Monmouth

In *S&T* number 90 we will present our first American Revolution game since *American Revolution*, published almost 10 years ago. This is one of our editor's choice games. It did well in the feedback, but not well enough to be published. However, staff interest was high and we all wanted to see an American Revolution game, especially one at the tactical level. The game has been designed by Dr. David Martin and Leonard Millman. Dave is one of my researchers having done much work on *Corinth*, *Antietam* and the up-coming *TSS* second edition. Dave and Len-ny together have published two games from OSG called *20th Maine* and *Devil's Den*, which are both tactical games on the battle of Gettysburg.

Monmouth uses a version of the popular *Wellington's Victory* game system. The main changes involve the gross reduction of the effectiveness of cavalry (they are more like infantry on horses now), a redesigned Fire Combat Results Table, and new leadership rules. Briefly, the battle of Monmouth is the result of George Washington's army intercepting the army of Sir Henry Clinton while the latter was moving his base of operations from Philadelphia to New York. The American Army was fresh and rebuilt after the long winter in Valley Forge and Washington hoped for a devastating victory. Instead, Monmouth turned out to be a bloody draw. The blame can be laid at the feet of General Charles Lee who badly bungled the initial attack. The battle, fought in 100° temperatures, lasted four hours, making it the longest battle of the American Revolution.

I am sending out for blindtesting soon and I expect it will be well received by my testers. The game is playable in one sitting and includes several scenarios as well as a campaign game. More next time.

Eric Lee Smith

Monmouth

George Washington's post-Valley Forge army withstands a determined British assault led by General Clinton. Martin & Miller/Smith.   *S&T* 90 game.

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Above: Works in Progress Report
Left Column: Report from S&T 88
Right Column: Report from S&T 89
Second Page: Report from Moves 59
Pictures from released game in S&T 90

Monmouth

We are currently testing the *Monmouth* campaign game and will begin work on the scenarios soon. *Monmouth* is an exciting game because both players get the opportunity to attack and push back the enemy and to defend while waiting for reinforcements. It starts as a game of maneuver with the two armies posed on opposite sides of the map. The Colonials have only one third of their army — one wing — on the map, yet they must attack because the British Army is so much smaller, only half of it having arrived. Once the rest of the British arrive, the Colonials go on the defensive to await General Washington and the other two thirds of the army.

The *Monmouth* game system uses the unchanged Shock Combat procedure from *Ney vs. Wellington*. However, the Fire CRT is radically different. Instead of inflicting losses, fire combat produces morale checks and disorganization. When a disorganized unit takes a second disorganization result or fails a morale check, it loses a strength point. Thus, the game is one of morale. It is necessary for a player to keep his army in order so as to avoid losses while still inflicting damage. When a unit routs, it can take out those units around it when it goes. Whole lines can collapse in a single Player-Phase. The morale ratings of the Colonials can vary widely, depending on whether or not they are in command. If in command they are only one or two levels lower than the British; if out of command their difference is more like four or five levels. A unit's morale drops as it takes losses.

The game will be much simpler than *Ney vs. Wellington* and will feel much different as well. The system is related, but the new leadership rules and the lack of cavalry and skirmishers make for a unique game. Look for this one in *S&T* 90.

Eric Lee Smith

Monmouth,
or Ney vs. Washington

On June 28th, 1778, near the village of Freehold in Monmouth County, New Jersey, the retrained army of George Washington attacked the rear guard of the British Army as it attempted to change base from Philadelphia to New York. The resulting battle, the longest in the war, was the last major fight in the north. The result - an inconclusive draw.

I have begun development of Monmouth and am very excited about the game. It is a game of maneuver in the classic mode - a small, highly trained army against a larger, but less well trained army on a landscape where the flanks of both are hanging and may be easily turned.

The British Army is composed of two cavalry (Dragoon) regiments, 8 artillery batteries, and 22 infantry regiments. These troops are well trained, well led and very flexible.

The American Army consists of no cavalry, 3 regiments of New Jersey militia (poor quality units), 12 batteries, and 44 regiments of infantry of variable quality. The Americans are divided into three wings: advance, left and right. These wings and the number of commanders involved in such a large army make for a highly rigid and unwieldy army.

In my first playing of the game, I rushed to the attack with the advance wing and found to my dismay that my numbers were effectively neutralized by the morale of the British. My first-wave attack was turned back in disorder; few losses were suffered but my command system was in quite a mess. The British formed into a compact line and began to march up the middle into my main line.

I was able to cause disorder in several regiments, but the British didn't pause. The initial British shock attack drew the first blood of the game and sent over a third of my army streaming away in shameful rout. We started the game over.

I am very happy that this game is quite different than *Ney vs. Wellington,* its parent game system, and that it is also enjoyable, to play. The tactics I used in my first game, which were those I use in playing **TSS** system Civil War games, were obviously wrong.

An attack in this game must be developed with great attention paid to command and deployment of the reserves. It requires more finesse than *Corinth*, *Cedar Mountain* and other games in the *Great Battles of the American Civil War* series. While I'm learning to use my army, I'm having a good time. I think most other players will too.

Eric Smith

From Moves 59