

War of the Austrian Succession (vols. I-IV) Unit Class Summary 3.5

<u>UNIT CLASSES</u>	<u>COMBAT ABILITIES</u>	<u>MOVEMENT ABILITIES</u>	<u>OTHER ABILITIES & NOTES</u>
Guard Cavalry Guard Cuirassier	Provides Cavalry Superiority (KR&Os 6.28) Pursuit (KR&Os 6.44) capable. SPs not used in Escalades (KR&Os 7.3). See <i>Ex. Rule 5.234</i> for <i>La Maison du Roi</i> Reserve Commitment.	Masking (KR&Os 4.24). A Formation that includes <i>La Maison du Roi</i> may not expend more MPs than its base MA	<i>Chevaux-Léger</i> = Cuirassier Guard Units are Irreplaceable.
Cuirassier	Provides Cavalry Superiority (KR&Os 6.28) Pursuit (KR&Os 6.44) capable. SPs not used in Escalades (KR&Os 7.3).	Masking (KR&Os 4.24).	<i>Chevaux-Léger</i> = Cuirassier Les Carabiniers can provide Skirmishers in Battle (<i>Ex. Rule 2.723</i>).
Dragoon	Provides Cavalry Superiority (KR&Os 6.28) Pursuit (KR&Os 6.44) capable. SPs not used in Escalades (KR&Os 7.3). (<i>exception: French – Ex. Rule 5.272</i>)	Masking (KR&Os 4.24).	French Dragoons may act as Grenadier Auxiliaries for Escalades.
Line Cavalry	Provides Cavalry Superiority (KR&Os 6.28) Pursuit (KR&Os 6.44) capable. SPs not used in Escalades (KR&Os 7.3).	Masking (KR&Os 4.24).	
Guard Infantry Line Infantry			Guard Units are Irreplaceable.
Milice			French Line may use French <i>Milice</i> SPs if Transferred from <i>Milice</i> Units or Garrisons.
Grenadier Brigades	The presence of a Grenadier Unit allows the owning player to claim its CE as the LCE for combat, plus, each SP counts as an (1) Auxiliary for Grenadier Superiority on the CRT. The Grenadier Unit must suffer the first (1 st) SP loss.		French <i>Milice</i> may Transfer SPs to Line Infantry Units. Field Force limits number of SPs that may be employed outside France.
Garrison	Protects Fortifications. Cannot be involved in Battle. Can only be attacked through Siege (KR&Os 7.0). Cannot attack.	Cannot move.	None May use any SPs. Player choice whether to record Classes, Contingents, etc. If not, all SPs are considered Line Infantry of the Garrison counter's own Contingent. Garrison Class SPs may <i>only</i> be attached to Garrison Units.
Field Artillery	SPs = Batteries available. Batteries are used in Battle to provide Artillery Superiority (KR&Os 6.28). If the Unit has a Siege Factor the modifier may be applied as Siege Artillery (<i>q.v.</i>)	Captured (3.42) if alone with Enemy Unit or as a result of Pursuit (KR&Os 6.44).	Amateur Field Artillery (2.33) is worth 1/2 Battery per Battery for Artillery Superiority (KR&Os 6.28). Siege DRM (if any) is -1 per lost SP, to minimum of "0". Needs Depôt access to use Siege DRM (KR&Os 5.562).
Siege Artillery	Cannot fire in Battle. Strength used as Siege DRM on SRT (7.2).	Captured (3.42) if alone with enemy unit	Needs Depôt access to use Siege DRM (KR&Os 5.562).

