



Advanced Vive l'Empereur Scenarios

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Mockern, 16th October 1813

Battlefield:

Place terrain as shown in the diagram below.

Special Rules:

The Elster River hexes **are impassable** but they **don't block** the line of sight.
The fields hexes **don't block** the line of sight.

Allied initiative:

If both players play an "automatic order card" or if both have the same number of units to move, the allied player goes first.

Victory Conditions:

The allied player is defeat when:

- He loses 15+ units (12 if you are using morale rules). Check it at the end of any battle round.
- At the end of 6th turn the french player controls Mockern or Gr.Widderitzsch.

The french player is defeat when:

- The allied player controls E5-E6 hexes (Mockern) and U7 hex (Gr.Widderitzsch) **or:**
- He loses 13+ units (11 if you are using morale rules).

Check the Victory Conditions at the end of any battle round.

French units:

French Infantry (9/5): E6; G6; K5; I6; L6; S7.

Regular Infantry (8/5): M5.

Infantry Militia (7/5): F6; N4; O5; U7.

Light Cavalry (9): F3; G3; L2; P3, Q4.

Dragoons/Lancers (12): M3; T6.

Medium Art. (16/9/6/3): F7; I2; K6; N5; T7.

Heavy Artillery (18/10/7/4/2): I3

Horse Artillery (14/8/4 - 10/6/3): L3

Generals: F7; M4; S7

Allied units:

Prussian units (Von York):

Elite Infantry (11/6): D11.

Regular Infantry (8/5): E13; F13; K12; K13.

Infantry Militia (7/5): C10; L12.

Light Cavalry (9): E11; F11; G13; I13; M12.

Dragoons(12): A13*;

Medium Artillery (16/9/6/3): C12*; C13*; E10; E12; G12; I11; I12.

Heavy Artillery (18/10/7/4/2): A12*; B12*.

Horse Artillery (14/8/4 - 10/6/3): B13*.

General: D11; K12.

(*) Cavalry & Artillery Reserve units **DON'T** move in the first turn.

Russian units on map:

Regular Infantry (8/5): R11; S11.

Medium Artillery (16/9/6/3): Q11

Heavy Artillery (18/10/7/4/2): R10.

Reinforcements - Turn 4

from any following hexes: N13; O13; P13.
Before starting **each round**, roll 3 command dice. These units, if available, will move (without fire/combat) from map edge for free (you may choose an available unit each flag rolled). Once on the map, you need a command card to move these units.

Russian units (St.Priest):

Regular Infantry (8/5): 4 units

Light Cavalry (9): 1 unit

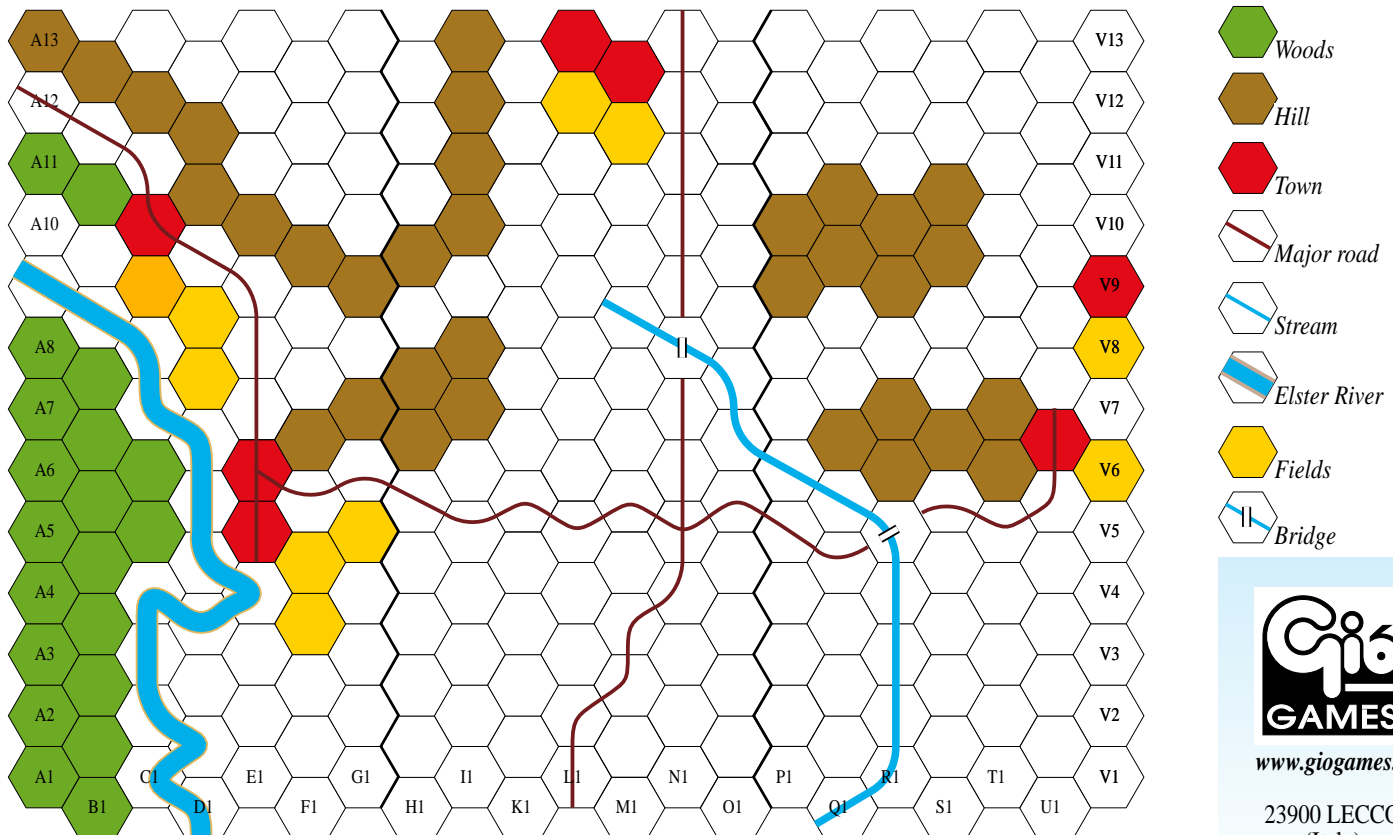
Dragoons/Lancers (12): 1 unit

Medium Art. (16/9/6/3): 1 unit

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

General: 1

"Histo Command Dice" System Game




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