

Great Northern War

Russian-Swedish Conflicts 1700-1722



WARHAMMER HISTORICAL

WAB FORUM SUPPLEMENT

GREAT NORTHERN WAR 1700 – 1722 AD

INTRODUCTION

SPECIAL RULES

ALLIES

Each army only can choose one ally with up to 25%, mixing of different ally contingents is not allowed. Subject allies have Ld-1 and cost one point less per model, the subject ally-general 130 points with Ld7 only.

BATTALION GUN (75pts)

Counts as Light Cannon (see below) but must be attached to a rank&file unit of Shot. Must move like the unit, but is unable to fast march. Cannot move and shoot. Must stay at one flank of the unit. Have to shoot at the same target as the unit. If not fired last turn it is able to choose stand and shoot as charge reaction if the shot unit is charged. In such a case roll the artillery dice for how many S4 hits the enemy unit get.

CHARACTERS EQUIPMENT

Characters may have the equipment of the unit they join at the start of the battle (free). Any additional equipment available for that unit can also be taken but the points are doubled which have to be paid for the character.

DRAGOONS

- counts as Light Infantry/Cavalry mixture with a movement rate of 8
- fear formed units
- cannot charge formed enemy units in the front

CAMEL GUN

A light gun mounted on a camel.

Randomize missile fire against the camel gun: 1-4 camel, 5-6 gun

	M	WS	BS	S	T	W	I	A	Ld	Pts
Camel	6	3	3	3	3	1	3	1	6	-
Cannon	-	-	-	-	6	3	-	-	-	50

Equipment: The camelrider have a hand weapon and may have light armour (+6).

Range 36", S6, no save, D6 wounds per hit

Special Rules: *Cannon, Camelry*

CANISTER SHOT

If not fired last turn a cannon is able to choose stand and shoot as charge reaction with a canister shot at the charger. In such a case roll the artillery dice for how many S4 hits the enemy unit get.

CARBINES

- range 16", S3, save modifier -1
- mounted troops (except Dragoons) may not move and shoot

ELITE

Can re-roll failed panic tests caused by friendly non-elite units.

FIELD GUN (75pts)

(See rulesbook page 130)

Each machine has a four man crew.

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crew	4	3	3	3	3	3	3	1	7	-
Cannon	-	-	-	-	7	3	-	-	-	75

Equipment: Hand weapon.

The crew may have light armour (+6).

Range 48", S7, no save, D6 wounds per hit

Special Rules: *Cannon*

FIRELOCKS

- foot and mounted troops with firelocks do not suffer the -1 penalty for move and shoot

GALLOPPER GUN (60pts)

Counts as *Light Cannon* with M8.

GRENADOES

- one use only
- for each grenadoe place the 3" template within 8" (90° arc of sight)
- roll artillery and scatter dice, S4 hits
- in case of misfire place the template with the center above the thrower

HOWITZER (100pts)

Count as *Stone Thrower*, see rulesbook page.126

LIGHT CANNON (50pts)

(See rulesbook page 130)

Each machine has a three man crew.

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crew	4	3	3	3	3	3	3	1	7	-
Cannon	-	-	-	-	6	3	-	-	-	50

Equipment: Hand weapon. The crew may have light armour (+6).

Range 36", S6, no save, D6 wounds per hit

Special Rules: *Cannon*

LINE INFANTRY

- count as open order
- no rank bonus
- able to perform an order
- able to reform into a *Square*
- can choose to reform as charge reaction, Ld-test needed, -1 if attacked in flank, -2 in rear
- in case they are charged in the flank and a *Battalion Gun* is attached, simply ignore the gun and it's crew

LINE CAVALRY

- count as open order
- may add rank bonus up to +1
- able to perform an order

MUSKETS

- range 24", S3, S4 at short range
- one rank may fire
- if not moved last turn two ranks may shoot (salvoe), but no further salvoe including next round, enemy units have to make a panic test immediately if they have casualties from the salvoe

ORDERS

Each character model enables one line infantry or line cavalry unit with a successful Ld-test to have extra movement or a reform before the normal movement phase. The extra movement does include a march move. In case the Ld-test of the unit is not successful the unit have to remain stationary for this turn, is not able to shoot and count as moved. Range: Division General 18", Brigade General 12", Officer 6" (also Ld)

PIKE&SHOT

- units must remain within 2" to support or benefit from this support:
- a unit of shot may use the stand & shoot reaction against enemy units charging a pike unit nearby, enemy must be within the 90° arc of sight during the charge, normal penalty for shooting at chargers apply
- a unit of shot in front of a unit of pike will rally automatically after using fire&flee as charge reaction
- a unit of pike can declare a countercharge to an enemy unit who is charging a unit of shot nearby as long as the enemy is within the 90° arc of sight during the charge, pike unit will be moved in front of the shot unit

PISTOLS

- range 12", S3, save modifier -1
- models armed with pistols count as armed with an additional hand weapon in melee, using a hand weapon and one pistol

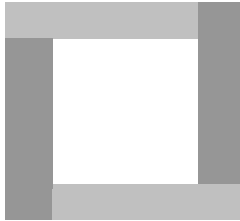
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- cavalry armed with pistols may fire twice per turn, 180° arc of sight
- do not suffer penalties for move&shoot or long range

SQUARE

Line Infantry units of at least 16 models may reform into a Square with 4 models per side looking in the same direction. This formation is useful in case of a charge from a cavalry unit. A Square don't has a flank or rear, can stand and shoot as charge reaction at unengaged sides and against cavalry it negates Ferocious Charge. A unit in square formation is not allowed to pursue. Additional models are placed in the center. As soon as the unit has less than 18 models the Square is canceled and the normal formation takes place immediately.



STAKES

Stakes must be placed when the unit is deployed on the table. After deployment is finished and stakes placed the stakes are lost as soon as the unit moves or flee. Mounted models hit models behind the stakes with -2, cannot use the *Ferocious Charge* ability and do not gain any weapon strength bonuses.

STAMPEDING ANIMALS (200pts)

Some armies sent herds of stampeding animals (e.g. camels, cattle) against their foes. Such a herd is a group of animals based on individual or group bases, which will be deployed and move within up to 6"x6". For a stampeding herd the player declare a direction before the game starts, but after deployment. Beginning in round one the herd move 2d6" each turn exactly in that direction, like a stampeding elephant. Starting with round two the player roll additionally to the 2d6" for the distance another d6. On a 2-5 the stampede continues in exactly the same direction. On a 1 the stampede ends and the animals remain stationary until the battle ends. On a 6 roll the scatter dice for the random direction the stampede goes on. All units touched by a stampeding herd have to flee directly away from it

TETHERED CAMELS

Some camels are mixed into or attached to that unit, this way the unit causes *Fear* in enemy cavalry. The camels will be removed as soon as the unit charges or flee.

