

Russian Mid War Units

Unit	Type	Ranged Threat		Contact Threat	Cohesion		Traits
		900 yds	450 yds		Open Terrain	Embarrassing Terrain	
<b>Leib-Gvardii Pehotniy</b>							
Leib-Gvardii Yegerskiy	Infantry Battalion	-	1	5	1 1/2	1	<b>Lights:</b> Do not halt for dense terrain & Threat is not reduced vs dense terrain or at range vs Built-up-Areas.
Leib-Gvardii Pehotniy	Infantry Battalion	-	1/2	5	1 1/2	1/2	<b>Shock:</b> Threat is not reduced vs Built-up-Areas, Strong Points, or Walls.
<b>Leib-Gvardii Kavaleriyskaya</b>							
Kavaleriyskiy	Cavalry Squadron Group	-	-	5	1	1/4	
Leib-Gvardii Konnyy	Cavalry Squadron Group	-	-	5	1	1/4	
Yego Velichestva Leib-Kirasirskiy	Cavalry Squadron Group	-	-	5	1	1/4	
Yeya Velichestva Kirasirskiy	Cavalry Squadron Group	-	-	5	1	1/4	
Leib-Gvardii Dragunskiy	Cavalry Squadron Group	-	-	4	1	1/4	
Leib-Gvardii Ulanskiy	Cavalry Squadron Group	-	-	4	1	1/4	<b>Lights:</b> Do not halt for dense terrain & Threat is not reduced vs dense terrain.
Leib-Gvardii Gusarskiy	Cavalry Squadron Group	-	-	4	1	1/2	<b>Lights:</b> Do not halt for dense terrain & Threat is not reduced vs dense terrain.
Leib-Gvardii Kazachiy	Cavalry Squadron Group	-	-	3	1	1/2	<b>Lights:</b> Do not halt for dense terrain & Threat is not reduced vs dense terrain.
<b>Pehotniy</b>							
Yegerskiy	Infantry Battalion	-	1	3	1	1	<b>Lights:</b> Do not halt for dense terrain & Threat is not reduced vs dense terrain or at range vs Built-up-Areas.
Pehotniy	Infantry Battalion	-	1/2	3	1	1/2	
Grenaderskaya	Infantry Battalion	-	1/2	3	1	1/2	<b>Shock:</b> Threat is not reduced vs Built-up-Areas, Strong Points, or Walls.
Svodno-Grenaderskaya	Infantry Battalion	-	1/2	3	1	1/2	<b>Shock:</b> Threat is not reduced vs Built-up-Areas, Strong Points, or Walls.
Pionery	Infantry Company (Asset)	-	-	-	-	-	<b>Engineers:</b> See Unit Traits. <b>Pionery:</b> Committing to a Threatened Battery recovers -1 Fatigue.
<b>Kavaleriyskaya</b>							

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Kirasirskiy	Cavalry Squadron Group	–	–	4	1	1/4	
Dragunskiy	Cavalry Squadron Group	–	–	3	1/2	1/4	
Ulanskiy	Cavalry Squadron Group	–	–	3	1	1/4	<b>Lights:</b> Do not halt for dense terrain & Threat is not reduced vs dense terrain.
Gusarskiy	Cavalry Squadron Group	–	–	2	1	1/2	<b>Lights:</b> Do not halt for dense terrain & Threat is not reduced vs dense terrain.
Donskoy Kazachiy	Cavalry Squadron Group	–	–	1	1/2	1/2	<b>Irregulars:</b> Do not halt for dense terrain, Threat is not reduced at contact, may not recover Fatigue during the Combat Phase.
Konno-Tatarskiy	Cavalry Squadron Group	–	–	1	1/2	1/2	<b>Irregulars:</b> Do not halt for dense terrain, Threat is not reduced at contact, may not recover Fatigue during the Combat Phase.
Bugskiy Kazachiy	Cavalry Squadron Group	–	–	1	1/2	1/2	<b>Irregulars:</b> Do not halt for dense terrain, Threat is not reduced at contact, may not recover Fatigue during the Combat Phase.
Bashkirskiy Konnyy	Cavalry Squadron Group	–	–	1	1/2	1/2	<b>Irregulars:</b> Do not halt for dense terrain, Threat is not reduced at contact, may not recover Fatigue during the Combat Phase.
Teptyar Kazachiy	Cavalry Squadron Group	–	–	1	1/2	1/2	<b>Irregulars:</b> Do not halt for dense terrain, Threat is not reduced at contact, may not recover Fatigue during the Combat Phase.
<b>Artilleriyskaya</b>							
Batareynaya Artilleriyskaya	Artillery Battery (Asset)	4	4	3	1 1/2	1/4	
Legkaya Artilleriyskaya	Artillery Battery (Asset)	3	3	2	1	1/4	
Konno-Artilleriyskaya	Artillery Battery (Asset)	3	3	2	1	1/4	
Donskoy Artilleriyskaya	Artillery Battery (Asset)	2	2	2	1/2	1/2	<b>Irregulars:</b> Do not halt for dense terrain, Threat is not reduced at contact, may not recover Fatigue during the Combat Phase.