



Advanced Vive l'Empereur Scenarios

Borodino, 7th September 1812

Battlefield:

Place terrain hexes as shown on the map.

Victory Conditions:

A player is defeated when he loses 15 units (12 if you use optional morale rule - 15.0).

Check it at the end of any round. If both loss 15 (12) units at the end of a round, the battle is a tie.

Line of supply:

The french player is immediately defeat if any russian unit enter in the "half hex" E0 and V0. The russian player is immediately defeat if any french unit enter in the "half hex" D14 and S14.

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.

Russian Special Order Card: Bombardment

This card is limited only at 5 artillery units.

Special Terrain:

River

The Kolocha River is crossable only by bridge.

Bridge on the D9 hex

The bridge hex give a protection of -2 for defending unit.

The Redoubt

Units moving into the redoubt, stop the move. The redoubt block Line of sight.

Infantry units attacking or artillery units bombarding the "Grand Redoubt" (G8), have a malus of -5, except attacking/bombarding from G9 hex.

Cavalry can not attack the "Great Redoubt".

Units attacking/bombarding "Les Flèches" (N8 and O8) or "The Shevardino Redoubt" (N2), have a malus of -3, except attacking "Les Fleches" from N9 or O8 hexes and "The Shevardino Redoubt" from N3 hex.

Units into the redoubt ignore retreat results.

French units deployment:

Guard Infantry (12/6): L1.

Elite Infantry (11/5): M1; O1; C4.

French Infantry (9/5): B6; D6; F6; G5; H1; H6; K1; K6; L5; M5; N5; O6; U2; V1.

Light Cavalry (9): B5; O5; U1; + 3 units (Murat)

Medium Cavalry (12): H5; M2; + 2 unit (Murat)

Heavy Cavalry (12): 3 units (see Murat Corp).

Medium Artillery (16/9/6/3): D5; I1; M6; V2.

Heavy Artillery (18/10/7/4/2): G6; N0.

Horse Artillery (14/8/4-10/6/3):O2; +1 unit (Murat)

Generals: C5; N4; Murat.

Murat (Cavalry Corp): 3LC; 2MC; 3HC; 2 HA.

When activated, they may enter anywhere from french edge map (hexes A1 - V1).

Russian units deployment:

Elite Infantry (11/6): E13; N13; O8; P12; T6.

Regular Infantry (8/5): C11; C13; D12; F9; F13; G9; G11; H9; I10; O9; S7.

Infantry Militia (7/4): 1 unit in D8 or L10.

Light Cavalry (9): I13; K13; L13; P8; R9; V6.

Medium Cavalry (12): G13; Q10.

Heavy Cavalry (14): O13; R10.

Heavy Artillery (18/10/7/4/2): D11; D13; G8; H11; L9; N8; N12; U7.

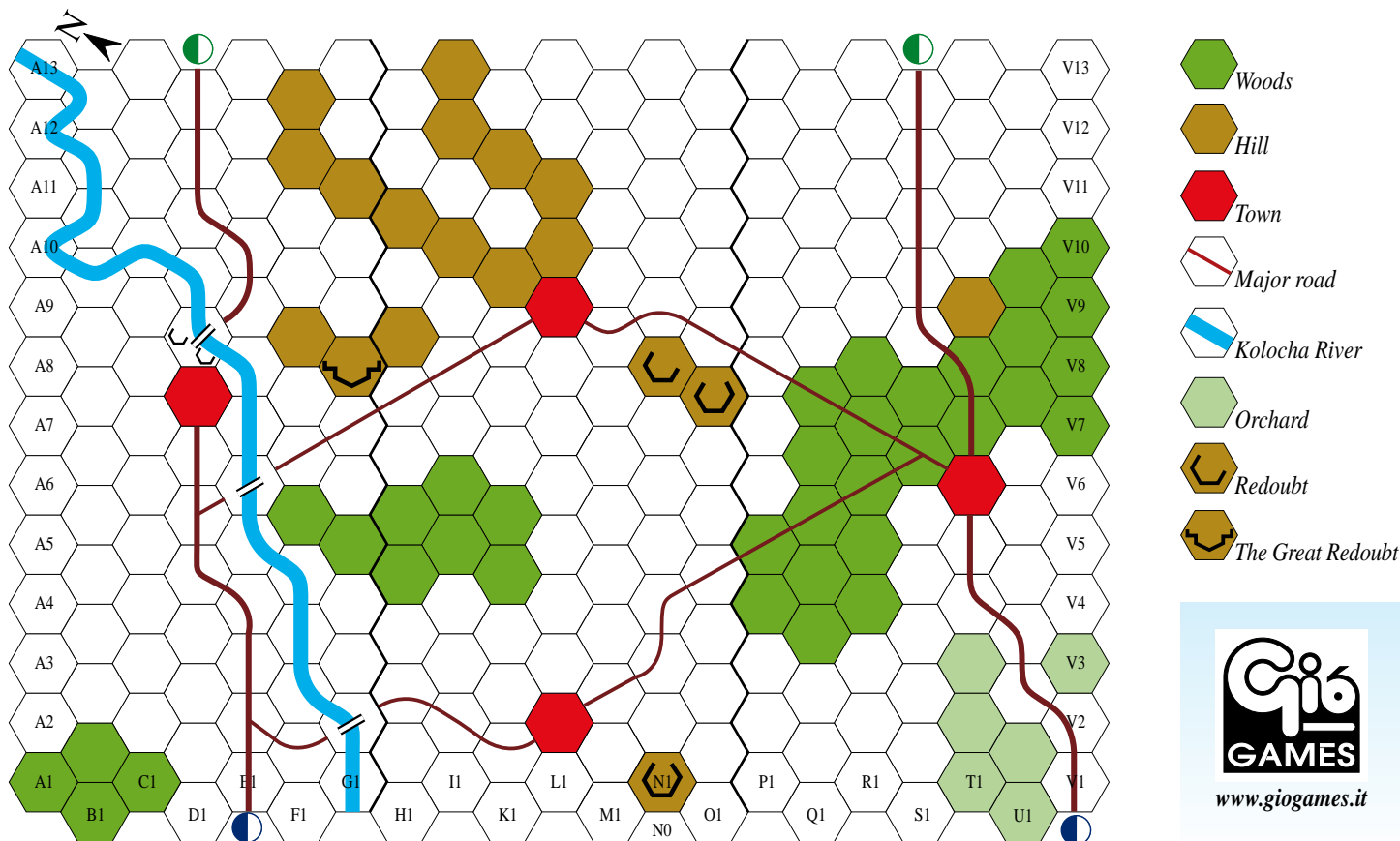
Medium Artillery (16/9/6/3): E9; K9; M9.

Horse Artillery (14/8/4-10/6/3): H13; P13; S10.

Garrison: N1

Generals: G8; L9; T6.

"Histo Command Dice" System Game



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