

# League of Augsburg (Grand Alliance) 1685 - 1700

## FIELD COMMAND - STANDING

- # LA1 Officer waving hat
- # LA2 Ensign
- LA3 Sergeant - halberd
- LA4 Drummer

LA1

LA2

LA3

LA4

## INFANTRY - FIRING LINE

- LA5 Sentinel - open coat - plug bayonet
- LA6 Opening cartridge pouch - open coat
- LA7 Firing musket
- LA8 Ramming musket

LA5

LA6

LA7

LA8

## INFANTRY - ADVANCING

- LA9 Advancing - plug bayonet
- LA10 Running - plug bayonet
- LA11 Attack march - shouldered musket
- LA12 Charging - leveled musket - plug bayonet

## CASUALTIES

- # LA13 Infantry lying dead

All above are cast with floppy hats and have at least 15 head variants per code unless otherwise stated thus #

LA9

LA10

LA11

L

All above figures will fit in superbly with our original Grand Alliance range (being the same size and having the same head variations) and also make excellent adversaries for our PIRATES as marines or government troops etc.

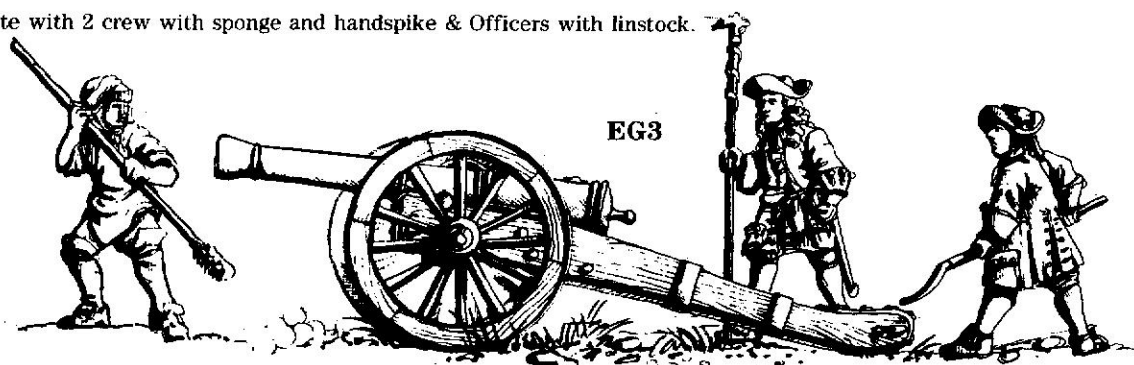


EG2

## VIGNETTE SETS

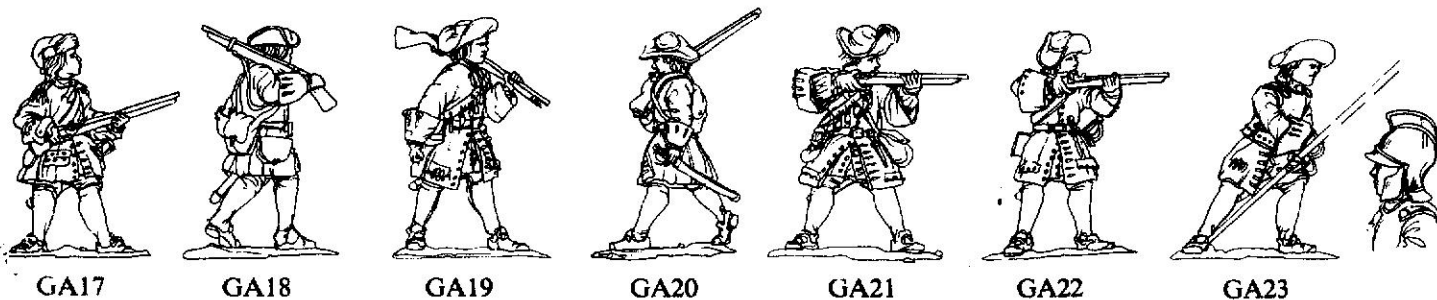
EG2 Pioneer Group - complete with 3 pioneers with pickaxe, fascine and shovel & Officer with map.  
Also Gabion, pile of clothes and separate fascine.

