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I. PREPARE FOR PLAY

Counters:
American Player
• Blue with lt. blue stripe: Continentals of Lee’s Advanced Corps
• Blue with no stripe: Continentals of Washington’s Main Army
• Blue with green stripe: Patriot Militia

DESIGN NOTE: Two American units have different names on their reverse side. This represents the fact that those unit commanders were casualties during the actual battle and were replaced by their subordinates. The units are Wesson/Ramsay and Durkee/Olney.

British Player
• Tan with red stripe: British Regulars
• Tan with yellow stripe: Provincials
• Tan with green stripe: Hessians

Set Up:
Several units have 4-digit hex locator numbers printed on the counters. These should be set up on the board accordingly.

Place all other units on the Game Turn Track corresponding to their printed turn-of-entry information. [See 4.11, 4.12 & 4.13]

Army Morale:
Each army has a starting Army Morale of 20.

Momentum:
Neither side begins the game with Momentum.

Initiative:
The Initiative on Game Turn 1 is American followed by British. Turns 2–14 are random player order.

Game Length:
The Campaign Game is 14 turns long, unless either side achieves automatic victory. (See also individual scenarios for shorter games.)

II. VICTORY CONDITIONS

American Decisive Victory
Case 1: Eliminate, capture, or shatter every combat unit in the British rear-guard, on or before game turn 7.

The British rear-guard can be identified by their MP values shown in white boxes.

Case 2: Occupy hex 4114, at the intersection of the Burlington and Shrewsbury Roads and Dutch Lane, at the end of any game turn. A large blue star identifies this hex. Occupation is defined as having a Parade Order combat unit, excluding artillery or militia, in the hex - regardless of enemy units or their zones of control.

DESIGN NOTE: Possession of this hex indicates the Americans have gotten behind the British rear guard can threaten the British baggage train making its way to Middletown and Sandy Hook.

Substantial Victory
See Series Rules

Marginal Victory
A margin of 3 or more victory points at the end of the game. Any other result is considered a draw.

Terrain Victory-Points
Hex 2716: Indicated on the map with a small yellow star, is worth 1/2 VP to whichever player controls* it at the end of the game.

DESIGN NOTE: Known today as “Overlook Hill,” this high ground was a significant vantage point for both sides during the battle and dominated the battlefield during the mid day action.

Hex 3519: Monmouth Courthouse is worth xx VP per turn to the American player only when controlled* by him at the end of any game turn. This objective is indicated with a small blue star.

Hex 1815: Parsonage Farm. This hex is worth xx VP per turn to the British player only when controlled* by him at the end of any game turn. This objective is indicated with a small red star.

*Control of these terrain objectives is defined as occupying or being the last to pass through the hex with a Parade Order combat unit other than artillery or militia. Friendly control of an unoccupied victory hex can be negated by the presence of an enemy ZOC. In such a case, neither player receives the VPs.

Back-printed “Control” markers are provided for players to keep up with the changing status of control throughout the game.

Important: Players should keep a sidebar record of these VPs.
III. SEQUENCE OF PLAY

A. Initiative Segment (Begin on turn 2)
B. Initiative Player Turn
   1. Command & Control Phase: Begin on turn 2, Americans only. Omit after Lee is relieved of command. (See Command & Control Rule 4.64).
   2. Movement Phase. Receive reinforcements as scheduled on the Game Turn Track. Reinforcements can enter play at any time during a player’s movement.
   3. Rally Phase
   4. Defensive Artillery Fire Phase (non-phasing player)
   5. Rifle Fire Phase (simultaneous)
   6. Close Combat Phase
C. Second Player Turn
   Repeat steps 1-6
D. End of Turn Segment
E. Victory Determination/Advance Game Turn Marker

IV. SPECIAL RULES

4.1 Reinforcements
Reinforcements enter the game according to the Game Turn Track. American reinforcements enter at hexes A-1, A-2, A-3 or A-4. British reinforcements arrive at hex “B.” Exception: See British Conditional Reinforcements (Rule 4.12).

BONUS MOVEMENT:
• On Turn 1 and 2 American reinforcements receive +2 MPs on turn of arrival.
• All British artillery receives +1 MP on turn of arrival.

BLOCKED ENTRY HEXES: If enemy units or their ZOC occupy the entry hex, reinforcements are delayed for one Game Turn, after which they may enter at the nearest hex that is neither blocked by units nor their ZOC. If two such hexes are equally distant, the owning player may choose. In such a case the arriving units must pay normal terrain cost to enter the hex.

ENTRY AND STACKING: Reinforcements may enter play over stacked but must immediately move to conform to stacking limits. Units unable to conform to stacking limits are delayed until the next game turn. Such units must enter play ahead of any other reinforcements scheduled to enter at the same hex on subsequent turns.

4.11 Morgan’s Detachment
The American player has several units labeled “MD” for Morgan’s Detachment. Place these units on Turn-8 of the Game Turn Track at the start of the game. Beginning on the American half of Game Turn 8, the American player rolls a die and consults the Game Turn Track to see if the die roll corresponds to the range necessary to allow Morgan’s Detachment to enter play. Morgan’s units enter through the hex marked “A-4” and may not use Strategic Movement on the turn they enter play.

If Morgan’s Detachment does not enter play on a given turn, the units should be moved along the Turn-Track accordingly.

4.12 British Conditional Reinforcements
The British player has Conditional Reinforcements that enter only if Morgan’s Detachment has entered the game. These reinforcements consist of the Hessian Mounted Jaeger unit “v. Wurmb” and the British “17th Light Dragoons.” They enter play during the British player’s Movement Phase of the Game Turn following the turn in which Morgan’s Detachment arrived. Note: These two units are marked “MD +1” accordingly.

Place these units on Turn-9 of the Game Turn Track at the start of the game and move them along the Turn-Track as necessary.

• v. Wurmb enters at any hex along the southern map edge, between 4127 and 3527 inclusive, and pays normal terrain cost to arrive. These hexes are identified on the map with red arrows.
• The 17th Light Dragoons enter at hex “B.”

4.13 Variable Reinforcements
Units belonging to either player whose turn of entry information is in parenthesis are Variable Reinforcements that require a die roll to enter play.

4.131 The American player has Variable Reinforcements that may enter play on Game Turn 12. The American player rolls a die and consults the Variable Reinforcement Entry Table to see if the die roll corresponds to the range necessary to allow these units to enter the game.

American Variable Reinforcements enter through the hex marked “A-1.”

4.132 The British player has Variable Reinforcements that may enter play on Game Turn 9. The British player rolls a die and consults the Variable Reinforcement Entry Table to see if the die roll corresponds to the range necessary to allow these units to enter the game.

SECOND DIE ROLL: British units that pass their variable entry die roll must roll again, individually, and enter play on a second die roll of 5-9. Hessian units do not require a second die roll to enter.

4.14 Momentum and Reinforcements
Each player may spend 1 Momentum chit per turn to add +2 DRM to his Variable Reinforcement die roll. This is an addition to Series Rule 12.62. The British may do so on turn 9. The Americans may do so on turn 12.

Important Exception: Morgan’s Detachment is not affected by this rule.
4.2 Heavy Artillery & Howitzers

The British player has two special artillery units: “Pattison,” representing 12-pound heavy field guns, and “Howitzers,” representing 8” howitzers. Both of these units have a range of 4 hexes.

- Howitzers may throw arching fire over intervening blocking terrain or units and do not require LOS. This is an Exception to Series rule 11.4
- The Exception in Series Rule 9.1 does not apply to heavy artillery, which must always be able to pay the cost of a space in order to enter it.

4.3 Leader Rules

4.31 American

Any American leaders may command any American units, unless specified below.

Lee: By the end of the 3rd American player-turn, Lee must be on or east of hex row 21xx. (Historical Footnote: Hex 2115 contains the silhouette of a mounted officer. This is the approximate location where Washington relieved Lee of command.) If Lee fails to reach or cross hex row 21xx by the end of the 3rd turn, or if having reached it he subsequently moves west of it for any reason while still in command of the Advanced Corps, the American player loses 2 Army Morale points and the British player gains 1 Victory Point. Players should keep a sidebar record of this VP gain if applicable.

