

Initial Russian Setup

- CiC, behind main line: Tsar Peter the Great
- Commander left flank: Count Boris Sheremetev
- Commander right flank: Prince Boris Golitsyn
- Commander Russische right wing cavalry: Major General Bauer
- Commander Russische left wing cavalry: Prince Aleksander Danilovich Menshikov

Main line, 1 battalion each of:

- Archangelski regiment
- Tverski Regiment
- Tchernigovski Regiment
- Schluselburgski Regiment

2nd main line

- Smolenski Regiment
- Astrakhanski regiment
- Novgorodski Regiment

Unit manning the fort

- Permski regiment

Left wing infantry:

- Von Repnin's Grenadiers
- Archangelski regiment, 2nd battalion
- In redoubts: Yaroslavski Regiment

Left wing cavalry:

- Kropotov's Horse Grenadiers (2 squadrons = 4 stands)
- Yaroslavski Dragoons (4 squadrons = 8 stands)

Right wing infantry:

- Preobrazhenski Guard Grenadier Battalion
- Lutski regiment

Right wing cavalry:

- Moskovski dragoons (2 squadrons = 4 stands)
- Permski dragoons (2 squadrons = 4 stands)



Initial Swedish setup

Swedish commanders:

- Commander main infantry line and nominal CiC: General Lewenhaupt
- Commander left wing cavalry: Brigade General Gyllenstierna
- Commander right wing cavalry: Major General Kreutz
- 'Moral' CiC although he did not take an active part in the battle and is of course represented on table: King Karl XII
- Commander at the redoubts: Major General Carl Gustav Roos

Swedish infantry in main line, **left to right**, 1 battalion each of:

- Västmanlandss regiment
- Västerbottens regiment
- Närke Värmlands regiment
- Östgota regiment
- Life guard regiment grenadier battalion

Swedish infantry attacking redoubts:

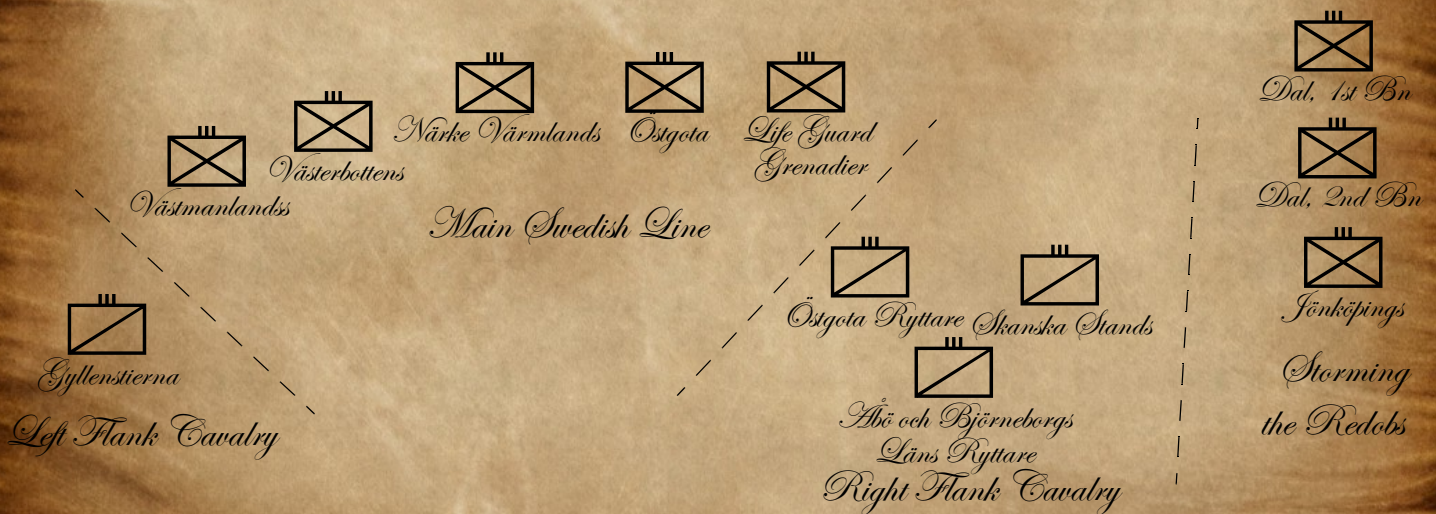
- Dal regiment, 1st battalion
- Dal regiment, 2nd battalion
- Jönköpings regiment, 1 battalion

