

Mare Balticum© - *Print & Play*

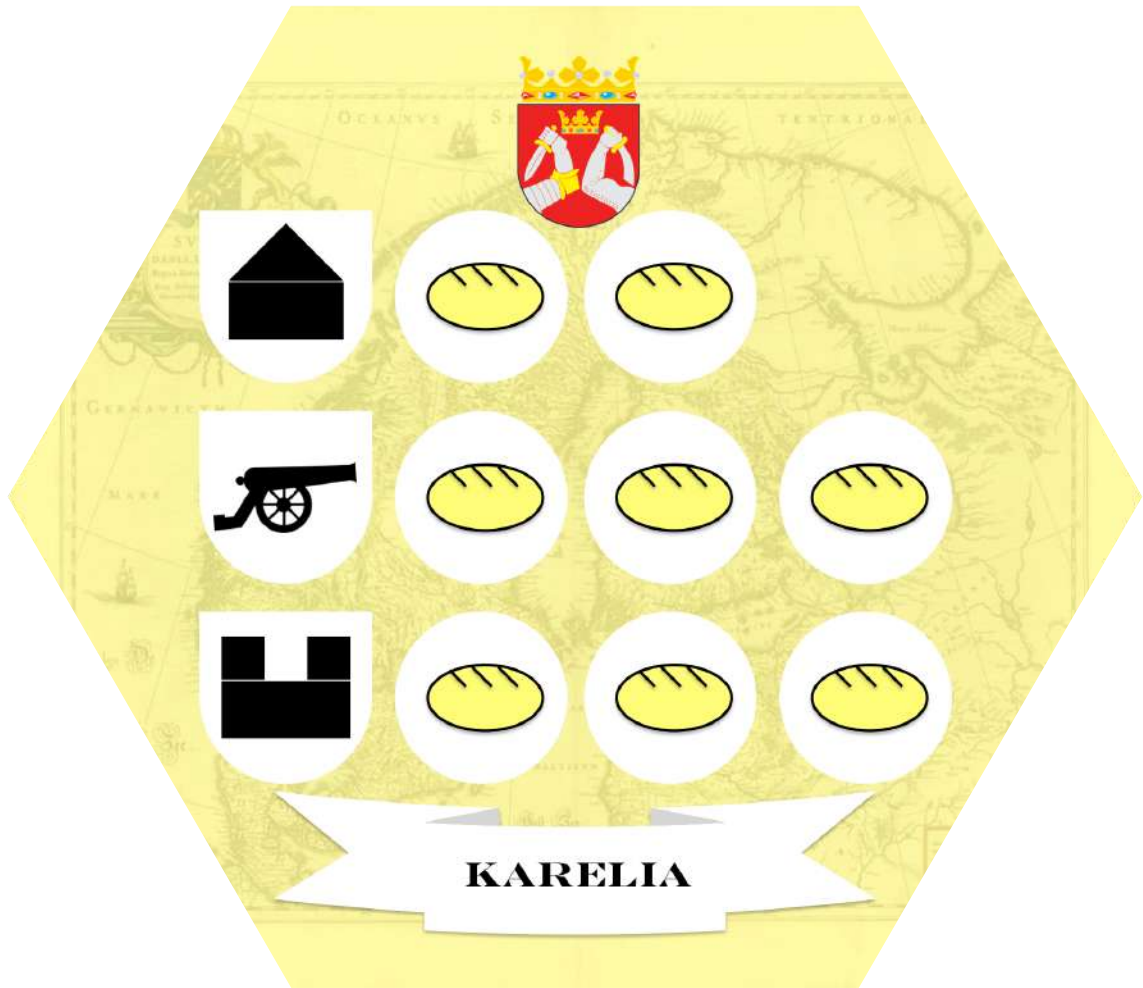
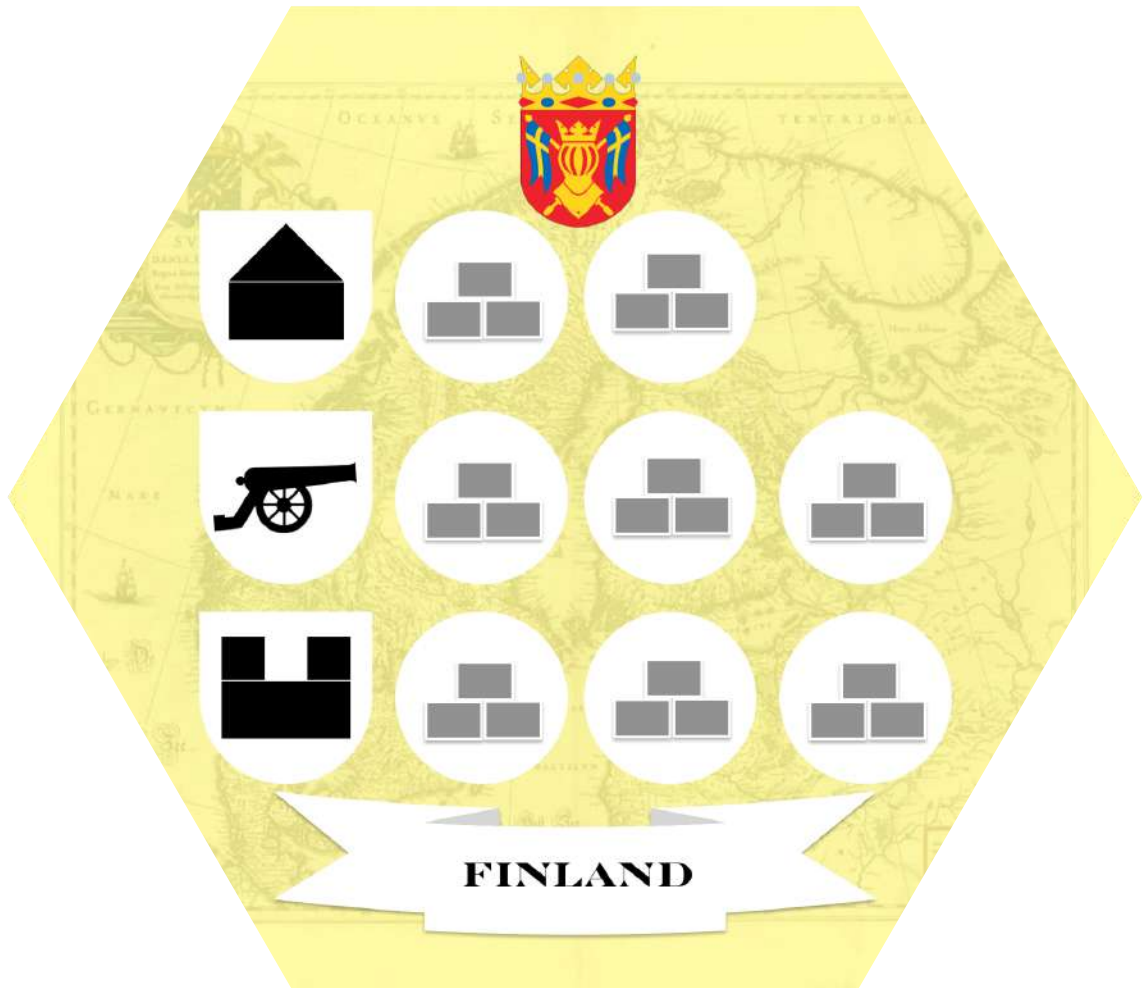


