

Civil War Brigade Series—Three Battles of Manassas

August Fury II

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Civil War, Brigade Series

August Fury II

Second Battle of Bull Run

Battles at Bull Run

A Civil War, Brigade Series Game
#1-14

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Introduction

In 1862, a year after the first battle at Bull Run, the armies of North and South returned to fight the Second Battle of Manassas, one of Robert E. Lee's most impressive victories. This battle convinced Lee to invade Maryland, a decision that led to the bloody battle of Antietam.

This 2nd edition of *August Fury*, an early Gamers' title, provides new scenarios with up to 3 maps covering all of the critical elements of this battle.

Counter Notes

Army HQs. Army HQ counters are printed front and back, with the flip side indicated as "Moving". When the Army HQ moves (see *Series Rule* 10.6a) flip the counter to its Move side. During any Movement Phase in which the Army HQ does not move, it can be flipped back to its stationary side and be ready to issue orders in the next Command Phase.

Corps Supply Wagons. Corps supply wagons are back printed to indicate when the wagon is 'empty'. Supply wagons on their front side are considered Full. Numbered markers (1-4) are still used to show reduced supply.

Artillery Detachments. Detached artillery counters are numbered to show the current number of gun points the unit has.

1.0 Terrain & Map Notes

1.1 The Centreville Defenses

J.E. Johnston ordered the construction of breastworks around Centreville after First Bull Run, only to abandon them later after deciding to fall back. These features exist in all Second Bull Run scenarios.

There are two types of defenses: trenches and forts. Units in trenches or forts receive the fire and morale benefits of being in a trench. All units inside a fort are considered to have an all-around frontal facing, and are protected in all directions by trench hexsides.

1.2 O&A Railroad Bridge

The RR bridge across Bull Run on Map C is intact and functional in all Second Bull Run scenarios.

1.3 Unfinished Railroad Cut

This is a natural trench providing cover for units that occupy it. Units that receive all fire directed at them (from regular fire combat or close combat) through Unfinished Railroad hexsides apply the modifiers for being in a Trench. All units pay +1 MP to cross an Unfinished Railroad hexside.

1.4 Turn Record Track

Ignore the two "detours" on the Turn Record Track, they are not used in Second Bull Run scenarios (Dawn begins at 4:00 am and dusk begins at 7:30 pm).

2.0 General Special Rules

2.1 Variable Reinforcements

All reinforcements have variable arrival times. Starting on the turn listed for each reinforcement group, a **roll of 10 or more** (2 dice) allows that group to arrive. If unsuccessful, roll again on each subsequent turn until the group does arrive.

Option: for those who want a rigidly historical game, use the actual arrival times of reinforcements that are included in parentheses.

The commanders on both sides experienced considerable anxiety and frustration over the arrival of reinforcements. Jackson was concerned that Longstreet would be held up at Thoroughfare Gap. On the Union side, several of Pope's subordinates took their time getting to the Manassas battlefield.

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2.2 Earlier Losses

For scenarios that begin after the first day (Aug. 28), players will be picking up play in the middle of the battle and must carry the baggage of earlier success or failure. Whenever a scenario indicates Earlier Losses, consult the chart in the back of this rulebook and mark off the number of losses as casualties on the Loss Charts.

2.3 Setup Out of Command Radius (OCR)

In some scenarios, units listed as (OCR) are setup outside command radius. These units are **not required** to re-enter command radius provided they stay in their starting hex. They can move at any time, but once they move, they must continue moving until they are back in command radius of their division.

3.0 Union Special Rules

3.1 Army Organization

Two Union armies were present at the Second Battle of Bull Run, Pope's Army of Virginia (1Va, 2Va, 3Va Corps) and elements of McClellan's Army of the Potomac sent to support Pope (2, 3, 5, 6 and 9 Corps). **Any unit not designated as "Va" is from the Army of Potomac.** Regardless of this designation, ALL Union forces are subordinate to the Army Commander.

3.2 Army Command

Pope is the Army Commander in charge of all Union forces. Before his arrival on the map, Corps and Division leaders must use initiative to give themselves orders. There is **no** acting Army Commander in Pope's absence.

