

EARLY THREATENS WASHINGTON

THE BATTLE OF MONOCACY JUNCTION, July 9, 1864
THE AMERICAN CIVIL WAR: VOLUME 13

EXCLUSIVE RULES



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REVOLUTION

G A M E S

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1.0 Introduction

Early Threatens Washington simulates the Battle of Monocacy Junction that occurred on July 9, 1864. This significant battle, often forgotten in the light of more famous actions during the war, has been referred to by many historians as “the battle that saved Washington”. Fought between Major General Lewis “Lew” Wallace (future author of “Ben Hur”) and Lieutenant General Jubal Early, the Confederate offensive towards Washington was delayed long enough that the city’s defenses had time to come together and eventually prove sufficient to repel the threat to the city.

Spurred on initially by the President of the Baltimore and Ohio Railroad, John W. Garrett, to protect his critical rail junction at Monocacy, Union General Wallace, whose area of responsibility extended from Baltimore to the edge of the Monocacy River, soon realized there was a serious Confederate threat to Washington or possibly Baltimore. Even before receiving clear orders from Washington he began preparing what defenses he could hastily assemble to protect the various Monocacy River crossings. Meanwhile on the Confederate side, General Early had his objective (Washington) in mind, and on this day was expecting only minor impediments to his advance towards the city.

The game system is from Revolution’s very popular Blind Swords™ series that utilizes a chit-pull mechanic emphasizing the three “FOWS” of military conflict: Fog-of-War, Friction-of-War and Fortunes-of-War. This rulebook augments the standard series rulebook and allows you to experience tactical American Civil War combat without an overly complex set of rules. The game can be enjoyed solitaire or by two players.

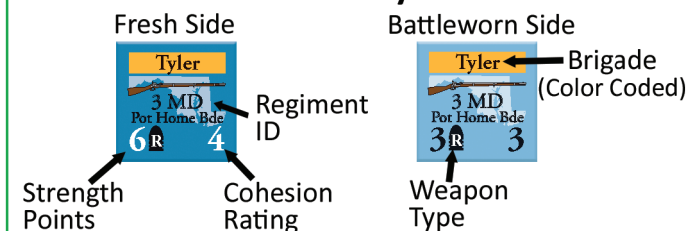
Game Components

- 1 – 22 x 34 inch map
- 1 and 1/2 – Countersheets with 264 5/8” counters
- 7 – Player Aid Charts
- 1 – Series Rulebook
- 1 – Exclusive Rulebook
- 1 – Game Box or Ziplock Bag
- 2 – Dice (Boxed version only)

2.0 Components

2.1 Unit ID & Organization: Infantry and Cavalry units belong to a Brigade, with each Brigade belonging to a Division. Artillery units are independent and do not belong to any Brigade or Division for game purposes. *Exception: Jackson’s co Horse Artillery is attached to McCausland’s Brigade, and it can move when the Brigade moves, but it also moves or fires like other artillery in the Artillery Phase.*

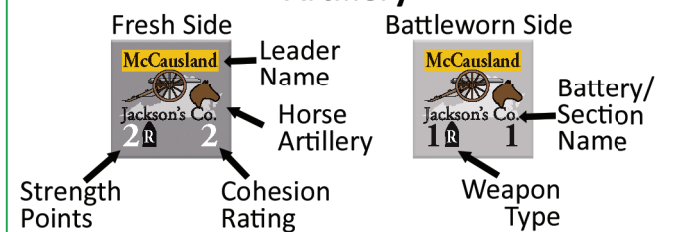
Infantry



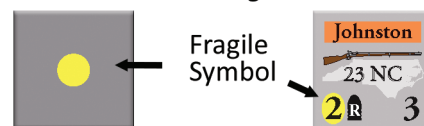
Cavalry



Artillery



Fragile



2.1a Fragile Units: Some units do not have a Fresh and Battleworn side, only a Battleworn side. These are Fragile units.

2.1b Divided Regiments: Some of the largest Regiments are split into “a”, “b”, etc. units. Each functions as a separate unit; there is no requirement to keep the units together.

2.1c Horse Artillery: Horse artillery contains both a horse and cannon symbol. Horse artillery units have 9 MPs and can use cavalry withdrawal (*Series Rules 10.8 and 11.3b*) although it will suffer a morale hit when withdrawing before Close Combat.

2.1d Mounted and Dismounted Cavalry: Cavalry units have one counter showing the unit when it is mounted (brown horsehead), and another counter that shows it when it is dismounted (horsehead outline). Swap the

counters at any point in the game when the unit changes from one state to the other. As noted in 10.9, Dismounted Cavalry are treated like Infantry for all purposes. *Exception: see 2.10.h.ii.*

2.2 Gameplay Markers:



Artillery Fire/Move - Used to mark when Artillery units have moved or fired.



Game Turn - A turn marker is provided showing Confederate color on one side and Union color on the other, to indicate which player is the designated chit puller for the turn (Confederate on odd turns and Union on even).



Skirmish Order - Used to mark units in Skirmish Order.



2.3 Brigade Activation Status Markers:

Brigade Activation markers are provided to assist players tracking which of their Brigades have been activated this turn

(as shown on the reverse side of these markers). **IMPORTANT:** Unlike leader Command Activation chits, these Brigade markers never go into the draw cup; they exist solely for player reference. *Play Note: Brigade Activation Display Cards are included to assist in keeping Brigade Activation Markers and Leader Chits organized during play and can also be used to help organize units for initial setup.*

2.9 Game Scale: Each map hex is approximately 150 yards across. Each Infantry and Cavalry unit represents individual regiments (or battalions) with each strength point being equal to approximately 50 men. For Artillery Batteries, one strength point equals one gun. Each game turn equals about 30 minutes of real time.

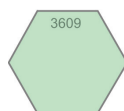
2.10 Map Terrain and Features: Various types of terrain are depicted on the map and are identified on the Terrain Key. Terrain that requires further explanation is covered in this section.

a. Elevation levels: Every hex is one of four elevation levels, from 1 to 4 (~250 feet to 400+ feet). Each change in level is approximately 50 feet. A hex's level is important for Line of Sight (LOS) purposes. Hexes are color coded to indicate their elevation level:

	Level 1 (~250-299 ft)
	Level 2 (~300-349 ft)
	Level 3 (~350-399 ft)
	Level 4 (~400+ ft)

Throughout the map there are hex level indicators (a small number inside a circle) to assist the players.

b. Hex Terrain: A hex's terrain type is based on the predominant terrain in the hex. If the terrain's graphic occupies or traverses at least half of the hex, the entire hex contains that terrain for all purposes.



c. Clear Hexes: Clear hexes affect movement only, costing 1 MP for all units to enter.



