



Advanced Vive l'Empereur Scenarios

Vitoria, 22nd July 1813

Battlefield:

Place terrain hexes as shown on the map.

Special Rules:

English initiative

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

River

All units can cross River waterway hexes only on bridge
River waterway hexes block line of sight.

Victory Conditions:

A player is defeated when he loses 11 units.
Check it at the end of any round.
The allied player wins if he controls at the end of any complete turn of battle, all following hexes:
O1, V2 and V8.

French units:

Infantry Militia (7/4): V8.

Regular Infantry (8/5): Q5.

French Infantry (9/5):
F2; I4; I7; K4; K5; M4; M6; P6; R11.

Light Cavalry (9): H5; Q4.

Medium Cavalry (12): O4; O8; P8; Q9.

Medium Artillery (16/9/6/3): I6; N5; Q6.

Heavy Artillery (18/10/7/4/2): N7.

Horse Artillery (14/8/4 - 10/6/3): G4.

Generals: I6; N6; P5.

Allied units:

Infantry Militia (7/4): A8; C7; L13; O1.

Regular Infantry (8/5): B2; Q13.

English Infantry (10/5): B3; B8; D7; I13; T13.

Elite Infantry (11/6): A2; K13; P13.

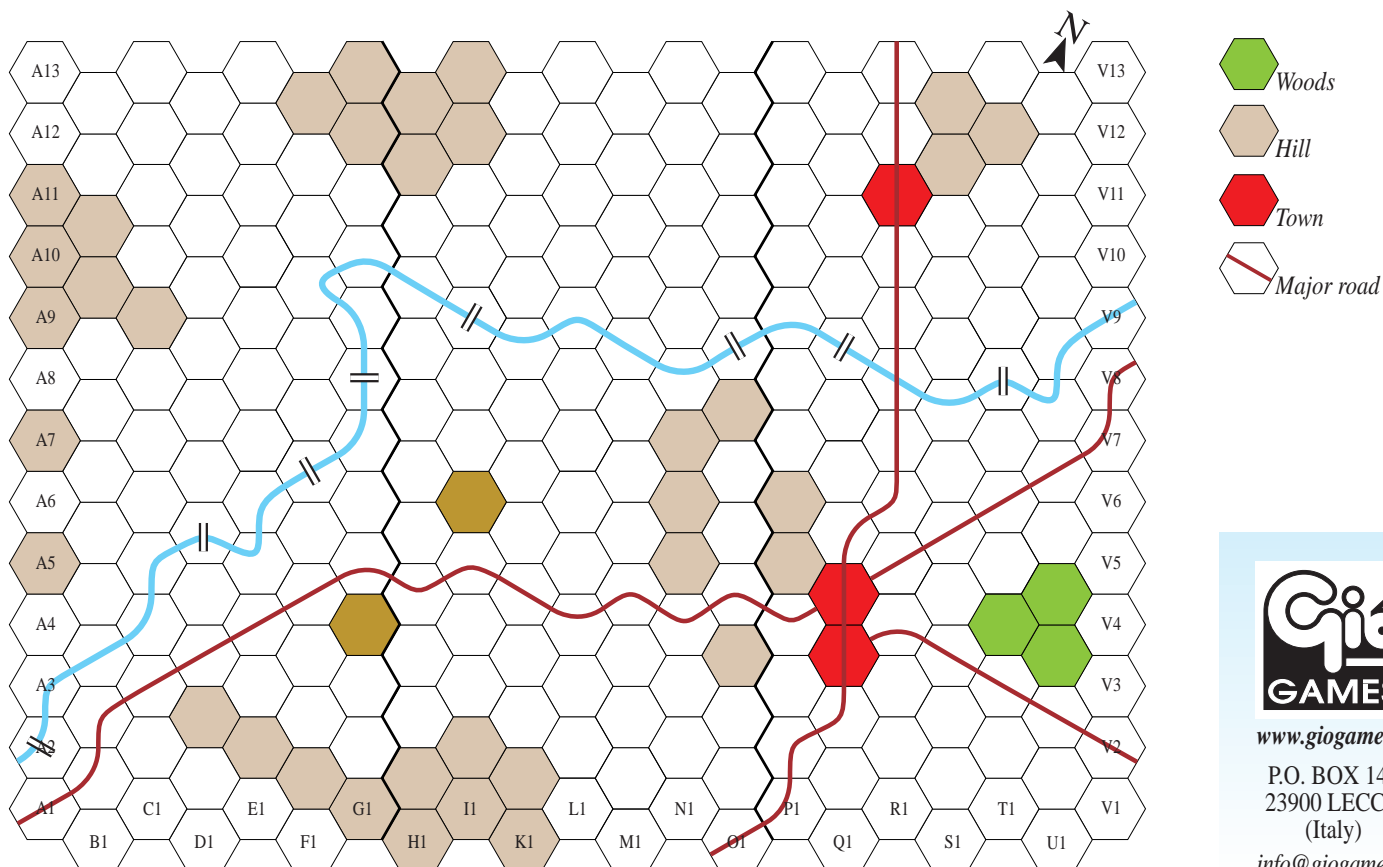
Light Cavalry (9): B9; S13;

Medium Cavalry (12): B1; B7; .

Medium Artillery (16/9/6/3): A1; A7; I12; R13.

Generals: D6; K13; Q13.

“Histo Command Dice” System Game



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