If Pope is killed or wounded, appoint the highest-ranking Corps leader *in play* to Army command:

- 1) McDowell
- 2) Sigel
- 3) Banks
- 4) Sumner
- 5) Heintzelman
- 6) Franklin
- 7) Porter
- 8) Reno

3.3 Anti-Initiatives

All Corps leaders with the Army of the Potomac, **except Reno**, have anti-initiative ratings of -1. If Pope is replaced due to loss, **all** Corps and Division leaders have anti-initiative ratings of -1.

There was much animosity among the Union leaders at Second Bull Run, especially with Army of the Potomac men forced to work with Pope.

3.4 Separate Brigades

There are three infantry brigades (Ind-1Va, Res-5, K-9) and three cavalry brigades (Cav-1Va, Cav-2Va, Cav-3Va) that are attached directly to their respective corps. These units trace command radius directly to their Corps HQ just as if they were 'one-counter' divisions of that corps. Pope or their respective corps commanders can assign them divisional goals.

When wrecked, these separate brigades **always** use the -6 'wrecked brigade of a wrecked division' penalty, regardless of the status of the divisions or corps to which they might be attached.

3.5 Reno and 9th Corps

Major General Reno commands both the 9 Corps and 2-9 Division. He functions fully as a Corps commander, and is not required to stack with a brigade of his division. The brigades of 2-9 must trace command radius (4MP) to Reno, and 2-9 may not be detached from 9 Corps. If Reno becomes a casualty, his Repl has the same functions.

3.6 Attachments and Detachments

Divisions and Cavalry brigades may be assigned divisional goals. However, no Union Corps or Division may have additional units attached.

3.7 Union Minor Variants

3.7a Banks' Corps. Select one of the options listed below and begin rolling for the arrival of 2Va Corps at that time. Cav-2Va is used in most scenarios regardless of this option.

| Arrival Time | VP Cost |
|---------------|---------|
| 9 am, Aug. 29 | 10 |
| Noon, Aug. 29 | 7 |
| 9 am, Aug. 30 | 5 |

This corps remained at Bristoe Station throughout the battle. Banks was guarding Pope's supply trains; after the destruction

of the Manassas depot, Pope was overly sensitive to their possible loss. Banks' corps had also been roughly handled at Cedar Mountain. Even so, an easy march could have brought these 5,300 troops to the battlefield, arriving either at Gainesville or, after guarding the trains as far east as Manassas, at New Market.

3.7b Franklin's Corps. Add 6 Corps as a reinforcement and begin rolling for arrival at 7 pm, Aug. 29. This option gives the Confederate player 5 VP.

This corps arrived at Alexandria on Aug. 27, but a lack of direction from Halleck and McClellan allowed these troops to waste two days. They didn't reach Centreville until the night of Aug. 30, in time to cover the retreat of Pope's beaten army. More energetic direction from the Union high command could have moved these troops to participate in the battle.

3.7c Sumner's Corps. Add 2 Corps as a reinforcement and begin rolling for arrival at 6 am, Aug. 30. This option gives the Confederate player 6 VP.

These troops were also at Centreville by the night of Aug. 30. A lack of horses forced the corps supply train and artillery to be left behind at Alexandria. Pope, however, could have used the infantry in his efforts to crush Jackson.

3.7d Scammon's Kanawha Brigade. When 9 Corps arrives, allow K-9 brigade to arrive with it, following the orders of 9 Corps. This option gives the Confederate player 1 VP.

On Aug. 27, this provisional brigade, composed of troops from the Kanawha Division, participated in the reconnaissance against Jackson at Manassas Junction. Following that affair, the unit retired to Alexandria and sat out the rest of the battle. However, it was within reach of the fighting and could have participated. A few days after Second Bull Run, these men were incorporated into the 9th Corps for the Maryland Campaign, so we have used the same corps assignment here.

3.7e Pope's Performance. The Union player may choose to slightly improve Pope's Command Value. Flip Pope over to his 1-rated side. This option gives the Confederate player 2 VP and must be revealed before play begins.

