

THE LAST VIKINGS

the Swedish Army at Kliszów 1702 and Fraustadt 1706

TACTICAL WARGAME

Rule book

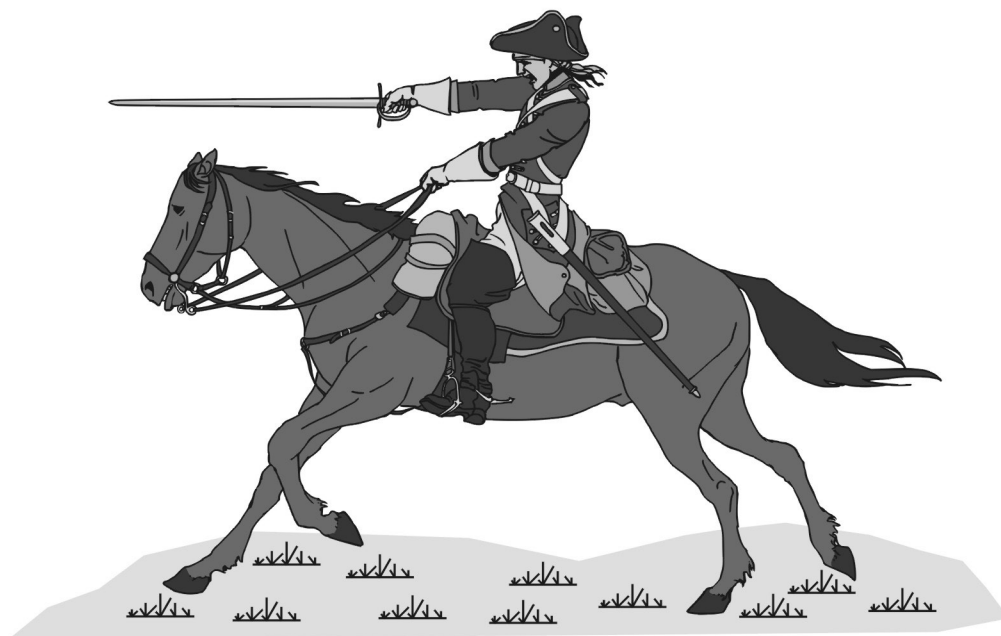


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Chapter I GENERAL RULES

1. Map and timescale.

„The Last Vikings: The Swedish Army at Kliszów 1702 and Fraustadt 1706” game allows to recreate, victorious for Sweden, battles from the Great Northern War (1700-1721), precisely the Battle at Kliszów (19th July 1702) and Battle at Fraustadt (13th February 1706).

The battles are played on maps on which a hexagonal grid has been printed. Each field on the map, called a hex, represents about 120-130 meters of actual terrain. The gameplay is divided into turns. Each game turn corresponds to 30 minutes of real time.

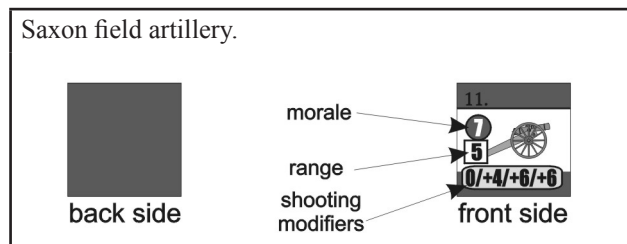
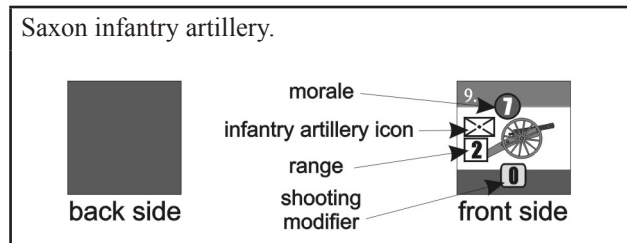
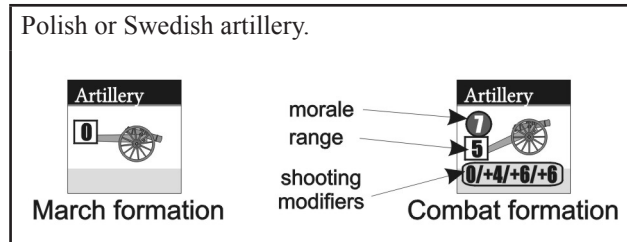
2. Counters.

The game contains infantry, cavalry (including dragoons) and artillery counters, also commander counters, dispatch riders and auxiliary markers. One infantry counter represents a battalion. One cavalry counter represents a squadron. Artillery counters represent a number of guns of the same type and weight. In the case of the Polish Army a cavalry unit represents a ‘skwadron’ – an ad hoc tactical unit formed from a number of rotas, and an infantry counter represents a regiment or smaller unit. Commander counters represent Commanders-in-Chief, cavalry wing or infantry line commanders (from here called wing commanders for simplicity).

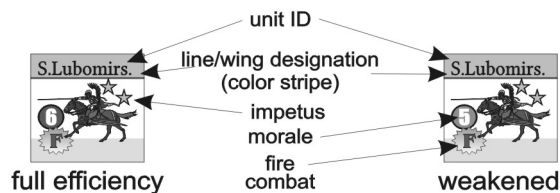
A colored stripe indicates which unit should be used in which battle. For Swedish units it is blue, for Saxons red, and for Russians green. The stripe on the Polish Crown army units is blue-grey.

Units taking part in the Battle at Kliszów have a darker stripe, while those participating in the Battle at Fraustadt have a lighter stripe.

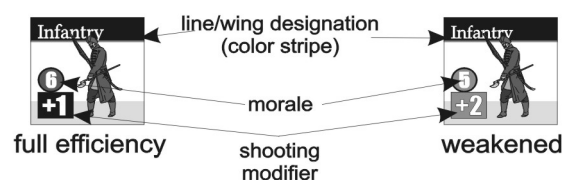
The following sketches present the unit and commander counters.



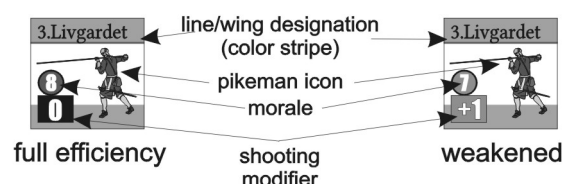
Cavalry.



Infantry.



Pike infantry.



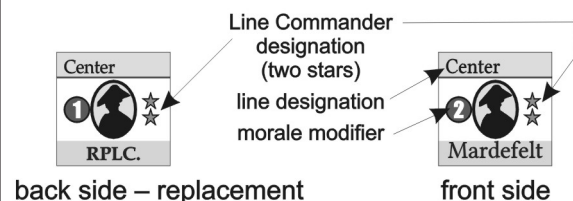
Commander-in-Chief.



Wing Commander.



Line Commander.



3. Die.

During gameplay players use one ten-sided die (d10), but the “0” result, means zero, not ten. If the rules say to make a 1d10 roll, you roll one ten-sided die.

4. Morale Checks.

If the rules say to make a Morale Check, this means rolling a d10 and apply all possible modifiers. If the result is less than or equal to the Morale level of the unit, the unit has passed the Morale Check. If the result is higher than the unit's Morale level, the unit has failed the Morale Check.

