

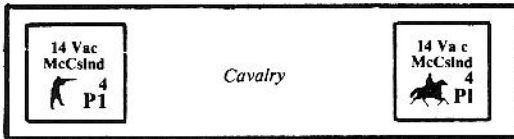
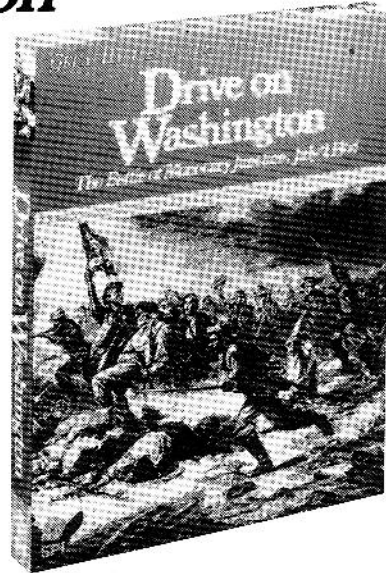
Drive on Washington

The Battle of Monocacy Junction

July 9, 1864

Drive on Washington is a tactical-level simulation of the Battle of Monocacy Junction, the Confederate attempt to overwhelm an unguarded Union capital. The last Confederate offensive in the East, it pitted the three hastily-assembled brigades of Union commander Lew Wallace against the battle-hardened

veterans of General Jubal Early. Using the award-winning Terrible Swift Sword system with a number of unique modifications, *Drive on Washington* includes a 22" x 34" game map, 200 die-cut cardboard playing pieces, standard rules booklet, exclusive rules booklet, and various playing aids.



[13.15] SEEING THE ELEPHANT TABLE

(Green Units only)

dice	Morale Rating
2	4
3	3
4	1
5	4
6	2
7	3
8	1
9	3
10	2
11	5
12	4

*Use two dice. See Case 13.14 for an explanation of how table is used.

STANDARD GAME-TURN SEQUENCE OF PLAY

1. First Player-Turn
 - A. Initial Command Phase
 - B. Movement Phase
 - C. Defensive Fire Phase
 - D. Offensive Fire Phase
 - E. Retreat Before Melee Phase
 - F. Melee Phase
 - G. Ammunition Resupply Phase
 - H. Rally Phase
 - J. Final Command Phase
2. Second Player-Turn
3. Game-Turn Record Interphase

Note: See the Exclusive Rules for additional Phases or Interphases.

Buyer's Guide for *Drive on Washington*

Age Range: 12 years to adult.

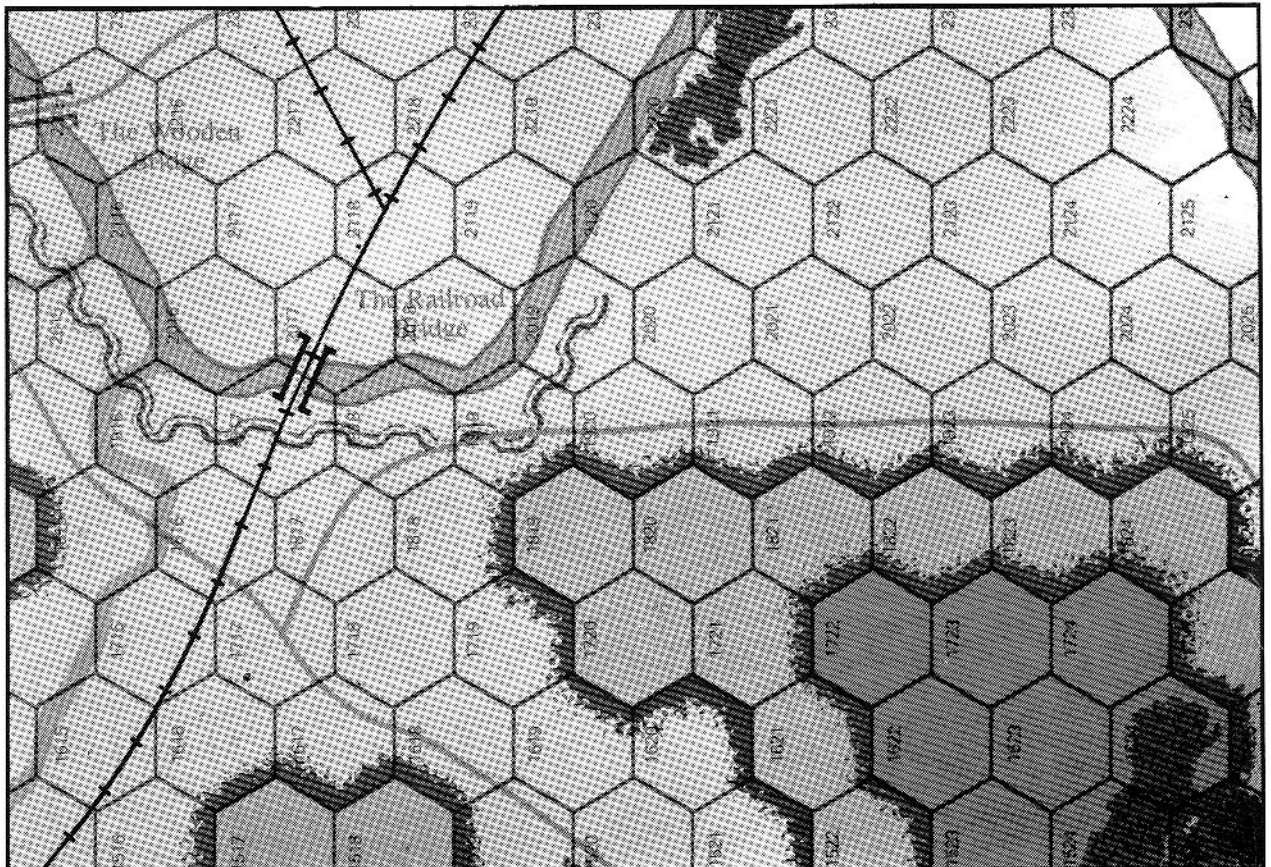
Number of Players: 2

Suitable for solitary play.

Average Playing Time: 3-4 hours

Level of Complexity: 6.8

For purposes of comparison, the game of *Monopoly* is considered to have a complexity level of 2.34.



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