On what Foundation stands the Warrior’s Pride?
How just his Hopes let Swedish Charles decide;
A Frame of Adamant, a Soul of Fire,
No Dangers fright him, and no Labours tire;
Over Love, over Force, extends his wide Domain,
Unconquered Lord of Pleasure and of Pain;
No Joys to him pacific Sceptres yield,
War sounds the Trump, he rushes to the Field;
Behold surrounding Kings their Power combine,
Peace courts his Hand, but spread her Charms in vain;
“Think Nothing gained, he cries, till nought remain,
“On Moscow’s Walls till Gothic Standards fly,
“And all is Mine beneath the Polar Sky.”
The March begins in Military State,
Stern Famine guards the solitary Coast,
He comes, nor Want nor Cold his Course delay; —
Hide, blushing Glory, hide Pultowa’s Day:
The vanquished Hero leaves his broken Bands,
And Winter barricades the Realms of Frost;
But did not Chance at length her Error mend?
Did no subverted Empire mark his End?
Did rival Monarchs give the fatal Wound?
Or hostile Millions press him to the Ground?
His Fall was destined to a barren Strand,
A petty Fortress, and a dubious Hand;
He left the Name, at which the World grew pale,
To point a Moral, or adorn a Tale.
~ selection from The Vanity Of Human Wishes by Samuel Johnson (1749)

A. Scenarios

Place blocks in the territories indicated in the scenario’s set-up, at full strength unless otherwise indicated. Each nation controls all their own national-colored territories, unless a different nation’s garrison is listed.

A.1 Next Stop Moscow (1707–1710)

Karl XII has reached the peak of his power. The Russian army has been defeated and Denmark is out of the war. August II has lost the Polish crown to the Swedish puppet Stanisław Leszczyński and Karl occupies the Saxon fatherland. However, Pyotr I has begun to reform his army and is ready to take up the fight again.

The scenario ends after Sweden historically had lost the Battle of Poltava, the turning point in the struggle for Baltic supremacy.

Design Note: Next Stop Moscow, with its short playing time and exciting situation, makes an excellent tournament scenario as well as a good introduction to Pax Baltica.

Duration: Summer 1707 through Winter 1710 (15 turns; 1-2 hours)

Special Rules:
- The Swedish RP level is set to 32 to account for the lost territories of Ingermanland and Nyen.
- For the first turn only, the Swedish player is considered to have rolled a “5” for the Action Roll and wins ties.
- The Night Rider rule (2.3) is not available in this scenario.
- Place a marker on the Start space of the Swedish Attrition Track (Sweden not in Russia row).
• Nyen is now Sankt-Peterburg with a 4 strength Russian garrison. The Russian fleets are in play, but in the Russian replacement pool.
• The Russian Menshikov, Repnin, and Golitsyn armies have been reformed. Golitsyn begins in the Russian replacement pool.
• All allies (except Ukraine, but including Saxony and Denmark) are inactive and may not activate in this scenario (do not make activation rolls for any potential ally). Note that Poland is transit territory and may be entered or moved through at will. Ukraine may revolt (activate) as normal, and the reduced Russian RP level does apply towards victory conditions.
• Optional/Tournament Rule: If a player rolls an event, the rolling player receives 1 action after the event is resolved. Disregard 3.2 when using this optional/tournament rule.

Set-up:

**SWEDEN**

<table>
<thead>
<tr>
<th>Region</th>
<th>Unit</th>
</tr>
</thead>
<tbody>
<tr>
<td>Pommern</td>
<td>Pommerska, Östgöta</td>
</tr>
<tr>
<td>Livland</td>
<td>Lewenhaupt</td>
</tr>
<tr>
<td>Nyland</td>
<td>Vellinck</td>
</tr>
<tr>
<td>Skåne</td>
<td>Södra Skånska</td>
</tr>
<tr>
<td>Småland</td>
<td>Wachtmeister fleet, Wattrang fleet</td>
</tr>
</tbody>
</table>

The main Swedish army has just forced Saxony into Truce. Deploy the following blocks in Malopolska and/or Wielkopolska, without exceeding the Forage value:

Karl XII, Rehnsköld, Dalregementet, Kronoberg

**Garrisons:** Warszawa, Kraków, Gardinas

**RUSSIA**

<table>
<thead>
<tr>
<th>Region</th>
<th>Unit</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ruš Biala</td>
<td>Sheremetev</td>
</tr>
<tr>
<td>Lietuva</td>
<td>Repnin (reformed)</td>
</tr>
<tr>
<td>Kujawy</td>
<td>Menshikov (reformed)</td>
</tr>
<tr>
<td>Velikaya</td>
<td>Ogilvy</td>
</tr>
<tr>
<td>Moskva</td>
<td>Pyotr I</td>
</tr>
<tr>
<td>Nyen</td>
<td>Schnewentz</td>
</tr>
<tr>
<td>Smolensk</td>
<td>Woronjetski</td>
</tr>
</tbody>
</table>

**Garrisons:** Narva, Sankt-Peterburg

**Victory Conditions**

During the game:

Immediately if at any time Karl XII is eliminated, Russia controls any territory of Sweden proper, or Sweden loses both Polish capitals: **Coalition Triumphant Victory**

Immediately if at any time Pyotr I is eliminated or a truce is imposed on Russia: **Swedish Triumphant Victory**

At game end:

Subtract Russia’s RP level from Sweden’s:

- 20 or more: **Swedish Major Victory**
- 12 to 16: **Swedish Minor Victory**
- 4 to 8: **Coalition Minor Victory**
- 0 or less: **Coalition Major Victory**

A.2 ON THE ROAD TO GLORY (1700-1710)

Saxony, Denmark and Russia have declared war on Sweden. The scenario starts just after Sweden, the Netherlands, and Britain have knocked Denmark out of the war. Now Sweden stands alone against Saxony and Russia.

The scenario ends after the historical Battle of Poltava, the beginning of the end for Sweden as major power as well as the first major victory for the Russian army.

**Duration:** Autumn 1700 through Winter 1710 (42 turns; 3-7 hours)

**Special Rules:**

- For the first turn only, the Swedish player is considered to have rolled a “5” for the Action Roll and wins ties.
- Place a marker on the Start space of the Swedish Attrition Track (Sweden not in Russia row).
- Remove the two Polish regiment blocks from the Saxon replacement pool. Add these blocks to the pool at the end of the first turn a Swedish-controlled block has entered Poland.
- Due to the two Russian armies on the Year Track, the Russian RP Level is –8 (to 24). All Russian armies are pre-reform (hollow star). The Russian fleets are not in play.
- Optional/Tournament Rule: Do not roll for activation of any allies (except Ukraine) until the 1704 Interphase.

Set-up:

**SWEDEN**

<table>
<thead>
<tr>
<th>Region</th>
<th>Unit</th>
</tr>
</thead>
<tbody>
<tr>
<td>Västergötland</td>
<td>Elfsborg, Kronoberg</td>
</tr>
<tr>
<td>Pommern</td>
<td>Pommerska, Östgöta</td>
</tr>
<tr>
<td>Estland</td>
<td>Vellinck, Estländska</td>
</tr>
<tr>
<td>Kattegat</td>
<td>Wachtmeister fleet, Wattrang fleet, Karl XII, Södra Skånska, Dalregementet</td>
</tr>
</tbody>
</table>

**RUSSIA**

<table>
<thead>
<tr>
<th>Region</th>
<th>Unit</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ingermanland</td>
<td>Pyotr I, Sheremetev, Schnewentz, Kazanski</td>
</tr>
<tr>
<td>Novgorod</td>
<td>Repnin</td>
</tr>
<tr>
<td>Year Track</td>
<td>Ogilvie (1702), Golitsyn (1704)</td>
</tr>
</tbody>
</table>

**SAXON**

<table>
<thead>
<tr>
<th>Region</th>
<th>Unit</th>
</tr>
</thead>
<tbody>
<tr>
<td>Livland</td>
<td>Flemming, (Polish) Lubomirski</td>
</tr>
</tbody>
</table>
Victory Conditions

At game end, calculate VPs as follows:

- Add Sweden’s RP level.
- +4 VPs for each Polish capital controlled by Sweden.
- Fädereslandet (Fatherland): -8 VPs if one or more territories in Sweden proper are controlled by the Coalition.
- Mein Schatz (My precious): -4 VPs if Saxony controls Livland.
- Vi ær rode, vi ær hvide (We are red, we are white): -4 VPs if Denmark controls at least three of the following territories at the end of the game: Holstein-Gottorp, Bremen-Verden, Wismar, Skåne.

Victory Point Table:
- 40 or more: SWEDISH MAJOR VICTORY
- 32 to 36: SWEDISH MINOR VICTORY
- 28: COALITION HISTORICAL VICTORY
- 12-24: COALITION MINOR VICTORY
- 8 or less: COALITION MAJOR VICTORY

A.3 The End is Near (1710-1721)

The scenario starts after the Battle of Poltava, the first glorious victory for the Russian army. Karl XII manages to escape to the Ottoman Empire with a few thousand men and remains there in exile until 1713. Meanwhile, Denmark, Hannover and Prussia declare war on Sweden, and the Russians conquer Finland and the Baltic provinces.

The historical end to the scenario introduces Russia as a major power on the European scene, and Karl XII’s sister inherits the throne to a broken and bankrupt Sweden.

Duration: Spring 1710 through Winter 1721 (48 turns; 4-8 hours)

Special Rules:
- The Swedish player goes first in case of a tied Action Roll on the first turn (only).
- The Swedish RP level is set to 32 to account for the lost territories of Ingermanland and Nyen.
- Nyen is now Sankt-Peterburg with a 4 strength Russian garrison. The Russian fleet blocks are in play. All Russian armies are reformed.
- Place a marker on the 3 space of the Swedish Attrition Track (Sweden not in Russia row). Hannover has “defected” and is available for activation as a Coalition ally.
- Sweden controls both Polish capitals: Saxony’s RP level is set to 12. All Polish blocks are part of the Saxon replacement pool.
- The Night Rider: Karl XII has gone into exile (2.3) as of Summer 1709; he has already failed to return once.

Set-up:

**SWEDEN**
- Västergötland: Elfsborg
- Småland: Rehnkiöld, Wachtmeister fleet, Wattrang fleet
- Nyland: Vellinck (3 strength)
- Pommern: Pommerska, Östgöta
- Garrisons: Warszawa, Kraków, Gardinas

**RUSSIA**
- Moskva: Pyotr I
- Ladoga: Golitsyn
- Livland: Menshikov, Sheremetev
- Sivershchyna: Kazanski
- Nyen: Stubinski, Botsis fleet
- Poltáva: Cossacks
- Garrisons: Nyen, Narva

**DENMARK**
- Denmark has just re-entered the war.
- During set-up, build and deploy new Danish blocks using 16 RPs.

**SAXONY**
- Saxony has just re-entered the war.
- During set-up, build and deploy new Saxon (and Polish) blocks using 12 RPs.

Victory Conditions

At game end, calculate VPs as follows:

- Add Sweden’s RP level.
- +4 VPs for each Polish capital controlled by Sweden.
- Fädereslandet (Fatherland): -8 VPs if one or more territories in Sweden proper are controlled by the Coalition.
- Mein Schatz (My precious): -4 VPs if Saxony controls Livland.
- Vi ær rode, vi ær hvide (We are red, we are white): -4 VPs if Denmark controls at least three of the following territories at the end of the game: Holstein-Gottorp, Bremen-Verden, Wismar, Skåne.

Victory Point Table:
- 40 or more: SWEDISH MAJOR VICTORY
- 32 to 36: SWEDISH MINOR VICTORY
- 16: COALITION HISTORICAL VICTORY
- 8-12: COALITION MINOR VICTORY
- 4 or less: COALITION MAJOR VICTORY
A.4 The Grand Campaign (1700-1721)

Saxony, Denmark and Russia have declared war on Sweden. The scenario starts just after Sweden, Holland, Lüneburg, and England have knocked Denmark out of the war. Now Sweden stands alone against Saxony and Russia.

The historical end to this scenario introduces Russia as a major power on the European scene, and a broken, bankrupt Sweden has lost the Baltic provinces, Viborg, Bremen-Verden and Vorpommern.

**Duration:** Autumn 1700 through Winter 1721 (86 turns; 7-14 hours)

**Special Rules:**
- For the first turn only, the Swedish player is considered to have rolled a “5” for the Action Roll and wins ties.
- Place a marker on the Start space of the Swedish Attrition Track (Sweden not in Russia row).
- Remove the two Polish regiment blocks from the Saxon replacement pool. Add these blocks to the pool at the end of the first turn a Swedish-controlled block has entered Poland.
- Due to the two Russian armies on the Year Track, the Russian RP Level is –8 (to 24). All Russian armies are pre-reform (hollow star). The Russian fleets are not in play.
- **Optional/Tournament Rule:** Do not roll for activation of any allies (except Ukraine) until the 1704 Interphase.