Instructions

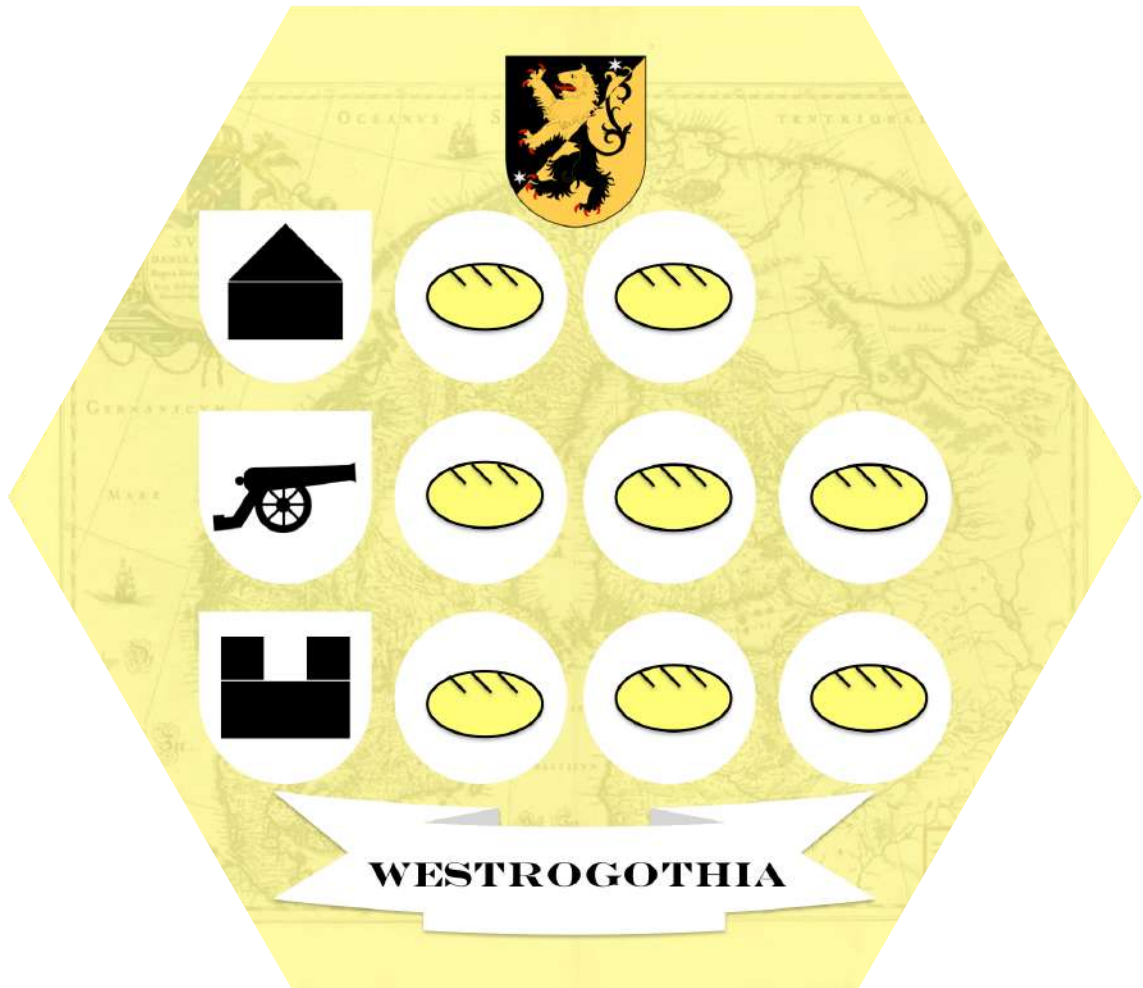
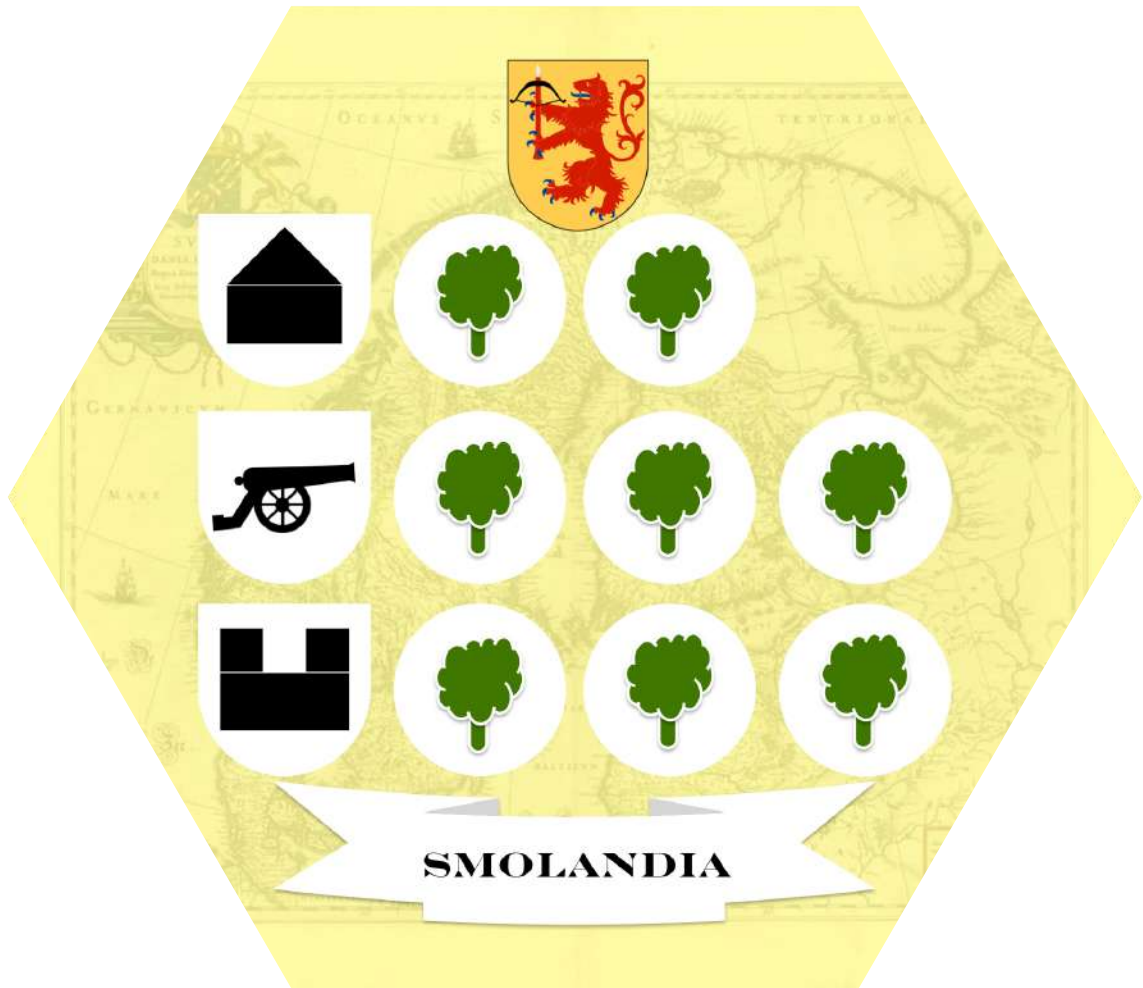
1. Print the following pages 2-15 single-sided on thick paper
 - 2-11: Game maps (1 capital, 12 provinces, 3 enemies, 4 aides)
 - 12-14: Line cards (5), Map cards (5), Chancellor cards (5), battle cards (6), title cards (4), game aides (2)x
 - 15: Units (24 of each line, 3 King, 27 enemies)
2. Cut out the components with a sharp knife or scissors
3. Download the rules from
4. <http://novasuecia.se/balticum/files/Balticum%20Rules.pdf>
5. Enjoy your game!

