

PONIEC, 7 XI 1704

The dethronement of August II and the election of Stanisław Leszczyński, who was loyal to the Swedes, did not mean the end of the war. In June 1704, the Swedish army once again headed to Warsaw, where it was planned to carry out a coronation and sign a Swedish-Polish treaty. The next step was to capture Lviv, the capital of Lithuania. The departure of the main Swedish forces encouraged Wettin to regain the capital of Poland. After receiving information about the sudden loss of Warsaw, Charles XII went back with the army. August's reaction was to disperse his troops and flee towards the river Warta, from where it was close to his Saxionan electorate.

Warsaw was regained quickly, but the Swedish king decided to continue the pursuit of the escaping Saxon, seeking for the decisive battle. On November 5, 1704, Charles XII took Kalisz after a short skirmish. The Saxon troops in the area, led by General Schulenburg, began to withdraw towards Raszków. The Swedish king saw this as a chance. He gathered cavalry and set it off in pursuit. The battle took place near the town of Poniec.

Charles XII commanded the Swedish army, made up entirely of cavalry only. His opponent, Matthias von der Schulenburg, had an army composed of cavalry and infantry supported by artillery.

INITIAL SET UP

SAXONY:

Dunewald	2607, 2608	Weimar	2106
Ortz	2507, 2508	Branden.	2004, 2005
Zeitz	2406	Beust	1904, 1905
Wostromirski, 2 Art.	2407	Furstenberg	2505
Tisenhaus, Drost	2306	Królowej	2403
Bechiling	2307	Aurusta, Schulenburg	2303
Tromp	2205	Polski	2202
Sachen, 1 Art.	2206	Saksonia	2102

SWEDES:

Rehns.	2115, 2116	S.Skania	1713, 1714, 1612, 1613
Brema, Karol XII	2014	Pruski	1411, 1412
Brema	1914, 1915		

Reinforcements (Swedish):

1 turn: Nyland x 2, Pomorski x 2, N.Skania x 3, Drabant, Welling	1120
2 turn: Stenbock x 2, Wołoch x, Stenbock	1120

VICTORY CONDITIONS:

SAXONY:

– For each enemy unit destroyed	+6
– For each enemy commander captured	+1

SWEDEN:

– For each enemy unit destroyed	+1
– For each enemy commander captured	+6

FOOTNOTES:

- Initiative: Sweden
- At the end of the first turn Saxon cavalry retreats from the battlefield. All its counters are removed from the board.
- Alternatively, players may agree for a random withdrawal of the Saxon cavalry. If so, Saxon player makes a roll at the end of the turn 1:
1-4 – Saxon cavalry retreats – all its units have to move towards the closest edge of the board and leave through it. Such units are not count to the victory points.
5-6 - Saxon cavalry remain on the battlefield.
- Yellow star at Swedish Drabants provides **+1** comat modifier.

TYLEWICE, 9 XI 1704

General Velling, who commanded the Swedish troops, was late for the battle of Poniec. Russians sent by the Tsar to help August II, also did not take part in this battle.

From 1704, Russian troops supported August II in the war against a common enemy. At that time, the Russian infantry corps, along with its artillery, was located in

Gostyń. After a brief stay in the city, where the war contribution was collected, the tsarist army began a march towards Leszno.

The movement of Russian troops wasn't unnoticed by the Swedes, who gave chase. Both armies met each other near Tylewice.

INITIAL SET UP

SWEDES:		RUSSIANS:	
Velling	2018	Görtz	1807
Velling (dismounted dragoons)		Belling	2112, 2011
2016, 1916, 1815, 1715, 1614		Görtz	1911, 1810
1514, 1413		Schpping	1710, 1609
Velling	2118, 2018, 1919	Romanowski	1509, 1408
		1 Art.	1811

VICTORY CONDITIONS:

RUSSIANS:

- If there are no Swedish units on the other side of the stream at the end of the game: +8 VP
- For each Swedish unit forced to leave the board: +1 VP
- For each enemy commander captured: +6 VP
- For each Swedish unit destroyed: +1 VP

