These two scenarios are offered to give additional play value and life to The Battle of Monmouth® game. Both simulate interesting aspects of the battle. The Molly Pitcher scenario was extensively playtested with surprisingly different results. The in-house Simulations Publications, Inc., playtesters saw the scenario as totally unbalanced in favor of the Colonials, because the British had to make frontal assaults against fixed artillery. The result was usually disastrous. But to our surprise, many of the outside playtesters came to the exact opposite conclusion: the British assaults would always eliminate the Colonial artillery in shock combat and lead to decisive victories. The Washington's Recovery scenario enables one to begin the game with the Colonials having a chance to go on the offensive immediately.

[22.0] Molly Pitcher Introductory Scenario

GENERAL RULE:

This scenario recreates the action on the northern flank of the battle during which "Molly Pitcher" earned her fame. She carried water to the battle-weary Colonials and then took over her husband's place at a battery when he was wounded. The scenario lasts 6 Game-Turns, beginning with Game-Turn 23 and ending with the conclusion of Game-Turn 28. The British player is the first player in the Sequence of Play. This scenario does not use Sections 15.0 to 18.0.

CASES:

[22.1] Map Restrictions. The play area is bounded on the west by the western map edge, on the east by hexrow 3608 through 3614, on the north by McGellard's Brook, and on the south by Weamacon Creek. These limits include the hexes mentioned above.

[22.2] British Set-Up. British units begin in line (infantry) and unlimbered (artillery), and are set up as follows [unit (reduced strength), hex]:


[22.3] Colonial Set-Up. Colonial units begin in line (infantry) and unlimbered (artillery) and are set up as follows [unit (reduced strength), hex]:


[22.4] Victory Points. In addition to the usual Victory Points given for enemy losses (see 19.2), the players receive the following Terrain Victory Points. Whichever player controls hex 0715 at the end of the game receives 5 Victory Points. The British player receives 10 Victory Points if he controls hex 0117 at the end of the game (Colonials receive no Victory Points for this hex). Both these hexes begin the scenario in Colonial control.

[22.5] Special Rules. Both players keep track of the casualties they suffer during the course of the game. When a player has suffered his tenth Strength Point/Gun loss, his army is demoralized. It is possible for both armies to become demoralized if both suffer 10 losses. When an army is demoralized, the Morale Rating of all the units in the army is lowered by one (to a minimum of "0" Morale). In addition, the Victory Level in 22.6 is shifted one in the enemy's favor at the end of the game. For example, if the British player won a marginal victory but his army was demoralized while the Colonial's was not, the final victory level would be a draw. However, if the Colonial Army was also demoralized, the result would remain a marginal victory.

[22.6] Levels of Victory. The Victory Level is obtained by subtracting the smaller Victory Point number from the larger number. 20 or more: Decisive Victory 13 to 19: Substantial Victory 6 to 12: Marginal Victory 0 to 5: Draw

[23.0] Washington's Recovery Advanced Scenario

GENERAL RULE:

This scenario simulates the course of the battle after Washington's arrival on the field. The scenario lasts 14 Game-Turns, beginning with Game-Turn 15 and ending at the conclusion of Game-Turn 28. The British player is the first player in the Sequence of Play. This scenario uses Sections 15.0 to 18.0.

CASES:

[23.1] British Set-Up. All British units begin the scenario on the map; there are no reinforcements. Note that three units begin the scenario with less than their original strength because of the losses suffered earlier in the battle. All units begin in column (infantry), limbered (artillery) and mounted (draughts) formation and are set up as follows [unit (reduced strength), hex]:


[23.2] Colonial Set-Up. The Colonial player begins the scenario with the units set up exactly as described in 14.7 for the Hedgerow scenario. All command and strength restrictions listed in 14.7 are also in effect. Additional Colonial units enter as reinforcements as listed below. All infantry reinforcements enter in column formation and artillery in limbered formation.

