



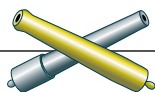
Evan's Georgian Brigade begins its attack on Truex's Union Brigade.

## SCENARIO

# BATTLE OF MONOCACY

### July 9, 1864

*By Keith Wyttanbach*



### The Scenario

The scenario covers the major fighting south of the river. It does not include the lightly engaged Confederate forces north of the river near the covered bridge. The scenario can be played by two Union and two or three Confederate players, takes about four hours to play, and requires a 6-ft. wide by 5-ft. deep gaming area when using 15mm figures.

### Terrain

Terrain should be laid out as shown in the scenario map. Terrain effects for the scenario are as follows:

**Elevations.** The terrain consists of a series of one-level elevations. With one exception, all elevations have a continuous slope marked by a crest line. Elevations block line of sight for any stand over 1" beyond the crest line. A defending unit in charge combat receives a +1 modifier for favorable ground against an attacker charging up a slope.

The Thomas house and barn are located on a small knoll just north of the Baker Valley Road. The knoll does not have a crest line and it only blocks line of sight when the knoll lies between two observing units. The knoll does not provide a defensive modifier in charge combat.

**Shallow Ravine.** The stream that curves around the base of Brook Hill passes through a shallow ravine. In a maneuver check, a unit in line or extended line aligned in the ravine receives a +1 modifier for linear cover. In fire combat, the firing stands suffer a -1 modifier for partial cover when firing at



a target aligned in the ravine, or a -2 if the target is in extended line. The ravine has no effect on line of sight or charge combat.

**Cuts.** Parts of the Georgetown Pike and Baker Valley Road pass through cuts. In a maneuver check, a unit in line or extended line aligned in a cut receives a +1 modifier for linear cover. In fire combat, the firing stands suffer a -1 modifier for partial cover when firing at a target aligned in a cut, or a -2 if the target is in extended line. In charge combat, a defending unit aligned in a cut receives a +1 modifier for favorable ground. A cut has no effect on line of sight.

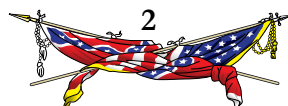
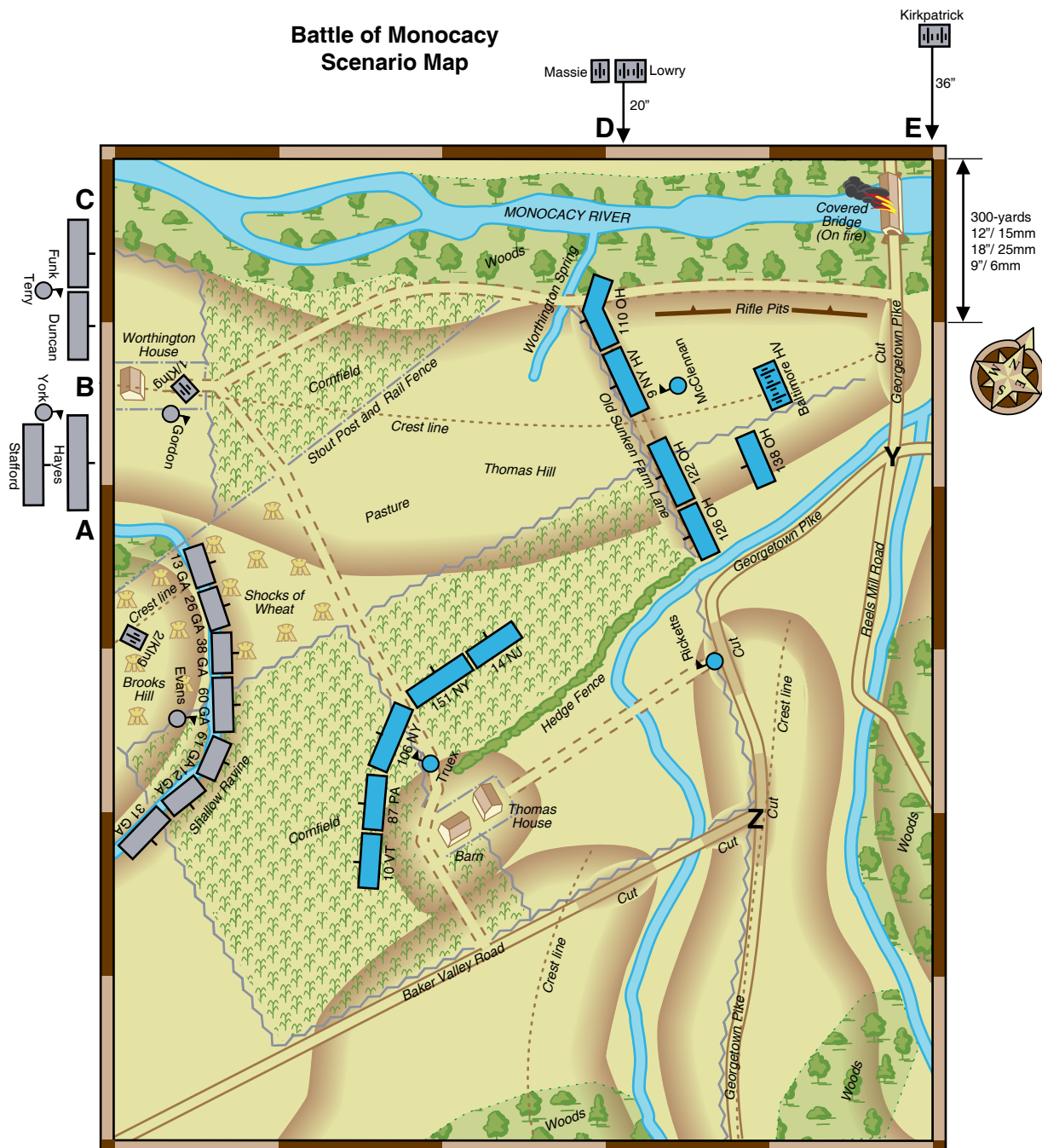
**Woods.** All wooded areas are rated broken ground for movement. Line of sight through woods is reduced to 4". Firing stands suffer a -1 modifier for a target in partial cover when firing

