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

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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 level.

[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: Mounted

Sample Dragoon Unit
Front: Mounted

Sample Artillery Unit
Front: Unlimbered
SUMMARY OF PLAYING PIECES

Combat Units

<table>
<thead>
<tr>
<th>Front</th>
<th>Back</th>
</tr>
</thead>
<tbody>
<tr>
<td>BritInfy</td>
<td>1.36 Infy</td>
</tr>
<tr>
<td>Mil. Infy</td>
<td>4.1 Infy</td>
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<tr>
<td>Dragoon</td>
<td>6.48 Infy</td>
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<tr>
<td>Artillery</td>
<td>Artillery</td>
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</tbody>
</table>

SAMPLE ARMY LEADER
Front: Normal Efficiency

<table>
<thead>
<tr>
<th>Name</th>
<th>Unit Type</th>
<th>Command</th>
<th>Movement Allowance</th>
</tr>
</thead>
<tbody>
<tr>
<td>Clinton</td>
<td>ARMY</td>
<td>5 6 8</td>
<td>Command Radius</td>
</tr>
</tbody>
</table>

SAMPLE BRIGADE LEADER
Front: Normal Efficiency

<table>
<thead>
<tr>
<th>Name</th>
<th>Unit Type</th>
<th>Command</th>
<th>Movement Allowance</th>
</tr>
</thead>
<tbody>
<tr>
<td>Agnew</td>
<td>4th Bde</td>
<td>3 1 8</td>
<td>Command Radius</td>
</tr>
</tbody>
</table>

SAMPLE ARMY & BRIGADE LEADERS
Back: Reduced Efficiency

<table>
<thead>
<tr>
<th>Name</th>
<th>Unit Type</th>
<th>Command</th>
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</thead>
<tbody>
<tr>
<td>Clinton</td>
<td>ARMY</td>
<td>5 3 8</td>
<td>Command Radius</td>
</tr>
<tr>
<td>Agnew</td>
<td>4th Bde</td>
<td>2 0 8</td>
<td>Command Radius</td>
</tr>
</tbody>
</table>

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

Leaders

<table>
<thead>
<tr>
<th>Front</th>
<th>Back</th>
</tr>
</thead>
<tbody>
<tr>
<td>Clinton</td>
<td>5 6 8</td>
</tr>
<tr>
<td>Agnew</td>
<td>3 1 8</td>
</tr>
</tbody>
</table>

Neutral Markers

<table>
<thead>
<tr>
<th>Front</th>
<th>Back</th>
</tr>
</thead>
<tbody>
<tr>
<td>Battery Crew</td>
<td>Isolated</td>
</tr>
<tr>
<td>Abandoned Guns</td>
<td>Out of Command</td>
</tr>
<tr>
<td>Current Strength</td>
<td>Reduced</td>
</tr>
</tbody>
</table>

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, Bty, Battalions
- Colonial: ADV, Advance Wing, AdvGd, Advance Guard
- Artillery: Bty, Battery, Cnms, Chambers
- Dragoon: Lt., Light Infantry
- Dragoon: AdvGd, Advance Wing

[2.0] 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 Grand 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 Routted units. After all eligible units have been rallied, units that remain Routted 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 Movement Points the unit may expend in a single 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 hexides. 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 it be in Command.

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.

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 Routted or Disordered.
- The unit starts and ends a March Phase on a road hex and remains on road hexes throughout its movement.
- The unit remains at least 6 hexes away from any unixed enemy combat unit throughout its movement.
- The unit does not exceed 12 Strength Points per hex, and no unit is used against another unit 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 hexides, 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 hexes.

![Diagram of Unit Facing](image)

[UNIT FACING]

**FLANK**

**FLANK**

**FRONT**

**REAR**

**Top of Unit**

**Vertex**

CASES:

[6.1] A unit or stack may change facing during its Facing/Formalation 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 Rout 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/Formalation 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/Formalation 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 no 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 Disorder 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 breakdown 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/Formalation 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 breakdown 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 unit 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, 12.07).

