

WASHINGTON'S ARMY STRIKES BACK

MONMOUTH COURT HOUSE

Monmouth Court House was the largest battle of the entire American War of Independence and a single scenario encompassing the entire day's events would truly be a monster. To round out our Philadelphia theme we will therefore consider two smaller scenarios, each addressing a particular phase of the overall battle in a manner more likely to be accessible to readers.

SCENARIO 1: LEE'S ATTACK ON 28TH JUNE, 1778

This scenario presents us with the initial contact between the rebel division of General Charles Lee and the Crown rearguard who protected Clinton's vulnerable snaking train of infantry, cavalry, artillery and wagons that was strung along the road heading towards New York. Lee's command had been assembled by taking individual brigades and regiments from elsewhere in the army and cobbling them together into an ad-hoc organisation. Unsurprisingly this led to a degree of confusion on the battlefield. Compensating for this was the general increase in the quality of the Continental infantry following the winter at Valley Forge and the improvements to drill and professionalism introduced by Steuben.

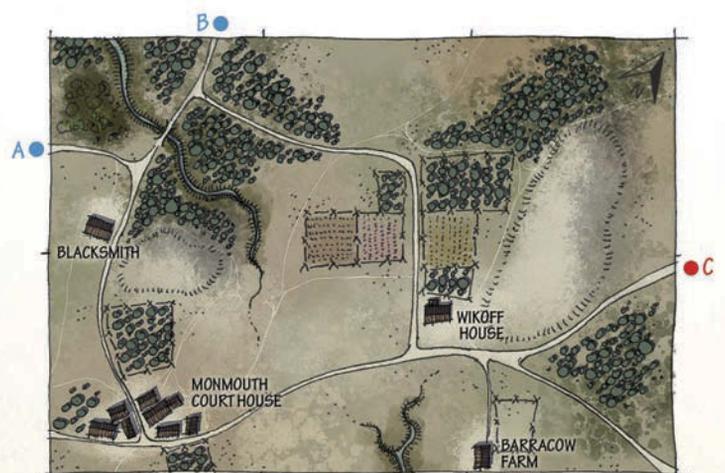
The scenario will begin as a rearguard action as the Crown forces seek to resist the advance of an increasing number of rebels. With the arrival of reinforcements there might be the opportunity to turn defence into counterattack.

For this scenario I used a 6 foot x 4 foot table as shown in the map, but you may find a 8 foot x 6 foot board works better. The terrain is mostly farmland, including plenty of fences. The hills are fairly gentle, obstructing line of sight but not offering other advantages in combat. The woods are quite dense, being impassable to artillery and a significant impediment to other troops. Buildings are of wooden construction and of minimal value as cover. There is a bridge

where the road crosses the stream between points "A" and "B", the stream otherwise can be crossed but should be a hindrance to movement.

The Crown rearguard deploys on the table at the start of the battle, with the Grenadiers arriving once the half-way point of the battle has passed. Each unit of the rearguard can deploy within 12 inches of the blacksmith, Monmouth Court House or the Wikoff Senior Farm.

The rebel forces enter one command per turn via either point "A" or point "B" – the arrival point for each command should be noted down before the Crown forces deploy.



Map for scenario 1.

Scenario 1 - Order of Battle

CROWN

REARGUARD COMMANDER: LIEUTENANT-COLONEL ROBERT ABERCROMBIE

1st Light Infantry Battalion

Left and right wing	2x Medium units	Elite
Artillery (3lb)	One section	1st Line

16th Light Dragoons (Major Francis Gwynne)

16th Light Dragoons - mounted	2x Small units	1st Line
16th Light Dragoons - dismounted	Small unit	1st Line

Queen's Rangers (Major John Graves Simcoe)

Queen's Rangers Infantry	Large unit	2nd line
Queen's Rangers Dragoons	Small unit	2nd Line
Artillery (3lb)	One section	2nd Line

British Grenadiers (Lieutenant-Colonel William Meadows) - Reinforcements

1st Grenadiers (right and left wing)	2x Medium units	Elite
2nd Grenadiers (right and left wing)	2x Medium units	Elite
2 x 6lb, Royal Artillery	One section	1st Line

REBEL

DIVISIONAL COMMANDER: MAJOR GENERAL GENERAL CHARLES LEE

Advanced-Guard (Colonel John Durkee)

9th Penn, Jackson's RI and Conn detachments	3x Medium units	1st Line
2 x 6lb (3rd Artillery)	One section	1st Line

Colonel William Grayson's Detachment

4th/8th/12th Virginia, Grayson's, and Patton's regiments	2x Medium units	1st Line
2 x 6lb (3rd Artillery)	One section	1st Line

Brigadier-General Anthony Wayne's Brigade

9th Mass, 4th NY, and Stewart's regiment	3x Medium units	1st Line
2 x 6lb (3rd Artillery)	One section	1st Line

Brigadier-General Charles Scott's Brigade

1st New Hampshire, 1st/5th/9th Virginia, and 3rd Maryland	3x Medium units	1st Line
4 x 6lb (3rd Artillery)	Two sections	1st Line

Brigadier-General William Maxwell's Brigade

1st, 2nd, 3rd and 4th New Jersey Regiments	4x Medium units	2nd Line
Militia Light Horse	Medium unit	Militia
2 x 6lb (2nd Artillery)	One section	1st Line

Each force will score one campaign point for each enemy unit destroyed or routed off the table.

