

<p>Ms01 Moscow Streltsy One Leader in Moscow can receive one unit of Moscow Streltsy</p>	<p>Ms02 Fedor Godunov Place the Character Fedor Godunov to Characters of his Party It can be played after the death of Boris Godunov only The card must be discarded after playing</p>	<p>Ms03 Patriarch Filaret Place the Character Patriarch Filaret to Characters of his Party The card must be discarded after playing</p>
<p>Ms04 Kuzma Minin It can be played after the event “Polish Intervention” or since 1611 only The Player receives the Character Kuzma Minin The card must be discarded after playing</p>	<p>Ms05 Mikhail Romanov Place the Character Michael Romanov to Characters of his Party It can be played after playing of the “Patriarch Filaret” card only The card must be discarded after playing</p>	<p>P01 Winged Hussars Player receives one unit of Winged Hussars Please note that every unit of Winged Hussars reduces the Legitimacy of the Player by “1” point</p>
<p>P02 False Dmitry The card can be played as False Dmitry II after the death of False Dmitry I, and as False Dmitry III after the death of False Dmitry II Place the Character of False Dmitry II (III) to Characters of his Party</p>	<p>P03 Lisovsky Raids Player receives two Lisowsky’s Detachments in Poland The card must be discarded after playing</p>	<p>P04 Polish Intervention Since 1609 only Player receives one “Siege” marker Leaders Stanislaw Zolkiewski, Aleksander Gosiewski and Character Prince Wladislaw are placed at Poland The card must be discarded after playing</p>
<p>P05 Hetman Chodkiewicz’s Campaign Since 1610 only Player receives one “Siege” marker Leader Jan-Karol Chodkiewicz is placed in Poland. Character Sigismund III Vasa is placed to the army of Chodkiewicz The card must be discarded after playing</p>	<p>Rb01 False Dmitry The card can be played as False Dmitry II after the death of False Dmitry I, and as False Dmitry III after the death of False Dmitry II Place the Character of False Dmitry II (III) to characters of his Party</p>	<p>Rb02 Fortified Camp The “Fortified Camp” marker is placed in a City. Player also receives a detachment in the camp. Player’s troops fighting in this camp receive one column shift in their favour on the both Combat Tables, enemy’s troops - one negative shift. When occupying troops abandon the camp the marker must be removed. The card must be discarded after playing</p>
<p>Rb03 Zemskaya Militia (Militia of Commons) When the Polish VP are more than 15 only Two Leaders of the Player receive one marker “Zemski sentence” (+1LG) each No Leader can receive more than one of these markers The card must be discarded after playing</p>	<p>Rb04 Support of Followers Player immediately receives 12 <i>mustering points</i></p>	<p>Rb05 Revolt Player throws a dice. On a throw “3+” the Player can place his Control marker to any City (not Fortress) to his choice. There must be no enemy’s Leaders in this City.</p>
<p>N01 Zemskaya Militia (Militia of Commons) If the Polish VP are more than 15 only Two Leaders of a Player receive one marker “Zemski sentence” (+1LG) each No Leader can receive more than one of these markers The card must be discarded after playing</p>	<p>N02 Noble Militia Player receives 3 Combat Units of Noble Cavalry</p>	<p>N03 False Dmitry The card can be played as False Dmitry II after the death of False Dmitry I, and as False Dmitry III after the death of False Dmitry II Place the Character of False Dmitry II (III) to characters of his Party</p>