War of the Austrian Succession (vols. I-IV) Auxiliary Class Summary 3.5

<u>CLASSES</u>	<u>TASKS</u>	<u>OTHER ABILITIES & NOTES</u>	<u>ASSIGN TO HQ?</u>
Deserter	Inspire Desertion causes AC on any stack, or modifies AC for stack of 10+ Units (<i>KR&Os</i> 3.5.12)	Create from one (1) POW SP. Disbanded during Recovery if dr “9”. May not be Screened.	No
Grenadier	Used to gain Assault (Grenadier) Superiority in Battle (<i>KR&Os</i> 6.28), to modify the Investment Table (<i>KR&Os</i> 7.2), and to provide Auxiliary Superiority in Escalades (<i>KR&Os</i> 7.32/6.28).	May act as Irregulars for non-combat Tasks. May participate in Pursuit on the Pursued Side. French Guard Grenadier Auxiliaries may only be assigned to HQs that include <i>Les Gardes à Pied</i>	Yes <i>Exception:</i> may be Tasked from the Available box to a Garrison
Guide	May be Tasked to a Formation during its Operation; that Formation pays -1 MP for certain terrain types (see TEC & <i>KR&Os</i> 3.58); or, May be Tasked to a Formation’s commander; that commander’s Command Span is increased by 1 for the current Operation (<i>KR&Os</i> 3.58).	Pioneers and the original <i>Chasseurs de Fischer</i> (1742) Auxiliary may also act as Guides.	Yes <i>Exception:</i> may be Tasked from the Available box to a Garrison
Irregular Foot Irregular Horse Hussar Includes Grenz	Ambuscade (<i>KR&Os</i> 3.53). Recce (<i>KR&Os</i> 3.54) Screen (<i>KR&Os</i> 3.59) Raid (<i>KR&Os</i> 3.56) Plunder (<i>KR&Os</i> 3.57) Rearguard (<i>KR&Os</i> 3.5.11) Various modifiers to the above based on Class and Contingent	Irregulars may be used for Screening (Irregular) Superiority in Battle (<i>KR&Os</i> 6.28). Hussars & Horse Irregulars may be used for Cavalry Superiority in Battle (<i>KR&Os</i> 6.28). May participate in Pursuit (<i>KR&Os</i> 6.44), with some limitations depending on Class (<i>Grenz</i> Foot Yes on Pursued Side; Horse & Hussar Yes on either Side).	Yes <i>Exception:</i> may be Tasked from the Available box to a Garrison
Mountaineer & Mountaineer Irregular	As Irregular, but see at right for limitations. Use Mountaineer movement costs when tracing their OR.	Recce (<i>KR&Os</i> 3.54) in Mountain or Hill of any kind. Rearguard (<i>KR&Os</i> 3.5.11) in Mountain or Hill of any kind.	Yes <i>Exception:</i> may be Tasked from the Available box to a Garrison
Pioneer	Used to create Fieldworks in Battle (<i>KR&Os</i> 6.27), and to modify the Investment Table (<i>KR&Os</i> 7.2).	May act as Guides.	Yes <i>Exception:</i> may be Tasked from the Available box to a Garrison
Pontooneer	Reduce river crossing costs (<i>KR&Os</i> 3.55) to: River +0 MPs Major River +2 MPs Can assist Riverine Movement (<i>KR&Os</i> 4.431)	Can perform Tasks during Retreats.	Yes <i>Exception:</i> may be Tasked from the Available box to a Garrison
Sapper	Used to modify the Investment Table (<i>KR&Os</i> 7.2).		No
Legions	Legions (<i>KR&Os</i> 3.5.10) contain a mix of Auxiliaries. Each counter acts separately, but when Recovered, a single die roll is used against the best opportunity for Recovery. If successful all elements of the Legion are Recovered at once. However, all elements of a Legion must be assigned to the same HQ (<i>exception:</i> Sappers and Deserters remain in the Available Box). Not applicable to French Legions prior to 1744; prior to this date, “Legion” Auxiliaries are independent.		
Legion Battery	A few Legions (<i>KR&Os</i> 3.5.10) have integral Artillery. These are not used as normal Batteries (they consist of only a few light guns). Instead, they are used as tie-breakers for Artillery Superiority in Battle (<i>KR&Os</i> 6.28) – essentially 1/2 Battery each.		

Notes to Unit Class and Auxiliary Class charts:

- 1) Units with multiple Classes apply their effects cumulatively. Auxiliaries with multiple Classes can use whichever Class is most beneficial.
- 2) Austrian *Grenz* & Hussars may trace their ORs from Dummy Formations.
- 4) Auxiliaries (and Legion Batteries) are rated at one (1) SP each when computations require.