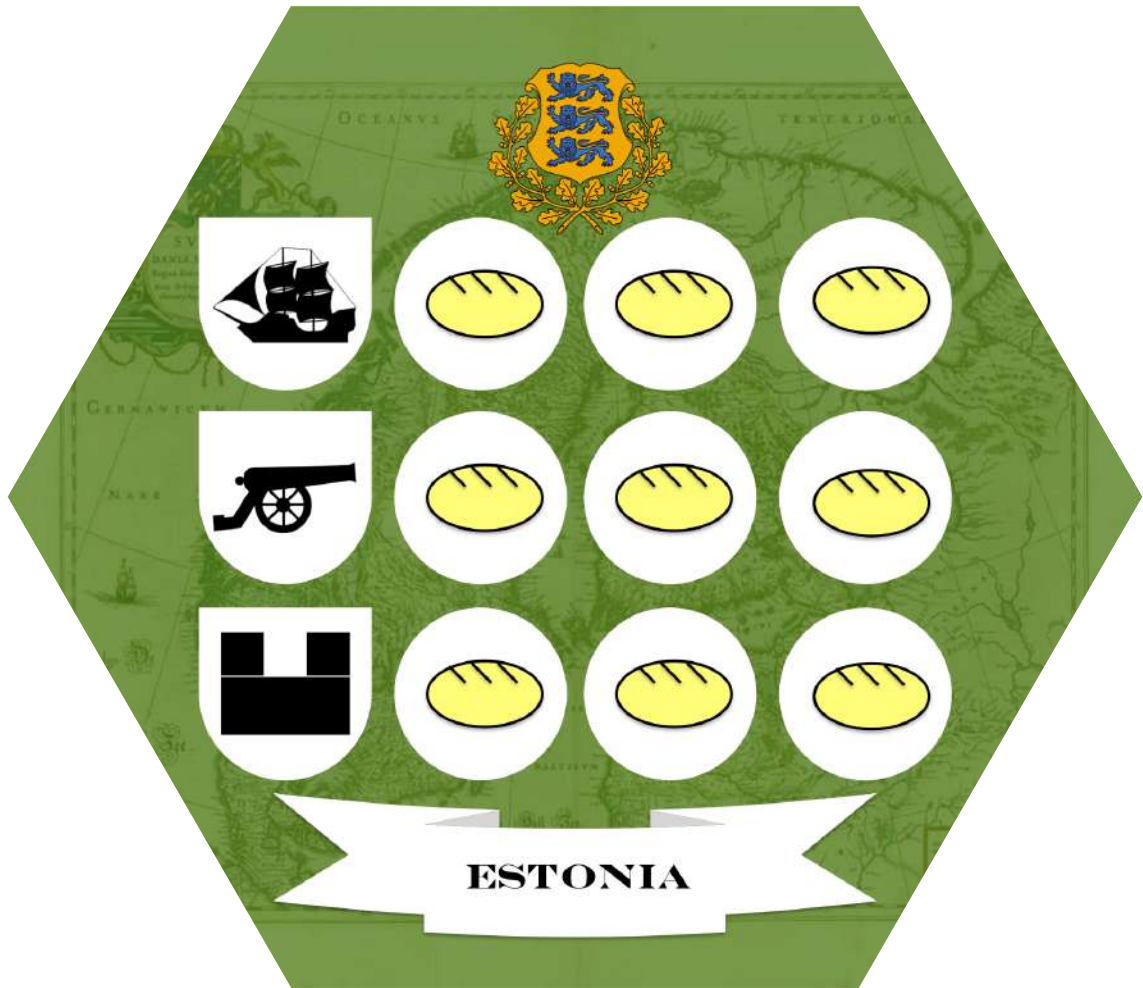
Mare Balticum - Print & Play is free but we would appreciate feedback (both about what is good and what may be better) to nicholas.hjelmberg@gmail.com

