



Advanced Vive l'Empereur Scenarios

Eylau, 8th February 1807

scenario created by Tommaso Landi

Battlefield:

Place terrain hexes as shown on the map.

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.

Movement and fire restrictions for snow-fall:

All infantry units, move 1 hex or don't move and fire (infantry units are treated as if they were artillery).

Exception: using "Infantry manoeuvre" automatic order card, allow each Infantry unit move 1 hex and fire or move until 2 (two) hexes but not fire. All horse artillery units can move 1 (one) hex and fire.

Victory Conditions (VC):

The french player is defeat when:

- He loses 9+ units before the end of the 2° turn or 13+ units. Check it at the end of any battle round.

The allied player is defeat when:

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

Garrisons defeated don't count for VC.

Control of Eylau (hexes; L4, L5, M5) at the end of game counts as 2 eliminated enemy units.

For control it, no enemy units in the town.

French units:

French Infantry (9/5): I3; N5; O5; P5; Q6; G1.

Elite Infantry (11/6): N4

Old Guard (12/6): M4.

Light Cavalry (9): G2.

Medium Cavalry (12): O4; Q5; T7.

Heavy Cavalry (14): P3; R3.

Medium Artillery (16/9/6/3): K4; M6.

Horse Artillery (14/8/4 - 10/6/3): R5.

Generals: L5; O6; P4.

Garrisons: L5; M5.

French reinforcements:

Davout's command:

3 Infantry units (9/5)

1 Medium Cavalry (12)

Ney's command:

2 Infantry units (9/5)

1 Light Cavalry (9)

1 Horse Artillery

Beginning with the 2th turn of battle, 1 unit of Davout's command appears on the map each round and move.

The entrance hex is determined by rolling a conventiona six die for each unit:

1 - 2 = V9 3 - 4 = V10 5 - 6 = V11

Beginning with the 5th turn of battle, 1 unit of Ney's command appears on the map each round and move.

The entrance hex is determined by rolling a conventiona six die for each unit:

1 - 2 = B1 3 - 4 = A1 5 - 6 = A2

Russian units:

Regular Infantry (8/5): E6; F6; G8; H7; H9; K8; L9; M10; Q10; Q9.

Elite Infantry (11/6): N10.

Light Cavalry (9): K10; O11; P9..

Medium Cavalry (12): C6; F9; G7.

Heavy Cavalry (14): P11.

Medium Artillery (16/9/6/3): G9; H6; O9.

Heavy Artillery (18/10/7/4/2): ; K9.

Horse Artillery (14/8/4 - 10/6/3): D7.

Generals: G10; H8; N11.

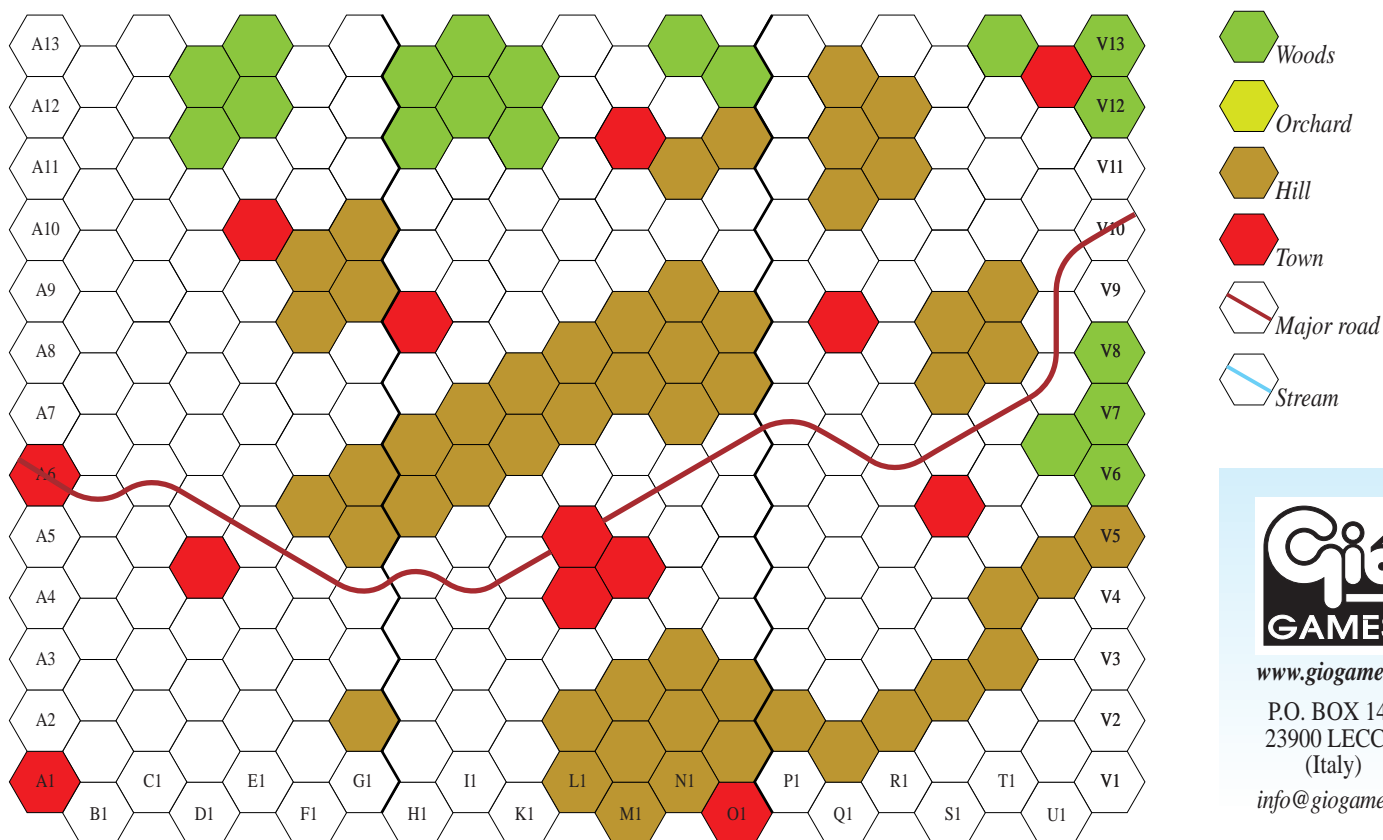
Prussian reinforcements:

3 Infantry units (8/5)

Beginning with the 3th round of the 3th turn of battle, 1 prussian infantry unit appears on the map each round and move.

The entrance hex is determined by rolling a conventiona six die for each unit:

1 - 2 = E13 3 - 4 = F13 5 - 6 = G13




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