This is a one-time penalty and the VP and AM adjustment is permanent, even if Lee later returns onto or east of hex row 21xx.

PLAYER NOTE: Even if the American player has incurred this penalty, he must still move Lee onto or east of hex row 21xx as soon as possible. To not do so is to violate the spirit of the game.

Once Washington removes Lee from command of the Advanced Corps, Lee may move freely on the board without penalty. (See 4.64)

Washington: Washington has the ability to project his Leadership DRM into adjacent hexes. This is an Exception to Series Rule 14.23 His Leadership DRM is +1 for combat units with whom he is adjacent. This adjacency modifier is unique to Washington and is in addition to any Leadership DRM provided by a leader in command in the adjacent hex.

Morgan: May only command units belonging to “Morgan’s Detachment.” He may influence the play of Tactics Chits, however, according to Series Rule 14.22

Von Steuben: Von Steuben is removed from play without VP or Army Morale adjustments at the end of Game Turn 4. He may return to the game with American Variable Reinforcements scheduled to arrive on Game Turn 12. If von Steuben is a casualty prior to turn 4, he is treated normally.

4.32 British

Any British leaders may command any British, Provincial, or Hessian units unless specified below.

Erskine: May only command units belonging to the British 2nd Grenadiers.

Monckton: May only command units belonging to the British 2nd Grenadiers.

Simcoe: May only command Provincial units.

4.321 British Seniority

- (Lt. Generals) Clinton followed by Cornwallis
- (Lt. Colonels) Monckton, followed by Webster and Simcoe

4.33 Demi-Leader

Oswald: Oswald can stack with any American artillery unit, regardless of the other unit’s SP. This is an Exception to Series Rule 7.1. Artillery stacked with Oswald can move at his 4 MP rate of movement while it remains stacked. Oswald has no influence over the play of Tactics Chits.

4.4 Molly Pitcher (Optional)

AUTOMATIC RALLY: Whenever any American artillery unit attempts to rally from Disruption, the American player may invoke this rule (one time only). Place the Molly Pitcher counter on top of the artillery unit. That unit automatically rallies without die roll. Apply normal Army Morale adjustments. That artillery unit will always automatically rally after a Disruption. This is true even during Heat Game Turns.

SHATTERED ARTILLERY: Molly Pitcher will not automatically rally an artillery unit that is Shattered. Such rally must occur normally. Once the artillery has rallied from Shattered to Disrupted, Molly Pitcher can, during the next Rally Phase, complete the rally automatically as described above.

PROPERTIES: The Molly Pitcher counter remains stacked with that artillery unit for the rest of the game. The Molly Pitcher counter has the following properties:

- does not count against stacking, has no combat value, and cannot be targeted by enemy rifle or artillery fire.
- If the artillery unit is eliminated or captured, Molly Pitcher is permanently removed from the game. (A step loss to a back-printed artillery unit does not eliminate Molly.)
- There are no additional VP or Army Morale adjustments for Molly Pitcher.
- If the artillery unit retreats or countermarches off the board, Molly Pitcher may not reenter play.
Clarification: It is always the American player’s option as to which artillery unit will benefit from Molly Pitcher and when such benefit will be invoked, subject only to an initial Disruption result.

Historical Deployment Option: To play Molly Pitcher historically, deploy her only with Proctor’s artillery, subject to the above conditions.

4.5 Heat Game Turns
Turns 6–12 are Heat Game Turns. They are indicated on the Game Turn Track by yellow informational bands that span each Heat Game Turn box. The following rules are in effect for both sides during Heat Game Turns:
- –1 DRM to all Morale Checks.
- If the Initiative die rolls result in a tie, the Game Turn is skipped unless at least 1 player used Momentum to influence the die roll. In that case, roll again until the tie is broken in the standard fashion.
- Any Reinforcements due to arrive during a Game Turn that is skipped due to heat, are delayed until the next playable turn.

4.6 Command & Control

4.61 Procedure:
Beginning on Game Turn 2, the American player rolls 1 die to identify any brigades or detachments that may be affected by a break down in Command & Control (C&C) for the turn. Place the C&C ID marker on the ID Table located on the map. The marker will fit into the box corresponding to the die roll. Align the marker so that the arrow points to the selected brigades or detachments.

CONFUSION MARKERS: Place individual C&C Confusion markers, (Question Marks), on each unit of the identified brigades or detachments, wherever those units may be on the board.

IDENTIFICATION: Units can be easily identified by the corresponding letter code printed on each one. For example, units belonging to Maxwell’s Brigade have the letter “M” displayed on the counters, while units belonging to Scott’s Brigade have the letter “S” etc.

IMPACT: Roll the die a second time to determine impact on the designated units. Place the C&C Impact marker on the Impact Table, also located on the map. The marker will fit into the box corresponding to the die roll. Align the marker so that the arrow points to the nature of the Command & Control breakdown.

The impact of Command & Control breakdown will equally affect all units belonging to the designated brigades or detachments, wherever they may be on the board, as previously identified by the placement of the C&C Confusion markers.

4.62 C&C Impact / “Countermarch” Results
When called upon to countermarch, units must, if possible, move their full MP toward their entry hex, subject to all normal movement and stacking restrictions. Units that begin on a road must use strategic movement during their countermarch, if possible.

Units that countermarch off the board may not re-enter play.
An Army Morale adjustment of –1 is made each turn in which any American units countermarch off the board. No VP is awarded.

Clarification: It doesn’t matter if one unit countermarched off the board or a stack of 3 units. The penalty would still be a loss of 1 AM point for that Game Turn.

Units called upon to countermarch as a result of Command & Control Impact, but who are unable to because of the presence of enemy units, enemy ZOC, or prohibited terrain, are captured instead.

4.63 C&C Impact / Leaders, Modifiers, & Other Effects
See Command & Control Table.

4.64 Relieving Lee of Command:
Lee is relieved as soon as he and Washington occupy the same hex. Washington must end the turn with Lee and neither can move any further that turn. The change of command has the following effects:
- American Army Morale is increased by 1.
- There are no British Army Morale adjustments.
- There are no VP adjustments for either player.
- C&C restrictions are lifted at the beginning of the next American player turn.
- Place the “Command & Control Intact” marker on the corresponding turn of the Game Turn Track as a reminder.
- Lee remains in the game after being relieved and functions like a normal leader for all game purposes thereafter.

IF LEE DIES: If Lee is a casualty prior to being relieved of command, units of the Advanced Corps still roll on the Command & Control Table. In this case, C&C restrictions are lifted on the turn after Washington enters the game, (Game Turn 7.) Place the C&C Intact marker on turn 7 as a reminder.

If Lee is a casualty prior to being relieved, apply normal Army Morale and VP adjustments.

4.7 British Rear-Guard Maneuver Zone
A progression of hexes, extending from hex 3028 to hex 4308, is marked by subtle dashed outlines within each hexagon. This “line” represents the extent of the British Rear Guard Maneuver Zone. British and Provincial units with their MP values in white boxes belong to the British Rear Guard and are under the following restrictions:
- may not move beyond the Maneuver Zone although they may move freely on or behind it (east, southeast, or south.) Exception: Lt. Colonel Simcoe and the Diemar Hussars may move without restriction.
- Rear Guard units that attack while at the Maneuver Zone limit cannot advance after combat. This is an exception to Series Rule 12.23 Step 9.
These restrictions remain in effect until the British player-turn of Game Turn 6.

4.8 Retreat
AMERICAN: American units must retreat toward the west edge of the map if possible. American units belonging to Morgan’s Detachment may also retreat toward the southern map edge if desired.

BRITISH: British units must retreat toward the east edge of the map if possible.

