

▲ Unlimited Pts - British & Hanoverian (Albion Triumphant 2)

Name	#	Group	Break	Size	Staff Rating	Move	Hand-Hand	Shooting	Morale	Stam	Option Summary	Cost
Squad (2 \times, 75 pts)												
Lieutenant General Picton	1	HQ, General*			8	36"	+1	-			CmdQ	25
Commander Qualities May only give order to units in his division												
General	1	HQ, General			9	36"	+1	-			CmdQ	50
• Decisive • Adds +1 Attack if involved and his force charged • Adds +3 Attacks if involved and his force is defending • Can choose which side of table to fight on during an Encounter (p80 AT2); Commander Qualities												
Squad (7 \times, 135 pts)												
Vinke's Brigade	1	Brigade	2									135
(p109 AT2)												
Brigade Commander	1	HQ			7	36"	-	-			CmdQ	[0]
Commander Qualities												
Hanoverian Landwehr	1	Regular Infantry		Standard		12"	6	3	4+	3	ColumnC FreshR MixedF MustFS MusketS Unrel	[27]
• Can form Skirmish in terrain could not usually enter (p43 AT2); Column of Companies; Freshly Raised; Mixed Formation; Must Form Square; Smoothbore Musket; Unreliable												
Hanoverian Landwehr	1	Regular Infantry		Standard		12"	6	3	4+	3	ColumnC FreshR MixedF MustFS MusketS Unrel	[27]
• Can form Skirmish in terrain could not usually enter (p43 AT2); Column of Companies; Freshly Raised; Mixed Formation; Must Form Square; Smoothbore Musket; Unreliable												
Hanoverian Landwehr	1	Regular Infantry		Standard		12"	6	3	4+	3	ColumnC FreshR MixedF MustFS MusketS Unrel	[27]
• Can form Skirmish in terrain could not usually enter (p43 AT2); Column of Companies; Freshly Raised; Mixed Formation; Must Form Square; Smoothbore Musket; Unreliable												
Hanoverian Landwehr	1	Regular Infantry		Standard		12"	6	3	4+	3	ColumnC FreshR MixedF MustFS MusketS Unrel	[27]
• Can form Skirmish in terrain could not usually enter (p43 AT2); Column of Companies; Freshly Raised; Mixed Formation; Must Form Square; Smoothbore Musket; Unreliable												
Hanoverian Artillery	1	Manhandled Artillery, Regular Artillery		Standard		6"	1	3-2-1	4+	2	SmoothA	[27]
(p44 AT2); Smoothbore Artillery												
Squad (5 \times, 105 pts)												
Duke of Brunswick's Contingent (First Brigade)	1	Brigade	1									105
(p113 AT2)												
Brigade Commander	1	HQ			7	36"	-	-			CmdQ	[0]
Commander Qualities												
Light Battalion	1	Regular Infantry		Standard		12"	6	3	4+	3	ColumnC MixedF MustFS SharpS Skirmish MusketS	[39]
(p46 AT2); Column of Companies; Mixed Formation; Must Form Square; Sharp Shooters; Skirmish; Smoothbore Musket												
Light Battalion	1	Regular Infantry		Standard		12"	6	3	4+	3	ColumnC MixedF MustFS SharpS Skirmish MusketS	[39]
(p46 AT2); Column of Companies; Mixed Formation; Must Form Square; Sharp Shooters; Skirmish; Smoothbore Musket												
Foot Artillery	1	Manhandled Artillery, Regular Artillery		Standard		6"	1	3-2-1	4+	2	SmoothA	[27]
(p47 AT2); Smoothbore Artillery												
Squad (4 \times, 72 pts)												
Duke of Brunswick's Contingent (Second Brigade)	1	Brigade	1									72
(p113 AT2)												
Brigade Commander	1	HQ			7	36"	-	-			CmdQ	[0]
Commander Qualities												
Line Battalion	1	Regular Infantry		Standard		12"	6	3	4+	3	ColumnC MixedF MustFS MusketS	[36]
• Can form Skirmish in terrain could not usually enter (p46 AT2); Column of Companies; Mixed Formation; Must Form Square; Smoothbore Musket												
Line Battalion	1	Regular Infantry		Standard		12"	6	3	4+	3	ColumnC MixedF MustFS MusketS	[36]
• Can form Skirmish in terrain could not usually enter (p46 AT2); Column of Companies; Mixed Formation; Must Form Square; Smoothbore Musket												
Squad (7 \times, 232 pts)												
British Infantry Brigade	1	Brigade	2									232
(p109 AT2)												
Brigade Commander (Mounted)	1	HQ			8	48"	+1	-			CmdQ	[25]
Commander Qualities												
Line Infantry (Foot Regiment)	1	Regular Infantry		Standard		12"	6	3	4+	3	CannotFAC ColumnC Elite4 FirstF FourDL LieD MixedF MustFS MusketS SteadyL Reliable	[49]
• Can form Skirmish in terrain could not usually enter (p33 AT2); Cannot Form Attack Column; Column of Companies; Elite 4+; First Fire; Four-Deep Line; Lie Down; Mixed Formation; Must Form Square; Reliable; Smoothbore Musket; Steady Line												
Line Infantry (Foot Regiment)	1	Regular Infantry		Standard		12"	6	3	4+	3	CannotFAC ColumnC FirstF FourDL LieD MixedF MustFS MusketS SteadyL	[39]
• Can form Skirmish in terrain could not usually enter (p33 AT2); Cannot Form Attack Column; Column of Companies; First Fire; Four-Deep Line; Lie Down; Mixed Formation; Must Form Square; Smoothbore Musket; Steady Line												
Highland Infantry	1	Regular Infantry		Standard		12"	6	3	4+	3	CannotFAC ColumnC FirstF FourDL LieD MixedF MustFS MusketS SteadyL ToughF	[40]
• Can form Skirmish in terrain could not usually enter (p33 AT2); Cannot Form Attack Column; Column of Companies; First Fire; Four-Deep Line; Lie Down; Mixed Formation; Must Form Square; Smoothbore Musket; Steady Line; Tough Fighters												
Rifle Companies	1	Regular Infantry		Small		12"	4	3	4+	2	CannotFAC ColumnC Elite4 FirstF FourDL LieD MixedF MustFS Reliable MusketR SharpS Skirmish SteadyL	[48]
• Can form Skirmish in terrain could not usually enter (p35 AT2); Cannot Form Attack Column; Column of Companies; Elite 4+; First Fire; Four-Deep Line; Lie Down; Mixed Formation; Must Form Square; Reliable; Rifled Musket; Sharp Shooters; Skirmish; Steady Line												
Royal Artillery	1	Manhandled Artillery, Regular Artillery		Standard		6"	1	3-2-1	4+	2	Reliable Shrapnel SmoothA	[31]
(p40 AT2); Reliable; Shrapnel; Smoothbore Artillery												

