INTRODUCTION

VERSION 1.1

PAX BALTICA is a strategy game covering the Great Northern War 1700-1721. One player commands Sweden and her allies and the other player commands the Allied forces of Russia, Denmark and Saxony.

This version of Pax Baltica is a Guerrilla Print. To read more on what that means, please visit www.3cg.se.

Prepare for Play

In order to prepare the game for play you need to do some assembly job first. It's not that hard and should be pretty self explanatory with the guidelines given below.

A sheet of block labels is included. Use a scissor to cut them out. One label must be attached to each block. Danish labels (red) go on the red blocks. Saxon (white), Polish (pink), Prussian (grey) labels go on the grey blocks, Russian labels (green) go on the green blocks. Swedish labels (light blue), Turkish (brown), Hanover (yellow), British (dark red) and Ukrainian (orange) go on the blue blocks. Lightly position each label, ensure it is straight, and then press firmly to the block.

Included in the game are a number of coloured national markers. Blue are Sweden and Turkey, Red Denmark, White Saxony-Poland and Green Russia. These markers are used to keep score of Replacement Points on the Replacement Table, to keep track on the Nyen-track and to mark successfully besieged and conquered garrisons. Place the markers on the map in the corresponding places according to the scenario and in the territories each side controls defined by the scenario

Place the map on a table and decide who is going to play which side. The main sides in the game are 1. The Swedish (with her allies) and, 2. the Allies which comprises of Russia, Saxony and Denmark. The player playing the Swedish side should sit at the northern edge of the map board, the Allied player at the southern edge.

This is a strategy board game recommended for 2 players.

The rules

Don't try to memorize the rules. We suggest you read through the rules once or twice before you begin playing and then during your first game, use the rules for reference. After a while you will know the rules by heart.

The game

The game is played in a series of years. Start each year with the following phase:
• Activation and replacements
Both players roll for activation of respective allies. After that it is time to place replacements. This phase does not apply on the first year of any scenario.

• Season game turns
Each year consist of four (4) Seasons, from now on called GAME TURNS, (Spring, Summer, Autumn, Winter). Each Game Turn has four (4) PHASES. The Phases needs to be followed strictly in the order listed below and one phase needs to be concluded before moving on to the next one.

• Action-roll Phase

Both players roll 1D6 on the Action table. The player with the highest die result becomes Player 1 this turn. Ties go to the former player 2. If tie on first turn of the game: -roll again. If an event is rolled (a roll of a 6), that player is Player 1. If both players' results are events, each player's event are rolled and played as usual. Then the game turn ends, the turn marker is moved one step forward and a new turn begins.

• Action Phase

Player 1 first completes all desired Actions and then Player 2 completes all desired Actions as per Paragraph 3 below.

• Battle Phase

Battles occur when opposing blocks are in the same territory. They are fought one at a time, in any sequence determined by Player 1. All Siege attempts are conducted.

• Supply Phase

Supply checks are done and any block in over stacked territories loses a step due to supply shortage. Player 1 begins. After all checks are resolved, a new Game Turn is played (unless the one just played was a winter turn).

SPECIAL END YEAR TURN

After the usual Game turns this phase may follow
• "Never mind the weather"

When the current year ends, just after the normal winter turn is concluded, the Swedish player rolls 1D6 for a special Winter Turn. On a roll of 5 or 6 the Swedish player may perform one group move containing Karl XII, which may end in combat. However, each block participating lose one step per block using this option. After that, the next year begins.

1.0 MAP BOARD

The map board covers the northern parts of Europe from Norway to Russia.

1.1 TERRITORIES AND SEA ZONES

The map is divided into territories which govern the location and movement of blocks. All territories have names. The territories of Sweden-Finland are shaded blue, Denmark-Norway red, Russia light green, Poland pink, Saxony white, Prussia grey, Ukraine Yellow, Hanover purple and Turkey dark green. Territories are divided by borders which restrict movement (4.2). The Sea is divided in sea zones. Ground blocks cannot cross sea zones, except by Sea Movement. Warship blocks cannot cross all-land territories. All unnamed territory, such as Western Europe and the islands in the sea zones, are non-playable areas. Lakes between 2 territories are non passable if there are no land connection.

EXAMPLE: It is possible to move from Ukraiyina to Mala Rus and vice verse. It is NOT possible to move from Östergötland to Västergötland.

1.2 GARRISONS

All territories have a fortified town, from now on called garrisons, with a value of 1, 2, 3, or 4. This is the defence value of the garrison. See SIEGE (3.43).

1.3 FORAGE POINTS

All territories have a Forage capacity which is expressed as Forage Points or FP. Each territorial FP value is printed on the map in brackets ( ). They have the values of 1, 2, 3 or 4. This value limits how many blocks a territory can forage during a game turn. See SUPPLY, FORAGE & ATTRITION (7.0).

1.4 PORTS AND HARBOURS

Ports and Harbours are garrisons which allow SEA MOVEMENT (4.6). Harbours (anchor symbol) are capable of having warships entering or starting from them.

1.5 BORDERS

There are 2 different kinds of borders on the Map board. The black borders allow a group of 6 blocks to cross at a cost of 1 Movement Point, while a red border only allow a group of 2 blocks to cross but at a cost of all Movement Points.

1.6 BATTLE SITES

The locations of the main battles of the war are shown. Each side's victories are marked by colour. Blue represents Swedish, red Danish and green Russian victories.

1.7 TRACKS AND TABLES

Most tables on the map are self explainable and are there to guide you through the game. However, the Nyen track and the Replacement Table need a quicker look. The Nyen track describes the evolving of Nyen during a period of time and is explained in the rule 11.2. The Replacement Table is one of the most important compo-

nents of the game. Each nation starts with the number of Replacement Points (from now on called RP's) printed in the table if no special scenario rule indicates otherwise. The usage of these RP's is explained in rule 5.0

2.0 ARMIES

The wooden blocks represent Danish, Saxon, Polish, Russian, Swedish, Turkish, Hanoverian, Prussian, British and Ukrainian forces. The armies have some information on them which is explained below.

2.1 BLOCK DATA

Blocks have numbers and symbols defining movement and combat abilities.

Forage Point → ... ← Royal Block
Pjotr I †
Movement Rating → 2 ... B3 ← Combat Rating

2.11 Strength

The current strength of a block is the number on the top edge when the block is standing upright. Strength determines how many six-sided dice (D6) are thrown for a block during combat. A block at strength 4 rolls 4D6 (four six-sided dice); a block at strength 1 rolls 1D6. Blocks can have a maximum strength of 4, 3, or 2. For each hit taken in combat, the block's strength is reduced by rotating the block 90 degrees counter-clockwise. For each replacement step received, increase the strength by turning the block 90 degrees clockwise.