Pope's truly abysmal performance at Second Bull Run deserves a 0 rating, so this is a play balance option. For those who, like Samuel Sturgis, don't care for John Pope 'one pinch of owl dung', feel free to use his 0 rating and tough it out.

3.7f Grant Comes East. Replace Pope with Grant (use the counter from 3rd Bull Run). Heintzelman, Franklin, Sumner and

Porter still have anti-initiative ratings of -1. This option gives the Confederate player 4 VP and must be revealed before play begins.

When Lincoln and Stanton looked West to bring a new leader to Virginia, John Pope wasn't the only available option. Grant's victories at Ft. Donelson and Shiloh were comparable to Pope's record at New Madrid and Island No. 10, but he was also the subject of Halleck's doubts and rumors of old drinking habits. Even if Grant had come East, McClellan's disciples likely would have viewed him with as much suspicion and loathing as they did Pope.

4.0 Confederate Special Rules

4.1 Army Command

The Army of Northern Virginia (ANVa), commanded by Lee, is divided into Wings under Longstreet, Jackson, and Hill. Each Wing functions exactly the same as a Corps. Before Lee's arrival on the map, each Wing and Division commander may attempt to give himself new orders using Initiative. There is no acting Army commander in Lee's absence.

If Lee is killed or wounded, appoint the highest-ranking Wing leader *in play* to Army command:

- 1) Longstreet
- 2) Jackson
- 3) D.H. Hill

4.2 Attachments and Detachments

The Confederate player can detach divisions from his wings and attach them to other wings. No cavalry unit can be detached, nor can individual brigades be separated from their original divisional command. No Rebel wing may attach more than one extra division at any one time.

4.3 Evans Brigade

Evans (E-L) is a separate brigade in Longstreet's Wing, and may be assigned divisional goals by Longstreet or Lee. When not under divisional goal, Evans traces command radius (8 MPs) to the L Wing HQ. Evans may also be attached to any division in Longstreet's Wing. Once attached, it acts as an integral part of that division but does not affect that division's wrecked status in any way. If E-L becomes wrecked, its morale modifier is -6.

4.4 Jackson's Supply Wagons

Jackson's Wing starts some scenarios with two supply wagons, each with 5 supply points. One of the wagons is labeled 'Captured', and represents the extra supplies Jackson plundered at Manassas Junction. Remove this wagon from play when empty (it cannot be replenished by the Army Supply Train).

4.5 Stuart's Cavalry Division

Stuart's cavalry brigades form a separate division under the direct control of the army commander. Lee issues divisional goals to Stuart, or assigns each brigade a divisional goal. Stuart may also use Initiative to command his brigades.

The Cav artillery unit, nominally part of Stuart's division, is independent and not subject to any command radius or orders restrictions.

H-Cav is attached to Hill's Wing and is only available as an optional unit (4.6a & b).

4.6 Confederate Minor Variants

4.6a D.H. Hill's Wing. All or part of H Wing may begin rolling for arrival at 8am, Aug 30th. The Confederate player selects any of the groups listed below and gives the Union player the number of VP listed for each group.

Without the Wing HQ, D.H.Hill commands H-H as a division leader, and each division that arrives must be assigned to Jackson or Longstreet, or function under divisional goals.

When the Wing HQ is used, D.H. Hill begins to function as a Corps commander for H Wing. Hill is not required to stack with a brigade of his division, but his brigades must still trace command radius (4 MPs) directly to Hill. If Hill is killed or wounded, his Repl has the same functions.

H-H division may not be detached from H Wing. H-Cav is attached to H Wing and traces command radius (8 MPs) to the Wing HQ.

| | |
|--------------------------------------|-----------|
| <i>Group</i> | <i>VP</i> |
| H Wing (all): | 14 |
| <i>or</i> | |
| H-H Division, Hb(5): | 4 |
| M-H Division, Hb(5): | 4 |
| W-H Division, Hb(5): | 3 |
| H Wing HQ, Supply, Hb(5), and H-Cav: | 3 |

These troops spent most of August guarding Richmond while the rest of Lee's army maneuvered against Pope. On Aug. 26, Lee ordered these divisions to move north and join him. If he had done this earlier, they could have reached the battlefield.