SWEDES:

- For each Russian commander captured: +1 VP
- For each Russian unit destroyed: +1 VP
- For destroying all Russian units till the end of 5 turn: +12 VP
- For destroying all Russian units till the end of 6 turn: +10 VP
- For destroying all Russian units till the end of 5 turn: +8 VP
- For destroying all Russian units till the end of 5 turn: +6 VP

FOOTNOTES:

- Initiative: Sweden
- Time: 8 turns
- At the beginning of the game „Morale” counter is set on the Swedish second „2” on the morale track.
- Players may use any wagon counters available. Wagons are not units (see victory conditions)

– Artyleria strzela **1 raz** w każdym swoim zasięgu. Jeżeli oddział przeciwnika podchodzi do artylerii to ta strzela do niego gdy ten wchodzi na kolejny hex. Można oznaczać jednostkę artylerii żetonami, by wiedzieć, że już strzelała na konkretnym dystansie.



WSCHOWA, 13 II 1706

The Great Northern War, which had been fought since 1700, still seemed to be far from its end. Augustus II, despite concluding some favorable alliances and creating a league, did not manage to defeat the Swedish army which was battle hardened and perfectly commanded by the young king Charles XII.

Lost battles caused the Polish monarch to withdraw to his native Saxony. The Swedish army followed him. The next battle was to take place near Wschowa (Fraustadt). In this battle, the Saxon troops were supported by the Russians, and the entire army was commanded by Johann Matthias von Schulenburg.

INITIAL SET UP

SAKSOŃCZYCY I ROSJANIE:

Dünewlad	1713	Jordan	1321, 1420	Saksonia	3010 (H), 2911 (H)
Zeidler	2611	Fleming	1417, 1517	Saksonia	3111 (H), 3210 (H)
Göltz	2313	Dünewald	1613, 1713	Augusta	3012
Schulenburg	3012	Beust	1812	Reibnitz	3212
Drost	3210	Cadeus	2013	Mallaraq.	3311 (H)
Lützenburg	3812	Beichlig	2012	Mallaraq.	3412
		Patkul	2112 (H), 2312 (H)	Wostromirski	3410 (H)
1 Art. L	2112	Patkul	2212 (H)	Polska	3511 (H)
2 Art. L	2312	Holstein	2412 (H)	Leibreg.	3609
3 Art. L	2711	Królowej	2610 (H), 2511 (H)	Fürstenberg (k)	3611, 3711
4 Art. L	2911	Biron	2612	Branden.	3709, 3808
5 Art. L	3111	Fürstenberg	2812	Wrangel	3713, 3812
1 Art. C	2511	Fürstenberg	2711 (H)		
		Augusta	2810 (H)		

SWEDEN :

Krassau	1503	Narke-Var.	1603, 1602	Pomorski (k)	2301
Rehnskiöld	1903	Narke-Var.	1704, 1703	Västman.	2403, 2402
Mardefeld	2103	Pomorski (k)	1701	Nyland	2504, 2503, 2603, 2602
Spare	2402	N Skania	1803, 1802	Västerbotten	2704, 2703
Humerhielm	2803	N Skania	1904, 1903	Szlachta	2803
		Soderm.	2003, 2002	Skania	3003 , 2904
Wołoch	1203, 1303	Soderm.	2104, 2103	Pomorski (k)	2901
Brema	1401, 1501	Kronober.	2203, 2202	Verden	3104, 3203
Leibreg.	1504, 1503	Västman.	2304, 2303		

VICTORY CONDITIONS:

SAXONY:

– For each enemy unit destroyed	+1
– For each enemy commander captured	+6

SWEDEN :

– For each enemy unit destroyed	+1
– For each enemy commander captured	+6

FOOTNOTES:

- Initiative: Sweden
- Time: 13 turns (player may opt to play longer, if they both agree)
- At the beginning of the game „Morale” counter is set on the Swedish second „1” on the morale track.
- At the beginning of each turn „Morale” counter is moved by one on the Swedish side.
- (k) – cavalry unit, to not mistake with other units of the same name.
- H – Cheval de Frise. Cavalry unit that attacks enemy unit with ChdF has its strength halved.

