

The Battle of Monmouth The Colonies take the Offensive June 28, 1778

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Read This First

The rules to *Monmouth* are organized by major topics, called Sections, arranged in the order in which they occur in the play of the game. Each such major topic is given a number and a name, following which is usually a General Rule or description that summarizes the rules in that Section. This general overview of each rules Section is followed by numbered paragraphs, called Cases, that provide specifics of the rules. Note that the numbering of the Cases is a decimal form of the Section numbers.

Players should examine the map and playing pieces and then quickly read through the rules, without trying to memorize them. The game should then be set up and a "trial run" made, with reference to the rules Cases as questions arise. In this way, players can become accustomed to the game system easily and move quickly on to a full game of *Monmouth*.

Rules Questions

We hope you enjoy this SPI game. Should you have any difficulty interpreting the rules, please write to SPI, phrasing your question so it can be answered by a simple sentence, word, or number. You must enclose a stamped, self-addressed envelope. Write to SPI, Rules Questions Editor for *Monmouth*, 257 Park Avenue South, New York, NY 10010-7366.

Game Components

Each copy of *Monmouth* includes the following components:

One Rules Booklet (bound into *S&T*)

One 22" x 34" Map

One Section of 200 Playing Pieces

If any of these components are missing or damaged, notify SPI, Customer Service Department, 257 Park Avenue South, New York, NY 10010-7366. Note that SPI cannot replace components displaying only minor manufacturing inaccuracies.

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[1.0] Introduction

Monmouth is a tactical-level simulation of the battle of Monmouth, fought on 28 June 1778 near the village of Freehold in Monmouth County, New Jersey. The Colonial Army of General George Washington intercepted the rear guard of the British Army under Sir Henry Clinton as the latter was moving his base of operations from Philadelphia to New York. The resulting battle, the longest of the American Revolution, ended in a bloody draw. The British changed base successfully, and the war continued.

[2.0] Game Components

CASES:

[2.1] The map depicts the terrain on which the battle was fought.

A hexagonal grid is superimposed on the terrain to regularize movement and positioning of the playing pieces. Five elevation levels are represented on the map; Elevation 1 is the lowest, and Elevation 5 the highest. Each level is an increment of 30 feet. **Important:** When two levels are represented in the same hex, a unit is considered to occupy the *lower*

of the two levels only. Thus, hex 1009 is an Elevation Level 1 hex.

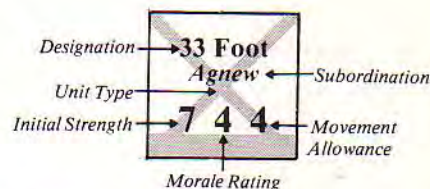
[2.2] Several charts and tables are used to play the game.

The Terrain Effects Chart (4.9), Fire Combat Results Table (10.9), Shock Combat Results Table (11.9), and General Lee Table (17.5) are explained in the appropriate rules Sections.

[2.3] There are three types of playing pieces: Combat units, Leaders, and Neutral markers.

SAMPLE INFANTRY UNIT

Front: Line Formation



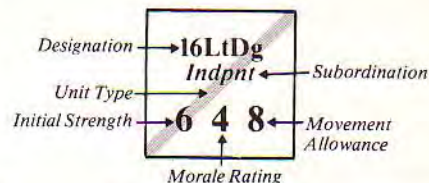
Back: Column Formation



Note that there are two types of infantry represented in the game: regular and militia. See the Summary of Playing Pieces (following) for appropriate unit type symbols.

SAMPLE DRAGOON UNIT

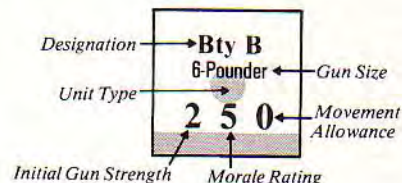
Front: Mounted



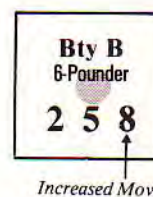
Note that a Dragoon unit has only one formation (mounted); a Dragoon counter's back is blank.

SAMPLE ARTILLERY UNIT

Front: Unlimbered



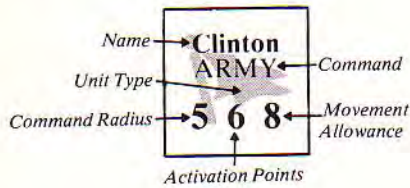
Back: Limbered



REMOVING THE RULES FROM THIS ISSUE:

To remove the rules, gently open the staples with a screwdriver or penknife; remove the rules; close the staples.

SAMPLE ARMY LEADER
Front: Normal Efficiency



SAMPLE BRIGADE LEADER
Front: Normal Efficiency



SAMPLE ARMY & BRIGADE LEADERS
Back: Reduced Efficiency



Note that some Leader counters have no Reduced Efficiency side; these Leaders are removed from the game when they are eliminated in combat. On Leader counters that *do* have Reduced Efficiency sides, the back values loosely represent the ongoing efforts of a Leader's staff after the Leader has been inflicted with a casualty of some kind.

SUMMARY OF PLAYING PIECES

Combat Units

Front		Back
	Regular Infantry	
	Militia Infantry	
	Dragoon	
	Artillery	
	Broken Down Light Infantry	

Leaders

Front		Back
	Army Leader	
	Brigade Leader	

Neutral Markers

Front		Back
	Battery Crew	
	Abandoned Guns	
	Disordered	
	Current Strength	
	Losses in Strength Points	
	Losses in 10x Strength Points	
	Game-Turn	

Note that players may use the Loss markers on the Game-Turn Record Track to record accumulated losses as they occur.

Counter Abbreviations. The following abbreviations are used on the *Monmouth* playing pieces:

British. BrGd, British Guard. Btln, Battalion (Hessian). BtGr, British Grenadiers. Bty, Battery. Crnwlls, Cornwallis. DIV, Division. Ft, Foot. Indpnt, Independent. LtDg, Light Dragoon. Ltln, Light Infantry. QnRg, Queen's Ranger.

Colonial. ADV, Advance Wing. AdvGd, Advance Guard. Bty, Battery. Chmbs, Chambers. Ct, Connecticut. Dcknsn, Dickinson. Del, Delaware. Det, Detachment. Htngtn, Huntington. JknDet, Jackson's Detachment. Johnsn, Johnson. Lafytte, Lafayette. Learnd, Learned. Ma, Massachusetts. Maxwll, Maxwell. McInts, McIntosh. Md, Maryland. Mhlbrg, Muhlenberg. Milit, Militia. Mmth, Monmouth. NC, North Carolina. NH, New Hampshire. NJ, New Jersey. NY, New York. Pa, Pennsylvania. PaBde, Pennsylvania Brigade. Patersn, Paterson. Reg, Regular. SctBde, Scott's Brigade. Smlwd, Smallwood. Va, Virginia. Va/Gm, Virginia State, German Battalion. VrnBde, Vernon's Brigade. Wdfrd, Woodford. Weedn, Weedon. Wshgtn, Washington.

[2.4] The following terms are used extensively throughout these rules.

Initial Strength. The number of Strength Points or guns with which a combat unit begins play. When a unit suffers losses, a Current Strength marker is placed beneath the unit to reflect its reduced strength.

Morale Rating. The relative morale of the men comprising a combat unit, measured from 1 (poor) to 6 (excellent). A unit's Morale Rating may be altered during play due to such elements as losses and leadership.

Movement Allowance. The number of Movement Points a unit may expend moving in the course of a friendly March Phase.

Subordination. The name of a combat unit's brigade Leader. Some independent British units have no brigade Leaders (Indpnt is printed on their counters). Subordination affects only Advanced Scenarios.

Gun Size. The weight of the shot fired by a gun (measured in pounds). A 3-pounder has a maximum range of 8 hexes, while a 6- or 12-pounder has a maximum range of 10.

Command. The name or designation of a Leader's subordinate unit. For example, General Washington commands the Colonial Army, and General Wayne commands the Advanced Wing of that army. Command is used only in the Advanced Scenarios.

Command Radius. The distance (in hexes) a Leader may be from one of his units and still be able to affect that unit. Command Radius is used in Advanced Scenarios only.

Activation Points. Points that an Army Leader may expend to affect Brigade Leaders or combat units within his Command Radius (used in Advanced Scenarios only).

Morale Bonus. The amount by which a combat unit's Morale Rating is increased when it is stacked with or adjacent to that Brigade Leader. This Rating is used in both the Introductory and Advanced Scenarios.

[2.5] Each element of the game is designed to scale.

Each infantry unit represents a regiment (or several regiments for some Colonial units); each artillery unit represents a battery (or section) of two guns; each dragoon unit represents a regiment of cavalry. Each Strength Point represents 50 men or one gun (for artillery). Each Game-Turn represents 20 minutes of real time. Each hex represents 100 yards of terrain from hexside to hexside.

[3.0] Sequence of Play

GENERAL RULE:

The game is played in a series of Game-Turns. Each Game-Turn is divided into one British and one Colonial Player-Turn. The player whose Player-Turn is in progress is the Phasing Player, and the other player is the non-Phasing player. Throughout each Game-Turn, the following series of steps (Sequence of Play) must be performed in the order given. Note that a player's Rally Phase occurs in his *opponent's* Player-Turn.

SEQUENCE OF PLAY

First Player-Turn

The first player is announced in each scenario.

Command Phase (Advanced Scenarios only)

The Phasing player examines his units to determine which are in Command and which are Out of Command or Isolated, and then places Out of Command or Isolated markers on those units. The player then expends Activation Points from his Army Leaders to activate Brigade Leaders and combat units.

Rally Phase for Non-Phasing Player

The player whose turn is *not* in progress Rallies his Disordered and Routed units. After all eligible units have been Rallied, units that remain Routed must retreat 4 hexes (not Movement Points).

March Phase

The Phasing player may move all, some, or none of his units within the restrictions of the movement and formation rules. Units are moved one at a time or one stack at a time. Before moving a unit/stack, the player may change its facing or formation (this is the Facing/Formation Option). Then the unit/stack moves hex by hex, expending Movement Points from its total Movement Allowance as it goes. Reinforcements also enter play during this Phase.

Reciprocal Artillery Fire Phase

The Phasing player rolls a die. If the result is odd, the British artillery fires first; if even, the Colonial artillery fires first. Fire alternates down the flanks of the two armies, one unit at a time.

Reciprocal Infantry Fire Phase

The Phasing player rolls a die to determine which player fires first as in the Reciprocal Artillery Fire Phase. Infantry, militia, and dragoons fire in this Phase.

Shock Combat Phase

The Phasing player may announce he is initiating shock combat with units adjacent to enemy units. Shock attacks are resolved one at a time, in any order the Phasing player desires. The non-Phasing player may not make shock attacks in this Phase.

Second Player-Turn

The second player performs the same Phases in exactly the same way as the first player has performed them.

Fatigue Interphase (Advanced Scenarios only)

Beginning with Game-Turn 6, both players roll a die to determine whether or not the armies have fatigued. If both players roll the same number, the following Game-Turn is skipped altogether.

Game-Turn Record Interphase

The Game-Turn is over, and the Game-Turn marker is advanced one space on the Game-Turn Record Track (or two spaces, if fatigue has occurred during the Fatigue Interphase).

[4.0] Movement

GENERAL RULE:

A Movement Allowance is printed on both sides of each unit counter. This number represents the maximum number of Move-

ment Points the unit may expend in a single friendly March Phase. A unit's Movement Allowance may vary, depending on its formation and whether or not it is in Command.

PROCEDURE:

A player may voluntarily move his units only during his March Phase. Each unit or stack is moved individually in any direction or combination of directions. *Before* moving a unit/stack, the player may perform a facing or formation change at no cost in Movement Points. This is called the Facing/Formation Option. A unit may change facing *during* movement, but only by expending Movement Points (see Facing, 6.0).

Units spend Movement Points to move from hex to adjacent hex. The number of Movement Points spent to enter a hex depends on the type of terrain in the hex or along its hexsides. A player may continue to move a unit until that unit's Movement Allowance is expended, or until the player decides to stop moving it. When his hand is removed from the unit, that unit may not be moved again in that Phase, nor may its position on the map be changed. The March Phase ends when the player has moved all his units to the limit of their Movement Allowances or when he decides he has moved as many units as far as he wishes.

CASES:

[4.1] A unit may be moved no farther than its Movement Allowance permits.

A player may move all, some, or none of his units during his March Phase. A unit may be moved less than its Movement Allowance, but never more. In addition, units are never forced to move in the March Phase. Unused Movement Points may not be accumulated from turn to turn or transferred from one unit to another.

[4.2] The number of Movement Points spent to enter a hex depends on the type of unit moving and the terrain entered or crossed.

The Terrain Effects Chart (4.9) lists the number of Movement Points a given type must expend to enter a hex or cross a type of hexside. A unit may not enter a hex if it has insufficient Movement Points to enter or cross that terrain type. The cost to *cross* terrain hexsides is *added* to the cost to enter a hex. Thus, an infantry unit would expend 3 Movement Points to enter a clear hex by crossing a stream hexside (1 to enter the clear hex; 2 to cross the stream).

The number of Movement Points a unit must expend to enter a hex or cross a hexside may be reduced if the unit is moving along a road. To benefit from the road movement cost, a unit must enter the road hex by crossing a road hexside. When using road movement, the cost of the other terrain in the hex or along its hexside is ignored and only the road cost is paid. An infantry unit *must* be in column formation to benefit from road costs or to cross bridges.

