

A Thunder Upon the Land

The Battles of Narva and Poltava

RULES of PLAY

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READ THIS FIRST

We've organized the overall structure of the rules of this LPS simulation game to follow this game's sequence of play in introducing concepts. The rules themselves are written in a format known as the Case System. This approach divides the rules into Modules (each of which deals with a major important aspect of play). Modules are numbered sequentially as well as possessing a title. Each Module is divided into Sections (that deal with a major sub-topic inside the Module) which are also numbered sequentially. Modules and Sections are introduced by some text that briefly describes the subject covered by that particular Module or Section. Finally, the majority of each Section consists of Cases. These are the specific, detailed rules that govern play. Each Case is also numbered sequentially. The numbering follows a logical progression based upon the number of the Module of which the Cases are a part. A Case with the number 7.5.1, for example, is the first Case of the fifth Section of the seventh Module of the rules. The numbering system is designed as an organizational aid. Use it to determine where a Case is located in the rules.

3.1.4

The example above is the number of the fourth Case of the first Section of the third Module of the rules.

LEARNING TO PLAY THE GAME

Begin by familiarizing yourself with all of the components listed for this game. Then skim through the charts and rules, reading all the titles of the Modules and Sections. Set up a game scenario or portion of a scenario (after reading the applicable Module) and play a trial game against yourself. During this trial game, try referring to the rules only when you have a question and remember the numbering system we employ makes it easy to look up rules when you do. While a trial game may take you an hour or two, it is the quickest and most pleasant way to learn (short of having an experienced friend teach you). We also don't recommend attempting to learn the rules word-for-word. Memorizing all the details is an effort that few can do. We've written these rules to be as comprehensive as possible, but they are not designed to be memorized. Taking in the rules in this way (as you play along) is the best approach to mastering this game. We're always open to suggestions on how to improve the comprehension of our rules. Write to us (see addresses below) if you have an idea on how we can communicate better with you.

If any of the supplied parts are missing or damaged, write to:

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Or e-mail us at: admin@atomagazine.com

We hope you enjoy this game. Should you have any difficulty interpreting the rules, please write to us at the above postal address, or send an e-mail to: gamesupport@atomagazine.com, phrasing your questions so that a simple sentence, word, or number can answer them. If you send a letter by mail, you must enclose a stamped, self-addressed envelope to receive a reply. We recommend e-mail as the best way to resolve a query. Although we welcome comments and suggestions about the game's interpretation of events, we cannot promise to respond to questions on theory or design intent. Additionally, check out the *Against the Odds* and *A Thunder Upon the Land* discussion folders at consimworld.com.



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“The signal is given for battle with thundering cannon report. Volleys starting to sound, the musket-balls flying like hail, and burning grenades hurled out mid the ranks of brave men.”

—excerpt from a poem about Poltava by a survivor of the Swedish Jonkoping Regiment

1.0 INTRODUCTION

A Thunder Upon the Land: The Battles of Narva and Poltava deals with two climatic battles of the Great Northern War: its beginning (Narva) and end (Poltava).

Tsar Peter I, attempting to secure his planned capital on the Baltic (to be named Petrograd) launched an attack with an army numbering nearly 40,000 on the Swedish fortress of Narva in the closing months of 1700. Charles XII, King of Sweden, quickly mobilized an army of slightly more than 8,000 men to relieve the besieged garrison. Thinking things were well in-hand even with the approaching Swedish force, Tsar Peter repaired to his warm headquarters some miles away as a winter storm closed in. The Swedes, however, saw opportunity when a blizzard came up as they arrived on the battlefield and immediately launched an attack. The result was a stunning victory as the Russians were caught by surprise.

In 1708 Charles invaded Russia to yet again challenge Peter. Frustrated in his drive to take Moscow, and hoping to foment rebellion among the Ukrainians, Charles and the Swedish Army spent the winter and spring encamped at Poltava. The annihilation of a Swedish re-supply and reinforcement column at Lesnaya in the spring of 1709, and the decided lack of support by the Ukrainian locals, made it imperative King Charles bring the Russians to battle. Peter’s decision to take-on the impudent invaders directly by marching on Charles’ main base meant the battle fought here would be decisive.

Players take on the roles of the two battlefield commanders. Units represent the cavalry, infantry, artillery, and redoubts that fought in the battle. The decisions made by the players in moving and fighting their units will decide the outcome of the games/battles. Can you do better than your historical counterpart?

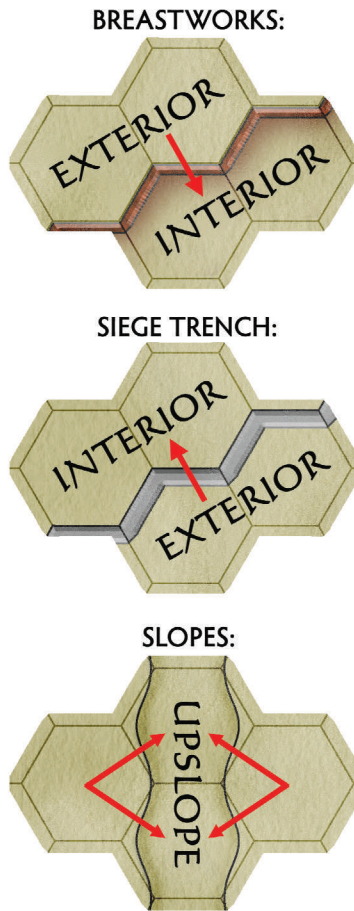
2.0 COMPONENTS

Each copy of *A Thunder Upon the Land* is composed of the following:

- This rulebook.
- Two 22 by 34 inch maps (one depicting the battlefield of Narva, the other Poltava).
- One sheet of 176 double-sided playing pieces (units) and another of 80.
- Two pull-out Player Aid Charts sheets.
- Two pull-out Order of Battle setup sheets.