2.12 Combat Rating

The Combat Rating is indicated by a letter and number, such as A1 or B2. The letter determines when a block fires. All A blocks fire first, then all B blocks, then all C blocks. The number indicates the maximum roll that will score a hit.

EXAMPLE: a block rated B1 only scores a hit for each "1" rolled, but a block rated B3 scores one hit for each 1, 2, or 3 rolled.

2.13 Movement Rating

Movement ratings are shown in the lower-left corner of a block. This is the maximum distance in territories or sea zones a block can move. Regimental blocks with a black movement rating represent infantry and white represents cavalry. Infantry move 2 and Cavalry 3 territories.

2.14 Support Train

The support train is the carry-on luggage most armies bring along and represents the logistics, thousands of wagons and administration they incorporate. Regiments do not have this function. The black-grey circle in the upper left corner indicates an extra FP (Forage Point). A block with a FP can support itself or other blocks of the same nationality, but within the same territory as the Forage Source.

2.2 BLOCK TYPES
There are three different kind of blocks in the game.

2.21 Armies
Army blocks always have 4 steps and use their respective country's national weapon as symbol. One army block in each of the four largest nations is led by a Royalty which, if lost, is dead and out of the game (†). For Sweden this represents Karl XII, for Russia Pjotr I. August II represents Saxony and Frederik IV Denmark.

2.22 Regiments
Regimental blocks each have a regimental flag as symbol. The Flags are images of authentic flags from the time of the Great Northern War. The regimental name is written in italics. The name and flag has no function in the game other than identifying the block as a regiment and being pretty to look at of course.

2.23 Warships
Both the Swedish and the Danish player have two warship blocks. The Russian player has none at start but may build two (2) blocks depending on the capture of Nyen (see 11.2). Warships are required for Sea Movement and to fight enemy warships.

3.0 ACTIONS
At the beginning of each game turn each player roll 1D6 and cross index the result against the Action table. No actions can be saved or carried forward into the next year or turn.

3.1 ACTION TABLE
The Action table determine the number of Actions a player can perform per Game Turn. No Actions can be accumulated for future use. Roll 1D6:

6:      Roll on the Event table (14.0, last page.)
4-5:   3 actions
2-3:   2 actions
1:      1 action.

3.2 ACTION CHOICES
For each Action Point (AP) a player can either:
1. Spy
2. Make one group move
3. Declare a Siege attempt
4. Make a roll on the national event table
5. Rebuild one step
EXAMPLE: 2 AP´s allows 2 group moves or rebuilding of 2 steps or one each.

3.3 ACTION SEQUENCE
Actions must be performed in following order:
1. Spying.
2. Moves.
3. Declare a Siege attempt.
4. National event roll result execution.
5. Rebuilding new steps.

3.4 ACTION CLARIFICATION

3.41 SPYING
Spying on a group of enemy blocks costs 1 Action. Spying may only be performed by army or regimental blocks into a neighbouring territory. A player does not need to control the territory where the spying block is standing. The opponent has to flip all blocks within that territory and reveal them.

3.42 GROUP MOVEMENT
One or more blocks located in a single territory or sea zone are referred to as a GROUP. For one Action, a player can move any number of blocks in one Group to all territories within their maximum movement rate. The Group does not have to move together or to the same territory or zone. All blocks, including warships, may pass freely through friendly blocks, but must stop and (possibly) fight when they move into a territory or sea zone containing enemy block(s). When moving into an empty enemy territory a free Siege attempt may be performed. See SIEGE (3.43). When moving into a territory where the enemy have declared a siege, the siege attempt is broken off and replaced by a regular battle. Blocks move once per Game Turn, except to RETREAT (6.5) or REGROUP (6.6). Warships and Army/Regimental blocks may never be part of the same group movement.

3.43 SIEGE
A Siege is a type of battle, forcing a territorial garrison to surrender. There are 2 ways a siege may be conducted.
• As a result of movement if moving into an empty, (non-occupied) enemy territory. Remember, that all siege attempts are made during the battle phase.
• When performing a Siege attempt by paying 1 action, the attacker must already have one block in the territory. This siege attempt must also be declared in the Action phase.

3.43.a Successful Sieges
To break a garrison a player must inflict equal or more hits than the strength of the garrison during the same game turn,
Otherwise the Siege attempt is unsuccessful. A successful siege on a capitol (underlined) results in a TRUCE (6.9).

3.43.b Siege Restrictions
All garrisons may be besieged by Army blocks, but regimental blocks can only besiege garrisons with defence value 1.
A siege attempt is not conducted like a combat. There are not 3 rounds here. You just have one round with each block.
Different nations may not perform co-ordinate siege attempts against the same garrison (6.4).
IMPORTANT: You can only make one siege attempt per block per turn.

3.44 NATIONAL EVENT ROLL

For the cost of one action a player can roll 1D6 on the NATIONAL EVENT TABLE for one specific nation. The player must of course control the nation in question. (See 14.2).

EXAMPLE: The Allied player uses 1 AP in a desperate attempt to boost the Saxon Army. This grants a roll on the Saxon National Event table.

3.45 REBUILDING STEPS

For one (1) action you may rebuild one step on any on-map block, except warships and blocks that is out of supply, free of choice.

4.0 MOVEMENT
4.1 REGULAR MOVEMENT

See GROUP MOVEMENT (3.42)

4.2 BORDER RESTRICTIONS

The maximum number of blocks that each player can move across any border in one Game Turn depends on type of border:
BLACK: 6   RED: 2
Blocks crossing a red border are forced to stop in the recently entered territory. Territory limits are applied to each player, meaning both players can move six blocks across the same black border during the same game turn. Border restrictions also limit RETREATS (6.5).

EXAMPLE: A maximum of six Russian blocks in Novgorod can move to Ingermanland. However, six Swedish blocks in Estland could also move to Ingermanland during that same game turn.

4.3 TERRITORIAL CONTROL

It is important to understand territorial control. These include:
• If an enemy have besieged and conquered a territory's garrison, the original territorial owner loses 4 RP. This is corrected on the Replacement Points Table. If or when the territory is re-conquered the RP table is adjusted accordingly. A player never gains RP's by conquering a territory.
• After battle, an unsuccessful attacker must Retreat into a friendly or neutral territory that contains no enemy blocks. The defender holds its ground and remains in the Battle territory.
• Retreat into an enemy territory is prohibited even if vacant.