4.6b D.H. Hill Force Marches. Units of H Wing selected in option 4.6a (above) may Force March to the battle. This allows the Confederate player to begin rolling for arrival at 4pm, Aug 29. Only the infantry brigades, H-Cav, Leaders, and HQ may Force March, the artillery and Supply Wagon (if selected) always arrive on Aug 30. You may Force March some H Wing divisions and have other divisions arrive later. For each infantry brigade that will Force March, roll one die and mark off that number of boxes on the Confederate Loss Chart. These are permanent losses that count as casualties for wreck levels and victory points. Do not roll for H-Cav. There is no additional cost for this variant.

This variant supposes that Hill force marched his troops ahead of the supply and artillery trains. The losses imposed simulate the straggling and breakdowns resulting from such a severe march.

5.0 Victory Conditions

Victory is determined according to the following Victory Point (VP) schedules.

5.1 Terrain

These points are awarded to the player who was the last to occupy all hexes of the given terrain feature with an infantry unit.

| <u>Feature</u> | <u>Union</u> | <u>CSA</u> |
|----------------|--------------|------------|
| Gainesville | 4 | 2 |
| Stone Bridge | 4 | 5 |
| Sudley Church | 2 | 2 |
| B20.01 | 2 | 2 |
| A21.34 | 2 | 2 |
| New Market | 2 | 4 |
| A31.26 | 2 | 2 |
| B22.14 | 2 | 0 |
| Entry Hex N | 2 | 0 |
| Entry Hex O | 3 | 0 |
| Entry Hex P | 0 | 6 |

5.2 Casualties

Each side receives VP for losses inflicted on the enemy. To determine the number of VP, count **all** losses (not stragglers) on infantry and cavalry units and refer to the table below. VP for Confederate losses are awarded to the Union player. Union losses give VP to the Confederate player.

| <u>VP</u> | <u>Rebel</u> <u>Losses</u> | <u>Union</u> <u>Losses</u> |
|-----------|-------------------------------|-------------------------------|
| 0 | 0-39 | 0-44 |
| 1 | 40-59 | 45-74 |
| 3 | 60-79 | 75-99 |
| 5 | 80-99 | 100-124 |
| 8 | 100-119 | 125-149 |
| 11 | 120-139 | 150-169 |
| 15 | 140-159 | 170-189 |
| 19 | 160-179 | 190-209 |
| 23 | 180-199 | 210-229 |
| 27 | 200-219 | 230-249 |
| 31 | 220+ | 250+ |

5.3 Wrecked Formations

In addition to the points given for casualties, the following VP are awarded for wrecked formations (Corps and Wings). The given number of points is awarded for a formation if the number of infantry brigades listed (or more) are wrecked at the end of the scenario. VP awards for wrecked cavalry brigades are for each cavalry brigade. For this purpose, ignore straggler losses and count only actual casualties.

| <u>Corps</u> | <u>Brigades</u> <u>Wrecked</u> | <u>CSA</u> <u>VP</u> |
|--------------|-----------------------------------|-------------------------|
| 1Va | 4 of 6 | 3 |
| 2Va (opt) | 3 of 5 | 3 |
| 3Va | 6 of 11 | 8 |
| 2 (opt) | 4 of 6 | 5 |
| 3 | 4 of 6 | 5 |
| 5 | 4 of 7 | 5 |
| 6 (opt) | 3 of 5 | 4 |
| 9 | 3 of 5 (4 of 6) | 4 |
| Cavalry | NA | 1* |

* per wrecked brigade

| <u>Wing</u> | <u>Brigades</u> <u>Wrecked</u> | <u>Union</u> <u>VP</u> |
|-------------|-----------------------------------|---------------------------|
| J Wing | 8 of 14 | 10 |
| L Wing | 8 of 15 | 12 |
| H Wing | 6 of 11 | 7 |
| Cavalry | NA | 2* |

* per wrecked brigade

5.4 Determining Victory

Total the VP for each side and subtract the Union total from the Confederate total. This result will either be positive (in the CSA favor) or negative (in the USA favor). Compare the result to the Victory Chart given in each scenario to determine the winner and level of victory.

