

## Introduction

Advanced Vive l'Empereur is a "Histo Command Dice System Game" and allows you to simulate on a grand-tactical level the battles of the Napoleonic era. The player is the "Commander-in-Chief", and he gives orders to his units so that they can move and fight.

Rules changed from basic game are indicated in red.

## 1.0 Components

Don't use the 72 cards included in the basic game. There is a sheet with 20 new command cards and some counters for remember dice rolls and allocate them to ordered units.

You need one 6 and one 10 face normal dice.

### 1.1 Armies

The armies are made up of 3 different kinds of units: **infantry, cavalry, and artillery.**

Each unit is represented by a stand-up counter and 1 or more chips, which are placed beneath the counter. Regular units use white chips, while elite infantry, heavy cavalry and heavy artillery use red chips. The stand-up counter and the chips are collectively called elements. The number of elements in a unit reflects its strength.

#### Infantry

Every infantry unit has 1 stand-up counter and 3 chips. Infantry can be "line" or "elite".

Other Infantry (see reference sheet) could be indicated in the historical scenarios.

#### Garrisons

These are represented by a single piece, a square counter, which lies flat on the map.

#### Cavalry

Every cavalry unit has 1 stand-up counter and 2 chips. Cavalry can be "light" or "heavy".

Some historical scenarios have cavalry medium units (see reference sheet).

#### Artillery

Each artillery units have 1 stand-up counter and 2 chips. Medium and Heavy Artillery units are present in the scenarios.

#### Horse Artillery

The horse artillery unit is considered "light". It has 1 stand-up counter and 2 chips.

## 1.2 Dice

Vive l'Empereur uses special dice that have pictures rather than numbers on them.

#### There are 5 black dice for command (5.1/2)

On their sides are: a flag, a general, a mounted trooper, a cannon, and on two sides, infantry.

In the command phase, you can move only units activated by dice rolled.

#### There are also 3 white dice for special actions (9.41)

Each die has 2 French flags, 2 English flags and 2 Prussian flags.

You need one 10 face die for combat and one 6 face die for combat effect (not present in the game).

## 2.0 The Battlefield

The battlefield is depicted by a map divided into hexagons (hereafter referred to as hexes) to regulate movement. The map is 21 hexes wide and 13 hexes deep. Two lines divide the map into 3 sectors: centre, right flank and left flank.

### 2.1 Terrain Hexes

Hexagonal tiles, each one representing a different type of terrain, are put on the map to recreate different battlefields.

### 2.2 Terrain Types

- 1) Woods
- 2) Orchard
- 3) Hill
- 4) Field
- 5) Rough Terrain
- 6) Stream
- 7) Bridge
- 8) Buildings (farms, towns, fortified buildings)
- 9) Marsh
- 10) Road

## 3.0 Command Cards (10 each)

Units can move and fight ONLY when given an order. The command cards are used to order troops to move, to attack, or to take certain special actions. There are two kinds of command cards: "Order Cards" and "Automatic Orders".

### 3.1 Order Cards (7 each)

These are used to order to 5 or 6 units to move and/or fire. These cards show the sector of the battlefield where you may order. The command cards can be used for any unit or general in the sector indicated.

Each player has got 2 cards for sector (order to 5 units) plus 1 coordinated attack (order to max 2 units for sector).

### 3.2 Automatic Order Cards (3 each)

These cards are used to move and/or fire the kind of units indicated on the cards.

#### Infantry Manoeuvre

##### (Manovra di Fanteria) 1 each:

Until to 5 Infantry units in a sector can move 1 hex and fires or move until 3 hexes but not fires.

#### Cavalry Grand Charge (Grande Carica) 1 each:

5 cavalry units anywhere on the map can move and shock.

#### Bombardment (Bombardamento) 1 each:

Every Artillery units anywhere on the map can double its fire value or move 2 hexes (4 hexes horse artillery units).

## 4.0 Deployment

**Historical battles:** Set up the terrain tiles on the battlefield and deploy the units as shown in the instructions for the scenario.

**A-Historical battles:** Set up the terrain on the battlefield as shown in the instructions for the scenario, then take turns positioning 3 units the allied player and 2 units the french player.

## 4.1 Length of the Battle

Each player choose 6 of the own 10 command cards. The play of this hand is a complete turn and represents one to two hours of the battle.

The next turn the player will play with the 4 cards not used in a previous turn plus 2 cards (choose them) from the played cards in the last turn.

A battle can last up to 6 turns unless victory conditions are achieved before the cards are all exhausted.

### 4.2 How to Win

An enemy is defeated immediately if it has no units in one of the three sectors (**decisive victory**).

An enemy is defeated at the end of any complete round of battle, if you eliminate enough units as specified in each scenario (**substantial victory**).

If nobody has won by the end of the sixth turn, the player who lost fewer units wins (**marginal victory**).

If still tied, the player with the most elements left on the map wins (moral victory).

Some historical scenarios have special victory conditions (see from 13.1).

## 5.0 Beginning the Battle

Every turn of the battle is divided into 6 rounds. Each round represents 10 to 20 minutes of real time.

### 5.1 Battle Rounds

1) Both players play a card at the same time.

