



# Advanced Vive l'Empereur Scenarios

## Marengo, 14th June 1800

### Battlefield:

Place terrain hexes as shown on the map.

### Special Rules:

Each unit of **Austrian Regular Infantry (8/5)** is treated as if it were artillery (it may either move 1 hex, or fire).

**exception:** "Infantry manoeuvre" (manovra di fanteria) automatic order card is treated as normal.

**River hexes** are not crossable. A unit forced to retreat in such hexes is considered as a unit that can not retreat, therefore, it remain in the same hex and lose one element (see 10.1/B).

### Desaix impact:

As soon as the **French reinforcements** go in, each retreat result for the Austrian units is considered a loss!

### 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 when he loses 10 units. Check it at the end of any battle round.

### French units:

**Elite Infantry (11/6):** N7; P4.

**French Infantry (9/5):** F7; G7; K8; M8; O7.

**Light Cavalry (9):** E7.

**Medium Cavalry (12):** D7; O4; P3.

**Medium Artillery (16/9/6/3):** H8; .

**Heavy Artillery (18/10/7/4/2):** Q4.

**Garrison:** I8.

**Generals:** E6; I7; P4.

### French Reinforcements (Desaix Corp):

**2 French Infantry (9/5)**

**1 Light Cavalry (9)**

**1 Medium Artillery (16/9/6/3)**

Roll 1 special actions die at beginning of the third hour, before choose the 6 new cards.

If French flag is rolled, reinforcements will enter from A1 hex.

If attempt fails, roll again at beginning of the fourth hour, rolling 3 special actions dice. If you roll at least 1 French flag, reinforcement will enter from H1 hex.

If new attempt fails, the reinforcements will enter auto-matically at beginning of the fifth hour from

A1 or H1 hexes (determine random the hex).

Move all reinforcement units one at time from hex indicated.

The next round they will need an order for movement and/or combat.

### Austrian units:

**Elite Infantry (11/6):** L13; M13.

**Regular Infantry (8/5):** D13; E12; H12; I11; L12; N12; O12; P10; Q11.

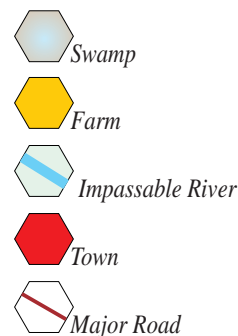
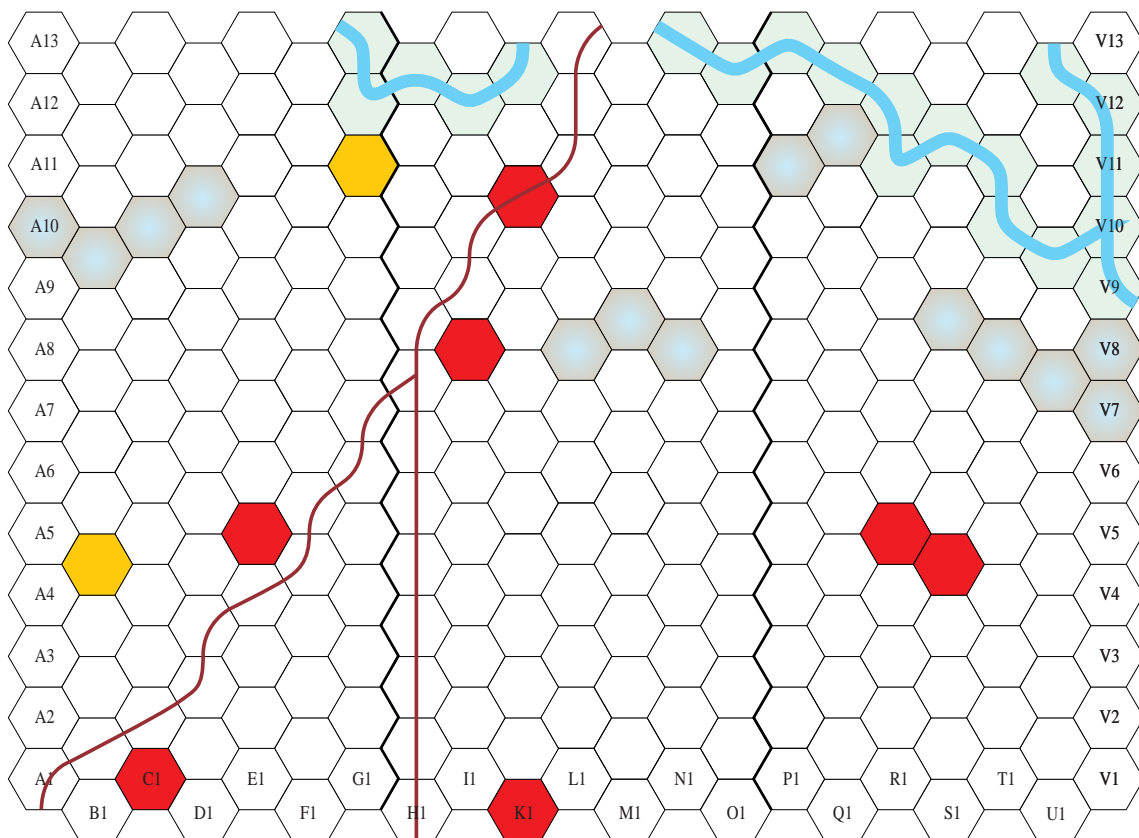
**Light Cavalry (9):** B12; U9.

**Medium Cavalry (12):** C12; K12; S11; T9.

**Medium Artillery (16/9/6/3):** F12; M12.

**Generals:** G11; L13; R10.

### "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)