**Set-up:**

<table>
<thead>
<tr>
<th><strong>SWEDEN</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>Västergötland: Elfsborg, Kronoberg</td>
</tr>
<tr>
<td>Pommern: Pommerska, Östgöta</td>
</tr>
<tr>
<td>Estland: Vellinck, Estländska</td>
</tr>
<tr>
<td>Kattegat: Wachtmeister fleet, Wattrang fleet, Karl XII, Södra Skånska, Dalregementet</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th><strong>RUSSIA</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>Ingermanland: Pyotr I, Shermetev, Schnewentz, Kazanski</td>
</tr>
<tr>
<td>Novgorod: Repnin</td>
</tr>
<tr>
<td>Year Track: Ogilvie (1702), Golitsyn (1704)</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th><strong>SAXONY</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>Livland: Flemming, (Polish) Lubomirski</td>
</tr>
<tr>
<td>Garrisons: Warszawa, Kraków</td>
</tr>
</tbody>
</table>

**Victory Conditions**

At game end, calculate VPs as follows:

- Add Sweden’s RP level.
- +4 VPs for each Polish capital controlled by Sweden.
- **Fäderneslandet (Fatherland):** –8 VPs if one or more territories in Sweden proper are controlled by the Coalition.
- **Mein Schatz (My precious):** –4 VPs if Saxony controls Livland.
- **Vi ær rode, vi ær hvide (We are red, we are white):** –4 VPs if Denmark controls at least three of the following territories at the end of the game: Holstein-Gottorp, Bremen-Verden, Wismar, Skåne.

**Victory Point Table:**

<table>
<thead>
<tr>
<th>VPs</th>
<th>Swedish Major Victory</th>
<th>Swedish Minor Victory</th>
<th>Coalition Historical Victory</th>
<th>Coalition Minor Victory</th>
<th>Coalition Major Victory</th>
</tr>
</thead>
<tbody>
<tr>
<td>40 or more</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>20 to 36</td>
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<td></td>
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<tr>
<td>16</td>
<td></td>
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<td></td>
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</tr>
<tr>
<td>8-12</td>
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</tr>
<tr>
<td>4 or less</td>
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</tbody>
</table>
B. Extended Example of Play

After you’ve read through the rules once, perhaps the best way to see how Pax Baltica plays is to set up and follow along with this Extended Example of Play, which runs through the first two years of The Grand Campaign scenario.

Set up the game for Scenario A.4: The Grand Campaign (see below for illustration). The Russian armies Ogilvy and Golitsyn have been placed on the Year track as indicated by the scenario rules. They will each cost Russia 4 RPs off its Replacement Point Level until they come off the track (which is why the Russian RP Level is reduced from 32 to 24 at start).

The game begins mid-year, so you can get right into the action.

At Start Situation

It is late summer 1700, and Sweden is at war with many of its neighbors. King Karl XII of Sweden has just forced the capitulation of Denmark and is returning home. Tsar Pjotr I of Russia has invaded the Swedish Baltic territory of Ingermanland and is laying siege to Narva, while his Saxon-Polish allies assault Riga in Livland. Karl must strike swiftly to turn back his enemies and reverse their momentum.

1700 Autumn

Action Roll

As indicated by the scenario instructions, the Swedish player does not roll for her first Action Roll; it is automatically set to 5 for three actions. The Coalition player rolls one die and consults the Action Roll table on the map’s Sequence of Play.

Sweden Action Roll: 5 (three actions)

Coalition Action Roll: 6 (event)

The Coalition player gets no actions this turn.

Actions

The Coalition player, having rolled higher in the Action Roll, resolves his Event first by rolling one die on the Event Table (12.1).

Coalition Event: 1 = Polish Civil War

This event instructs the players to each roll a die and add their number of controlled Polish capitals. Saxony begins in control of both, adding two to the Coalition’s die roll.

Polish Civil War: Sweden rolls 6, Coalition rolls 2 +2 = 4

Sweden wins and the Polish Lubomirski army is returned to the Saxon replacement pool.
This is a terrible opening for the Coalition. Not only do they lose the Polish army to infighting, but also their command structure is paralyzed and at the mercy of the swift Swedish king. A re-enactment of the historical Battle of Narva seems likely...

The Swedish player now conducts her three actions. They will all be Movement and so can be done in any order.

**Sweden Action 1:** Wachtmeister, Watrang fleets (with Karl XII, Dalregementet, Södra Skånska aboard) move from Kattegat to Gulf of Finland

**Sweden Action 2:** Karl XII, Dalregementet, Södra Skånska unload from Gulf of Finland to Ingermanland

**Sweden Action 3:** Vellinck, Estländska move from Estland to Ingermanland

The Swedes move decisively, debarking directly into battle against the Tsar. Reinforcements move in from Estland, though they will not join the fight immediately. Karl hopes to overwhelm the Russian forces outside Narva before they can react, but Vellinck’s move allows Karl’s force to retreat back to Estland if things go awry.

Note that Karl and his accompanying regiments may unload, even though they “moved” already aboard fleets. Transported armies and regiments are not considered to have “moved” and may load/unload during the same turn they are transported by fleets.

Also note that Karl disembarks directly into battle. The game scale of seasonal turns and wide-open provinces makes landings unopposable.

**Battle of Narva**

(Swedish Attacker vs. Russian Defender)

**Boldface** rolls in combat are hits.

Since the Swedish forces arrived across two borders (from Estland and the Gulf of Finland), one must be chosen as the main attack and the other the reserve. The Swedish player chooses to use Karl and his forces for her main attack. The reserve will arrive for the second round of battle.

**First Round**

The Swedish forces are all rated A and will get to fire before the B and C rated Russian, even when on the attack. Each block rolls dice equal to its strength, with hits being scored on results less than or equal to the block’s combat rating.

**Attacker A**

Karl XII (A3 strength 4): 2, 2, 4, 5 (losses to Sheremetev and Pyotr I)

Dalregementet (A2 strength 3): 1, 2, 3 (losses to Kazanski and Sheremetev)

Södra Skånska (A2 strength 2): 2, 4 (loss to Pyotr I)

**Defender B**

Pyotr I (B3 strength 2): retreats to Tver

Sheremetev (B2 strength 2): retreats to Rzhev

**Defender C**

Schnewentz (C2 strength 2): retreats to Novgorod

Kazanski (C1 strength 2): retreats to Tver

The Russians choose to retreat instead of fire on their battle turns. Note that retreating blocks may move up to their full movement allowance. The Coalition player is careful to not overload the forage capacity of his territories, while protecting Pyotr and denying territories to the Swedes. If Pyotr is lost, the Russians must sue for peace!

Since no more Coalition forces remain in the territory, the battle ends. The Swedish victors may now conduct free Regroup moves.

**Regroup**

Karl XII, Dalregementet, Södra Skånska remain in Ingermanland

Vellinck, Estländska return to Estland

This arrangement allows the Swedes to forage with no losses.
Although significant forces escape, Karl XII has dealt a serious blow to the Russians and can most likely count on them to mount no opposition for the remainder of the year at the least.

No sieges were declared this turn, so the Battle phase ends.

**Forage**
- **Västergötland**: 3 forage capacity, 2 regiments = no losses
- **Pommern**: 4 forage capacity, 2 regiments = no losses
- **Estland**: 2 forage capacity, 1 army (with one baggage train) and 1 regiment = no losses
- **Ingemarland**: 2 forage capacity, 1 army (with two baggage trains) and 2 regiments = no losses
  
  The regiments in these last two territories are supplied “for free” by Vellinck’s and Karl’s baggage trains.

- **Livland**: 3 forage capacity, 1 army = no losses
  
  Note that Flemming may forage in Livland even though the Saxons do not control the garrison for the territory. Control has no effect on forage.

- **Novgorod**: 2 forage capacity, 1 regiment = no losses
- **Rzhev**: 2 forage capacity, 1 army = no losses
- **Tver**: 2 forage capacity, 1 army (with one baggage train) and 1 regiment = no losses

With the Forage phase complete, a new turn begins.

**1700 Winter**

**Action Roll**
- **Coalition Action Roll**: 2 (2 actions)
- **Sweden Action Roll**: 1 (1 action)

**Actions**

The Coalition player must act first, completing both his actions before the Swedish player takes hers.

The Coalition player wants to siege Riga and make a roll on the National Politics table for Russia (hoping to score some free replacements). The Siege Declaration must be done first, since action types must be taken in a set order (see the Actions List on the map’s Sequence of Play).

**Coalition Action 1**: Flemming declares siege against Riga. Flemming’s block is tipped face-up to indicate it is besieging.

**Coalition Action 2**: Russian National Politics; a roll of 5 indicates Emergency Recruitment, and a further roll grants 6 RPs to be spent immediately. The Russian player spend 4 of these earned RPs to add 2 strength to Pyotr (now 4 strength) and the 2 remaining RPs to add 1 strength to Sheremetev (now 3 strength). Note that army blocks cost 2 RPs for each strength step (regiments only cost 1 RP per step).

With the Swedes taking a breather, the Tsar decides to return to court and pressure his nobility while the Saxons make an attempt on Riga. Replacements are secured for the Tsar’s forces, leaving the upcoming annual replacements to be used for the raising of new units.

The siege against Riga is not resolved until the end of the Battle phase, after Swedish actions and any resulting battles.

**Sweden Action 1**: Wachtmeister, Wattrang move from Gulf of Finland to Skagerrak

Karl XII sends the Swedish fleet back to home waters to pick up reinforcements, rather than continue the campaign against the Russians. Such a conservative move may let the Russians off the hook strategically. The Swedish player rightly does not see the Saxon siege of Riga as much of a threat.
Battles

Siege of Riga
(Saxon Attacker vs. Swedish Defender)
Sieges are resolved like Battles, but at the end of the Battle phase. Only one combat round is fought, with the garrison rolling as if it were a C1 block.

Attacker B
Flemming (B2 strength 4): 1, 3, 4, 6

Defender C
Riga garrison (C1 strength 4): 3, 4, 4, 6
Scoring only one hit out of the four needed, the siege fails. Flemming remains in place.

Flemming’s chances of taking Riga are slim, but the payoff would be enormous. However, the garrison holds out, and neither side takes losses. Note that Flemming’s hit will not carry over to any later siege attempt; it’s all or nothing.

Forage
No losses are sustained in any occupied territory.

Winter Campaign
Since this is the final (winter) turn of the year, the Swedish player has the option of sending Karl on a special winter campaign. Again, playing conservatively, she declines.

Final Situation 1700
Sweden is in good position to take advantage of its winter recruitment and either continue its campaign against Russia or move against Saxony and Poland. However, with the Tsar’s emergency mobilization, Russian forces may prove more resilient than Karl expects.

1701 Interphase
Activations
By tournament rule, no rolls are made to activate allies (except Ukraine) until 1704.

The Swedish player rolls a die for Ukraine and gets a 2. The Ukraine does not revolt this year (a 6 was needed).

This tournament rule prevents swingy results early in the game. Denmark had just exited the war and would be unlikely to return to the fray so soon; similarly, the Ottomans had just made peace with Russia and were even less likely to intervene without significant events unfolding first. Hannover only activates at this point in the game by special trigger, and Prussia applies a –1 modifier and so cannot activate.
Replacements

Sweden (40 RPs)

Onboard replacements: None. With all of its on-board blocks at full strength, Sweden may spend all its annual replacements on new forces.

New builds: The Swedish player draws the Friedrich IV (Holstein-Gottorp) block and pays 4 RPs for its first strength step (2 RPs for an army step, doubled for being the first step). She then pays a further 2 RPs to bring it to its full 2 strength, and deploys the block in Holstein-Gottorp. She continues similarly, drawing new blocks and paying their appropriate costs to bring them to full strength:

- Lewenhaupt (4 strength) 10 RPs, deployed in Svealand.
- Rhenskiöld (4 strength) 10 RPs, deployed in Västergötland.
- Savolax (3 strength) 4 RPs, deployed in Savolax (Savolax’ red dot reminds the Swedish player of its special deployment rule).
- Södermanland (3 strength) 4 RPs, deployed in Svealand.

The Swedish player has emptied her replacement pool, but has 6 RPs left. These unspent RPs are forfeit and lost.

No surprises here; with no losses to replace, Sweden builds out its entire pool, placing the new blocks where they can quickly be transported to the main theatre of action. Sweden can generally afford to be aggressive because of this replacement rate.

Russia (24 RPs)

Russia normally starts with 32 RPs, but with two armies on the Year track, 8 is subtracted leaving them with 24 RPs.

Russia is not yet eligible for military reforms, having lost neither a home territory nor an army block.

Onboard replacements: The Coalition player adds one strength step to Sheremetev (2 RPs for an army step) and Kazanski (1 RP for a regiment step) bringing them both to full strength. Both these blocks occupy friendly territories and so are in communications and eligible for regular cost replacements.