EG3 6 pounder gun - Complete with 2 crew with sponge and handspike & Officers with linstock.



EG3

# LOUIS XIV Armies



GA17

GA18

GA19

GA20

GA21

GA22

GA23



GA24

(c)

GA25

GAC7

GAC8

MKD1

## INFANTRY

- GA17 Dismounted French Dragoon, sentinel  
(a) with stocking cap  
(b) with fur hat
- GA18 French Grenadier marching  
GA19 Musketeer marching, (12 apostles)  
GA20 Musketeer marching  
GA21 Musketeer standing firing, (12 apostles)  
GA22 Musketeer standing firing  
GA23 Armoured pikeman, charge for horse  
(a) with hat  
(b) with helmet
- GA24 Grenadier throwing grenade  
(Choice of hats a, b, or c as illustrated)
- GA25 French Grenadier throwing grenade (tricorn)

## MOUNTED COMMAND FIGURES

(Recommended horses in brackets)

- GAC7 Trumpeter (GAH1)  
GAC8 Officer (GAH1)  
MKD1 Kettle Drummer complete with horse

*All Louis XIV infantry have variable hats as illustrated below. The variations are mixed so PLEASE DO NOT ASK FOR SPECIFIC VARIANTS unless listed as (a) or (b) etc.*



# THE GRAND ALLIANCE (Late 17th Century) - 25mm

## INFANTRY

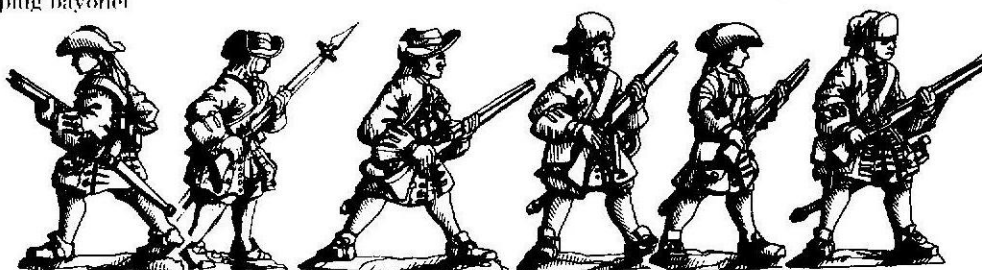
### OFFICERS & DRUMMERS

- GA1 Officer/Ensign with spontoon  
 GA2 Officer/Ensign - hat in hand - spontoon  
 GA3 Officer/Ensign - open coat - spontoon  
 GA4 Drummer, marching

