

Sun King

A Module for Might and Reason
1689 to 1721

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A Quick Guide to the Wars of the late 17th and early 18th Centuries

The period between 1689 and 1721 was punctuated with several separate but inter-related conflicts that significantly changed the face of Europe. In broad terms these wars can be classified as the Wars of Louis XIV, The Great Northern War and the various Turkish Wars.

Best known amongst English speaking readers would be the wars of Louis XIV which - in the popular view - saw the British under the great Duke of Marlborough triumph over the armies of absolutist France. The reality was far more complex and interesting.

There were two major wars between the Bourbons led by Louis and his opponents. The first has been variously called the War of the League of Augsburg or the Nine Years War, and lasted from 1689 to 1697. In this struggle the French armies led by such luminaries as Marshals Luxembourg and Catinat won glorious and bloody victories over the coalition forces at Walcourt, Fleurus, Steinkirk, Staffarda and Landen. The only significant battle that William of Orange, effective head of the anti Bourbon coalition, won was that of the Boyne. Strategically the war ground to a stalemate and peace was made in 1697.

The second major conflict between Louis and his foes, the War of the Spanish Succession, lasted from 1702 and 1713. This time the anti-Bourbon forces had the majority of the honours. The celebrated battles of Blenheim, Turin, Ramillies, Oudenarde and Malplaquet saw Anglo-allied armies victorious against Louis' forces. However, the French also won some very important actions including Speyerbach, Hochstadt, and Almanza. Whilst the war certainly put limits on the power of Louis, the original object of the war, namely the succession to the throne of Spain, went to the Bourbons.

Probably of more significance than either the War of the Spanish Succession or the Nine Years were the various wars against the Ottoman Empire in central and south-eastern Europe. The defeat of Grand Vizier Kara Mustafa at the siege of Vienna in 1683 initiated an unprecedented and sustained Habsburg counter offensive that, with stops and starts, lasted until 1717 and saw the expulsion of the Turks from Hungary and parts

of the Balkans. In the process the Turks suffered a series of devastating defeats at the hands of Imperial armies led by great captains such as Louis of Baden and Prince Eugene of Savoy. These wars signified the end of the Ottoman threat to central Europe, and whilst it would be inaccurate to describe the Ottoman Empire as the sick man of Europe, it was no longer the serious menace that it had been since the 16th century.

At the other end of the continent another war brought about the decline of one empire and the rise of another. From the time of Gustavus Adolphus Sweden had been the dominant power in the Baltic and controlled most of its coastline. This hegemony was secured by the highly professional Swedish Army which had been the terror of Europe through much of the 17th century. In 1700 Denmark, Saxony and what was then considered primitive Muscovite Russia decided to attack Sweden. To much of Europe's delight, Sweden's young soldier king Charles XII inflicted a series of humiliating defeats on his opponents, often at outrageous odds. So successful were the Swedes that by 1707 only Russia remained in the fight against Charles and for a time it was feared that the young monarch would intervene in the War of the Spanish Succession. Instead he chose to invade Russia.

As it turned out this was a catastrophic mistake, because Russia wasn't just big, it was led by a dynamic giant known to history as Peter the Great. Peter had embarked on a radical modernisation of Russia and he had rebuilt the army along western lines. Although the new Russian army's first action at Narva was a debacle, Peter gradually improved its effectiveness in the new tactics to the point where in 1709 they virtually annihilated the Swedish army at Poltava. In the years that followed, Sweden's Baltic Empire was dismantled and in 1721 the peace of Nystadt confirmed the end of the Swedish Empire and the rise of Russia.

Overall the wars of the late early 18th century offer the gamer a wide variety of colourful and scope to campaign from the Tagus to the Dneiper and from the Baltic to the Mediterranean.

Design Notes

The *Might and Reason* game system readily lends itself to recreating the grand tactics of the *Grand Siècle*. The command system and the tactical interaction between the various arms would work just as well for Ramillies as for Leuthen.

For the purposes of this module it was decided that the most important aspect of the unit characteristics was to reflect the relative capabilities of the various unit types within each era. Therefore at first glance it might seem that there is no difference between French infantry units of the Nine Years War (9YW) and the Spanish Succession (WSS.) In actual fact there were significant changes in minor tactics and equipment. However these changes were gradual and over an extended period for most armies, so in the interests of simplicity it has been decided not to represent this transition in detail.

That said, there has been an attempt to convey the flavour of the various tactical doctrines of the major protagonists. Therefore, British and Dutch infantry brigades are good at delivering massed firepower, whilst Swedes would gain the most benefit from a swift close assault.

Overall this is a broad brush approach to the period, and players are welcome to adapt it to their needs and interpretations. I hope that it is of some use.

Module Contents

The Major Powers

This section contains information on the major powers and/or coalitions that were active during the period covered by the module. The main exception is the Ottoman Empire which is already covered well in *Might and Reason's* Appendix One.

The armies shown cover the whole period from the Nine Years War to the War of the Spanish Succession, although in the case of the Maritime powers certain units are specific to the 9YW and are shaded grey to reflect this.

The standard *Might and Reason* abbreviations for unit types are used throughout the module.

The Minor Powers

This lists some of the larger or more significant minor states. It does not attempt to represent the myriad of minor German states that made up the Imperial and Maritime power's forces.

Officers

This is a list of officers who commanded what in game terms would be described as a force organised by state. This is far from an exhaustive list and players should be aware that the ratings are ultimately my subjective assessment, but they at least provide a starting point.

Apologies in advance for the paucity of information on the Ottomans, with only senior commanders listed.

Officers whose name is followed by an asterisk (*) are considered to be exceptional subordinates.

Officers whose name is followed by a **V** are considered to be valorous.

Each officer also has a **Skill** rating, to reflect his ability to command an army, and a personality rating (**Pers**) to indicate his aggressiveness.