[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 their officers and by their peers 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 discipline 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, a new 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 8 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.

Routed. 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 the retreating/eliminated unit, and not to units adjacent to only one of the hexes. 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 shocked across one of its flank or rear hex sides 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 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 Morale Advanced Scenario Rally rules). The unit must not be in an enemy minimum range Fire Zone. When it Rallys, 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 Rallys, 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 Rallyed (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 Phases 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 1, 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 hexides — its Fire Zone (10.1). It may never see out its flanks or rear hexes. An LOS is 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 contains 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 hex 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 elevation 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 1921, 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 hexes do not affect LOS and do not block it.
### LINE OF SIGHT GAUGE

<table>
<thead>
<tr>
<th>Level 5</th>
<th>Level 4</th>
<th>Level 3</th>
<th>Level 2</th>
<th>Level 1</th>
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<td>Woods</td>
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**RANGE AND ELEVATION OF TARGET UNIT**

<table>
<thead>
<tr>
<th>HEX 1</th>
<th>HEX 2</th>
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<th>HEX 5</th>
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### [10.1] FIRE ZONES DIAGRAM

**Artillery Fire Zone**

- Minimum Range
- Medium Range
- Maximum Range
- Range Limit 3-Pound Gun
- Range Limit 0/3-Pound Gun

**Infantry and Dragoon Fire Zone**

- Minimum Range
- Maximum Range
[4.9] **TERRAIN EFFECTS CHART**

<table>
<thead>
<tr>
<th>TYPE OF TERRAIN</th>
<th>INFANTRY</th>
<th>DRAGOON</th>
<th>ARTILLERY</th>
<th>LEADERS</th>
<th>STACKING LIMIT</th>
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<td>P</td>
<td>P</td>
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<tr>
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<td>+2</td>
<td>P</td>
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<td>Slope Hexside</td>
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<td>During Movement</td>
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(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 Points 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**

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<th>1-5</th>
<th>6-8</th>
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<th>4-6</th>
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### SHOCK COMBAT RESULTS TABLE

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</table>

### 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: Rout ed 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 No. 1 (200 pieces): Front**

<table>
<thead>
<tr>
<th>British</th>
<th>Colonnials</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Array Leaders</strong></td>
<td><strong>Array Leaders</strong></td>
</tr>
<tr>
<td><strong>Monmouth</strong></td>
<td><strong>Monmouth</strong></td>
</tr>
<tr>
<td><strong>Session</strong></td>
<td><strong>Session</strong></td>
</tr>
<tr>
<td><strong>Missing</strong></td>
<td><strong>Missing</strong></td>
</tr>
<tr>
<td><strong>Clashes</strong></td>
<td><strong>Clashes</strong></td>
</tr>
<tr>
<td><strong>(Total 30)</strong></td>
<td><strong>(Total 30)</strong></td>
</tr>
</tbody>
</table>

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

**Monday Counter Section No. 1 (200 pieces): Back**

<table>
<thead>
<tr>
<th>British</th>
<th>Monmouth</th>
</tr>
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<tr>
<td><strong>Array Leaders</strong></td>
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</tr>
<tr>
<td><strong>(Total 30)</strong></td>
<td><strong>(Total 30)</strong></td>
</tr>
</tbody>
</table>

**Quantities of sections of this identical type in game 1**: Total quantity of sections (all types) in game 1.
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, 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 dividing 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:**

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.
   - 1 if the defender occupies a woods hex.
   **Add...**
   - 1 if the defending unit occupies a hex on a lower elevation than the attacker.
   - 1 if the attacker occupies a hex in the defender's minimum range Fire Zone (technically).
   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.

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 only make 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.

