

The Battle Of Krotzka

22nd of July 1739

by Greg Savvinos

In 1736 Austria found itself drawn into war by its Russian ally against the Ottoman Empire. Most European observers anticipated that the Austro-Russian forces would easily triumph over what was thought to be a weak opponent. To everyone's surprise the Turks put up a vigorous defence of their territory and successfully frustrated the allied offensives in 1737 and 1738. When the campaign of 1739 opened, the new Austrian commander Count Wallis, under orders to protect Belgrade and destroy the Ottoman forces, sought a decisive battle.

Wallis got his battle on the 22nd of July. Acting on reports of a small Ottoman detachment in the vicinity of Krotzka, he sent his Advanced Guard to destroy what was expected to be an inferior force. However instead of a small force, the Austrian cavalry found it self facing the main Ottoman army under Grand Vizier Al-Hajji Mohammed. In close terrain, covered with woodland and vineyards, the Advanced Guard suffered heavy casualties from the massed firepower of the Ottoman troops and grimly held on whilst the rest of the Austrian Army marched to the field.

The resulting battle was a grinding match with the Austrians suffering over 5000 casualties and the Ottomans 8000. Wallis decided to retreat after nightfall with his surviving force, giving the Ottomans their first major victory against the Hapsburgs since 1696. In the ensuing peace treaty Austria gave up Belgrade to the Ottomans who were to retain it until the early 19th century.

The Austrian Army suffered severe losses from both battle and disease as a result of the Turkenkrieg and was poorly placed to face the crisis that the Hapsburg state was plunged in to following the death of Charles VI in 1740. No doubt this fact was not lost on young King Frederick of Prussia.

This scenario begins after the arrival of the Austrian main force and continues until nightfall ended the fighting.

The Scenario:

The weather is sunny Start on Turn 3. Basic Length is 7 turns.

Terrain notes:

- The Danube is impassable to all troops.
- The Ravine is impassable to all troops.
- The Stream is an obstacle to all troops
- Light Woods are treated as rough terrain, however any troops may move through them at 1/2 speed. Ottoman irregular infantry may move through them at normal speed.

Map Scale: 1:100

Free Deployment Rules

For Free Deployment first place the Ottoman units anywhere above their free deployment line and the Austrian units anywhere below their free deployment line.