<p>N04 Sent Assassin The Player throws a dice. On a throw “4+” the Player can kill any Leader or Character. Surprise Card</p>	<p>N05 To Arms! If the Noble Party’s VP are 5 and less, its Player receives 20 <i>mustering points</i> to any of his army. The army must be in the Fortress The card must be discarded after playing</p>	<p>Sh01 City Streltsy A Player’s Leader can receive 2 Combat Units of City Streltsy</p>
<p>Sh02 Swedish Intervention Since 1610 only The Player places Leaders Jacob de la Gardie and Evert Horn in Koporie. If there is no Tsar in Moscow the Character Carl Philip appears with de la Gardie. See 14.4 in the Rulebook. The card must be discarded after playing</p>	<p>Sh03 Pact with Sweden When Moscow Party’s VP are less than 10 The Player loose 4 VP immediately Leaders Jacob de la Gardie and Evert Horn are placed in Koporie The card must be discarded after playing</p>	<p>Sh04 Boyars Plotters May only be played if legitimacy of party 5+ A plot is to be headed by any Personality of the Player with Legitimacy no less than 2. The head of the plot throws a die. On 5+ the plot is successful, and Moscow goes under control of the Player. If the plot fails, the head of plotters is captured and killed. Remove him from the game The card must be discarded after playing</p>
<p>1 Reconnaissance Other player plays one Politics card less this phase. Surprise Card</p>	<p>2 Mobile Fortress (Goulai-Gorod) If there are any unit of Streltsy in the army, during one Combat an Enemy Player subtracts “-1” from a dice throw on the “Fire Table”. Surprise Card</p>	<p>3 Heavy Resistance During one Combat the Player can re-roll his throws on the “Fire Table” and the “Melee Table”. He can re-roll only once during one Combat Phase. The second throw is accounted for. Surprise Card</p>

<p>4 Strengthening of Defence The Player can claim any City as a Fortress. The "Fortress" marker is placed on the City. This City will be regarded as a Fortress until it's captured by an Enemy. The card must be discarded after playing.</p>	<p>5 Wonderful Saving Return one of your dead Personality or Character to the game. The card must be discarded after playing.</p>	<p>6 Intellectual Ferment Before Combat two opposing stacks of armies compare the Legitimacy of their Personalities (including Characters in the armies). Stacks choose the best from the Leaders. The Leader with the lesser Legitimacy is defeated in Combat automatically. He loses 1D6 Combat Units and goes to TRT on one Turn forward. Surprise Card.</p>
<p>7 Strategic Manoeuvre The Player's stack automatically avoids a battle or automatically intercepts an enemy. Surprise Card</p>	<p>8 Messenger Activate one of your Leaders at the end of a turn after the Combat Phase of all other Players. Surprise Card</p>	<p>9 Incendiary Speech A Leader whipped up hearts of his soldiers with a speech before a battle. "+1D6" to his Tactical Advantage before one Combat. Surprise Card</p>
<p>10 Death On "5+" a Leader or a Character of an enemy leaves the game. Combat Units that are subordinated to the dead Leader are removed from the map board.</p>	<p>11 Death On "5+" a Leader or a Character of an enemy leaves the game. Combat Units that are subordinated to the dead Leader are removed from the map board.</p>	<p>12 Ambush The stack of the Player in one Combat automatically receives a <i>tactical advantage</i> in both Combat Phases - Fire and Melee. Surprise Card</p>
<p>13 Storm A Leader who besieges a Fortress can hold a storm. On "4+" a Fortress is captured. If a storm didn't succeed, a Leader's army loses one unit. Surprise Card</p>	<p>14 Storm A Leader who besieges a Fortress can hold a storm. On "4+" a Fortress is captured. If a storm didn't succeed, a Leader's army loses one unit. card can be played at any time.</p>	<p>15 Uprising in Moscow The Player can place his Control marker on "4+" in Moscow. If an uprising is successful, all Characters of an enemy and Combat Units die on "5+". Saved Characters and Combat Units are placed to the nearest Leader of the Player. If there are no Leaders, Characters are captured by the winner, Combat Units are destroyed.</p>
