

# BAROQUE - BETA LISTS

printer-friendly version

## 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 Light 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.