through woods, or a -2 if the target is in extended line. In charge combat, a defending unit in woods receives a +1 modifier for favorable ground.

**Wheat Shocks.** A field near the west table edge is covered by recently harvested wheat shocks. Wheat shocks are rated broken ground for movement. They have no effect on line of sight or combat.

**Cornfields.** Two fields are planted with corn. Cornfields are rated open ground and have no effect on movement, line of sight, or combat.

**Streams.** Streams are rated broken ground to cross. In charge combat a defending unit receives a +1 modifier for favorable





ground if the attacker charged across a stream.

**Roads.** The Georgetown Pike, Baker Valley Road, and Reels Mill Road are in good condition. Units in march column, limbered guns, and leaders may move at the prorated road-movement rate. Farm lanes, including the old sunken farm lane, are in poor condition. Movement along a farm lane is at the open-ground rate.

An old shallow sunken farm lane runs perpendicular across Thomas Hill. In a maneuver check, a unit in line or extended line aligned in the sunken lane receives a +1 modifier for linear cover. Firing stands suffer a -1 modifier for partial cover when firing at a target in line in the lane, or a -2 if the target is in extended line. In charge combat a defending unit aligned in the sunken lane receives a +1 modifier for favorable ground.

**Rifle-Pits.** Rifle-pits are rated broken ground to cross. Firing stands suffer a -1 for partial cover if firing at an infantry target aligned behind a rifle pit, or -2 if the target is in extended line. In charge combat a defending unit in a rifle pit receives a +1 modifier for favorable ground.

**Fences.** Wood fences and the hedge fence are rated broken ground to cross. Troops aligned behind a fence receive a +1 modifier in a maneuver check. Firing stands suffer a -2 only if firing at a target in extended line aligned behind a fence. Units in any other formation do not receive a cover benefit. Fences do not affect line of sight or charge combat.

**Building.** Buildings are rated broken ground for movement. They have no effect on line of sight or combat.

**Friendly Table Edge.** Broken Union units must retreat toward the east edge of the table. Broken Confederate units must retreat toward the west edge of the table. If a broken unit at the table edge fails to reform in the following Maneuver Phase, its remaining stands are removed from play and count towards divisional casualties.