6.0 Scenarios

6.1 Battle of Brawner Farm

On the night of Aug. 28, Jackson attacked a lone Union division along the Warrenton Turnpike. There were two results of this action: first, Jackson announced to the world his exact whereabouts, and second, Gibbon's Union brigade experienced its first taste of combat. This brigade was, of course, the Iron Brigade, soon to be famous for its performance at South Mountain, Antietam and Gettysburg.

General Information

First Turn: 5:30 pm, Aug. 28, 1862

Last Turn: 8:00 pm, Aug. 28, 1862

Scenario Length: 6 turns

Maps Used: A and B

Confederate Information

Setup:

E-E-J: **B20.01** ex **B21.01**

F-E-J: **B19.01**

L-E-J: **A21.34** ex **A22.33**

Ewell, T-E-J: **A21.33**

Taliaferro, S-T-J: **A23.30** ex **A24.29**

Swl-T-J: **A22.31**

T-T-J: **A20.31**

Jb: one each in A24.29, A22.33 and B19.02

Jackson: A24.29

J Wing HQ: A21.30

J Wing Supply Wagon (one only): stacked with or adjacent to any Confederate unit

Orders:

J Wing is to attack between Groveton-Sudley Road and Pageland Lane, in order to control the turnpike and prevent the movement of Union troops eastward. Confederate troops may not move south of the Turnpike. This order may be changed by Initiative, but under no circumstances may any Confederate unit move east of the Bxx.11 hexrow.

Artillery Ammunition: Unlimited

Variable Reinforcements: None

Union Information

Setup:

1-1-3Va: **B27.03** ex **B27.02**

2-1-3Va, 3Vab: **A27.34**

3-1-3Va: **A30.26** ex **A31.27**

4-1-3Va: **A26.31** ex **A27.31** ex **A26.32**

Hatch: A28.32

Orders:

1-3Va is to defend the area north of Warrenton Turnpike, between Pageland Lane and Groveton-Sudley Road, against Confederate attack.

Artillery Ammunition: Unlimited

Variable Reinforcements: None

Victory

Ignore the standard victory conditions in 5.0. Each player receives 1 VP per opposing brigade wrecked counting both stragglers and casualties or 2 VP per brigade wrecked by casualties alone. Also award 1 VP for each division leader killed or wounded. The Union player wins 3 VP if Jackson is wounded, and 5 VP if he is killed. Whoever has the most VP wins; ties are a draw.

Historical Outcome: The Union won with 3 VP.

6.2 The Second Day

After the sharp fighting on Aug. 28, Jackson's position was at last revealed to the Union army. Pope decided to concentrate his forces and crush the enemy. Sigel's corps was ordered to launch a holding attack on Jackson while Heintzelman, McDowell and Reno brought their troops up. Porter was instructed to take his corps to Gainesville to link up with Union units supposedly moving west along Warrenton Turnpike toward Jackson's rear.

Unfortunately for the Union, Longstreet's Confederates arrived sooner than expected, securing Jackson's flank around noon. The Union plan deteriorated into a series of piecemeal assaults on the Unfinished Railroad position, with little success.

General Information

First Turn: 5:00 am, Aug. 29, 1862

Last Turn: 8:00 pm, Aug. 29, 1862

Scenario Length: 31 turns

Maps Used: A and B

Confederate Information

Setup:

E-E-J (OCR): **A29.26**

F-E-J (OCR): **A27.26**

Repl (Ewell), L-E-J: **B20.01 ex B21.01**

T-E-J: **B18.03 ex B19.03**

J-T-J: **A21.33**

Repl (Taliaferro), S-T-J: **A22.32**

Swl-T-J: **A23.32**

T-T-J: **A23.31**

A-H-J: **B11.07**

B-H-J: **B8.07**

F-H-J: **B14.06 ex B15.06**

G-H-J: **B10.08 ex B11.08**

P-H-J: **B14.05**

A.P. Hill, T-H-J: **B12.07 ex B13.07**

Jb: **one each in A23.30, B21.01, B19.03, B15.06, B10.08**

Jb(2): **A24.29**

J Wing Supply: **one each in A20.30, B12.05**

J Wing HQ: **B16.01**

Stuart, R-Cav: **A18.12**

Cavb(2): **A25.27**

Ewell and Taliaferro have been wounded.

