

# RENATIO ET GLORIAM

GREAT NORTHERN WAR

ARMY LISTS

By

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# RENATIO ET GLORIAM

## Great Northern War 1700-1721

Use the army lists to create your own customised armies using the Renatio et Gloriam Army Builder.  
There are few general rules to follow

1. An army must have at least 2 generals and can have no more than 4.
2. You must take at least the minimum of any troops noted and may not go beyond the maximum of any.
3. No army may have more than two generals who are Talented or better.
4. Unless specified otherwise, all elements in a UG must be classified identically. Unless specified otherwise, if an optional characteristic is taken, it must be taken by all the elements in the UG for which that optional characteristic is available.
5. Any UGs (except Artillery) can be downgraded by one quality grade and/or by one shooting skill representing less strong, tired or understrength troops. If any bases are downgraded all in the UG must be downgraded. So Average-Experienced skirmishers can always be downgraded to Poor-Unskilled.

Where allies are allowed, they must conform to the following rules:

1. They must be a minimum of 2 and a maximum of 4 UGs.
2. They must take UGs sufficient to get them to at least 50% of the minimums in the list being used.
3. They can thereafter take any troops up to the maximum to create the rest of the allied contingent.
4. Unless specified in the notes, the general must be the same type as the army commander in the main list but cannot be legendary.

Usually this results in 1-3 UGs being compulsory and you having full flexibility on the rest.

Where an internal ally is allowed, and no contingent is specified they must conform to the following rules:

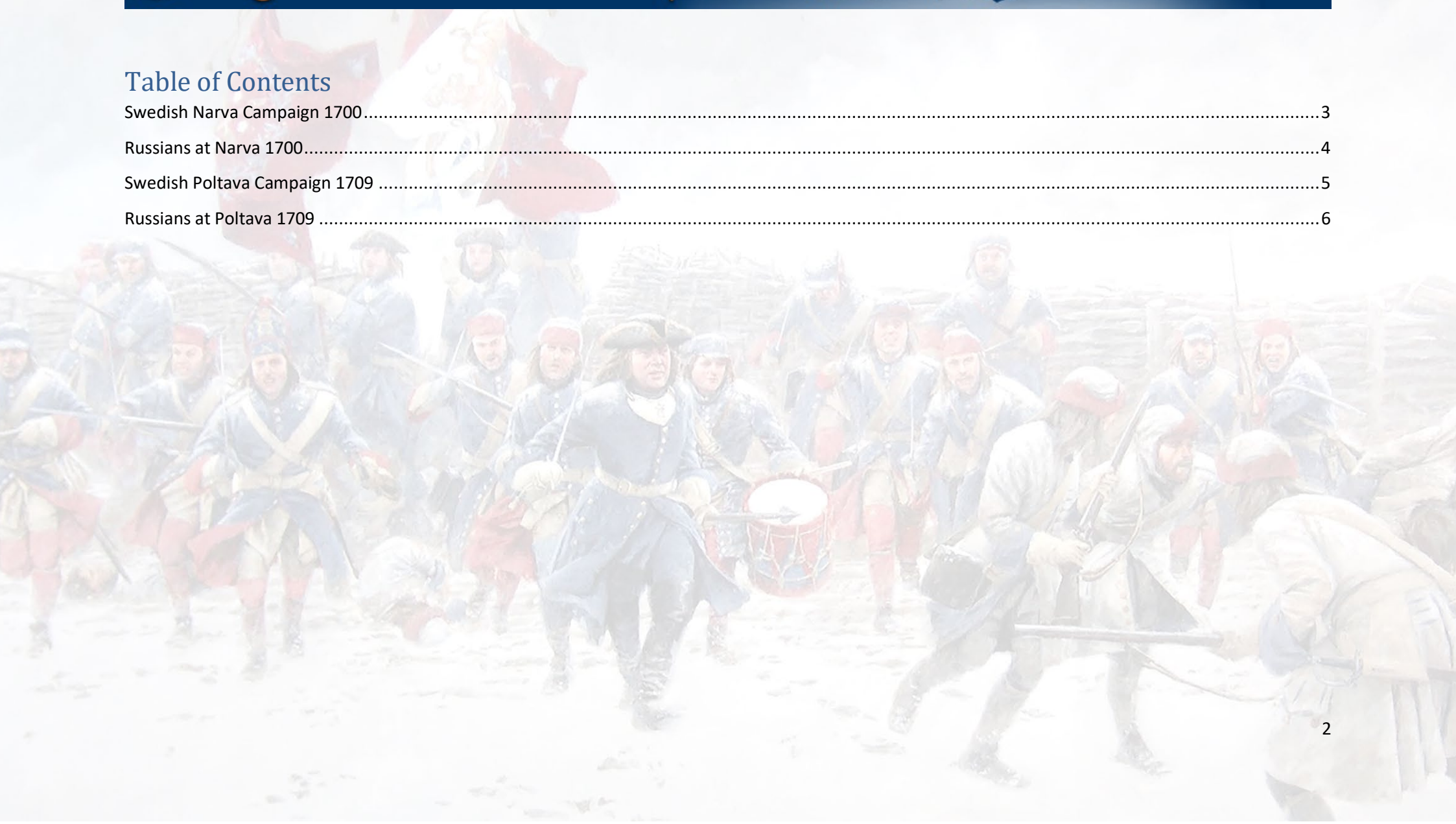
1. They must be a minimum of 2 and a maximum of 4 UGs.
2. The total number of troops taken of each type in the entire army must not exceed the maxima for that troop type.
3. They must take UGs sufficient to get them to at least 50% of the minimums in the list if there is sufficient allowance for a UG after the core army itself has taken the minimum.
4. They can thereafter take any troops up to the maximum to create the rest of the allied contingent.