A commander (own line/wing commander or Commander-in-Chief) stacked with units affects their Morale - add commander's Morale modifier to unit's Morale level. If a commander is lost, the stacked unit tests its Morale. To a die roll must be added a value equal to commander's morale modifier.

Example: The death of Field Marshall Röhnskiöld, means that the unit stacked on the same hex with him, must make a Morale Check with a +3 modifier.

5. Active/Passive player.

An Active player is the player, whose activation is being performed. The other player is then the Passive player.

6. Rounding.

If the rules do not state otherwise, the rounding of fractions, should be done according to these rules:

- fraction below 0,5 – down to integer.
- fraction equal to or more than 0,5 – up to integer

Chapter II MANEUVERS



1. General rule.

The game is played in turns. The actual turn is marked by the TURN marker which is moved further on the turn track, after the turn ends. Players perform actions in a specified order.

2. Activations.

The turn is divided into each players activations. After the first players' activation the next activation is performed by the second player, choosing another pair of commanders and further alternately until all available commanders are activated. After finishing the turn, players check if they achieved the victory conditions.

3. Who is subject of activation?

In any order, each player activates his wings or other equal formations.



4. Activation of cavalry wings/infantry lines.

Each player has a set of activation markers (AMs) (one for each cavalry wing/infantry line).

Activation occurs in pairs. Each player chooses one activation marker. Then each player makes a 1d10 roll, adds the chosen commander initiative modifier, and announces his modified initiative result. The player with the lowest score reveals the chosen commander. The player with the highest score decides who activates his commander first, he or the opponent. If he allows the opponent to go first, he does not have to (but he may) reveal his chosen commander. After both commanders have been activated, the whole procedure is repeated, until all available commanders are activated.

Example: The Saxon player selects the center (in-

fantry) (initiative modifier +0). The Swedish player selects the left wing (initiative modifier +1). After the dice rolls and the addition of the initiative modifiers, the Saxon player achieved a score of 6, and the Swedish player a score of 7. The Saxon player states that he chose the center. The Swedish player, not revealing his choice, decides that the Saxon player moves his units first. After the Saxon player makes his activities, the Swedish player turns his activation marker on the front side and activates his left wing.

5. The sequence of actions during the activation.

During an activation the following actions must be performed in the following order:

- 1) The player may move his Commander-in-Chief. By paying an appropriate number of Movement Points, the C-in-C, may (before or during his movement) issue orders to his subordinate wing commanders using dispatch riders or without them.
- 2) The wing commander may try to change the order – the change is recorded immediately.
- 3) Units and line commanders that are out-of-command (out of range of line commander, or wing commander command) are covered with an OOC auxiliary marker.
- 4) The player activates out-of-command units and out-of-command commanders (moves them, recovers their Morale).
- 5) The player activates in-command units (moves them, recovers their Morale).
- 6) After all units from the chosen wing have moved, those units can or must fight against opponent's units using fire or melee combat.

6. End of turn.

After the last activation, the players check if any of them achieved the required victory conditions. If yes, that player achieves an automatic victory. If not, one of the players moves the TURN auxiliary marker one box further on the turn track, and the whole procedure is repeated.

Chapter III COMMAND

1. The chain of command.

There may be three command levels in the game:

- 1) **C-in-C** – gives orders to his subordinate cavalry/infantry wings.
- 2) **Cavalry/infantry wing commander** – together with his troops he implements commands received from his C-in-C, or changes them on his own, he is the commander chosen for the activation
- 3) **Commander of the line** – in specific situations he commands subordinate units. Usually, this commander is used only to maintain the command chain from the wing commander.

2. Commander movement.

Every wing/line commander has 10 **Movement Points (MP)** and pays 1 MP for every hex it moves on to, regardless of terrain.

Every Commander-in-Chief has, during every activation of subordinate commander, 4 **Movement Points**, and also pays 1 MP for every hex it moves on to, regardless of terrain.

3. Types of orders.

Wing commanders and their subordinate line commanders, are obliged to carry out one of the possible orders:

3.1) DEFENSE:

- The wing commander cannot leave the occupied hex.
 - Units can move only one hex.
 - Units cannot move out-of-command, and cannot enter hexes adjacent to enemy units.
 - Units can perform fire combat.
 - Units cannot initiate melee combat.
- Exception: cavalry may countercharge.**
- Units may fully recover their morale.



3.2) MARCH:

- The wing commander may move in any direction, but he must move at least 1 hex, unless he begins his activation on a hex adjacent to the enemy unit.
 - Units can use all their Movement Points.
 - Units may perform fire combat, cannot initiate melee combat.
- Exception: cavalry may countercharge.**
- Units cannot enter hexes adjacent to enemy units.
 - Units may recover morale by expending MPs.



3.3) ASSAULT:

- The wing commander may only move towards any enemy unit, at least 1 hex, unless he begins his activation on a hex adjacent to the enemy.
 - Units may enter hexes adjacent to enemy units.
 - After spending their Movement Points, units must move one more hex towards their front. They do not move the additional hex if:
 - they finished their move on a hex adjacent to the enemy in their front zone or
 - such move is impossible because of terrain.
 - such move is impossible due to stacking rules.
- Out-of-command units also perform this additional move.
- Saxon, Russian and Polish infantry units must perform fire combat or initiate melee combat. Cavalry units from both sides must initiate melee combat. Swedish infantry units must perform the Ga-Pa attack
 - Units may recover a maximum of 2 Morale Points.
- Note: Issuing the ASSAULT order (also by the C-in-C) is possible only when the wing commander is at least 4 hexes away from an enemy unit.**

The MARCH or ASSAULT order must be marked by an appropriate auxiliary counter, placed near the wing commander. If there is no marker, it means that the commander carries out the DEFENSE order.



4. Changing orders – C-in-C.

The C-in-C can change orders at the beginning of his activation by spending 1 Movement Point. If the wing commander is within the C-in-C command range, the order is changed immediately. If the wing commander is outside the C-in-C command range, the order may be changed only by sending a dispatch rider. Place the dispatch rider counter on the next turn box on the turn track. He is available again at the end of the

next turn.

5. Changing orders – wing commanders.

The wing commander may try to change his current order by making a 1d10 roll. A result equal to or lower than the Independence Factor means that the commander can immediately change the order into any he wishes.

6. DEFENSE order – automatic order change.

The wing commander may always change his order to DEFENSE if at least half of his subordinate units, is routed or destroyed.

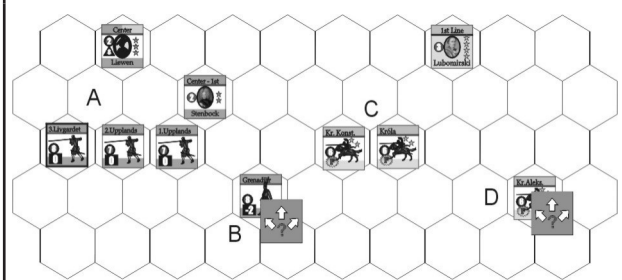
7. Changing orders – C-in-C on a hex adjacent to the enemy.

A C-in-C on a hex adjacent to an enemy unit cannot issue orders.

8. Command range.

The command range is counted in hexes, excluding the hex occupied currently by the commander. The command line can go through the hexes adjacent to enemy units, and can go through enemy units.