Orders:

J Wing is to defend the Unfinished Railroad.

R-Cav is to move to Entry Hex N, await the arrival of L Wing, then move with L Wing to join J Wing.

Artillery Ammunition: 290

Earlier Losses: 12 (see Chart)

Variable Reinforcements: see Confederate Order of Arrival.

Union Information

Setup:

1-1-1Va: **B30.13**

Schenck, 2-1-1Va: **B29.11**

3-3-1Va: **B27.16**

Sigel, Schurz, 1-3-1Va, 2-3-1Va, 1Vab, 1Va Corps HQ: **B25.16**

Ind-1Va: **B25.13**

1Vab: **one each in B24.12, B28.11**

1Va Corps Supply: **B25.17**

Reynolds, McDowell, Pa-3Va, 3Vab, 3Va Corps HQ, 3Va Corps Supply: **w/ 1 B33.18**

Orders:

1Va Corps is to attack the Unfinished Railroad between The Dump and Bull Run starting at 6:30 am. The attack's objective is the Unfinished Railroad.

Pa-3Va has a divisional goal to attack at the same time as 1Va Corps, attacking between The Dump and Pageland Lane, with the objective of capturing the Unfinished Railroad.

Artillery Ammunition: 345

Earlier Losses: 10 (see Chart)

Variable Reinforcements: see Union Order of Arrival.

Victory

Rebel Massive: +26 or more

Rebel Major: +16 to +25

Rebel Minor: +6 to +15

Draw: +5 to -5

Union Minor: -6 to -12

Union Major: -13 to -21

Union Massive: -22 or less

Historically: A draw with 3 VP.

6.3 The Third Day

Aug. 29 closed with no change in either army's position. Both Union and Confederate losses had been moderately heavy, but the two sides had plenty of fresh troops on hand to renew the action.

Pope still labored under some serious delusions, however. The Union commander believed that Jackson was unsupported and retreating to the northwest. Accordingly, Pope concentrated his troops for a pursuit, spearheaded by the unscathed 5 Corps under Porter.

Lee was content to remain inactive throughout the morning, awaiting the Union attack. The morning and early afternoon passed with little fighting. Lee began to think that Pope would refuse to strike, but at last Union columns marched out to renew the contest.

General Information

First Turn: 5:30 am, Aug. 30, 1862

Last Turn: 8:00 pm, Aug. 30, 1862

Scenario Length: 30 turns

Maps Used: A and B

Confederate Information

Setup:

A-A-L: **B29.01**

M-A-L: **B25.03**

Anderson, W-A-L: **B26.02**

E-L: **A30.30**

Hood, L-H-L: **A27.33**

Tex-H-L: **A29.33**

A-J-L: **A37.33**

Jones, B-J-L: **A40.33**

D-J-L: **A46.43**

C-K-L (OCR): **A41.34**

H-K-L: **A32.34**

Kemper, J-K-L: **A30.28**

F-W-L: **A26.31**

P-W-L: **A28.31**

Wilcox, W-W-L: **A27.31**

Lb: **one each in A29.31, A28.30, A25.30 and A24.30**

Lb(2): **A38.34**

Longstreet, L Wing HQ, L Wing Supply: **A30.27**

Repl (Ewell), E-E-J: **B16.05 ex B15.06**

F-E-J (OCR): **B3.03**

L-E-J: **B18.04 ex B17.05**

T-E-J: **B19.04**

A.P. Hill, A-H-J, T-H-J, G-H-J: **in line along Unfinished Railroad from B14.06 to B9.09 (inclusive)**

B-H-J: **B8.07**

F-H-J: **B12.04**

P-H-J: **B10.07**

T-J, Repl (Taliaferro): **in line along Unfinished Railroad from A22.32 to B19.02 (inclusive)**

Jb: **one each in A23.31, B20.01, B19.03, B14.06 and B9.09**

Jb(2): **B8.09**

Jackson, J Wing HQ, J Wing Supply: **B18.03**

L-Cav: **B3.10**

Stuart, R-Cav: **B40.02**

Cavb(2): **A23.29**

Lee, ANVa HQ, ANVa Supply: **A33.26**

Ewell and Taliaferro have been wounded. Jackson's captured supply wagon has been expended and is not used in this scenario.

