

# Austro-Hungarian Empire Nation Sheet

Unit Type	Cost	Att	Def	Move
Infantry	5	2	5	1
Artillery	11	5	2	1
Tank	16	4	1	1
Bi-Plane	7	2	1	3
Bomber	13	4	1	4
Ind. Complex	55	-	1	-
Port	55	-	1	-
Battleship	95	7/2	7	2
Destroyer	35	3	2	3
Transport	26	-	1	2
Submarine	17	1	1	2

Trenches: 5      Radar Unit: 18      Sonar: 13

AA Guns: Cost: 3 Att: -, Def: 1 Move: 1  
Rockets: Cost: 10 Att: 4, Def: 1, Move: 1  
AC Carrier: Cost: 95 Att: 2, Def: 2, Move: 2

## TURN ORDER

- 1) Serbia
- 2) Germany  
-- German Colonies
- 3) France  
-- French Colonies
- 4) Russia
- 5) Austro-Hungary**
- 6) United Kingdom  
-- British Colonies
- 7) Italy
- 8) Japan
- 9) United States
- 10) Ottoman Empire
- 11) China
- 12) Central Minors
- 13) Allied Minors

## STARTING RESOURCES

<u>Nation</u>	<u>Resources</u>
Austro-Hungary	53 + 1

( + ) represents Naval Trade resources that are routed to those nations/colonies.

As the Austrians you begin the game in a poor position, with two fronts. One against Serbia and one against the more powerful Russia. With the threat of an Italian front opening at nearly any time. You will have to work together with the Germans to eliminate at least one of these threats or your war effort won't last very long.

## MANPOWER LIMITS

<u>Nation</u>	<u>Starting</u>	<u>Maximum</u>
Austro-Hungary	25	195

## STARTING NATION SET UPS

### Austro-Hungary:

Trieste: 2 Inf, 1 Des, 1 TRS  
Vienna: 4 Inf, 1 Art, 1 I.C.  
Kromeriz: 1 Inf  
Michalovce: 1 Inf, 1 Art

Zagreb: 1 Inf  
Prague: 2 Inf  
Cracow: 1 Inf  
Budapest: 2 Inf, 1 I.C.

Innsbruck: 1 Inf  
Sarajevo: 2 Inf  
Lemberg: 2 Inf  
Dunaujvaros: 6 Inf, 1 Art, 1 Gen (offenberg)