UNITS

All units may have a leader, standard and musician for 5pts each. All limits for units (like 0-1) are written for armies of 2000 points or less. If you play with armies that have more points simply take those units as 0-1 for each 2000 points e.g.. Always round down if you have an odd number. Exception is the wagon tabor which is 0-1 regardless of army size.

VETERANS

Additional to the rule they can re-roll failed panic tests caused by missiles.

WAGON TABOR

See WAB Errata for details:

<http://warhammer-historical.com/PDF/WAB2%20Errata.pdf>

WAR WAGON

See WAB Errata for details

<http://warhammer-historical.com/PDF/WAB2%20Errata.pdf>

Some War Wagons may have two war machines with crew instead of 6 missile armed crew members (+80).

HISTORICAL BACKGROUND

The **Great Northern War** (1700–21) was a conflict in which a coalition led by the Tsardom of Russia successfully contested the supremacy of the Swedish Empire in northern Central Europe and Eastern Europe. The initial leaders of the anti-Swedish alliance were Peter I the Great of Russia, Frederik IV of Denmark-Norway and August II the Strong of Saxe-Poland-Lithuania. Frederik IV and August II were forced out of the alliance in 1700 and 1706 respectively, but re-joined it in 1709. George I of Brunswick-Lüneburg (Hanover) joined the coalition in 1714 for Hanover and in 1717 for Britain, and Frederick William I of Brandenburg-Prussia joined it in 1715.

Charles XII led the Swedish army. On the Swedish side were Holstein-Gottorp, several Polish and Lithuanian magnates under Stanisław Leszczyński (1704–10) and cossacks under the Ukrainian Hetman Ivan Mazepa (1708–10). The Ottoman Empire temporarily hosted Charles XII of Sweden and intervened against Peter I.

The war started when an alliance of Denmark-Norway, Saxony, Poland-Lithuania and Russia declared war on the Swedish Empire, launching a threefold attack at Swedish Holstein-Gottorp, Swedish Livonia, and Swedish Ingria, sensing an opportunity as Sweden was ruled by the young Karl XII (also called Charles XII), who was 18 years old and inexperienced at the time. Sweden parried the Danish and Russian attacks at Travendal and Narva, and in a counter-offensive pushed August II's forces through Lithuania and Poland to Saxony, dethroning August on the way and forcing him to acknowledge defeat in the Treaty of Altranstädt, which also secured the extradition and execution of Johann Reinhold Patkul, architect of the alliance seven years' earlier. Peter I had meanwhile recovered and gained ground in Sweden's Baltic provinces, where he cemented Russia's access to the Baltic Sea by founding Saint Petersburg in 1703. Charles XII moved from Saxony into Russia to confront Peter, but the campaign ended with the destruction of the main Swedish army in Poltava (now Ukraine), and Charles's exile in Ottoman Bender. Russian pursuit was halted at the Pruth river by the Ottoman army.

After Poltava, the initial anti-Swedish coalition was re-established and subsequently joined by Hanover and Prussia. The remaining Swedish forces south and east of the Baltic Sea were evicted, with the last city, Riga, falling in 1710. Most of the Swedish dominions were partitioned among the coalition members, destroying the Swedish *dominium maris baltici*. Sweden proper was invaded by Denmark-Norway from the West and by Russia from the East, occupying all of Finland by 1714. Though the Danish attacks were repulsed, Russia managed to occupy Finland and inflict severe losses on the Swedish navy and coastal fortresses. Charles XII opened up a Norwegian front, but was killed in Fredriksten in 1718.

The war ended with a defeat for Sweden, leaving Russia as the new major power in the Baltic Sea and a new important player in European politics — it began of a

pattern of Russian expansion that would only be stopped two centuries later.

The formal conclusion of the war was marked by the Swedish-Hanoverian and Swedish-Prussian Treaties of Stockholm (1719), the Dano-Swedish Treaty of Frederiksborg (1720), and the Russo-Swedish Treaty of Nystad (1721). Therein, Sweden ceded her exemption from the sound dues, lost all her dominions except for Finland and the northern part of Swedish Pomerania, and ended her alliance with Holstein-Gottorp. Hanover gained Bremen-Verden, Brandenburg-Prussia incorporated the Oder estuary, Russia secured the Baltic provinces, and Denmark strengthened her position in Schleswig-Holstein. In Sweden, the absolute monarchy had come to an end with Charles XII's death, and the Age of Liberty began.

Background

Between 1560 and 1658, Sweden created a Baltic empire centred on the Gulf of Finland and comprising the provinces of Karelia, Ingria, Estonia, and Livonia. During the Thirty Years' War Sweden gained tracts in Germany as well, including Western Pomerania, Wismar, the Duchy of Bremen, and Verden. During the same period Sweden conquered Danish and Norwegian provinces north of the Sound (1645; 1658). These victories may be ascribed to a well-trained army, which despite its comparatively small size was far more professional than most continental armies, and also to a modernization of administration (both civilian and military) in the course of the 17th century which enabled the monarchy to harness the resources of the country and its empire in an effective way. Fighting in the field, the Swedish army was able, in particular, to make quick, sustained marches across large tracts of land and to maintain a high rate of small arms fire due to proficient military drill.

However, the Swedish state ultimately proved unable to support and maintain its army in a prolonged war. Campaigns on the continent had been proposed on the basis that the army would be financially self-supporting through plunder and taxation of newly gained land, a concept shared by most major powers of the period. The cost of the warfare proved to be much higher than the occupied countries could fund, and Sweden's coffers, and resources in manpower, were eventually drained in the course of long conflicts.

The foreign interventions in Russia during the Time of Troubles resulted in Swedish gains in the Treaty of Stolbovo (1617). The treaty deprived Russia of direct access to the Baltic Sea. Russian fortunes began to reverse in the final years of the 17th century, notably with the rise to power of Peter I (The Great), who looked to address the earlier losses and re-establish a Baltic presence. In the late 1690s, the adventurer Johann Patkul managed to ally Russia with Denmark and Saxony by the secret Treaty of Preobrazhenskoye and in 1700 the three powers attacked.

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Opposing parties

Swedish camp

Charles XII of Sweden^{nb 1} succeeded Charles XI of Sweden in 1697, aged 14. From his predecessor, he took over the Swedish Empire as an absolute monarch. Charles XI had tried to keep the empire out of wars, and concentrated on inner reforms such as reduction and allotment, which had strengthened the monarch's status and the empire's military abilities. Charles XII refrained from all kinds of luxury and alcohol and usage of the French language. He preferred the life of an ordinary soldier on horseback, not that of contemporary baroque courts. He determinedly pursued his goal of dethroning his adversaries, whom he considered unworthy of their thrones due to broken promises, thereby refusing to take several chances to make peace. During the war, the most important Swedish commanders besides Charles XII were his close friend Carl Gustav Rehnskiöld, also Magnus Stenbock and Adam Ludwig Lewenhaupt.