New builds: The Coalition player has 21 Russian RPs remaining, and draws new blocks, building them to full strength:

- Stubinski (3 strength) 4 RPs, deployed in Tula
- Woronjetski (3 strength) 4 RPs, deployed in Moskva
- Menshikov (4 strength) 10 RPs, deployed in Moskva
- Wachow (2 strength) 3 RPs, deployed in Tula

Note that each block is deployed before drawing a new one.
The Coalition player has run out of Russian RPs and moves on to Saxony.

Saxony (16 RPs)

Onboard replacements: None.

New builds: The Coalition player draws Brause (2 strength, 3 RPs) and Schulenburg (4 strength, 10 RPs) and deploys them in Lausitz. With 3 RPs left, the next block drawn is August II.
whose first step would cost 4 RPs. Since there aren't enough Saxon RPs remaining to pay for the first step, those RPs are lost and the August II block is returned to the Saxon replacement pool.

*Bad luck for the Saxons, losing their remaining RPs after drawing their best block.*

With Replacements completed, the first turn of 1701 begins.

### 1701 Spring

#### Action Roll

- **Sweden Action Roll:** 3 (2 actions)
- **Coalition Action Roll:** 6 (event)

*Another bad break for the Coalition, which will have to sit by idly as the Swedes open the campaign season uncontested.*

#### Actions

- **Coalition Event:** 6 = National Politics; Coalition chooses Russia. Roll 5 = Emergency Recruitment (3 RPs); new build Permski (2 strength) in Yaroslavl

  *The Coalition takes a chance rolling for Russia, and though they get away with an Emergency Recruitment, the poor RP roll is only enough for a Regiment.*

- **Sweden Action 1:** Rehnsköld, Elfsborg, Kronoberg load from Västergötland to Skagerrak, aboard Wachtmeister, Wattrang
- **Sweden Action 2:** Karl XII, Dalregementet, Södra Skånska move from Ingermanland to Novgorod

  *Karl attacks the Russians' forward defense, attempting to destroy them piecemeal, while preparing reinforcements in Sweden.*

#### Battles

- **Battle of Novgorod (Swedish Attacker vs. Russian Defender)**

  **First Round**

  **Attacker A**
  - Karl XII (A3 strength 4): 1, 3, 4, 4 (losses to Repnin and Schnewentz)
  - Dalregementet (A2 strength 3): 4, 4, 4 (no losses)
  - Södra Skånska (A2 strength 2): 1, 3 (loss to Repnin)

  **Defender C**
  - Repnin (C1 strength 2): Retreats to Velikaya
  - Schnewentz (C1 strength 2): Retreats to Rzhev

  **Regroup**
  - None.

  The battle goes as expected, and Repnin takes the better part of valor. Repnin himself is exposed in Velikaya, as Kazanski reinforces Sheremetev in Rzhev for a possible counterattack.

  **Forage**
  - No losses.

### 1701 Summer

#### Sweden Action Roll: 5 (3 actions)

#### Coalition Action Roll: 3 (2 actions)

- **Sweden Action 1:** Wachtmeister, Wattrang (with Rehnsköld, Elfsborg, Kronoberg aboard) move from Skagerrak to Northern Baltic Sea
- **Sweden Action 2:** Rehnsköld, Elfsborg, Kronoberg unload into Livland via Riga
- **Sweden Action 3:** Karl XII declares siege against Novgorod, and is tipped face-up

- **Coalition Action 1:** Stubinski, Wachow move from Tula to Smolensk
- **Coalition Action 2:** Schulenburg, Brause move from Lausitz to Sandomierz, force marching one extra territory (a die is placed on top of the group as a reminder to resolve the force march)

After the Coalition’s movement actions, a die is rolled for each of Schulenburg and Brause to resolve the force march. Rolls of 2 and 1 mean that each block loses one step.

*Sweden takes a chance on driving Flemming from Livland without securing a retreat path by land. The Coalition plays it relatively safe and brings up reinforcements from the rear.*
**Battle of Riga**

*(Swedish Attacker vs. Saxon Defender)*

**First Round**

**Attacker A**
- Rehnsköld (A2 strength 4): 3, 4, 5, 5 (no losses)
- Elfsborg (A1 strength 3): 1, 4, 6 (loss to Flemming)
- Kronoberg (A1 strength 3): 1, 2, 4 (loss to Flemming)

**Defender B**
- Flemming (B2 strength 2): Retreats to Žemaitija

**Regroup**
- None.

Flemming takes the expected beating, and withdraws into Poland. The Swedish gamble pays off.

**Siege of Novgorod**

*(Swedish Attacker vs. Russian Defender)*

**Attacker A**
- Karl XII (A3 strength 4): 2, 3, 5, 6

**Defender C**
- Novgorod Garrison (C1 strength 3): 2, 3, 4

Karl barely fails to take Novgorod, but at least no losses are taken. The year is young and another attempt is very possible. All in all, a decent turn for the Swedes.

**Forage**
- No losses

1701 Autumn

**Sweden Action Roll:** 6 (event)

**Coalition Action Roll:** 2 (2 actions)

**Event:** 3 = Attrition (National); each block in a territory not matching their national color must lose one step
- Losses to Karl XII, Dalregementet, and Södra Skånska in Novgorod
- Loss to Flemming in Žemaitija
- Loss to Schulenburg in Sandomierz; Brause is immune to events while at 1 strength

Although the attrition hits Saxony badly (Poland is not national territory for Saxons) it is worse for Karl; he has little chance of a successful siege now, and could be vulnerable to a Russian counterattack.

**Coalition Action 1:** Pyotr I, Kazanski move from Tver to Novgorod via Rzhev

**Coalition Action 2:** Sheremetev, Schnewentz move from Rzhev to Novgorod

And here it comes! Pyotr moves through Rzhev so the forces enter together and neither need start in reserve; this does limit retreats via Rzhev only, but that’s not a serious drawback in this case. Repnin could have been sent into Ingermanland to cut off the Swedish retreat, but then only one force could make the attack and would probably lose.
Second Battle of Novgorod

(Russian Attacker vs. Swedish Defender)

First Round
Defender A
- Karl XII (A3 strength 3): 5, 5, 6 (no losses)
- Dalregementet (A2 strength 2): 1, 1 (losses to Pyotr I and Sheremetev)
- Södra Skånska (A2 strength 1): 6 (no losses)
Attacker B
- Pyotr I (B3 strength 3): 1, 1, 5 (losses to Karl XII and Dalregementet)
- Sheremetev (B2 strength 3): 1, 2, 5 (losses to Karl XII and Södra Skånska [eliminated])
Attacker C
- Schnewentz (C2 strength 2): 5, 5 (no losses)
- Kazanski (C1 strength 2): 5, 6 (no losses)

Second Round
Defender A
- Karl XII (A3 strength 1): Retreats to Ingermanland
- Dalregementet (A2 strength 1): Retreats to Ingermanland
Regroup
- Pyotr I, Kazanski return to Rzjev
- Sheremetev, Schnewentz remain in Novgorod

Karl is caught on his back foot and receives a drubbing from the Tsar’s forces. He may be forced to roll for National Politics or at least spend some actions on rebuilding his forces lest he be knocked into exile, a disaster this early in the game. The Russians have more or less undone all the Swedish success so far. Pyotr retires away from the front to forage.

Forage
No losses.

1701 Winter

Sweden Action Roll: 6 (event)
By tournament rule, Sweden cannot roll an event two seasons in a row. A reroll of 2 grants her 2 actions.

Coalition Action Roll: 2 (2 actions)
The Coalition must go first by the tiebreak rule (Sweden went first last turn).

Coalition Action 1: Menshikov, Woronjetski move from Moskva to Polatsk

Coalition Action 2: Schulenburg, Brause move from Sandomierz to Trakai

An attack on the weakened Karl is contemplated, but with his A rating he can withdraw easily. The Coalition instead prudently moves up more forces in preparation for more decisive campaigning next year.

Sweden Action 1: Vellinck, Estländska move from Estland to Kurland, siege attempt declared against Mitau. This siege declaration does not require an action since the territory has no enemy blocks in it and the Swedes end their move there. Vellinck is tipped face-up. Estländska, being a regiment, cannot participate in the siege.

Sweden Action 2: Lewenhaupt, Södermanland load from Svealand to North Baltic Sea, aboard Wachtmeister, Wattrang

The Swedes make a move against Poland, taking advantage of Coalition passivity; they also prepare reinforcements for 1702.

Siege of Mitau

(Swedish Attacker vs. Polish Defender)

Attacker A
- Vellinck (B2 strength 4): 3, 4, 6, 6

Defender C
- Mitau Garrison (C1 strength 2): 1, 5 (loss to Vellinck)
The utter failure of the siege of Mitau will slow the development of Swedish plans, but is not a severe setback. Note that under no circumstances could the Estländska regiment take the loss in the siege, since regiments do not participate in sieges against garrisons with strength greater than 1.

Forage

No losses.

By scenario rule, the Polish regiments Oginski and Sobieski and added to the Saxon replacement pool, since a Swedish block entered Poland this turn.

All in all, this year must count as a minus for Sweden. A modest victory could not be capitalized upon, and a strong Russian counterattack leaves both sides in strong shape for the campaign to come. Karl must hope for some luck or dissension in the Coalition ranks to provide an opportunity for solid gains in 1702. As for the Coalition, although the Saxon forces are decimated, the Russians remain solid and will prove a major obstacle to Swedish plans.

You can try continuing the game from here, making your own decisions, or set it up again from the start and see if you can do better as either side. If you feel confident, jump right into the full campaign, but we also recommend trying the short scenario A.1 NEXT STOP MOSCOW, which is smaller in scope and plays to a decision very quickly. Good luck!
C. Historical Background of the Great Northern War

The Great Northern War devastated the Baltic and surrounding regions between 1700 and 1721, reducing the former major power Sweden to a second rank nation, and setting out the direction for future Russian glory, changing the balance of power in the region until the fall of the Soviet Union in the late 20th century.

Personages of the Great Northern War

The main characters of this drama, the royal personages, were indeed a colorful assembly. We must start by introducing them.

**Karl XII of Sweden**

(1682-1718)

Karl became King of Sweden at the tender age of 15, and was only 18 years old when the Great Northern War broke out in 1700. He inherited many regional rivals, but also one of the highest quality armies in Europe at the time. When the war broke out, he left the Swedish capital of Stockholm with his army, never to return.

Karl, like other royalty of the time, was raised to be an absolute ruler in the manner of his father. In order to prepare the young prince for this task, King Karl XI impressed upon his son the need for a comprehensive education, especially as he thought he was lacking a proper education himself. The young heir learned to speak German, Latin, and French, and counted among his favorite subjects mathematics and philosophy, in addition to military studies. When his father died of cancer in April 1697, the young Karl was not of age, and a guardian regency was formed. This arrangement functioned poorly, and soon the Swedish nobility proposed the coronation of the 15-year-old Karl, which then occurred in December 1697. As a sign of his intention to rule as an absolute monarch, he intended to put the crown on himself, but this unorthodox symbolic act was tarnished when he accidentally dropped the crown on the floor. This proved an ill omen for the future of his reign; in the first years of his rule, he was challenged by poor harvests and a fire that burnt down the royal palace. Soon after, the war came that would define his place in history.

Karl was physically very brave and exposed himself to danger on several occasions, the last at a siege in Norway in 1718 with fatal results. From the start of the war, the king was known for his simple habits. His uniform was the uniform of a private and he refused to wear a wig (the common fashion for the time). He did not drink much alcohol (but he was probably not a teetotaler) and kept a simple household. Much folklore has come to surround Karl’s lifestyle. For instance, it was said that the king could not be killed by enemy bullets due to a spell from his childhood, and at bedtime the night after a battle he could shake the bullets out of his clothes. Supposedly, the only way to kill the king was with an item from his possession, prompting a further legend that Karl was killed with a bullet made of a button from his own coat, fired by a Swedish officer who tired of the long war. As Karl never married and there is no evidence of any mistresses, legends also tell us that after his
decisive victory over the Russians at Narva, he claimed to be married to the army. There have also been speculations about his sexual preferences or that he was simply afraid of women, though he was very close to his sisters. The truth seems to be that he was merely uninterested in romantic affairs.

As a military commander, one can say that Karl was a brilliant tactician but a poor strategist. It is not easy to discern what was going on in Karl’s mind during the war, as he was not the sort of person to share his thoughts with anyone. For his time, he held a strange sort of morality. Since the war began with Sweden being attacked, he assumed a righteous stance and refused all peace offers that came from his enemies, convinced that he was fighting a just war. This sort of politics was unrealistic; in the latter part of the war when Sweden had lost all her overseas provinces (even Finland) he stubbornly insisted on continuing the fight, even beginning a new campaign in Norway. Whilst he had begun negotiations with the Russians, they soon discovered Karl did not seriously contemplate a negotiated end to the conflict; he sent his minister Görtz to negotiate merely to buy time for his military stratagems to mature. So what was Karl doing in Norway? We don’t really know. Some say he intended to conquer Norway as a substitute for the loss of Finland, or that he planned to use it as a bargaining chip in future peace negotiations. However, it is known that Karl wanted to support Scotland against England, and there was some speculation that Norway would have been a bridgehead for future action westwards. It is also known that Karl negotiated with the pirates of Madagascar in a far-fetched attempt to get access to their naval power. But whatever his future plans, during the siege at Fredrikshald, Norway on 11 November 1718, a bullet ended Karl’s life in a split-second. His sister Ulrika Eleonora inherited the throne and began the hard work of making an honorable peace for a Sweden exhausted by many years of war.

