



# Advanced Vive l'Empereur Scenarios

scenario by Tommaso Landi and Wargames Club Lecco

## Lutzen, May 2nd, 1813

### 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:

The rivers are crossable at any point.

River waterway hexes block line of sight.

Marmont's units can not move in the first turn.

The reinforcement units appear on the indicated hex and move. This units can not move adjacent to enemy units.

Until to the french player has not units on the left sector, the "attack left" order card will be used as "coordinated attack" order card (he can activate max 2 units in the right sector and max 2 units in the centre. Roll 4 dice).

### Victory Conditions (VC):

A player is defeated when he loses 13 + units, check it at the end of any battle round.

If the allied player controls the hex "K10" (Kaja), it counts as 3 eliminated french units (In this case the french player is defeated if he loses 10 units).

### French units on map

#### Ney's corp:

Regular Infantry (8/5): M12.

French Infantry (9/5): F9; G12; H12; K7.

Medium Cavalry (12): M7.

Medium Artillery (16/9/6/3): K8.

Heavy Artillery (18/10/7/4/2): L7.

General (Ney): G12.

#### Marmont's corp:

French Infantry (9/5): A12; A13; B12.

Medium Artillery (16/9/6/3): B13.

Heavy Artillery (18/10/7/4/2): C12.

### French reinforcements:

#### Mortier's command:

first round of the 2<sup>nd</sup> turn from G13 hex

1 Medium Cavalry (12)

1 Heavy Cavalry (14)

first round of the 4<sup>th</sup> turn from G13 hex

2 Elite Infantry units (11/6)

1 Old Guard unit (12/6)

1 Horse Artillery

#### Bertrand's command:

First round of the 3<sup>rd</sup> turn from A3/A4 hexes

2 Regular Infantry units (8/5)

1 French Infantry unit (9/5)

1 Medium Artillery and 1 General

### Mc Donald's command:

First round of the 4<sup>th</sup> turn from Q13/R13 hexes

1 Regular Infantry unit (8/5)

2 French Infantry unit (9/5)

1 Horse Artillery

1 General

### I° Cavalry corp:

First round of the 5<sup>th</sup> turn from Q13/R13 hexes

1 Light Cavalry (9)

1 Heavy cavalry

1 Horse Artillery.

### Allied (Prussian/Russian) units on map:

Regular Infantry (8/5): G1; K2; K4; L2; M4; N2; O2.

Elite Infantry (11/6): L1; L3.

Light Cavalry (9): I1; G2; G3; G4; F1.

Medium Cavalry (12): N3; O3, O1.

Heavy Cavalry (14): H4.

Medium Artillery (16/9/6/3): L4; M2; N1.

Heavy Artillery (18/10/7/4/2): M1.

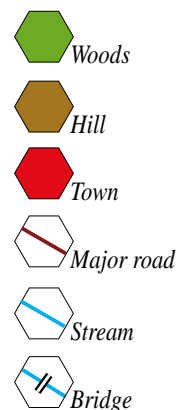
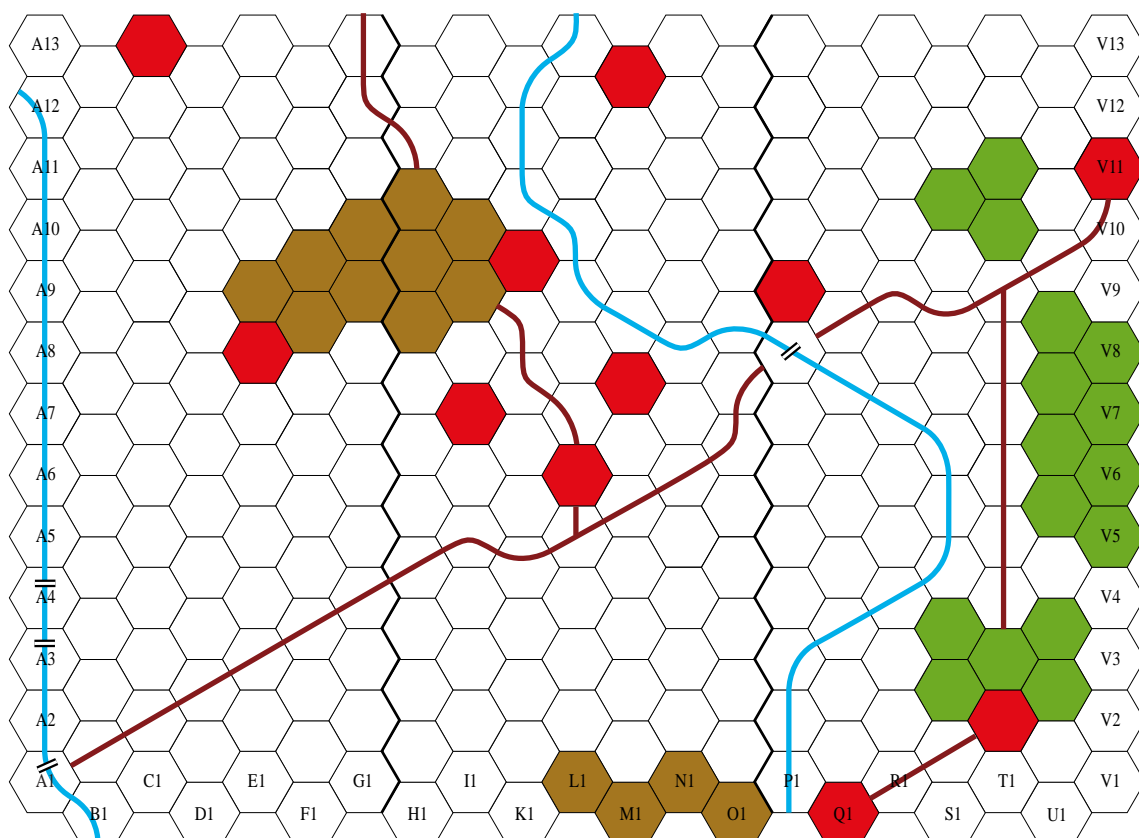
Horse Artillery (14/8/4 - 10/6/3): F3; H3.

Generals: F4; L1; L3.

### Russian units off map:

2 Elite Infantry units, 2 Heavy Cavalry, 1 Horse Artillery

This units will appear on map when the following hexes will be available: L1, M1, N1, O1.



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