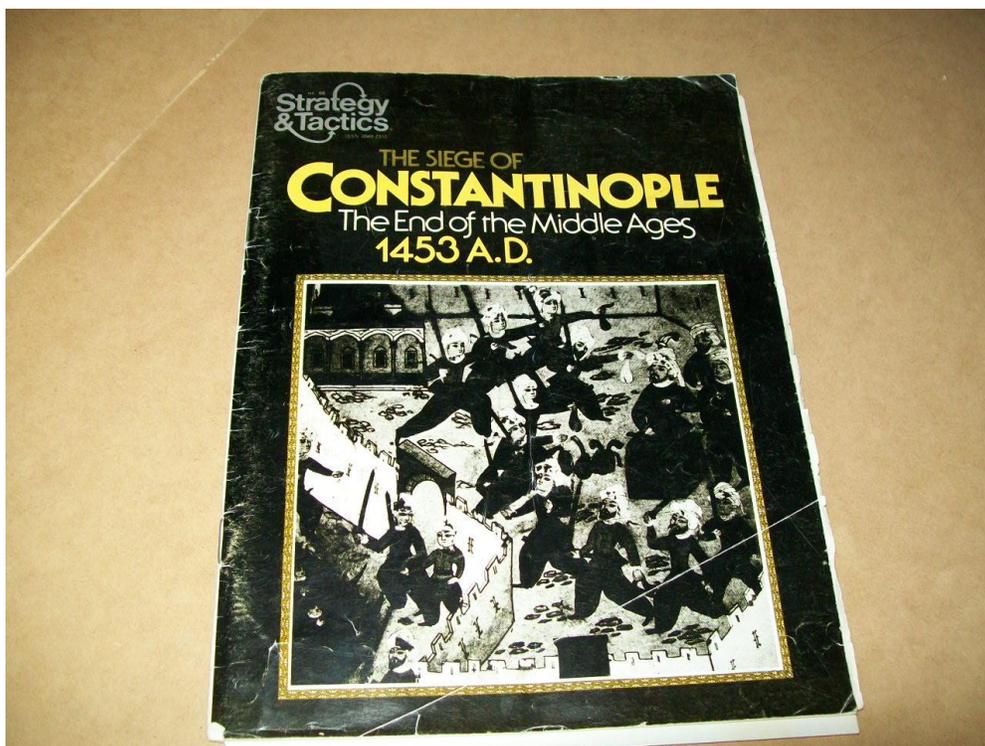


The Siege of Constantinople



This game is in S&T 66. It is quite easy to pick up. (My copy is missing one playing piece and was punched/used when I got it off ebay, but it didn't cost very much.

This is an interesting siege game. It is 2 days per turn, which represents either bombardment of the city walls or assault, depending on the Ottoman player's choice. The Byzantine forces are scarce, but within the safety of the city wall. During an assault turn, the action stretches out for up to ten impulses which presumably occur during the same 2 day game turn.

1453

April 12-27

During the first 8 turns, the Ottoman player decided to bombard the city walls. While doing this, he focuses on digging tunnels to potentially undermine the walls further. The Ottoman engineers worked on three separate tunnels. This work was fairly successful, although a couple of times the tunneling had to be diverted due to running into rocks.

During a bombardment turn, the Ottoman forces only use guns against the enemy walls. They have three types of bombardment weapons. Guns, Cannon, and the Urban Bombard. The Urban Bombard is incredible, but runs the risk of exploding each turn it is used.

This photo shows the Ottoman guns divided by area. Their placement on the map itself doesn't matter and enemy troops cannot attack them. These are used only against the city walls. Six or more hits on a section results in a breach of the wall (shown by the numbered hits on the map).



1453 Bombardment of Constantinople

The Ottoman cannon is quite effective in the area adjacent to the Golden Horn. This is partly because this is the section that has the Urban Bombard as well as a powerful cannon unit. Look at the damage to the outer wall!



Turn 9 Assault

April 28-29

This is a little early to assault, but there was so much damage to the walls and the Byzantines were unable to fix it sufficiently, so the Sultan decided to attack sooner rather than later.

The Ottoman Assault capability is partly decided by chit pull, and this time it was quite effective. The Sultan brought his Jannisaries in, although they formed a second wave. In the northern section of approach Karadja Pasha brought in his contingent of European troops. Then Mahmud Pasha and the Anatolian hordes entered the sector to Kardja's right, followed by the Sultan and his Jannasaries.



Assault continues

The Ottoman forces are closing on the city walls. Note the Foss which blocks the invading troops along most of the wall. Once the Ottoman units get to the foss, they will have to take some time (one impulse) to fill it so

that they can cross more effectively.



Most of the Foss is sufficiently filled to allow the Ottoman assault to progress. Units that haven't moved and are within a two-hex range can use simultaneous fire (bows etc.) Note that the Foss has been filled. (I apparently filled some areas without foss, but this won't affect anything.)