**Fredrik IV of Denmark (1671-1730)**

Fredrik was the eldest son and heir of Danish king Kristian V, who died in a hunting accident in August 1699. Fredrik inherited the throne the same month, and by the end of September he had signed a secret treaty allying against Sweden with August II of Saxony-Poland and Pyotr I of Russia. In March 1700 his troops attacked the Duchy of Holstein-Gottorp, then held by a cousin (and brother-in-law) of the Swedish king, but long desired by Danish monarchs; however, the attack was repulsed by superior forces from Sweden, Lüneburg-Celle (later Hannover), and Holland. Supported by the maritime powers, Karl XII struck by landing troops north of the Danish capital København, and Frederik IV was forced to sue for peace.

After the Swedish disaster at Poltáva in 1709, Denmark rejoined the war and began campaigns against Sweden’s holdings in Germany. After losses in the two battles at Helsingborg (1710) and Gadebusch (1712), the latter with Fredrik himself in command of the Danish army, it must be said that the war was not a great success for Fredrik or for Danish arms.

Similar to his allies in the Great Northern War, Fredrik and his father before him were absolute rulers. With Denmark knocked out of the war very quickly, Fredrik could concentrate on domestic matters, in which he was far more successful. In 1702 he discontinued vornedskabet, a kind of serfdom in place in parts of Denmark at the time. He also gave permission for the first theater to open in Denmark and established well over two hundred grammar schools on royal properties around the country. Despite his lack of success in war, Fredrik’s simple lifestyle and charming behavior made him a popular king among the ordinary people. He did not share the same good relations with the Danish nobility, whom he mistrusted due to widespread corruption and bribery among national officials. In his final testimony, the king encouraged his son not to give any of the most important offices to the nobility.

**August II of Saxyony (1670-1733)**

August, nicknamed “the Strong” due to his physical prowess, was cousin through his Danish mother to King Karl XII of Sweden. In 1694 he inherited the electorship of Saxony from his father, who had died in the plague of 1691. From 1695-1699 he campaigned against the Turks at the head of the Holy Roman Imperial army. August must have felt constrained by the limited power afforded him as ruler of Saxony, and when King Jan Sobieski of Poland died in 1696, August put himself forward as a successor candidate. Ironically, Sobieski had sought closer relations with Sweden, as he saw the greatest danger to Poland coming from a strong Russia rising in the future. In contrast, August’s policy would in the end subject Poland to Russian domination.

For August to become King of Poland he had to convert to Catholicism. This proved no obstacle to August himself, but his wife Christine Eberhardine of Brandenburg-Bayreuth did not convert with him. August used considerable bribes and intrigues to win the Polish election but ultimately had to back his position using the Saxon army, and he was elected King in Kraków in 1697. August now had a base for increasing his power in Central and Eastern Europe even further. Encouraged by Johann Reinhold Patkul, a Livonian nobleman who desired to see his native land liberated from Swedish rule, August joined the anti-Swedish coalition formed by Russia and Denmark in 1699. After a number of setbacks, including losses at the battles of Dünå (1701), Kliszów (1702), and Fraustadt (1706), as well as his loss of the Polish throne to Stanislaw Leszczyński in 1704, eventually Saxony itself was invaded by Swedish troops.
She learned about his plans and began again to plot with the military failures in the Crimea, Pyotr planned to seize power. His guard regiments. These two regiments would later become another regiment was set up called the Semenovskoye after a village outside Moskva where he lived with his mother. Soon (fellow sons of noblemen), called Preobrazhenskoye after the village. Pyotr was unconcerned about someone else ruling in his name, instead engaging himself in such pastimes as shipbuilding, and mock battles with his play army. This play army was not fully restored until 1732.

August the Strong possessed formidable physical powers, and was said to be able to straighten horseshoes with his bare hands. As well, he was a formidable drinker and a lover of great banquets and parties, but he was also a patron of fine arts and architecture. He was strong in other, more familial matters; on his deathbed he legitimized three hundred and sixty of his illegitimate children! He obviously had a number of mistresses, one of the most famous being Aurora von Königsmarck, granddaughter to the Swedish field marshal Carl Johan von Königsmarck. Aurora was well known for both beauty and intelligence and she tried several times to open negotiations between August and King Karl XII of Sweden, but Karl refused even to meet with her. Some say it was due to Karl’s supposed fear of women; others say that peace negotiations held no interest for Karl in the first place.

To the bitter end, August was eager to expand his domains; just before he died he had plans against Austria, which were fortunately canceled due to his demise.

Pyotr Alexeyevich Romanov I, “Pyotr Velikiy” (1672-1725)

When Tsar Fyodor III of Russia died in 1682 without children, the Boyar Duma (the council of old Russian nobility) and the Streltsy (the core of the Russian army) determined that Fyodor’s younger brother Pyotr and his half-brother Ivan would share the throne. The fact that Pyotr was only ten years old and Ivan was disabled both physically and mentally, made Pyotr’s half-sister Sofia the power behind the throne in Russia. At first, Pyotr was unconcerned about someone else ruling in his name, instead engaging himself in such pastimes as shipbuilding, sailing, and mock battles with his play army. This play army consisted at first of one regiment, made up of Pyotr’s friends (fellow sons of noblemen), called Preobrazhenskoye after the village outside Moskva where he lived with his mother. Soon another regiment was set up called the Semenovskoye after a neighboring village. These two regiments would later become Pyotr’s guard regiments.

In 1689, after Sofia’s popularity waned due to Russian military failures in the Crimea, Pyotr planned to seize power. She learned about his plans and began again to plot with the Streltsy. When Pyotr learned of Sofia’s plot through the Streltsy themselves, she was forced to flee Moskva. Yet Pyotr was not yet the sole ruler of Russia: the true power was in the hands of his mother. After she died in 1694, followed by the death of his brother Ivan in 1696, Pyotr could finally claim sole rule of Russia.

Heavily influenced by advisors from the west, such as the Scottish general Patrick Gordon, Pyotr was now very eager to remake Russia into a modern European-style nation. He also long held a dream of Russia as a maritime power, but in order to achieve that dream Russia needed warm-water harbors. Russia’s only major harbor at the time was Archangelsk, ice-bound in the frozen north of the country. To reach the Black Sea in the south Pyotr had to turn against the Tatars and the Ottoman Empire. His first campaign against the Ottomans in 1695 failed, but the second in 1698 was successful and he officially founded his first naval base at Taganrog. In order to establish a port in the west, Pyotr would have to deal with Sweden, who controlled the coastline of the Baltic Sea. In 1697, Pyotr launched an incognito personal tour of Europe, called the Great Embassy, in order to seek support against the Ottomans and gain more knowledge from Europe. The first stop of the Embassy was the Swedish town of Riga in Livland. His unremarkable treatment there would add to his casus belli when he would later declare war on Sweden. The Great Embassy continued on to Saxony, the Netherlands, and England but failed to create an anti-Ottoman alliance (European monarchs were more concerned about the Spanish succession). However, the tsar did gain important sought-after knowledge and recruited many needed specialists for his modernization plans, like the Dutch admiral Cornelis Cruys. While in England in 1698, Pyotr was forced to cancel his Embassy and rush home to deal with another Streltsy attempt to install his half-sister Sofia on the throne. Pyotr’s troops easily crushed the rebellion, and he ruthlessly tortured and executed 1200 of the rebels as an example, disbanding the Streltsy for good.

After the Great Embassy, Pyotr established a number of reforms based on his experiences. He forced the Boyars to wear European-style clothes and shave off their beards, introducing a “beard tax” on those who stubbornly retained their beards. Pyotr also introduced the Julian calendar and put an end to arranged marriages among the Boyars, as he thought it was a barbaric tradition. Unhappy with his own arranged marriage, he divorced his wife Evdokiya Lopukhina. All these measures were very unpopular among the old Boyars, but there was more to come.

Pyotr declared war on Sweden in August 1700 and attacked Narva with 40,000 troops shortly thereafter. When the Swedish army approached Narva, Pyotr departed his army before it was destroyed. Luckily for Pyotr, Karl XII decided to turn against Poland for the 1701 campaign, leaving Pyotr the necessary breathing space he needed to reform his army. He continued the war against Sweden in the Baltic provinces at a much-reduced intensity, in 1703 capturing the Swedish town of Nyen at the innermost point of the Gulf of Finland. He immediately founded a great city nearby, Sankt Peterburg, moving the Russian capital there from Moskva in 1712, despite Boyar disapproval. He
continued his reform work by establishing schools in navigation, science, and medicine, and he created colleges modeled on Swedish administration. After the peace with Sweden in 1721, granting Russia control of Sweden’s former Baltic provinces, Pyotr could add to his style “The Great, Father of His Country, Emperor of all the Russias”.

Pyotr’s physical appearance was impressive. He was 200 cm (about 6’ 7”) and could consume enormous amounts of alcohol. He once threw a banquet for a foreign ambassador on his flagship during the naval campaign against the Swedish east coast. The ambassador had to seek refuge in one of the masts as he could not stand the amount of alcohol consumed; Pyotr climbed the mast and got him down himself. He was not a particularly religious person: he founded the All Drunken Assembly in order to make fun of the church. The assembly appointed their own bishops and patriarchs, chosen on the basis of ugliness, gluttony, and the ability to consume vast quantities of booze. Pyotr led the members in fancy dress parties, carol singing, and mock religious rituals.

In 1707, Pyotr married Yekaterina Alexeyvna, the former wife of a captured Swedish dragoon. When Pyotr died in 1725 (of gangrene in the bladder) he had no sons who remained alive. His oldest son, Alexei, was tortured and killed by his own father in 1718 after being accused of high treason, and his successor in the end was his wife, Yekaterina I (Catherine I), Empress of Russia.

Armies of the Great Northern War

The armies that fought the Great Northern War were in general of regular European standards of the late 17th century. They all used linear tactics and were all equipped with flintlock muskets. However, there were some significant differences, as we shall see.

SWEDEN

The Swedish army of the Great Northern War was created by Karl XI and was based on the indelningsverket (allotment system). The basic idea was to provide a standing army at low cost; a number of farmers and yeomen in a province were required to set up an infantry and/or cavalry regiment. The farmers and yeomen had to provide their soldiers a croft, some farmland, and their military equipment, ideally resulting in self-supporting soldiers. In exchange, the farmers and yeomen were exempted from taxes and conscription. This system brought the peacetime strength of the army to about 30,000 infantry and 11,000 cavalry with only a few enlisted regiments, like the Lifeguard. The troops had regular training at the company, battalion, and regimental level. In addition to these allotment regiments, a number of enlisted regiments were raised in times of war. At the beginning of the Great Northern War the strength of the army was increased to 76,000 troops. The numerical strength of the army peaked in 1707 at about 120,000 troops, though much of these were dispersed in garrisons throughout the Baltics, Poland, and Germany.

In the matter of tactics, the Swedish army was different from other European armies. Karl XI and his generals realized that the Swedish army in most future battles would be outnumbered by enemies with larger armies. They concluded an offensively-minded doctrine was needed, called Det nya manér ("The New Manner"). The basic idea was that the Swedish army should always be the one to attack: only two volleys of ranked fire, then close immediately with cold steel. The first volley should be fired at seventy meters and the second when the soldiers saw the white in their enemy’s eyes, approximately ten meters. The whole attack should be made under silence, with none of the characteristic cheers or shouting. Regarding cavalry, det nya manér meant using a new formation in the shape of a plow, with the cavalrymen riding knee behind knee. The attack should be performed at full gallop without firing pistols, using only the sword. Artillery played a subordinate role in these new tactics.

While other European armies of the early 18th century abolished pikes and sometimes even swords, relying on muskets with bayonets only, the Swedes kept the pikes and swords as well. This meant that a Swedish infantry battalion consisted of as much as one-third pikes and two-third muskets in order to increase the impact with cold steel, a reversal of trends through the 17th century.

