

# Advanced Vive l'Empereur



## Version for Miniatures

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### Introduction

The Advanced rules of "Vive l'Empereur" need some changes to allow gaming with miniatures instead of hexes.

Below are listed ONLY the changes needed to play with miniatures. The rules not listed here are unchanged from the Advanced version. Optional rules are recommended.

### 1.0 Components

#### 1.1 Armies

The Armies are composed of four different unit types: Infantry, Cavalry, Artillery and Generals.

Each unit occupies a given space on the table represented by a base on which are mounted one or more miniatures according to the scale used. Numbers in parenthesis indicating the suggested number of figures per base.

Unit's Type	15mm	1/72 scale
Infantry	6x3 cm (10/12 figures)	6x3 cm (8 figures)
Cavalry	6x3 cm (4 figures)	6x4 cm (3 figures)
Artillery	6x3,5 cm (1 gun)	6x4,5 cm (1 gun)
Generals	2x3 cm (1 figure)	2,5x4 cm (1 figure)

#### 1.3 The Ruler

A good idea for the game was to build a graduated ruler 40cm long divided in 5 segments of 8 cm each. The first segment was to be further graduated on two segments of 4 cm each to allow an easy calculation of LoS and movement on difficult terrain.

### 2.0 The Battlefield

#### 2.1 The Gaming Table

The gaming table is a 180 x 120 cm flat surface divided in three equal sections by two visible lines to have a central sector and right and left flanks; each 60 cm width and 120 cm long.

*Suggestion: if using a felt cloth one can draw the two lines with a white chalk.*

On the playing surface the players position scenic elements to recreate the actual battlefield. Each hex on the game map corresponds to scenic elements of approximately 8 x 8 cm.

*Suggestion one can use paper adhesive tape to represent roads.*

### 6.0 Movement

**Important Note:** all movements "segments" will be taken using as starting and ending point the central point of the front of the unit from this point referred as "Center".

A unit can freely rotate on the spot before and after each "segment" of his movement pivoting on his Center.

A unit can be moved for less than an entire segment but the unused distance is lost.

To enter in a movement blocking area a unit must be adjacent to that area or within a half segment of it.

A unit forced to retreat must retreat for the entire retreat movement ignoring any terrain entered.

**The Step Loss Combat results are converted in Disorder Points attributed to the unit.**

No miniatures will be removed to indicate loss or disorder.

*Suggestion: one can use straws cut in 10 mm rings putted on the bayonets/lances of the figures, little plastic rings used in the same manner or casualties figures to represent Disorder Points.*

An infantry unit will be removed when it has accumulated four (4) Disorder Points.

Artillery and cavalry units will be removed after having accumulated three (3) Disorder Points.

Generals will be removed after the first disorder points.

### 6.1 Moving Units

A unit Cannot move through enemy or friendly infantry/cavalry units, instead a unit can move through a friendly artillery and general.

#### 6.1.3 Some terrain blocks movement.

A unit is inside a terrain element when its front center is actually inside the element. If the center is outside the terrain element the entire unit is outside.

#### Engagement Range

A unit MUST verify if it's inside the engagement range of an enemy unit after each "segment" of movement. A unit is engaged when any part of it is within a "segment" from an enemy unit.

If the enemy unit is inside a built up area the range is considered from the perimeter of the area.

An engaged unit can rotate freely, but can move ONLY toward the engaging enemy unit or directly away from the enemy unit. If there are more enemy units engaging, the engaged player decide toward what unit move.

Units engaged while occupying built up areas can only move away from the enemy NOT toward him.

Generals CANNOT engage enemy units, but can be engaged by them.

### 7.3 Combat Range

#### Infantry: 2 "Segments"

An activated infantry unit can fire at enemy units within its frontal arc and a two "segment" range.

A segment is considered short range, two "segments" are considered medium range.

Unit in built up areas or in square can fire only at short range.

Infantry units in built up areas and squares have a 360° fire arc, but only at short range.

**Horse Artillery: 3 "Segments"**

An activated Horse Artillery unit can fire at enemy units within its frontal arc and a three "segments" range.

**Medium Artillery: 4 "Segments"**

An activated Heavy Artillery unit can fire at enemy units within its frontal arc and a four "segments" range.

**Heavy Artillery: 5 "Segments"**

An activated Heavy Artillery unit can fire at enemy units within its frontal arc and a five "segments" range.