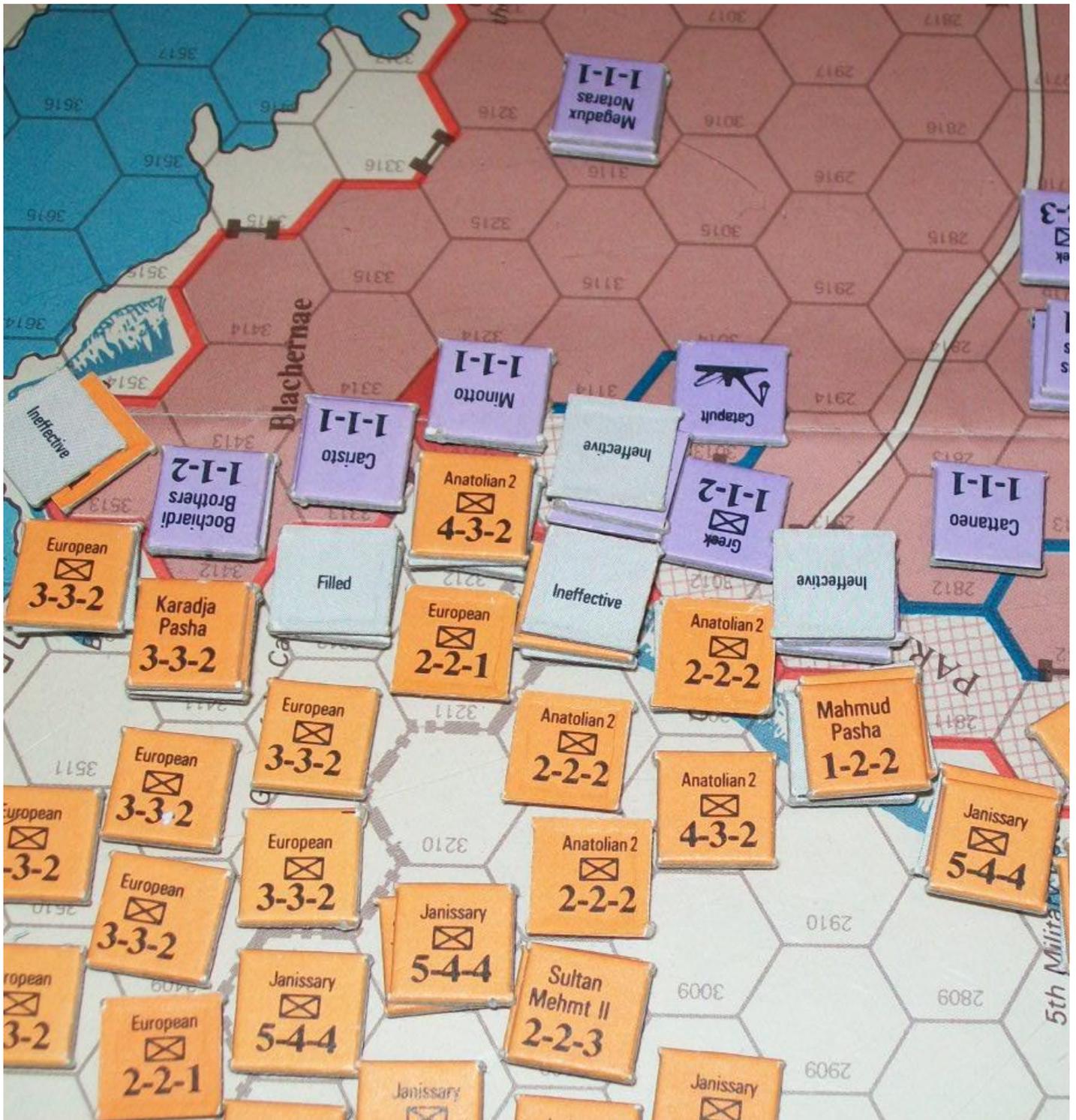
The assault starts to get results

Each impulse involves movement by both sides, bow & arrow fire which is reserved simultaneously, and then each side takes a melee phase. A European unit has made it into the city on the far left flank.



Assault continues

There is a serious breach coming from the Ottoman right flank. Anatolian and Janissary troops have breached the city. Movement through the gate costs an extra movement point and city hexes cost two MP so the Ottoman troops cannot pour in too quickly.



The Assault matures

The Ottoman forces have effected a serious breach into Constantinople. Unfortunately, the assault lasts only 10 impulses and then victory is determined. The Ottoman player needs 25 strength points inside the city to win. Alas, he has only 23 SP. This means that the Ottoman assault force retreats. We will go back to the game turn and pick up with the April 30 through May 1 turn.