Turning to naval affairs, at the beginning of the war only Sweden and Denmark had navies in the Baltic Sea. The Swedish navy was considered more modern than the Danish, having been built largely in the 1690s under Admiral Wachtmeister’s efforts to restore the navy after the last war against Denmark (1675-1679), which was more or less a Swedish fiasco at sea. The main task for the Swedish navy was to keep the sea lines to the Baltic and German provinces open. The strength of the Swedish navy in 1700 was 38 ships of the line, 11 frigates, and about 10,000 sailors. One problem was that under the indel-
**DENMARK**

The Danish army was very much a standard early 18th century European army. The Danes had abandoned the pike and sword and relied on the relatively recent innovation of bayonets for close combat. At the beginning of the Great Northern War, the high command found the need for a greater number of soldiers than Denmark could afford, their regular troops being paid professionals. Therefore a national militia was founded and Denmark could bring its military forces up to about 40,000 troops. In Norway militia troops were in the majority. The Danish army practiced platoon fire, intended to provide a rolling continuous hail of fire. From 1702 to 1709, Denmark hired out its troops to the Allied side in the War of the Spanish Succession.

The Danish navy consisted of 29 ships of the line and 8 frigates. The ships of the Danish navy were older than those of the Swedish navy, but the officers and sailors were in general more experienced and competent.

**SAXONY**

The Saxon army was also a standard European army for the time, with a good reputation for discipline. Saxon musketeers had both bayonets and swords and they fired by platoon, like the Danes and British. The Saxons relied solely on hired troops. Saxony was asked by the German Emperor to put troops at his disposal for the War of the Spanish Succession, and they fought for the Allies against France between 1708 and 1712.

**RUSSIA**

The Russian army, like the rest of the Russian society, was subject to Tsar Pyotr’s efforts to recreate Russia in a Western European mode. Before the Great Northern War, the Streltsy were the core of the army. After fulminating dissent culminating in a revolt in 1698, the Streltsy regiments were disbanded by Pyotr and the leaders executed, some by his own hand. The Tsar’s most important tutor in military matters was Patrick Gordon, a Scotsman who had been in both Swedish and Polish service before ending up in Russia; it was Gordon’s troops that smashed the Streltsy uprising.

At the battle of Narva (1700) the Russian army proved to suffer from insufficient training and organization. The loss was a great blow to the army, losing about 10,000 troops, 230 banners, 180 cannons, the Russian supplies, and even the Russian high command including General Du Croy, the army commander. However, the Preobrazhenskoye and Semenovskoye guard regiments proved to be the hardest fighting regiments in the Russian army.

With Karl XII subsequently engaged in Poland, Pyotr could concentrate on building up a new army. He put in place a new conscript system that required every twentieth household to provide a soldier. Eventually he also copied the proportions Swedish infantry formations, one-third pike and two-third musket. The Russian army ran small-scale campaigns into the Swedish provinces in the Baltics, gaining both experience and confidence for the army through a series of small victories. It was not until Poltáva (1709) that the new army was truly proven in battle.

When The Great Northern war broke out, Russia did not have access to the Baltic Sea and therefore supported no naval forces there. With the foundation of Sankt Peterburg in 1703, Russia gained a much sought-after naval base in the west. The first ship of the Tsar’s northern navy, the frigate Standart, was launched in 1703, with more to follow. At the end of the war the Russian Baltic Fleet had grown to about 30 ships of the line and 15 frigates, as well as several hundreds of galleys.

**Overview of the Great Northern War**

For over one hundred years beginning in the 1560s Sweden had expanded its territory at its neighbors’ expense. However, the Swedish empire was too widespread for its population. At the time of the Great Northern War, Sweden (including Finland) had about 1.5 million inhabitants, and the population of the entire empire was only about 2.5 million. It was just a matter of time before old enemies would come marching, demanding the return of their territory.

**1700**

August, Elector of Saxony and King of Poland, with alliances to Denmark and Russia in hand, begins hostilities in February by marching into Livland and putting Riga under siege with 10,000 troops.

When King Fredrik IV of Denmark gets the news about August’s moves in March, he sends Danish troops into Holstein-Gottorp, Sweden’s ally south of Denmark and a territory long coveted by the Danes. They fail to act swiftly enough and Sweden, Lüneburg-Celle (later Hannover) and the “Maritime Powers” (England and the Netherlands) send troops and ships to protect Holstein-Gottorp, as guarantors of the 1689 Convention of Altona governing these territories. About 20,000 troops from the guarantors march into Holstein-Gottorp from the south and the Danes retreat back over the border. At the same time, ships from the Swedish fleet under Wachtmeister, an English fleet under Sir Rooke, and a Dutch fleet under Almonde join forces in the Kattegat. The Anglo-Dutch force adds twenty-three ships of the line to the Swedes’ thirty-eight. Outnumbered, the Danes under Gyldenlose stay in København. Swedish troops rapidly land north of the Danish capital in an amphibious action, with young King Karl XII one of the first to wade ashore. Seeing a chance to take down the Danes once and for all, in a few short weeks 10,000 Swedish soldiers stand outside the walls of København. Fredrik IV sues for peace and the Maritime Powers preserve the balance of power in Scandinavia with the Peace of Traventhal on 18 August. Karl is not entirely pleased with the rapid end of hostilities, but can now turn to the east.

On the eastern front the old Swedish field marshal Dahlberg successfully defends Riga against the Saxons. Reinforcements are on their way as the generals Maijdel and Vellinck arrive at Riga with about 6,000 Finns, forcing August to retreat over the
River Düna to the Polish side of border. During the summer, August reinforces his army to 18,000 troops but remains on his side of the river.

Pyotr, Tsar of Russia, declares war in August and invades Ingermanland in September with about 40,000 troops, putting Narva under siege. Karl decides to move quickly against the Russians in defiance of the opinions of his generals, who think more troops and supplies will be necessary. On 13 November Karl starts his march to Narva with no more than 10,000 troops. As the small Swedish army approaches, Pyotr turns over control of the Russian army to Du Croy and heads back east by himself.

On 20 November, Karl arrives with his army and decides to attack immediately. The attack begins at 2 AM, and soon a snowstorm overtakes the advancing Swedes. The snow drives into the faces of the Russian army in their fortifications around Narva, and they can hardly see the attack, much less coordinate to defend against it. The Swedish left flank is the first to break through the Russian lines. Russian general Golovon and his men try to escape over the River Narva, but the only bridge soon collapses and many of his men drown in the attempt. Fellow general Buturlin manages to erect a temporary defense with some remnants, including the Preobrazhenskoye and Se- menovskoye guard regiments, that holds until dawn. Karl takes a personal part in the action against Buturlin’s forces and has his horse shot out from under him. Later that night a flattened bullet is found in his scarf.

On the right flank, Russian general Weide’s troops remain passive except that Sheremetev and the cavalry rout without even being attacked. This is a lucky stroke for the outnumbered Swedes, who feel the victory is in hand and start looting the Russian camp. Weide soon follows Russian commander Du Croy’s order to surrender. The battle is now decisively lost for the Russians and at 7 AM Karl orders cease fire. On the battle-field lay dead 8-9,000 Russians and 700 Swedes. The Swedish army takes about 20,000 prisoners, who are shortly released as there is no possible way to supply or even guard that many captives. Other war trophies for Sweden include 230 banners, 180 cannons, 11 colonels and 10 generals, including the commander Du Croy himself.

The victory at Narva against at least 4-to-1 odds and a fortified enemy gained Karl and his army great respect in Europe. He could now take quarters for the winter at Lais. August of Saxony holds fast on his side of the border during the winter.

1701

During the winter reinforcements arrive in the Baltics from Sweden and the army now numbers 18,000 troops. At dawn on 9 July they begin a surprise crossing of the River Düna into Kurland. In the first wave 7,000 Swedish troops are shipped over the river on rafts, supported by cannon sloops and smoke screens. On the far bank of the river wait 18,000 Saxon troops commanded by General von Steinau. When the Saxons become aware of the situation they launch a series of counterattacks, but the Swedes manage to hold a bridgehead. Of course King Karl personally accompanies the first wave, and after two hours of fierce fighting the Saxon army is routed. 2,000 Saxons and 500 Swedes lose their lives at the crossing of the Düna, a victory cherished by Karl as his greatest martial achievement.

Karl now decides, once again against his generals’ advice, to head south against August. Plans had already been made for an attack against Pskov and Novgorod where the Russians are gathering 20,000 troops. Instead Karl completes the conquest of Kurland and enters winter quarters early in September.

As Karl has left just 2,000 troops in Livland under the command of general Schlippenbach, Tsar Pyotr sees his chance and in September sends Sheremetev to invade with 9,000 troops. A battle is fought at Rauge on 5 September, ending with a Swedish victory. However, by December Sheremetev is back and on 30 December at Erastfer the Russians win their first (but not their last) victory of the war. Despite the loss, Schlippenbach soon manages to regain the initiative and chases the Russians out of Livland.

1702

As Karl’s army moves south, Sweden and Poland are not yet in a state of war, and the sejm (Diet) has not authorized any forces to be put at King August’s disposal. Some of the Polish nobility joins August anyway, and begin to fight scattered skirmishes with the invading Swedes, who are timorously supported by the noble Sapieha family of Lithuania. Karl’s advance is undeterred, and on 12 May he stands with 12,000 troops in the Polish capital of Warszawa with the aim of deposing August from his throne.
While Karl is tied up in fruitless negotiations, August rallies his troops in order to strike back. On 9 July the two armies meet at Kliszów. The Swedes have 12,000 troops and virtually no artillery against 16,000 Saxons with about 40 guns. August also has an ace up in his sleeve: Grand Hetman Lubomirski has decided to support August and is arriving with 8,000 of the Polish Crown Army in time for battle. August deploys his Saxon troops behind marshlands and streams, but Karl assesses the situation quickly and marches rapidly against the cramped Saxon right, forcing August to leave his good position. At the same time, the Crown Army enters the scene on the Saxon right flank heading for the now exposed Swedish left flank. At about 2 PM the battle starts with the Swedish cavalry on the left flank attacking the Poles, but they are repulsed. The Poles themselves make two counterattacks with Saxon support, but are repulsed and routed. On the Saxon left flank von Steinau crosses the marshes and gives general Rehnskiöld and his cavalry a hard time, but eventually von Steinau is forced to withdraw as well. A Swedish attack in the center is successful, and by 4:30 the battle is over, with losses at 2,000 for the Saxons/Poles and 1,100 for the Swedes. Karl seizes Kraków, the traditional coronation site for Polish kings.

In the Baltic front Pyotr presides over the conquest of the small fortress of Nöteborg and renames it to Schlüsselburg (shlüssel being German for “key”), indicating this fortress is the key to defending Russia from attack in the west. Pyotr himself acted as a captain of the artillery during the siege.

1703

As negotiations grind on in Warsawa, von Steinau with 3,500 cavalrymen are reported to be seen at Pułtusk, only 50 km to the north. Karl personally leads an attack with just 3,000 of his own cavalry, resulting in a complete Swedish victory. After Pułtusk, Karl returns to the west and puts the town of Toruń under siege. The garrison of 6,000 Saxon troops defend themselves bravely, but after about 6 months, Toruń falls to the Swedes.

In the Baltics, at the furthest inland point of the Gulf of Finland, the Swedish town of Nyen comes under Russian attack and is taken after three successive assaults. Tsar Pyotr immediately founds a new fortress in the vicinity, known as Sankt-Peterburg, to act as his new capital and naval base in the west. The Swedish troops retreat northwards and put up a valiant defense at Systerbäck but on 9 July they are routed and fall back to Viborg. The Swedish troops in Ingermanland and Estland are now even more heavily outnumbered and must retreat into garrisons at Narva and Reval.

In Livland, general Lewenhaupt manages to defeat a combined Russian/Lithuanian force at Saladen on 19 March. Even so, he is forced to retreat into Riga. Russian troops now plunder the whole of the Baltics but retreat back to Russia at the end of the year.

1704

Finally, enough of the Polish nobility come to the conclusion that August must be removed from the throne, and on 2 July Stanisław Leszczyński is elected the new king under the watchful eyes of Swedish troops, with a greater portion of the nobility absent. Leszczyński, in his thirties, comes from an old but not very politically involved family, though with associations to the Lithuanian Sapiehas.

The numbers of Karl’s army have swollen to 33,000 men, and he decides to root out and destroy August once and for all. For his part, a desperate August signs an agreement with the Tsar to allow Russian troops on Polish soil, a decision with far-ranging consequences. On 9 August, General Schuleenburg with about 7,800 troops meets Swedish general Meijerfeldt with about 2,300 troops. Despite winning the battle, Meijerfeldt is forced to retreat back to Warsawa with the main Saxon army nearby.

In a bizarre digression, Karl takes a portion of his forces and races south to take the fortress of Lwów (Lemberg), apparently solely because it had never been done. In a coup de main lasting only fifteen minutes, Karl succeeds in the assault with only 600 men. The victory is of no lasting consequence.

Meanwhile there is news from Warsawa that August has retaken the capital. Upon the Swedish army’s return, August withdraws, and after some maneuvering, Karl with 3,000 cavalry catches up with Schuleenburg and his 5,000 troops at
Punitz on 28 October. Schulenburg’s infantry manage to form a giant square and offer heavy resistance, but eventually they are forced to retreat.