4.4 PINNING

Attacking blocks prevent an equal number of defending blocks from moving. This is called Pinning. The defending player chooses which blocks are pinned. The "unpinned" blocks can (if desired) move normally, except they cannot move across any border used by the pinning block(s). Pinned blocks cannot be substituted for other blocks.

EXAMPLE: If two blocks attack five, two defenders are pinned, but up to three (defender choice) may move and even attack elsewhere (if they still have

their movement part of the player turn left to do that is).

4.5 FORCE-MARCHING

Any moving group may force-march up to two extra territories, including attacking or joining a battle. After all movement is completed, roll one (1) die for each force-marching block:
1-3: Lose 1 step per moved territory
4-6: No Loss
In either case the move is made. Blocks must still halt if they cross a red border and can therefore not force-march through a red border territory. Blocks cannot force-march on a Retreat (6.5) or Regroup (6.6). No force-marching blocks are available on Combat Round 1 when supporting a block. Force-march rolls should not be made until a player has completed all movement. If a Strength 1 block fails a force-march roll, it is destroyed and placed in the Replacement Pool.

4.6 SEA MOVEMENT

Sea movement is loading or unloading of ground blocks into warships and works as regular movement. This is conducted via a friendly port or harbour. Notice that you are also allowed to unload ground blocks into an enemy port or harbour but NOT load from them. For one (1) Action, a player can load or unload a group of blocks. A warship is able to transport 1 Army or 2 regiment blocks per ship. Enemy ships prohibit sea movement. You may not load and unload the same group of blocks during the same turn.

4.7 TRANSIT TERRITORIES

• **Mecklenburg** and **Schlesien** are both transit territories that don't provide FP's nor do they have garrisons to control. You may trace supply through these territories as long as they are non-occupied. A block can temporarily stop in a transit territory but are then a subject of attrition (if not equipped with sufficient Internal Forage Points (7.4)).
• **Holstein-Gottorp** works as a Swedish transit territory for supply and replacement purposes. If Holstein-Gottorp is occupied or conquered by any allied force, this is no longer valid.

4.8 PROHIBITED TERRITORIES

Inactivated territories, such as Hanover and Prussia, prohibit movement until they are activated. Ukraine is an exception since it belongs to Russia until activated. See (9.8). Territories that have triggers that activate them do not count as prohibited.

5.0 REPLACEMENTS
5.1 REPLACEMENT TABLE AND ADJUSTMENTS

A nation starts each scenario with as many RP's as is indicated on the Replacement Table. This number is the amount of RP's to be used when drawing blocks from the Replacement Pool or when boosting on-map blocks. The RP table is also an indicator of how the Victory conditions are currently set.

The only way of losing or winning RP's are by events or when conquering enemy garrisons. If an enemy have besieged and conquered a territory's garrison, the original territorial owner loses 4 RP. This is corrected on the Replacement Points Table. If or when the territory is reconquered the RP table is adjusted accordingly. A player never gains RP's by conquering a territory.

5.2 STEP BUILDING COST

The general cost is 1 RP per regimental step and 2 RP's per Army and Warship step.

If you draw a block you cannot afford your RP´s are spent (see example 2).

IMPORTANT: Army and Warship blocks cost 2 extra RP to rebuild from the replacement pool.

EXAMPLE 1: You are Saxony and have 8 RP´s to rebuild blocks with. You draw Flemming. That block is an Army block which costs 4 RP's just to draw (2 for 1: st step and 2 because it's an Army block.). Then you replace 2 of Flemming's steps (2+2) since you cannot afford the 4: th.

EXAMPLE 2: You are Saxony and have already spent 5 of your 8 RP´s. You draw an Army block, Schulenburg, which you can't afford to buy it since 1 step cost 4 RP's (2 for 1: st step and 2 because it's an Army block.) But likewise you have spent your 3 RP´s since you draw the block. Better luck next year.

5.3 REPLACEMENT POOL AND DEPLOYING

Each needs to keep each nation's forces that are eligible to receive reinforcements in separate Replacement Pools.

EXAMPLE: Playing the 1700-scenario, The Allied player needs to keep two separate pools, one for the Russians and one for the Saxons.

These blocks are always kept face-down, and shuffled before drawing. When a block is drawn, each step cost RP's (Replacement Points) to build. A drawn block may be fully built (all steps) if the national amount of RP´s allow it.

Newly built blocks are freely placed on the map following their national deployment rules. Deploying new Replacements are made simultaneously.

IMPORTANT RUSSIA: In the Russian case, remember to place warships aside until a harbour is built.

5.4 ON-MAP REPLACEMENTS

The 1 RP per regimental step and 2 RP's per Army cost applies for receiving replacements to on-map blocks also. For an on-map block to be eligible to receive replacements, it needs to be in supply (7.1). Warships may never receive on-map replacements unless it is anchored in a harbour.

5.5 REPLACEMENTS DUE TO ACTIONS

Only on-map block may receive a step paid with an action. These replacements are placed in the action phase instead of during the yearly activation and replacement phase. In these cases no RP's is necessary.

5.6 INCORRECT DEPLOYMENT

Newly built blocks cannot be deployed into Battle Territories (see 6.0) or territories where the enemy holds the garrison.

However, replacements may be deployed on blocks in enemy controlled territories (i.e. where the enemy holds the garrison) as long as the block is in SUPPLY (7.1).

5.7 PROHIBITED HANDLING OF RP's

A nation can never lend or give RP's to another nation. Replacement Points not used during the activation and replacement phase are lost. No RP's can be saved and carried forward into next year, or turn.

IMPORTANT: Do not adjust the Replacement Table due to occupied territories in the scenarios. (This is already calculated for in the Victory Conditions).

5.8 REPLACEMENTS AND EVENTS

RP's gain/losses due to events during the last year do not count against the victory conditions.

Replacement Points due to events, gain or losses, are not permanent but is valid for the time the event explains. i.e. during the next year.

EXAMPLE: It is the summer turn 1705. An event calls for Russia to reduce their RP's with 8 during the next year. By adjusting the Replacement Table instantly Russia will receive the correct RP's during 1706 when the event is valid.

After 1706 the Russian RP's adjusted back again.

6.0 BATTLES

Any territory were a battle commences is titled a BATTLE TERRITORY.

6.1 BATTLE SEQUENCE

Battles must be fought one by one, after all movement is completed. Player 1 determines which battle is fought first, which second, and so on, before examining any enemy blocks. Each battle must be completed before fighting the next battle. Reveal blocks in battles by tipping them forward to maintain current strength.