Left wing cavalry

- Gyllenstierna's Dragoons (1,5 squadrons = 3 stands)

Right wing cavalry

- Åbö och Björneborgs läns ryttare (1 squadron = 2 stands)
- Östgota Ryttare (1 squadron = 2 stands)
- Skanska Stands Dragoons (1 squadron = 2 stands)



Melee & firefight

- Unless otherwise indicated, melee and fire are always resolved by #D6 = #stands, 6 to hit.
- Unless otherwise indicated, troops can always fire or melee.
- Movement rates: unless otherwise indicated, inf = 6cm; cav = 12cm.
- Firefights for infantry: range 18cm; Artillery: whole battlefield
- Russians: rout when hits = 3
- Swedes: rout when hits = 4

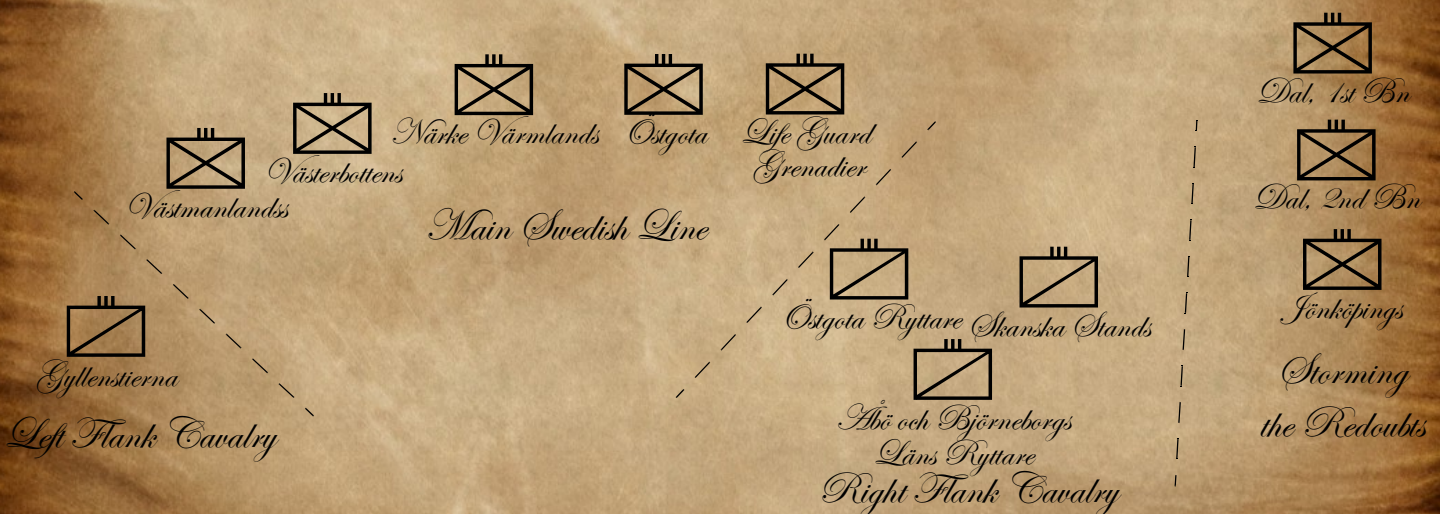
Props

- swords, to point at units
- D6's
- Card deck

Dating to 1588 this 52-card deck is based on one of the most significant works of Jost Amman, one of the more prolific artists of the German Renaissance. German printers experimented with a wide range of suit symbols, this deck uses Books, Jars, Printers' Ink Pads and Cups. As was common in German cards, there are no jacks and queens, but rather the German equivalents of an "unter" ("under" with the suit sign at the bottom of the card), an Ober ("over" with the suit sign at the top of the card) and kings on horseback. It also features a female figure as the 10 of each suit. The backs are blank as was most common on early cards.