Players will also need a ten-sided die (two dice, one for each player, will speed play, however) and an opaque container (mug, envelope, etc.) to play the game. A DR of 0 is read as 10, not zero.

2.1 Maps The maps show the terrain over which the historical battles were fought. A hexagonal grid has been superimposed to regulate the movement and positions of troops.

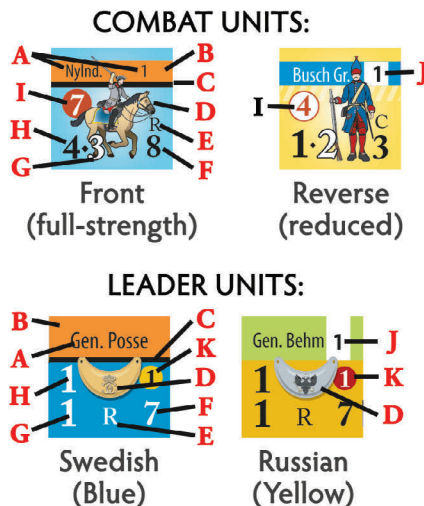


2.2 Counters The counters represent the fighting forces on each side and markers used to facilitate the flow of the game.

Unit counters represent the combat forces involved in the struggle. These represent the infantry and cavalry regiments, artillery batteries and Russian Redoubt troops (cannon and garrison infantry) that fought in the battle.

Nationalities are distinguished by the background color scheme (blue – Swedish, yellow – Russian).

2.2.1 Unit Descriptor Diagrams



A) Unit Name Since some combat units have more than one counter for the unit, a number to the right is also indicated (not to be viewed as a Division number – see J below).

B) Command Bar Most units in the game belong to a particular “Command” (Right, Center, or Left). This color bar is a visual indication of which Command they belong to.

Command	Swedish	Russian
Right	Orange	Green
Center	Yellow	Blue
Left	Mauve	Purple

C) Narva Unit Since the background color and Command Bar colors are the same for both battles, this black stripe at the bottom of the unit’s Command Bar visually discerns which units are used for which battle.

D) Unit Type Pictorial shows whether the unit is infantry, cavalry, or artillery.

E) Command Letter so that those with color blindness can know which Command the unit belongs to. R – Right, C – Center, and L – Left.

F) Movement Allowance (MA) The numerical value that denotes the maximum number of Movement Points the unit can expend when it moves during its activation in the turn.

G) Defence Factor (DF) The numerical value a player uses when he is the defender in a combat.

H) Attack Factor (AF) The numerical value a player uses when he is the attacker in a combat. Cavalry units with a red Attack Factor are Dragoons (Case 8.2.7).

Note If the rules state “CF”, this means the appropriate AF or DF that a player needs to use as attacker or defender.

I) Morale Factor (MF) The numerical rating of the unit’s morale and proficiency that is used for Morale Checks and Combat modifiers. The Morale Factor on the reduced side of unit is printed in red text in a white circle for visual identification of a reduced unit.

J) “Division” Number This is used for activation in the Poltava game only.

K) Leadership Value Numerical rating for a Leader’s capability.

2.2.3 Game Scale A combat unit represents a brigade/regiment (1,000 to 1,500 men for infantry, 500 to 750 men and horses for cavalry), batteries of 10-12 guns (as well as 100 or so garrison troops for the Russian Redoubts). Each turn represents an hour’s time, and a hex is 500 yards across.

2.3 Playing Aids

Provided with the game are Player Aid Charts sheets (one for each player) containing charts and tables needed for play. Also, each side has an Order of Battle Chart for each battle.

2.4 Game Abbreviations

AF	Attack Factor
AM	Activation Marker
CCV	Combat Check Value
CF	Combat Factor
DF	Defence Factor
DR	Roll of one 10-sided die (1d10)
DRM	Die roll modifier
LOC	Line of Communication
LV	Leadership Value
MA	Movement Allowance
MF	Morale Factor
MP	Movement Point
OoC	Out of Command
PAC	Player Aid Charts
TEC	Terrain Effects Chart
VP(s)	Victory Point(s)
ZOC	Zone of Control

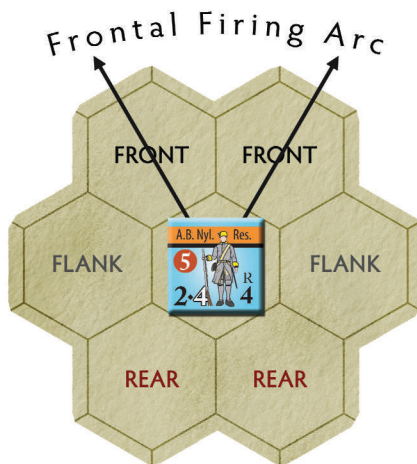
3.0 PREPARATION FOR PLAY

Punch out and separate the units by color and type if not already done. Players choose sides. Players then set up their units (Module 13.0). Place the game turn marker on the Turn 1 box of the Turn Record Track. Victory Point (VP) markers for both sides are placed in the 0 box space of their VP Record Track. Play then begins with the first turn (Module 5.0).