In the Baltics, Pyotr has already started to launch warships in order to defend his new city of Sankt-Peterburg. The Russians then head for Dorpat in Livland with 8,000 troops. At Wesenberg on 16 June Schippenbach tries to stop them with 3,500 troops, but is beaten badly. On 16 August, Dorpat falls to the Russians. Meanwhile, at Jacobstadt in Kurland, a combined Swedish-Lithuanian army under Lewenhaupt and the Sapieha manage to win a victory over a Russo-Lithuanian army commanded by Wiśniowiecki on 16 July.

### 1705

The first half of the year is very calm and the Swedish army remains in comfortable quarters at Rawitz. The small community soon becomes the center for many entertainments as the families of the officer corps arrive in the village to visit their husbands and fathers in the army.

With the election in hand, Karl is determined to ratify Leszczyński’s coronation. He gives the order to General Nieroth and 2,000 cavalry to guard the coronation, which turns out to be wise as a Saxon/Polish force of 10,000 troops commanded by the General Paykull attempts to interfere. The two sides meet at Rakowitz outside Warszawa on 21 July. Despite being partially encircled, Nieroth turns the tide and wins the battle after a grueling six hours. The losses were 300 Swedes and 1,500 Saxon/Poles.

At the end of July, Karl decamps from Rawitz and moves to Warszawa, deploying Rhenskiöld with 10,000 troops to keep an eye on August. On 24 September the coronation of Stanisław Leszczyński takes place in Warszawa, breaking with the convention that Polish kings be crowned in Kraków. On 18 November Poland and Sweden formally sign a peace treaty. During all this, a Russian army of 34,000 troops has been assembling at Gardinas in southern Lithuania.

In the east, January sees a small corps of 1,000 Swedish troops commanded by General Armfeldt try to attack Sankt-Peterburg. They manage to burn large parts of the fledgling city and also numerous supplies, but the loss is only a temporary setback for Russian plans. In Kurland, Pyotr is determined to crush Lewenhaupt’s corps. He sends Sheremetev with 12,000 troops to meet Lewenhaupt’s 7,000, which they do at Gemäuerthof on 16 July. The Russian army surprises the Swedes at their supper, but they manage to deploy quickly and as a number of fierce attacks the battle ends in a confused melee, with the Swedes eventually winning. Despite the victory, Lewenhaupt cannot keep the Russians out of Kurland and he is forced to withdraw to Riga. Russian forces continue on, redeploying to Gardinas in Lithuania.

### 1706

As the year opens, Karl arrives outside Gardinas with his army on 14 January. The Russians withdraw behind the walls of the city and soon starvation and disease begin to take their toll among the numerous Russian troops. August had been at the city with the Saxon cavalry, but he heads west before Karl’s arrival and intends to join with Schulenburg and his force of 18,000 troops in order to attack Rehnskiöld. However, Rhenskiöld is soon aware of the plan and lures Schulenburg into battle before August arrives. At Fraustadt on 3 February the two armies meet. With his army of just 9,000, Rehnskiöld literally annihilates the Saxon force in two hours with the loss of only 1,500 men. Among the Saxon troops was a Russian contingent, but in a dark turn they are slaughtered to a man after being captured by the Swedes.

On 25 March the Russians manage to slip out of Gardinas, leaving 17,000 dead comrades behind. When he learns of the withdrawal, Karl takes off in pursuit, but must break off after reaching Pinsk deep in the Pripyat marshes. Worn and hungry, Karl must turn his army towards more prosperous territories. He takes his quarters further south, in Jarosław where he meets with the erstwhile Polish king Leszczyński. After a few months, Karl makes the decision to move directly against Saxony, despite reservations out of respect for the German Emperor. Karl sees no other option but to force August into a permanent and unconditional peace (this despite numerous attempts by August to come to terms).

On 7 July Karl breaks camp from Jarosław, joins with Rhenskiöld, slips through neutral Schlesien, and by September stands at the border of Saxony. With Saxony unable to resist, on 14 September the Treaty of Altranstädt is signed, forcing August to recognize Leszczyński as the King of Poland, and renounce his alliance with Russia.

With Karl away in the west, Russian troops flood Poland. On 19 October, before the treaty has been publicly proclaimed, a force of 4,000 Swedes and 10,000 Poles under General Mardefeldt are crushed by August and General Menshikov with an army of over 35,000 men at Kalisz. As soon as Karl becomes aware of the battle he announces the Treaty of Altranstädt to the world, which was such an embarrassment to August that he was forced to return 1,800 Swedish prisoners taken in the battle. He is also required by the treaty to provide supplies to the Swedish troops as long as they stay in Saxony.

Compared to Sweden and Poland, Saxony is a land of milk and honey, so the many months of rest and recuperation there are a pleasant period for the Swedish army. The social life prospers and many banquets and balls are held, including the exceedingly rare event of King Karl XII dancing: According to eyewitnesses it looked more like he was moving around a piece of furniture than dancing, and his lady partner seemed rather put out. During this frivolity, a great deal of diplomatic activity took place as both sides in the War of the Spanish Succession attempted to bribe and persuade their way into Karl’s good graces. Even that great Duke of Marlborough came for an audience. Though the king listened patiently to his entreaties, Marlborough was turned away empty-handed.

Karl cannot be bothered with Western European politics while his greatest enemy remains in power. By this time, nearly the entirety of the Baltic provinces has fallen under Russian control. On 12 October, the Tsar even launches a badly coordinated attack against Viborg in Finland, which is repelled.
1707

On 11 September, rested, well fed and dressed, the Swedish army once again crosses the border into Poland from Schlesien. At 35,000 troops, the main army has never been larger. Karl expects to fight Pyotr in a decisive battle during the year. Before leaving western Poland he deploys General Krassow with 8,000 troops, which together with the Crown Army is charged with protecting Poland, which is to say it is to protect Leszczyński and his claim. However, the Russians withdraw before Karl’s advance and regroup around Gardinas, and the Swedes are unable to bring them to battle before the campaign season ends.

1708

The Swedish army arrives at Gardinas on 28 January. The general opinion among the officers is that they should continue north and liberate the Baltic provinces. Karl, on the other hand, has once again made up his own mind: the goal is Moskva, heart of the Russian Empire. General Lybecker shall attack from Finland with 14,000 troops and strike against Sankt-Peterburg. Lewenhaupt, in Riga, is ordered to join his army of 13,000 to Karl’s, along with a massive amount of supplies.

On 6 June the army begins its march by heading for Mohylew in Mscisław, southwest of Smolensk. Heavy rain dogs the march, but by 30 June Karl comes upon the Russian main army in a fortified camp at Holowczyn. The Russians are unaware of the approach of the Swedish army, and with Pyotr absent, command falls to the two rivals Sheremetev and Menshikov. A scouting mission shows Karl the Russian camp is divided in two and he decides to attack into the gap. In front of the Russian camp lies a tributary to the River Drut called the Vabich, surrounded by marshlands.

On 4 July, the Swedes begin their attack at midnight, intending to use pontoon bridges to cross the Vabich. These proved too heavy and were abandoned, and the crossing was made without their assistance. Karl leads the attack with 12,500 troops against about 40,000 Russians, leading his troops over the marshy river in person, sometimes wading with water up to his waist. General Repnin sees that the Swedes are about to split the Russian troops, and with a counterattack manages to establish temporary contact with Sheremetev on the other wing. Soon the Swedes themselves counterattack and rout Repnin’s wing. Russian General von Goltz has noticed Repnin’s deteriorating situation and attempts to interfere using his dragoons. Sadly for him, Rehnskjöld has crossed the river with his cavalry using fascines, and von Goltz and his dragoons are soon routed as well. During all this, Sheremetev has remained passive, as he thought the attack on Repnin was just a diversion and that the main attack would hit him at any moment. Once he realizes what is actually happening, he tries to join with Repnin and von Goltz but it is too late. Sheremetev then attacks over the Vabich in order to sweep the Swedish camp, but the attack fails and he is forced to retreat. The Swedish army is once again victorious, with losses of 1,300 Swedes and an unconfirmed number of Russians (1,500 to 5,000).

Mere days later, on 8 July, the Swedish king’s army arrives at Mohylew and remains there in order to wait for the arrival Lewenhaupt and critical supplies. At this time, Cossack Hetman Mazepa bombards Karl with urgent requests to join him in Ukraine. Facing a dire supply situation, and with nothing but scorched earth ahead of him in Russia, on 15 September Karl decides to head southeast towards Ukraine and Sivershchyna where he plans to enter winter quarters and meet with Mazepa, who promises him tens of thousands of Cossack cavalry in exchange for supporting their independence from Pyotr’s empire.

On 29 September, Lewenhaupt, delayed in his departure from Riga, suffers a defeat at the battle of Lesnaya, when 18,000 Russians under Pytor finally catch up to his army of 13,000. Lewenhaupt escapes with less than 7,000 troops and does eventually join the royal army, but without any artillery or the much-needed supplies.

The Russians continue their scorched-earth tactics, and when Karl arrives in Sivershchyna the province and Mazepa’s seat at Baturyn have been razed. To further his disappointment, Mazepa’s promised 30,000 Cossacks turn out to be only a couple thousand light cavalry. The disposition of the Swedish army is now desperate; low on supplies, ragged and worn from constant marching and skirmishing, and under relentless pressure from the Russians, who harass the Swedes at every turn while avoiding large battles.
In the north, Lybecker moves against Sankt-Peterburg. Luckily for the Russians, his campaign begins late, in early August. He soon comes to the conclusion that Sankt-Peterburg is too strongly defended, and he decides to liberate Ingermanland. Not long after, fearing he has been surrounded by superior Russian forces (which turns out to be untrue), Lybecker is evacuated from the Baltics by the Swedish navy.

1709

The winter of 1709 is bitterly cold, the worst in a century, and the Swedish royal army suffers severely from the harsh weather, dying by the thousands. When spring finally comes the army has dwindled to only 25,000. Karl orders reinforcements to be sent from Krassow and Leszczyński, but they have their hands full with rebellious elements of the Polish Crown Army. Karl decides to put the town of Poltáva under siege. By doing so he also hopes to lure the Russian army to battle. Some skirmishes take place during the summer and during one Karl is wounded in the foot. At the end of June the Russian army sets up a camp north of Poltáva, threatening to surround the Swedish army: the only way out for the Swedes is to face a battle. With Karl wounded, Rhenskiöld is in command of the army. Due to a conflict between him and Lewenhaupt, who commands the infantry, the latter is not fully briefed on the battle plan.

The battle starts on 27 July and things start to go wrong from the first stages of the battle. To attack the Russian camp, the Swedes must pass a number of redoubts. The plan is to just pass them by, but as the infantry is not informed they instead begin to attack and overrun one redoubt after another. Eventually Swedish general Roos with about 2,500 troops is stopped by a strong redoubt and separated from the rest of the army. When Pyotr finds this out, he sends reinforcements to the redoubt and Roos is finally forced to surrender. Meanwhile the Russian cavalry is chased from the battlefield in front of the Russian camp and the Swedish cavalry begins to regroup, waiting for the lost infantry. In the midst of this, the main Russian army breaks camp and deploys onto the battlefield with 22,000 infantry, 13,800 cavalry, and 70 guns. When the Swedish infantry finally arrives at the main battlefield it numbers only 4,000 troops. Despite the overwhelming odds facing them, the Swedish army follows their doctrine and attacks. They must cross 800 meters to reach the Russian line and fire their muskets at short range, but after half an hour of combat the Swedes are routed, although the fairly intact Swedish cavalry tries to cover the retreat. Swedish losses run about 7,000 killed and 2,800 prisoners captured, including Rhenskiöld. Russians losses are a modest 4,500 troops.

The Russians do not pursue the retreating Swedish army immediately, and Karl decides to go southwest in order to cross the River Dnepr and attempt to make his way into Poland. They plan to cross the river with pontoon bridges close to Perevolochna, but the lack of building materials and boats puts a halt to the project. It is soon clear that only a small part of the army can be evacuated over the river. Karl with about 1,300 troops and Mazepa with a couple of thousand Cossacks make the crossing. On 9 July they cross the River Bug and reach safety in Tatar territory under the Ottoman Empire.

Meanwhile, Lewenhaupt takes command of the remnants of the army and is trying to bring some order among the tired and demoralized regiments, when Menshikov arrives at the head of 9,000 Russians, mostly cavalry. After some negotiations, Lewenhaupt makes the unusual decision of asking his troops if they want to fight or surrender. The troops vote for capitulation, and 983 officers, 12,892 privates and 1,600 civilians become prisoners of war of the Russian Empire.