2) Roll 5 or 6 command dice (playing an "order card"). If you play an "Automatic order card", don't roll the dice.

Take counters as roll dice.

If the roll die show a "flag", you can order any units in the sector indicated in the card.

If the roll die show a "general", you can move any General or unit with a general attached anywhere on the map.

3) Players alternate giving orders to 1 unit at a time.

The player with more units that are able to carry out the orders on the played card gives the first order. If there is a tie, the French player goes first. However, if one player plays a "automatic order card", he goes first. If both players play a "automatic order card", the movement priority is determined as described above.

Place a counter near the activated unit.

3) As each unit is given its orders, it moves and/or fires. Combats are resolved immediately, including taking losses and retreating.

4) Repeat steps 3 and 4 until both players have given all their orders.

5) Return to step 1. When all the cards are played, form a new set of 6 cards like described in 4.1.

Only units that are given an order (got a counter), can move, fire or shock.

You can only give any unit one order during a single round.

exception: unit ordered may react to cavalry charge. (see 9.3)

**Note:** Generals **that are attached to a unit** can take part into a combat even though they haven't received an order.

## 6.0 Movement

A unit that is given an order may move and/or fire.

### Infantry:

Possible Formations: Combat or Square.

Infantry in combat formation can move one hex and fire, or move two hexes but not fire.

**If Infantry unit change formation, it can't move and fire.**

**You may only change to square on clear (not in bridge hex), or hill terrain.**

A unit in square may not move but may still fire.

### Garrisons:

Garrisons may not move and cannot be reabsorbed into another unit.

**An infantry unit, during its move, may leave behind a garrison by removing a disk in any hex that contains buildings.**

If eliminated, they do not count towards victory points.

No other units except a General may move into a space with a garrison.

Garrisons do not exert a zone of control (6.21) and ignore any retreat results.

### Cavalry:

Calvary may move up to 3 hexes and/or shock. It may enter buildings but may not fire/shock from them.

### Artillery:

Artillery may move 1 hex OR fire. It may also change facing in the same hex and fire.

### Horse Artillery:

Horse artillery may move up to 2 hexes and/or fire. Horse Artillery is an artillery unit.

### Generals:

Generals may move up to 3 hexes.

### Roads:

A unit that moves **entirely** on road hexes may move 1 hex more than its normal allowance. Infantry can move 2 hexes and fire, or 3 hexes and not fire. Cavalry can move 4 hexes and shock. Artillery can move 2 hexes and not fire. Horse artillery can move 3 hexes and fire. Generals can move 4 hexes.

## 6.1 Moving Units Restrictions

A unit may NOT move into or through a hex that contains a friendly unit, enemy unit or enemy general.

**A unit may enter a hex containing ONLY a friendly general, but it must stop there.**

6.1.1 A unit is NOT allowed to split up (exception: dropping garrison in buildings).

All the chips belonging to a unit have to move together.

6.1.3 Some terrain restricts movement and/or blocks fire. (See Section 8.)

**exception:**Retreats (see Section 10.)

## 6.2 Zone of Control (ZOC)

**A unit must stop moving when it enters a hex adjacent to an enemy unit.**

**A unit that starts adjacent to an enemy may move, but it may not move directly into another hex that is adjacent to an enemy.**

### 6.2.1 Unit Facing

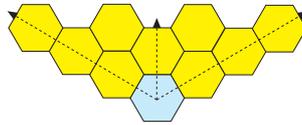
Facing is used to determine the frontal arcs of a unit and for determining line of sight.

It also determines a hex's flank and rear.

When attacking an enemy in an adjacent space, you must be facing directly toward it.

6.2.11 Determine a unit's facing either at the end of its move or before it attacks.

A unit can only fire on units within its frontal arc. The unit being fired at must also be within a line of sight through a frontal arc (see LOS 7.4).



6.2.12 Point the black triangle towards the hex-side it faces. The 3 front/left/right hexes are the unit's frontal arc; the 3 hexes to the rear side are its flanks and rear.

6.2.13 A unit may only change its facing if it is activated, retreats, or successfully reacts to a cavalry charge (See 9.3 Special Actions).

**Artillery may change facing before firing.**

## 6.3 Moving Generals

A general cannot move into a hex that contains an enemy unit or general.

**A general can move across hexes containing a friendly unit, but it can not end movement in a hex with a friendly general (7.3.16).**

### 6.3.1 Attached Generals

A general in a hex with a friendly unit is considered "attached" to that unit.

6.3.11 No more than one general can be attached to the same unit.

6.3.12 An attached general who was given an order can move, leaving the unit he was attached to and attaching to another one.

6.3.13 If a unit with an attached general is given an order, the general can move with the unit or remain in the hex.

Moving the general with the unit does not require a separate order.

If the general moves with the unit, it must stay with the unit for its full move.

## 7.0 Combat

After your unit completes its movement, if it is within range of the enemy and has a clear line of sight, it can fire.

See Range of Fire (7.3), and Line of Sight (7.4). Units may change facing (see 6.2.1) at the end of a move and/or before firing so an enemy is within its Line of Sight and frontal arc.

