, cavalry, or artillery units of their choice.
- The marker must be played immediately and is removed from the pool after use.

13.13 Brandenburg Forces

The Electorate of Brandenburg provides assistance against the Ottomans.

- On any GT, to include GT 1, the Holy League immediately receives the following Brandenburg reinforcements:
  1) 1× infantry
  2) 1× artillery
  3) 1× cavalry
- These units may operate with Saxon, Austrian or Bavarian units, and are deployed in the same manner as recruited units (8.2).
- There is no TP cost to receive these units (8.2).
- The marker must be played immediately and is removed from the pool after use.

13.14 Holy League

The Pope calls for a Crusade against the Ottomans.

- On this and the next two subsequent GT:
  1) any Diplomacy attempts by the Holy League receive a +3 DRM.
  2) any Diplomacy attempts by the Ottomans receive a –2 DRM (9.1).
- Place the Holy League marker on the GTRT to indicate the first affected GT. The marker is removed from the GTRT and the game at the start of the third GT after the first affected GT.

13.15 Charge

If using the Linear CRT, any involved line cavalry units count double (×2).

- If using the Shock CRT, any involved Winged Hussar or Sipahi units count double (×2).
  Important: This is in addition to the ×2 both units receive for combat on the Shock CRT.
- The marker may be retained until used, after which it is returned to the pool.

13.16 Feigned Retreat

If using the Linear CRT, any involved Holy League light cavalry units count double (×2).

- If using the Shock CRT, Ottoman, and Polish light cavalry count double (×2).
- The marker is returned to the pool after use.

13.17 Spies

Non-phasing units may examine the contents of an enemy force marker moving within 4 or less hexes of their hex, after which they may choose to conduct an interception (11.3).

- The marker may be retained until used, after which it is returned to the pool.

14.0 OPTIONAL RULES

14.1 Saxony

The Ottomans may attempt Diplomacy against Saxony (9.0).

- Saxony is treated in the same manner as Russia or Poland.
- Any Ottoman Diplomacy attempt against Saxony receives a +1 DRM.
- Use the Saxony box on the Diplomacy Track.
- If Saxony reverts to neutrality, all Saxon units are returned to any hex(es) in Saxony.

Designer's Note: *Saxony was a part of the HRE. However, Saxon leader Johan Georg III was Protestant and nursed a number of grievances, real and perceived, against the emperor, leading to Saxony breaking from the HRE following the historical victory at Vienna in 1683. Nevertheless, Saxony rejoined the alliance in 1686, hence the ability of the Saxons to switch from belligerence to neutrality and vice versa as well as Saxon susceptibility to Ottoman diplomatic entreaties.*

14.2 Truces

During the Diplomacy Phase, both the Ottomans and the Holy League may offer a truce.

- A truce may be purchased by anything agreed to by both sides.

Example: Truces may be purchased by, but not limited to, the cession of fortresses, the forfeiture of TP, or the concession of Stratagem markers.

14.2.1 Procedure

If both sides agree to a truce, the following rules are in effect:

- Both sides may recruit units during that GT.
- No attacks, sieges, or placement of siege works may be conducted during that GT.
- Both sides may move units within regions under their complete control. Units may not be activated in, or move through, partially controlled regions.
- A truce lasts one GT.
- There is no limit to the number of truces which may be agreed to in the course of a game.

14.3 Moldavia, Transylvania, and Wallachia

If the Holy League controls Moldavia, Transylvania, and/or Wallachia, the Ottomans may not recruit units from these regions nor operate their Voivode.

- If, at the beginning of a GT, the Holy League or any nationality allied with the Holy League (Russia or Poland) controls any of these regions, all units from that region, along with the Voivode, are removed from the map.
- The Ottomans may not recruit units from these regions, nor may they replace the Voivode, until the region is under Ottoman control.

Example: If, during GT 3, Austrian and Bavarian forces gained complete control of Transylvania, at the beginning of GT 4 the Ottomans must remove from the map all Transylvanian units along with the Voivode of Transylvania. These units may not be recruited until the Ottomans regain control of Transylvania.

Designer's Note: *The principalities of Moldavia, Transylvania, and Wallachia were Ottoman vassals ruled by Christian princes. As such, they could rapidly transfer their allegiance if supported by another power.*