4.9 ZOC:
In addition to Series Rule 8.1, ZOC extends out of (but not into) village hexes.

V. PLAY BALANCE (Optional)

5.1 Pro-British
To tilt the balance of the game in favor of the British:
• The British player automatically receives his turn 9 reinforcements.
• The American player does not receive his turn 12 reinforcements.
• Apply +2 DRM to all Morgan’s Detachment die rolls.

5.2 Pro-American
To tilt the balance of the game in favor of the Americans:
• British player does not receive his turn 9 reinforcements.
• American player automatically receives his turn 12 reinforcements.
• Apply –1 DRM to all Morgan’s Detachment die rolls.

VI. HISTORICAL SCENARIOS

6.1 Scenario I: “Lee’s Advance”

6.11 Scenario Length
Game Turns 4 through 7 (9:00 AM to Noon) unless either side achieves automatic victory.

6.12 Set Up.

<table>
<thead>
<tr>
<th>British</th>
<th>2nd Queen’s Light Dragoons, Dismounted Dragoons</th>
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<tbody>
<tr>
<td>Hex 3915</td>
<td>1st Queen’s Light Dragoons, Diemar Hussars</td>
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<tr>
<td>Hex 4014</td>
<td>1st Light Infantry, 1st Light Infantry Artillery</td>
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<td>Hex 4015</td>
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<table>
<thead>
<tr>
<th>American</th>
<th>3rd NJ, Randall Artillery</th>
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<td>Hex 2215</td>
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<td>Hex 2314</td>
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Hex 2414 2nd NJ
Hex 2513 1st NJ
Hex 3013 Cilley’s Picked Men, Wells Artillery
Hex 3015 Lee
Hex 3113 Parker’s Picked Men
Hex 3213 Gist
Hex 3218 Seward Artillery
Hex 3219 Wesson’s Picked Men
Hex 3319 Livingston
Hex 3414 Oswald Artillery
Hex 3416 Durkee, Rhode Is., Cook Artillery
Hex 3420 Lafayette, Stewart’s Picked Men
Hex 3612 Patton
Hex 3613 Wayne, 9th PA, Jackson, Blue Regiment
Hex 3614 White’s Militia Horse
Hex 3712 Grayson, VA “Converged”

6.13 British Reinforcements
10:00 AM: Cornwallis, Erskine, 1st Grenadiers, 1st Grenadier Company, 1st Grenadier Artillery, Monckton, 2nd Grenadiers, 2nd Grenadier Artillery, Lengerke Grenadiers, von Linsing Grenadiers, von Minningerode Grenadiers, Coldstream Guards, & 1st Foot Guards

11:00 AM: “No Flint” Grey, 1st & 2nd Black Watch, 44th, 17th, 15th, & 3rd Brigade Artillery

Noon: Webster, 33rd, 46th, 37th, 64th, 4th Brigade Artillery, Howitzers, & Pattison Artillery.

6.14 Army Morale
• British 20
• American 19

6.15 Momentum
Neither side begins with Momentum.

6.16 Initiative
Initiative on the first turn (9:00 AM) is British followed by American. Remaining turns are random player order.

6.17 Command & Control
Use “Turn 4 +” on the C&C Table.

6.18 Rules Not Used
• Molly Pitcher (4.4)
• British Rear Guard Maneuver Zone (4.7)
• Restrictions and penalties associated with Lee’s movement (4.31)
• Procedures and consequences for relieving Lee of command (4.64)

6.19 Victory Conditions
British Decisive: Occupy 2716 with at least 1 Parade Order combat unit other than artillery at the end of any Game Turn.
**American Decisive:** Occupy 4114 with at least 1 Parade Order combat unit other than artillery or militia at the end of any Game Turn.

**Substantial:** Cause the enemy’s Army Morale to Waiver.

**Marginal:** Achieve a margin of 1.5 or more VP by the end of the game.

### 6.2 Scenario II: “The Holding Action”

#### 6.21 Scenario Length

Game Turns 7 through 10 (Noon to 3:00 PM) unless either side achieves automatic victory.

#### 6.22 Set Up

**British**

| Hex 2018 | 1st Queen’s Light Dragoons, Dismounted Dragoons |
| Hex 2117 | Monckton, 2nd Grenadiers, 2nd Grenadier Artillery |
| Hex 2218 | Clinton, Cornwallis, 1st Grenadiers, 1st Grenadier Artillery |
| Hex 2217 | 2nd Queen’s Light Dragoons, 1st Grenadier Company |
| Hex 2318 | Howitzers |
| Hex 2317 | Coldstream Guards |
| Hex 2419 | Pattison Artillery |
| Hex 2417 | 1st Foot Guards |
| Hex 2312 | 15th |
| Hex 2311 | “No Flint” Grey, 2nd Black Watch, 17th, 2nd Brigade Artillery |
| Hex 2310 | 44th, 1st Black Watch |
| Hex 2706 | Diemar Hussars |
| Hex 2807 | Erskine, 1st Light Infantry Company, Queen’s Rangers, 1st Light Infantry Artillery |
| Hex 2907 | 1st Light Infantry |

**American**

| Hex 1512 | Lafayette, 2nd N.J. |
| Hex 1715 | White’s Light Horse |
| Hex 1815 | Livingston, Cook Artillery |
| Hex 1914 | Olney (as Durkee reduced), Oswald Artillery, Seward Artillery |
| Hex 1913 | 1st N.J. |
| Hex 1811 | Cilley’s Picked Men |
| Hex 1810 | Parker’s Picked Men |
| Hex 2115 | Washington, Lee |
| Hex 2316 | Wayne, Ramsay (as Wesson reduced), Stewart’s Picked Men (reduced), VA “Converged” Regiment |

| Hex 1208 | Stirling, Conn. Brigade, Conn. Artillery |
| Hex 1107 | Glover’s Brigade, Proctor Artillery |
| Hex 1106 | Learned’s Brigade, Mass. Artillery |
| Hex 1007 | 2nd PA Brigade, PA Artillery |

#### 6.22 American Reinforcements

2:00 PM: 3rd PA, Malcolm, Spencer, 1st PA Brigade (Hex A-1)

**NOTE:** American reinforcements cannot use Strategic Movement on their turn of arrival.

#### 6.23 Army Morale

- British = 20
- American = 18

#### 6.24 Momentum

The British begin with 1 Momentum chit.

#### 6.25 Initiative

The first turn (Noon) consists of the British Close Combat phase only. Initiative on turns two and three (1:00 & 2:00 PM) is American followed by British. Initiative on turn four (3:00 PM) is random player order.

#### 6.27 Rules Not Used

- Command & Control (4.6)
- Restrictions and penalties associated with Lee’s movement (4.31) _The scenario begins with Washington relieving Lee of command, however no Army Morale adjustment occurs._
- British Rear Guard Maneuver Zone (4.7)
- Molly Pitcher (4.4)

#### 6.28 Victory Conditions

**British Decisive:** Simultaneously occupy both sides of the bridge spanning the West Morass with at least 1 Parade Order combat unit in each hex, other than artillery, at the end of any Game Turn [OR] Occupy any hex along Perrine Ridge (1511, 1611, 1610, 1709) with at least 1 Parade Order combat unit, other than artillery, at the end of any Game Turn [OR] capture or eliminate George Washington.

