



Advanced Vive l'Empereur Scenarios

Wagram, 5th July 1809

Battlefield:

Place terrain as shown in the diagram below.

Special Rules:

Plateau hexes doesn't block the Line of sight.

Cavalry and Artillery units can across the river only by bridge hexes.

If after 6 complete turns no one reach victory conditions, consider the battle a tie.

Victory Conditions:

A player is immediately defeat when:

He has not units in one of the three sectors.

The french player wins when:

He reaches 13 Victory Points (VPs).

The french earns 1 Vp for each eliminated enemy unit and 1 VP each hill or plateau hex controlled at the end of game.

The austrian player wins when:

He reaches 14 Victory Points (VPs).

The austrian earns 1Vp for each eliminated enemy unit and 1 VP each hex controlled at the end of game numbered from 1 to 6.

French units:

Old Guard (12/6): K2.

Elite Infantry (11/6): K3.

French Infantry (9/5):

K7; L6; N6; R6; S7; U6; V6.

Regular Infantry (8/5):

C5; D7; F7; G5; G6 H7; L5.

Light Cavalry (9): F5; M5; V5.

Medium Cavalry (12): B5; L2; U4.

Heavy Cavalry (14): N1; O1; P1.

Medium Artillery (16/9/6/3): D5; E6.

Heavy Artillery (18/10/7/4/2): M7; T6.

Horse Artillery (14/8/4 - 10/6/3): O2.

Generals: E5; K6; S6.

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.

Austrian units:

Elite Infantry (11/6): A12; C13.

Regular Infantry (8/5): E11; E12; G11; I11; K12; L11; N11; R11; T11; T13; U11; V13..

Light Cavalry (9): G12; O12; T12; U12.

Medium Cavalry (12): B12; V12.

Heavy Cavalry (14): A13.

Medium Artillery (16/9/6/3): B13; S11.

Heavy Artillery (18/10/7/4/2): F11; M12.

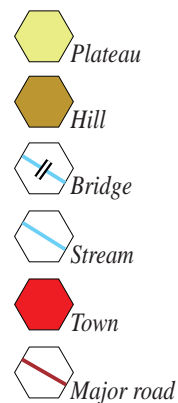
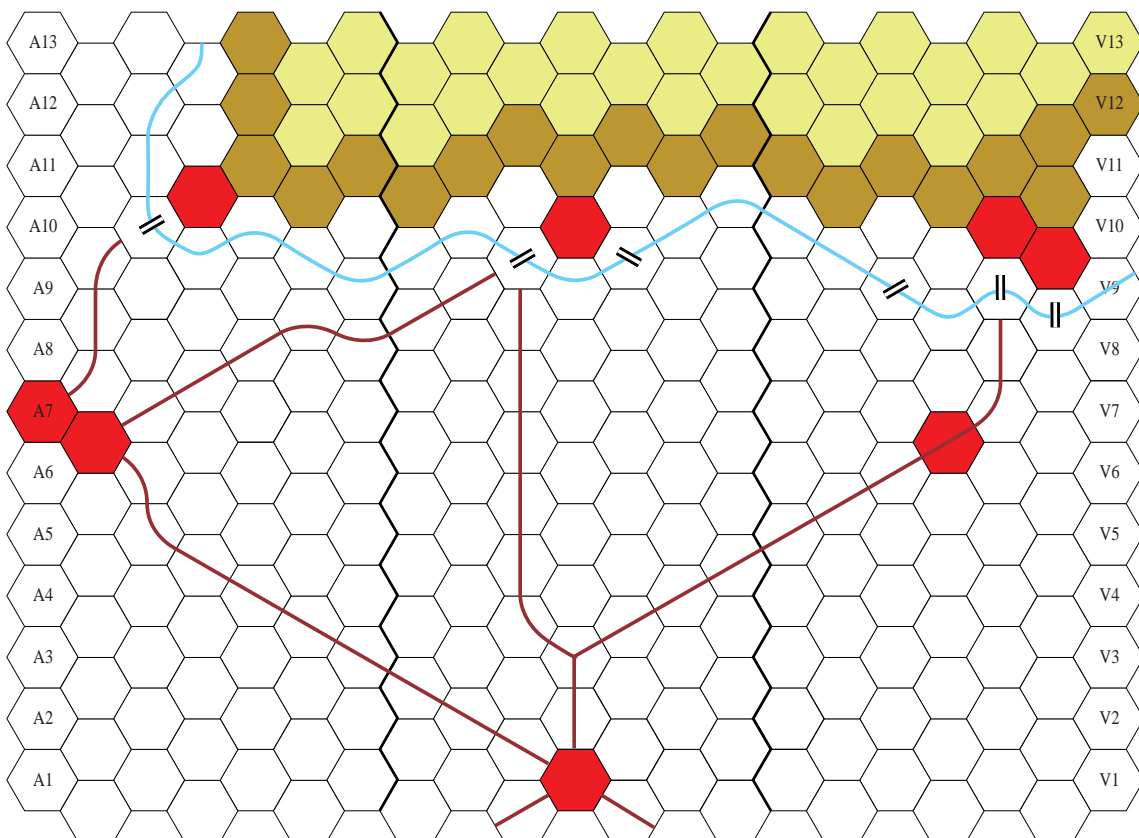
Garrisons: D11; L10; T10; U10.

Generals: F12; L12; T11.

Movement restrictions:

Austrian regular infantry units move or fire. They can't move more than one hex, except: Automatic order "Infantry manoeuvre" that works normally.

"Histo Command Dice" System Game



www.giogames.it

P.O. BOX 149
23900 LECCO
(Italy)

info@giogames.it