9. **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 flank or rear 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 Rout and must retreat three hexes; R1, the unit loses one Strength Point, is Rout, 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; Dr, the unit is Disordered and must retreat three hexes, but makes no Morale Check; R, the unit loses one Strength Point, is Routued, and must retreat three hexes; R1, the unit loses two Strength Points, is Routued, 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, or R1 result in shock combat.

**Artillery.**

**A battery, regardless of its condition, is eliminated whenever it receives an M1, Dr, 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 Routued. A player always retreats his own units. Retreat units may 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 Routued 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 Rallyed.

[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 Routued and must retreat three hexes. No losses are incurred due to Rout.

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

The non-retreating units may become Routued 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 Routued 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 unretreated unit that retreats always faces as if it were moving.

The last hex of a retreat will always find the retreating unit facing away from the hexside 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 Routued units makes no difference.


**CASES:**

[13.1] Artillery units are eliminated if they suffer an M1, Dr, 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.


When a battery is Disordered or Routued, 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.
**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:**

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 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.

2. **To order in, a player must accumulate more Victory Points than his opponent.**
   - Victory Points are awarded for infliction 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 VPs per enemy gun eliminated (crews do not count for Victory Points).
     - 2 VPs per enemy Leader loss. Each time a Leader is "lost," the enemy receives VPs, 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 unrostered control 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 VPs to the player who controls the hex at the conclusion of the game. The British player receives 2 VPs for each hex on the north side of the Monmouth Creek, beginning with hexes 1519 and 1619 and west of the Creek (i.e., hexes 1518 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:
     - 1520, 1521, 1522, 1523, 1524, 1525, 1526, and 1527.

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 VPs: Decisive Victory
     - 15 to 19 VPs: Substantial Victory
     - 10 to 14 VPs: Marginal Victory
     - 0 to 5 VPs: Draw

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 Routen units (9.5) and to modify the Morale Ratings of adjacent units (9.1).

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 map edge 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 to the west 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.

6. **British units begin in Column (infantry) and Limbered (artillery).**
   - They set up as follows (unit: hex):
     - 1BTg: 1522; 2BTg: 2023; 1/5BTg: 2320; 2/1BTg: 2423; 2/2BTg: 2523; 16LTg: 2623; BytA: 3024; Clinton: 2923.

7. **Colonial units begin in Line (infantry) and Unlimbered (artillery).**
   - They set up as follows (unit: hex):

**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 Game-Turn 8). 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:**

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.

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.

3. **Victory Points awarded for controlling terrain are still awarded, even if the turn is skipped.**
   - Either player may receive VPs during a skipped turn if he is in control of Victory Point hexes that award VPs 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 his counter. When tracing a Leader's Radius, the appropriate Leader counter is not counted, while the hex the combat unit occupies is counted. 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 begins the Command Phase within 3 hexes of the Leader, i.e., within the Command Radius.

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

[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 Command Phases. The unit (or its brigade) has been Activated. 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.

[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 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 of these Leaders.

[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 subordinate to the Leader named, 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 unit with which he is stacked, in addition to the above. British batteries are in Command if they are within the Command Radius of Cornwallis, Clinton, or Maxwell. Colonial batteries 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...

...may not use Grand Tactical Movement...

...may not initiate shock combat (although it still must defend if shocked 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 Command 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.

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 Routied (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. A unit 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, the 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 Wing Leaders. 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.

[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 Substantial 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; 18LtDg: 5615; 1/Lttn: 5519; 2/Lttn: 5515; 1/1BtGr: 5520; 2/1BtGr: 5520; 1/2BtGr: 5521; 2/2BtGr: 5522; 18Bttn: 5924; 2Bttn: 5823; 3Bttn: 5723; BtyA: 5522;
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.

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 Colonial (infantry) and Limbered (artillery) and may stack up to the clear terrain Stacking Limit when entering.

The British units begin in Line (infantry) and Unlimbered (artillery).

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

The Reinforcements are activated and act on the next Game-Turn in which they are deployed. 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.


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