



The British pursue the retreating American Vanguard.

AWI SCENARIO

BATTLE OF MONMOUTH COURT HOUSE

June 27, 1778

The Scenario

The scenario recreates the afternoon phase of the Battle of Monmouth. It does not include the inconclusive morning encounter with the main British march column near the courthouse, nor does it cover the controversial retreat of the American vanguard under Gen. Lee that followed. At the start of the scenario, American units under Gen. Wayne, have entered the table broken and in retreat, after fighting a brief action in the "Point of Woods," a few inches off the southeast table. They are closely pursued by the British, who are in disorder.

At the regimental scale, this is an epic-size battle. It can be played by at least three British and American players, with

numerous brigade-sized commands to accommodate more players. It can take all day to fight to a conclusion. It requires an 8-ft. wide by 5-ft. deep gaming area when using 15mm figures. The game uses the higher troop scale of 50-men per stand.

Terrain

Terrain should be laid out as shown in the scenario map. Terrain effects for the scenario are as follows:

Elevations. The terrain consists of a series of 1- and 2-level elevation ridges. All ridges have a continuous slope marked by a crest line. A crest line blocks line of sight for a stand located on lower ground or at the same elevation level, and over 1" beyond the crest line. A stand located on a higher, second-level elevation can see beyond the crest line of a single-level elevation, with one exception. The single-level elevation still blocks line of sight when the intervening ridge lies between a unit located in low ground behind it and the other unit is located on a different elevation.

For example: Perrin's Hill and Combs Hill are prominent 2-level elevations. An unnamed ridge runs on a east-west axis between the two hills. It starts as a single-level elevation before it rises to a second level further east. These three ridges are separated by low ground by two branches of Spotswood Brook. An American unit located on the second-level of Combs Hill can see and be seen by a unit located behind the

[illegible]

D

Cornwallis

Pattison

LG LG H

LG LG HG

64 Ft

33 Ft

37 Ft

46 Ft

first-level crest line of the intervening ridge. Units also have a clear line of sight between Combs Hill to the crest line and forward slope of Perrin's Hill. The intervening ridge blocks line of sight where it rises to its second level. The middle ridge also blocks line of sight from Combs Hill into the low ground around Spottswood Middle Brook, and from Perrin's Hill into the low ground of the South Brook.

A defending unit in charge combat receives a +1 modifier for favorable ground against an attacker charging up a slope.

Woods. Woods are rated broken ground for movement. Line of sight through woods is reduced to 4". Firing stands suffer a -1 modifier for partial cover when firing through woods at a target, or a -2 if that target is in open order. In charge combat, a defending unit in woods receives a +1 modifier for favorable ground. The modifier is not cumulative when defending in both woods and on higher ground.

Orchards. All orchards are a minor wooded terrain feature that do not block line of sight. They are rated broken ground for movement. Firing stands suffer a -2 modifier only when firing at a target in open order located in an orchard. Orchards do not provide a cover modifier for units in other formations, and have no modifier in charge combat.

Brooks and Morass. The high ground is separated by three branches of Spottswood Brook. The banks of the North, Middle, and South Brooks overflow into a morass rated as rough ground to cross. Also, a unit must halt movement when it enters a brook flanked by a morass. A morass is impassable to all artillery heavier than a galloper gun (GG). Units forced to retreat through a morass must lose formation and full retreat broken. A morass does not affect line of sight or fire combat. In charge combat, a defending unit receives a +2 modifier for strong position if the attacker charged across a brook or through the adjacent morass. The modifier is not cumulative when also defending in woods or on high ground.

Runoffs. Small, shallow runoffs that flow into a brook, not flanked by a morass, are rated broken ground to cross. In charge combat, a defending unit receives a +1 modifier for favorable ground if the attacker charged across a runoff. The modifier is not cumulative.

