1.0 INTRODUCTION

Great Northern War is a wargame covering the Swedish-Russian War of 1700-09. This period of the war ended with the decisive battle of Poltava. There are two sides in the game, the Swedish Empire and its allies, and the Russian Coalition which is defined as Russia and its allies.

1.1 General Course of Play

Players conduct Actions which generate discrete movement, combat, and other operations. Each turn represents a year of operations. During each turn, players take various Actions, alternating one at a time with the other.

The Great Northern War game system is a modified Gates of Vienna (S&T 295). There are some changes to the rules reflecting developments in warfare in the intervening years, as well as the different game scales (which are not retroactive to the Gates of Vienna game).

1.2 Game Scale

Each game unit represents approximately 1,000 to 10,000 men. Each hex on the map is approximately 45 miles across. Each turn represents one season of operations.

2.0 GAME EQUIPMENT

2.1 The Game Map

The game map portrays the areas of the Baltic, Eastern Europe, and Russia where the original campaign took place.

2.2 Units

Units represent the military formations and leaders that took part in the actual campaign. “Unit Type” is the predominate type of military formation with the unit. Check for E-rules updates to this game @ www.strategyandtacticsmagazine.com.

Nationalities

Sweden: Blue with yellow symbol
Poland-Lithuania (pro-Swedish): Light Blue with red symbol
Cossacks: Navy Blue with tan symbol
Russia: Green with orange symbol
Denmark: Red with white symbol
Saxony: Yellow with gray symbol
Polish-Commonwealth (pro-Coalition): Yellow with red symbol
Brandenburg: Blue with white symbol
Great Northern War: Charles XII versus Peter the Great

Designation: The name or number of a unit, or name of a Leader.

Leader

Regular Infantry

Garrison Infantry

Artillery

Supply train

Regular Cavalry

Irregular Cavalry

Dragoons

Unit Size
Army wing: P
Brigade: X
Regiment: Triangular Flag (Swedish Drabant)
Wings: Square Flag with Crossbar (Swedish 8-6 Dragoon)

Backprinting
Units are printed with an iconic symbol on one side and a military symbol on the other. Players should use whichever side they choose. Old Hands’ Note: The reverse is not a reduced step.

Unit Abbreviations
G: Guard
Kor: Korvolan (flying corps)
Leib: Lifeguard
LG: Life Guard
Prb: Preobrazhensky
Sem: Semenovsky
StP: Saint Petersburg
Val: Valech

2.3 Markers
Markers represent various administrative functions.

Army: Used as substitute markers for units on the map.

Battle: Is a reminder of which hex in which a battle is taking place.

Game Turn: Indicates (front or back) which side has the Initiative.

Fieldworks: Indicates units that have entrenched.

Pillage: Indicates hexes that have been pillaged.

Campaign Markers:
These designate special game events. Also, they may provide modifications to victory conditions.

2.4 Game Terms
Action: A discrete movement, attack or other operation executed by a player.

Contingent: The units of a single nationality. The two sides in the game (Swedish Empire and Russian Coalition) are each made up of several of these contingents.

Force: One or more units in the same hex taking an action together.

Side: The two alliances in the game. The Swedish Player controls all of the forces on the Swedish side. The Russian Coalition Player controls all of the forces on the Russian side.

3.0 SETTING UP THE GAME
Players determine what side they will play. Select one of the scenarios. Then follow the Scenario Deployment Instructions (see the scenarios at the end of these rules).

Note: It’s highly recommended that players read the Action and Campaign events explanations because they contain critical rules.

4.0 HOW TO WIN (VICTORY)
A player wins the game through either a Sudden Death victory or by acquiring victory points (VP) at the end of the game.

4.1 Sudden Death Decisive Victory
A player wins an immediate Decisive Victory at any time either of the following are in effect:

1) The player has at least one Morale Point and enemy Morale has been reduced to zero or lower.

OR

2) The player’s units occupy all Fortresses of belligerent powers on the map.

4.2 End of Game Victory
If no Sudden Death Victory has been attained, then at the end of the Scenario, each player totals their VP per the following calculations.
1) Initiative Determination Phase (8.0) Determine which player has the Initiative (see below). That player will be the “First Player” for the rest of this turn. The other player is the “Second Player.”

2) Morale Phase (7.0) Both players accumulate any victory points which are gained during the Morale Phase (for occupying certain Fortresses).

3) Recruiting Phase (17.0) Both players expend any Morale Points to recruit and deploy friendly units. First player checks first, then the Second.

4) Action Phases (9.0)

4a) First Action Phase The First Player takes one Action (by expending one or more Morale Points), or passes. See the Action Chart for a list of Actions.

4b) Second Action Phase The Second player takes one Action (by expending one Morale Point), or passes.

4c) Third and Subsequent Action Phases The First player repeats step 4a. Then the Second player repeats step 4b. Continue alternating until either both players pass.

5) Mutual Supply Phase (18.0) Optional Each player must check the supply status of all units and take any action called for by the Supply rule. The First player checks first, then the Second.

Note: the Mutual Supply Phase occurs after all Action Phases have been completed.

6) End of Turn Phase If this is the last turn of the game, then determine who won. Otherwise, advance the turn marker one space and proceed to the next turn.

6.0 BELLIGERENTS Countries are either Belligerent or Neutral. Belligerents are controlled by the players.

6.1 Contingents Each player will control one or more contingents (composed of the forces of a country or faction). All units belonging to belligerents on the same side may stack with each other, use each other’s supply, combine in combat, be led by any Leader, etc., unless otherwise stated.

6.2 Neutral Countries which are not Belligerents are Neutrals. Players can never use the units of neutral countries. Belligerent units cannot enter Neutrals, or attack across the border into them, or trace supply through them—they are out of play.

6.3 Diplomacy Neutral countries become Belligerents, and Belligerents may become Neutrals via the play of certain Campaign Markers.

6.4 Control of Forces Sweden and Russia are always belligerent. Otherwise, each contingent in the game is controlled as explained below.

1) Swedish Contingents The Empire player will always control Swedish forces. Additional forces may be added via scenario or Campaign Markers, and include Polish-Lithuanian and Cossack contingents.

2) Coalition Contingents The Coalition player will always control Russian forces. Additional forces may be added via scenario or Campaign Markers. These include Danish, Saxon, Brandenburg and Polish-Commonwealth contingents. Scenarios may start certain countries as Belligerents. In this case, the player takes that country’s Campaign Marker at the start of the scenario.

6.5 Becoming a Belligerent When you play an Alliance Campaign Marker for a country, the following occurs.

1) You gain control of that country. You can maneuver its forces, etc.

2) Return any Peace marker for that country to the Campaign Marker pool.

3) You keep the Alliance marker for that country.

6.6 Reversion to Neutrality When you play a Peace Campaign Marker for a country, the following occurs.

1) Each player removes any Belligerent units which are currently in the Neutral country’s territory and places them in any friendly controlled Fortress within 12 hexes. If no such Fortress exists, then place those units in the Reinforcement Display.

Example: Saxon reverts to Neutrality. A Swedish force in Saxony is then picked up and placed in, say, Swedish controlled Warsaw.

2) The player who formerly controlled the Neutral picks up all its surviving forces on the map and places them in any Fortresses in that country. This is regardless of distance.

3) Return the country’s Alliance and Peace markers to the Pool.

Note: Brandenburg, Denmark, and Saxony can revert to neutrality (via Campaign Marker play). Other powers, once belligerent, never revert to neutrality.

6.7 Poland & Factions At the time of the Great Northern War, Poland was part of the Kingdom of Saxony. However, there was a pro-Swedish faction and this led to endemic civil war. Therefore, in the game, the following is in effect.

1) The territory of Poland is always in play. It never becomes a neutral.

2) The Russian Coalition always controls Polish-Commonwealth units.

3) The Swedish Empire always controls Polish-Lithuanian units. These units appear only if the Swedish Empire player plays the Coalition Poland-Lithuania Campaign Marker. Once in play, they are recruited normally.