Command range - examples.



A. The 1.Upplands, 2.Upplands and 3.Livgardet battalions are in-command. The 1.Upplands battalion is located within the line commanders' (Stenbock) command range, and this commander is within his wing commander (Liewen) command range. The 2.Upplands battalion is adjacent to the 1.Upplands battalion. The 3.Livgardet battalion is adjacent to 2.Upplands battalion.

B. The grenadier battalion is out-of-command – it is beyond the command range of his line commander and is not adjacent to another unit „connected” by the command line to his line commander.

C. The Kings Hussars and Prince Constantine Hussars are in-command. The Kings Hussars are in the command range of Lubomirski, and Prince Constantine Hussars are adjacent to Kings Hussars.

D. The Prince Alexander Hussars are out-of-command. They're not in the command range of Lubomirski, and are not adjacent to any unit within command range.

9. In-command units and line commanders.

The line commander is in-command if he is within the command range of his wing commander. The unit is in-command, if it is within the command range of its line commander, or there is an uninterrupted sequence of their own (belonging to the same line), non-routed units between the unit and its line commander. A cavalry unit and a Swedish infantry unit is also in-command, if there is an uninterrupted sequence of their own units to a unit located within the command range of his line or wing commander. If the line commander is out-of-command, all his sub-

ordinate units are out-of-command.



10. Out-of-command units and out-of-command line commanders.

At the beginning of their activation out-of-command units and out-of-command line commanders are covered with an OUT-OF-COMMAND markers. They move and/or change facing before in-command units. This units are not obliged to move, but may move only to restore their command line, using the shortest possible path. They may initiate melee combat and perform fire combat (also when their wing commander is carrying out the DEFENSE order). They may enter hexes adjacent to enemy units. After fulfilling the command range requirements, such unit must stop, and the OUT-OF-COMMAND marker is removed after the whole wing finishes its activation.

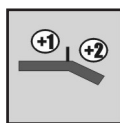
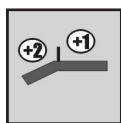
11. Out-of-command units due to commander loss.

In the absence of any suitable commander the out-of-command units cannot move and initiate melee combat. They can recover their Morale, change facing and perform fire combat.

Chapter IV UNIT FORMATIONS

1. Basic formations.

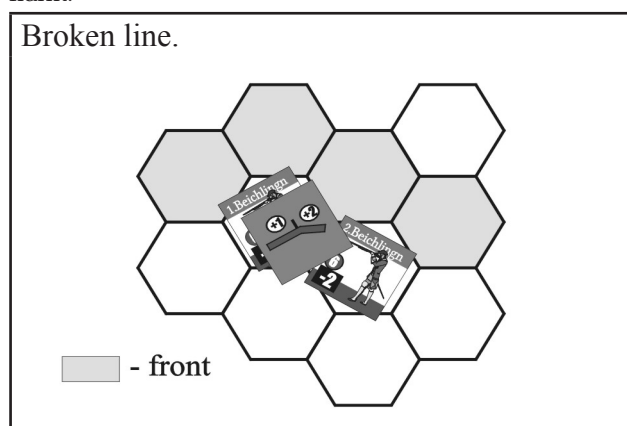
The infantry and cavalry units are formed into lines. With the exception of battalion artillery, artillery units are formed into marching or firing order.



2. Broken line.

2.1 If two infantry battalions are positioned as shown on the sketch below, one can be covered with a BROKEN LINE

auxiliary marker with a proper orientation (left of right). In this situation the units' front contains the additional hex which would normally be the units' flank.



2.2 A unit with a BROKEN LINE marker cannot move and change facing.

2.3 An infantry battalion pays 1 Movement Point when forms broken line.

2.4 It costs 1 Movement Point to change formation - the BROKEN LINE marker is removed. The marker is automatically removed when friendly infantry unit, covering the flank, moves or changes facing

2.5 A unit covered by a BROKEN LINE marker can, in their activation and as a reaction, fire at two hexes (one at the units' front and the second at the broken

front), using the modifiers shown on the auxiliary marker.

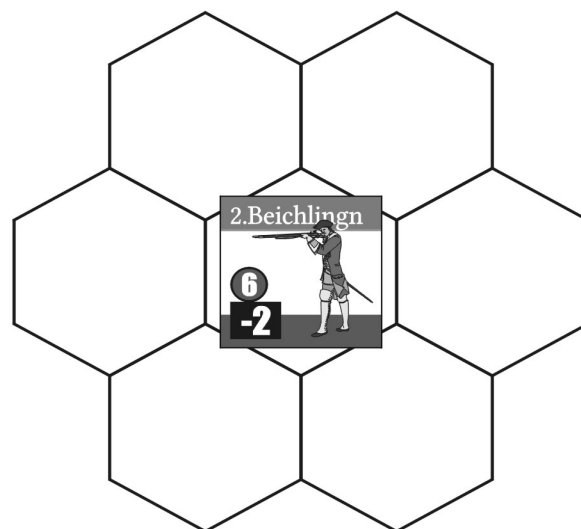
2.6 A unit covered by a BROKEN LINE marker which is forced to retreat automatically loses a strength level and is routed.

Chapter V ORIENTING UNITS AND PERFORMING EVOLUTIONS

1. Orientation obligation.

Every infantry, cavalry and artillery unit must be oriented, in a way shown on the sketch below.

Orientation.



2. Changing facing.

2.1 Units may only move forward or backward on one of two frontal or rear hexes. Changing facing is performed by making turns. The cost of facing change for individual formations is described in the FORMATIONS TABLE.

2.2 Changing facing is possible at any time of activation of the unit, if the unit still has available Movement Points. Terrain does not prohibit making turns

3. Changing facing in an enemy front zone.

Infantry can make one 60 degree turn in the enemy ZOC. Enemy cavalry may react after the change.

Cavalry can make any number of turns in the enemy ZOC. The opponent may react.

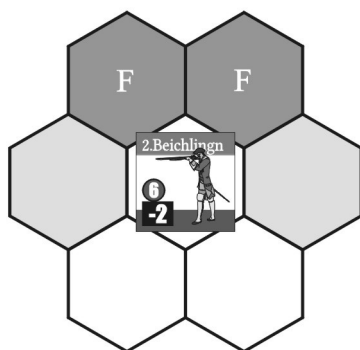
Artillery cannot make turns, if it begins movement in the enemy front zone.

Chapter VI TERRAIN CONTROL AND REACTIONS

1. Zone of Control and front zone – general rules.

The front zone are the hexes adjacent to the front of the unit. The infantry and artillery Zone of Control (ZOC) is the front zone of the unit. In the case of cavalry unit, its ZOC consists of the hexes adjacent to the units front and all hexes within two hexes from the units' front.

Infantry and artillery - Zone of Control.

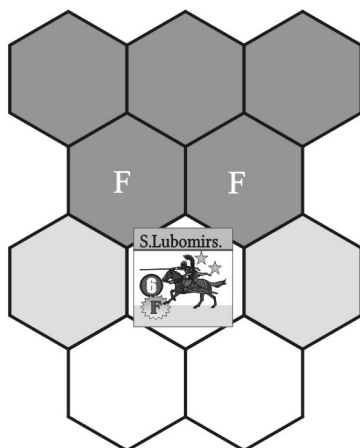


● - Front zone – Zone of Control

○ - Flank zone

○ - Rear zone

Cavalry - Zone of Control.



