

# 1<sup>ST</sup> BATTLE OF PARKANY

On October 7 1863 colonel Stefan Bidziński with three regiments rode as the spearhead of the Polish army. His task was to perform a reconnaissance of the Parkany fortress area and, if possible, to seize the bridge on the Esztergom. After the great victory at Vienna it seemed that the Turks were disorganized and they'd rather retreat

than face the enemy soldiers. This carelessness was about to be paid dearly soon. The Turks struck with all their might and pushed back Bidziński and later the entire wing led by Potocki. Polish retreat temporary turned into panic and even the king's life was in danger.

## INITIAL SET UP:

### POLES:

Bidziński	1724
9 P	1724
10 P	1819
11 P	1821
1 P	2201
2 P	2300

### Reinforcements (2300):

At the beginning of each turn, one Polish unit may enter the game. Potocki, Jablonowski and Zamoyski may enter the game in any moment. Sobieski enters the game in the third turn.

### TURKS:

Kara Mehmet	2425	Sipahi x 6	2322 (1)
Mehmed	2125	Cavalry [8]	2624, 2525,
Sipahi x 6	2125 (1)		2425, 2327, 2227, 2426
Mustafa	2322	Janissaries x 4	Parkany

## VICTORY CONDITIONS:

### POLES :

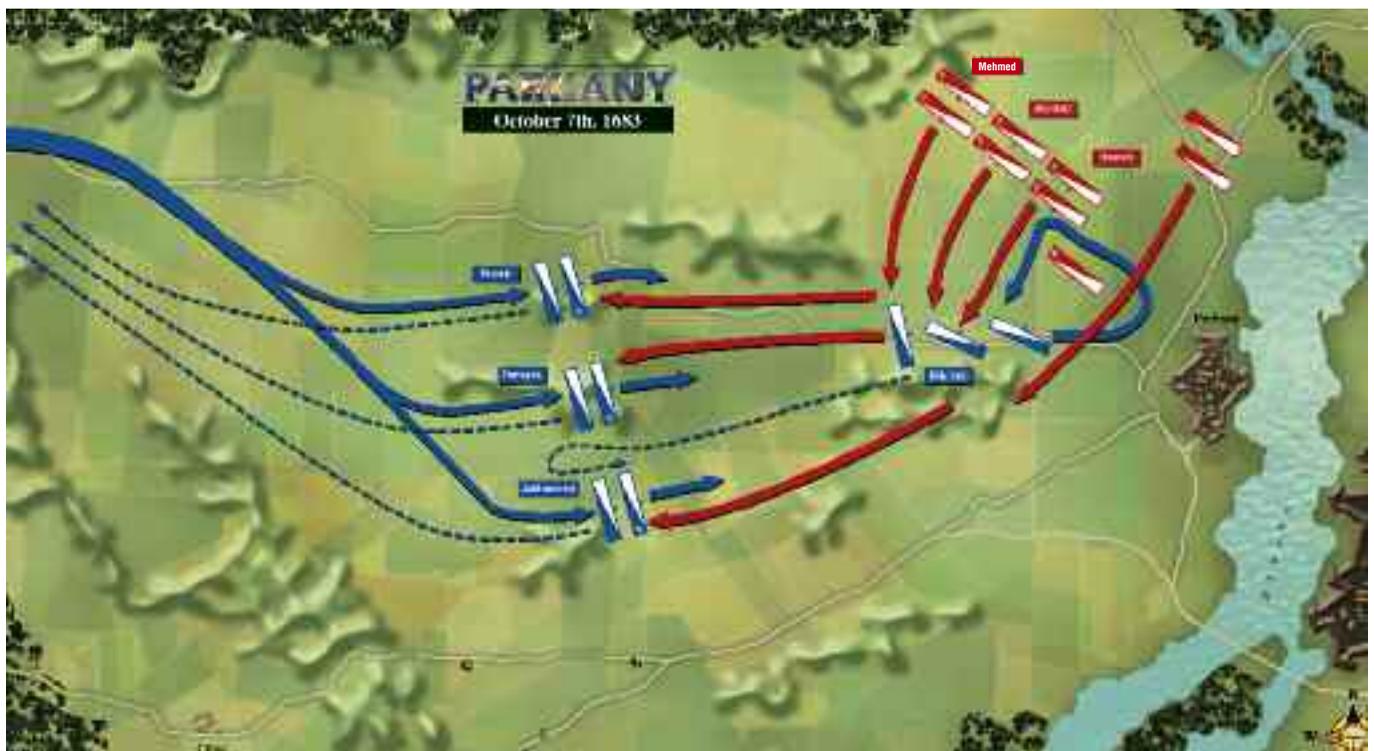
- Victory depends on the number of morale levels.
- Polish player wins instantly when he gains advantage of 17 points.