Colonial Reinforcements

Colonial reinforcements which have two entry hexes listed must all enter through one of the hexes on the Game-Turn they enter play. The Colonial player has his choice of which hex to use.

- Game-Turn 15, hex 0111 or 0117: Generals Chambers, Johnson, Stirling and Washington, 1-2 Pa, 7-10 Pa, 5-11 Pa, 8 Pa, and Batteries 6a and 6b.

- Game-Turn 16, hex 0111 or 0117: Generals Glover and Learned, 1-4 Ma, 13-15 Ma, 2 Ma, and 8 Ma.

- Hex 0117: General Magaw, 3-6 Pa, 12 Pa.

- Game-Turn 17, hex 0117: Generals McIntosh and Poor, 1-2 NC, 3-10 NC, 2 NH and 2 NY.

- Game-Turn 18, hex 0117 or 0128: Generals Woodford, Weedon and Greene, 3-7 Va.
ish are the only ones who can initiate shock combat. The British should attempt to shock-attack the Colonial units whenever possible and even risk being routed if there is a reasonable chance of surviving the Colonial fire before a shock-attack. The British can inflict many casualties on the Colonials through shock combat.

The British player should not hesitate to shock-attack Colonial artillery, even if it means advancing into the artillery's minimum fire zone. If the attacking British unit has good morale and is in good order, it should be able to survive both the reciprocal artillery fire and the fire before shock. Usually the artillery unit will then be destroyed in the shock combat. The British player should be able to destroy a substantial amount of Colonial artillery, especially if the Colonial player does not carefully deploy his artillery in sound defensive positions. During the playtesting of the game, many a Colonial player was appalled as he watched his infantry rout away, leaving his artillery exposed to the assaults of the British regiments.

The British also have a superiority in leadership. When playing the Grand Battle scenario, one will find the Colonial troops floundering under the erratic leadership of Charles Lee, while the British usually move and attack at will. The British player should press this advantage while General Lee commands the Colonials in the early stages of the battle. While the British have only one army commander (General Lee) through Game-Turn Fifteen, the British begin with two effective commanders (Generals Erskine and Cornwallis) and receive General Clinton on Game-Turn Nine.

With Erskine and Cornwallis, the British can effectively carry out a two-pronged assault against the Colonials. By dividing the British forces and driving for the crossroads at hex 2511 and 2820, the British will force the Colonials to retreat. General Lee can activate units with a ten hex radius, and he cannot be on both fronts at once. The Colonials will either have to try to defend one front with unactivated units or retreat altogether.

The natural division of the battlefield by Weamacoon Creek and the surrounding woods can be used to an advantage by the British by employing this two-pronged attack down the roads north and south of the creek. One of the fronts will have to give way to the British assaults. By Game-Turn Eleven or Twelve, the British should be in control of three of the four crossroads.

If the British player chooses to follow this strategy, he will generally find his units becoming spent as his reinforcements for Game-Turn Eight and Nine arrive on the field. If the Colonial player attempts to hold an advanced position in which he controls three of the four crossroads, the British player should have a field day routing Colonial units and destroying outflanked artillery pieces.

Yet the British player must be careful not to cripple his own army, because after Game-Turn Fifteen he will have to face the bulk of the Colonial Army. If the British have taken heavy casualties, they will not be able to hold off the waves of fresh Colonial troops.

Perhaps the most important units for the British are the Light Infantry regiments and the two dragoon units. Since the Light Infantry do not become disordered in the woods, they are of critical use in stopping any threat the Colonials might make through the woods around Weamacoon Creek. The British player should take special care to avoid letting these Light Infantry units take heavy casualties. With their high movement rate, the British dragoons can be used to outflank any line the Colonials attempt to establish. Since the Colonials have no dragoons of their own, they will have no way to keep the British dragoons from holding the line of the battlefield. Their low morale is their only weakness. Because of this weakness, units should be used mainly for maneuver and selective flanking shock attacks.

