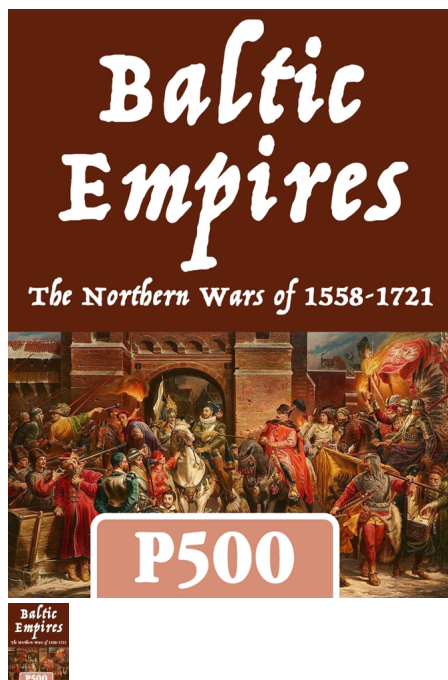


Baltic Empires: The Northern Wars of 1558-1721



An approachable 2-5 player strategy game about conflicts between the states of the Baltic region during the early modern era, a transformative period of religious conflict, large scale warfare, and constant struggles for power.

Rating: Not Rated Yet

Price

Price £85.95

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Manufacturer [GMT GAMES](#)

Description

Available for Pre-Order. Made the Cut.

Baltic Empires is an approachable 2-5 player strategy game about conflicts between the states of the Baltic region during the early modern era, a transformative period of religious conflict, large scale warfare, and constant struggles for power. Players will have to develop their economy, strengthen their administration, secure trade hubs, and finally build armies to become the dominant power of the Baltics. Denmark-Norway, Sweden, Russia, Poland-Lithuania, and Prussia will fight for hegemony, using variable victory conditions that reflect their respective historical objectives.

During the 16th & 17th centuries, religious conflicts between Protestants and Catholics swept Europe, vast colonies were established by the maritime powers, and a series of wars were fought against Louis XIV's Kingdom of France to maintain the balance of power, eventually culminating in the War of Spanish Succession. While this history might be familiar to many, the related conflicts around the Baltic Sea that took place during these centuries are less well-known.

Where did the French, English, and Dutch acquire the materials they needed to build and maintain their vast navies that won them their colonial empires? Where did they acquire the food they needed to feed their sailors and growing populations? Where did the Swedish juggernaut that suddenly emerged and changed the course of the Thirty Years War come from, and why didn't its great power status last? How did the Russian

and Prussian Empires that became so powerful in later periods first emerge on the European stage? The Baltic region was crucial to the history of Europe, and the conflict for influence over the Baltic Sea was closely intertwined with the balance of power in Western Europe. The outcome of the wars and societal transformation in the Baltic region, from the collapse of the Teutonic Order in Livonia in 1558 to the end of the Great Northern War in 1721, shaped European and world history up until the present day.

Baltic Empires presents these less well-known conflicts in a fun and accessible format, while also doing justice to the fascinating history of the Baltic Sea region during this period. The game features 5 asymmetric factions with different strengths, forces, and historical objectives, along with the capacity to develop their states by investing in economic infrastructure and recruiting key historical characters that offer unique game effects. The game also includes several scenarios for variable player counts and durations, offering additional flexibility and replayability.

Highlights:

- Five asymmetric factions with unique abilities and objectives
- A highly thematic deck of historical Dramatis Personae to constitute your royal court
- A simple yet deep economic system that forces players to make tough decisions regarding their finances and wage war for key resources
- A streamlined battle system based on custom dice per unit type
- Variable player counts, from 2 to 5 players, and variable game lengths, with scenarios ranging from a tight duel to a diplomatic heavy conflict with alliances and betrayals

Game Components

- 1 mounted mapboard
- 3 full-color countersheets
- 51 regular sized playing cards
- 118 embossed wooden discs
- 9 custom dice
- 5 player mats
- 5 player aids
- 1 Rulebook
- 1 Playbook