If playing the scenario as part of a campaign then compare the total campaign points scored in scenario four (Germantown, see *WS&S* issue 89). If the rebels won by five points or more then the Crown player should remove one of the 3-pounder artillery units from his OOB and reduce the Queen's Rangers infantry to a medium-sized unit. If the Crown outscored the rebels by five points or more then downgrade all of the units of Wayne's brigade to 2nd class.

SCENARIO 2: THE BRITISH COUNTERATTACK

Lee's attack on the morning of the battle disintegrated into a panicked withdrawal, to the visible infuriation of Washington as they were far from beaten. Slowly the fleeing units were brought back under control and reinforced. Sensing an opportunity to drive the rebels from the field, Clinton launched a counterattack driving his redcoats headlong at the enemy on one of the hottest days of the year both figuratively and meteorologically.

In this scenario we return to a Crown attack on rebel forces. Unlike the battles of 1777 however that rebel

Scenario 2 - Order of Battle

CROWN

DIVISIONAL COMMANDER: LIEUTENANT-GENERAL CHARLES, EARL CORNWALLIS

16th Light Dragoons (Major Francis Gwynne)

16th Light Dragoons – mounted	Medium unit	1st Line
16th Light Dragoons – dismounted	Small unit	1st Line

3rd Brigade (Major-General Sir Charles Grey)

15th, 17th, 44th, 1st Bttn/42nd, and 2nd Bttn/42nd Foot	5x Medium units	1st Line
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British Foot Guards (Brigadier-General Edward Mathew)

1st and 2nd Battalion	2x Large units	Elite
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British Grenadiers (Lieutenant-Colonel William Meadows)

1st Grenadiers (right and left wing)	2x Medium units	Elite
2nd Grenadiers (right and left wing)	2x Medium units	Elite
4 x 6lb, Royal Artillery	2 sections	1st Line

REBEL

DIVISIONAL COMMANDER: MAJOR-GENERAL GENERAL CHARLES LEE

Brigadier-General Charles Scott's Brigade

1st New Hampshire, 1st/5th/9th Virginia, and 3rd Maryland	3x Medium units	1st Line
2 x 6lb (3rd Artillery)	One section	1st Line

Brigadier-General Anthony Wayne's Command

1st NJ, 9th Mass, 4th/8th/12th Virginia, and Stewart's Regiment	4x Medium units	1st Line
2 x 6lb (3rd Artillery)	One section	1st Line

Marquis de Lafayette's Command

Olney's RI, Conn detachments, and Jackson's detachments	2x Medium units	1st Line
2 x 6lb (3rd Artillery)	One section	1st Line



The Battle of Monmouth Court House rages. Models by Perry Miniatures.

army was now composed of more experienced and better-drilled soldiers who were much more able to give as good as they received. To keep the scenario to a manageable size we are only concentrating on the central part of the battlefield during Clinton's counterattack. The real battle raged across a larger area and concluded with a withdrawal of the Crown forces to resume their march once they realised they could not gain an overwhelming victory.

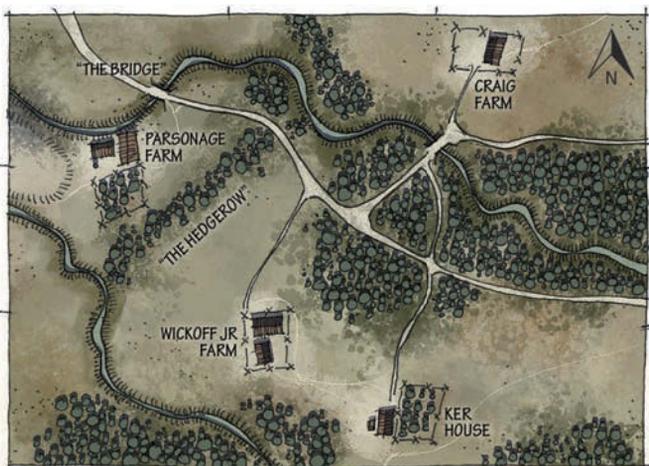
This scenario was designed for an 8 foot x 6 foot table as shown on the map below. The streams are significant features and if crossed anywhere other than the bridges will inflict penalties for both movement and disruption. The terrain includes several farms with accompanying fenced fields and a hedgerow that constitutes a notable obstacle in a similar way to the streams. There are a number of areas of dense woodland.

Before starting the battle the Crown player should note down which entry area ("A" or "B") each of his four for-

mations will use. The rebel then deploys his forces on the table, but may note down the position of any units placed in woods and keep those models off the table until they are revealed by either taking an action or by an enemy unit coming within 6 inches. The crown forces may enter from the first turn of the game, however only one formation may enter from each point in a single turn.

The battle will last for 21 turns assuming an infantry move of 8 inches and a table that is 8 feet wide. Each side will gain one point for eliminating a 1st class enemy unit and 2 points for eliminating an elite enemy unit.

Because of the intense heat of the day, units rapidly became exhausted. To represent this any rallying processes should have 50% of the usual chance of success. Players will need to interpret this in terms of the rules that they use. For example, if using British Grenadier!, each time a disruption point is rallied-off at the end of a game turn, roll a six-sided die and leave the point in place on rolls of 1,2 or 3.



Map for scenario 2.

B If playing this scenario as part of a campaign in *WS&S* 89, then total all of the campaign points scored so far. Should the rebels have more points than the Crown then the British Foot Guards units will be reduced from large to medium sized units and the British Grenadiers fielded as two large units rather than four medium ones.

If the Crown have more than twice as many points as the rebels then reduce the quality of the units in Scott's brigade to 2nd class. Otherwise make no changes to the scenario.

A The campaign ends following this battle and is won by the side that has accumulated the most campaign points across the six scenarios. **WS&S**