

AUSTRIA 1809-15

An army list for Warhammer Historical *Waterloo*, by Mark A. Latham.

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.

The Austrian army that fought Napoleon in 1796 was a relic. Its troops paid dearly for their officers' lack of ability and the conservatism of their commanders-in-chief. After their defeat in the Italian campaign, Archduke Charles reformed the army, switching the emphasis from linear tactics to manageable battlefield formations. When the army was defeated again in 1800 and 1805, those reforms had still not taken full effect, leaving the commanders frustrated.

It was a very different case in 1809, when the reorganised and rejuvenated Austrian army – the largest army in the world at that time – inflicted a humiliating defeat on Napoleon at Aspern-Essling, before succumbing to the French juggernaut at Wagram. However, emboldened by its partial success, the army introduced further reforms, creating Army Corps in the French style. 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.

Battle of Wagram: Davout orders the assault of Markgrafneusiedl (6th July 1809).



THE ARMY LIST

ARMY COMPOSITION

Officer: The Austrian army must include at least one independent officer to act as the army commander. The army commander must be the highest ranking (or equal highest ranking) independent officer in the army, and equal to or higher in rank than the most senior unit commander in the force. No more than 25% of the total points value of the army may be spent on independent officers.

Infantry: The army must spend at least 25% of its total points on infantry battalions.

Cavalry: The army may spend up to 33% of its total points on cavalry.

Artillery: The army may spend up to 25% of its total points on artillery.

ARMY SPECIAL RULES

Dogged Determination

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

INDEPENDENT OFFICERS

GENERAL OR FELDMARSCHALL..... 130 POINTS

	Type	F	A	R	C	TAC	STG	Options:
General	Officer	3	2	3	5	-	3	• A General may have up to 75 points of Grand Strategies.

Your army may include one General for every 2,000 points or part thereof. A General is always accompanied by adjutants and aides, who are taken into account in the improved profile above.

- May be mounted for +10 points.

A General is always the army commander. If the army includes more than one General, you must nominate one to be your commander.

OBERST (COLONEL) OR OBERSTLEUTNANT 80 POINTS

	Type	F	A	R	C	TAC	STG	Options:
Colonel	Officer	3	1	1	5	-	2	• A Colonel may have up to 50 points' worth of grand strategies.
Aides	Special	-	+1	+1	-	-	-	• May be accompanied by Aides de Camp for +10 points.

- May be mounted for +10 points.

MAJOR 65 POINTS

	Type	F	A	R	C	TAC	STG	Options:
Major	Officer	3	1	1	4	-	2	• A Major may have up to 25 points of Grand Strategies.
Aides	Special	-	+1	+1	-	-	-	• May be accompanied by Aides de Camp for +10 points.
								• May be mounted for +10 points.

INFANTRY BATTALIONS

FUSILIER BATTALION 50 POINTS FOR HUNGARIANS 65 POINTS FOR GERMANS

	Type	F	A	R	C	TAC	STG	Armament: Muskets and bayonets.
Hungarian	Infantry	3	3	1	3	2	-	Command: The Fusilier Battalion is led by a Hauptmann. If the battalion totals six companies, the Hauptmann may be replaced by a Major for +25 pts.
German	Infantry	3	3	1	3	3	-	
Engineer	Special	-	+1	1	-	-	-	
Hauptmann	Officer	-	+1	1	3	-	1	
Major	Officer	-	+1	1	4	-	2	
								Options:

Companies: A Fusilier Battalion comprises two companies. One of these is automatically designated as the command company, and contains a drummer and standard bearer. Additional companies may be purchased for the battalion as follows:

- Up to 4 additional companies at +18 pts per company (for Hungarians) or +22 points per company (for Germans).

- The command company may take an Engineers contingent (represented by a single Sapper model) for +25 points.
- The battalion commander may be mounted for +5 points.

JÄGER BATTALION 65 POINTS

An Austrian army may include a single battalion of Jägers for every three line infantry battalions it fields.

	Type	F	A	R	C	TAC	STG
Jägers	Infantry	3	3	1	3	3	-
Hauptmann	Officer	-	+1	1	3	-	1
Major	Officer	-	+1	1	4	-	2

Companies: A Jäger Battalion comprises two companies of Jägers. One of these is automatically designated as the command company, and contains a musician. Additional companies may be purchased for the battalion as follows:

- Up to 4 additional companies at +22 pts per company.

