



# AUSTRIAN BUNDESHEER

## > 1955+

Tactical  
Doctrine

NORMAL

Description	Pts	Type	Mv	AP	AT	Hits	Save	Limit	Notes / Abilities
<b>Command</b>									
CO (CV9)	90	CMD:CO	60	3/30	2/30	6	6	1	-
HQ (CV8)	45	CMD:HQ	40	2/30	2/30	4	6	-/3	-
FAO (CV8)	45	CMD:FO	30	-	-	4	6	-/1 [3]	-
FAC (CV8)	45	CMD:FO	30	-	-	4	6	-/1 [3]	-
Sniper Team	30	CMD:SN	30	1/50	-	1	-	-/[1]	Sniper Team
<b>Recce</b>									
Scouts	55	INF:LI	10	2/30	-	6	-	-/1	-
4x4s	50	VEH	20	2/50	-	3	-	-/1	-
M8 Greyhound	75	AC	25	1/60	2/40	3	6	-/1	-1963
Bv 202/206/208	35	VEH	20	-	-	3	-	-/1	1965+ A Wide Tracked Terrain restrictions as infantry
<b>Infantry</b>									
Landwehr	20	INF:LI	10	2/30	-	6	-	-/-	Conscripts
Jagdkampf (Regulars)	30	INF:LI	10	3/30	-	6	-	-/-	-
Gebirgsjäger	40	INF:LI	10	4/30	-	6	-	-/[3]	Elite
Jagdkommando	70	INF:SF	10	4/30	-	6	-	-/2 [2]	1962+ Elite, Recce Support
<b>Infantry Upgrades</b>									
2.36" M9 'Bazooka'	5	Upgrade	-	2/20	2/20H	-	-	-/-	-1959
3.5" M20 'Super Bazooka'	20	Upgrade	-	3/20	3/20H	-	-	-/-	1958-70
66mm M72A2 LAW	20	Upgrade	-	4/40	4/40H	-	-	-/-	1967+
PAR-70	20	Upgrade	-	4/20	5/20H	-	-	-/-	1967+
M2 Carl Gustav	35	Upgrade	-	3/40	5/25	-	-	-/-	1977+
PzF 3	30	Upgrade	-	5/60	5/60	-	-	-/-	1991+
<b>Support</b>									
HMG	50	INF:SI	10	4/60	-	5	-	-/3	-
RR, 106mm M40	65	INF:AT	-	6/70	6/70H	5	-	-/3	1959+ Beehive Round
RR, 106mm M40, 4x4s	75	SPAT	20	6/70	6/70H	3	-	-/3	1959+ Beehive Round
ATGW, RBS-56 BILL	190	SP:ATGW	10	-	6/100	5	-	-/3	1993+ IR
Mortar, 81mm	40	INF:MO	10	3/120	1/120*	5	-	-/3	-1970
Mortar, 81mm, M21 Halftrack	65	SP:MO	20	3/120	1/120*	3	6	-/3	-1962 Exposed, Tracked
Mortar, 81mm, Saurer 4K	55	SP:MO	25	3/120	1/120*	3	6	-/3	1959+
Mortar, 120mm	70	ART:MO	-	4/200	1/200	4	-	-/3	-
<b>Engineers</b>									
Pionier	60	INF:ENG	10	4/30	-	6	-	-/3	Flamethrower, Mineclearer A
<b>Armour</b>									
Saurer 4K4FA-G1	55	IFV	25	2/80	2/60	3	6	-/- [6]	1968+,
Pandur	45	IFV	30	2/50	-	3	6	-/- [9]	1995+ TI
Ulan	70	IFV	30	2/80	2/80	3	5	-/- [9]	1999+ S2/TI
T-34/85	65	AFV	25	3/90	3/60	4	5	-/9	-1959 R
M24 Chaffee	35	AFV	20	3/100	2/90 H	3	6	-/9	-1966
Charioteer	75	AFV	20	3/100	4/90	4	5	-/9	1958-67
M41A3 Walker Bulldog	45	AFV	25	3/110	3/90	3	6	-/3	1964-79
AMX-13/75	50	AFV	30	3/100	3/90	3	6	-/3	1960-79 R/IR Air-portable
M47	100	AFV	20	3/110	4/90	5	4	-/9	1957-82
M60A1	140	AFV	20	5/150	4/125	5	4	-/9	1964-2000 IR
M60A3	150	AFV	20	5/150	5/150	5	4	-/9	1981-2000 S2/IR

