Pax Baltica
Great Northern War
1700-1721

RULE BOOK

Table of Contents

0.0 OVERVIEW

Pax Baltica is a strategy board game for two players covering the Great Northern War fought from 1700-1721. One player commands Sweden and her allies and the other player commands the Coalition headed by Russia, Denmark, and Saxony. The Swedish player defends against the encroaching Coalition, and tries to knock out every enemy power if it can. The Coalition attempts to reduce Swedish holdings and break its hold on the Baltics forever.

0.1 Preparing For Play

In order to prepare the game for play, you need to do so¬me simple assembly work first, following the guidelines given below.

A sheet of block labels is included. One label must be attached to each block. Lightly position each label, ensure it is straight, and then press firmly to the block.

- The 15 blue Swedish, 1 dark red British, 1 light green Ukrainian, and 1 light blue Holstein-Gottorp labels go on the *blue* blocks.
- The 6 orange-brown Ottoman labels go on the *yellow* blocks.
- The 20 green Russian labels go on the *green* blocks.
- The 8 gray Saxon, 3 off-white Polish, 1 light brown Hannover, and 1 dark brown Prussian labels go on the *gray* blocks.
- The 8 light red Danish labels go on the *red* blocks.

Also included in the game are a number of wooden cubes:

- 12 *blue* cubes for Sweden and its German allies
- 15 *green* cubes for Russia
- 9 *gray* cubes for Saxony and other German members of the Coalition
- 6 *red* cubes for Denmark
- 6 *yellow* cubes for the Ottoman Empire

These cubes are used to mark successfully besieged and captured garrisons (1.2) and record nations' Replacement Point Levels (8.1) on the Replacement Point Level Track.

Cubes are strictly limited by color. If more garrisons are needed, previously placed garrisons can be removed at will to be placed anew.

3 *black* cubes are also included for use on the Year, Season, and Swedish Attrition Tracks.

Lastly, 8 dice are included: 4 blue dice for the Swedish player, and 4 green dice for the Coalition player.

Lay out the map and decide who is going to play which side (Sweden or Coalition). The Sweden player should sit at the northern edge of the map board, the Coalition player at the southern edge.

0.2 The Rules

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

0.3 Game Flow

The game is played in a series of Years. Each Year progresses as follows:

Activation and Replacements Interphase

Both players roll for entry into the war of their respective allies (10.1) and then reinforce or build blocks with replacements (8.0). The Swedish player performs the Interphase first, then the Coalition player does the same. This phase does not occur in the first year of any scenario.

Seasonal Game Turns

Each year consist of four game turns, corresponding loosely to the seasons of Spring, Summer, Autumn, and Winter. Each game turn has four *phases*. The phases must be followed strictly in the order listed below and each phase must be concluded before moving on to the next one.

> **Design Note:** There are no special rules for Winter turns, but see 3.4.

Action Roll Phase

> Each player rolls a die and consults the Action Table to determine how many actions they receive for the turn. The player with the higher die result becomes the First Player this turn.

Action Phase

> The First Player completes all desired *actions* (3.0), then the Second Player completes all desired actions.

Battle Phase

> *Battles* occur where opposing blocks are in the same territory (5.0). They are fought one at a time, in any sequence determined by the First Player. After any battles, all *siege* attempts are resolved (6.0).

Forage Phase

> Both sides, beginning with the First Player, perform *forage* checks, and blocks in over-stacked territories may lose steps due to insufficient forage.

After all phases are resolved, a new game turn is begun.

If the turn just completed was a Winter turn, Sweden has the option of a *winter campaign* (3.4). Play then proceeds to the Interphase of the next year.

0.4 Winning The Game

Each scenario includes *victory conditions* for determining who wins the scenario. Some victory conditions are *sudden death* and can end the game at any time; if no player has won by the

end of the last turn of the scenario, victory is usually determined by calculating victory points (VP). In most scenarios, VPs are based on the Swedish RP level.

The following *sudden death* victory conditions are applicable during every scenario:

- If at any time all Coalition major nations (1.1) are under truce, the game ends immediately with a Swedish *Triumphant Victory* (the best kind!)

- If a truce is imposed on Sweden, the game ends immediately with a *Coalition Triumphant Victory*.

1.0 MAP

The game map covers northeastern Europe from Norway to Turkey.

1.1 Territories And Sea Zones

The map is divided into named *territories* and *sea zones* which govern the location and movement of blocks. *National territory* is defined by color as follows:

Sweden (including Finland and some German territory)**:** blue

Sweden proper consists of Skåne, Småland, Östergötland, Västergötland, Svealand, Kopparberg, and Västernorrland.

Denmark (including Norway)**:** red

Denmark proper consists of Jylland and Sjælland.

Russia: green

Ukraine: light green

Ukraine is considered part of Russia, but may revolt and become a Swedish ally (11.8).

Poland: off-white

Saxony: gray

Prussia: dark brown

Hannover: medium brown

Germany consists of Bremen-Verden, Wismar, Pommern, Holstein-Gottorp, Mecklenburg, Schlesien, Hannover, and all of Saxony and Prussia.

Ottoman Empire: orange-brown

Four of these nations are *major nations*, representing the primary participants in the Great Northern War: Sweden, Russia, Saxony, and Denmark.

Territories are separated by borders that restrict movement.

Thick dashed borders represent Difficult Terrain (4.2).

Design Note: The forest, swamp, and mountain art throughout the map has no effect on play, except to highlight the appearance of territories with Difficult Terrain borders.

All unnamed areas, including Western Europe and some islands, are non-playable areas. Lakes between two territories are impassable if there is no common land border.

Example: Livland and Ingermanland are separated by Lake Peipus; movement between them is prohibited.

Seas are divided into sea zones. Ground blocks cannot enter or cross sea zones except by *sea transport* (9.2). Fleet blocks cannot enter land territories without a *harbor* (1.6).

1.2 Garrisons And Territory Control

All territories have a *garrison* with a value ranging from 1 to 4. The nation that controls the garrison controls the territory. Control of a territory will usually only change hands through a successful siege (6.4).

Example: The garrison of Trakai is called Grodno, and has a value of 3.

Who controls a territory has important effects, including the following:

- If a territory's original garrison is besieged and captured, that nation's RP Level is reduced by four (8.1). Removing an enemy garrison marker restores the lost RP level.

- Retreating (5.6), regrouping (5.7) and tracing a line of communications (8.5) is allowed only into or through friendly or transit territories that contain no enemy blocks. Enemy-controlled territories are prohibited, even if vacant.

> *IMPORTANT: Territories controlled by allies are considered* friendly *for all these purposes.*

1.3 Capitals

A territory with a red garrison name is a capital. If the garrison of a capital surrenders to a siege, the nation calls for a truce (10.2)

Example: Baturyn is the capital of Ukraine.