4.0 IMPORTANT CONCEPTS

4.1 Unit Facing

4.1.1 Units must be oriented such that the top of the unit faces a hex vertex to denote its front, flank and rear aspects as shown in the diagram below:



4.1.2 A unit may change its facing at any point during its activation, and does not pay any MP to do so. Facing has important considerations in regards to combat (Case 4.1.3).

4.1.3 Units may only attack enemy units in their frontal arc hexes.

4.1.4 Artillery units may only fire upon units in their frontal arc.

4.1.5 Redoubt units that are in a redoubt hex and units in Square have all 6 hexes surrounding them as frontal hexes.

4.2 **Stacking** More than one unit may occupy the same hex. This is known as stacking.

4.2.1 A unit may never enter an enemy occupied hex.

4.2.2 Cavalry and infantry units may not stack with one another.

4.2.3 Stacking limits are imposed at the end of movement, but not during movement (units can freely move through friendly units).

4.2.4 A player may stack as follows:

- Any two cavalry units. *Game Play Note* Cavalry units that wish to charge together against the same enemy hex must begin their activation stacked together.
- Any two infantry units, but both must be in the same Command.
- The Swedish artillery unit can stack with any other Swedish units for free.
- Leader units stack for free.
- See Case 13.1.5 for Redoubt hex special stacking in Poltava.

4.2.5 All units in a stack must have the same formation and facing.

4.2.6 If a hex is found to be in violation of the above stacking limits at the end of the turn, the owning player must eliminate a number of units to bring the stack into legal stacking limits.

4.2.7 Marker units do not count toward stacking.

4.3 Zones of Control

4.3.1 All combat units in normal formation have a zone of control (ZOC) that extends into their 2 frontal hexes (Section 4.1).

4.3.2 Russian Redoubt units in a redoubt and infantry units in Square have ZOCs into all 6 adjacent hexes.

4.3.3 Units may not move from one enemy ZOC directly into another enemy ZOC hex **or** from an enemy unit's ZOC into that same enemy unit's flank hex (see diagram in Section 4.1 for reference).

4.3.4 ZOCs do not extend into terrain hexes the unit cannot enter or across prohibited hex sides the unit cannot cross.

4.3.5 Friendly units do not negate enemy ZOCs into a hex for movement (Module 8.0) and retreat (Case 9.1.8) purposes.

4.4 Commands

Each side's forces are divided into three Commands for purposes of activation during a turn. Each scenario's OOB Chart shows which units are in a particular Command that is used for that battle.

4.5 Activation Markers (AMs)

Each of the player's Commands has its own AM.

4.5.1 Each scenario specifies which AMs a side has available for the game, the total of units associated with that AM, as well as any special restrictions for those AMs to be in play.

4.5.2 During the Initiative Phase, all the Command AMs, except the one selected by the

Initiative player to activate first (Case 6.1.4), are placed into an opaque container to be drawn during the turn.

4.5.3 When a Command's AM is drawn, the owning player can activate the Leader(s) and units of that Command.

4.5.4 A side may have a "High Command" AM available which allows certain units to activate as detailed in the Scenario specific rules.

4.6 Morale Checks

4.6.1 At different times during gameplay as indicated in the rules, a player will be required to make a Morale Check for a unit.

4.6.2 To perform a Morale Check, the player makes a DR.

4.6.3 Apply any and all DRMs that apply and are shown in the row for that type of Morale Check (see PAC).

4.6.3 If the modified result is equal to or less than the unit's MF, the unit passes the morale check. Consult the Passed column of that Morale Check's type row for the effect.

4.6.5 If the result is higher than the unit's MF, it fails; consult the Failed column of that Morale Check's type row for the effect.

4.7 Unit States

Combat units are always in one of the three following states during the course of the game.

4.7.1 **Normal** Units function normally with their printed movement, combat and proficiency ratings.

4.7.2 Disrupted



a) A unit in this state suffers a 1 MP reduction to its MA for the turn.

b) It has an adverse DRM for combat, and has its Morale Factor reduced by 1 (for comparison) in combat.

c) A disrupted unit has a +1 DRM when making a Morale Check (Section 4.6).

4.7.3 Routed



a) Units in this state may not activate or attack.

b) They move only during the End Phase.

c) They have a Defence Factor and Morale Factor of 1 (for comparison) in combat.

d) If required to make a Morale Check, they suffer a +2 DRM.

e) When a Routed unit moves during the End Phase, it must use all of its MA to move towards, and if possible exit off the friendly board edge exit area (designated in each Scenario's Setup Instructions and printed on the map with a color-coded hexside bar – blue for Swedish and yellow for Russian).

f) If a Routed unit enters a hex with friendly units, those units must make a Morale Check (Section 4.6) using the "Routed Unit Enters Hex" row of the Morale Check Table of the PAC.

