

▲ 1250 Pts - French (Albion Triumphant 2)

Name	#	Group	Break	Size	Staff Rating	Move	Hand-Hand	Shooting	Morale	Stam	Option Summary	Cost
Squad (1⁺, 0 pts)												
Marechal Ney SR8	1	HQ, General			8	36"	+2	-			CmdQ	0
<ul style="list-style-type: none"> • Headstrong • Adds +2 Attacks if involved in combat • Army has D3 Valiant units (p85 AT2); Commander Qualities												
bachelu's division (8⁺, 0 pts)												
General Bachelu SR7	1	HQ, General			7	36"	-	-			CmdQ	0
Commander Qualities												
French Infantry Brigade	1	Brigade	3									0
(p121 AT2)												
Husson SR7	1	HQ			7	36"	-	-			CmdQ	[0]
Commander Qualities												
Line Infantry	1	Regular Infantry		Standard		12"	6	3	4+	3	ColonBP MixedF MustFS PasDC MusketS	[0]
<ul style="list-style-type: none"> • Can form Skirmish in terrain could not usually enter (p55 AT2); Colonne de Battalion par Peloton; Mixed Formation; Must Form Square; Pas de Charge; Smoothbore Musket												
Line Infantry	1	Regular Infantry		Standard		12"	6	3	4+	3	ColonBP MixedF MustFS PasDC MusketS	[0]
<ul style="list-style-type: none"> • Can form Skirmish in terrain could not usually enter (p55 AT2); Colonne de Battalion par Peloton; Mixed Formation; Must Form Square; Pas de Charge; Smoothbore Musket												
Line Infantry	1	Regular Infantry		Standard		12"	6	3	4+	3	ColonBP MixedF MustFS PasDC MusketS	[0]
<ul style="list-style-type: none"> • Can form Skirmish in terrain could not usually enter (p55 AT2); Colonne de Battalion par Peloton; Mixed Formation; Must Form Square; Pas de Charge; Smoothbore Musket												
Line Infantry	1	Regular Infantry		Standard		12"	6	3	4+	3	ColonBP MixedF MustFS PasDC MusketS	[0]
<ul style="list-style-type: none"> • Can form Skirmish in terrain could not usually enter (p55 AT2); Colonne de Battalion par Peloton; Mixed Formation; Must Form Square; Pas de Charge; Smoothbore Musket												
Squad (9⁺, 0 pts)												
French Infantry Brigade	1	Brigade	3									0
(p121 AT2)												
campi SR7	1	HQ			7	36"	-	-			CmdQ	[0]
Commander Qualities												
Line Infantry	1	Regular Infantry		Standard		12"	6	3	4+	3	ColonBP MixedF MustFS PasDC MusketS	[0]
<ul style="list-style-type: none"> • Can form Skirmish in terrain could not usually enter (p55 AT2); Colonne de Battalion par Peloton; Mixed Formation; Must Form Square; Pas de Charge; Smoothbore Musket												
Line Infantry	1	Regular Infantry		Standard		12"	6	3	4+	3	ColonBP MixedF MustFS PasDC MusketS	[0]
<ul style="list-style-type: none"> • Can form Skirmish in terrain could not usually enter (p55 AT2); Colonne de Battalion par Peloton; Mixed Formation; Must Form Square; Pas de Charge; Smoothbore Musket												
Line Infantry	1	Regular Infantry		Standard		12"	6	3	4+	3	ColonBP MixedF MustFS PasDC MusketS	[0]
<ul style="list-style-type: none"> • Can form Skirmish in terrain could not usually enter (p55 AT2); Colonne de Battalion par Peloton; Mixed Formation; Must Form Square; Pas de Charge; Smoothbore Musket												
Line Infantry	1	Regular Infantry		Standard		12"	6	3	4+	3	ColonBP MixedF MustFS PasDC MusketS	[0]
<ul style="list-style-type: none"> • Can form Skirmish in terrain could not usually enter (p55 AT2); Colonne de Battalion par Peloton; Mixed Formation; Must Form Square; Pas de Charge; Smoothbore Musket												
Line Infantry	1	Regular Infantry		Standard		12"	6	3	4+	3	ColonBP MixedF MustFS PasDC MusketS	[0]
<ul style="list-style-type: none"> • Can form Skirmish in terrain could not usually enter (p55 AT2); Colonne de Battalion par Peloton; Mixed Formation; Must Form Square; Pas de Charge; Smoothbore Musket												
Foot Artillery	1	Manhandled Artillery, Regular Artillery		Standard		6"	1	3-2-1	4+	2	SmoothA	[0]
(p61 AT2); Smoothbore Artillery												

