

Europa – Austria Anschluss 1938

by Daniel T Shaw May 2023

This vassal module explores the possibility that the Austrian government had ordered the Bundesheer to resist the German takeover of Austria in 1938 and is inspired by the article by the article “Austrian Army of 1938” by Michael Parker in Europa Nuts and Bolts issue 21/22, Sep-Nov 1987.

Use your favorite set of Europa rules and charts. I suggest Wavell’s War with all optional/advanced rules.

German Forces

The Germans have a fixed force available, which are the forces Hitler allocated to take control of Austria. Although the German military have considerably more resources, the rest are required to hold the other adjacent countries at bay.

Initial set up – Anywhere in Germany

- One 9-5-8 Pz XX 2
- One 1-10 MotMG II 6
- One 2-1-10 LtPz II 7Aufkl
- One 1-10 MotInf III LAH (SS)
- One 1-8 AsltEng II 48
- Three 6-6 Inf XX 7, 10, 27
- One 5-8 Mtn XX 1
- One 2-1-10 Pz II I/25
- One 1-2-8 MotArt III 623
- One 1-10 MotAT II 645
- One 2-3-8 Art III 627
- Two 2-10 MotAA III 5, 25 (AA=4) (Luft)
- One 1-10 MotHvyAA II RGG (AA=2) (Luft)
- Two 1-5 Para II I/1, II/1 (Luft)
- Two 1 T 2 Ju52 0 25
- One 1 B 2 Ju52 1-1 22
- One 2 D 3 Ju87B 4-1 8
- One 1 B 3 Do 17E 1-2 14
- One 1 A 1 He 45 1 10
- One 2 B 3 He111B 2-5 17
- One 3 F 4 Me109B 0 8
- Two 4 HF 3 Me110B 1 12

Deploy reinforcements at the start of the exploitation phase of Mar II 38 – Anywhere in Germany

- One 6-6 Inf XX 17
- One 3-5* Bdr XX 97
- One 3-4 Static XX 10
- One 1-2-8 MotArt III 611
- One 0-1-5 Const III 5
- One 2-10 MotInf III Ger (SS)

Optional reinforcement deployments at the start of the exploitation phase of Mar II 38 or later (for a loss of 10 victory points each).

- One 9-5-10 Pz XX 1
- One 10-5-10 Pz XX 3

If only one of Pz XX 1 and 3 is deployed, it must be Pz XX 1.

Due to military doctrines of the period, there are no breakdown units on either side.

Game duration

The game ends when the Germans own Salzburg and Wien full city hex, or the German player concedes.

Weather Zones

Most of the map is weather zone D, while the weather zone in the Alps is zone C.

Victory Points (Counted by the Austrian Player only) all cumulative

- +10 Germans fail to hold Salzburg by the end of Mar II 38 Turn.
- +10 Germans fail to hold Salzburg at the end of Apr II 38 Turn.
- +10 Germans fail to hold all of Linz, Genz, Innsbruck and Klagenfurt at the game end.
- +10 Germans fail to hold the full city Wien hex by the end of the Mar II 38 Turn.
- +10 Germans fail to hold the full city Wien hex at the end of Apr I 38 Turn.
- +10 Germans fail to hold the full city Wien hex at the end of Apr II 38 Turn.
- +10 Deployment of Pz XX 1.
- +10 Deployment of Pz XX 3.
- 10 Scenario C
- 20 Scenario D
- 30 Scenario E

Sucenario A : Historical

This is best played solo as the Austrians are unlikely to be victorious, which explains why the Anschluss was unopposed historically.

Weather for the Mar II 38 turn is Clear in zone D and Mud in Zone C. Roll for weather in April.

Mark the following hexes as deployment centers: 16-3812, 3908, 3918, 4105, 4202, 4403, 4607, 4611.

