



Advanced Vive l'Empereur Scenarios

Austerlitz, 2nd December 1805

Battlefield:

Place terrain hexes as shown on the map.

Special Rules:

Terrain:

Hex "Q2" contains a castle providing -5 modifier versus attacks. Firing from it: -3.

The rivers (streams) are crossable at any point.

Each unit moving on frozen lake hexes (V3-V6), roll 1 command die for each element in the unit. Eliminate 1 element (chip) for each flag or general symbol rolled.

Movement:

The French may move 1 more unit than indicated on an order card.

Exception: "coordinate attack - order card" and "automatic order cards" rule normally.

Allied 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. Russian elite infantry rules normally.

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:

A player is defeated when he has no combat units in any sector at the end of a round.

The French wins immediately by eliminating 15 combined enemy units or if he control 3 of the following hexes: O7, K8, D12, L12, R9, U8.

The Austro-Russians win immediately if they eliminate 13 french units or if they control both hexes C6 and G5.

If the game lasts until the end of the 6th turn, each occupied enemy hex indicated above counts as 2 eliminated enemy units. The player with the highest total of eliminated units and victory point hexes wins a marginal victory.

French units:

French Infantry (9/5):

D2; D4; D6; E5; L3; N2; Q3; S1.

Elite Infantry (11/6): F2.

Light Cavalry (9): C3; C6; K3; P2.

Medium Cavalry (12): D1; G2; H2; U2.

Heavy Cavalry (14): F1; I2; K2.

Medium Artillery (16/9/6/3): D3; F5; T1.

Heavy Artillery (18/10/7/4/2): E2; O2.

Horse Artillery (14/8/4 - 10/6/3): L2.

Generals: E4; K2; R1.

Allied units:

Austrian units:

Regular Infantry (8/5): K11; M12; N11; R7.

Light Cavalry (9): F13; R8.

Medium Cavalry (12): Q9.

Heavy Cavalry (14): G13; O12.

Medium Artillery (16/9/6/3): I10; M11.

Horse Artillery (14/8/4 - 10/6/3): P11.

General: Q9.

Russian units:

Regular Infantry (8/5):

C12; K10; N10; O8; P7; T7; T8.

Elite Infantry (11/6): H12.

Light Cavalry (9): B13; K13; P10.

Medium Cavalry (12): A13; Q10.

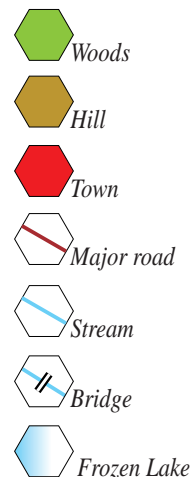
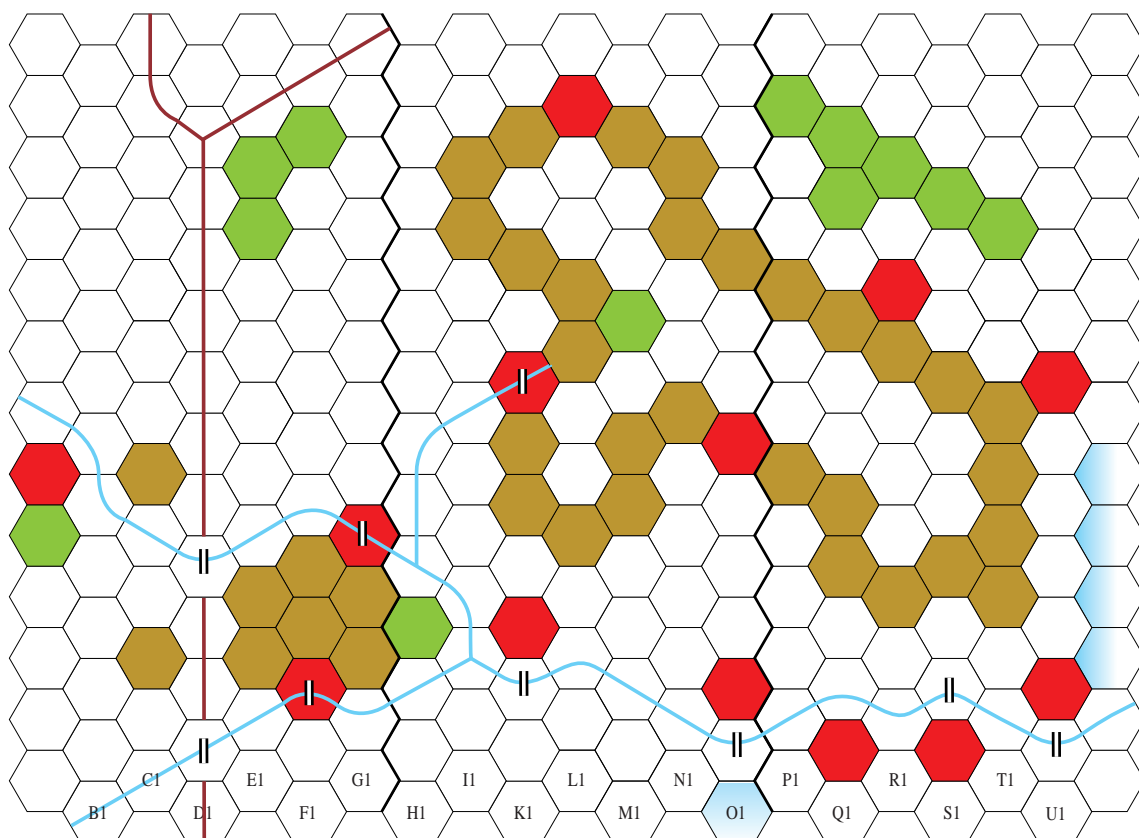
Heavy Cavalry (14): I13.

Medium Artillery (16/9/6/3): C13; N8; S8.

Heavy Artillery (18/10/7/4/2): I12.

Generals: D12; L11.

"Histo Command Dice" System Game



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