Charles Frederick, son of Frederick IV, Duke of Holstein-Gottorp (a cousin of Charles XII),^{nb 1} and Hedvig Sophia, daughter of Charles XI of Sweden; was the Swedish heir since 1702. He claimed the throne upon Charles XII's death, but was supplanted by Ulrike Eleonora. Charles Frederick was married to a daughter of Peter I, Anna Petrovna.

Ivan Mazepa was a Ukrainian cossack hetman who fought for Russia but defected to Charles XII in 1708. Mazepa died in 1710 in Ottoman exile.



Charles XII of Sweden

Allied camp

Peter I, The Great became Tsar in 1682 upon the death of his elder brother Feodor but did not become the actual ruler until 1689. He set forth reforming the country, turning the Russian tsardom into a modernized empire relying on trade and on a strong, professional army and navy. He greatly expanded the size of Russia during his reign while providing access to the Baltic, Black, and Caspian Seas. The most important Russian commanders besides Peter were Aleksandr Danilovich Menshikov and Boris Sheremetev.

August II, The Strong, elector of Saxony and another cousin of Charles XII,^{nb 1} gained the Polish crown after the death of Jan Sobieski in 1696. His ambitions to transform the Polish-Lithuanian Commonwealth into an absolute monarchy were not realized. His meeting with Peter the Great in Prawa in September 1698, where the plans were made to attack Sweden, became legendary for its decadence.



(left) and Peter I of Russia (right)

Frederik IV of Denmark-Norway, another cousin of Charles XII,^{nb 1} succeeded Christian V in 1699 and continued his anti-Swedish policies. After the setbacks of 1700, he focused on transforming his state, an absolute monarchy, in a manner similar to Charles XI of Sweden. He did not achieve his main goal: to regain the former eastern Danish provinces lost to Sweden in the course of the 17th century. He was not able to keep northern Swedish Pomerania, Danish from 1715 to 1720. He did put an end to the Swedish threat south of Denmark. He ended

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Sweden's exemption from the Sound Dues (transit taxes/tariffs on cargo moved between the North Sea and the Baltic Sea).

Frederick William I entered the war as elector of Brandenburg and king in Prussia - the royal title had been secured in 1701. He was determined to gain the Oder estuary with its access to the Baltic Sea for the Brandenburgian core areas, which had been a state goal for centuries.

George I of the House of Hanover, elector of Brunswick-Lüneburg and since 1714 king of Great Britain and Ireland, took the opportunity to connect his land-locked German electorate to the North Sea.



August II, The Strong (left) and Frederick William I of Prussia (right)

Army size

In 1700, Charles XII had a standing army of 77,000 men (based on annual training). By 1707 this number had swollen to at least 120,000 despite casualties.

Russia was able to mobilize a larger army, but could not put all of them into action simultaneously. The Russian mobilization system was ineffective and the expanding nation needed to be defended in many locations. A grand mobilization covering Russia's vast territories would have been unrealistic. Peter I tried to raise his army's morale to Swedish levels.

Denmark contributed 20,000 men in their invasion of Holstein-Gottorp and more on other fronts.

Poland and Saxony together could mobilize at least 100,000 men.



Frederik IV of Denmark-Norway

1700: Denmark, Riga and Narva

Frederik IV of Denmark-Norway directed his first attack against Sweden's ally Holstein-Gottorp. In 1697, Danish forces had leveled several of Gottorp's fortresses. In March 1700, a Danish army laid siege to Tönning.⁵ Simultaneously, August II's forces advanced through Swedish Livonia, captured Dünamünde and laid siege to Riga. Earlier attempts to storm Riga had been made in December 1699.



Narva (1700)

Charles XII of Sweden first focused on attacking Denmark. The Swedish navy was able to outmaneuver the Danish Sound blockade and deploy an army near the Danish capital, Copenhagen. This surprise move and

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pressure by the Maritime Powers forced Denmark-Norway to withdraw from the war in August 1700 according to the terms of the Peace of Travendal.⁷

Charles XII was now able to speedily deploy his army to the eastern coast of the Baltic Sea and face his remaining enemies: besides the army of Augustus II in Livonia, an army of Russian czar Peter I was already on its way to invade Swedish Ingria,⁷ where it laid siege to Narva in October. In November, the Russian and Swedish armies met at the First Battle of Narva where the Russians suffered a crushing defeat.⁸

After the dissolution of the first coalition through the peace of Travendal and with the victory at Narva; the Swedish chancellor, Benedict Oxenstjerna, attempted to use the bidding for the favor of Sweden by France and the Maritime Powers (then on the eve of the War of the Spanish Succession) to end the war and make Charles an arbiter of Europe.

1701–1706: Poland-Lithuania/Saxony



Stanisław Leszczyński

Charles XII then turned south to meet his last undefeated opponent: August II, Elector of Saxony, King of Poland and Grand Duke of Lithuania. Charles crossed into the Polish-Lithuanian Commonwealth and decisively defeated the Saxe-Polish forces in the Battle of Kliszów in 1702. This successful invasion enabled Charles XII to dethrone August II and coerce the Polish sejm to replace him with Stanisław Leszczyński in 1704. August II resisted, still possessing control of his native Saxony, but was decisively defeated at the Battle of Fraustadt in 1706, a battle sometimes compared to the Ancient Battle of Cannae due to the Swedish forces' use of double envelopment, with a deadly result for the Saxon army. August II was forced to sign the Treaty of Altranstadt in 1706 in which he made

peace with the Swedish Empire, renounced his claims to the Polish-Lithuanian crown, accepted Stanisław Leszczyński as king, and ended his alliance with Russia. Patkul was also extradited and executed by breaking on the wheel in 1707, an incident which given his diplomatic immunity, infuriated opinion against the Swedish king, who then was expected to win the war against the only hostile power remaining, Czar Peter's Russia.



August the Strong

1702–1710: Russia and the Baltic provinces



Peter the Great takes Nöteborg (christened Shlisselburg="key fortress")

The Battle of Narva proved a grave setback for Peter the Great, but the shift of Charles XII's army to the Polish-Saxon threat soon afterwards, instead of pursuing Peter, provided the latter with an opportunity to recover and gain ground in the Baltic provinces. Russian victories at Erastfer and Nöteborg (Shlisselburg) provided access to

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Ingria in 1703, and here Peter began building his new capital, Saint Petersburg,⁸ on the site of the earlier Swedish fortress Nyen. Already before the launching of the war, Peter had decided to build a navy and a modern-style army, based primarily on infantry drilled in the use of firearms. Due to the efforts of general Adam Ludwig Lewenhaupt, who fended the Russians off with smaller forces in the battles of Gemäuerthof and Jakobstadt, most of the Baltic provinces held by Sweden remained under her control.