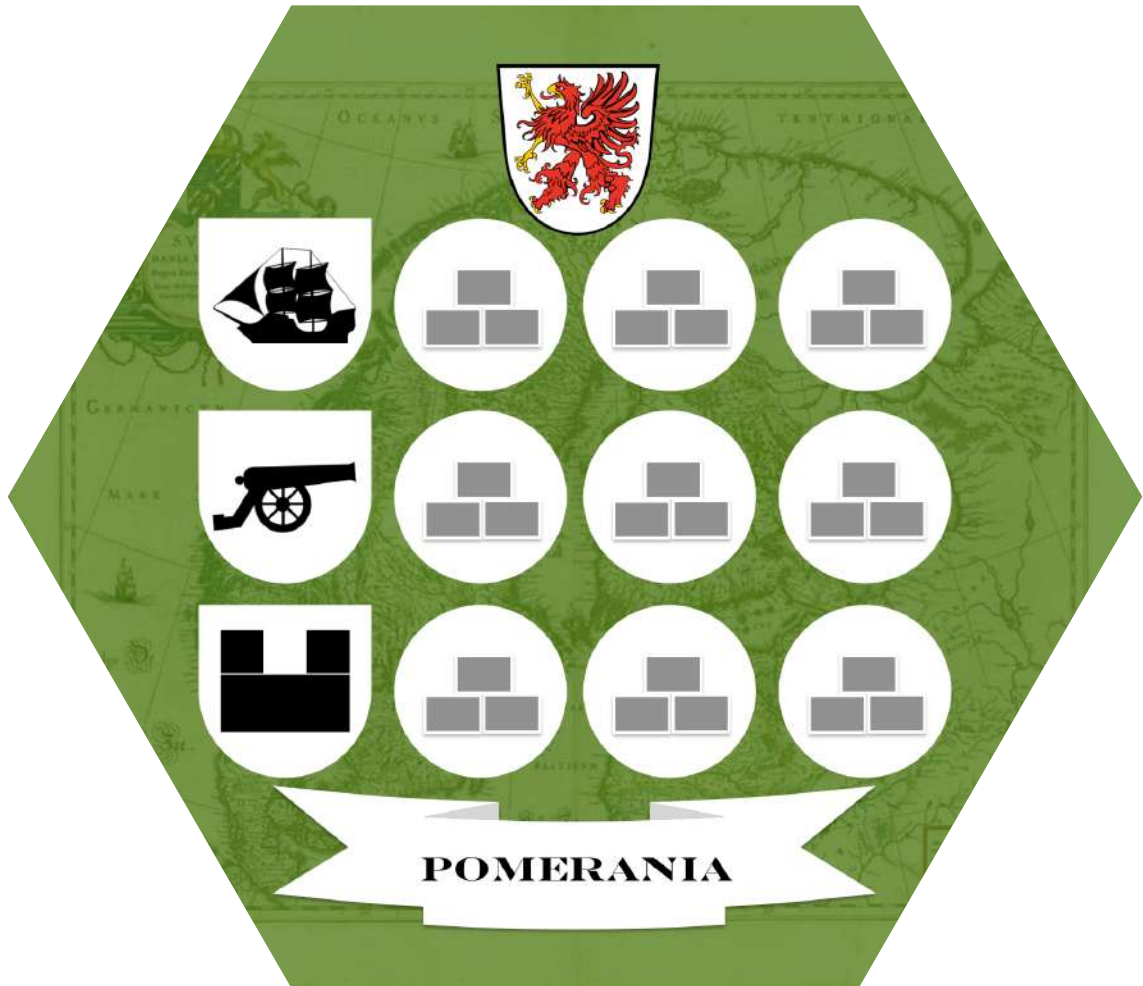
A printed version is available at <https://www.thegamecrafter.com/games/mare-balticum-the-fate-of-an-empire>