1.4 Forage Capacity

All territories have a *forage capacity* expressed in Forage Points (FP). Each territory's FP value is printed on the map in dark red italics and ranges from 1 to 4. The FP value limits how many blocks can forage in a territory each game turn (7.0).

Example: Livland in the Swedish Baltics has a forage capacity of 3 FP.

1.5 Transit Territories

Mecklenburg, Schlesien, and all territories in Poland without a garrison marker are *transit territories*. Both sides treat transit territories as if they were *friendly* only for the purposes of retreating, regrouping, and tracing a line of communications. Transit territories are *not* considered friendly for events, and do not have friendly garrisons (so replacements cost double RPs (8.3), for example.)

In addition, Mecklenburg and Schlesien do not have a forage value, and do not have garrisons to control. Blocks can occupy these territories, but would be subject to losses due to insufficient forage (7.3).

1.6 Ports And Harbors

Ports are garrisons that allow sea transport (9.2). Ports are indicated as garrisons with strength in a blue square.

Example: Gdańsk in Pomorze is a port. Mitau in Kurland is not a port.

Harbors are a special kind of port, with an anchor symbol. Fleet blocks may only deploy and take replacements in a territory with a harbor.

Example: København in Denmark is a harbor.

IMPORTANT: Ports and harbors are considered adjacent only to the sea zone they physically border on, and not any other sea zones adjacent to their territory.

1.7 Tracks And Tables

Most tables on the map are self-explanatory and are there to assist play of the game.

Replacement Point Level

0	4	8	12	16	20	24	28	32	36	40

The Replacement Point Level Track is integral to the game. Each nation has a Replacement Point (RP) Level (8.0) which begins in the indicated position on the track (this may be modified by the special rules of a scenario).

The Swedish Attrition Track (11.1) indicates the various effects of serious Swedish losses (army blocks eliminated). Note that the effects differ depending on whether there are any Swedish blocks in Russia at any given moment.

1.8 Battle Sites

The locations of the main battles of the war are indicated on the map. Each side's victories are marked by color: blue for Swedish, green for Russian, and red for Danish victories. These have no effect on play, but are provided for historical interest.

2.0 BLOCKS

The wooden blocks represent the fighting forces, land and naval, of the various participants in the Great Northern War.

2.1 Block Data

Blocks have numbers and symbols defining movement and combat abilities.

Example: Repnin is a reformed Russian army block with one baggage train, a combat rating of B2, and a movement rating of 2.

Current Strength · *Baggage Train* · *Russian black star icon* · *Symbol* · *Unit name* · *Combat Rating* · *Movement Rating*
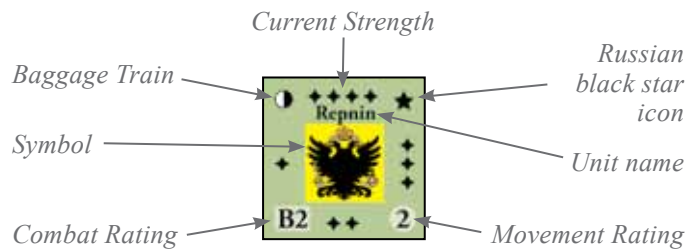
The current *strength* of a block is the number of diamond shapes on the top edge when the block is standing upright, hidden from your opponent. Strength determines how many dice are thrown for a block during combat. A block at strength 4 rolls four dice, a block at strength 1 rolls one die. Blocks have a maximum strength ranging from 2 to 4. For each hit taken in combat, a block's strength is reduced one step by rotating it 90 degrees counter-clockwise; when a block at strength 1 is reduced, it is eliminated and returned to its replacement pool (8.6). For each replacement step received by a block, increase the block's strength by turning it 90 degrees clockwise, but never beyond its maximum strength.

The *combat rating*, in the lower left corner, 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, and finally all D blocks. The number indicates the maximum roll that will score a hit (5.5).

The *movement rating*, in the lower right corner, is the maximum distance in territories or sea zones a block can move (4.1).

Design Note: Regiment blocks with a 2 movement rating are infantry, while a 3 indicates cavalry. Army blocks are combined arms forces, with a movement rating of 2.

Baggage trains are indicated by one or more supply symbols in the upper left corner. Baggage trains represent the thousands of wagons carrying the supplies for armies on campaign, and the logistics and administration they incorporate. The effects of a baggage train are described in rule 7.2. Only armies have baggage trains.

Blocks with a *red dot* have special deployment restrictions (11.0), different from the other blocks of their nation.

Blocks with a *crown* symbol are Royal blocks (2.3).

There are four Russian blocks with a *hollow star*, and four Russian blocks with a *black star*. The blocks with a hollow star are eligible for military reform (11.2). The blocks with a black star begin out of play, entering the game when their corresponding army is reformed.

2.2 Block Types

There are three different types of blocks in the game: armies, regiments, and fleets.

Army block   *Regiment block*   *Fleet block*

Army blocks generally have a maximum strength of 4 and use their country's national coat of arms as their symbol.

Regiment blocks have their name written in italics and bear the image of their regimental flag, authentic from the time of the Great Northern War. They always have a maximum strength less than 4.

> **Design Note:** The flag has no function in the game other than identifying the block as a regiment (and being pretty to look at of course).

Fleet blocks contest control of the seas and provide transport for army or regiment blocks. Sweden and Denmark each have two fleet blocks. The Russian player has none at start, but may add two fleet blocks once they have built Sankt-Peterburg (11.2). The British fleet may come to the aid of Sweden in certain circumstances (11.11). The use of fleets is governed by the rules in section 9.

2.3 Royal Blocks

One army block in each of the four major nations is led by a royal personage, indicated by a crown symbol. If a royal block is eliminated, it is removed from the game and may never be returned to the replacement pool. A truce (10.2) is imposed at the end of the current phase on any Coalition nation whose royal block is eliminated.

The royal blocks are:

- **Sweden:** Karl XII (but see below)
- **Russia:** Pyotr I
- **Saxony:** August II
- **Denmark:** Frederik IV

The Night Rider: The first time Karl XII is eliminated, he goes into exile instead. Set his block aside. Beginning with the next Interphase, roll a die. On a roll of 6, deploy the Karl XII block at full strength in any territory in Sweden proper containing no enemy blocks. If the roll fails, roll again in the following Interphase; he now arrives on a 5 or 6. Continue rolling each Interphase, increasing the chances by 1, until the roll succeeds (which is eventually automatic).

3.0 ACTIONS

At the beginning of each game turn each player rolls one die and looks up the result on the Action Table, located on the map in the Sequence of Play.