Usually this results in 1-3 UGs being compulsory and you having full flexibility on the rest.

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# RENATIO ET GLORIAM

## Swedish Narva Campaign 1700

Commanders all Professional

Terrain Cultivated, Seashore

Name	Type	Training & Formation	Flexible Type	Quality	Armour	Impact Weapon	Melee Weapon	SHOOTING		Formation	Special Characteristics	Min-Max	Unit Size
								Weapon	Firepower				
Swedish Horse	Mtd	D/I		Superior	Protected	CPi	MPi				aggressive	6-36	4,6
Swedish Life Guard	Mtd	D/I		exceptional	Protected	CPI	MPi				ferocious	0-6	4,6
Dragoons	Mtd	DF	Mtd/Ft	Average	UP			Musket	AFP	Drag		0-8	4
Swedish Infantry	Foot	D/C		Average	Protected	Pike	Pike	Musket	AFP	P&S	S&C & elan	12-72	6
Swedish Veterans	Foot	D/C		superior	Protected	Pike	Pike	Musket	AFP	P&S	S&C & elan	0-24	6
Swedish Life Guard	Foot	D/C		exceptional	Protected	Pike	Pike	Musket	AFP	P&S	S&C & elan,	0-12	6
Light Guns	Art	D/L		Average	UP			Light Artillery	AFP		Combat shy	2-4	2,3
Medium guns	Art	D/L		average	UP			Medium Artillery	AFP		Combat shy		

# RENATIO ET GLORIAM

## Russians at Narva 1700

Commanders all Tribal (As Peter and Army Commander had left the day before, No legendary commanders)

Terrain Seashore.

**Notes:** Cossacks dismount as Formed L/S, UP, Musket AFP. Any infantry may buy barricades. For every average Russian Infantry, a Poor unit must be bought.

Name	Type	Training & Formation	Flexible Type	Quality	Armour	Impact Weapon	Melee Weapon	SHOOTING		Formation	Special Characteristics	Min-Max	Unit Size
								Weapon	Firepower				
Noble Cavalry	Mtd	F/L		poor	Protected	LL	MPi	Carbine	lfp		evade	12-40	4,6
Cossack Horseman	Mtd	F/F	L/S	poor	Up	LL	es	Carbine	lfp		Opt :-scouts, independent, dismountable evade	0-24	4,6
Dragoons	Mtd	F/F	Mtd/Ft	poor	Up			Musket	AFP	Drag		0-8	4
Cossack Infantry	Foot	F/F	L/S	average	Up			Musket	AFP		Opt :-scouts, independent, dismountable	0-24	6,8
Streltsy	Foot	F/F	C/L	poor	Protected	2HC	2HC	Musket	AFP			0-24	6,8
Regular Russian Infantry	Foot	D/C		Average	Protected	Pike	Pike	Musket	AFP	P&S		12-72	6
Regular Russian Infantry	Foot	D/C		poor	Protected	Pike	Pike	Musket	IFP	P&S			
Upgrade Russian Infantry to Guard	Foot	D/C		superior	Protected	Pike	Pike	Musket	AFP	P&S		0-12	6
Light guns	Art	D/L		average	Up			Light Artillery	AFP		Combat shy	2-4	2,3
Medium Guns	Art	D/L		average	Up			Medium Artillery	AFP		Combat shy		