<p>16 Wise Decision Discard this card and take three new ones. New received cards can be played at once.</p>	<p>17 Execution of a Betrayer On "4+" a Leader or a Character of an enemy, moving to another Player's side according to a card, is captured and killed. Take away this Leader or Character from the game. Surprise Card</p>	<p>18 Heroic Defence A besieged Fortress can ignore one lucky try of a capture (including a storm). Surprise Card</p>
<p>19 Defectors Other player plays one Political card less this phase.</p>	<p>20 Spies Cancels a playing of any card. It's not used against appearance of Personalities. Draw another Cancel card. Play only if 'Dagger in the Spine'. Surprise Card</p>	<p>21 Spies Cancels a playing of any card. It's not used against appearance of Personalities. Draw another Cancel card. Play only if 'Dagger in the Spine'. Surprise Card</p>
<p>22 Spies Cancels a playing of any card. It's not used against appearance of Personalities. Draw another Cancel card. Play only if 'Dagger in the Spine'. Surprise Card</p>	<p>23 Spies Cancels a playing of any card. It's not used against appearance of Personalities. Draw another Cancel card. Play only if 'Dagger in the Spine'. Surprise Card</p>	<p>24 Spies Cancels a playing of any card. It's not used against appearance of Personalities. Draw another Cancel card. Play only if 'Dagger in the Spine'. Surprise Card</p>
<p>25 Watch Playing of cards "Death", "Attempted Murder", "Poison", "Murderers", "Sent Assassin" is cancelled. Surprise Card</p>	<p>26 Watch Playing of cards "Death", "Attempted Murder", "Poison", "Murderers", "Sent Assassin" is cancelled. Surprise Card</p>	<p>27 Revolt On "3+" take off Control markers of another Player from 1D6 his Cities (except Fortresses).</p>
<p>28 Revolt On "3+" take off Control markers of another Player from 1D6 his Cities ().</p>	<p>29 Revolt of Followers On "3+" place your Control marker to 1D6 of any Cities (except Fortresses). Choose by Submission priority.</p>	<p>30 Instigators A City (not a Fortress), neutral or belonging to another Player, goes under control of the owner of the card. There is not to be an enemy's Leader in the City.</p>

<p>31 Instigators A City (not a Fortress), neutral or belonging to another Player, goes under control of the owner of the card. There is not to be an enemy's Leader in the City.</p>	<p>32 Tatar Foray On "3+" take off Control marker from belonging to another Player Cities on the South (Belgorod, Voronezh or Kursk). If the attempt wasn't successful the Player against who the attempt was aimed, receives 1 VP. If the attempt has succeeded, the Player with this card receives 1 VP.</p>	<p>33 Joining the Opposition On "5+" any <u>Character</u> of an enemy (except the Tsar) changes the side to the Player.</p>
<p>34 Joining the Opposition On "5+" any <u>Character</u> of an enemy (except the Tsar) changes the side to the Player.</p>	<p>35 Siege The Player receives one "Siege" marker. Surprise Card</p>	<p>36 Siege The Player receives one "Siege" marker. Surprise Card</p>
