

If both players play with skill and tenacity, the battle will result in heavy casualties, but the outcome will probably be in doubt until the last turn of the game. No conclusions about the result of most individual games can be reached, since the outcome depends on the relative skill of the players battering each other over a few precious hexagons. That is what makes *Drive on Washington* so fascinating and such a tense game and excellent simulation.

### Extra Scenario and Optional Rules

While *Drive on Washington* represents the actual forces engaged in the Battle of Monocacy, there were other units potentially available for combat that were not committed to the battle. On the Union side, several regiments of Ricketts' Division were expected to arrive throughout the day of the battle, and this kept Wallace wondering and worrying. On the Confederate side, General Breckenridge's motley command of troops was held in reserve guarding the Confederate supply trains, but it could have been committed to action by Early. To represent these forces, the following Order of Battle is listed and the following special rules are suggested. It should be noted that this scenario has not been playtested and the commitment of these troops on either side could drastically alter the balance of the game.

### Union Order of Battle

(the "missing" regiments of Ricketts):

6th Maryland Infantry/McClennan's Brigade/  
R4-Strength/4-Morale.

67th Pennsylvania Infantry/McClennan's  
Brigade/R4-Strength/4-Morale.

122nd Ohio Infantry/McClennan's Brigade/  
R5-Strength/4-Morale.

### Special Rules for Union Reinforcements

1. The 122nd Ohio Infantry Regiment has a strength of "5" only when combined with the 122nd Ohio Regiment already on the map. Otherwise, the reinforcing unit has a "3" strength counter placed under it (this represents 3 companies of the regiment that had gotten separated somehow in the move to the Monocacy). Both units of the 122nd may operate separately on the map, but the Union player may combine them at any point in which they occupy the same hex during the Union final Command Phase. If either unit is routed, combination may not occur. If either unit has taken losses before combining, the strength of the combined regiment is correspondingly reduced. Once combined, they may not be separated.

2. If the Union reinforcements are received, the Brigade Combat Effectiveness Level of McClennan's Brigade is changed from 9 of 15 to 16 of 26 Strength Points lost or out of ammunition.

3. The Union reinforcements are received on the next turn after Game-Turn 9 in which the Union player has successfully rolled the die for them. The Union player may roll one die in his final Command Phase starting on Game-Turn 9; on a die roll of "1," the Union

reinforcements enter in the next Union Movement Phase on hex 0105 in column formation. Alternatively, the Union player may delay the entry of these reinforcements once he has received them. If he delays their entry by two turns (i.e., three turns after the successful die roll), they may enter in hex 0123, 0134, or 0138.

### Confederate Order of Battle

(for Breckinridge's command):

Major General J.C. Breckinridge/2-Command  
Points.

Brigadier General J. Echols/4-Command  
Radius/1-Rally Point/(4)-Promotion  
Rating/Echols Replacement/3-Command  
Radius/0-Rally Point.

22nd Virginia Infantry Regiment/Echols/R3-  
Strength/4-Morale.

23rd Virginia Infantry Regiment/Echols/R3-  
Strength/4-Morale.

26th Virginia Infantry Regiment/Echols/R2-  
Strength/4-Morale.

Brigadier General G.C. Wharton/5-Command  
Radius/1-Rally Point/(5)-Promotion  
Rating/Wharton's Replacement/3-Command  
Radius/0-Rally Point.

45th Virginia Infantry Regiment/Wharton/R3-  
Strength/4-Morale.

51st Virginia Infantry Regiment/Wharton/R3-  
Strength/4-Morale.

30th Virginia Infantry Battalion/Wharton/R1-  
Strength/4-Morale.

Brigadier General J.C. Vaughn/4-Command  
Radius/1-Rally Point/(3)-Promotion  
Rating/Vaughn's Replacement/3-Command  
Radius/0-Rally Point.

Dismounted Cavalry Detachment/Vaughn/R3-  
Strength/3-Morale.

Dismounted Cavalry Detachment/Vaughn/R2-  
Strength/3-Morale.

Dismounted Cavalry Detachment/Vaughn/R2-  
Strength/3-Morale.

(Note: The Confederate player should assign an arbitrary identification number to the three detachments of Vaughn's Brigade in order to differentiate them.)

1. The Confederate Limited Initiative rating for Breckinridge's command is "4."

2. The Brigade Combat Effectiveness ratings for the Confederate reinforcements are as follows: Echols-4 of 8, Wharton-4 of 7, Vaughn-3 of 7.

