



Unlimited Pts - French (Albion Triumphant 2)

Name	#	Group	Break	Size	Staff Rating	Move	Hand-Hand	Shooting	Morale	Stam	Option Summary	Cost
Squad (1 , 70 pts)												
1ere Division CAV JACQUINOT	1	Brigade, HQ, General			7	36"	-	-			CmdQ	70
Commander Qualities												
Squad (4 , 108 pts)												
1ere Brigae BRUNO	1	Brigade	1									108
(p121 AT2)												
Brigade Commander	1	HQ			7	36"	-	-			CmdQ	[0]
Commander Qualities												
3eme Chasseurs à Cheval	1	Regular Cavalry		Standard		18"	6	-	4+	3	ColumnA DeepF Maraud Sabre	[51]
(p59 AT2); Column of Attack; Deep Formation; Marauders; Sabre												
7eme Hussars	1	Regular Cavalry		Standard		18"	7	-	4+	3	ColumnA DeepF Maraud Sabre Reliable	[57]
(p59 AT2); Column of Attack; Deep Formation; Marauders; Reliable; Sabre												
Squad (4 , 116 pts)												
2me Brigae GOBRECHT	1	Brigade	1									116
(p121 AT2)												
Brigade Commander	1	HQ			7	36"	-	-			CmdQ	[0]
Commander Qualities												
3eme Chevaux Légers Lanciers	1	Regular Cavalry		Standard		18"	7	-	4+	3	ColumnA DeepF Lance Lancers Maraud	[58]
(p60 AT2); Column of Attack; Deep Formation; Lance; Lancers; Marauders												
4eme Chevaux Légers Lanciers	1	Regular Cavalry		Standard		18"	7	-	4+	3	ColumnA DeepF Lance Lancers Maraud	[58]
(p60 AT2); Column of Attack; Deep Formation; Lance; Lancers; Marauders												
Total Cost:												294

Option Footnotes

Special Rules	
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	<ul style="list-style-type: none"> Roll D6: <ul style="list-style-type: none"> 1-2: Agression 3-4: Decisiveness 5-6: Independance Roll a further D6: <ul style="list-style-type: none"> 1-3: Low 4-6: High Compare result: <ul style="list-style-type: none"> 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-toHand by 1
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
Marauders	<ul style="list-style-type: none"> Ignore distance modifiers when issuing Commands
Reliable	<ul style="list-style-type: none"> Add +1 to command rating Only applies if all units in the group are Reliable
Upgrade	
Veteran Unit	
Weapons	
Lance	
Sabre	

Validation Report

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

You need two Infantry Brigades for each primary Cavalry Brigade (p121 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)

Unit '1ere Division CAV JACQUINOT': You Must Take A Brigade Commander

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