



Advanced Vive l'Empereur Scenarios

Wavre, 18th June 1815

Battlefield:

Place terrain hexes as shown on the map.

Special Rules:

River waterway hexes can be crossed only on bridges.
Artillery fire between adjacent building hexes is not allowed.

French initiative:

If both players play an automatic order card or if both have the same units number to move, the french player goes first.

Victory Conditions:

The French player wins if he eliminates 5 Prussian units.

The Prussian player wins if he eliminates 7 French units.

Each 3 units (not Generals) that exit from the "A12" hex road, count as 1 eliminated French unit for Prussian victory.

French units:

French Infantry (9/5):
G5; G4; F3; G2; P3; Q4; Q5; R4.

Light Cavalry (9): H5; K5; S4.

Medium Cavalry (12): L5; Q2; R2.

Medium Artillery (16/9/6/3): F4.

Heavy Artillery (18/10/7/4/2): T4.

Horse Artillery (14/8/4 - 10/6/3): M5.

Generals: H4; L4; T3.

Prussian units:

Regular Infantry (8/5):
C12; D13; F13; K11; M10; N9; Q9; S9; U8; H9; S10.

Light Cavalry (9): B12; F10; T11.

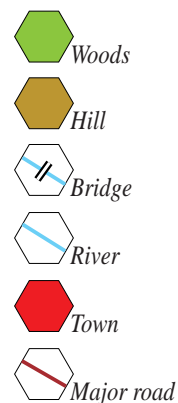
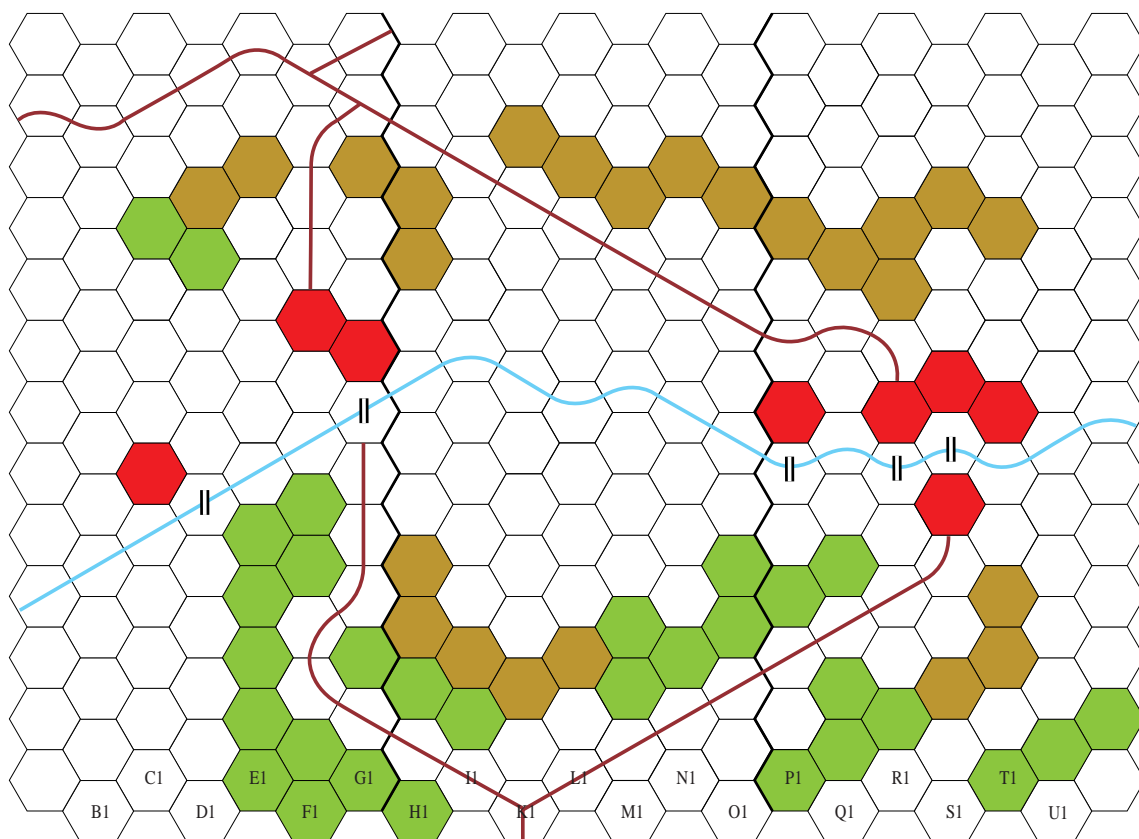
Medium Cavalry (12): I11.

Medium Artillery (16/9/6/3): E13; L10; R9.

Generals: D12; I10; T10.

Garrisons: F9; G8; R7; S8; T7; S6.

"Histo Command Dice" System Game



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