Orders:

J Wing is to defend the Unfinished Railroad.

L Wing (minus A-L) is to defend J Wing's right flank along a line that follows Meadowville Lane.

A-L is to move west along the Warrenton Turnpike to L Wing HQ.

L-Cav has a divisional goal to defend J Wing's left flank around Sudley Church.

R-Cav has no orders.

Artillery Ammunition: 180

Earlier Losses: 35 (see Chart)

Variable Reinforcements: see Union Order of Arrival.

Union Information**Setup:**1Va Corps (all): w/i 2 **B22.14**3Va Corps (all): w/i 4 **B25.15**1-1-3: **B13.11**Kearny, 2-1-3: **B12.11**3-1-3: **B11.12 ex B10.12**2-3: w/i 1 **B21.12**3b: **B13.12**Heintzelman, 3 Corps HQ, 3 Corps Supply: **B13.14**1-1-5 (col): **B54.04**Repl (Morrell), 3-1-5 (col): **B55.08**1-2-5 (col): **B59.15**Sykes, 2-2-5 (col): **B58.13**3-2-5 (col): **B57.11**5b (limb): **one each in B56.09 and B56.08**Porter, 5 Corps HQ: **B59.15**5 Corps Supply: **B60.15**9 Corps (all): w/i 2 **B17.12**Pope, Cav-2Va, AVa HQ, AVa Supply: **B21.15**

* Morrell, 2-1-5, Res-5, and Res-5b(2) are not used in this scenario. If desired, they may be added as a variant at a cost of 2 VP (total). Setup Morrell and 2-1-5 in B55.08, and the other units within 1 hex of B59.15.

Orders:

5 Corps is to march to Army HQ via the Manassas-Sudley Road.

1Va, 3Va, 3 and 9 Corps, and Cav-2Va all have no orders.

Artillery Ammunition: 210

Earlier Losses: 64 (see Chart)

Variable Reinforcements: see Union Order of Arrival.

Victory

Rebel Massive: +26 or more

Rebel Major: +16 to +25

Rebel Minor: +6 to +15

Draw: +5 to -5

Union Minor: -6 to -12

Union Major: -13 to -21

Union Massive: -22 or less

Historical Outcome: The Confederates won a minor victory with 13 VP.

6.4 Afternoon of the 30th

This scenario concentrates on the Third Day's decisive fighting, beginning with the Union assaults on Jackson's position at noon and concluding with Longstreet's counterattack.

General Information**First Turn:** 12:00 noon, Aug. 30, 1862**Last Turn:** 8:00 pm, Aug. 30, 1862**Scenario Length:** 17 turns**Maps Used:** A and B**Confederate Information****Setup:**A-A-L: **B29.01 ex A28.34 ex B30.01**M-A-L: **A32.27**Anderson, W-A-L: **A31.27**E-L: **A31.32**L-H-L: **A27.33 ex A28.33**Hood, Tex-H-L: **A29.33 ex A30.33**A-J-L: **A38.33 ex A39.33**Jones, B-J-L: **A40.33**D-J-L: **A48.34**C-K-L (OCR): **A42.34**H-K-L: **A32.34**Kemper, J-K-L: **A30.28**F-W-L, Lb: **A24.31**P-W-L: **A25.31**Wilcox, W-W-L: **A23.31**Lb: **one each in A26.31, A28.30 and A29.31**Lb(2): **A38.34**Longstreet, L Wing HQ, L Wing Supply: **A30.29**Repl (Ewell), E-J (minus F-E-J): **in line along Unfinished Railroad from B18.03 to B14.06 (inclusive)**F-E-J (OCR): **B3.03**A-H-J: **B13.07 ex B12.07**B-H-J: **B8.08**F-H-J: **B11.05**G-H-J, Jb: **B10.08 ex B9.09**A.P. Hill, P-H-J: **B10.07**T-H-J: **B11.08**T-J, Repl (Taliaferro): **in line along Unfinished Railroad from A22.33 to B19.03 (inclusive)**Jb: **one each in A23.32, A22.32, B21.01 and B18.04**Jb(2): **B9.09**Jackson, J Wing HQ, J Wing Supply: **B18.03**L-Cav: **B3.10**Stuart, R-Cav, Cavb(2): **B40.03**Lee, ANVa HQ, ANVa Supply: **A33.26**

Ewell and Taliaferro have been wounded. Jackson's captured supply wagon has been expended and is not used in this scenario.