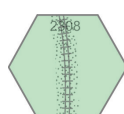
d. Buildings: Buildings (including block houses) have no effect on gameplay and are provided for historical purposes only.



e. Trench Hexes: Trenches represent any type of "improved position" such as rifle pits, left over railroad construction debris, raised railroad beds and actual dug trenches. Infantry (including Dismounted Cavalry) target units in Trench hexes receive two column shifts to the left when receiving Fire Combat or Close Combat. Union Infantry (including Dismounted Cavalry) units receive a +1 modifier to their Cohesion Rating (max modified CR of 5) when defending in a Trench hex. Union units initiating Close Combat from Trench hexes and all Confederate units in Trench hexes receive no modifier to their Cohesion Rating. **IMPORTANT:** Firing over units in Trenches DOES NOT obscure line of sight for Fire Combat.



f. Roads: There are two types of "Road" hexes: Trails and Roads/Pikes. *Note: Franklin Street is a Road.* Infantry units traveling from one Trail/Road/Pike hex to an adjacent Trail/Road/Pike hex with a connecting "Road" graphic pay only 1 MP, regardless of the other terrain in the hex or the hexside crossed. Artillery and Cavalry units moving along Road/Pike hexes (not trails) pay ½ MP per hex. Infantry Units moving along Road/Pike hexes (not trails) may use the March Column movement rate (10.5a) and thus pay only ½ MP per hex when under Maneuver Orders. Roads negate any movement penalties for crossing a Stream.



g. Railroad Hexes: Treat these as a trail hex for all purposes.



h. Bridge Hexsides: There are three types of bridges: Stone, Wooden and Railroad. Each bridge in the game is labeled with its type. Bridge hexsides do not negate the penalty for firing across the Monocacy River. Cavalry can never Charge across a Bridge. Close Combat attacks across the Monocacy River can only be made at a Bridge or a Ford, and incur a two column shift to the left. Retreating across the River (*only possible at a Bridge or Known Ford*) adds a Morale Hit to those retreating units. If this would cause a Break Test, do not make the test if the retreat is across the Stone or Wooden Bridges. (*The worst that can happen in that case is a unit reaches Disrupted state*). Make the Break Test only if the retreat is across the Railroad Bridge.

i. The Stone Bridge allows normal Road/Pike movement across the Monocacy River for all units moving along the Baltimore Pike.

ii. The Railroad Bridge only allows Infantry to cross the Monocacy River, and it takes a unit's entire movement allowance to cross the

bridge. This applies to regular movement, retreats and advance after combat.

- Units wishing to cross the Bridge must be adjacent to the Bridge at the start of their Activation Phase. The only movement they may make is to cross the Bridge and then stop all further movement after crossing.

- Retreating units stop after crossing the Bridge, even if they would otherwise have to retreat additional hexes, unless required to do so to avoid over stacking (12.3).


IMPORTANT: Dismounted Cavalry may never cross the Railroad Bridge, as their horses and horse handlers would not be able to cross. *Note: This was a trestle bridge with railroad ties as a deck floor, with no solid, continuous surface to walk on. Using it for foot traffic was slow and hazardous.*

iii. The Wooden Bridge was a critical prize for Early. When intact, it allows normal Road/Pike movement across the Monocacy River for all units moving along the Georgetown Pike. The Union player may want to destroy the bridge (*by burning it*) using the following process:

- Once each game turn the Union player may attempt to destroy the bridge if all the following conditions are met:

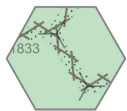
- » One or more Confederate Infantry or Cavalry units are within three hexes of hex #2325.
- » One or more Union Infantry or Cavalry units are located in hexes #2325 or #2326 at the end of their Movement Step.
- » At least one Union unit in the required hexes is assigned an Attack or Defend Order.

- Destruction may be attempted during the Movement Step of one eligible Union unit, at the conclusion of that unit's movement, by rolling one die:

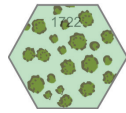
- » The bridge is permanently destroyed on a die roll of 4-6.  Place a Bridge Destroyed marker in hexes #2325 and #2326 to indicate that status, and the River becomes impassable at that location for the rest of the game.

- » On any other die roll the attempt fails and the bridge cannot be destroyed this turn.

- **IMPORTANT:** If any Confederate units are adjacent to the East side of the bridge, i.e. in hexes #2227, #2325, #2326 or #2426 the bridge can only be destroyed on a die roll of 5-6, and the "Burn the Bridge!" Chit cannot be used to modify this die roll.

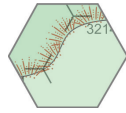


i. Wooden Fence/Dense Hedgerow Hexsides: Provide a one column shift to the left for Fire and Close Combat for units defending directly behind them, and Roads do not negate this. Cavalry can never Charge across a Wooden Fence hexside. Wooden Fences increase movement costs for all units; however roads of any kind negate this cost.

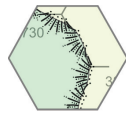


j. Woods: Woods hexes block LOS for units on the same level, shift fire one column left when fired over, affect movement and shift fire two columns to the left when being fired into. Additionally, units in

Woods hexes can neither provide nor receive Unit Support (12.4) even if adjacent to other units. Woods have no effect on Close Combat or on Infantry retreats. Artillery and Cavalry units must move along a connected Trail/Road/Pike to enter or leave Woods hexes for both regular movement and retreating. See 10.5.c and 12.3 for additional information.



k. Slope Hexsides: These hexsides represent either a large change in elevation or a big rise over a short area from one hex to the adjacent hex. One of the hexes bordering the relevant Slope hexside is on a higher level than the adjacent hex. Moving/Attacking from the lower-level hex through a Slope hexside to a higher-level hex is going "upslope" and vice-versa is going "downslope".



l. Steep Slope Hexsides: These hexsides are the same as Slope hexsides except that they represent a sharp change elevation from one hex to the adjacent hex. *Note:* Steep Slope hexsides have movement effects going both upslope and downslope, but Close Combat effects only when attacking upslope. **IMPORTANT:** Artillery cannot fire into an adjacent hex down a Steep Slope hexside.



m. Stream Hexsides: Stream hexsides cost an additional 1 MP to cross. Roads of any kind negate this cost. A Close Combat attack across a stream is a one column shift to the left and Roads do not negate

this.

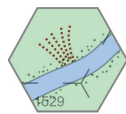


n. Monocacy River Hexsides: Monocacy River hexsides are impassable to all units, except at Bridges or Fords. River hexsides also affect Fire Combat, Close Combat and Retreats as noted in 2.10.h Bridge Hexsides and 2.10.o Ford Hexsides.



o. Ford Hexsides: There are two types of Fords, Known and Possible. All units pay addition Movement Points to cross a Known Ford. Ford hexsides do not negate the penalty for firing across the Monocacy River. Cavalry cannot Charge across a Known Ford. Close Combat attacks across Known Fords suffer a two column shift to the left. Retreating across a Known Ford adds a Morale Hit to any retreating units. No movement of any kind or Close Combat is allowed across a Possible Ford.

i. Known Fords are always available for use by any unit from either army.



ii. A Possible Ford is unusable in any way until it is searched for and "found" and thereby becomes a Known Ford. Of the six Possible Ford sites, only one can become a Known Ford by the Confederate player using the following search process:

- Each game turn the Confederate player may conduct up to two searches for the Possible Ford. This may be done by up to two units, each making one search if all the following conditions are met:

- » The searching unit must be assigned an Attack or Defend Order.
- » The searching unit must end its Movement Step in an unsearched Possible Ford Hex.



- Searches are conducted during the Movement Step of an eligible Confederate unit, at the conclusion of that unit's movement, using five chits, labeled A-E, each with an increasing die roll range for

successfully finding the Ford:

- » The first attempt uses chit A, which finds the Possible Ford on a roll of "6".
 - * If unsuccessful, place that chit in the searched hex with its "No Ford" side showing and the current search is over.
 - * If successful, proceed to section iii below.
- » If not yet found, the next attempt the Confederate player makes uses chit B, which finds the Ford on a roll of "5-6". This process of using chits A-E in order continues, as searches are allowed, until the Possible Ford is found by rolling the right die range.
- » If the process goes all the way to chit E, and that attempt fails to roll "2-6", the Possible Ford is automatically found in the remaining unsearched Possible Ford hex the instant that hex is later searched by an eligible unit.

iii. Once found, the Confederate player should immediately place a "Ford Found" marker in the searched hex AND place a "Ford Found" marker in either hex across the Monocacy River from that Possible Ford hex. It is now a Known Ford that can immediately be used to cross the river via the marked "Ford Found" hexes. *Note: there is only one hex to choose from if searching for the Possible Ford in hex #1230, and that is hex #1330. Also, any "No Ford" chits on the map should be removed after the Possible Ford is found).*

iv. **IMPORTANT:** Union units can never search for the Possible Ford and may NOT use the Possible Ford until it is found and at least one Confederate unit has used it to cross the river.

