

⚠ Unlimited Pts - French (Albion Triumphant 2)

Name	#	Group	Break	Size	Staff Rating	Move	Hand-Hand	Shooting	Morale	Stam	Option Summary	Cost
Squad (1 ¹/₂, 80 pts)												
2eme Division DONZELOT	1	Brigade, HQ, General			8	36"	+1	-			CmdQ	80
Commander Qualities												
Squad (7 ¹/₂, 274 pts)												
1er Brigade	1	Brigade	3									274
(p121 AT2)												
SCHMITZ 1er brigade	1	HQ			8	48"	+1	-			CmdQ	[25]
Commander Qualities												
13eme infanterie legere 1	1	Regular Infantry		Standard		12"	6	3	4+	3	ColonBP Elite4 MixedF MustFS PasDC SharpS Skirmish MusketS Reliable	[51]
• Can form Skirmish in terrain could not usually enter (p56 AT2); Colonne de Battalion par Peloton; Elite 4+; Mixed Formation; Must Form Square; Pas de Charge; Reliable; Sharp Shooters; Skirmish; Smoothbore Musket												
13eme infanterie legere 2	1	Regular Infantry		Standard		12"	6	3	4+	3	ColonBP Elite4 MixedF MustFS PasDC SharpS Skirmish MusketS Reliable	[51]
• Can form Skirmish in terrain could not usually enter (p56 AT2); Colonne de Battalion par Peloton; Elite 4+; Mixed Formation; Must Form Square; Pas de Charge; Reliable; Sharp Shooters; Skirmish; Smoothbore Musket												
13eme infanterie legere 3	1	Regular Infantry		Standard		12"	6	3	4+	3	ColonBP Elite4 MixedF MustFS PasDC SharpS Skirmish MusketS Reliable	[51]
• Can form Skirmish in terrain could not usually enter (p56 AT2); Colonne de Battalion par Peloton; Elite 4+; Mixed Formation; Must Form Square; Pas de Charge; Reliable; Sharp Shooters; Skirmish; Smoothbore Musket												
17eme ligne 2	1	Regular Infantry		Standard		12"	6	3	4+	3	ColonBP Elite4 MixedF MustFS PasDC MusketS Reliable	[48]
• Can form Skirmish in terrain could not usually enter (p55 AT2); Colonne de Battalion par Peloton; Elite 4+; Mixed Formation; Must Form Square; Pas de Charge; Reliable; Smoothbore Musket												
17eme ligne 1	1	Regular Infantry		Standard		12"	6	3	4+	3	ColonBP Elite4 MixedF MustFS PasDC MusketS Reliable	[48]
• Can form Skirmish in terrain could not usually enter (p55 AT2); Colonne de Battalion par Peloton; Elite 4+; Mixed Formation; Must Form Square; Pas de Charge; Reliable; Smoothbore Musket												
Squad (6 ¹/₂, 152 pts)												
2eme Brigade	1	Brigade	2									152
(p121 AT2)												
AULARD 2eme Brigade	1	HQ			7	48"	-	-			CmdQ	[0]
Commander Qualities												
19eme Ligne 1	1	Regular Infantry		Standard		12"	6	3	4+	3	ColonBP MixedF MustFS PasDC MusketS	[38]
• 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												
51eme ligne 1	1	Regular Infantry		Standard		12"	6	3	4+	3	ColonBP MixedF MustFS PasDC MusketS	[38]
• 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												
51eme ligne 2	1	Regular Infantry		Standard		12"	6	3	4+	3	ColonBP MixedF MustFS PasDC MusketS	[38]
• 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												
19eme Ligne 2	1	Regular Infantry		Standard		12"	6	3	4+	3	ColonBP MixedF MustFS PasDC MusketS	[38]
• 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												
Total Cost:												506

Option Footnotes	
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Special Rules	
Colonne de Bataillon par Peloton	(p55 AT2)
Commander Qualities	<ul style="list-style-type: none"> • Roll D6: 1-2: Aggression 3-4: Decisiveness 5-6: Independence • Roll a further D6: 1-3: Low 4-6: High • Compare result: High Aggression: +1 if all units in commander's division charge, -1 all other orders Low Aggression: -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>
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 <p>(p89 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>
Upgrade	
Veteran Unit (4)	
Weapons	
Smoothbore Musket	R: 18"

Validation Report

Allies: Show Imperial Guard; Nationality: French; 01. Roster Options: Show Template Troops, Show Unit Costs
You can only upgrade 1 in 4 Line Infantry to Light Infantry in the army (p121 AT2)
You must take at least one Middle Guard Infantry Brigade (p121 AT2)
You must take at least one Old Guard Infantry Brigade (p121 AT2)
You must take at least one Young Guard Infantry Brigade (p121 AT2)
Unit '2eme Division DONZELOT': You Must Take A Brigade Commander

Group	Min	Max	Used
Infantry	0	0	9
Cavalry	0	0	0
Artillery	0	0	0