7.0.1 Each unit can fire only once each round.

7.0.2 Each unit can only fire on one target hex and cannot divide hits among different units.

## 7.1 Combat Procedure

1) **Determine the distance to the enemy unit.** (See 7.3)

2) **Determine the line of sight.** (See 7.4)

3) **Determine if there is blocking terrain along the line of sight.**

4) **Determine the fire value (7.2).**

5) **Roll a 10 face battle die (9.0).**

6) **Roll a 6 face die for combat effects.**

**A unit can only fire on units within its frontal arc.**

When attacking an enemy in an adjacent space, you must be facing directly toward it.

When attacking non-adjacent units, they must be in a frontal arc and LOS.

**Exception: Units in buildings, skirmishers, and infantry in square can fire in any direction.**

**Note:** Combat against a lone general in a hex is treated differently. See Section 9.4.1

## 7.2 Fire Value

The basic "Fire value" is indicated in the reference sheet for every firing unit.

The "Fire value" can be modified by the firing unit terrain, the target terrain and the other situations. see 9.2

## 7.3 Range of Fire

### Infantry: range 2 hexes

An infantry unit can fire on an enemy unit in its frontal arc and is no more than 2 hexes away.

Adjacent hex is considered short range, 2 hexes away is medium range

### Garrisons: range 1 hex

Garrisons can fire only on an enemy unit in adjacent hex.

Garrisons can not move, its has not Zone of control and its fire value is 4 without modifiers.

**Infantry, and Garrison units must fire at the closest enemy unit. If there are equidistant units, the attacker may decide on which to fire.**

### Medium Artillery: range 4 hexes (5\* on a hill)

A medium artillery unit can fire on an enemy unit in its frontal arc and no more than 4 hexes away.

### Heavy Artillery: range 5 hexes (6\* on a hill)

An heavy artillery unit can fire on an enemy unit in its frontal arc and no more than 5 hexes away.

### Horse Artillery: range 3 hexes (4\* on a hill)

An horse artillery unit is considered light and can fire on an enemy unit in its frontal arc and no more than 3 hexes away.

### Cavalry: range 1 hex (only if adjacent)

A cavalry unit can shock ONLY an adjacent enemy unit in its frontal arc. (The term fire is used throughout the rules for brevity, but cavalry of this era were mainly shock troops.)

A cavalry unit can shock ONLY units in its frontal arc at start of movement.

It may not shock units in buildings or from a buildings.

If the enemy unit is destroyed or retreats, the cavalry may advance into the vacated hex so long as the ZOC rules (6.2) are not violated.

**Important: The number of elements in a unit has NO EFFECT on the "Fire Value". Units always fire at full force, regardless of losses suffered.**

**However an Infantry unit cannot cause more losses than the number of elements it has left.**

For example, a french infantry unit (fv=9) has only 1 element left: the stand-up counter.

If it fires on a flank of an adjacent infantry unit (+4) with a General attached (+2), for a total fire value of 15. However, if combat effect show 2 loss, enemy would only take 1 loss.

## 7.3.1 Generals in Battle

7.3.11 A cavalry or infantry unit with an attached general has a modifier of +2 (only adjacent hex).

7.3.12 An artillery unit does not get any bonus from an attached general.

7.3.13 An attached general does NOT increase a unit's range of fire.

7.3.14 A general can move into a hex that contains a friendly unit and if this unit is given an order during the same battle round, the general will move and fight with the unit.

7.3.15 A general by himself cannot attack.

7.3.16 Only ONE general is allowed per hex.

7.3.17 An infantry or cavalry unit with an attached general may ignore retreat results.

**note:** Generals not attached to any unit can be captured.(see 9.41)

## 7.4 Line of Sight (LOS)

A unit has to be able to see the enemy if it wants to shoot at it or to perform a special action. This capability is known as "line of sight".

7.4.1 Imagine a straight line that joins the centre of the firing unit's hex with the centre of the target unit's hex.

7.4.2 This line of sight is blocked ONLY if it crosses a hex that contains an obstruction.

7.4.3 Obstructions include generals or units (friendly or enemy), woods, fields, hills, rough or buildings. The terrain in the firing hex and the terrain in the target hex do NOT block the line of sight.

## 8.0 Terrain

Terrain tiles are put on the map as shown in the scenario set-up. Naturally, they remain in position for the entire battle.

### 8.1 WOODS

**Movement:** A unit that enters a woods hex MUST stop.

**Combat:** A unit can fire during the combat round in which it moves into a woods hex.

Firing from a woods hex: **-1 at Fire value**

Firing on a unit in the woods: **-2 at Fire value**

**Line of sight:** Woods block line of sight.

### 8.2 ORCHARDS

**Movement:** No movement restrictions.

**Combat:** When firing on a unit in or trough an orchard:**-1 at Fire value**

**Line of sight:** Orchards do NOT block line of sight.

### 8.3 HILLS

**Movement:** No movement restrictions.

**Combat:** When firing on a unit on a hill: **-2 at Fire value.**

This is true even if the firing unit is in an adjacent hill hex.

An artillery unit firing from a hill has its range increased by 1 with a same most long fire value.