6.8 Cossacks Cossack territory consists of the hex of Baturin (which, for game purposes, is not part of Russia). Once the Cossacks become a belligerent, they remain belligerent for the remainder of the game.
6.9 Holy Roman Empire
Hexes of the Holy Roman Empire are always open for play. There are no Holy Roman Empire units, however.

6.10 Holstein
The Holstein region is only featured on the map as the city of Gottorp (Hex 1030). Gottorp is therefore considered part of Holstein, not Denmark.

7.0 MORALE
Morale Points (MP) represent a side’s level of military and diplomatic ascendancy. Each side starts a Scenario with a number of Morale Points. They gain or lose more in the course of play. Players expend Morale Points to conduct various game Actions.

7.1 Keeping Track of MP
MP are recorded on the Morale Track using the Morale markers on a scale of “one” to “fifty.”

7.2 Gaining / Losing MP
See the Morale Chart for specific Actions that raise and lower Morale Points. If two or more events occur simultaneously that would change a player’s Morale Value, first add and then subtract all Morale Point changes that must be applied. In any case, a side’s Morale Value may never exceed 50; any excess is not accumulated.

7.4 Morale Collapse
If a side’s Morale Value reaches zero, it cannot go any lower. This will trigger a Sudden Death Victory, however (see 4.0).

7.5 Expending MP
You expend MP to initiate Actions. Each Action generally costs one Morale Point. Certain Actions may cost more (and sometimes zero), and this is explained under the Actions tabulation at the end of the rules. Expending MP for Actions is entirely at the player’s option.

7.6 Gaining & Losing MP
MP can be gained and lost per the following circumstances.

1) Morale Phase: During the Morale Phase, you gain the MP for occupying various Fortresses on the map (including Allies’ Fortresses). Check all hexes on the map which have a MP value, total up the MP for them, and add that to your Morale Index.

2) Winning a Battle or Siege: The instant that you win a battle or siege, your side gains the MP designated on the Morale Chart. The instant that you lose a battle or siege, your side loses the MP designated on the Morale Chart. This will depend on the number of combat factors plus command value points eliminated on the losing side in the battle.

3) Campaign Markers: The play of certain Campaign Markers will cause the gain or loss MP when you play them.

7.7 Minimum
You can voluntarily expend Morale Points down to “one”, but no lower. You may be forced to zero or lower MP by losing battles. Certain Campaign events will cause a side’s Morale Index to be reduced—and this may cost you the game (unless otherwise noted in the event).

7.8 Other Losses
Units which are eliminated for non-combat game events (such as Supply Attrition or Campaign events) do not change morale.

7.9 Morale Collapse
Losing MP may cause you to go to below zero. If so, then you immediately lose the game (see 4.0).

8.0 INITIATIVE
During the Initiative Phase, determine who will be the “First” and “Second” player for the remainder of the Turn.

8.1 Procedure
The side that has the higher Morale has the Initiative. Flip the Turn marker to that player’s side. The other player is the Second Player.

8.2 Ties
In the event of tied Morale Points, each player rolls one die and the high roller has the Initiative.

8.3 Effects
Generally, the player with the Initiative does everything first if both players can do something in a single Phase. The player with the Initiative retains it until the next Initiative Phase. This is so even if Morale changes during the turn.

8.4 Alternating Actions
The player with the Initiative can declare a new Action. If the other player cannot declare an Action, the Initiative passes to the other player. If both players cannot declare an Action, the Initiative passes to the other player. Actions can be conducted only by player.

Designer’s Note: Units may only move, fight, powder their wigs, etc., by taking actions. This reflects numerous command control and logistical factors of the original campaign. Also, the Action Chart is part of the rules and the discerning player should read it!

9.0 ACTIONS
An “Action” is the term for the basic increments of movement, combat, and/or other player-initiated actions as the game progresses. These are listed on the Actions chart. Some actions can be conducted only by one player.

9.1 Procedure
Declare which Action you will take. Expend the MP required for it. Then execute the Action.

9.2 Number of Actions per Turn
A player can perform any number of Actions in a single turn as long as he has enough MP to expend. You cannot initiate an Action if that would bring your MP to zero or lower.

9.3 MP Cost
The number of MP you need to expend to execute an Action are listed on the chart. An Action which costs zero MP means you do not have to expend MP for it, but it still counts as one Action.

9.4 Alternating Actions
The First player has the option to either declare an Action or Pass. The Second Player then has the option to either declare an Action or Pass. Players can continue taking Actions until both Pass sequentially.

Example: The first player starts the turn by passing. The second player takes an Action. The first player then passes again, and the second player takes another Action. Once both players have passed in a row, that ends the Actions for that turn.

9.5 Types of Actions
All possible actions for the game are described on the Action Chart (some of them have additional rules that deal with their details). Players may pick any Action any number of times in the course of a game (within other restrictions). In general, Actions include a) Moving a Force and/or Attacking, b) Picking/playing a Campaign Marker, or c) Special Actions.

9.6 Leaders
Certain Actions require a Leader to be with the initiating force. All other actions do not require Leaders.

9.7 Multiple Actions
Campaign Markers may allow a player to take additional Actions. These are “free” Actions and do not cost MP.
9.8 Forces
A “Force” is defined as a single group of units conducting an Action together. A force can consist of one or more units. The specific types of units which can conduct an Action as a single force are defined by the Action Chart.

Example: An action that calls for a force to move and attack means the player could take some or all units in a particular hex and then move them together and, upon completion of that movement, attack.

9.9 Multiple Actions
Generally, a unit may participate in any number of actions per Turn (until both sides pass).

Example: A unit may move as part of a Force, then in a subsequent Action, engage in Siege attack, and then later move and attack again.

9.10 Non-Repeatable Actions
Generally, you may repeat an Action more than once per Turn. Some exceptions are stated on the chart.

9.11 Allies
All units on the same side can conduct operations as part of the same force, use each other’s supply units, etc.

10.0 MOVEMENT
You move units by initiating a Movement Action (see the Action Chart). Each movement Action consists of moving one Force of units.

10.1 Movement Procedure
You move a Force through a path of contiguous hexes. As the Force enters each hex, the Force pays one or more Movement Points from its Movement Allowance to do so.

10.2 Mobile & Static Units
Mobile units have a movement of “1” or more. Static units have a movement of “0” (zero). Only mobile units can move.

10.3 Forming a Force
At the start of the movement Action, designate which units in the hex will form the Force. This can be some or all of the units in that hex. Once a Force has been designated, it may not “pick up” additional units as it moves.

Example: A hex contains a cavalry, an infantry and a Leader. The player designates the Leader and Cavalry as the moving Force. They move together, leaving the infantry in the hex.

10.4 Movement Allowance
The Movement Allowance is the movement value of the slowest unit in that Force. For instance, a hex with a cavalry unit (8) and an infantry unit (5) would only move five.

10.5 Movement Parameters
A Force may use some or all of its Movement Allowance. A Force cannot exceed its Movement Allowance during a friendly Movement Phase, with the exception that a Force may always move one hex per friendly Movement Phase (as long as it is not into an otherwise prohibited hex or through enemy ZOC; see 12.0), even if it does not have sufficient Movement Points to pay the entire cost of that one hex.

10.6 Dropping Off Units
A Force may drop off units as it moves. Those dropped off units may not move any further in that Action. If the slower units are dropped off, the movement allowance of the Force becomes the movement allowance of its new slowest unit.

10.7 No Take Backs
All movement is final once a player’s hand does not have sufficient Movement Points to pay the entire cost of that one hex.

Note: This rule should be strictly enforced.

10.8 Terrain Effects
Generally, a Force pays one Movement Point to enter each hex, regardless of its terrain type. However, the following special cases apply.

Rugged Terrain: Units that enter a Forest, Rough, or Swamp hex must pay the number of movement points indicated on the TEC.

Rivers/Straits: Units must pay the designated number of movement points when crossing a river or strait. This is in addition to the movement cost for entering the terrain on the other side.

Lake Hexsides: Units may cross lake hexsides by expending all their movement points. They must end their move on another partly land hex (they cannot enter a full lake hex).

All Lake or All Sea: Units cannot enter or move across (but see Naval Movement; 23.0).