In addition to this each officer has an indication of which wars he participated in, with **9YW** for the Nine Years War, **WSS** for the War of the Spanish Succession, **GNW** for the Great Northern War, and **Tur** indicating the Turkish Wars.

Again, this is a guideline and players should be aware that there was considerable overlap between the conflicts. For instance, most generals from The Empire would qualify for the Turkish Wars as well as the 9YW and/or WSS.

Acknowledgements

This module would not have been possible without the help of a dedicated group of Australian gamers who can be loosely described as the Malmsbury Volunteers. I would especially like to thank **Anthony Mathers** and **Michael Bornstein** for the many fruitful discussions on all aspects of the period. I am also grateful to the play testers who donated their time and energy to the development of both *Might and Reason* and *Sun King*, amongst whom are, John Almond, Greg Blake, Greg Hubbard and David Sinclair.

The Major Powers

France

Army Base points by Commander's Skill				
	Great	Good	Average	Poor
Base Points	150	180	210	250
Cavalry max	70	80	90	110

Creating Sub-Commanders					
	Personality				
	-2	-1	0	+1	+2
Infantry	1	2-3	4-5	6	
Cavalry	-	1	2-3	4-5	6
Exceptional Subordinate Roll					6+

French Units:	SP	Type	Notes	Min/Max	Points
Guard Regiments, Grenadiers	7	RI	no AT	3	10
Vieux and Foreign Regiments	6	RI	no AT	6	9
Other French Regiments	6	RI		(6)	8
New Regiments	5	RI		4	7
Militia	4	RI		3	6
Dismounted Dragoons	5	RI		3	7
Maison du Roy Horse	8	HC		2	11
Gendarmes & Carabiniers	7	HC		2	10
Chevauxleger	6	HC		8	9
Dragoons	4	LC		3	6
Hussars	4	IC	AT	1	5
Heavy Artillery				4	10

Special Rules:

The Army of Louis XIV, whilst superficially similar to the less successful army of his grandson, was a very potent force in its time. Its infantry and cavalry were aggressive and set the benchmark for others to emulate. In the high command, whilst there were some such as Burgundy and Villeroy who owed their positions to royal favor, there were many others such as Luxembourg, Villars, Vendome, Berwick and Catinat who clearly possessed ability. Overall it was a powerful force that despite several well publicized setbacks was able to fight the combined might of Europe to a standstill.

Minor Allied Contingents 9YW:

Piedmont

Minor Allied Contingents WSS:

Bavaria, Spain, Piedmont

1. French tactical doctrine in this period emphasized the "*a prest*" attack with cold steel. To reflect this, the better French and Foreign regiments do not need to pass an attack test to initiate a close combat.

The Major Powers

Spain

Army Base points by Commander's Skill				
		Good	Average	Poor
Base Points		170	210	240
Cavalry max		70	80	100

Creating Sub-Commanders						
	Personality					
	-2	-1	0	+1	+2	
Infantry	1	2-3	4-5	6		
Cavalry	-	1	2	3-4	5-6	
Exceptional Subordinate Roll						6+

Spanish Units:	SP	Type	Notes	Min/Max	Points
Guard Regiments, Grenadiers	6	RI	no AT	2	10
Foreign Regiments	6	RI		4	8
Spanish Regiments	5	RI		(6)	7
Miquelets	4	II		2	5
Militia	4	RI		3	6
Guard Horse	7	HC		1	10
Spanish Horse	5	HC		6	8
Dragoons	4	LC		3	6
Hussars	4	IC	AT	1	5
Heavy Artillery				2	10

Special Rules:

The Spanish Monarchy had been in sharp decline during the late 17th century and only began to revive with the new Bourbon dynasty's assumption of power in 1701. The army consisted of both Spanish and foreign elements, including Walloons, Italians, Swiss and Irish. By the end of the War of the Spanish succession the Bourbon army had become a formidable force and effectively guaranteed Phillip's hold on the throne without French assistance.

Major Allied contingents:

Maritime powers (9YW), The Empire (9YW), France (WSS)

Minor contingents:

Bavaria.

- Spanish Armies that are commanded by a "Good" commander are considered to be actually under the command of a French general (either Berwick or Vendomme) and may also have up to ½ the army's points drawn from non-guard units in the French list.

The Major Powers

The Maritime Powers – Low Countries, Germany and France

Army Base points by Commander's Skill				
	Great	Good	Average	Poor
Base Points	150	170	200	240
Cavalry max	70	80	90	100

Creating Sub-Commanders					
	Personality				
	-2	-1	0	+1	+2
Infantry	1	2-3	4-5	6	
Cavalry	-	1	2-3	4-5	6
Exceptional Subordinate Roll					6+

Allied Units:	SP	Type	Notes	Min/Max	Points
British Guard/Grenadiers	7	RI	no AT, 9YW	1	11
British Guard/Grenadiers	8	RI	no AT	1	12
British Foot	6	RI	9YW	4	8
British Foot	7	RI		4	10
Dutch Guard/Grenadiers	7	RI	no AT	2	11
Dutch Foot	6	RI		4	9
Huguenot Foot	6	RI	no AT, 9YW	2	9
Other Foot	6	RI		(4)	8
British and Dutch Guard Horse	8	HC		1	11
British Horse	6	HC	9YW	2	9
British Horse	7	HC		2	10
Dutch Horse	6	HC		3	9
Other Horse	6	HC		4	9
British Dragoons	5	LC	9YW	1	7
British Dragoons	5	HC		1	8
Dutch Dragoons	5	HC		1	8
Other Dragoons	5	LC		3	7
Artillery				4	10

Special Rules:

The close alliance of England and Holland was known by all as the Maritime Powers. This alliance was forged by William of Orange as a result of the Glorious Revolution of 1688 and despite his death in 1702 continued under the leadership of the Duke of Marlborough. Whilst the alliance could boast some fine troops drawn from England and the Netherlands, its greatest strength was the solid finances that allowed the Maritime Powers to hire the services of large numbers of German and other troops (listed as "Other") with which to confront the power of Louis XIV.