3. In this scenario, Breckinridge's units are placed on the Harper's Ferry Road in column formation anywhere north of hex 3518 at the start of the game. These units may not be moved unless the Union player crosses the Monocacy River or the Confederate player successfully rolls a die to commit them. The Confederate player may roll a die to attempt to commit Breckinridge's troops during any Confederate Final Command Phase after which at least one Confederate division has reached Confederate Limited Initiative. If only one Confederate division has reached CLI, a die roll of "1" or "2" successfully commits Breckinridge's command. If two Confederate divisions have reached CLI, a die roll of "1" through "4" commits Breckinridge's command. If three Confederate divisions have reached CLI, then

Breckinridge's command is automatically committed.

4. The die roll to commit Breckinridge's command is optional at the discretion of the Confederate player. Once he attempts a first die roll for commitment, though, he must continue to roll the die every Confederate final command phase.

5. Breckinridge's units may be moved in the next Confederate Movement Phase after commitment.

6. There is a penalty in victory points for attempting to commit Breckinridge's command. This penalty is three points per turn remaining in the game after a successful die roll for commitment of these reinforcements.

7. If Breckinridge becomes a casualty, he is not replaced.

8. If Early becomes a casualty, Breckinridge is promoted and replaces Early and Breckinridge is not replaced.

9. If both Breckinridge and Early are casualties, use the standard rules for promotions.

10. Breckinridge's command has no division commander. Breckinridge himself may be used like Early (i.e., lend command points, rally units, and negate CLI), but only for the units in his command and for Gordon's Division. Breckinridge may not function in any way with Ramseur's or Rodes' Divisions.

11. The commitment of Breckinridge does not change Early's capabilities in any way except that Breckinridge and Early may not both lend command points to the same commander in the same turn.

12. Once committed, Breckinridge's units are counted normally for victory purposes. If they are not committed, they do not count in Confederate victory point calculations.

### Optional Rules

Several of the sources used for *Drive on Washington* disagree on certain points. At least three of these sources, including the *Official Records*, have different Orders of Battle for the Union artillery units than represented in *Drive on Washington*. Thus, if both players agree, the Order of Battle for Union troops should be modified as follows. All optional rules should be used together.

1. The 9th New York Heavy Artillery Regiment should be deleted from the game as artillery and a counter for its deployment as infantry should be made to read: 9th New York/McClennan/R3-Strength/4-Morale.

2. If the 9th New York is used as infantry as above, the BCE rating for McClennan's Brigade become 11 of 18. If the Union reinforcements are later received, McClennan's Brigade BCE rating becomes 18 of 29.

3. According to both Captain Alexander (the commander of the Baltimore Battery) and General Wallace, the Baltimore Battery had only 6 guns instead of 8 as in the game. Therefore, if both players agree, change both the Baltimore Md. Battery A and B to 3 guns each.

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Ricketts had to order most of his other brigade (Truex's) out of the entrenchments in order to stem Early's assaults, forcing Ricketts to order the burning of the wooden bridge across the river around 1:30 (stranding some of his own skirmishers on the west bank), but it was too late, and the pressure too great. Wallace, around 4:00, ordered Ricketts to withdraw his division northward to the Baltimore road for a general retreat to that city. This uncovered the railroad bridge, allowing Ramseur's division to cross. The Federals lost a substantial number of prisoners in this withdrawal, but no guns were lost. Their casualties were reported as 98 killed, 594 wounded and 1188 missing out of a total strength of 8750 on the field. They had delayed the Rebels for eight hours.

Early reported his losses between 600 and 700, out of about 8,000 engaged, but this is subject to serious dispute, as Gordon had reported at least that many casualties in his division alone, in the furious assaults across the fields and fences on the Federal left.

Tyler's First Separate Brigade, having kept Major General Robert Rodes from forcing a crossing at the stone bridge, acted as the rear-guard during the retreat to Baltimore.

Rodes finally crossed, snaring some of the rear-guard. Early did not pursue, but spent the rest of the evening caring for wounded, burying the dead, bringing his trains over the river and preparing for the forced march towards Washington the next morning. The Rebels never got their reparations from Frederick, but did find an ample supply of a great delicacy — ice cream — upon which they proceeded to gorge themselves.