Deploy the Austrians as follows:

- One 1-8 Inf II WBW 16-4202
- One 1-6 Pol X WNews 16-4403
- One 1-6 Pol X Wien 16-4202
- One 1-6 Pol X Linz 16-3908
- One 1-5 Pol X Graz 16-4607
- One 1-6 Pol X Innsb 16-3918
- One 1-6 Pol X Salzb 16-3812
- One 1 F 1 CR-20 0 5 Any Austrian Airbase
- One 2 F 2 CR-32 0 8 Any Austrian Airbase
- Six 4 LtAA AA=1 Wien, or stacked with a unit or deployment center
- Two 4 HvyAA AA=1 Wien, or stacked with a unit or deployment center

Once the Austrians have deployed, the Germans deploy.

The game starts with the German Mar II 38 turn, followed by the Austrian Mar II 38 turn.

In the Austrian initial phase of Mar II 38, deploy the following reinforcements in the deployment centers:

- One 3-4-6 Inf XX WNews 16-4403
- One 3-4-6 Inf XX Wein 16-4202
- One 3-6 Inf XX StPolt 16-4105
- One 3-6 Inf XX Linz 16-3908
- One 4-8 Mtn XX Graz 16-4607
- One 3-4-6 Inf XX Innsb 16-3918
- One 3-8 Mtn XX Klagnf 16-4611
- One 1-6* Inf X Salzb 16-3812
- One 5-3-8 Mtrcycle XX Wien 16-4202
- One 2-3-6 Art III Wien 16-4202

If the hexes for the reinforcements are German owned, the reinforcements are lost.

In the Austrian initial phase of Mar II 38, if either the Inf XX WNews or Wien is deployed, disband:

- One 1-8 Inf II WBW

Scenario B – Historical but Raining

Same as Scenario A, but with Mud weather in both weather zones for Mar II 38 turn.

Scenario C – Neutrality Watch

Deploy the initial Austrian forces as for Scenario A.

Deploy the initial German forces as for Scenario A.

The same reinforcements and disbanding of units apply.

The game starts with the Austrian Mar I 38 turn, with the restriction that the Austrians may not move nor attack out of Austria. Roll for weather as usual.

Scenario D – Full Mobilization

Deploy the initial Austrian forces as for Scenario A.

Deploy all the German forces as for Scenario A, including the reinforcements.

The game starts with the Austrian Mar I 38 turn, with the restriction that the Austrians may not move nor attack out of Austria.

The Austrian reinforcements and disbanding happen at the end of the Austrian Mar I 38 turn.

The game continues with the German Mar II 38 turn.

Scenario E – Flexible Mobilization

The Austrians deploy all their troops, including the reinforcements, and apply the disbanding immediately.

Deploy all the German forces as for Scenario A, including the reinforcements.

The game starts with the Austrian Mar I 38 turn, with the restriction that the Austrians may not move nor attack out of Austria. The game continues with the German Mar II 38 turn.

Surprise Attack Variants

A surprise may be added to scenarios C, D, or E as follows.

Deploy the Austrian forces and German forces per the scenario.

Before the Austrian Mar I 38 turn, roll 2 dice and apply the total as follows:

2 or 3 Pre-emptive attack – Austrians may move and attack into Germany in their Mar I 38 turn.

4 to 6 No surprise – Play the scenario as written.

7 or 8 Tactical surprise – Germans get a combat phase (but no other movement) before beginning the Mar II 38 turn.

9 or 10 Operational surprise – Germans get full movement phase and combat phase (but no exploitation phase) before beginning the Mar II 38 turn.

11 or 12 Strategic surprise – Same as Operational surprise but Austrian air units may not intercept or patrol during the German surprise phase. Austrian units have reduced ZOCs during the surprise movement phase.

Victory Table

0	Decisive German Victory
10	Minor German Victory
20	Honorable Draw
30	Minor Austrian Victory
40	Decisive Austrian Victory

Dates

Yes, the Anschluss did happen 13 March 1938, which is technically towards the end of the Mar I turn, but play testing shows these scenarios work better with a Mar II attack. Try it earlier if you like!

References

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