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M60A3Ö	160	AFV	20	5/150	6/150	5	4	-/9	1989+ S1/TI
Leopard 2A4	195	AFV	30	3/175	6/175	5	3	-/9	1997+ S1/TI Composite Armour
<b>Anti-Tank [Dedicated]</b>									
57mm PaK M1	35	ATG	-	1/100	2/90	4	-	-/3	1955-65
76mm PaK 42/75mm PaK 40	40	ATG	-	3/75	2/75	4	-	-/3	1955-91
85mm PaK 52	50	SPAT	5	3/90	4/90	4	-	-/3	-1970 Own engine and driving controls from 1953
85mm T34/85, Turret Casemate	50	ATG	-	3/90	3/60	4	5	-/- [3]	1959-98 See Special Rules
20Pdr Charioteer, Turret Casemate	80	ATG	-	3/100	4/90	4	5	-/- [3]	1967-98 See Special Rules
90mm M47, Turret Casemate	90	ATG	-	3/110	4/90	5	4	-/- [3]	1973-98 See Special Rules
105mm Centurion, Turret Casemate	125	ATG	-	4/150	4/125	6	4	-/- [3]	1985+ See Special Rules
SK-105 Kürassier	100	SPAT	30	5/120	5/110	4	6	-/9	1971+ R/IR
SS.11, Jagdpanzer Rakete	185	SP:ATGW	30	-	7/150	3	6	-/- [3]	1996-2005 IR MCLOS (+2 to hit)
RBS-56 BILL, 4x4s	190	SP:ATGW	20	-	6/100	5	-	-/3	1993+ IR
<b>Artillery [On-Table]</b>									
Gun, 105mm FH18/40	45	ART	-	3/100	3/100H	3	-	-/- [6]	Munitions: HE, SMOKE
Gun, 105mm M101/M102	45	ART	-	3/100	3/100H	3	-	-/- [6]	Munitions: HE, SMOKE
SP-Gun, 105mm M7 Priest	65	SP:ART	20	3/100	3/100H	3	6	-/- [3]	1955-70 Exposed Munitions: HE, SMOKE
SP-Gun, 155mm M109	75	SP:ART	25	4/100	4/100H	3	6	-/- [6]	1970+ Munitions: HE, SMOKE
<b>Air Defence [Dedicated]</b>									
AA, 20mm Twin	25	AAG	-	3/80	1/80	5	-	-/1	-
AA, 40mm	10	AAG	-	1/100	1/40	4	-	-/1	-
AA, 35mm ZFLAK-85	50	AAG	-	3/100	2/80	4	-	-/1	1985+ IR
SP-AA, 20mm, Pinzgauer	35	SP:AA	20	3/80	1/80	5	-	-/1	1970+
SP-AA M42	70	SP:AA	25	2/100	1/40	3	6	-/1	1963-96
SAM, Mistral	80	INF:SAM	10	5/100	-	5	-	-/1	1995+ IR
<b>Transport &amp; Vehicles</b>									
Truck	10	VEH	20	-	-	3	-	-/-	Transport (2)
4x4s	10	VEH	30	-	-	3	-	-	Transport (1) - INF: only
M3/M5 Halftrack	25	HTR	20	2/50	-	3	6	-/-	-1970 Exposed, Transport (1)
Saurer 4K	30	APC	25	2/50	-	3	6	-/-	1959+ Transport (2)
Pionierpanzer A1	45	APC	30	1/50	-	4	6	-/3	1971+ IR Dozer Blade, Transport (1) - Pionier only
Bv 202/206/208	15	VEH	20	-	-	3	-	-/1 [1]	1965+ A Transport (1), Wide Tracked Air-portable Terrain restrictions as infantry
BvS10AUT	25	VEH	20	1/50	-	3	6	-/3	2018+ A Transport (2), Wide Tracked Air-portable Terrain restrictions as infantry
Polais ATV	15	VEH	30	-	-	3	-	-/-	2016+ Transport (1), Wide Tracked Jagdkommando only Air-portable Terrain restrictions as infantry
<b>Helicopters</b>									
Alouette III	40	HELI:ATTK	50	2/50	-	3	5	-/- [2]	1965+
OH-58 Kiowa	30	HELI:ATTK	50	2/50	-	3	6	-/- [2]	1980+
Agusta-Bell AB 47G2	30	HELI:TRANS	50	-	-	3	6	-/- [1]	1958-70 - FAO/FAC only
Alouette II	30	HELI:TRANS	50	-	-	3	6	-/- [1]	1958-70 - FAO/FAC only
Alouette III	30	HELI:TRANS	50	-	-	3	6	-/- [1]	1966+ - FAO/FAC only
Agusta-Bell AB-206/212	25	HELI:TRANS	50	-	-	3	6	-/- [2]	1965+ Transport (2)
Sikorsky S-55	40	HELI:TRANS	50	-	-	3	6	-/- [3]	1958-70 Transport (4)
CH-53A (Sea Stallion)	60	HELI:TRANS	50	2/50	-	4	6	-/- [3]	1969-85 Transport (4) or 1 towed artillery up to 105mm or 1 light transport vehicle