Fences. Fences are rated broken ground to cross. Troops aligned behind a fence receive a +1 modifier in a maneuver check. Firing stands suffer a -2 only if firing at a target in open order aligned behind a fence. Units in any other formation do not receive a cover benefit. A section of fence may be dismantled equal to the width of the formation crossing the fence. A unit in open order or retreating cannot dismantle a fence. Once dismantled, a fence does not affect movement or fire combat. Fences do not affect line of sight or charge combat.

Roads. All roads are in good condition. Units in march column, limbered guns, and leaders may move at the road movement rate.

Causeway. The main road crosses through a wood causeway over the Middle Brook and morass. A brigade in march column or moving by the flank in single line, a limbered gun, or leader may move along the causeway at the road-movement rate. The

causeway is a defile (see special scenario rule). The causeway does not affect line of sight.

Buildings. All buildings are rated broken ground for movement, do not block line of sight, and have no affect on fire or charge combat.

Friendly Table Edge. Broken American units must retreat toward the west table edge. Broken British units must retreat toward the east table edge. If a broken unit at the table edge fails to reform in the following Maneuver Phase, its remaining stands are removed from play and count towards heavy casualties.

Order of Battle

The following number of stands is needed:

STAND	AMERICAN	BRITISH
Infantry	152	158
Infantry command	32	21
Cavalry	1	6
Cavalry command	1	3
Artillery (gun with limber)	10	7
Army/Division leader	5	2
Brigade leader	14	6
Artillery leader	1	1
Brave colonel	1	1
Total	217	207

American Forces. Total stands represent a force of 9,700 men and 20 guns.

- 1) Starting units and leaders: Vanguard (division) leader Lee with 2 infantry units (Jackson's Det. and brave colonel Ogden with 1 NJ), both in line, and 1 cavalry unit (NJ Militia Horse) in open order; brigade leader Olney with 2 infantry units (combined 4&8 CT and combined 1&2 RI), both in line; brigade leader Wayne with 3 infantry units of picked men (Livingston in line, and Stewart, and Ramsey, both broken and in retreat), and 1 infantry unit (combined 4,8&12 VA) broken and in retreat; brigade leader Scott with 2 infantry units of picked men (Cilley and Parker) in open order; and 1 limbered artillery unit (Oswald with 2 guns).
- 2) The following units and leaders start on the table, but cannot move and fire until activated on turn 2: Army leader Washington and artillery leader Knox with 3 unlimbered artillery units (Harrison with 3 guns, Crane with 2 guns, and Proctor with 1 gun).
- 3) The following units and leaders start on the table, but cannot move until activated on turn 3: Main Line (division) leader Alexander; brigade leader Irvine with 2 infantry units (combined 1&2 PA and combined 7&10 PA); brigade leader Johnston with 2 infantry units (1 NY and combined 4,5&11 PA); brigade leader Spencer with 2 infantry units (combined 3,6,9&12 PA and combined Malcom & Spencer); brigade leader Glover with 2 infantry units (combined 1&4 MA and combined 13&15 MA); brigade

leader Huntington with 2 infantry units (combined 2&5 CT and 1&7 CT).

- 4) The following units and leaders start on the table, but cannot move until activated on turn 4: 2nd Line (division) leader Lafayette with 1 infantry unit (2 NJ); brigade leader Smallwood with 3 infantry units (1 DE, combined 1&3 MD, combined 5&7 MD); brigade leader Poor with 3 infantry units (1 NH, combined 2&3 NH, and combined 2&4 NY); brigade leader Clark with 2 infantry units (1 NC and 2 NC); and brigade leader Ferbiger with 2 infantry units (combined 2&6 VA and combined 10&14 VA).
- 5) Enter at **E** on turn 10: Right (division) leader Greene; brigade leader Woodford with 2 infantry units (combine 3&7 VA and combined 11&15 VA) in any formation; and 1 artillery unit (du Plessis and 2 limbered guns).
- 6) All infantry are armed with muskets with bayonets, and may charge with cold steel. Muskets fire buck and ball when charging or being charged.
- 7) Picked men units (Ciley, Parker, Livingston, Stewart, and Ramsey) are rated as light infantry and may deploy in open order (see special scenario rule).
- 8) The NJ Militia Horse cannot charge with cold steel. They may only deploy in march column or open order, and cannot dismount.
- 9) Artillery units may only unlimber within the command