5.0 TURN SEQUENCE OF PLAY

Each turn is played in following sequence:

Initiative Determination Phase (Module 6.0)

Activation Phase (Module 7.0)

Command Activation Segment (Section 7.1)

Out-of-Command Unit Segment (Section 7.3)

End Phase (Module 11.0)

Replacement Segment (Section 11.1)

Recovery Segment (Section 11.2)

Victory Determination Segment (Section 11.3)

6.0 INITIATIVE

DETERMINATION PHASE

6.1 General Rules

6.1.1 The Swedish player has the initiative on turn 1 for both scenarios

6.1.2 Starting on turn 2 and onwards both players will roll a die to determine initiative for the turn.

6.1.3 The player with the highest DR result wins the initiative for the turn.

6.1.4 The player that won the initiative selects one of his Commands that will activate first for the turn. The chosen Command's AM is not put into the draw container for this turn.

Example *If the Swedish Player has won the Initiative, and he chooses the Center Command to activate first, then that Command's AM marker would not be put into the draw container for the turn and it would activate first,*

6.1.5 After the first Command to activate has been selected, all other in play AMs for both sides are placed into the draw container for random selection.

7.0 ACTIVATION PHASE

During the Activation Phase, players activate one Command at a time or a special High Command Activation until all AMs have been drawn and activated. At that point each player gets an opportunity to perform actions with his units that are OoC.

7.1 Command Activation Segment

7.1.1 The first Command to activate in a turn is always the one chosen by the Initiative player (Case 6.1.4).

7.1.2 When a player has concluded all actions he wishes to perform with the activated Command's active units, one player draws a new AM from the draw container, which becomes the new Command to activate.

7.1.3 Only units of a Command that are "in-command" (Section 7.2) and the Command's Leader(s) may activate during a Command's activation.

7.1.4 A particular "in-command" unit may activate up to twice a turn should the AMs drawn allow a player to do so (Case 4.5.3).

7.1.5 Tsar Peter I and King Charles XII can activate with any of their side's Command's activation, but only once per turn. After either of these leaders has activated with a Command, flip them over to indicate they have activated already.

7.1.6 **Line of Communication (LOC)** A unit that has an LOC to one of its active Leaders is "in-command," which allows it to move and fight at full capabilities.

a) The LOC check for a Command's units is performed as the first activity of the Command's activation.

b) A unit must trace an LOC to one of its activated Leaders to be "in-command" and thus activate.

c) A Swedish unit must trace an LOC to its Command's Leader, King Charles XII, or Field Marshal Rehnskiöld (Poltava only).

d) A Russian unit must trace an LOC to its Command's Leader or to Tsar Peter I (if in play). Any Russian Cavalry unit can be put "in-command" if it can trace an LOC to General Helnske.

e) An LOC is traced through a series of connected hexes, no more than 4 hexes in length, from its eligible Leader (not inclusive) to the unit (inclusive).

f) An LOC may not be traced through an enemy ZOC unless it is friendly occupied.

g) An LOC may trace into a swamp hex but may go no further.



h) A unit that cannot trace an LOC when its determination is performed is considered OoC and an OoC marker is placed on the unit.

i) **Effects of Being OoC** Units that are OoC halve their MA (round fractions up) and may not attack. An OoC unit defends normally.

j) OoC units are moved one at a time after all Commands have been activated during the Out of Command Segment (Section 7.3).

Gameplay Note *A particular unit may be OoC when its Command is activated, but later in the turn when its side's High Command AM is drawn be in Command; if so, then the Marker is removed at that time.*

7.1 Command's Sequence Determination and Activation

After the activated Command's units LOCs have been determined, the owning player must decide and announce to his opponent the order in which the Command's units will move and attack.

7.2.1 The in-command units of the Command that the player wishes to activate will perform their actions in one of the two following methods as declared:

a) **Move/Combat:** All activated units must move (Module 8.0) first before any attacks

(Module 9.0) against enemy units are resolved for the Command. There are no modifications to the rules governing movement and combat.

Game Play Note *This sequence order of activation is the only method that Cavalry units can use to perform a Charge (Section 8.2).*

b) **Combat/Move:** The player has his activated units of the Command first perform all their attacks (Module 9.0) against enemy units and then moves (Module 8.0) any of them that are still able to. When performing attacks with this sequence, each attack performed by this Command receives a +1 DRM to the combat.

7.2.2 Next, the player performs the Command's activation as announced.

7.2.3 Once a Command has completed all its actions, flip the Leaders that were activated over to their Committed side.

7.3 Out-of-Command Unit Activation Segment

7.3.1 Once all AMs have been drawn (ending the Command Activation Segment), players will then take alternating activations, non-initiative player first, and move their OoC units one at a time.