Phase 1: "The advance!" (Swedish Orders)

Hearts Books	1	The Västmanlandss Rgt. moves 3cm forwards, but does not fight.
	2	The Västmanlandss Rgt. moves 3cm forwards, but does not fight.
	3	The Västmanlandss Rgt. moves forwards, but does not fight.
	4	The Västmanlandss Rgt. moves forwards, but does not fight.
	5	The Västerbottens Rgt. moves 3cm forwards, but does not fight.
	6	The Västerbottens Rgt. moves forwards, but does not fight.
	7	The Västerbottens Rgt. moves forwards, but does not fight.
	8	The Västerbottens Rgt. moves 9cm forwards, but does not fight.
	9	The Närke Värmlands and Östgota Rgts., and the Life Guard Grenadier Bn. move 3cm forwards, but do not fight
	X	The Närke Värmlands and Östgota Rgts., and the Life Guard Grenadier Bn. move forwards, but do not fight.
	J	The Närke Värmlands and Östgota Rgts., and the Life Guard Grenadier Bn. move 9cm forwards, but do not fight.
	Q	The Närke Värmlands and Östgota Rgts., and the Life Guard Grenadier Bn. move 9cm forwards, but do not fight.
	K	All five Rgts in the Swedish infantry line move forwards, but do not fight.
Diam Jars	1	The Gyllenstierna's Dragoons can move and fight.
	2	The Gyllenstierna's Dragoons can move up to 18 cm, but cannot initiate contact (but can continue melee).
	3	The Åbö och Björneborgs Läns Ryttare, Östgota Ryttare, and Skanska Stands Dragoons can move and fight.
	4	The Åbö och Björneborgs Läns Ryttare, Östgota Ryttare, and Skanska Stands Dragoons can move up to 18 cm, but cannot initiate contact (but can continue melee).
	5	All Swedish cavalry can move and fight.
	6	All Swedish cavalry can move up to 18 cm, but cannot initiate contact (but can continue melee).
	7	The Dal Rgt, 1st Bn (near the redoubts), can move and melee (not shoot).
	8	The Dal Rgt, 2nd Bn (near the redoubts), can move and melee (not shoot).
	9	The Jönköpings Rgt (near the redoubts), can move and melee (not shoot).
	X	Pigs escape from the village near the Swedish line! Nearest Rgt loses a morale step.
	J	Move and fight with any infantry Rgt of your choice.
	Q	Move and fight with any cavalry Rgt of your choice.
	K	King Carl XII inspires his troops; 1 Rgts anywhere on the field can recover one morale step.



Phase 1: "The advance!" (Russian Orders)

