

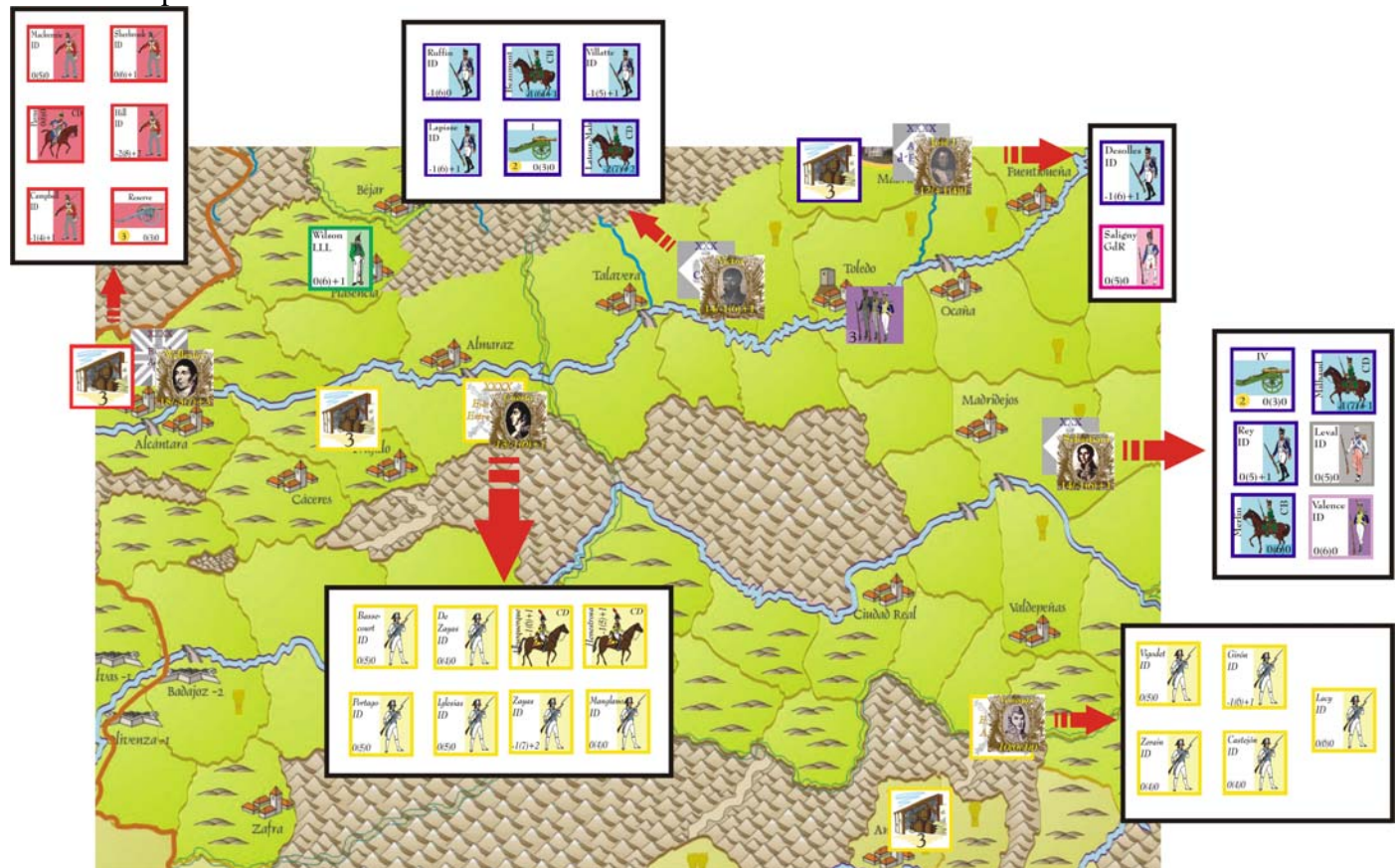
Age of Muskets

EXAMPLE OF PLAY

Scenario nº 3. TALAVERA

Date: July 1809

Initial Set-up:



(We are using the optional rule of writing down CU SP instead of using map markers)

Three Players: one with the British HQ, one with both Spanish HQ and one with three French HQ.