[4.3] Generally, a unit may enter a hex occupied by a friendly unit at no extra cost in Movement Points (however, see 6.4).

[4.4] A unit may never enter a hex occupied by an enemy combat unit.

Shock combat is an attempt to enter an enemy unit's hex and force him out. Unman-

ned batteries and lone Leaders are not combat units, and their hexes may be entered. An unmanned battery would be immediately eliminated, while the Leader would be reduced and placed on the nearest friendly unit.

[4.5] A unit may be immediately fired upon when it leaves a hex in an enemy minimum range Fire Zone in the March Phase.

[4.6] A unit expends one Movement Point to change its facing during the March Phase, unless it is using Grand Tactical Movement.

[4.7] Retreat does not expend Movement Points and is not considered movement.

[4.8] In Advanced Scenarios, a unit's movement is affected by whether or not it is in Command.

In the Introductory Scenario, all units are always in Command. The Advanced Scenarios include rules to limit the movement ability of units that are not within the Command Radius of a friendly Leader.

[4.9] Terrain Effects Chart

See page 8.

[5.0] Grand Tactical Movement

GENERAL RULE:

Historically, a unit on a road and beyond effective range of enemy artillery could move with impunity. This situation is reflected in the game by allowing such units to move more quickly on roads.

PROCEDURE:

During his March Phase, a player may move an eligible unit or stack of units by using Grand Tactical Movement. To be eligible for Grand Tactical Movement, a unit (or stack) must meet all of the following criteria:

- The unit is not Routed or Disordered.
- The unit starts and ends that March Phase on a road hex and remains on road hexes throughout its movement.
- The unit remains at least 6 hexes away from any unrouted enemy combat unit throughout its movement.
- The unit does not exceed 12 Strength Points per hex in any hex it enters during movement, in combination with others units already occupying the hex.
- The unit is in Command and Activated (Advanced Scenarios only).

CASES:

[5.1] A unit must cease Grand Tactical Movement the instant it is unable to fulfill any condition of the Procedure.

A unit must use *either* Grand Tactical Movement *or* regular movement in a March Phase; it may not use both.

[5.2] A unit using Grand Tactical Movement expends no Movement Points to change facing.

The unit may still move only out its frontal hexsides, but there is no cost to change facing to do so.

[5.3] Reinforcements may enter using Grand Tactical Movement, so long as

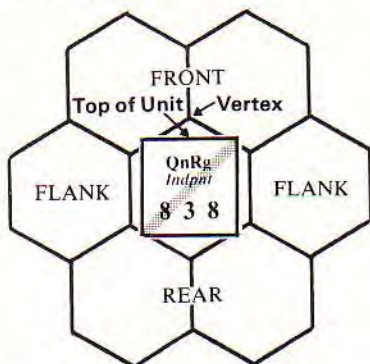
the first hex they enter is a road hex and they fulfill all other conditions.

[6.0] Facing

GENERAL RULE:

Regiments and artillery batteries during the time of the American Revolution were organized to extend the maximum amount of fire power in only one direction. Thus, each unit had a front, rear, and flanks. A combat unit must always be placed so that the top of the unit faces the *vertex* of two hexsides.

UNIT FACING



CASES:

[6.1] A unit or stack may change facing during its Facing/Formation Option at no cost in Movement Points.

An artillery unit may change *both* facing and formation during the same Facing/Formation Option, but infantry may alter only one or the other.

[6.2] A unit or stack may change facing as it moves at a cost of one Movement Point.

A unit may change facing to any hexside at the cost of one Movement Point. A unit expends no Movement Points to change facing during Grand Tactical Movement (5.2).

[6.3] A unit may move, fire, or shock attack across only its two frontal hexsides.

As a unit moves, it may enter only a frontal hex. A unit may never move directly into a hex in its flank or rear. If such a move is desired, the unit must first change its facing so that the hex it wishes to enter becomes a frontal hex.

[6.4] All units occupying the same hex at the end of a March Phase must face the same hexside.

A unit that remains in the same hex as another unit is required to face the same direction as that unit, even if either or both of the units must expend a Movement Point to change facing. If a unit has insufficient Movement Points to both enter the hex and align its facing with a unit already in the hex, it may not enter the hex.

[6.5] A unit fired upon across one of its flank or rear hexsides is enfiladed.

An enfiladed unit is a Class 1 target on the Fire Combat Results Table. If the Line of Sight exactly bisects a flank and front hexside, the unit is *not* enfiladed.

[6.6] A unit that is shock attacked across one of its flank or rear hexsides is immediately Disordered.

This Disorder takes place *before* the shock attack is resolved. An already Disordered unit that is shock attacked across its flank or rear must make a Morale Check before the shock attack is resolved. This may cause the unit to Rout and retreat before the attack can be resolved, in which case the attacking unit/stack would still have to occupy the retreating unit's hex.

[6.7] A unit may be immediately fired upon if it changes facing in an enemy minimum range Fire Zone.

[6.8] Leaders and Routed units have no facing, regardless of their positions in a hex.

When a Routed unit Rallies, the owner may face the unit in any direction he chooses at no cost in Movement Points.

[7.0] Formation

GENERAL RULE:

To be used effectively, a body of men must be organized into a specific formation. A unit's formation enhances its combat ability or its mobility. A formation is a fragile thing, since it is difficult to keep a large group of men in good order in the face of the enemy or in bad terrain. Thus, a unit may be Disordered or even Routed by the effects of terrain and enemy units. A unit's formation is indicated by which side of its counter is face up. Disorder and Rout are indicated by placing a marker on the unit.

PROCEDURE:

During its Facing/Formation Option (i.e., before it moves), a unit, or units in a stack, may change formation. This is not considered movement and does not cost Movement Points. A unit is flipped over to indicate a change of formation. Note that Leaders and dragoons have only one formation and may not change it.

CASES:

[7.1] A unit may change formation only in the Facing/Formation Option of its owner's March Phase.

As a result of combat or Rally, a unit may change from good order to Disorder or Rout, or vice versa, but this is not considered a formation change.

[7.2] When a battery changes formation, it is also allowed to change its facing.

This facing change costs no Movement Points. Other combat units may not change both facing and formation in the same Facing/Formation Option.

[7.3] A Disordered unit retains its current facing and formation.

A Disordered unit is disorganized and shaken, but remains a functioning unit. However, there is separate line on the Fire Combat Results Table to be used when such units fire. Disordered units may not change formation, but they may move, change their facing, and fight.

[7.4] A unit may be immediately fired upon when it changes formation in an enemy minimum range Fire Zone.

It may not be fired upon if it changes from good order to Disordered or Rout, since this is not a change of formation.

[7.5] A unit in Column formation may not voluntarily enter an enemy minimum range Fire Zone or initiate shock combat across an enemy's frontal hexside.

A Column unit is not required to leave an enemy minimum range Fire Zone should an enemy unit advance. Column units have a Fire Zone just like a line unit; however, they fire on the Column line of the Fire Combat Results Tables, which is the least effective fire possible. A Column unit may initiate shock combat across the flank or rear hexsides of an enemy unit, but not across frontal hexsides.

[7.6] During his Facing/Formation Option, the British player has the option to "break down" either or both his light infantry regiments.

To be broken down, a unit must be in good order (neither Routed nor Disordered) and in Command (Advanced Scenarios only). Each light infantry unit breaks down into two smaller units which have the original unit's designation printed on them. Any losses the regiment has suffered must be allotted equally between the two breakdown units. (Example: If the parent unit has suffered 2 losses, when it breaks down, each break down unit has its printed strength reduced by 1.) Odd losses are allocated to either unit as the owner sees fit. The two units which constitute one light infantry regiment may recombine during the owner's Facing/Formation Option, provided they are stacked together and both in good order. Breakdown or recombination is *not* considered a formation change. Thus, the unit(s) may change facing or formation in that Option as well. When a unit recombines, remember to adjust the parent unit's strength to reflect any losses suffered by the break down units.

[7.7] Colonial line infantry (including militia) which occupy woods hexes, and broken down British light infantry in line, are considered to be in "open line" formation.

Units in open line have reduced firepower (see Fire Combat Results Table), but increased defense. British broken down light infantry in line formation are always in open line, while Colonial infantry are in open line only when in line and in a woods hex.

[7.8] Generally, a unit is Disordered when it enters a woods hex, unless it is using road movement.

A unit in Column (infantry) or Limbered (artillery) is not Disordered if it enters a woods hex by crossing a road hexside. Colonial line infantry and broken down British light infantry are not Disordered when they enter a woods hex (7.7). All other types of units/formations are Disordered upon entering a woods hex. If already Disordered, there is no further effect. Disorder occurs *before* the affected unit resolves a shock attack into a woods hex, but *after* the defending unit has had a chance, if eligible, to fire.

[8.0] Stacking

GENERAL RULE:

Each hex in *Monmouth* represents 100 yards of terrain, from hexside to hexside. In an area this large, it was historically possible to have more than one combat unit. In game terms, when more than one unit occupies a hex, the units in that hex are "stacked." The number of units that may occupy a hex together depends on the size of the units and the terrain in the hex.

CASES:

[8.1] The number of Strength Points that may occupy a hex at one time depends on the terrain in that hex.

The Strength Point limit for each terrain type is listed on the Terrain Effects Chart (4.9). These limits are in effect at all times. The stacking limit of a hex may be violated, but the following penalties apply at once:

- All the units in the hex are immediately Disordered. If one or more units in the hex are already Disordered, then the entire is Routed and must retreat three hexes.
- The maximum number of Strength Points that may participate in fire or shock combat may not exceed the hex's stacking limit.

[8.2] A unit's Current Strength is used in determining the total Strength occupying a hex.

The Current Strength of a battery is determined by the number of guns it contains, not by the strength of its crew.

[8.3] A unit may change stacking order only during a friendly March Phase.

All units in a stack must remain together when retreating and may not split off into different hexes. However, retreating units that begin in separate hexes may end a retreat stacked together and may retreat through other units (see Retreat, 12.0).

[8.4] There is no additional Movement Point cost to stack or unstack.

However, units that end a Phase stacked must face the same direction (6.4).

[8.5] Neutral markers and Leaders do not count as units and may stack freely.

[8.6] Units of different types or in different formations may not end the March Phase stacked together.

During the March Phase, they may freely move through other friendly units without penalty, subject to the stacking limits of the terrain type (8.1). Units of different types or formations may end up stacked together as a result of retreat. These units *must* unstack in the following March Phase.

[8.7] Only the top unit in a stack may engage in fire combat, suffers combat losses, and makes Morale Checks.

[8.8] A stack's entire strength is used when making a shock attack.

However, if the strength of the stack exceeds the stacking limit of the type of hex entered, the excess strength is ignored. **Example:** If a 15 Strength Point stack were about to shock attack into a woods hex, only 12 SP's would be counted in the attack. However, all 15 SP's would be subject to the results of the attack.

[8.9] A stack may be immediately fired upon when it changes stacking order in an enemy minimum range Fire Zone.

[9.0] Morale

GENERAL RULE:

A combat unit comprises men with various degrees of discipline. These men are influenced by each other and by their officers to greater or lesser degrees of discipline in the face of the enemy. Each combat unit in the game is given a Morale Rating between 1 (poor) and 6 (excellent) that represents the aggregate morale of that unit. When a unit engages in combat, or when a friendly unit retreats past it, a unit will be called upon to decide whether discretion is the better part of valor; this is called a Morale Check. As a result of a Morale Check, a unit will be either unaffected, Disordered, or Routed.

PROCEDURE:

When a unit is required to make a Morale Check, the owner rolls one die; if the result is less than or equal to the unit's current Morale Rating, it passes the check and is unaffected; if the die roll exceeds the Morale Rating, the unit fails. A unit in good order that fails a Morale Check becomes *Disordered*. A Disordered unit that fails a Morale Check is *Routed* and *must* retreat three hexes. When a Routed unit is called on to make a Morale Check, no check is made; instead the unit fails automatically. A unit's Morale Rating is modified by the factors listed in 9.1. However, regardless of modifiers, a result of 6 on the die is *always* a failure.

CASES:

[9.1] A unit's Morale Rating is modified depending on its losses, whether it is Disordered or Routed, and its proximity to friendly Brigade Leaders.

Losses. A unit's Morale Rating is reduced by 1 for each Strength Point or gun it has lost. For example, a unit with an initial strength of 5 and current Morale of 4 would have its Morale Rating reduced to 3 when it suffers one loss.

Disorder. A unit's Morale Rating is reduced by 2 while it is Disordered.

Rout. A Routed unit always has a Morale Rating of 0, regardless of all other factors.

Leaders. The Morale Bonus of a Brigade Leader is added to the Morale Rating of any and all friendly units with which he is stacked and to which he is adjacent. Note that many Leaders have a Bonus of 0, thus adding nothing to a unit's Morale Rating. A unit may be affected by only one Leader, even if it is stacked with or adjacent to more than one. A Brigade Leader may modify the Morale Rating of *any* friendly unit.

[9.2] A unit makes a Morale Check for the following reasons:

- Whenever a result on the Fire or Shock Combat Result Table calls for a Check.
- Whenever all friendly units in an adjacent hex are eliminated or forced to retreat *as a result of fire or shock combat*. This applies only to the units immediately adjacent to retreating/eliminated unit, and not to units adjacent to the retreating unit. In other words, units in one hex may cause units in the six adjacent hexes to make Morale Checks; however, should any of these

adjacent units fail their Checks and retreat, their retreat does not trigger still more Morale Checks.