Major Allied Contingents:

The Empire, Spain (9YW)

Minor Allied Contingents:

Denmark, Piedmont, Portugal, Prussia

1. Dutch infantry for the 9YW and WSS, and British infantry for the WSS may roll two extra dice when firing musketry if they have 5 or more SPs. They may roll one extra die if they have 4SPs or less. Given the historical debate on the actual effectiveness of British and Dutch infantry in the WSS, players may chose ignore their fire bonus and reduce the points cost per unit by one.

The Major Powers

The Maritime Powers – Iberian Peninsula

Army Base points by Commander's Skill				
		Good	Average	Poor
Base Points		180	210	240
Cavalry max		80	90	100

Creating Sub-Commanders					
	Personality				
	-2	-1	0	+1	+2
Infantry	1	2-4	5	6	
Cavalry	-	1	2	3-4	5-6
Exceptional Subordinate Roll					6+

Allied Units:	SP	Type	Notes	Min/Max	Points
British Foot	7	RI		2	10
Dutch Foot	6	RI		2	9
German Foot	6	RI		5	8
Catalan Foot	5	RI		3	7
Portuguese Foot	4	RI		6	6
Catalan Miguelets	4	II		4	5
British Dragoons	6	HC		2	9
Dutch Dragoons	5	HC		2	8
Catalan Horse	5	HC		1	8
German Dragoons	5	LC		2	7
Portuguese Horse	4	LC		4	6
Artillery				2	12

Special Rules:

In an effort to decide the central issue of the War of the Spanish Succession the Maritime powers sent an expeditionary force to the Iberian Peninsula. The army was composed of disparate elements including the last known Huguenot battalions which served in British and Dutch Brigades, German mercenaries and sometimes large detachments of Empire troops, as well as a sizeable Portuguese contingent. This polyglot army, whilst it was able to win some victories, also suffered some notable defeats and ultimately failed to regain the crown of Spain for the house of Habsburg.

Minor Allied contingents WSS:

The Empire

1. Dutch and British infantry may roll two extra dice when firing musketry if they have 5 or more SPs. They may roll one extra die if they have 4SPs or less. Given the historical debate on the actual effectiveness of British and Dutch infantry in the WSS, players may chose ignore their fire bonus and reduce the points cost per unit by one.

The Major Powers

The Empire

Army Base points by Commander's Skill				
	Great	Good	Average	Poor
Base Points	150	180	210	250
Cavalry max	70	80	90	110

Creating Sub-Commanders					
	Personality				
	-2	-1	0	+1	+2
Infantry	1	2-3	4-5	6	
Cavalry	-	1	2-3	4-5	6
Exceptional Subordinate Roll					6+

Imperial Units:	SP	Type	Notes	Min/Max	Points
Grenadiers	7	RI	no AT	3	11
Austrian Foot	6	RI		6	8
Empire Foot	6	RI		(6)	8
Militia	4	RI		3	6
Grenzer	4	II	Only available versus Turks	2	3
Austrian Cuirassiers	7	HC		4	10
Austrian Dragoons	5	LC		2	7
Empire Horse	6	HC		4	9
Other Dragoons	4	LC		3	6
Hussars	5	IC	AT	3	6
Artillery				3	10

Special Rules:

In the wars of the late 17th and early 18th centuries, the Holy Roman Empire was a real force on the international scene. Through diplomacy and sometimes threats the Habsburg Emperors were able to marshal the resources of the Empire to a far greater degree than was possible later in the 18th century. A result of this was a much greater efficiency in the *Kreis* or Empire contingents, which actually formed a credible force during the wars against both Louis XIV and the Ottoman Empire.

Major Allied contingents:

Maritime Powers, Spain (9YW)

Minor Allied contingents:

Bavaria (9YW), Piedmont, Prussia, Denmark

The Major Powers

Sweden

Army Base points by Commander's Skill				
	Great	Good	Average	
Base Points	140	170	190	
Cavalry max	80	90	100	

Creating Sub-Commanders					
	Personality				
	-2	-1	0	+1	+2
Infantry	-	1	2-3	4-5	6
Cavalry	-	1	2	3-5	6
Exceptional Subordinate Roll					5+
Valorous Subordinate Roll					4+

Swedish Units:	SP	Type	Notes	Min/Max	Points
Guard/Grenadiers	8	RI	no AT	1	12
Veteran Foot 1700-1709	7	RI	no AT	5	11
Swedish Foot	6	RI	no AT	4	9
German Foot	6	RI		4	8
Swedish Militia	5	RI		5	7
Guard Cavalry till 1709	9	HC		1	12
Swedish Horse till 1709	8	HC	This includes Gd Dragoons	8	11
Swedish Horse 1710-1712	7	HC		4	10
Swedish Horse 1713 +	6	HC		6	9
Dragoons	6	HC		4	9
Valacks 1702+	3	IC		1	3
Cossacks 1707-1709	3	IC		4	3
Artillery				2	10

Special Rules:

The Swedish army of the GNW was a formidable combination of regular and militia that had been forged together to form a devastating battle field force that was able to sweep its enemies from many a battlefield. One of the great strengths of the Swedish army was the capable team of leaders it fielded, headed by the soldier king Charles XII. Unfortunately whilst Charles was a brilliant battlefield commander, he was less than mediocre as a strategist or diplomat and ultimately led his country to disaster at Poltava. The Swedish Army never recovered from that catastrophe and the rest of the war marked a steady decline in its quality. Yet Charles was willing to keep fighting to the last Swede, and very nearly did so by the time he was felled by a bullet fired from the Swedish lines whilst besieging a Norwegian fortress in 1718.