6.2 BATTLE TURNS

Battles are fought for a maximum of three (3) combat rounds. The attacker (the player who moved into the territory) must retreat if a battle is not concluded by the end of

the third round.

NOTE: Because both players move before combat, in some battles the Swedish player is the defender, while in others, the Allied player is defender.

6.21 COMBAT ROUNDS

Each block has one Combat Turn per Combat Round. In its Combat Turn, a block may either ATTACK or RETREAT. The sequence of Combat Turns depends on combat ratings. All "A" blocks go before all "B" blocks, which go before all "C" blocks. Defending "A" blocks go before Attacking "A" blocks, and so on.

After all blocks have taken their Combat Turn, Combat Round 1 has been fought. Repeat the sequence for Combat Rounds 2 and 3 as necessary.

6.22 COMBAT RESERVES

Players may move into the same battle territory via different border edges. One border edge is declared the Main Attack. The blocks crossing other border(s) are considered RESERVES and may not attack/retreat or take hits until the second combat round.

Reserve blocks are not revealed until the beginning of Combat Round 2. Thereafter they may attack (or retreat) like any other block. Reserve blocks must retreat, subject to all retreating rules, if the battle ends in Combat Round 1.

EXAMPLE: A player has four blocks in Estland and two in Livland. Both groups (two moves) attack Ingermanland. The Attacker declares the Estland group as being the Main Attack and Combat Round 1 involves only these blocks. The two blocks from Livland enter the battle at the beginning of Combat Round 2.

6.3 COMBAT RESOLUTION

6.31 COMBAT

To attack, roll as many dice as a block's current Strength. A hit is scored for each roll equal to or lower than the block's Combat Rating.

EXAMPLE: The full Russian block of Pjotr I roll 4 dice. It has B3 combat, meaning all rolls of 1, 2, & 3 are hits. Rolls of 4, 5, & 6 are misses. If the dice rolled are 1, 2, 4, & 5, the Russian player scores two hits and two misses.

6.32 HIT ALLOCATION

Enemy blocks cannot be targeted individually. Each hit is applied to the currently strongest enemy block. When two or more blocks share the highest Strength, the owner chooses which to reduce.

NOTE: Combat is not simultaneous. All hits are applied immediately. Blocks eliminated in combat are placed in the replacement pool.

COMBAT ROUND EXAMPLE:
Swedish Army Karl XII (A3) and Swedish Regiment Pommerska (B1) attack the Danish Army Reventlov

(B2) and Danish Regiment Prins Christian (B1). The combat sequence is:
1. Karl XII (A3)
2. Danish Army Reventlov (B2)
3. Danish Regiment Prins Christian (B1)
4. Swedish Regiment Pommerska (B1)
This sequence is one Combat Round. The two Danish blocks do not necessarily have to fight in the order above. Any block may Retreat instead of Attacking.

6.4 CO-OPERATION

The Saxon, Russian, Polish, Prussian, Hanoverian and Danish blocks can participate in the same combat supporting each other. The same type of co-operation goes for the Swedish, Ukraine, Polish, Hanoverian, Turkish and British blocks.

This excludes Siege attempts though. 2, or more, nations may not perform siege attempts against the same garrison (3.43.)

6.5 RETREATS

Each block may Retreat in its battle turn (but must stay and fight if retreat is impossible).

• Retreat territories: Blocks retreat up to their full move, but only into/through Friendly or Neutral territories free of enemy blocks, and never into/through an existing Battle territory.

• The Attacker can only retreat via borders used to attack into the territory.

• The Defender may not retreat through borders that were used by the Attacker to enter the territory. If both players use the same border edge, only the last player entering may retreat via this border.

• Border restrictions for Retreats apply to each Combat Round. If 3 blocks is forced to retreat over a red border, one of them is eliminated, owners free choice, due to movement and stacking restrictions

• An Attacker does not need to retreat due to a failed Siege attempt.

• Retreat out to sea onto warships; see SEA RETREATS (8.4).

6.6 REGROUPING

When a battle ends, the Victor may REGROUP at the instant of Victory. A regroup is a move for any/all blocks in the victory territory. Maximum movement distance is 1 territory away to any friendly territories free of enemy blocks. Border restrictions do apply for a Regroup.

6.7 GARRISONS FIGHTS BACK

A garrison may fight back any siege attempt, free of charge. Garrisons are treated as C1 blocks for combat purposes. Roll as many dice as the strength of the garrison. Garrisons only hits on 1: s and may never RETREAT.

6.8 ELIMINATION

Blocks can only be eliminated due to Combat or Force-Marching. (This also includes the Karl XII special rule

"Never mind the weather"). If any of the Royal blocks (see 2.21) is eliminated they are out of the game for good. The elimination of the Frederik IV, August II or Pjotr I royal blocks also automatically creates a TRUCE (6.9).

6.9 TRUCE

• If any allied royalty block is eliminated or a nation's capital is occupied due to a successful siege, a truce is called for and all of the losing nation's combat blocks are placed in the replacement pool. Any conquered garrisons are returned to its previous owners. If the victor of the truce has conquered any garrisons, 1 may be kept. Loser's choice. Capitols are excluded.

• A truce set due to a national event, just ends all hostilities between the nations involved. Any Allied, Turkish or Ukraine block returns to their respective replacement pools.

• Any hostile blocks inside territory declaring a truce must evacuate as soon as possible with all actions available. • A truce is valid for 3 years before you may start rolling for activation.

• Nyen, if upgraded to St.Peterburg remains a strength 4 harbour.

6.10 TRUCE ACTIVATION

A nation that has been forced out of the game due to a truce may after 3 years roll for activation. Activation rolls are made once per year and after the winter turn is finished but BEFORE the spring turn of the next year begins. The first year the nation starts on a 1D6 result of 6. The next year on a result of 5 and 6, and so on.
EXAMPLE: Denmark is out of the war in 1705. The allied player may start to roll for Denmark's activation after the winter turn 1708 but before 1709 spring turn starts.

7.0 SUPPLY, FORAGE & ATTRITION

After all combat is done perform a supply check and then a forage check on all blocks.

7.1 SUPPLY CAPABLE TERRITORY

The definition of a Supply capable territory is:

SUPPLY LINE
A Supply line from Livland is open to Trakai, supporting "Vellinck, Savolax and Elfsborg" since Mitawa in Kurlandia is besieged and conquered by the Swedes.