10.9 Enemies
A friendly unit may never enter a hex containing an enemy unit.

10.10 Zone of Control Effects
Units that enter an enemy Zone of Control must immediately cease their movement for that Action. Friendly units’ Zones of Control do not affect the movement of friendly units. See the Zone of Control rule for details (12.0).

10.11 Forced March
This is a special form of movement. It is explained under the Forced March Action (see the end of the rules).

10.12 River Transport
This is a special type of movement explained in the Actions Chart.

10.13 Retreat & Pursuit
These are special types of movement which take place during combat. See 14.0 & 15.0.

11.0 CONCENTRATION (STACKING)
More than one unit in a hex is called a “stack.” Generally, a player may have an unlimited number of friendly units in a hex. However, the Supply rules may make life difficult for such units.

11.1 Hex Non-Interoperability
Friendly and Enemy units may never be in the same stack.

11.2 Stack vs. Force
Any or all units of a stack may operate as a Force (9.8).

12.0 ZONES OF CONTROL
All belligerent units have Zones of Control (abbreviated “ZOC”). The ZOC consists of the six hexes immediately surrounding a unit as shown in the illustration above. Hexes upon which a unit exerts a Zone of
Control are called controlled hexes, and the dynamics of ZOC as follows. 
1) All units exert a ZOC at all times, regardless of the current Phase. 
2) The presence of ZOC is never affected by other units, enemy or friendly. 
3) ZOC extends into and out of all types of terrain (except Fortresses; see 12.7).

**Exception:** Neutral units do not have ZOC.

### 12.1 Multiple Zones of Control
Both friendly and enemy units can exert their ZOC upon the same hex. There is no additional effect if multiple units cast their ZOC over the same hex. Thus, if a given unit is in an enemy ZOC-controlled hex, the enemy unit is also in its ZOC-controlled hex (unless in a Fortress situation per 12.7).

### 12.2 ZOC Movement Effects
Units must cease their movement upon entering enemy Zones of Control.

### 12.3 ZOC Disengagement
A force taking an Action may exit an enemy ZOC if it began that Action in an enemy ZOC. Move the Force to a hex not in an enemy ZOC, and then continue moving normally. A unit that disengages may move into an enemy ZOC in the same move as long as it does not move directly from one enemy ZOC to another.

### 12.4 ZOC Effects on Combat
Units are not required to attack simply because they are in an enemy ZOC. However, ZOC do impose limits on retreats.

### 12.5 ZOC Effects on Lines of Communications
Enemy ZOC block friendly Lines of Communications (see 18.0).

### 12.6 ZOC Negation
ZOC are negated in two cases:
1) **Fortresses:** ZOC never extends into or out of Fortresses. 
2) **Lakes & Seas:** ZOC do not extend across all lake and all sea hexsides.

### 13.0 COMBAT (BATTLE)
You initiate Combat by taking an Action which allows for an attack. Combat is defined as when a friendly force attacks an adjacent hex containing enemy units.

#### 13.1 Attacking & Defending
The Player initiating the Action is termed the “Attacker,” and the other player is the called the “Defender” in a “battle” (i.e., the resolution of a single attack).

#### 13.2 Who May Attack
Combat is conducted per the following parameters.
1) Only one Force may attack per Action (consisting of any or all friendly units in one hex), and they may attack only one adjacent hex containing any enemy unit(s). 
2) All units with a combat strength in a Force may attack. 
3) The Attacking force must be adjacent to the defending Force.

#### 13.3 Attack Procedure
For each battle, follow these steps in order:
1) The attacking player designates which Force will attack one particular hex. 
2) Reveal all units in both the attacking and defending hexes. 
3) Total the combat strength of all the attacking units in that battle. Make any adjustments for Leaders and Campaign Markers. 
4) Total the combat strength of all the defending units that are the target of the attack. Make any adjustments for Leaders, Terrain, and Campaign Markers. 
5) Divide the attacker’s strength by the defender’s strength, then multiply by 100 to get the Combat Percentile. 
6) Consult the CRT and use the corresponding Percentile Column to resolve the attack. Otherwise, use the Linear CRT to resolve the attack. 
7) Make any adjustments for Supply Expenditure (see 18.8). 
8) The attacker then rolls one die. Cross-index the die roll with the Percentile Column to determine the result of that battle. 
9) Apply this Combat Result immediately, including Retreats/Advances after Combat.

#### 13.4 Relevant Actions
The **Initiate a Battle** lets you attack with a Force but that Force cannot move. The **Move a Force of Units and then Initiate a Battle** lets you move a Force and then conduct an attack at the end of that movement.

#### 13.5 Battle Commitment
Once an attack is declared and any support is added by the player, you cannot call it off.

#### 13.6 Attacker Unity
If you move a Force of units into a hex containing other friendly units and then conduct an attack, you can add any of those units to the Battle.

#### 13.7 Defender Unity
All defending units in a hex must be attacked together as one combined defensive force. Defending units cannot be withdrawn.

#### 13.8 Combat Results Table (CRT)
There are two CRTs: Linear and Shock. The attacker chooses which CRT will be used under the following conditions.
1) The Linear CRT can always be used. 
2) The Shock CRT can be used only if the attacking force consists of at least 50% Swedish national units. This is in terms of total number of units (including leaders) not combat factors.

#### 13.9 Doubling of Combat Strength
Various conditions will cause a unit’s combat value to be “doubled” (e.g., Leaders). If more than one factor would double a unit’s strength, it is tripled (but never more than tripled).

#### 13.10 Leader Effects on Combat
Leaders have a Command value. This is the number of friendly units in the same force whose combat strength they can double. You can choose which units you can double.

If you have more than one Leader in a stack, you can use them all. However, you cannot double a particular unit’s strength more than once. And if you have more leader value points than leaders, the excess cannot be used. Also, leader value may not be used to double the value of Leaders.

**Example:** You have two leaders in a stack, one with a “2” and the other with a “1.” You could double the value of three different units.

#### 13.11 Shifts
After the CRT Percentile column has been determined, determine if it will be shifted from the current column to another column. A shift to the right on the CRT favors the attacker, a shift to the left favors the defender. If both the attacker and the defender have shifts, total them and then subtract the defender’s from the attacker’s to determine the final shift.

**Attacker Shifts**
**Prepared Assault:** If the attacking force did not move, and this is a battle and...
not siege, then shift one column to the right. See the Prepared Assault Action. **Attacker Supply:** the attacker announces if he will expend a supply unit in the attacking force’s hex. If he does, shift one to the right. (18.8)

**Attacker Cavalry Superiority** [see 13.13]: shift one column to the right.

**Counterattack:** if conducting a counterattack (18.8).

**Defender Shifts**
- **Terrain:** depending on the terrain in which the defending force is located, there may be one or more shifts to the left. See the TEC.
- **Defender Supply:** the defender announces if he will expend a supply unit in the defending force’s hex. If he does, shift one to the left (see 18.8).
- **Defender Cavalry Superiority** [see 13.13]: shift one column to the left.

**Example:** The attacker has two shifts; the defender has one. Final shift is one to the right.

### 13.13 Maximum & Minimum Shifts
Any shifts that become greater or less than the maximum/minimum columns on the CRT is resolved at that maximum/minimum column on the CRT.

**Example:** The attacker has five combat factors (and two shifts) and the defender has 15 factors (and no shifts); the baseline column is 49%-1%, shifted two to the right, becoming 100-149%.

**Note:** This means that small forces will be able to exploit shifts to gain good combat odds.

### 13.14 Terrain Effects on Combat
Defending units benefit from the terrain in the hex that they occupy and/or that hex’s perimeter hexides it is attacked through. The effect of terrain on combat is reflected by shifting the percentile column to the left as indicated on the Terrain Effects Chart. Only the defender gains any effect from terrain. Terrain in hexes occupied by the attacker has no effect on combat.

### 13.15 Non-Cumulative Terrain Benefits
The terrain benefits for combat are not cumulative. A defending unit in a particular hex receives only the single most advantageous terrain benefit (for the defender) in a hex or through a hexside.

### 13.16 Fortresses & Combat
See the Fortress rule (16.0).

### 13.17 Explanation of Combat Results
Combat results are explained in 26.0. Once determined, combat results are applied immediately, including Eliminations, Retreats, and/or Pursuit. They are applied in the order given in the chart.