Armament: Musket and bayonet.

Command: The Battalion is led by a Hauptmann. The Hauptmann may be replaced by a Major for +25 pts.

Options:

- The entire unit may upgrade its muskets to rifles at a cost of +3 points per company.

Special Rules: Light Infantry

AUSTRIAN GRENZER BATTALION 65 POINTS

	Type	F	A	R	C	TAC	STG
Grenzer	Infantry	3	3	1	3	2	-
Hauptmann	Officer	-	+1	1	3	-	1
Major	Officer	-	+1	1	4	-	2

Companies: A Grenzer Battalion comprises three companies of Light Infantry. One of these is automatically designated as the command company, and contains a bugler and Hauptmann. Optionally, it may also contain the regimental colours. Additional companies may be purchased for the battalion as follows:

- May take up to 3 additional Grenzer companies at +20 pts per company.

Armament: Muskets and bayonets.

Command: The Grenzer Battalion is led by a Hauptmann. If the battalion totals six companies, the Hauptmann may be replaced by a Major for +25 pts.

Special Rules: Light Infantry; Militia.

HUNGARIAN GRENADIERS BATTALION 95 POINTS

	Type	F	A	R	C	TAC	STG
Grenadier	Infantry	3	3	1	3	3	-
Engineer	Special	-	+1	1	-	-	-
Hauptmann	Officer	-	+1	1	3	-	1
Major	Officer	-	+1	1	4	-	2

Companies: A Grenadier Battalion comprises two companies. One of these is automatically designated as the command company, and contains a drummer and standard bearer. Additional companies may be purchased for the battalion as follows:

Armament: Muskets and bayonets.

Command: The Grenadier Battalion is led by a Hauptmann. If the battalion totals six companies, the Hauptmann may be replaced by a Major for +25 pts.

Options:

- The command company may take an Engineers contingent (represented by a single Sapper model) for +25 points.
- The battalion commander may be mounted for +5 points.

- Up to 4 additional companies at +26 pts per company.

Special Rules: Hardened

O-1 PIONEERS BATTALION 75 POINTS

Designers Note: *A unique unit in games of Waterloo, Pioneers are an entire battalion of sappers, with a Resilience score of 2!*

	Type	F	A	R	C	TAC	STG
Grenzer	Infantry	3	3	2	3	2	-
Hauptmann	Officer	-	+1	1	3	-	1
Major	Officer	-	+1	1	4	-	2

Companies: A Pioneer Battalion comprises two companies of Infantry. One of these is automatically designated as the command company, and contains a musician and Hauptmann. Additional companies may be purchased for the battalion as follows:

- May take up to 4 additional Pioneer companies at +35 pts per company.

Armament: Muskets and pioneer weaponry (variety of picks, hammers and axes – counts as Bayonets).

Command: The Pioneer Battalion is led by a Hauptmann. If the battalion totals six companies, the Hauptmann may be replaced by a Major for +25 pts.

Special Rules: Light Infantry; Militia.

CAVALRY SQUADRONS

DRAGOONS..... 125 POINTS

	Type	F	A	R	C	TAC	STG	Armament: Sabres, carbines and pistols.
Dragoons	Cavalry	3	4	3	3	3	-	Command: The Dragoon squadron is led by a Rittmeister. If the squadron totals six companies, the Rittmeister may be replaced by a Major for +30 pts.
Rittmeister	Officer	-	+1	3	3	-	1	
Major	Officer	-	+1	3	4	-	2	

Companies: A Dragoon squadron comprises three companies of cavalry (a single Troop). One of these is automatically designated as the command company, and includes a standard and the squadron commander. A second Troop (3 companies, with no command company) may be purchased for the squadron at +90 points.

Special Rules: Heavy Cavalry.

