

Tatars

Key	Unit	Type	FK&P Equivalent	Base Cost	Modifiers	Total Cost	VP	Hits	Save	Ammo	Dash	Melee	Numbers
	Bey	Officer	Commanding General	5	~	5	4	~	2+	~	~	~	1
	Mirza	Officer	General	5	~	5	2	~	2+	~	~	~	2-8
	Basha	Officer	Colonel	4	~	4	1	~	2+	~	~	~	
	Upgrade Officers to Gallant			1	~	1							Any
	Gallant Gentlemen			1	~	1							2-8
	Noble Lancers	Eastern Cavalry	Bow, Spear, Evade, Veteran	6	3	9	2	2	6+	3	4	2	1-6
	Lancers	Eastern Cavalry	Bow, Spear, Evade	6	~	6	2	2	7+	3	4	2	
	Bowmen	Light Cavalry	Bow, Evade	4	~	4	1	1	7+	3	4	1	3-18
		Upgrade Bowmen with Spear	Bow, Spear, Evade	4	1	5	1	1	7+	3	4	1	Up to 1/3
	Kazindji	Rabble	Rabble	6	~	6	3	3	7+	~	~	2	0-1