<p>37 Charge of Catholicism. On "4+" an enemy's Personality receives the marker "Charge of Catholicism". Legitimacy of a Leader falls on "2". It is not allowed to draw this card against Polish and Swedish Leaders. This card can also be used for taking off accusations (without a throw). If the card is playing for the second time (for taking off accusations), it is removed from the game.</p>	<p>38 Ivan Susanin The Player can destroy one enemy Detachment. The card must be discarded after playing.</p>	<p>39 Treachery On "5+" the Player any Personality of the other Player (Leader or a Character but not the Tsar, Polish or Swedish Leaders) takes the side of the card's owner. Legitimacy of the Player is subtracted from the dice throw. Combat Units and Characters are left with the changing the side Leader on "4+". The rest of Characters are placed to their closest Leader, Combat Units are destroyed.</p>
<p>40 Treachery On "5+" the Player any Personality of the other Player (Leader or a Character but not the Tsar, Polish or Swedish Leaders) takes the side of the card's owner. Legitimacy of the Player is subtracted from the dice throw. Combat Units and Characters are left with the changing the side Leader on "4+". The rest of Characters are placed to their closest Leader, Combat Units are destroyed.</p>	<p>41 Detachments A Leader or a Player's Fortress can assign a Detachment. A Player receives a Detachment's counter and place to his Leader or Fortress. If there are no more Detachments' counters, a Detachment cannot be assigned.</p>	<p>42 Detachments A Leader or a Player's Fortress can assign a Detachment. A Player receives a Detachment's counter and place to his Leader or Fortress. If there are no more Detachments' counters, a Detachment cannot be assigned.</p>
<p>43 Detachments A Leader or a Player's Fortress can assign a Detachment. A Player receives a Detachment's counter and place to his Leader or Fortress. If there are no more Detachments' counters, a Detachment cannot be assigned.</p>	<p>44 Poison On "4+" send a Leader or a Character on TRT on 3 turns forward. Surprise Card</p>	<p>45 Forced March A Player's stack can increase its' movement on 2 extra points. Surprise Card</p>
<p>46 Money Problems Cancel the bonus for Administration of one enemy Personality. At the end of the turn the card's effect can be cancelled if this Personality throws "5+". Surprise Card</p>	<p>47 High Intrigue Draw one extra Party card this phase.</p>	<p>48 Wagons In one Combat two first rounds of Melee are skipped (two first rounds consist of Fire Phase only). Surprise Card</p>
<p>49 Autocrator If a Player controls the Tsar, he can play this card and receive VP equal to the Tsar's Legitimacy. A receipt of VP is fixed by appropriate number of "Victory" markers.</p>	<p>50 Return Return one your Leader or Character from TRT to the map board.</p>	<p>51 Blessing from the Patriarch The card cancels an effect and a playing of the cards "Revolt in Moscow", "Charge of Catholicism", "Intellectual ferment". Surprise Card</p>
<p>52 Feast. During the Political Phase the Player can play three Politics cards. Do not count this card. Surprise Card</p>	<p>53 Assassination Kill one enemy's Leader on "5+".</p>	<p>54 Murderers On "6+" kill any Character of an enemy.</p>
<p>55 Mutiny An enemy's stack loses 1D6 of their Combat Units. The legitimacy of the Leader (including the characters that were stacked with him) is subtracted from a dice throw.</p>	<p>56 Important Decision The Player can draw one card from the deck of his party immediately. This card is additional to the limit number of the Party Deck cards. Surprise Card</p>	<p>57 Secure Guard It is forbidden to play the cards "Poison", "Death", "Murderers", "Sent Assassins", "Attempted Murder" during two Seasons against one Player's Leader according to the choice of the card's owner.</p>

<p>58 Rokosz A lawful armed revolt of Polish gentry against the Polish King. The Polish Party cannot receive and play Polish Leaders the next year. The card must be discarded after playing.</p>	<p>59 Disgrace One enemy Character cannot use his bonuses until his own Player throws "5+" on a die at the beginning of the turn.</p>	<p>60 Campaign A Player can add to his army the number of <i>mustering points</i> thrown on 3D6.</p>