- Whenever the top unit in a stack is eliminated, the second unit (or third, if both the topmost and second were eliminated) must make a Morale Check.
- A Disordered unit which is shock attacked across one of its flank or rear hexsides makes an immediate Morale Check.

[9.3] Only the top unit in a stack makes a Morale Check.

The result of the Check applies to the entire stack. If the top unit is eliminated, then the second unit makes the Check, and so on.

[9.4] A unit's Morale Rating may be reduced to 0, but not to less than 0.

Leaders have no Morale Rating and do not make Checks. They only affect the Checks of friendly combat units.

[9.5] Units recover from Rout and Disorder in the friendly Rally Phase.

Disordered markers are removed before Rout markers. A unit recovers from Disorder if it does not occupy a hex in the minimum range Fire Zone of an enemy unit (units that are Disordered because they occupy woods remain Disordered; 7.8). Routed units may Rally only if they are stacked with a friendly Leader (see 18.0 for additional Advanced Scenario Rally rules). The unit must not be in an enemy minimum range Fire Zone. When it Rallies, turn the Rout marker over to its Disordered side. Thus, it will take two Rally Phases for a Routed unit to regain good order. When a Routed unit Rallies, the owner may face the unit in any direction he chooses, at no cost in Movement Points.

[9.6] A Routed unit that is unable to Rally in the owner's Rally Phase must retreat four hexes.

Routed units may not move in the March Phase, engage in combat, or change facing or formation. They retreat during the owner's Rally Phase if not Rallied (12.8).

[10.0] Fire Combat

GENERAL RULE:

During the American Revolution, both sides were armed with smoothbore muskets. These weapons made a lot of smoke and noise, but were very inaccurate. The musket's maximum range was near 200 yards, but its *effective* range was less than 100 yards. To increase firepower, both sides used massed volleys. Artillery, on the other hand, was very effective, although hard to deploy. Fire combat occurs during the Reciprocal Fire Phase of each player's turn. In addition, a unit may be immediately fired upon in any Phase when changing facing, formation, or stacking, or exiting a hex, in the minimum range Fire Zone of an enemy unit. Regardless of when a unit fires, it must have a clear Line of Sight to the enemy unit.

PROCEDURE:

At the beginning of each Fire Combat Phase, both Artillery and Infantry Phases, Phasing player rolls one die. If the result is even, the Colonials fire first; if odd, the British fire first. Then the player who fires first selects an eligible combat unit occupying a hex on the far side of either of his army's

flanks. He then resolves that unit's attack.

The second player then follows the same procedure by picking a unit on one of his flanks and resolving its attack. The first player then fires a second unit by proceeding down the length of his army from the flank where he began. Then the second player attacks with a second unit, in the same way.

The players continue alternating until all desired, permissible fire has been executed. Once a player chooses a direction of fire resolution, he may not change that direction. However, he may skip over units that do not fire at all in that Phase. Regardless of when it fires, each unit always fires individually (i.e., two or more units may not combine their strength to attack the same unit). A single enemy unit may be attacked by as many eligible friendly units as have a Line of Sight to the unit and are in range.

LINE OF SIGHT (LOS)

A unit may only fire at a unit it can see. A unit may only see out of its frontal hexsides — its Fire Zone (10.1). It may never see out its flanks or rear hexsides. An LOS is then determined by tracing a straight line from the center of the attacking unit's hex to the center of the defending unit's hex.

If both units are on the same Elevation Level, the LOS is blocked if any hexes along the LOS contain woods, combat units, or Elevation Levels higher than those occupied by the units. **Example:** The LOS between 4418 and 4720 would be blocked by the higher Elevation Level in 4519.

If the units are on different Elevation Levels, the LOS Gauge is used to determine if the LOS is blocked. The Elevation Level of the attacking unit is located on the leftmost row of the Gauge. Then the range in hexes between the units is determined by counting the hexes from the firing unit (excluding the hex it occupies) to the defending unit (including the hex it occupies). The elevation of the defending unit is then located on a row corresponding to the range. The two points on the graph are then connected with a straight edge. Potential obstacles are then located at their range and elevation between the two points. If they exactly correspond or fall below the line, the LOS is clear; above, the LOS is blocked. Should there be a close call, the players should employ a die roll to determine the LOS. Woods are half a Level tall and are marked on the Gauge. Thus, the elevation *plus* the woods height is used to determine if a woods hex blocks LOS.

The players will better understand the Gauge if they see it as a side view of the two units. **Example:** The firing artillery unit occupies hex 2124 at Elevation Level 3. The defending unit is in hex 1720 at Level 1. The range between the two is 6 hexes. Thus, the firing unit is located at Level 3 on the Gauge while the defending unit is located at Level 1 on the 6 row. Hex 1922 is the potential obstacle; located on the 3 row (it is 3 hexes from the attacker) at Level 2. A straight line shows that 1922 exactly touches the line, and thus the LOS is clear. Had the obstacle been in hex 1821, the LOS would have been blocked. If the Line of Sight exactly bisects two hexes, and one contains blocking terrain and the other does not, then the LOS is *clear*. Hedgerow hexsides do not affect LOS and do not block it.

FIRE ROUTINE

The Fire Routine is used to resolve all fire combat attacks regardless of when these occur. The players should refer to the Fire Combat Results Table while reading the following explanation of its use.

1. Determine the formation of the firing unit and its range from the target unit.

At the top left of the CRT are four possible rows which correspond to range and formation possibilities of firing units. These are explained in 10.9.

2. Determine the firing unit's Current Strength.

This strength is cross-indexed with the result of Step 1 to determine which of the five columns of possible results the attacker uses.

3. Cross-index the Target Class of the defending unit with the Type of unit firing.

Each defending unit will fall into one of the four Target Classes listed on the left side of the CRT (10.3). Each firing unit is of one of three types: **A:** artillery unit (regardless of nationality); **B:** British unit; **C:** Colonial unit.

4. The attacker rolls one die and cross-references the result with the Target Class of the defending unit, the attacker's column, and the unit Type within that column, to determine the result of the attack.

The result is applied *immediately*, before any other unit fires. See 10.7 for explanation of results.

CASES:

[10.1] Each combat unit has a Fire Zone which extends into all hexes it can observe within its maximum fire range.

A unit may only "see" those hexes in its Fire Zone. Hexes outside the Zone may not be observed or fired into. See the illustration on page 7.

[10.2] Whenever a unit engages in fire combat, it is subject to the following conditions:

1. A unit may fire only once per Fire Combat Phase.

Each unit may fire only in its own Phase, Artillery or Infantry. Dragoons fire in the Infantry Phase. During other Phases, a unit may fire as often as it is eligible.

2. Leaders, Routed units, Limbered batteries, and artillery crews may never fire in any Phase.

Unlimbered batteries that have crews may fire.

3. A unit may not fire at a unit that it cannot see.

A unit must have a clear Line of Sight in order to fire.

4. Only the top unit of a stack may fire or be fired upon.

5. A unit's Strength may never be divided to attack more than one unit.

A unit's Current Strength is always used in combat.

6. A unit may never fire through its flank or rear hexsides.

It may only fire through its frontal hexsides at a unit in its Fire Zone.

7. A unit is never required to fire.

It is always a player's option to fire or not to fire.

8. Infantry units in Column formation may fire.

However, they use the Column row on the Fire Combat Results Table, which is the least effective row.

[10.3] A defending unit always falls into one of four Target Classes.

Class 1. Should a unit fall into more than one Class, this Class takes priority. A unit which is in Column or that is enfiladed is a Class 1 target. **Example:** An enfiladed artillery unit attacked by an infantry unit would be a Class 1 target rather than a Class 4 target, as it would be if not enfiladed.

Class 2. This Class is used when an infantry or dragoon unit is fired upon and does not fall into Class 1, 3, or 4.

Class 3. This Class is used for all Routed units, regardless of type, and by broken down British light infantry in open line. In addition, a unit that occupies a woods hex (except Colonial in Open Line) is a Class 3 target. When an artillery unit is fired upon by an artillery unit, the defender is a Class 3 target.

Class 4. Colonial units in open line, artillery fired upon by non-artillery units, and Leaders fired upon while alone in a hex are all Class 4 targets.

[10.4] A unit may be immediately fired upon if it voluntarily exits a hex in an enemy minimum range Fire Zone.

The unit may be attacked by *all* units exerting a minimum range Fire Zone into the hex. This is especially important during the Shock Combat Phases (11.3).

[10.5] Aside from the hex in which a retreat began, a retreating unit may be fired upon if the hex from which it retreats is within an enemy minimum range Fire Zone.

A unit may not be fired upon a second time when it leaves the hex from which it began its retreat. However, it may be fired upon when it leaves hexes along its path of retreat that are within enemy minimum range Fire Zones.

[10.6] A unit may be immediately fired upon when it voluntarily changes its facing, formation, or stacking order in an enemy minimum range Fire Zone.

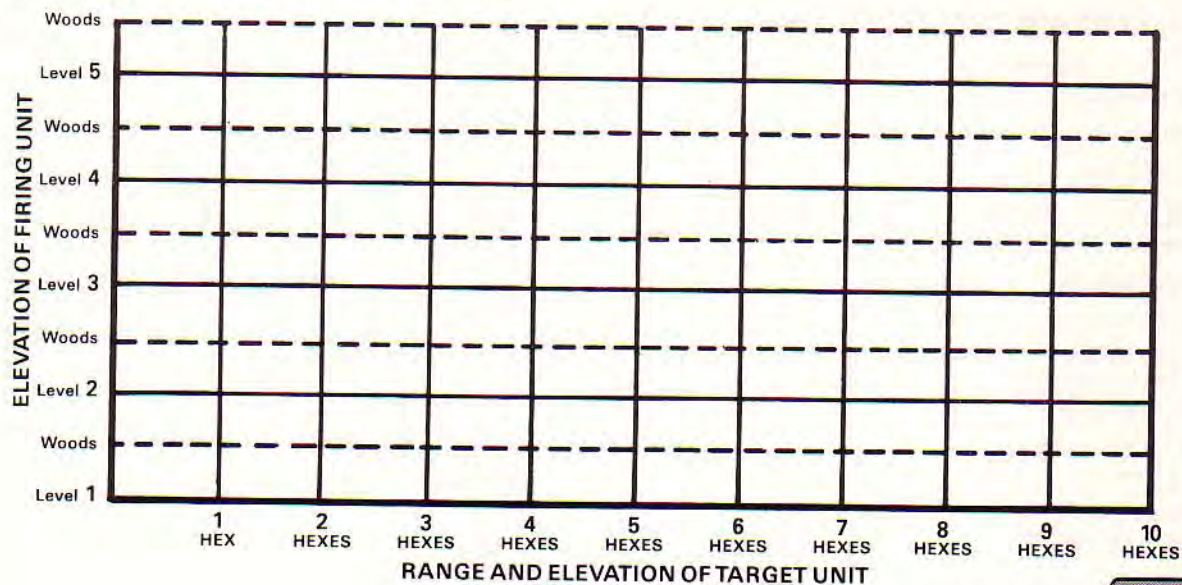
A unit may not be fired upon when it is caused to change into Disordered or Rout formation, since these are not voluntary formation changes. A unit may be attacked by all enemy units exerting a minimum range Fire Zone into the hex.

[10.7] The effects of fire combat depend on the condition of the defending unit.

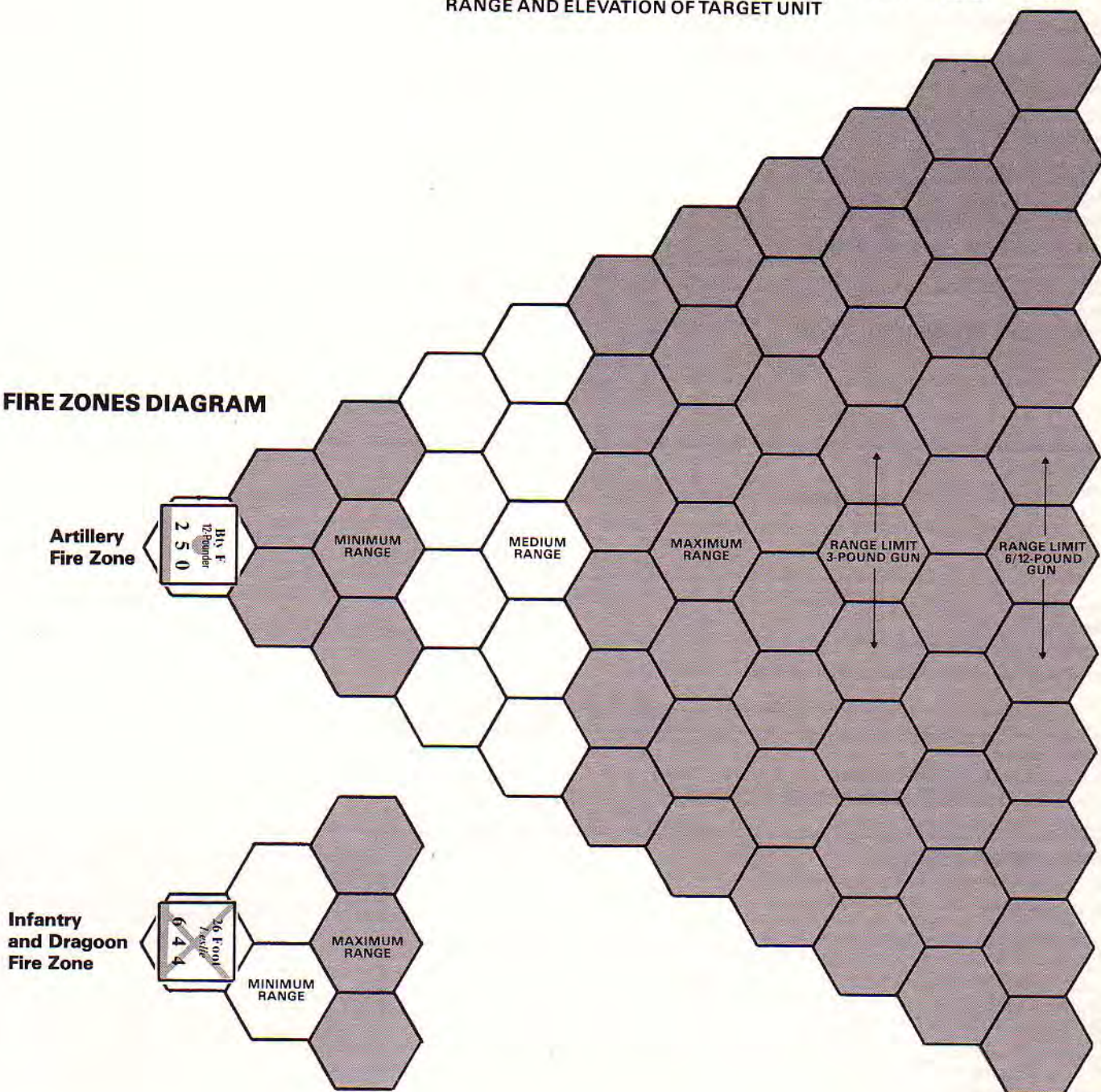
The results on the Fire Combat Results Table are: **M**, the defending unit makes an immediate Morale Check; **D**, the defending unit is immediately Disordered; **R**, the defending unit is immediately Routed and must retreat three hexes; **D/R**, the defending unit makes an immediate Morale Check and, if it fails, is Routed (if it passes, it is Disordered). It is also possible for a result to be "no effect." These effects are applied differently

