

**▲ Unlimited Pts - French (Albion Triumphant 2)**

Name	#	Group	Break	Size	Staff Rating	Move	Hand-Hand	Shooting	Morale	Stam	Option Summary	Cost
<b>Squad (1 <sup>1</sup>, 75 pts)</b>												
Napoleon	1	HQ, General			10	48"	+3	-			CmdQ	75
<ul style="list-style-type: none"> <li>• Aggressive and Decisive</li> <li>• Adds +3 Attacks if involved in combat and charged</li> <li>• Units that are supporting another unit in combat that breaks can reroll Morale Check (p84 AT2); Commander Qualities</li> </ul>												
<b>Squad (5 <sup>1</sup>, 105 pts)</b>												
Grande Batterie x10	1	Brigade	2									105
(p123 AT2)												
Elite Artillerie	1	HQ			7	36"	-	-			CmdQ	[0]
Commander Qualities												
Artillerie à Pied Guard 1	1	Manhandled Artillery, Regular Artillery		Standard		6"	1	3-2-1	4+	2	Elite5 SmoothA Reliable	[35]
(p61 AT2); Elite 5+; Reliable; Smoothbore Artillery												
Artillerie à Pied Guard 2	1	Manhandled Artillery, Regular Artillery		Standard		6"	1	3-2-1	4+	2	Elite5 SmoothA Reliable	[35]
(p61 AT2); Elite 5+; Reliable; Smoothbore Artillery												
Artillerie à Pied Guard 3	1	Manhandled Artillery, Regular Artillery		Standard		6"	1	3-2-1	4+	2	Elite5 SmoothA Reliable	[35]
(p61 AT2); Elite 5+; Reliable; Smoothbore Artillery												
<b>Squad (6 <sup>1</sup>, 108 pts)</b>												
Grande Batterie x10	1	Brigade	2									108
(p123 AT2)												
Brigade Commander	1	HQ			7	36"	-	-			CmdQ	[0]
Commander Qualities												
Artillerie à Pied 4	1	Manhandled Artillery, Regular Artillery		Standard		6"	1	3-2-1	4+	2	SmoothA	[27]
(p61 AT2); Smoothbore Artillery												
Artillerie à Pied 5	1	Manhandled Artillery, Regular Artillery		Standard		6"	1	3-2-1	4+	2	SmoothA	[27]
(p61 AT2); Smoothbore Artillery												
Artillerie à Pied 6	1	Manhandled Artillery, Regular Artillery		Standard		6"	1	3-2-1	4+	2	SmoothA	[27]
(p61 AT2); Smoothbore Artillery												
Artillerie à Pied 7	1	Manhandled Artillery, Regular Artillery		Standard		6"	1	3-2-1	4+	2	SmoothA	[27]
(p61 AT2); Smoothbore Artillery												
<b>Squad (5 <sup>1</sup>, 81 pts)</b>												
Grande Batterie x10	1	Brigade	2									81
(p123 AT2)												
Brigade Commander	1	HQ			7	36"	-	-			CmdQ	[0]
Commander Qualities												
Artillerie à Pied 8	1	Manhandled Artillery, Regular Artillery		Standard		6"	1	3-2-1	4+	2	SmoothA	[27]
(p61 AT2); Smoothbore Artillery												
Artillerie à Pied 9	1	Manhandled Artillery, Regular Artillery		Standard		6"	1	3-2-1	4+	2	SmoothA	[27]
(p61 AT2); Smoothbore Artillery												
Artillerie à Pied 10	1	Manhandled Artillery, Regular Artillery		Standard		6"	1	3-2-1	4+	2	SmoothA	[27]
(p61 AT2); Smoothbore Artillery												
<b>Total Cost:</b>												<b>369</b>

**Option Footnotes**

Special Rules	
Commander Qualities	<ul style="list-style-type: none"> <li>• Roll D6:</li> <li>1-2: Agression</li> <li>3-4: Decisiveness</li> <li>5-6: Independance</li> <li>• Roll a further D6:</li> <li>1-3: Low</li> <li>4-6: High</li> <li>• Compare result:</li> <li>High Agression: +1 if all units in commander's division charge, -1 all other orders</li> <li>Low Agression: -1 order if moving towards enemy, +1 all other orders</li> <li>High Decisiveness: Re-roll one additional failed order, if this fails then automatic Blunder</li> <li>Low Decisiveness: Any order that would allow three moves must be re-rolled</li> <li>High Independance: Must give orders before other commanders or suffers -1 penalty</li> <li>Low Independance: Must give orders after other commanders or suffers -1 penalty (p94 rulebook)</li> </ul>
Elite 5+	<ul style="list-style-type: none"> <li>• Before Orders roll D6 for Disordered Elite units not in hand-to-hand</li> <li>• On 5+ overcomes Disordered (p89 rulebook)</li> </ul>
Reliable	<ul style="list-style-type: none"> <li>• Add +1 to command rating</li> <li>• Only applies if all units in the group are Reliable (p91 rulebook)</li> </ul>
Upgrade	
Veteran Unit (5)	
Weapons	
Smoothbore Artillery	R: 48"

**Validation Report**

Allies: Show Imperial Guard; Nationality: French; 01. Roster Options: Show Template Troops, Show Unit Costs

You can use a maximum of 50% of points on Army Support Brigades (p110/122 AT2)

You can only have a maximum of 1 Artillery Brigade (p121 AT2)

You need twelve Infantry Brigades for each Artillery Brigade (p123 AT2)

You must take at least one French Infantry Brigade (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)

Group	Min	Max	Used
Infantry	0	0	0
Cavalry	0	0	0
Artillery	0	0	10