



Advanced Vive l'Empereur Scenarios

Borodino, 7th September 1812

scenario created by Tommaso Landi

Battlefield:

Place terrain as shown in the diagram below.

Special Rules:

Artillery units in Redoubt Hexes (special hill hexes "I6" and "N6") have a defensive modifier of -3.

Hill Hexes: H6, I5; K6 and M6; N5; O6 have a defensive modifier of -2 but, they does not block the LoS.

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.

Victory Conditions:

The russian player is defeat when:

- He loses 10+ units. Check it at the end of any battle round.

The french player is defeat when:

- He loses 11+ units. Check it at the end of any battle round.

French units:

French Infantry (9/5): K2; K3; L2; P2.

Regular Infantry (8/5): F2; F3; V1.

Elite Infantry (11/6): M2; O3.

Old Guard (12/6): N1.

Light Cavalry (9): D2; K1; Q2.

Dragoons Medium Cavalry (12): R1.

Heavy Cavalry (14): E1; Q1.

Medium Artillery (16/9/6/3): H1; O2; F1.

Heavy Artillery (18/10/7/4/2): L1.

Horse Artillery (14/8/4 - 10/6/3): S1.

Generals: E1; N1; R1.

Russian units:

Regular Infantry (8/5): D12; E11; G8; H9; K6; L6; M7; N7; S5; T5.

Militia Infantry (7/4): S11.

Elite Infantry (11/6): F7.

Light Cavalry (9): A13; C12; F12.

Dragoons Medium Cavalry (12): K8.

Heavy Cavalry (14): I13.

Medium Artillery (16/9/6/3): K13; N13.

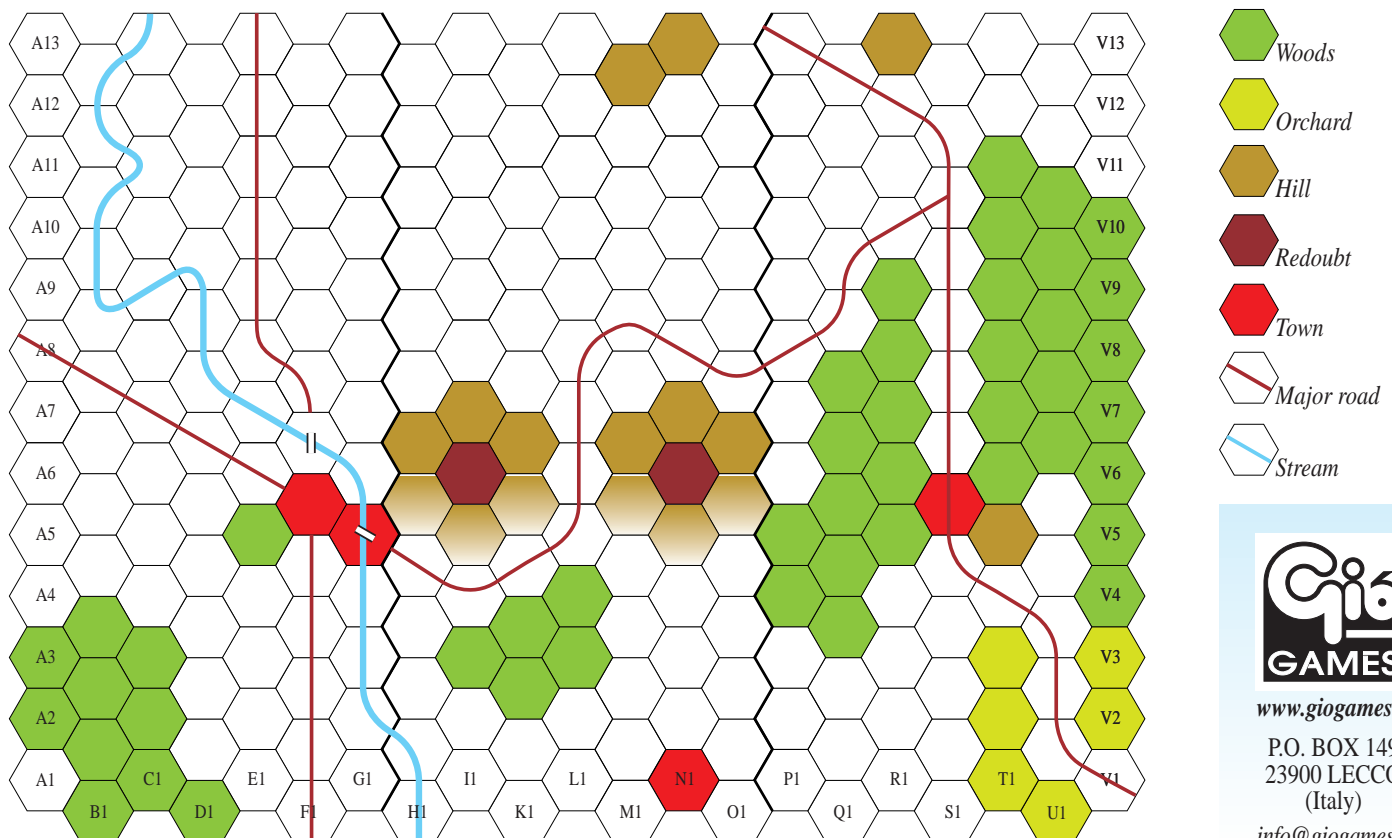
Heavy Artillery (18/10/7/4/2): I6; N6.

Horse Artillery (14/8/4 - 10/6/3): S10.

Garrisons: S6; F6; G5.

Generals: A13; L13; O10.

"Histo Command Dice" System Game



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