



# Advanced Vive l'Empereur Scenarios

## Jena, 14<sup>th</sup> October 1806

### 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.

### Special Rules:

Prussian regular infantry units (8/5), may either move 1 hex or don't move and fire (they are treated as if it were artillery).

*Exception:* using "Infantry manoeuvre" automatic order card, allow each prussian regular infantry unit move 1 hex and fire or move until 2 (two) hexes but not fire.

### Victory Conditions (VC):

After 6 hours of combat, the French player wins if he eliminates at least 4 units more than Prussian player.

There will be a tie if he eliminates 3 more units than Prussian.

The Prussian player wins in all other circumstances.

### French units:

**French Infantry (9/5):** F3; H2; H7; K3; L2; L7; P1; Q1; Q8.

**Elite Infantry (11/6):** L4.

**Light Cavalry (9):** F4; F7; I3; U9.

**Heavy Cavalry (14):** M6.

**Medium Artillery (16/9/6/3):** G2; K2; K7; R8;

**Heavy Artillery (18/10/7/4/2):** L5.

**Generals:** G3; I6; R8.

### French Reinforcements

#### Cavalry Reserve - Murat:

**Light Cavalry (9):** 1 unit

**Medium Cavalry (12):** 4 units

**Heavy Cavalry (14):** 2 units

This units will be enter from hex "M1" in the first round of the 4th turn, before play any card. This movements are free.

### Prussian units:

**Regular Infantry (8/5):** E10; G10; H11; K10; M10; O10; S13; T13.

**Light Cavalry (9):** D10; O11; S12.

**Heavy Cavalry (14):** R12.

**Medium Artillery (16/9/6/3):** F11; L10;

**Generals:** G11; M11; R13.

### Prussian reinforcements:

**Elite Infantry (11/6):** 1 unit

**Heavy Cavalry (14):** 1 unit

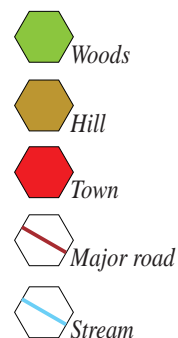
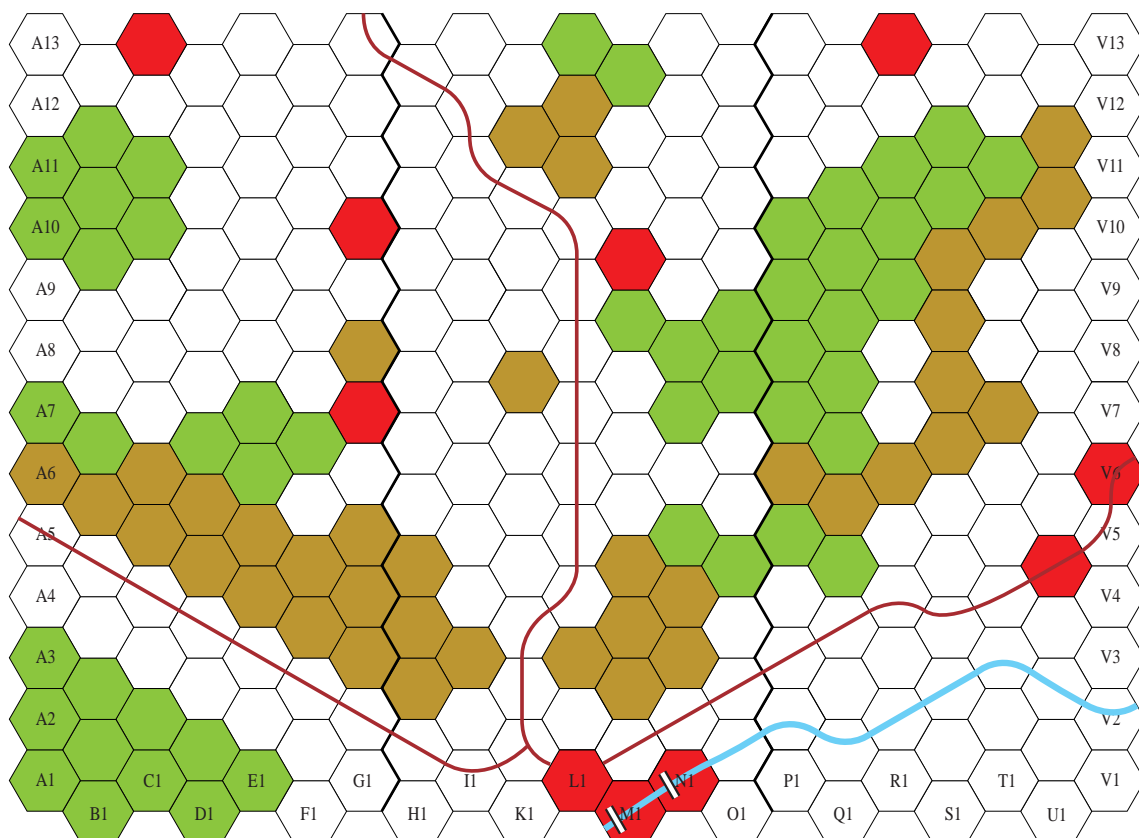
This units will be enter from hex "G13" in the first round of the 4th turn, before play any card. This movements are free.

**Regular Infantry (8/5):** 2 units

**Heavy Artillery (18/10/7/4/2):** 1 unit

This units will be enter from hex "A13" in the first round of the 4th turn, before play any card. This movements are free.

## "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)

©2004 GIOGAMES