



# Advanced Vive l'Empereur Scenarios

## Wagram, 5<sup>th</sup> July 1809

### Battlefield:

Place terrain as shown in the diagram below.

### Special Rules:

Plateau hexes doesn't block the Line of sight.

Cavalry and Artillery units can across the river only by bridge hexes.

If after 6 complete turns no one reach victory conditions, consider the battle a tie.

### Victory Conditions:

#### A player is immediately defeat when:

He has not units in one of the three sectors.

#### The french player wins when:

He reaches 13 Victory Points (VPs).

The french earns 1 Vp for each eliminated enemy unit and 1 VP each hill or plateau hex controlled at the end of game.

#### The austrian player wins when:

He reaches 14 Victory Points (VPs).

The austrian earns 1Vp for each eliminated enemy unit and 1 VP each hex controlled at the end of game numbered from 1 to 6.

### French units:

**Old Guard (12/6):** K2.

**Elite Infantry (11/6):** K3.

**French Infantry (9/5):**

K7; L6; N6; R6; S7; U6; V6.

**Regular Infantry (8/5):**

C5; D7; F7; G5; G6 H7; L5.

**Light Cavalry (9):** F5; M5; V5.

**Medium Cavalry (12):** B5; L2; U4.

**Heavy Cavalry (14):** N1; O1; P1.

**Medium Artillery (16/9/6/3):** D5; E6.

**Heavy Artillery (18/10/7/4/2):** M7; T6.

**Horse Artillery (14/8/4 - 10/6/3):** O2.

**Generals:** E5; K6; S6.

### 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.

### Austrian units:

**Elite Infantry (11/6):** A12; C13.

**Regular Infantry (8/5):** E11; E12; G11; I11; K12; L11; N11; R11; T11; T13; U11; V13..

**Light Cavalry (9):** G12; O12; T12; U12.

**Medium Cavalry (12):** B12; V12.

**Heavy Cavalry (14):** A13.

**Medium Artillery (16/9/6/3):** B13; S11.

**Heavy Artillery (18/10/7/4/2):** F11; M12.

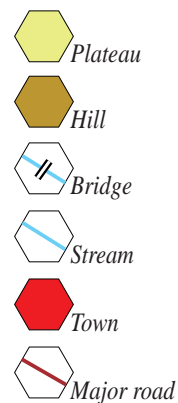
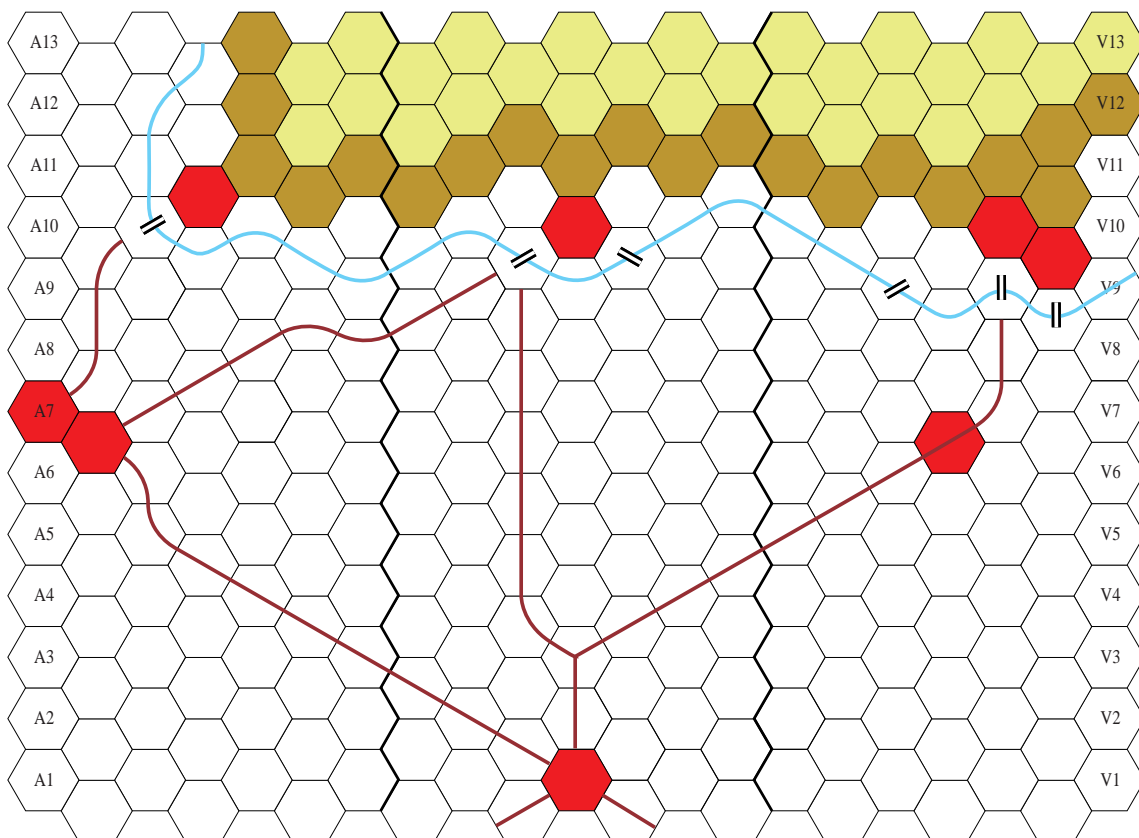
**Garrisons:** D11; L10; T10; U10.

**Generals:** F12; L12; T11.

### Movement restrictions:

Austrian regular infantry units move or fire. They can't move more than one hex, except: Automatic order "Infantry manoeuvre" that works normally.

### "Histo Command Dice" System Game



[www.giogames.it](http://www.giogames.it)

P.O. BOX 149  
23900 LECCO  
(Italy)

[info@giogames.it](mailto:info@giogames.it)