Russian victory at Poltava

Charles spent the years 1702-06 in a protracted struggle with August the Strong; he had already inflicted defeat on him at Riga in June 1701 and took Warsaw the following year, but trying to force a decisive defeat proved elusive. Charles wanted not just to defeat the army but to depose August (see above), whom he regarded as especially treasonous, and have him replaced with someone who would be a Swedish ally, and this goal proved hard to achieve. After years of marches and fighting around Poland he finally had to invade August's hereditary Saxony to bring him out of the war. In the treaty of Altranstädt (1706), August was indeed forced to step down from the Polish throne, but Charles had lost a valuable time advantage over his main enemy in the East, Peter I, who had had the time to recover and build up a new and better army.

At this point, in 1707, Peter offered to retrocede everything he had so far occupied (essentially Ingria) except Saint Petersburg and the line of the Neva, to avoid a full-scale war, but Charles XII refused. Instead he initiated a march from Saxony to invade Russia. Though his primary goal was Moscow, the strength of his forces was sapped by the cold weather (the winter of 1708/09 being one of the most severe in modern European history) and Peter's use of scorched earth tactics. When the main army turned south to recover in Ukraine, the second army with supplies and reinforcements was intercepted and routed in Lesnaya - so were the supplies and reinforcements of Swedish ally Ivan Mazepa in Baturyn. Charles was crushingly defeated by a larger Russian force under Peter in the Battle of Poltava and fled to the Ottoman Empire while the remains of his army surrendered at Perevolochna.¹⁰

This shattering defeat did not end the war, although it decided it. Denmark and Saxony joined the war again and Augustus the Strong, through the politics of Boris Kurakin, regained the Polish throne. Peter continued his campaigns in the Baltics, and eventually he built up a powerful navy. In 1710 the Russian forces captured Riga, at the time the most populated city in the Swedish realm, and Tallinn, evicting the Swedes from the Baltic provinces, now integrated in the Russian Empire by the capitulation of Estonia and Livonia.

Formation of a new anti-Swedish alliance

After Poltava, Peter the Great and Augustus the Strong allied again in the Treaty of Thorn (1709); Frederik IV of Denmark-Norway with Augustus the Strong in the Treaty of Dresden (1709); and Russia with Denmark-Norway in the subsequent Treaty of Copenhagen. In the Treaty of Hanover (1710), Brunswick-Lüneburg (Hanover) whose elector was to become George I of Great Britain allied with Russia. In 1713, Brandenburg-Prussia allied with Russia in the Treaty of Schwedt. George I of Great Britain and Hanover concluded three alliances in 1715: the Treaty of Berlin with Denmark-Norway, the Treaty of Stettin with Brandenburg-Prussia, and the Treaty of Greifswald with Russia.

1709–1714: Ottoman Empire

When his army surrendered, Charles XII of Sweden and a few soldiers escaped to Ottoman territory, founding a colony in front of Bender, Moldova. Peter I demanded Charles's eviction, and when the sultan refused, Peter decided to force it by invading the Ottoman Empire. Peter's army was trapped by an Ottoman army at the Pruth river. Peter managed to negotiate a retreat, making a few territorial concessions and promising to withdraw his forces from the Holy Roman Empire as well as allowing Charles's return to Sweden. These terms were laid out in the Treaty of Adrianople (1713). Charles showed no interest in returning, established a provisional court in his colony, and sought to persuade the sultan to engage in an Ottoman-Swedish assault on Russia. The sultan put an end to the generous hospitality granted and had the king arrested in what became known as the "kalabalik" in 1713. Charles was then confined at Timurtash and Demotika; later he abandoned his hopes for an Ottoman front and returned to Sweden in a 14-day ride.

1710–1716: Northern Germany

In 1710, the Swedish army in Poland retreated to Swedish Pomerania, pursued by the coalition. In 1711, siege was laid to Stralsund. Yet the town could not be taken due to the arrival of a Swedish relief army, which secured the Pomeranian pocket before turning west to defeat an allied army in the Battle of Gadebusch. Pursued by coalition forces, the Swedish army was trapped and surrendered in the Siege of Tönning.

In 1714, Charles XII returned from the Ottoman Empire, arriving in Stralsund in November. In nearby Greifswald, already lost to Sweden, Russian tsar Peter the Great and British king George I, in his position as Elector of

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Hanover, had just signed an alliance on 17 (OS)/28 (NS) October.¹³ Previously a formally neutral party in the Pomeranian campaigns, Brandenburg-Prussia openly joined the coalition by declaring war on Sweden in the summer of 1715.¹⁴ Charles was then at war with much of Northern Europe, and Stralsund was doomed. Charles remained there until December 1715, escaping only days before Stralsund fell. When Wismar surrendered in 1716, all of Sweden's Baltic and German possessions were lost.



Danish Altona burned down during Stenbock's campaign (1713). Russian forces retaliated by burning down Swedish Wolgast (same year)

1716–1718: Norway



Charles XII of Sweden, shot dead during the siege of Fredriksten in 1718.

After Charles XII had returned from the Ottoman Empire and resumed personal control of the war effort, he initiated two Norwegian Campaigns, starting in February 1716, to force Denmark-Norway into a separate peace treaty. Furthermore, he attempted to bar Great Britain access to the Baltic Sea. In search for allies, Charles XII also negotiated with the British Jacobite party. This resulted in Great Britain declaring war on Sweden in 1717. The Norwegian campaigns were halted and the army withdrawn when Charles XII was shot dead while besieging Norwegian Fredriksten on 30 November 1718 (OS). He was succeeded by his sister, Ulrika Eleonora.

1713–1721: Finland

In 1714, Peter's galley navy managed to capture a small detachment of the Swedish navy in the first Russian naval victory near Hanko peninsula. The Russian army occupied Finland mostly in 1713-1714, Viborg had been captured already in 1710. The last stand of the Finnish troops was in the battle of Napue in early 1714 in Isokyrö, Ostrobothnia. The occupation period of Finland in 1714-1721 is known as the Greater Wrath (Finnish: *isoviha*).



Battle of Gangut (Hanko)

1719-1721: Sweden

After the death of Charles XII, Sweden still refused to make peace with Russia on Peter's terms. In 1719 the Russian galley fleet raided the Swedish east coast. Several cities were attacked and almost all buildings in the archipelago of Stockholm were burned. A smaller Russian force advanced on the Swedish capital, but was stopped at the battle of Stäket on August 13. The Russians returned again in 1720 and 1721 although the presence of a British naval squadron limited the extent of the raids (after making peace with Sweden in 1719, the British had switched over to an anti-Russian policy in the Baltic).

