

# Muscovite

Key	Unit	Type	FK&P Equivalent	Base Cost	Modifiers	Total Cost	VP	Hits	Save	Ammo	Dash	Melee	Numbers
	Voivode	Officer	Commanding General	5	~	5	4	~	2+	~	~	~	1
	Golova	Officer	General	5	~	5	2	~	2+	~	~	~	2-8
	Captain	Officer	Colonel	4	~	4	1	~	2+	~	~	~	
	Upgrade Officers to Gallant			1	~	1							Any
	Gallant Gentlemen			1	~	1							2-8
	Sons of Boyars (Elite National Cavalry)	Eastern Horse	Bow/Carbine, Veteran	6	1	7	2	2	6+	3	4	2	3-6
		Upgrade Sons of Boyars with Spear	Bow/Carbine, Spear, Veteran	6	2	8	2	2	6+	3	4	2	0-1
	Dvoriars (Elite National Cavalry)	Eastern Horse	Pistol, Bow/Carbine	6	1	7	2	2	7+	1/3	4	2	0-3*
		Upgrade Dvoriars with Spear	Pistol, Bow/Carbine, Spear	6	2	8	2	2	7+	1/3	4	2	Any
		Upgrade Dvoriars to Veteran	Pistol, Bow/Carbine, Veteran	6	3	9	2	2	6+	1/3	4	2	Any
		Upgrade Dvoriars with Spear to Veteran	Pistol, Bow/Carbine, Spear, Veteran	6	4	10	2	2	6+	1/3	4	2	Any
	Zavoievodchicy (National Cavalry)	Eastern Horse	Pistol, Bow/Carbine, Spear	6	2	8	2	2	7+	1/3	4	2	0-6*
	Muscovite Reiters	Swedish Horse		6	~	6	2	2	7+	1	3	2	0-6*
		Upgrade Reiters with Spear as "Lancers"	Spear	6	1	7	2	2	7+	1	3	2	0-1
	Jiltsy (copycat Winged Hussars)	Eastern Horse	Pistol, Spear, Veteran	6	3	9	2	2	6+	1	4	2	0-1
	Mounted Servant Cossacks	Eastern Horse	Pistol, Spear, Raw	6	1	7	2	2	8+	1	3	2	0-4**
	Don Cossacks	Light Cavalry	Carbine, Spear	4	1	5	1	1	7+	3	4	1	0-1
	Streltsi	Eastern Musketeers		9	~	9	3	3	7+	5	~	2	0-6***
		Upgrade Streltsi as Moscow Streltsi	Veteran	9	3	12	3	3	6+	6	~	2	0-1
	Soldats (Foreign Trained Foot)	Standard Battalia		9	~	9	3	3	7+	3	~	2	0-6***
	Border Dragoons	Standard Battalia	Short Pikes, Raw	9	-3	6	3	3	8+	2	~	2	0-3
		Upgrade Border Dragoons to Field Dragoons	Short Pikes	9	~	9	3	3	7+	3	~	2	0-1
	Dismounted Servant Cossacks	Standard Battalia	Short Pikes, Raw	9	-3	6	3	3	8+	2	~	2	0-4**
	Artillery	Artillery		4	~	4	1	1	7+	6	~	1	0-2
	Camp	Camp		1	~	1	3	~	~	~	~	~	~
<b>Tartar Allies</b>													
	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***

\*The number of Sons of Boyars, Dvoriars, Zavoievodchicy and Reiters combined may not exceed twelve

\*\*The number of Servant Cossack units (mounted or dismounted) may not exceed six

\*\*\*The number of Streltsi or Soldats combined may not exceed six

\*\*\*\*Minimum applies only if any Tartars are used