3.0 Unit Stacking

3.1 Stacking Limits: The maximum number of Strength Points allowed in a single hex at the end of an activation is a maximum of up to 12 SP's total, or one unit if more than 12 SP's.

Play Note: Artillery units do not stack at their full SP value; see the Artillery Stacking Chart on the Player Aid. Brigades arriving as reinforcements may all freely stack in their entry hex, regardless of how many units or SP's are being placed or how long they remain in the Reinforcement hex. They are not "in play" until Activated.

c) Road/Trail hexes: If a unit is moving along a Road/Trail (whether in March Column or not) and wishes to use the Road/Trail rate (see the Terrain Effects Chart) upon entering a hex, the 12 SP stacking limit is enforced at all times (see series rules 10.5b, and 6.5d in these rules).

6.0 Artillery Phase

All Artillery are Independent units that normally conduct their activities during the Artillery Phase of the Sequence-of-Play. *Exception: Jackson's co Horse Artillery functions normally during the Artillery Phase. It can also move (but not fire or rally) during an appropriate McCausland Brigade Activation.*

6.5 Artillery Movement and Fire Considerations

a) Movement: Artillery has a Movement Allowance of 6 MP. Horse Artillery has a Movement Allowance of 9 MP.

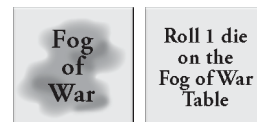
d) Woods: Artillery units may only ever enter or exit Woods hexes via any connected Road/Trail hex. An Artillery unit forced to retreat through any number of Woods hexes while not on a Road/Trail is Eliminated (12.3). **IMPORTANT:** An Artillery unit located in a Woods hex is limited to firing with 3 SPs.

An Artillery unit moving along a Road/Trail into a Woods hex it would overstack in must pay 3 MP's (total) for that hex. *Play Note: This represents the delay time incurred waiting for the other units to clear the road for the Artillery.*

e) Steep Slopes: An Artillery unit forced to retreat across a Steep Slope (up or down) and not on a Road/Trail is Eliminated (12.3). Artillery cannot fire into an adjacent hex down a Steep Slope hexside.

7.0 Event Chit Draw Phase

7.3 Drawing and Applying a Chit: When an Event Chit is drawn consult the appropriate Event Description card. Event chits supersede any other rules. If a one-time use (red X) chit is drawn but not actually used, it goes back into the player's event chit pool and can be drawn again.



7.3b Fog of War (FOW): The Fog of War chit allows for the occurrence of unusual or unexplained events. When drawn, the non-chit-pulling player rolls one die and consults the Fog of War Chit Table on the player aid. After all effects are resolved, the Fog of War chit is discarded for the turn (unless deployed onto the map) and the next chit is immediately drawn and play continues.

Results are applied as follows:

i. [Affected Side] Battlefield Chaos: The opposing player to the affected side selects any one enemy-occupied hex and places the Fog of War chit on that hex. All units in that marked hex are under following restrictions:

- They may not voluntarily move or initiate combat of any kind for the remainder of the Game Turn. *Exception: see Defensive Fire bullet below.*
- No friendly Event Chit can be played by the owning side on this hex (but the opponent can play chits there).
- They may not provide or receive Unit Support (12.4).
- They may use Defensive Fire (11.3a) but with only ½ of their available SPs. They retreat (12.3) normally.

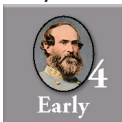
- The chit is removed from the hex if all units in the hex are eliminated, broken, retreat or at the end of the turn.

ii. Wayward [Affected Side] Move: The opposing player to the affected side selects any one enemy Infantry or Cavalry unit and may move the unit one hex in any direction. The unit may not be moved into a hex that it is prohibited from entering, a hex that would be over-stacked, or off the map edge. This move may trigger Opportunity Fire.

iii. Possible General Casualty: The non-chit-pulling player rolls two dice. Read the colored die first and the white die second to form a two-digit number ranging from “11” to “66”. Find the number rolled on the General Casualty Table located on the Player Aid Card.

- If the Division Activation, Brigade Activation, or the CIC chit for the rolled General is not yet in play, the result is converted to “No Effect”.
- If the Division Activation, Brigade Activation, or the CIC chit for the rolled General is currently in play, that General has been killed, wounded or otherwise incapacitated. Remove the affected chit from the game and replace it with its corresponding Casualty version (the one with the “red cross” on it). If the affected Division Activation, Brigade Activation or CIC chit is still in the cup, place the Casualty version of the chit next to the cup, and when the relevant chit is drawn, immediately replace it with the Casualty chit. The Casualty chit is used for the remainder of the game as the Division Activation, Brigade Activation or CIC chit. *Note: If Wallace is rolled, then both his Division Activation and CIC chit are replaced with their Casualty Chits.*
- If the rolled Division Activation, Brigade Activation or CIC chit is already a Casualty chit, the original chit is returned to play. Replace the Casualty version of the chit with the corresponding original chit. This switch back and forth can take place any number of times in a game. *Note: If Wallace is rolled, his Division Activation chit and CIC chit are returned to play.*

• **CIC Chits:** Early is the Confederate CIC and Wallace is the Union CIC. In addition Wallace has a Division Activation chit that allows for Wallace’s Division (Middle Dept. of VIII Corps) to be activated following the normal procedure (Wallace served two roles in this battle). As per the Series Rules, a CIC chit can be held for later use at the start of any Chit Draw phase this turn or played immediately. Roll for its Activation when attempting to play it.



9.0 Fire Combat

9.1a Line-of-Sight (LOS): When a unit issues Fire Combat at a target two or more hexes away, it must be able to “see” the target unit. To determine LOS, draw an imaginary line from the center of the firing unit’s hex to the center of the target unit’s hex. The LOS can be Blocked (preventing fire entirely) or Obscured (reducing the effectiveness of fire) by any intervening Woods hex, elevation changes, or unit-occupied hexes that the LOS touches. *Note: Obscured conditions and effects are included in the “Fire Combat*

Shifts” section of the CRT. LOS Cases are:

Firing unit and Target unit are on the same level:

i. Any intervening hex of a higher elevation level than the hexes occupied by both units will Block LOS.

ii. If any intervening hex is at the same elevation level as the hexes occupied by both units the LOS is Blocked in any of these cases:

- The intervening hex is a Woods hex.
- There are any units (friendly or enemy) in the hex.

iii. If all intervening hexes are at a lower elevation than the hexes occupied by both units the LOS is Obscured in any of these cases:

- The intervening hex is a Woods hex.
- There are any non-Skirmishing units (friendly or enemy) in the hex. Exception: does not apply in Trench hexes.

Firing unit is at a lower level than Target unit:

i. Any intervening hex of a higher elevation level than the hexes occupied by both units will Block LOS.

ii. If any intervening hex is at the same elevation level as the hex occupied by the Target unit the LOS is Blocked.

iii. If any intervening hex is at the same elevation level as the hex occupied by the Firing unit, or it is at a higher elevation than the hex occupied by the Firing unit and lower than the hex occupied by the Target unit the LOS is Obscured in any of these cases:

- The intervening hex is a Woods hex.
- There are any non-Skirmishing units (friendly or enemy) in the hex. Exception: does not apply in Trench hexes.

iv. If all intervening hexes are at a lower elevation level than the hexes occupied by both units the LOS is Obscured in any of these cases:

- The intervening hex is a Woods hex.
- There are any non-Skirmishing units (friendly or enemy) in the hex. Exception: does not apply in Trench hexes.