Peace

By the time of Charles XII's death, the anti-Swedish allies became increasingly divided on how to fill the power gap left behind by the defeated and retreating Swedish armies. George I and Frederik IV both coveted hegemony in northern Germany, while August the Strong was concerned about Frederick William I's ambitions on the southeastern Baltic coast. Peter the Great, whose forces were spread all around the Baltic Sea, envisioned hegemony in East Central Europe and sought to establish naval bases as far west as Mecklenburg. In January 1719, George I, August II and emperor Charles VI concluded a treaty in Vienna aimed at the reduction of Russia's frontiers to the pre-war limits.

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Campaigns and territorial changes 1700-1709

Hanover-Great Britain and Brandenburg-Prussia thereupon negotiated separate peace treaties with Sweden, the treaties of Stockholm in 1719 and early 1720, which partitioned Sweden's northern German dominions among the parties. The negotiations were mediated by French diplomats, who sought to prevent a complete collapse of Sweden's position on the southern Baltic coast and achieved that Sweden was to retain Wismar and northern Swedish Pomerania. Hanover gained Swedish Bremen-Verden, Brandenburg-Prussia incorporated southern Swedish Pomerania.¹⁸

In addition to the rivalries in the anti-Swedish coalition, there was an inner-Swedish rivalry between Charles Frederick, Duke of Holstein-Gottorp, and Frederick I of Hesse-Cassel for the Swedish throne. The Gottorp party succumbed and Ulrike Eleonora, wife of Frederick I, transferred power to her husband in May 1720. When peace was concluded with Denmark, the anti-Swedish coalition had already fallen apart, and Denmark was not in a military position to negotiate a return of her former eastern provinces across the sound. Frederick I was however willing to cede the Swedish support for his rival in Holstein-Gottorp, which came under Danish control and the northern part annexed, and furthermore cede the Swedish privilege of exemption from the sound dues. A respective treaty was concluded in Frederiksborg in June 1720.

When Sweden finally was at peace with Hanover, Great Britain, Brandenburg-Prussia and Denmark-Norway, she hoped that the anti-Russian sentiments of the Vienna parties and France would culminate in an alliance which

would restore to her her Russian-occupied eastern provinces. Yet, primarily due to internal conflicts in Great Britain and France, that did not happen. Therefore, the war was finally concluded by the Treaty of Nystad between Russia and Sweden in Uusikaupunki (*Nystad*) on 30 August 1721 (OS). Finland was returned to Sweden, while Swedish Estonia, Livonia, Ingria, Kexholm and the bulk of Karelia were ceded to Russia. Sweden's dissatisfaction with the result led to fruitless attempts at recovering the lost territories in the course of the following century, such as Hats' Russian War, and Gustav III's Russian War.¹⁸

Saxe-Poland-Lithuania and Sweden did not conclude a formal peace treaty, instead, they renewed the Peace of Oliva that had ended the Second Northern War in 1660.¹⁹ Sweden had lost almost all of its "overseas" holdings gained in the 17th century, and ceased to be a major power. Russia gained its Baltic territories, and became the greatest power in Eastern Europe.



Campaigns and territorial changes 1709-1721

WAB FORUM SUPPLEMENT

GREAT NORTHERN WAR 1700 – 1722 AD

ARMY LISTS

V/100. LATER OTTOMAN TURK (1645-1700AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 50%

INFANTRY: At least 25%

ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General* and may be upgraded to Ld10 (+50).. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

QAPUKULU CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	24

Equipment: Hand weapon, thrusting spear, light armour, bow

May have shield (+2). May be *Expert Horsemen* (+2)

Special Rules: May have a +2 rank bonus

FEUDAL SIPAHIS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	20

Equipment: Hand weapon, thrusting spear, light armour, bow

May have shield (+2)

May have Ld7 (+2)

Special Rules: May have a +2 rank bonus

DELIS, KURDS OR BEDOUIN ARABS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, thrusting spear

May have light armour (+2) and shield (+2)

Special Rules: *Light Cavalry*

INFANTRY

JANISSARY ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	5	3	4	3	3	1	4	1	7	12

Equipment: Hand weapon, light armour, bow

May have musket (+4)

May be *Veterans* (+2)

SLAV OR ANATOLIAN SHARPSHOOTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Shooter	4	2	4	3	3	1	3	1	7	14

Equipment: Hand weapon, musket. May have light armour (+2)

May be *Dragoons* (+2, M8)

Special Rules: *Skirmishers*

AZABS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	3	3	3	1	3	1	6	4

Equipment: Hand weapon, javelins

May have sling instead of javelins (free) or bow (+1).

With bow they may upgrade to *Light Infantry* (+1)

Special Rules: *Skirmishers*

0-3 FIELD GUNS

0-2 CAMEL GUNS

ALLIES

Crimean Tartar Allies, V/36

WAB FORUM SUPPLEMENT

GREAT NORTHERN WAR 1700 – 1722 AD

V/102. BRANDENBURG-PRUSSIA (1646-1700AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken.

CAVALRY

HORSE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, pistols

May have light (+2) or heavy armour (+3)

Special Rules: *Light Cavalry*

INFANTRY

0-2 LEIBGARDE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Fusileer	4	3	4	3	3	1	3	1	8	15

Equipment: Hand weapon, musket.

May have light armour (+2) or heavy armour (+3).

May be *Veterans* (+2), *Drilled* (+2) and *Stubborn* (+2)

Special Rules: *Firelocks*

0-4 BATTALION GUNS

0-2 FIELD GUNS

DRAGOONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dragoon	8	3	3	3	3	1	3	1	7	13

Equipment: Hand weapon, light armour, carbines

May have heavy armour (+3).

Only from 1689AD: Upgrade to BS4 (+2)

WIBRANZEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	3	4	3	3	1	3	1	7	15

Equipment: Hand weapon, musket.

May have light armour (+2) or heavy armour (+3).

May be *Veterans* (+2).

Up to 1/3 may have pike instead of musket (free)

Special Rules: *Combined Formation*, Only before 1689AD

JÄGER

	M	WS	BS	S	T	W	I	A	Ld	Pts
Jäger	4	2	4	3	3	1	3	1	7	15

Equipment: Hand weapon, musket.

May have light armour (+2) or heavy armour (+3)

Special Rules: *Skirmishers*, Only from 1674AD

FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Fusileer	4	3	4	3	3	1	3	1	8	15

Equipment: Hand weapon, musket.

May have light armour (+2) or heavy armour (+3).

May be *Veterans* (+2), *Drilled* (+2) and *Stubborn* (+2)

Special Rules: *Firelocks*, Only from 1689AD

0-1 GRENADIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Grenadier	4	2	3	3	3	1	3	1	7	12

Equipment: Hand weapon, Grenadoe. Grenadoe: Grenadoe template

Special Rules: *Skirmishers*, Only from 1689AD

WAB FORUM SUPPLEMENT

GREAT NORTHERN WAR 1700 – 1722 AD

V/107. LATER IMPERIALIST (1649-1700AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent.