F - Front zone ● - Zone of Control

○ - Flank Zone ○ - Rear Zone

2. Zone of Control and visibility.

The ZOC extends only on the hexes visible to the unit.

3. Entering the enemy ZOC.

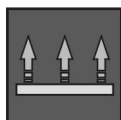
Entering the enemy ZOC does not require spending additional Movement Points.

4. Infantry – stopping in the enemy ZOC.

An infantry unit must stop after entering the hex in the enemy unit ZOC. If that enemy unit is a cavalry, it may countercharge or withdraw.

5. Infantry ZOC and cavalry movement.

A cavalry unit does not have to stop in the enemy infantry ZOC. That infantry unit may react by firing, no more than one per enemy activation. After firing place a REACTION marker on the infantry unit.



6. Cavalry ZOC and cavalry movement.

6.1 An active players' cavalry unit must stop if it enters the enemy cavalry ZOC. The enemy cavalry may try to counter-

charge, by making a Morale Check (see X.28).

6.2 If the countercharge is successful the enemy cavalry moves one hex towards its front. Both units are covered with a REACTION marker.

6.3 If the countercharge is successful the active player cavalry unit immediately ends its movement.

6.4 If there is no countercharge, the active players' cavalry may continue its move.

6.5 The passive player may react by countercharging, when the enemy unit enters its ZOC, or front zone – in the latter case it does not make the additional move described above in 6.2.

6.6 There is no limit on countercharge attempts, but one unit can make only one attempt against one enemy stack on a given hex.

7. Cavalry ZOC and infantry movement.

If an infantry unit enters the ZOC of enemy cavalry, it must stop. If the passive player fails to countercharge, he must withdraw 2 hexes. If the cavalry unit withdraws the infantry unit may continue its move using its remaining MPs.

8. Infantry entering the flank or rear of cavalry.

If an infantry unit enters a hex adjacent to an enemy cavalry flank or rear zone, the passive player cavalry first changes its facing (to face the enemy with its front), makes a Morale Check, and then withdraws. A failed Morale Check means that the cavalry unit loses 1 Morale Point. In this case, it is not possible to countercharge.

9. Cavalry entering the flank or rear of cavalry.

If a cavalry unit enters a hex adjacent to an enemy cavalry flank or rear zone, the passive player cavalry does not withdraw. After a successful Morale Check, it may make a free 60 degree turn. The passive player cavalry may not countercharge. A failed Morale Check means that the cavalry unit loses 1 Morale Point and its facing remains unchanged.

10. Withdrawal from cavalry ZOC.

Withdrawing from cavalry ZOC, allows the cavalry to react by countercharging. Immediately after the declaration of withdrawal from cavalry ZOC, the passive player may make a Morale Check. Such a reaction is possible only when the player withdraws from the enemy cavalry frontal zone, and there is no other friendly unit remaining adjacent to the countercharging cavalry unit.

11. Withdrawal from infantry and artillery ZOC.

Withdrawing from infantry and artillery ZOC, allows the infantry or artillery to react by firing. After applying the results of the fire, the active player unit may continue movement. The fire procedure is performed immediately after the active player declares his withdrawal.

12. Infantry reaction.

Infantry may react by:

- a) shooting or
- b) trying to deploy the *cheval de fries* (see X.22), if it is attacked from the front.

During a single activation infantry may react only once, using one of the mentioned options.

13. Unit in the front zone and reactions.

A unit which at the beginning of opponent's activa-

tion is in the enemy front zone, cannot react.

Exception: It may react on unit withdrawal.

14. Method of leaving the front zone – infantry, cavalry.

14.1 During movement an infantry unit can leave the opponent's front zone only by moving backward.

14.2 Cavalry (also in pursuit) may leave the ZOC both by moving forward and backward.

15. Artillery – prohibitions.

An artillery unit cannot leave the enemy front zone and change formation in it.

Chapter VII STACKING UNITS

1. Stacking limits.

At any time, during an activation, one hex may contain:

- One infantry unit or
- Two cavalry units with the same impetus or
- One artillery unit with one infantry or
- One artillery unit with one cavalry unit.

The order of the units in the stack has no effect for the game purposes.

Exception: Artillery can fire only when it is on the top of the stack.

2. Facing of the stack.

After the end of any activation, cavalry units in the stack must be oriented in the same way. If that would be impossible due to the lack of Movement Points, you may orient all units freely, but all units lose 2 Morale Points.

3. Retreat and stack limit.

When retreating through a friendly unit, this friendly unit must perform a Morale Check. If it fails, it loses 1 Morale Point.

4. Stack and combat.

4.1 All non-artillery units in the stack take part in the combat.

4.2 A stack as a whole is the target of fire combat.

4.3 The Morale Check is performed for the whole stack using the average Morale value (rounded down) of all non-artillery units in the stack.

4.4 Combat results do not apply for artillery units.

Exception: Artillery forced to retreat is eliminated.

5. Creation and dismantling of a stack.

Creation and dismantling of a stack can be performed any time during an activation, and does not require extra MPs. You may create stacks in hexes adjacent to the enemy, even in their front zones.

6. Routed units and stack.

If only one of the units in the stack is routed, the other automatically loses 2 Morale Points and may get routed too (see XIII.13).

Chapter VIII MOVEMENT

1. Movement Points limits.

The limit of Movement Points (MPs) for each type of unit is shown in the FORMATIONS TABLE.

2. Movement direction.

A unit may only move towards hexes in its front or in its back. Moving backwards costs an extra 1 MP for each

hex. Changing facing is only possible by making a turn.

3. Moving mode.

A unit must move hex by hex, spending for each of them an appropriate number of Movement Points. A unit cannot jump over hexes. A unit cannot save MPs for the next activation or transfer it to other units. Unused MPs in an activation are forfeit.

4. Effects of terrain on movement.

4.1 The effects of terrain on movement are described in the TERRAIN EFFECT TABLE - MOVEMENT.

4.2 Players must always take into account the effect of hex on which the movement occurs, or the hexside, which a unit crosses.

4.3 During movement, a unit cannot move into the hex, if this involves spending a greater amount of MPs than the unit currently has.

4.4 Rule of minimal move. A unit may move only one hex, even if it involves spending more MPs than unit's Movement Points limit. After this one hex move, the unit must stop. This move is allowed, if the unit did not move earlier in the current activation. Using minimal move a unit cannot enter a hex or cross hexside that is impassable for the unit.

5. Movement and enemy units.

A unit cannot enter a hex occupied by an enemy unit.

6. Movement in the case of the ASSAULT order.

In the case of ASSAULT order, after movement, move the infantry and cavalry units one more hex on one of their two front hexes. This rule does not apply to a situation in which the unit movement ended in the hex adjacent to an enemy unit and it is capable to fire or initiate melee combat with that enemy unit.

Chapter IX VISIBILITY

1. Visibility definition.

Visibility exists when there is no object that could block the Line of Sight (LoS) between the unit and its target.

2. Blocking Line of Sight.

2.1 A Line of Sight (LoS) is blocked by:

- Friendly or enemy units,
- Village,
- Forest,
- Terrain higher than the unit and its target.