KALISZ, 29 X 1706

Four years of fighting did not bring war to the end. The Swedish king, wanting to deprive August II of the crown, decided to enter Saxony with the main forces. Only a small Swedish force under the command of Arvid Axel Mardefeld remained in Poland.

At that time, the Polish monarch and his army were stationed in the territory of the Republic of Poland. The departure of the Swedish army to the west emboldened August's advisers, pressing the king to act decisively. Fearing his Saxon lands to be plundered by the Swedes, August sent diplomats to Charles XII to make peace. Under the agreements in Altranstädt, Wettin resigned from the Polish crown. The negotiations were held in secret from Polish nobles who demanded the strike against the weak Swedish forces in Poland. Ultimately, despite his initial plans, August II agreed.

In September, the main royal forces set out from Nowogrodek. Near Lublin, they joined with the Russian units sent by the Tsar. The crossing over the Vistula River took place near Kazimierz Dolny, from where the troops set off towards Greater Poland.

Swedish troops were moving in search of supplies in the Sieradz voivodeship and the Wieluń region. On October 10, Mardefeld received information about an approaching enemy. The Swedish general decided to withdraw with the army to Poznań, but the escape route was cut off by Ćmigielski's troops. Therefore, the general decided to withdraw to Kalisz. On October 23, the Swedes crossed the Prosna River. Three days later, August's army was a mile from the Swedes. The battle took place on October 27, 1706.

INITIAL SET UP

SWEDES AND POLISH SUPPORTERS OF STANISŁAW LESZCZYŃSKI:

Potocki	1911	Niemiecki	2509	Pomorski	3011, 3111	Krassau	3511
Wołoch	3811, 3810, 1911	N Skania	2611, 2711	3 Art. L	3111	Brema	3611
Wołoch	3911, 2010, 2011	dow. Horn	2711	Pomorski (caw.)	3109	Sapieha	3810
Marschalac	2211, 2311	Niemiecki	2709	Muller	3109	Tabor	4102, 4201
Marschalac	2311	Pomorski	2811, 2911	N Skania	3211, 3311	Tabor	4202
Marschalac	2309, 2411	2 Art. L	2911	Niemiecki	3509, 3309		
Kruger	2511	Pomorski (kaw.)	2909	Funck	3411		
1 Art. L	2511	Mardefeld	2909	Brema	3511		

SAXONS, RUSSIANS AND POLISH SUPPORTERS OF AUGUST II:

Śmigielski	1316	Brandt	2519	Czernich.	3018	Dorpowski	3718
Rybiński	1918	Królewicz	2617	Kijowski	3118	Brzuchowski	3817
Cieński	1917	Branden.	2619, 2719	Mienszykow	3118		
Denhof	2017	Królowej	2717	Biełozie.	3218	Kalmuk x5 – these irregular	
Sieniawski	2017	Król August II	2820	Riazań.	2919	light cavalry units are set up	
Czapliński	2117	Moskwa	2917	Syber.	3019	east of the Prosna river.	
Tarło	2118	1 Art. L	2917	Troicki	3119	They can't cross the river	
Leibreg	2317	Petersb.	3017	Nowogr.	3219	(their task was to catch any	
Milkau	2319, 2419	Newski	3117	Zaborowski	3617	fleeing soldiers), but they	
Beust	2417, 2517	2 Art. L.	3117	Kalinowski	3618	can fight if attacked.	
1 Art. L	2517	Ingerman.	3217	Olizar	3717		
Eichsted	2519	Smoleń.	2918	Rzewuski	3718		

VICTORY CONDITIONS:

SAXONY:

– For each enemy unit destroyed	+6
– For each enemy commander captured	+1

SWEDEN :

– For each enemy unit destroyed	+1
– For each enemy commander captured	+6

FOOTNOTES:

- Initiative: Sweden
- Time: 10 turns (from 11 to 20)