

# The Battle of Léva (Levice) – 19<sup>th</sup> July 1664

**Map:** The map is 25 BW by 20 BW. With a BW of 60mm this would be 1.5m by 1.2m (5' by 4'). It is possible to play on a 1.5m by 0.9m table (5' by 3') by not setting out the area behind the Imperial deployment area.

## **Terrain:**

All streams are defensible. The Hills and woods are standard terrain features, the town of Léva is a walled, it counts as fortifications and may be occupied by a maximum of 2 units.

## **The Scenario:**

The battle of Léva (Levice), sometimes known as the battle of St Benedict took place during the 4<sup>th</sup> Austro-Turkish war in what is now modern day Slovakia.

In the historic battle the Imperialists managed to lure the Ottoman army into attacking by hiding his centre behind some low hills. Despite being outnumbered nearly 2-1 the quality of the Imperial troops was more than a match of the Ottoman levies.

## **Orders of Battle:**

### **Ottomans:**

The Ottoman player moves first in the turn.

### **Army Commander:**

**Ali the Pasha of Buda (1)**

### **Right Wing:**

**Grigore I Ghica, Prince de Wallachia (0)**

3 Trained Eastern Horse

5 Raw (Wavering) Infantry with Matchlocks

1 Raw Field Artillery \*

### **Centre:**

**Ali the Pasha of Buda (1)**

1 Trained Janissary Infantry with Matchlocks

1 Trained Field Artillery

### **Left Wing:**

**Mursu Ismael (Tartars) (1)**

6 Trained Light Horse

**Eustatie Dabija, Prince de Moldavia (0)**

4 Raw (Wavering) Infantry with Matchlocks

1 Raw Field Artillery \*

### **Unit Ratings:**

All infantry are armed with Matchlocks

## Imperialists:

**Army Commander:** **FML Jean Louis Raduit de Souches (1)**  
**Right:** **FML Heister (1)**  
**First Line:** 1 Trained Cavalry (Austrian)  
1 Trained Small Infantry (Austrian Commanded Shot)  
**Second Line:** 2 Trained Cavalry (Austrian)  
**Third Line:** 1 Trained Cavalry (Austrian)  
1 Trained Gun

**Centre:** **Duke August of Holstein-Plön (1)**  
**First Line:** 1 Trained 'P' Infantry (Austrian)  
1 Trained Small Gun \*  
1 Trained 'P' Infantry (Brandenburg)  
**Second Line:** 1 Trained 'P' Infantry (Saxon)  
**Third Line:** 1 Trained Poor Cavalry (Brandenburg/Dragoons)  
1 Trained Light Horse (Hussars)

**Left Wing:** **GWM Knigge (1)**  
**First Line:** 2 Trained Cavalry (Austrian)  
**Second Line:** 1 Trained 'P' Infantry (Austrian)  
1 Trained Gun  
1 Trained Cavalry (Austrian)  
**Third Line:** 1 Trained Small Cavalry (Brandenburg)

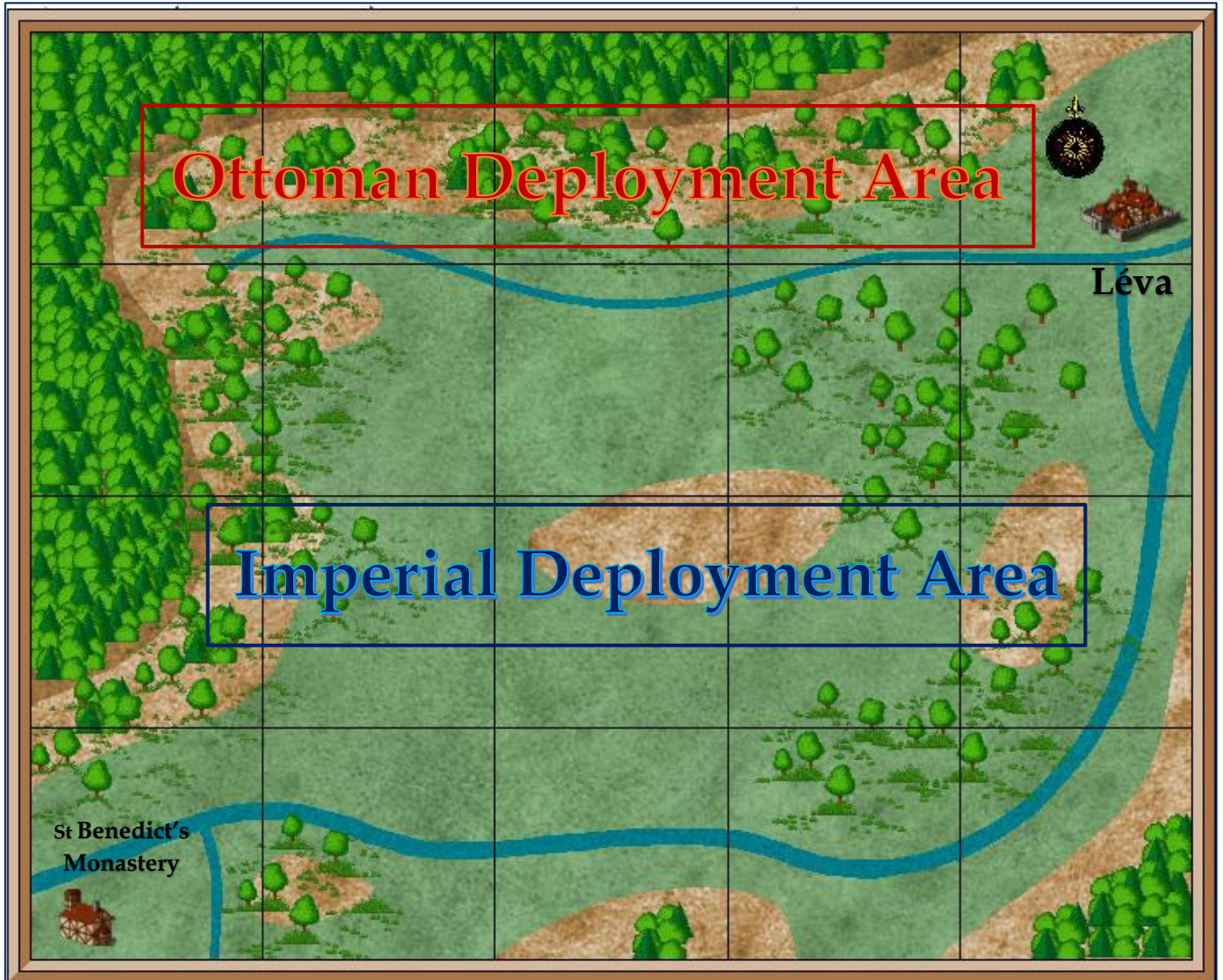
**Unit Ratings:** All infantry are armed with Matchlocks, if dismounting the Brandenburg Dragoons these are armed with Flintlocks.

## **Special Rules**

The Guns marked \* cannot be used during the Bombardment phase

## **Victory Conditions:**

The Ottomans can claim a morale victory if they are undefeated at the end of the game.



## Deployment