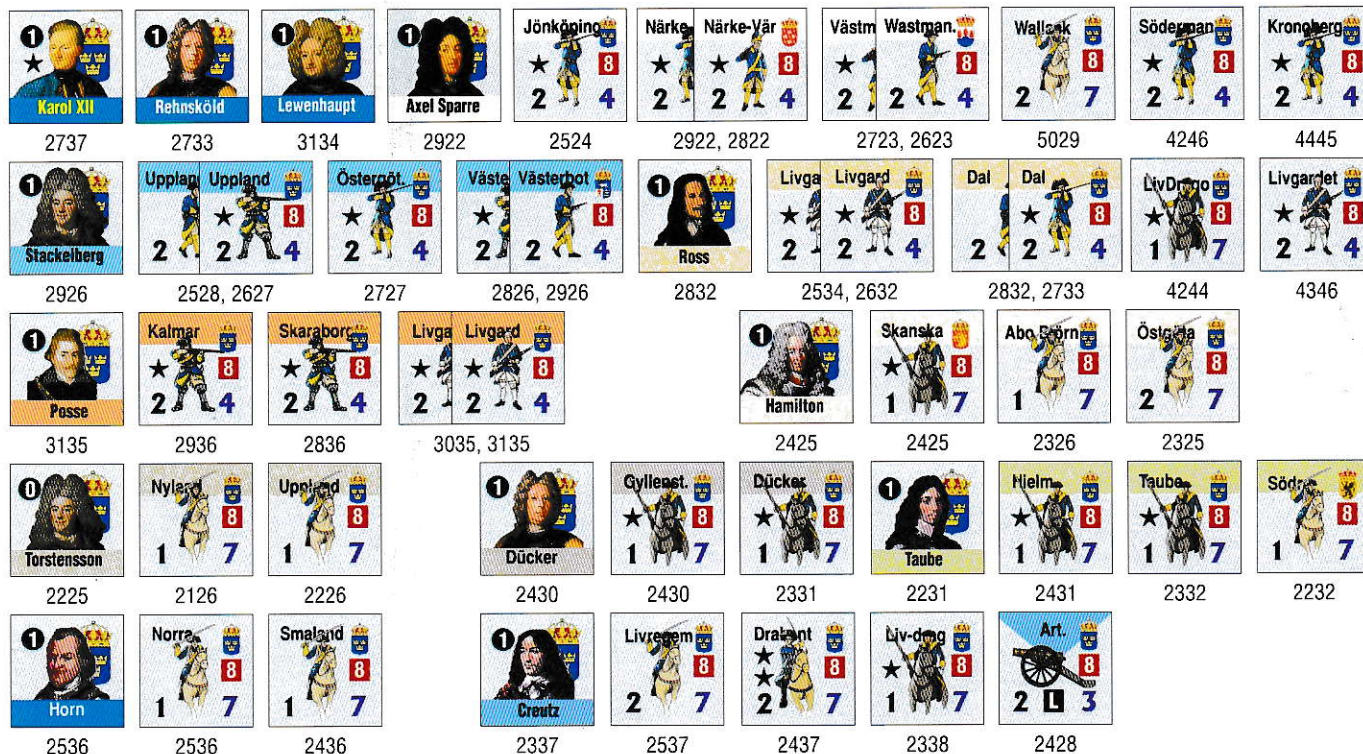


REDOUBTS BATTLE

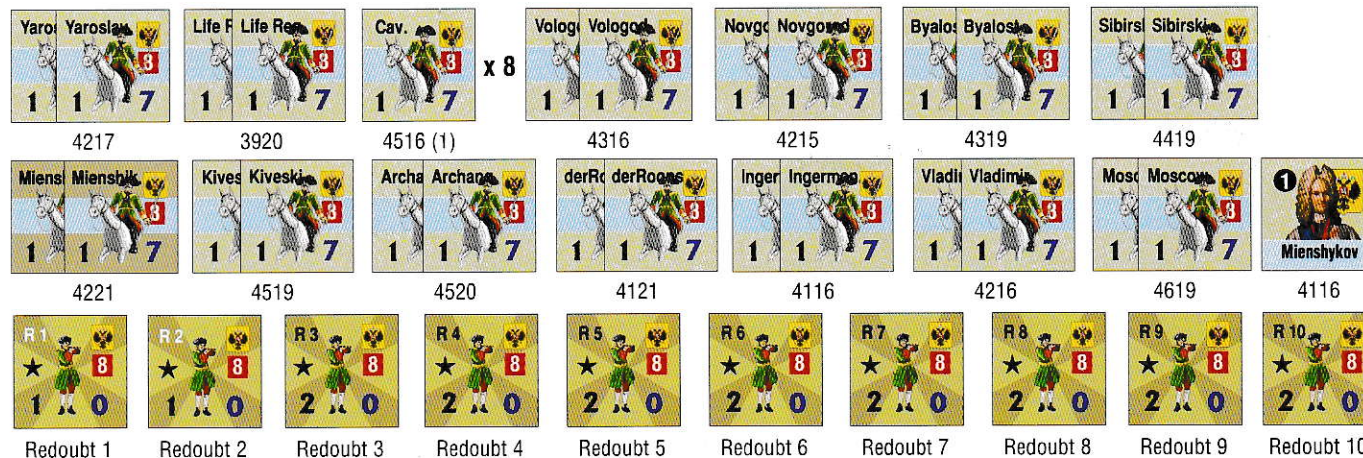
Redoubts battle revised text: At 4 o'clock in the early morning of 8 July 1709 the Swedish Army under the command of King Charles XII and Field Marshal Rehnskiöld started to move towards the line of Russian redoubts, which were covering the Russian entrenched camp, the final objective of the Swedish attack. The Swedes attacked the Russian positions in four infantry and six cavalry columns. As the Swedes approached the redoubts, they could see that there were a total of 10 redoubts. But due to the delayed start of the Swedish advance, the redoubts were now also supported by 17 fully deployed dragoon regiments led by Menshikov. In the following battle the Swedish infantry columns broke into three parts. With two parts trying to bypass the redoubts from each end while a third part (exclusively infantry) got stuck in the middle in a confused attempt to conquer the redoubts one by one. Menshikov wanted to exploit the situation and urged the Tsar to advance against the Swedes with his infantry. However, Peter the Great, being a much more cautious commander, was not ready to leave his fortified camp. Finally Menshikov had to retreat with his cavalry from the battle scene. It is unclear if that was because the Russian dragoons were driven off the battle field and pursued by the Swedish cavalry or just ordered by the Tsar. On the left and the right of the redoubt line Swedish forces managed to bypass the redoubts while conquering one redoubt each.

INITIAL SET UP:

SWEDES:



RUSSIANS:

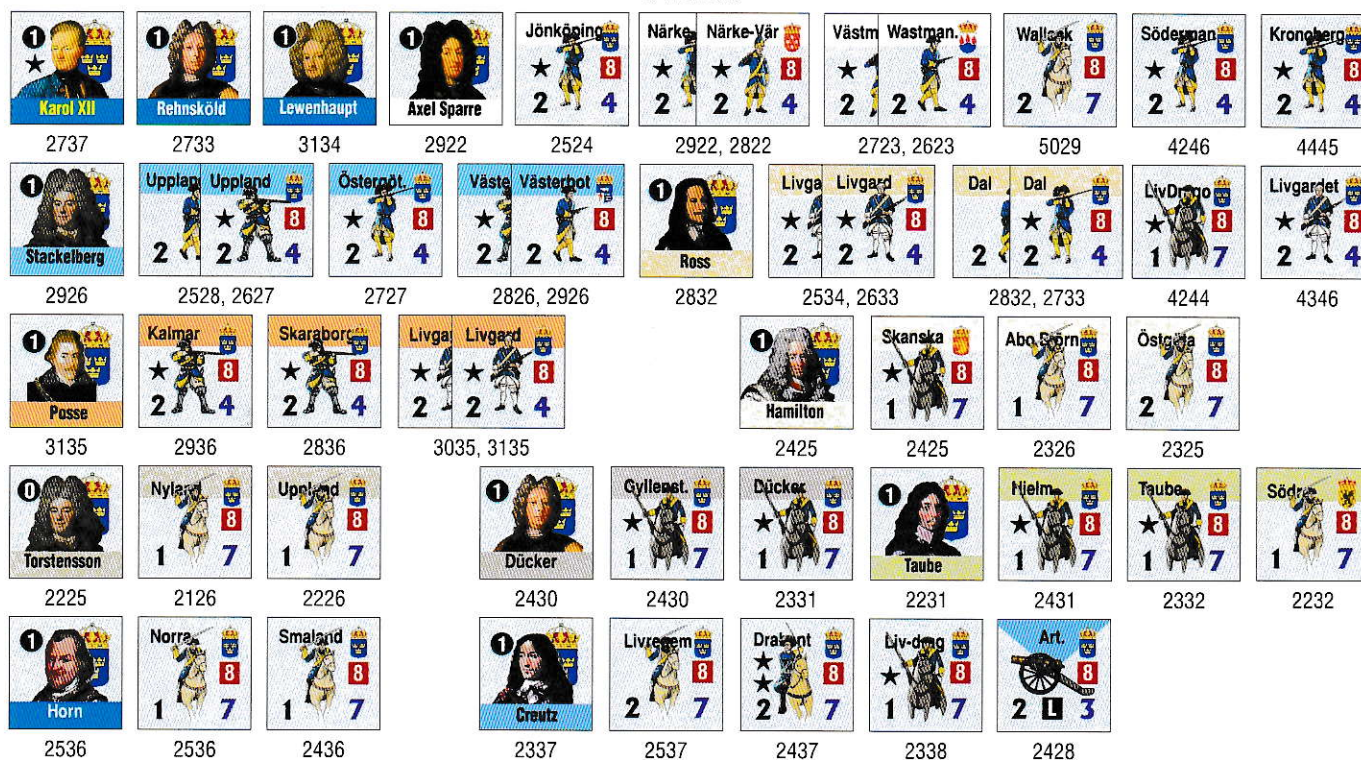


THE FULL BATTLE

The battle took place on 8 July 1709 near Poltava, in modern-day Ukraine, between the Swedish Army under the command of King Charles XII and the Russian led by the Tsar Peter the Great. The Swedes attacked the Russian positions in four infantry and six cavalry columns. Despite initial successes, they were later held back and their right hand column decimated. Following the initial plan, the Swedish Army deployed in front of the entrenched Russian camp, ready to unleash the daring Mécé attack, but the Russian forces seized the initiative and went on the attack, outnumbering the enemy. The battle ended with the defeat of the Swedes, most of them were either killed or taken prisoner.

INITIAL SET UP:

SWEDES:



Notes:

- The Initiative in each Turn is Swedish.
- The battle has 15 Turns
- **Russian Regimental Rule:** Russian units belonging to the same regiment (same name and colour band, infantry or cavalry) must remain in the same hexagon (within the stacking limit: 2 SP of Infantry, or 2 SP of Infantry and one Artillery unit or 2 SP of Cavalry per hexagon) and move and fight together; it is possible to carry out different Firearms Combat, pulling independently to an enemy Unit of your choice.
- **Russian Entrenched Camp:** Russian units can move from the Entrenched Camp only after rolling 2 dice during the first 4 turns. In the first 4 rounds the Russian player can only move the Commands of Heinske and Rentzel, starting from turn 2.
- At the end of each Swedish Movement

Phase During rounds 1-4, the Russian Player throws 2D6:

Round 1	2	They can start to move and to Fight
Round 2	2-5	
Round 3-4	2-8	

From **Round 5** the Russian forces in the Entrenched Camp can begin to move and fight.