Firing unit is at a higher level than Target unit:

i. Any intervening hex of a higher elevation level than the hexes occupied by both units will Block LOS.

ii. If any intervening hex is at the same elevation level as the hex occupied by the Firing unit the LOS is Blocked.

iii. If any intervening hex is at the same elevation level as the hex occupied by the Target unit, or it is at a lower elevation than the hex occupied by the Firing unit and higher than the hex occupied by the Target unit the LOS is Obscured in any of these cases:

- The intervening hex is a Woods hex.
- There are any non-Skirmishing units (friendly or enemy) in the hex. Exception: does not apply in Trench hexes.

iv. If all intervening hexes are at a lower elevation than the hexes occupied by both units the LOS is Obscured in any of these cases:

- The intervening hex is a Woods hex.
- There are any non-Skirmishing units (friendly or enemy) in the hex. *Exception: does not apply in Trench hexes.*
- If a LOS passes exactly along a hexside, the LOS is affected by the more restrictive of the two hexes. In other words, Fire that is half Blocked is considered Blocked, and Fire that is half Obscured is considered Obscured.
- A LOS that is Blocked prohibits fire. A LOS that is Obscured is allowed, but suffers a detrimental column shift (these are incorporated into rule 9.3 below and are shown in the Fire Combat Shifts Table on the CRT). A LOS that is both Blocked and Obscured is considered Blocked.
- **IMPORTANT:** Firing over units in Trenches DOES NOT Obscure LOS. Firing over units in Trenches can Block LOS however when Firing units and Target units are on the same elevation level.

Play Note: Look at the map and try to see the “wedding cake” layout of the terrain. This means that units at a higher elevation must be at the edge of the height level in order to see down to a lower level. If they are farther back from the edge, they are on a plateau and cannot extend their view into hexes at a lower elevation. This also applies in reverse – units on a plateau (i.e., not adjacent to the elevation’s edge) cannot be seen by units located at a lower level, regardless of distance.

9.1e Multiple Firing Units and defensive terrain: If a defending unit receives fire simultaneously from attacking units in multiple hexes, defensive terrain combat shifts only apply if all the attacking units are affected. *For example, if two attacking stacks fire together at a defender and the defender is behind a fence from one of the attackers but not the other, then there is no defensive combat shift for the defender.*

9.3 Fire Combat Procedure

CRT Column Shifts (Summarized on the CRT Player Aid Card):

- All column shifts are cumulative.
- After all shifts are applied, if the final result would be to the left of column “C” Fire Combat is not allowed.
- A target unit undergoing Opportunity Fire while crossing over a Bridge or Ford, or undergoing Defensive Fire while conducting Close Combat across a Bridge or Ford, suffers a two column shift to the right, but no other terrain benefits or terrain penalties are applied.

Favoring the Defender:

- “Good Ground” Chit = shift two columns to the left.
- Firing Unit or Target Unit in Skirmish Order = shift two columns to the left.
- Target in a Woods hex = shift two columns to the left.
- Firing over Woods = shift one column to the left.
- Firing over Units = shift one column to the left. *Exception: firing over units in Skirmish Order or in Trenches.*

- Target Unit is Infantry in Trench = shift two columns to the left.
- 50%+ SPs are (MX) Artillery firing at long or extreme range = Shift one column to the left.
- Target defending directly behind a Wooden Fence = shift one column to the left.
- Target defending directly behind a Monocacy River hexside = shift one column to the left.
- 50%+ Target SPs are Sharpshooter (SS) = shift one column to the left.

Favoring the Attacker:

- 50%+ Firing SPs are Sharpshooters (Ss) or Carbines (C) = Shift one column right.
- Flanking Fire (Series Rules 9.3c). = shift one column to the right.
- 50%+ Firing Artillery SPs are “S” Weapon Type firing Canister = shift one column right. (A unit at canister range but not able to fire canister because it would be over friendly troops would not get the shift).
- Target Units are Mounted Cavalry = shift two columns to the right.
- 50%+ Firing Artillery SPs are “H” Weapon Type = shift one column right.
- Target Units undergoing Opportunity Fire while crossing over a Bridge or Ford, or undergoing Defensive Fire while conducting Close Combat across a Bridge or Ford = shift two columns to the right.

10.0 Movement

10.5 Roads

a. March Column Rate: An infantry unit that is under Maneuver Orders, moving under a Brigade Reserve Move Event Chit, or any Artillery or Cavalry unit pays only ½ MP per hex entered when moving along connected Road/Pike (not trail) hexes, regardless of the other terrain in the hex or on the hexside crossed to enter it.

b. Road Stacking Limit: The stacking limit when a unit is using the Road, Pike, Trail, or March Column movement rate is 12 SPs at all times – meaning that units cannot even pass through a hex containing other units by using the Road, Pike, Trail or March Column Rate if it would cause the total SPs in the hex to exceed 12 SPs. Instead the moving unit or stack must pay the Movement Cost of the other terrain in the hex and on the hexside crossed if the stacking limit is exceeded in that hex. Cavalry and Artillery units pay 3 MPs to enter a road, pike, or trail hex in woods that exceeds the road stacking limit. *(This reflects the delay as other units in the hex move out of their way).*

c. Cavalry and Artillery in Woods: Mounted Cavalry and Artillery units must move along a connected Trail/Road/Pike to enter or leave Woods terrain hexes.

10.13 Union Movement Restrictions

Union units on the West side of the Monocacy River may never

voluntarily end their movement more than eight hexes away from a usable river crossing (count the West crossing hex as the first hex). *Note: This reflects the reality that Echols had an entire Division just off map to the West and Rodes had the second half of his Division just off map to the North West.*

11.0 Close Combat

11.3 Close Combat Procedure:

c. CRT Column Shifts:

- All column shifts are cumulative.
- After all shifts are applied, if the final result would be to the left of column "C" Close Combat is not allowed.

Favoring the Defender:

- Defending SPs are 50% more than the total Attacking SPs (2:3 Odds): Shift one column to the left.
- Defending SPs are Double the total Attacking SPs (1:2 Odds): Shift two columns to the left.
- Defending SPs are at least Triple the Total Attacking SPs (1:3 Odds): Shift three columns to the left.

Favoring the Attacker:

- Total Attacking SPs are 50% more than the Defending SPs (3:2 Odds): Shift one column to the right.
- Total Attacking SPs are Double the Defending SPs (2:1 Odds): Shift two columns to the right.
- Total Attacking SPs are at least Triple the Defending SPs (3:1 Odds): Shift three columns to the right.

Only one of the above six Odds Column shifts can apply in each combat. If one of the above shifts applies, include it with those below, and all these column shifts are cumulative.

Favoring the Defender:

- The Defending Lead Unit's modified CR is higher than the best Attacking Unit's modified CR (from the Assaulting Hex): Shift one column to the left.
- 50%+ Defending SPs are "S" smoothbore musket: Shift one column to the left.
- Defending unit is on Higher elevation side of a Steep Slope hexside than Attacker: Shift three columns to the left.
- Defending units are Mounted Cavalry. This applies to all attacks against Mounted Cavalry, including attacks by other Mounted Cavalry: shift three columns to the left.
- Defending unit occupies a "Good Ground" hex: Shift two columns to the left.
- Defending unit is on Higher elevation side of a Slope hexside than Attacker: Shift two columns to the left.
- Defending Infantry unit in Trench: Shift two columns to the left.
- Defending unit is behind a Wooden Fence: Shift one column to the left.

- Defending unit is across a Stream hexside: Shift one column to the left.

- Attacking across a Bridge or a Ford: Shift two columns to the left.

Favoring the Attacker:

- The best Attacking Unit's CR (from the Assaulting Hex) is higher than the Defending Lead Unit's CR: Shift one column to the right.
- 50%+ Attacking SPs are "S" smoothbore musket: Shift one column to the right.
- Flanking Attack: Shift two columns to the right if a Flanking Hex is at least two hexes away from the Assaulting Hex in the same combat or if there are two or more Flanking Hexes involved in the same attack (regardless of their position relative to the Assaulting Hex).
- Confederate "Rebel Yell!" attack: Shift two columns to the right.
- Union "Huzzah" attack: Shift two columns to the right.
- Mounted Cavalry charging Infantry or Artillery: Shift two columns to the right.
- 50%+ Defending SPs are Artillery: Shift four columns to the right.