An artillery unit that fires from a hill doesn't have its line of sight blocked by friendly units or generals in an **adjacent** hex, provided that the terrain in that hex does not block LOS.

**Line of sight:** Hills block line of sight.

### 8.4 BUILDINGS

**Movement:** A unit that enters a building MUST stop, unless it enters from a road and leaves on a road.

**Combat:** A unit CAN'T fire during the round in which it enters a building hex.

When firing from a farm hex: **-1 at Fire value**

When firing on a unit in a farm hex: **-2 at Fire value**

When firing from a town hex: **-2 at Fire value**

When firing on a unit in a town hex: **-3 at Fire value**

When firing from a fortified buildings hex: **-3 at Fire value**

When firing on a unit in a buildings hex: **-5 at Fire value**

Units in buildings cannot be flank attacked.

Cavalry can't attack a unit inside a building.

Cavalry may enter a building hex but may not shock from it.

Infantry can fire on a building ONLY from an adjacent hex.

Artillery may fire on buildings normally.

**Line of sight:** Buildings block line of sight.

### 8.5 STREAMS and MARCHES

**Movement:** A unit that enters a stream or marsh hex MUST stop.

**Combat:** When firing from a stream or marsh hex: **-2 at Fire value**

Artillery in a stream or marsh hex may NOT fire at all.

**Line of sight:** Streams and marshes do NOT block line of sight.

**River** hexes only crossable at bridges DO block line of sight.

### 8.6 BRIDGES

**Movement:** Consider the hex open terrain (except for the purpose of forming square).

**Combat:** No restrictions.

**Line of sight:** Bridges do NOT block line of sight.

### 8.7 FIELDS

**Movement:** No movement restrictions.

**Combat:** When firing on a unit in a field hex: **-1 at Fire value**

**Line of sight:** Fields block line of sight.

### 8.8 ROUGH TERRAIN

**Movement:** Not allowed.

**Combat:** Not allowed.

**Line of sight:** A rough terrain hex has boulders that block the line of sight.

## 9.0 Combat

Indicate an enemy unit that is within range and in the firing unit's frontal arc. see reference sheet. It consists of all in-range hexes that have a line of sight out of the unit's 3 frontal hex-sides.)

**Determine the Fire value based on unit type and range, and taking into account the combat modifiers listed in Section 9.2.**

Roll the 10 face die.

**For hit the enemy unit, you must roll a die = or < of fire value.**

If final fire value is greater than 10 o 20, this is 1 o 2 automatic hit, roll the die for get another hit.

**for example:** fire value after the modifiers: 16 = 1 automatic hit and die roll.

If you roll from 1 to 6, you get another hit

### 9.1 Combat effect

roll a 6 face die and consult the table "combat effect" on the reference sheet.

Cross the die result with the number of hit inflicted to target. The first number is the elements loss, the second number show the hexes of retreat for enemy unit.

Apply the inflicted hits by removing one or more chips from the target unit. Then move any units that have to retreat (face to enemy).

9.1.1 If a unit takes a hit when it has no chips left, it is eliminated. The stand-up counter is removed from the map and given to the other player to count towards the victory conditions. Garrisons are removed after one hit.

9.1.2 If an attacker player rolls more than enough hits to eliminate the target unit the additional hits are wasted.

## 9.2 Value Fire Modifiers

General attached to Infantry or Cavalry unit: +2 (only adjacent to enemy unit)

### INFANTRY MODIFIERS:

Fire on square/flank/rear: +4 (only adjacent)

Firing from square: -6

Fire on artillery at medium range: -4

Fire on cavalry unit: -2

### CAVALRY MODIFIERS:

Charging unit on flank/rear: +8

Charging infantry NOT in square in open or hill: +8

Charging infantry in square: -10

Charging artillery: +8

### ARTILLERY MODIFIERS:

Fire on infantry in square: +4

Fire on flank/rear: +4 (only adjacent)

Fire on artillery: -2

Fire on cavalry unit: -2

### TARGET IN:

Orchard and field: -1

Wood, hill and farm: -2

Town: -3

Fortified buildings: -5

### FIRING FROM:

Wood, farm: -1

Town, stream o swamp: -2

Fortified buildings: -3

## 9.3 Special Actions

A) Artillery opportunity fire

B) Cavalry counter charge

C) Infantry form square

Units may attempt special actions when an enemy cavalry unit moves into an adjacent space.

However, they can only attempt to react if the enemy cavalry enters or starts from at least one non-adjacent hex in the friendly unit's **frontal arc**.

A unit may not react to a cavalry attack originating from an adjacent hex.

If cavalry charges a unit through its flank/rear space, **without** starting in or passing through any frontal hex, the attacked unit may not react.

Success depends on the number of empty hexes between the two units at the start of the attack.

Proceed as follows:

- 1) Roll a "special actions die" for each empty hex between the 2 units before the enemy cavalry unit started moving. **Important: only count hexes in the attacked unit's line of sight.**

2) *If you roll your army's flag the reaction attempt succeeds.* If successful, the friendly unit reacts BEFORE the enemy cavalry attacks as follows:

- Artillery score automatic a hit and roll a d6 on "1 hit column" in the "combat effect" tabel. If the result is retreat (die roll 1-2-5-6), the cavalry stop adjacent to enemy artillery without shock. With a die roll df 3-4, the cavalry unit take a loss and, if survive, it can shock the enemy artillery.
- Charged Cavalry may shock. Combat is simultaneous.
- Infantry may form square (but may not fire).