**American Decisive:** Eliminate or capture 15 SP of British or Provincial combat units.

**Substantial:** Cause the enemy’s Army Morale to Waiver.

**Marginal:** Achieve a margin of 3 or more VPs by the end of the game.

#### 6.29 Special Scenario Rules

**6.291 Abbreviated First Turn:** The first Game Turn consists of British Close Combat only.

**6.292 Hedgerow:** The American units along the hedgerow (1715, 1815, and 1914) cannot move until attacked in Close Combat. As soon as any unit along the hedgerow is attacked, all units along the hedgerow are free to move.
6.3 Scenario III: “Washington’s Stand”

6.31 Scenario Length
Game Turns 8 through 13 (1:00 PM to 6:00 PM) unless either side achieves automatic victory.

6.32 Set Up
British

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<td>2116*</td>
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American

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<th>Hex</th>
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<tr>
<td>1107</td>
<td>Delaware Blues</td>
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<td>1208</td>
<td>1st MD Brigade</td>
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<td>1308</td>
<td>N.C. Brigade</td>
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<td>1313</td>
<td>Wayne, 3rd PA, Spencer, Malcolm</td>
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<td>1407</td>
<td>Lafayette, Weedon’s Brigade</td>
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<td>1410</td>
<td>1st N.J., 2nd N.J.</td>
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<td>1412</td>
<td>1st PA Brigade</td>
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<td>1507</td>
<td>N.H. Brigade</td>
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<td>1511</td>
<td>2nd PA Brigade, PA Artillery</td>
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<td>1610</td>
<td>Glover’s Brigade, Proctor Artillery, Molly Pitcher</td>
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<td>1611</td>
<td>Learned’s Brigade, Mass. Artillery,</td>
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<td>1706</td>
<td>N.J. Militia Brigade</td>
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<td>1707</td>
<td>Cilley’s Picked Men, Parker’s Picked Men (reduced)</td>
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<td>1708</td>
<td>Conn. Brigade, Conn. Artillery</td>
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<td>1709</td>
<td>Washington and Stirling: Anywhere on Perrine Ridge (1511, 1611, 1610, 1709)</td>
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6.33 American Reinforcements
2:00 PM: Greene, Woodford’s Brigade, Middlesex Militia, Chevalier du Plessis Artillery (Hex A-3)
5:00 PM: Von Steuben, 2nd MD Brigade, Patterson’s Brigade, Muhlenberg’s Brigade (Hex A-1)

6.34 Army Morale
• British = 19
• Americans = 19

6.35 Momentum
The Americans begin with 1 Momentum chit.

6.36 Initiative
Initiative on the first turn (1:00 PM) is American followed by British. Remaining turns are random player order.

6.37 Rules Not Used
• Command & Control (4.6)
• British Rear guard Maneuver Zone (4.7)

6.38 Victory Conditions
British Decisive: Occupy Hex 1211 with at least 1 Parade Order combat unit other than artillery at the end of any Game Turn.
American Decisive: Occupy either the Deacon Craig farm (2512) or the Peter Wikoff farm (2017) with at least 1 Parade Order combat unit other than artillery or militia at the end of any Game Turn.
Substantial: Cause the enemy’s Army Morale to Waiver.
Marginal: Achieve a margin of 3 or more VPs by the end of the game.

6.39 Special Scenario Rules
6.391 Hessian Grenadiers
The three Hessian Grenadier Battalions must pass a Morale Check each time they wish to move during the British player’s Movement Phase. Each Hessian Battalion must roll individually. Apply –1 DRM in addition to any other applicable modifiers to this Hessian Morale Check die roll. Once a Hessian Battalion is involved in either Fire or Close Combat it may move normally for the rest of the scenario.

6.392 Comb’s Hill
British units may not cross to the south side of Spotswood South Brook /Weamacock Brook before turn-4 (4:00 PM.)

DESIGN NOTE: Clinton was aware of high ground to his left but considered the marshy ground at the base of Comb’s Hill to be too much of an obstacle. Furthermore, he was not expecting the arrival of Greene’s American reinforcements on that flank.
“His presence inspired none, discouraged many, and left the Division to work their own way out of confusion.”

In spite of the early privations suffered by the Continental Army at Valley Forge, during the winter of 1777-1778, the force that emerged in the spring of the New Year was renewed, replenished, and eager to prove itself. General Washington intended to use this trained and disciplined cadre to deal a decisive blow to his newest adversary, British Lt. General Sir Henry Clinton.

Clinton had replaced General Howe as Commander in Chief of British forces in North America in late May and began immediately to execute a new directive from London. Philadelphia, captured the previous autumn by Crown forces, (see GMT’s “Brandywine”), was to be evacuated. British forces were to shift their base of operations back to New York City. Clinton had naval transport for a portion of his host but he could not move it all by sea. A land march across New Jersey would be necessary and it was here, along this line of march, that Washington intended to strike.

Clinton was responding to secret orders that precluded any inland offensive operations against the Americans while the new British Peace Commission, slated to arrive in early June, undertook their negotiations to end the war. Coastal raids against New England towns were to be the only aggressive operations allowed. Washington, of course, was unaware of this handicap to British arms. As early as April 20th, he called a council of war at his headquarters in Valley Forge to determine whether the army should remain on the defensive or strike against Philadelphia.

His general officers were of mixed opinion. Firebrands, such as Anthony Wayne, called for the attack, and the sooner the better. The Europeans, von Steuben among them, were more conservative and urged defense. Several others, including Henry Knox, argued for a march across New Jersey to threaten New York. General Greene suggested a flying column to push toward New York while the rest of the army remained at Valley Forge. In the end, Washington elected to hold the army in place and await developments. He did, however, deploy General Maxwell and the four regiments of the New Jersey Brigade into that State on May the 7th. They were to supplement the New Jersey militia and keep close tabs on the movements of the enemy.

II

By the 2nd of June, patriot informers from Philadelphia had advised General Washington of the intended evacuation of the British and he, in turn, raised the level of alert to General Maxwell and the American forces in New Jersey. The failure of the British Peace Commission, which is not a subject for the present historical summary, was apparent by June 16th and Clinton wasted no time in hastening the evacuation. Over 17,000 troops, with baggage and followers, began their laborious movement over the next several days.

Confronted with the immanent departure of the British, Washington called another council of war on the 17th. This was the 3rd such gathering of his general officers in a month. Vocal in his opinion that the Continental Army not take the offensive was newly arrived Major General Charles Lee. Lee was the army’s second in command, a veteran soldier of European service, and was considered by many in America to be the preeminent officer in the service of the new nation.

Lee had arrived in the American camp on April 23rd after a prisoner exchange. The British captured him some 15 months earlier during the American retreat across New Jersey in 1776. It is worth mentioning that, while he was a prisoner, Lee actually authored a plan suggesting how the British could win the war and end the Rebellion. It proposed an invasion of Maryland with the aim of cutting Virginia off from Pennsylvania to split the colonies. His plan was very detailed, even specifying troop strengths, deployments, and interior lines by which the forces could be mutually supporting. Lee’s subsequent conduct, both during councils of war and on the fateful day of June 28th, can be better understood when one acknowledges the cozy relationship he had with his captors.

Generals Wayne and Lafayette urged a bold attack to take advantage of the British, strung out as they were with 1,500 wagons in column. The British were only achieving 6 to 7 miles a day. Heavy rains had been falling since their march began and the New Jersey militia had been cutting bridges and sniping at their flanks and rear.

Washington sent an advanced force toward the British on June 18th. The rest of the Continental Army broke camp at Valley Forge the next day and joined the march. Stryker writes, in his definitive study on the Battle of Monmouth, “All day Friday, [June 19th], it rained heavily and this hindered not only the corps under Washington’s command, but those which preceded it...but the spirits of the men...were greatly elated...and every man felt a strong incentive to push rapidly toward the British and, if possible, deal a bold stroke for liberty.” This may have been true of everyone, that is, except Charles Lee, whose urgings against approaching the enemy went unheeded by the Commander in Chief.

Both armies maneuvered across the narrow waste of the State, coping with heavy rain as they went. By the 24th of June, the Americans were at the village of Hopewell in Hunterdon, (now Mercer), County, about 14 miles from Trenton and 8 miles from Princeton. The British, at this time, were dispersed among several

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villages in Monmouth County; Cornwallis’ 1st Division at Cabbage Town, (now Canton), one mile northeast of Allentown and Knyphausen’s 2nd Division at Imlaystown, 3-miles distant.

