



# Advanced Vive l'Empereur Scenarios

## Salamanca, 22<sup>nd</sup> July 1812

### Battlefield:

Place terrain as shown in the diagram below.

### Special Rules:

#### English initiative:

If both players play an automatic order card or if both have the same number of units to move, the english player goes first (Wellington is better than Marmont!).

#### Line of Sight:

A unit on a hill hex has free "Line of Sight" to any units on a hill hex.

### Victory Conditions:

A player is defeated when he loses 8 units. (check at the end of any complete turn).  
If tie, the army that suffered more killed generals will lose the battle.  
In all other situations, consider it a tie.

### French units:

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

C3; H2; K3; M4; O3; O4; U8; U10.

**Light Cavalry (9):** S4

**Medium Cavalry (12):** D3.

**Heavy Cavalry (14):** F3; M1.

**Medium Artillery (16/9/6/3):** E2; L2.

**Heavy Artillery (18/10/7/4/2):** P4.

**Horse Artillery (14/8/4 - 10/6/3):** R3.

**Generals:** D2; M1; S4.

### Allied units:

**Elite Infantry (11/6):** R12.

**English Infantry (10/5):** C7; K8; L8; M7; N7; P10; .

**Regular Infantry (8/5):** M9.

**Infantry Militia (7/4):** K9.

**Light Cavalry (9):** D8 ;I10.

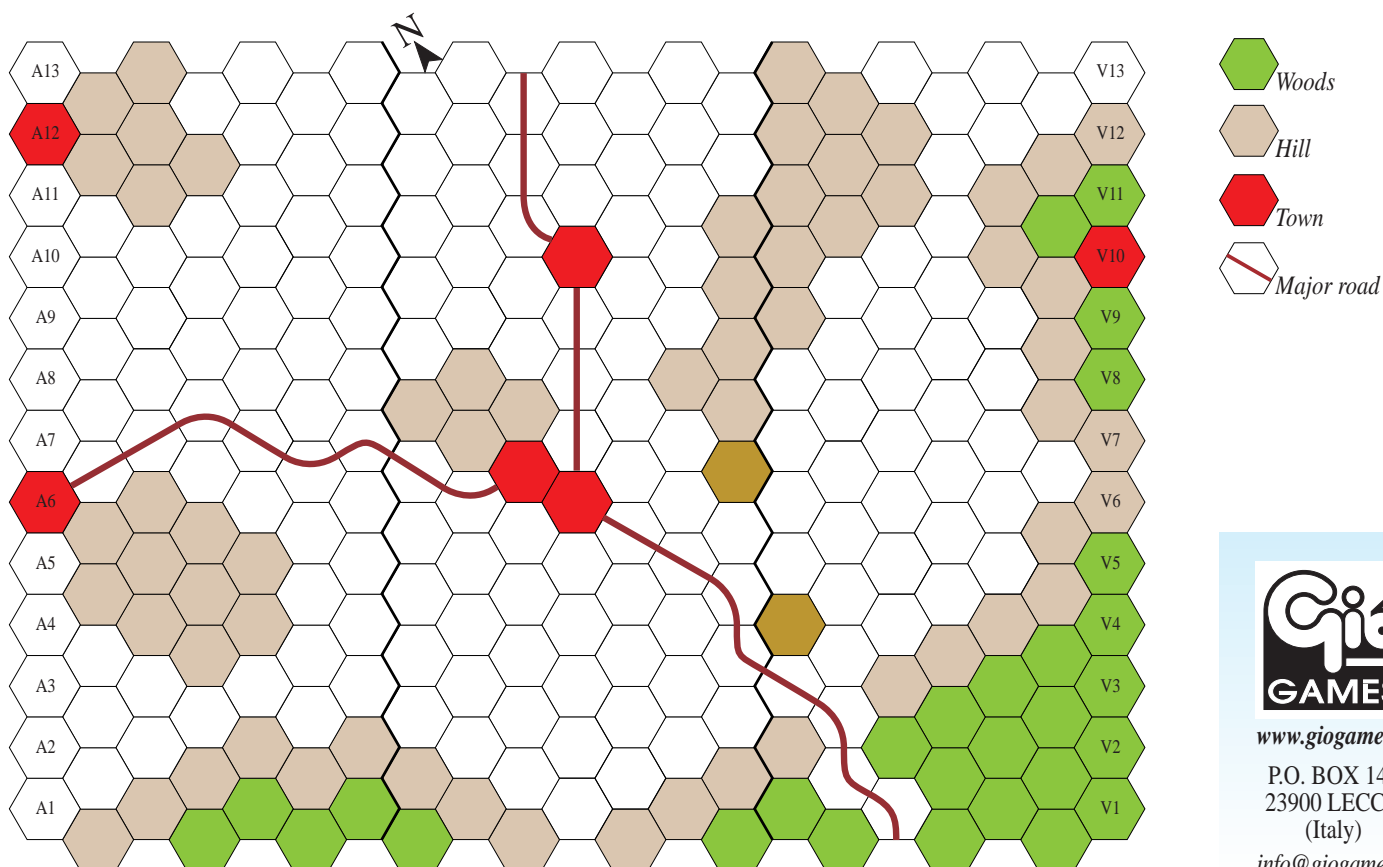
**Medium Cavalry (12):** N9.

**Heavy Cavalry (14):** A7; K11.

**Medium Artillery (16/9/6/3):** I7; O7.

**Generals:** B8; I8; N8.

"Histo Command Dice" System Game



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