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Air Support (Off-Table)									
Fouga Magister	85	AIR:GA	-	4	4	3	4	-/- [3]	1959-70
Vampire T Mk.55	65	AIR:GA	-	3	3	3	4	-/- [1]	1955-67
Saab 29 Tunnan	85	AIR:GA	-	4	4	3	4	-/- [1]	1961-78
Saab 105Ö	65	AIR:GA	-	3	3	3	4	-/- [1]	1967+
J35Ö Draken	85	AIR:GA	-	4	4	3	4	-/- [1]	1988+
Lockheed C-130 Hercules	60	AIR:TRN	-	-	-	3	6	-/-	1966+ Transport (8) or 2 light air portable vehicle or 2 towed artillery up to 105mm
Artillery (Off-Table)									
Gun, 105mm FH18/40	45	ART	-	3	3	3	-	-/- [6]	Munitions: HE, SMOKE
Gun, 105mm M101/M102	45	ART	-	3	3	3	-	-/- [6]	Munitions: HE, SMOKE
Gun, 155mm M1/M114	60	ART	-	4	4	2	-	-/- [6]	Munitions: HE, SMOKE
SP-Gun, 105mm M7 Priest	65	SP:ART	20	3	3	3	6	-/- [3]	1955-70 Exposed Munitions: HE, SMOKE
SP-Gun, 155mm M109	75	SP:ART	25	4	4	3	6	-/- [6]	1970+ Munitions: HE, SMOKE
Rocket Launcher, M51 MRL	80	SP:RL	-	6	6	3	-	-/- [1]	Munitions: HE, SMOKE

ARTILLERY ASSETS AVAILABLE (PER UNIT)	ARTILLERY: HE (10 PTS EACH)	ARTILLERY: ICM (50 PTS EACH)	ARTILLERY: NAPALM (20 PTS EACH)	ARTILLERY: SMOKE (20 PTS EACH)	ARTILLERY: PGM (50 PTS EACH)	ARTILLERY: ILLUMINATION (20 PTS EACH)	ARTILLERY: CHEMICALS (50 PTS EACH)	ARTILLERY: THERMO-BARIC (50 PTS EACH)
	2	-	-	1	-	1	-	-
AIR ASSETS + MUNITIONS AVAILABLE (PER UNIT)	AIRCRAFT: GROUND-ATTACK (10 PTS EACH)	AIRCRAFT: CLUSTER BOMBS (50 PTS EACH)	AIRCRAFT: PGM (50 PTS EACH)	AIRCRAFT: AIR ASSAULT (50 PTS EACH)	AIRCRAFT: THERMO-BARIC (50 PTS EACH)	AIRCRAFT: CHEMICALS (50 PTS EACH)	AIRCRAFT: NAPALM (50 PTS EACH)	
	4	-	-	2	1	1	-	

NOTES

Austria is one of the five major Neutral European countries, along with Switzerland, Sweden, Finland and Ireland, although it has strong links with NATO. Austria was bound to neutrality by the 1955 Austrian State Treaty and its constitution, which prohibits entry into military alliances and the establishment of foreign military bases on Austrian territory. This Austrian neutrality is actually enforced at the insistence of the USSR.

Austria joined the Partnership for Peace (PfP) in 1995 and has participated in the Euro-Atlantic Partnership Council (EAPC) since 1997. Austrian forces have also been actively involved in many major United Nations peacekeeping missions including in the Balkans and Afghanistan.

AIR SUPERIORITY	AMBUSHES (50 PTS EACH)	COUNTER BATTERY
No modifier	1 Allowed - Schedule before game	Capability

## ABILITIES

- **Composite Armour:** Frontal ATGW/Inf-AT saves as 5+
- **Conscript:** May not use initiative to assault enemy.
- **Elite:** No command penalty for assault; +1 in close combat.
- **Exposed:** Open topped or with thin top armour, vulnerable to dropping fire.
- **Flamethrower:** Attack of 12/10, hit on 4+, no saves, automatic suppression.
- **Mineclearer A:** Clears area 5cm<sup>2</sup> each initiative phase.
- **Recce Support:** Can direct artillery/ air support via an FAC/FAO unit.
- **Sniper Team:** See main rulebook for more info.
- **Wide Tracked:** These vehicles are specifically designed to be able to move across soft snow or boggy soft ground without any problems or movement penalties.

## SPECIAL RULES

- **Beehive:** Beehive rounds have stats of 5/15.
- **Dozer Blade:** May dig or demolish 5cm of field defences each initiative phase.
- **Turret Casemate:** In a Scenario or game where the Austrians are defending, they may purchase Tank Casemate units. These are in effect tank turrets being used as immobile field fortifications. To deploy them, place any of the Turret Casement units on-table using Static Deployment only. These units count as being in a AFV pit (see [CWC-2 page 84](#)) but with 360 degree protection; they cannot move during the game and their army list stats have already been adjusted to take account of their increased protection. They are classified as Independent units (no Command distance penalties) and will not Fall-Back or be Knocked-Out due to the effects of Suppression. They are only hit on 6 by all weapons but may be assaulted like any other AFV unit.

## BATTLEGROUP SELECTION (WHEN NOT USING HISTORICAL ORDER OF BATTLE)

- Max one **Recce** unit per 1000 points.
- Max three **Jagdkommando** units per battlegroup.
- Max three **RR/ATGW** support units per 1000 points.
- Max three **Mortar** support units per 1000 points.
- Max three **ATGW** units per battlegroup.
- Max nine **IFV** units per battlegroup.
- Max one **Air Defence** unit per 1000 points.
- Max three **155mm Artillery** units per battlegroup.
- Max two **Aircraft** units per battlegroup.
- Max two **Attack Helicopters** per battlegroup.
- Max two **Helicopter** transport units per battlegroup.