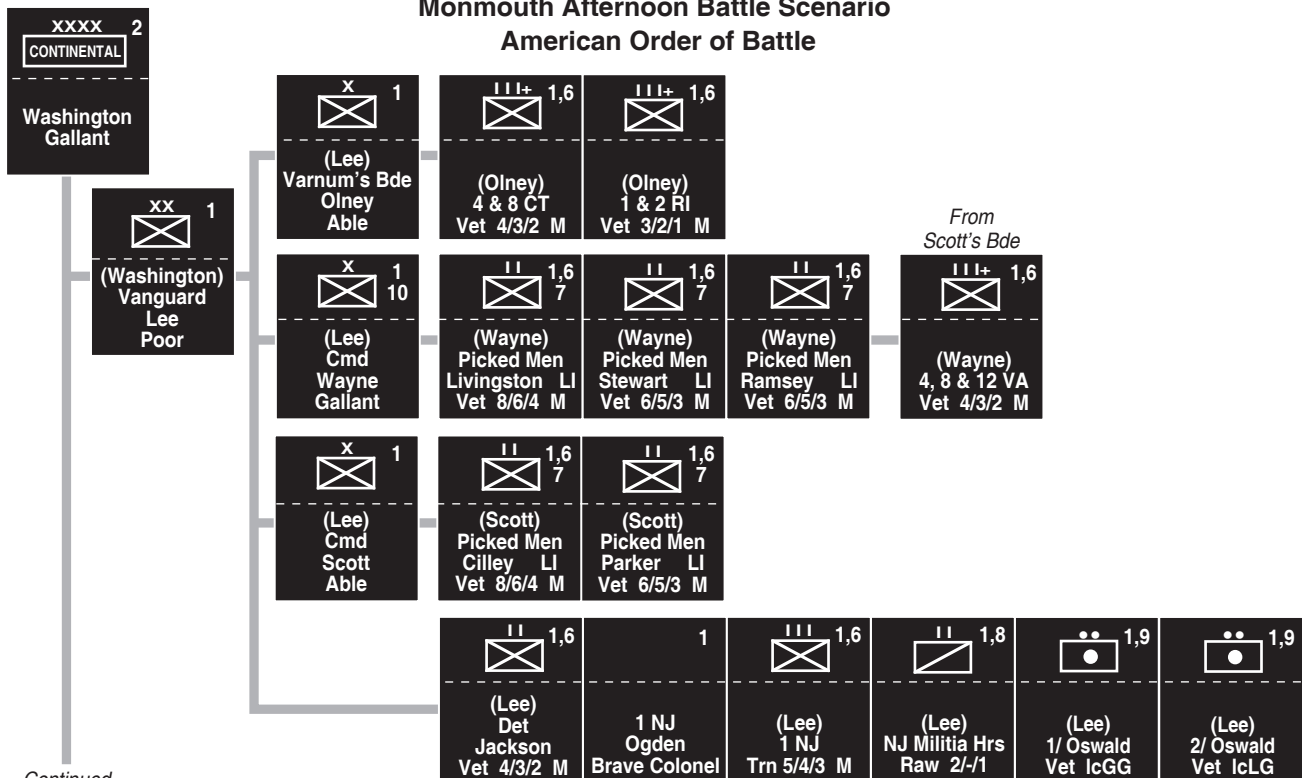
radius of an army, division, or artillery leader. Guns may only fire at the same target when in the same unit or within the command radius of an artillery leaders (Knox).

- 10) Washington, Greene, Lafayette, Knox, Wayne, and Smallwood are rated Gallant.

British Forces. Total stands represent a force of 9,680 men and 14 guns.