1. Swedish infantry were undoubtedly shock troops whose preferred tactic was the “*Ga Pa*”, or go-through, attack, which often shattered their opponents. Therefore “Swedish” infantry:

- Do not require an Attack test in order to close to contact,
- Are not restricted by the Point-Blank-Rule; they may move from any distance, directly to contact, whether they have fired musketry at the target or not.
- When shooting “Swedish” infantry always count as being at long range from their target.
- Infantry being attacked by “Swedish” infantry suffer a -2 to their close combat die roll.

2. An army commanded by Charles XII is not subject to rule M3.0 therefore sub commanders may be assigned to forces *after* their personalities are determined.

The Major Powers

Russia

Army Base points by Commander's Skill				
		Good	Average	Poor
Base Points		180	210	250
Cavalry max		70	70	80

Creating Sub-Commanders					
	Personality				
	-2	-1	0	+1	+2
Infantry	1	2-4	5	6	
Cavalry	1	2-3	4	5	6
Exceptional Subordinate Roll					6+

Russian Units:	SP	Type	Notes	Min/Max	Points
Guard 1695-1701	6	RI	no AT	2	11
Guard 1702-1721	7	RI	no AT	2	12
Old Regiments 1695-1707	6	RI		1	8
Grenadiers 1708+	6	RI	no AT	3	9
Russian Foot 1700-1701	4	RI		(4)	6
Russian Foot 1701-1707	5	RI		(4)	7
Russian Foot 1708-1707	6	RI		(4)	8
Streltsy	4	RI		6	6
Horse Grenadiers 1707+	6	HC		2	9
Dragoons 1700	4	HC		1	7
Dragoons 1701-1706	4	HC		6	7
Dragoons 1707+	5	HC		8	8
Noble Cavalry	4	IC		6	4
Hussars	4	IC	AT	1	4
Cossacks	3	IC	AT	4	3
Artillery				4	10

Special Rules:

This list represents the army created by Peter the Great and reflects the gradual improvements of the army in the course of the life or death struggle with Sweden. The army that eventually crushed the vaunted Swedes at Poltava in 1709 had come a long way from its ignominious defeat at Narva in 1700. By the end of the Great Northern War in 1721, Russia and its army had truly arrived as a force in European politics.

Minor Allied contingents GNW:

Saxony-Poland, Hanover, Denmark, Prussia

1. The Russian Guard regiments were in all respects an elite force that had originally been formed out of Peter the Great's childhood playmates. No expense was spared in their equipment and training, to the extent that each regiment had its own intrinsic artillery support. To reflect this greater firepower Russian Guard brigades in the GNW may roll two extra dice when firing musketry if they have 5 or more SPs. They may roll one extra die if they have 4SPs or less.

2. Russian Dragoons were adept at fighting either mounted or on foot. They may dismount during any turn in which they would be able to change formation as long as there are no enemy units within 3 BW. The mounted unit is then replaced by a regular infantry unit of the same SP level. Once Dragoons dismount they may not remount again during the battle.

3. An army commanded by Peter the Great is not subject to rule M3.0 therefore sub commanders may be assigned to forces *after* their personalities are determined.

The Major Powers

Saxony/Poland

Army Base points by Commander's Skill				
			Average	Poor
Base Points			210	250
Cavalry max			90	110

Creating Sub-Commanders					
	Personality				
	-2	-1	0	+1	+2
Infantry	1	2-3	4-5	6	
Cavalry	-	1	2-3	4-5	6
All Polish	1	2-4	5	6	
Exceptional Subordinate Roll					6+

Saxon Units:	SP	Type	Notes	Min/Max	Points
Guard & Grenadier	7	RI	no AT	1	9
Infantry Regiments	6	RI		(4)	8
New Regiments	5	RI		4	7
Saxon Cuirassiers	6	HC		6	9
Saxon Dragoons	5	HC		2	6
Polish Hussars/Pancerni	6	HC		4	9
Polish Dragoons	4	LC		1	6
Polish Light Horse	5	IC	AT	1	6
Polish Irregulars	3	IC	AT	3	3
Artillery				4	10

Special Rules:

Augustus the Strong may have been able to bend horseshoes with his bare hands and father over 300 children, but he seemed to be less potent when it came to waging war against Sweden. This was by no means due to the inferior nature of the Saxon Army which was generally a professional, well-trained force whose major run of misfortune was due partly to Augustus' incompetence and the rather bad luck of having to face Charles XII and his army of veterans.

Minor Allied Contingents GNW:

Russia, Poland, Denmark, Prussia, Hanover

1. Whilst Augustus II was also king of Poland, the support of the Polish Crown army was not to be taken for granted. If in any control segment any all Polish force rolls a modified 2 or less, all Polish units must move towards their army's table edge and keep moving until they have exited the table.
2. Polish units, other than Irregulars, must not be in the same force as non Polish units.

The Minor Powers

Creating Minor-Power Sub-Commanders					
	Personality				
	-2	-1	0	+1	+2
Infantry	1	2-3	4-5	6	
Cavalry		1-2	3-4	5-6	
Exceptional Subordinate Roll					6+

Bavaria

Special Rules:

The Blue Elector's army had a justly earned reputation for professionalism and gave a good account of themselves against all opponents, be they English, French, Imperials or Turks. They also favoured aggressive infantry tactics and to that end the better trained elements of the army do not need to pass an attack test in order to close with the enemy.

Major Allied contingents 9YW:

Empire, Maritime Powers, Spain

Allied contingents WSS:

France, Spain

1. Bavarian tactical doctrine in this period emphasized the attack with cold steel. To reflect this, the better Bavarian Infantry (not "New") regiments do not need to pass an attack test to initiate a close combat.