3.1 Action Roll

Each player simultaneously rolls one die and consults the Action Table to determine the number of actions they can perform this game turn. Actions cannot be saved or carried forward into the next turn or year.

The player with the highest die result becomes the First Player this turn. Ties go to the player who was Second Player last turn. If a tie is rolled on the first turn of the game, both players roll again.

The First Player performs all their actions (or resolves their event), and then the Second Player performs all of theirs.

If both players' results are events (a roll of 6) then each player's event is resolved as usual, and the turn immediately proceeds to the Forage Phase.

Example: The Swedish player rolls a 3, and the Coalition player rolls a 6. The Coalition player rolls on the Event Table and resolves the event. Then the Swedish player takes two actions.

3.2 Event Restriction

A player can never roll an event two turns in a row (even if separated by a yearly Interphase). If a player rolls a 6 for a second consecutive game turn, re-roll until receiving a result that is not 6.

3.3 Action Choices

For each action a player may choose to perform one of five activities, summarized below. Actions must be performed in the order given, i.e., Reconnaissance before Movement before Siege Declarations.

1. RECONNAISSANCE

Performing reconnaissance on a group of enemy blocks costs an action. Reconnaissance may only be performed in a territory adjacent to a friendly army or regiment block. The opponent must reveal all blocks within that territory. After the player performing reconnaissance is satisfied, the opponent re-conceals their blocks by standing them back up. Blocks performing reconnaissance are not restricted from taking other actions later in the turn.

2. MOVEMENT

As an action, a player can move any number of blocks in one territory (or sea zone) to any territories (or sea zones) within their maximum movement rate (4.1).

3. SIEGE DECLARATION

A siege is a type of battle, an attempt to force a territorial garrison to surrender. A siege attempt is declared in the Action Phase, but is resolved at the end of the Battle Phase.

4. NATIONAL POLITICS

For the cost of an action, you may choose one major nation you control and roll one die on the National Politics Table (12.4).

> *IMPORTANT: This action may be chosen only once per Year per nation.*

5. REPLACEMENTS

For the cost of an Action, you may rebuild one step of one of your on-map blocks (8.4), provided the block can trace a valid line of communications (8.5).

> *IMPORTANT: This does not cost any RPs.*

3.4 Swedish Winter Campaigns ("Never Mind The Weather")

When a Year ends, just after the normal Winter turn is concluded, the Swedish player may go on a special *Winter Campaign*. The Swedish player may move Karl XII, along with any or all other Swedish blocks in the same territory; the move may cause a battle as normal. Karl and any blocks with him may declare a siege attempt, if otherwise eligible. Each Swedish block participating in a Winter Campaign action immediately loses one step at the start of the action. After this extra winter action, the next Year begins as normal with the Interphase.

4.0 MOVEMENT

4.1 Movement Procedure

For one action, a player may move a group of blocks in a single territory (or sea zone) to any territories (or sea zones) within their maximum movement rate. Blocks in the group are not required to move together to the same territory or zone; they may split up and move to different destinations.

All blocks, including fleets, may pass freely through friendly blocks, but must stop and fight when they move into a territory or sea zone containing one or more enemy blocks. Control of a territory, friendly or enemy, has no effect on movement.

Blocks may move only once per game turn, except to *retreat* (5.6) or *regroup* (5.7) or when transported by fleets (9.2).

Fleets and non-transported army/regiment blocks may never be part of the same group movement.

> *IMPORTANT: When a group of blocks ends its move in a territory with no enemy blocks, a Siege attempt may be declared (6.1) by the moving blocks without using an additional action. This includes blocks landed by sea transport.*

> **Example:** The Coalition player uses an action to move three Russian blocks in Novgorod. One block moves through friendly territory to Smolensk, and the other two blocks move into Ingermanland, where they must stop because there are Swedish blocks there.

4.2 Border Restrictions

The maximum number of blocks that each player can move across any border in a single game turn depends on the type of border:

- **Normal border:** 6 blocks.
- **Difficult Terrain border:** 2 blocks. Blocks crossing a Difficult Terrain border must stop in the entered territory.

Border restrictions apply on a per-player basis, meaning each player can move the maximum number of blocks across the same border during the same game turn. Border restrictions also apply to retreats (5.6) and regrouping (5.7).

4.3 Pinning

When blocks move into a territory with enemy blocks, they *pin* an equal number of enemy blocks, preventing them from moving. The enemy player chooses which blocks are pinned at the moment the moving blocks enter the territory. Unpinned blocks can (if desired) move normally, but cannot move across any border used by pinning blocks. Unpinned blocks cannot be substituted for pinned blocks once those have become pinned.

> **Example:** Two Saxon blocks attack five Swedish blocks. As soon as the Saxons move into their territory, two Swedish blocks are pinned (owner's choice). The other three Swedish blocks may move or attack elsewhere (assuming the Swedish player plays second).

4.4 Force-Marching

Any moving group may force-march up to two extra territories, even to attack or join a battle. After all movement is completed, roll a die for each force-marching block:

   1-3:   Lose one step per extra territory moved

   4-6:   No loss

Regardless of the result of the roll, the forced march is successful.

> **Design Note:** We recommend placing a die on top of any force-marching blocks, so you remember to roll for them when all your movement is finished.

All normal movement rules apply to forced marches (e.g., blocks must stop if they cross a red border), with the following restrictions:

- Blocks cannot force-march to retreat (5.6) or regroup (5.7).
- Force-marching blocks that join a battle are not available on the first combat round of that battle (5.3).
- Rolls for forced march losses are made only after a player has completed all movement.

- Blocks may be eliminated from losses due to forced march; place them in the appropriate replacement pool.

> **Example:** Karl XII and Dalregementet, both at full strength, are in Sandomierz and want to respond to a Russian move into Livland. Since their movement rating is only 2, they force-march to move the extra two territories to reach Livland. The Swedish player places a die on top of the moved blocks to remind himself to roll for the force-march at the end of the Movement Phase. He then moves another group of blocks with a different action. Having finished movement, he rolls one die each for Karl and Dalregementet. The roll for Karl is a 5, so no losses; but the Dalregementet's roll is a 2, and it suffers two losses, one for each extra territory it moved. Dalregementet is reduced from 3 strength to 1.

4.5 Prohibited Territories

Territories belonging to inactive nations, including nations under truce (10.2), may not be entered until they are activated. Ukraine is part of Russia while inactive, and may be entered if Russia is active (11.8). Transit territories (1.5) are not neutral and can be entered freely.