### 13.18 Battle “Winner”
Combat results will designate one side as the winner. The winner is the player who will collect Morale Points for enemy units eliminated in the battle. The other player (the loser) will lose them. Also, in order to win a battle, a side must have at least one surviving unit.

### 13.19 Extracting Losses
When a combat result calls for units to be eliminated, the player who is to lose the units selects which ones will be lost.

### 13.20 Percentage
Losses are in terms of a percentage of a force’s combat strength (25%, 50%, 100%). The player must eliminate units whose printed combat factors are at least equal to the percentage total. Even if a unit’s strength was doubled, use the printed value for extracting combat losses, not the doubled value. Units with parentheses combat strength count as combat factors.

**Example:** If you are directed to eliminate 50% of a force containing a “4”, a “3”, and a “2” (total = “9”) then you could eliminate the “3” and the “2” (or the “4” and the “2”).

### 13.21 Leaders
A Leader’s combat value counts as combat factors. You can eliminate them based on their combat strength (not leader value).

### 13.22 Status of Eliminated Units
Generally, units eliminated in combat are placed in the Reinforcement Display and can be recruited again. See the Leader rules for special cases.

### 13.23 MP for Battles
Morale Points are distributed as follows.

1) The side designated by the combat result as losing the battle totals the following. The combat strength points of eliminated units, plus the command value of eliminated Leaders.

   - If the total is 0-9, then apply the Skirmish Victory MP gains/losses.
   - If the total is 10-19, then apply the Minor Victory MP gains/losses.
   - If the total is 20-29, then apply the Major Victory MP gains/losses.
   - If the total is 30 or more, then apply the Decisive Victory MP gains/losses.

2) See the Morale Chart for actual MP changes. The winner will gain MP and the loser deduct them. See 7.0.

**Player’s Note:** Only the losing side’s losses count for this. The attacker’s losses do not.

### 13.24 Fortresses & Stalemates
When attacking a Fortress, the attacker must clear the defender entirely from the Fortress hex to be a winner. Otherwise, the battle ends in a stalemate.

**Example:** The Russians attack a Fortress containing two Swedish units and inflict a DD result. The Swedes lose one unit but do not retreat. Neither side wins the battle. However, if a DE had been inflicted and the Swedes were wiped out, then the Russians would be declared the winner.

### 14.0 RETREAT AFTER COMBAT
Retreat is a special form of movement that may be required of a Force that loses a battle.

### 14.1 Retreating
Retreat is movement which is required by a combat result. There are two types of retreat in the game: withdrawal and routing, explained as follows.

**Withdrawal**
Units that are called upon to withdraw must do the following.

1) The owning player moves them two hexes.
Great Northern War: Charles XII versus Peter the Great

2) All units must retreat together.

Routing
Units that are called upon to rout must do the following, in this order.

1) Supply Trains and Siege
   Trains are eliminated.
2) For all other units, roll one die for each unit. The owning player retreats
   them that number of hexes.

14.2 Leaders & Elite Regiments
These units always treat “Rout” as “Withdrawal.”

14.3 Retreat Procedure
When a combat result requires units to retreat (either by Withdrawal or Rout), the owning
player must immediately move each such unit the indicated number of hexes away
from the hex it occupied during the battle.

14.4 No Movement Point Cost
Retreat is not considered normal movement; retreating units pay one
Movement Point per hex entered regardless of terrain (including rough, etc.).

14.5 Retreat Restrictions
1) Units may not ever retreat off the map.
2) Units may not retreat into hexes containing enemy units.
3) Units may not retreat across all-lake hexes or into all sea hexes.
4) Units may not retreat through enemy ZOC if possible. However, if an alternative
   retreat rout is not possible, you may retreat each unit into an enemy ZOC. If it
does so, however, you must roll one die for each unit as it enters each enemy ZOC
   hex and apply the results as follows:

   Leaders, Cavalry, Dragoons, Irregular Cavalry, Elite units: die roll of
   “1-2” = eliminate the unit; “3-6” = the unit is not affected by the ZOC.

   All other units: die roll of “1-4” = eliminate the unit; “5-6” = the unit is not
   affected by the ZOC.

5) When retreating across a River (even if bridged), a unit must roll one die.
   On a “1-2” = eliminate the unit; “3-6” = the unit retreats safely.

14.6 Inability to Retreat
A force which has no option other than

to retreat into enemy unit’s hex or into/ across forbidden terrain is eliminated.

14.7 Multiple Retreat Checks
If a unit retreats into an enemy ZOC and
survives, it continues retreating. But if it
enters another enemy ZOC, it must roll again.
If retreating into both an enemy ZOC and
across a river at a single hex, the player must
make a separate die roll for each condition.

14.8 Going the Distance
A retreat path may zigzag to avoid unit
destruction, but the length of the retreat path
must be the full indicated number of hexes. If
the unit reaches a map edge or prohibited hex
before reaching the full required distance,
it is eliminated in the last hex if it has no
alternative. That is, there is no doubling back of
a retreat route into a hex that has already been
retreated into by that same retreat unit.

14.9 Retreating Units through
Friendly Units
Retreating units may retreat into and
through friendly units without penalty.

14.10 Fortress Negation of Retreat
Units inside of a Fortress ignore all Withdrawal
and Rout move results, regardless if they
are attacking or defending. Any losses they
take for the result are still applied, however.
If a unit outside of a Fortress makes a
retreat move into a Fortress, it may cease
its movement in that Fortress hex. In this
instance, it does not have to go the distance.

14.11 Morale
Units eliminated owing to retreat
restrictions count for size of victory to
determine Morale Points lost or gained.

15.0 PURSUIT AFTER COMBAT
Pursuit is a special form of movement
winning units may undertake.

15.1 Procedure
Victorious attacking or defending units can
Pursue if combat result calls for it. This is
entirely at the player’s option; no unit is
required to advance, and pursuit costs no
MP. Any option to Pursue must be exercised
immediately before any other battle is resolved.

15.2 Length of Pursuit
Eligible units can pursue one hex.

15.3 Who is Eligible to Advance?
Any or all surviving victorious units that
participated in the battle may advance.

Exception: Artillery and Supply
Trains cannot ever pursue.

15.4 Pursuit Path
The first hex of Pursuit must be into the hex just
cleared of enemy forces. The second hex (for
leaders and cavalry) may be in any direction.

15.5 Enemy ZOC
Pursuing units can ignore enemy Zones of
Control (moving through them freely). They
may not enter hexes containing enemy units.

15.6 Terrain
Units do not expend Movement Points nor
stop for terrain considerations when Pursuing.
There is no bonus for advancing along roads,
nor penalty for advancing through enemy or
across rivers. Units may not Pursue across
otherwise prohibited hexes, however.

16.0 FORTRESSES & SIEGE
There are two types of Fortresses in the
game: Major and Minor. They both function
in the same general way, with a Major
Fortress providing more in the way of
defense (also see Logistics 18.0). Where
the term “Fortress” is used, it refers to both
Major and Minor Fortresses. Otherwise,
the specific type of Fortress is indicated.

16.1 ZOC
ZOC of units within a Fortress do not
extend out. ZOCs never extend into a
Fortress from the outside. This is regardless
if the Fortress is occupied or not.

16.2 Effects on Reinforcements
See 17.0.

16.3 Effects on Retreat
See 14.0.

16.4 Attacking Fortresses
Attacks on Fortresses are resolved as a
modified form of combat, specified as follows.

1) A force may not both move and then
   attack a Fortress in the same Action.
2) Units inside a Minor Fortress receive
   the defense shift stated on the TEC.
3) Units inside a Major Fortress receive
   the defense shift stated on the TEC.
4) Units inside a Fortress are not affected by retreat results (whether attacking or defending).

16.5 Artillery & Siege Attacks
If the attacker has any artillery units in his force, then when attacking a Fortress:

1) If attacking a Minor Fortress, the defender receives a reduced shift (see the TEC).
2) If attacking a major Fortress, the defender receives a reduced shift (see the TEC).