CAVALRY

HORSE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, pistols
 May have light (+2) or heavy armour (+3)
 May have Ld8 and BS4 (+4), than may be *Veterans* (+2)
Special Rules: *Light Cavalry*

CRABATS, CROATS OR CROATIAN HUSSARS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	25

Equipment: Hand weapon, light armour, lance.
 May have heavy armour (+2)
Special Rules: *Feigned Flight*,

0-1 HUNGARIAN HEAVY HUSSARS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	25

Equipment: Hand weapon, heavy armour, lance.
Special Rules: *Ferocious Charge*, May count rank bonus up to +1

HUNGARIAN LIGHT HUSSARS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	25

Equipment: Hand weapon, lance, bow. May have light armour (+2)
Special Rules: *Feigned Flight*,

LUBOMIRSKI'S POLES IN IMPERIAL PAY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	20

Equipment: Hand weapon, thrusting spear, bow
Special Rules: *Feigned Flight*

HORSE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	24

Equipment: Hand weapon, light armour, pistols
 May be *Veterans* (+2)
Special Rules: *Light Cavalry*, *Pistols*, Only from 1684-1686 and 1690-1692AD

INFANTRY

DRAGOONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dragoon	8	3	4	3	3	1	3	1	7	15

Equipment: Hand weapon, light armour, carbines
 May have heavy armour (+3).
Special Rules: *Dragoons*

MUSKETEERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Musketeer	4	2	4	3	3	1	3	1	7	15

Equipment: Hand weapon, musket.
 May have light armour (+2) or heavy armour (+3). May be *Veterans* (+2)
 Only after 1688AD: May have *Swinefeathers* (+20, count as *Stakes*)
Special Rules: *Pike&Shot*

PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, pike.
 May have light armour (+2) or heavy armour (+3).
Special Rules: *Pike&Shot*, Only 0-1 per two musketeer units

HUNGARIOAN Haiduks or Sclavonians

	M	WS	BS	S	T	W	I	A	Ld	Pts
Musketeer	5	3	4	3	3	1	3	1	7	16

Equipment: Hand weapon, musket.
 May have light armour (+2) or heavy armour (+3). May be *Veterans* (+2)
 Only after 1688AD: May have *Swinefeathers* (+20, count as *Stakes*)

GRENZER FRONTIER MILITIA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Grenzer	4	2	4	3	3	1	3	1	7	13

Equipment: Hand weapon, handgun.
 May have light armour (+2) or heavy armour (+3)
Special Rules: *Skirmishers*

LEVY WITH MORGENSTERN OR HALBERD

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, heavy armour, halberd

0-3 FIELD GUNS

0-1 GRENADIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Grenadier	4	2	3	3	3	1	3	1	7	12

Equipment: Hand weapon, Grenadoe. Grenadoe: Grenadoe template
Special Rules: *Skirmishers*, Only from 1664AD

FUSILEERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Fusileer	4	3	4	3	3	1	3	1	8	15

Equipment: Hand weapon, musket.
 May have light armour (+2) or heavy armour (+3).
 May be *Veterans* (+2), *Drilled* (+2) and *Stubborn* (+2)
 Only after 1688AD: May have *Swinefeathers* (+20, count as *Stakes*)
Special Rules: *Firelocks*, Only from 1681AD

WAB FORUM SUPPLEMENT

GREAT NORTHERN WAR 1700 – 1722 AD

0-1 SHARPSHOOTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Shooter	4	2	4	3	3	1	3	1	7	14

Equipment: Hand weapon, musket. May have light armour (+2)

Special Rules: *Skirmishers*

SWEDISH FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	5	3	4	3	3	1	3	1	7	16

Equipment: Hand weapon, musket.

May have light armour (+2) or heavy armour (+3).

May be *Veterans* (+2).

Up to 1/3 may have pike instead of musket (free)

Special Rules: *Combined Formation*, Only from 1684-1686 and 1690-1692AD

COUNTRY PEOPLE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	5	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon

Special Rules: *Levies*, Only from 1684-1698AD

ALLIES

Brunswick or other minor german Allies, V/110

Only in 1664AD: French Allies, V/116

Only in 1683AD: Polish Allies, V/89

Only in 1683 and from 1685AD: Saxon Allies, V/109

Only from 1683-1688 and in 1691AD: Bavarian Allies, V/108

Only from 1684-1698AD: Brandenburg Allies, V/102

WAB FORUM SUPPLEMENT

GREAT NORTHERN WAR 1700 – 1722 AD

V/108. LATER BAVARIAN (1649-1700AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken.

CAVALRY

HORSE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, pistols

May have light (+2) or heavy armour (+3)

Special Rules: *Light Cavalry*

HUSSARS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	25

Equipment: Hand weapon, light armour, lance.

May have heavy armour (+2)

Special Rules: *Feigned Flight*

INFANTRY

DRAGOONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dragoon	8	3	3	3	3	1	3	1	7	13

Equipment: Hand weapon, light armour, carbines

May have heavy armour (+3).

Only from 1688AD: Upgrade to BS4 (+2)

MUSKETEERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Musketeer	5	3	4	3	3	1	3	1	7	16

Equipment: Hand weapon, musket.

May have light armour (+2) or heavy armour (+3). May be *Veterans* (+2)

Special Rules: *Pike&Shot*

PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, pike.

May have light armour (+2) or heavy armour (+3).

Special Rules: *Pike&Shot*, Only 0-1 per two musketeer units, Only before 1687AD

0-1 GRENADIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Grenadier	4	2	3	3	3	1	3	1	7	12

Equipment: Hand weapon, Grenadoe. Grenadoe: Grenadoe template

Special Rules: *Skirmishers*

0-4 FIELD GUNS

GUARDS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Fusileer	4	3	4	3	3	1	3	1	8	15

Equipment: Hand weapon, musket.

May have light armour (+2) or heavy armour (+3).

May be *Veterans* (+2), *Drilled* (+2) and *Stubborn* (+2)

Special Rules: *Firelocks*, Only from 1688AD

WAB FORUM SUPPLEMENT

GREAT NORTHERN WAR 1700 – 1722 AD

V/109. LATER SAXON (1649-1700AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

ALLIES

Only from 1697AD: Polish Allies, V/89

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent.

CAVALRY

HORSE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, pistols

May have light (+2) or heavy armour (+3)

Special Rules: *Light Cavalry*

INFANTRY

DRAGOONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dragoon	8	3	3	3	3	1	3	1	7	13

Equipment: Hand weapon, light armour, carbines

May have heavy armour (+3).

Only from 1683AD: Upgrade to BS4 (+2)

MUSKETEERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Musketeer	4	3	4	3	3	1	3	1	7	15

Equipment: Hand weapon, musket.

