

Transylvanians

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
Household Cavalry	Eastern Horse	Pistol, Spear, Veteran	6	3	9	2	2	6+	1	4	2	2-8
Household Light Cavalry	Light Cavalry	Bow/Carbine, Evade	4	~	4	1	1	7+	3	4	1	2-12
Comitatus/Noble Levy	Eastern Horse	Pistol, Spear, Raw	6	-1	5	2	2	8+	1	4	2	0-2
Chimney Cavalry/Noble Levy	Eastern Horse	Bow, Lance, Raw	6	-2	4	2	2	8+	3	4	2	0-4
Enlisted Cavalry	Eastern Horse	Pistol, Spear	6	1	7	2	2	7+	1	4	2	0-8
Szekely Cavalry	Eastern Horse	Pistol, Spear, Raw	6	-1	5	2	2	8+	1	4	2	0-8
Light Szekely Cavalry	Light Cavalry	Spear, Evade	4	-1	3	1	1	7+	~	4	1	0-8
Kurtany	Light Cavalry	Bow, Evade	4	~	4	1	1	7+	3	4	1	2-8
Haiduk	Eastern Shot, can be Mounted Infantry		9	~	9	3	3	7+	5	~	2	2-8*
Seimeni	Eastern Shot	Untried	9	-2	7	3	3	7+	5	~	2	2-8*
Saxon or Town Infantry	Eastern Shot		9	~	9	3	3	7+	5	~	2	2-8*
	Upgrade as Household Infantry	Veteran	9	3	12	3	3	7+	6	~	2	Any
Mercenary or "German" Infantry	Eastern Shot		9	~	9	3	3	7+	5	~	2	0-2
Szekelys Foot	Highlanders		7	~	7	3	3	7+	1	~	2	0-4
	Upgrade Szekelys Foot to Pike&Shot	Raw Standard Battalia	9	-3	6	3	3	8+	3	~	2	Any
Dismounted Szekelys	Dragoons	Dragoons	4	~	4	2	2	7+	2	~	1	0-4
Artillery	Artillery		4	~	4	1	1	7+	6	~	1	0-2
Camp	Camp		1	~	1	3	~	~	~	~	~	~

*Minimum applies only if any of that troop type are taken