12.0 Cohesion Tests

12.3 Retreat Path: In all scenarios the Union retreat direction is generally towards the East edge of the map (hex column 40xx) and the Confederate direction is generally towards the West edge of the map (hex column 10xx). A unit does not have to go straight back, it may go at a diagonal, so there are often several possible retreat hexes available. The direction priority is the last priority; after all other priorities have been satisfied.

- **IMPORTANT:** Union units on the West side of the Monocacy River AND Confederate units on the East side of the Monocacy River must first retreat via the shortest path possible to the nearest useable Bridge or Ford. Such retreating units must cross the river as soon as possible, and then continue in the required direction as needed.
- Artillery and Cavalry may not retreat into a Woods hex except along Roads, Pikes, or Trails. If otherwise required to do so they are eliminated instead.
- An Artillery unit forced to retreat across a Steep Slope (up or down) and not on a Road/Trail is eliminated.

13.0 Rally

13.2.c Rebuilding Location Restrictions: Rebuilt units re-entering the map from the "Available" Box have the following additional restrictions:

- Union units may only be rebuilt on the East side of the Monocacy River, and Confederate units may only be rebuilt on the West side.

- If there are no other units from the rebuilt unit's Brigade or its Division on the appropriate side of the river, then it can be placed at the nearest usable Bridge or Ford to such a unit. (*Union on the East side of the River and Confederate on the West*).

15.0 Skirmish Order



Infantry and Cavalry units can enter Skirmish Order, meaning that they are deployed in an open, spread-out formation. This formation conveys certain benefits and penalties. These units are designated by placing a "Skirmish" marker on top of the unit counter. Each side may have a maximum of four units in Skirmish Order at any given time. Units may enter and leave Skirmish Order multiple times.

15.1 Entering and Leaving Skirmish Order: Units may enter Skirmish Order by paying 2 MPs when not Engaged (10.6). Units may remove a Skirmish marker by spending all of their MPs (must be on an Attack, Defend or Maneuver Order).

15.2 Skirmish Order Movement and Stacking: Units may move normally but pay one fewer MP for each hex (minimum 1 MP per hex). They may not use March Column and may not Engage (10.6).

Skirmishing units may never finish movement or retreat stacked with another unit. A friendly unit advancing after Close Combat may not end the advance stacked with a friendly Skirmish unit.

15.3 Skirmish Screen Effects: An enemy unit that moves adjacent to a Skirmishing unit must pay 1 MP in addition to the normal terrain cost. After this move, the Skirmishing unit must immediately withdraw one hex away from the moving enemy unit into a legal hex that is not adjacent to an enemy unit. If it cannot withdraw one hex and meet those conditions, it must continue to withdraw until it reaches a legal hex that is not adjacent to an enemy unit. This procedure is conducted with each individual move by an enemy unit. *Note: If a Skirmishing unit ends up adjacent to an enemy unit for any reason, for example an enemy unit moves next to it by advancing after combat, the Skirmishing unit must immediately be moved.*

Skirmishing units never suffer Opportunity Fire. If a Skirmisher cannot withdraw due to encirclement or impassable terrain, it is placed in the Broken 1 box.

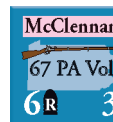
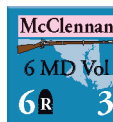
Units in Skirmish Order neither provide nor receive Unit Support (12.4).

15.4 Skirmish Order Fire Effects and Close Combat: Firing units in Skirmish Order and Targeted Units in Skirmish Order both receive shifts of two columns to the left in Fire Combat. Skirmishing units may never be involved in Close Combat.

IMPORTANT: Firing over units in Skirmish Order DOES NOT obscure line of sight for fire combat.

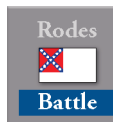
16.0 Scenarios

Three scenarios are provided. The first (16.1) is a short introductory scenario covering the initial actions around the Stone Bridge. The second (16.2) is the full length historical battle. The third scenario (16.3) starts the full battle later, during the most intense action.



Note: Set the following three units aside unless using them as a variant (16.4) (They stayed in nearby

Monrovia during the battle).



Note: Set all of Battle and Grimes' units aside unless using them as a variant (16.5) (Early had them sit out the battle as reserves).

16.0.1 STANDARD VICTORY CONDITIONS - All full battle scenarios (16.2 and 16.3)

From the Union perspective the objective of this battle was to delay Early at Monocacy Junction for as long as possible. Early's objective was to clear a path along the Georgetown Pike without getting bogged down and to immediately resume the march to Washington.

IMPORTANT DEFINITIONS:

i. The *Georgetown Pike Corridor* consists of:

- The Georgetown Pike hexes and any hex within two hexes of a Georgetown Pike hex, starting on the East side of the Monocacy River and ending at the hills near the Sanf farm (hex row xx34). To be very clear: NO hexes starting with row xx35 and south are included!
- The East side of the Railroad Bridge (hex #2625).

ii. A *Qualifying Union Unit* is a Union Infantry unit that can trace a line of hexes of any length to any hex along the Eastern edge of the map (hex column 40xx), without crossing the Monocacy River (including at a Bridge or Ford) or passing through any Confederate units or hexes adjacent to any Confederate unit. **IMPORTANT:** Dismounted Union Cavalry units do not meet this requirement, even though they are technically infantry!

At the conclusion of the last turn of the game, evaluate the following conditions to determine the outcome of the game. **IMPORTANT:** All conditions for a level must be met!

Confederate Decisive Victory:

i. No Union infantry units on the West side of the Monocacy River. **IMPORTANT:** Dismounted Union Cavalry do not count as infantry for this condition!

ii. The Stone and Railroad Bridges (and the Wooden Bridge if it was NOT destroyed) captured by the Confederates at the end of the game. Defined as Confederate units were the last to occupy or pass through the hexes on both sides of each Bridge.

iii. Confederate control of the Georgetown Pike at the end of the game. Defined as no Qualifying Union Units in the Georgetown Pike Corridor.

Confederate Marginal Victory (historical result):

i. Railroad Bridge (and the Wooden Bridge if it was NOT destroyed) captured by the Confederates at the end of the game. Defined as Confederate units were the last to occupy or pass through the hexes on both sides of a Bridge.

ii. Confederate control of the Georgetown Pike at the end of the game. Defined as no Qualifying Union Units in the Georgetown Pike Corridor.

Draw:

Neither side achieves their victory conditions.

Union Marginal Victory:

- i. Screen the Baltimore & Ohio Railroad at the end of the game to protect the general Union retreat route towards Baltimore. Defined as Union units were the last to occupy or pass through hex #4032, or Confederate units never entered that hex.
- ii. Deny Confederates control of the Georgetown Pike at the end of the game. Defined as at least one Qualifying Union Unit being in the Georgetown Pike Corridor.

Union Decisive Victory:

- i. Screen the Baltimore Pike at the end of the game to protect the general Union retreat route towards Baltimore. Defined as Union units were the last to occupy or pass through hex #4008, or Confederate units never entered that hex.
- ii. Deny Confederates control of the Georgetown Pike at the end of the game. Defined as at least one Qualifying Union Unit being in the Georgetown Pike Corridor.