CUIRASSIERS..... 165 POINTS

	Type	F	A	R	C	TAC	STG	Armament: Cuirasses, Sabres, carbines and pistols.
Cuirassier	Cavalry	3	5	3	3	3	-	Command: The Cuirassier squadron is led by a Rittmeister. If the squadron totals six companies, the Rittmeister may be replaced by a Major for +30 pts.
Rittmeister	Officer	-	+1	3	3	-	1	
Major	Officer	-	+1	3	4	-	2	

Companies: A Cuirassier squadron comprises three companies of cavalry. One of these is automatically designated as the command company, and includes the standard bearer and squadron commander. 3 additional companies, with no command company, may be purchased for the squadron at +120 points.

Special Rules: Heavy Cavalry.

HUSSARS..... 100 POINTS FOR HUNGARIANS 75 POINTS FOR SKEKLER

	Type	F	A	R	C	TAC	STG	Armament: Sabres and pistols.
Hungarian Hussars	Cavalry	4	4	2	3	4	-	Command: The Hussar squadron is led by a Rittmeister. If the squadron totals six companies, the Rittmeister may be replaced by a Major for +25 pts.
Skekler Hussars	Cavalry	4	3	2	3	3	-	
Rittmeister	Officer	-	+1	2	3	-	1	
Major	Officer	-	+1	2	4	-	2	Special Rules: Light Cavalry.

Companies: A Hussar squadron comprises three companies of cavalry (a single Troop). One of these is automatically designated as the command company, and includes a bugler and the squadron commander. A second Troop (3 companies, with no command company) may be purchased for the squadron at +80 points for Hungarians, and +65 points for Skeklers.

UHLANS 95 POINTS

	Type	F	A	R	C	TAC	STG	Armament:
Uhlans	Cavalry	3	4	2	3	3	-	Sabres, lances and pistols.
Rittmeister	Officer	-	+1	2	3	-	1	Command: The Uhlan squadron is led by a Rittmeister.
Special Rules: Light Cavalry								

Companies: An Uhlan squadron comprises three companies of cavalry. One of these is automatically designated as the command company, and includes the bugler and squadron commander. 3 additional companies, with no command company, may be purchased for the squadron at +75 points.

CHEVAULEGERS (LIGHT DRAGOONS) 125 POINTS

	Type	F	A	R	C	TAC	STG	Armament:
Chevauleger Cavalry	Cavalry	3	4	2	3	3	-	Sabres, carbines and pistols.
Rittmeister	Officer	-	+1	2	3	-	1	Command: The Chevauleger squadron is led by a Rittmeister.
Major	Officer	-	+1	2	4	-	1	The Rittmeister may be replaced by a Major for +20 pts.
Special Rules: Light Cavalry.								

Companies: A Chevauleger squadron comprises three companies of cavalry. One of these is automatically designated as the command company, and includes a bugler and the squadron commander.



ARTILLERY BATTERIES

FOOT ARTILLERY..... 65 POINTS

	Type	F	A	R	C	TAC	STG	Options:
Ft. Artillery	Artillery	3	1	1	3	2	-	• The entire battery may exchange all of its medium cannons for heavy cannons (12lbs) at a cost of +12 points per company. • If the battery contains three companies of medium guns, one cannon may be exchanged for a Small Howitzer at no extra cost. • If the battery contains three companies of heavy guns, one cannon may be exchanged for a Large Howitzer for +4 points.
Gun	Artillery	-	-	3	-	-	-	
Hauptmann	Officer	-	+1	3	3	-	1	

Companies: An artillery battery comprises a single company (four crew and one medium cannon). Up to two further companies may be added to the battery for +45 points each.

Armament: None.

Command: The artillery battery may be led by a Hauptmann at +15 points.

Special Rules: Artillery.



HORSE ARTILLERY 70 POINTS

The Austrian army was the only major power not to invest in Horse Artillery. As such, you may only take a single battery of Horse Artillery for every two Foot Artillery batteries in the army.

	Type	F	A	R	C	TAC	STG	
Horse								Command: The artillery battery may be led by a mounted Hauptmann at +20 points.
Artillery	Artillery	3	1	1	3	2	-	
Gun	Artillery	-	-	3	-	-	-	Options:
Hauptmann	Officer	-	+1	3	3	-	1	

Companies: An artillery battery comprises a single company (four crew and one light cannon). Up to two extra companies may be added to the battery for +40 points each.

- If the battery contains three companies, one cannon may be exchanged for a Small Howitzer at no extra cost.

Special Rules: Horse Artillery.

Armament: None.

