



# Advanced Vive l'Empereur Scenarios

## Aspern-Essling, 22<sup>nd</sup> May 1809

### Battlefield:

Place terrain as shown in the diagram below.

### Special Rules:

Hexes: O1, P1, Q2, R1; S1; Q1 (Danube river), are not transitable.

A unit forced to retreat in such hexes is considered as a unit that can not retreat, therefore, it remain in the same hex and lose one element (see 10.1/B).

### Victory Conditions:

**The austrian player is immediately defeat when:**

- He has not units in one of the three sectors
- or:**
- He loses 14+ units. Check it at the end of any battle round.

**The french player is defeat when:**

- The austrian player controls both the villages. Check it at the end of any complete turn.
- or:**
- The austrian player controls one of the following hexes: H1, I1; K1; L1; M1; N1  
Check it at the end of any battle round.

### French units:

**Old Guard (12/6):** N1.

**Elite Infantry (11/6):** N2.

**French Infantry (9/5):**  
E7; F4; G7; I7; L7; K1; N7; Q6.

**Light Cavalry (9):** K6; L6.

**Heavy Cavalry (14):** M2; M6; N5; O5.

**Medium Artillery (16/9/6/3):** F8; P6.

**Heavy Artillery (18/10/7/4/2):** K7.

**Horse Artillery (14/8/4 - 10/6/3):** M5.

**Generals:** I5; N5; K7.

### French initiative:

If both players play an "automatic order card" or if both have the same number of units to move, the french player goes first.

### Austrian units:

**Elite Infantry (11/6):** N11; O11.

**Regular Infantry (8/5):** C3; C5; C7; C8; D10; E9; H10; I10; L10; P9; R8; S4; T5.

**Light Cavalry (9):** B9; I11; R3.

**Medium Cavalry (12):** F11; L12.

**Heavy Cavalry (14):** I13; M12;

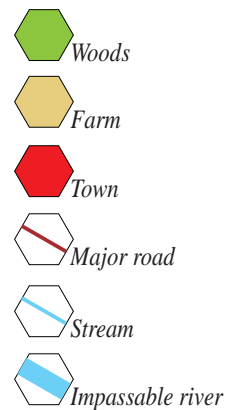
**Medium Artillery (16/9/6/3):** C6; C9; Q9.

**Heavy Artillery (18/10/7/4/2):** K10.

**Horse Artillery (14/8/4 - 10/6/3):** K13.

**Generals:** B8; M13; Q10.

"Histo Command Dice" System Game



[www.giogames.it](http://www.giogames.it)

P.O. BOX 149  
23900 LECCO  
(Italy)

[info@giogames.it](mailto:info@giogames.it)