Note: Even if the attacker has artillery, retreats are negated for units in Fortresses. If there is more than one artillery unit in an attacking force, there is no additional effect.

16.6 Breakout Combat
A Force inside of a Fortress may attack adjacent enemy units. One Force inside of a Fortress may attack one such adjacent enemy Force. In this case, resolve the combat as a Battle, but the attacker would ignore retreats.

17.0 RECRUITING & REINFORCEMENTS
Reinforcements are units which can enter play after the game has begun.

17.1 Types of Reinforcements
There are several types of reinforcements, listed as follows:

Recruits: Units which players build during the Recruit Phase.

Contingents: Groups of units that are initially placed off map but then placed as a result of Campaign Marker instructions (these include the Polish-Lithuanians, controlled by the Swedish player.)

Actions: Some Actions will generate additional reinforcements (e.g., Emergency Recruit). These are placed at no cost in MP.

Events: Some Campaign events will generate additional reinforcements. These are placed at no cost in MP.

17.2 Recruits
The scenario will state which units begin the Recruit Pool. During the Recruit Phase, each player may expend MP to bring in new units from the Recruit pool. The costs in MP are listed on the Recruit Chart.

17.3 Placement
The Recruit chart gives locations for placing friendly units.

Friendly unit: same hex as a friendly unit regardless of location.

Friendly occupied Fortress: Any Fortress occupied by a friendly force.

Friendly occupied home country Fortress: Any Fortress in the same country as the unit being recruited occupied by a friendly force.

17.4 Replacement Parameters
A Leader, once eliminated, is permanently out of play. Other units which have been eliminated are placed in the Reinforcement Display box; they can be returned to play via Recruiting, Events, and Actions.

17.5 Russian Old and New Army
The cost for certain Russian units are doubled prior to the play of the Russian New Army Campaign Marker (see the Recruit Table). After the Coalition has played this marker, pay normal costs for Russian units.

17.6 Poland
There are two Polish factions described as follows.

Polish-Commonwealths
These are recruited and controlled by the Coalition player.

Polish-Lithuanians
In the 1700 scenario, start all Polish-Lithuanian units in their off-map box. When the Swedish player plays the Coalition: Polish-Lithuanians, place all those Polish-Lithuanian units in Warsaw. Thereafter, he can replace Polish-Lithuanian units normally. These units cost no MP initially, but do cost to replace.

17.7 Gaiters on the Ground
A player may not recruit units unless there is a hex available to place them in.

Example: The Swedes occupy all Danish Fortresses; therefore, the Coalition player cannot recruit Danish units.

18.0 LOGISTICS (OPTIONAL)
See the on-line optional rules to add logistics restrictions to the game.

19.0 LEADERS
Leaders act as other units, but have special rules, summarized as follows.

19.1 Actions
Certain Actions may be performed only with a Leader (e.g., Forced March, Rally and Replace).

19.2 Combat
This is explained under the Combat rule (13.0).

19.3 Leader Attributes
Leaders have ZOCs, engage in combat using their combat strength, etc. (because they also represent guard formations).

19.4 Sovereigns
If Charles XII or Peter I is eliminated, roll one dice and subtract that number from the friendly MP total.

19.5 Marshals
Marshals represent the general pool of high level commanders. If a Marshal is eliminated, then the counter is returned to the Available recruits box (A Marshal can never be permanently eliminated).

Note: The Polish Hetman leader counts as a Marshal.

The Cossack and Polish-Lithuanian forces also have marshals.

20.0 SPECIAL UNITS
The following units are considered special, for one reason or another:

20.1 Elite Regiments
These are in Automatic Supply for the Attrition check. If they receive a Routed combat result, they treat it as a Withdrawal.

20.2 Cavalry & Dragoons
Regular Cavalry and Dragoons count for Cavalry Superiority. Irregular cavalry do not.

20.3 Wing Sized Units
Wings cost more MP than brigade-sized units of the same type to recruit. They otherwise act the same. Each Wing counts as one unit for Forage (see 18.0).

Note: The following units (only) are wings: three Cossack Light Cavalry, 8-6 Russian Dragoons.
21.0 CAMPAIGN MARKERS

Campaign Markers represent various diplomatic and military activities which affect the campaign, as well as the chaos of war.

21.1 Procedure

Picking Campaign Markers is an Action. Expends one MP and pick one marker from the pool. Upon picking the marker, read and follow the instructions.

21.2 Pool

Each player places all their Campaign Markers in a wide-mouthed opaque container called the pool. Markers are drawn at random from it (there will be one Russian Pool and one Swedish Pool).

21.3 Disposition

Event explanations will state:

**Immediate:** Execute the instructions upon picking it.

**Hold:** Execute it immediately, or keep it in your holding box and play it layer as a separate Action.

**Return:** Place it back into the Pool after playing.

**Remains in Play:** The marker remains in effect for the remainder of the game. Place it in the box on the map as a reminder.

**Discard:** Play the marker then remove it from play permanently.

21.4 Order of Precedence

Instructions in the Campaign Marker explanations may supersede the game rules.

21.5 Secrecy

You may keep your Campaign Markers hidden from the other player. You must reveal them upon playing.

**Note:** Some Campaign Markers can cause you to lose MP. If you go to zero or less, you can lose the game (see 4.0). As a special case, the Attrition marker cannot force you to go to less than “one.”

22.0 FOG O’WAR

Players may not examine stacks of enemy units except when adjacent to their own units.

23.0 NAVAL OPERATIONS

The side that controls the Baltic Sea is initially set by the scenario. Use the Naval marker to indicate control. Control may change depending on play of Naval Battle event markers.

23.1 Naval Movement

A Naval Movement is defined as:

1) Moving from a Port hex to another Port or coastal hex; OR
2) Moving from any coastal hex to a friendly occupied Port.
3) All such movement takes place within the Baltic Sea (it cannot take place across lakes).

23.2 Naval Movement Prerequisites

1) All moving units must start in the same hex and land in the same hex. They can conduct no other movement in the same turn.
2) A player can move a maximum of ten units by sea in a single action. Leaders do not count against this total, but must be part of the moving force.
3) The landing hex cannot contain enemy units.

23.3 Naval Movement Procedure

1) If a side controls the Baltic Sea, then the movement is automatically made.
2) If a side does not control the Baltic Sea, then it must roll one die when attempting a naval move:
   - 1-3 = naval moves succeeds
   - 4-6 = naval move fails; units remain in starting hex.

23.4 Combat

Units making a naval move can attack normally at the end of the move. They cannot attack from an all-sea hex—they must land first.

24.0 SWEDEN

The Swedish Empire consists of Sweden proper, Finland, the Baltic provinces, Pomerania and Holstein (hex 1030).

24.1 Sweden Proper

Only Swedish national units can enter Sweden proper. Units from all other countries, friendly or enemy, may never do so. All hexes in Sweden proper are always Swedish-controlled. There is no need to garrison them.

24.2 Swedish Hinterland

Swedish units moving in Sweden proper can move to any other hex in Sweden as their entire move. Also, they can end their move on any north map edge hex in Finland, and move vice versa.

25.0 ST. PETERSBURG

The Russian player can build St. Petersburg on the Nyenskans hex. This is indicated by placing the St. Petersburg Campaign Marker on the hex (the Coalition would have to have first picked the marker before playing it).

25.1 Procedure

Building St. Petersburg is an Action. This is explained on the Actions chart. Place the marker in the hex.

25.2 Effects of St. Petersburg

St. Petersburg serves as a Major Fortress and Port. It provides 5 VP. Once it is placed, it may never be removed (even if enemy occupied).

26.0 COMBAT RESULTS EXPLANATION

All of the possible combat results are listed and explained as follows.

26.1 AE: Attacker Annihilated

Eliminate 100% of attacking units. The defender may conduct Pursuit (see 15.0). Defender is the winner.

26.2 AR: Attacker Routed

Eliminate 50% of attacking force. All surviving units may count as if they were enemy units. The defender may conduct Pursuit (see 15.0). Defender is the winner.

26.3 AD: Attacker Defeated

Eliminate 50% of attacking combat strength. Withdraw the surviving attacking units one hex. The defender may conduct Pursuit (see 15.0). Defender is the winner.

