



Advanced Vive l'Empereur Scenarios

Auerstadt, 14th October 1806

Scenario by Crippa Giovanni and WCL

Battlefield:

Place terrain hexes as shown on the map.

Special Rules:

Terrain:

The Stream is crossable at any point for Infantry and Cavalry units. Artillery units can exclusively cross it on the bridges.

Movement:

Prussian line infantry (8/5), move 1 hex or don't move and fire (same as artillery).

Exception: using "Infantry manoeuvre" automatic order card allow each Infantry line unit (8/5) move 1 hex and fire or move until 2 (two) hexes but not fire.

French cards:

French player may use any left card for centre or right sector.

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:

The French wins immediately by eliminating 9 prussian units or if he control "A7" hex (Gernstett) and "G3" hex (Rehausen).

The Prussian win immediately if they eliminate 8 french units.

If the game lasts until the end of the 6th turn, each following occupied hex is worth 1 Victory Points: "O6" (Hassenhausen), "H8" (Taugwitz), "F9" (Poppel) and "G3" (Rehausen). The player with the highest total of eliminated enemy units plus Victory Points obtains a marginal victory.

French units on the map:

French Infantry (9/5): O7 and V7

Elite Infantry (11/6): N5; S8; U7

Light Cavalry (9): U3 and V4

Medium Artillery (16/9/6/3): N6; T7

Heavy Artillery (18/10/7/4/2): U4

Horse Artillery (14/8/4 - 10/6/3): V3

Generals: O6; T7

French reinforcements (Morand Division):

1 French Infantry unit (9/5)

2 Elite Infantry units (11/6)

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

1 General

At the beginning of the first pulse of the second turn, these units will enter from "V3" hex and will move without need of being activated.

Since second pulse, they will be activated as any units on the map.

Prussian units on the map:

Regular Infantry (8/5): B7; B8; G9; H7

Light Cavalry (9): G10; N11; P11.

Heavy Cavalry (14): B6 and H9

Heavy Artillery (18/10/7/4): C8 and H8

Horse Artillery (14/8/4 - 10/6/3): H10 and O11

General: C7 and H8.

Prussian reinforcements:

2 Regular Infantry units (8/5)

1 Heavy Cavalry unit (14)

1 Heavy Artillery unit (18/10/7/4)

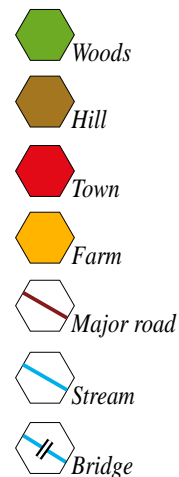
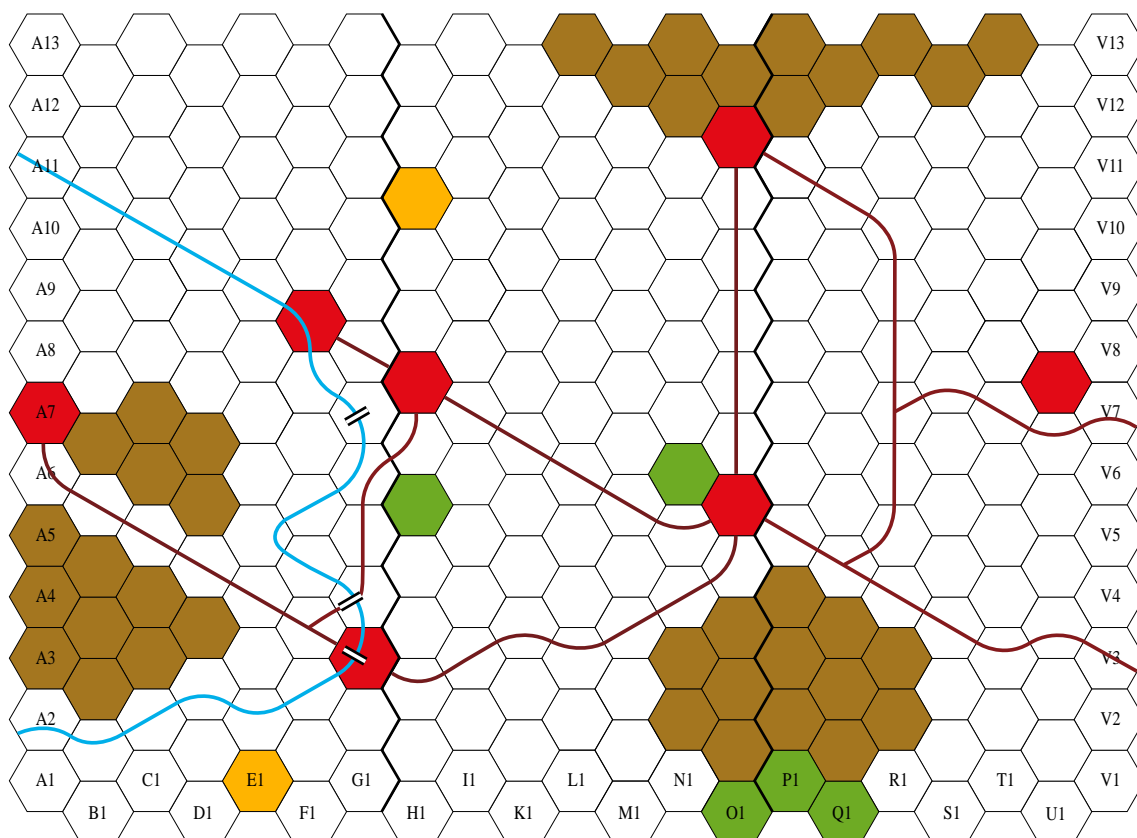
1 Horse Artillery unit (14/8/4 - 10/6/3)

1 General

At the beginning of the third pulse of the second turn, these units will enter from "A7" hex and will move without need of being activated.

Since the fourth pulse, they will be activated as any units on the map.

"Histo Command Dice" System Game



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