



# Advanced Vive l'Empereur Scenarios

## Eylau, 8th February 1807

scenario created by Tommaso Landi

### Battlefield:

Place terrain hexes as shown on the map.

### 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.

### Movement an fire restrictions for snow:

All infantry units, move 1 hex or don't move and fire (same as artillery).

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

### Victory Conditions:

#### The french player is defeat when:

- He loses 9+ units before end of 2° turn or 13+ units . Check it at the end of any battle round.

#### The allied player is defeat when:

- He loses 11+ units. Check it at the end of any battle round.

Garrisons defeated don't count.

Control of Eylau (hexes; L4, L5, M5) at the end of game counts as 2 eliminated enemy units.

For control it, no enemy units in the town.

### French units:

**French Infantry (9/5):** I3; N5; O5; P5; Q6; G1.

**Regular Infantry (8/5):** F2; F3; V1.

**Elite Infantry (11/6):** N4

**Old Guard (12/6):** M4.

**Light Cavalry (9):** G2.

**Medium Cavalry (12):** O4; Q5; T7.

**Heavy Cavalry (14):** P3; R3.

**Medium Artillery (16/9/6/3):** K4; M6.

**Horse Artillery (14/8/4 - 10/6/3):** R5.

**Generals:** L5; O6;P4.

**Garrisons:** L5; M5.

### French reinforcements:

#### Davout's command:

3 Infantry units (9/5)

1 Medium Cavalry (12)

**Ney's command:** 2 Infantry units (9/5)

Beginning with the 2th turn of battle, 1 unit of Davout's command appears on the map each round and move.

The entrance hex is determined by rolling a conventiona six die for each unit:

1-2= V9 3-4=V10 5-6=V11

Beginning with the 5th turn of battle, 1 unit of Ney's command appears on the map each round and move.

The entrance hex is determined by rolling a conventiona six die for each unit:

1-2= B1 3-4=A1 5-6=A2

### Russian units:

**Regular Infantry (8/5):** E6; F6; G8; H7; H9; K8; L9; M10; Q10; Q9.

**Elite Infantry (11/6):** N10.

**Light Cavalry (9):** K10; O11; P9..

**Medium Cavalry (12):** E5; F9; G7.

**Heavy Cavalry (14):** P11.

**Medium Artillery (16/9/6/3):** G9; O9.

**Heavy Artillery (18/10/7/4/2):** H6; K9.

**Horse Artillery (14/8/4 - 10/6/3):** D6.

**Generals:** G10; H8; N11.

### Prussian reinforcements:

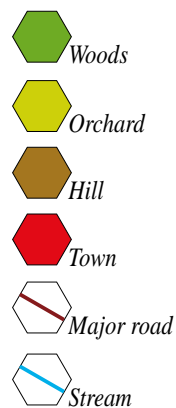
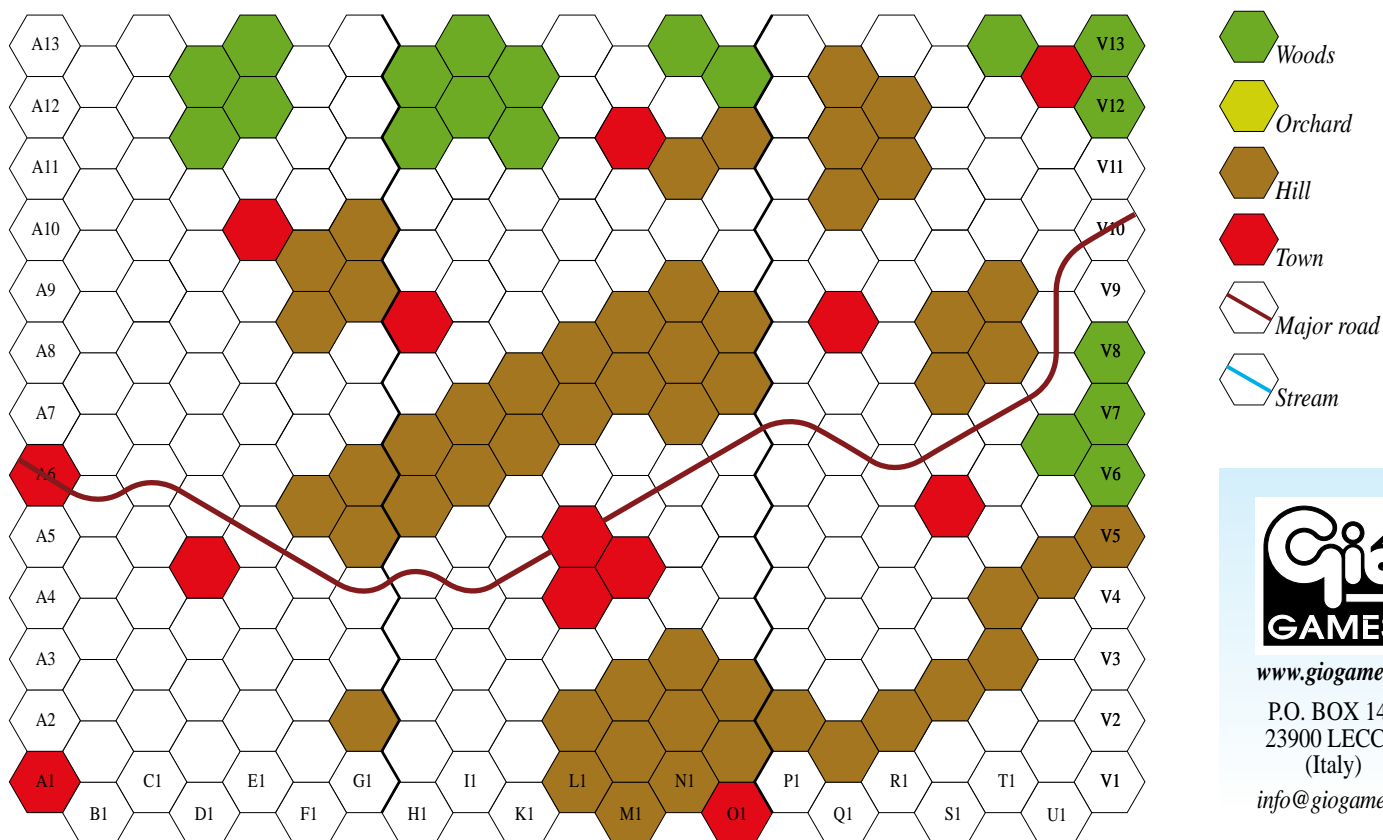
3 Infantry units (8/5)

Beginning with the 3th round of the 3th turn of battle, 1 prussian infantry unit appears on the map each round and move.

The entrance hex is determined by rolling a conventiona six die for each unit:

1-2= E13 3-4=F13 5-6=G13

"Histo Command Dice" System Game



www.giogames.it

P.O. BOX 149  
23900 LECCO  
(Italy)

info@giogames.it

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