2.2 The LoS always reaches the blocking hex. The LoS also exists if it runs through the hexside of a hex blocking visibility.

2.3 There is no LoS, if the unit is on the higher level and the LoS is blocked by another type of terrain or a unit (no overhead shooting),

3. Effects of no LoS.

An artillery unit cannot shoot at a hex, that they do not see.

Cavalry units cannot countercharge at a hex, that they do not see.

Chapter X INFANTRY AND CAVALRY COMBAT

A. General rules.

1. Types of combat, active player choices.

Only the active player unit with an ASSAULT order

must fight in its own activation, or during the opponents activation, if it is on an adjacent hex to the enemy. The unit with a MARCH or DEFENSE order may (but does not have to) shoot at the enemy.

2. Types of combat.

2.1 There are two types of combat in the game:

- fire combat (shooting) of infantry and artillery
- melee combat (infantry bayonet and pike attacks and cavalry charges).

2.2 An infantry unit can perform only one attack type in its activation. The active player always decides the attack type, but the melee combat is possible only when the wing commander carries out the ASSAULT order.

2.3 Cavalry can perform melee attacks only. Before the melee combat some cavalry units may shoot at the enemy, see X.12.

2.4 All subordinate units to a given wing commander may perform only one and the same attack type.

Exception: Swedish infantry carrying out the ASSAULT order must perform a "Ga-Pa!" attack. They cannot choose fire combat.

2.5 A melee combat can be initiated only against the enemy in unit's front zone. An enemy can be a subject of fire combat if it is in unit's fire zone. The infantry fire zone is its front zone. The artillery fire zone is their range of fire.

B. Infantry fire combat.

3. Fire combat is possible only in the ZOC.

You can fire only at one hex in the unit's ZOC.

Shooting at a hex in the ZOC is performed according to INFANTRY FIRING TABLE.

4. Firing procedure.

Infantry fire combat is performed in the following way:

- the active player indicates the shooting unit and its target,
- both units shoot at each other in a determined order, if the enemy is an infantry or artillery unit,
- players in a determined order apply the results of fire combat.

Exception: Swedish infantry performing the "Ga-Pa!" attack.

5. Order of shooting.

If the active player unit begins its activation in a hex adjacent to the enemy, both units are firing at the same time. In such a situation results of fire combat are applied simultaneously.

If the active player unit entered a hex adjacent to enemy units during its activation, the passive player unit shoots first. The result is applied, and only then the active player unit may shoot.

Exception: The Swedish infantry performing the "Ga-Pa!" attack and cavalry units with the shooting symbol, after the conditions are met, may shoot the enemy unit before initiating melee combat. Shooting is then a part of the melee attack.

6. Determining the fire combat effects.

The player rolls a 1d10, modifies the result by the modifiers shown in MODIFIERS OF INFANTRY FIRING TABLE, and checks the result in INFANTRY FIRING TABLE, with the modified result in the column and the current morale level of the shooting unit in the row.

7. Shooting limits.

Each unit in a given combat may fire only once.

8. Shooting at "non-coupled" units.

After all the mutual fire combats have been performed, the active player units which have not yet fired can shoot at the enemy. After that all passive player units may shoot. The rule also applies when shooting at a Swedish infantry unit performing the "Ga-Pa!" attack.

C. Melee combat.

9. Melee combat general rules.

9.1 The melee combat (infantry bayonet attacks and cavalry charges) is performed according to the following rules.

- 1) From one hex you can attack only one hex.
- 2) You can attack one hex from a couple of hexes.
- 3) Units can attack together, if they stand on adjacent hexes.
- 4) One unit, in a given activation, can attack only once and only once be attacked.

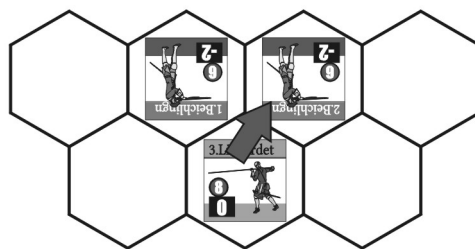
Exception: A passive player unit which fails to countercharge, may be attacked by an other active player unit.

5) If it is possible, any unit from a wing which carries out the ASSAULT order, must attack the enemy in their front zone.

9.2 Vicinity.

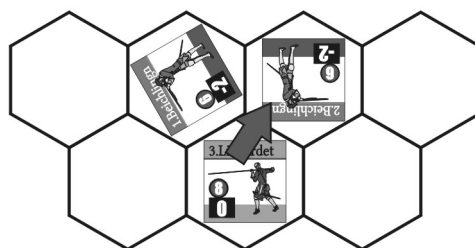
The active player unit which may choose its target because it has two enemy units in its front zone, modifies its Morale Check by +1, if one of those enemy units is not attacked by a friendly unit.

Vicinity – example 1.



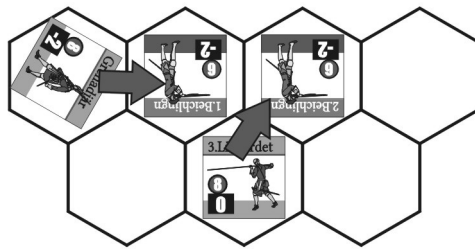
The Swedish unit attacks the Saxon unit marked with an arrow.

Vicinity – example 2.



The Swedish unit attacks the Saxon unit marked with an arrow. It does not have the +1 Morale modifier because it is not in the front zone of the second Saxon battalion.

Vicinity – example 3.



The Swedish pikemen battalion does not have the +1 Morale modifier as the second Saxon battalion is also under attack.

9.3 If the active player units do not carry out the ASSAULT order, and they are in the front zone of the passive player units which carry out such order, then the passive player must attack. The Polish, Saxon and Russian infantry may shoot or initiate melee combat, cavalry must charge, and the Swedish infantry must perform the “Ga-Pal” attack – this is one of two cases of attacking during the enemy activation.

9.4 The combat described in rule 9.3 is resolved with the passive player as the attacker. If both players wings carry out the ASSAULT order, the active player is the attacker and then he chooses the type of combat.

10. Prohibition on joint cavalry and infantry attacks. Cavalry units cannot attack together with the infantry units. If the player chooses to attack with cavalry, infantry cannot perform fire combat on the attacked enemy unit.

11. Resolving melee attacks.

11.1 If the target is an infantry unit, the passive player can perform fire combat first, if any of the attacking units is in the front zone of the attacked unit, and won't be the target of a melee attack or fire combat of any other enemy unit.

Exception: the Swedish infantry “Ga-Pal” attack.

Note: Also see cavalry shooting.

11.2 After applying the effects of shooting, the melee combat is resolved as follows.

The attacking player indicates from which hexes he will initiate combat.

1) Phase of Attacker first Morale Check.

1a) The Attacker makes a Morale Check for each attacking stack. If he passes the test the stack must attack.

1b) A negative result – each unit in the stack that failed the check loses 1 Morale Point. A negative result for all stacks, means that no attack occurs and we end the combat procedure. If the morale of the Attacker drops to 0 or less, the unit is routed.

1c) A positive result – see below phase 2.

2) Phase of Defender Morale Check.

2a) A positive result – go to phase 3 (Phase of Attacker second Morale Check).