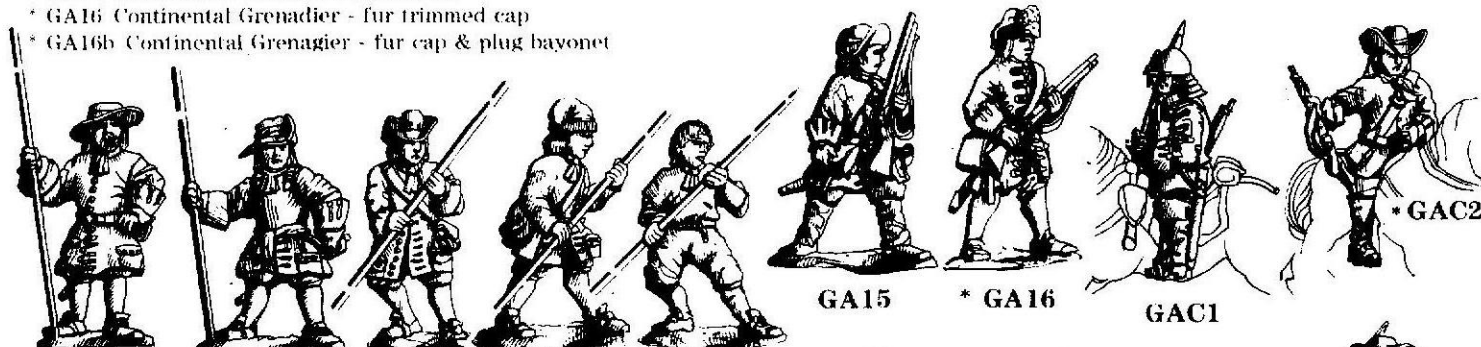


### MUSKETEERS & PIKEMEN ETC.

- \* GA5 Musketeer - matchlock - 12 Apostles  
 \* GA5b Musketeer - matchlock - 12 Apostles - plug bayonet  
 \* GA6 Musketeer - matchlock - 12 Apostles  
 \* GA6b Musketeer - matchlock - 12 Apostles - plug bayonet  
 \* GA7 Musketeer - matchlock  
 \* GA7b Musketeer - matchlock - plug bayonet  
 \* GA8 Musketeer - flintlock  
 \* GA8b Musketeer - flintlock - plug bayonet  
 \* GA9 Grenadier - flintlock  
 \* GA9b Grenadier - flintlock - plug bayonet  
 \* GA10 Unarmoured pikeman at ease  
 \* GA11 Armoured pikeman at ease  
 \* GA12 Levy-Rebel in coat - open handed  
 \* GA13 Levy-Rebel in coat - open handed  
 \* GA14 Levy-Rebel - shirt sleeves - open handed  
 \* GA15 Dismounted dragoon with carbine  
 \* GA16 Continental Grenadier - fur trimmed cap  
 \* GA16b Continental Grenadier - fur cap & plug bayonet



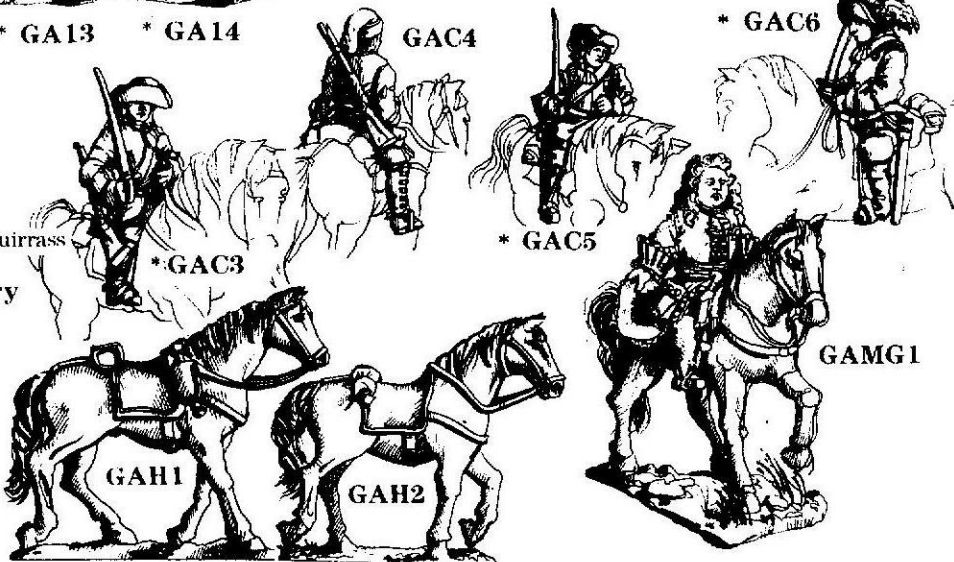
\* GA5 \* GA5b \* GA6 \* GA7 \* GA8 \* GA9



\* GA10 \* GA11 \* GA12 \* GA13 \* GA14

### CAVALRY (Not including horse)

- GAC1 Cuirassier - pot helmet  
 GAC2 Dragoon with carbine  
 GAC3 Unarmoured cavalryman with sword  
 GAC4 Continental dragoon - stocking cap  
 GAC5 Cavalry - sword and cuirass  
 GAC6 Continental guard cavalry - sword and cuirass



### HORSES - Suitable for above cavalry

- GAH1 Cavalry horse walking  
 GAH2 Dragoon's horse trotting

### GENERAL

- GAMG1 Mounted general complete with horse

English Civil War Horses - ECW 1,2,3,4,5 & 6  
 are also suitable for above Grand Alliance Cavalry.

GA12, 13 & 14 have choice of (a) flintlock, (b) matchlock, (c) pike, (d) farmtool

\* Indicates figures with head variants. All figures marked \*, have a multiple of mixed face and hat variants. The variants are mixed so PLEASE DO NOT ORDER SPECIFICS