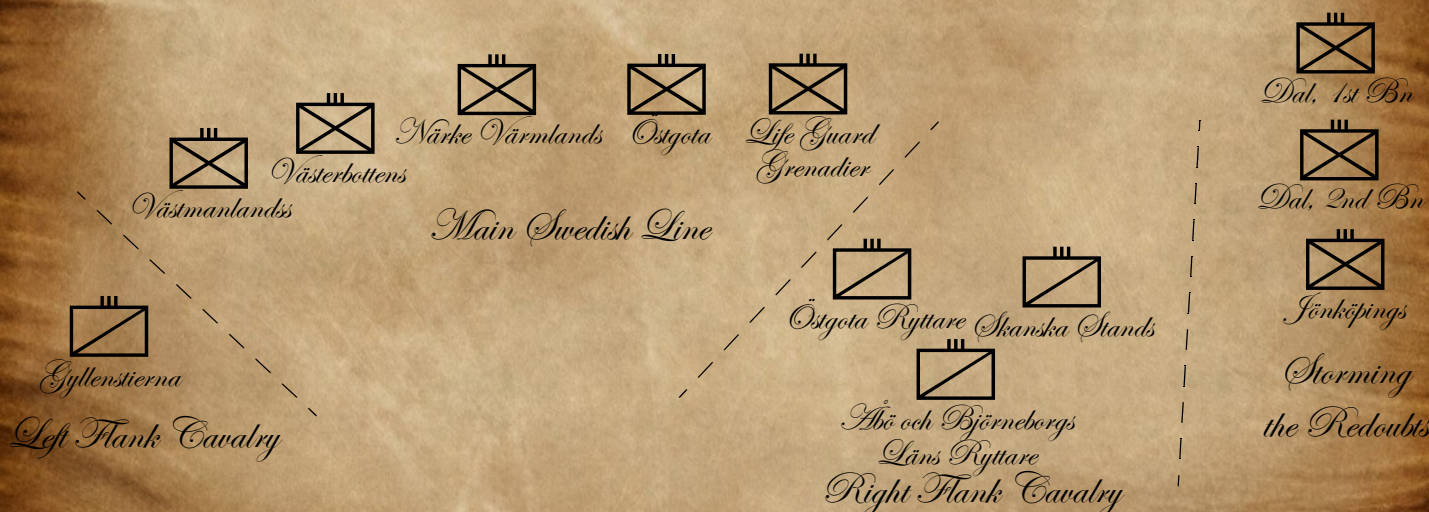
Spades Ink Pads	1-2	All guns in Russian camp all fire at closest infantry target. 1 die per gun.
	3-6	Two random guns in the Russian camp fire at their closest infantry target. 3 dice per gun.
	7	One Russian gun misfires and explodes - Swedish player chooses which one.
	8-Q	One gun in the Russian camp (player's choice) fires at its closest infantry target. 4 dice per gun.
	K	Russian Gunners reload - there is silence in the Russian camp.
Clubs Cups	1	The Von Repnin's Grenadiers and Archangelski Rgt, 2nd Bn, can move and fight. The Yaroslavski Rgt. in the redoubts, can fire (1D6 per redoubt)
	2	The Von Repnin's Grenadiers and Archangelski Rgt, 2nd Bn, can move, but cannot take combat actions (but can continue melee).
	3	The Kropotov's Horse Grenadiers and the Yaroslavski Dragoons can move and fight.
	4	The Kropotov's Horse Grenadiers and the Yaroslavski Dragoons can move 18 cm, but cannot initiate contact (but can continue melee).
	5	The Preobrazhenski Guard Grenadier Bn and the Lutski Rgt, can move and fight.
	6	The Preobrazhenski Guard Grenadier Bn and the Lutski Rgt, can move, but cannot take combat actions (but can continue melee).
	7	The Moskovski dragoons and the Permski dragoons can move and fight.
	8	The Moskovski Dragoons and the Permski Dragoons can move 18 cm, but cannot initiate contact (but can continue melee).
	9	The Russian line is scared by Swedish advance: 1 infantry Rgt (chosen by the Swedish player) in the main line loses one morale step.
	X	Sheep escape from the village next to the Russian fort! Nearest Rgt loses one morale step.
	J	Move and fight with any infantry Rgt of your choice.
	Q	Move and fight with any cavalry Rgt of your choice.
	K	Tsar Peter the Great inspires his troops. One Rgt anywhere on the battlefield recovers 1 morale step.



Phase 2: "Firefights!" (Swedish Orders)

Activate Phase 2 when any of the Swedish Infantry regiments in the central line have advanced to within 18 cm of the main Russian line.