NOTICE that since Zemaitija do not have a port or harbour it is not possible to trace a supply line over the Baltic Sea sea zone.

SUPPLY LINE
A Supply line is open to Pomorskie, supporting "Östgöta" since the Swedish warship block "Wattrang" is occupying the "Baltic Sea" sea zone.

SUPPLY and FORAGE
"Östgöta" is in supply thanks to Wattrang. It is a regiment (cost 1 FP) and Pomorskie support 2 FP so there is no attrition here.

OUT OF SUPPLY and FORAGE
In Mazowsze "Lewenhaupt and Södermanland" is out of supply and is prohibited to use reinforments. Together they cost 3 FP (1 army + 1 reg). "Lewenhaupt" provides 1 extern SP so the total cost lands on 2 FP. Mazowsze supports 2 FP so both blocks can live of the land.

SUPPLY, FORAGE and ATTRITION
In Trakai "Vellinck, Savolax and Elfsborg" is in supply. Together they cost 4 FP (1 army + 2 reg). "Vellinck" provides 1 extern FP so the total cost lands on 3 FP. Trakai only supports 2 FP so the strongest block, in this case "Vellinck", loses 1 step due to attrition.

• An un-besieged national territory where the player control the garrison. *(See Livland in example below).*

• A conquered territory where the player controls the garrison AND can trace a supply line back to any national territory. *(See Kurlandia in example below).*

• An enemy territory bordering to a national or conquered territory AND can trace a supply line back to any national territory. *(See Zemaitija and Trakai in example below).*

• A national territory with a port or harbour is supply capable ACROSS a sea zone to any other territory as long as:

  -the sea zone is occupied by warships of the same nationality as the army/regimental blocks.

  -and if the territory itself has a port or harbour. *(See Pomorskie in example below).*

7.2 OUT OF SUPPLY
Blocks that are unable to trace a line of supply back to the "motherland" are found out of supply and may not use any type of reinforcements, either by replacement points or by using actions.

7.3 FORAGE CHECKS
Check all territories which are occupied by any blocks. Compare the forage point (FP) in the territory with the block cost. Army blocks cost 2 FP and Regimental 1 FP each. All over stacking blocks are victims of attrition.

7.4 INTERNAL FORAGE POINTS
Most army blocks carry with them a support train and can provide an extra FP (so called INTERNAL forage point) that can be used to support themselves or other blocks of the same nationality, in the same territory, during the forage check. It is also a vital FP to those army blocks who travels through territories that only provides 0 or 1 FP, (such as transfer territories). See more about forage in (4.7).

7.5 ATTRITION
A Group loses one (1) step per exceeded FP in a territory. The first step loss taken due to attrition must always be taken from the strongest block. Blocks can never be eliminated due to attrition.

8.0 NAVAL
8.1 WARSHIP MOVEMENT
Warships (or groups of warships) move up to six sea zones (galley's only three) on the map at a cost of 1 AP. Leaving or entering a harbour also cost 1 AP. Entering a sea zone occupied by enemy warships prohibits further movement.

8.2 NAVAL BATTLES
If both players have warships in the same sea zone, they engage each other in battle and all warship hits are applied as if they were ground blocks. If one side's ships are destroyed they are placed in the replacement pool and may be rebuilt to start in any friendly harbour. Ground blocks aboard destroyed warship are likewise destroyed and placed in the replacement pool.

8.3 ANCHORED SHIPS AND LOSING HARBOURS
Warships in harbour are considered anchored and are therefore placed inside the territory. If a harbour is lost due to a siege, any anchored warships may leave to the nearest sea zone but receive a step loss per block while doing so.

8.4 SEA RETREATS
Sea retreats are either retreats made by ground blocks out onto warships or warships retreating due to combat. If ground blocks retreat onto a warship, it only accepts 1 army or 2 regimental blocks per warship. Ground blocks may not sea retreat onto anchored warships. Any over stacked blocks are eliminated. A warship block retreating from combat are forced to go to a friendly harbour.

8.5 NO FRIENDLY HARBOUR LEFT
If a player have no friendly harbours left, all warships forced to conduct a sea retreat are lost and may not be rebuilt until a harbour is re-conquered.

9.0 GAME ENTRY AND DEPLOYMENT
See DATES AND EVENTS SUMMARY on last page.
9.1 SWEDEN
• Swedish blocks may only be deployed in Sweden (the territories of Skåne, Småland, Östergötland, Västergötland, Svealand, Kopparberg and Gävleborg).
• Exceptions are: Estländska, Savolax and Pommerska blocks who always rebuild in their own territories (Estland, Savolax and Pommern respectively). If those territories are lost they are rebuilt in the Swedish homeland mentioned above.

9.2 RUSSIA
• Russian blocks may only be deployed in the territories of Moskva, Jaroslav and Tula.
• The Cossack block may deploy anywhere within Russia and Ukraine.

9.3 SAXONY
• The Saxon blocks may only be deployed inside Saxony.

• Poland may be used by Saxon blocks which may draw supply from its territories and freely move in to and through it, even if not activated.

9.4 DENMARK
• Danish blocks may only be deployed in Denmark. Exception is the Bergenhus block that must deploy in Norway. If all Norwegian territories are occupied it may deploy in any Danish territory.
• From 1701 the allied player starts rolling for a Danish entry in the war. The Danes starts on a roll of 6.

9.5 POLAND
• Poland can become an ally of the Allied player.
• Poland may be used by Saxon blocks which may draw supply from its territories and freely move in to and

through it, even if not activated. They are considered non activated ally. Activation of Poland does not change the Saxon ability to pass through or draw supply from Polish territory.

• Polish blocks may deploy anywhere in Poland. Exception is the Lubomirski Army block that has to start in either Mazowsze or Krakow.

• The Polish blocks automatically join the allies as soon as the Sweden or Turkey enters Poland.

9.6 TURKEY
• The Turks can become an ally of the Swedish player.
• From 1701 the Swedish player may start rolling for a Turkish entry in the war. The Turks starts on a roll of 6.
• From 1711 the Turks are activated on a 5 and 6.
• The Turkish blocks may only be deployed inside Turkey.

9.7 PRUSSIA
• Prussia can become an ally of the allied player.
• From 1711 the allied player may start rolling for a Prussian entry. The Prussians starts on a roll of 6.
• From 1715 the Prussians starts automatically.
• The Prussian block must deploy inside Prussian borders.

