

# AUSTRIAN

## SHIP AND PORT MANIFEST

Use photocopies of this document

Hits are marked off from left to right. Erase repaired hits from right to left.

Value in box is the current fire value. NF = May not perform fire combat.

All Austrian ships begin with a crew quality of "A".

### BROADSIDE IRONCLADS (B)

Don Juan de Austria	3	3	3	3
Drache	2	2	2	
Erzhog Ferdinand Max	2	2	2	2
Hapsburg	2	2	2	2
Kaiser Max	3	3	3	3
Prinz Eugen	3	3	3	3
Salamander	2	2	2	
Assar-i-Tewfik (Turkish)	2	2	2	2

### STEAM SHIP OF THE LINE (S)

Kaiser	3	3	3	3
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### STEAM FRIGATES (F)

Adria	2	2	2	
Donau	2	2	2	
Frederick	2	2	2	
Novara	2	2	2	2
Radetzky	2	2	2	
Schwarzenberg	2	2	2	2
Feth-i-Balend (Turkish)	2	2	2	
Sultan Mehmet (Turkish)	2	2	2	

### GUNBOATS (G)

Dalmat	1	1	1	
Hum	1	1	1	
Kerka	1	1		
Narrenta	1	1		
Reka	1	1	1	
Santa Lucia	1	1		
Seehund	1	1	1	
Streiter	1	1	1	
Trieste	1	1		
Velebit	1	1		
Vulcan	1	1		
Wall	1	1	1	

### DISPATCH SHIPS (D)

Kaiserin Elisabeth	1	1		
Andreas Hofer	1	1		
Stadion	1	1	1	
Grief	1	1	1	

### AUSTRIAN PORTS

Lissa	2	2		
Pola	4	4		
Spalato	0			
Trieste	3	3		
Venezia	2	2		

1/3 DAMAGED -1 Movement Allowance

1/2 DAMAGED Crew Quality drops one level (not less than C)

2/3 DAMAGED Ship Dead in the Water, place marker on unit

FULLY DAMAGED Ship sinks. If an Admiral or Vice-Admiral is on board, they are removed from play

**Note** Ports do not sink. Port defense factors remains the same, regardless of the number of hits. Ignore additional hits once all spaces are marked off for the turn. Each port can repair 2 hits per turn (Exception: Random Event "Sloppy Maintenance").