### TURKS:

- Victory depends on the number of morale level.
- Turkish player wins instantly when he gains advantage of 17 points.

## Footnotes:

- [8] – morale 8
- Initiative: Turks
- Parkany fortress gives +2 modifier for the defender
- Kopies/Lances: 0
- Scenario ends with the last phase of the turn 12 or till the instant victory of any side.
- Starting morale level: 0
- Historical Scenario
- P – Heavy cavalry
- H – Winged Hussars
- Losses of this scenario should be included in the “Second battle of Parkany” scenario.
- Janissaries can't leave hexes of the Parkany fortress.



# 2<sup>ND</sup> BATTLE OF PARKANY

At the dawn of the October 9, when the fog disappeared, the Turks saw an allied army ready for battle. The Turks expected enemy to be scattered and disorganized, however, Polish army and its Austrian allies seemed to be ready for the decisive fight. Turkish plan was focused on the attack in the center, against Austrians, but this attack was repulsed with a fire of the artillery and muskets. Soon after allied left wing, commanded by Jabłonowski, became

a target of another Turkish assault, but it was repulsed as well. In the meantime allied right wing, commanded by Lubomirski, attacked right into the bridge. Allies pushed the Ottoman forces back quite easily and approached the bridge. Everything was observed by the Turkish commanders. They were aware that the loss of the bridge will result with complete destruction of the Ottoman army at the north side of Danube.

## INITIAL SET UP:

### POLES AND ALIES:

<b>Sobieski</b>	1701	1, 1 Art.	1505	3 K	1006
<b>Czarniecki</b>	2104	2, 2 Art.L	1405	4 K	1007
1 H	2104	7 K	1402	<b>Lubomirski</b>	708
2 H	2105	8 K	1502	4, 4 Art.	808
1, 1 Art.	2205	<b>Starhemberg</b>	1204	5, 5 Art.	807
2, 2 Art.	2005	5 H	1202	6 H	907
1 P	2305	4 P	1302	7 H	908
3	2203	5, 5 Art.L	1206	8 H	708
<b>Jabłonowski</b>	1703	6, 6 Art.L	1306	9 H	709
3 H	1704	6 K	1303	6	806
2 P	1803	5 K	1203	5 P	805
3 P	1603	<b>Baden</b>	1006	6 P	706
4 H	1904	1 K	1106		
<b>Dunewald</b>	1403	2 K	1107		

### TURKS:

<b>Kara Mehmet</b>	2013
<b>Mehmed</b>	1810
<b>Mustafa</b>	2309
Sipahi	2408, 2308, 2309, 2208 2109, 2009, 1910, 1810, 1711, 1712, 1611, 1612
Cavalry [8] x 3	2013(1)
Cavalry [8] x 3	1719(1)
Cavalry [7] x 3	1715(1)
Cavalry [7] x 3	1119(1)
Cavalry [7] x 3	2226(1)
Jenissaries x 4	Parkany

### Footnotes:

- Battle goes on from the first till the last turn or till the instant victory of any player.
- Kopies/Lances: 36.
- Starting morale level: +1 for Turks.
- Historical scenario.
- [8] – morale 8.
- Initiative: Turks.
- At the first turn Turks have to perform at last 5 attacks against allies.
- Parkany fortress gives +2 modifier for the defender.
- K – Austrian cavalry.
- 3 – Infantry unit nr. 3.
- Turks may leave the board only through the hex 929 without being eliminated.
- Bridge on Danube – every time Turkish unit moves through the bridge (hexes 1025, 929) a roll is made to check if it doesn't suffer losses:
  - 1-2 – N/A
  - 3-4 – 1 SP lost
  - 5-6 – 2 SP lost

## VICTORY CONDITIONS:

### POLES AND ALIES:

- Victory depends on the number of morale level.
- Polish player wins if the morale counter will reach third "3" on the morale track.

### TURKS:

- Victory depends on the number of morale level.
- Turkish player wins if the morale counter will reach third "3" on the morale track.