9.8 UKRAINE
• Ukraine can become an ally of the Swedish player.
• The Mazepa block may only be deployed in Sivershchyna.
• From 1701 the Swedish player may start rolling for a Ukrainian entry in the war. The Ukraine's activates on a roll of 5 or 6.

9.9 HANOVER
• Hanover can become an ally of the Swedish player AND the Allied player.
• The Hanoverian block may only be deployed in Hanover.
• Hanover automatically becomes an Ally of Sweden IF Denmark enters Holstein-Gottorp during 1700-1710. When the trigger happens, instantly place the Hanoverian block in Hanover.
• From spring turn 1711 Hanover is out of the game, but the allied player may start rolling for the Hanoverians. They join the allies on a roll of 6.
• From 1715 the Hanoverians automatically joins the Allies.

9.10 GREAT BRITAIN
• The British Warship block always starts in Portsmouth when activated.
• When deactivated, remove the block from map.
• No one except the British warship block can enter the Portsmouth box.

10.0 NATIONAL SPECIAL RULES
Special rules reflecting the characteristics of the nations:

10.1 SWEDEN
• The Swedish player may at any time during the game cede the territories of Bremen-Verden to Hanover or Pommern to Prussia. This is done at a cost of -4 RP per territory but will put those nations out of the game for good. Those lost RP´s can never be regained.

10.2 RUSSIA
• From 1711 all Russian Army blocks rated C receives Combat rating B.
• Russia loses 8 RP's for the first Russian (or Ukraine if they are not activated) territory lost to the Turk due to a siege. Russia regains the lost RP's when they have besieged and re-conquered the territory.
• If Russia is out of the game due to a truce, it is automatically activated if Poland is attacked by Turkey.

10.3 SAXONY
• If Saxony is out of the game due to a truce, it is automatically activated if Poland is attacked by Turkey.
• Saxony may never enter Russian or Ukraine territory.

10.4 POLAND
• Poland automatically allies itself with any nation that has besieged both Warszawa and Krákow. If Poland changes side, it ends the ability for Saxon blocks to draw supply from Polish territories and freely move in to and through it. Even if occupied by its allies Russia or Denmark. The same rule applies to Sweden and her ally Turkey.

10.5 TURKEY
• If all blocks are lost due to combat or all Turkish territories are occupied, the Turks are forced to a TRUCE (see 6.9).
• Remove all Turks from spring turn 1716. From spring turn 1718, roll for activation as per (9.6). Turkey counts as a prohibited territory (4.8) during this period.

10.6 PRUSSIA
• The Prussian block may move through any German and Polish territories.
• The only territory where the Prussian block may perform any attack, siege or combat is Pommern. They may however defend themselves where ever they are.

10.7 UKRAINE
• If the territory of Sivershchyna is garrisoned by an allied player or the Turks, the Mazepa block may NOT return to the Swedish replacement pool. An allied block in the territory does not prohibit Mazepa from entering however. The territory has to be owned by the allied player.
• Ukraine rejoins Russia as soon as the Mazepa block is killed. Adjust Russian RP´s thereafter.

10.8 GREAT BRITAIN
• Sweden pays AP to use the British Warship block.
• Since Great Britain does not have any Replacement Points (RP), any combat losses are permanent and can't be replaced.
• If the British warship block is lost in combat, Great Britain is forced to a TRUCE (See 6.9). After a truce, the British warship is available for activation as mentioned below. The British warship block never joins the Swedish replacement pool but activates if:
• Hanover occupies Bremen-Verden.
• The allied player has more warship blocks at sea than Sweden.
• The allied player invades the Swedish homeland.
The British warship deactivates if:
• The Swedish player has more warship blocks at sea than the Allies. Count the British block when determining total strength of the Swedish warship blocks if in play.
• Sweden captures Nyen/S:t Peterburg.

11.0 SPECIAL SCENARIO RULES:
Each scenario dictates which of the following rules that do apply.

11.1 KARL XII - THE NIGHT RIDER.
Start rolling 1D6 for the Karl XII block on game turn 2. On a roll of 6 he enters the most southern non-occupied Swedish territory. If die-roll fails re-roll on game turn 3. He now arrives on a 5 or 6. And so on.

11.2 NYEN / SANKT-PETERBURG.
Nyen starts the game as a Swedish garrison 1. Sweden may never use the **Nyen track** to upgrade Nyen into a Harbour 4. Only the Russian can perform this transformation. If Nyen is conquered by the Russians, a marker is placed on the **Nyen track.** Then Nyen have to stay Russian for 8 consecutive turns to transform in to St Petersburg, otherwise they have to re-start the process of construction all over again. If successful, the Russians have founded St. Peterburg and may start building a Navy. Even if lost due to a siege, Nyen/ St.Petersburg stay a Harbour 4. Conquering St. Peterburg is the only way for the Swedes to receive a Harbour 4 at Nyen.

11.3 FÄDERNESLANDET. (Native country).
Any territorial loss of a territory on the map defined as Sweden (Skåne, Småland, Östergötland, Västergötland, Svealand, Kopparberg, Gävleborg) by the end of the game results in an extra 8 RP loss to Sweden.

11.4 VI ÆR RØDE, VI ÆR HVIDE. (We are red, we are white).
If the Danes occupy three of the following territories (Holstein, Bremen-Verden, Wismar or Skåne) by the end of the game, this results in a further 4 RP loss to Sweden.

11.5 MEIN SCHATZ. (My precious).
If Livland are occupied by the Saxons at the end of the game, this results in an extra 4 RP loss to Sweden.

12.0 SCENARIOS
Place blocks in the territories indicated below at full strength (steps) if nothing else is stated. If nothing else is mentioned below, each country control all their national coloured territories.

