



Advanced Vive l'Empereur Scenarios

Aspern-Essling, 22nd May 1809

Battlefield:

Place terrain as shown in the diagram below.

Special Rules:

Hexes: O1, P1, Q2, R1; S1; Q1 (Danube river), are not transitable.

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).

Victory Conditions:

The austrian player is immediately defeat when:

- He has not units in one of the three sectors
- or:**
- He loses 14+ units. Check it at the end of any battle round.

The french player is defeat when:

- The austrian player controls both the villages. Check it at the end of any complete turn.
- or:**
- The austrian player controls one of the following hexes: H1, I1; K1; L1; M1; N1. Check it at the end of any battle round.

French units:

Old Guard (12/6): N1.

Elite Infantry (11/6): N2.

French Infantry (9/5):
E7; F4; G7; I7; L7; K1; N7; Q6.

Light Cavalry (9): K6; L6.

Heavy Cavalry (14): M2; M6; N5; O5.

Medium Artillery (16/9/6/3): F8; P6.

Heavy Artillery (18/10/7/4/2): K7.

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

Generals: I5; N5; K7.

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): N11; O11.

Regular Infantry (8/5): C3; C5; C7; C8; D10; E9; H10; I10; L10; P9; R8; S4; T5.

Light Cavalry (9): B9; I11; R3.

Medium Cavalry (12): F11; L12.

Heavy Cavalry (14): I13; M12;

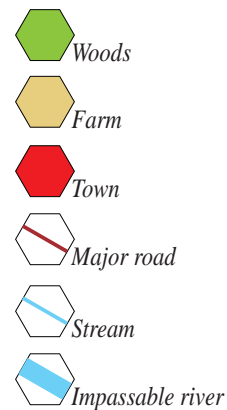
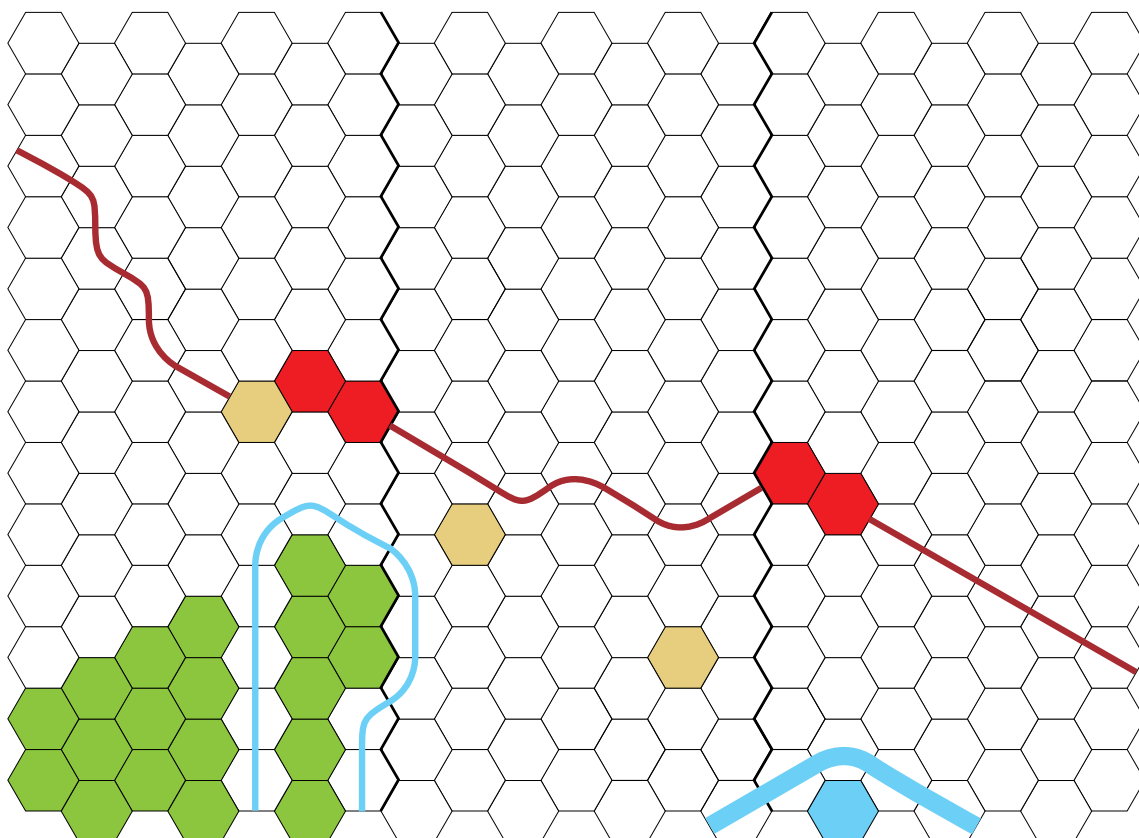
Medium Artillery (16/9/6/3): C6; C9; Q9.

Heavy Artillery (18/10/7/4/2): K10.

Horse Artillery (14/8/4 - 10/6/3): K13.

Generals: B8; M13; Q10.

"Histo Command Dice" System Game



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