

# The St Gotthard - 1<sup>st</sup> August 1664

## The Scenario:

The battle of St Gotthard, sometimes known as the battle of Mogersdorf took place during the 4<sup>th</sup> Austro-Turkish war in what is now the border between modern Austria and Hungary.

At the historic battle the Ottoman army numbered nearly 60,000 men which meant they outnumbered the Imperialists two to one. However during the attack, the Ottomans only used 20,000 men of which only 12,000 were seriously engaged. For game balance I have added the Ottoman Feudal Infantry and Deli's which were not used during the battle (players have the option to exclude these if they wish).

**Map:** The map is 40 BW by 25 BW. With a BW of 60mm this would be 2.4m by 1.5m (8' by 5').

## Terrain:

All streams are defensible, the Raab is only crossable at the Fords (Marked in light blue). The Hills, woods and villages are standard terrain features.

## Orders of Battle:

### Ottomans:

The Ottoman player moves first in the turn.

### Army Commander:

**Grand Vizier Fazıl Ahmed Köprülü Pasha (1)**

### Right Wing:

**Sarosh Ibrahim Pasha (0)**

4 Trained Eastern Horse (Anetolians)

1 Raw Infantry with Matchlocks (Kurds)

### Centre:

**Aga Khan (1)**

3 Trained Janissary Infantry with Matchlocks

1 Elite Janissary Infantry with Matchlocks

1 Raw Infantry with Matchlocks (Arabs)

2 Trained Field Artillery

**Ismael Pasha (1)**

3 Elite Eastern Horse (Porte)

2 Trained Eastern Horse (Bosnians)

1 Elite (Determined) Eastern Horse (Delis)

### Left Wing:

**Aliheder Pasha (1)**

4 Trained Eastern Horse (Albanians)

1 Raw Infantry with Matchlocks (Bosnians)

### Unit Ratings:

All infantry are armed with Matchlocks

## Imperialists:

**Army Commander:** **GL, Raimondo, Count of Montecúccoli (2)**

**Right:** **FML Spork (2)**

**First Line:** 1 Large Trained Cavalry (Austrian)  
1 Large Trained Poor Cavalry (Dragoons)

**Centre Right:** **FzM Baron Sparr (1)**

3 Trained Cavalry (Austrian)  
1 Trained Small Gun  
3 Trained 'P' Infantry (Austrian)

**Centre Left:** **FM Markgraf Leopold von Baden (1)**

3 Raw 'P' Infantry (Reicharmee)  
1 Trained Cavalry (Reicharmee)  
1 Trained Small Gun

**Left Wing:** **Lt General, Comte Jean de Coligny-Saligny (1)**

2 Trained 'P' Infantry (Rhine Alliance and French)  
1 Large Trained Cavalry (Rhine Alliance and French)  
1 Trained Cavalry (French)

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

## **Scenario, deployment and Optional**

The Game is played on the Brigade scale.

Only the Janissaries and Porte Eastern Horse may be deployed north of the Raab at the start of the game.

If the Turks take Mogersdorf and Weichelbaum, Montecuccoli may recall the Croatian command which will enter the table north of the Raab next to the St Gotthard Monastery (Optional).

**Far Left:** **Nikola Serini, Ban of Croatia (2)**

3 Trained Light Horse (Hussars)  
1 Trained 'p' Infantry (French Garrison & Hayducken)

Two turns later entering the table north of St Gotthard Monastery

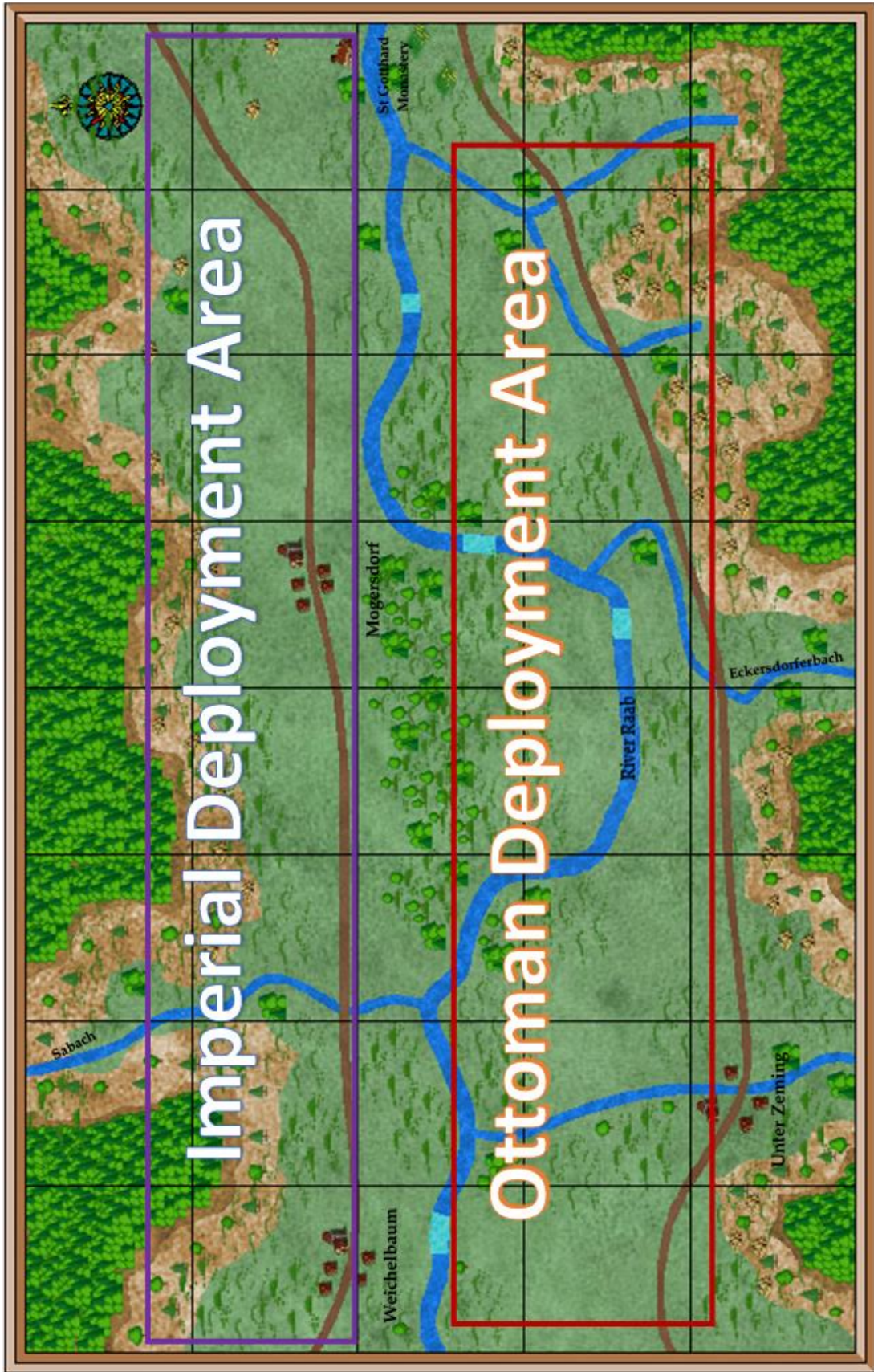
**Ottomans:** **Khan Sedan Caspar (0)**

3 Trained Light Horse (Tartars)

## **Victory Conditions:**

Automatic Loss - Failure of Army Morale die Roll

The Turks win if they have more than 4 units north of the Raab at the end of the game (excluding Light Horse).



Deployment