As a direct result of Swedish weakness after Poltáva, Denmark declares war once more on 8 August, and later the same month a Saxon army marches into Poland and August is again declared King of Poland. Russian troops also attack Poland from the east, and Krassow and Leszczyński are forced to seek refuge in Swedish Pommern. On 1 November the Danes land 14,000 troops commanded by General Reventlow in the home Swedish territory of Skåne, entering winter quarters immediately outside Helsingborg.
On 5 January, the Danish army begins to march towards the major Swedish naval base of Karlskrona. The goal is to destroy the Swedish navy while it still anchored and can’t escape. After only eight days, and far from Karlskrona, the momentum of the Danish offensive weakens and they soon return to Skåne without having achieved anything. Meanwhile a new Swedish army gathers under Stenbock in order to throw the intruders out. By mid-February he manages to raise 16,000 troops, well equipped, but deficient in artillery and supplies. Stenbock resolves to act quickly, in order to avoid starvation among his troops. On 28 February the two armies meet outside the small town of Helsingborg, each with about 14,000 troops. Initially the Danes offer strong resistance, but Stenbock finally breaks their lines. The Danish army evacuates to their ships and returns to Denmark. On the battlefield lie 5,000 Danes and 800 Swedes, with a further 2,500 Danes prisoners of war.

On 24 September, the sea battle of Köge Bay is fought between 26 Danish ships of the line commanded by Gyldenlove and 21 Swedish ships of the line commanded by Wachtmeister. The Danes lose the ship Dannenbrog and their transport fleet, while the Swedes lose two ships in one of the few victories for the Swedish navy during the war.

In the Baltic theatre, Sweden has to finally give up Riga after an eight-month siege, followed swiftly by the loss of both Pernau and Reval. In Finland, Viborg is conquered for the first time in the town’s 400-year history. The Russians celebrate by sprinkling the entire fortress with holy water. By the end of the year, Sweden has no strongholds at all remaining in the east.

Karl is now in the Ottoman town of Bender, attempting to draw new plans against Russia in the Sultan’s court. The Ottomans are easy to persuade and they declare war against Russia in November.

An Ottoman army commanded by Grand Vizier Baltacı Mehmet numbering 140,000 troops wins the battle of Pruth against the Russians on 10 July. The Russian army commanded by Pyotr is completely surrounded and forced to capitulate. The resulting treaty is a disappointment to Karl as the Ottomans neglect his demands against Russia and let Pyotr slip away. The treaty only stipulates that Azov be returned to the Ottomans, and that Russia demolish some fortresses in the area and refrain from interfering in Polish affairs. Karl now builds a fortified camp outside Bender, which grows into a small town he modestly names Karlopolis.

Karl’s newest unrealistic plan is to land a Swedish army in Stralsund and attack south through Poland and thence into Russia. At the same time an Ottoman army shall attack Russia from the south. General Stenbock readies his army and Admiral Wachtmeister blockades the Danish navy with twenty-four of his ships of the line. The amphibious operation is successful until Wachtmeister by a misunderstanding lifts the blockade. The Danes succeed in finding the Swedish transportation fleet and attack it. Stenbock can only land half of his force in Stralsund and most of his supplies are lost at sea.

Threatened by large enemy forces, Stenbock is unable to stay in Pommern, and heads west for Wismar where he hopes to land the rest of his troops. At Rostock, the Swedes are once again threatened by superior forces, but Stenbock now decides to attack. His target is a Danish army situated at Gadebusch. On 9 December his 14,000 Swedes attack 18,000 Danes reinforced with Saxon cavalry. The coalition army is commanded by Danish king Frederik. Stenbock wins a total victory, losing only 2,000 troops to losses of 6,000 for the Danes and Saxons. Even with this victory, Stenbock’s situation is hopeless without supplies or the possibility of any reinforcement. He therefore decides to continue his march on to Holstein-Gottorp. In the meantime, Bremen-Verden is seized by Danish forces.

Needless to say, no Ottoman army materializes against Russia, as Karl’s entreaties are lost on the Ottoman Porte.

On 5 January, Stenbock arrives in Holstein-Gottorp. He is welcomed as an ally and he and his troops seek refuge in Tönning. Due to disease and lack of supplies he is eventually forced to capitulate to the Danes on 5 May. Stenbock later dies in Danish captivity in 1717. At the end of the year only the towns of Stralsund and Wismar are in Swedish hands in Germany.

The war in Finland has been quiet the last two years due to Ottoman interference on the other end of Russia. After Stenbock’s wild goose chase ends in fiasco, Pyotr is determined to raise the pressure against Finland again. On 27 April, 10,000 troops under General Apraksin are transported along the Finnish coast and land in the Helsinki area. The local Swedish commander, Lybecker, razes the town and withdraws into the heart of Finland to rally his troops, but he can only watch helplessly as the Russians occupy the southern part of the country. Lybecker is suspended and General Armfeldt takes command of the Finnish army. He tries to stop the Russians but on 6 October he is defeated at Palkäne.

In Bender, the Ottomans grow tired of their demanding and very expensive guest. Karl had planned to meet with Stenbock in Germany, but he suspected that certain Ottoman elements were in league with hostile Poles. Not willing to risk capture during the journey, he refuses to leave Bender. On 31 January, the Ottomans attack Karlopolis with 10,000 troops in the Skirmish of Bender. The Swedish King, in the end guarded by only 45 men, is overpowered in the central building of his camp. He is taken to Dimetoka, though he is now more prisoner than guest.
Armfeldt takes up a position at Storkyro with the remnants of the Finnish army, 5,000 of whom are no more than armed peasants. On 19 February, 9,000 Russians commanded by Golitsyn attack Armfeldt's position. Initially the battle goes well for the Swedes but when a Russian cavalry force attacks the Finnish troops from the rear the battle is quickly lost. Finland is now entirely lost to the Russians.

On 27 July, a sea battle takes place near the Gangut peninsula off the southwestern coast of Finland. With no wind to speak of, the Russian galley fleet commanded by Apraksin rows around the peninsula in front of a strong naval force commanded by Swedish admiral Wattrang. When Apraxin rounds the cape with his force of 105 galleys, he meets a Swedish naval detachment commanded by Rear Admiral Ehrenskjöld, with 1 pram, 6 galleys and 6 smaller vessels. Apraxin first attacks with 35 galleys and is repelled. He then attacks with 80 galleys and is once again repulsed. The third and last attack is made by 95 galleys and is finally successful. The Swedish flotilla is totally annihilated and Ehrenskjöld is captured on the deck on his flagship, the pram Elephant. This first major victory for the Russian navy opens up the sea lanes for the Russian navy to conquer the Åland islands.

In 26 October, Karl finally leaves exile in Dimetoka and begins the long ride back to Swedish territory, traveling through Poland and Germany under cover as “Captain Peter Frisk”. On 11 December he arrives at Stralsund.

In April, admiral Wachtmeister with 20 ships of the line is ordered to intercept delivery of English ships to Russia. Instead, Wachtmeister is himself intercepted by a Danish force of twenty ships of the line on 28 July at Fermer Bält. The battle ends without loss for either side, but it is a strategic victory for the Danes as Wachtmeister must cede the waters to the Danish navy, who now can transport troops and supplies to the island of Rügen off the coast of Pommern.

In June, Prussia joins the coalition against Sweden. Together with Danish and Saxon forces, a total of 50,000 troops put Stralsund under siege. During the siege, Karl decides not to bypass the Norwegian fortress of Fredrikshald, and puts it under siege to keep his supply line to Sweden open. At nine o’clock on the evening of 30 November, Karl is inspecting his trench lines when he is struck by a bullet in the forehead and falls dead instantly. The officers present decide to break off the siege immediately and retreat back to Sweden. Once the army returns, Karl’s sister Ulrika-Eleonora and her husband Fredrik of Hessen divide the army funds among the officers in order to gain support for their political ambitions.

On 23 February Ulrika-Eleonora is crowned Queen of Sweden. An alliance with England is formed in an attempt to mitigate the desperate military situation.

Pyotr, eager to force Sweden into a disadvantaged peace, sends his galley fleet to raid the Swedish east coast. On 13 August a Russian attempt to attack Stockholm is repulsed at Stäket, just 30 km east of the Swedish capital.

In Norway, King Fredrik gathers an army of 34,000 troops and crosses the border into Sweden. Rehnkiöld, now back from Russian captivity, withdraws in the face of the Danish advance. Fortunately for Sweden, English diplomatic pressure forces the Danes to return to Norway.
On 9 November a peace treaty is signed between Sweden and Hannover, with Sweden ceding Bremen-Verden. The British Royal Navy starts patrolling in the Baltic Sea, determined to limit Russian naval power.

**1720**

Queen Ulrika-Eleonora abdicates from the throne and her husband Fredrik of Hessen is crowned Fredrik I.

On 21 January Sweden signs a peace treaty with Prussia ceding parts of Pommern. This is followed by a peace treaty with Denmark signed on 3 June, with Sweden forced to pay a large compensation claim to the Danes. However, England pressures Denmark to withdraw claims to Swedish territory.

Russian galleys now raid the northern coast of Sweden. On 27 July, a Swedish naval force consisting of 1 ship of the line, 4 frigates, and 3 galleys attacks a Russian galley fleet of 60 ships at Grengam in the Åland archipelago. The Swedish force is repulsed but Russian losses force them to cancel further operations.

**1721**

The last action of the Great Northern War takes place at Selånger in northern Sweden on 25 May. A Swedish cavalry squadron commanded by Lieutenant Lindstedt is wiped out by a superior Russian force raiding the Swedish coast.

At last, on 30 August, peace is restored with Russia through the signing of the Treaty of Nystad. Sweden is forced to cede its Baltic provinces and parts of southeast Finland to Tsar Pyotr’s burgeoning Russian Empire.

Thus ended the stormakstiden, or period of Sweden as a Great Power. Never again to hold extensive overseas territory, Sweden’s bid for hegemony in the Baltic was forever halted by the results of the Great Northern War.

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**D. Designers’ Notes**

When considering the subject of The Great Northern War one soon sees it is not very well known outside the participating countries. Being from Sweden, we have grown up with history classes and stories about this epic conflict that changed the balance of power in Eastern Europe in favor of Russia. Even today, new biographies about Karl XII are published from time to time. Discussions never fail to break out on whether he was a good or bad king, what his motives were, and how he died (by assassin or by a Norwegian bullet). This war is obviously a topic of great interest in Sweden. With this game we hope (besides offering an entertaining gaming experience) to spread some knowledge about this conflict to the rest of the world.

Thinking about making a game of this topic, a number of conclusions came quickly. It should be fast paced, easy, and fun to play. It should cover the entire twenty-one year period of the war. It must have historical flavor and somehow reflect warfare of the period. The first idea was to use an *Axis & Allies* style system, but after our first encounter with the block system of *Columbia Games’ Hammer of the Scots*, we determined that blocks were perfect for our purposes.

Once the decision to use the block system was made, the creative process of making *Pax Baltica* fulfill the conclusions outlined above became quite easy. First, we managed to reflect the warfare of the period, though in a very basic and simple way, by building in each army’s strengths and weaknesses. The Russian army is large but starts weak, with the possibility of upgrading due to Tsar Pyotr I’s modernization efforts. The Swedish army is the second largest and of high quality; in fact it was one of the best-trained armies in Europe at the time. Furthermore Sweden had a very effective public administra-
tion with the capacity to recruit and supply several new armies. Saxony and Denmark’s armies are small but of fairly good quality, being of the sort of standard European armies at the time.

We first decided that the core of each army should be the army blocks, but soon realized that they needed some kind of support, therefore we added the regimental blocks. We would include further historical flavor by making nice looking blocks with national coats-of-arms, regimental flags, and giving them the names of historical commanders and regiments.

Next, the map should contribute to the historical flavor by having national names for the territories and cities. It was quite obvious that it should be divided in territories (provinces) and that the troops should be able to feed off the land. National names proved to be harder than we first thought as territories had changed ownership over the length of the war, and sometimes we had to merge territories or even make up new ones in order to get a playable map.

Regarding the length of game, some said that it would be too long to play the full twenty-one years, and that after the Battle of Poltava the war shifted into a phase of lower intensity and would not be worth playing. Our answer to that: from the very first action, you leave the written history and start to create your own.

Finally, not to forget, the game must be really fun to play. Pax Baltica was an enjoyable game to design and develop. Beside the fact that it is a topic of great interest to both of us, we had lots of fun while playtesting and brainstorming. We soon found our own roles in the designing process. Stefan had the more wild ideas and creative solutions to problems with the game design and mechanics. Göran had a more historical approach towards the project and contributed more with his detailed knowledge about the Great Northern War.

We also consider ourselves lucky to have gotten in contact with GMT Games and Scott Muldoon. They have done a great job making Pax Baltica even better than we thought possible. Just to mention some major improvements: The new beautifully-made map by Charlie Kibler. The new system for the reform of the Russian army. Better political events, especially involving Poland. Thanks to GMT and Scott, we also will be able to reach a far wider public than we could ever have dreamed of.

One last thing made this project most interesting to us. It was the fact that none of us had ever heard of a game that covered the entire Great Northern War. Games about single battles and parts of the war, yes! But no game about the whole war. With the Three Crowns edition of Pax Baltica, we hoped to create the very first game simulating the Great Northern War from start to finish.