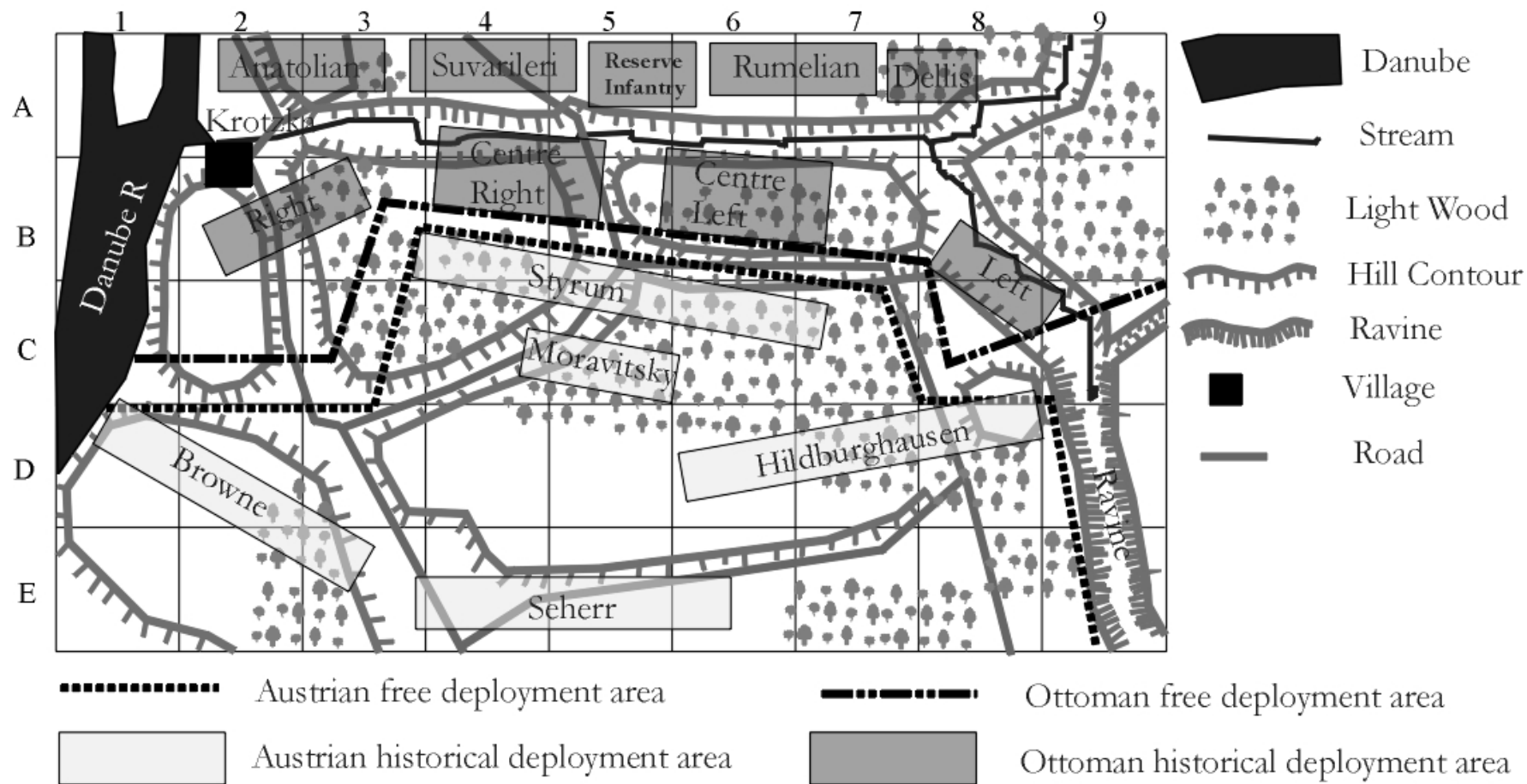
Historical Deployment Rules

For Historical Deployment set up Ottoman and Austrian units within the areas indicated.

Special Scenario Rules

1. Austrian leaders' ratings have been adjusted to reflect their performance in the historical battle.
2. Because of our lack of information regarding the identities of the Ottoman officers, all Ottoman leaders other than the Grand Vizier must have their ratings determined randomly. The names assigned to Ottoman sub commanders are actually Ottoman ranks rather than individual names and are included to avoid referring to them as General X.

The Krotzka Battlefield:



Krotzka Orders of Battle

The Austrian Army

Commander: Wallis (Poor)

Break Point: 6

2x Heavy Artillery

Styrum +1

Advanced Guard

1 x Cuirassiers

1 x Dragoons

2 x Hussars

*Note all units in this command have already suffered from the morning's fighting and have one hit each.

Moravitsky 0

Grenadiers

1 x Grenadiers

Hildburghausen -1

Right Wing Infantry

4 x Musketeers

Browne * 0 (V)

Left Wing Infantry

3 x Musketeers

Seherr -1

Main Cavalry

3 x Cuirassiers

2 x Dragoons

TOTAL (for Free Deployment)

4 x Cuirassiers (40)

3 x Dragoons (27)

2 x Hussars (16)

1 x Grenadiers (10)

7 x Musketeers (56)

2 x Heavy Artillery (16)

Total points 165

The Ottoman Army

Commander: Al-Hajji Mohammed (Average)

Break Point: 13

Bosna Pasha ?

Right

1 x Janissaries

3 x Sekbans (Provincial infantry)

2 x Arnauts (Irregular infantry)

Yenniceri Agasi ?

Centre Left

3 x Janissaries

2 x Sekbans (Provincial infantry)

1 x Arnauts (Irregular infantry)

Sekbanbasi Agasi ?

Centre Right

3 x Janissaries

2 x Sekbans (Provincial infantry)

1 x Arnauts (Irregular infantry)

Vidin Pasha ?

1 x Janissaries

3 x Sekbans (Provincial infantry)

2 x Arnauts (Irregular infantry)

Haseki Agasi ?

Reserve Infantry

1 x Elite Janissaries

2 x Janissaries

Rumelian Agasi ?

Rumelian Cavalry

3 x Sipahis (Feudal cavalry)

Anatolian Agasi ?

Anatolian Cavalry

3 x Sipahis (Feudal cavalry)

Suvarileri Agasi ?

Suvarileri Cavalry

3 x Kapikulu Cavalry

Hasan Bey ?

Delis

3 x Light Cavalry

TOTAL (for Free Deployment)

3x Kapikulu Cavalry (27)

6x Sipahis (Feudal cavalry) (30)

3 x Delis (Light cavalry) (9)

1x Elite Janissaries (9)

10 x Janissaries (70)

10 x Sekbans (Provincial infantry) (60)

6 x Arnauts (Irregular infantry) (30)

Total points 235

Optional Austrian Reinforcement

At the time of the battle of Krotzka, Count Neipperg and his detachment was within a short march away of the action and in fact joined the main force on the night of the battle. It is not inconceivable that this force could have marched to the sound of the guns and intervened in the battle. To represent this use the following rule:

From turn 3 of the game onwards, the Austrian player rolls 1D6 to determine if Neipperg's force arrives. On a roll of 5+ the force arrives in MF at the E4 road edge. The die roll is modified with a +1 for every turn after turn 3. On arrival of this force the Austrian break point increases to 8.

Neipperg's force has the following characteristics:

Neipperg -1

Banat Force

2 x Cuirassiers (20)

1 x Dragoons (9)

4 x Musketeers (32)

Total points 61

Bringing Austrian total to 226