

The Grand Alliance - The Orcs of Albion

This Army list is based on the background and miniature ranges available for Flintloque and Slaughterloo by Alternative Armies, if you want to get more information on the 2 games please visit <http://www.alternative-armies.com/>

Introduction

With a distant thump and a billow of grey the cannonball approach the thin woods and the slope behind them, its force expended in the effort of crossing more than a thousand yards in the clear morning air. It burst through the green leaves and branches, splintering a dew covered trunk and then vanishing from view into the invisible clearing beyond. The cheers of the Elf gunners mingled with the sound of thousands of Elven feet marching in perfect order in the distinctive blue tunic columns that had won the tyrant Mordred and his Ferach Imperial Armee the largest Empire that Valon had ever known. Only a few lands like Catalucia held out, and few enemies like the accursed Albion scum in their stubbornness. They never knew when they were beaten; they never knew when to kneel to the inevitable.....

The core nation of Greate Britorcn and financier of the Grand Alliance the Orcs of Albion under Kyng Gorge III has resisted the Ferach Empire since the beginning of the Mordredian Wars. A small but highly trained and extremely well drilled army the Orcs have the best musket volley speed of any troops on Valon.

Army Lists

Infantry Force
Leader III
Leader I
3 groups of 8 Line Infantry
Leader II
2 groups of 8 Line Infantry
Leader I
1 group of 6 The Light Bobs
Points Value 64

Sharkes Rifles
Leader II
Leader I
3 groups of 8 Line Infantry
Leader III
Leader I
3 group of 6 105 th Rifles
Points Value 66

Forces

Line Infantry

Line Infantry			Type			Regular	
Points		7	Weapon	Musket		Size	8
Formation	First Fire	Controlled Volley	Crashing volley	Step Out	Drill	Characteristics	
Always	Yes	Yes	2	3	3	Thin Red Line, Stubborn, Sharp Practice	

The Guards			Type			Elite	
Points		8	Weapon	Musket		Size	8
Formation	First Fire	Controlled Volley	Crashing volley	Step Out	Drill	Characteristics	
Always	Yes	Yes	2	3	2	Thin Red Line, Stubborn, Sharp Practice, Aggressive	

Light Infantry

The Light Bobs			Type			Light Infantry	
Points		8	Weapon	Musket		Size	6
Formation	First Fire	Controlled Volley	Crashing volley	Step Out	Drill	Characteristics	
Always	Yes	No	-	2	-	Sharp Practice, Aggressive	

105 th Rifles			Type			Light Infantry	
Points		8	Weapon	Rifles		Size	6
Formation	First Fire	Controlled Volley	Crashing volley	Step Out	Drill	Characteristics	
Always	Yes	No	-	2	-	Sharp Practice, Aggressive, Marksmen	

Orc Marines			Type			Light Infantry	
Points		7	Weapon	Musket		Size	6
Formation	First Fire	Controlled Volley	Crashing volley	Step Out	Drill	Characteristics	
Always	Yes	No	-	3	-	Sharp Practice, Aggressive	

Militia

Orc Militia			Type			Militia
Points		5	Weapon	Musket		Size 10
Formation	First Fire	Controlled Volley	Crashing volley	Step Out	Drill	Characteristics
No Shock	Yes	First Only	3	3	-	Stubborn

Cavalry

Heavy Dragoons			Type			Dragoons
Points		8	Weapon	Sabre and Carbines		Size 8/6
Formation	First Fire	Controlled Volley	Crashing volley	Step Out	Drill	Characteristics
Always	No	No	-	2	-	Tally Ho! Aggressive

Orc Life Guards			Type			Impact Cavalry
Points		8	Weapon	Sabre		Size 8
Formation	First Fire	Controlled Volley	Crashing volley	Step Out	Drill	Characteristics
Always	No	No	-	2	-	Tally Ho! Aggressive

Orc Hussars			Type			Scouting cavalry
Points		6	Weapon	Sabre		Size 8
Formation	First Fire	Controlled Volley	Crashing volley	Step Out	Drill	Characteristics
Always	No	No	-	2	-	Tally Ho! Aggressive

Artillery

Foot Artillery			Type			Artillery
Points		6/7/9	Weapon	Gun		Size 5
Formation	First Fire	Controlled Volley	Crashing volley	Step Out	Drill	Characteristics
No	Yes	Yes	-	-	-	Sharp Practice

Kings Own Rockette Battery			Type			Artillery
Points		9	Weapon	Heavy Rockets		Size 3
Formation	First Fire	Controlled Volley	Crashing volley	Step Out	Drill	Characteristics
Yes	Yes	Yes	-	-	-	

Royal Albion Horse Artillery			Type			Artillery	
Points		6/7/9	Weapon	Gun		Size	5
Formation	First Fire	Controlled Volley	Crashing volley	Step Out	Drill	Characteristics	
No	Yes	Yes	-	-	-	Horse Artillery	



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