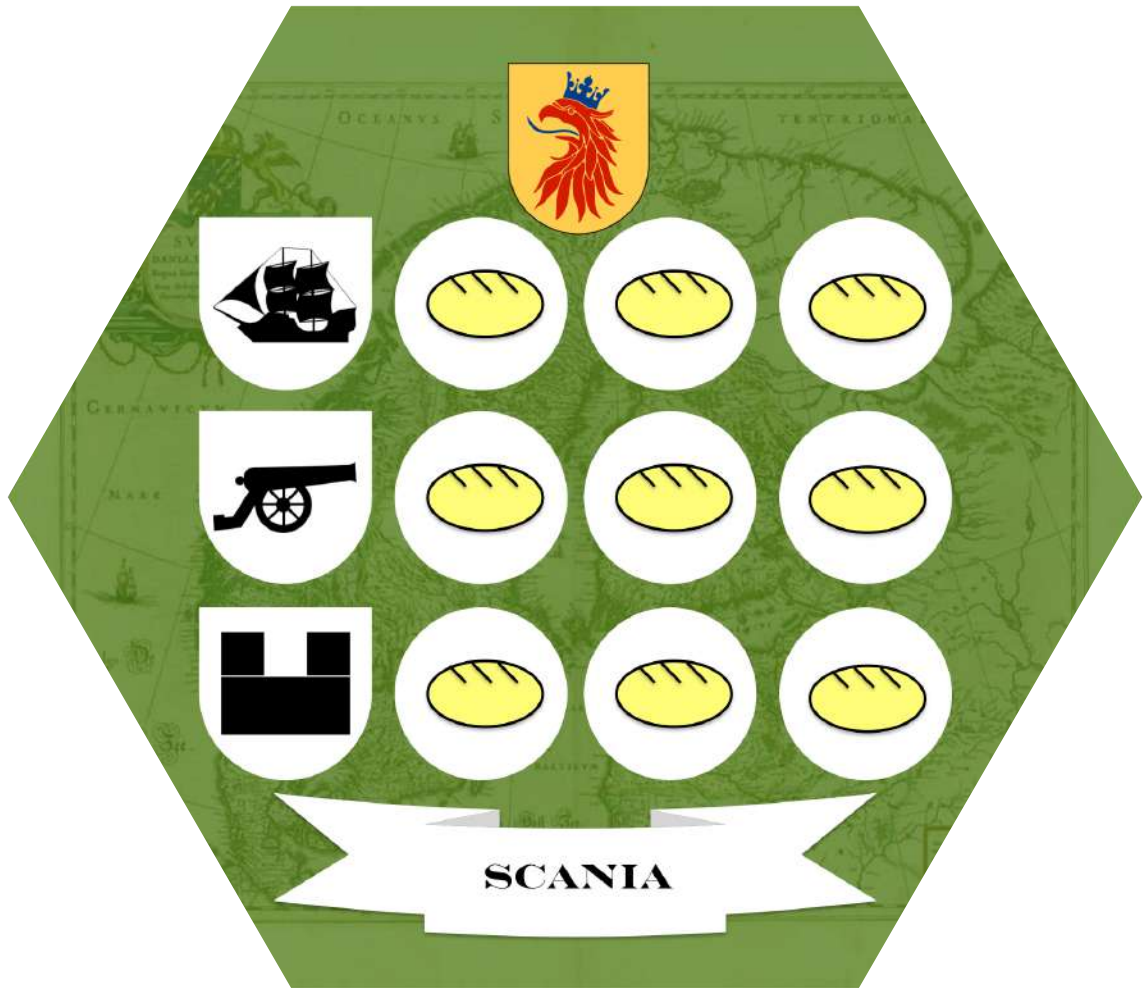














RUSSIA



POLAND

DENMARK



TURN ORDER

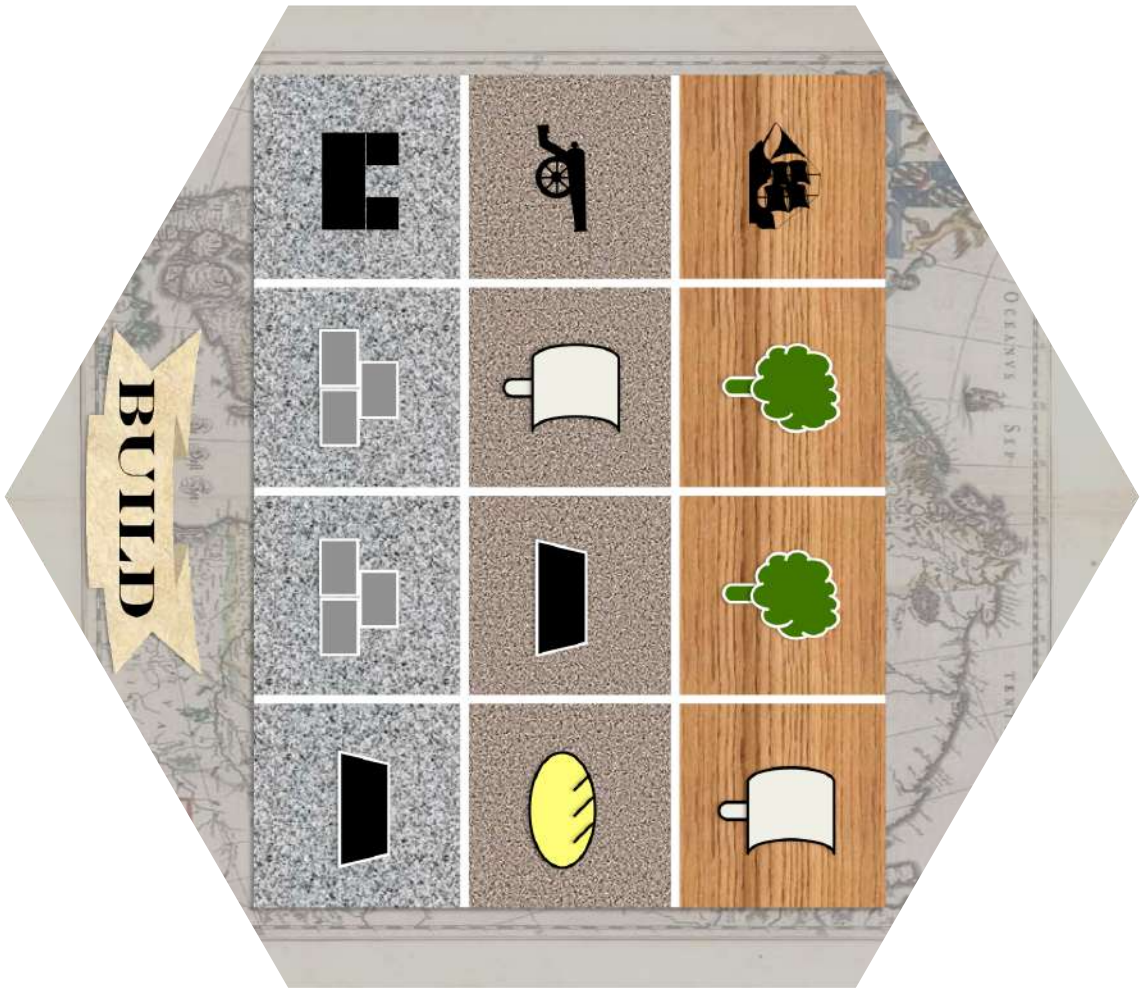
 **PRODUCTION**























 **BATTLE**

 **ENEMY**

 **MOVEMENT**

 **INVESTMENT**




LOCAL						
				1	-	-
	+			0	1	-
	+			1/2	0	1
	+			0	0	0
OVERSEAS						
				2	-	-
	+			0	2	-
	+			1	0	2
				1	0	0

PROD.




SWEDEN

BANÉR




The Banér line is an old noble line from Uplandia. Its most prominent member Johan Banér became field marshal in 1634 and won many battles during the Thirty Year's War. The son Gustaf Banér was raised to count in 1651 in honor of his father's services but was excluded from offices due to his rude behavior.

FLEMING




The Fleming line is of Flemish origin and arrived to Sweden with Peder Fleming in the 14th century. One branch was raised to barons in 1651 and another in 1654. Clas Fleming organized the Swedish navy and his son Herman organized the Reduction (the return of fiefs given to the nobility.)

BIELKE



The Bielke line is an old noble line from Smolandia. The first to take the name was the privy council Ture Bielke, whose sons Svante and Nils were raised to barons in 1608. Nils' grandson Nils was raised to count in 1687. He was a member of the High Council and became Field Marshal in 1690.