**Cavalry: only adjacent**

An activated Cavalry unit can attack enemy units ONLY if facing and adjacent to them.

The attacking unit MUST have a valid LoS before making a charge movement and MUST do this movement on the shortest route.

A Cavalry unit that eliminate or force to retreat an enemy unit MUST "occupy" the enemy position making and half segment advance.

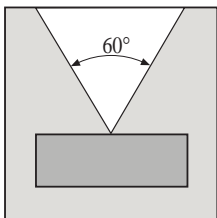
After this advance the cavalry unit can rotate.

## 7.4 Line of Sight (LoS) and Frontal Arc

A unit must be able to see the enemy to fire at him or do some special actions.

This requirement is called "Line of Sight".

7.4.1 The LoS is an imaginary straight line traced from the center of the friendly unit to the nearest point of the enemy unit.

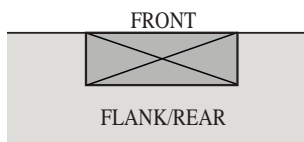


7.4.2 To be valid a LoS must be traced within a 60° frontal arc from the friendly unit and don't pass through blocking terrain or units.

7.4.3 Woods, Built up areas, hills, field and units (both friendly and enemy, but NOT Generals) block LoS.

## Flank and Rear

Front, flanks and rear of a unit are determined as show below:



An enemy unit, to benefit from the flank/rear bonus must have its center in the shadowed area at the moment it fires or moves adjacent.

LoS is blocked if a unit is farther than half segment (4 cm) inside a blocking terrain element.

If both units are inside the same blocking terrain element fire between them is possible only at short range.

## 9.2 Combat Modifiers

**Important note: -1 for each Disorder Point**

### 9.3 Special Actions

- 1. Artillery opportunity fire:** (only if charged through their frontal arc)
- 2. Cavalry Countercharge:** (only if charged through its frontal arc)
- 3. Form Square:** (prohibited if the infantry units was charged from flanks or rear)

Those actions can be attempted when a cavalry unit declares a charge trying to contact a unit.

Those actions aren't automatic and their success depends on:

1. The number of segments (or fraction of segment) dividing the two units. Roll a special Action dice (white dice with national banner) for each segment (or fraction) between the two units.
2. The action succeeds if rolling the dices results in at least one banner corresponding to the nationality of the unit attempting the special action.

### Moving Cavalry adjacent to the intended target.

- Artillery fires on the first column of the combat results table BEFORE cavalry moves adjacent. If the result is a retreat cavalry will stop to a 4 cm segment, measured from the center of the artillery unit, without a fight; otherwise the charge will proceed (considering the modifier for Disorder Points earned by the charging cavalry unit).
- Cavalry will respond to enemy charge fighting back (and the eventual Disorder Points and retreat will be applied simultaneously to both units)
- Infantry will benefit from being in square.

**Units which have successfully attempted special action cannot be activated for the remainder of the round.**

### 9.4.1 General's Capture

An unattached general CANNOT engage enemy units and can be captured. If an enemy unit moves adjacent to an enemy general roll a 10 sided die. The general is captured with a result of 1 or 2.

Other results force the general to retreat one segment.

This action doesn't interrupt movement.

## 10.0 Retreats

After having attributed Disorder Points check for eventual retreats.

A unit can be forced to retreat one or two segments.

The defender decides where the unit retreats according to the following guidelines:

1. Units cannot retreat through other units.
2. If a unit cannot retreat it earns another Disorder Point and remains in Place.
3. A unit can't retreat off table. In such cases the unit can't retreat (see above).
4. Units in built up areas or with an attached general aren't forced to retreat.
5. Units in square ignore retreats until they leave square.
6. When an artillery unit is forced to retreat by an adjacent unit the artillery unit convert retreat segments in Disorder Points.
7. When an infantry unit in square is forced to retreat by an adjacent infantry unit or a short range artillery unit the result will be converted in one Disorder Point for each retreat segment.
8. A unit forced to retreat cannot be activated for the rest of the round.