7.3.2 Once a player has finished moving an OoC unit, remove the OoC marker from that unit.

7.3.3 If one player has moved all his OoC units that he wishes to or had and his opponent still has OoC units to move, the opponent then will move the remainder of his OoC units that he wishes to and then the Activation Phase is concluded. Play proceeds to the End Phase of the turn.

7.3.4 If there are no more OoC units to move or both players no longer wish to move any of their OoC units, the Activation Phase for the turn is complete and play moves on to the turn's End Phase.

8.0 MOVEMENT

8.1 General Rules

8.1.1 A unit may only move up to a maximum of its MA value of MPs during its activation (**Game Play Note** *A unit's MA is halved if the unit is OoC, Case 7.1.6i*).

8.1.2 Each hex on the map has an MP cost to enter (see TEC on the PAC). Certain hexsides (Stream and Breastworks) incur an additional cost to cross and enter the next hex (see TEC on the PAC) on the other side of the hexside terrain that must be paid.

8.1.3 Each unit is moved individually (**Exception** Case 8.2.6), hex to adjacent hex, by paying the appropriate MP cost for the hex sides crossed and/or the hex entered.

8.1.4 A unit must have sufficient MPs remaining available from its remaining MA before entering a hex. If it doesn't have enough, it may not enter that hex.

8.1.5 A unit may always move a minimum of one hex if it expends all of its MPs to do so and the hex is not prohibited to that type of unit.

8.1.6 The player must perform all cavalry charge moves first (Section 8.2) of the active Command before performing any regular movement of that Command.

8.1.7 Once a player's hand is off a unit/stack, the movement for that unit/stack is completed.

8.1.8 Roads on the map have no effect on movement.

8.1.9 Forced March

a) Any unit that does not enter or exit an enemy ZOC or come within 3 hexes of an enemy artillery unit during its movement may move up to double its MA.

b) Force March is not permitted during turns in the Narva Battle when the Snow Storm is in effect (Case 13.2.5).

8.2 Cavalry Charge

8.2.1 Cavalry can only charge if the Command's sequence of activation is Move/Combat (Case 7.2.1a).

8.2.2 Only an in-command (Case 7.1.6) cavalry unit can charge a target hex with enemy units (Out-of-Command cavalry units may not charge during the Out-of-Command Movement Segment).

8.2.3 Cavalry may not charge enemy units that they begin adjacent to.



8.2.4 A charging cavalry unit must expend +2 MPs to perform a charge attack against the defending enemy-occupied hex when it moves adjacent to it.

Mark the unit with a Charge marker with the arrow pointing at the target hex to indicate the Charge DRM bonus during combat resolution is applicable (Exception Case 8.2.9).

8.2.5 Only one cavalry unit may perform a charge attack against a target hex (Exception Case 8.2.6).

8.2.6 Two cavalry units that wish to charge together against the same enemy occupied hex must begin their activation stacked together. They will move together when moving.

8.2.7 Infantry or other cavalry units may not combine in an attack with charging cavalry.

8.2.8 If Dragoon cavalry is involved in a Charge attack, the following combat will have a +1 DRM charge bonus. Otherwise there is a +2 DRM to the Charge attack.

8.2.9 If the target hex contains infantry and they are not already in Square Formation, the defending player can make an attempt to form Square (Section 8.3).

8.2.10 If a hex targeted for a charge is vacated (disrupted unit(s) routing due to their failing to form Square) before the charging unit's attack is resolved, the Charge marker is not placed and the unit's attack is not carried out. The charging unit cannot attack/charge another unit and it does not become disrupted after the charge but may advance into the vacated hex.

8.2.11 Following the resolution of a charge attack, the charging cavalry unit(s) are marked Disrupted, regardless of any other combat result.

8.3 Infantry Square

8.3.1 Only infantry units in Normal or Disrupted status may form a square.

8.3.2 By expending 1 MP during their movement, a unit can enter or leave Square formation (place/remove Square Marker on unit).

8.3.3 During the opponent's turn, if charged by a Cavalry unit, the infantry in the defending hex of the charge may attempt to form into Square as soon as the charge is declared against them.

a) Procedure The defending player selects one of the units in the target hex and makes a Morale Check (Section 4.6) using the row on the Morale Check Table on the PAC.

b) Apply all DRMs to the roll that apply as shown in the DRM section of that row.

c) If this unit passes its Morale Check, all infantry units in the hex form a Square.

Infantry units in Square have the following effects:

- Charges are ineffective against them (remove any Charge markers if a Square is formed).
- +2 DRM if Volley fire (Section 14.1) performed against them.
- A +3 DRM if artillery attacks
- Units do not have a flank or rear aspect (all hexes are to their front).
- Units may not attack.

8.4 Counter Charge.

Cavalry units that are *targeted* for an enemy's charge can attempt to Counter-Charge.

8.4.1 One unit in the hex (player's choice if there is a stack) is selected by the defending player and a Morale Check (Section 4.6) is made. Use the Counter Charge row on the Morale Check Table to resolve this check. Apply the Pass or Fail result from that row immediately.

9.0 COMBAT

9.1 General Rules

Design Note There are not separate Fire and Close Assault combats in this game. Attacks are assumed to have both components as part of an attack combined together, except for artillery units, which fire only when attacking.