5.0 BATTLE

Any territory occupied by blocks from both players is a *battle territory*. A battle must occur in each battle territory in the Battle Phase (**Exception:** a territory with a harbor under siege that contains only fleet blocks is *not* considered a battle territory.) By the end of the Battle Phase, no territory will have blocks from both sides in it.

5.1 Battle Sequence

Battles are fought one by one after all movement is completed. The First Player determines the order battles will be fought *before* any blocks are revealed. Each battle must be completed before fighting the next battle. Reveal blocks at the start of each battle by tipping them forward to maintain their current strength.

> **IMPORTANT:** *Because both players move before combat, in some battles the Swedish player is the defender, while in others the Coalition player is the defender. The last side to solely have blocks in the territory is the defender.*

5.2 Cooperation

Coalition blocks from different nations may fight together in a battle on the same side. Similarly, Swedish blocks and their allies may cooperate in battle.

5.3 Reserves

A territory may be attacked via multiple borders. The attacking player declares one border as the *main attack*. Any attacking blocks crossing other borders are considered *reserves* and may not fire, retreat, or take hits until the second combat round.

Similarly, Blocks belonging to the defending player that enter a battle territory (i.e., one that already has both sides' blocks) are considered reserves as well.

Reserve blocks are not revealed until the beginning of the second combat round. Thereafter they may fire or retreat like any other block. Reserve blocks must retreat, subject to all retreating rules, if the battle ends in the first combat round.

> **Example:** A player has four blocks in Ingermanland and two in Livland. Both groups attack Estland (using two movement actions). The attacker declares the Ingermanland border as the main attack and the first combat round involves only those blocks. The two blocks from Livland join the battle at the beginning of the second combat round.

5.4 Combat Rounds

Battles are fought over a maximum of three *combat rounds*. If the battle is not concluded by the end of the third round, the side that does not control the garrison must retreat (the attacking side if neither controls the garrison).

Each block has one *combat turn* per combat round. In its combat turn, a block may either *fire* or *retreat*. The sequence of Combat Turns depends on combat ratings: **A** blocks go before **B** blocks, which go before **C** blocks, with **D** blocks going last. Within each rating, defending blocks go before attacking ones: defending **A** blocks go before attacking **A** blocks, and so on.

After all blocks have taken their combat turn, the first combat round ends. Repeat the sequence for the second and third rounds as necessary.

> **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. Swedish army Karl XII (A3)
> 2. Danish army Reventlov (B2) and Danish regiment Prins Christian (B1)
> 3. Swedish regiment Pommerska (B1)
>
> Any of these blocks could retreat instead of firing.

5.5 Fire Resolution

To resolve a block's fire, roll as many dice as the block's current strength. A hit is scored for each roll equal to or lower than the block's combat rating.

> **Example:** The full-strength Russian block Pyotr I rolls 4 dice. It has a B3 combat rating, meaning all rolls of 1, 2, & 3 are hits. Rolls of 4, 5, & 6 are misses. If the dice rolled were 1, 2, 4, & 5, the Russian player would score two hits and two misses.

Enemy blocks are not targeted individually. Each hit is applied individually to the enemy block with the highest current strength. When two or more blocks share the highest strength, the owner chooses which takes the loss. Blocks that lose their last step are eliminated and placed in their nation's replacement pool.

Example: Karl XII and Dalregementet are at full strength (4 and 3, respectively) and take two hits. The first hit must be taken by Karl XII since his block is strongest, reduced him to 3 strength. The second hit can be applied to either block, Swedish player's choice, since both blocks are now the same strength.

IMPORTANT: Fire is not simultaneous. All hits are applied immediately.

5.6 Retreats

Each block may *retreat* in its combat turn instead of firing. If a block cannot retreat, it must stay and fight.

Blocks retreat by moving up to their full movement allowance into or through friendly or transit territories free of enemy blocks. Blocks may never retreat into or through enemy-controlled or battle territories.

The attacker can only retreat from the battle territory via borders used to attack into the territory. The defender may not retreat through borders that were used by the attacker to enter the battle territory. If both players entered the territory through the same border, only the last player to enter may retreat via that border.

Border restrictions for retreats apply to each combat round. This means up to six blocks may retreat across a normal border, and up to two blocks may retreat across a Difficult Terrain border (and those must stop once they have done so).

If after three combat rounds both sides still have blocks in the territory, then the side that does not control the garrison must immediately retreat or be destroyed. If neither side controls the garrison, the attackers must immediately retreat or be destroyed.

Blocks may retreat out to sea onto fleets only from a territory with a friendly port (9.5).

5.7 Regrouping

When a battle (but not a siege) ends, the winning side may *regroup* at the instant of victory. A regroup is a special free move for any or all victorious blocks in the Battle territory. Regrouping blocks may move to any adjacent friendly or transit territories that are free of enemy blocks. Border restrictions apply for regroup moves.

Design Note: Regroup moves are very important for avoiding attrition due to insufficient forage. Concentrate to fight, then disperse to eat!

6.0 SIEGE

A siege is a special type of battle, attempting to force a territorial garrison to surrender.

6.1 Declaration

There are two conditions under which a siege may be declared:

- As a single action, a siege attempt may be declared in a territory by any and all *unpinned* blocks that have not moved this turn.

- Moving blocks may declare a siege attempt immediately upon ending their move in an enemy territory with no enemy blocks. This does not require an additional action. If any friendly blocks were already in the territory, they must spend an action to join the siege attempt.

When a siege is declared, reveal the besieging blocks by tipping them face up to indicate their besieger status.

IMPORTANT: Although siege attempts are declared in the Action Phase, they are resolved during the Battle Phase, after all battles have been resolved.

6.2 Restrictions

Blocks from different nations *cannot* cooperate in a siege against the same garrison in the same turn.

Regiment blocks *cannot* participate in a siege against a garrison of strength 2 or greater (i.e., they can't roll for combat or take losses).

6.3 Resolution

A siege is resolved using the rules for battles; however a siege consists of only one combat round, not three. To capture the garrison, the attacker must score hits equal to or greater than the strength of the garrison in a single round; otherwise, the siege is unsuccessful—all or nothing.

Garrisons fight back against siege attempts, and are treated as defending **C1** blocks for combat purposes. Roll as many dice as the strength of the garrison. Garrisons never retreat or suffer losses.

6.4 Results

A successful siege against an enemy nation's territory allows you to place a garrison marker in the territory and take control of it (1.2).

A successful siege against an enemy garrison in a friendly nation's territory only removes the enemy garrison marker (**Exception:** you always place a garrison marker when you successfully siege a territory in Poland.)

An attacker may not regroup after a successful siege, but is not forced to retreat due to a failed siege attempt.

A successful siege against a capital (1.3) results in a truce (10.2).