Successful units may turn to face the enemy.

If unsuccessful the attacked unit may not change its current facing. If an enemy cavalry unit moves adjacent to 2 or more units, they ALL can react. Cavalry reacts first, then artillery, then infantry.

Units that perform a special action may not move or fire for the remainder of the round.

## 9.4 Hit/Capture Generals

A General can be hit when he's attached to a unit.

When the unit suffer a loss, roll a d10. If you roll 1 the General is killed, remove it from the game. If a unit suffer 2 loss, General is kill with a 1-2 die roll.

With 3 loss, General is kill with a 1-2-3 die roll. If a general dead, the unit **MUST** retreat 1 more hex.

### 9.4.1 Capture of enemy Generals

A General alone in a hex does not control it and it does not esercite Zone of Control in adjacent hexes.

9.4.2 When an enemy unit move in a hex with a friendly General, this must retreat.

Each hex of retreat you have a +1 on a value capture.

Roll 1 d10, the General is captured with a die result = or < of value capture.

**example:** a cavalry unit is adjacent to alone enemy General. The cavalry pursuit moving 3 hexes, the General retreat.

With a die resul 1-2-3 the General is captured.

9.4.3 A killed o captured General is considered as eliminated enemy unit when determining victory.

9.4.4 If all units in a hex with a general are eliminated, the General (if survive), must retreat if there are any remaining retreat in the combat effect result.

## 10.0 Retreat

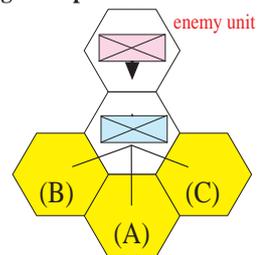
After all casualties have been removed, the target unit could retreat one o two hexes as indicated in the "combat effect table" (wood and buildings do not block retreat movement).

The movement of retreat is into one of the 3 rear hexes (see 10.1).

After retreating it must still face the enemy unit that attacked it.

## 10.1 Retreat Rules

A unit must retreat through its rear or flank hex-sides. If possible, it must retreat to the rear hex - A, if not, then to a flank hex - B or C. When hex A is impossible, choose between hex B and C following these priorities:



1. It should not move next to an enemy unit.
2. It should retreat towards its own map edge.
3. It should move next to a friendly unit.

Furthermore, the fired choose retreat hex subject to the following rules:

A) A unit may NOT retreat into a hex that contains another unit.

B) If a unit cannot retreat, it loses another element and it remains in the same hex.

C) A unit forced to retreat off the map is considered as a unit that can not retreat, see above (B).

D) Retreated units may NOT move during the round in which they've retreated, but they may fire.

E) The units in square, in buildings, or with an attached general may ignore retreat results.

F) An infantry unit in square fired from adjacent hex (Infantry and Artillery), change retreat results in loss.

G) An artillery unit fired/shock from adjacent hex, change retreat results in loss.

## 11.0 Missed Shots

Any die result more that fire value between 2-9 is a miss.

If the fire value get over 10, see example in 9.0

## 12.0 Rally

A ordered unit that suffer losses and is 4 hexes away from enemy or in a hex not in line of sight, can recover elements.

**Roll 3 command dice**

Roll 2 dice if unit is Infantry militia.

Roll 4 dice if unit is Infantry elite.

Recover 1 element (1 chip) for each figure rolled that match the type of unit (max 2 elements recovered for attempt).

However, the unit cannot end up with more chips than it started with.

## 13.0 Victory Conditions

Each scenario indicates victory conditions. For hypothetical battles, see victory conditions indicated in 4.2

There are 3 scenarios with the game: Waterloo, Quatre Bras and Ligny. Other scenarios and new army can be found at the official website: [www.giogames.it](http://www.giogames.it)

### 13.1 Waterloo

#### Battlefield:

The terrain is printed on one side of map.

#### French units:

**French Infantry (9/5):** D5; E4; F5; G4; K4; K5; L4; L5; N5; O6; Q7; R7.

**Elite Infantry (11/6):** L1; N1.

**Old Guard (12/6):** M2.

**Light Cavalry (9):** B5; F3; S7.

**Dragons/Lancers (12):** H3.

**Heavy Cavalry (14):** G2; G3; O4; P3.

**Medium Artillery:** C4; I4.

**Heavy Artillery:** K2; P6.

**Horse Artillery:** Q5.

**Generals:** F5; K4; R6.

#### Allied units:

**Militia Infantry (7/4):** B10; K10; N10.

**Regular Infantry (8/5):** G10.

**English Infantry (10/5):** C10; D7; I10; O11.

**Elite Infantry (11/6):** E9; H10; M11.

**Light Cavalry (9):** D10; Q12; R12.

**Dragons/Lancers (12):** H12.

**Heavy Cavalry (14):** I11; L11.

**Medium Artillery:** C9; F10 e N11.

**Heavy Artillery:** K11.

**Horse Artillery:** P11.

**Generals:** B12; H11; P12.

**Garrisons:** D8 e M9.

#### Special rules:

Hougoumont is a fortified building.