If the Swedes attack any Russian unit in the Entrenched Camp before Round 4, all Russian units can begin to Move and Fight.

Menshikov Command:

At the end of each Russian Movement Phase During rounds 1-4, the Russian Player throws 2D6:

Runda 1	2-8	They keep moving and fighting, otherwise they retreat to the Entrenched Camp; From the beginning of Turn 6, they can start moving and fighting again.
Runda 2	2-5	
Runda 3-4	2	

At the beginning of **Turn 5**, Russian forces of Menshikov Command retreat to or north of the entrenched camp, respecting the rules of stacking. From the beginning of **Turn 6**, they can start moving and fighting again.

Redoubt:

Each Redoubt projects a ZOC into the 6 hexagons around. Each numbered Redoubt has a Garrison (Russian units with two-tone background), one for each Redoubt, check the number of the Redoubt with the one printed on the unit.

The value indicated on the unit indicates the Force, which can be used for Firearms (RC) combat.

The value of Strength is then added to the value of the Redoubt (1 if reduced or 2 if full) for Combat.

Redoubts can only be attacked by infantry (cavalry can only fight with Firearms against them)

RUSSIANS:



Redoubt Garrisons are eliminated if they suffer a result of B2 (or B1 if their value is 1) or if they are eliminated. Redoubts without Russian Garrison can be occupied by Swedish infantry units, with the same advantages as Garrisons. Garrison Redoubts Russian units do not count in increasing Swedish Morale or reducing Russian Morale.

Victory conditions:

Sweden: Arrive on the Morale Measure to the box with the letter V or eliminate all the Garrisons of the Redoubts OR enter with at least ONE infantry unit into the Russian Entrenched Camp (beyond the fortifications).

Russia: Arrive on the Morale Measure at the box with the letter V or avoid the Swedish victory conditions at the end of the last round.

THE HISTORIC MAIN BATTLE

Historic main battle revised short text: The main force of the Swedish army had waited too long for Roos, commanding a third of the infantry, who was just continuing attacking some redoubts in the right line, instead of passing them through.

Throughout the early morning the cautious tsar waited inside the presumed safety of his fortified camp and thus giving the Swedes the time to take position for a lethal attack. But eventually even the tsar found courage to act against the passive Swedes whose battle plan obviously had not worked as intended.

When he saw the Swedish army moving south he ordered the Russian army to march out of the camp and deploy in battle order. This move made Rehnskiöld order an attack which Swedes were not prepared to carry out. The Cavalry was disorganised and took time to redeploy. The much reduced Swedish infantry had to attack without prop-

