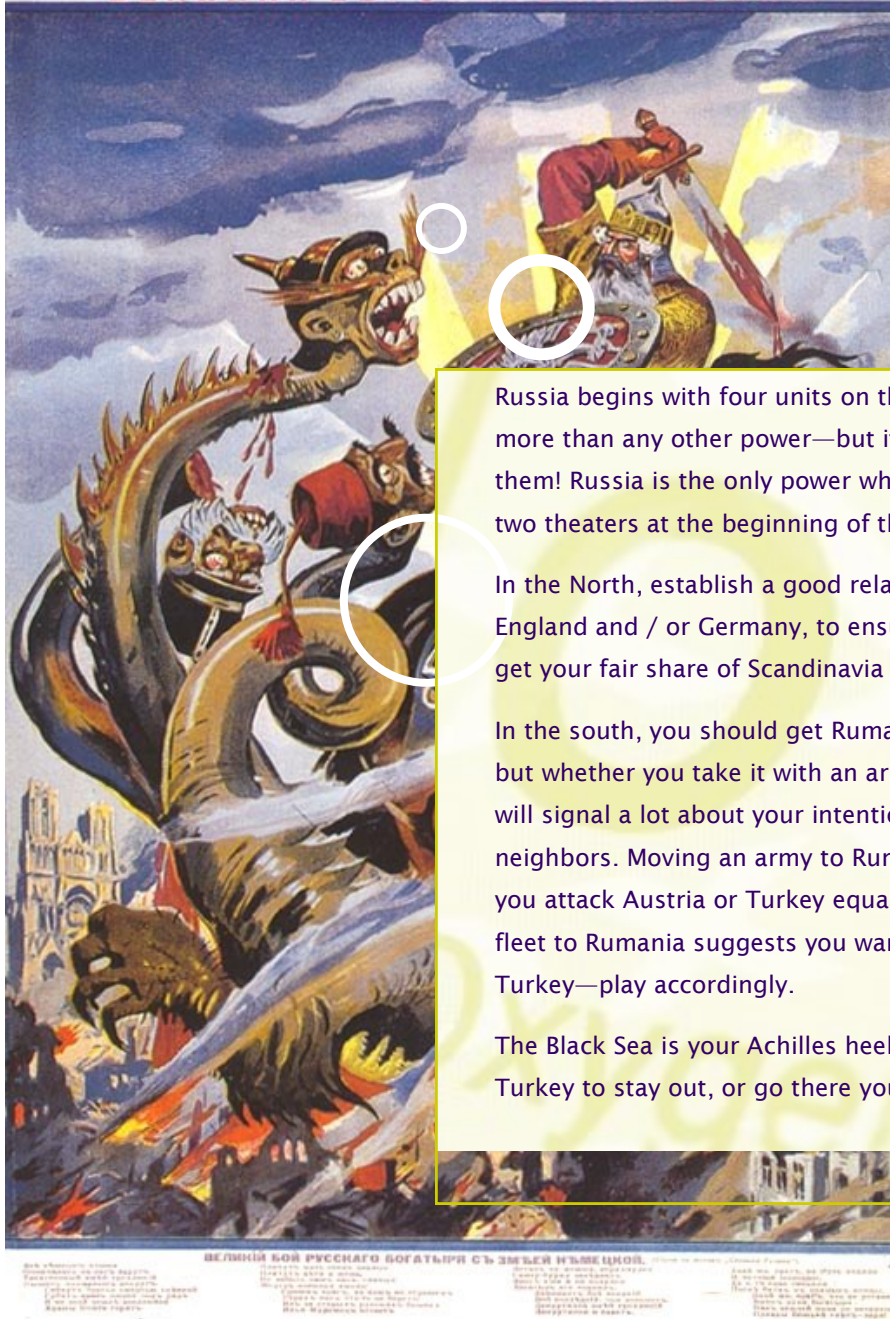


RUSSIA

ВЕЛИКАЯ ЕВРОПЕЙСКАЯ ВОЙНА.



Russia begins with four units on the board, one more than any other power—but it needs all of them! Russia is the only power who must fight in two theaters at the beginning of the game.

In the North, establish a good relationship with England and / or Germany, to ensure that you get your fair share of Scandinavia (Sweden).

In the south, you should get Rumania in 1901, but whether you take it with an army or a fleet will signal a lot about your intentions to your neighbors. Moving an army to Rumania helps you attack Austria or Turkey equally. Moving a fleet to Rumania suggests you want to attack Turkey—play accordingly.

The Black Sea is your Achilles heel. Persuade Turkey to stay out, or go there yourself!

Discuss with England:

- Relationship with Germany
- Plans for Scandinavia

Discuss with Italy:

- Relationship with Austria and Turkey
- Will they attack Austria early?

Discuss with Turkey:

- Relationship with Austria and Italy
- Keep the Black Sea empty
- Plans for expansion

Discuss with Germany:

- Sweden
- Plans for Scandinavia

Discuss with Austria:

- Keep Galicia empty
- Plans for Rumania
- Will they attack Turkey early?

RUSSIA



Neutral Opening:

Spring 1901:

Fleet StPete -> Gulf of Bothnia

Army Moscow -> Ukraine

Army Warsaw Hold

Fleet Sevastopol -> Rumania

Fall 1901:

Fleet Gulf of Bothnia -> Sweden

Army Ukraine Support Fleet Rumania

Army Warsaw Hold

Fleet Rumania Hold

Anti-Turkish Opening:

Spring 1901:

Fleet StPete -> Gulf of Bothnia

Army Moscow -> Sevastopol

Army Warsaw -> Ukraine

Fleet Sevastopol -> Black Sea

Fall 1901:

Fleet Gulf of Bothnia -> Sweden

Army Ukraine -> Rumania

Army Sevastopol -> Ankara

Fleet Black Sea convoy army Sevastopol -> Ankara

Anti-Austrian Opening:

Fleet StPete -> Gulf of Bothnia

Army Moscow -> Ukraine

Army Warsaw -> Galicia

Fleet Sevastopol Hold*

Fall 1901:

Fleet Gulf of Bothnia -> Sweden

Army Ukraine -> Rumania

Army Galicia -> Budapest

Fleet Sevastopol Support Army Ukraine -> Rumania

PRIORITIES

1901	Capture Sweden and / or Rumania	Get an Ally	Keep the Black Sea Empty	Build a new Army, then a new Fleet
1902	Determine next objective	Advance force towards target	Talk to players in other theaters	

Information to Learn:

Will Italy attack Austria?

Will Turkey attack Austria?

Who will England work with?

Will Germany fight for Scandinavia?

If you are attacked:

Defend your home supply centers

Try to talk one of your opponents into changing sides—make them a better offer!

Make sure only one person