[continued on page 33]

LINE OF SIGHT GAUGE



[10.1] FIRE ZONES DIAGRAM



[4.9] TERRAIN EFFECTS CHART

UNIT TYPE► TYPE OF TERRAIN	INFANTRY	DRAGOON	ARTILLERY	LEADERS	STACKING LIMIT ¹
Clear Hex	1	1	2	1	16 SP's
Woods Hex	3	3	4	1	12 SP's
Lake Hex	P	P	P	P	-
Stream Hexside ³	+2	+2	P	+1	-
Bridge Hexside ²	+1	+1	+1	-	-
Hedgerow Hexside ³	+1	+1	+2	+1	-
Slope Hexside From lower to higher only	+1	+1	+2	-	-
Road Hexside ⁴	1	1	2	½	-
Grand Tactical Road Movement	½	½	1	½	12 SP's
Change Facing During Movement	1	1	1	-	-

(-) indicates that the terrain type cost is not applicable for the given unit type. **P** indicates that the given unit type is prohibited from entering or crossing indicated terrain. The numbers are the Movement Points a unit must expend to enter a given hex or cross a given hexside. Hexside Movement Point costs are cumulative with hex costs. Thus, an infantry unit would spend three Movement Points to enter a clear terrain hex by crossing a stream hexside.

1. The Stacking Limit is the maximum number of Strength Points/Guns that may occupy the same hex; see Stacking, 8.0.
2. Bridges negate the effect of streams by reducing the Movement Point cost to cross those hexsides. An infantry unit must be in Column in order to use a bridge.
3. A unit is automatically Disordered upon entering a hex by crossing this hexside.
4. A unit moving on a road pays the road cost, not the cost of the other terrain in the hex. In effect, the unit occupies the road rather than the hex. Buildings have no effect on either movement or combat, and are included solely for historical interest.

[10.9] FIRE COMBAT RESULTS TABLE

FORMATION AND RANGE OF FIRING UNIT					NUMBER OF STRENGTH POINTS/GUNS FIRING														
<i>Any Disordered Unit/Artillery at Maximum Range/Unit in Column/Dragoon</i>					1-8			-			-			-					
<i>Infantry at Maximum Range</i>					1-5			6-8			-			-					
<i>Open Line at Minimum Range/ Medium Range Artillery</i>					1			2-3			4-6			7-8					
<i>Line and Artillery at Minimum Range</i>					-			1			2-3			4-6			7-8		
FIRING UNIT TYPE▶	DIE	A	B	C	A	B	C	A	B	C	B	C	B	C					
TARGET CLASS 1 <i>Column and Enfiladed Units</i>	1	M	-	-	M	-	-	D	M	-	M	M	D	M					
	2	M	-	-	D	M	M	D	M	M	D	M	D	D					
	3	M	M	M	D	M	M	D/R	D	M	D	D	D/R	D					
	4	D	M	M	D/R	D	M	D/R	D	D	D	D	D/R	D/R					
	5	D	D	M	D/R	D	D	R	D	D	D/R	D	R	D/R					
	6	D/R	D	D	R	D	D	R	D/R	D	R	D/R	R	R					
TARGET CLASS 2 <i>Line and Dragoon Units</i>	1	-	-	-	-	-	-	M	-	-	-	-	M	-					
	2	-	-	-	M	-	-	M	-	-	M	-	M	M					
	3	M	-	-	M	-	-	M	M	-	M	M	D	D					
	4	M	-	-	M	M	-	D	M	M	D	M	D	D					
	5	M	M	M	D	M	M	D	D	M	D	D	D/R	D					
	6	D	M	M	D	D	M	D/R	D	D	D/R	D	R	D/R					
TARGET CLASS 3 <i>British in Open Line, Unit in Woods, Artillery fired on by Artillery, Routed Unit</i>	1-2	-	-	-	-	-	-	-	-	-	-	-	-	-					
	3	-	-	-	M	-	-	M	-	-	-	-	M	M					
	4	M	-	-	M	-	-	M	-	-	M	M	M	M					
	5	M	-	-	D	-	-	D	M	M	M	M	D	D					
	6	D	M	M	D	M	M	D/R	D	D	D	D	D	D					
	TARGET CLASS 4 <i>Colonials in Open Line, Artillery fired on by Non-Artillery at any Range, Leader Alone in a Hex</i>	1-3	-	-	-	-	-	-	-	-	-	-	-	-	-				
4		-	-	-	-	-	-	M	-	-	-	-	M	M					
5		M	-	-	M	-	-	D	M	M	M	M	D	D					
6		M	M	M	D	M	M	D/R	D	D	D	D	D	D					
		6	M	M	M	D	M	M	D/R	D	D	D	D	D	D				

FIRE COMBAT RESULTS

A: Artillery; B: British; C: Colonial

If Target is in...

...**Good Order**. **M**: Morale Check; **D**: Disordered; **R**: Routed and retreat 3 hexes; **D/R**: make a Morale Check and apply the appropriate result.

...**Disorder**. **M**: Morale Check; **D**: lose 1 Strength Point and make a Morale Check; **R**: Routed, lose 1 Strength Point, and retreat 3 hexes; **D/R**: make a Morale Check and apply the appropriate result.

...**Rout**. **M**: Retreat 3 hexes; **D**: lose 1 Strength Point and retreat 3 hexes; **R**: lose 2 Strength Points and retreat 3 hexes; **D/R**: make a Morale Check and apply the appropriate result.

[17.5] GENERAL LEE TABLE

DIE	1	2	3	4	5	6	7
ACTIVATION POINTS	0	1	2	2	3	4	5

Add one to the die roll if Lee is stacked with Washington (see 17.5).

[11.9] SHOCK COMBAT RESULTS TABLE

MORALE DIFFERENTIAL (Attacker's Morale minus Defender's Morale)										
RATIO	DIE	-2	-1	0	+1	+2	+3	+4	+5	+6
300%	1	Dr/1	Dr/D	Dr/M1	D/Dr	D/Dr	1/Dr	1/Dr	1/Dr	D/R
	2	Dr/D	Dr/M1	D/Dr	D/Dr	D/Dr	D/Dr	D/Dr	D/R	1/R
	3	Dr/M1	-/Dr	-/Dr	-/Dr	-/Dr	-/Dr	-/R	-/R	-/R1
	4	-/Dr	-/Dr	-/Dr	-/Dr	-/Dr	-/Dr	-/R	-/R1	-/R1
	5	-/Dr	-/Dr	-/Dr	-/Dr	-/R	-/R	-/R1	-/R1	-/R1
	6	-/Dr	-/Dr	-/Dr	-/R	-/R	-/R1	-/R1	-/R1	-/R1
200%	1	R/-	Dr/-	Dr/D	Dr/M1	1/Dr	D/Dr	D/Dr	1/Dr	D/R
	2	Dr/1	Dr/D	Dr/M1	M1/Dr	D/Dr	1/Dr	M1/Dr	D/Dr	M1/Dr
	3	Dr/D	D/Dr	D/Dr	-/Dr	-/Dr	M1/Dr	M1/Dr	D/Dr	M1/Dr
	4	D/Dr	-/Dr	-/Dr	-/Dr	-/Dr	-/Dr	-/R	-/R	-/R1
	5	-/Dr	-/Dr	-/Dr	-/Dr	-/Dr	-/R	-/R	-/R1	-/R1
	6	-/Dr	-/Dr	-/Dr	-/Dr	-/R	-/R	-/R1	-/R1	-/R1
150%	1	R/-	R/-	Dr/1	Dr/D	Dr/M1	D/Dr	1/Dr	1/Dr	M1/Dr
	2	Dr/-	Dr/1	Dr/M1	Dr/M1	M1/Dr	1/Dr	M1/Dr	M1/Dr	1/Dr
	3	Dr/1	Dr/D	D/Dr	D/Dr	-/Dr	M1/Dr	-/Dr	-/Dr	-/R
	4	Dr/D	D/Dr	-/Dr	-/Dr	-/Dr	-/Dr	-/Dr	-/R	-/R
	5	D/Dr	-/Dr	-/Dr	-/Dr	-/Dr	-/Dr	-/R	-/R	-/R1
	6	-/Dr	-/Dr	-/Dr	-/Dr	-/Dr	-/R	-/R	-/R1	-/R1
100%	1	R/-	R/-	R/-	R/1	Dr/D	Dr/M1	M1/Dr	M1/Dr	D/Dr
	2	R/-	R/-	Dr/1	Dr/D	Dr/M1	D/Dr	M1/Dr	M1/Dr	M1/Dr
	3	Dr/1	Dr/1	Dr/D	Dr/M1	D/Dr	1/Dr	-/Dr	-/Dr	-/Dr
	4	Dr/D	Dr/D	D/Dr	D/Dr	-/Dr	-/Dr	-/Dr	-/Dr	-/R
	5	Dr/M1	1/Dr	-/Dr	-/Dr	-/Dr	-/Dr	-/Dr	-/R	-/R
	6	1/Dr	-/Dr	-/Dr	-/Dr	-/Dr	-/Dr	-/R	-/R	-/R1
75%	1	R1/-	R/-	R/-	R/-	Dr/1	Dr/-	Dr/M1	M1/Dr	M1/Dr
	2	R/-	R/-	Dr/-	Dr/1	Dr/D	Dr/M1	M1/Dr	M1/Dr	D/Dr
	3	R/-	Dr/1	Dr/1	Dr/D	Dr/M1	D/Dr	-/Dr	-/Dr	-/Dr
	4	Dr/D	Dr/D	Dr/D	D/Dr	-/Dr	-/Dr	-/Dr	-/Dr	-/Dr
	5	Dr/1	Dr/M1	D/Dr	-/Dr	-/Dr	-/Dr	-/Dr	-/Dr	-/R
	6	D/Dr	-/Dr	-/Dr	-/Dr	-/Dr	-/Dr	-/Dr	-/R	-/R
50%	1	R1/-	R1/-	R/-	R/-	R/-	R/-	Dr/1	Dr/1	M1/Dr
	2	R1/-	R/-	Dr/-	Dr/-	Dr/1	Dr/D	Dr/M1	M1/Dr	M1/Dr
	3	R/-	R/-	Dr/D	Dr/1	Dr/D	Dr/M1	-/Dr	-/Dr	-/Dr
	4	R/-	Dr/1	Dr/D	Dr/D	-/Dr	-/Dr	-/Dr	-/Dr	-/Dr
	5	Dr/D	Dr/D	D/Dr	-/Dr	-/Dr	-/Dr	-/Dr	-/Dr	-/Dr
	6	Dr/1	D/Dr	-/Dr	-/Dr	-/Dr	-/Dr	-/Dr	-/Dr	-/R

SHOCK ATTACK RESULTS

Results to the left of the slash apply to the attacker; those to the right apply to the defender. The defender always applies his result first, then the attacker.

If the target is in...

...**Good Order**. 1: lose 1 Strength Point; **D**: Disordered; **M1**: lose 1 Strength Point and Morale Check; **Dr**: Disordered and retreat 3 hexes; **R**: Routed and retreat 3 hexes; **R1**: Routed, lose 1 Strength Point, and retreat 3 hexes.

...**Disorder**. 1: lose 1 Strength Point; **D**: lose 1 Strength Point; **M1**: lose 1 Strength Point and Morale Check; **Dr**: lose 1 Strength Point and retreat 3 hexes; **R**: lose 1 Strength Point, Routed, and retreat 3 hexes; **R1**: lose 2 Strength Points, Routed, and retreat 3 hexes.