26.4 BB: Bloodbath

Eliminate 50% of defending combat strength. Eliminate 100% of remaining siege trains and supply trains. The defender may conduct Pursuit (see 15.0). Defender is the winner.

26.5 DE: Defender Annihilated

Eliminate 100% of defending units. The attacker may conduct Pursuit (see 15.0). Attacker is the winner.

26.6 DR: Defender Routed

Eliminate all defending siege trains and supply trains. Eliminate 50% of remaining defending combat strength.

25.1 Procedure

Building St. Petersburg is an Action. This is explained on the Actions chart. Place the marker in the hex.

25.2 Effects of St. Petersburg

St. Petersburg serves as a Major Fortress and Port. It provides 5 VP. Once it is placed, it may never be removed (even if enemy occupied).
Rout all surviving defending units. The attacker may conduct Pursuit (see 15.0). Attacker is the winner.

26.7 DD: Defender Defeated
Eliminate 50% of defending combat strength. Withdraw surviving defending units one hex. The attacker may conduct Pursuit (see 15.0). Attacker is the winner.

26.8 CA: Counterattack
Eliminate 25% of defending combat strength. Eliminate 25% of attacking combat strength. If one side has no surviving units, and the other at least one surviving unit, then the side with the surviving units is the winner and may conduct Pursuit. If both sides have been wiped out, the battle ends and neither side wins. If both sides have surviving units, then the original defender must attack the units which just attacked him. This is executed as normal combat, except:

1) The side conducting the Counterattack receives a one column shift to the right.
2) Terrain (and optional fieldworks) provides no bonuses to either side.

26.9 Multiple Counterattacks
If another Counterattack is rolled, then the original attacker now attacks again and receives the one column shift. Terrain bonuses for the defender do not apply. This process repeats until either one or both sides is wiped out, or a non-Counterattack result is rolled.

26.10 Choice of CRT
The player conducting the Counterattack chooses the CRT per 13.7. This does not have to be the same one as the original attack. In the event of multiple counterattacks, a player can choose the CRT for each round, per 13.8.

26.11 Leaders & Counterattacks
You may assign the same or different units to a Leader for use of its command bonus in each round of counterattacks.

26.12 Terrain
Neither side gains any shift for Cavalry Superiority if the original defender’s hex was rough or marsh.

If the original attacking Force did not include all units in a hex, when the defender counterattacks, those non-involved units now become part of the original attacking force. They defend with it against the counterattack, and if another counterattack is rolled, they join the counterattack.

26.13 Supply
The decision to expend a supply unit to gain a combat shift must be made at the start of the battle (see 18.8). Once expended, the supply shift counts for all subsequent rounds of combat, attacking or defending.

Example: The attacker expends a supply unit, gaining a one column right shift; in the counterattack, the original attacker (now the defender) gains a one column left shift.

26.14 Tactics Marker
If a player expends a Tactics marker, it provides the shift for all attacks and counterattacks for the remainder of the battle. It must be played at the start of the battle to apply to counterattacks.

27.0 ACTIONS CHART
Each Action has a name, a cost in Morale Points (MP), and an explanation. Unless an Action specifically states that a force may both move and attack, the force may not do so. Also, Actions which cost zero MP still count as one Action. See chart at the end of the rules.

28.0 OPTIONAL ACTIONS
See the on-line optional rules for some additional optional actions.

29.0 SCENARIOS
Belligerents at the start of the game (Sweden has initiative on Turn 1).

Swedish Empire player controls Swedish forces.
Russian Coalition player controls Russian, Danish, Saxon and Polish-Commonwealth forces.

Neutrals: Brandenburg, Polish-Lithuanian, Cossack.

Short Scenario: 1700-1706
Long Scenario: 1700-1709
Starting Morale Points: 15 (Sweden) and 5 (Russian)
Note: Your MP will be enhanced on Turn 1 during the Morale Phase.

Baltic Control: Swedish
Campaign Markers
The Swedish player starts with one Tactics marker (available). Place all remaining Swedish Campaign markers in one pool.

The Coalition player starts with the Danish and Russian units. Place all remaining Coalition Campaign markers in a second pool.

Russian Coalition (set up first in this order)

Note: All units are brigades unless otherwise stated.

Russian
Russian Fortresses, at least one per hex: 13 garrison infantry. Moscow: Leader Peter; 2 x elite infantry regiments.
Any Russian fortresses: Leader Sheremetev, Menshikov, 1 x dragoon, 3 x irregular cavalry, 1 x artillery.
Recruit Box: all remaining Russian units.

Danish
Each Danish Fortress: one garrison. Copenhagen: Leader Frederick.
Any Danish fortresses: 1 x cavalry, 1 x dragoon, 1 x artillery.
Recruit Box: all remaining Danish units.

Saxon
Each Saxon Fortress: one garrison. Any Saxon fortresses: Leader Augustus, 1 x cavalry, 1 x dragoon, 2 x infantry, 1 x artillery.
Recruit Box: all remaining Saxon units.

Polish-Commonwealth
Each Polish Fortress: one garrison. Warsaw: 1 x cavalry, 1 x dragoon, 1 regular infantry.
Recruit Box: all remaining Polish-Commonwealth units.

Neutrals (placed by Coalition player)

Brandenburg
Each Brandenburg Fortress: One garrison. Berlin: Leader Frederick William; 1 x elite infantry regiment.
Any Brandenburg fortresses: 2 x regular infantry, 1 x cavalry, 1 x dragoon, 1 x artillery, 1 x supply train.
Recruit Box: all remaining Brandenburg units.

Swedish (set up second in this order)

Note: All units are brigades unless otherwise stated.
Great Northern War: Charles XII versus Peter the Great

Swedish National
Each Fortress in Holstein (hex 1030), Pomerania, Baltic provinces, and Finland: one garrison.
Any Swedish fortresses: Leaders Charles XII, Loewenhaupt, Rhenskold, Creutz, Schlippenbach; 1 x elite cavalry regiment, 1 x elite infantry regiment, 3 x cavalry, 3 x dragoons, 6 x regular infantry, 2 x artillery, 2 x supply train.
Recruit Box: all remaining Swedish units.

Neutrals (placed by Swedish player):
Polish-Lithuanian
Place all units in the Available box.

Cossacks
Baturin: Leader Mazeppa, 3 x irregular cavalry wings, 1 x garrison infantry, 1 x supply.

Special Rules
St. Petersburg has not been built.

