



Army Base Points by Commander's Skill						
	Great	Good *	Average		Poor	
Base Points	-	170	210		250	
Cavalry Max	-	90	70	110	80	130

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

Unit	SP	Type	Notes	Min/Max		Points
Grenadiers, Guards	7	RI	no AT, 1	3	2	11
Musketeers	6	RI		(6)		9
Jägers or Pandours	4	II		3		5
Cuirassiers, Horse Grenadiers	7	HC		4	5	10
Dragoons	4	HC		1		7
Hussars	5	IC		2	3	5
Cossacks	3	IC	AT	4	(3)	3
Heavy Artillery				6		6
Horse Artillery			SYW, 2	2	-	8
Howitzer			SYW	1	-	10

Russia was not involved in the WAS, although was active during that general era in conflicts against both Sweden and the Ottomans. Russian generals listed in Appendix two as "WAS" are men who served during that earlier period. Against the Ottomans, the Russians fielded a very different sort of army from that which they sent against European foes like Prussia or the Swedes.

SYW Special Rules:

1. Russia had an excellent artillery park, thanks largely to the reforms of General Shuvalov before the SYW. The Russians were pioneers in the use of howitzers and horse artillery, and traveled with more tubes than any other army of the period. Before the game a Russian army may create an Artillery Force (see F5.1)
2. Russian soldiers were infamously stubborn and stoic defenders. Consequently, Russian regular infantry in FF only lose 1SP when they are on the losing side of an inconclusive combat, if they were defending in that combat.

Minor Allied Contingents Allowed (SYW): Saxony

Major Allied Contingents Allowed (SYW): Austria or Sweden (not both)

Austrian Units: Up to: 1x Grenadier, 4x Musketeers, 2x Cuirassiers, 2x Dragoons, OR:

Swedish Units: Up to: 4x Varvade, 4x Indelta, 2x Rytare, 2x Dragoons

Crimean and Balkan Wars Special Rules:

If playing against an Ottoman opponent, in any period, a Russian army may take a **Good** commander, as shown shaded, above. Whether or not the Russian player opts for this commander and points allowance, when playing against the Ottomans he uses the shaded Min/Max values for those unit-types which have them. (And uses the shaded Cav Max values.)

Allied Contingents Allowed (Crimean/Balkan Wars): None

Special Rule Summary for non-SYW Russian Armies:

Whether playing a Crimean/Balkan Wars army, or against the Swedes in the earlier WAS period, the Russian army still uses SYW Special Rule #2. It may not, however, use horse artillery, nor howitzers, nor create an Artillery Force.

Notes

- 1 The Imperial Guards never left St. Petersburg during the Seven Years War.
- 2 There must be at least three non-Cossack Russian cavalry units in the army for each Horse artillery unit.