9.1.1 Combat is voluntarily initiated by the active player.

9.1.2 All attacks of the activated Command must be designated before any combats are resolved.

9.1.3 An attack is designated by indicating which active units are attacking into one of their frontal hexes against defending units.

9.1.4 Cavalry units that are marked with Charge markers must attack the hex the marker is pointing at.

9.1.5 Combat Procedure

a) First each player selects one of their participating units as the Lead unit. This unit's

MV is used for the PR comparison for the combat modifier (**Exception** Case 13.1.5b).

b) Next, each player modifies each participating unit's CF by all CF modifiers that apply from the CF Modifier Section of the Combat Table (see PAC).

c) Then each player tallies the CFs of all his participating units in the combat.

d) Following the tally, each player makes a DR and adds the result to his CF tally.

e) Lastly apply all the DRMs that apply that are listed in the DRM Section of the Combat Table (see PAC) to get a final combat total (there will be a defender's combat total and an attacker's combat total).

9.1.6 Combat Results The player with the lower combat total is the loser of the battle.

a) To determine the combat's result to each of the loser's participating units, subtract his combat total from the winner's combat total to get a Combat Check Value (CCV).

b) Compare the CCV to the MV of each participating unit of the loser and consult the right column of the Combat Results section of the Combat Table on the PAC to find the row the result should be read on. Apply the result (shown to the right of the comparison range appropriate) to the unit.

9.1.7 Charging cavalry are always marked Disrupted at the end of the combat regardless of any other result (if already Disrupted, no further effect).

9.1.8 Retreats Units that must retreat must abide by the following:

a) Each hex of retreat must be further away from all enemy units.

b) The unit may not retreat into an enemy occupied or ZOC hex (even if friendly occupied).

c) Units must also retreat move as much as possible closer to their friendly board edge exit bar (Case 4.7.3a).

d) A unit may not end its retreat in violation of stacking limits but instead retreats an additional one or more hexes to avoid over-stacking.

e) Units retreated off the map or which cannot retreat are eliminated.

f) Leader units may retreat with any friendly unit following a combat.

9.1.9 Advance after Combat Whenever a defender's hex becomes empty due to combat:

- Charging cavalry units must advance into the hex.
- Otherwise, attacking units up to the limits of stacking may advance into the hex (attacking player's choice).

9.2 Leader Loss

9.2.1 If a Leader is present in a hex that has suffered any adverse effect due to combat, a Leader Loss Check is performed for him.

9.2.2 Procedure Make a DR, modify the roll by the DRMs listed below the Leader Loss Table (see PAC) and apply the result shown immediately.

9.2.3 Units stacked with a Leader who is eliminated must immediately perform a Morale Check (Section 4.6) and the eliminated Leader's DRM is reversed (add instead of subtract) for this Morale Check.

10.0 ARTILLERY UNITS

Both sides have artillery type units (cannon on their counter) that can fire at enemy units that are within range.

10.1 Line of Sight (LOS) Artillery must have an LOS to a target to be able to attack it.

10.1.1 When activated, artillery units can bombard enemy units up to 3 hexes away (inclusive of the target hex, excluding the hex the artillery is in)

10.1.2 Artillery units may fire into but not through Woods or Village hexes.

10.1.3 Artillery may also fire into but not through a hex occupied by infantry, cavalry, or artillery units (artillery can fire through a hex occupied solely by a Leader).

10.1.4 Breastworks and LOS

a) Artillery that is firing from the exterior area across a Breastworks' hexside may only target the interior hex of that particular Breastworks' hexside crossed.

b) Artillery located in the adjacent interior hex of a Breastworks' hexside ignore the Breastworks hexside for tracing LOS purposes against targets located in an exterior area hex.

10.1.5 If the LOS passes through any part of a blocking terrain hex (including along a hexside of the hex) it is blocked.

10.2 Bombardment Procedure

10.2.1 To resolve a bombardment attack, the owning player designates a friendly artillery unit and its valid target hex first.

10.2.2 He then makes a DR for each enemy unit in that hex.

10.2.3 Modify each roll by all DRMs that apply as listed on the Artillery Fire Table on the PAC.

10.2.4 Consult the Results section of the Artillery Fire Table for each roll to determine the effect on the unit.

11.0 END PHASE

Players perform the following 3 segments simultaneously in the following order:

11.1 Replacement Segment

Both sides have limited capabilities to rebuild reduced units.

11.1.1 Swedish Replacements Reduced Swedish units can be returned to full strength if the following are adhered to:

- The unit is within command range of King Charles XII or Field Marshal Rehnskiöld.
- The unit does not engage in combat or form Square.
- The unit does not move.

If the above conditions are met the unit is flipped to its full-strength side during the End Phase of the turn.

11.1.2 Russian Replacements Reduced Russian units can be restored to full strength during the End Phase of the turn if the following conditions are met:

- The unit is within Command Range of Tsar Peter I. If the unit is cavalry it can also/instead be within Command Range of General Helnske (Poltava). **Note:** Russian replacements are not possible in the Narva game until/if Tsar Peter I enters the game.
- The unit does not engage in combat or form Square.
- The unit does not move.
- The unit passes a Morale Check (Section 4.6).

