



Advanced Vive l'Empereur Scenarios

Jena, 14th October 1806

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.

Special Rules:

Prussian regular infantry units (8/5), may either move 1 hex or don't move and fire (they are treated as if it were artillery).

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

Victory Conditions (VC):

After 6 hours of combat, the French player wins if he eliminates at least 4 units more than Prussian player.

There will be a tie if he eliminates 3 more units than Prussian.

The Prussian player wins in all other circumstances.

French units:

French Infantry (9/5): F3; H2; H7; K3; L2; L7; P1; Q1; Q8.

Elite Infantry (11/6): L4.

Light Cavalry (9): F4; F7; I3; U9.

Heavy Cavalry (14): M6.

Medium Artillery (16/9/6/3): G2; K2; K7; R8;

Heavy Artillery (18/10/7/4/2): L5.

Generals: G3; I6; R8.

French Reinforcements

Cavalry Reserve - Murat:

Light Cavalry (9): 1 unit

Medium Cavalry (12): 4 units

Heavy Cavalry (14): 2 units

This units will be enter from hex "M1" in the first round of the 4th turn, before play any card. This movements are free.

Prussian units:

Regular Infantry (8/5): E10; G10; H11; K10; M10; O10; S13; T13.

Light Cavalry (9): D10; O11; S12.

Heavy Cavalry (14): R12.

Medium Artillery (16/9/6/3): F11; L10;

Generals: G11; M11; R13.

Prussian reinforcements:

Elite Infantry (11/6): 1 unit

Heavy Cavalry (14): 1 unit

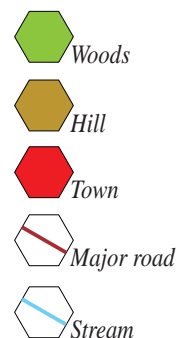
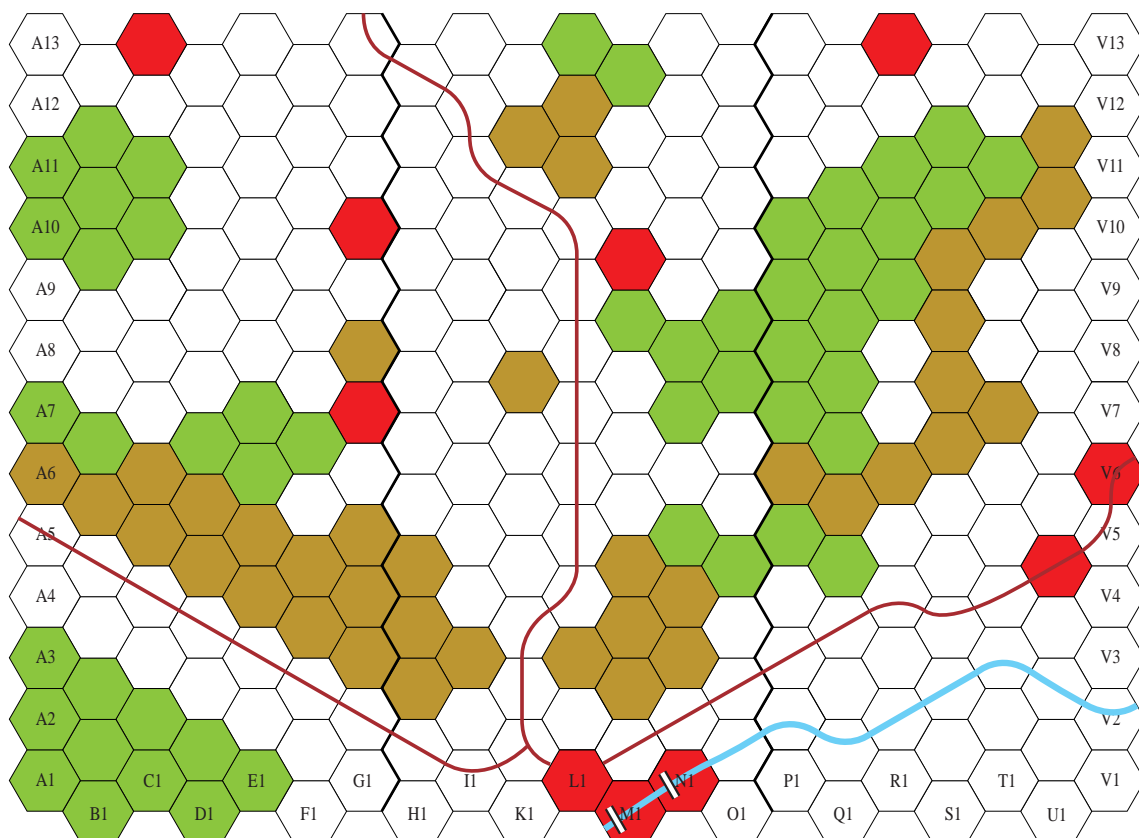
This units will be enter from hex "G13" in the first round of the 4th turn, before play any card. This movements are free.

Regular Infantry (8/5): 2 units

Heavy Artillery (18/10/7/4/2): 1 unit

This units will be enter from hex "A13" in the first round of the 4th turn, before play any card. This movements are free.

"Histo Command Dice" System Game



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