When on the offensive, the British will find their artillery of little use. Due to the close range of infantry fire and the fluid nature of the battle in the game, the artillery usually cannot be deployed in time or with an open line of sight. As a rule, the Colonial line will have shifted or been battered by the time the batteries are in place and ready to fire. Perhaps artillery can best be used against Colonial units sitting in the edge of the woods, where they can defend against infantry so much more effectively than in the open. This situation rarely occurs during the course of the game. Of course, the British can use their artillery in defense in the same way as the Colonials, as outlined below in the notes on Colonial strategy.

The British should avoid moving through and fighting in wood hexes. Since most British units become disordered in woods, they attack at a much reduced effectiveness, can be easily routed, and are susceptible to higher casualties. Whenever possible, the British should attempt to outflank any strong Colonial force making a stand in woods. It is particularly important to avoid the woods located between hexes 2517 and 2522. Trying to drive straight through these woods against Colonial resistance usually ends in disaster, whether it is in the Grand Battle, Washington's Recovery or the Hedgegrow scenario. The Queen's Rangers can be used effectively in this situation by sending them around the southern flank of the Colonial line.

In other situations the British player will find that he has no choice but to move and

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New Scenarios and Optional Rules for The Battle of Monmouth™ Game
by Clayton V. Smith and Leonard Millman
engage the Colonials in the woods. In the Grand Battle scenario, the British will have to cross Weamaconk Creek at some point to get to the northern crossroads. If possible, the British should try to secure the road that crosses the creek at hex 3914. Then use Grand Tactical Movement to cross the wooded areas and creek to the northern clear terrain.

**Colonial Strategy**

The Colonial player finds himself in a more fractious and confused situation than the British. In the Grand Battle scenario, the player must deal with the erratic generalship of Charles Lee. The Colonial troops are all too ready to turn and run for the hills when engaged with British forces, and there are no Colonial reinforcements for fifteen turns. In addition, the British Army, with its high morale, is prepared to destroy the Colonial Army if given the chance. The Colonial player may at times feel overwhelmed by the odds he faces. Take heart, the situation is not as bad as it seems. The Colonial player must be patient and hide his time. He should carefully deploy his units to make optimum use of the terrain and of British mistakes.

The Colonials should always try to take positions in the woods. Colonial units in the woods are almost impregnable to British musket fire because they become Class Four targets on the Fire Combat Results Table. If most British units move into the woods, they become disordered, cannot change their facing, and lose their morale superiority. The Colonials can then engage in shock combat against the disordered British unit with a reasonable chance of success.

The wooded hexes between 2517 and 2522 are critical to Colonial strategy in the Grand Battle, Washington's Recovery and the Hedgerow scenarios. The woods lie directly across the British corridor of advance, following the east-west road which passes through hexes 2521 and 2420. The Colonial player should attempt to anchor a defensive line along these woods and hold the position as long as possible. Usually the only way the Colonials can be forced out of this area is by a British concerted movement to the south of the woods. Colonial artillery should be deployed to frustrate this southern thrust and to channel the British attack toward the woods.

To the north of Weamaconk Creek there are two wooded areas (1609 to 2309 and 2012 to 2515) that funnel the British attack as it moves west. At one point there is only one clear hex for the British to pass through (2011). The Colonials should therefore take advantage of this defensive line, allowing them the opportunity to deploy their units in good order and within striking distance of British units which are disorganized and out of position. Since General Wayne's units are always considered to be activated, they can be used very effectively in counterattacks against disorganized units.

As mentioned in the British player notes, the Colonial units generally cannot take on the British in a one-to-one battle in open terrain. In the Grand Battle scenario, the Colonial player must be cautious and wait for his reinforcements before he can carry out a sustained attack against the British. Before then, he must play a tenacious defensive strategy.

Since he is on the defensive, the Colonial player should make good use of his artillery. Units of different formations cannot stack, and therefore artillery is susceptible to shock attack. Artillery must be carefully deployed so as not to be exposed to shock combat, yet be placed in a position from where it can fire effectively. Though it sounds like a contradiction, the Colonial player in many cases will have to expose his artillery in order to fire.