<p>61 Tortures A plot is discovered. After unlucky playing (cancellation by a card or a bad throw) of the cards "Poison", "Death", "Murderers", "Sent Assassins", "Attempted Murder", "Revolt in Moscow", "Mutiny" the Player the action was aimed receives the "Victory" marker (+1VP).</p>	<p>62 Combat Luck Draw another card if only one card to be drawn. Re-roll any dice throw. Surprise Card</p>	<p>63 Cancel Luck Draw another card if only one card to be drawn. Re-roll any dice throw. Surprise Card</p>
<p>64 Politics Luck Draw another card if only one card to be drawn. Re-roll any dice throw. Surprise Card</p>	<p>65 Faraway Embassy Place one <u>Character</u> of an enemy (except the Tsar) on TRT on 3 turns forward.</p>	<p>66 Shishi (Brigands) Destroy one Detachment of another Player on "4+". Surprise Card</p>
<p>67 Shishi (Brigands) Destroy one Detachment of another Player on "4+". Surprise Card</p>	<p>68 Shishi (Brigands) Destroy one Detachment of another Player on "4+". Surprise Card</p>	<p>69 Interception A Leader can intercept enemy's army in adjacent space during enemy's movement. For an interception he must take a test similar to the avoiding battles. In case of success a Leader with the army is immediately placed to adjacent space of interception. If the attempt fails the intercepting Leader stays at the same space. Surprise Card</p>
<p>70 Interception A Leader can intercept enemy's army in adjacent space during enemy's movement. For an interception he must take a test similar to the avoiding battles. In case of success a Leader with the army is immediately placed to adjacent space of interception. If the attempt fails the intercepting Leader stays at the same space. Surprise Card</p>	<p>71 Plunders One enemy Leader cannot move during his Combat Phase. Surprise Card</p>	<p>72 Ostrozki (Stockaded Forts) During one Combat the Player can ignore first 1D6 enemy hits. A dice throws before the Combat occurs. More than half of the Player's army must consist of infantry. Surprise Card</p>
<p>73 Cossacks The Player receives two Combat Units of Cossacks.</p>	<p>74 Cossacks Circle If there are not less than 3 Combat Units of Cossacks in the army throw a die. 1-2: Army Leader is killed in the circle. 3-6: add 1D6 of Cossacks Combat Units to the army. The card is played against another Player.</p>	<p>75 Streltsy Place to the Leader's Army one City Streltsy Combat Units if the conditions of mustering troops let you to. Surprise Card</p>
<p>76 Disintegration of the Army One Leader loses 1D6 Combat Units. Surprise Card</p>	<p>77 Plot Other player may not play Political cards this phase.</p>	<p>78 Booty After victory in battle the Player receives three new Politics cards. Surprise Card</p>
<p>79 German Instructors Replace one Streltsy unit with German Infantry one. Surprise Card</p>	<p>80 Rakish Plunder Exchange one "Victory" marker on three cards.</p>	<p>81 Experienced Adviser Play one extra Politics card this phase. Do not count this card. Surprise Card</p>
<p>82 Celebrated Victory After a victory in a battle a Leader immediately receives 2D6 of Legitimacy points for a throw according to the "Submission of Cities Table". Throws are made immediately. Surprise Card</p>	<p>83 Decisive Battle If not less than five Combat Units from both sides take part in a battle, the cost of a victory becomes 3 VP. It is played before a battle. Surprise Card</p>	<p>84 Fierce Melee Immediately repeat one round of Melee. Surprise Card</p>

