

# Austria

## Nine Years War

### Command Ratings

<b>Army Commander</b>	Command Rate 8	40 Points
	Command Rate 7	20 Points
<b>Battalia Commander</b>	Command Rate 8 (0-1 per Army)	40 Points
	Command Rate 7 (0-3 per Army)	20 Points
	Command Rate 6	10 Points

### The Horse

Unit	Unit Type	Weapon	Hand-to-Hand	Shooting	Morale	Stamina	Special	Points
Cuirassiers	Heavy Horse	Swords, Pistols	6	1	3+	3	Heavy Cavalry +1	45

Unit	Unit Type	Weapon	Hand-to-Hand	Shooting	Morale	Stamina	Special	Points
Line Cavalry	Horse	Swords, Pistols	6	1	4+	3		37

Unit	Unit Type	Weapon	Hand-to-Hand	Shooting	Morale	Stamina	Special	Points
Hussars	Light Horse	Swords, Pistols	6	1	5+	3		33

Unit	Unit Type	Weapon	Hand-to-Hand	Shooting	Morale	Stamina	Special	Points
Dragoons	Horse	Flintlocks	4	2	4+	3	Fire & Evade, Marauders	43

### The Foot

Unit	Unit Type	Weapon	Hand-to-Hand	Shooting	Morale	Stamina	Special	Points
Line Infantry	Battle Line	Matchlocks	4(6)	3	4+	3	Plug Bayonet, First Fire	37

- Replace Matchlocks with Flintlocks @ 1 Point per Unit
- Add a Grenadier Company. Gains 'Grenades' rule @ 1 Point per Unit
- Add a Pike Company. Gains 'Pike Company' rule @ 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

Unit	Unit Type	Weapon	Hand-to-Hand	Shooting	Morale	Stamina	Special	Points
Siege Artillery	Ordnance	Mortar	1	2	5+	4		27

- 0-1 per Army