## Order of Battle

The following number of stands is needed:

STAND	UNION	CONFEDERATE
Infantry	75	78
Infantry command	10	11
Artillery (gun with limbers)	3	2
Artillery (off-table gun)	0	5
Division leader	1	1
Brigade leader	2	3
Brave colonel	1	1
Total	92	101

**Union Forces.** Total stands represent a force of 3,500 men and 5 guns.

1) All units and leaders start on the table:

Division leader Ricketts

Brigade leader Truex with 5 regiments (14 NJ, 106 NY, 87

PA, brave colonel Henry with 10 VT, and 151 PA), all in line

Brigade leader McClennan with 5 regiments (9 NY HV, 110 NY, 122 NY, 126 NY, and 138 PA), all in line

1 unlimbered battery ( Baltimore HV)

**Confederate Forces.** Total stands represent a force of 3,840 men and 14 guns.

a) Starting units and leader:

Division leader Gordon

Brigade leader Evans with 7 regiments (13 GA, 31 GA, 38 GA, 60 GA, 61 GA, 12 GA Bn., and brave colonel Atkinson with 26 GA), all in line

1 unlimbered battery (King) in two separate locations

b) Enter on turn 1 between points **A-B**: Brigade leader York with 2 consolidated brigades (Hayes, followed by Stafford), both in line.

c) 3 off-table batteries are available at the start: and Massie and Lowry at **D** on a 1-level elevation, 20" off the table edge, and Kirkpatrick at **E** on a 1-level elevation, 36" off the table edge (see special scenario rules).

d) Enter on turn 2 between points **B-C**: Brigade leader Terry with 2 consolidated brigades (Funk and Duncan), both in line.

## Game Length

The time scale for each game turn represents 15-minutes. The game is 7 turns long starting with the Confederate player turn at 3:30 PM, and ends after the Union player turn at 5:00 PM.

## Victory Conditions

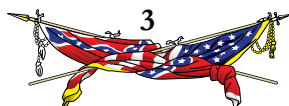
One side must acquire more victory points than its opponent to claim victory. Victory points are awarded for inflicting heavy casualties and greater losses on the enemy, and controlling the key positions, as follows:

**Heavy Casualties.** The Union player is awarded one victory point after Confederate forces lose 30 stands (30%). The Confederate player is awarded one victory point after Union forces lose 22 stands (25%). After an army reaches its threshold for heavy casualties, all units receive a -1 modifier in subsequent maneuver checks.

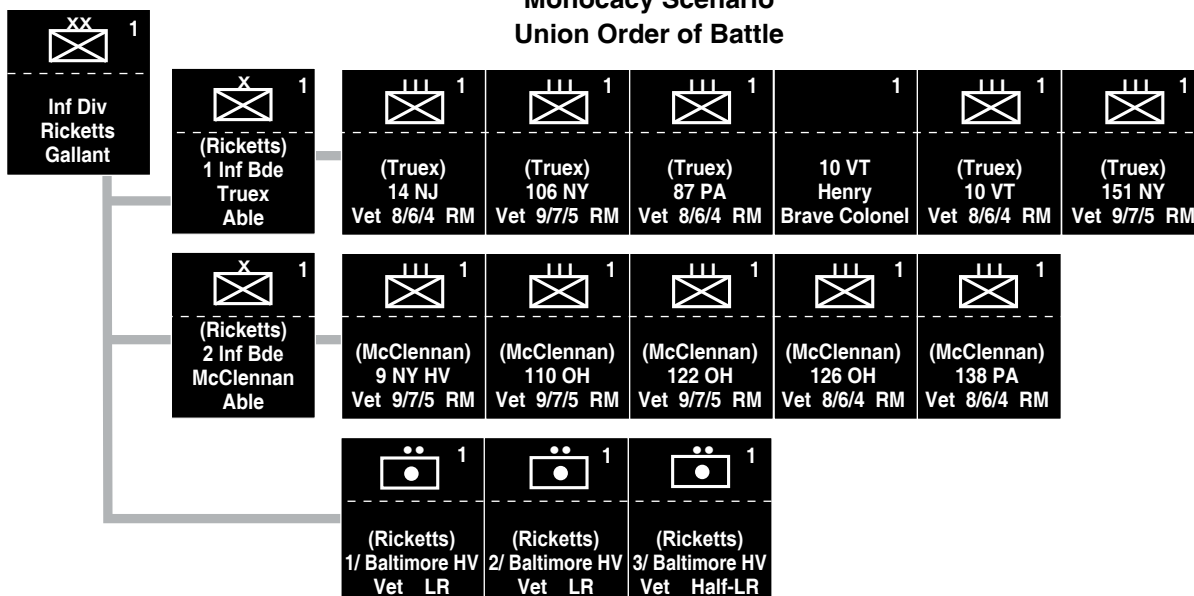
**Greater Losses.** The maneuver check modifier increases to -2 after an army reaches both its heavy casualties threshold and the total losses suffered by the entire army exceed the total losses in the opposing army. Greater losses is not applied until heavy casualties is reached. One victory point is awarded at the end of the game for inflicting greater losses on the enemy.