12.1 GRAND CAMPAIGN (1700-1721)
Saxony, Denmark and Russia had declared war on Sweden. The scenario starts just after Sweden, Holland, Lunenburg and Britain had knocked Denmark out of the war. By now Sweden stood alone against Saxony and Russia.
The historical end to this scenario presented Russia as a major power on the European scene, and a broken, bankrupt Sweden who had lost the Baltic provinces, Vyborg, Bremen-Verden and Vorpommern.
Start: Autumn 1700, **End:** Winter 1721.
Special rules: 11.2, 11.3, 11.4, 11.5 applies.
Swedish player starts with 3 actions first turn
SWEDEN:
Elfsborg, Kronoberg - VÄSTERGÖTLAND
Karl XII, Södra Skånska, Dalregementet - SKÅNE
Pommerska, Östgöta - POMMERN
Vellinck, Estländska - ESTLAND
Wachtmeister, Wattrang - SOUTHERN BALTIC SEA
RUSSIA:
Pjotr I, Sjeremetev, Schnwentz, Kazanski - INGERMAN-LAND
Repnin - NOVGOROD
SAXONY:
Flemming, August II- LIVLAND

Victory Conditions:
At game end, if Sweden have:
40 RP = Swedish Major Victory
20-36 RP = Swedish Minor Victory
16 RP = Allied Historical Victory
8-12 RP = Allied Minor Victory
4 RP = Allied Major Victory

12.2 ON THE ROAD TO GLORY (1700-1710)
Saxony, Denmark and Russia had declared war on Sweden. The scenario starts just after Sweden, Holland, Lunenburg and Britain had knocked Denmark out of the war. By now Sweden stood alone against Saxony and Russia.
The scenario ends six months after the Battle of Poltava, which was the beginning of the end for Sweden as major power as well as the first major victory for the Russian army.
Start: Autumn 1700, **End:** Winter 1710.
Special rules: 11.2, 11.3, 11.5 applies. Swedish player starts with 3 actions first turn.
SWEDEN:
Elfsborg, Kronoberg - VÄSTERGÖTLAND
Karl XII, Södra Skånska, Dalregementet - SKÅNE
Pommerska, Östgöta - POMMERN
Vellinck, Estländska - ESTLAND
Wachtmeister, Wattrang - SOUTHERN BALTIC SEA
RUSSIA:
Pjotr I, Sjeremetev, Schnwentz, Kazanski - INGERMAN-LAND
Repnin - NOVGOROD

SAXONY:
Flemming, August II - LIVLAND

Victory Conditions:
At game end, if Sweden have:
40 RP = Swedish Major Victory
32-36 RP = Swedish Minor Victory
28 RP = Allied Historical Victory
12-24 RP = Allied Minor Victory
4-8 RP = Allied Major Victory

12.3 NEXT STOP MOSCOW (1707-1710)

The scenario starts when Karl XII had reached the peak of his power. The Russian army was defeated and Denmark out of the war. August II had lost the Polish crown to the Swedish marionette Stanislaw Leszczynski and Karl occupied the Saxon fatherland. However, Pjotr I had reformed his army and was ready to take up the fight again.
The scenario ends six months after Sweden had lost the Battle of Poltava, which was the turning point in the struggle for the Baltic supremacy.
Start: Summer 1707, **End:** Summer 1710.
Special rules: 11.3 apply. Swedish player starts with 3 actions first turn. Nyen is now S:t Petersburg and a Russian garrison of 4.
SWEDEN:
Karl XII, Kronoberg, Dalregementet - LAUSITZ
Rehnskiöld - SACHSEN
Pommerska, Östgöta - POMMERN
Lewenhaupt – LIVLAND
Lubomirski - MAZOWSZE
Sobieski, Oginski - KRAKOW
Vellinck - KARELEN
Södra Skånska - SKÅNE
Wachtmeister, Wattrang - SMÅLAND
RUSSIA:
Sjeremetev - RUS BIALA
Repnin - LIETUVA
Mensjikov - PLOCK
Ogilvy - VELIKAYA
Pjotr I - MOSKVA
Schnwentz - NYEN
Woronjetski - SMOLENSK
Garrisons - INGERMANLAND, NYEN, MSCISLAW

Victory Conditions:
At game end, if Sweden have:
40 RP = Swedish Major Victory
36 RP = Swedish Minor Victory
32 RP = Swedish Historical Victory
28-16 RP = Allied Minor Victory
12-4 RP = Allied Major Victory

12.4 THE END IS NEAR (1710-1721)

The scenario starts after the Battle of Poltava; the first glorious victory for the Russian army. Karl XII managed to escape to Turkey with a few thousand men and stayed there until 1713. Meanwhile, Denmark, Hanover and Prussia had declared war on Sweden, and the Russians had conquered both Finland and the Baltic provinces.
The historical end to this scenario presented Russia as a major power on the European scene, and Karl XII's sister who inherited the throne to a broken and bankrupt Sweden.
Start: Spring 1710, **End:** Winter 1721.
Special rules: 11.1, 11.3, 11.4, 11.5 applies. Nyen is now S:t Petersburg and a Russian garrison of 4.
SWEDEN:
Elfsborg - VÄSTERGÖTLAND
Karl XII (steps: I) - BESARABYA
Rehnskiöld - SMÅLAND
Vellinck (steps: III) - NYLAND
Pommerska, Östgöta - POMMERN
Wachtmeister, Wattrang - SOUTHERN BALTIC SEA
RUSSIA:
Pjotr I - MOSKVA
Golitsyn - KARELEN
Mensjikov, Sjeremetev - LIVLAND
Kazanski - SIVERSHCHYNA
Stubinski, Botsis - NYEN
Cossacks - POLTAVA
Garrisons: NYEN, INGERMANLAND
DENMARK:
Sjælland – Frederik IV (steps: II) - SJÆLLAND
Rantzau - JYLLAND
Bergenhus, Prins Christian - ÅKERSHUS
Reventlov, Fynske - SKÅNE
Tordenskiold, Juel - KATTEGAT
SAXONY:
August II - LAUSITZ
POLAND:
Lubomirski - MAZOWSZE

Victory Conditions:
At game end, if Sweden have:
36-40 RP = Swedish Major Victory
28-32 RP = Swedish Minor Victory
24 RP = Allied Historical Victory
20-12 RP = Allied Minor Victory
8-4 RP = Allied Major Victory

12.5 THE LAST ARMY (1718-1719) (*TUTORIAL*)

Despite that Sweden's enemies had occupied most her overseas provinces - Finland included -, Karl XII had decided to start a new campaign. With an almost complete new army of 60 000 troops, it was divided into two groups, - both targeting Norway. The main force were to attack Christiania in the south, while the other set out for Trondheim in the north. This was to be Karl XII's last campaign as he fell for a Norwegian bullet in a trench at Fredriksten Castle on November 18:th
Start: Autumn 1718, **End:** Summer 1719.
Special rules: 11.3 apply. Sweden's RP's are halved during this scenario. Sweden may not use any other units in it's replacement pool other than those stated in the scenario set-up.
Playable map area: Denmark, Norway and Sweden
SWEDEN:
Karl XII (steps: III) - VÄSTERGÖTLAND
Elfsborg, Savolax - JÄMTLAND

Wattrang (steps: II) - BALTIC SEA
DENMARK:
Bergenhus, Prins Christian - ÅKERSHUS
Tordenskiold - KATTEGAT

Victory Conditions:
At game end, if Sweden have occupied:
Christiania and Trondheim = Swedish Major Victory
Christiania = Swedish Minor Victory
Nothing = Allied Minor Victory
Nothing and lost Karl XII = Allied Major Victory

APPLIES TO ALL SCENARIOS:
Swedish blocks not used in the initial setup are placed
face-down and shuffled. These blocks constitute the
Swedish Replacement Pool. Russian and Saxon blocks
not used in the initial setup are placed face-down in
separate groups and shuffled. These are the Russian and
Saxon Replacement Pools.

