



Advanced Vive l'Empereur Scenarios

Salamanca, 22nd July 1812

Battlefield:

Place terrain as shown in the diagram below.

Special Rules:

English initiative:

If both players play an automatic order card or if both have the same number of units to move, the english player goes first (Wellington is better than Marmont!).

Line of Sight:

A unit on a hill hex has free "Line of Sight" to any units on a hill hex.

Victory Conditions:

A player is defeated when he loses 8 units. (check at the end of any complete turn).
If tie, the army that suffered more killed generals will lose the battle.
In all other situations, consider it a tie.

French units:

French Infantry (9/5):

C3; H2; K3; M4; O3; O4; U8; U10.

Light Cavalry (9):

S4

Medium Cavalry (12):

D3.

Heavy Cavalry (14):

F3; M1.

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

E2; L2.

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

P4.

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

R3.

Generals:

D2; M1; S4.

Allied units:

Elite Infantry (11/6):

R12.

English Infantry (10/5):

C7; K8; L8; M7; N7; P10; .

Regular Infantry (8/5):

M9.

Infantry Militia (7/4):

K9.

Light Cavalry (9):

D8 ;I10.

Medium Cavalry (12):

N9.

Heavy Cavalry (14):

A7; K11.

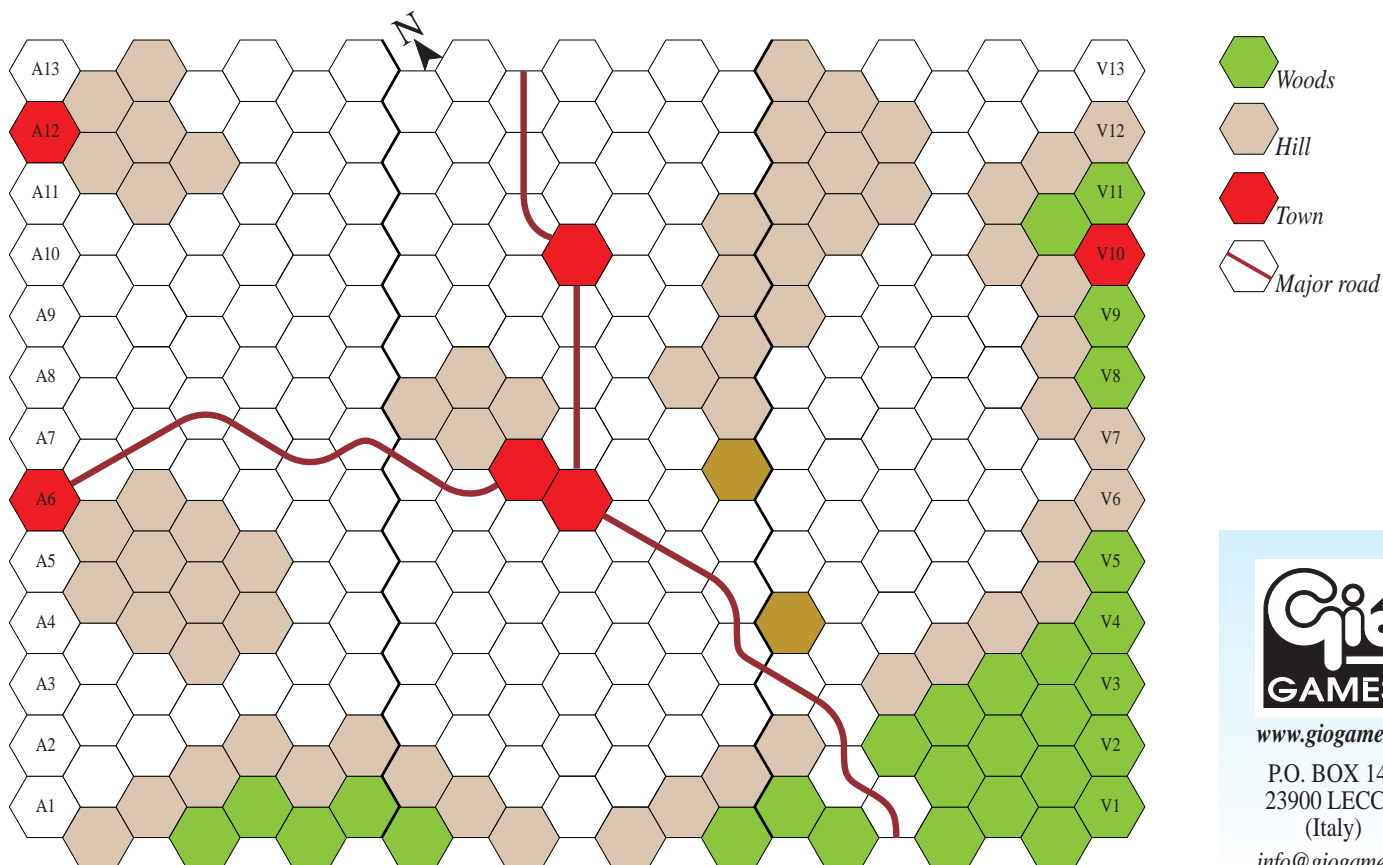
Medium Artillery (16/9/6/3):

I7; O7.

Generals:

B8; I8; N8.

"Histo Command Dice" System Game



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