



Advanced Vive l'Empereur Scenarios

Attack at Hougoumont 15th June 1815

Scenario by Crippa Giovanni and WCL

Battlefield:

Place terrain hexes as shown on the map.

Special Rules:

Fortified Buildings:

Hougoumont (hexagons I7 and I8) is a fortified buildings: -5 for protection (-3 firing from it).

Wall garden hexside:

Stop movement when you cross it. -3 for protection (-1 firing from it).

Bocage/Obstacle:

Don't stop movement when you cross it. -3 for protection (-1 firing from it).

Allied cards:

Allied player may use any right or left sector card for central sector.

French cards:

The french player may use right sector card for central sector.

French Light Infantry (9/7):

Infantry units in "G2 and H2" have the 2 hexes range increased to 7.

Allied Garrisons (4):

At the beginning of each pulse, they may move 1 or 2 hexes without order. **The counters can move only in the castle and in the garden.** They have a combat factor of 4 without modifiers.

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 wins immediately by eliminating 6 allied units or if he capture "I7 and I8" hexes (Hougoumont) **using up to 12 units.**

If the french will active 13 or 14 units, he will must eliminate 7 allied units for a strategy victory.

If the french will active 15 or 16 units, he will must eliminate 8 allied units for a strategy victory.

If the french will active 17 or 18 units, he will must eliminate 9 allied units for a strategy victory.

The allied player win immediately by eliminating 9 french units or **if he control Hougoumont** at the end of the 6th turn and the french player don't meet his victory conditions.

French deployment:

French Infantry (9/5): E2; E3; L1; L2; N2; N3; P3; P4; R4; R5.

French Light Infantry (9/7): G2 and H2

Light Cavalry (9): A4

Lancers Cavalry (12): B4

Medium Artillery (16/9/6/3): F3 and M3

Heavy Artillery (18/10/7/4/2): I2

Horse Artillery (14/8/4 - 10/6/3): A3

Generals: F2; M2; Q4

Allied deployment:

Regular Infantry (8/5): G10 and L5

English Infantry (10/5): F11; I5; L12

Elite Infantry (11/5): I12 and M8

Light Cavalry (9): B12

Light Dragoons (12): N13

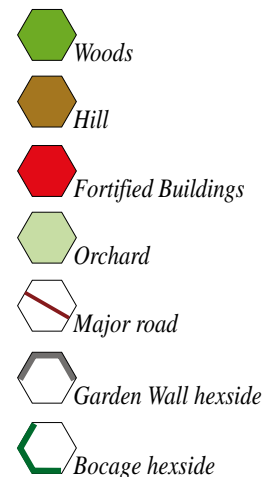
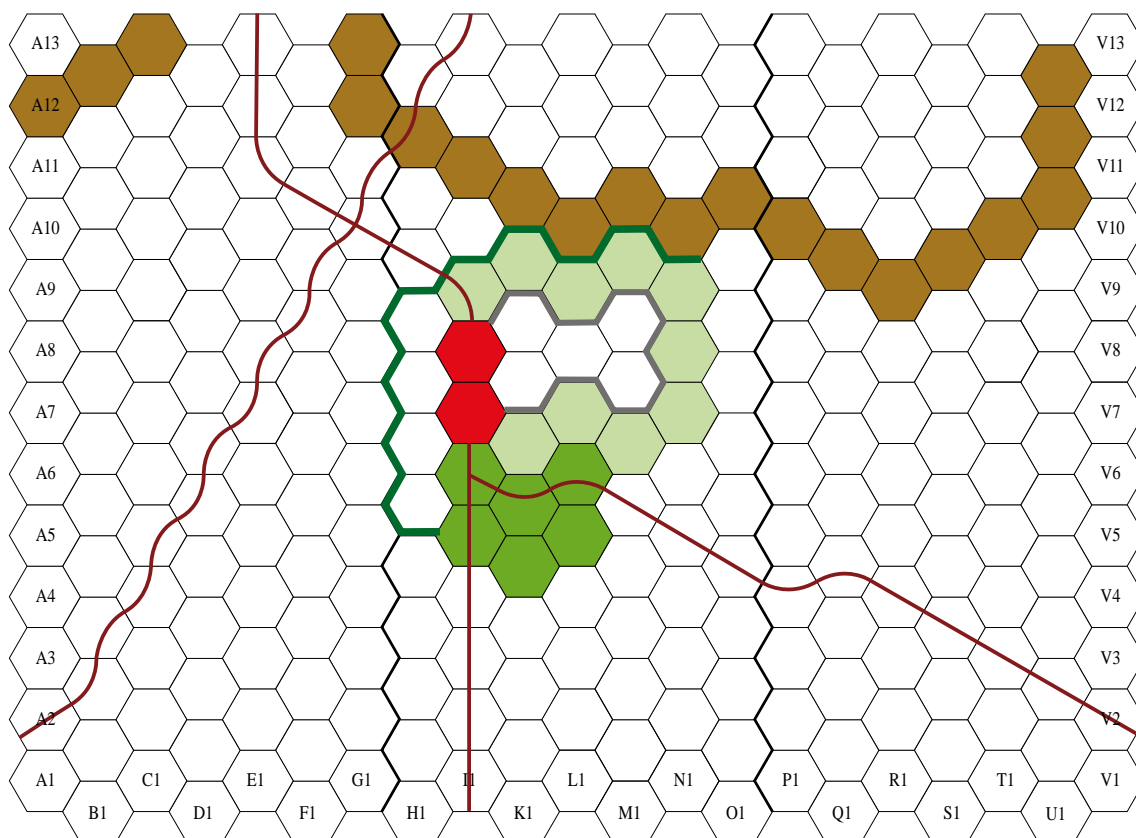
Medium Artillery (16/9/6/3): K12 and M12

Horse Artillery (14/8/4 - 10/6/3): O13

Garrison in I7 and I8

Generals: K13; F11; I7

"Histo Command Dice" System Game



www.giogames.it

23900 LECCO
(Italy)

info@giogames.it