In the Molly Pitcher scenario, the Colonial artillery frequently ends up being eliminated by the British, due to the weak Colonial position. The British can conduct frontal assaults against artillery. These units usually survive without being routed until the Shock Combat Phase, at which time they eliminate the entire artillery unit. In the other scenarios the Colonial player has a much greater ability to deploy his artillery units in good defensive positions. The player should be careful about unlimbering his artillery among Colonial infantry in the front lines. After the British fire and shock attack, the Colonial infantry is usually streaming back in retreat, leaving the artillery units to fend for themselves. The Colonial player should deploy his artillery on elevations from which it can survey the field and use its fire range. Artillery can be used to slow the flanking movements of the Queen's Rangers or the British movements around the southern flank of the woods near hex 2522. Artillery can be deployed in the edge of the woods as the Colonials retire back from the Cau­ ldon path of the British advance with its fire. Artillery is not the decisive element in the game, as it is in games like the Great Battles of the American Civil War series. Yet the Colon­ nials should make maximum use of its defensive capabilities.

The Colonials had intended to attack and destroy a small British rear guard, but through a combination of General Martin's and General Clinton's prompt reaction, they ended up in a pitched battle. The Battle of Mon­ mouth game simulates this desperate engage­ ment between two contrasting but evenly matched armies. Each commander is engaged with different problems that reflect the distinct qualities of the British and Colonial armies. [8.6] (Additional) Colonial units may stack only with friendly units of their own brigades. Any units within the Command Radius of General Wayne (see below) may stack togeth-
er. British units may be stacked with friendly units not of the same brigade when all the units are commanded by the same Army Commander (Generals Clinton or Cornwallis). The Hessian Brigade under Loos may never stack with other British units; they may stack only with each other.

[9.1] (Addition) Brigade Leaders may modify the Morale Rating only of the units in their own brigades. (Exception: See General Wayne below.)

[16.3] (Modification) A unit stacked with any friendly Leader is still in Command. However, a unit may only function and receive the benefits of Command (Morale Bonus, Rally, Activation, etc.) from its Brigade, Wing, or Army Leader — a Leader within its normal chain of Command.

Players should note that the above modification allows a line to be oriented for defense. In order to become activated for an advance, the units must be under the command of their own leader (except in the case of General Wayne; see below).

[17.0] (Modification) As with the modification of 16.3, an Activated Brigade Leader may Activate only the units of his own brigade which are within his Command Radius. Thus, units of one brigade which are stacked with another Brigade Leader are in Command, but they cannot be Activated by that Leader.

[18.0] (Addition) Leaders may Rally only the units of their own Command. Thus, Brigade Leaders may Rally regiments of their own brigade; Wing/Division Leaders may Rally any unit of their Command; Army Leaders may Rally any unit.

There sometimes exists in war a character who has a specially charmed existence, one who though found in the midst of battle survives unscathed. Such a unique individual was General Anthony Wayne who fought not only at Monmouth but throughout the Revolution. At Monmouth he took the initiative to lead the key American assaults and gathered what regiments were at hand to advance against the British throughout the day. As the rules now stand (see 17.4), Wayne is always considered activated and may command units of the Advanced Guard and Wayne's Detachment (Lafayette's command). I would also suggest that players add the following modifications.

[14.1] (Modification) When a die roll must be made to see if Wayne is reduced, throw two dice. On a result of 2, Wayne is reduced.

[17.4] (Addition) Wayne may place under his Command any units from Pennsylvania. These units receive all Leader benefits, if within Wayne's Command Radius, as though they were part of his brigade.

The addition to 17.4 gives the Colonial player a better opportunity to launch an afternoon offensive, and the modification to 14.1 is vital for play balance. With Wayne present, the Colonials can take the offensive at a morale level equal to that of the British. The loss of Wayne is a catastrophic blow for the Colonials.