JULY 1809

Turn Sequence

0. Training Phase (this only occurs in January and August)

1. Reinforcements Phase (there are no reinforcements this month)

2. Random Events Phase (not used in this scenario)

3. HQ activity Phase:

a. Imperial:

i. I Corps (Victor): Initiative 6 – die roll (4) = 2, divided by 2 = 1, +8 (Base Activity Points) = 9

ii. IV Corps (Sebastiani): Initiative 6 – die roll (3) = 3, divided by 2 (rounding down) = 1, +8 (Base Activity Points) = 9

iii. Armée D'Espagne (José Bonaparte): Initiative 4 – die roll (7) = -3, divided by 2 (rounding down) = -1, +8 (Base Activity Points) = 7

b. Allied:

i. British (Wellesley): Initiative 7 – die roll (2) = 5, divided by 2 (rounding down) = 2, +8 (Base Activity Points) = 10

ii. Ejército de Extremadura (Cuesta): Initiative 6 – die roll (6) = 0, +8 (Base Activity Points) = 8

iii. Ejército de Andalucía (Venegas): Initiative 4 – die roll (6) = -2, divided by 2 = -1, +8 (Base Activity Points) = 7

4. Action Phase:

a. First Action, Side with Strategic Initiative: The Imperial Side holds the Strategic Initiative. He activates Sebastiani IV HQ and every CU stacked with him except CB Merlin. The Sebastiani Force must consult the Attrition Table. He has a total of 20 SP (ID Rey 8SP + ID Ge Leval 5SP + ID Pol Valence 2SP + Art IV 2SP + CD Milhaud 3SP) and decides to expend 1 level from the depot at Toledo –he

can trace Communications to Toledo as it is three zones away. Using Depot supply 20 SP do not suffer casualties due to Attrition – even in the worst case on the table as you must use the four lower rows on the Table for summer in the Central climatic Zone (Exclusive Rule 1.5.). The Sebastiani Force consumes 1 of its Activity Points and marches North to Ocaña. He then tries a Forced March. He rolls the die and obtains 7. This is higher than the Sebastiani Initiative number so he cannot perform a Forced March. His activation has finished.

b. First Round.

i. Activation Order Determination: Now every player bids for activation.

1. The Imperial side tries to activate Sebastiani IV Corps again. He bids 2 AP from his remaining 8, rolls one die and obtains 8. He adds the Sebastiani Initiative for a total of 17 (2 PA bid + 8 from the die roll + 6 for Sebastiani Initiative +1 for holding Strategic Initiative).
2. The British choose to activate Wellesley. He bids 2 AP from his remaining 10, rolls the die and obtains 4, adding Wellesley's Initiative (7) for a total of 13.
3. The Spanish choose to activate Venegas. He bids 1 AP from his remaining 7, rolls the die to obtain a 3, and then adds Venegas's Initiative (4) for a total of 8.

ii. Each player "casts" his Activation Number. They are put in order from highest to lowest.

1. Sebastiani IV Corps is the first to be activated –he receives the chit with "1st". He gets a 17 for activation
2. "2nd" is Wellesley with 13.
3. Venegas is relegated to "3rd" place.

iii. Sebastiani begins his activation. As he was the winner he does not lose any AP he bid. He can therefore perform actions that cost no more than 2 AP. Sebastiani's own Force expends another supply level from Toledo, suffering no loss on the Attrition Table, and moves North of Ocaña via the bridge. The depot at Toledo is replaced by one with a "1" on it. Sebastiani rolls the die and obtains a 5 to perform a Forced March. Consulting the Attrition Table again, 20 SP on the Forced March row result in 2 SP lost. Following Series Rules 4.4.c. the losses must be of Artillery as every Infantry SP present is a Veteran. Sebastiani removes from play his Art IV CU and his two points. He moves to Toledo and absorbs the 3 Leg infantry there into ID Pol Valence –now it totals 5 SP. Sebastiani now has 6 AP remaining.