...**Rout**. 1, **D**, **M1**, **Dr**: lose 1 Strength Point and retreat 3 hexes; **R**: lose 2 Strength Points and retreat 3 hexes; **R1**: lose 3 Strength Points and retreat 3 hexes.

SHOCK ATTACK DIE ROLL MODIFIERS

-1 to the die roll if defender is...

- ...on a higher Elevation Level than attacker.
- ...attacked across a stream or bridge hexside.
- ...attacked across a hedgerow hexside.

-2 to the die roll if defender...

- ...occupies a woods hex.

+1 to the die roll if attacker...

- ...occupies a higher Elevation Level than defender.

The *Monmouth* counters are reproduced here to aid players in reproducing lost or damaged counters.

Monmouth Counter Section Nr. 1 (200 pieces): Front

Quantity of sections of this identical type in game: 1. Total quantity of Sections (all types) in game: 1.

[illegible]

Monmouth Counter Section Nr. 1 (200 pieces): Back

[illegible]

[continued from page 28]

according to whether the defender is in good order, is Disordered or Routed.

Good Order. If the defending unit is in good order at the moment the attack is made, the results are applied as described.

Disordered. If the defending unit is already Disordered when the attack is made, the results are altered as follows: **M**, the unit makes a Morale Check and, if it fails, is Routed and forced to retreat three hexes with no losses; **D**, the unit loses one Strength Point and makes a Morale Check which, if it fails, Routs the unit and forces it to retreat three hexes; **R**, the unit loses one Strength Point and is Routed and must retreat three hexes; **D/R**, the unit must make a Morale Check and then apply the **D** or **R** result listed in this paragraph.

Routed. If the defending unit is already Routed when the attack is made, the results are altered as follows: **M**, the unit retreats three hexes immediately with no losses; **D**, the unit loses one Strength Point and must retreat three hexes immediately; **R**, the unit loses two Strength Points and immediately retreats three hexes; **D/R**, the unit must make a Morale Check and then apply the **D** or **R** result listed in this paragraph.

Fire combat results are handled somewhat differently with artillery (13.5 and 13.6) and Leaders (14.1).

[10.8] When a unit suffers a Strength Point loss, a neutral marker is placed beneath the unit to represent its new Current Strength.

When a unit suffers losses equal to its Current Strength, it is eliminated. If more losses are called for than the Strength of the top unit in a stack, the excess losses are applied to the second unit in the stack. Due to losses and eliminations, stacked and adjacent units may be forced to make Morale Checks (9.2).

[10.9] The formation of the firing unit and its range to the defender affect its attack.

On the Fire Combat Results Table (see page 8), at the upper left are four possible rows a firing unit may be classified into:

Top Row. Artillery units firing at maximum range, units in Column formation, any dragoon, and any Disordered unit uses this row. Should a unit qualify for more than one row, this row takes precedence.

Second Row. Infantry and militia in line formation and in good order firing at a unit at two hexes range use this row.

Third Row. Open line infantry (both British and Colonial) at one-hex range and artillery firing at medium range (three or four hexes) use this row.

Bottom Row. Infantry and militia in Line formation firing at one-hex range and artillery firing at minimum range (one or two hexes) use this row.

[11.0] Shock Combat

GENERAL RULE:

Shock attack represents the psychological and physical confrontation

that occurs when opposing units close to within hand-to-hand combat range. Shock combat is resolved while the opposing units are adjacent. The attacking unit is considered to be attempting to enter the hex occupied by the defender. Shock attacks are made during the Shock Combat Phase at the Phasing player's option. The purpose of shock attack is to overwhelm the enemy unit and force it from its hex. If successful, the attacker then advances into the hex vacated by the defender.

PROCEDURE:

During his Shock Attack Phase, the player may initiate his shock attacks in any order he chooses. He need not announce all his attacks at the same time; rather, he announces one and resolves it before announcing a second. Units in different hexes may not be combined to attack the same hex. However, all the units stacked in one hex, whether attacking or defending, are combined into one total strength. Units defending in separate hexes must be attacked separately. Each individual shock attack is resolved using the following procedure and the Shock Combat Results Table (11.9):

1. The attacker announces his attack.

Once a shock attack has been announced, it must be resolved, even if, for some reason, the attacker changes his mind and decides he does not wish to attack.

2. The defending unit (if eligible) may fire at the attacking unit or stack.

The attacker is assumed to be attempting to enter the defender's hex, and thus may be leaving a hex in the defender's minimum range Fire Zone, depending on the formation and facing of the defending unit. Other enemy units which have minimum range Fire Zones in the hex that the attacked is leaving may also fire at the attacker. Thus, it is possible that a single attacking unit or stack may be attacked by several enemy units *before* the shock attack is resolved. The results of these attacks (if any) are applied to the units undertaking the shock attack before that attack is resolved.

3. Determine the Attack Percentage.

If the attacker survives Step 2 and does not Rout, he determines his Attack Percentage by dividing the attacker's total strength by the defender's total strength. The resulting percentage is located on the left-hand side of the Shock Combat Results Table. Always round any odd percentages down to the nearest percentage on the Table. **Example:** If 7 Strength Points of British attacked 3 Strength Points of Colonials, the final percentage would be 200% (7 divided by 3 yields 233%, rounded down to 200%).

4. Determine the Morale Differential.

The Morale Rating of the topmost defending unit is subtracted from the Morale Rating of the topmost attacking unit. The resulting number is the Morale Differential. Locate this number on the horizontal line at the top of the Shock Combat Results Table. Remember that a unit's Morale Rating is affected by losses, leadership, etc. (9.1).

5. The attacker rolls one die and locates the result by cross-referencing the Attack Percentage with the Morale Differential.

The results of the attack are applied *immediately*, before any other shock attacks are announced or resolved. See 11.8 for an explanation of the results. As a result of a successful shock attack, the attacking unit *must* advance into the defender's vacated hex. The attacker does not get to fire at the defending unit if it is forced to retreat, even though the defender would be exiting the attacker's minimum range Fire Zone (at least in a technical sense).

CASES:

[11.1] A shock attack die roll result is modified if any of the following circumstances are in effect.

Subtract...

- ...1 if the defending unit occupies a hex on a higher elevation than the attacker.
- ...1 if the attack is made across a hedgerow hexside.
- ...1 if the attack is made across a stream or bridge hexside.
- ...2 if the defender occupies a woods hex.

Add...

- ...1 if the defender occupies a hex on a lower elevation than the attacker.

All modifications that apply to the attack are totaled to give one modifier, which is then added to or subtracted from the die roll result. Results of less than 1 or greater than 6 are treated as 1 or 6 respectively.

[11.2] Whenever a shock attack is made, it is subject to the following restrictions.

1. A unit or stack may only shock attack an adjacent enemy unit or stack that it faces.
A unit may never shock attack through its flank or rear hexsides.
2. Units or stacks occupying different hexes must make separate shock attacks.
3. A unit or stack may make only one shock attack per friendly Shock Attack Phase.
A unit may never shock attack in the enemy's Shock Attack Phase.
4. A unit or stack may be shock attacked any number of times in the same Shock Attack Phase.
5. Defending units occupying different hexes must be shock attacked separately.
6. Leaders, batteries, and Routed units may never initiate shock attacks.
These units may, however, be targets of enemy shock attacks.

7. A unit is never required to launch a shock attack.

A player has his choice to attack or not to attack during his Shock Attack Phase.

8. A defending unit must always defend when shock attacked.

A unit may not retreat before a shock attack as in some other SPI games.

[11.3] A unit that initiates a shock attack may be fired upon by all units whose minimum range Fire Zone the unit leaves.

This includes the unit or stack the unit is shock attacking. The firing units fire at the shock attacking unit in the hex he occupies, not the hex occupied by the defender. If, after this fire, the shock attack forces the attacker to advance into the defender's hex, the attacking units cannot be fired upon while making this advance.

[11.4] A unit or stack that initiates a shock attack across a stream or bridge hexside is immediately Disordered.

The Disorder is applied before the shock attack is resolved, but after the defender, if eligible, has had a chance to fire. A previously Disordered unit is unaffected.

[11.5] A Disordered unit that is shock attacked across a flank or rear hexside makes an immediate Morale Check.

The Check is made *before* the shock attack is resolved. As a result, the unit may retreat away before the attack can be made. If so, the shock attacking unit must advance into the vacated hex.

[11.6] A unit in good order that is shock attacked across its flank or rear hexside is immediately Disordered.

The Disorder is applied before the shock attack is resolved.

[11.7] At the conclusion of a successful shock attack, the attacker may face in any direction.

The attacker receives a free facing change at the conclusion of a successful shock attack.

[11.8] The effects of shock attack depend on the condition of both the attacking and defending units.

The results on the Table differ depending on whether the unit is in good order, Disorder, or Rout at the moment the attack is made.

Good Order. 1, the unit loses one Strength Point and makes no Morale Check; **D**, the unit is Disordered and makes no Morale Check; **M1**, the unit loses one Strength Point and makes a Morale Check; **Dr**, the unit is Disordered and must retreat three hexes, but makes no Morale Check; **R**, the unit is Routed and must retreat three hexes; **R1**, the unit loses one Strength Point, is Routed, and must retreat three hexes.

Disordered. 1, the unit loses one Strength Point and makes no Morale Check; **D**, the unit loses one Strength Point and makes no Morale Check; **M1**, the unit loses one Strength Point and makes a Morale Check which, if it fails, Routs the unit and forces it to retreat three hexes; **Dr**, the unit loses one Strength point, retreats three hexes, but makes no Morale Check; **R**, the unit loses one Strength Point, is Routed, and must retreat three hexes; **R1**, the unit loses two Strength Points, is Routed, and must retreat three hexes.

Routed. 1, the unit loses one Strength Point and retreats three hexes; **D**, same as 1; **M1**, same as 1; **Dr**, same as 1; **R**, the unit loses two Strength Points and retreats three hexes; **R1**, the unit loses three Strength Points and retreats three hexes.

A battery, regardless of its condition, is eliminated whenever it receives an **M1**, **Dr**, **R**, or **R1** result in shock combat.

[11.9] Shock attacks may be made at greater or lesser Morale Differentials or Attack Percentages than those printed on the Table.

Once a shock combat is announced, it must be carried out. Shock attacks at less than 50% on the Table (see page 9) use the 50% ratio, while those made at greater than +6 use the +6 differential. An attack made at a differential less than -2 is an automatic **Dr** result for the attacker, and the defender is unaffected. Attacks at greater than 300% use the 300% ratio.

[12.0] Retreat

GENERAL RULE:

Units may be forced to retreat as a result of shock combat or as a result of being Routed. A player always retreats his own units. Retreating units must always retreat toward friendly lines; that is, toward the friendly edge of the map. The friendly edge for the Colonials is the western, and the eastern edge is friendly to the British.

CASES:

[12.1] Generally, a retreating unit must retreat three hexes.

A unit must retreat four hexes if it is unable to Rally in the Rally Phase (12.8). A unit may not retreat more than four hexes in a single retreat. A unit that has performed one retreat already and that is called on to retreat again, retreats only one hex. The unit would again retreat only one hex if called on to retreat a third time, and so on.

[12.2] A stack must retreat together.

Retreating stacks must stay together. The units from more than one hex may, however, end a retreat stacked together. This is one way for a player to make it easier to Rally his troops. However, units of different types or formation that end up stacked together must unstack in the following March Phase. If unable to unstack, the owner must eliminate units so that the stack contains units of only one type and formation of his choice.

[12.3] Colonial units must retreat toward the west mapedge, and British units must retreat toward the east mapedge.

A Colonial unit must always retreat into a non-enemy-occupied hex that is northwest or southwest of the hex it currently occupies. A British unit must always retreat into a hex that is northeast or southeast. Both British and Colonial units may retreat into north and south hexes, but *only* if both other legal hexes are occupied by enemy units or enemy minimum range Fire Zones. A unit may never retreat into a hex away from its friendly mapedge. If forced to do so, the unit is eliminated instead.

[12.4] A unit that retreats into a friendly mapedge hex does not leave the map.

Instead, the retreating unit stops its retreat and loses one Strength Point immediately. If not Rallied in the ensuing friendly Rally Phase (9.7), the unit remains in place and loses another Strength Point at the end of the Rally Phase, and so on until the unit or stack is either eliminated or Rallied.

[12.5] A unit may retreat into or through hexes occupied by other friendly units, thereby immediately Disordering those units.

A unit whose hex is retreated through is immediately Disordered or, if already Disordered, is Routed and must retreat three hexes. No losses are incurred due to Rout.

[12.6] If retreating units end their retreat stacked with other units, all units in the hex automatically adopt the status of the retreating units.

The non-retreating units may become Routed or Disordered when they remain stacked with retreating units.

[12.7] Retreating units may never enter enemy-occupied hexes and, if no retreat path is available, they are eliminated instead.

[12.8] A Routed unit that does not Rally in the friendly Rally Phase must retreat four hexes.

If the unit occupies a friendly mapedge hex, it loses one Strength Point instead.

[12.9] An unrouted unit that retreats always faces as if it were moving.

The last hex of a retreat will always find the retreating unit faced away from the hex-side through which it entered the hex. This is important, since the unit may present its rear or flank involuntarily to the enemy. The facing of Routed units makes no difference.

[13.0] Artillery

CASES:

[13.1] Artillery units are eliminated if they suffer an M1, Dr, R, or R1 result in shock combat.