Units fire at it: **-5** at fire value

Only infantry may occupy Hougoumont.

#### Victory Conditions:

The French win if they eliminate 12 English units or a total of 15 combined English and Prussian units.

The allies win if they eliminate 14 French units

#### Prussian Reinforcements:

1 General

8 Regular Infantry Units (8/5)

2 Cavalry Units (1 heavy (14), 1 light (9))

2 Medium Artillery Units.

Beginning with the 4<sup>th</sup> round of battle (and each turn thereafter) roll a special flag die. If a Prussian flag appears, you may place 1 Prussian unit anywhere between V6-V12.

To determine the type of unit, roll a combat die. The type of unit rolled is what may be placed. If no more of that unit is available (per scenario allotment), no unit appears.

If a flag appears, you may choose the unit.

Prussian Generals may not attach to British units and vice versa.

Starting in the 5<sup>th</sup> round, and each turn thereafter, before playing a card, 2 Prussian units of that player's choice appear on the map and move.

The general counts as a unit and may either be deployed by itself (roll for space) or with another unit.

New units may immediately move and/or fire before other units without playing a card to give them orders.

All other units that are already on the map can only be moved again only by the play of command cards.

The entrance hex is determined by rolling a **conventional six-sided die** for each unit.

**1-3**=V5; **4**=V9; **5**=V11; **6**=T13.

### 13.2 Quatre Bras

#### Battlefield:

Place terrain as shown in the diagram.

#### French units:

**French Infantry (9/5):** B6; C5; G4; H4; L4; N4; Q4; R4.

**Light Cavalry (9):** G2;

**Dragons/Lancers (12):** L2.

**Heavy cavalry (14):** N2.

**Medium Artillery:** H5; K4 e M4.

**Horse Artillery:** M2.

**Generals:** C3; K3; N2.

#### Allied units:

**Militia Infantry (7/4):** E9; N9.

**Regular Infantry (8/5):** E7; F7; H8.

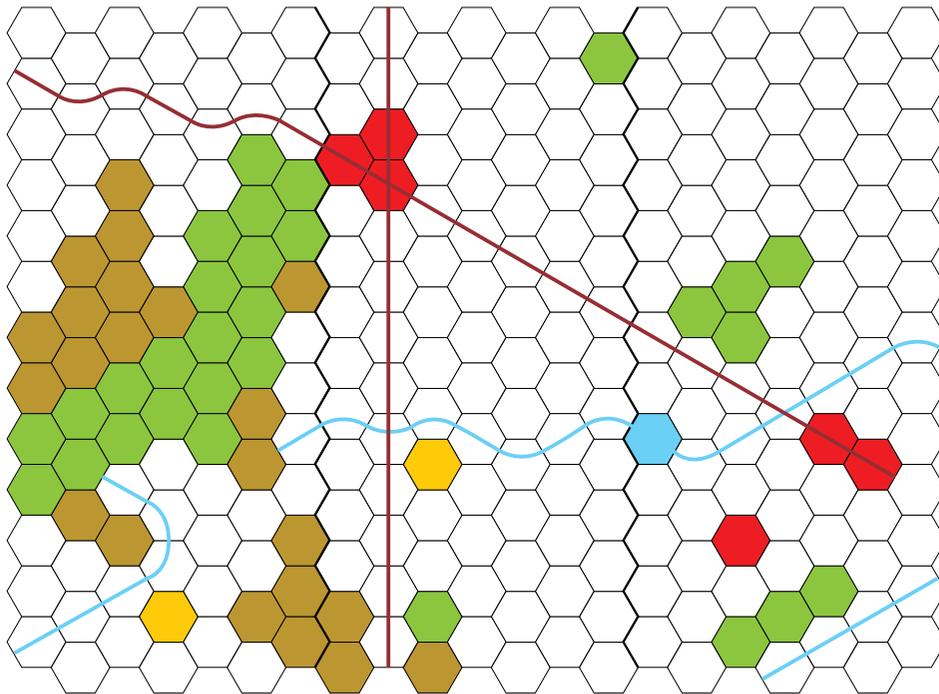
**English Infantry (10/5):** N8; Q7.

**Elite Infantry (11/6):** K10; L9.

**Light Cavalry (9):** G8 e K12.

**Medium Artillery:** K9; P7; .

**Generals:** E10; G8; I8.



#### Victory Conditions:

##### Decisive victory

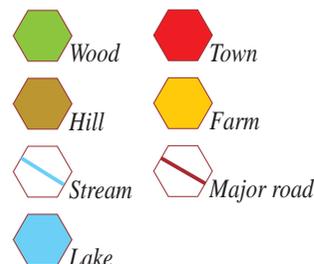
The French player wins immediately if it control Quatre Bras (H11, I10 and I11 hexes)

##### Substantial victory

(check at the end of any complete turn)

The French win if they eliminate 8 English units.

The English win if they eliminate 8 French units.