11.2 Recovery Segment

Units that are Disrupted or Routed attempt to recover to the next better status during this segment by rallying.

11.2.1 Players make rally attempt Morale Checks for their all their Disrupted units first and then for their Routed units.

11.2.2 To perform a Rally Check for a unit, make a DR and then modify it by any applicable DRMs shown on the Rally row of the Morale Check Table on the PAC.

11.2.3 Apply the Pass/Fail result immediately to the unit.

11.3 Victory Determination Segment

11.3.1 If during this segment one player has no non-Leader units left on the board, his opponent automatically wins a Major Victory.

11.3.2 Otherwise, if this is not the last turn of the game, one player advances the Turn marker. If this is the Narva Scenario, the Swedish player makes the Snow Storm DR (Case 13.2.5) and applies any result. Then the players start the next turn.

11.3.3 If this is the last turn of the game, players determine Victory as detailed in Module 12.0 and the Scenario's VP awards.

12.0 VICTORY POINTS

The player with the highest total of VPs at game's end is the winner of the game.

12.1 General Rules

12.1.1 Players will accumulate VPs as they are playing the game.

12.1.2 The number of VPs that will be awarded for a particular reason are detailed on the specific Victory Point Chart on the back page of the rules.

12.1.3 The addition of VPs and the VP marker adjustments to reflect the player's new total is done immediately after the event has occurred during game play unless noted otherwise.

12.2 Levels of Victory

12.2.1 To determine the level of victory, the winning player subtracts his opponent's total from his total and then consults the Victory Level Chart on the back page of the rules.

13.0 SCENARIOS

13.1 Battle of Poltava

13.1.1 Russian player sets up his units first as indicated on his Order of Battle (OOB) Chart. **Friendly Board Edge** for routing units is the western board edge from B36 to E37.

13.1.2 Swedish player sets up his units second as indicated on his OOB Chart. **Friendly Board Edge** for routing units is the eastern board edge from P5 to AA11. The Swedish player automatically has the initiative on turn 1.

13.1.3 Activation Markers

a) **Russian AMs** Three of the Russian AMs are used for this Battle.

Design Note The term "Division" below is not what we think of as Divisions these days or as in Napoleonic. It is instead referring to the group of regiments that were divided and grouped to fight together at the battle (thus a "Division" of that Command)

- **Left.** Its cavalry units may activate.
- **Right Flank.** 1 to 3 "Divisions" of the Command's cavalry may activate. The Russian player performs the actions described in the Division's Activation bullet below.
- **Center** 1 to 3 "Divisions" of the Command's infantry may activate, as well as all Redoubt units. The Russian player performs the actions described in the Division's Activation bullet below
- **Division's Activation:** The Russian player makes a DR and consults the "Divisions" Activation Table on the PAC. Apply any applicable DRM to the roll. The number to the right of the modified result is the number of "Divisions" (as shown on the OOB Chart) that may activate.

b) **Swedish AM Types.** Four of the Swedish AMs used for this battle:

- **Right Flank.** Its cavalry units may activate,
- **Left.** Its cavalry units may activate.
- **Center.** All in-command infantry and artillery units may activate for the turn.
- **High Command.** This AM is only put into play on turns the Swedish player has won the initiative. Any currently in-command (Case 7.1.6) units (any type), equal to a DR and one Leader (player's choice), may activate. These units may have already activated earlier in the turn, or could activate again if their formation's AM is drawn later in the turn. In essence, these units are able to perform two activations in the turn.

13.1.4 Victory Points See VP Table on the last page of the rules.

Special Scenario Rules

13.1.5 Russian Redoubts and Units

a) The Russian player can stack one other Russian unit, in addition to the Redoubt units in the hex.

Game Play Note This permits the Russian to have 3 units stacked in a Redoubt hex that starts with two Redoubt units.

b) In all combats the Redoubt unit must be the Lead unit for attack or defence.

c) Redoubt units cannot move.

d) They ignore any retreat as a result of becoming disrupted and are eliminated if they rout.

e) Redoubt units cannot regain a lost step.

f) Once a Redoubt hex is occupied by a Swedish unit the hexsides are treated as Clear terrain for the rest of the game.

13.1.6 Field Marshal Rehnskiöld

a) Field Marshal Rehnskiöld's counter shows the Narva Scenario Command affiliations on his counter. In this scenario ignore those (consider his Command Bar to be white) because he is the overall commander at start as indicated in the OOB Chart.

b) If General Rehnskiöld is killed, remove the counter from the game.

c) The Charles XII counter is then placed either in Pavlenka (P07) or with the Vitvatersland Infantry unit (if that unit is eliminated then any Swedish unit will do).