6.5 Relief

It is possible for a territory subject to a declared siege attempt to also be a battle territory. No block may participate in both a siege attempt and a battle in the same turn. If a territory with besieging blocks is attacked, any besieging blocks pinned (4.3) by the attacker must lift the siege and fight in the battle instead. The battle is fought before resolving the siege, and if the besieging side wins, the siege is still resolved (without any blocks that fought in the battle). If the besieging side loses, the besieging blocks must immediately retreat and the siege is not resolved.

7.0 FORAGE

After all combat is done, a forage check is performed in each territory containing blocks.

7.1 Forage Checks

Check all territories which are occupied by any army or regiment blocks. Compare the forage point (FP) value in the territory with the forage costs of the blocks. Army blocks require 2 FP each, regiments 1 FP each. If the total forage required for a group of blocks exceeds the FP of the territory, the group suffers losses.

> **IMPORTANT:** *Fleets, and any blocks they are transporting, do not require forage.*

7.2 Baggage Trains

Most army blocks carry with them a baggage train providing extra FP, represented by one or more supply symbols in the upper left corner of the block label. Each symbol provides one additional FP that can be used only to support *regiments* from the same nationality (not armies and not allies) in the same territory as the army.

7.3 Losses

A group of blocks loses one step per unmet FP required in a territory. The first step loss due to insufficient forage must always be taken from the strongest block (owner chooses if tied). Subsequent losses can be distributed as the owner sees fit. Blocks are never eliminated due to insufficient forage; they cannot be reduced below 1 strength (losses cannot be assigned to strength 1 blocks).

> **Example:** Pyotr I, Sheremetev, and Woronjetski are in Kurland (forage capacity 3), all at full strength. Pyotr's baggage train covers the forage requirement for Woronjetski, but Sheremetev's train bonus is wasted. The forage requirement of the two armies (2 FP each) exceeds Kurlandia's capacity by 1, so one of the strongest blocks must lose a step. The Coalition player chooses Sjeremetev to lose the step (Pyotr must not be weakened!).

8.0 REPLACEMENTS

8.1 RP Level Track And Adjustments

Each major nation (plus the Ottoman Empire) begins a scenario with a set *Replacement Point Level* (RP Level), indicated by placing a cube of their color on the Replacement Point Level Track. The RP level is the amount of RPs available each Interphase for drawing blocks from the *replacement pool* or reinforcing on-map blocks. Sweden's RP level is also important for victory conditions.

A nation's RP level is affected by having its territories captured by the enemy, and sometimes by events (but see 8.8). If a territory's garrison is besieged and captured, the original territory's owner reduces their RP level by 4. If the original owner recaptures the territory, the lost RP level is regained. The nation's RP level is adjusted on the Replacement Point Level Track to indicate these gains and losses.

> **IMPORTANT:** *A nation never increases its RP level by capturing enemy territory.*

> **Example:** Sweden has captured Åkershus and Christiansand from Denmark. Denmark's RP level is reduced from 16 to 8. Sweden's RP level is unaffected.

8.2 Replacement Costs

RPs are received at the start of every Interphase; unspent RPs are lost at the end of the Interphase. RPs cannot be accumulated from year to year. A nation can never lend or give RPs to another nation.

RPs are spent on a per-step basis, as follows:

- **Army block:** 2 RPs per step
- **Regiment block:** 1 RP per step
- **Fleet block:** 2 RPs per step

On-map replacements must be taken first, and then new blocks may be built from the nation's replacement pool.

8.3 On-Map Replacements

RPs may be spent to add steps to on-map blocks which are not at full strength. An on-map block must have a valid line of communications (8.5) to be eligible to receive replacements. Blocks in a Battle territory cannot receive replacements.

Fleets may only receive replacements when anchored in a harbor. Blocks being transported by fleets cannot receive replacements.

> **IMPORTANT:** *Replacement steps may be added to blocks in territories without a friendly garrison. However, the RP cost is doubled in this case.*

Example: During the Interphase, Karl XII is in Lietuva in Poland with a reduced strength of 2. The Swedish player expends 8 of his RPs and adds two steps to Karl XII (2 RPs for each step, doubled because there is no friendly garrison in Vilnius).

Design Note: Wintering away from home is very expensive! Consider moving back to friendly territory before replacements arrive in the Interphase.

8.4 Replacements Using Actions

On-map blocks (only) may receive replacement steps using actions (3.3). Blocks receiving replacements via an action are subject to the restrictions in 8.3 above, but no RPs are expended. A block may receive more than one replacement step per turn in this manner, at a cost of one action each.

Example: August II, down to 1 strength, has withdrawn to Lausitz during Summer. Going first in Autumn, and fearing a Swedish attack, the Coalition player spends two actions to add two steps to August II.

8.5 Line Of Communications

A block is eligible to receive replacements if the territory it is in is:

- a national territory (i.e., in the block's nation's color) where the player controls the garrison; or

- a territory that can trace a line of communications through adjacent friendly (1.2) or transit (1.5) territories back to any controlled national territory.

A line of communications *cannot* be traced into or through a territory containing enemy blocks, regardless of who controls the territory.

A line of communications can be traced across a sea zone if the line is traced from or through a territory with a friendly port, through a sea zone occupied by fleets of the same nationality, to a friendly national territory with a port.

A block without a valid line of communications may not receive replacement steps, neither by RPs nor by using actions.

Example: The main Swedish army is in Velikaya (still under Russian control). The army can trace a line of communications back to Livland. If the army was in Rzhev, it could not trace a line of communications through Russian-held Velikaya, and would be ineligible for replacements.

8.6 Replacement Pools And Building New Blocks

Each player keeps the blocks of their nations in separate *replacement pools*.

Blocks in a replacement pool are always kept face down, and shuffled before drawing.

To build a new block, draw one at random and pay for its first step. You may pay for additional steps (up to its maximum strength) if you have enough RPs remaining. You must decide how many RPs to spend on increasing the strength of each block as you draw it. Deploy (9.7) the newly-built block before drawing another.

> **IMPORTANT:** *The first step of any block built from the replacement pool costs **double** RPs; i.e., the first step of an army or fleet costs 4 RPs, and the first step of a regiment costs 2 RPs.*

If you draw a block you cannot afford, your RPs are spent and you do not deploy the block (it is returned to the pool).

Example: Saxony starts the Interphase with 12 RPs. The Coalition player draws an army block, Schulenburg, and pays 4 RPs for the first step. She decides to pay 6 more RPs to add the remaining three steps, and deploys Schulenburg in Lausitz. She chooses to draw another block, and gets the Lubomirski Polish army. Unfortunately, with only 2 RPs left she cannot afford the first step of the army; it is returned to the Saxon replacement pool and the 2 RPs are lost. Better luck next year!

