



Advanced Vive l'Empereur Scenarios

La Rothière, 1st February 1814

credits:
Tommaso Landi (map) and Wargames Club Lecco

Battlefield:

Place terrain hexes as shown on the map.

Special Rules:

Movement restrictions for rain and snow:

All infantry units move max 1 (one) hex and fire. *Exception:* using "Infantry manoeuvre - automatic order card" each Infantry unit move 1 hex and fire or move until 2 (two) hexes but not fire. Cavalry units move 2 hexes and shock. Generals move 2 hexes.

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:

A player is defeated immediately when he lost the 12th unit.

The Allied player wins immediately if he controls 4 of the 7 towns.

If the game lasts until the end of the 6th turn, each occupied town counts 1 Victory points (La Rothière, hex "H6" counts 2 VPs).

The player with the highest total of eliminated units and victory points hexes wins a marginal victory.

French units:

French Infantry (9/5): C6, D6, G6, H7, N7, P9, S13.
Elite Infantry (11/6): C13, D12, D11.
Light Cavalry (9): E5, M9, R11.
Medium Cavalry (12): N10, O12.
Heavy Cavalry (14): C11, D13, K6, L6.
Medium Artillery (16/9/6/3): F6, M8.
Heavy Artillery (18/10/7/4/2): C12.
Horse Artillery (14/8/4 - 10/6/3): I7, Q12.
Generals: D12, K7, Q13.

Allied units: Austrian

Regular Infantry (8/5): B1, E1, U10*, V9*.
Light Cavalry (9): V11*.
Medium Artillery (16/9/6/3): D1, V10*.
Heavy Artillery (18/10/7/4/2): A1.
General: D2.
**Deploy this units at the end of first turn.*

Allied units: Russian

Regular Infantry (8/5): I2, L2.
Light Cavalry (9): I1.
Medium Cavalry (12): L1.
Medium Artillery (16/9/6/3): K2.
Horse Artillery (14/8/4 - 10/6/3): K1.
General: L1.

Allied units: Prussian

Regular Infantry (8/5): R1, T1.
Light Cavalry (9): S1.
Medium Artillery (16/9/6/3): S2.

Allied Reinforcements:

End of the 2nd turn:
Bavarian Corp (Wrede)
3 Regular Infantry, 1 Medium Artillery and 1 General in U10, V9, V10, V11.

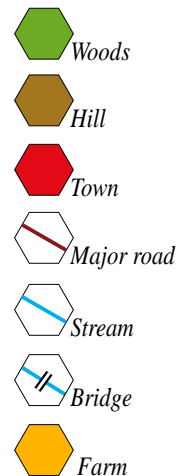
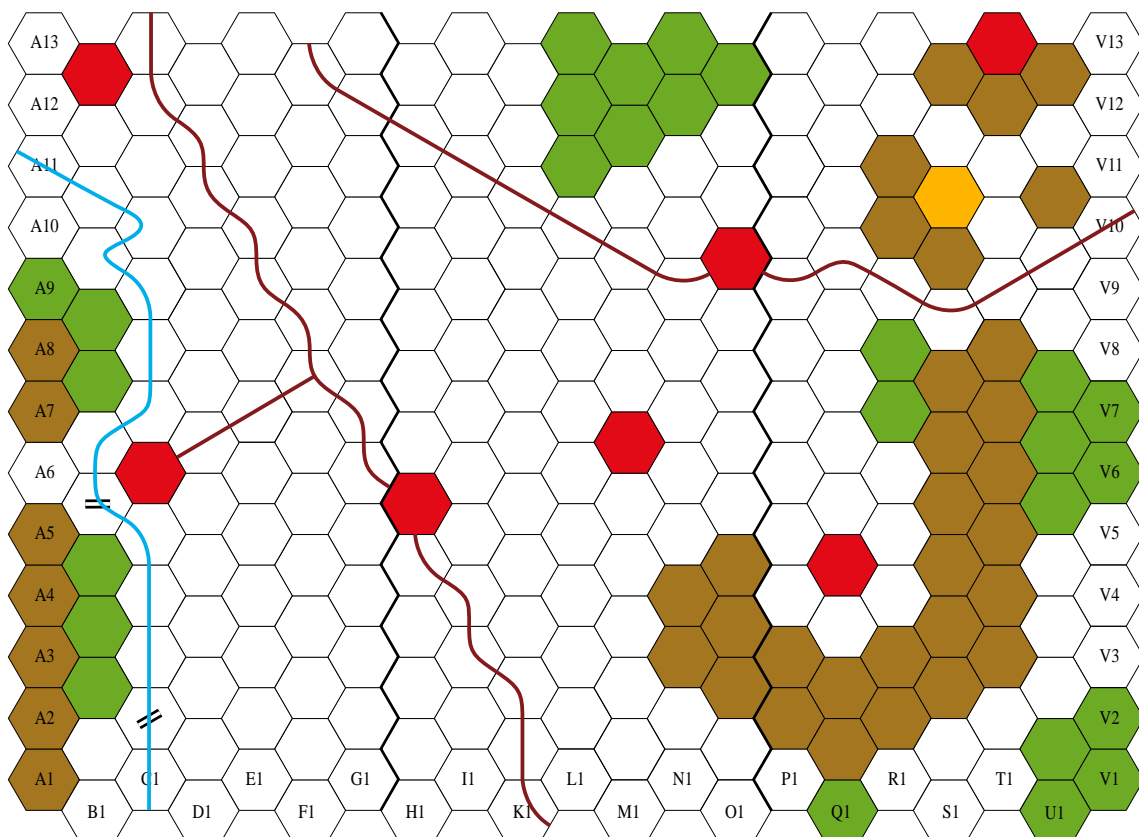
End of the 2nd turn:
IX Russian Corp
2 Regular Infantry and 1 Medium Artillery in I1, K1, L1.

End of the 3rd round of the 4th turn:
V Russian Guard Corp
2 Elite Infantry and 1 Heavy Artillery in M1, N1, O1.

End of the 4th turn:
III Russian Grenadier Corp (Rajevski)
2 Regular Infantry and 1 Heavy Artillery in M1, N1, O1.

End of the 5th turn:
Russian Cavalry Reserve
2 Heavy Cavalry and 1 Horse Artillery in any hex from H1 to O1.

"Histo Command Dice" System Game



www.giogames.it

P.O. BOX 149
23900 LECCO
(Italy)

info@giogames.it