Washington called his 4th council of war while at Hopewell on the 24th. [As an interesting footnote to history, this council of war took place during a solar eclipse at 9:00 in the morning.] More than at any other time up to this point, Lee showed disdain for any kind of offensive action against the British. He said that only a small detachment, if any, should be sent to reinforce Maxwell on the enemy flanks. The main American army should march toward the Hudson River. He said that, "to risk an engagement with the enemy would appear to him very criminal" and that, “the late alliance with France would be a more effective step toward independence then any act of the army, however bold it might be in conception.” Stryker points out that Lee “seems to have been strenuous in his efforts to give the enemy an uninterrupted march across the State.”

Because of Lee’s seniority and reputation, his argument impressed many of the younger officers. Lafayette, on the other hand, said it “would be disgraceful and humiliating to allow the enemy to cross the Jerseys in tranquility.” In the end it was decided to reinforce the troops on the enemy’s flanks with Morgan’s 600 riflemen and the 1,440 men of the 1st New Hampshire, 9th Pennsylvania, 1st Virginia, and 4th Maryland regiments. The next day, June 25th, another 1,000 troops were sent forward under Wayne and Lafayette. The latter was instructed to take overall command of all forces now gathering to impede the march of the British. Meanwhile, the rest of the army would continue its measured pace forward.

III.

Washington was convinced, in spite of General Lee’s opinions to the contrary, that what was called for was a bold stroke. The army of Great Britain would not be granted a leisurely stroll across the State. Lafayette was in command of over 5,000 troops with explicit orders from Washington to mount as large an offensive operation against the enemy’s flank and rear as prudence would allow.

Yet, it is precisely at this juncture that Washington’s renowned sense of decorum and right conduct nearly proved to be his undoing. By the standards of the day, a force this size was larger than that customarily assigned to a junior Major General such as Lafayette. Protocol would suggest that Lee, as second in command and the senior Major General on the field, be given this command as a post of honor. Washington’s instincts on the matter were initially correct. He gave command to Lafayette because Lee was outspoken against this, or any other aggressive action against the British. Lee had confided to friends that these plans would lead to certain defeat, if not to the utter rout, of the American army. Speaking of Lafayette’s appointment, Lee said he was “well pleased to be free from all responsibility for a plan which he was sure would fail.”

By the evening of the same day, however, General Lee fell victim to second thoughts. He became convinced that his reputation would suffer irrevocably if he allowed the junior Frenchman to remain in the post of honor that was, by right, his. He began to speak to those around him of the wrong that was being done him by the Commander in Chief and that he regretted his first decision in declining the honor. Finally, Lee officially requested General Washington to place him in command of the Advanced Corps.

Washington was somewhat frustrated by this turn of events at such a critical moment. He might have listened to his own counsel and acknowledged that the opinions Lee had so often and forcibly expressed, rendered him unfit for command. Instead, Washington yielded to protocol and correct form and restored Lee to command. To avoid offending Lafayette, he assigned two more brigades to the Advanced Corps, leaving no doubt that a more senior officer was required in command. He also left Lafayette attached to the corps and left the overall orders unchanged.

Virtuous men tend to assume virtue in others. On this occasion, Washington singularly misjudged Lee’s character. The result was nearly disastrous for American arms.

IV.

The British approached the village of Monmouth Courthouse, (now Freehold), on June 25th, in a column 12-miles long. As Stryker describes, “there followed in close succession all the soldiers of Clinton’s army, foot, horse and artillery, provision train, baggage, army wagons, numerous private carriages, a large number of bat-horses, bakeries, laundries and blacksmiths’ shops on wheels, large hospital supplies, boats, bridges, magazines, withal a crowd of female camp followers and every kind of useless stuff.”

All that day the British were continually harassed by American forces in greater numbers than before; Morgan’s riflemen were operating on the British right. Maxwell’s New Jersey Continentals on the left, General Scott’s detachment assaulting the rear guard, and, operating in front of Knyphausen’s leading division, General Dickinson’s New Jersey militia was doing all it could to destroy bridges and check the progress of the British army. In addition, many diarists speak of the intense heat of the day. It has been estimated that nearly one-third of the troops fell out by the roadside, overcome with heat. To compound the discomfort, swarms of mosquitoes attacked these soldiers, as they lay prostrated on the ground.

By the morning of the 26th, the British divisions were encamped at and around the village of Monmouth Courthouse. American forces were as near as five miles from the rear of the British column. American pickets skirmished sharply throughout the day with Hessian Jaegers supported by the Queen’s Rangers. Notwithstanding the proximity of the opposing forces, Clinton issued orders for his army to remain in place the next day, June 27th, to rest and recuperate from the exertions of the march. The night of the 26th brought drenching rains with lightning and thunder, lasting nearly to daybreak, that added a degree of misery to the encampment.

Historians speculate why Clinton did not resume the march on June 27th. He was near enough to Sandy Hook, his embarkation point to transfer the land force across to New York City, that,
as Stryker describes, “A strong physical exertion and the great object of the march would have been attained.” Certainly the 40-hour delay has the appearance of courting a fight with the pursuing Americans.

At mid-day on the 27th he issued orders to break camp before dawn on the 28th and march as rapidly as possible on the Middletown Road toward the coast. Knyphausen would lead the march, taking the baggage of the whole army, most of the Hessian troops, the Provincials and the British 1st and 2nd Brigades. Cornwallis’ 9,500-man 1st Division, comprising the elite units of the army as well as the British 3rd, 4th, and 5th Brigades, would follow. A rear guard of dragoons and light infantry, attended by Clinton himself, would remain behind until the whole was well under way. In anticipation of the specified early departure, and to safeguard against marauding American patrols, the entire army lay on its arms throughout the night. The air was hot and the breeze was absent until another severe thunderstorm came up, more intense than on the previous evening.

V.

For Washington, the hour was at hand. He might have chosen not to fight, if his only concerns were military necessity. It could have been argued that waiting for French intervention to materialize would have been the prudent thing to do. But Washington was astute enough to realize that by striking a blow, America would show the world that it continued in its struggle for freedom and was not content to merely wait passively for help from a foreign nation. Washington also understood that he had to silence his detractors, such as those that had supported the Conway Cabal to replace him as Commander in Chief. He needed to demonstrate that the army had confidence in him and would follow where he led.

Tactically, he understood that at Monmouth he could bring his entire force to bear while Clinton, ever mindful of the vulnerability of his immense baggage train, would only be able to respond with half his forces. Under the circumstances, Washington had to show that he did not fear to offer battle to the most formidable army in the world. He was convinced that these Continental soldiers, trained by von Steuben at Valley Forge, would not hesitate in a bold attack. He was eager, he was confident, and he expected nothing short of resounding success.

Meanwhile, 5-miles from Monmouth Courthouse, at Englishtown, Lee reviewed his Advanced Corps. He told an aide that he hardly knew any of the officers now serving under him. Not only was he unfamiliar with his subordinates, he also revealed in a staff meeting on the 27th that he had no reliable intelligence about the exact strength or location of the enemy to his front or, for that matter, of the ground over which they were to fight. He formulated no plan of action and merely asked that all subordinate officers serve as required. In addition, he wrote to Washington saying he had no knowledge of where Morgan’s detachment was operating even though it was under his command.

In the early hours of the 28th, Washington replied that Morgan was operating to the south. He also advised Lee to position men in battalion strength in close contact with the enemy’s rear-guard to pin it so that the rest of the Advanced Corps could come up. All the while the main Continental Army would continue its approach, remaining in supporting distance. In compliance, Lee ordered Colonel William Grayson’s 600-man detachment to break camp at 6:00 AM and march toward the enemy. He also sent a confusing message to Morgan that led him to believe Lee was planning an attack on the 29th rather than the 28th. As a result, Morgan did not participate in the Battle of Monmouth and Lee’s right flank was unprotected throughout the coming day.

At 7:00 AM the rest of the Advanced Corps began to march out of Englishtown. Many troops left their coats, packs and other equipment behind in expectation of another day of intense heat. (Their British and Hessian counterparts, having no such privilege, would suffer immeasurably from the heat as the day wore on.) Washington sent word to Lee that his divisions were also on the march and to, “bring on an engagement or attack as soon as possible unless some very powerful circumstances forbid it.”