2b) A negative result means:

- Loss of Morale Points equal to the difference between the result and the Morale level at the beginning of combat,
- If the morale of the Defender drops to 0 or less, the Defender is routed.

- Defender retreats if it is not routed.

Exception 1: If the Attacker is a cavalry unit, and the Defender is an infantry unit a failed Morale Check always means elimination of the Defender unit.

Exception 2: If the Attacker is a Swedish infantry unit, and the Defender is an infantry unit a failed Morale Check always means the rout of the Defender unit.

2c) The Attacker makes pursuit. The infantry moves on the attacked hex. The cavalry move on the attacked hex and, if the enemy was routed, may move 3 hexes and make a turn in any direction.

3) Phase of Attacker second Morale Check.

3a) During the second Morale Check the Attacker must apply an additional „+1” modifier.

· A positive result means loss of 1 Morale Point for all Attacker's units.

· A negative result means:

· Loss of Morale Points equal to the difference between the result and the Morale level at the beginning of combat, but minimum 2 Morale Points.

· If the morale of the Attacker drops to 0 or less, the Attacker is routed.



12. Polish cavalry and Saxon or Swedish dragoons shooting.

12.1 Cavalry and dragoons units marked with an „F” symbol may perform fire combat.

12.2 If such a unit, at the beginning of its activation, was not adjacent to the enemy, and if during its movement it will move on a hex adjacent to the enemy, place a PISTOLS auxiliary marker on it. This rule applies to the Attacker and Defender units, and the passive player cavalry unit that begins its activation not in a hex adjacent to the enemy.

12.3 Only one hex in the front zone may be fired upon. The cavalry shoots before initiating melee combat. If both players may shoot, the fire combat is resolved simultaneously.

12.4 The results of shooting are implemented before the Attackers first Morale Check.

12.5 The auxiliary marker may be placed both on a full strength and weakened unit.

12.6 Regardless of Morale of the shooting unit, roll a 1d10. The target loses 1 Morale point if the result is „0”.

12.7 After resolving the fire combat, remove the auxiliary marker from the unit.

12.8 In a stack, each unit shoots separately.

13. Two units in the stack.

If there is a stack of units involved in combat, the Morale Check is performed using the averaged Morale of the whole stack. The value of average Morale should be rounded down.

14. Attack from many hexes.

In the event of an attack from several hexes, the force ratio of all units that want to attack the hex is taken into account. Other modifiers (eg. the direction of the attack) are determined separately for each stack.

Example: Two cavalry units (single stack) attack an infantry unit from the front, the other two (single stack) from the flank (the infantry did not break the line). Although you must consider the total number of attacking units (4) and so determine the force ratio

for combat, but other modifiers (infantry front zone, infantry flank zone, cavalry impetus) must be determined for each stack separately.

14.1 If any of the attacking stacks fails its Morale Check, the Defender does not take this stack into account when determining the force ratio for his Morale Check. The same applies to the second Attacker Morale Check.

Example: Two battalions attack one enemy battalion. For the first Morale check the Attacker uses the force ratio modifier for 2:1 in Attackers favor. One of the attacking battalions fails its Morale Check, so the Defender and the Attacker (making a second Morale Check – see X.11.2.3) use the modifier for 1:1 force ratio.

15. Determining the force ratio.

15.1 The force ratio is determined by dividing the number of Attacker units by the number of Defender troops. Fractions smaller than 0.5 should be rounded down, while fractions of at least 0.5 upwards, rounded up to a whole number.

15.2 For the purpose of determining the force ratio one battalion equals two squadrons (or skwadrons for Polish cavalry units).

16. Effect of attack direction on melee combat.

If at the beginning of combat, the enemy is on the flank, or on the rear of the attacked unit, take into account the modifier from the MELEE COMBAT MORALE MODIFIERS TABLE.

Exception: Do not take into account the infantry unit, if a cavalry unit attacks enemy cavalry.

17. Morale difference.

17.1 When determining which player has higher Morale in combat, the average morale value of a stack, rounded down, is taken into account.

17.2 If the attack occurs from several hexes, use the Attacker stack with the highest Morale to determine the modifier.

17.3 The player with the lower Morale modifies the Morale Check by „+1“, and the player with the higher Morale by „-1“.

D) Sequence of resolving melee and fire combat.

18. The order of combat resolving.

Combats are resolved in the following order:

- Countercharges,
- Active player melee combats,
- Passive player (with ASSAULT order) melee combats,
- Fire combats.

E) The “Ga-Pa” attacks of Swedish infantry.

19. The shooting sequence.

The attacking Swedish infantry and the enemy infantry shoot simultaneously.

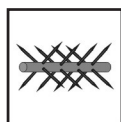
As a result of this fire combat, the Defender unit does not retreat.

20. Attack.

After implementing the results of the fire combat, perform a standard melee attack with the Swedish infantry unit as the Attacker.

21. Success while attacking infantry.

If the attack succeeds the Defender unit is routed.



F) Cheval de fries.

22. Infantry units possessing the cheval de fries.

Any full-strength infantry unit (with an exception of dismounted dragoons) can deploy the cheval de fries.

23. Using cheval de fries.

23.1 The cheval de fries prevent the enemy cavalry from attacking through the unit's front zone.

23.2 The cheval de fries do not have any effect on infantry vs. infantry combat.

24 Deploying cheval de fries.

24.1 In its own activation a unit may deploy the cheval de fries paying 1 Movement Point. Place a CHEVAL DE FRIES auxiliary marker on the unit. Such action is prohibited in the enemy front zone hex. *Exception: reaction (see VI.12).*

24.2 In the enemy activation, if an enemy cavalry unit enters the infantry front zone, the passive player may make a Morale Check. A success allows for deploying the cheval de fries. A failed check results a loss of 1 Morale point and the cheval de fries are not deployed.

24.3 If the cheval de fries were deployed as a reaction, each active player cavalry that entered the hex to attack the infantry unit loses 2 Morale points and finishes its movement.

25. Move and change of facing of units with deployed cheval de fries.

A unit with deployed cheval de fries cannot move. It may make turn one hexside using all its Movement Points.

26. Removing the cheval de fries.

If there are no enemy units in the front zone, the unit may remove its cheval de fries by paying 1 Movement Point, and move further using its remaining MPs.

27. Loss of cheval de fries.

A unit that lost a Strength level, loses also its cheval de fries.

G) Countercharge.

28. Countercharge – detailed rules.

28.1 In the cases described in Chapter VI, the passive player, after passing a Morale Check, may move his unit one hex forward to be adjacent to the target of the countercharge.

28.2 The Morale Check is performed using the current Morale level, without any modifiers.

28.3 Countercharge is also possible, when the enemy unit enters the hex in the units front zone.

28.4 If the Morale Check is successful, mark the passive player unit, and the target of the countercharge with a REACTION auxiliary marker. The combat is resolved with the countercharging unit as the Attacker.

28.5 If a countercharging unit fails its Morale Check, the Passive player may be fired upon or attacked by any other enemy units.

Chapter XI ARTILLERY BATTERIES

1. Formations and artillery movement.

1.1 Artillery units uses two formations:

- marching formation,
- firing formation.

1.2 Changing formation from marching to firing, and vice versa, costs all Movement Points (MPs).

1.3 Change of facing in marching formation does not expend additional MPs. A unit in firing formation may make a 60 degree turn expending all MPs.