May have light armour (+2) or heavy armour (+3). May be *Veterans* (+2)

Only from 1683AD: May have *Swinefeathers* (+20, count as *Stakes*)

Only from 1687AD: May upgrade to Ld8 and *Firelocks* (+4) and then may be *Drilled* (+2)

Special Rules: *Pike&Shot*

PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, pike.

May have light armour (+2) or heavy armour (+3).

Special Rules: *Pike&Shot*, Only 0-1 per two musketeer units, Only before 1683AD

0-4 FIELD GUNS

WAB FORUM SUPPLEMENT

GREAT NORTHERN WAR 1700 – 1722 AD

V/110. LATER MINOR GERMAN STATES (1649-1700AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken.

CAVALRY

HORSE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, pistols

May have light (+2) or heavy armour (+3)

Special Rules: *Light Cavalry*

INFANTRY

DRAGOONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dragoon	8	3	3	3	3	1	3	1	7	13

Equipment: Hand weapon, light armour, carbines

May have heavy armour (+3).

May be upgraded to BS4 (+2)

MUSKETEERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Musketeer	4	3	4	3	3	1	3	1	7	15

Equipment: Hand weapon, musket.

May have light armour (+2) or heavy armour (+3). May be *Veterans* (+2)

Only from 1685AD: May upgrade to Ld8 and *Firelocks* (+4) and then

may be *Drilled* (+2)

Special Rules: *Pike&Shot*

PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, pike.

May have light armour (+2) or heavy armour (+3).

Special Rules: *Pike&Shot*, Only 0-1 per two musketeer units, Only

before 1699AD if Hesse-Kassel or others before 1689AD

0-3 FIELD GUNS

0-1 GRENADIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Grenadier	4	2	3	3	3	1	3	1	7	12

Equipment: Hand weapon, Grenadoe. Grenadoe: Grenadoe template

Special Rules: *Skirmishers*

JÄGER

	M	WS	BS	S	T	W	I	A	Ld	Pts
Jäger	4	2	4	3	3	1	3	1	7	15

Equipment: Hand weapon, musket.

May have light armour (+2) or heavy armour (+3)

Special Rules: *Skirmishers*

WAB FORUM SUPPLEMENT

GREAT NORTHERN WAR 1700 – 1722 AD

V/111. LATER DANISH (1649-1700AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent.

CAVALRY

HORSE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	4	1	8	25

Equipment: Hand weapon, light armour, pistols

May be *Veterans* (+2)

Special Rules: *Light Cavalry, Pistols*

INFANTRY

GUARD FIRELOCKS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	4	3	4	3	3	1	3	1	8	16

Equipment: Hand weapon, musket.

May have light armour (+2) or heavy armour (+3)

May be *Veterans* (+2)

Special Rules: *Firelocks*

MUSKETEERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Musketeer	4	3	4	3	3	1	3	1	7	15

Equipment: Hand weapon, musket.

May have light armour (+2) or heavy armour (+3). May be *Veterans* (+2)

Only from 1655AD: May upgrade to Ld8 and *Firelocks* (+4) and then may be *Drilled* (+2)

Special Rules: *Pike&Shot*

PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, pike.

May have light armour (+2) or heavy armour (+3).

Special Rules: *Pike&Shot*, Only 0-1 per two musketeer units

0-1 GRENADIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Grenadier	4	2	3	3	3	1	3	1	7	12

Equipment: Hand weapon, Grenadoe. Grenadoe: Grenadoe template

Special Rules: *Skirmishers*

0-1 GALLOPER GUN

0-2 BATTALION GUNS

0-2 FIELD GUNS

PEASANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon

Special Rules: *Levies*

DUTCH, BRANDENBURG OR IMPERIAL FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	3	4	3	3	1	3	1	7	15

Equipment: Hand weapon, musket.

May have light armour (+2) or heavy armour (+3).

May be *Veterans* (+2) and *Drilled* (+2)

Up to 1/3 may have pike instead of musket (free)

Special Rules: *Combined Formation*, Only from 1657-1659AD

DRAGOONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dragoon	8	3	4	3	3	1	3	1	7	15

Equipment: Hand weapon, light armour, carbines

May have heavy armour (+3). May be *Veterans* (+2)

Special Rules: *Dragoons*, Only from 1672AD

ALLIES

Only from 1657-1659AD: Polish Allies, V/89

Only in 1700AD: Saxon Allies, V/109

WAB FORUM SUPPLEMENT

GREAT NORTHERN WAR 1700 – 1722 AD

VI/4. SWEDISH (1707-1709)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ARTILLERY: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	3	3	3	5	2	9	130
0-2 Officer	4	5	5	3	3	2	5	2	8	75

Equipment: Sabre, light armour

Special Rules: *Elite*, *Orders*, General is *Army General* (Brigade General) and may be upgraded to Division General with Ld10 (+50). One Officer can be designated as *Army General* (+25) if no General is taken. May ride a horse (+8, M8).

CAVALRY

HEAVY CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horsemen	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, heavy armour, carbine.

0-1 unit may have WS4 (+2)

Special Rules: *Line Cavalry*

DRAGOONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dragoon	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, carbine

May have pistols instead of carbine (free)

Special Rules: *Line Cavalry*

0-1 HUSSARS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hussar	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, carbine

May have pistols instead of carbine (free)

Special Rules: *Skirmishers*

INFANTRY

LINE INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Grenadier	4	4	3	3	3	1	4	1	8	13
Bayonet	4	3	2	3	3	1	3	1	7	10
Inf. Firelocks	4	2	2	3	3	1	3	1	6	6

Equipment: Musket, bayonet

Grenadiers are *Veterans*

Inferior Firelocks are *Levies*.

Special Rules: *Line Infantry*

0-1 WAGON TABOR

ARTILLERY

0-1 Battery of Field Guns (2-4)

VI/5. RUSSIAN (1707-1709)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ARTILLERY: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	3	3	3	5	2	9	130
0-2 Officer	4	5	5	3	3	2	5	2	8	75

Equipment: Sabre, light armour

Special Rules: *Elite*, *Orders*, General is *Army General* (Brigade General) and may be upgraded to Division General with Ld10 (+50). One Officer can be designated as *Army General* (+25) if no General is taken. May ride a horse (+8, M8).

