



# Advanced Vive l'Empereur Scenarios

## La Rothière, 1st February 1814

credits:  
Tommaso Landi (map) and Wargames Club Lecco

### Battlefield:

Place terrain hexes as shown on the map.

### Special Rules:

#### Movement restrictions for rain and snow:

All infantry units move max 1 (one) hex and fire. *Exception:* using "Infantry manoeuvre - automatic order card" each Infantry unit move 1 hex and fire or move until 2 (two) hexes but not fire. Cavalry units move 2 hexes and shock. Generals move 2 hexes.

### 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:

A player is defeated immediately when he lost the 12<sup>th</sup> unit.

The Allied player wins immediately if he controls 4 of the 7 towns.

If the game lasts until the end of the 6th turn, each occupied town counts 1 Victory points (La Rothière, hex "H6" counts 2 VPs).

The player with the highest total of eliminated units and victory points hexes wins a marginal victory.

### French units:

**French Infantry (9/5):** C6, D6, G6, H7, N7, P9, S13.  
**Elite Infantry (11/6):** C13, D12, D11.  
**Light Cavalry (9):** E5, M9, R11.  
**Medium Cavalry (12):** N10, O12.  
**Heavy Cavalry (14):** C11, D13, K6, L6.  
**Medium Artillery (16/9/6/3):** F6, M8.  
**Heavy Artillery (18/10/7/4/2):** C12.  
**Horse Artillery (14/8/4 - 10/6/3):** I7, Q12.  
**Generals:** D12, K7, Q13.

### Allied units: Austrian

**Regular Infantry (8/5):** B1, E1, U10\*, V9\*.  
**Light Cavalry (9):** V11\*.  
**Medium Artillery (16/9/6/3):** D1, V10\*.  
**Heavy Artillery (18/10/7/4/2):** A1.  
**General:** D2.  
*\*Deploy this units at the end of first turn.*

### Allied units: Russian

**Regular Infantry (8/5):** I2, L2.  
**Light Cavalry (9):** I1.  
**Medium Cavalry (12):** L1.  
**Medium Artillery (16/9/6/3):** K2.  
**Horse Artillery (14/8/4 - 10/6/3):** K1.  
**General:** L1.

### Allied units: Prussian

**Regular Infantry (8/5):** R1, T1.  
**Light Cavalry (9):** S1.  
**Medium Artillery (16/9/6/3):** S2.

### Allied Reinforcements:

**End of the 2<sup>nd</sup> turn:**  
**Bavarian Corp (Wrede)**  
3 Regular Infantry, 1 Medium Artillery and 1 General in U10, V9, V10, V11.

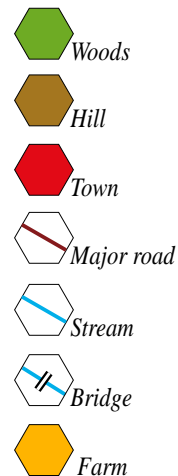
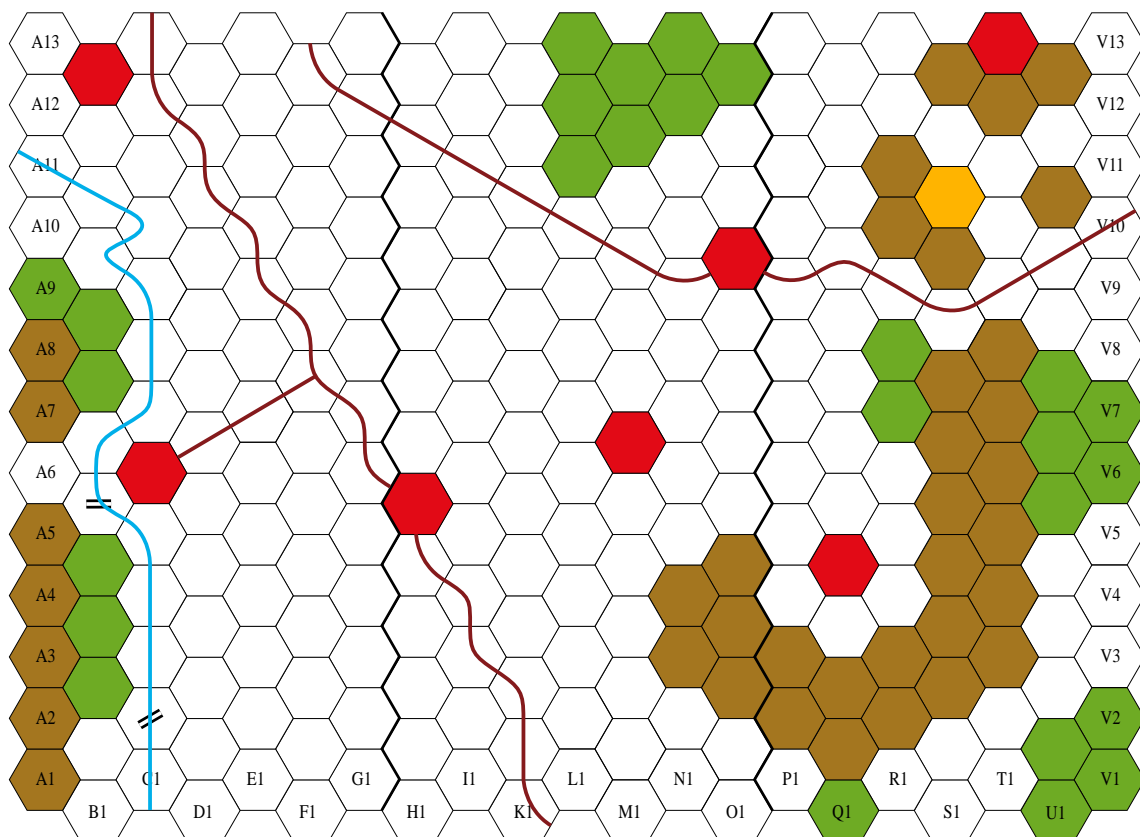
**End of the 2<sup>nd</sup> turn:**  
**IX Russian Corp**  
2 Regular Infantry and 1 Medium Artillery in I1, K1, L1.

**End of the 3<sup>rd</sup> round of the 4<sup>th</sup> turn:**  
**V Russian Guard Corp**  
2 Elite Infantry and 1 Heavy Artillery in M1, N1, O1.

**End of the 4<sup>th</sup> turn:**  
**III Russian Grenadier Corp (Rajevski)**  
2 Regular Infantry and 1 Heavy Artillery in M1, N1, O1.

**End of the 5<sup>th</sup> turn:**  
**Russian Cavalry Reserve**  
2 Heavy Cavalry and 1 Horse Artillery in any hex from H1 to O1.

"Histo Command Dice" System Game



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