16.0.2 Confederate Instant Automatic Victory

There are two ways the Confederate player may achieve an instant Automatic Victory:

- a. If a turn ends with both of the following conditions met the game ends immediately and victory is determined using the Standard Victory Conditions as if the game had played to the last turn:
 - There are any Confederate Infantry units in the Georgetown Pike Corridor and there are no Union infantry units within it. **IMPORTANT:** Dismounted Cavalry do not count as infantry for this requirement!
 - The Railroad Bridge (and the Wooden Bridge if it was NOT destroyed) is captured by the Confederates. Defined as Confederate units were the last to occupy or pass through the hexes on both sides of a Bridge.

Note: this is how the battle historically ended, with Wallace withdrawing to avoid suffering catastrophic losses.

- b. Starting with the 4:30PM turn (Turn 14), at the end of each turn count the number of steps lost by both sides. Steps lost are determined by counting each unit in the Eliminated Box and on the Broken Track as two steps (unless they are one step Fragile units) and each Battleworn unit on the map as one step. Note: Cavalry should always be placed in the Eliminated Box and on the Broken Track as Mounted units. If the Union player has lost 24 steps or more AND the Union player has twice as many step losses as the Confederate player or more, the game ends immediately in a Confederate Decisive Victory.

16.1: "The Stone Bridge" (Intro Scenario)

This short scenario covers the Confederate's morning push to secure the Stone Bridge that carried the Baltimore Pike over the Monocacy River.

Early wanted to keep the Union forces guessing as to his true objective. He had Rodes' Cox and Cook Brigades engage the Union troops, while keeping Battle and Grimes' Brigades in reserve nearby. His intent was to maintain the deception that a major effort was going to be made for the bridge and perhaps Baltimore, while keeping some units fully rested for the assault on Washington.

The Confederates initially came close to securing the West side of the bridge but Union forces successfully repulsed those and subsequent efforts and held the bridge until sometime after 6:00 PM. At that point the defenders pulled out after holding the bridge long enough for parts of Wallace's army to retreat towards Baltimore without major interference.

Scenario Length: Five turns (10:00 AM to 12:00 PM)

Union Available Event Chits



Confederate Available Event Chits



Activation and Event Chits in Draw Cup

 L. Wallace 5	 L. Wallace 4	 Rodes 3	 Fog of War
CSA 1 Key Chit	CSA 1 Random Chits	USA 1 Key Chit	USA 1 Random Chit

Eligible Chits:

Union Chits: L. Wallace (CIC), L. Wallace (Div), Firefight, Rally!, Heroic Stand and Huzzah!

Confederate Chits: Rodes, Rebel Yell!, Good Ground, Firefight and Rally!.

Neutral/Wild Chits: Fog of War. *Note: No Fortunes of War chit to start scenario. It is added at 11 AM.*

Scenario Special Rules:

- Only certain units from Tyler and Clendenin's Brigades were deployed in the scenario area. If a unit is not listed for setup it was elsewhere during this part of the battle, and is NOT in play.

2. Play area is limited to the area bounded by hex rows xx00 - xx10 of the map. Units leaving that area are permanently removed from the game.

3. In addition to its regular functions, the Rally! chit can be used to remove a skirmish marker from any one unit belonging to the appropriate side.

4. Victory conditions for this scenario only:

a. The Confederate player wins if at the end of the scenario at least one of the following conditions is met:

- There are Confederate units on the East side of the Monocacy River.
- There are no Union units on the West side of the Monocacy River.

b. The Union player wins if at the end of the scenario the Confederate player fails to meet the required victory conditions listed above.

Union Initial Set-up:

Middle Department (Wallace)

[Clendenin's Brigade]: 159 OH Vol (mounted) - #3506

[Tyler's Brigade]: 144 OH Vol - #3607; 149 OH Vol-a (skirmish marker) - #3205; 149 OH Vol-b (skirmish marker) - #3105

Union Reinforcements: None

Confederate Initial Set-up:

Rodes' Division

[Cook's Brigade]: 4 GA - #2601; 12 GA - #2602; 21/44 GA - #2603

[Cox's Brigade]: 1/2/3/4 NC St Trprs - #2802; 14 NC - #2803; 30 NC - #2803

Confederate Reinforcements:

11:00 AM: Early (CIC)

Event Chit Additions:

11:00 AM: Fortunes of War chit

16.2: "Battle of Monocacy Junction" (Historical Battle)

This is the full battle, starting with the initial skirmisher actions that occurred after first contact and concluding in the late afternoon/early evening of the 9th when it was clear that the Confederates had been successfully delayed on the march to Washington for at least a day, and Wallace ordered a withdrawal to preserve his remaining forces.

Scenario Length: Seventeen turns (10:00 AM to 6:00 PM)

Union Available Event Chits



Confederate Available Event Chits



Activation and Event Chits in Draw Cup

 L. Wallace	 L. Wallace	 Ricketts		
 Rodes	 Ramseur	 McCausland		
CSA 2 Key Chit	CSA 2 Random Chit	USA 1 Key Chits	USA 2 Random Chit	


Eligible Chits:

Union Chits: L. Wallace (CIC), L. Wallace(Div), Ricketts, Firefight, Rally!, Heroic Stand, Command Confusion, Double Time, Confident, Huzzah!, Burn the Bridge!, Rebel Fatigue and Brigade Reserve Movement.

Confederate Chits: Rodes, Ramseur, McCausland, Firefight, Rally!, Command Confusion, Double Time, Rebel Yell!, Good Ground, Find the Ford!, Brigade Reserve Movement and Union Fatigue.


Neutral/Wild Chits: Fortunes of War and Fog of War.

Scenario Special Rules:

- 

Although Gordon's Division was present on the edge of the battlefield and his troops were watching as spectators, Early initially held him back to keep them rested for the assault on Washington. When Early realized he needed more force to clear the Georgetown Pike, he decided to send Gordon into action. At the beginning of the 2:30 PM turn the Confederate player adds Gordon's Activation Chit to the draw cup and also place Gordon's units on the map.

- On this turn only, the first chit played is automatically Gordon.
- Gordon does not have to roll for any activations this turn, i.e. they are all automatically Full Activations.
- Union Event chits and the Fortunes of War chit may not be played on Gordon or any of his brigades at any time during this turn only.

- 

Truex's Brigade was being held in reserve behind McClennan's forces that were facing the Wooden and Railroad Bridges, and as a result they may only be assigned a Regroup order during any activation until they are released from this restriction by Wallace. Truex's Brigade is released and able to function normally at the beginning of the next turn, after any of the following occur:

- Any Confederate unit moves within three hexes of one of Truex's units.
- Two or more Confederate units cross over the Possible Ford after it is found.
- Two or more Confederate units cross over the Railroad Bridge.

3. Wallace was extremely focused on defending the bridges, especially utilizing any and all available improved positions. Consequently:

- McClennan's units initially set up in Trench hexes may not voluntarily leave the Trenches or hex #2625, until one or more Confederate units cross over any bridge or any ford.
- These Union units may however move within or directly between any Trenches or hex #2625, as long as they end their movement in a Trench hex or hex #2625.
- If a unit is involuntarily moved out of a Trench, it must attempt to return to a Trench as soon as possible.
- Once any Confederate unit crosses the River these restrictions are immediately removed.
- Note: The East side of the Railroad Bridge (hex #2625) is only treated like a Trench for the purpose of satisfying these movement restrictions.*

- Standard Victory Conditions apply.

