

BAROQUE - BETA LISTS

COSSACKS (1630-1698) - CS Average or Poor

	M	VBU	I	D	VD	Pts	Notes
2-8 SP Cavalry	2	5	1	B	2	41	Bow
OR SP Cavalry	2	5	2	B	2	43	Pistol/Carbine
2-8 CL Light Horse	2F	4	1	B	2	34	Pistol/Carbine
OR CL Ligh Horse	2F	4	1	B	2	34	Bow
0-2 DR Dragoons	2	5	1	C	2	52	Musket
2-18 T Cossack Foot	1	6	3	C	3	53	Musket (SM-3)
OR T Cossack Foot	1	5	2	C	2	45	Musket (SM-2)
0-3 S Skirmishers	2	3	0	B	1	43	Musket
0-2 P&M Mixed Formations	1	6	2	C	3	57	Pike, Musket (SM-2)
0-2 ART Artillery	1S	1	0	B	1	15	Art B
OR Artillery	1	1	0	B	1	10	Art C
0-8 Field Fortifications						5	

Notes&Options

You can upgrade any Cavalry or Light Horse Unit with Lance, +2pts per Unit

You can upgrade up to 1/2 deployed Cavalry to

SP Cavalry 2 6 2 B 3 51 Pistol/Carbine

You can upgrade up to 1 Unit of SP VBU 6 or 1 Unit of CL to Hetmen's Retainers with D=A, VD=3, +7pts

You can upgrade up to 1/3 deployed Cavalry or Cossack Foot Unit to HARDENED UNIT, +5pts per Unit

You can upgrade up to 1/3 deployed Cavalry or Cossack Foot Unit to MOTIVATED FIGHTERS, +6pts per Unit

You can upgrade up to 2 Units of Cavalry with VBU 6 to FEARED UNIT, +7pts

You can upgrade up to 1/3 deployed Cossack Foot (SM-3) with SM-2, +2pts per Unit

You can upgrade up to 1/2 deployed Artillery Units with

ART 1S 1 0 B 1 20 Art A

Field Fortifications. Count them as Linear Obstacles. Each Fortification is 2BU and can also be represented by a wagon. All measurements are taken by the Wagon base if both players agree (and if the model has a reasonable size), otherwise count it just as a marker and use a stick to represent the real position of the Fortification.

If the Unit defending the Fortification has to retreat after the melee, remove the Fortification.