

Cossacks

Key	Unit	Type	Notes	Base Cost	Modifiers	Total Cost	VP	Hits	Save	Ammo	Dash	Melee	Numbers
	Hetman or Warlord	Officer	Commanding General	5	~	5	4	~	2+	~	~	~	1
	Colonel or Esaul	Officer	General	5	~	5	2	~	2+	~	~	~	2-8
		Officer	Colonel	4	~	4	1	~	2+	~	~	~	
	Upgrade Officers to Gallant			1	~	1							Any
	Gallant Gentlemen			1	~	1							2-8
	Mounted Cossacks	Eastern Horse	Pistol, Raw	6	-2	4	2	2	8+	1	4	2	1-2
		Upgrade Mounted Cossacks with Spear	Pistol, Spear, Raw	7	-1	6	2	2	8+	1	4	2	
	Registered Cossacks	Eastern Musketeers		9	~	9	3	3	7+	5	~	2	2-4
	Cossack Moloitsy	Standard Battalia	Raw, Short Pikes	9	-3	6	3	3	8+	2	~	2	3-6
	Cossack Skirmishers	Commanded Shot		6	~	6	2	2	7+	3	~	2	0-2
		Upgrade Skirmishers to Scouts	Commanded Shot, Small Unit, Veteran	6	-2	4	1	1	6+	2	~	2	0-1
	Cossack Rabble	Rabble		6	~	6	3	3	7+	~	~	2	0-2
	Artillery	Artillery		4	~	4	1	1	7+	6	~	1	0-1
	Tabor	War Wagons	Muskets	9	~	9	3	3	7+	6	~	2	2-4*
		Upgrade Tabor with Light Guns	Muskets & Light Artillery	9	1	10	3	3	7+	6	~	2	
	Fortifications	Stationary Tabor	One Box Side	2	~	2							4-6**
Tartar Allies													
	Mirza	Officer	General	5	~	5	2	~	2+	~	~	~	1***
	Basha	Officer	Colonel	4	~	4	1	~	2+	~	~	~	0-3
	Tatar Noble Lancers	Eastern Horse	Bow, Spear, Evade, Veteran	6	2	8	2	2	6+	3	4	2	0-1
	Tater Lancers	Eastern Horse	Bow, Spear, Evade	6	~	6	2	2	7+	3	4	2	1-2***
	Tatar Bowmen	Light Cavalry	Bow, Evade	4	~	4	1	1	7+	3	3	1	3-6***

*Minimum applies only if any Tabor are present

**Minimum applies only if any Fortifications are used

***Minimum applies only if any Tartars are used