As a foreshadowing of the confusion that would mark the morning’s action, Lee’s line of march, consisting of Durkee’s, Wayne’s, Scott’s, Maxwell’s and Jackson’s commands, got entangled. There was also contradictory intelligence coming in from Dickinson’s New Jersey militia. Some reports indicated that the British had left Monmouth, others that one division still remained there, and still others that the British were moving toward the Americans. Under these circumstances, the American approach toward Monmouth was a halting one at best.

The first actual contact of the Battle of Monmouth Courthouse occurred at about 8:00 AM. One hundred and fifty members of the Hunterdon County militia were conducting a reconnaissance along the Englishtown Road, under the temporary command of Baron von Steuben of Washington’s staff. They were attacked by the mounted contingent of the Queen’s Rangers, known as the Deimar Hussars. Although the militia was initially scattered, they were able to stabilize a line along a hedgerow near the Parsonage Farm. The hussars were checked and eventually fell back to Monmouth when they saw Grayson’s detachment approaching from the west. Lee ordered Grayson’s detachment to be reinforced by 200 men under Colonel Henry Jackson, by Butler’s 9th Pennsylvania Regiment and by four guns under Colonel Eleazer Oswald. Brigadier General Anthony Wayne was given command of this vanguard and ordered to proceed toward Monmouth with caution.

Back at Monmouth Courthouse, meanwhile, Clinton ordered Cornwallis to lead his division out of the village, confident that the Americans were no nearer than 6 miles distant. He was to follow the same line of march taken previously by Knyphausen who had broken camp at 4:00 in the morning. Clinton himself remained with the rear guard.

At about 9:30 AM, the American vanguard of the Advanced Corps came into contact with cavalry and light infantry elements of the British rear guard outside of the village. After an exchange of musketry and several shots from the field pieces, the rear guard withdrew toward Briar Hill to the northeast of town. This high ground dominated the otherwise relatively flat land immediately around Monmouth Courthouse. It was also
the direction taken by both Knyphausen and Cornwallis as they marched out of town.

At this point, Lee rode forward with Wayne to observe the enemy. He saw the dust of Cornwallis’ column heading east and perceived a chance to destroy the enemy rear guard. Wayne was directed to move some of his units in direct pursuit of the British, to pin them, while the rest of his detachment was ordered to swing north and east, around the British left, to encircle them. By 10:00 AM additional units of the Advanced Corps were arriving. Lafayette was ordered to march through the village, deploy on the flat plain beyond, and attack the left flank of the rear guard while Wayne descended upon it from the north. So confident was Lee that he sent a presumptive message to Washington declaring he was about to capture the entire British rear guard.

VI

Clinton, meanwhile, was not remaining passive. Cornwallis’ column had barely covered a mile when it received word to countermarch in support of the beleaguered rear guard. Clinton deployed his rear guard on the right, to oppose Wayne, while the freshly arriving Grenadiers, Foot Guards, and British Brigades under Cornwallis advanced in two columns; one opposing the American center and another marching toward the Courthouse with the goal of turning Lee’s right. Artillery was placed in the center, cavalry were deployed in front and the Hessian Grenadiers held in reserve.

Where Lee had had a fleeting opportunity to outnumber the rear guard of the enemy, he now found himself with the tables turned. It was he that was outnumbered by Cornwallis’ entire 1st Division. Coupled with his certain belief that the Americans could not stand up to Clinton’s best troops, and his lack of due diligence and preparation before the battle, it is no wonder that paralysis of command settled in. Things unraveled quickly.

By 11:30 AM Lee’s entire Advanced Corps was in full retreat. Some units were retreating in orderly fashion while others retreated in disarray. Most had not fired a shot and could not say why they were retreating, or even if definitive orders to that effect had been given. Scott and Maxwell, seeing the withdrawal of troops to their left and right, made an independent decision to withdraw in the absence of command and control from Lee’s Headquarters. Oswald’s guns were falling back. Jackson withdrew despite orders, delivered by one of Lee’s aides, to hold. Grayson was then ordered to withdraw but Butler’s 9th Pennsylvania, which had gotten over extended, was about to be encircled. Butler escaped the pocket by crossing Spotwood North Brook, circling north of Forman’s Mills, and taking the Amboy Road. In total, some 3,000 men and 10 guns were leaving the field. Lee, at last, took decisive action. He called a general retreat, whereupon Lafayette immediately withdrew his three regiments, heavily pressed by the British.

Lt. Colonel Laurens, aide de camp to General Washington, later said, “all this disgraceful retreating passed without the firing of a musket, over ground which might have been disputed inch by inch.” The mayhem that ensued during the mid-morning hours of June 28th is best summarized in Carrington’s Battles of the American Revolution: “It is equally clear that General Lee made no adequate effort to concentrate his division, promulgated no definite orders; and in the conducts of his movements and the precipitate retreat, absolutely failed to control his army and keep it in hand. His presence inspired none, discouraged many, and absolutely left the division to work their own way out of confusion, as if there were no officer in general command.” Considering all of Lee’s comments before the battle, and his expressed opinion that any engagement would end in failure, the outcome of his morning action must be viewed, if not as treason, at least as a self-fulfilling prophecy.

As Lee’s entire force streamed toward the rear, Oswald attempted to check the British advance by assembling a grand battery of 10-guns but was soon forced back by the oncoming British. The detachments of Stewart and Livingston attempted to make a second stand further west on the Ker Farm but were forced back when the British gained higher ground that made the position untenable. As the British juggernaut rolled on, Lee was desperately trying to rally troops and find a defensible position. He learned of high ground, (Perrine Ridge), further to the rear that would support both flanks and had shade for the men who were dropping from fatigue in what became the hottest day in recorded weather history in New Jersey up until that time. He sent Captain Peter Wikoff, a local resident and militia officer, toward Perrine Ridge with instructions to find the commander of the first Continental unit he saw and guide him to the ridge with instructions that no other units should retreat beyond that point.

Near midday, Washington was riding at the head of the main Continental column just then passing Tennent Meetinghouse. Earlier messages from the front had him full of the expectation of success but as he drew nearer to the action he began to see a steady stream of troops moving to the rear. There were stories of a great retreat, some calling it a rout, which had befallen the Americans. Washington threatened to have a young fifer whipped for sharing this intelligence, thinking it was a defeatist lie. Yet, more and more evidence seemed to be arriving to the contrary, including testimonials from some local civilians. At the bridge over the West Morass of the Spotwood Middle Brook, Washington met Peter Wikoff who was directing the 2nd New Jersey Regiment toward Perrine Ridge as Lee had instructed. Washington deployed Stewart’s and Ramsay’s men in a wood just east of the bridge and then saw Lee approaching at the head of several columns of retreating troops.

VII

What happened next has become the stuff of legend. With enemy troops only 15-minutes away, the Commander in Chief demanded to know the meaning of the retreat. Lee offered a confused response, blamed his subordinates for dereliction of duty, and bluntly stated that he had never favored attacking the British in the first place. Washington’s reply was “warm,” according to eyewitnesses, although it probably fell short of General Scott’s second-hand assertion that Washington swore until the leaves shook on the trees. He did, however, remark to Lee that he should have never requested the command if he had not intended to attack.
Washington relieved Lee of command on the spot and personally took over management of the situation. A defensive line was established along nearby Perrine Ridge while a holding action, supervised by Lee at Washington’s request, and located along the hedgerow previously mentioned, bought much needed time.

Clinton personally led an attack to break the hedgerow line. At the head of the 2nd Grenadiers with elements of the 1st Grenadiers in support, he shouted, “Charge, Grenadiers, never heed forming!” Despite Oswald’s guns firing grapeshot at 40 yards and a blaze of musketry at barely 20 yards, the Grenadiers succeeded in overrunning the hedgerow.