~ The designers, Stefan Ekström and Göran Björkman

E. Developer’s Notes

Pax Baltica was originally published in 2009 as a “guerilla” edition by Three Crowns Game Productions of Sweden. Limited to 55 copies and available in North America only direct from the publisher, Pax Baltica nevertheless made a splash upon arrival due to its grand scope, fidelity to a relatively unknown subject, and ease of play. It soon captured the attention of GMT Games, and by September 2009 an agreement was reached to republish the game for a wider audience. As one of the vocal proponents of the game in the U.S., I was asked by Andy Lewis to take up development duties. Since then I’ve worked with the original designers (Stefan and Göran) to refine the game and prepare it as a GMT release.

My initial task as developer was to take the Three Crowns rule set and edit and reorganize it. My first reading led to redefinition of terms, clarification of some finer points, and proofreading of that sort. This included things like redefining supply as “forage” or “communications”, incorporating the different effects of each; moving some of the scenario special rules to a “national special rules” section; rewriting and clarifying naval actions and transport; and so on. Once the designers and I were satisfied that the cleaned up rules reflected the original version’s intent, we started looking at things that could be improved or refined.

I would say the biggest changes are the ones we addressed first, centering on the politics and special rules of each nation. Much of the game was originally written to be on a schedule, with nation activations becoming available in certain years, reform of the Russian army being automatic at a certain date, and so on. My desire was to build an organic approach that was determined or affected by on-board play. For instance, originally four of the Russian armies improved from a C2 combat rating to a B2 beginning in 1710, reflecting the reforms that Tsar Pyotr enacted. In the current version of the rules, reform is triggered when Russia loses an army block in battle or one of its home territories is conquered. This begins a process where
Russian army blocks can be removed from play for two years (at a cost in Replacement Point Level) and returned stronger, one by one. The effect is that if the Russians get beaten badly, over the next several years they can gradually reform and by about halfway through the game they will have the improved army as originally intended. A bit of player choice is added, and the whole process flows better with game events.

Similarly, we invented a “Swedish Attrition Track” to show why the disaster at Poltava was such a game-changer in the war. The Swedish army reached its maximum manpower capacity very soon into the war. This was not so much of a problem so long as Karl XII’s aggressive tactics kept the Swedish army victorious in battle after battle. However, once the main army was lost in the Ukraine in 1709, Sweden was never able to field such large forces again. In game terms, every time the Swedes lose an entire army block, a marker is moved along the Attrition track which indicates the effects of these losses: extra costs for raising powerful forces, and additional political incentive for nations to (re)join the Coalition to capitalize on Sweden’s weakness.

We also made adjustments to the rolls that activate neutral powers. The basic activation system for all neutrals is consolidated, but historical incentives are provided to help drive the action (notably, Ukraine and Turkey are more likely to enter if Karl is in Ukrainian territory). Other national special rules were simplified or consolidated; there is still plenty of flavor in them, but hopefully they will be easier to remember and enact.

Other big changes include a rethinking of how Poland functions in the game. Historically, the Polish-Lithuanian Commonwealth was riven by faction, and once Sweden invaded, a full-blown civil war broke out. Despite Poland declaring itself neutral in the war between Sweden and Saxony, Karl was convinced that August II’s power (as King of Poland) could be broken only by removing him from the throne. Polish forces did fight for both sides in the war, but without much vigor or commitment except against each other. The first thing we did was provide some incentive for Sweden to go into Poland beyond getting at August’s Saxon base; some victory condition incentives work here. To reflect the fighting, we rendered most Polish territories “open” as transit territories, meaning anyone can retreat and or trace communications through them. This allows for the sweeping campaigns across the entire country that Karl fought from 1701 to 1707. It is still possible to establish garrisons in Polish territory to deny them to your enemy, but except for the two Polish capitals they are not required. The original three Polish blocks remain, but they now solely represent pro-Coalition forces, with random events added to account for fighting in the civil war.

Looking at the basic mechanics of the game (actions, replacements, movement, battles, siege) the changes are less drastic. A lot of clarification has been included, and some reorganization to make learning and reference easier. We did add a rule making it harder to take replacements if you are not in a territory with a friendly garrison — this makes moves to “winter quarters” sensible, and also adds expense to campaigning in “open” Poland. We also added some rules codifying the interaction between besieging forces and enemy units — it’s no longer possible for a single regiment to disrupt a siege by two or three armies, though raids to relieve besieged garrisons are still a big part of the game. Another change altered the function of the inherent baggage trains of the armies — originally it was a bit too easy to combine three or more armies on campaign. Now the baggage trains can only supply regiments, which means operating with big stacks of army blocks will inevitably come at a price in forage attrition, especially for the logistics-poor Russian forces.

A quick look at the event tables shows serious rework here as well. We split the original event table into a “neutral” main table and two sub-tables, one favoring each side. The several national politics tables were consolidated into a single one with better incentives to try a roll on it — and which might also send one to the event table that supports one’s side. Of course, we also added new events and revised or deleted others. Players will still be subject to forces beyond their control, so a flexible campaign plan will be most rewarded.

Lastly, we’ve revised some of the scenarios. One goal was to be sure that the midgame scenario conditions are possible to achieve if one starts the game from the beginning (a personal bugbear of mine). We also adjusted the victory conditions, especially for the short “tournament” scenario on the Russian campaign, which now is scored based on Sweden’s success in reducing Russian holdings rather than vice versa. We’ve also eliminated the shortest scenario, on Sweden’s last campaign in Norway, primarily because it was too small and short to be of any interest.

All of these changes (and several I’ve left unmentioned) should add up to an even more exciting and replayable game. One of the many strengths of Pax Baltica is that, for a game of its scope (twenty-one years and most of Eastern Europe), it still plays very quickly, with even the full campaign playable in a long day. We’ve struggled hard to retain that feel whilst adding a bit more history and decision-making to the process.

After nearly three years of work, I would like to acknowledge the following people, all of whom contributed towards making this project a success. Thanks first to JR Tracy, for convincing Andy Lewis to seek me out for this project; to Andy, Gene, Tony, Mark, and everyone at GMT for giving me a chance to work on the other side of hobby; to Stefan, Göran, and Magnus at Three Crowns for welcoming my ideas and keeping me on track; to Charlie Kibler for bringing the game graphics to life and putting up with many trivial changes; to all the playtesters who volunteered their time, effort, and ideas to make the game better; to Charles Vasey for encouragement and a critical discussion on the Polish Civil War; and not least to my supportive wife Amy and new son Miles, whose very existence gives mine its meaning.

~ Scott Muldoon, May 2012, Astoria NY
The following are some “pointers” from the design staff and playtesters. This will help first-time players, especially those without a lot of background on the period, by giving some strategic direction and ways to avoid tactical blunders.

**Designers Göran Björkman and Stefan Ekström**

**Tips on playing the different nations in the game.**

**Sweden:** Always try to maintain the initiative, although you will necessarily lose it from time to time. Keep an eye westwards; the Danes will rejoin the war sooner or later. If you have advanced deep into Russia you must be careful with your lines of communication, which a good Saxon will always try their best to cut off. If you manage to activate the Ottomans, let them do your dirty work for you. In order to survive in the long run you need to have at least one of your three main enemies knocked out of the war for a substantial amount of time. You can, if necessary, fight all three of them at the same time, but in the long run you will be worn out. Try to not lose your army blocks, as it will trigger the attrition rules, which are quite brutal.

**Russia:** You will be in for the fight for your life when Karl XII sets his sights on you. Try to wear him out by attacking his lines of communication or his main army. If you choose to confront the main Swedish body, you must gather your best troops in the attack. Always keep an eye on the Ottomans and the Ukrainians as they can make life a living hell for you and reduce your RP level suddenly. A Ukrainian rising should be dealt with swiftly. When your troops start to upgrade through reforms, your life will be a bit easier, but it’s certainly not the sole ticket to victory.

**Saxony:** At start you will have a very long way to march to the war scene. This might be a bit frustrating but it is a minor problem as long as the Poles are on your side. However, you must spare your troops from complete destruction, as lost blocks must be set up in distant Saxony. One important task as long as Sweden is engaged in Russia is to attack his lines of communication. But sooner or later you most certainly will have to fight to defend your fatherland or be bogged down in Poland.
Denmark: You really don’t know when Denmark will reenter the war or what the situation will be like then. If Sweden is still strong the Danes may have a tough row to hoe — you are vulnerable to Swedish attacks both against Norway and your border in the south. You also have an expensive navy to maintain with your limited economy. It is that same navy, however, that is the ace up your sleeve. If you can damage the Swedish fleet you will cause him severe trouble. When you have the opportunity, attack the Swedish territories in Germany.

For the Coalition in general: You often have a number of nations to take care of, but never enough actions. Use your actions wisely, they will be needed everywhere on the map. If you play the second half of the war, don’t forget your minor allies if they are activated; they can be useful stretching Swedish resources and attacking weak fronts.

Other general principles: Take especially good care of your “crown” blocks, as they cannot be replaced. If Karl XII is exiled, Sweden is in severe danger of losing the war. Of course, one should always seize enemy territory where possible, to reduce their Replacement Point level.

Playtester Extraordinaire David Buckland

When campaigning, always keep a retreat route available — marching out on a limb is possible, but often deeply unwise. Slow and steady progress, besieging garrisons as appropriate to keep lines of communication open, is generally better than an attempt to rush things, even for the Swedes.

Karl XII needs to trade on the superior quality of his army — the Swedes can normally escape relatively unscathed, if they find they have bitten off more than they can chew, by retreating early. The Swedes need to attack, but they need to be cautious about any combat that looks as if it might cost them blocks, especially armies. These are replaced in Sweden, and getting them back across the Baltic will consume too many precious activations.

On the other hand, for the Coalition, it is important to remember the Swedish army is formidable, but not unbeatable. Sooner or later you can hope that the Swedes ride their luck too far, and suffer their Poltáva. Do not lose hope, Sweden needs to falter only once to give you the opportunity to permanently change the balance in your favor.

Developer Scott Muldoon

The key to a successful campaign in Pax Baltica is to define reasonable annual goals. The vagaries of the action roll and event tables will keep you from being able to follow through with any complex plan. That’s not to say you are completely at the mercy of the dice, but rather that you have to think in terms of limited gains, smashing an army here or completing a siege there.

Assuming you have enough actions, you should concentrate to attack, bringing forces (even from different territories) over a single border so reserves are not required. After the battle, disperse your forces using your free regroup move to minimize forage losses. Of course, there are exceptions to both these strategies. As the first player, you can use regiments, especially well-rated (A or B) ones, to pin enemy blocks so they can’t reach your intended main battlefield. Similarly, you may want more than one retreat option, which necessitates multiple attack borders. Also, sometimes it is better to pile on your forces for a tough siege and take your forage lumps in exchange for the garrison to a key territory.

As a defender, you should also be wary of your retreat options. It may be necessary to post regiments as pickets or to keep open a line of communications. Generally you will be on defense if you have fewer actions, but you will also have the advantage of seeing your opponent’s moves first.

From a strategic standpoint, as Sweden you should not take on Saxony in Poland without securing your front against Russia first, either through a crushing battle of annihilation, or an imposed truce (more difficult, but more effective). Without a revolt in the Ukraine, Russia can rebuild its forces reasonably quickly, so timing is paramount if you wish to switch your emphasis to other enemies.

More often you will end up doing a lot of campaigning in Russia, later if not sooner. When you do, be sure to leave some forces behind in Sweden and your German possessions if Denmark’s activation is possible. You can’t waste precious actions sending forces back west, especially if the Danish fleet builds up quickly. Your 4-strength garrisons can hold out for quite a while on their own, but you will want forces on hand for defense.

If you do get the Ukraine to revolt or (even better) the Ottomans to intervene, do not hesitate to send them on suicide missions to support your aims. You should never feel sorry for losing Ukrainian or Ottomans steps, since they can only help you by distracting your enemies.

As the Coalition, you must resist the temptation to always use your precious actions on a single front. Pax Baltica is a long game and you must be sure all four major fronts (Norway, Germany, Poland, Russia) have the potential to hurt Sweden. Charlie Dozen’s army of terror can defeat any one of your nations, but not all of them at once.

Any chance you get to isolate and destroy a Swedish army block will pay dividends on the Swedish Attrition track. Eventually his advantages will wear down, and if you are well positioned you can take advantage and make permanent gains. Do not fail your personal morale check and give in early! It can only take a couple years for everything to fall apart if Sweden suffers a major reverse.

Both players must keep the victory conditions in mind. It is tempting to go for the knockout blow “sudden death” victory, but doing so could leave you strung out and vulnerable should you fail. It is more likely that the game will go the distance, and the gains made by Sweden early on will not matter if they lose too much territory by the end. Both sides must take a long view to be successful.

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## G. Gazetteer

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* Refer to map on back cover of this manual.
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**3CG Edition Credits**

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Text Editor: Magnus Nordlöf  
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