Name	#	Group	Break	Size	Staff Rating	Move	Hand-Hand	Shooting	Morale	Stam	Option Summary	Cost
Squad (5 \times, 189 pts)												
British Light Cavalry Brigade	1	Brigade	2									189
	(p110 AT2)											
General	1	HQ, General			8	36"	+1	-			CmdQ	[25]
	<ul style="list-style-type: none"> • Headstrong • Adds +1 Attacks if involved in combat • A unit under Pack's command can be Valiant, the whole brigade are Tough Fighters 											
	(p80 AT2): Commander Qualities											
Hussars	1	Regular Cavalry		Standard		18"	6	-	4+	3	DeepF Ferocious Maraud Sabre	[54]
	(p38 AT2): Deep Formation; Ferocious Charge; Marauders; Sabre											
Hussars	1	Regular Cavalry		Standard		18"	6	-	4+	3	DeepF Ferocious Maraud Sabre	[54]
	(p38 AT2): Deep Formation; Ferocious Charge; Marauders; Sabre											
Light Dragoons	1	Regular Cavalry				18"	6	-	4+	3	DeepF Ferocious Maraud Sabre	[56]
	(p38 AT2): Deep Formation; Ferocious Charge; Marauders; Sabre											
Squad (5 \times, 102 pts)												
Allied Dutch/Belgian Infantry Brigade	1	Brigade	1									102
	(p115 AT2)											
Brigade Commander	1	HQ			7	36"	-	-			CmdQ	[0]
	Commander Qualities											
Dutch Militia	1	Regular Infantry		Standard		12"	6	3	5+	3	ColumnC FreshR MixedF MustFS MusketS	[26]
	<ul style="list-style-type: none"> • Can form Skirmish in terrain could not usually enter 											
	(p48 AT2): Column of Companies; Freshly Raised; Mixed Formation; Must Form Square; Smoothbore Musket											
Dutch Line Infantry	1	Regular Infantry		Standard		12"	6	3	4+	3	ColumnC MixedF MustFS MusketS	[36]
	<ul style="list-style-type: none"> • Can form Skirmish in terrain could not usually enter 											
	(p48 AT2): Column of Companies; Mixed Formation; Must Form Square; Smoothbore Musket											
Dutch Horse Artillery	1	Limbered Horse Artillery, Regular Artillery		Standard		18"	1	3-2-1	4+	1	Maraud SmoothA	[40]
	(p49 AT2): Marauders; Smoothbore Artillery											
Total Cost:												910