Hearts Books	1-2	The Västmanlandss Rgt. moves 6cm. They can fire (hit on 6), or when contact, can melee (hit on 5,6).
	3-4	The Västerbottens Rgt. moves 6cm. They can fire (hit on 6), or when contact, can melee (hit on 5,6).
	5-6	The Närke Värmlands Rgt. moves 6cm. They can fire (hit on 6), or when contact, can melee (hit on 5,6).
	7-8	The Östgota Rgt. moves 6cm. They can fire (hit on 6), or when contact, can melee (hit on 5,6).
	9-X	The Life Guard Grenadier Bn. moves 6cm. They can fire (2 dice per stand, hit on 6), or when contact, can melee (2 dice per stand, hit on 5,6).
	J	All Rgts in the main Swedish line move 3 cm forwards & fire or melee.
	Q	All Rgts in the main Swedish line move forwards and fire or melee.
	K	1 Rgt in the main Swedish line (chosen by the Russians) falls back 6 cm and loses a morale step.
Diam Jars	1	The Gyllenstierna's Dragoons can move and fight.
	2	The Gyllenstierna's Dragoons can move up to 18 cm and fight.
	3	The Åbö och Björneborgs Läns Ryttare, Östgota Ryttare, and Skanska Stands Dragoons can move and fight.
	4	The Åbö och Björneborgs Läns Ryttare, Östgota Ryttare, and Skanska Stands Dragoons can move up to 18 cm and fight.
	5	All Swedish cavalry can move and fight.
	6	All Swedish cavalry can move up to 18 cm and fight.
	7	The Dal Rgt, 1st Bn (near the redoubts), can move and melee (not shoot).
	8	The Dal Rgt, 2nd Bn (near the redoubts), can move and melee (not shoot).
	9	The Jönköpings Rgt (near the redoubts), can move and melee (not shoot).
	X	Move and fight with any Rgt of your choice.
	J	General Lewenhaupt (commander main infantry line) and Major General Carl Gustav Roos (commander of Rgts near the redoubt) inspire their troops. One infantry Rgt recovers 1 morale step.
	Q	Brigade General Gyllenstierna and Major General Kreutz inspire their cavalry. One cavalry Rgt can recover one morale step.
	K	King Carl XII inspires his troops; 1 Rgt anywhere on the field can recover one morale step.



Phase 2: "Firefights!" (Russian Orders)

