

Chapter 12: Poltava's Dread Day

Addenda Sheet as of Sep. 15th, 2018

The Rules:

2.1.2 & 2.13 (clarification): Players control all their nation's cities in their original territories, until an enemy occupies it. Then control goes to the last player to occupy the city.

2.1.3 (clarification) For the purposes of movement and attrition, Germany consists of these territories on the map: Hanover, Bremen, Verden, Mecklenberg, Wismar, Pomerania, Holstein, Prussia/Brandenburg (these two are considered one country at this time), Silesia, Saxony, and the unnamed area west of Saxony. Understanding Germany's geography is very important for triggering Hanoverian, Prussia/Brandenburg and possible Austrian intervention, and also for resolving Attrition (see 11.1). No player begins controlling Germany.

3.3.1 (clarification): A player can choose if his units are inside or outside a city upon entering the hex (costs +0 MPs). Shifting units from inside to outside a city, or back later on, does not require a Leader, but can only be done during the owning player's activation.

5.2 (clarification): Stacks with multiple Leaders may have a subordinate junior Leader activate first, and may move him out of the stack taking some or all of the combat units with him, possibly leaving the senior Leader(s) alone in the hex. (Note: This is a good tactic to use with Augustus II of Saxony-Poland in charge of a stack).

6.1 (clarification): Stacks consisting of fleets from different countries may not move together: they must activate separately and fight separately (exception is Rule 11.4.2 for the Anglo-Dutch units; their fleets can activate, move and fight with the Swedes. Fleets cannot move into a port (i.e. flip over), or stay in a port, occupied by enemy ground units. They can be in the same hex but must be "at sea" if the port is enemy occupied.

8.0 & 9.0 (key concept) Combat and sieges are an interruption of movement, not the end of movement. If the moving force is victorious, it can keep moving (and attacking) until it runs out of MPs (use the MP markers to keep track of remaining MPs).

8.5 (clarification): A defending Combat Unit or Leader can be activated later in the same phase after losing a battle if it has not already done so.

9.1 (correction): Forces consisting solely of horse Combat Units cannot initiate a siege, nor continue one; at least one foot Combat Unit is needed to conduct a siege.

Developer's Note: Cavalrymen by themselves simply didn't have the tools or doctrine (or temperament) to go digging in the dirt, as required to conduct an 18th-Century siege.

9.2 (clarification): Stacks that begin a turn besieging a city, and do not move, can continue the siege without expending any more MPs. The besieging player can move new friendly unit(s) into the hex, each must pay +1 MP to do so, just as if it was initiating a siege, otherwise they cannot enter the hex. Resolve sieges only once per phase; there are no extra rolls for moving new units in. While under siege, defending land units may not exit the hex, or escape to sea in Fleets.

10.2 (clarification): Fleets attacked "in port" and defeated do not re-deploy to the nearest friendly port. They all are instead eliminated.

11.2 (clarification): Swedish Indelta land Combat Units (only) and any Russian Fleet or Russian land Combat Unit eliminated in combat or through attrition are not permanently eliminated, but are placed in the new units pile and may be rebuilt during mobilization.

11.3 (correction): New units cannot be placed at a besieged capital. In this case place new units in any other city of their own country, provided it is neither occupied nor besieged.

11.4.2 (clarification) When the Anglo-Dutch fleet is on the map, it is treated as though it is Swedish, being activated with Swedish units, and it can move in the same stack as Swedish fleets. A combined Swedish-Anglo-Dutch fleet uses the Anglo-Dutch combat bonus and may also transport Swedish land units.

11.4.3 (procedure): A 1 or 2 result on the Turkish Aid Table (which impacts Russian mobilization), means removing any newly mobilized Russian units to satisfy the conditions.

11.4.5 (clarification) At the start of the game, Poland and Lithuania are united politically in a commonwealth, but treated as two distinct geographic areas in the game. This joint entity is also ruled by Augustus II of Saxony.

11.4.4 (clarification) Destroyed Hanoverian units can return to the map if Hanover returns to hostilities, starting in 1715.

11.4.6 (clarification) Swedish units may not enter the unnamed area of Germany west of Saxony at all, or any other named German state unless they are at war with that state (e.g. Prussia/Brandenburg, Saxony).

11.4.7 Austria (omission): While Saxon units may freely move through Silesia, neither side may move units into Austria (as defined by the yellow border line) for any reason.

11.5 (clarification): Calculate surrender only on the number of enemy vs friendly land Combat Units (not Fleets or Leaders) in a country. Surrender itself takes place at the end of a turn's Admin phase (see 4.3).

11.6 (clarification): Livonia is the same as Livland, on the map.

13.1 (addition): Swedish fleets (up to 4) may also start at Karlskrona.

The Map:

Copenhagen is indeed an island. You need fleets to enter/leave it. Note that a good opening move for combined Swedish-Anglo-Dutch fleets is to attack all ports with Danish Fleets inside and destroy them. After all the Danish Fleets are gone, the Danish Army cannot easily move out of or back into the Copenhagen "island" the rest of the game.

The Charts:

The Swedish Assault Table indicates a shift against the moving player for Rough terrain. Per the TEC, there is no "Rough" terrain, but there are "Mountains" and the shift applies to that terrain type.

Turn Track note (E) says Hanover and Prussia may re-enter as Swedish allies in 1715. Rule 11.4.4 is correct here, they may re-enter as Coalition allies.