

## Sample Battles

The following are three typical historical battles that you could re-fight with the **All the King's Men** rules. Two are set in the American Revolution, and one in the War of 1812. Use these to set up quick games, or as models for creating your own battles, whether fictional or historical. Feel free to research these battles further to learn more about them. In the case of Monmouth, several brigades were consolidated to make the number of units required manageable.

### American Revolution

#### The Battle of Monmouth

June 28, 1778

With France's declaration of war on Britain, Sir Henry Clinton was ordered to abandon Philadelphia for New York with a huge column of troops, ordinance, loyalists and civilians. The Americans slowed their progress by burning bridges and creating obstacles on the road north. Meanwhile, Washington's army left camp in Valley Forge to attack the strung-out British. An advance force of 4000-5000 men under Major General Charles Lee was intended to pin part of the column at Monmouth Courthouse, while Washington's own forces caught up.

In the historical battle, Lee's force collapsed under the British rear guard. Clinton responded by counterattacking and pursuing the enemy. Washington arrived on the scene in time to rally the Americans and reinforce them with his own forces. The battle was essentially a draw, with the British escaping by dark after a grueling day's battle.

By this time, the American army had been drilled extensively by European instructors and was better equipped to stand up against British regulars. Hence the improved elan of American units, below.

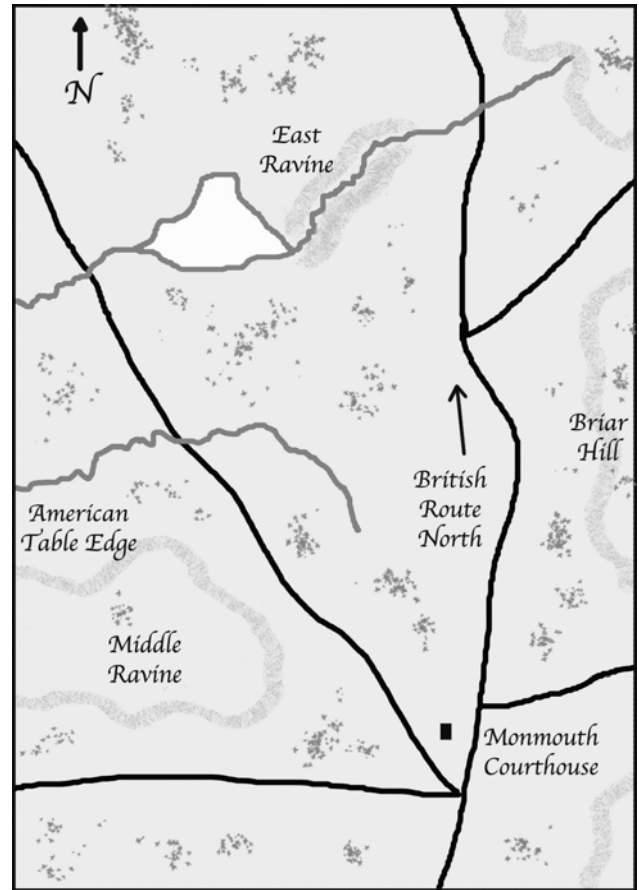
This battle is recommended as a multiplayer game, with at least two players per side.

The American commanders should be assigned in the following order:

- Major General Charles Lee (rated 1)
- General George Washington (rated 2)
- Major General Marquis de Lafayette (rated 2)
- Major General William Alexander (Lord Stirling) (rated 2)
- Major General Nathaniel Greene (rated 2)

Assign British roles in the following order:

- Lieutenant General Sir Henry Clinton (rated 2)
- Lieutenant General Lord Charles Cornwallis (rated 2)
- Major General Charles Grey (rated 2)
- Major General James Agnew (rated 2)
- Brigadier General Alexander Leslie (rated 1)



#### Americans

##### Advance Corps

Major General Charles Lee (rated 1)