HANDLANGER CORPS 50 POINTS

As a special option, Austrian armies may take additional infantry battalions as part of their Artillery allocation. You may choose one Handlander battalion for every two Artillery batteries in the army.

	Type	F	A	R	C	TAC	STG	
Handlander	Infantry	3	3	1	3	2	-	Armament: Muskets and bayonets.
Engineer	Special	-	+1	1	-	-	-	Command: The Handlander Battalion is led by a Hauptmann.
Hauptmann	Officer	-	+1	1	3	-	1	

Companies: A Handlander Corps Battalion comprises two companies. One of these is automatically designated as the command company, and contains a drummer and standard bearer. Additional companies may be purchased for the battalion as follows:

Options:

- The command company may take an Engineers contingent (represented by a single Sapper model) for +25 points.

Special Rules:

- Up to 4 additional companies at +18 pts per company.

- **Artillery Guard:** Handlander Battalions must be assigned to one of the army's Artillery batteries at the start of the game. No more than one Handlander Battalion may be assigned to the same battery. The Handlander Battalion must be deployed within 6" of the nominated battery at the start of the battle.

AUSTRIAN BRIGADES

Infantry Brigades must comprise 3 battalions of line infantry or light infantry (any type), plus a single independent officer. An infantry brigade may include a single battery of foot artillery.

Cavalry brigades must comprise 3 squadrons of cavalry, which must all be of the same type. Any cavalry brigade may include a single battery of horse artillery, and may take an independent officer.

ALLIES

An Austrian army may spend up to 50% of its total points on allies from the Great Britain, Prussia and Russia army lists.

NEW LEGENDARY OFFICER

ANDREAS HOFER (1767-1810)..... 200 POINTS

This new Legendary Officers is intended for use in an Austrian army, and may be fielded in accordance with the rules on page 266 of the Waterloo rulebook.



Born in 1767, Hofer was an innkeeper, wine merchant, and cattle dealer, and was intensely loyal to the Austrian house of Habsburg and the Roman Catholic church. He worked for the return of the Tyrol to Austria after it had been ceded to Bavaria in 1805. With Austrian aid, he fought a number of successful minor actions against the Bavarian and Italo-French troops occupying his homeland, becoming well known throughout the Tyrol, achieving the status of a folk-hero.

After the Truce of Znaim (July 1809), Austria began to withdraw from its new war against Napoleon and again relinquished the Tyrol, but Hofer, calling for a popular rising, defeated the Bavarians so decisively at the second Battle of Berg Isel near Innsbruck (August 1809) that they were forced to leave the province. He then styled himself commander in chief of the Tyrol and established an administration with the acquiescence of the Austrian emperor Francis I. In the Treaty of Schönbrunn (October 1809), however, Francis ceded the Tyrol to Napoleon, thus abandoning Hofer to the victorious French. Italo-French troops pacified most of the area shortly thereafter, while Hofer wavered between resistance and acceptance of the new order. He was finally captured near his home, taken to Mantua, and on Napoleon's orders executed. In 1823 his bones were transferred to Innsbruck. The poem "Sandwirth Hofer," by Julius Mosen, is still the Tyrolese anthem.

	Type	F	A	R	C	TAC	STG
Andreas							
Hofer	Officer	3	2	3	5	-	2

Hofer is a mounted independent officer. He has the **Inspirational** and **Hero of the Hour** grand strategies.

Special Rules:

- **Tyrolean Militia:** If Hofer is included in the army, you may choose a single battalion of Tyrolean Militia to accompany him. Hofer is deployed with this unit at the start of the battle.

Tyrolean Militia Battalion75 points

	Type	F	A	R	C	TAC	STG
Tyrolean	Infantry	3	3	1	2	4	-
Hauptmann	Officer	-	+1	1	3	-	1

Companies: A Tyrolean Militia Battalion comprises three companies of Light Infantry. One of these is automatically designated as the command company, and contains a bugler and Hauptmann. Optionally, it may also contain a standard bearer. Additional companies may be purchased for the battalion as follows:

- May take up to 3 additional Militia companies at +21 pts per company.

Armament: Muskets and bayonets.

Command: The battalion is led by a Hauptmann.

Special Rules: Hatred (French), Light Infantry; Militia.

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