Name	#	Group	Break	Size	Staff Rating	Move	Hand-Hand	Shooting	Morale	Stam	Option Summary	Cost
Squad (17⁺, 0 pts)												
French Infantry Brigade	1	Brigade	3									0
	(p121 AT2)											
Jamin SR7	1	HQ			7	36"	-	-			CmdQ	[0]
	Commander Qualities											
Light Infantry	1	Regular Infantry		Standard		12"	6	3	4+	3	ColonBP MixedF MustFS PasDC SharpS Skirmish MusketS	[0]
	* Can form Skirmish in terrain could not usually enter (p56 AT2); Colonne de Battalion par Peloton; Mixed Formation; Must Form Square; Pas de Charge; Sharp Shooters; Skirmish; Smoothbore Musket											
Light Infantry	1	Regular Infantry		Standard		12"	6	3	4+	3	ColonBP MixedF MustFS PasDC SharpS Skirmish MusketS	[0]
	* Can form Skirmish in terrain could not usually enter (p56 AT2); Colonne de Battalion par Peloton; Mixed Formation; Must Form Square; Pas de Charge; Sharp Shooters; Skirmish; Smoothbore Musket											
Light Infantry	1	Regular Infantry		Standard		12"	6	3	4+	3	ColonBP MixedF MustFS PasDC SharpS Skirmish MusketS	[0]
	* Can form Skirmish in terrain could not usually enter (p56 AT2); Colonne de Battalion par Peloton; Mixed Formation; Must Form Square; Pas de Charge; Sharp Shooters; Skirmish; Smoothbore Musket											
Line Infantry	1	Regular Infantry		Standard		12"	6	3	4+	3	ColonBP MixedF MustFS PasDC MusketS	[0]
	* Can form Skirmish in terrain could not usually enter (p55 AT2); Colonne de Battalion par Peloton; Mixed Formation; Must Form Square; Pas de Charge; Smoothbore Musket											
Line Infantry	1	Regular Infantry		Standard		12"	6	3	4+	3	ColonBP MixedF MustFS PasDC MusketS	[0]
	* Can form Skirmish in terrain could not usually enter (p55 AT2); Colonne de Battalion par Peloton; Mixed Formation; Must Form Square; Pas de Charge; Smoothbore Musket											
Foot Artillery	1	Manhandled Artillery, Regular Artillery		Standard		6"	1	3-2-1	4+	2	SmoothA	[0]
	(p61 AT2); Smoothbore Artillery											
French Infantry Brigade	1	Brigade	3									0
	(p121 AT2)											
Gauthier SR7	1	HQ			7	36"	-	-			CmdQ	[0]
	Commander Qualities											
Line Infantry	1	Regular Infantry		Standard		12"	6	3	4+	3	ColonBP MixedF MustFS PasDC MusketS	[0]
	* Can form Skirmish in terrain could not usually enter (p55 AT2); Colonne de Battalion par Peloton; Mixed Formation; Must Form Square; Pas de Charge; Smoothbore Musket											
Line Infantry	1	Regular Infantry		Standard		12"	6	3	4+	3	ColonBP MixedF MustFS PasDC MusketS	[0]
	* Can form Skirmish in terrain could not usually enter (p55 AT2); Colonne de Battalion par Peloton; Mixed Formation; Must Form Square; Pas de Charge; Smoothbore Musket											
Line Infantry	1	Regular Infantry		Standard		12"	6	3	4+	3	ColonBP MixedF MustFS PasDC MusketS	[0]
	* Can form Skirmish in terrain could not usually enter (p55 AT2); Colonne de Battalion par Peloton; Mixed Formation; Must Form Square; Pas de Charge; Smoothbore Musket											
Line Infantry	1	Regular Infantry		Standard		12"	6	3	4+	3	ColonBP MixedF MustFS PasDC MusketS	[0]
	* Can form Skirmish in terrain could not usually enter (p55 AT2); Colonne de Battalion par Peloton; Mixed Formation; Must Form Square; Pas de Charge; Smoothbore Musket											
Line Infantry	1	Regular Infantry		Standard		12"	6	3	4+	3	ColonBP MixedF MustFS PasDC MusketS	[0]
	* Can form Skirmish in terrain could not usually enter (p55 AT2); Colonne de Battalion par Peloton; Mixed Formation; Must Form Square; Pas de Charge; Smoothbore Musket											
General Foy divisionSR8	1	HQ, General			8	36"	+1	-			CmdQ	0
	Commander Qualities											
Squad (14⁺, 0 pts)												
French Cavalry Brigade	1	Brigade	1									0
	(p121 AT2)											
Hubert SR7	1	HQ			7	36"	-	-			CmdQ	[0]
	Commander Qualities											
Chasseurs à Cheval	1	Regular Cavalry		Standard		18"	6	-	4+	3	ColumnA DeepF Maraud Sabre	[0]
	(p59 AT2); Column of Attack; Deep Formation; Marauders; Sabre											
Chasseurs à Cheval	1	Regular Cavalry		Standard		18"	6	-	4+	3	ColumnA DeepF Maraud Sabre	[0]
	(p59 AT2); Column of Attack; Deep Formation; Marauders; Sabre											
French Heavy Cavalry Brigade	1	Brigade	1									0
	(p122 AT2)											
Kellerman SR8	1	HQ			7	36"	-	-			CmdQ	[0]
	Commander Qualities											
Cuirassiers	1	Regular Cavalry		Standard		18"	8	-	3+	3	ColumnA HeavyC Reliable Sabre	[0]
	(p58 AT2); Column of Attack; Heavy Cavalry +D3; Reliable; Sabre											
Cuirassiers	1	Regular Cavalry		Standard		18"	8	-	3+	3	ColumnA HeavyC Reliable Sabre	[0]
	(p58 AT2); Column of Attack; Heavy Cavalry +D3; Reliable; Sabre											
French Cavalry Brigade	1	Brigade	1									0
	(p121 AT2)											
Wathiez SR8	1	HQ			7	36"	-	-			CmdQ	[0]
	Commander Qualities											
Chevaux Légers Lanciers	1	Regular Cavalry		Standard		18"	7	-	4+	3	ColumnA DeepF Lance Lancers Maraud	[0]
	(p60 AT2); Column of Attack; Deep Formation; Lance; Lancers; Marauders											
Chevaux Légers Lanciers	1	Regular Cavalry		Standard		18"	7	-	4+	3	ColumnA DeepF Lance Lancers Maraud	[0]
	(p60 AT2); Column of Attack; Deep Formation; Lance; Lancers; Marauders											
Horse Artillery	1	Limbered Horse Artillery, Regular Artillery		Standard		18"	1	3-2-1	4+	1	LtArtSB Maraud	[0]
	(p61 AT2); Light Smoothbore Artillery; Marauders											
Pire cav DivisionSR7	1	HQ, General*			7	36"	-	-			CmdQ	0
	Commander Qualities											
Total Cost:												0