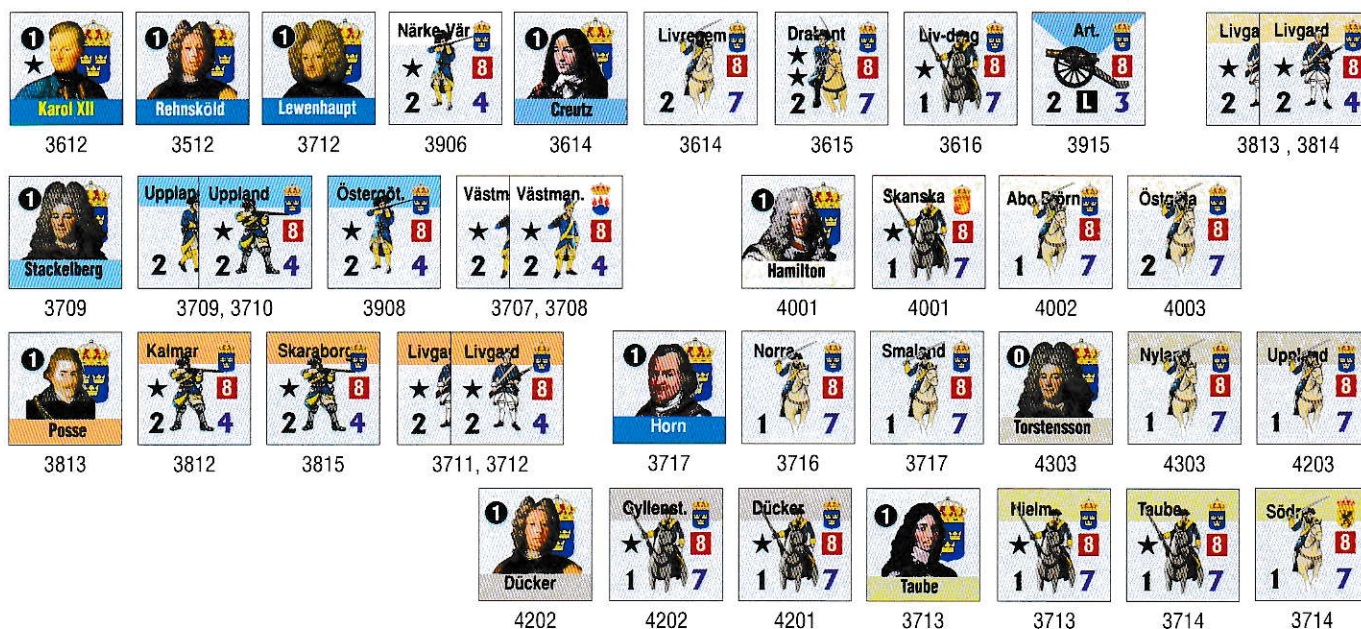
er support from the cavalry. As the battalions were not synchronised, a gap had opened in the middle. The Swedes managed to push back the Russian line a little bit with their Mapa charge but the line held. With no breakthrough and hopelessly outnumbered the Swedes were finished. The northern flank was first the break, with three battalions fleeing the battlefield (Östergötland, Närke-Värmland and Västmanland battalions).

This left Uppland regiment isolated and it was nearly destroyed by overwhelming Russian forces. The four Liv Gardet battalions on the southern flank managed to retreat in better order, but even they suffered great casualties. Also the battalions of Kalmar and Skaraborg were also badly hit, the latter being annihilated.

The remnants of a once proud and formidable army surrendered three days later at Perevolochna, while trying to retreat to the Ottoman territories.

INITIAL SET UP:

SWEDES:



Notes:

- Length of the Scenario: 6 turns.
- The Initiative in each Turn is **Swedish**.
- **Russian Regimental Rule** Russian units belonging to the same regiment (same name and colour band, infantry or cavalry) must remain in the same hexagon (within the stacking limit: 2 SP of Infantry, or 2 SP of Infantry and one Artillery unit or 2 SP of Cavalry per hexagon) and move and fight together; it is possible to carry out different Firearms Combat, pulling independently to an enemy Unit of your choice.

- **MaPa:** The Swedish player has the option to use 2 MaPa, a typical overwhelming attack of the Swedish army. Once the use of this type of attack is announced, all Swedish Firearm and Swedish Artillery fights of the turn enjoy a DRM +2; the Combats enjoy a DRM +2, for the whole turn (even when attacking the Russian). It is possible to use the two MaPa attacks in two consecutive turns.
- No Russian unit can move into the Fortified camp!

VICTORY CONDITIONS:

- The **Swedes** must enter with at least one infantry unit into the Russian Fortified Camp.
- Failing of doing that within the end of Turn 6, means **Russian** victory.