Bavarian Units:	SP	Type	Notes	Min/Max	Points
Infantry Regiments	6	RI	no AT	4	8
New Regiments	5	RI		4	7
Militia	4	RI		2	6
Cuirassiers	7	HC		4	10
Dragoons	4	LC		1	6
Artillery				2	12

Denmark and Norway

Special Rules:

Denmark and Norway were amongst the initial belligerents in the Great Northern War, but were forced out by a successful Swedish invasion in 1700. Consequently their main activity was providing auxiliaries to the Maritime Powers and the Empire until after the main Swedish Army was destroyed at Poltava in 1709 when they re entered the war against Sweden. By then the combined kingdom had acquired a strong contingent of veterans, but even so found fighting against the depleted Swedes hard going, suffering a number of defeats. However Charles XII was defeated and ultimately died in his attempt to conquer Norway.

Allied Contingents GNW:

Russia, Saxony-Poland, Prussia, Hanover

Danish Units:	SP	Type	Notes	Max	Points
Guard/Grenadiers	7	RI	no AT	1	10
Veteran Foot 1710-1721	7	RI		3	9
Regular Foot	6	RI		6	8
National Foot	5	RI		6	7
Norwegian Mountaineers	4	II	Only in Norway	2	5
Horse Regiments	6	HC		4	9
Dragoons	5	LC		2	7
Artillery				2	10

The Minor Powers

Hanover

Special Rules:

Units from Luneburg-Celle, better known as Hanover, were well represented in the anti Bourbon coalition and generally performed creditably.

Allied Contingents GNW:

Russia, Saxony-Poland, Denmark, Prussia

Hanover Units:	SP	Type	Notes	Min/Max	Points
Guard/Grenadiers	7	RI	no AT	1	10
Infantry Regiments	6	RI		4	8
Cuirassier Regiments	6	HC		2	9
Dragoons	5	LC		2	7
Artillery				1	10

Piedmont

Special Rules:

Victor-Amadeus II of Savoy had an uncanny ability to know which way the wind was blowing and had no compunction about changing sides if that was in the interests of his small state. Piedmont began the 9YW as an Imperial ally and finished as a French ally, and began the WSS as a French ally and ended up on the Habsburg side. Thus Piedmont appears as an Allied contingent to both sides in each war. Whilst the foreign policy of the house of Savoy may have been inconstant, the army was a well trained combination of regulars and militia that performed well in both conflicts.

Allied contingents 9YW:

Maritime Powers, The Empire, Spain, France.

Allied contingents WSS:

Maritime Powers, The Empire, France, Spain.

Piedmontese Units:	SP	Type	Notes	Min/Max	Points
Guard/Grenadiers	7	RI	no AT	1	9
Line & Foreign Regiments	6	RI		6	8
“Provincial” Regiments	5	RI		6	7
Cavalry	6	HC		2	9
Dragoons	5	LC		4	7
Artillery				2	12

Jacobites

Special Rules:

The armies of James II in Scotland are really too small for the scale of M&R, but the larger actions in Ireland can make an interesting game. Highlanders and Irish units must not be used in the same army.

Allied contingents in Ireland:

French

Jacobite Units:	SP	Type	Notes	Min/Max	Points
Kings Guards	7	RI	no AT	1	9
Irish Foot	4	RI		(6)	6
Highland Foot	8	II	no AT	6	8
Irish Horse	5	HC		3	9
Irish Dragoons	5	LC		4	7
Artillery				1	12

The Minor Powers

Portugal

Special Rules:

Portugal provided a substantial contribution to the anti Bourbon coalition and served as one of the major bases for the attempt to drive Philip V from the Spanish throne. However the performance of the Portuguese army proved to be lacklustre and its indiscipline and rampant looting did much to harm the Habsburg cause in Spain.

Allied Contingents:

The Maritime Powers, The Empire

Portuguese Units:	SP	Type	Notes	Min/Max	Points
Portuguese Foot	4	RI		6	6
Militia	3	RI		4	4
Portuguese Horse	4	LC		4	6
Artillery				1	12

Prussia

Special Rules:

The Prussian Army primarily served as an auxiliary force to the anti Bourbon coalition during this period. In the process its infantry gained a reputation for steadiness and a cadre of veterans that in time and with the guidance of Leopold of Anhalt-Dessau would evolve in to the highly disciplined army of Frederick. They took part in the later campaigns against Sweden with professionalism and success, gaining Stettin for the Kingdom of Prussia.

Allied Contingents GNW:

Russia, Saxony-Poland, Denmark, Hanover

Prussian Units:	SP	Type	Notes	Min/Max	Points
Guard/Grenadiers	7	RI	no AT	1	10
Veteran Foot 1710-1721	7	RI		4	9
Infantry Regiments	6	RI		8	8
Cuirassier Regiments	6	HC		3	9
Dragoons	5	LC		1	7
Artillery				2	10

Officers

Bavaria

Leader	Skill	Pers	Wars
Arco	Average	-1	9YW WSS
Colonie		-1	WSS
Maffei		-1	9YW WSS
Maximilian			
Emmanuel	Good	0	9YW WSS

Denmark

Leader	Skill	Pers	Wars
Bruin		-1	WSS
Cormailon		-1	WSS
Daa		-1	WSS
Dewitz		-1	WSS
Eichstedt		-1	WSS
Frederik IV	Average	0	WSS
Fuchs		-1	WSS
Gyldenlove F.	Average	-1	WSS
Harboe		-1	WSS
Holstein-Beck		0	WSS
Juel.K.		-1	WSS
Juel.M.G.		-1	WSS
Kragh		-1	WSS
Legaard		-1	9YW WSS
Mesting		-1	WSS
Munk		-1	WSS
Plessen		-1	WSS
Rantzeu V	Average	+1	WSS
Rodsten		-1	WSS
Schack		-1	WSS
Scholten	Average	0	WSS
Sprengel		-1	WSS
Tritzschler		-1	WSS
Wedell		-1	WSS
Wurttemberg-Neustadt	Average	-1	WSS
Wurttemberg-Neustadt. C.		-1	WSS

