

BAROQUE - BETA LISTS

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MUSCOVITES (1550-1630) - CS Average or Poor

	M	VBU	I	D	VD	Pts	Notes
2-8 SP Dvoryane and retinue	2	5	2	B	2	43	Bow
0-2 SP Cossack Cavalry	2	5	3	B	2	45	Bow
0-4 CL Tatar or Cossacks	2F	4	1	B	2	34	Bow
3-10 T Streltsy	1	6	3	B	3	55	Arquebus (SM-2), heavy axe
OR T Streltsy	1	6	3	B	3	62	Musket (SM-3), heavy axe
0-2 T Cossack Foot	1	5	2	C	2	36	Arquebus (SM-2)
0-2 P&M German mercenaries	1	6	2	B	3	53	Pike, Arquebus (SM-2)
0-3 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 up to 1/2 deployed Dvoryane and retinue to

SP Dvoryane and retinue 2 6 2 B 3 51 Bow

You can upgrade up to 1/3 deployed Dvoryane and retinue to MOTIVATED FIGHTERS, +6pts per Unit

You can upgrade up to 1/3 deployed Streltsy to HARDENED UNIT, +5pts per Unit

Heavy Axe of Streltsy reduces by 1 the impetus bonus of any charging mounted enemy and provide a MM1

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

ART 1S 1 0 B 1 20 Art A

You can upgrade up to 2 Artillery Units with a MASTER GUNNER, +5pts each

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.