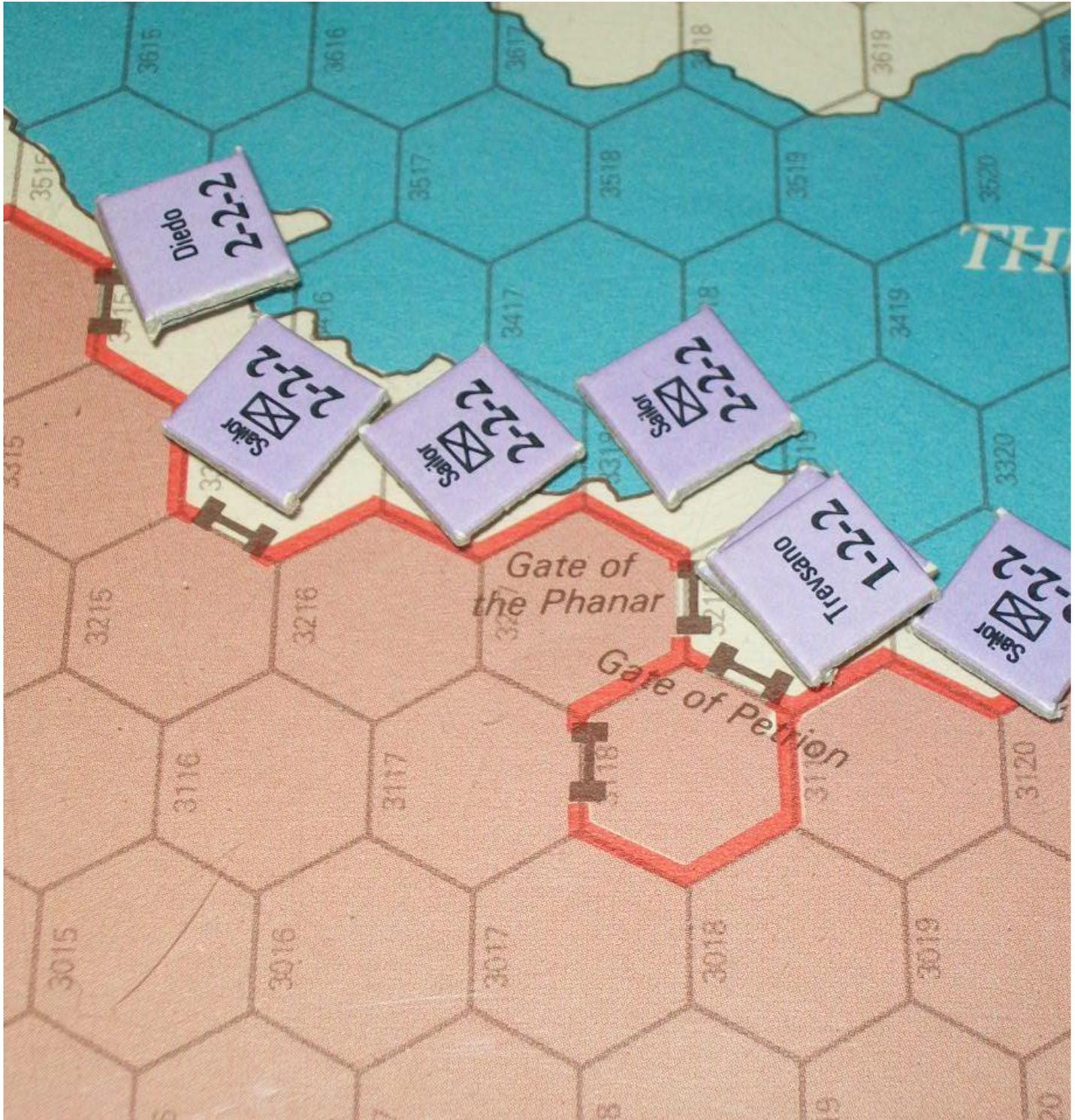
April 30, 1453

The Ottoman player resumes bombardment. This happens to be simultaneous with completion of the pontoon bridge. The bridge will allow Zaganos Pasha and his troops from Pera to cross the Golden Horn and to assault the Byzantines.



May 4, 1453

Diedo and Trevsano lead some of the sailors ashore. These can help to defend against the next wave of assault from the Sultan's army.



May 10, 1453

The Ottoman player declares another assault. This one isn't quite as potent as the initial assault was. On the other hand, the Byzantine garrison has suffered a lot of damage from that first wave. Sultan Memhet II leads the Janissaries in the center. Two areas of the outer wall have suffered significant breaches from prior bombardment. Mahmud Pasha leads Anatolian troops on the right flank. (The left is Ishak Pasha and more Anatolian troops.)



The Assault

Ottoman forces attack in three zones. Ikshak Pasha manages to break through on the Ottoman left, but he suffers heavy casualties. Sulten Mehmet II pushes through in the center. The right isn't breaking through, but it

has ties up a number of Byzantine troops.

Photo is an overview



Constantine XI Surrenders

The assault turn lasts through 9 impulses at which time the Ottoman forces have broken through in sufficient strength to win the game.

Ishak Pasha and Antonia infantry has a strong position on the Ottoman left and a foothold into the city.



The Byzantine Center is completely disrupted. The Sultan's Janissaries are through with at least 20 SP.



Orhan

Janissary
5-4-4

Janissary
5-4-4

Janissary
5-4-4

Cattaneo
1-1-1

Jacobo Contarini
2-2-2

Janissary
3-3-4

Janissary
5-4-4

Janissary
5-4-4

Filled

Siege Tower

9
Breached

Janissary
3-3-4

9
Breached

Sultan