Advanced Vive l'Empereur Scenarios

Liebertwolkwitz, 14th October 1813

Battlefield:

Place terrain as shown in the diagram below.

Special Rules:

The austrian units on the map **can not move** (only fire or react when cavalry charge), in the first game turn.

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 allied player is defeat when:

- He loses 12+ units. Check it at the end of any battle round.

The french player is immediately defeat when:

- The allied player controls P11 and Q11 hexes (Liebertwolkwitz village)

or:

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

French units:

French Infantry (9/5):
C7; D9; F8; H9; I8; P10; Q10; Q12.

Light Cavalry (9): K9; L9.

Medium Cavalry (12): C8; K10; L10; M10.

Heavy Cavalry (14): L9.

Medium Artillery (16/9/6/3): B9; G8; P9.

Heavy Artillery (18/10/7/4/2): L8

Horse Artillery (14/8/4 - 10/6/3): M9

Generals: C9; L9; P10.

Allied units:

Austrian units:

Regular Infantry (8/5): U7; V7, U13.

Light Cavalry (9): T7.

Heavy Cavalry (14): V13;

Medium Artillery (16/9/6/3): V6.

Horse Artillery (14/8/4 - 10/6/3): V12.

General: U6.

Russian units:

Regular Infantry (8/5):
H3; I3; K3; P1; P2; P4.

Light Cavalry (9): D4; D5.

Medium Artillery (16/9/6/3): I2; P3.

Horse Artillery (14/8/4 - 10/6/3): E4.

General: K3.

Prussian units:

Medium Cavalry (12): C4.

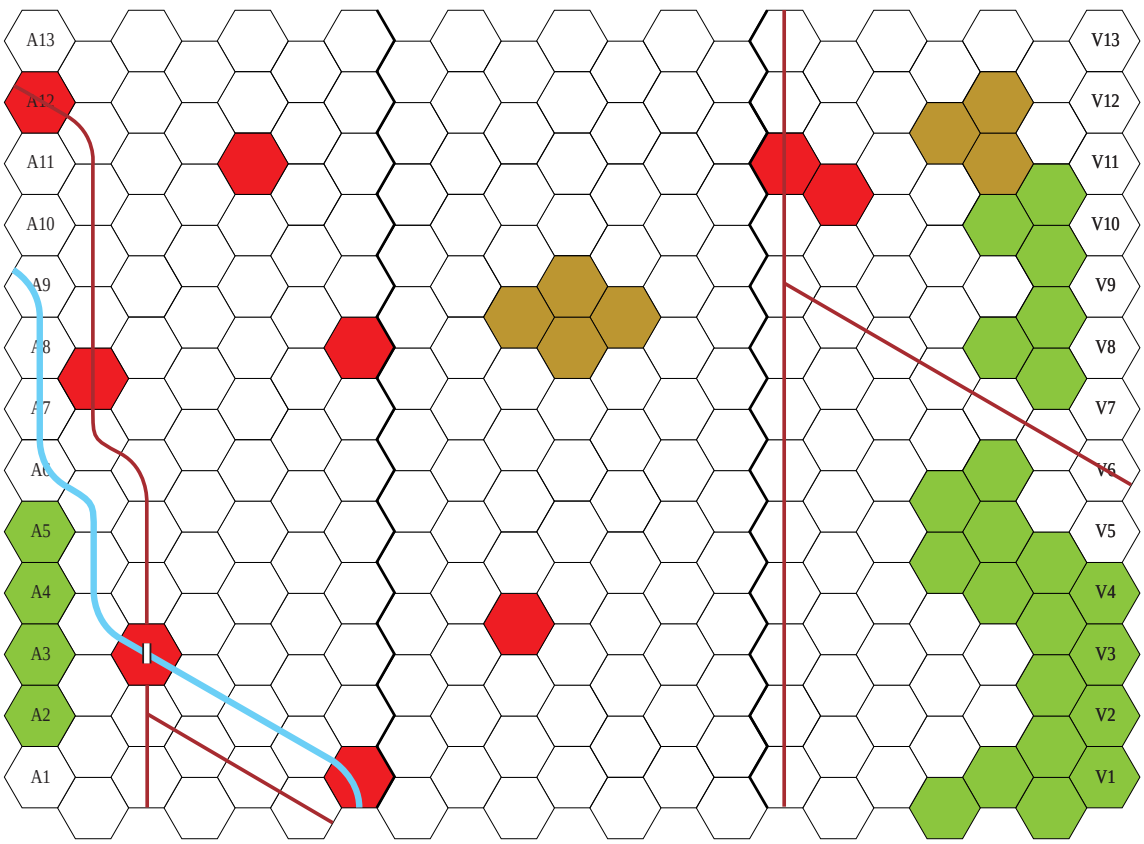
Heavy Cavalry (14): B1; D2.

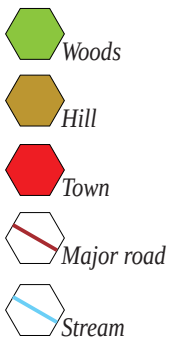
Medium Artillery (16/9/6/3): C1.

Horse Artillery (14/8/4 - 10/6/3): D1.

General: D2.

"Histo Command Dice" System Game





www.giogames.it
P.O. BOX 149
23900 LECCO
(Italy)
info@giogames.it

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