[13.2] A crewed artillery unit is considered to have one Strength Point for determining shock combat percentages.

The unit's Morale Rating is that on its counter. An uncrewed battery has a strength of 0; that is, when it is unmanned, it may be taken automatically in shock combat. The attacker need not roll a die when shock attacking a hex containing only uncrewed batteries.

[13.3] Each battery comprises two parts: its guns and its crew.

When a battery is Disordered or Routed, this applies to the battery's crew, not to the guns. Only one counter — the battery counter — is used to indicate both crew and battery, unless the crew has retreated from its unlimbered guns (13.4).

[13.4] When a limbered battery retreats, the entire battery is retreated; when an unlimbered battery retreats, only the crew retreats, and the guns are abandoned in the hex they occupy.



When an unlimbered battery is forced to retreat, a lettered Crew marker is placed on the battery, and this marker is then retreated. Then the player places an Abandoned Guns marker, with the same code letter as the Crew

marker, on the battery whose guns have been abandoned. The battery may be recreated when the retreated crew has Rallied and returned to the hex where the guns were abandoned. *Only* a battery's original crew may be used to recreate the battery. Abandoned guns have no significance; both players may freely move or fire through a hex occupied solely by abandoned guns. However, should an enemy combat unit enter a hex occupied by abandoned guns, those guns and their crew are immediately removed from play. Crews are considered line infantry for movement purposes, as well as if they are fired on while away from their battery. However, a crew has no Fire Zone and is considered to face all six hexsides of the hex it occupies. Thus, it may not be enfiladed. Crews may not engage in fire combat and may defend only against shock attack. A crew's Morale is *not* reduced by losses to its battery's guns.

[13.5] Infantry fire at any range and artillery fire at a range of four hexes or less affects only a defending battery's crew.

The battery is considered a Class 4 target in case of infantry attack, and a Class 3 target in artillery attack. Regardless of its Target Class, a battery is immediately eliminated from play when its crew is eliminated, whether the crew is with the battery or not.

[13.6] Artillery fire at a range of five to 10 hexes affects only a target battery's guns.

Such fire (at maximum range) is called counter-battery fire. Any **D** or **R** result that occurs as a result of counter-battery fire *eliminates one gun* from the target battery. The battery's crew does not make a Morale Check or Rout as a result of the loss. The crew is, however, Disordered. Should counter-battery fire produce an **M** result, the fire has no effect.

[13.7] A limbered battery may move but not fire; an unlimbered battery may fire but not move.

[14.0] The Hedgerow Scenario

GENERAL RULE:

The Hedgerow Scenario is a stand-alone game designed as an enjoyable introduction to the game. It is highly recommended that this Scenario be played at least once before players move on to the more complex Advanced Scenarios. This Scenario recreates the stand made by the Colonials at the mid-point of the battle, which allowed Washington to bring up and form the main body of the army. The Scenario lasts for five Game-Turns, beginning with Game-Turn 15 and ending at the conclusion of Game-Turn 19. The British player is the First Player.

CASES:

[14.1] When a Leader is eliminated, his counter is flipped over to reveal his reduced values.

Leaders with no reduced values are removed from play when they suffer a loss. When a Leader is stacked with a unit that suffers losses in fire or shock combat, the

owning player rolls a die; on a result of **1**, the Leader is reduced; any other result has no effect. A Leader stacked with a unit that is eliminated is placed on the nearest friendly combat unit and the player rolls to determine whether the Leader is reduced. A Leader alone in a hex is automatically reduced if an enemy combat unit enters his hex during the enemy March Phase; in this case, the Leader is displaced after reduction. A lone Leader may be fired upon as a Class 4 target. Any result against him forces him to be placed on the nearest friendly combat unit; he is *not* reduced, merely displaced.

[14.2] In order to win, a player must accumulate more Victory Points than his opponent.

Victory Points are awarded for inflicting losses on the enemy and for capturing significant terrain. Each player receives the following Victory Points for inflicting enemy casualties:

1 VP per enemy infantry/dragon Strength Point eliminated.

2 VP's per enemy gun eliminated (crews do not count for Victory Points).

2 VP's per enemy Leader loss. Each time a Leader is "lost" the enemy receives VP's, not just the first time when the Leader counter is flipped to its reduced side.

The players receive the following Victory Points for controlling terrain. The Colonial player controls all these hexes at the start of the game. A player controls a hex if he was the last player to have an unrouted combat unit in the hex at the end of a Game-Turn. A hex is *not* controlled simply by moving through it, as in other SPI games. Hexes 1519 and 1619 are each worth **4 VP's** to the player who controls the hex or hexes at the conclusion of the game. The British player receives **2 VP's** for each hex on the north side of Weamaconk Creek, beginning with hexes 1617 and 1618 and going west (i.e., hexes 1718 east do not count) at the end of the game. In addition, the British player receives **1 VP** for each of the following hexes he controls at the end of the game: 1122, 1220, 1221, 1222, 1320, 1321, 1322, 1323, 1419, 1420, 1421, 1520, 1521, 1619, and 1620.

[14.3] At the end of the game, the players consult the following schedule to determine the winner.

The players total their Victory Points (14.2) and subtract the smaller total from the larger. The resulting differential is located below to determine the winner.

20 or more VP's: Decisive Victory

13 to 19 VP's: Substantial Victory

6 to 12 VP's: Marginal Victory

0 to 5 VP's: Draw

[14.4] All units in the Hedgerow Scenario are always in Command.

The units may fight and move without the more complex rules of the Advanced Scenarios. Leaders are used in this Scenario to Rally Routed units (9.5) and to modify the Morale Ratings of adjacent units (9.1).

[14.5] Only part of the map is used in this Scenario.

Printed on the map is a line representing the play area for this Scenario. The eastern

edge is the friendly mapedge for the British player, while the western edge is friendly to the Colonials (12.3). The battle is considered to be raging outside these boundaries. Thus, if the only path of retreat open to a unit is into a hex outside the boundary on the north or south, the unit is removed from play, but is not considered eliminated. If the unit reaches the friendly edge of the play area, it begins to lose one Strength Point per Game-Turn, as described in 12.3.

[14.6] British units begin in Column (infantry) and Limbered (artillery).

They set up as follows (unit: hex):

1BtGd: 2921; **2 BtGd:** 2922; **1/1BtGr:** 2923; **2/1BtGr:** 2924; **1/2BtGr:** 2824; **2/2BtGr:** 2825; **16LtDg:** 2626; **BtyA:** 3024; **Clinton:** 2923.

[14.7] Colonial units begin in Line (infantry) and Unlimbered (artillery).

They set up as follows (unit: hex):

Wayne: 2419; **3Md:** 2420; **13Pa:** 2520; **5Va:** 2519; **Lafytte:** 1822; **JknDet:** 1625; **VrnBde:** 1923; **SctBde:** 2022; **2NJ:** 2122; **4NY:** 1823; **Bty1:** 1824; **Bty2:** 1725.

[15.0] Fatigue

GENERAL RULE:

The temperature during the battle of Monmouth hovered near 100°, resulting in a high rate of exhaustion and fatigue on both sides. The battle often slowed to a crawl as the troops took time to rest and gather water. To reflect this factor, both players roll a die during the Fatigue Interphase, starting at noon (Game-Turn 6). If both players roll the same number, then both sides are considered to have sat down for a breather. The following Game-Turn is skipped; then there are no Fatigue Checks for the next two Game-Turns following the skipped turn. On the third turn after a skipped turn, the Fatigue Check is resumed. There is no roll on the last turn of a Scenario.

CASES:

[15.1] Reinforcements due to enter on a Game-Turn that is skipped enter on the next turn played.

If Game-Turn 8 were skipped, for example, the British reinforcements due to arrive that turn would enter on Game-Turn 9. The Game-Turn 9 reinforcements would also enter on that turn, but *after* the reinforcements from Game-Turn 8.

[15.2] Routed and Disordered units that are not Isolated nor in an enemy minimum range Fire Zone automatically Rally when a Game-Turn is skipped.

The skipped turn acts as a kind of Rally Phase for these units. Routed units do *not* need Leaders to Rally in this event, and they change from Rout to Disordered.

[15.3] Victory Points awarded for controlling terrain are still awarded, even if the turn is skipped.

Either player may receive VP's during a skipped turn if he is in control of Victory Point hexes that award VP's on a turn by turn basis.

[16.0] Command

GENERAL RULE:

The Advanced Scenarios add the concepts of Command Control and differing abilities among Leaders to the game. The two armies differ in organization, and this is reflected in their respective command systems. Each Leader has a Command Radius which is the number of hexes that Leader's combat units may be away from the Leader and still be in Command. A combat unit will always be in one of three states: in Command, Out of Command, or Isolated.

PROCEDURE:

During his Command Phase, the player examines his combat units to determine which are in Command, Out of Command, or Isolated. Each Leader has a Command Radius printed on its counter. When tracing a Leader's Radius, the hex the Leader occupies is *not* counted, while the hex the combat unit occupies *is* counted. That Leader's combat units are in Command if they occupy a hex in that Leader's Radius. A Leader may command only those units that are subordinate to him, or units with which he is stacked. This is indicated by the Leader's name being printed on the combat units of his command. Thus, the 9th Pennsylvania would be in command if it began the Colonial Command Phase within 3 hexes of General Wayne. Artillery batteries may be commanded by any Leader of their army (British) or wing (Colonial).

The British Army contains many independent units which may be commanded by the three British Army Commanders, Clinton, Cornwallis, and Erskine. A unit that is Out of Command or Isolated is greatly reduced in its abilities to fight and move. When a unit is judged to be Out of Command or Isolated, an appropriate marker is placed on the unit. A unit's command status remains as determined until the *next* friendly Command Phase. Thus, a unit will be in Command, Out of Command, or Isolated for an entire Game-Turn.

CASES:

[16.1] **A Command Radius may not be traced through lake hexes or enemy combat units.**

A Command Radius may be traced through enemy Fire Zones and across other types of terrain. Players familiar with other SPI tactical games will note that this is a more liberal rules than usual. This is due to the short range of enemy weapons and the ability of couriers to get through these Fire Zones with little danger.

[16.2] **A combat unit must be in Command in order to move and fight at its full potential.**

Leaders are always in Command, regardless of their rank. A unit that is in Command may move its entire Movement Allowance and may fire in the Fire Combat Phases. The unit may enter enemy minimum range Fire Zones, initiate shock combat, and use Grand Tactical Movement *only* if the unit (or its brigade) has been Activated (17.0). A unit that is in Command may execute any action except those requiring Activation.

[16.3] **A unit that is stacked with a friendly Leader is automatically in Command.**

This is true even if the unit and Leader are from different Wings, brigades, etc.

[16.4] **Colonial infantry are commanded by Brigade Leaders, while the batteries are commanded by Brigade and Army Leaders.**

A Colonial infantry or militia unit is in Command if it begins the Colonial Command Phase stacked with a Leader (16.2) or is within the Command Radius of its Brigade Leader. Units that do not meet these restrictions are Out of Command, and have an Out of Command marker placed on them. Colonial batteries are in Command if they are stacked with a Leader or begin within the Command Radius of *any* Leader, Brigade or Army, of the same Wing. Thus, Colonial Battery 1 may be commanded by Dickinson, Maxwell, Wayne, Lafayette, Scott, or Lee (the Wing commander) if it begins the Command Phase within the Command Radius of any of these Leader's.

[16.5] **Colonial General Wayne may command any number of units from Lafayette's brigade in addition to those of his own brigade.**

General Wayne was assigned to lead the Advance Guard, and his old command was turned over to Lafayette. Thus, Wayne may lead those troops, in addition to those he was historically assigned to command.

[16.6] **Some British units are commanded by Brigade Leaders; others are independent and are commanded by Army Leaders; batteries may be commanded by any British Leader.**

British units that have a name printed under their designations are subordinate to the Leader named and may be commanded by him if they begin the British Command Phase in his Command Radius. Independent units are in Command if they begin the Command Phase in the Command Radius of either Clinton or Cornwallis. In addition, General Erskine, a staff officer, may command any two independent units within his Radius. Erskine may also command the units with which he is stacked, in addition to the above. British batteries are in Command if they are within the Command Radius of Clinton, Cornwallis, any Brigade Leader, or one of Erskine's two units. British units are in Command if stacked with a Leader (16.3).

[16.7] **A unit that is not stacked with a Leader or in the Command Radius of its Leader is Out of Command.**

A unit that is Out of Command may also be Isolated if the conditions of 16.8 are met. A unit that is Out of Command...

...has its Movement Allowance reduced by half (round down).

...may not use Grand Tactical Movement.

...may not initiate shock combat (although it still must defend if shock attacked).

...may not voluntarily enter an enemy minimum range Fire Zone. The unit could enter such a hex by retreat, or an enemy unit could advance to within range. A unit is not required to exit the minimum range Fire Zone if it begins there, or if the enemy unit moves up; it simply cannot enter another hex in an enemy minimum range Fire Zone in the owner's March Phase.

...may not fire in the Fire Combat Phase.

The unit retains its Fire Zone and may fire in any other Phase, due to changes in enemy facing, formation, etc., in its minimum range Fire Zone.

[16.8] **A unit is Isolated if it is Out of Command and surrounded by enemy units and/or minimum range Fire Zones.**

Isolated

A unit is Isolated if, during the friendly Command Phase, the unit is Out of Command and all six hexes around the unit contain enemy combat units or their minimum range Fire Zones. The owner places an Isolated marker on the unit and makes an immediate Morale Check in the Command Phase. If the unit passes, it remains Isolated and may not Rally during the friendly Rally Phase (even from Disorder). If it fails, it is immediately Routed (*not* Disordered, even if it was in good order) and retreats three hexes. An Isolated unit that is unable to retreat is eliminated.