#### Allied reinforcements:

At begin of 4<sup>o</sup> turn:

**Militia Infantry (7/4):** in A12.

At begin of 4<sup>o</sup> turn:

**Elite Infantry (11/6):** I13; K13.

### 13.3 Ligny

#### Battlefield:

Place terrain as shown in the diagram.

#### French units:

**French Infantry (9/5):** B7; D6; D5; E3; K5; M6; O6.

**Elite Infantry (11/6):** E2; G2.

**Old Guard (12/6):** F2.

**Light Cavalry (9):** A7; P5.

**Dragons Cavalry (12):** S4; U4.

**Heavy Cavalry (14):** E1; I1; Q4.

**Medium Artillery:** C6 e N6.

**Heavy Artillery:** I5 e L5.

**Horse Artillery:** P4.

**Generals:** A5; M4; Q3.

#### Prussian units:

**regular Infantry (8/5):** G11; H12; I11; L10; F8; H9; K9; L8; R11; R9; T8; U8.

**Light Cavalry (9):** K11; V9

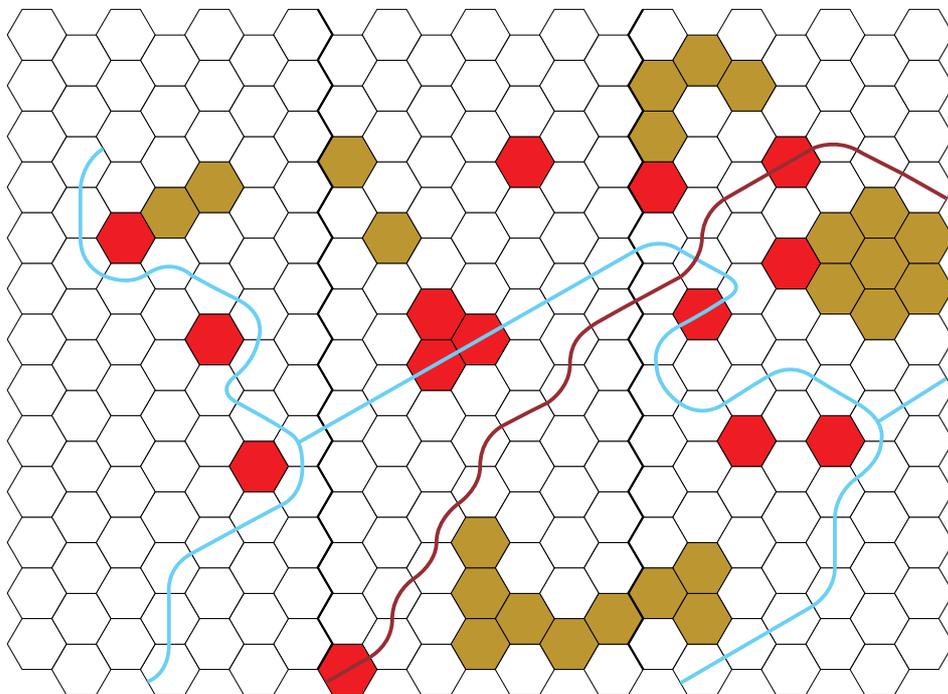
**Dragons Cavalry (12):** C10.

**Medium Artillery:** G8; I9; S8.

**Horse Artillery:** L11.

**Generals:** D11; I12; S8.

**Garrisons:** E7; F5; K7; L7; Q8; R5; T5.



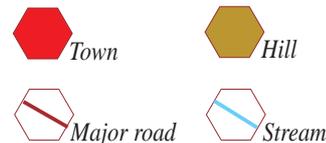
#### Special Rules:

Rivers as considered traversable (streams) but follow any other restrictions in the rules.

#### Victory Conditions:

The French win if they eliminate 9 Prussian units.

The Prussians win if they eliminate 11 French units.



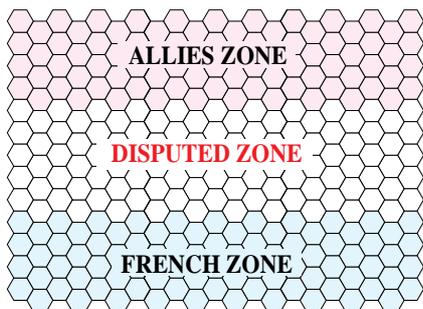
### 14.0 Hypothetical Battles Scenario

#### Map:

You set up your units on the 4 rows of hexes on your edge of the map. Your opponent does likewise. Nobody sets up in the 5 middle rows, which are the disputed ground. Thus there will be 3 zones: the friendly zone, the enemy zone and the disputed zone.

#### Victory Conditions:

A player is defeated when he has none of his own units in one of the sectors left, central, right (decisive victory), or loses 9 units (substantial victory). See 4.2 for marginal victory.



#### Setting-up the Battlefield:

Use only the terrain from Sheet 1 and Sheet 2:

Woods (30), Buildings (9), Field (2), Rough Terrain (2), Orchards (2), Hills (24), and Farms (4). Each player randomly draws 15 of these tiles, and places 10 of them in his friendly zone and 5 in the disputed zone.

Alternate in placing 3 hexes each.