- Continental Light Infantry - skirmishers (regulars)
- Continental Rifles - skirmishers (regulars)
- Rifles - skirmishers (militia)

Scott's Detachment

- New Hampshire Regiment – infantry (regulars)
- Virginia Regiment – infantry (regulars)
- Continental Artillery – artillery w/ light gun (regulars)

Wayne's Detachment

- Massachusetts Regiment – infantry (regulars)
- Maryland Regiment – infantry (regulars)
- Virginia Regiment – infantry (regulars)
- Continental Artillery – artillery w/ light gun (regulars)

Grayson's Detachment

- Connecticut Regiment – infantry (regulars)
- Connecticut Regiment – infantry (regulars)
- Continental Artillery – artillery w/ light gun (regulars)

Maxwell's Brigade

- New Jersey Regiment – infantry (regulars)
- New Jersey Regiment – infantry (regulars)
- New Jersey Regiment – infantry (regulars)
- Continental Artillery – artillery w/ light gun (regulars)

Dickerson's New Jersey Militia Brigade

- Hunterdon Militia – infantry (militia)
- Hunterdon Militia – infantry (militia)

## **American Main Army**

General George Washington (rated 2)

- Continental Artillery – artillery w/ medium gun (regulars)

Light Brigade:

- Continental Rifles - skirmishers (regulars)
- Continental Rifles - skirmishers (regulars)
- Rifles - skirmishers (militia)

### **Left Wing**

Major General William Alexander (Lord Stirling) (rated 2)

1<sup>st</sup> Pennsylvania Brigade

- Pennsylvania Regiment – infantry (regulars)

2<sup>nd</sup> Pennsylvania Brigade

- Pennsylvania Regiment – infantry (regulars)

3<sup>rd</sup> Pennsylvania Brigade

- Pennsylvania Regiment – infantry (regulars)

Glover's 2<sup>nd</sup> Massachusetts Brigade

- Massachusetts Regiment – infantry (regulars)
- Massachusetts Regiment – infantry (regulars)

Patterson's 3<sup>rd</sup> Massachusetts Brigade

- Massachusetts Regiment – infantry (regulars)

Learned's 4<sup>th</sup> Massachusetts Brigade

- Massachusetts Regiment – infantry (regulars)

### **Right Wing**

Major General Nathaniel Greene (rated 2)

New Hampshire Brigade

- New Hampshire Regiment – infantry (regulars)
- New York Regiment – infantry (regulars)

North Carolina Brigade

- North Carolina Regiment – infantry (regulars)

1<sup>st</sup> Maryland Brigade

- Maryland Regiment – infantry (regulars)
- Maryland Regiment – infantry (regulars)

2<sup>nd</sup> Maryland Brigade

- Maryland Regiment – infantry (regulars)

Huntington's Connecticut Brigade

- Connecticut Regiment – infantry (regulars)
- Connecticut Regiment – infantry (regulars)

1<sup>st</sup> Virginia Brigade

- Virginia Regiment – infantry (regulars)
- Virginia Regiment – infantry (regulars)

2<sup>nd</sup> Virginia Brigade

- Virginia Regiment – infantry (regulars)

3<sup>rd</sup> Virginia Brigade

- Virginia Regiment – infantry (regulars)

The American advance corp is sent ahead of the main army and attacks the British first. It is always led by Lee. The advance force starts the game on the American table edge, arranged by Lee's player.

Before the third turn of the game (and before every turn thereafter), a yellow die is rolled for the Americans. If it succeeds (gets a result of 5 or 6), the remainder of the American army arrives on the field along the American table edge. The American objective is to destroy the British rearguard rather than allow it to escape.

If Washington and the main army arrives on the field before the game is over, roll a red die for each *infantry* unit from the advance corp that suffered unit collapse. For each success (each roll of 6), 6 figures from that unit are added

to the main army. Each complete composite unit thus formed (each set of 12 soldiers) receives an officer and ensign as normal, and may fight normally thereafter. This effect doesn't apply to skirmishers, cavalry or artillery.

