

# France

## Franco-Dutch War

### Command Ratings

<b>Army Commander</b>	Command Rate 9	60 Points
	Command Rate 8	40 Points
<b>Battalia Commander</b>	Command Rate 9	60 Points
	Command Rate 8	40 Points

### The Horse

Unit	Unit Type	Weapon	Hand-to-Hand	Shooting	Morale	Stamina	Special	Points
Guard Cavalry	Heavy Horse	Swords, Pistols	8	1	3+	3	Heavy Cavalry +1, Elite 4+	55

-0-3 Units per Army

Cuirassiers	Heavy Horse	Swords, Pistols	6	1	3+	3	Heavy Cavalry +1	45
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Line Cavalry	Horse	Swords, Pistols	6	1	4+	3		37
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Dragoons	Horse	Flintlocks	4	2	4+	3	Fire & Evade, Marauders	43
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### The Foot

Unit	Unit Type	Weapon	Hand-to-Hand	Shooting	Morale	Stamina	Special	Points
Guard Infantry	Battle Line	Matchlocks	4	3	3+	4	First Fire, Elite 4+, Stubborn, Pike Company	59

-Replace Matchlocks with Flintlocks @ 1 Point per Unit

-Add a Grenadier Company. Gains 'Grenades' rule @ 1 Point per Unit

-0-3 Units per Army

Grenadiers	Battle Line	Flintlocks	5(7)	3	3+	4	Plug Bayonet, First Fire, Elite 4+, Grenades	54
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-0-2 Units per Army

Fusiliers	Battle Line	Flintlocks	4(6)	3	4+	3	Plug Bayonet, First Fire	38
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-Add a Grenadier Company. Gains 'Grenades' rule @ 1 Point per Unit

-Add 'Steady' @ 5 Points per Unit

-0-2 Units per Army

Line Infantry	Battle Line	Matchlocks	4	3	4+	3	First Fire, Pike Company	40
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-Add a Grenadier Company. Gains 'Grenades' rule @ 1 Point per Unit

-Add 'Steady' @ 5 Points per Unit

### The Ordnance

Unit	Unit Type	Weapon	Hand-to-Hand	Shooting	Morale	Stamina	Special	Points
Artillery	Ordnance	Cannon	1	3-2-1	4+	2		-

-Light Artillery @ 19 Points

-Medium Artillery @ 23 Points

-Heavy Artillery @ 28 Points

-0-3 per Battalia

Siege Artillery	Ordnance	Mortar	1	2	5+	4		27
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-0-1 per Army