Exception: The Saxon infantry artillery moves without the need to change formation and may fire after movement.

2. Moment of fire.

2.1 Artillery units may shoot in their own activation – a salvo expends all MPs.

2.2 Artillery may react by shooting the attacking opponent – such fire is performed in the enemy activation segment, when an enemy unit enters the hex in the front zone of the battery.

3. An adjacent hex.

Artillery cannot enter the hex adjacent to the enemy unit, even if it is not a hex in the enemy unit's front zone.

Exception: The Saxon infantry artillery moving together with friendly infantry.

4. Resolving artillery fire.

Resolving artillery fire use the same rules as in infantry fire combat.

Pay attention that the Saxon infantry artillery uses a different table and to the separate rows relating to the distance (1-2 hexes - firing grapeshot, 3 hexes and more - firing solid shot).

5. Modifiers for range.

Modifiers for range are shown in the scenario book.

6. Direct artillery combat.

6.1 If the enemy unit enters the hex adjacent to the alone standing artillery in its front zone, the artillery fires a volley first, and then (after applying the effects of the salvo) it can be attacked. The attack relies solely on a Morale Check for the Attacker – a positive result means the elimination of the artillery unit, its removal from play and pursuit on the hex occupied by the artillery.

6.2 Attacking and destroying an artillery unit from the flank or rear does not require a Morale Check. The same applies to artillery in marching formation, regardless of the zone from where it is attacked.

7. Alone standing artillery as a target of fire.

If the fire combat results with the loss of even one Morale point, the alone standing artillery unit in a firing formation performs a Morale Check with a positive modifier equal to the number of „lost“ Morale points. A negative result means the elimination of artillery. If the artillery is in marching formation, the unit is eliminated if the fire combat results with the loss of even one Morale point.

8. Artillery stacked with infantry/cavalry.

8.1 Artillery may fire, if it is on the top of the stack with an infantry or cavalry unit. If this shooting is executed after an enemy unit enters a hex adjacent

to the stack, immediately after shooting the artillery battery is moved to the bottom of the stack and does not take part in a combat.

8.2 In this activation an infantry unit, under which the artillery moved, cannot shoot.

8.3 Moving the battery on top of the stack in its activation, costs all Movement Points and it can be done only if the stack is not in the front zone of the enemy.

8.4 Infantry unit located under the artillery in the stack cannot fire or initiate melee combat.

Exception: The rules concerning moving the artillery at the bottom of the stack does not apply to Saxon infantry artillery, which remains on top of the stack and the infantry may attack.

9. Retreating artillery.

An artillery forced to retreat is eliminated and removed from play.

Chapter XII COMMANDERS AND COMBAT

1. Commander's influence on combat.

1.1 A commander standing with the unit, increases the morale of that unit by his modifier.

1.2 He does not increase the morale if the unit performs fire combat. The commander increases the morale of the unit during melee combat, or when the unit is a target of the fire.

1.3 A combat may be supported only by one line commander, or wing commander, or C-in-C.

2. Effects of commander loss.

2.1 If a unit stacked with a commander suffers a loss of Morale point as a result of fire or melee combat (including a failed attack attempt), the player owning the commander makes a 1d10 roll.

A result of 9 means the loss of the commander.

2.2 In the case of fire combat a 1d10 roll must be made as many times, as the unit stacked with the commander suffers losses.

3. Commander and enemy infantry/cavalry.

3.1 If an enemy infantry unit enters the hex adjacent to an alone standing commander, the player must move the commander on the nearest unit subordinate to the commander.

3.2 If an enemy cavalry unit enters the hex adjacent to an alone standing commander, the passive player must make a 1d10 roll. A result of 9 means the loss of the commander. In any other result, move the commander on the nearest unit subordinate to the commander.

3.3 The same applies to a situation in which the commander was left alone in the hex after combat.

4. Effects of Commander-in-Chief loss.

Until the return of the Commander-in-Chief on the map the player cannot issue orders to his wing commanders (those commanders may change their orders using the independent command procedure).

5. Effects of wing commander loss.

5.1 In the case of wing commander loss, his role is temporarily taken by any of his subordinate line commanders, if they are available. This commander simultaneously commands his line. The initiative modifier value of such temporary wing commander equals "0". The temporary commander carries out

the previous order.

5.2 If a given wing does not have any line commanders, the command may be taken over by the C-in-C, even if he does not have any available dispatch riders. If he has at least one free dispatch rider, he must place him on the next turn box on the turn track. He cannot issue any more orders in this turn.

6. Line commander loss.

In the case of line commander loss, his role is temporarily taken by his wing commander. The command line should be checked to that commander according to standard rules.

7. Commander's return.

After the loss of the commander his counter is turned to the back side and placed on the next turn box on the turn track. The replacement commander enters play at the end of the next turn, and it is placed on any subordinate unit. He carries out a previous order.

7.1 If the replacement commander is lost, his counter is not turned to the front side. It is just placed on the next turn box on the turn track.

7.2 If a commander already on the battlefield replaces a lost commander, this lost commander counter is immediately turned on the back side.

Example: Losing King Charles XII in the Battle of Kliszów means turning the C-in-C counter on the back side with Field Marshal Rehnskiöld. Because Rehnskiöld commands the right wing, the right wing commander counter is immediately turned on the back side. From now on Field Marshall Rehnskiöld is the Swedish C-in-C, and the right wing is led by the replacement commander.

7.3 If the given replacement commander has been already lost, no new replacement commander appears. A chosen by the player wing commander takes over as the C-in-C.

Example: The Swedish player losses King Charles XII, and has already lost Field Marshal Rehnskiöld. From now on any wing commander (chosen by the Swedish player) will also perform as the C-in-C.

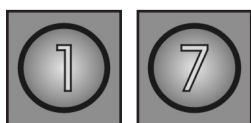
7.4 When a commander is lost, immediately switch his Activation Marker, unless a replacement commander is lost.

Chapter XIII UNITS AFTER COMBAT

A. Morale loss.

1. Morale loss.

Each unit has a starting Morale level shown on its counter. The Morale loss can be the result of fire combat, melee attack (including a failed attack attempt), withdrawal, rout, entering the hex representing the appropriate terrain or passing through the hexside of such a hex (changing orientation on such hex does not affect the morale).



2. Morale loss counters.

The Morale loss is marked by MORALE LOSS counters. Each marker shows the current Morale level of the unit. The

change in Morale level should be visualized by placing under the unit a MORALE LOSS counter with appropriate numerical value.

3. Losing Morale as a result of combat.

3.1 If a stack is the target of fire, lost Morale points are evenly split between the two units in the stack.

3.2 In the case of an odd number of lost Morale points, first they are divided evenly and the remaining point is subtracted by the player's own recognition.

3.3 In the case of the melee attack, an appropriate amount of Morale points is lost by every engaged unit.

4. Losing Morale as a result of retreat or flight.

In the case of retreat through a friendly unit, for each unit, through which the retreat takes place, the player must make a Morale Check. A negative result means a loss of 1 Morale point.

5. Recovering Morale – general rules.

5.1 Units may recover lost Morale points in their own activation, spending an appropriate number of Movement Points (MPs).

A unit with a MARCH order recovers 1 Morale point for each 1 MP spent.