Option Footnotes

Special Rules	
Cannot Form Attack Column	<ul style="list-style-type: none"> • Only operate in Line or March Column
	(p39 AT1/p31 AT2)
Column of Companies	(p31 AT2)
Commander Qualities	<ul style="list-style-type: none"> • Roll D6: 1-2: Agression 3-4: Decisiveness 5-6: Independence • 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
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-to-Hand by 1
	(p36 AT2)
Elite 4+	<ul style="list-style-type: none"> • Before Orders roll D6 for Disordered Elite units not in hand-to-hand • On 4+ overcomes Disordered
	(p89 rulebook)
Ferocious Charge	<ul style="list-style-type: none"> • Re-roll failed attacks when charging/counter-charging in first round of hand-to-hand
	(p90 rulebook)
First Fire	<ul style="list-style-type: none"> • First time fires gets +1 shot
	(p90 rulebook)
Four-Deep Line	(p31 AT2)
Freshly Raised	<ul style="list-style-type: none"> • First time unit shoots or engages in hand-to-hand roll D6: 1: All shots/hand-to-hand need 6 to hit this turn, Disordered 2-3: All shots/hand-to-hand need 6 to hit 4-5: No effect 6: Extra attack/shot
	(p90-91 rulebook)
Lie Down	<ul style="list-style-type: none"> • Artillery fire targeting a unit that is Laid Down re-rolls hits at Medium or Long range • If Infantry Battalion is Laid Down and contacted then it immediately disperses and removed
	(p31 AT2)
Marauders	<ul style="list-style-type: none"> • Ignore distance modifiers when issuing Commands
	(p91 rulebook)
Mixed Formation	(p39 AT1/p31 AT2)
Must Form Square	(p39 AT1/p31 AT2)
Reliable	<ul style="list-style-type: none"> • Add +1 to command rating • Only applies if all units in the group are Reliable
	(p91 rulebook)
Sharp Shooters	<ul style="list-style-type: none"> • Re-roll one missed shot each time shoots
	(p91 rulebook)
Shrapnel	<ul style="list-style-type: none"> • 3 dice at Medium range • Requires 5 to hit before modifiers
	(p101 AT1/p39 AT2)
Skirmish	<ul style="list-style-type: none"> • May adopt Skirmish formation • No Flank or Rear
	(p115 rulebook)
Steady Line	<ul style="list-style-type: none"> • Stand and Fire OR • Fire and Counter Charge
	(p39 AT1/p31 AT2)
Tough Fighters	<ul style="list-style-type: none"> • Re-roll failed hand-to-hand combat attack
	(p92 rulebook)

Unreliable	• No move on equal Command roll (p93 rulebook)
Upgrade	
Veteran Unit (4)	
Weapons	
Rifled Musket	R: 24"
Sabre	
Smoothbore Artillery	R: 48"
Smoothbore Musket	R: 18"

Validation Report

Allies: *Show Dutch & Belgian, Show Brunswick; Nationality: British & Hanoverian; 01. Roster Options: Show Unit Costs*
 You may only take one General and must have one General

Group	Min	Max	Used
Infantry	0	0	14
Cavalry	0	0	3
Artillery	0	0	4