iv. Now it is Wellesley's turn. He was second so he loses 1 AP from the total he bid and can perform actions that cost up to 1 AP. That is enough as he chooses to activate every ID and CD for marching only. He chooses not to activate the Art CU or the HQ. Every CU activated performs its action alone. Every CU activated has 6 or fewer SP so no loss is possible on the Attrition Table and they move, attempting a Forced March. Result:

1. CD Payne, ID Hill and Mackenzie: move and fail the Forced March, staying between Coria and Plasencia.
2. ID Sherbrooke passes the die roll for the Forced March and moves between Plasencia and Almaraz. ID Campell too, but he loses 1 SP as he obtained a "1" on the Forced March attempt die roll (Series Rules 8.2.a.8.iii). The British player chooses to place 1 SP Straggler marker at Coria. Now the British army is spread over a wide area in marching formation.

v. Venegas does not activate as he was 3rd and loses 2 AP from his bid. He only bid 1 so he has none left. He loses the AP bid and does nothing.

c. Second Round.

i. Activation Order Determination:

1. The Imperials choose Sebastiani again. They bid 1 AP, roll the die and obtain a 9 for a total of 17.
2. The British choose Wellesley again. They bid 3 AP, roll a 6 and obtain a total of 16.
3. The Spanish choose Cuesta with 2 AP. They roll an 8 and obtain a total of 16.
4. When every player has cast his number Wellesley and Cuesta must resolve their tie. Cuesta rolls 6 and Wellesley 4.
5. Sebastiani is again "1st", Cuesta is "2nd" and Wellesley is "3rd".

ii. Sebastiani begins his activation: He comprises two Forces: Sebastiani HQ and every CU stacked with it and CB Merlin. He marks both forces with "Activated Forces" markers. CB Merlin do not use any supply and consult the Attrition Table for a "no loss" result as there are very few men and horses. He performs a "Blow up bridge" action to destroy the bridge at Madrilejos. A marker is put to reflect this. The Sebastiani Force expends the last supply level of the depot at Toledo and moves adjacent to Victor I Corps. Remove the depot from the map. There is no loss on the Attrition Table (21SP on the depot row).

iii. Cuesta loses 1 AP and can perform actions that cost up to 1 AP. He chooses to activate his entire Force and consumes 1 level from the depot at Trujillo –flip the counter to show the "2" side. His Force amounts to 34 SP so it suffers 1 SP loss due to Attrition. 1 Rec Infantry SP from ID Iglesias falls out of the ranks and becomes 1 SP Straggler Marker at Trujillo. His Force moves to the East, South of Talavera.

iv. Wellesley loses 2 AP. As he bid 3 he has 1 AP remaining and can be activated but can only perform actions that cost up to 1 AP. He activates his entire command HQ and every CU stacked or adjacent to it as a single Force and CU Sherbrooke and Campbell as separate Forces.

1. Wellesley's Force totals 16 SP so he consumes 1 supply level from the depot at Coria and moves his Force East (CD Payne and ID Hill and ID Mackenzie stack with Campbell and Sherbrooke; Wellesley and the Artillery move between Coria and Plasencia). Wellesley rolls for a Forced March and obtains a 4. He performs a Forced March and loses 1 SP –from Artillery- due to attrition. Move the cavalry and infantry to Almaraz and Wellesley and the Artillery move West of that town.
2. Sherbrooke moves to Almaraz (due to his size he does not need supplies nor suffer from attrition) and tries a Forced March, obtaining a 4 on the die roll. He moves East to Talavera.
3. Campbell moves to Almaraz and does not roll for a Forced March.

giving a total of 18. The Imperial side wins the day with a difference of 7 points. The British lose 2 SP (see Series Rule 9.3.e.1. 7/3=2) that are converted into 2 Straggler SP that are carried along by Sherbrook in his retreat. The British troops check for morale effects, adding +2 (for casualties) to the die roll: they roll "1" and remain ordered. Then retreat them with Wellesley. Remove both Line of Communication markers from the map.