13.1.7 Tsar Peter I Tsar Peter I can give his AM DR bonus to only 1 formation per turn (Center or Right Flank Command).

13.2 Battle of Narva

13.2.1 Russian sets up first as detailed on his OOB Chart.

13.2.2 Swedish sets up second as detailed on his OOB Chart.

13.2.3 Activation Markers

a) **Russian AM Types.** Four of the Russian Command AMs are used in this scenario:

- **Right Flank.** Its cavalry, infantry, and artillery may activate.
- **Left.** Its cavalry, infantry, and artillery may activate.
- **Center.** Its infantry and artillery may activate.
- **High Command.** This AM is only put into play on turns in which the Russian player has won the initiative and the effects of the Snow Storm are no longer in play (Case 13.2.5). Any currently in-command (Case 7.1.6) units (any type), equal to a DR and one Leader, may activate. These units may have already activated earlier in the turn, or could activate again if their Command's AM is drawn later in the turn. In essence, these units are able to perform two activations in the turn.

b) **Swedish AM Types:** Four of the Swedish Command AMs are of the following types:

- **Left** Its cavalry and infantry may activate.
- **Right Flank.** Its cavalry and infantry units may activate.

- **High Command.** This AM is only put into play to be drawn on turns the Swedish player has won the initiative. Any currently in-command (Case 7.1.6) units (any type), equal to a DR and one Leader, may activate. These units may have already activated earlier in the turn, or could activate again if their Command's AM is drawn later in the turn. In essence, these units are able to perform two activations in the turn.

- **Center** A number of Center units (cavalry or artillery) equal to a DR divided by 2 (round down) may activate. A DR of 10 means that only Center units within 2 hexes of King Charles XII may activate.

Special Rules

13.2.5 Snow Storm Shock At the beginning of the game the Snow Storm marker is placed in the Level 2 space on the track printed on the map.

a) During the Recovery Segment of the End Phase of each turn the Swedish player makes a DR and consults the Snow Storm Table. Apply the Result immediately.

b) Once the Snow Storm has reached Level 0, discontinue rolling for this for the remainder of the game.

c) Snow Storm Effects:

Level 2 Swedish units have +1 to their MV when comparing MVs for combat. Swedish units also have a +1 to their AF

Level 1 Swedish units have a +1 to their AF

Level 0 Snow Storm has ended. No further Swedish benefits.

13.2.6 Narva Garrison

a) Any Russian unit that is compelled to enter a hex adjacent to the town of Narva must perform an immediate Morale Check. The player makes a DR and consults the "Enters hex adjacent to Narva" row on the Morale Check Table (see PAC), modifies the DR result by any applicable DRMs, and then immediately applies the result.

b) If a Russian unit is forced to enter into Narva it is eliminated.

13.2.7 Bridge over the Narva River

a) Anytime a Russian unit retreats or moves over the Bridge in hex Y-13, perform a DR and consult the Bridge Table on the PAC. Apply the result immediately.

b) The effects of a Bridge collapse are as follows:

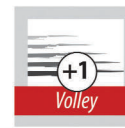
- All Russian units on the map still on the Narva side of the river must make a Morale Check (Section 4.6) consulting the Bridge Collapse row on the Morale Check Table on the PAC. Apply any DRMs listed in that row to determine the result. Apply the result immediately.
- Tsar Peter I may not enter play if not already in the game.

14.0 OPTIONAL RULES

These optional rules introduce historical concepts that are not crucial to the play of the game, but do

increase the simulation value of *A Thunder Upon the Land*. They can also be used to handicap play between two players of unequal ability.

14.1 Volley Fire (slightly Pro-Russian)



14.1.1 Infantry units may perform volley fire by expending 2 additional MPs and having a Volley Fire marker placed on the unit.

14.1.2 Each combat that has at least one unit with a Volley Fire marker has a +1 DRM during the combat (attacking or defending).

14.1.3 Remove the marker once the combat has been resolved.

14.2 Swedish Desperation (pro-Swedish)



14.2.1 On turns in which the Swedish player has the initiative and has fewer total VPs than the Russian, a number of attacks may be declared as "desperate."

14.2.2 To determine how many desperation attacks can be made during the turn, make a DR and consult the Desperation Attack Table on the back page of the rules with the number in the right column being the number of these attacks that may be performed.

14.2.3 A +1 DRM applies if Charles XII is in play that turn.

14.2.4 There is a track on each map to designate how many of these attacks are available for the turn.

a) Place the Desperation Attack marker in the numbered box of the track for the number available that has been determined.

b) Each time the Swedish player performs a desperation attack, move the marker down one on the track. If the marker is in the 0 box, the Swedish player may no longer make desperation attacks this turn.

14.2.5 Each attack that is designated a Desperation Attack has one of its unit's CF doubled. The unit who is designated will automatically be Disrupted after the combat is resolved in addition to any other result from the combat.

14.3 Swedish Command Problems (Poltava only, pro-Russian)

Generals Rehnskiöld and Lewenhaupt did not get along with one another and it showed to disastrous effect during the battle of Poltava. Due to Charles XII's injury he was not able to intervene between the two and assert full control.

14.3.1 While General Rehnskiöld is in play he can only stack and command Swedish cavalry units.

14.3.2 General Lewenhaupt can only stack and command Swedish infantry units.

14.3.3 The above restrictions are lifted when/if Charles XII is in play per Case 13.1.6.

14.4 Charles XII (Poltava only, slightly pro-Swedish) Charles XII may normally only enter play if Field Marshall Rehnskiöld is killed.