In the original game system there were no leader casualty rules because, due to the nature of Revolutionary War combat, only one commander was killed. Victory points were instead awarded for leader "displacement." The developer modified this idea because he disliked immortal leaders. In the case of General Wayne, however, there is a special need for an immortal leader to keep the game balanced. I would even go so far as to make Wayne invulnerable to reduction, particularly if the better gamer is playing the British side.

A footnote to Rule 17.5 should be added in defense of General Lee. The random die roll not only simulates Lee's unpredictable command ability but also the unpredictable response of his brigade leaders to his commands. The problems during the morning at Monmouth were not a case of just one man's blunder but rather a breakdown at all levels of command. The evacuation of the Colonial line was a failure at the brigade and regiment level. No matter if proper commands were issued but not obeyed, it was the wing commander Lee who was forced to suffer the court-martial.

Rules for isolation, condensed now as Rule 16.8, were originally designed in more detail and would not only have affected units but also every level of leadership. One of General Lee's greatest fears during the initial stages of the battle was that his lines of communication to Washington would be cut. During the Revolutionary War if a force was surrounded and thus isolated, it usually surrendered, as happened at Yorktown. Most likely, Lee would have surrendered if the major roads across the morass had been cut (in game terms, if the roads were either occupied by enemy units or within enemy minimum fire zones). The same would hold true for any brigade that was isolated from its parent unit. While I do agree with the removal of an overly detailed isolation rule, I would still prefer more than now appears in the rules. The following expansion, I feel, is a satisfactory compromise.

[16.8] (Addition) A unit is Isolated if, during any friendly Command Phase, the unit is Out of Command and is unable to trace to its Brigade Leader a Command Radius of any length that is free of enemy units or enemy minimum fire zones. If a unit can trace a line of communication to the Brigade Leader, no matter through how many hexes, it is not Isolated, so long as it is within the Command Radius of the Leader. (The rest of the procedure for this rule remains the same.)

[18.9] (Addition) A Brigade Leader is Isolated if, during any friendly Command Phase, he is unable to trace to his Wing or Army Leader a Command Radius of any length that is free of enemy units or enemy minimum fire zones. If a Brigade Leader is Isolated, his Command Radius and Morale Bonus are reduced by one. A zero Morale Rating would become a minus one. (Note: The penalty for Isolation at the Division and Army level is incorporated into the Activation rules in Section 17.0.)

A rule that was not included originally occurred to me while I was looking over the Hedgerow battle area while atop Comb's Hill at Monmouth State Park. No advantage is given to units positioned on hilltops. Historically, the height of Comb's Hill increased the range of the Colonial artillery located there, enabling them to harass the advancing British. Players may wish to add the following rules to simulate this advantage.

[13.8] (Addition) An artillery unit has its maximum range Fire Zone increased by one hex when it fires from level four and by two hexes when firing from level five.

[13.9] (Addition) When using rule 13.8, all fire must be directed at targets on lower elevations than the artillery unit. Note: The minimum and maximum range Fire Zones are not affected by this rule.

The Battle of Monmouth game is playable as published. My personal gaming prejudice goes against the concept of allowing players to adjust the command structure as needed during combat. The Colonial player can keep his best leaders on the front line, stack with him two additional units from outside his command, and have them benefit from their higher ratings. A second "leader" line of lower rated (0-1) leaders can then be formed which are then available to stack with any routing units so as to rally them automatically. The British, on the other hand, can maintain a flow of full strength units to the front and freely stack for coordinated attacks, regardless of the command structure or the ability of units to receive commands in their native language. Though these details are not necessary for playability, they are in my opinion the fine tuning that separates a simulation from a game.

The final design and development of the game has made it both highly playable and intriguing. The two armies had their unique structures and personalities, and the problems of commanders in a Revolutionary War battle have been portrayed. For gamers who appreciate historical detail in their simulations, I recommend the addition of the rules in this article for the advanced scenarios. Whether you prefer playability or historical realism, you should enjoy The Battle of Monmouth game.