#### Available units:

Each player gets 3 generals and 18 units:

10 Infantry units (8 Regular infantry (8/5) and 2 elite Infantry (11/6)

5 Cavalry units (3 light (9), 2 heavy (14).

3 Artillery units (1 medium, 1 heavy, 1 horse)

#### Units deployment:

Each player roll a d6 for exploration.

#### If difference is 1 or 2:

The loser place 3 units, the winner 2 units at time.

#### If difference is 3 or 4:

The loser place 4 units, the winner 2 units at time.

#### If difference is 5:

The loser place first all units.

**If die roll is tie:** Place a dividing between players for to hide the units deployed.

Deploy AT LEAST 4 units in each friendly sector.

#### Initiative:

Who won the explorations earns initiative and move the first unit in a battle round.

If explorations was tie, decide randomly the first unit moving in a battle round.

#### Reinforcements: max 4 units each player

The reinforcements enter the map at the beginning of each turn starting with the 3<sup>rd</sup>, before drawing a new hand.

Two units arrive in the 3<sup>rd</sup> hour, 1 in the 4<sup>th</sup> hour and 1 in the 5<sup>th</sup> hour.

The reinforcements may arrive in any edge hex in the friendly zone, including the 4 edge hexes on each side.

The type and placement of the reinforcements is determined randomly.

Roll one (or two) battle die at the beginning of each battle round to determine the type of unit that will enter as a reinforcement. If you roll a flag, a general or a unit type that is not in the reinforcement pool, you don't get a reinforcement in that round. If you do get a reinforcement, roll a **conventional six-sided** die to determine what sector it will arrive in:

1-2 = Left Wing    3-4 = Centre    5-6 = Right Wing

# Reference Sheet

Army Units (1.1)				Fire Value RANGE				
elem	Unit	Mov HEX		close 1 HEX	med. 2 HEXES	1/2 lun 3 HEXES	long 4 HEXES	max 5 HEXES
4	Old Guard	1 2	and	12 NO	6 NO	- -	- -	- -
4	Elite Infantry	1 2	and	11 NO	6 NO	- -	- -	- -
4	English Infantry	1 2	and	10 NO	5 NO	- -	- -	- -
4	French Infantry	1 2	and	9 NO	5 NO	- -	- -	- -
4	Regular Infantry	1 2	and	8 NO	5 NO	- -	- -	- -
4	Infantry Militia	1 2	and	7 NO	4 NO	- -	- -	- -
3	Heavy Cavalry (H)	3	and	14	-	-	-	-
3	Dragons/Lanciers (M)	3	and	12	-	-	-	-
3	Light Cavalry (L)	3	and	9	-	-	-	-
3	Heavy Artillery	0 1	and	18 -	10 -	7 -	4 -	2 -
3	medium Artillery	0 1	and	16 -	9 -	6 -	3 -	- -
3	Horse Artillery	0 2	and and	14 10	8 6	4 3	- -	- -
1	General	3	-	-	-	-	-	-
1	Garrison	no	-	4	-	-	-	-

## Battle Round (5.1)

- 1) Both players play a card at the same time.
- 2) Roll 5 o 6 command dice (playing an "order card"). If you play an "Automatic order card", don't roll the dice.
- 3) Players alternate giving orders to 1 unit at a time.
- 4) As each unit is given its orders, it moves and/or fires. Combats are resolved immediately, including taking losses and retreating.
- 5) Repeat steps 3 and 4 until both players have given all their orders.
- 6) Return to step 1. When all the cards are played, form a new set of 6 cards as descript in 4.1.

## Terrain Effects (8.0)

Terrain	Movem.	Modifiers x protection	LoS (7.4)
Wood	Stop	-2 (-1)	block
Orchard	-	-1	-
Hill	-	-2	block
Farm	Stop	-2 (-1)	block
Town	Stop	-3 (-2)	block
Fortified Build.	Stop	-5 (-3)	block
Stream/Swamp	Stop	(-2)	-
Bridge	-	-	-
Field	-	-1	block
Impassable	NO	NO	block

(#) Modifier for firing unit in this terrain.

## Fire Value Modifier (9.2)

General attached to Infantry or Cavalry unit: +2 (only when adjacent to enemy)

### INFANTRY MODIFIERS:

Fire on square/flank/rear: +4 (only when adjacent to enemy)

Firing from square: -6

Fire on artillery at medium range: -4

Fire on cavalry unit: -2

### CAVALRY MODIFIERS:

Charging unit on flank/rear: +8

Charging infantry NOT in square in open or hill: +8

Charging infantry in square: -10

Charging artillery: +8

### ARTILLERY MODIFIERS:

Fire on infantry in square: +4

Fire on flank/rear: +4 (only when adjacent to enemy)

Fire on artillery: -2

Fire on cavalry unit: -2

## Combat Effects (9.1)

die	1 hit		2 hits		3 o + hits	
	loss	retreat	loss	retreat	loss	retreat
1	0	1	1	1	2	1
2	0	1	1	2	2	2
3	1	0	2	0	3	1
4	1	0	2	0	3	1
5	1	1	2	1	3	2
6	1	2	2	2	3	2



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adv Version developed by:  
Giovanni Crippa

"Histo Command Dice" System Game

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