In the 12.5 tutorial scenario, the Danish blocks follow the
same procedure as above.

In all other scenarios the Danish, Polish and Turkish entry
has not occurred. With each nation entering the war,
these blocks forms their own national Replacement Pools
placed face-down and drawn normally.

13.0 *OPTIONAL* PLAY BALANCE
Some will feel that the rules favors one side or the other.
Or that some rules, actions or events hits the wrong way.
The optional rules below should give a bit of a boost to
the game and straighten out any problems felt. Players
are free to experiment with them as they please.

13.1 EVENTS
A player can never be the victim of 2 events in a row. A
player that rolls a 6 on 2 consecutive game turns may re-
roll the second die roll until receiving a die roll that equals
an action number.

13.2 ALLIED PLAYER RE-ROLL
If Russia, Saxony and Denmark all are activated, the al-
lied player has one re-roll per turn. It may only be used to
re-roll against the action table and the result of the re-roll
is non-negotiable. A 6 may never be re-rolled.

13.3 RE-ROLLS
Both players receive 5 re-rolls each to freely use as they
see fit during the game. However, a die-roll may only be
re-rolled once.

14.0 EVENTS
14.1 GENERAL EVENTS TABLE:
1. Plague. All blocks lose 1 step. No blocks may be elimi-
nated.
2. Epidemics. Roll 1D6 for region. All blocks in that area
lose 1 step. No blocks may be eliminated.
  1. Baltic. (Estland, Livland, Ingermanland and Nyen)
  2. Poland-Ukraine.
  3. All German states.
  4. Sweden-Finland.
  5. Denmark-Norway.
  6. Russia.
3. Attrition. Roll 1D6 for region. All enemy blocks in that
area lose 1 step. No blocks may be eliminated.
  1. Baltic. (Estland, Livland, Ingermanland and Nyen)
  2. Poland-Ukraine.
  3. All German states.
  4. Sweden-Finland.
  5. Denmark-Norway.
  6. Russia.
4. Excellent recruitment times. All countries roll 1D6
and gain as many steps as the die shows. Steps must be
applied in the native homeland and do not include war-
ships (unless they are anchored in a harbour (8.3)).
5. Roll on National Events Table. (If allied, roll for each
country).
6. Roll on National Events Table. (If allied, roll for each
country).

14.2 NATIONAL EVENTS TABLE:
A result on the National Event table can only be applied
once within the same year. Disregard any roll that already
applies.
SWEDEN
1. Bad harvest. Replacement Points (hereafter RP) are
halved during the next year. Shift marker instantly.
2. Bad harvest in Finland. Results in a 8 RP loss during
the next year. Shift marker instantly.
3. Discontent with the King and the war. 2 steps
deserts from any blocks.
4. Diplomacy. A high ranked diplomat may form a
TRUCE (See 6.9) with Hanover or Prussia, free of choice.
Chosen Nation will return to its Replacement Pool.
5. Forced recruitment. Results in 4 new steps at no cost
to be placed instantly. Do not apply to Warships.
6. The Nation prospers. Increase RP's with 8 during
next year. Shift marker instantly.
DENMARK
1. Bad harvest. RP's are halved during the next year.
Shift marker instantly.
2. Extravagance. The King's extravagant lifestyle results
in 4 lost RP's during the next year. Shift marker instantly.
3. Bad harvest in Norway. Results in 4 lost RP's during
the next year. Shift marker instantly.
4. Austrian loan of troops. From 1703-1714 Denmark
must exclude 1 block free of choice from the replacement
pool. It returns if Denmark is invaded by Sweden.
5. Great harvest in Denmark. Increase RP's with 4 dur-
ing next year. Shift marker instantly.

6. **The Nation prospers.** Increase RP's with 8 during next year. Shift marker instantly.

RUSSIA

1. Bad harvest. RP's are halved during the next year. Shift marker instantly.

2. Treason. The Garrison of Kremenchuk joins the Turks without bloodshed. This will be remembered.

3. The Cossacks joins their kin in Ukraine or Turkey. Exclude the Cossack block from play. If Ukraine and Turkey is out of the game it returns to the replacement pool.

4. Diplomacy. A high ranked diplomat may form a TRUCE (See 6.9) with Turkey or Ukraine, free of choice. Chosen Nation will return to its Replacement Pool.

5. Russian nature strikes back. All hostile blocks in Russia suffer a 2 step loss.

6. The Nation prospers. Increase RP's with 8 during next year. Shift marker instantly.

SAXONY

1. Bad harvest. RP's are halved during the next year. Shift marker instantly.

2. The Emperor demands new troops. From 1703-1714 Saxony must exclude 1 block free of choice from the replacement pool. It returns if Saxony is invaded by Sweden.

3. The Polish Parliament assembles. Roll 1D6. On a 6 they change side and all polish blocks joins their new allies.

4. Discontent with the King and the war. 2 steps deserts from any blocks.

5. Diplomacy. Aurora Königsmarck negotiates a TRUCE (See 6.9) with Sweden for one year from next coming spring. All Saxon blocks is out of the war and placed in the replacement pool. No territories have to be ceeded.

6. The Nation prospers. Increase RP's with 4 during next year. Shift marker instantly.

DATES AND EVENTS SUMMARY

1700-1710 - Hanover may join the Swedish side. (See 9.9)

1701 - Denmark may join the Allied side. (See 9.4)

1701 - Turkey may join the Swedish side. (See 9.6)

1701 - Ukraine may join the Swedish side. (See 9.8)

1711 - Turkey are easier activated. (See 9.6)

1711 - Prussia may join the Allied side. (See 9.7)

1711 - Hanover is out of the game, but may be activated by the Allied player. (see 9.9)

1711 - All Russian Army blocks rated C becomes B. (See 10.2)

1715 - Prussia automatically join the Allied side. (See 9.7)

1715 - Hanover automatically join the Allies. (See 9.9)

1716 - Remove all Turkish blocks (See 10.5)

1718 - Turkey may be re-activated (See 10.5)