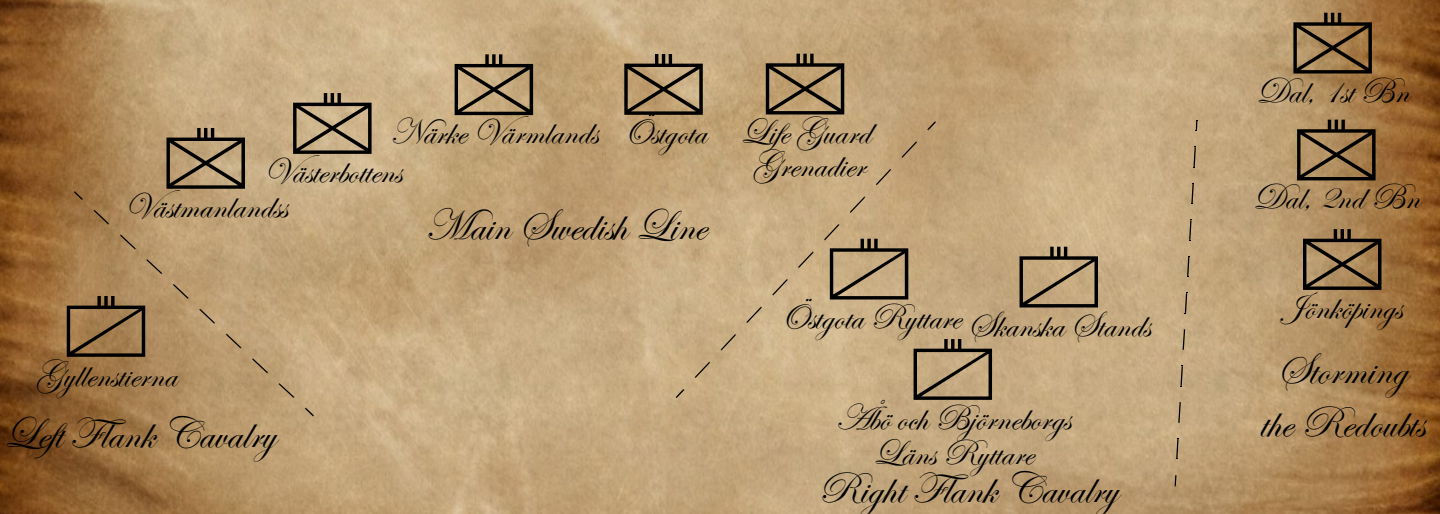
Spades Ink Pads	1	The Archangelski Rgt fires at the approaching Swedes. (or its followup substitute)
	2	The Archangelski Rgt loses one morale step. (or its followup substitute)
	3	The Archangelski Rgt retreats 3cm. (or its followup substitute)
	4	The Tverski Rgt fires at the approaching Swedes. (or its followup substitute)
	5	The Tverski Rgt loses one morale step. (or its followup substitute)
	6	The Tverski Rgt retreats 3cm. (or its followup substitute)
	7	The Tchernigovski Rgt fires at the approaching Swedes. (or its followup substitute)
	8	The Tchernigovski Rgt loses one morale step. (or its followup substitute)
	9	The Tchernigovski Rgt retreats 3cm. (or its followup substitute)
	X	The Schlusselfurgski Rgt fires at the approaching Swedes. (or its followup substitute)
	J	The Schlusselfurgski Rgt loses one morale step. (or its followup substitute)
	Q	The Schlusselfurgski Rgt retreats 3cm. (or its followup substitute)
	K	If a gap has been formed in the main line due to routing Rgts, one of the Rgts in the 2nd line (Smolenski, Astrakhanski, Novgorodski) advances up to 6cm in order to fill the gap.
Clubs Cups	1-2	The Von Repnin's Grenadiers and the Archangelski Rgt., 2nd Bn., can move and fight. The Yaroslavski Rgt. in the redoubts, can fire (1D6 per redoubt)
	3-4	The Kropotov's Horse Grenadiers and the Yaroslavski Dragoons can move and fight
	5-6	The Preobrazhenski Guard Grenadier Bn. and the Lutski Rgt., can move and fight.
	7-8	The Moskovski Dragoons and the Permski Dragoons can move and fight.
	9	The Russian main line is scared by Swedish advance: 1 infantry Rgt (chosen by the Swedish player) in the main line loses one morale step
	X	Move and fight with any Rgt of your choice.
	J	The commanders of the left flank, Count Boris Sheremetev and Prince Aleksander Danilovich Menshikov, inspire their troops. One Rgt on the Russian left flank recovers 1 morale step.
	Q	The commanders of the right flank, Prince Boris Golitsyn and Major General Bauer, inspire their troops. One Rgt on the Russian right flank recovers 1 morale step.
K	Tsar Peter the Great inspires his troops. One Rgt anywhere on the battlefield recovers 1 morale step.	



Phase 3: "Finale!" (Swedish Orders)

Activate Phase 3 when any of the Swedish Infantry regiments in the central line gets into melee.