8.7 Deployment

New blocks are *deployed* onto the map according to their national deployment restrictions (11.0). New blocks cannot be deployed into enemy-occupied or enemy-garrisoned territories. New blocks may be deployed in excess of forage capacity, but no losses from insufficient forage occur until the next Forage Phase.

Newly built fleet blocks are deployed in any friendly harbor within their nation's deployment restrictions.

Blocks with a red dot have special restrictions on their deployment. See the specific rules for each nation in Section 11.

If a block cannot be deployed because all potential deployment territories are occupied or garrisoned by the enemy, the block is returned to the replacement pool and any RPs spent on it are lost.

Design Note: Protect your deployment areas. Don't let this happen to you!

8.8 Replacements And Events

RP gains or losses due to events during the year do not affect the RP level or count towards victory conditions. Such changes are not permanent, and are only valid for the period indicated by the event; i.e., during the next Interphase.

Example: Sweden rolls an event that provides 8 extra RPs in the next Interphase. However, the game ends before then; the 8 RPs do not count for victory points since the RP level remains the same.

Design Note: Such temporary adjustments to RP level can be marked using a second cube of the nation's color. Just remember which one is the real RP level!

9.0 FLEETS

9.1 Fleet Movement

Fleet blocks may move up to six sea zones as an action (**Exception:** the Russian galley fleet may move up to only three sea zones). Entering a harbor counts as moving one sea zone, but leaving a harbor counts as an entire action and no further movement is allowed. Moving fleets must stop if they enter a sea zone occupied by one or more enemy fleet blocks. Fleets may not enter non-harbor land territories, nor may they enter enemy-controlled harbors.

9.2 Sea Transport

Sea transport involves loading (or unloading) army or regiment blocks onto fleets at sea, and works like regular movement (i.e., blocks in a group may split between transport and land movement). Loading blocks counts as those blocks' entire movement, and can only be done from a territory with a friendly port into the sea zone the port lies on. You may unload blocks at sea into a territory through a bordering port regardless of who controls the port. Each fleet block can transport one army block or two regiment blocks at a time.

Design Note: A given block may not be both loaded and unloaded during the same game turn, since both count as movement (4.1).

IMPORTANT: *Fleets may not load or unload army or regiment blocks if enemy fleets are present in the same sea zone (i.e., a fleet battle is set to occur). They would have to wait until a later turn.*

Example: Karl XII and two regiments begin the turn aboard two Swedish fleet blocks in the Kattegat sea zone. For the first Swedish action, the fleets (and their cargo) move to the Gulf of Finland. For the second Swedish action, Karl XII and the regiments unload into Ingermanland, to attack the Russian forces there planning to besiege Narva.

9.3 Fleet Battles

If both players have fleets in the same sea zone, they engage in battle. Fleet battles are resolved in the same manner as battles between army or regiment blocks, except:

- Any fleet block that retreats from combat is immediately placed in any friendly harbor. If a player has no friendly harbors left, retreating fleets are instead lost; set them aside from the replacement pool, and only return them to the pool when their owner controls a harbor.

- Army or regiment blocks aboard retreating fleets are unloaded into the same harbor territory the fleet retreats to. Blocks aboard destroyed fleets are also destroyed and placed in their owner's replacement pool.

9.4 Anchored Fleets

Fleets in harbor are considered anchored and are therefore placed inside the territory. Fleets in harbor are not considered to actually occupy the territory for any other purpose, however; they do not count towards forage limits, nor do they inhibit movement or participate in battles. If a territory occupied solely by fleets in harbor is entered by enemy blocks, the owner must disclose this fact, but need not reveal his fleet blocks. If a harbor is captured by siege, any fleets anchored there are moved into the adjacent sea zone, each fleet losing one strength step in the process.

9.5 Retreating To Sea

Army or regiment blocks may retreat to sea onto fleets, under the same restrictions as sea transport (9.2). Sea retreats can only be conducted from a territory with a friendly port. Blocks may not sea retreat onto anchored fleets.

Design Note: You can't sea retreat from a territory unless you control the port; bear this in mind when making a landing in enemy territory.

Example: Furthering the example from 9.2, if the attack in Ingermanland goes badly, Karl XII and the two regiments may retreat to the fleets at sea in the Gulf of Finland, since the port of Narva is still under Swedish control.

10.0 POLITICS

The politics rules cover activation (entry of nations into the war) and truce (temporary deactivation of nations).

10.1 Activation

Some inactive nations roll for activation to join one side or the other in each Interphase, as indicated in section 11.0. Roll a die for each nation that may activate: on a 6, that nation becomes active and enters the war; on any lower result, the nation remains inactive, but rolls again in the next Interphase.

- An active nation may spend actions and use its RPs to build blocks. An inactive nation cannot have any blocks on the board, may not use actions, and cannot spend RPs to build blocks.

- Some nations may be activated by particular triggers. If a nation is activated mid-year, it receives its allotment of RPs (if any) to build blocks immediately upon activation.

10.2 Truce

An active nation can become inactive due to a truce. A truce is imposed on a nation at the end of the current phase:

- when their royal block is eliminated (Coalition only);
- when their capital is captured by a successful siege;
- when their last block on the map is eliminated;
- when their RP level is reduced to zero; or

- by certain events.

When a truce is imposed on a nation:

- All of the nation's blocks are returned to their replacement pool and the nation becomes inactive.
- Remove all of the nation's garrison markers from captured territories. Also remove all enemy garrison markers from the nation's territories.
- Any blocks of another nation inside a nation under truce are immediately moved to the nearest friendly territory they are allowed to enter (owner's choice if more than one territory is equidistant). If the moved blocks exceed forage limits (6.1), the excess may be moved to the next nearest territory as necessary.
- Place a cube of that nation's color on the Year Track four years ahead, as a reminder of when it may begin to roll to reactivate.

Any nation (except Sweden, Ukraine, or Poland) may offer to submit to a truce during any Interphase. The offer must be accepted and goes into effect immediately. All normal truce effects apply.

> **IMPORTANT:** *If a truce is ever imposed on Sweden, the game ends immediately with a **Coalition Triumphant Victory**.*

10.3 Reactivation

A nation under truce is inactive for at least three full years. At the start of the Interphase of the Year with the nation's cube (placed according to 10.2 above), the nation may begin to roll for activation again. The nation is activated and enters the war again on a die roll result of 6 as usual.

> **Example:** Denmark is knocked out of the war during 1711. A red cube is placed on the Year Track in 1715. The Coalition player may start to roll for Denmark's activation in the 1715 Interphase, needing a 6 to activate.

11.0 NATIONS

The following special rules reflect the unique characteristics and conditions of each nation.

