

▲ 2000 Pts - Rus

Name	#	Group	Size	Ldr	Move	Clash	Sustain	Short	Long	Morale	Stam	Option	Summary	Cost
Squad (8♠, 186 pts)														
Rus Division	1	Division												186
General	1	HQ		8	12"	+3	+3							[0]
Re-roll														
Druzhina Heavy Cavalry	1	Heavy Cavalry	Standard		9"	9	6	3/-	-	4+	6	Lance	Stubborn ToughF	[37]
Lance; Stubborn; Tough Fighters														
Druzhina Heavy Cavalry	1	Heavy Cavalry	Standard		9"	9	6	3/-	-	4+	6	Lance	Stubborn ToughF	[37]
Lance; Stubborn; Tough Fighters														
Druzhina Heavy Cavalry	1	Heavy Cavalry	Standard		9"	9	6	3/-	-	4+	6	Lance	Stubborn ToughF	[37]
Lance; Stubborn; Tough Fighters														
Druzhina Heavy Cavalry	1	Heavy Cavalry	Standard		9"	9	6	3/-	-	4+	6	Lance	Stubborn ToughF	[37]
Lance; Stubborn; Tough Fighters														
Mercenary Horse Archers	1	Light Cavalry	Small		9/12"	4	2	2	2	6+	4	Bow	Parthian	[19]
Bow; Parthian Shot														
Mercenary Horse Archers	1	Light Cavalry	Small		9/12"	4	2	2	2	6+	4	Bow	Parthian	[19]
Bow; Parthian Shot														
Squad (8♠, 78 pts)														
Rus Division	1	Division												78
Commander	1	HQ		8	12"	+1	+1							[0]
Russi leggeri	1	Light Infantry	Small		6"	3	3	2	2	-	4	Bow		[14]
Bow														
Russi leggeri	1	Light Infantry	Small		6"	3	3	2	2	-	4	Bow		[14]
Bow														
Russi leggeri	1	Light Infantry	Small		6"	3	3	2	2	-	4	Bow		[14]
Bow														
Russi leggeri	1	Light Infantry	Small		6"	3	3	2	2	-	4	Bow		[14]
Bow														
Skirmishers	1	Infantry, Skirmisher	Small		6"	3	2	2	-	-	4	Jav		[11]
Javelin														
Skirmishers	1	Infantry, Skirmisher	Small		6"	3	2	2	-	-	4	Jav		[11]
Javelin														
Squad (6♠, 92 pts)														
Rus Division	1	Division												92
Commander	1	HQ		8	12"	+1	+1							[0]
Slavic Medium Cavalry	1	Medium Cavalry	Standard		9"	8	5	3	-	5+	6	Spear		[27]
Spear														
Mercenary Horse Archers	1	Light Cavalry	Small		9/12"	4	2	2	2	6+	4	Bow	Parthian	[19]
Bow; Parthian Shot														
Mercenary Horse Archers	1	Light Cavalry	Small		9/12"	4	2	2	2	6+	4	Bow	Parthian	[19]
Bow; Parthian Shot														
Slavic Medium Cavalry	1	Medium Cavalry	Standard		9"	8	5	3	-	5+	6	Spear		[27]
Spear														

Name	#	Group	Size	Ldr	Move	Clash	Sustain	Short	Long	Morale	Stam	Option	Summary	Cost
Squad (7⁺, 94 pts)														
Rus Division	1	Division												94
Commander	1	HQ		8	12"	+1	+1							[0]
Russi leggeri	1	Light Infantry	Small		6"	3	3	2	2	-	4	Bow		[14]
		Bow												
Russi leggeri	1	Light Infantry	Small		6"	3	3	2	2	-	4	Bow		[14]
		Bow												
Russi leggeri	1	Light Infantry	Small		6"	3	3	2	2	-	4	Bow		[14]
		Bow												
Russi medi	1	Medium Infantry, Medium Warband	Standard		6"	7	6	2	-	5+	6	Spear WildF3		[26]
		Spear; Wild Fighters												
Russi medi	1	Medium Infantry, Medium Warband	Standard		6"	7	6	2	-	5+	6	Spear WildF3		[26]
		Spear; Wild Fighters												

Squad (8⁺, 198 pts)														
Divisione Lituana	1	Division												198
Commander	1	HQ		8	12"	+1	+1							[0]
Cavalieri Lituani	1	Heavy Cavalry	Standard		9"	9	6	3/-	-	4+	6	Lance		[33]
		Lance												
Cavalieri Lituani	1	Heavy Cavalry	Standard		9"	9	6	3/-	-	4+	6	Lance		[33]
		Lance												
Cavalieri Lituani	1	Heavy Cavalry	Standard		9"	9	6	3/-	-	4+	6	Lance		[33]
		Lance												
Sergenti Lituani	1	Heavy Cavalry	Standard		9"	9	6	3/-	-	4+	6	Lance		[33]
		Lance												
Sergenti Lituani	1	Heavy Cavalry	Standard		9"	9	6	3/-	-	4+	6	Lance		[33]
		Lance												
Sergenti Lituani	1	Heavy Cavalry	Standard		9"	9	6	3/-	-	4+	6	Lance		[33]
		Lance												

Squad (6⁺, 104 pts)														
Divisione Lituana	1	Division												104
Commander	1	HQ		8	12"	+1	+1							[0]
Medium Infantry	1	Medium Infantry	Standard		6"	6	6	3	-	5+	6			[23]
Medium Infantry	1	Medium Infantry	Standard		6"	6	6	3	-	5+	6			[23]
Heavy Infantry	1	Heavy Infantry	Standard		6"	7	7	3	-	4+	6			[29]
Heavy Infantry	1	Heavy Infantry	Standard		6"	7	7	3	-	4+	6			[29]

Total Cost: 752

Option Footnotes

Special Rules	
Parthian Shot	<ul style="list-style-type: none"> Once enemy in one move distance then complete Closing Shots Unit then Evades (p102 rulebook)
Re-roll	<ul style="list-style-type: none"> Once per game may reroll one Order test even if blundered (p80 rulebook)

Stubborn	• Re-roll failed Morale save each turn (once in Shooting, once in Hand-to-hand) (p104 rulebook)
Tough Fighters	• Re-roll one missed Hand-to-hand attack each round (p106 rulebook)
Wild Fighters	• Re-roll three missed combat attacks in the first round of the game (p107 rulebook)
Upgrade	
Make General	
Weapons	
Bow	R: 18"
Javelin	R: 6"
Lance	• Enemy suffers -1 Morale when charged/countercharged in first round of Combat • If both sides are armed with Lances this applies to both sides (p101 rulebook)
Spear	R: 6"

Group	Min	Max	Used
<i>Infantry</i>	<i>24</i>	<i>0</i>	<i>13 (Min: 2)</i>
Skirmisher	0	0	2
<i>Cavalry</i>	<i>0</i>	<i>7</i>	<i>16 (Max: 7)</i>