### 10.1 Retreat Movement

A unit forced to retreat must move in its rear zone ignoring blocking terrain with this priority:

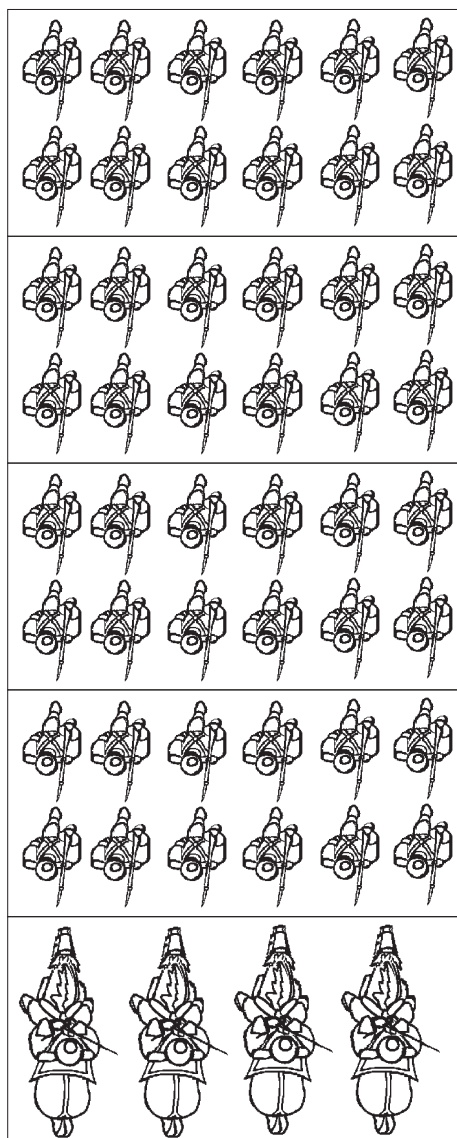
1. Directly away for the unit which has caused the retreat.
2. Avoiding enemy units.
3. Toward the friendly table edge.
4. Toward friendly units.

After the retreat movement the unit can freely rotate.

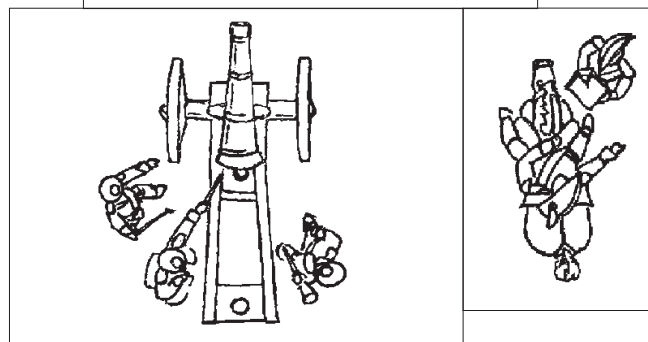
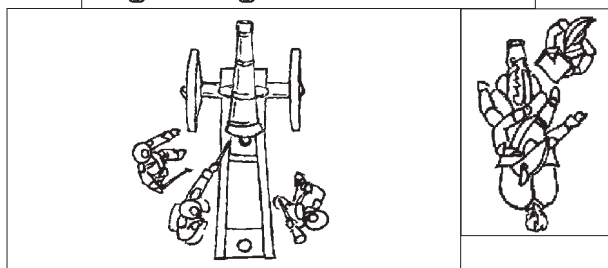
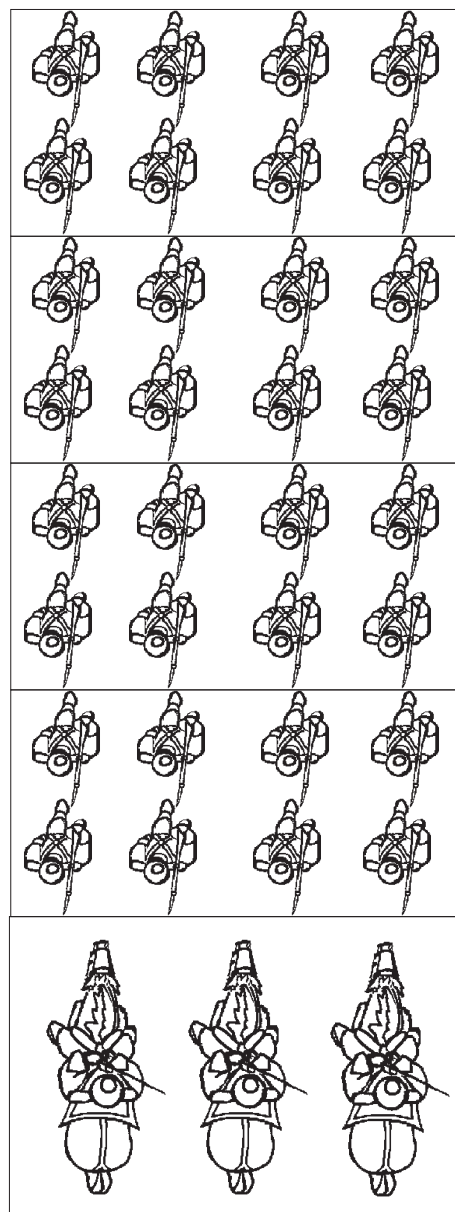
# Advanced Dive l'Empereur