11.1 Sweden

- **Deployment:** Swedish blocks are deployed in Sweden proper (1.1). *Exception:* the Estländska, Savolax, and Pommerska blocks deploy in their own territories (Estland, Savolax, and Pommern respectively); if enemy-occupied they deploy in Sweden proper instead.

- **Concessions:** The Swedish player may at any time cede the territories of Bremen-Verden to Hannover and/or Pommern to Prussia. Each territory ceded reduces Sweden's RP level by 4, but renders the receiving nation *permanently* inactive.

- **Swedish Attrition Track:** Each time a Swedish army block (not regiment) is eliminated, advance the marker on this track one space. As long as Sweden has at least one block in Russia (including Ukraine), the marker on this track is moved to the lower row; move it back to the upper row if no Swedish blocks are in Russia. Apply the effects of the box containing the marker, and all effects of lower-numbered boxes *in the same row only*.

11.2 Russia

- **Deployment:** Russian blocks are deployed in Moskva, Yaroslavl, or Tula. *Exception:* the Cossack block may deploy anywhere within Russia or (if friendly) Ukraine. Russian fleets may deploy only in Sankt-Peterburg (see below).

- **Military Reforms:** If at least one Russian army has been eliminated in a battle (including retreat), or if a territory in Russia has been captured, four Russian army blocks (marked with a hollow star) become eligible for reform. Place the four reformed Russian armies (with black stars) in the Russian Military Reform box.

  At the start of every following Interphase, the Coalition player may choose an army to reform. Remove the original Russian army block from the game (whether on the map or in the replacement pool), then take the matching reformed army from the Reform box and place it in any Year box without a Russian block already in it, at least two years ahead.

  At the start of every Interphase (even before Reform is triggered), move any Russian army block in the current year's box to the replacement pool. Russia loses 4 RPs for each Russian army block remaining on the Year Track (but do not adjust the Russian RP level).

  Russia's truce status has no effect on reform.

- **Nyen / Sankt-Peterburg:** Nyen starts the game as a Swedish garrison with a strength of 1. The two Russian fleet blocks start the game out of play, not in the Russian replacement pool (unless otherwise noted in the scenario instructions).

  If Russia captures Nyen, immediately place the two Russian fleet blocks on the Year Track two years ahead. Remove the Russian fleets from the Year Track if Russia loses control of Nyen.

If the Russian fleets are in the current Year box at the start of the Interphase, Nyen is converted into Sankt-Peterburg, a 4-strength harbor. Add the Russian fleets to the Russian replacement pool.

Once converted, Sankt-Peterburg remains a 4-strength harbor regardless of truce status or who controls it.

11.3 Saxony

- **Deployment:** Saxon blocks are deployed in Saxony.

- **Limited Interests:** Saxon blocks may never enter Russia, Ukraine, or Hannover.

11.4 Denmark

- **Activation:** Denmark begins the game inactive. The Coalition player rolls every Interphase for Danish entry into the war as a Coalition ally (10.1).

- **Deployment:** Danish blocks are deployed in Denmark proper (1.1). *Exception:* the Bergenhus block deploys in Bergenhus; if enemy-occupied, it deploys anywhere in Norway.

11.5 Poland

- **Wettin Dynasty:** The three Polish blocks are part of the Saxon replacement pool. They are built and receive replacements using Saxon RPs, and are subject to the same movement restrictions (they may never enter Russia, Ukraine, or Hannover).

- **Deployment:** The Lubomirski army block deploys in or adjacent to Małopolska.

  The *Sobieski* regiment block deploys in or adjacent to Mazowsze.

  The *Oginski* regiment block deploys in or adjacent to Lietuva.

- **Civil War:** Polish territories without garrison markers are transit territories (1.5). Any non-Polish nation may siege Polish garrisons in order to place their garrison marker in the territory. Polish blocks may siege enemy garrisons in Poland in order to remove them.

  Generally, Saxony begins with garrisons in the two Polish capitals (Warszawa and Kraków). If at any time both capitals are lost, reduce Saxony's RP level by 4 and return any Polish blocks on the map to the Saxon replacement pool (they may be rebuilt normally). If Saxony regains *both* capitals, restore the lost RP level.

Poland is never subject to truce. If a truce is imposed on Saxony, return Polish blocks on the map to the Saxon replacement pool (they cannot be built until Saxony is reactivated).

11.6 Ottoman Empire

- **Activation:** The Ottoman Empire begins the game inactive. The Swedish player rolls every Interphase for Ottoman entry into the war as a Swedish ally (10.1). Add +1 to the activation roll if the Karl XII block is in Ukraine.

- **Deployment:** Ottoman blocks are deployed in the Ottoman Empire.

- **Limited Interests:** Ottoman blocks may only enter territories in Ukraine, Poland, or the Ottoman Empire.

- **Surrender:** If enemy blocks solely occupy all Ottoman territories, a truce is imposed (10.2).

- **Christian Solidarity:** If the Ottomans invade Poland, Russia and Saxony are immediately activated if not already active. During the Interphase, if Ottoman blocks are in Poland while Saxony or Russia are under truce, the Swedish player must choose either to impose truce on the Ottomans as well, or allow Saxony or Russia to reactivate immediately.

- **War with Austria:** While the Ottomans are active, roll each following Interphase for the start of the Austro-Turkish War, which occurs on a 6. If it occurs, a truce is imposed on the Ottomans immediately (10.2). The Ottomans may roll for reactivation like any other nation under truce (10.3).

11.7 Prussia

- **Activation:** Prussia begins the game inactive. The Coalition player rolls every Interphase for Prussian entry into the war as a Coalition ally (10.1), subtracting 1 from the roll.

  Design Note: This means Prussia will not normally be able to activate, since a 6 is required. However, have a look at the Swedish Attrition Track...

- **Deployment:** The Prussian block is deployed anywhere in Prussia.

- **Limited Interests:** The Prussian block may only enter territories in Germany or Poland. The only territory where the Prussian block may attack or declare a siege is Pomorze. The Prussian block may defend itself in any territory.

- **Self-sufficient:** The Prussian block does not use RPs; it is restored to full strength during the Interphase if it has a line of communication to any friendly territory in Prussia.

11.8 Ukraine

- **Activation:** Ukraine begins the game inactive, as part of Russia. If Russia is currently active, the Swedish player rolls every Interphase for Ukrainian entry into the war as a Swedish ally (10.1). Add +2 to the activation roll if the Karl XII block is in Ukraine. Reduce Russia's RP level by 8 and remove all garrisons in Ukrainian territory when Ukraine is activated.