- a) Starting units and leaders: Army leader Clinton with 2 light dragoon units (1/17 Lt. Drg and 2/17 Lt. Drg) in open order; Foot Guard Brigade leader with 2 infantry units (1/ Ft Gd and 2/Ft Gd) in line; 2 grenadier units (1/Gren and 2/ Gren) in field column; and 1/42 Ft in open order, from 3rd Brigade.
- b) Enter between **B-C** on turn 2: Brigade leader Grey with 4 infantry units (15 Ft, 17 Ft, 2/42 Ft, and 44 Ft) in field column.
- c) Enter south of **D** on turn 2: Division leader Cornwallis, and artillery leader Pattison with 6 limbered guns.
- d) Enter south of **D** on turn 3: 4 infantry units from 3rd Brigade (33 Ft, 37 Ft, 46 Ft, and 64 Ft) in field column.
- e) Enter south of **D** on turn 4 or later between **B-C** on turn 6: 4 infantry units from 4th Brigade (33 Ft, 37 Ft, 46 Ft, and 64 Ft) in field column.
- f) Enter south of **D** on turn 5 or later between **B-C** on turn 7: Brigade leader Leslie with 3 infantry units (7 Ft, 26 Ft, and

Monmouth Afternoon Battle Scenario American Order of Battle

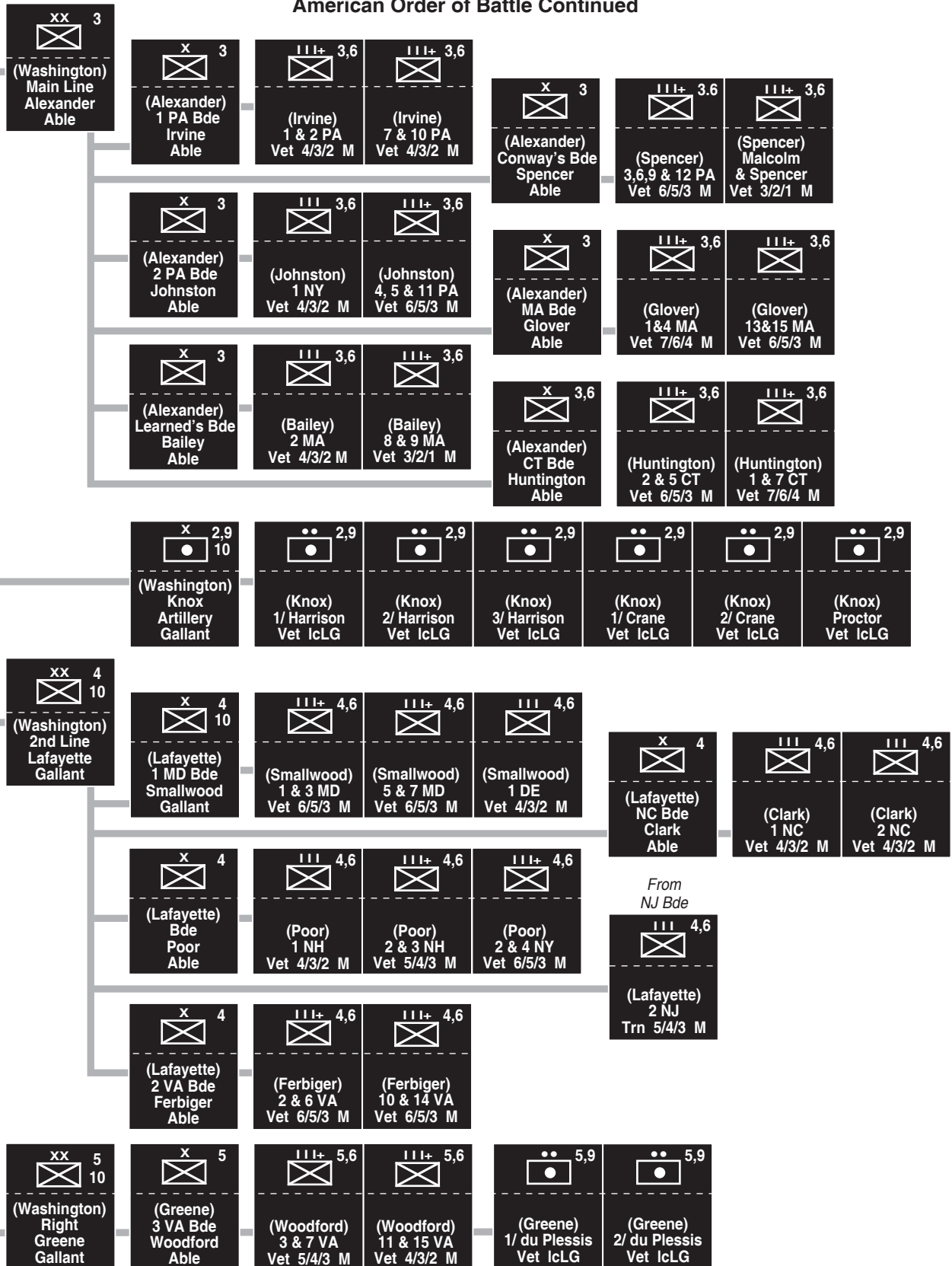


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Continental
Army

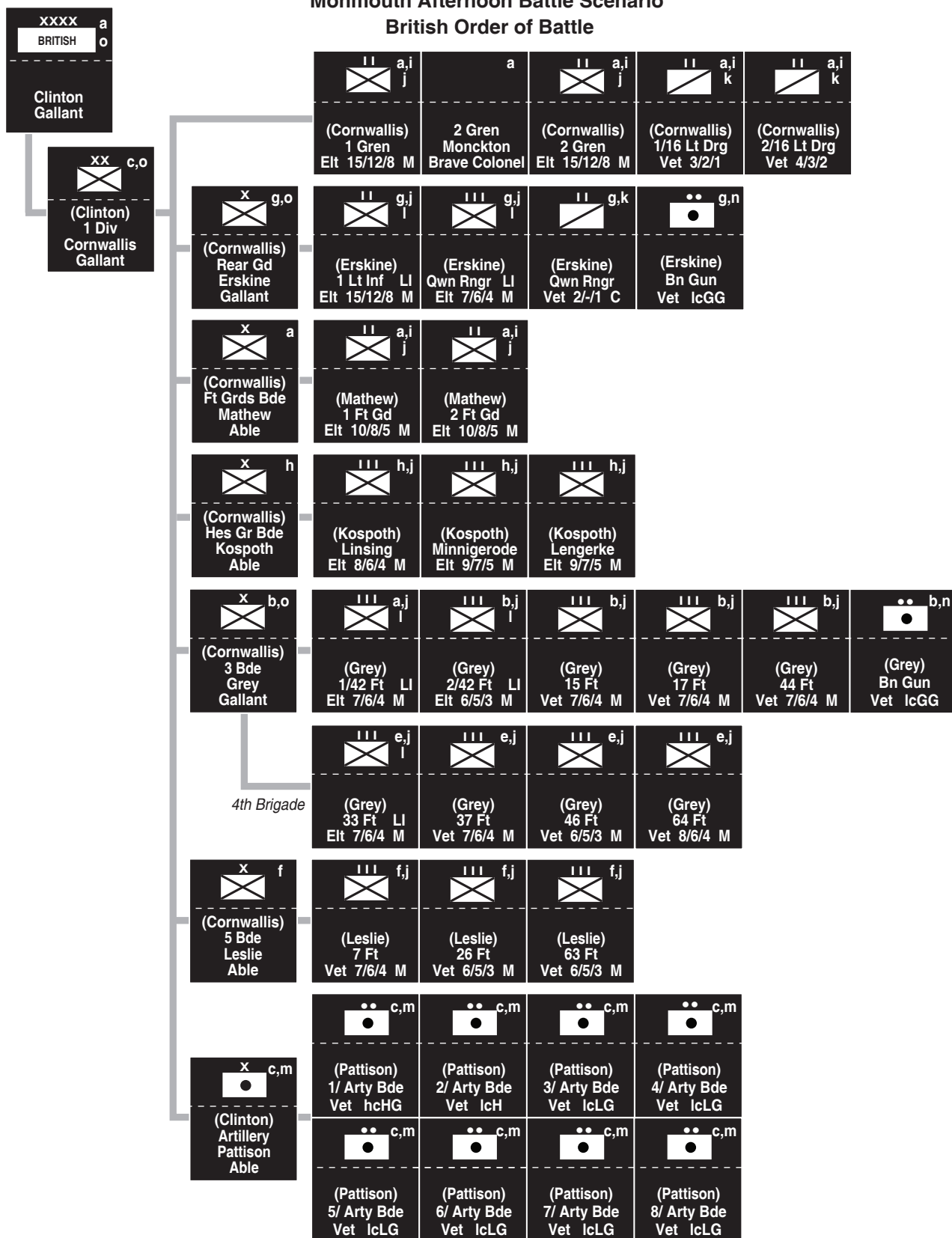
Monmouth Afternoon Battle Scenario American Order of Battle Continued