Union Initial Set-up:**Artillery (VIII Corps)**

[Artillery]: Alexander Balt Ind Bty-a - #2722; Alexander Balt Ind Bty-b - #2228; Wiegel Blockhouse - #2723

Middle Department (Wallace)

[Clendenin's Brigade]: 8 IL Vol-a (mounted) - #1531; 8 IL Vol-b (mounted) - #2135; 8 IL Vol-c (mounted) - #1920; 159 OH Vol (mounted) - #3506; Loudoun Rangers (mounted) - #1730

[Tyler's Brigade]: 1 MD-a - #2023; 1 MD-b - #2914; 3 MD - #3014; 11 MD Vol-a - #2624; 11 MD Vol-b - #2623; 144 OH Vol - #3607; 149 OH Vol-a (skirmish) - #3205; 149 OH Vol-b (skirmish) - #3105

Third Division (Ricketts)

[McClennan's Brigade]: 9 NY-a - #2427; 9 NY-b - #2427; 110 OH Vol - #2227; 122 OH Vol-a - #2526; 126 OH Vol - #2326; 138 PA - #2626

[Truex's Brigade]: 14 NJ Vol - #2229; 106 NY Vol - #2329; 151 NY Vol - #2128; 87 PA Vol - #2029; 10 VT Vol - #2429

Union Reinforcements: None

Confederate Initial Set-up:**Artillery (Army of the Valley District)**

[Artillery]: Bryan - #1001; Carpenter - #1405; Chapman - #1001; Cooper - #1405; Hardwicke - #1405; McCausland Jackson's Co - #1409; Kirkpatrick - #1506; Lowery - #1001; Massie - #1710; Milledge - #1506

Rodes' Division

[Cook's Brigade]: 4 GA - #2601; 12 GA - #2602; 21/44 GA - #2603

[Cox's Brigade]: 1/2/3/4 NC St Trprs - #2802; 14 NC - #2803; 30 NC - #2803

Ramseur's Division

[Johnston's Brigade]: 1 NC Ss - #1712; 5 NC St Trprs - #1712; 12 NC - #1712; 20 NC - #1711; 23 NC - #1711

[Lewis' Brigade]: 6 NC - #1609; 21 NC - #1609; 54 NC - #1610; 57 NC - #1610

[Lilley's Brigade]: 13/58 VA - #2302; 31 VA - #2402; 49 VA - #2402; 52 VA - #2302

Ransom's Calvary Division

[McCausland's Brigade]: 14 VA (mounted) - #1311; 16 VA (mounted) - #1310; 17 VA (mounted) - #1410; 22 VA (mounted) - #1030; 25 VA (mounted) - #1031; 37 VA Btln (mounted) - #1032

Confederate Reinforcements:

11:00 AM: Early (CIC)

2:30 PM: Gordon's Division

[Evans' Brigade]: 12 GA Lt Arty Btln - #1029; 13 GA - #1028; 26 GA - #1029; 31/61 GA - #1030; 38 GA - #1028; 60 GA - #1028

[Terry's Brigade]: Jackson's 1st Bde - #1025; Jone's 2nd Bde - #1024; Stuart's 3rd Bde - #1024

[York's Brigade]: Hay's Bde-a - #1027; Hay's Bde-b - #1027; Stafford's Bde - #1026

16.3: "End Game" (Later Start to the Historical Battle)

This is the full battle, starting later with Gordon's afternoon assault on the left flank of the Union line and concluding in the late afternoon/early evening of the 9th when it was clear that the Confederates had been successfully delayed on the march to Washington for at least a day, and Wallace ordered a withdrawal to preserve his remaining forces. The Possible Ford has already been found and the Wooden Bridge has been successfully destroyed.

Scenario Length: Eight turns (2:30 PM to 6:00 PM)

Union Available Event Chits



Confederate Available Event Chits



Activation and Event Chits in Draw Cup

 L. Wallace 5	 L. Wallace 4	 Ricketts 4	 Fortunes of War	 Fog of War
 Early 4	 Rodes 3	 Ramseur 4	 Gordon 4	 McCausland 4
CSA 2 Key Chit	CSA 2 Random Chit	USA 1 Key Chits	USA 2 Random Chit	

Eligible Chits:

Union Chits: L. Wallace (CIC), L. Wallace(Div), Ricketts, Firefight, Rally!, Heroic Stand, Command Confusion, Double Time, Confident, Huzzab!, Rebel Fatigue and Brigade Reserve Movement.

Confederate Chits: Early (CIC), Rodes, Ramseur, McCausland, Gordon, Firefight, Rally!, Command Confusion, Double Time, Rebel Yell!, Good Ground, Brigade Reserve Movement and Union Fatigue.

Neutral/Wild Chits: Fortunes of War and Fog of War.

Scenario Special Rules:

1. Place the following units in the "Eliminated Units" box of the Turn Record Track card. These units represent losses in the battle prior to the start of the scenario.



2. This scenario begins right after McCausland's second attack across the Monocacy failed, when his men briefly occupied the Thomas House before retreating under heavy fire. To reflect this situation, McCausland's Brigade and some units in Truex's Brigade are placed on the map on their Battleworn side, as shown in the set-up instructions. McCausland's Brigade in particular was severely beaten up and may not be given a Regroup order before the 3:00 PM turn.

3. The Possible Ford has already found and is a Known Ford. It is located between hexes #1329 and #1430.

4. The Wooden Bridge is already destroyed.

5. Gordon was highly prepared to enter the fray:

- On the first turn only (2:30 PM), the first chit played is automatically Gordon.
- Gordon does not have to roll for any activations this turn, i.e. they are all automatically Full Activations.
- Union Event chits and the Fortunes of War chit may not be played on Gordon or any of his brigades at any time during this turn only.

6. Standard Victory Conditions apply.

Marker Chit Initial Set-up:

Ford Found Chit - #1329
Ford Found Chit - #1430
Bridge Destroyed Chit - #2325
Bridge Destroyed Chit - #2326

Union Initial Set-up:

Artillery (VIII Corps)

[Artillery]: Alexander Balt Ind Bty-a - #2722; Alexander Balt Ind Bty-b - #2228

Middle Department (Wallace)

[Clendenin's Brigade]: 8 IL Vol-a (mounted) - #2333; 8 IL Vol-c (mounted) - #2433; 159 OH Vol (mounted) - #3106; Loudoun Rangers (mounted) - #2533

[Tyler's Brigade]: 1 MD-a - #2424; 1 MD-b - #2914; 3 MD - #3014; 11 MD Vol-a - #2624; 11 MD Vol-b - #2623; 144 OH Vol - #3204; 149 OH Vol-a - #3105; 149 OH Vol-b - #3205

Third Division (Ricketts)

[McClennan's Brigade]: 9 NY-a - #2028; 9 NY-b - #2028; 110 OH Vol - #2127; 122 OH Vol-a - #2427; 126 OH Vol - #2327; 138 PA - #2029

[Truex's Brigade]: 14 NJ Vol (battleworn) - #2032; 106 NY Vol - #2031; 151 NY Vol - #2030; 87 PA Vol (battleworn) - #2132; 10 VT Vol - #2233

Union Reinforcements: None

Confederate Initial Set-up:

Artillery (Army of the Valley District)

[Artillery]: Bryan - #1128; Carpenter - #1726; Chapman - #1327; Cooper - #1826; Hardwicke - #1819; McCausland Jackson's Co - #1427; Kirkpatrick - #2017; Lowery - #1228; Massie - #1825; Milledge - #1921

Rodes' Division

[Cook's Brigade]: 4 GA - #3001; 12 GA - #2901; 21/44 GA - #2802

[Cox's Brigade]: 1/2/3/4 NC St Trprs - #2805; 14 NC - #2804; 30 NC - #2803

Ramseur's Division

[Johnston's Brigade]: 1 NC Ss - #2121; 5 NC St Trprs - #2121; 12 NC - #2121; 20 NC - #2022; 23 NC - #2022

[Lewis' Brigade]: 6 NC - #1720; 21 NC - #1720; 54 NC - #1820; 57 NC - #1820

[Lilley's Brigade]: 13/58 VA - #2019; 31 VA - #2019; 49 VA - #1919; 52 VA - #1919

Ransom's Calvary Division

[McCausland's Brigade]: 14 VA (mounted/battleworn) - #1935; 16 VA (mounted/battleworn) - #1835; 17 VA (mounted/battleworn) - #1734; 25 VA (mounted/battleworn) - #1935; 37 VA Bn (mounted/battleworn) - #1835

Gordon's Division

[Evans' Brigade]: 12 GA Lt Arty Btl - #1029; 13 GA - #1028; 26 GA - #1029; 31/61 GA - #1030; 38 GA - #1028; 60 GA - #1028

[Terry's Brigade]: Jackson's 1st Bde - #1025; Jone's 2nd Bde - #1024; Steuart's 3rd Bde - #1024

[York's Brigade]: Hay's Bde - a - #1027; Hay's Bde - b - #1027; Stafford's Bde - #1026

Confederate Reinforcements: None

16.4: "Variant #1" (What if the Missing Union Regiments had shown up?)