The Empire

Leader	Skill	Pers	Wars
Aubach	Poor	-1	WSS
Baden Louis * V	Average	+1	9YW WSS
Bayreuth	Poor	-1	WSS
Bibra		-1	WSS
Böner	Average	-1	WSS
Brandenburg	Average	0	9YW
Bussy-Rabutin	Average	0	WSS
Caprara	Average	-1	9YW
Caraffa V	Average	+1	9YW WSS
Castell	Average	-1	WSS
Charles of Lorraine * V	Good	+1	9YW
Croy	Poor	-2	9YW
Daun	Average	-1	WSS
Dunenvald * V	Average	+1	9YW

The Empire (Cont)

Leader	Skill	Pers	Wars
Durlach		-1	WSS
Erffa		-1	WSS
Prince Eugene * V	Great	+2	9YW WSS
Flemming	Poor	-1	9YW WSS
Fürstenburg	Average	0	9YW
George of Hanover	Average	-1	9YW WSS
Gronsfeld		-1	WSS
Grumbow		0	WSS
Guttenstein		-1	WSS
Heister	Average	0	WSS
Hernerville	Average	0	
Hesse-Cassel	Average	-1	9YW
Hesse-Darmstadt V	Good	+1	9YW WSS
Hohenzollern		-1	WSS
Isselbach		-1	WSS
Joseph	Average	-1	WSS
Kreichbaum		-1	WSS
Langallerie		0	WSS
Latour		0	
Leiningen		-1	WSS
Lottum V		0	WSS
Mercy	Average	-1	WSS
Nassau-Saarbruck V		+1	WSS
Palffy	Average	-1	9YW WSS
Pöckstein V		+1	WSS
Reventlau	Poor	-1	WSS
Ritschau	Average	0	WSS
Schlick	Average	0	WSS
Starhemberg V	Average	+1	9YW WSS
Styrum V	Average	+1	WSS
Sumjungen	Poor	-1	WSS
Thungen		-1	WSS
Truchess	Average	0	WSS
Vaubonne		-1	WSS
Vaudemont		-1	WSS
Veterani * V	Good	+1	9YW
Viscomti	Poor	-1	WSS
Wetzel	Average	-1	WSS
Wurtemberg	Average	0	9YW
Zante	Average	0	WSS

England

Leader	Skill	Pers	Wars
Argyll * V	Average	+1	WSS
Blood *		+1	WSS
Cadogan	Good	0	WSS
Churchill. C. * V		+1	WSS
Cutts * V	Average	+2	WSS
Erle		-1	WSS
Galway V	Good	+1	9YW WSS
Hamilton			
Frederick		-1	WSS
Ingolsby V		0	WSS
Lumley		0	WSS
Marlborough * V	Great	+2	9YW WSS
Murray		0	

England (Cont)

Leader	Skill	Pers	Wars
Orkney V		0	
Ormonde	Poor	-2	WSS
Peterborough V	Good	+2	WSS
Rivers		0	WSS
Sabine		-1	WSS
Stanhope	Good	-1	WSS
Talmach V	Average	+2	9YW
Webb *	Good	0	WSS
William III V	Average	0	9YW
Wills		0	WSS
Windham		0	
Withers	Average	0	WSS
Wood		-1	WSS

France

Leader	Skill	Pers	Wars
Chateau		-1	WSS
Chemerault		-1	WSS
Cheramboult		-1	WSS
Cherner		0	WSS
Cheyladay		-1	WSS
Choiseul	Poor	-1	9YW
Cilly		0	
Clerembault		-1	
Coigny		0	WSS
Conflans		-1	WSS
Corbelli		-1	WSS
Courteboume		-1	WSS
Crenant	Average	0	WSS
Crequi		-1	WSS
Crimay		-1	WSS
Croissy		-1	WSS
Dalberg		-1	WSS
Davare		-1	WSS
Dillon		+1	WSS
Dorington		-1	WSS
Dreux		-1	WSS
Druy		-1	WSS
Duras	Average	0	9YW
Estaing		-1	WSS
Feuillade	Poor	-1	WSS
Feuquieres	Average	-1	9YW
Fezeliere		-1	WSS
Forsac		-1	WSS
Gache		-1	WSS
Gaisson		-1	WSS
Galmoy		-1	WSS
Gassy		-1	WSS
Geoffreville		-1	WSS
Geraudan		-1	9YW
Goës Briand		-1	WSS
Gournay V	Average	0	9YW
Grammont		0	WSS
Grimaldi		0	WSS
Guerchois		-1	WSS
Guiche		-1	WSS
Guiscard		0	9YW
Harcourt	Average	0	9YW
Hautefort		-1	WSS
Hesi		-1	
Hoguette	Average	-1	9YW
Hornes		-1	WSS
Humières	Average	-1	9YW
Huxelles V	Average	0	9YW
Imecourt		-1	WSS
Joyeuse	Poor	-1	9YW
La Motte	Average	-1	9YW
Laincourt		-1	WSS
Lannion		-1	
Larre	Average	-1	9YW
Lauzun	Average	-1	9YW

France

Leader	Skill	Pers	Wars
Abri		-1	WSS
Albergotti *	Good	0	WSS
Alegre		-1	WSS
Antin		-1	WSS
Arennes		-1	WSS
Artagnan	Average	0	9YW
Arve		-1	WSS
Asfeld		-1	WSS
Auzeville		-1	WSS
Avaray		-1	WSS
Bachivilliers		-1	WSS
Barbesieres		-1	9YW
Bertillat		-1	WSS
Berwick * V	Good	+1	9YW
Bezons	Average	0	9YW
Birkenfeld		-1	WSS
Biron		0	WSS
Bissy		-1	WSS
Blainville V	Good	+1	WSS
Bordes		-1	WSS
Bosel		-1	WSS
Boufflers * V	Good	0	9YW
Bourg V	Average	+1	WSS
Bouzolles		-1	WSS
Bracamonté		-1	WSS
Brandelet		-1	WSS
Brogie	Average	-1	WSS
Bulkeley		0	WSS
Burgundy	Poor	-2	WSS
Cadrieu		-1	WSS
Capres		-1	WSS
Caraman V	Average	+1	WSS
Catinat * V	Good	0	9YW
Cavoye		-1	
Chalet		-1	WSS
Chamarande		-1	WSS
Chamillart		-1	WSS
Charost		-1	
Chartres		-1	
Chaseron	Average	-1	9YW
Chastre		-1	WSS