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Monmouth Afternoon Battle Scenario

British Order of Battle



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63 Ft) in field column.

- g) Enter north of **A** on turn 5: Brigade leader Erskine with 2 light infantry units (Lt Inf and Queens Rangers) in open order, and 1 limbered battalion gun.
- h) Enter south of **D** on turn 6 or later between **B-C** on turn 8: Brigade leader Kospoth with 3 grenadier units (Linsing, Minnigerode, and Lengerke) in field column.
- i) All infantry and cavalry units between the Smallwood Middle and South Brooks are marked disordered at the start the scenario.
- j) All infantry are armed with muskets with bayonets, and may charge with cold steel. British muskets also fire buck and ball when charging or being charged.
- k) Dragoons are armed with sabers and may charge with cold steel. They may deploy in any formation, including open order, but cannot dismount.
- l) Units rated as light infantry (Light Infantry, Queens Rangers, 1/42 Ft, 2/42 Ft, and 33 Ft) are rated as light infantry and may deploy in open order (see special scenario rule).
- m) Artillery may only unlimber within the command radius of an army, division, brigade, or artillery leader. They may only fire at the same target when within the command radius of an artillery leader (Pattison).
- n) Battalion guns are assigned to brigade commands. Battalion guns may only be positioned within the command radius of their respective brigade or higher artillery, division or army commander. Also, a battalion gun may unlimber within 4" of or by attaching to any unit within its brigade.
- o) Clinton, Cornwallis, Erskine, and Grey are rated Gallant.

Game Length

The time scale for each game turn represents 15-minutes. The game is 20 turns long, starting with the American player turn at 1:00 PM, and ends after the British player turn at 5:45 PM.

Victory Conditions

One side must acquire more victory points than their opponent to claim victory. Victory points are awarded at the end of the game for inflicting heavy casualties and greater losses on the opposing side, and for controlling a key position.

Heavy Casualties. Both sides suffered from heat exhaustion due to the 95-degree temperature and high humidity. To model this debilitating weather effect, no units are rated as spirited and the opposing armies's heavy casualties threshold decrease over time. The British player receives one victory point after the Americans lose 59 (30%) troop or gun stands. The American threshold is reduced to 49 (25%) stands on turn 5, then 40 stands (20%) on turn 9, and down to 30 (15%) stands by turn 13.

The British are relatively in worse condition after marching all morning, before they encountered the main American army drawn up on Perrin's Hill. The American player receives one victory point after the British lose 50 (25%) troop or gun stands. The British threshold is reduced to 40 (20%) stands on turn 5,

then 30 stands (15%) on turn 9, and down to 20 (10%) stands by turn 13.

After an army reaches its threshold for heavy casualties, all units receive a -1 modifier in subsequent maneuver checks.

Greater Losses. An army is at greater losses when its total troop and gun stands lost exceed the total stands lost in the enemy army. The modifier for heavy casualties for each command increases to a -2 when the army has suffered greater losses. The side that inflicts greater losses on the enemy at the end of the game is awarded a victory point.