# VIENNA 1683

From the dawn of September 12, 1683, the imperial army fought the fierce battle against the Ottoman forces on the west side of Danube. Austrians had numerical advantage but the Turks still gathered more of the fresh units, successfully blocking Austrian movement on the south. About 3 pm front was stabilized and each subsequent attack brought Austrians only more losses without any successes.

When the Polish cavalry started to move out of woods on the Kahlenberg heights, Austrians stopped their attacks. Their eyes watched one of the most amazing views

of their era – several thousands of Polish cavalryman in the shiny armors setting up for the charge in the battle formations and banners up high. They moved down slowly to finally start their charge. Ottoman troops tried to counter-attack, but the impetus of the Polish cavalry was crushing them. The Tatars left the battlefield quickly, to not pay for the mistakes of Kara Mustafa.

The battle ended within two hours. By dusk Turkish camp was captured by the allies, while thousands of the dead Turks remained forever in the Austrian soil.

## INITIAL SET UP:

### POLES AND ALIES:

Poles:		Allies:		Art.C x 1		Art.C x 2	
Sobieski	1713	Karol V	 K	Dagenfeld	 B(1)	 V(1)	
Jabłonowski	1319	Cavalry x 4	K(1)	Infantry x 7	 D	Cavalry x 2	 R(1)
Sieniawski	2009	Sahsen	U	Art.C x 3	 D(1)	Infantry x 2	 R(1)
Hussars 1-9	H	Art.C x 3	U(1)	Wittelsbach	Q	<b>Vienna garrison:</b>	
Cavalry 1-14	line P	Art.L x 1	U(1)	Cavalry x 4	Q	Starhemberg	
Infantry 1-6	617, 714, 513, 306, 810, 1511	Cavalry x 3	U(1)	John Georg III	 F	V1-V10 – freely in the	
Artillery 1-5	814, 1015, 1308, 1206, 1004	Capara	C	Cavalry x 4	F(1)	Vienna fortifications, save to	
Lubomirski	Z	Infantry x 3	C(1)	Goltz	G	hex 3420	
1 P, 2 P	Z	Art.C	C(1)	Infantry x 7	G(1)		
		Baden	B	Art.C x 3	G(1)		
		Infantry x 5	B(1)	Valdeck	 V		
		Art.L x 3	B(1)	Infantry x 6	 V(1)		

### TURKS:

<b>Kara Mustafa</b>	2708	<b>Sary Abaza</b>	2315	Janissaries x 4	X	Tatars	2025(1), 2326(1)
Cavalry [7] x 7	2022(1)	Sipahi x 4	2315(1)	Artillery C x 3	X	At the start of the turn 16	
Cavalry [7] x 7	3015(1)	<b>Ibrahim</b>	3308	Infantry x 5	L	the Tatars are removed from	
Cavalry [7] x 7	3009(1)	Sipahi x 4	3308(1)	Infantry x 4, Art.L x 4	N	the board, but only if they	
Cavalry [8] x 7	2518(1)	Janissaries x 13	J	<b>Duca</b>	U	weren't attacked by Poles	
Cavalry [8] x 7	2611(1)	Artillery L x 13	J	Cavalry x 5	U(2)	or Allies. The Tatars can't	
Sipahi x 4	2320(1)	Janissaries x 5	J	<b>Catacuzina</b>	Y	move till the turn 16.	
<b>Osman</b>	2320	<b>Bekri</b>	X	Cavalry x 7	Y(1)		

### VICTORY CONDITIONS:

#### POLES:

- Victory depends on the number of morale level.
- Polish player wins if the morale counter will reach third “3” on the morale track.

#### TURKS:

- Victory depends on the number of morale level.
- Turkish player wins if the morale counter will reach third “3” on the morale track.

### FOOTNOTES:

- Initiative: Allies.
- Game starts at the turn 13 and end at the end of the turn 20.
- If at any moment of the game Turkish morale will reach +1, Moldavian and Wallachian units are moving on the west side of Danube. Moldavians are crossing Danube on the hex 3312, while Wallachians on the hex 3413. Otherwise they have to stay on the east side.
- If at any moment of the game Allied morale will reach +2, Moldavian and Wallachian units are removed from the board. This loss doesn't affect the Morale Track.
- Kopies/Lances: 36.
- Vienna fortifications give +2 modifier for the defender.
- Starting morale level: 0.
- Historical scenario.
- H – hex “H”.
- H (2) – units can be set up withing two hexes range of the hex H.