France (Cont)

Leader	Skill	Pers	Wars
Lee V		+1	WSS
Légal		-1	WSS
Levy		-1	WSS
Liancourt		0	WSS
Locmaria		-1	WSS
Lorge	Average	-1	9YW
Louvigny		0	WSS
Luxembourg I * V	Great	0	9YW
Luxembourg II V	Average	0	WSS
Magnac		-1	WSS
Mangelschot		-1	WSS
Marsin	Average	0	9YW
Matignon	Average	-1	9YW
Maulevrier		-1	WSS
Mauroy		-1	WSS
Medavi	Good	0	WSS
Mezieres		-1	WSS
Monasterol		0	WSS
Montal	Average	-1	9YW
Montclair	Average	+1	9YW
Montgon		-1	WSS
Montmorency		-1	WSS
Montrevel	Average	0	WSS
Mornay		-1	WSS
Munroux V		0	WSS
Murcey		-1	WSS
Nedavu		-1	WSS
Noailles	Average	-1	9YW
Nontgon		-1	WSS
Orleans	Average	0	WSS
Paratte		-1	WSS
Pons		-1	WSS
Pracontal		0	WSS
Praslin		-1	WSS
Puiguion		-1	WSS
Puysegur		0	WSS
Ravignau		-1	WSS
Revel		-1	WSS
Richeberg		-1	WSS
Risbourg		-1	WSS
Rohan		0	WSS
Roquelaure		-1	WSS
Rosel		-1	WSS
Roussy		-1	WSS
Rubanter	Average	-1	9YW
Sailly		-1	WSS
Saufrey		-1	WSS
Shrimpton		0	WSS
Souternon		-1	WSS
St Fremont		-1	WSS
St Hermine		-1	WSS
St Maurice		-1	WSS
St Ruth V	Average	0	9YW
Surville		-1	WSS
Tallard	Poor	-1	9YW
Talmont		-1	WSS

France (Cont)

Leader	Skill	Pers	Wars
Tessé *	Average	0	9YW
Thouy		-1	WSS
Treséliere		-1	WSS
Uzes	Average	0	WSS
Vaillac		-1	WSS
Valliere	Average	0	WSS
Vauban *	Good	0	9YW
Vaubecourt		-1	WSS
Vendôme V	Good	+2	9YW
Vercel		-1	WSS
Vieuxpont		-1	WSS
Villars * V	Great	+2	WSS
Villars II	Average	0	WSS
Villeroy	Poor	-2	9YW
Villeroy II		-1	WSS
Vins		-1	9YW
Vivans		-1	WSS
Zurlauben V	Average	+1	WSS

The Netherlands

Leader	Skill	Pers	Wars
Albermarle or			
Keppel *	Good	+1	WSS
Auvergne		0	9YW
Boillou		-1	WSS
Bülow		-1	WSS
Coehoom * V	Good	0	9YW
Dedem		-1	WSS
Dompre		-1	WSS
Dopff		0	WSS
Dorbach		-1	WSS
Fagel V		0	WSS
Ginckel	Average	+1	9YW
Goor		0	WSS
Heuckelon		-1	WSS
Noyelles V		0	WSS
Oostfrise		-1	WSS
Opdam	Average	-1	WSS
Orange	Average	-1	WSS
Overkirk V	Good	+1	9YW
Oxenstierna		-1	WSS
Oyen		-1	WSS
Pallandt		-1	WSS
Salisch		-1	WSS
Scheckendorf		-1	WSS
Scholts		-1	WSS
Schomberg	Average	-1	9YW
Schultz		-1	WSS
Seissan		-1	WSS
Slagenburg		-1	WSS
Sommerfeld		-1	WSS
Spaarr	Average	0	WSS
Spiegel		-1	WSS
Tilly V		-1	9YW
Waldeck	Poor	-1	9YW
Welderen		-1	WSS
Wertmuller		-1	WSS

Ottoman Empire

Leader	Skill	Pers	Wars
Baltaci Mehmet	Poor	-1	Tur
Bosnia Pasha V	Good	0	Tur
Chalil Pasha V	Poor	0	Tur
Damad Ali V	Average	0	Tur
Elmas Mohammed	Poor	-1	Tur
Hussein Pasha V	Average	0	Tur
Koja Giaffar Pasha V	Average	0	Tur
Kurd Pasha	Good	+1	Tur
Mustafa II V	Good	0	Tur
Mustafa Koprilu * V	Good	+1	Tur
Mustafa Pasha V	Poor	0	Tur
Redschid Pasha	Poor	-1	Tur
Sari Achmed Pasha	Average	+1	Tur

Poland

Leader	Skill	Pers	Wars
Casimir Sapieha	Poor	-1	9YW WSS
Lubomirski	Poor	-1	WSS
Oginski V	Average	0	WSS

Portugal

Leader	Skill	Pers	Wars
Alayda		-1	WSS
Aracuer	Poor	-1	WSS
Das Minas	Poor	-1	WSS
Sanvicente		-1	WSS
Villaverde		-1	WSS

Prussia

Leader	Skill	Pers	Wars
Anhalt-Dessau *V	Good	+1	9YW WSS
Dohna		0	WSS
Hompesch		0	WSS
Natzmer V		+1	WSS

Piedmont

Leader	Skill	Pers	Wars
Carail		0	9YW WSS
Castellamonte	Average	-1	9YW WSS
Rebender V	Average	0	WSS
Victor Amadeus V	Good	0	9YW WSS

