



Advanced Vive l'Empereur Scenarios

Friedland - June 14th 1807

Scenario by Crippa Giovanni and WCL

Battlefield:

Place terrain hexes as shown on the map.

Special Rules:

The "Alle" River:

The "Alle" River is crossable ONLY on the bridges and Fords. No units may enter in such hexes. If an unit is forced to retreat, will remain in the hexagon and will lose many elements how many the hexagons left.

Russian movement restrictions:

Russian regular 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 2 (two) hexes but not fire.

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 player is defeat when:

- He loses 12 units (10 if you are using optional rule 15.0: Morale). Check it at the end of any battle round.

The russian player is defeat when:

- Immediately if the french controls "L1 or I1" hexes.
- or
- He loses 10 units (8 if you are using optional rule 15.0: Morale). Check it at the end of any battle round.

French deployment:

French Infantry (9/5): B8; C8; C9; E9; N10

Regular Infantry (8/5): H9; K9; P9

Light Cavalry (9): C10; P10; U8

Dragoons/Lancers Cavalry (12): D10; S9; T9

Medium Artillery (16/9/6/3): D9 and O10

Heavy Artillery (18/10/7/4/2): I9

Horse Artillery (14/8/4 - 10/6/3): E10 and T8

Generals: B9 (Ney); I9 (Lannes); U9 (Grouchy)

French reinforcements:

(1^o Corp: Victor)

3 French Infantry units (9/5)

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

1 Dragoons Cavalry unit (12)

At the beginning of the first pulse of the second turn, these units will enter from "F13" hex and will move without need of being activated. Since second pulse, they will be activated as any units on the map.

(Imperial Guard: Bessières)

1 Guard Infantry unit (11/6)

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

1 Dragoons Cavalry unit (12)

At the beginning of the second pulse of the second turn, these units will enter from "C13" hex and will move without need of being activated.

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

Russian deployment:

Regular Infantry (8/5): B4; C5; E5; I5; I6; K6; M4; M6; O5; P4; Q4

Elite Infantry (11/6): N2

Light Cavalry (9): H6; U3; V3

Dragoons Cavalry (12): F6; G5; L5; M3; R3

Heavy Cavalry (14): O3

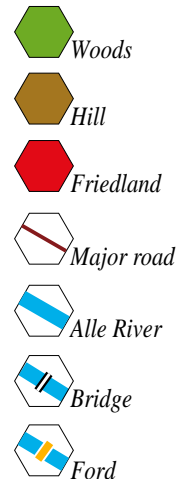
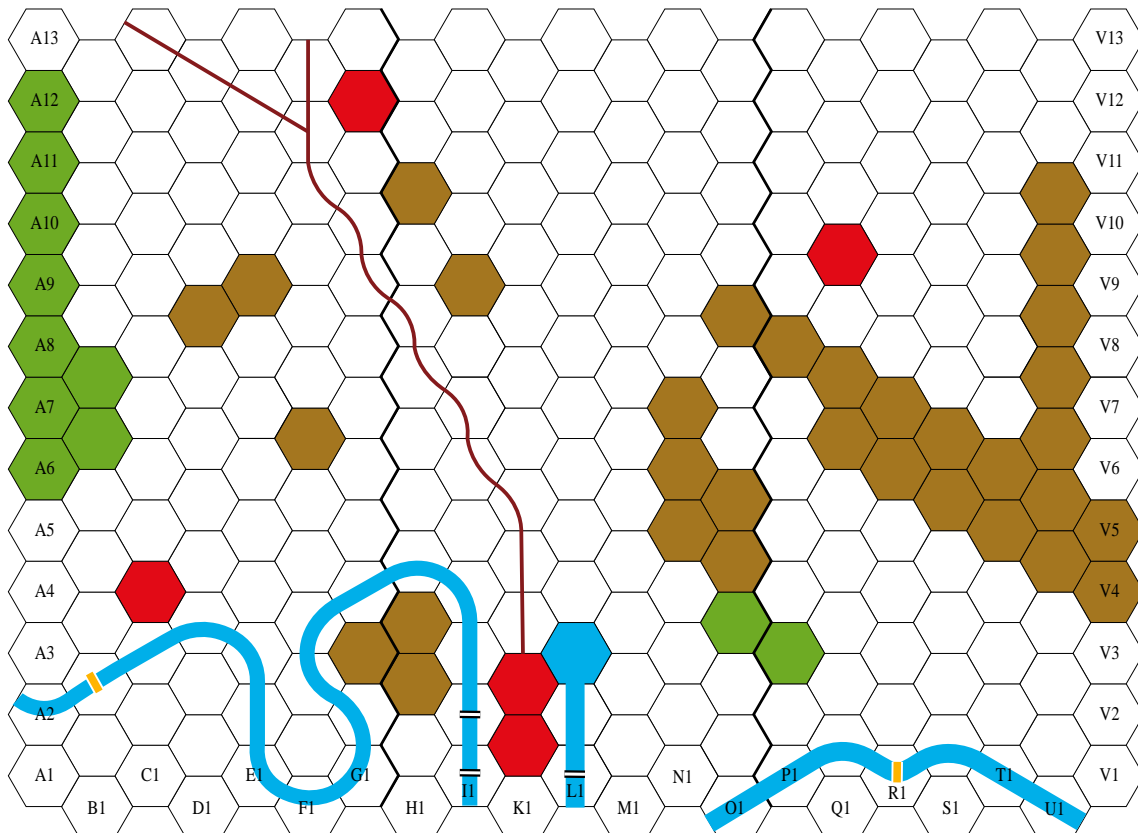
Heavy Artillery (18/10/7/4/2): D5; L6; N3; N5

Horse Artillery (14/8/4 - 10/6/3): G6 and U4

Generals:

E4 (Bagration); K5 (Docturov); P4 (Gortchakov)

"Histo Command Dice" System Game



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