2. King Joseph moves South to Toledo.

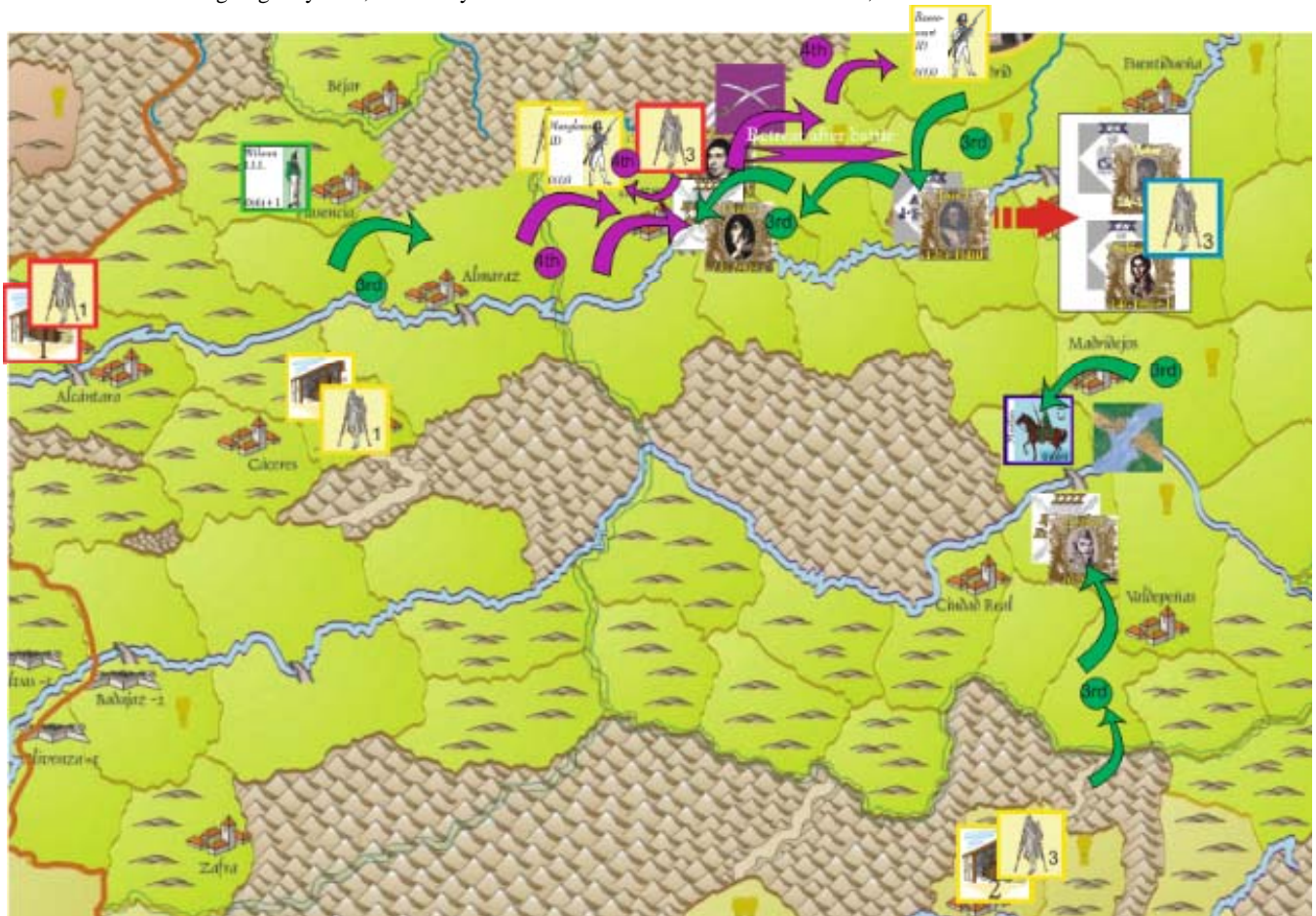
e. Fourth Round.

i. Activation Order Determination:

1. The Imperial side chooses Victor's I Corps and bids 3 AP, rolling a 5 with the die to obtain a total of 15
2. The British choose Wellesley and bid 2 AP, rolling an 8 in the die to obtain a total of 17
3. The Spanish choose Cuesta and bid 2, Rolling a 1 with the die to obtain a total of 9
4. Each player "casts" their Activation Number and the activation order is as follows: 1st Wellesley with 17, 2nd Victor with 15, and 3rd Cuesta with 9.