**TERAIN EFFECTS CHART**

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## 27.0 ACTIONS CHART

<table>
<thead>
<tr>
<th>MP</th>
<th>Action Description</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Move a Force of Units</td>
<td>Designate one hex containing friendly units. Move them via the rules for ground movement.</td>
</tr>
<tr>
<td>1</td>
<td>Move a Force of Units and Expends a Supply Unit</td>
<td>Same as Move a Force of Units but expend a Supply unit in the moving force’s hex. Double all unit movement factors.</td>
</tr>
<tr>
<td>1</td>
<td>Make a Forced March</td>
<td>Same as Move a Force of Units, but the moving force must have at least one Leader. Add a number equal to the Leader’s value to the movement point total of the force. At the conclusion of the movement, roll one die. If the die roll is greater than the Leader’s command value, then you must select and eliminate one unit in the Force. On other die rolls, there is no additional effect.</td>
</tr>
<tr>
<td>1</td>
<td>Make a Forced March and Expends a Supply Unit</td>
<td>Same as Make a Forced March but expend a Supply unit in the moving force’s hex. Double all unit movement factors (but not the Leader value).</td>
</tr>
<tr>
<td>1</td>
<td>Move a Force of Swedish Units within Sweden Proper</td>
<td>Designate one hex containing Swedish units in Sweden proper. Move them to any other hex in Sweden proper (see Sweden movement rule).</td>
</tr>
<tr>
<td>1</td>
<td>Move a Force of Swedish Units between Sweden proper and Finland</td>
<td>1) Designate one hex containing Swedish units in Sweden proper. Move them to the north map edge in Finland. OR 2) designate one hex containing Swedish units in Finland on the north map edge. Move them to any fortress in Sweden proper (see Sweden movement rule).</td>
</tr>
<tr>
<td>1</td>
<td>Naval Move a Force of Units</td>
<td>Designate one force of up to 10 friendly units. Move them across the Baltic. If your side controls the Baltic, the move automatically succeeds; if the enemy controls the Baltic, the move succeeds on a die roll of “1-3”; on “4-56” the movement fails and the force stays in its start hex (leaders count as units).</td>
</tr>
<tr>
<td>2</td>
<td>Concentrate on a Leader</td>
<td>Designate a hex containing a friendly Leader. Move any or all friendly units in other hexes such that they complete their movement in the Leader’s hex. The Leader may not move. This is an exception to the normal rule that only one force may move per Action. This may not be done as forced March or supported by a Supply Unit.</td>
</tr>
<tr>
<td>1</td>
<td>Utilize River Transport</td>
<td>Move any friendly Leaders, Siege Trains and/or Supply Trains in one Fortress adjacent to a river up to 12 hexes along contiguous river hexsides. The units move together and must complete their movement on another friendly occupied Fortress. They may not enter hexes containing enemy units or ZOC. This costs no movement points but the units may not otherwise move in the turn. See 10.0.</td>
</tr>
<tr>
<td>1</td>
<td>Initiate a Battle without Moving – Prepared Assault</td>
<td>Designate one Force of friendly units. That Force attacks one hex of adjacent enemy units. Attacker gains a one column shift to the right. The attacking force may not have moved. (An attack may not be conducted against a Fortress by this action; see 13.0.)</td>
</tr>
<tr>
<td>2</td>
<td>Storm a Fortress</td>
<td>Designate one Force of friendly units adjacent to an enemy occupied Fortress. The force conducts an attack against one adjacent enemy occupied Fortress. See 13.0 and 16.0.</td>
</tr>
<tr>
<td>3</td>
<td>Siege Attack a Fortress</td>
<td>Designate one Force of friendly units adjacent to an enemy occupied Fortress which contain at least one artillery unit. The force conducts an attack against one adjacent enemy occupied Fortress. Defender receives no shift if in a minor fortress; and a (-1) of n a major fortress.</td>
</tr>
<tr>
<td>1</td>
<td>Initiate a Battle without Moving a Force; Prepared Assault</td>
<td>Designate one Force of friendly units in one hex. That Force attacks one hex of adjacent enemy units. Attacker gains a one column shift to the right. The attacking force may not have moved. Further, an attack may not be conducted against a Fortress by this action. See 13.0.</td>
</tr>
<tr>
<td>2</td>
<td>Naval Move a Force of Units and then Initiate a Battle</td>
<td>Same as Naval Move a Force of Units, but at the end of the movement, conduct an Initiate a Battle Action.</td>
</tr>
<tr>
<td>1</td>
<td>Offer Honors of War</td>
<td>You must have a Force adjacent to an enemy occupied Fortress, and there is a Leader in your Force. Announce “Honors of War.” The other player has a choice: either 1) pick up all units in the fortress and place them in any fortress occupied by friendly units within 12 hexes (skipping over terrain and opposing units). If there is no such fortress, then Honors of War may not be declared. Your Leader and any units in the same hex may advance into the Fortress (but no further). OR 2) The other player can refuse. In this case, nothing happens.</td>
</tr>
<tr>
<td>1</td>
<td>Emergency Recruit</td>
<td>Designate one friendly Leader located in a fortress. Roll one die. If the die roll is less than or equal to the Leader’s command value, then select one friendly garrison infantry or supply train unit in the Recruit box and place it in the hex (at no further MP cost). If the die roll is greater than the Command value, there is no effect.</td>
</tr>
<tr>
<td>1</td>
<td>Pick and possibly play a Campaign marker</td>
<td>Pick at random one Campaign marker from your Pool. If the marker says “play immediately,” then you must play it. If the marker says “hold,” then you may play now it or hold it to play later.</td>
</tr>
<tr>
<td>0</td>
<td>Play a Campaign marker you are holding</td>
<td>Play one Campaign marker which you are holding. This may be done at various points in the Game Turn, see the Campaign marker explanations.</td>
</tr>
<tr>
<td>5</td>
<td>Build St. Petersburg (Russian Only)</td>
<td>The Russian Leader Peter I must be in the Nyenskans hex, and one supply unit. Expend the supply unit and place the St. Petersburg marker.</td>
</tr>
<tr>
<td>Event</td>
<td>When Played</td>
<td>Explanation</td>
</tr>
<tr>
<td>------------------------------</td>
<td>----------------------</td>
<td>-------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>Alliance: Cossacks</td>
<td>Friendly Action Phase</td>
<td>Play if there is a Swedish Leader in Russia within two hexes of Baturin. Cossacks become a pro-Swedish belligerent.</td>
</tr>
<tr>
<td>Alliance: Poland-Lithuania</td>
<td>Friendly Action Phase</td>
<td>Play if there is a Swedish Leader in Warsaw. Place the following units of the Polish-Lithuanian contingent in Warsaw: Leader Stanislaus, one regular cavalry, one dragoon, on irregular, one regular infantry (other units are recruited normally).</td>
</tr>
<tr>
<td>Attrition / Weather</td>
<td>Immediately</td>
<td>Both players roll one die and deduct that number of MP from their Index. An Index may not be reduced to less than “one” via this event.</td>
</tr>
<tr>
<td>Balance of Power</td>
<td>Immediately</td>
<td>If one side has 10 or more MP than the other, the side with the lower total rolls one die and gains that number of MP. If not, no effect.</td>
</tr>
<tr>
<td>Brilliant Maneuver</td>
<td>Friendly Action Phase</td>
<td>Take any two Actions in a row. These Actions cost zero MP.</td>
</tr>
<tr>
<td>Forage</td>
<td>Mutual Supply Check phase</td>
<td>All Swedish Empire units in any one hex are placed In Supply.</td>
</tr>
<tr>
<td>Mercenaries</td>
<td>Friendly Action Phase</td>
<td>Select one regular infantry, garrison infantry, dragoon, irregular cavalry or Marshal leader from any friendly belligerent Recruit pool. Place the unit in the same hex as a friendly Leader or a friendly occupied fortress.</td>
</tr>
<tr>
<td>Naval Battle</td>
<td>Immediately</td>
<td>Each player totals the number of Ports they control in the Baltic, rolls one die, and adds the two numbers. The higher total wins. 1) If the winning side already controls the Baltic, then that player gains two MP. 2) If the winning side does not control the Baltic, flip the Baltic Control marker to that player’s side.</td>
</tr>
<tr>
<td>Norway Campaign</td>
<td>Immediately</td>
<td>1) The Swedish player must remove one Swedish leader from the map (other than Charles) and place him in the Recruit box. If there are no other Swedish Leaders in play, then lose one additional MP. Then 2) Swedish player rolls one die. If the result is even, Swedish Empire gains that number of MP. If the number is odd, Swedish Empire loses that number of MP.</td>
</tr>
<tr>
<td>Ottoman Intervention</td>
<td>Immediately</td>
<td>1) The Russian player must remove one Russian leader from the map (other than Peter) and place him in the Recruit box. If there are no other Russian Leaders in play, then lose one additional MP. Then 2) Russian player rolls one die. If the result is odd, Coalition gains that number of MP. If the number is even, Coalition loses that number of MP.</td>
</tr>
<tr>
<td>Peace: Brandenburg</td>
<td>Friendly Action Phase</td>
<td>Play if there is a Swedish Leader in Berlin or Koenigsberg. Brandenburg reverts to neutrality.</td>
</tr>
<tr>
<td>Peace: Denmark</td>
<td>Friendly Action Phase</td>
<td>Play if there is a Swedish Leader in Copenhagen or Fredericia. Denmark reverts to neutrality.</td>
</tr>
<tr>
<td>Peace: Saxony</td>
<td>Friendly Action Phase</td>
<td>Play if there is a Swedish Leader in Leipzig or Dresden. Saxony reverts to neutrality.</td>
</tr>
<tr>
<td>Rebellion</td>
<td>Immediately</td>
<td>If the Swedish Empire occupies three or more fortresses in Denmark, Saxony, Poland and/or Russia, roll one die and decrease Swedish Coalition Morale that number.</td>
</tr>
<tr>
<td>Russian Usurper</td>
<td>Friendly Action Phase</td>
<td>Play if there is a Swedish Leader in Moscow. Place two Swedish garrison infantry, one dragoon and one supply in Moscow (if available). Then roll one die and Swedish Empire gains that number of MP.</td>
</tr>
<tr>
<td>Spies</td>
<td>Friendly Action Phase</td>
<td>Do one of the following: 1) Examine all enemy units on the map. OR 2) Examine all enemy Campaign markers being held.</td>
</tr>
<tr>
<td>Tactics</td>
<td>Combat phase</td>
<td>For any one combat, receive a one column shift right (if attacking) or one column shift left (if defending).</td>
</tr>
<tr>
<td>Treachery</td>
<td>Enemy phase</td>
<td>Negate the play of one enemy Alliance, Peace, Rebellion or Treachery marker.</td>
</tr>
<tr>
<td>Event</td>
<td>When Played</td>
<td>Explanation</td>
</tr>
<tr>
<td>------------------------</td>
<td>-----------------</td>
<td>------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>Alliance: Brandenburg</td>
<td>Friendly Action Phase</td>
<td>Play if there is a Russian Leader in Moscow, St. Peters burg or Warsaw. Brandenburg becomes a pro-Coalition belligerent.</td>
</tr>
<tr>
<td>Alliance: Denmark</td>
<td>Friendly Action Phase</td>
<td>Play if there is a Russian Leader in Moscow, St. Petersburg or Riga. Denmark becomes a pro-Coalition belligerent.</td>
</tr>
<tr>
<td>Alliance: Saxony</td>
<td>Friendly Action Phase</td>
<td>Play if there is a Russian Leader in Moscow, St. Petersburg or Warsaw. Saxony becomes a pro-Coalition belligerent.</td>
</tr>
<tr>
<td>Attrition / Weather</td>
<td>Immediately</td>
<td>Both players roll one die and deduct that number of MP from their Index. An Index may not be reduced to less than “one” via this event.</td>
</tr>
<tr>
<td>Balance of Power</td>
<td>Immediately</td>
<td>If one side has 10 or more MP than the other, the side with the lower total rolls one die and gains that number of MP. If not, no effect.</td>
</tr>
<tr>
<td>Baltic Plot</td>
<td>Friendly Action Phase</td>
<td>Play if there is a Russian Leader in Riga or Reveal. Place one Russian garrison infantry, one dragoon and one supply in the same hex as the Leader (if available). Then roll one die and the Russian Coalition receives that number of MP.</td>
</tr>
<tr>
<td>Brilliant Maneuver</td>
<td>Friendly Action Phase</td>
<td>Take any two Actions in a row. These Actions cost zero MP.</td>
</tr>
<tr>
<td>Cossacks Rally</td>
<td>Friendly Action Phase</td>
<td>Recruit two Russian Irregular Cavalry units. Place them in one Coalition controlled fortress or town in Russia on or south of Tula.</td>
</tr>
<tr>
<td>Forage</td>
<td>Mutual Supply Check phase</td>
<td>All Russian Coalition units in any one hex are placed In Supply.</td>
</tr>
<tr>
<td>Mercenaries</td>
<td>Friendly Action Phase</td>
<td>Select one regular infantry, garrison infantry, dragoon, irregular cavalry or Marshal leader from any friendly belligerent Recruit pool. Place the unit in the same hex as a friendly Leader or a friendly occupied fortress.</td>
</tr>
<tr>
<td>Naval Battle</td>
<td>Immediately</td>
<td>Each player totals the number of Ports they control in the Baltic, rolls one die, and adds the two numbers. The higher total wins. 1) If the winning side already controls the Baltic, then that player gains two MP. 2) If the winning side does not control the Baltic, flip the Baltic Control marker to that player’s side.</td>
</tr>
<tr>
<td>Polish Civil War</td>
<td>Immediately</td>
<td>Each player recruits one available Polish unit and places it in any fortress or town hex in Poland not containing enemy units.</td>
</tr>
<tr>
<td>Rebellion</td>
<td>Immediately</td>
<td>If the Coalition occupies three or more fortresses in Holstein (hex 1030), Pomerania, Baltic provinces and/or Finland, roll one die and decrease Russian Morale that number.</td>
</tr>
<tr>
<td>Russian New Army</td>
<td>Immediately</td>
<td>For the remainder of the game, Coalition pays normal recruiting costs for Russian units.</td>
</tr>
<tr>
<td>St. Petersburg</td>
<td>Friendly Action Phase</td>
<td>See the St. Petersburg rule.</td>
</tr>
<tr>
<td>Spies</td>
<td>Friendly Action Phase</td>
<td>Do one of the following: 1) Examine all enemy units on the map. OR 2) Examine all enemy Campaign markers being held.</td>
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<td>Combat Phase</td>
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<td>Enemy phase</td>
<td>Negate the play of one enemy Alliance, Peace, Rebellion or Treachery marker.</td>
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### 13.0 LINEAR CRT