[17.0] Activation

GENERAL RULE:

Each of the seven Army Leaders in the game has a number of Activation Points printed on his counter. These points are used to Activate Brigade Leaders and/or individual combat units during the friendly Command Phase. An individual unit or the units of an Activated brigade may use Grand Tactical Movement, initiate shock combat, and enter enemy minimum range Fire Zones; unactivated units may not.

PROCEDURE:

During his Command Phase, a player may expend Activation Points from his Army Leaders to Activate individual units or Brigade Leaders. To be activated, the unit or Leader must be within that Army Leader's Command Radius, and that Army Leader must expend one Activation Point. An Army Leader may not exceed the number of Activation Points printed on his counter when expending them during a Command Phase. However, Activation Points are expended one Game-Turn at a time, and a Leader may use his maximum amount listed on his counter in *each* Game-Turn.

Thus, General Clinton has 6 Activation Points he may expend in each Game-Turn. It costs one Activation Point to Activate an individual combat unit or Brigade Leader. However, if a Brigade Leader is Activated, then all the units in his brigade that are in Command within his Command Radius are *also Activated*. So, if Lafayette is Activated, and all his regiments are within his Command Radius and in Command, then all six regiments are Activated. In order for an army to launch an offensive, it needs to Activate as many units as possible. Unactivated units are adequate, however, for defense.

CASES:

[17.1] **Only Activated units in Command may enter an enemy minimum range Fire Zone, use Grand**

Tactical Movement, or initiate shock combat.

Units that are in Command but unactivated may not perform these actions, while Out of Command units are even more restricted in their actions (16.7). An unactivated unit may be forced into an enemy minimum range Fire Zone, but only an Activated unit may voluntarily enter such a Zone in the friendly March Phase. An unactivated unit must always defend in shock combat, but only an Activated unit may initiate it.

[17.2] A unit is Activated for an entire Game-Turn when its owner Activates it.

A unit must be re-Activated in each friendly Command Phase if its owner wants to continue its Activation.

[17.3] A Colonial Army Leader may Activate only Brigade Leaders or units of his Wing.

General Washington may not Activate Leaders; however, see 17.6. Generally speaking, the Colonial player will spend most of his Activation Points Activating Brigade Leaders, not individual units. Each Wing has more brigades than the Wing Commander has Activation Points. Therefore, all brigades may not be Activated at the same time. An individual unit must always be in Command in order to be Activated by either its own Activated Brigade Leaders or its own Wing Leader. Both players will often find their batteries falling behind the rest of the army because there are simply not enough Activation Points to go around.

[17.4] Colonial General Wayne is always considered Activated.

The Colonial player need never expend Activation Points on General Wayne, since his personal initiative was, historically, greater than that of any other Leader present at the battle. Those of his units that are in Command (and possibly those of Lafayette; 16.5) will all usually be Activated.

[17.5] Colonial General Lee was unpredictable and his Activation Points are determined each Game-Turn through use of the General Lee Table.

During his Command Phase, the Colonial player rolls one die and locates the result on the Table to determine Lee's Activation Points for that Game-Turn. One is added to the die roll if Lee is stacked with Washington. The player should note the Point total on a piece of paper as a reminder.

[17.6] Washington increases the Activation Point total of each Wing commander with which he is stacked.

Washington does not have a Command Radius or Activation Point total of his own; rather, he influences his Wing commanders. If Washington begins the Colonial Command Phase stacked with one or more Wing commanders, their Activation Point totals are each increased by 1, or if Lee is stacked with Washington, 1 is added to his die roll on the General Lee Table (17.5).

[17.7] British Generals Clinton and Cornwallis may expend their Activation Points to Activate any units or Brigade Leaders in the British Army.

The British player has many independent units, and it costs one Activation Point

to Activate each of them. British batteries and Brigade Leaders also cost one Point, just as the Colonials do. Units must always be in Command to be Activated.

[17.8] British General Erskine has two Activation Points which he may expend to Activate two independent units or batteries.

He may not use his Points to Activate Brigade Leaders, since he is a staff officer and does not have the rank necessary to do so (see also 16.6).

[17.9] A battery that is in Command is automatically Activated at no cost.

[18.0] Rally

GENERAL RULE:

The ability of Leaders to Rally their troops is expanded in the Advanced Scenarios to reflect more accurately the reality of the Revolutionary battlefield. Thus, Leaders are able to Rally units within their Command Radii under certain circumstances.

CASES:

[18.1] A Leader may Rally a friendly unit with which it is stacked.

The Rally procedure used in the Introductory Scenario still applies.

[18.2] A Brigade Leader may Rally the units of his Brigade that are within his Command Radius in the friendly Rally Phase.

The player must trace a Line of Command, as in 16.1, in order for the Brigade Leader to Rally units within his Command Radius. This may be blocked by lake hexes and enemy combat units.

[18.3] An Army Leader may Rally a number of units (or stacks) equal to his Activation Point total, that are within his Command Radius.

Colonial Wing commanders may only Rally units of their own Wing in this way, although they may still Rally any unit with which they are stacked. British Army Leaders may Rally any British unit, even General Erskine. **Example:** General Clinton has an Activation Point total of 6 and could thus Rally all the British units occupying up to six hexes within his Command Radius.

[18.4] Leaders are themselves never Routed or Disordered, although they may be stacked with units in either state.

[19.0] Advanced Scenarios

GENERAL RULE:

The two Advanced Scenarios are Monmouth Courthouse and the Grand Battle. Monmouth Courthouse is the easier and shorter of the two. The following rules apply to both Scenarios.

CASES:

[19.1] When a Leader is eliminated, his counter is flipped over to reveal his reduced values, as in the Hedgerow Scenario (14.1).

[19.2] Both players accumulate Victory Points according to the following schedule:

1 VP (British player) per Colonial infantry/militia SP eliminated.

2 VP's (Colonial player) per British infantry/dragoon SP eliminated.

2 VP's per enemy gun eliminated (crews do not count for Victory Points).

2 VP's per reduced enemy Brigade Leader. Each time a Leader is lost, the enemy receives VP's, not just the first time. **Note:** British General Erskine counts as a Brigade Leader for VP purposes.

4 VP's per reduced Wing Leader (Colonial) or General Cornwallis (British).

7 VP's per reduced Army Leader (i.e., Washington and Clinton).

Players also receive VP's for controlling terrain, as described in each Scenario. Control of a hex is the same as in 14.2.

[19.3] At the end of the game, the players total their Victory Points, and the Colonial player's total is subtracted from the British player's to determine the winner.

The resulting differential is located on the following schedule:

41 or more: British Decisive Victory

26 to 40: British Substantial Victory

11 to 25: British Marginal Victory

6 to 10: Draw

5 to -5: Colonial Marginal Victory

-6 to -15: Colonial Substantive Victory

-16 or less: Colonial Decisive Victory

[20.0] Monmouth Courthouse

GENERAL RULE:

The Monmouth Courthouse Scenario recreates the initial Colonial advance by Lee's Advance Wing. The Scenario lasts 10 Game-Turns, beginning with Game-Turn 5 and ending at the conclusion of Game-Turn 14. The Colonial player is the First Player.

CASES:

[20.1] Victory Points are awarded per 19.2, and for the following terrain.

The Colonial player receives 5 VP's if he controls the Monmouth Courthouse (5423) at the conclusion of the game. The British player receives 5 VP's if the Colonial player controls *none* of the road hexes from 5422 through 5915, inclusive.

[20.2] British units begin in Line (infantry) and Unlimbered (artillery).

The British units are set up as follows (unit: hex):

QnRg: 5812; **16LtDg:** 5615; **1/1LtIn:** 5519; **2/1LtIn:** 5519; **1/1BtGr:** 5520; **2/1BtGr:** 5520; **1/2BtGr:** 5521; **2/2BtGr:** 5521; **1BtIn:** 5924; **2BtIn:** 5823; **3BtIn:** 5723; **BtyA:** 5522;

Loos: 5823; Erskine: 5716;
Crnwlls: 5521.

[20.3] Colonial units begin in Column (infantry) and Limbered (artillery).

The Colonial units are set up as follows (unit: hex):

Lee: 2820; Wayne: 4019; 9Pa: 4119;
JknDet: 4019; SctBde: 3920; VrnBde:
3920; 3NH: 3521; Bty1: 3820; Bty2: 3820;
Lafayette: 3420; 13Pa: 3620; 9Ma: 3521;
4NY: 3420; 3Md: 3420; 4Pa: 3420; 5Va:
3620; Scott: 3021; 4/8Va: 3220; 1/12Va:
3121; 1NH: 3021; 14Ma: 3021; 4Md: 2921;
Maxwell: 2720; 1NJ: 2820; 2NJ: 2720; 3NJ:
2620; 4NJ: 2820; Bty3: 3321; Bty4a: 3321;
Bty4b: 3321; Bty5: 2521; Dcknsn: 4806;
Mmth1: 4906; Mmth2: 4807; Htngtn: 4806.

[21.0] The Grand Battle Scenario

GENERAL RULE:

The Grand Battle Scenario recreates all the major action of the battle of Monmouth. The Scenario lasts 28 Game-Turns, beginning with Game-Turn 1 and ending at the conclusion of Game-Turn 28. The Colonial player is the First Player.

CASES:

[21.1] Victory Points are awarded per 19.2, and for the following terrain.

The battle was fought largely for control of the four road junctions at 2511, 2820, 4119, and 3811, which control lateral movement across the central morasses. Victory Points are awarded for controlling these hexes at the end of the *enemy* Player-Turn. Thus, the Colonial player would receive VP's at the end of the British Player-Turn. The number of VP's received depends on the number of hexes controlled:

0 or 1 hex: No VP's

2 hexes: 1 VP

3 hexes: 2 VP's

4 hexes: 3 VP's

Important Note: Victory Points are awarded for a group of hexes, *not* for each hex controlled. Thus, if the Colonial player controlled 3 hexes, he would receive 2 VP's, not 6. Hexes 2511 and 2820 begin the game in Colonial control; 4119 and 3811 begin uncontrolled.

The Colonial player receives 5 VP's at the end of each British turn in which he controls Monmouth Courthouse (5423).

The British player receives 2 VP's at the end of each Colonial turn in which he controls hex 0716, and 2 VP's per turn for 0117.

[21.2] Both player receive reinforcements during the game.

Reinforcements are called on to enter on a specific Game-Turn, although they may be delayed one Game-Turn (or more) at the option of the their owner, or because a turn has been skipped due to Fatigue Check. Reinforcements enter the map at specified road hexes and may use Grand Tactical Movement when entering, so long as no enemy unit is within 6 hexes of the entry hex. Reinforcements enter in Column (infantry) and Limbered (artillery) and may stack up to the clear terrain Stacking Limit when entering.

The units that enter the same hex enter one unit or stack at a time. The players should imagine that the road extends off the mapedge and that the units are deployed one behind the other. Thus, if the first stack pays one Movement Point to enter, then the second would pay two Movement Points, and so on. If a reinforcement's entry hex is blocked by an enemy unit or minimum range Fire Zone, the player has the option of delaying the reinforcements or bringing them in at the closest clear terrain hex. If two clear hexes are equidistant, the player may select one. Reinforcements are always in Command and Activated on the Game-Turn in which they enter.

British Reinforcements

Game-Turn 8, hex 5915: Grey, 15Foot, 17Foot, 1/42Ft, 2/42Ft, 44Foot, Agnew, 33Foot, 37Foot, 46Foot, 64Foot, BtyB, Bty1/C, Bty2/C, 1BrGd, 2BrGd.

Game-Turn 9, hex 5915: Leslie, 7Foot, 26Foot, 63Foot, Clinton, Bty1/D, Bty2/D, BtyE, BtyF.

Colonial Reinforcements

Colonial reinforcements with two listed entry hexes must all enter one hex only for that Game-Turn; Colonial player's choice.

Game-Turn 15, hex 0111 or 0117: Chmbr, Johnsn, Strlng, Wshntn, 1-2Pa, 7-10Pa, 5-11Pa, 8Pa, Bty6A, Bty6B.

Game-Turn 16, hex 0111 or 0117: Glover, Learnd, 1-4Ma, 13-15Ma, 2Ma, 8Ma.
Hex 0117: Magaw, 3-6Pa, 12Pa.

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

Game-Turn 18, hex 0117 or 0128: Wdfrd, Weedn, Greene, 3-7Va, 15Va, 2-6Va, 10-14Va, Bty8A, Bty8B, Bty9.

Game-Turn 19, hex 0117 or 0128: Hntndn, 1-3-5Ct, 2-7Ct, Bty7.

Game-Turn 24, hex 0117 or 0111: Smllwd, Patersn, Mhlbrg, 5-7Md, 2-6Md, 10-11Ma, 12Ma, 9-13Va, 1Va/Gm, Del.

[21.3] British units begin in Line (infantry) and Unlimbered (artillery).

British units are set up as follows (unit: hex):

1/1Ltln: 4320; 2/1Ltln: 4319; QnRg: 4314;
Erskine: 4518; Crnwlls: 5423; 1/1BtGr:
5123; 2/1BtGr: 5123; 1/2BtGr: 5124;
2/2BtGr: 5124; 1 Btln: 5618; 2Btln: 5619;
3Btln: 5620; BtyA: 5621; Loos: 5619;
16LtDg: 4323.