Key Position. The American main battle line on the second level elevation of Perrin's Hill, between points **Y-Z**, is a key position. The British player achieves one victory condition if at least one friendly unit occupies **Y-Z** at the end of the game. The American player achieves one victory condition if no enemy units occupy the key position at the end of the game.

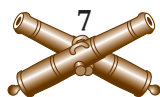
In addition to this victory condition, each turn after one or more British units occupy the key position, all American units receive a -1 modifier in subsequent maneuver checks. If all British units are pushed out of the key position in a later turn, the modifier is reversed and all British units suffer the -1 in subsequent checks. The -1 modifier always applies to the last side to lose the key position.

Special Scenario Rules

The Point of Woods Action. The scenario starts immediately after a brief action was fought a few inches off the south-east table edge at the Point of Woods, where a small American force under Wayne, ambushed the head of the British column as it passed the woods. The British quickly recovered from the destructive enfilade fire and launched a bayonet charge that routed the Americans. Three American units took part in the action (Stewart, Ramsey, and combined 4,8&12 VA) start on the table as broken and in retreat. Six pursuing British units on the table (1/ Gren, 2/ Gren, 1 Ft Gd, 2 Ft Gd, 1/ 16 Lt Drg, and 2/ Lt Drg) are marked disordered. One stand from the 1/ Ft Gd is removed before the start of the scenario and counts towards British heavy casualties.

Storming a Defile. The causeway over the Middle Brook and morass is a defile. A unit may temporarily change into a storming column to charge through this defile. To form a storming column, the unit must start within one-half move distance measured along the path of the defile, and must roll a Double Quick, Well Handled, or Rally with Elan effect in its maneuver check. A storming column looks the same as a march column. Move the closest stand in the current formation through the defile, place all remaining stands behind it in single file, and switch the command stand to the head of the column. A unit already in march column simply is declared a storming column before moving. The storming column may move up to half the full-move rate for march column and follow the path through the defile. A unit with a Double Quick effect may move half the faster movement rate, and it may also move through the defile at the prorated road bonus if on a good road.

If an enemy unit is located in or on the far side of the defile



and within the half-move distance, the storming column must charge along the path of the defile into contact with the enemy and resolve charge combat. If the column exits the defile before making contact, it must continue to charge toward the enemy unit by the most direct path. A storming column is enfiladed from all directions but has a better chance to charge home. Only the front stand in the column may fire. In charge combat, a storming column counts all stands for determining which side receives the outnumbered modifier, but it does not receive the +1 for support. Unlike a march column, a storming column is not considered outflanked.

If the storming column wins the charge combat by a +1 or more die roll difference, it must carry the position and change formation again, space permitting, into line, supported line or field column, or garrison a structure. It may refuse one or both flanks, and is marked disordered. If defeated, the attacker must full retreat broken back through the defile. If the end of the defile is undefended, the storming column changes formation in good order immediately after exiting the defile. A storming column cannot conduct a breakthrough charge.

Massing Artillery Fire. Each artillery unit maneuvering as a battery or a separate gun section must fire at a different target. Two or more artillery units may “mass” their fire upon the same target only if the target is in canister range, or the closest or only target, or within the command radius of artillery leaders, Pattison for the British, and Knox for the Americans.

Light Troops and Open Order. In addition to the open order formation, light troops may also deploy in other standard infantry formations, such as line, field column, and march column. Five British units (Light Infantry, Queens Rangers, 1/42 Ft, 2/42 Ft, and 33 Ft) are rated light infantry. There are five American units of picked men (Cilley, Parker, Livingston, Stewart, and Ramsey) rated as light troops.

Three British cavalry units (1/ 16 Lt Drg, 2/ Lt Drg, and Queen’s Rangers) also may deploy in open order in addition to other standard formations, but cannot dismount. One American cavalry unit (NJ Militia Horse) may only deploy in open order and cannot dismount.

Ammunition Supply. Units cannot replenish ammunition after suffering a low on ammunition effect.

Playtesting Monmouth Court House at the 2020 Siege of Augusta Convention.

