

<i>Name</i>	<i>Type</i>	<i>Weapons</i>	<i>Hand to Hand</i>	<i>Shooting</i>	<i>Morale</i>	<i>Stamina</i>	<i>Reaction</i>	<i>Special Rules</i>
<i>Hussar</i>	<i>Heavy Horse,</i>	<i>Lance, Pistols</i>	10	1	3+	4	8	<i>Elite: clear disorder on 4+ at start of Command phase. Stubborn: may re-roll one failed morale save per phase. Heavy Cavalry bonus: add D3 to combat result. Lance reduces target morale save by -1 if Cavalry, by -2 if Infantry without pikes</i>
<i>Pancerny</i>	<i>Horse</i>	<i>Pistols</i>	8	1	4+	3	7	
<i>Cossack Lancer</i>	<i>Horse</i>	<i>Lance, Pistols, Bow</i>	6	1	5+	3	7	<i>Lance reduces target morale save by -1 if Cavalry, by -2 if Infantry without pikes</i>
<i>Cossack Light</i>	<i>Light Horse, skirmisher</i>	<i>Pistols, Bow</i>	5	1	5+	3	7	<i>Fire and evade: if charged, may give closing fire and then evade. May fire in any direction.</i>
<i>Tatar</i>	<i>Light Horse, Skirmisher,</i>	<i>Bow</i>	5	1	5+	3	8	<i>Fire and evade: if charged, may give closing fire and then evade. May fire in any direction.</i>
<i>Polish Rajtar</i>	<i>Horse,</i>	<i>Pistols</i>	7	1	4+	3	7	
<i>'National' Foot</i>	<i>Foot</i>	<i>Musket</i>	5	3	5+	4	7	
<i>Guard Foot</i>	<i>Pike and Shot</i>	<i>Muskets, Pikes</i>	5	3	4+	4	8	<i>Elite: clear disorder on 4+ at start of Command phase. Stubborn: may re-roll one failed morale save per phase. First Fire: adds one die on first turn of firing. If charged by cavalry and forms hedgehog, double hand to hand dice and cavalry receives no charge bonus in combat.</i>
<i>'Foreign' Foot</i>	<i>Pike and Shot</i>	<i>Muskets, Pikes</i>	5	3	4+	4	8	<i>First Fire: adds one die on first turn of firing. If charged by cavalry and forms hedgehog, double hand to hand dice and cavalry receives no charge bonus in combat.</i>
<i>Dragoons</i>	<i>Skirmisher Horse/Foot</i>	<i>Muskets</i>	3	2	5+	3	8	<i>Free mount or dismount, only one per move. Fire and evade: if charged, may give closing fire and then evade. Always considered to be in skirmish order.</i>
<i>Artillery</i>	<i>Ordnance</i>	<i>Cannon</i>	1	3-2-1	4+	2	7	

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<i>Muscovite Noble Horse</i>	<i>Horse</i>	<i>Lance, Bow</i>	8	1	4+	*	6	<i>*Untested troops: the first time casualties may be caused, roll D6 to establish stamina: 1=1; 2-3=2; 4-6=3 Lance reduces target morale save by -1 if Cavalry, by -2 if Infantry without pikes</i>
<i>Elite Muscovite Reiter</i>	<i>Horse</i>	<i>Pistols</i>	7	1	4+	3	8	<i>Elite: clear disorder on 4+ at start of Command phase.</i>
<i>Muscovite Reiter</i>	<i>Horse</i>	<i>Pistols</i>	7	1	4+	3	8	
<i>Cossack Horse</i>	<i>Horse</i>	<i>Lance, Pistols, Bow</i>	6	1	5+	3	7	<i>Lance reduces target morale save by -1 if Cavalry, by -2 if Infantry without pikes</i>
<i>Cossack Light</i>	<i>Light Horse, skirmisher</i>	<i>Pistols, Bow</i>	5	1	5+	3	7	<i>Fire and evade: if charged, may give closing fire and then evade. May fire in any direction.</i>
<i>Strelets</i>	<i>Foot</i>	<i>Musket, Berdish Axe</i>	5	3	5+	3	7	<i>Double-handed weapon reduces target morale save by -1 in hand to hand combat.</i>
<i>New Formation Foot</i>	<i>Pike and Shot</i>	<i>Musket, Pikes</i>	5	3	4+	4	8	<i>First Fire: adds one die on first turn of firing. If charged by cavalry and forms hedgehog, double hand to hand dice and cavalry receives no charge bonus in combat.</i>
<i>Registered Cossacks</i>	<i>Foot</i>	<i>Musket</i>	5	3	5+	4	7	
<i>Zaporozhian Cossacks</i>	<i>Pike and Shot</i>	<i>Musket, Short Pikes</i>	5	2	5+	3	7	<i>Stubborn: may re-roll one failed morale save per phase.</i>
<i>Defended Wagon</i>	<i>Wagon and crew</i>	<i>Muskets or swivel gun</i>	4	2	3+	3	7	<i>May not charge. If un-disordered and charged by cavalry, double hand to hand dice and cavalry receives no charge bonus in combat. If armed with swivel gun, may fire as light artillery.</i>
<i>Artillery</i>	<i>Ordnance</i>	<i>Cannon</i>	1	3-2-1	4+	2	8	