DE LA GARDIE



The De la Gardie line originates from the French line d'Escouperie. When Ponce d'Escouperie was captured in Sweden in 1565, he stayed and took the name Pontus de la Gardie. His son Jakob was raised to count in 1615. Both he and his son Magnus served as Great Officers of the Realm.

BRAHE



The Brahe line has a Swedish and a Danish branch and originates from Scania. Per Brahe the Elder was raised to count in 1561 and his descendants married into several German lines, such as Braunschweig, Pfalz and Hessen. Per Brahe the Younger became Governor-General of Finland in 1610.








**CHANCELLOR
1: 1611-1632**



King Gustavus II Adolphus

- 1600-1629: 2nd Polish War
- 1610-1617: Ingrian War
- 1611-1613: Kalmar War
- 1618-1648: Thirty Years' War

**CHANCELLOR
2: 1632-1654**



Queen Christina

- 1618-1648: Thirty Years' War
- 1638-1655: Nova Suecia
- 1643-1645: Torstenson's War
- 1653-1654: 1st Bremen War

**CHANCELLOR
3: 1654-1660**



King Charles X

- 1655-1660: Swedish Deluge
- 1656-1661: Charles's Russian War
- 1657-1658: 1st Danish War
- 1658-1660: 2nd Danish War

**CHANCELLOR
4: 1660-1697**



King Charles XI

- 1665-1666: 2nd Bremen War
- 1680, 1682, 1686: The Reductions
- 1675-1679: Scanian War

**CHANCELLOR
5: 1697-1718**



King Charles XII

- 1700-1721: Great Northern War
- 1710-1713: The Plague
- 1709: The Battle of Poltava
- 1718: The death of King Charles XII

ATTACK!



Remove 1 enemy unit

- If enemies remain, remove unit
- If enemies are defeated, take 1 good less than production
- Exchange enemies for gold

ATTACK!



Remove 1 enemy unit

- If enemies remain, remove unit
- If enemies are defeated, take 1 good less than production
- Exchange enemies for gold

ATTACK!



Remove 1 enemy unit

- If enemies remain, remove unit
- If enemies are defeated, take 1 good less than production
- Exchange enemies for gold

DEFEND!



- Remove no enemy unit
- If enemies remain, keep unit
 - If all defend, remove unit
 - If enemies are defeated, take 1 good less than production

DEFEND!



- Remove no enemy unit
- If enemies remain, keep unit
 - If all defend, remove unit
 - If enemies are defeated, take 1 good less than production

DEFEND!



- Remove no enemy unit
- If enemies remain, keep unit
 - If all defend, remove unit
 - If enemies are defeated, take 1 good less than production

LORD HIGH ADMIRAL



Award to noble with 4+ Merchants
Yield to noble with more Merchants
Retract from noble with 0 Merchants

May recruit mercenaries in FLEET battles for 2 GOLD (eliminates 1 enemy unit)

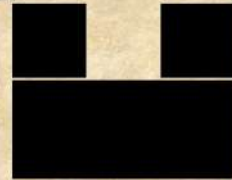
LORD HIGH CONSTABLE



Award to noble with 4+ Soldiers
Yield to noble with more Soldiers
Retract from noble with 0 Soldiers

May recruit mercenaries in ARMY battles for 2 GOLD (eliminates 1 enemy unit)

LORD HIGH STEWARD



Award to noble with 4+ Officials
Yield to noble with more Officials
Retract from noble with 0 Officials

May recruit mercenaries in FORT battles for 2 GOLD (eliminates 1 enemy unit)

LORD HIGH TREASURER



Award to noble with 4+ Farmers
Yield to noble with more Farmers
Retract from noble with 0 Farmers

May recruit mercenaries in FARM battles for 2 GOLD (eliminates 1 enemy unit)

TURN ORDER AND UNITS

- Production Phase**
 - Local: 1 good/unit
 - Overseas: 2 goods/unit
- Battle Phase**
 - Defeated enemy: 1 gold
 - Surviving unit: 1 good less than normal production
- Enemy Phase**
 - 3 enemy units in each bordering route
- Movement Phase**
 - Goods turned into gold
- Investment Phase**
 - Invest: 1 good + 1 gold
 - Save: 1 good → 1 gold

TURN ORDER AND UNITS

- Production Phase**
 - Local: 1 good/unit
 - Overseas: 2 goods/unit
- Battle Phase**
 - Defeated enemy: 1 gold
 - Surviving unit: 1 good less than normal production
- Enemy Phase**
 - 3 enemy units in each bordering route
- Movement Phase**
 - Goods turned into gold
- Investment Phase**
 - Invest: 1 good + 1 gold
 - Save: 1 good → 1 gold