**Key Positions.** The Georgetown Pike between points **Y-Z** is a key position under Union control at the start of the scenario. The Confederates gain control the key position if at least one friendly infantry unit is located on or east of the road between **Y-Z**.

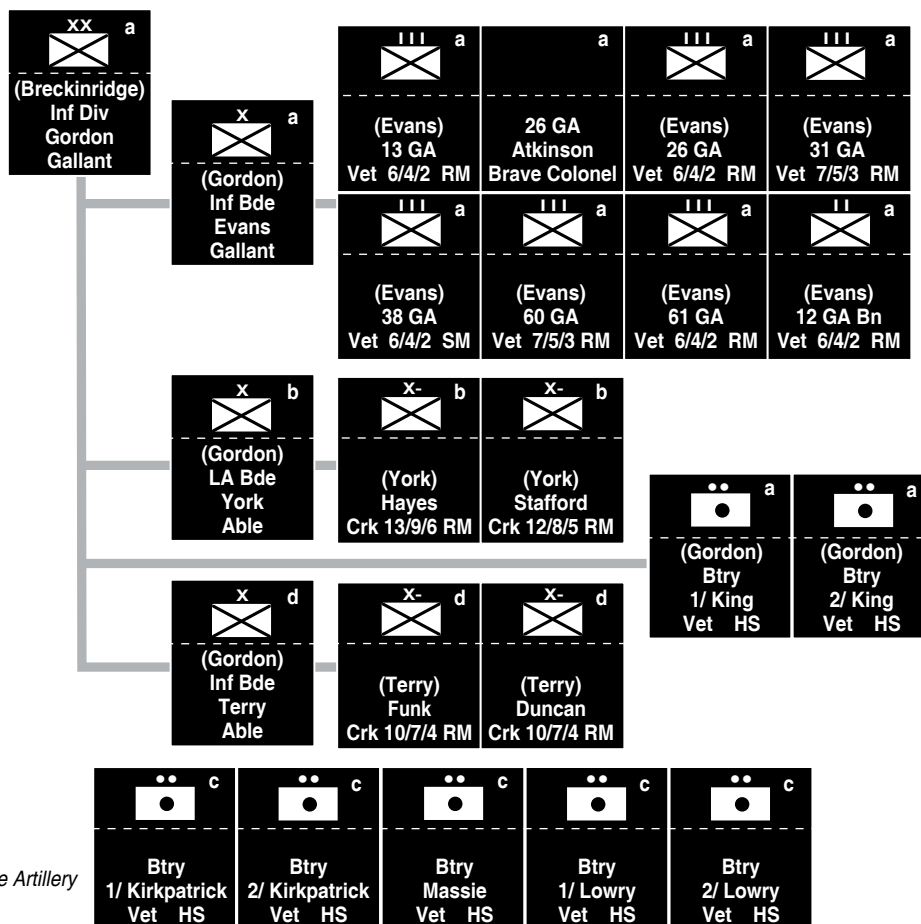
Historically, the Union were fighting for time to delay the



## Monocacy Scenario Union Order of Battle



## Confederate Order of Battle



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Confederate advance on Washington DC. To receive victory points for controlling the key position, the Confederates must do as well as or better than their historical counterparts. The Confederates are awarded two victory points if they cross the pike between **Y-Z** by turn 5 (4:30 PM) or earlier, or just one point if they control the pike by turn 6. The Union receive one victory point for control of **Y-Z**, if the Confederates are delayed until turn 7 or later.

In addition to awarding victory points, each turn one or more Confederate units occupies **Y-Z**, all Union units apply a -1 modifier for loss of key position in subsequent maneuver checks. If all Confederate units are pushed out of **Y-Z** on a later turn, the modifier is reversed and all Confederate units suffer the -1 in subsequent checks. The negative modifier always applies to the last side to lose this key position.

### Special Scenario Rules

**Off-Table Artillery.** Three off-table Confederate batteries are active on turn 1. Massie's and Lowry's unlimbered batteries are located on a one-level elevation 20" off the table edge at point **D**. Kirkpatrick's unlimbered battery is located on a one-level elevation 36" off the table edge at point **E**. The batteries are subject to an in-command maneuver check each turn. The only maneuvers permitted are: pivot and fire, or only pivot, fire, or rally. The batteries may mass their fire on the same target. The battery may be fired upon and can suffer a low on ammunition effect.