Hearts Books	1-2	The Västmanlandss Rgt. moves 6cm. They can fire (hit on 6), or when contact, can melee (hit on 5,6).
	3-4	The Västerbottens Rgt. moves 6cm. They can fire (hit on 6), or when contact, can melee (hit on 5,6).
	5-6	The Närke Värmlands Rgt. moves 6cm. They can fire (hit on 6), or when contact, can melee (hit on 5,6).
	7-8	The Östgota Rgt. moves 6cm. They can fire (hit on 6), or when contact, can melee (hit on 5,6).
	9-X	The Life Guard Grenadier Bn. moves 6cm. They can fire (2 dice per stand, hit on 6), or when contact, can melee (2 dice per stand, hit on 5,6).
	J	1 regiment in the main Swedish line (chosen by the Russians) falls back 6 cm and loses a morale step.
	Q	
K		
Diam Jars	1-2	The Gyllenstierna's Dragoons can move and fight.
	3-4	The Åbö och Björneborgs Läns Ryttare, Östgota Ryttare, and Skanska Stands Dragoons can move and fight.
	5-6	All Swedish cavalry can move and fight.
	7	The Dal Rgt, 1st Bn (near the redoubts), can move and melee (not shoot).
	8	The Dal Rgt, 2nd Bn (near the redoubts), can move and melee (not shoot).
	9	The Jönköpings Rgt (near the redoubts), can move and melee (not shoot).
	X	Move and fight with any Rgt of your choice.
	J	General Lewenhaupt (commander main infantry line) and Major General Carl Gustav Roos (commander of regiments near the redoubt) inspire their troops. One infantry regiment recovers 1 morale step.
	Q	Brigade General Gyllenstierna and Major General Kreutz inspire their cavalry. One cavalry regiment can recover one morale step.
	K	King Carl XII inspires his troops; 1 regiment anywhere on the field can recover one morale step.



Phase 3: "Finale!" (Russian Orders)

Spades Ink Pads	1	The Archangelski Rgt fires at the approaching Swedes. (or its followup substitute)
	2	The Archangelski Rgt loses one morale step. (or its followup substitute)
	3	The Archangelski Rgt retreats 3cm. (or its followup substitute)
	4	The Tverski Rgt fires at the approaching Swedes. (or its followup substitute)
	5	The Tverski Rgt loses one morale step. (or its followup substitute)
	6	The Tverski Rgt retreats 3cm. (or its followup substitute)
	7	The Tchernigovski Rgt fires at the approaching Swedes. (or its followup substitute)
	8	The Tchernigovski Rgt loses one morale step. (or its followup substitute)
	9	The Tchernigovski Rgt retreats 3cm. (or its followup substitute)
	X	The Schlusselfburgski Rgt fires at the approaching Swedes. (or its followup substitute)
	J	The Schlusselfburgski Rgt loses one morale step. (or its followup substitute)
	Q	The Schlusselfburgski Rgt retreats 3cm. (or its followup substitute)
	K	If a gap has been formed in the main line due to routing Rgts, one of the Rgts in the 2nd line (Smolenski, Astrakhanski, Novgorodski) advances up to 6cm in order to fill the gap.
Clubs Cups	1	The Von Repnin's Grenadiers and the Archangelski Rgt, 2nd Bn, can move and fight. The Yaroslavski Rgt. in the redoubts, can fire (1D6 per redoubt)
	2	The Kropotov's Horse Grenadiers and the Yaroslavski Dragoons can move and fight.
	3-5	The Preobrazhenski Guard Grenadier Bn. and the Lutski Rgt., can move and fight (melee hits on 5,6).
	6-8	The Moskovski Dragoons and the Permski Dragoons can move and fight (melee hits on 5,6).
	9	Russian main line is scared by Swedish advance: 1 infantry regiment (chosen by the Swedish player) in the main line loses one morale step
	X	Move and fight with any Rgt of your choice.
	J	The commanders of the left flank, Count Boris Sheremetev and Prince Aleksander Danilovich Menshikov, inspire their troops. One regiment on the Russian left flank recovers 1 morale step.
	Q	The commanders of the right flank, Prince Boris Golitsyn and Major General Bauer, inspire their troops. One regiment on the Russian right flank recovers 1 morale step.
	K	Tsar Peter the Great inspires his troops. One regiment anywhere on the battlefield recovers 1 morale step.

