

AUSTRIA

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Often defeated, and sometimes bowed into submission, Austria's army were nonetheless always ready to renew the fight. Each time, they learned from past mistakes; each time, they were that much more experienced. From the time of Napoleon's first campaign in Italy to his surrender almost two decades later, Austria remained the staunchest threat to his aspirations.

For a time the Austrians fought alongside the French, marching with Napoleon into Russia in 1812, though their hearts were never in the fight. In 1813, the Austrians declared war again, and their commitment was not in question. The Austrian army harried the French all the way back to Paris, and their efforts were instrumental in Napoleon's final defeat.

Force Special Rules

Dogged Determination: Austrian armies were renowned for fighting on when all seemed lost. If at any point more than half of the force's starting units are Broken or destroyed, all Infantry and Cavalry units in the force gain the Stubborn special rule for the remainder of the battle.

Allies

- Great Britain
- Prussia

Independent Officers

O-1 OBERST (COLONEL) (45PTS)

Model	M	R	C	W	TAC	STG	Type
Oberst	3	3	5	2	3	2	Officer (Infantry)
ADC	3	3	3	1	3	-	Infantry/Cavalry

Unit Composition	Equipment	Special Rules
1 Oberst	Pistol, Sabre	-

Options:

- May purchase up to 2 Strategies. If the Oberst is your Commander, he may also purchase one Trait.
- May ride a Horse (+5pts), changing his unit type to Officer (Cavalry), and gaining the Devastating Charge special rule.
- May be accompanied by 0-3 Aides-de-Camp, of the same unit type as the Oberst (+4pts per model if on foot; +6pts per model if mounted).

O-2 MAJORS (40PTS)

Model	M	R	C	W	TAC	STG	Type
Major	3	3	4	2	3	2	Officer (Infantry)

Unit Composition	Equipment	Special Rules
1 Major	Pistol, Sabre	-

Options:

- May purchase a single Strategy. If the Major is your Commander, he may also purchase one Trait.
- May ride a Horse (+5pts), changing his unit type to Officer (Cavalry), and gaining the Devastating Charge special rule.

Infantry Units

GRENZERS (38PTS)

Model	M	R	C	W	TAC	STG	Type
Grenzer	3	3	3	1	2	-	Infantry
Sergeant	3	3	3	1	2	1	Officer (Infantry)
Hauptmann	3	3	3	2	3	2	Officer (Infantry)

Unit Composition	Equipment	Special Rules
1 Sergeant (Unit Leader) and 4 Grenzers	Musket, Bayonet	Light Infantry, Militia

Options:

- May take 5 additional Grenzers (+35pts)
- Upgrade one Grenzer to a Drummer (+3pts)
- Upgrade one Grenzer to a Standard Bearer (+8pts)
- Upgrade one Grenzer to a Hauptmann (Unit Leader, +10pts), replacing Musket and Bayonet with Pistol and Sabre.

O-3 JÄGERS (45PTS)

Model	M	R	C	W	TAC	STG	Type
Jäger	3	3	3	1	3	-	Infantry
Sergeant	3	3	3	1	3	1	Officer (Infantry)
Hauptmann	3	3	3	2	3	2	Officer (Infantry)

Unit Composition	Equipment	Special Rules
1 Sergeant (Unit Leader) and 4 Jägers	Musket, Bayonet	Light Infantry

Options:

- May take 5 additional Jägers (+40pts)
- Upgrade one Jäger to a Bugler (+4pts)
- Upgrade one Jäger to a Standard Bearer (+8pts)
- Upgrade one Jäger to a Hauptmann (Unit Leader, +8pts)
- The entire unit may replace its Muskets with Rifles (+3pts per model)

O-1 FUSILIERS (75PTS)

Model	M	R	C	W	TAC	STG	Type
Fusilier	3	3	3	1	2	-	Infantry
Sergeant	3	3	3	1	2	1	Officer (Infantry)
Hauptmann	3	3	3	2	3	2	Officer (Infantry)

Unit Composition	Equipment	Special Rules
1 Sergeant (Unit Leader) and 9 Fusiliers	Musket, Bayonet	-

Options:

- May take 10 additional Fusiliers (+70pts)
- Upgrade one Fusilier to a Drummer (+3pts)
- Upgrade one Fusilier to a Standard Bearer (+8pts)
- Upgrade one Fusilier to a Hauptmann (Unit Leader, +8pts), replacing Musket and Bayonet with Pistol and Sabre.
- For every 10 models in the unit, one may be upgraded to a Sapper (+6pts)
- The entire unit may be upgraded to Grenadiers (+2pts per model), gaining the Hardened special rule.