- ii. Wellesley chooses to activate himself and every CU stacked with him to march against Sebastiani. He consumes 1 level from the depot at Coria –replacing it with a level 1 depot marker. Consulting the attrition table this results in no loss for the entire Force. Wellesley moves to Talavera. Upon entering the enemy occupied zone both sides must place their respective LoC markers: Wellesley places his one at Almaraz; Sebastiani in the zone occupied by Victor's I Corps. Then a Cavalry Screen Combat ensues; both sides sum up their modifiers: the British roll with +1 drm (for Tactical Value of British Cavalry), French roll with a +3 drm (+1 for Milhaud Tactical Modifier +2 for French Cavalry Tactical Value). The British roll 1 and the French roll 10 so the French Cavalry wins the combat. Wellesley must inform the French that he has 6 CU and 3 Cavalry SP / 17 Infantry SP / 2 Artillery SP. Sebastiani decides to move and spend 1 AP to move to the zone occupied by Victor's I Corps. Sebastiani consumes 1 level from the Madrid depot in doing so. There is 1 level left. Remove both Line of Communications markers from the map. Wellesley tries a Forced March to follow the French. He rolls a 3 and continues moving across the river and into the heavily occupied French zone. Consulting the attrition table he loses all his artillery. Wellesley places his LoC marker at Talavera and Victor and Sebastiani at the zone between them and King Joseph. A cavalry combat ensues. The British have +1 drm as before. The French now have more cavalry and a better leader so they have +6 drm (+2 for Latour-Mabourg Tactical Modifier +2 for French Tactical Value +2 for Numerical Superiority (7 French to 3 British)). The British roll 6 and the French 8 so the French Cavalry wins again. Only Sebastiani moves away, depleting the depot at Madrid, to the zone occupied by the LoC marker; he now has 2 AP remaining. Wellesley decides to attack. This will initiate a battle as both sides have 3 or more CU present. (The battle is resolved in the last pages).
- iii. Victor lost a battle before his activation arrived and loses his opportunity –and the AP he bid.
- iv. Cuesta activates and chooses to activate ID Manglano and ID Bassecourt. ID Manglano moves to Talavera. ID Bassecourt moves adjacent to Toledo and tries a Forced March. He rolls a four and moves to Madrid –eliminating the 3 SP of Imperial Stragglers there.

The allied offensive is going very well, the enemy is defeated and Madrid has been liberated, but so much of the scenario lies ahead...



Battle for the Alberche stream. Wellesley attacks Victor's I Corps (See Series Rules 9.2.)

0. Wellesley is the Commander for the Allied Side and Victor for the Imperial Side. (Series Rule 9.2.h.1.a.)
1. Victor rolls 8 and gets no Terrain for the Battle (Series Rule 9.2.i.4.a.). Wellesley cannot roll as he performed a Forced March (Series Rule 9.2.i.5.a.). Nevertheless, Wellesley is attacking immediately after crossing a minor river so put beside the Battle Display the "River fording" marker as a reminder for the oncoming combats.
2. Wellesley is the Commander with the outflank option (Series Rule 9.2.j.1.). He secretly rolls a 9 so he cannot choose the Outflank Battle Chit in the oncoming battle (Series Rule 9.2.j.2.). The Allied side is deployed on the outflanking side of the Battle Display. The French on the other (Series Rule 9.2.j.3.).
3. Both sides deploy as is shown in the diagram. The French deploy first, then the British (Series Rule 9.2.k.).
4. The Battle Endurance is calculated for each side: the British have 6 (5 CU +1 if 50% or more of CU are British); the French have 6 (5 Infantry/Cavalry CU +1 if 50% or more of CU are French). (Series Rule 9.2.l.)
5. Both players secretly choose their Chits for the upcoming battle. Wellesley has 7 and Victor 6. Wellesley's options are: 2 Reinforce (he hopes Cuesta will arrive on time), 1 Reserve, 3 Assaults and 1 Cavalry Charge. Victor's options are: 2 Reinforce (he hopes Sebastiani will march to the sound of the guns), 2 Cavalry Charges, 1 Assault and 1 Reserve. (Series Rule 9.2.m.)
6. Both sides Check for Operational Control. (Series Rule 9.2.n.) Wellesley has a +3 drm (+1 per each Assault Option selected) and rolls 2d10 and sums up their results with the drm. He obtains a 4 on the dice and obtains a total of 7, which is less than Wellesley's Operational Control Number (18). The Allied troops will fight with an additional +1 to all engagement die rolls. Victor has a +1 drm (+1 per Assault Option, +1 per every 2 Cavalry Charge Options, -1 as Defender). He rolls 13 to obtain a total of 14, which is the same as Victor's Operational Control Number (Phew!). The Imperial troops will fight with an additional +1 drm to all engagement die rolls as well.