RUSSIANS:



Notes for Redoubts Battle scenario:

(page 9)

– Length of the Scenario: 5 turns (1-5).
 – The Initiative in each Turn is Swedish.
 Russian Regimental Rule: Russian units belonging to the same regiment (same name and colour band, infantry or cavalry) must remain in the same hexagon (within the stacking limit: 2 SP of Infantry, or 2 SP of Infantry and one Artillery unit or 2 SP of Cavalry per hexagon) and move and fight together; it is possible to carry out different Firearms Combat, pulling independently to an enemy Unit of your choice.

– Redoubt:

Each Redoubt projects a ZOC into the 6 hexagons around. Each numbered Redoubt has a Garrison (Russian units with two-tone background), one for each Redoubt, check the number of the Redoubt with the one printed on the unit. The value indicated on the unit indicates the Force, which can be used for Firearms (RC) combat. The value of Strength is then added to the value of the Redoubt (1 if reduced or 2 if full) for Combat. Redoubts can only be attacked by infantry (cavalry can only fight with Firearms against them)

Redoubt Garrisons are eliminated if they suffer a result of B2 (or B1 if their value is 1) or if they are eliminated. Redoubts without Russian Garrison can be occupied by Swedish infantry units, with the same advantages as Garrisons. Garrison Redoubts Russian units do not count in increasing Swedish Morale or reducing Russian Morale.

VICTORY CONDITIONS:

The **Swedes** must eliminate at least six redoubts.

Failing of doing that within the end of Turn 5, means **Russian** victory.



Poltava Garrison

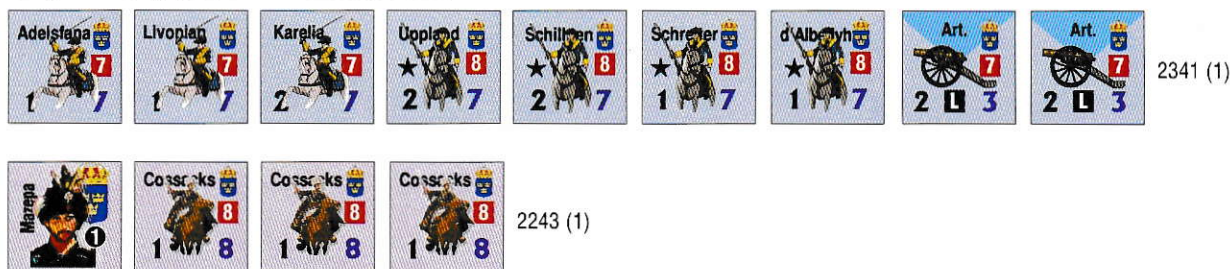
TOTAL SWEDISH ENGAGEMENT

Several Swedish regiments and almost the full artillery were left to guard the Swedish camp in Pushkarovka, as well as the Cossacks from Atahman Mazeppa. The artillery was left to ensure more speed to the Swedes, but the confusion just before starting the attack, slowed it down and at the end, the lack of artillery will prove to be an issue during the battle. This Scenario explores the possibility of a full commitment of the whole Swedish Army and its allied Cossack from Atahman Mazeppa.

INITIAL SET UP:

SWEDES:

Original set up plus all the Swedish units



RUSSIANS:

Original set up from Full Battle scenario.

Notes:

-- Notes and Victory conditions as The Full Battle Scenario.

TOTAL RUSSIAN ENGAGEMENT

The Cossack living in Ukraine split their devotion between Russia and Sweden. This Scenario explores the possibility of a full commitment of the whole Russian Army and the six dragoon regiments which were detached to support Skoropadsky's Cossacks., remained loyal to Russia.

RUSSIANS:

Original set up plus:



SWEDES:

Original set up from Full Battle scenario.

Notes:

-- Notes and Victory conditions as The Full Battle Scenario.

TOTAL ENGAGEMENT

INITIAL SET UP: Original set up plus all the Russian and Swedish units (see total Swedish and Russian engagement Scenarios)

NOTES: Notes and Victory conditions as The Full Battle Scenario



Ducker

Horn counter
for sticking to the
Ducker counter.



Horn



Horn