



Advanced Vive l'Empereur Scenarios

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Fuentes de Oñoro, 3rd May 1811

Battlefield:

Place terrain as shown in the diagram below.

Terrain special rule:

The stream hexes don't stop the movement.
Flat hill hexes don't block line of sight.
Fuentes de Oñoro (hexes N6 and M7): Victory Points are gained if both hexes are controlled.

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.

Victory Conditions:

The french is defeated when he loses 12 (9) units.
The allied are defeated when they lose 9 (7) units.
Check at the end of any complete turn for a decisive victory. The number in the brackets refers to Morale Optional Rule (15.0).

If both reach the defeated conditions at the end of any turn, the army that control more Victory Points gain a marginary victory.

At the end of the sixth turn, the army that control more Victory Points gain a substantial victory.

In all other situations, consider the battle a tie.

French units:

French Infantry (9/5):

F11; F12; H11; H12; I10; L10; M10; N11; P10; Q11; R10.

Light Cavalry (9): D12; O12; S11.

Medium Cavalry (12): E13.

Medium Artillery (16/9/6/3): E12; I11; M11; Q10.

Generals: E12; L11; R11.

French Reserve Cavalry:

The following units are available from 2nd turn. They enter, when ordered from road (M13 hexside).

n. 1 Light Cavalry (9)

n. 2 Medium Cavalry (12)

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

Allied (British, Portuguese and Spanish units):

English Infantry (10/5): C6; G6; I6; M5; M6;

Regular Infantry (8/5): R5.

Infantry Militia (7/4): D7; F7; K6; P6.

Light Cavalry (9): Q3; U6.

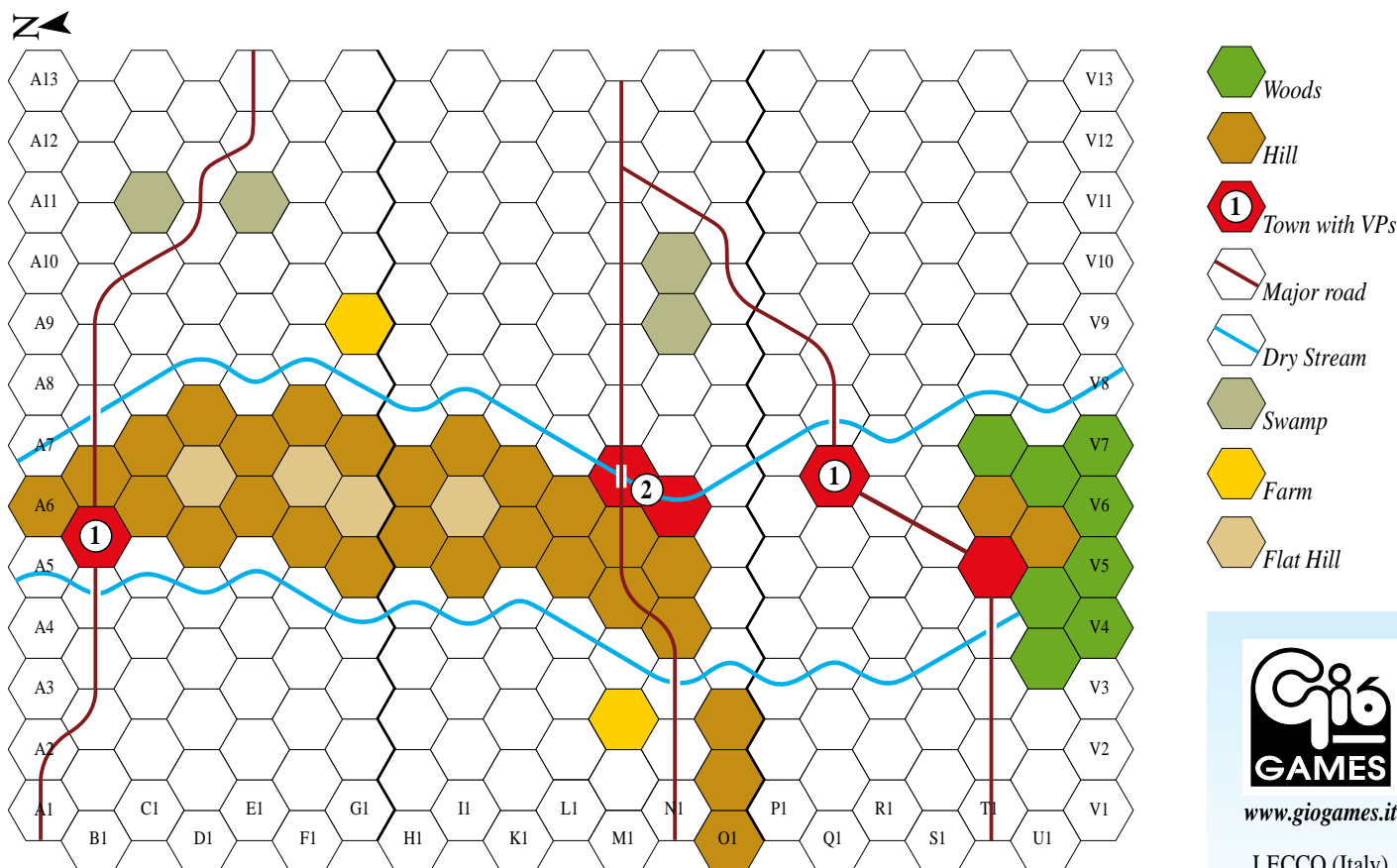
Medium Cavalry (12): P2.

Medium Artillery (16/9/6/3): G7; K7; N5.

Horse Artillery (14/8/4 - 10/6/3): R2.

Generals: E7; L6; Q6.

"Histo Command Dice" System Game



- Woods
- Hill
- Town with VPs
- Major road
- Dry Stream
- Swamp
- Farm
- Flat Hill

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