<p>85 Rakish life An enemy Player cannot play more than one card (beside cards of any time playing) during the Political Phase during seasons. Surprise Card</p>	<p>86 Supporters Add to one of your Leader's Army troops in 2d6 <i>mustering points</i>.</p>	<p>87 Executions On "3+" the card cancels playing of the cards "Uprising in Moscow", "Mutiny", "Intellectual Ferment", "Treachery". Surprise Card</p>
<p>88 Support A Player can replace up to three Combat Units from one Leader to another. Replace units not normally allowed to leaders.</p>	<p>89 Changing the Side A Player shows a enemy Character and throws a die. A Character moves clockwise (how Players sit) on the number of Players that was rolled on a dice. A Character can make more than one circle.</p>	<p>90 Changing the Side A Player shows a enemy Character and throws a die. A Character moves clockwise (how Players sit) on the number of Players that was rolled on a dice. A Character can make more than one circle.</p>
<p>91 Changing the Side A Player shows a enemy Character and throws a die. A Character moves clockwise (how Players sit) on the number of Players that was rolled on a dice. A Character can make more than one circle.</p>	<p>92 Our Heir to the Throne The Player can claim the procedure "Heir to the Throne" not possessing the highest Legitimacy in the game. As a bonus he adds "+1" to the throw on a choice of a pretender.</p>	<p>93 Honourable capitulation It is played by besiegers during a "Siege". An enemy besieged Player receives the "Victory" marker (+1 VP). On "3+" a Fortress is seized.</p>
<p>94 Ceremonial Entry to Moscow A Player who has just captured Moscow receives the "Victory" marker (+1 VP). Surprise Card</p>	<p>95 The Tsar's will A Player who controls the Tsar can draw two additional cards during his/her Political phase. Surprise Card</p>	<p>96 Inspection During mustering troops the Player can throw one additional die. Surprise Card</p>
<p>97 Voivode (Leader) During a battle the Player adds "+1" to the result of a dice throw on the both Combat Tables. Surprise Card</p>	<p>98 Caught After a throw the Player cancels playing against him cards: "Joining the Opposition", "Treachery", "Changing the Side". Surprise Card</p>	<p>99 Dagger at the Spine The card cancels playing of the card "Spies". Surprise Card</p>
<p>100 Dagger at the Spine The card cancels playing of the card "Spies". Surprise Card</p>	<p>L01 Petr Basmanov Beginning of the game - Bryansk He cannot recruit Hussars and Polish Infantry 2 × City Streltsy, 4 × Noble Cavalry *his characteristics must be 2-1 like on his counter Maximum 8 Combat Units</p>	<p>L02 Vasili Golitzin Beginning of the game - Moscow He cannot recruit Hussars and Polish Infantry 2 × City Streltsy, 2 × Noble Cavalry Maximum 8 Combat Units</p>
<p>L03 Fedor Sheremetev Deck of the Moscow Party Since 1606 He cannot recruit Hussars and Polish Infantry 1 × City Streltsy, 1 × Noble Cavalry, 1 × Cossacks Maximum 8 Combat Units</p>	<p>L04 Boris Lykov-Obolensky Deck of the Moscow Party. Since 1608 He cannot recruit Hussars and Polish Infantry 2 × City Streltsy, 3 × Noble Cavalry Maximum 8 Combat Units</p>	<p>L05 Dmitry Pozharsky Deck of the Moscow Party Since 1609 He cannot recruit Hussars and Polish infantry 1 × City Streltsy, 1 × Noble Cavalry, 2 × Cossacks Maximum 8 Combat Units</p>
<p>L06 Ivan Bolotnikov Beginning of the game - Putivl He can recruit Noble Cavalry and Cossacks only 5 × Cossacks Maximum 10 Combat Units</p>	<p>L07 Ivan Zarutsky Deck of the Rebellious Party Since 1606 Belgorod, Voronezh, Putivl He can recruit Noble Cavalry and Cossacks only 4 × Cossacks. Maximum 10 Combat Units</p>	<p>L08 Andrey Telyatevsky Deck of the Rebellious Party Since 1606 He can recruit Noble Cavalry and Cossacks only 2 × Noble Cavalry, 3 × Cossacks Maximum 8 Combat Units</p>