Wallace was fully expecting these three units to arrive at the battle by 1:00 PM on July 9th. Instead they unloaded from their rail transport in nearby Monrovia, and stayed there for the duration of the battle. This variant assumes they made it to the actual battlefield on time.



To use this variant, simply deploy these units as reinforcements on any railroad hexes that can be traced from the East edge of the map, AND that are at least five hexes away from the nearest

Confederate unit. They may be deployed at the Union player's discretion beginning with the 1:00 PM turn when playing Scenario 16.2, or beginning with the 2:30 PM turn when playing Scenario 16.3. *Note: If there are no eligible railroad hexes available, the Union player may deploy these units along the East map edge in the nearest hex to hex #4032 that is not occupied by, or adjacent to, a Confederate unit.*

This variant may be used with Scenarios 16.2 or 16.3; with the understanding it will give a significant advantage to the Union player.

16.5: Variant #2" (What if Early Turned Rodes Loose?)

In order to have rested troops for the anticipated quick resumption of the march to Washington, Early kept most of Rodes' Division and much of Breckinridge's Corps in reserve during the battle. This variant assumes that Early turned all of Rode's Division loose to take and potentially use the Stone Bridge and/or Crum's Ford.



To use this variant, simply remove Early's restriction that Battle and Grimes' Brigades sit out the game as reserves. Instead, they can be activated by Rodes and used like any other Confederate Brigade. At the start of the game, set up Battle's units in or within one hex of hex #2201, and Grimes' units in or within one hex of hex #2101.

This variant may be used with Scenarios 16.2 or 16.3; with the understanding it will give a significant advantage to the Confederate player.

17.0 Designer Notes

I first chanced upon the Monocacy Junction battlefield many years ago prior to the opening of the park to the public. (Yes, it involved hopping fences and walking through open fields and overgrown river banks)! It has fascinated me ever since. Time critical river crossings. Scarce resources to defend them. Key ingredients for an exciting battle to study.

I am indebted to the only two previously published games dedicated to this subject that I am aware of: one by Thomas Hudson using a very early version of Richard Berg's Great Battles of the American Civil War system and the other being the Line of Battle series game by Dean Essig. Both provide excellent insights into this battle in different ways. That said, I have come to really appreciate and enjoy games based on Revolution's Blind Swords' system. I felt a game using the system would be a perfect fit for the situation at Monocacy Junction, both from an accurate modeling perspective and from a fun to play game perspective. By the way, the Blind Swords 2nd Kernstown (July 24, 1864) game by Claude Whalen is also interestingly linked to Monocacy Junction as many of the same Confederate units fought again at Kernstown after their failed assault on Washington.

It was of course a battle for bridges, but also eventually for fords, heavily fenced fields and critical roads. First contact was between skirmishers along the Baltimore Pike and just West of the junction. Even though Early did not personally arrive at the battle scene until late in the morning (he spent the earlier part of the day extracting funds from the town of Frederick) stiffer than expected Union resistance at both locations led Early to direct his cavalry to search for a ford south of the junction, to be used to flank the Union position. The Confederate cavalry found the ford relatively quickly, and its discovery led to fierce fighting over the Worthington and Thomas Farms. The Thomas farm in particular changed hands several times.

Both farms were crisscrossed with solidly constructed wooden fences, and in some places dense hedgerows, that were significant obstacles. Many of the fields were also obstructed with stacks of harvested crops. Those stacks of wheat and corn are often mentioned in descriptions of the battle as significant obstacles, but I decided to not show them on the map as the effects they had on the battle were already adequately represented by the numerous wooden fences.

Meanwhile, at the junction, Wallace realized he could not hold the Wooden and Railroad Bridges indefinitely so he ordered the Wooden Bridge burned. After it was aflame, some Union troops found themselves on the wrong side of the river with only the Railroad Bridge as a path back to friendly lines. It was a hazardous and costly escape route.

Eventually, the greater number of Confederate troops prevailed, and Wallace was forced to retreat from the battlefield. Early gained his pathway to Washington, but the delay of one full day at the Monocacy River gave time for veteran Union troops to arrive and bolster the defenses of Washington. Early reached the outskirts of the city two days after the battle only to be rebuffed by the reinforced Union defenders. Although a Union loss, Monocacy is frequently called the “Battle that Saved Washington.”

It is worth noting some unique unit organizations at this battle. For example, Wallace scraped together some regiments from his Baltimore garrison and organized them into the “First Separate Brigade” of the Eighth Corps, under the command of Brigadier General Erastus Tyler. Then there is Colonel Mathew McClennan’s 9th New York Heavy Artillery Battalion, which was outfitted for and fought as infantry. On the Confederate side, several of the Brigades present were organized around Regiments from Brigades that had been decimated in earlier fighting. Brigadier General Zebulon York’s Brigade contained five fragmented regiments from Brigadier General Harry T. Hays’ Brigade and five fragmented regiments from Brigadier General Leroy Augustus Stafford’s Brigade. Likewise, Brigadier General William Terry’s Brigade contained five fragmented regiments from Brigadier General Thomas Jonathan “Stonewall” Jackson’s 1st Brigade, six fragmented regiments from Brigadier General John Marshall Jones’ 2nd Brigade and three fragmented regiments from Brigadier General George Hume “Maryland” Stuart’s 3rd Brigade.

Unit historians out there may feel that there are a few cases in the game where unit designations and strengths are a little confusing. Some abstractions had to be made since parts of units were often sent to reinforce unrelated units. For example, Tyler’s 1st MD

Potomac Home Brigade “a” really represents part of the actual 1st MD PHB (the other part being the “b” unit) and the temporary addition of one company from the 11th MD, two companies from the 9th NY and one company from the 10th VT. Some small units that operated together have been combined (and labeled correspondingly) to more accurately reflect how they behaved in many ways as a single unit.

There are also units that missed the party all together. Wallace was expecting two Regiments and one large Detachment from the Second Brigade of Ricketts’ Third Division around 1:00 PM the day of the battle, but they unloaded from rail cars in nearby Monrovia and never made it any further. Early sent three of Ransom’s four Cavalry Brigades on other missions so only McCausland was at the battle. Early also held Echols’ Division (from Breckinridge’s Corps) in reserve (near McGill’s farm), as well as half of Rodes’ Division, and while they had a good view of the battle, they did not participate.

It is also important to point out that “trench” hexes are not all literal trenches, as they represent rifle pits, left over railroad construction debris, raised railroad beds and actual dug trenches. The trench hexes on the West side of the Monocacy River represent raised railroad beds and the bridge approach for example.

Finally, as regards the scenarios, 16.1 is intended to provide an easy to manage introduction to the Blind Swords system, being a quick playing, small map game. Scenario 16.2 is the full day battle, which allows players to try various strategies for clearing the Georgetown Pike besides Early’s laser focus on forcing his way across the Wooden and Railroad bridges while feigning interest in the other crossings. Scenario 16.3 allows players to play out Early’s plan as it actually unfolded and came to a climax in the afternoon.

I hope you enjoy battling over the fate of Washington!

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