- **Deployment:** The Mazepa block is deployed in Siver-shchyna immediately when Ukraine is activated. If occupied by the Coalition, the block is deployed anywhere in Ukraine. If every Ukraine territory is occupied by the Coalition, the block deploys during the first Interphase when this is no longer the case.

- **Living Off the Land:** The Mazepa block does not use RPs; it is restored to full strength during the Interphase if it is in Ukraine.

- **Pacification:** Ukraine rejoins Russia at the end of the phase when the Mazepa block is eliminated or Baturyn is captured by Russian siege. Russia regains its lost 8 RPs and the Mazepa block is set aside. Ukraine may be activated again by the procedure used above.

11.9 Hannover

- **German Politics:** Hannover begins the game inactive, but automatically becomes a Swedish ally if the Coalition invades Holstein-Gottorp; immediately place the Hannoverian block in Hannover.

- **Defection:** When so indicated by the Swedish Attrition Track, Hannover defects permanently to the Coalition and becomes inactive (if not already). The Coalition player may then start rolling every Interphase to activate Hannover as a Coalition ally (10.1), subtracting 1 from the roll.

  > **Design Note:** This means Hannover will not normally be able to activate, since a 6 is required. However, have a look at the Swedish Attrition Track...

- **Deployment:** The Hannoverian block may only be deployed in Hannover.

- **Self-sufficient:** The Hannoverian block does not use RPs; it is restored to full strength during the Interphase if it has a line of communication to Hannover.

11.10 Holstein-Gottorp

- **Activation:** Holstein-Gottorp is always an active Swedish ally. The Holstein-Gottorp block (Friedrich IV) is part of the Swedish replacement pool. Swedish RPs are spent for replacements to the Holstein-Gottorp block; they do not receive their own RPs.

- **Deployment:** The Holstein-Gottorp block may only be deployed in Holstein-Gottorp. If it is enemy controlled or occupied, the block cannot be built and is returned to the replacement pool.

- **Limited Ambition:** The Holstein-Gottorp block may never attack alone, but only in conjunction with Swedish blocks.

11.11 Great Britain

- **Activation:** The British fleet block activates as a Swedish ally if:
  - » during the Interphase, the Coalition player has more fleet blocks at sea than Sweden; or
  - » immediately when the Coalition invades Sweden proper.

- **Deployment:** The British Fleet block always starts in Portsmouth at full strength when activated. No other block can enter the Portsmouth box.

- **Actions:** Swedish Actions are spent to use the British fleet block.

- **Losses:** The British fleet block does not use RPs, and can only take replacements via actions (8.4). It never enters any replacement pool. If the British fleet block is eliminated, a truce is imposed on Great Britain (10.2). In that case, place the fleet block on the Year Track four years ahead; beginning with that Interphase, the British fleet is again available for activation as indicated above, at full strength.

- **Confrontation:** Russian fleets may not enter or move through the sea zone occupied by the British fleet.

- **Deactivation:** The British fleet is removed from the map if, during the Interphase, the Swedish player has more fleet blocks (including the British fleet) at sea than the Coalition and there are no Coalition blocks in Sweden proper. It remains available for later activation as indicated above.

12.0 EVENTS

> **IMPORTANT:** *No army or regiment block may be eliminated by losses due to events. Fleet blocks, and any blocks transported by them, ignore all losses due to events.*

12.1 Event Table

1   **Polish civil war.** Each player rolls a die, adding one for each Polish capital controlled.

> **Swedish player wins:** Return all on-map Polish blocks to the Saxon replacement pool.
>
> **Coalition player wins:** All Swedish blocks in Poland lose one step.
>
> **Tie:** Apply both effects above.

2   **Epidemic.** Roll a die for region. All blocks in that region lose one step.

> **1.** Sweden and Finland
> **2.** Denmark and Norway
> **3.** Germany
> **4.** Baltic (Estland, Livland, Ingermanland & Nyen)
> **5.** Poland and Ukraine
> **6.** Russia (except Ukraine)

3   **Attrition.** All blocks on the map not in their national territory lose one step.

4   **Attrition.** All blocks on the map not in a friendly territory lose one step.

5   Roll on the **Swedish Event Table** (12.2) if you are Sweden, or the **Coalition Event Table** (12.3) if you are the Coalition.

6   Choose a major nation under your control (Sweden, Russia, Saxony, or Denmark) and roll on the **National Politics Table** (12.4).

12.2 Swedish Event Table

1   **Denmark loans troops to Austria.** Denmark (active or not) must remove one block randomly from their replacement pool (if possible). Return it to the pool if Sweden invades Denmark or Norway.

2   **The Emperor demands troops.** Saxony (active or not) must remove one non-Polish block randomly from their replacement pool (if possible). Return it to the pool if Sweden invades Saxony or captures both Polish capitals.

3   **Cossack betrayal.** Place an Ottoman garrison marker on Kremenchuk.

4   **Cossacks go home.** Remove the Russian Cossack block from play. If and when both Ukraine and the Ottoman Empire are inactive, return it to the Russian replacement pool (this may be immediate).

5   **Coalition mistrust.** For the remainder of the year, Coalition blocks of different colors may not move or attack together.

6   **Forced recruitment.** Roll one die and receive that many RPs to immediately add steps to any of your blocks (8.3).

12.3 Coalition Event Table

1   **Russian nature strikes back.** Each block in Russia (including Ukraine) loses two steps. Russian and Ukrainian blocks are not affected.

2   **Peter settles with the Turks/Cossacks.** You may impose a truce (10.2) on the Ottoman Empire or deactivate Ukraine (11.8). The blocks of the chosen nation are returned to their replacement pool.

3   **Russian army reforms accelerated.** Move one reformed Russian army on the Year track to the next lower Year box (but not into the current year).

4   **Denmark Prospers.** Denmark receives 4 additional RPs in next year's Interphase.

5   **Germany prospers.** Saxony receives 4 additional RPs in next year's Interphase.

6   **German diplomacy.** Return the Holstein-Gottorp block (and Hannover block, if a Swedish ally) to the Swedish replacement pool.

12.4 National Politics Table

1   **Extravagance and waste.** Receive only half RPs in the next Interphase.

2   **Discontent.** Each of your blocks in one non-national territory (opponent's choice) loses one step.

3   **Special Envoy.** Attempt to activate one of your allies, with a +1 on the roll. If you succeed, the target nation enters the war during the next Interphase.

4   **Reinforcements.** Roll one die and receive that many RPs to immediately add steps to any of your blocks (8.3).

5   **Emergency recruitment.** Roll two dice and receive that many RPs to be spent immediately in the same manner as the Interphase.

6   Roll on the **Swedish Event Table** (12.2) if you are Sweden, or on the **Coalition Event Table** (12.3) if you are the Coalition.