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<thead>
<tr>
<th>Die roll</th>
<th>49% (-)</th>
<th>50-99%</th>
<th>100-149%</th>
<th>150-199%</th>
<th>200-299%</th>
<th>300-399%</th>
<th>400-499%</th>
<th>500% (+)</th>
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<td>AD</td>
<td>AD</td>
<td>CA</td>
<td>DD</td>
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### 13.0 SHOCK CRT

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<th>200-299%</th>
<th>300-399%</th>
<th>400-499%</th>
<th>500% (+)</th>
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<td>CA</td>
<td>BB</td>
<td>BB</td>
<td>DR</td>
</tr>
<tr>
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<td>AR</td>
<td>AR</td>
<td>CA</td>
<td>BB</td>
<td>DR</td>
<td>DR</td>
<td>DR</td>
</tr>
<tr>
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<td>AR</td>
<td>AR</td>
<td>CA</td>
<td>BB</td>
<td>DR</td>
<td>DR</td>
<td>DR</td>
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<tr>
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<td>AR</td>
<td>CA</td>
<td>BB</td>
<td>DR</td>
<td>DR</td>
<td>DR</td>
<td>DE</td>
<td>DE</td>
</tr>
<tr>
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<td>AR</td>
<td>DR</td>
<td>DR</td>
<td>DR</td>
<td>DR</td>
<td>DE</td>
<td>DE</td>
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<tr>
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<td>DR</td>
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<td>DR</td>
<td>DE</td>
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### 17.0 RECRUITMENT CHART

<table>
<thead>
<tr>
<th>Unit Type</th>
<th>MP Cost</th>
<th>Placement</th>
</tr>
</thead>
<tbody>
<tr>
<td>Garrison, Irregular cavalry brigade</td>
<td>1/2</td>
<td>friendly occupied fortress</td>
</tr>
<tr>
<td>Irregular cavalry wing</td>
<td>1</td>
<td>friendly occupied home country fortress</td>
</tr>
<tr>
<td>Infantry, Dragoon brigade</td>
<td>1 (*)</td>
<td>friendly occupied home country fortress</td>
</tr>
<tr>
<td>Dragoon wing</td>
<td>2 (*)</td>
<td>friendly occupied home country fortress</td>
</tr>
<tr>
<td>Cavalry</td>
<td>2 (*)</td>
<td>friendly occupied home country fortress</td>
</tr>
<tr>
<td>Elite cavalry or infantry regiment</td>
<td>2 (*)</td>
<td>friendly occupied home country fortress</td>
</tr>
<tr>
<td>Supply Train</td>
<td>2</td>
<td>friendly occupied fortress</td>
</tr>
<tr>
<td>Artillery</td>
<td>4 (*)</td>
<td>friendly occupied home country fortress</td>
</tr>
<tr>
<td>Leader</td>
<td>3 x Leader value</td>
<td>hex with any friendly unit</td>
</tr>
</tbody>
</table>

**Note:** (*) Coalition pays twice these costs for Russian national units prior to Russian New Army event played.