Saxony

Leader	Skill	Pers	Wars
Augustus II	Poor	-1	9YW WSS
Bielke		-1	WSS
Courland		0	WSS
Forrest		-1	9YW WSS
Marwitz		-1	WSS
Pflug		-1	WSS
Reichenau		-1	WSS
Schulenburg	Average	0	WSS
Steinau V	Average	0	WSS
Trampe		-1	WSS
Wackerbart		-1	WSS

Russia

Leader	Skill	Pers	Wars
Albon		-1	GNW
Apraxim	Average	0	GNW
Bauer		-1	GNW
Behm		-1	GNW
Bruce	Good	0	Tur GNW
Bulavin	Average	-1	Tur GNW
Buturlin	Average	0	GNW
Campbell		0	GNW
Chambers		-1	GNW
Croy	Poor	-2	GNW
Deut		-1	GNW
Dolgoruky V	Average	+1	Tur GNW
Golitsyn	Average	0	GNW
Golovin	Average	0	GNW
Goltz		-1	GNW
Hallart		-1	GNW
Heinske		-1	GNW
Ifland		0	GNW
Imeritia		-1	GNW
Jakovlov		-1	GNW
Kelen		0	GNW
Langen		0	GNW
Maximov		-1	GNW
Mazeppa	Average	0	GNW
Menschikov * V	Good	+1	GNW
Meshtierski		-1	GNW
Ogilvy	Average	0	GNW
Patkul V	Average	0	GNW
Peter V	Good	0	Tur GNW
Radedski		0	GNW
Renne		0	GNW
Repntzel		0	GNW
Repnin V	Average	0	GNW
Rosen		-1	GNW
Roshnev		-1	GNW
Schaumberg		0	GNW
Schweden		-1	GNW
Sheremetev	Good	0	GNW
Trubetskoi	Average	-1	GNW
Verden		-1	GNW
Volkonsky	Average	0	GNW
Weide	Average	0	GNW

Spanish Carlists

Leader	Skill	Pers	Wars
Delpoal		-1	WSS
Humada		-1	WSS
Moragas		0	WSS
Peubla		-1	9YW WSS
Valere		-1	WSS
Villaroel		-1	WSS

Spain			
Leader	Skill	Pers	Wars
Aguilar		-1	WSS
Amezaga		-1	WSS
Arpajon		0	WSS
Bay		-1	WSS
Bedmar	Average	0	WSS
Bisacha		-1	WSS
Blaise		-1	WSS
Brancas		-1	WSS
Cordova		-1	WSS
De Bay	Poor	-1	WSS
Delvallé		-1	WSS
Egmont		-1	WSS
Escalona	Poor	-1	9YW
Fiennes		-1	WSS
Gaetano		-1	WSS
Gasco		-1	WSS
Gastanaga	Poor	-1	9YW
Gonzales		-1	WSS
Icar		-1	WSS
Labadia		-1	WSS
Lede	Average	0	WSS
Mahony		-1	WSS
Medina-Sidonia	Poor	-1	9YW
Medinilla		-1	WSS
Phillip V	Average	-1	WSS
Pinto		-1	WSS
Pio		-1	WSS
Populi		-1	WSS
Ronquillo		-1	WSS
San Gil		-1	WSS
Sarno		-1	WSS
Torres * V	Average	+1	WSS
Tzerclaes	Poor	-1	WSS
Villadarias	Average	0	WSS
Villahermosa	Poor	-1	9YW
Zereceda * V		+2	WSS

Jacobites			
Leader	Skill	Pers	Wars
Dundee V	Good	+2	9YW
James II	Poor	-2	9YW
Mar V	Average	+1	WSS
Sarsfeld * V	Poor	+2	9YW
Sheldon		-1	WSS
Tyrconnell	Poor	-1	9YW

Sweden			
Leader	Skill	Pers	Wars
Amfeldt		0	GNW
Aschenberg	Average	-1	GNW
Baner	Average	-1	9YW GNW
Bennet		0	GNW
Bünow	Good	0	GNW
Charles XII * V	Great	+3	GNW
Creutz		-1	GNW
Cronhjort		-1	GNW
Cronstedt V		0	GNW
Dahlberg *	Good	0	GNW
Dahldorf		-1	GNW
Dahlheim		-1	GNW
Dücker		0	GNW
Ekeblad		-1	GNW
Ferguson		-1	GNW
Frederick of Holstein V	Average	0	GNW
Gyllenstjerna		0	GNW
Hamilton		-1	GNW
Hård		-1	GNW
Heilm		-1	GNW
Hierta		-1	GNW
Horn V		+1	GNW
Hummerhjelm		0	GNW
Krassauw	Average	0	9YW GNW
Kruse		0	GNW
la Gardie		-1	GNW
Lagercrona		0	GNW
Lewenhaupt * V	Good	+2	GNW
Liewen	Average	0	GNW
Lobladh or			
Siobladh		0	GNW
Lybecker	Average	0	GNW
Maidel		0	GNW
Mardefeld V	Average	0	GNW
Meirfeld		-1	GNW
Mellin		-1	GNW
Morner		0	GNW
Nieroth		-1	GNW
Posse V		+1	GNW
Rehbinoler		-1	GNW
Rhensköld *	Good	+1	GNW
Ribbing		0	GNW
Ridderhielm		0	GNW
Roos		-1	GNW
Schilitterfeldt		0	GNW
Schlippenbach	Average	0	GNW
Schommer		0	GNW
Sparre V	Good	0	GNW
Spens		-1	GNW
Stackelberg	Average	-1	GNW
Stenbock * V	Good	+1	GNW
Stromberg		0	GNW
Tortensson		0	GNW
Trautwetter		-1	GNW
Vellingk	Poor	0	GNW
Wachtmeister		-1	GNW
Wennerstedt		-1	GNW
Wrangel V	Average	0	GNW