## **British Rear Guard**

Commanded by Lieutenant General Sir Henry Clinton (rated 2)

### **1<sup>st</sup> Division**

Lieutenant General Lord Charles Cornwallis (rated 2)

- Royal Artillery – artillery w/ heavy gun (regulars)
- Royal Artillery – artillery w/ medium gun (regulars)
- Royal Artillery – artillery w/ medium gun (regulars)
- Royal Artillery – artillery w/ light gun (regulars)
- 16th Light Dragoons - cavalry (regulars)
- Dismounted 16th Light Dragoons - skirmishers (regulars)
- 1st Guard - infantry (guard)
- 2nd Guard - infantry (guard)
- 1st Light Infantry Battalion - skirmishers (regulars)
- Queen's Rangers - skirmishers (regulars)
- 1st Battalion British Grenadiers - infantry (guard)
- 2nd Battalion British Grenadiers - infantry (guard)

### **Hessian Grenadier Brigade**

- Grenadier Battalion - infantry (regulars)
- Grenadier Battalion - infantry (regulars)

### **3<sup>rd</sup> British Brigade**

Major General Charles Grey (rated 2)

- Foot Regiment - infantry (regulars)
- Foot Regiment - infantry (regulars)
- 42<sup>nd</sup> Highland Regiment - infantry (guard)

### **4<sup>th</sup> British Brigade**

Major General James Agnew (rated 2)

- Foot Regiment - infantry (regulars)
- Foot Regiment - infantry (regulars)

### **6<sup>th</sup> British Brigade**

Brigadier General Alexander Leslie (rated 1)

- Foot Regiment - infantry (regulars)
- Foot Regiment - infantry (regulars)

The British start the game in a column of troops facing north along the Monmouth road. The column's end must touch the southern table edge, and its head can reach no further than the middle of the table.

The British objective is for at least 7 infantry and/or artillery units to make contact with the north edge of the table within 4 turns. Or the British may turn, fight and try to destroy the American advance corp before Washington and the main army arrives on the field. Doing the latter ends the game before Washington arrives.

# The Battle of Cowpens

January 17, 1781

Retreating from the British army of the South, American General Nathaniel Greene split his force to divide the pursuing British in turn. British General Cornwallis obliged and sent Colonel Banastre Tarleton after one branch of the rebels. These patriots under Brigadier-General Daniel Morgan finally turned to fight at a South Carolina pasture called Cowpens.

Impetuous and direct, Tarleton was renowned for frontal attacks. Meanwhile, Morgan held the ground first and was able to anticipate Tarleton's boldness, as well as the unreliability of his own militia. He arranged his forces in three lines, the first two comprised of skirmishers and militia that fired and fell back to join a third line of regulars and cavalry. Now you as Tarleton or Morgan get to decide how you'll go into battle.

The first side to suffer army collapse loses.

## Americans

The Americans had just over 1000 men, led by Brigadier-General Daniel Morgan (rated 2)

- 1<sup>st</sup> Maryland - infantry (regulars)
- South Carolina volunteers - infantry (militia)
- North Carolina volunteers - infantry (militia)
- Virginia militia - infantry (militia)
- Mixed Continental Light Dragoons and state cavalry – cavalry (treat as militia)
- Skirmishers (militia)
- Skirmishers (militia)

The American player can place troops as far as the middle of the table, on top of the larger hill, at the beginning of the game. No more than two units of any kind can go there. Remaining units may be arranged as he chooses behind those forces.

## British & Loyalists

The British had comparable numbers to the Americans, led by Colonel Banastre Tarleton (rated 2)

- Mixed Legion and 17<sup>th</sup> Light Dragoons – cavalry (regulars)
- Legion Infantry - infantry (militia)
- Royal Artillery – artillery w/ light gun (regulars)
- 7<sup>th</sup> Royal Fusiliers - infantry (untrained/militia)
- 71<sup>st</sup> Fraser's Highlanders - infantry (regulars)
- Skirmishers (regulars)
- Skirmishers (regulars)

The British player starts from his own table edge in any arrangement he chooses.