7. Combat Resolution.

- a. The Attacker plays first. (Series Rule 9.2.o.1.a.): Wellesley plays 1 Reinforce Option to call for Cuesta's Army that lies in an adjacent zone –South of the Tajo River but adjacent. Cuesta rolls 1d10 and compares the result with his Initiative (Battle Options Explanation 3.a.). Cuesta rolls 5 and goes to the battle. He spends 1 AP in doing so. Wellesley rearranges his battle line and moves ID Hill to the Centre and puts every ID from Cuesta's Army on his Right Flank. The Cavalry goes to the Reserve. (Battle Options Explanation 3.c.). Increase Allied Endurance points by 8 (1 for every Infantry/Cavalry CU that arrives with Cuesta) up to 14 points! (Battle Options Explanation 3.d.)
- b. Then Wellesley tries to play another option to take advantage of the Spanish arrival (Series Rule 9.2.o.1.b.i.). He rolls a 5 and plays an "Assault" by the Right Wing commanded by Cuesta to attack the enemy Left Wing's sole ID. Resolve the engagement:
 - i. Both sides choose Commanders: The French one is the ID leader (Ruffin) and the Spanish HQ Commander is the Allied one (Cuesta) (Battle Options Explanation 6.a.)
 - ii. Neither side has an Artillery Combat Unit present so there is no Bombardment (Battle Options Explanation 6.b.)
 - iii. Both sides sum up their die roll modifiers. The French have a +4 (+2 for French Veteran Infantry, +1 for defending a river crossing, +1 for successful Operational Control Check). The Spanish have a +9 (+1 for Cuesta Tactical Modifier, +2 for Spanish Veteran Infantry, +4 for Numerical Superiority -26 Spanish SP to 5 French SP-, +1 for successful Operational Control Check, +1 for having 1 Art SP and the enemy none). Each side rolls 1d10. The French get a 3 for a total of 8; the Spanish get a 5 for a total of 14. The Spanish win the engagement. (See Battle Options Explanation 6.c.)
 - iv. Apply the results (See Battle Options Explanation 6.d.). The French lose 1 SP ($14-8=6 / 6:5=1$). The Spanish place a "1/2 Casualty" on their Right Flank. The next time this Right Flank suffers a "1/2 Casualty" the result will be to lose 1 SP. The French lose two Endurance Points, they now have 4. Cuesta makes a morale check for his ID Zayas, he rolls 1d10 and gets a 9, modified to 7 –he was winner of the engagement- so every SP with a Morale Value of 6 or less is shattered in this ID (every one as this unit only has 3 Veteran Infantry SP). Ruffin also checks morale with a modifier of +1 due to casualties; he rolls a 7, modified to 8 so every French Veteran Infantry in the unit is shattered. Both sides lose 1 additional Endurance Point. The Allies now have 13 and the French 3. As the French Left Flank has no ordered troops, remove the Assault Chit from the map.
- c. Now it is the turn of the French player. He sorely needs help so he plays a "Reinforce" Chit to call for Sebastiani. He rolls a 5 and Sebastiani arrives, raising the French Battle Endurance Points to 7. He places all his forces on the Left Flank, facing Cuesta. Victor now tries to play another Option. He rolls a 5 and plays a "Cavalry Charge" on his Right Wing. Resolve the engagement.
 - i. As the British do not have any Cavalry on the Left Flank the ID there must make a morale check. He rolls an 8 and every SP in the ID is shattered, losing 1 SP and 1 Endurance Point in the process.
 - ii. Place a "Cavalry Superiority" marker on the Allied Left Flank. Remove the "Cavalry Charge" Chit from the map.