The Foot Guards meanwhile, with two companies of the 1st Grenadiers, succeeded in driving Stewart and Ramsay out of the woods and across the bridge over the West Morass. Farther north, Scott’s Brigade had crossed the Craig Farm that lay between Spotswood Middle and North Brooks. The 2nd Battalion, 42nd Highlanders, (Black Watch), pursued him over the Suffin Farm toward Perrine Ridge. The Highlanders were checked by artillery fire and halted in an orchard on the Suffin Farm.

By 1:00 PM, all American units were across Spotswood Middle Brook. Lee was ordered to continue to the rear to reorganize his exhausted command. Of the twenty regiments, battalions or detachments that made up Lee’s initial force, only the 1st and 2nd New Jersey Regiments and the picked men of Parker and Cilley’s detachments remained on the field. Washington’s main army, however, was coming up in fine fashion. Between 12:30 and 1:00 PM Lord Stirling’s Division, of Huntington’s, Glover’s, Learned’s, and the 31st Pennsylvania Brigades, 14 regiments in all, arrived and deployed along Perrine Ridge while Knox assembled 12 guns in support.

By 1:00 the British had also succeeded in forming a massed battery of their own. Ten guns took post approximately 1,000 yards away, between the Wikoff and Parsonage Farms. From 1:00 to 3:00 PM a cannonade boomed across the New Jersey farmland. During this interlude, Washington sent von Steuben to the rear to take over from Lee the task of reforming the units that had left the field. He also deployed Lafayette with four Brigades plus the 1st and 2nd New Jersey Regiments, in a second line of defense to cover Stirling’s left flank north of Spotswood North Brook. That second line was tested by the British around 2:00 PM when part of “No Flint” Grey’s 3rd Brigade, supported by light infantry under Brigadier General Sir William Erskine, the Queen’s Rangers, and two 3-pounders, sparred with Lafayette for an about an hour. Seeing, however, that the Americans were too numerous in that quarter, Clinton ordered those troops back across Spotswood North Brook to rejoin the rest of Grey’s Brigade east of the Suffin Farm.

At approximately 3:00 PM, just as the British probe in the north was ending and the great cannonade in the center was dying down, Major General Nathanael Greene appeared on the high ground of Comb’s Hill on the British left flank. Shortly before Noon, Washington had sent him on a flank march. With Woodford’s Virginia Brigade, some militia, and 4-guns under the command of Brevet Lt. Colonel the Chevalier du Plessis, Greene was now able to enfilade the entire British position along the hedgerow. Comb’s Hill was virtually unassailable because of swamp and marsh that encircled the hill on the side fronting the British. The danger posed by this new American battery, combined with Grey’s failure to turn the American left, and Washington’s strong position on Perrine Ridge, convinced Clinton to order a general withdrawal.

Washington probed the retreating British with a series of limited counterattacks along the line. Cilley and Parker, with 600 men, drove the Highlanders from the Suffin orchard. Wayne attacked the 1st Grenadiers on the British left with the 3rd Pennsylvania Regiment and the regiments of Malcolm and Spencer. He was checked, however, by the timely arrival of British Lt. Colonel James Webster in command of his own crack 33rd Regiment of Foot and Wayne was driven back across the hedgerow. Washington planned other attacks while von Steuben was leading more American troops forward. By now, however, it was 6:00 PM. The grueling heat, the exertions of the day and the late hour led to Washington’s decision to call off the planned attacks. American troops slept on the ground they occupied and the British marched, unmolested, off the field of battle.

VIII

Clinton’s retreat from Monmouth was as deft as some of those executed by Washington in the course of the war. By dawn on the 29th, Cornwallis’ entire Division had joined that of Knyphausen, 13 miles away. This was done in spite of the fact that Poor’s New Hampshire Brigade was a mere half mile away from the British position when it began marching away at 10:00 PM. By July 5th the British were embarking their army at Sandy Hook for destinations on Long Island, Staten Island, and Manhattan Island. It took the British just two days to cover the last 24 miles of their march to Sandy Hook whereas it had taken them 9 days to cover the first 60 miles from Philadelphia to Monmouth Courthouse, fueling speculation among some that Clinton wanted Washington to catch up as was suggested earlier in this summary.

Washington reported 362 casualties, (69k, 161w, 132m.) The official British return cites 361 casualties (67 killed in action, 59 dead as a result of heat, 170w, 65m.) In addition, the American’s estimated that 440 Hessians and 136 British had deserted, and another 100 troops had been taken prisoner, during the march across New Jersey.

The numbers, as well as the strategic situation after the battle, seem to suggest a draw. Washington held the field, which was the standard measure of victory in the 18th century. Clinton, however, continued unmolested to New York, which had been his strategic objective. Washington failed to deal his adversary a crushing blow as he had hoped, yet the American Army acquitted itself valiantly once the command and control problem was resolved by Lee’s dismissal. Perhaps the salient feature of the battle was that it represented the last major field action of the war in the northern theater.

After Monmouth the British would shift their focus to the south in an attempt to contrive a new winning strategy for ending the American Revolution. (See GMT’s “Savannah” & “Guilford")
Lee’s Court Martial

A court martial was convened in New Brunswick, New Jersey, on the 4th of July. Lee was formerly charged with three offenses.

1. Disobedience of orders in not attacking the enemy on the 28th of June agreeable to repeated instructions.
2. Misbehavior before the enemy on the same day, by making an unnecessary, disorderly and shameful retreat.
3. Disrespect to the Commander in Chief in two letters (written 6/29 and 6/30.)

The court was presided over by Lord Stirling and was comprised of 4 Brigadier Generals and 8 Colonels. Lee chose to defend himself. On August 12th he was convicted of all three charges, although the word “shameful” was removed from the 2nd charge. He was suspended from the service for one year.

On December 5th the Congress upheld the verdict, voting 6 to 2 by State and 16 to 7 by individuals. Lee was subsequently wounded in a duel with Laurens and narrowly avoided a duel with von Steuben. Congress officially withdrew his commission as an officer in the Continental Army in January 1780. Lee returned to Philadelphia where he sold his estates and lived in poverty until his death in October 1782.

Molly Pitcher

A colorful legend about the Battle of Monmouth concerns Mary Ludwig Hayes. She was the wife of John Hayes, a private in the 7th Pennsylvania Regiment. At Monmouth he was detailed to Proctor’s 4th Continental Artillery to serve as a matrose. She had been drawing and fetching water for the hot and thirsty artillerists throughout the afternoon while her husband worked his field piece. After he was wounded, she took his place at the gun during the great cannonade.

Private Joseph Plumb Martin, the ubiquitous diarist of the Revolutionary War, was stationed as a skirmisher along the rail fence just below the gun line and writes that she had a cannon ball pass through her petticoats and between her legs during the action.

After the death of her husband she remarried one John McCauley and was known in Carlisle, where they lived, as Molly Pitcher. In 1822, the Pennsylvania legislature granted her the sum of $40 and an annuity of the same amount. She died January 22nd, 1832, at the age of 79.

Despite images to the contrary, there is no certain evidence that she was ever introduced to General Washington after the battle.

Morgan’s Detachment Design Note

Morgan’s Detachment did not play a part in the Battle of Monmouth Courthouse. Sometime after 11:30 am, Wayne received a message from Morgan, asking for orders. Wayne replied vaguely that since Lee was in retreat, Morgan should govern himself accordingly. Wayne also failed to pass this communication on to Lee who remained ignorant of Morgan’s precise whereabouts.

Had Morgan been engaged, pressure could have been brought upon the British left-rear since Morgan was only 3-miles away to the south at Richmond’s Mill. This failure by Wayne to seize an opportunity to damage the enemy was uncharacteristic and may have been due to his utter disgust at having to retreat in the first place.

The Morgan rules allow players to experience the “what-if” possibilities had Morgan become engaged. Odds are low that Morgan will enter play. This reflects the imprecise nature of his initial orders and of Wayne’s reply to his request on the 28th.