CAVALRY

DRAGOONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dragoon	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, carbine

May have pistols instead of carbine (free)

Special Rules: *Line Cavalry*

0-1 COSSACKS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Cossack	8	2	2	3	3	1	3	1	6	14

Equipment: Hand weapon, carbine

May have pistols instead of carbine (free)

Special Rules: *Skirmishers*

INFANTRY

LINE INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-2 Guards	4	4	3	3	3	1	4	1	8	13
Inf. Foot	4	3	2	3	3	1	3	1	6	8

Equipment: Musket, bayonet

Grenadiers are *Stubborn*

Special Rules: *Line Infantry*

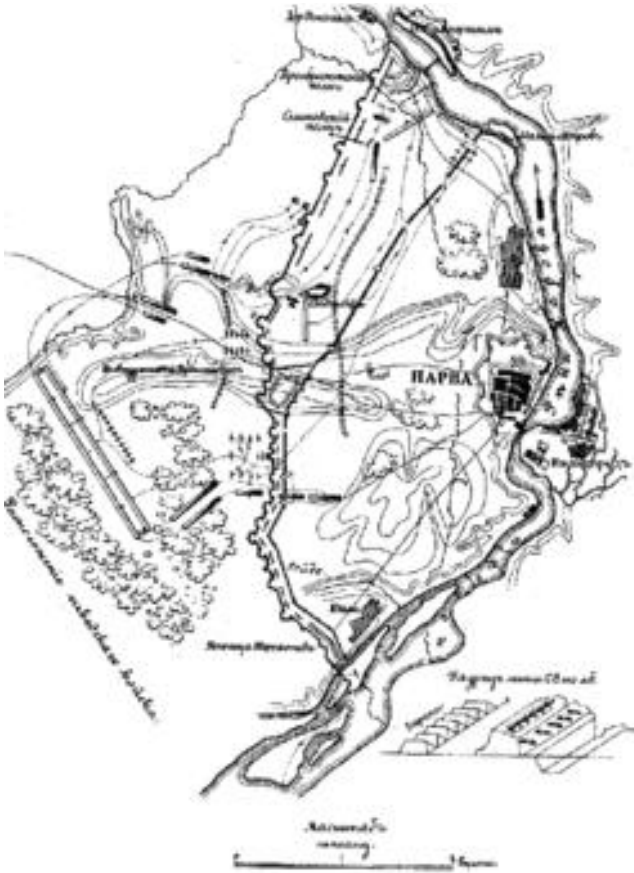
0-2 REDOUBTS

0-1 ENTRENCHMENT

ARTILLERY

0-2 Battery of Field Guns (2-4)

Battle of Narva



The **Battle of Narva** on 19 November 1700 (30 November, N.S.) was an early battle in the Great Northern War. A Swedish relief army under Charles XII of Sweden defeated a Russian siege force three times its size. Before, Charles XII had forced Denmark-Norway to sign the Treaty of Travendal. Narva was not followed by further advances of the Swedish army into Russia, instead, Charles XII turned southward to expel August the Strong from Livonia and Poland-Lithuania. Peter the Great took Narva in a second battle in 1704.

Prelude

During the 17th century, Russia was less advanced than the rest of Europe. This extended to their armed forces. Peter the Great of Russia was keen to expand his territory by conquering parts of Sweden's Baltic provinces. Russia made an alliance with Denmark-Norway and August the Strong, king of Poland-Lithuania and elector of Saxony, to wage war against Sweden, whereupon all three countries attacked Sweden from several directions.

Charles XII, assisted by the Royal Navy and the Dutch Navy, first landed in Humlebaek north of Copenhagen and forced Denmark-Norway to leave the alliance in August 1700 (until 1709). He then moved part of the Swedish army across the Baltic Sea to Estonia where it was joined by Estonian and Finnish regiments of the Swedish army.

The new Russian Tsar, Peter I, would drastically modernize Russia in the coming years, but the army with which he traveled in 1700 was still poorly drilled. Peter had employed foreign generals and officers to improve his armed forces, but they were still far from seasoned. Sweden, on the other hand, possessed a well-drilled and well-equipped army. Charles XII of Sweden had the most complete military force in northern Europe, even if it wasn't the biggest, and Peter envied its capabilities.

During November, Russian troops surrounded the Swedish city of Narva in Estonia (part of Sweden at the time), attempting to secure its surrender via siege. A Saxon-Polish army commanded by August II and Steinau was outside Riga in Swedish Livonia. The Saxon-Polish army however had gone into winter camp south of the river Daugava so Charles XII decided to deal with the more immediate Russian threat against Narva.

King Charles moved to relieve the city and push Peter's forces back into Russia.



The battle

On 19 (OS) or 30 (NS) November 1700 (20 November in the Swedish transitional calendar), Charles XII positioned his 8,000 men (another 2,500 men were garrisoned in the city and would also take part in the battle at a later stage) opposite the besieging Russian army of about 33,000 to 35,000 troops.

The Swedish army was commanded personally by Charles XII, assisted by General Carl Gustav Rehnskiöld. The Russian forces were commanded by Tsar Peter and Charles Eugène de Croy. Claiming important domestic events in Russia to which he was required to attend, Peter had left Narva just days before and was therefore not present during the actual fighting. He trusted that his commanders would draw success from the battle and presumed that Charles would not immediately attack his well fortified forces of superior number. Some interpretations view his flight from Narva days before the battle an act of cowardice; most of Europe mocked the Tsar after the battle for his departure. However, some scholars believe this accusation has little merit, as reportedly the Tsar had placed himself in physical danger too many times previously for his flight to be out of cowardice.

WAB FORUM SUPPLEMENT

GREAT NORTHERN WAR 1700 – 1722 AD



For much of the day, a blizzard engulfed both armies, making attacks impossible. However, at midday, the winds changed and the snowstorm blew directly into the eyes of the Russians. Charles saw his opportunity and advanced on the Russian army under cover of the weather. The Swedes attacked in two columns, quickly broke through the Russian lines cutting them in three, and rounded them up.^[12] At one crucial point, a bridge over the Narova river collapsed under retreating Russian troops: The stampede led to the overall losses of 6,000 men and the loss of 145 guns.^[12] The Russians remaining in Narva surrendered. The Russian surrender brought to Charles XII's army all of Peter's cannons, muskets and military supplies. This left Russia's remaining armed forces with essentially no equipment. If Sweden, or any other aggressor, had invaded Russia immediately after Narva, Peter would have been almost powerless to stop them. However, the tactical Swedish victory also contained the seed of the future strategical defeat. After Narva, Charles XII became convinced that he knocked the Russians out of the war for a long time and heavily underestimated them until the battle of Poltava. Peter, at the same time, learned the

lesson of Narva and initiated a series of efficient military reforms.

Source:

[http://en.wikipedia.org/wiki/Battle_of_Narva_\(1700\)](http://en.wikipedia.org/wiki/Battle_of_Narva_(1700))

ARMY LIST SAMPLES

BATTLE REPORT

MANUFACTURERS

<http://www.frontrank.com/>

<http://www.oldgloryminiatures.com>

<http://www.wargamesfoundry.com/>

COMMUNITY

<http://wabforum.co.uk> (english)

<http://wab-portal.forumperso.com/> (french)

<http://www.wab-forum.de> (german)

SPECIAL THANKS

Many thanks to WAB Forum members for providing the template and their great support.