- d. The Second Round begins. Wellesley will move new troops to his Left Flank. He plays a "Reserve" Chit and moves ID Campbell, IC Payne and IC Henestrosa from the Reserve to the Left Flank. Then Cuesta tries to rally ID Zayas: a die roll of 1 modified to 3 (-1 for Cuesta Moral Modifier, +3 for the rule –See Battle Options Explanation 4.) That allows ID Zayas to reorder again.
- e. Victor plays a "Reserve" Chit and moves CB Beaumont to the Centre. He then rolls to play another option. He gets a 6 and plays a "Cavalry Charge" Chit for his Centre to attack the enemy Centre. Resolve the engagement.
 - i. As the British do not have any Cavalry in the Centre one ID must make a morale check. He chooses ID Mackenzie, which rolls a 2 and passes the check.
 - ii. Then CB Beaumont –the only unit with Cavalry SP- must make a morale check. He rolls an 8 and gets shattered. The French lose another Endurance Point. They are down to 6.
 - iii. Place a "Cavalry Superiority" marker on the Allied Centre. Leave the "Cavalry Charge" Chit on the map between both Centres that are now engaged.
- f. Third Round. Wellesley launches Cuesta's men in another Assault. Place the "Assault" Chit between the French Left and the Allied Right.
 - i. Cuesta is the Spanish Commander, Sebastiani the French.
 - ii. There is no bombardment.
 - iii. Both sides sum up their die roll modifiers. The French have a +6 (+1 for Sebastiani Tactical Modifier, +3 for Polish Legion Infantry, +1 for defending a river crossing, +1 for successful Operational Control Check). The Spanish have a +5 (+1 for Cuesta Tactical Modifier, +2 for Spanish Veteran Infantry, +1 for successful Operational Control Check, +1 for having 1 Art SP and the enemy none). Each side rolls 1d10. The French get a 2 for a total of 8; the Spanish get an 8 for a total of 13. The Spanish win the engagement. (See Battle Options Explanation 6.c.)
 - iv. Apply the results (See Battle Options Explanation 6.d.). The French lose 1 SP ($13-8=5 / 5:5=1$) from ID Valence. The Spanish remove the "1/2 Casualty" marker and suffer 1 SP from ID Zayas. The French lose two Endurance Points, they now have 4. Cuesta makes a morale check for his ID Zayas, he rolls 1d10 and gets a 6, modified to 5 –he was winner of the engagement (-2) +1 for the casualty- so ID Zayas remains ordered. Now every CU on the French Left Flank must make a morale check (Valence with a +1 drm due to casualties). ID Rey rolls a 3 and passes the check, ID Leval gets a 1 and also passes the check, ID Valence rolls a 10, modified to 11 and every SP is shattered, Milhaud gets a 1 and passes the check. The French lose 1 more Endurance Point. The Assault Chit remains on the map, both Sections are Engaged.
- g. Wellesley decides it is time for Cuesta to finish off the day so he calls on Cuesta to continue his assault. Cuesta rolls a 10 and the assault is finished.
- h. Victor casts his last fireball and launches an "Assault" from his Centre against the British troops opposite. Replace the "Cavalry Charge" Chit with the "Assault" Chit. Resolve the Engagement.
 - i. Lapisse is the French Commander. Hill the British.
 - ii. The French have 1 Art CU present so a bombardment takes place: the French have 2 Art SP, he rolls 1d10 and cross-references the result with his 2 SP column. He gets a 6 –modified to 8 as per the Table. This gives a "no loss" result.
 - iii. Both sides sum up their die roll modifiers. The French have a +6 (+1 for Lapisse Tactical Modifier, +2 for French Veteran Infantry, +1 for defending a river crossing, +1 for successful Operational Control Check, +1 for having 1 Art SP and the enemy none). The British have a +4 (+2 for Hill Tactical Modifier, +3 for British Veteran Infantry on the defensive, +1 for successful Operational