Option Footnotes	
Special Rules	
Colonne de Bataillon par Peloton	(p55 AT2)
Column of Attack	<ul style="list-style-type: none"> +1 Staff Rating when ordered when in Column -1 H2H when in Column +1 Combat Resolution when in Column +1 to hit when fired at by artillery
Commander Qualities	<p>(p120 AT2)</p> <ul style="list-style-type: none"> Roll D6: 1-2: Agression 3-4: Decisiveness 5-6: Independance Roll a further D6: 1-3: Low 4-6: High Compare result: High Agression: +1 if all units in commander's division charge, -1 all other orders Low Agression: -1 order if moving towards enemy, +1 all other orders High Decisiveness: Re-roll one additional failed order, if this fails then automatic Blunder Low Decisiveness: Any order that would allow three moves must be re-rolled High Independence: Must give orders before other commanders or suffers -1 penalty Low Independence: Must give orders after other commanders or suffers -1 penalty <p>(p94 rulebook)</p>
Deep Formation	<ul style="list-style-type: none"> Unit arraned 3 wide and deep Add +1 to Orders given to unit Add +1 Combat Resolution Artillery targeting unit gain +1 to hit Reduces Hand-toHand by 1 <p>(p36 AT2)</p>
Heavy Cavalry +D3	<ul style="list-style-type: none"> When Charges/countercharge receives +D3 bonus to combat result If multiple Heavy Cavalry then only roll once <p>(p91 rulebook)</p>
Lancers	<ul style="list-style-type: none"> -1 Morale to enemy Cavalry if Charge/counter-charge -2 Morale to Infantry/Artillery if Charge/counter-charge <p>(p91 rulebook)</p>
Marauders	<ul style="list-style-type: none"> Ignore distance modifiers when issuing Commands <p>(p91 rulebook)</p>
Mixed Formation	(p39 AT1/p31 AT2)
Must Form Square	(p39 AT1/p31 AT2)
Pas de Charge	<ul style="list-style-type: none"> Infantry become Reliable when in Attack Column <p>(p62 AT1/p55 AT2)</p>
Reliable	<ul style="list-style-type: none"> Add +1 to command rating Only applies if all units in the group are Reliable <p>(p91 rulebook)</p>
Sharp Shooters	<ul style="list-style-type: none"> Re-roll one missed shot each time shoots <p>(p91 rulebook)</p>
Skirmish	<ul style="list-style-type: none"> May adopt Skirmish formation No Flank or Rear <p>(p115 rulebook)</p>
Weapons	
Lance	
Light Smoothbore Artillery	R: 36"
Sabre	
Smoothbore Artillery	R: 48"
Smoothbore Musket	R: 18"

Validation Report

Nationality: *French*

You may only take one General and must have one General

Group	Min	Max	Used
Infantry	0	0	22
Cavalry	0	0	6
Artillery	0	0	3