# RENATIO ET GLORIAM

## Swedish Poltava Campaign 1709

Commanders all Professional

Terrain Cultivated, Seashore, Cossacks dismount as Formed L/S Up, Musket afp.

Name	Type	Training & Formation	Flexible Type	Quality	Armour	Impact Weapon	Melee Weapon	SHOOTING		Formation	Special Characteristics	Min-Max	Unit Size
								Weapon	Firepower				
Swedish Horse	Mtd	D/I		Superior	Protected	CPi	MPi				aggressive	12-48	4,6
Swedish Life Guard	Mtd	D/I		Exceptional	Protected	CPI	MPi				ferocious	0-6	4,6
Dragoons	Mtd	D/F	Mtd/Ft	Average	UP			Musket	AFP	Drag		0-8	4
Swedish Infantry	Foot	D/C		superior	Protected	Pike	Pike	Musket	AFP	P&S	S&C & elan	12-48	6
Swedish Life Guard	Foot	D/C		exceptional	Protected	Pike	Pike	Musket	AFP	P&S	S&C & elan,	0-12	6
Cossack Horseman	Mtd	F/F	L/S	average	Up	LL	es	Carbine	lfp		Opt :-scouts, independent, dismountable evade	0-24	4,6
Cossack Infantry	Foot	F/F	L/S	average	Up			Musket	AFP		Opt :-scouts, independent, dismountable	0-24	6,8
Light Guns	Art	D/L		Average	UP			Light Artillery	AFP		Combat shy	0-2	2
Medium guns	Art	D/L		average	UP			Medium Artillery	AFP		Combat shy		

# RENATIO ET GLORIAM

## Russians at Poltava 1709

Commanders all Professional  
Terrain Seashore, cultivated.

**Notes:** Any infantry may buy barricades. For every average Russian Infantry, a Poor unit must be bought. Russian infantry are 50% Plug Bayonet 50% Socket which must be evenly distributed (i.e. not all given to poor troops).

Name	Type	Training & Formation	Flexible Type	Quality	Armour	Impact Weapon	Melee Weapon	SHOOTING		Formation	Special Characteristics	Min-Max	Unit Size
								Weapon	Firepower				
Dragoons	Mtd	D/L		average	up		MPI	Carbine	afp			12-36	4,6
Veteran Dragoons	Mtd	D/L		superior	up		MPI	Carbine	afp			0-12	4,6
Kalmuks	Mtd	F/F	L/S	average	Up		es	bow	afp		Opt :-independent, evade	0-24	4,6
Dragoons	Mtd	F/F	Mtd/Ft	average	Up			Musket	AFP	Drag		0-8	4
Streltsy	Foot	F/F	C/L	poor	Up	2HC	2HC	Musket	AFP		Combat shy	6-12	6,8
Regular Russian Infantry	Foot	D/C		Average	Up	bayonet	bayonet	Musket	AFP			24-72	6
Regular Russian Infantry	Foot	D/C		poor	Up	bayonet	bayonet	Musket	IFP				
Upgrade Russian Infantry to Grenadiers	Foot	D/C		average	Up	bayonet	bayonet	Musket	Afp		Elan	0-12	6
Upgrade Russian Infantry to Guard	Foot	D/C		superior	Up	bayonet	bayonet	Musket	hFP		elan	0-12	6
Light guns	Art	D/L		average	Up			Light Artillery	AFP		Combat shy	2-8	2,3
Medium Guns	Art	D/L		average	Up			Medium Artillery	AFP		Combat shy		