- Control Check, -2 for the Cavalry Superiority Chit). Each side rolls 1d10. The French get an 8 for a total of 14; the British get a 10 for a total of 14. Neither side wins. (See Battle Options Explanation 6.c.)
- iv. Apply the results (See Battle Options Explanation 6.d.). Both sides place a "1/2 Casualty" marker in their Centre, and both must make a morale check with one of their CU. The French roll for Lapisse and get a 4 so he passes. Mackenzie rolls and gets a 9, shattering every SP in his ID. The Allies lose 1 Endurance Point. The Assault Chit remains on the map, both Sections are Engaged. Remove the Cavalry Superiority from the British Centre.
 - i. Victor tries to continue the attack and orders Lapisse to do so. Lapisse rolls a 2 and performs the assault.
 - i. Lapisse is the French Commander, Hill for the British. .
 - ii. The French have 1 Art CU present so a bombardment ensues: The French have 2 Art SP, he rolls 1d10 and cross –references the result with his 2 SP column. He gets a 5 –modified to 7 as per the Table. This gives a "no loss" result.
 - iii. Both sides sum up their die roll modifiers. The French have a +7 (+1 for Lapisse Tactical Modifier, +2 for French Veteran Infantry, +1 for defending a river crossing, +1 for successful Operational Control Check, +1 for Numerical Superiority (9 SP to British 5 SP) +1 for having 1 Art SP and the enemy none). The British have a +6 (+2 for Hill Tactical Modifier, +3 for British Veteran Infantry on the defensive, +1 for successful Operational Control Check). Each side rolls 1d10. The French get a 3 for a total of 10; the British get a 5 for a total of 11. The British win the engagement. (See Battle Options Explanation 6.c.)
 - iv. Apply the results (See Battle Options Explanation 6.d.). The French casualty is 1 SP as he received another "1/2 Casualty" from this engagement. The British suffer no losses. The Imperial side loses 2 more Endurance Points. Hill checks morale for his ID and gets an 8, which is equal to the British Veteran Infantry on the defensive Morale Value so ID Hill remains ordered. Lapisse checks morale with a +1 drm due to casualties. He gets a 10, modified to 11, and gets shattered. Also eliminate the French Art CU and his SP as this is the only CU that remains unshattered in the Centre. The Imperial side loses its last Endurance Point and loses the battle immediately – he inevitably loses 2 more for the defeat of both CU in the Centre, but he only has one left. Go to the Pursuit process.
 8. Pursuit. The Allied side had 14 Endurance Points at its height and has 11 left at the end of the battle. It therefore has 78 % of its Endurance Points. Wellesley rolls a 3 on the Pursuit Table, taking into account the modifiers, to determine the Pursuit effect on column 1 (1 Left for a Battle lasting 3 rounds, 2 Right as the Allied side has 10 Cavalry SP unengaged to only 3 French SP, 1 Right for Henestrosa Tactical Modifier, 4 Left as Wellesley was the winning Commander). He accordingly inflicts 100% casualties on the fleeing enemy. The Allied side has 10 Cavalry SP unengaged and the French 3 SP, totalling 7 SP of losses. The Imperial side loses 7 SP more: 1 CavHol SP from CD Milhaud, ID Leval is annihilated losing 2 SP, ID Villate and Rey each lose 2 SP.
 9. Losses count and retreat. The final toll for the battle has been a hard blow to the Imperial side. They have lost 7 SP definitively – those of the pursuit- and 3 SP more as Stragglers –a marker with 3 SP will be placed with the French HQ as there is no depot within LoC of the battle site. The Allied side has lost 1 British SP as a straggler and 1 Spanish SP as a straggler. They are both placed on the battle site. The French Forces must retreat and lose 2 SP due to attrition as they move without supplies –there are none left to be consumed. 1 SP each from ID Villate and Rey. They move 1 zone more to Toledo and lose another SP due to attrition. Rey loses 1 SP. Both French HQ lose 2 AP –Victor also loses his activation and the AP he bid for. The British and the Spanish both gain 30 VP!!!! (10 Endurance Points lost by the Imperial Side + 10 Casualties lost by the Imperial Side -3 Endurance Points lost by the Allied Side - 2 Casualties lost by the Allied Side x 2). Play resumes.