Early was in front of Ft. Stevens, a few miles north of the Capital, two days after the battle, on the 11th. Reconnaissance soon told him that the rest of the Federal VI Corps had arrived in the Washington lines, as well as the XIX Corps, also just arrived from New Orleans after being diverted from the Virginia Peninsula.

Early decided to withdraw to Virginia, his mission partially accomplished: he had diverted Union forces from the vicinity of Richmond-Petersburg, thus relieving some pressure there. However, the Federals were now dead serious about eliminating the possibility of this type of raid in the future. Wright's VI Corps, Emory's XIX Corps, and Hunter's former command (the future VIII Corps) now arriving in the Harper's Ferry region, under George Crook, were soon to become the Army of the Shenandoah under General Phil Sheridan. ■ ■

4. Also according to both Alexander and Wallace, the Union had a 24-pounder howitzer located in the trenches at the end of the Wooden Bridge. If agreed upon by both players, make a counter for one 24-pounder and place it in hex 2214 with crew at the start of the game. However, this howitzer has no limber and cannot be moved unless a limber is sent from either the Baltimore Md. A or B. The limber must move from the Baltimore Md. unit, sending it to hex 2214 before the 24-pounder can be limbered and moved. A counter must be made for this limber. Sending such a limber does not affect in any way the movement of the Baltimore Md. A or B.

5. The counter for the 24-pounder is an HB 1. The chart for its attack strength and range can be taken from *Bloody April* or the chart for the Mountain Howitzers in *Drive on Washington* can be used as they are essentially the same.

#### Erratum

The 81st Pennsylvania Infantry Regiment should be labeled the 87th.

#### Notes on Research

Since the Battle of the Monocacy was a relatively minor episode in the Civil War, there is comparatively little primary and secondary material available about the battle. What is available is fraught with the usual contradictions, omissions, and inaccuracies that are typical of the period. Thus, it is impossible to state with absolute accuracy the composition of certain units on the battlefield.

An excellent case in point is the question of the Union artillery. At least three normally reliable sources state or clearly imply that the 9th New York Heavy Artillery Regiment was deployed without guns and used as infantry in this battle, as it was in several other battles. (However, another part of the 9th New York was used as artillery but it was not present at Monocacy.) Wallace himself in his official report of the battle mentions that he had 7 guns, 6 with the Baltimore Md. Battery and the lone 24-pounder in the trenches. This is confirmed by Captain Alexander's official report. Yet Alexander also mentions dragging from the battlefield one mountain howitzer that is mentioned nowhere in the other sources. Where was it? What did it do? Whose command did it belong to? These questions are impossible to answer from the source material used for this article.

Likewise, the question of Breckinridge's "command" as given in the extra scenario was quite difficult to track down. Breckinridge had been the Shenandoah Valley commander since March of 1864. When Early arrived in the Valley with II Corps, he attached Breckinridge's "command" for the raid on Washington. Because of Breckinridge's rank and prestige, he had to be given a larger command within Early's organization, so he was assigned control over Gordon's Division as well as his own command, which (as far as it is possible to tell) was assigned to Echols. Breckinridge's

"command" at the Monocacy thus consisted of Gordon's Division plus the brigades of Echols, Wharton, and Vaughn, the last being dismounted cavalry.

It is impossible to determine from these sources whether Vaughn himself was present on the battlefield. At least one source shows Vaughn's brigade commanded by an officer named Patton. (Perhaps this was an earlier incarnation of General George Patton.) Breckinridge's "command" — other than Gordon's Division — had a strength of approximately 2200 men. All of this serves only as a warning to those who would accept the optional rules and the extra scenario as gospel. These are based on the best sources and the best guesses that the authors could agree upon, and are certainly not definitive.

#### Sources

The following material was used as sources for this article.

*Battles and Leaders of the Civil War*, Vol. 4, pts. 1 & 2, Grant-Lee edition.

*The Long Arm of Lee* by Jennings Cropper Wise.

*Regimental Losses in the American Civil War, 1861-1865* by William F. Fox.

*A Compendium of the War of the Rebellion*, Vol. III, *Regimental Histories*, by Frederick H. Dyer.

*Jubal's Raid* by Frank E. Vandiver.

*An Autobiographical Sketch and Narrative of the War Between the States* by Jubal Early.

*An Autobiography* by Lew Wallace.

*The War of the Rebellion, A Compilation of the Official Records of the Union and Confederate Armies*, Series I, Vol. XXXVI, pts. 1, 2, and 3; and Vol. XXXVII, pts. 1 and 2. ■ ■

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