O-1 PIONEERS (75PTS)

Model	M	R	C	W	TAC	STG	Type
Pioneer	5	3	3	2	3	-	Infantry
Pioneer Sergeant	5	3	3	2	3	1	Officer (Infantry)

Unit Composition	Equipment	Special Rules
1 Pioneer Sergeant (Unit Leader) and 4 Pioneers	Axe, Musket	Engineers, Hardened, Light Infantry

Options:

- None

Cavalry Units

HUSSARS (105PTS)

Model	M	R	C	W	TAC	STG	Type
Hussar	4	3	3	2	4	-	Cavalry
Sergeant	4	3	3	2	4	1	Officer (Cavalry)
Rittmeister	4	3	3	3	4	2	Officer (Cavalry)

Unit Composition	Equipment	Special Rules
1 Sergeant (Unit Leader) and 4 Hussars	Pistol, Sabre	Devastating Charge

Options:

- May take 5 additional Hussars (+100pts)
- Upgrade one Hussar to a Bugler (+5pts)
- Upgrade one Hussar to a Standard Bearer (+10pts)
- Upgrade one Hussar to a Rittmeister (Unit Leader, +12pts)

O-2 CHEVAULEGERS (100PTS)

Model	M	R	C	W	TAC	STG	Type
Chevauleger	3	4	3	2	3	-	Cavalry
Sergeant	3	4	3	2	3	1	Officer (Cavalry)
Rittmeister	3	4	3	3	3	2	Officer (Cavalry)

Unit Composition	Equipment	Special Rules
1 Sergeant (Unit Leader) and 4 Chevaulegers	Carbine, Pistol, Sabre	Devastating Charge, Impetuous

Options:

- May take 5 additional Chevaulegers (+95pts)
- Upgrade one Hussar to a Bugler (+5pts)
- Upgrade one Hussar to a Rittmeister (Unit Leader, +12pts)

UHLANS (100PTS)

Model	M	R	C	W	TAC	STG	Type
Uhlans	3	3	3	2	3	-	Cavalry
Sergeant	3	3	3	2	3	1	Officer (Cavalry)
Rittmeister	3	3	3	3	3	2	Officer (Cavalry)

Unit Composition	Equipment	Special Rules
1 Sergeant (Unit Leader) and 4 Uhlans	Pistol, Lance, Sabre	Devastating Charge

Options:

- May take 5 additional Uhlans (+95pts)
- Upgrade one Hussar to a Bugler (+5pts)
- Upgrade one Hussar to a Rittmeister (Unit Leader, +12pts)

Artillery Units

CANNON (48PTS)

Model	M	R	C	W	TAC	STG	Type
Crew	2	3	2	1	2	-	Infantry
Hauptmann	2	3	2	2	2	2	Officer (Infantry)

Unit Composition	Equipment	Special Rules
1 Hauptmann (Unit Leader) and 3 Crew	Small Cannon	Cumbersome

Options:

- May take up to 2 additional Crew (+3pts per model)
- The Hauptmann may take a pistol and sabre (+2pts)
- Upgrade to Medium Cannon (+10pts)

HANDLANGER CORPS (40PTS)

A unique option for the Austrian army, Handlangers are an infantry unit that is chosen from your Artillery allocation. You may take one Handlinger unit for every Cannon unit in your force.

Model	M	R	C	W	TAC	STG	Type
Handlinger	3	3	3	1	2	-	Infantry
Sergeant	3	3	3	1	2	1	Officer (Infantry)
Hauptmann	3	3	3	2	3	2	Officer (Infantry)

Unit Composition	Equipment	Special Rules
1 Sergeant (Unit Leader) and 4 Handlangers	Musket, Bayonet	Artillery Guard (see below)

New Special Rule: Artillery Guard

Handlinger units must be assigned to one of the army's Cannon units at the start of the game. No more than one Handlinger unit may be assigned to the same cannon unit. The Handlinger unit must be deployed within 6" of the nominated Cannon unit at the start of the battle.

Options:

- May take 5 additional Handlangers (+38pts)
- Upgrade one Handlinger to a Drummer (+3pts)
- Upgrade one Handlinger to a Standard Bearer (+8pts)
- Upgrade one Handlinger to a Hauptmann (Unit Leader, +10pts), replacing Musket and Bayonet with Pistol and Sabre.