Had Morgan emerged on Clinton’s left, the British Commander-in-Chief would have responded by calling up more mobile reinforcements; hence British Conditional Reinforcements. The 17th Light Dragoons are deployed from the baggage train while the Hessian Mounted Jaegers are hypothetically shown as “shadowing” Morgan’s men. That nuance is added for balance.
Battle of Monmouth Courthouse
June 28th, 1778
Order of Battle

ROYAL ARMY
Lt. General Sir Henry Clinton

1st Division
Lt. General Charles, Earl Cornwallis

Rear Guard
1st Battalion Lt. Inf: Lt. Colonel Robert Abercromby
Queen’s Rangers: Major John Graves Simcoe

British Grenadiers
1st Battalion Grenadiers: Lt. Colonel William Meadows

Hessian Grenadiers
Battalion Linsing: Lt. Colonel Otto von Linsing
Battalion Lengerke: Lt. Colonel Georg Lengerke
Battalion Minnigerode: Lt. Col. Friedrich v. Minnigerode

Guards Brigade: Brigadier General Edward Mathew
Coldstream Guards: Colonel Henry Trelawney

3rd Brigade: Major General Sir Charles “No Flint” Grey
15th Foot: Lt. Colonel Joseph Stopford
17th Foot: Lt. Colonel Charles Mawhood
Black Watch: Lt. Colonel Thomas Stirling
44th Foot: Lt. Colonel Henry Hope

4th Brigade: Major General Agnew
33rd Foot: Lt. Colonel James Webster
37th Foot
46th Foot: Lt. Colonel Enoch Markham
64th Foot: Major Robert McLeroth

5th Brigade: Major General Hon. Alexander Leslie
Royal Fusiliers: Lt. Colonel Alured Clarke
Cameronians: Lt. Colonel Charles Stuart
63rd Foot: Lt. Colonel James Paterson

Royal Artillery

2nd Division
Lt. General Wilhelm von Knyphausen [Not Engaged]

17th Lt. Dragoons
2nd Battalion Lt. Infantry
Jaeger Korps
1st Brigade
2nd Brigade
Hessian Brigade Stirn
Hessian Brigade von Loos
Loyalist Corps
Provincial Horse
Royal Artillery

CONTINENTAL ARMY
General George Washington

Continental Artillery
Brigadier General Henry Knox

Advanced Corps
Major General Charles Lee

Grayson’s Detachment: Colonel William Grayson
Grayson’s Additional Regiment: Col. William Grayson
Patton’s Additional Regiment: Lt. Colonel John Parke
VA Converged Battalion: Colonel James Woods

Durkee’s Detachment: Colonel John Durkee
CT Converged Battalion: Colonel John Durkee
RI Converged Battalion: Lt. Colonel Jeremiah Olney

Wayne’s Detachment: Major Gen. the Marquis de Lafayette
Wesson’s Picked Men: Colonel James Wesson
Livingston’s Battalion: Col. Henry Beekman Livingston
Stewart’s Picked Men: Colonel Walter Stewart

Scott’s Detachment: Brigadier General Charles Scott
Cilley’s Picked Men: Colonel Joseph Cilley
Gist’s Battalion: Colonel Nathaniel Gist
9th Pennsylvania: Colonel Richard Butler
Parker’s Picked Men: Colonel Richard Parker

Jackson’s Detachment: Colonel Henry Jackson
New Jersey Brigade: Brigadier General William Maxwell
1st NJ: Colonel Mathias Ogden
2nd NJ: Colonel Israel Shreve
3rd NJ: Colonel Elias Dayton
4th NJ: Lt. Colonel David Brearly
Somerset County Lt. Horse: Lt. Colonel Anthony White

Morgan’s Detachment: Colonel Daniel Morgan
New Jersey Militia Brigade: Brig. Gen. Philemon Dickinson

Right Wing
Major General Nathanael Greene

Woodford’s Brigade: Brigadier General William Woodford
3rd/7th VA: Colonel William Heth
11th/15th VA: Lt. Colonel John Cropper

North Carolina Brigade: Vice Brigadier General Lachlan McIntosh
1st NC: Colonel Thomas Clark
2nd NC: Colonel John Patten

New Hampshire Brigade: Brigadier General Enoch Poor
1st NH: Colonel Joseph Cilley
2nd NH: Colonel Nathan Hale
3rd NH: Colonel Alexander Scammell
2nd NY: Colonel Philip van Cortlandt
4th NY: Colonel Henry Beekman Livingston

Connecticut Brigade: Brig. General Jedediah Huntington
2nd/5th CT: Colonel Philip Bradley
1st/7th CT: Colonel Heman Swift

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Monmouth Courthouse

1st Maryland Brigade: Brig. General William Smallwood
   1st MD: Colonel John Hawkins Stone
   3rd MD: Colonel Mordecai Gist
   5th MD: Colonel William Richardson
   7th MD: Colonel John Gunby
   Delaware: Colonel David Hall

2nd Maryland Brigade: Brig. General William Smallwood
   2nd MD: Lt. Colonel Thomas Woolford
   4th MD: Colonel Josias Carvil Hall
   6th MD: Colonel Otho Holland Williams

Muhlenberg’s Brigade: Brigadier General Peter Muhlenberg
   1st/5th/9th VA: Colonel Richard Parker
   1st VA State: Colonel George Gibson
   2nd VA State: Colonel Gregory Smith
   German Battalion: Lt. Colonel Ludowick Weltner

Weedon’s Brigade: Vice Brigadier General George Weedon
   2nd VA: Colonel Christian Febiger
   6th VA: Colonel John Gibson
   10th VA: Colonel John Green
   14th VA: Colonel William Davies

Left Wing
   Major General William Alexander Lord Stirling

1st Pennsylvania Brigade: Colonel William Irvine
   1st PA: Colonel James Chambers
   2nd PA: Colonel Henry Bicker
   7th PA: Colonel William Irvine
   10th PA: Colonel George Nagel

2nd Pennsylvania Brigade: Colonel Francis Johnston
   4th PA: Lt. Colonel William Butler
   5th PA: Colonel Francis Johnston
   11th PA: Colonel Richard Humpton
   1st NY: Colonel Goose Van Schaick

3rd Pennsylvania Brigade: Colonel Robert Magaw
   3rd PA: Colonel Thomas Craig
   6th PA: Lt. Colonel Josiah Harmar
   12th PA: Colonel William Cooke
   Malcolm’s Additional Regiment: Lt. Colonel Aaron Burr
   Spencer’s Additional Regiment: Colonel Oliver Spencer

Glover’s Brigade: Brigadier General John Glover
   1st MA: Colonel Joseph Vose
   4th MA: Colonel William Shepard
   13th MA: Colonel Edward Wiggesworth
   15th MA: Colonel Timothy Bigelow

Learned’s Brigade: Brigadier General Ebenezer Learned
   2nd MA: Colonel John Bailey
   8th MA: Colonel Michael Jackson
   9th MA: Colonel James Wesson

Paterson’s Brigade: Brigadier General John Paterson
   10th MA: Colonel Thomas Marshall
   11th MA: Colonel Benjamin Tupper
   12th MA: Colonel Samuel Brewer
   14th MA: Colonel Gamaliel Bradford

Your Monmouth Counter Sheet
This counter sheet includes seven replacement counters for previous games in the Battles of the American Revolution Series.

Saratoga (2nd Edition)
1. Latimore’s Connecticut Militia
2. Cook’s Connecticut Militia
3. Connecticut Light Dragoons
   All three had the designation “CN” changed to “CT,” which is the correct abbreviation for the State of Connecticut.

Brandywine
4. The Philadelphia Associators unit has had changes made to its uniform specs.
5. The Coldstream Guards unit is a replacement for the 1st Foot Guards. Only the name has changed.

Guilford
6. The Royal Fusiliers unit is a replacement for the British 7th Regiment. Only the name has changed.

Eutaw
7. The Swamp Fox has had his Movement Allowance increased to 5.