## War of 1812

### The Battle of North Point

September 12, 1814

After Napoleon's defeat in Europe, Great Britain was able to send veteran troops across the Atlantic to fight the Americans. These forces posed a threat to the entire coast, and landed near Washington to sack and burn the capital. The invaders then turned their attention on Baltimore, regarded as a haven for enemy privateers. Brigadier-General John Stricker was ordered to defend the city as a British landing party approached from North Point on the Patapsco Peninsula. Stricker was limited to volunteer and civilian militias, but the muster was prepared for battle and had the advantage of local defenses.

The British goal of the battle is to get any infantry to the American table edge within 3 turns or to cause American army collapse, whichever comes first. The Americans seek to delay the British from that table edge till turn 4. If the Americans lose 3+ infantry units doing so, it's only a minor American victory.

## Americans (3<sup>rd</sup> Maryland Brigade)

The Americans had 3200 militia under Brigadier-General John Stricker (rated 2)

- 5<sup>th</sup> Maryland – infantry (militia)
- 6<sup>th</sup> Maryland – infantry (militia)
- 27<sup>th</sup> Maryland – infantry (militia)
- 39<sup>th</sup> Maryland – infantry (militia)
- 51<sup>st</sup> Maryland – infantry (militia)
- 1<sup>st</sup> Maryland Rifles – skirmishers (militia)
- 5<sup>th</sup> Maryland Cavalry – comprised of various local troops (militia)
- Baltimore Union Artillery with light guns – 2 units (militia) – A shortage of proper ammunition forced these units to fire scrap metal and debris. Targets over 12 inches away get +2 on their defense rolls.

The American player starts with troops near the table edge closest to Baltimore and up to 12 inches away from the historical fence line along which the defenders took up position. He can also start with up to 3 units (not artillery) at the halfway point of the table. During play, he can "pass" on an unlimited number of cards per turn (except the "2").

## British

The British had 4000 men under Major-General Ross (rated 2)

1<sup>st</sup> (Light) Brigade

- Skirmishers (regulars)
- Skirmishers (regulars)
- Converged grenadiers - infantry (guard)

2<sup>nd</sup> Brigade

- 4<sup>th</sup> Foot – infantry (regulars)

- 44<sup>th</sup> Foot – infantry (regulars)
- Marines - infantry (regulars)

3<sup>rd</sup> Brigade

- 21<sup>st</sup> Foot - infantry (regulars)
- Marines - infantry (regulars)
- Royal Marine rocket battery – foot artillery (regulars)
- Royal Artillery w/ 6 pounder – foot artillery with medium gun (regulars)

The British player starts from his own table edge closest to North Point, in any arrangement he chooses.

**Congreve Rocket Rules:** Range: 60 inches. Targets within 12 inches are still fired at using canister shot as with normal artillery, rolling 3/1 dice. A rocket battery makes fire attacks one color worse than normal. (A red rocket battery unit still rolls red dice.) Targeted units lose 2 dice from defense rolls due to the psychological impact of incoming rockets (minimum 1 die rolled for the defender). If the battery's fire roll ever includes more 1's than successes, the rocket takes an errant trajectory. The intended target is spared completely while the battery automatically downgrades to red. If it was red, it becomes disordered.

OR – I'm inclined toward the following:

**Congreve Rocket Rules:** Treat rockets as heavy artillery (p. 20). Rockets are notoriously inaccurate, so attack rolls are always made with red dice, regardless of the unit's normal color. Incoming rockets are terrifying. If a target suffers any casualties, it downgrades in color normally, but also incurs a disorder marker. If the target was already disordered, it falls back 12 inches as a mob as if it lost a melee (p. 17).