<p>L09 Ivan Kurakin Deck of the Rebellious Party Since 1608 He cannot recruit Hussars and Polish Infantry 1 × City Streltsy, 3 × Noble Cavalry Maximum 8 Combat Units</p>	<p>L10 Andrew Prosovetsky Deck of the Rebellious Party Since 1607 Can recruit Noble Cavalry and Cossacks only 5 × Cossacks Maximum 8 Combat Units</p>	<p>L11 False Dmitry I Beginning of the game - Chernigov He can recruit any kind of troops 1 × Winged Hussars, 5 × Cossacks Maximum 10 Combat Units</p>

<p>L12 Roman Rozhinsky Deck of the Polish Party Since 1606 He can recruit Hussars, Cossacks, German and Polish Infantry only 1 × Winged Hussars, 3 × Cossacks Maximum 8 Combat Units</p>	<p>L13 Stanislaw Zolkiewski Event "The Polish Intervention" He can recruit Hussars, Cossacks, German and Polish Infantry only 1 × Winged Hussars, 1 × Polish Infantry, 1 × German Infantry, 2 × Cossacks *his characteristics must be 3-3 like on his counter Maximum 8 Combat Units</p>	<p>L14 Jan-Karol Chodkiewicz Event "The Campaign of Hetman Chodkiewicz" He can recruit Hussars, Cossacks, German and Polish Infantry only 1 × Winged Hussars, 1 × Polish Infantry, 3 × Cossacks Maximum 8 Combat Units</p>
<p>L15 Aleksander Gosiewski Event "Polish Intervention" He can recruit Hussars, Cossacks, German and Polish Infantry only 1 × Winged Hussars, 2 × Polish Infantry, 2 × Cossacks Maximum 8 Combat Units</p>	<p>L16 Istoma Pashkov Beginning of the game - Voronezh He can recruit Noble Cavalry and Cossacks only 4 × Cossacks Maximum 10 Combat Units</p>	<p>L17 Dmitry Trubetskoy Deck of the Noble Party Since 1606 He can recruit Noble Cavalry and Cossacks only 2 × noble cavalry, 1 × Cossacks Maximum 10 Combat Units</p>
<p>L18 Prokopy Lyapunov Deck of the Noble Party Since 1606 Ryazan, Pronsk He can recruit Noble Cavalry and Cossacks only 2 × Noble Cavalry, 3 × Cossacks Maximum 10 Combat Units</p>	<p>L19 Jan Piotr Sapieha (a Polish Commander) Deck of the Noble Party Since 1607 He can recruit Hussars, Cossacks, German and Polish Infantry only 3 × Cossacks, 2 × Polish Infantry, 1 × "Siege" marker *his characteristics must be 2-2 like on his counter Maximum 8 Combat Units</p>	<p>L20 Mikhail Shein Deck of the Noble Party Since 1606 He cannot recruit Hussars and Polish Infantry 2 × City Streltsy, 2 × Noble Cavalry Maximum 10 Combat Units</p>
<p>L21 Fedor Mstislavsky Beginning of the game - Kaluga He cannot recruit Hussars and Polish Infantry 1 × Moscow Streltsy, 1 × City Streltsy, 3 × Noble Cavalry Maximum 8 Combat Units</p>	<p>L22 Mikhail Skopin-Shouisky Deck of the Party of Shouisky Since 1607 He cannot recruit Hussars and Polish Infantry 1 × City Streltsy, 2 × Noble Cavalry, 1 × Cossacks Maximum 8 Combat Units</p>	<p>L23 Grigory Valuev Deck of the Party of Shouisky Since 1607 He cannot recruit Hussars and Polish Infantry 1 × City Streltsy, 1 × Noble Cavalry, 1 × German Infantry Maximum 8 Combat Units</p>
<p>L24 Dmitry Shouisky Deck of the Party of Shouisky Since 1607 He cannot recruit Hussars and Polish Infantry 2 × City Streltsy, 3 × Noble Cavalry Maximum 8 Combat Units</p>	<p>L25 Evert Horn Events the "Pact with Sweden" or the "Swedish Intervention" In Koporie He can recruit Reiters and German Infantry only +2 to troop recruiting in Koporie, Pskov, Oreshek, Ivangorod, Novgorod 2 × German Infantry, 1 × Reiter Maximum 8 Combat Units</p>	<p>L26 Jakob de la Gardie Events the "Pact with Sweden" or the "Swedish intervention" In Koporie He can recruit Reiters and German Infantry only +2 to mustering troops in Koporie, Pskov, Oreshek, Ivangorod, Novgorod 3 × German Infantry, 3 × Reiter Maximum 8 Combat Units</p>