

Mafia Siberica (Kislevites) - Louis																	
Rating	193																
Treasury:	17	couronnes															
Number of models:	12	(3 to rout)															
Maximum number:	15																
		Racial max: 4 6 6 4 4 3 6 4 9															
Name	ID	Unit Type	#	M	WS	BS	S	T	W	I	A	Ld	Save	Exp	Cost	Equipment	Kills
Nikolai	Roi	Druzhina Captain (Hero)	1	4"	4	4	3	4	1	4	1/2	8	4/5+	28	128	Dagger; Helmet; Inherited Duelling Pistol; Sword	0
		<i>Leader:</i> Any model within 6" of the Captain may use his leadership instead of their own. <i>Pistolier:</i> May fire a pistol every turn / twice with a brace of pistol for 1 turn (then once every turn because of reloading time) <i>Advance:</i> +1 T															
Boris	Dame	Bear Tamer (Hero)	1	4"	4	3	4	4	1	3	2/3	7	5+6	18	50	Dagger; Sword; Shield	1
		<i>Resilient:</i> -1 Strength to all Close combat hits <i>Advance:</i> +1 WS, +1 A															
Drago	Valet	Esaul (Hero)	1	4"	4	3	4	3	1	3	2/3	7	4/5+	17	83	Dagger; Crossbow; Axe; Mace; Shield; Lt.Armour	2
		<i>Step Aside:</i> (5+ save in HTH combat) <i>Advance:</i> +1 S, +1 A															
Yuri	10	Youth (Hero)	1	4"	2	3	3	4	1	4	1/2	6	-	10	46	Dagger; Hammer (x2); Crossbow	1
		<i>Quick Shot:</i> (Fire twice if not moving) <i>Advance:</i> +1 Initiative, +1BS, +1T															
Vladivostok - Spear	9	Youth (Hero)	1	4"	2	3	4	3	2:OO	3	1/2	6	4/5+	9	55	Dagger; Throwing knives; Shield; Spear; LtArmour	2
		<i>Advance:</i> +1 S, +1 BS, +1 W <i>Knife-Fighter:</i> May throw three knives per turn, shots may be divided between any target within range															
Roman	As	Streltsi (Hero)	1	4"	3	4	3+1	3	1	4	1	7	4/5+	6	88	Dagger; Halberd; Handgun; Shield; Mace; LtArmour	0
		<i>Gun-Rest:</i> Gets +1 to hit with handgun+halberd, as long as he did not move <i>Lad's Got Talent!:</i> Shooting & Speed <i>Hunter:</i> May fire each turn with a handgun or Hochland rifle <i>Advance:</i> +1 Initiative, +1 BS															
Snap Popi	8	Cossacks - Axe	1	4"	4	3	4	3	1	3	1/2	7	-	6	40	Dagger; Axe; Short Bow	
		<i>Advance:</i> +1 S, +1 WS <i>Hatred VS.</i> all forces of chaos (Beastmen, Possessed, Skaven, Undead, etc.) = reroll misses in first HTH turn															
Pop	7	Cossacks - Bow	1	4"	3	4	3	3	1	4	1/2	7	-	6	40	Dagger; Axe; Short Bow	
		<i>Advance:</i> +1 Initiative, +1 BS <i>Hatred VS.</i> all forces of chaos (Beastmen, Possessed, Skaven, Undead, etc.) = reroll misses in first HTH turn															
Murtha Sergei	2	Streltsis	1	4"	3	4	3+1	3	1	4	1	7	-	6	70	Dagger; Halberd; Handgun	
		<i>Advance:</i> +1BS, +1 Initiative <i>Gun-Rest:</i> Gets +1 to hit with handgun+halberd, as long as he did not move															
Vodka II	As	Trained Bear	1	6"	3	-	5	5	2:OO	2	2	6	-	NA	145		2
		<i>Cause Fear:</i> Animal: Never gain Experience; +15 Rating Subject to <i>Stupidity</i> unless a Bear Tamer is within 6". <i>Bear Hug:</i> If bear hits with both A, he may Bearhug instead of 2 A. Each roll a D6 + S. If bear roll enemy = autowound (no AS). Otherwise, no harm. <i>Fierce Loyalty:</i> If trainer OOA, 'Sold to the Pits', 'Robbed', 'Captured' = 'Full Recovery' on injury table.															
Stash:													Total	855			
Axe	-1 armour save.																
Bow	1 Attack, 24" R, S3.																
Crossbow	1 Attack, 30" R, S4. Move or fire.																
Dagger	+1 armour save, or save of 6+ if the model has none.																
Duelling Pistol	1 Attack, 10" R, S4. Extra -1 save modifier. Takes 1 turn to reload (if you have 2, you can fire 1 per turn). +1 to hit. May be used in the first round of hand-to-hand combat.																
Halberd	+1 Strength. Requires 2 hands to use.																
Hammer, Mace	Concussion: Injury rolls of 2-4 cause the victim to be 'Stunned'.																
Helmet	If the model is 'Stunned', roll a dice - on a 4+ it is 'Knocked Down' instead.																
Handgun	1 Attack, 24" R, S4. Fire every other turn. Move or fire. Vicious wound = +1 to Injury roll. Extra -1 save modifier.																
Light Armour	Basic D6 saving throw of 6. Serious Injury Save of 6.																
Short Bow	1 Attack, 16" R, S3. Can Run and Fire.																
Spear	Strikes first, even if charged. +1 Strength on cavalry charge. Cannot be used with another weapon, only a shield or buckler																
Sword	Parry: When your opponent rolls to hit, roll a D6. If you beat his highest 'to hit' score, one attack against you is negated.																
Throwing Knives	1 Attack, 6" R, S as user, no penalty for long range or moving.																
Notes:	Heroes get new advances at 2, 4, 6, 8, 11, 14, 17, 20, 24, 28, 32, 36, 41, 46, 51, 57, 63, 69, 76, 83 and 90 experience. Henchmen and Hired Swords get new advances at 2, 5, 9 and 14 experience.																