## Unit Bases for 15 mm



## Unit Bases for 1/72 scale



*Suggestion: Mount on artillery bases the following figure*  
**Medium Artillery:** gun + 2 figures  
**Heavy Artillery:** gun + 3 figures  
**Horse Artillery:** gun + 1 figure + 1 horse

# Reference Sheet

<i>Army Units (1.1)</i>				<i>Fire Value RANGE</i>				
disor.	Unit	Mov. SEGM.		close 1 HEX	med. 2 HEXES	1/2 lun 3 HEXES	long 4 HEXES	max 5 HEXES
4	Old Guard	1	and	12	6	-	-	-
		2		NO	NO	-	-	-
4	Elite Infantry	1	and	11	6	-	-	-
		2		NO	NO	-	-	-
4	English Infantry	1	and	10	5	-	-	-
		2		NO	NO	-	-	-
4	French Infantry	1	and	9	5	-	-	-
		2		NO	NO	-	-	-
4	Regular Infantry	1	and	8	5	-	-	-
		2		NO	NO	-	-	-
4	Infantry Militia	1	and	7	4	-	-	-
		2		NO	NO	-	-	-
3	Heavy Cavalry (H)	3	and	14	-	-	-	-
3	Dragons/Lanciers (M)	3	and	12	-	-	-	-
3	Light Cavalry (L)	3	and	9	-	-	-	-
3	Heavy Artillery	0	and	18	10	7	4	2
		1		-	-	-	-	-
3	medium Artillery	0	and	16	9	6	3	-
		1		-	-	-	-	-
3	Horse Artillery	0	and	14	8	4	-	-
		2	and	10	6	3	-	-
1	General	3	-	-	-	-	-	-
1	Garrison	no	-	4	-	-	-	-

## Fire Value Modifiers (9.2)

For each "disorder point": -1  
 General attached to Infantry or Cavalry unit: +2 (only when in contact to enemy)

### INFANTRY MODIFIERS:

Fire on square/flank/rear: +4 (only when close range to enemy)  
 Firing from square: -6  
 Fire on artillery at medium range: -4  
 Fire on cavalry unit: -2

### CAVALRY MODIFIERS:

Charging unit on flank/rear: +8  
 Charging infantry NOT in square in open or hill: +8  
 Charging infantry in square: -10  
 Charging artillery: +8

### ARTILLERY MODIFIERS:

Fire on infantry in square: +4  
 Fire on flank/rear: +4 (only when close range to enemy)  
 Fire on artillery: -2  
 Fire on cavalry unit: -2

# Battle Round (5.1)

- Both players play a card at the same time.
- Roll 5 or 6 command dice (playing an "order card"). If you play an "Automatic order card", don't roll the dice.
- Players alternate giving orders to 1 unit at a time.
- As each unit is given its orders, it moves and/or fires. Combats are resolved immediately, including taking losses and retreating.
- Repeat steps 3 and 4 until both players have given all their orders.
- Return to step 1. When all the cards are played, form a new set of 6 cards like described in 4.1.

## Terrain Effect (8.0)

Terrain	Movem.	Modifiers for protection	LoS (7.4)
Wood	Stop	-2 (-1)	block
Orchard	-	-1	-
Hill	-	-2	block
Farm	Stop	-2 (-1)	block
Town	Stop	-3 (-2)	block
Fortified Build.	Stop	-5 (-3)	block
Stream/Swamp	Stop	(-2)	-
Bridge	-	-	-
Field	-	-1	block
Impassable	NO	NO	block

(#) Modifier for firing unit in this terrain.

## Combat Effects (9.1)

die roll	1 hit		2 hits		3 or + hits	
	disorder	retreat	disorder	retreat	disorder	retreat
1	0	1	1	1	2	1
2	0	1	1	2	2	2
3	1	0	2	0	3	1
4	1	0	2	0	3	1
5	1	1	2	1	3	2
6	1	2	2	2	3	2



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