Exception: A unit with starting Morale level of 5 or 6 recovers 1 Morale point for each 2 MP spent.

A unit with a DEFENSE order may recover Morale points as a unit with a MARCH order, or can recover its Morale level from the beginning of the game, by spending all MPs.

A unit with an ASSAULT order may recover only 2 Morale Point per activation, paying the cost as a unit with MARCH order.

5.2 A unit recovering Morale, may move further using its remaining MPs.

6. Recovering Morale on a hex adjacent to enemy units.

6.1 If a unit is on:

a) a hex adjacent to non-routed enemy infantry or cavalry unit, but not in its front zone or

b) a hex adjacent to enemy artillery unit recovering Morale, requires passing a Morale Check. Quantity of recovered Morale points depends on the order currently carried out by the given wing commander.

6.2 Recovering Morale is impossible, if the unit is on a hex adjacent to the enemy infantry or cavalry unit in its front zone.

An own commander stacked with the unit supports the check, raising the unit's Morale by his own Morale modifier. A corresponding line commander, wing commander or the C-in-C is considered as own.

7. Recovering Morale and combat.

Each Defender unit that successfully repelled a melee attack, recovers 1 Morale Point.

8. Marking recovered Morale.

In the case of Morale recovery the MORALE LOSS counter should be replaced with an adequate one, and if the Morale was fully recovered, remove the MORALE LOSS counter.

B. Strength loss.

9. Levels of Strength.

With an exception of artillery, each unit can be full-strength or weakened.

10. Loss of Strength.

10.1 Loss of Strength level occurs in the following situations:

- unit becomes routed,
 - unit loses 3 or more Morale points in one activation.
 10.2 However, if a unit loses at least 6 Morale points in a single activation, it is immediately **eliminated** from the game.

10.3 In the event of loss of a Strength level, a full-strength unit gets weakened, and its counter is immediately flipped to the back side.

10.4 The loss of a Strength level by a weakened unit means its immediate elimination.

11. Loss of Strength and Morale level.

A weakened unit, as shown on the back side has a basic Morale level lower by one, than a full-strength unit. Loss of Strength level does not cause additional Morale loss.

Example: A unit with a starting Morale of 8 has a MORALE LOSS counter showing the current Morale level of 6. As a result of the loss of 3 more Morale points the unit counter is flipped to the back side (Morale 7), and its Morale is now 3 (6-3=3).

12. Permanent loss of Strength.

You cannot recreate eliminated units, and cannot strengthen weakened units back to full-strength level.

C. Rout.

13. Causes of rout.

A cavalry or infantry unit is routed, when its morale drops to 0. If an infantry unit was routed due to a cavalry attack, eliminate that infantry unit from play.

14. Flight.

14.1 A routed unit must flee 3 hexes. Its path should possibly avoid hexes containing enemy units and front zones of enemy units.

A routed unit is eliminated when his only available flight path passes through hexes containing enemy units.

If the flight path passes through a hex containing friendly units, make a Morale Check for this friendly unit. A failed check results in loss of 1 Morale point (for each unit in the stack, if friendly units are stacked).

15. Morale check.

15.1 If a full-strength unit is routed, the player must make a Morale Check. In this case the Morale level equals half of the primary Morale of the unit in weakened side rounded up. Modify the check by +1 if the flight path (see 14.1) passed through enemy ZOC.

15.2 A failed check means elimination of the unit.

15.3 A passed Morale Check means that the player determines in which turn the unit will be back in play. The player makes a 1d10 roll and sees the result in the UNIT REORGANIZATION TABLE.

Place such a unit on the appropriate box on the turn track.

15.4 It is not allowed to reorganize infantry units routed by cavalry. This units are always eliminated.

D. Unit reorganization.

16 Reorganization conditions.

16.1 A unit returns to play at the beginning of the activation of a given wing and it is placed at least 5 hexes from any enemy unit, and as close as possible to its own wing/line commander. If those conditions cannot be met, eliminate the unit.

16.2 The returning unit is placed on the map on the

weakened side and its Morale level equals 1.

E. Retreat.

17. Retreat of shot defender.

17.1 If during shooting in the enemy activation a passive player unit loses a number of Morale points shown in RETREAT TABLE, the unit must withdraw 1 hex. If, despite the withdrawal, firing upon the unit is still possible, the passive player unit may be forced to withdraw again. This result is introduced next to loss of Morale points and loss of Strength level.

17.2 Above rule does not apply to unit attacked by Swedish infantry, where firing is a part of melee attack.

17.3 Rule 17.1 does not apply to Attacker units. Regardless of fire combat result, Attacker units never retreat.

18. Defender retreat after melee combat.

Loser of melee combat, but not a routed unit, retreats 1 hex.

19. Method of retreating

19.1 Retreating is performed by moving the unit backwards 1 hex to one of its rear hexes. It is possible to retreat on a hex in the front zone of the enemy. In this case, after the retreat, make a Morale Check – a negative result means a loss of 1 Morale point.

19.2 You may retreat through friendly units. If overstacking occurs, move the retreating unit one more hex.

19.3 Retreat is not possible on a hex inaccessible to that type of unit. In such a situation you can retreat into the enemy ZOC or ignore the requirement of moving away from the enemy. A unit forced to do so is automatically routed.

20. Retreat and terrain.

Effects of terrain on the unit's Morale should be also taken into account during the retreat.

F. Pursuit.

21. Pursuit after a successful melee combat.

21.1 A pursuit can be performed after a melee attack, if the enemy unit is forced to retreat or is routed.

21.2 Pursuit is obligatory. An infantry unit may only enter the hex which the enemy unit occupied before the retreat. In a case of a rout, only the cavalry may pursue further, moving 3 hexes in any direction.

21.3 You cannot exceed the stacking limit.

21.4 After the pursuit, you can make a free turn in any direction remembering that a stack must be oriented uniformly.

20.5 It is allowed to dismantle stacks during pursuit.

22. Pursuit and enemy infantry/cavalry front zone.

During pursuit ignore the enemy unit front zones – you do not have to stop in their ZOCs. The opponent may not react to movement of pursuing units.

23. Pursuit and terrain.

Effects of terrain on the unit's Morale should be also taken into account during the pursuit.

G. Defender as a winner.

24. Defender winner turns.

If the Defender won the melee combat he does not pursue. He can, however, perform a free turn in any direction.

Chapter XIV VICTORY CONDITIONS



1. Victory track.

There are Victory tracks on the maps. They are used to mark gained Victory Points (VPs), by moving the VICTORY POINTS auxiliary marker on the track.

The auxiliary marker has two sides, one for each side taking part in the battle.

Example: The Swedish player received 3 VPs. Turn the auxiliary marker on the blue side and place it on the third box on the Victory track.

2. Game start.

At the beginning of the game place the VICTORY POINTS marker on the 0 box.

3. Victory Points.

Each player receives VPs for:

- 1) winning a combat,
- 2) elimination of a given commander.

4. Wining a combat.

Treat as a win a situation when the opponent was routed or forced to retreat (also during fire combat), or when the defender held during a melee combat (he was not forced to retreat or was not routed). The number of units taking part in the combat does not matter.

5. Victory conditions.

Each scenario specifies the number of necessary VP's, which a player must gain to win the game.

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Box design: Sławomir Łukasik.

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