

## *The Russian Army*

<b>Jägers</b>					Type	Regulars
Points Value	5	Weapon	Musket		Size	8
Formation	First Fire	Controlled Volley	Crashing Volley	Step Out	Drill	Characteristics
Always	Yes	No	3	2	2	Stoic Serfs
<b>Jäger Conscripts</b>					Type	Conscripts & Volunteers
Points Value	4	Weapon	Musket		Size	8
Formation	First Fire	Controlled Volley	Crashing Volley	Step Out	Drill	Characteristics
Always	Yes	No	3	2	-	Stoic Serfs
<b>Jäger Skirmishers</b>					Type	Irregular Skirmishers
Points Value	4	Weapon	Musket		Size	6
Formation	First Fire	Controlled Volley	Crashing Volley	Step Out	Drill	Characteristics
Always	No	-	-	-	-	
<b>Carabinieri</b>					Type	Regular
Points Value	6	Weapon	Musket		Size	8
Formation	First Fire	Controlled Volley	Crashing Volley	Step Out	Drill	Characteristics
Always	Yes	First Only	2	2	2	Stoic Serfs, Aggressive
<b>Jäger Strelski</b>					Type	Regulars
Points Value	6	Weapon	Musket		Size	8
Formation	First Fire	Controlled Volley	Crashing Volley	Step Out	Drill	Characteristics
Always	Yes	First Only	3	2	2	Stoic Serfs, Sharp Practice
<b>Jäger Strelski Skirmishers</b>					Type	Skirmishers
Points Value	7	Weapon	Musket		Size	6
Formation	First Fire	Controlled Volley	Crashing Volley	Step Out	Drill	Characteristics
Always	Yes	No	-	2	-	Sharp Practice
<b>Mounted Cossacks</b>					Type	Irregular Cavalry
Points Value	4	Weapon	Lance, musket and pistol		Size	8
Formation	First Fire	Controlled Volley	Crashing Volley	Step Out	Drill	Characteristics
No Shock	No	No	-	1	-	Tactical, Plunderers, Mobile Deployment Point, Cossack Lancers, Cossack Evade

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<b>Dismounted Cossacks</b>					Type	Irregular Skirmishers
Points Value	3	Weapon	Musket, Pistol		Size	6
Formation	First Fire	Controlled Volley	Crashing Volley	Step Out	Drill	Characteristics
Always	No	No	-	3	-	No Bayonets, Plunderers, Poor Shots, Weedy Coves, Mobile Deployment Point

<b>Hussars</b>					Type	Scouting Cavalry
Points Value	5	Weapon	Sabre		Size	8
Formation	First Fire	Controlled Volley	Crashing Volley	Step Out	Drill	Characteristics
Always	No	No	-	2	-	Tally Ho!

<b>Hussar lancers</b>					Type	Scouting Cavalry/Lancers
Points Value	6	Weapon	Sabre, lance		Size	8
Formation	First Fire	Controlled Volley	Crashing Volley	Step Out	Drill	Characteristics
Always	No	No	-	2	-	Tally Ho!

<b>Artillery</b>					Type	Artillery
Points Value	7	Weapon	Medium Gun		Size	5
Formation	First Fire	Controlled Volley	Crashing Volley	Step Out	Drill	Characteristics
Always	Yes	Yes	-	3	2	Battery Defenders, Stubborn

### **COSSACK LANCERS**

The Cossacks used the lance in mounted combat. They are considered to have the troop quality of Irregular Skirmishers in fisticuffs, but receive +1D6 for each Group fighting.

### **COSSACK EVADE**

Cossacks may evade as Skirmish troops (p. 32). Instead of 2D6, roll 1-3 D6 and add 6" for distance moved.

### **BATTERY DEFENDERS**

Russian artillery crew may not evade when attacked. The crew counts as having the troop quality level of Skirmishers in fisticuffs.