[21.4] Colonial units are deployed in Column (infantry, except where noted otherwise) and Limbered (artillery).

Colonial units are set up as follows (unit: hex):

Wayne: 1519; 9Pa: 1418; JknDet: 1418;
SctBde: 1519; VrnBde: 1519; Bty1: 1318;
Bty2: 1318; Lafayette: 1016; 3NH: 1217;
13Pa: 1217; 9Ma: 1117; 4NY: 1117; 3Md:
1016; 4Pa: 1016; 5Va: 0917; Bty3: 0816;
Scott: 0616; 1-12Va: 0716; 4-8Va: 0716;
1NH: 0616; 14Ma: 0616; 4Md: 0516;
Bty4A: 0416; Bty4B: 0416; Maxwell: 0216;
1NJ: 0317; 2NJ: 0317; 3NJ: 0216; 4NJ:
0216; Bty5: 0117; Lee: 0216; Dcknsn:
3716; Mmth1 (line): 3616; Mmth2 (line):
3716; Htngtn (line): 3815.

Monmouth Creative Credits

Game Design:

Dr. David G. Martin, Leonard Millman,
Eric Lee Smith

Physical Systems and Graphics:
Redmond A. Simonsen

Game Development: Eric Lee Smith

Rules Editing: Bob Ryer

Playtesters:

Justin Leites, Philip Marchal, Joseph
Reiser, Clayton V. Smith

Fieldtesters:

John Leggat III, Gary Moody, Mark
Hinkle, John Czeckiv, George Phillips,
John Charbonneau, Richard A. Edwards
and the Olympia Simulation Gaming
Association

Production:

Ted Koller, Manfred F. Milkuhn, Michael
Moore, Ken Stec, Barbara Young

Monmouth Counter Section Nr. 1 (200 pieces): Front

Army Leaders

BRITISH

Quantity of sections of this identical type in game: 1. Total quantity of Sections (all types) in game: 1.

COLONIALS

Clinton ARMY	LOSSES	Erskine STAFF	Loos <i>Hsn Bde</i>	Grey <i>3rd Bde</i>	Agnew <i>4th Bde</i>	Leslie <i>5th Bde</i>	16LtBd <i>Indpnt</i>	OnRg <i>Indpnt</i>	
5 6 8	×1	5 2 8	3 1 8	3 1 8	3 1 8	3 1 8	6 4 8	8 3 8	
Cornwlls DIV	Game Turn	LOSSES	1/1 1Ltn <i>Indpnt</i>	2/1 1Ltn <i>Indpnt</i>	1/1BtGr <i>Indpnt</i>	2/1BtGr <i>Indpnt</i>	1/2BtGr <i>Indpnt</i>	2/2BtGr <i>Indpnt</i>	1 BrGd <i>Indpnt</i>
5 5 8		×10	7 5 4	7 5 4	6 6 4	6 6 4	6 6 4	6 6 4	8 5 4

2 BrGd Indpt 8 5 4	1/1 Ltn Indpt 4 5 5	1/1 Ltn Indpt 3 5 5	2/1 Ltn Indpt 4 5 5	2/1 Ltn Indpt 3 5 5	1 BtLn Loos 7 5 4	2 BtLn Loos 8 5 4	3 BtLn Loos 5 5 4	7 Foot Leslie 6 4 4	26 Foot Leslie 6 4 4
63 Foot Leslie 6 4 4	33 Foot Agnew 7 4 4	37 Foot Agnew 7 5 4	46 Foot Agnew 6 4 4	64 Foot Agnew 8 4 4	15 Foot Grey 6 4 4	1/42 Ft Grey 6 4 4	2/42 Ft Grey 6 4 4	44 Foot Grey 6 5 4	17 Foot Grey 6 4 4

Bty A 3 Pounder 2 5 0	Bty B 6 Pounder 2 5 0	Bty 1/C 6 Pounder 2 5 0	Bty 2/C 6 Pounder 2 5 0	7	7	7	6	6	6
Bty 1/D 6 Pounder 2 5 0	Bty 2/D 6 Pounder 2 5 0	Bty E 6 Pounder 2 5 0	Bty F 12 Pounder 2 5 0	6	6	6	6	6	6

4	4	4	4	4	4	2	2	2	2
4	4	4	4	4	4	2	2	2	2

2	2	2	DISORD -2	DISORD -2	DISORD -2	DISORD -2	DISORD -2	DISORD -2	DISORD -2
2	2	2	DISORD -2	DISORD -2	DISORD -2	DISORD -2	DISORD -2	DISORD -2	DISORD -2

NEUTRAL MARKERS

Wshgin ARMY 0 (+1) 8	Lee ADV 5 • 8	LOSSES ×1	Deknsn NJ Milit 1 1 8	Maxwll NJ Reg 2 1 8	Wayne Adv Gd 3 2 8	Lafytte Wayne Del 3 1 8	Scott Scott Del 2 1 8	3 Md Lafytte 4 3 4	Mmth1 Deknsn 4 1 3
Stirling LEFT 5 4 8	Greene RIGHT 5 4 8	LOSSES ×10	1-12 Va Scott 5 2 4	4-8 Va Scott 4 2 4	1 NH Scott 4 3 4	14 Ma Scott 3 2 4	4 Md Scott 5 2 4	Mmth2 Deknsn 4 1 3	Hntrdn Deknsn 4 1 3

3 NH Lafytte 3 3 4	13 Pa Lafytte 5 3 4	9 Ma Lafytte 3 3 4	4 NY Lafytte 2 2 4	4 Pa Lafytte 4 4 4	5 Va Lafytte 2 2 4	1 NJ Maxwll 5 2 4	2 NJ Maxwll 5 2 4	3 NJ Maxwll 5 2 4	4 NJ Maxwll 3 2 4
9 Pa Wayne 4 3 4	JknDel Wayne 4 2 4	ScdBde Wayne 6 2 4	VrnBde Wayne 4 2 4	Bty 1 6 Pounder 2 4 0	Bty 2 6 Pounder 2 4 0	Bty 3 6 Pounder 2 4 0	Bty 4a 3 Pounder 2 4 0	Bty 4b 3 Pounder 2 4 0	Bty 5 6 Pounder 2 4 0

Chmbs 1 PaBde 1 0 8	Johnsn 2 PaBde 1 0 8	Magaw 3 PaBde 1 0 8	Glover Glover Bde 2 1 8	Learnd Learnd Bde 1 0 8	Patersn Patersn Bde 2 0 8	1-2 Pa Chmbr 4 2 4	7-10Pa Chmbr 4 2 4	5-11Pa Johnsn 4 2 4	
8 Pa Johnsn 4 2 4	3-6 Pa Magaw 5 2 4	12 Pa Magaw 5 3 4	1-4 Ma Glover 5 2 4	13-15Ma Glover 5 2 4	10-11Ma Patersn 4 2 4	12 Ma Patersn 3 2 4	2 Ma Learnd 3 2 4	8 Ma Learnd 3 2 4	Bty 6a 3Pounder 2 4 0

Del Smllwd	5-7Md Smllwd	2-6Md Smllwd	1-3-5Ct Htngtn	2-7Ct Htngtn	Bty 8a 3-Pounder	Bty 8b 3-Pounder	Bty 9 6-Pounder	Bty 6b 3-Pounder	Bty 7 6-Pounder
4 3 4	5 3 4	7 3 4	6 2 4	4 2 4	2 4 0	2 4 0	2 4 0	2 4 0	2 4 0
Wdfrd Wdfrd Bde	McInts McInts Bde	Poor Poor Bde	Htngtn Htngtn Bde	Mhlbrg Mhlbrg Bde	Weedn Weedn Bde	Smllwd Smllwd Bde		3-7 Va Wdfrd	15 Va Wdfrd
1 0 8	2 1 8	2 1 8	1 0 8	1 0 8	1 0 8	2 1 8		4 2 4	2 2 4

A	B	C	DISORD -2	DISORD -2	DISORD -2	2-6 Va Weedn 4 2 4	10-14 Va Weedn 5 2 4	1-2 NC McInts 4 2 4	3-10 NC McInts 4 2 4
A	B	C	DISORD -2	DISORD -2	DISORD -2	9-13 Va Mhlbrg 5 2 4	1 Va/Gm Mhlbrg 6 2 4	2 NH Poor 4 3 4	2 NY Poor 4 2 4

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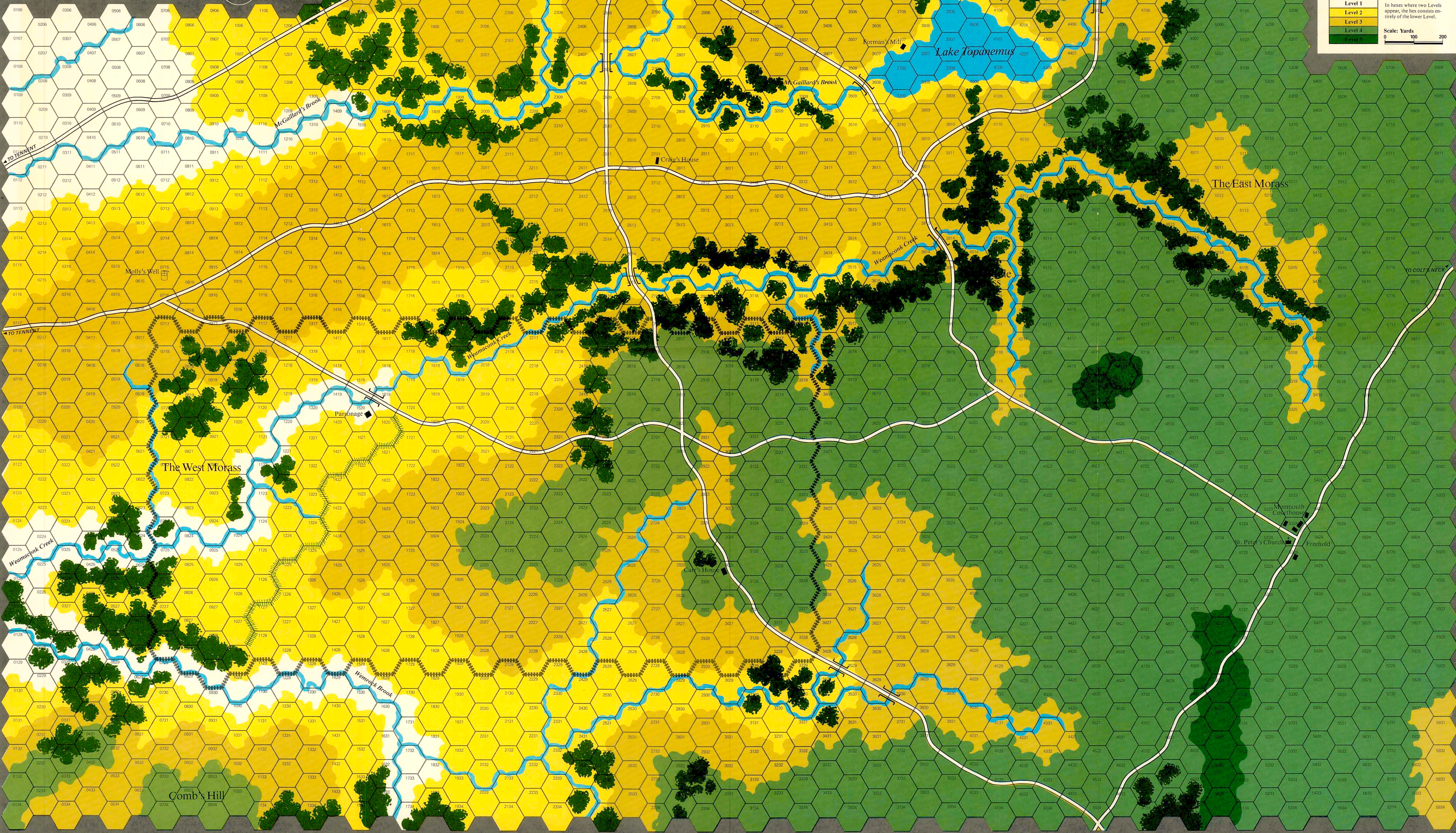
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1	10:20	2	10:40	3	11:00	4	11:20	5	11:40	6	12:00	7	12:20	8	12:40	9	1:00	10	1:20	11	1:40	12	2:00	13	2:20	14	2:40
Begin 21.0								Begin 20.0																		End 20.0	
15	3:00	16	3:20	17	3:40	18	4:00	19	4:20	20	4:40	21	5:00	22	5:20	23	5:40	24	6:00	25	6:20	26	6:40	27	7:00	28	7:20
Col		Col		Col		Col		Col		Col		Col		Col		Col		Col		Col		Col		Col		Col	
Begin 14.0								End 14.0																		End 20.0, 21.0	

GAME-TURN RECORD TRACK Brit: British reinforcements. Col: Colonial reinforcements. Fatigue checks begin on Game-Turn 6. Fatigue and reinforcements apply only to the Advanced Scenario, not to the Hedgerow Scenario.

The Battle of Monmouth

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TERRAIN KEY

Stream

Bridge

Lake

Down Slope

Up Slope

Slope Hexside

Hedgerow

Hedgerow Scenario Boundary

Historical Site

Woods

Road

Level 1

Level 2

Level 3

Level 4

In hexes where two Levels appear, the hex consists entirely of the lower Level.

Scale: Yards
0 100 200