Orders:

J Wing is to defend the Unfinished Railroad.

L Wing is to defend J Wing's right flank along a line that follows Meadowville Lane.

L-Cav has a divisional goal to defend J Wing's left flank around Sudley Church.

R-Cav is to defend the flank of L Wing against attack along the Old Warrenton-Alexandria Road.

Artillery Ammunition: 150

Earlier Losses: 35 (see Chart)

Variable Reinforcements: None

Union Information**Setup:**1Va Corps (all except Cav-1Va): w/i 2 **B23.15**Cav-1Va: **B21.17**Cav-2Va: **B20.17**1-Pa-3Va: **B25.09**Reynolds, 2-Pa-3Va: **B26.08**3-Pa-3Va, 3Vab: **B27.09**1-1-3Va: **B18.15**2-1-3Va: **B18.13**Hatch, 3-1-3Va: **B18.14**4-1-3Va: **B18.12**Ricketts, 1-2-3Va, 4-2-3Va: **B19.14**2-2-3Va: **B19.13**3-2-3Va: **B19.15**Cav-3Va: **B19.17**3Vab: **one each in B17.11, B18.11 and B19.11**McDowell, 3Va Corps HQ, 3Va Supply: **B17.14**1-1-3: **B10.14**2-1-3: **B12.11**Kearny, 3-1-3: **B11.11**Hooker, 1-2-3: **B15.12**2-2-3: **B16.11**3-2-3: **B13.13**3b: **B16.10**Heintzelman, 3 Corps HQ, 3 Corps Supply: **B14.15**

5 Corps (all except 2-1-5 and Morrell): w/i 2 **B23.12 on or north of Warrenton Turnpike**

1-1-9: **B17.11**Stevens, 2-1-9, 3-1-9: **B17.12**1-2-9: **B19.11**2-2-9, 9b: **B20.11**Reno, 9 Corps HQ, 9 Corps Supply: **B19.12**Pope, AVa HQ, AVa Supply: **B20.12**

* Morrell, 2-1-5, Res-5, and Res-5b(2) are not used in this scenario. If desired, they may be added as a variant at a cost of 2 VP (total). Set them up with the rest of 5 Corps.

Orders:

3Va (minus Pa-3Va) and 5 Corps are to attack the Unfinished Railroad between the Groveton-Sudley Road and hex A23.32 (inclusive), in order to capture the Unfinished Railroad and drive Jackson's Wing off the north edge of the map.

3 Corps has orders in D1 status to attack the Unfinished Railroad between the Manassas-Sudley Road and the Groveton-Sudley Road (inclusive), in order to capture the Unfinished Railroad and drive Jackson's Wing off the north edge of the map.

1Va and 9 Corps have no orders.

Pa-3Va has a divisional goal to advance to Lewis Lane and defend the left flank of 5 Corps. These troops may not move south of the B32.xx hexrow.

Cav-1Va, Cav-2Va and Cav-3Va have divisional goals to defend in place.

Artillery Ammunition: 200

Earlier Losses: 64 (see Chart)

Variable Reinforcements: see Union Order of Arrival.

Victory

Rebel Massive: +26 or more
 Rebel Major: +16 to +25
 Rebel Minor: +6 to +15
 Draw: +5 to -5
 Union Minor: -6 to -12
 Union Major: -13 to -21
 Union Massive: -22 or less

Historical Outcome: Confederates won a minor victory with 13 VP.

6.5 Second Battle of Bull Run

This scenario recreates the full Second Battle of Bull Run on two maps, from the evening of Aug. 28 to dusk on Aug. 30.

General Information

First Turn: 5:30 pm, Aug. 28, 1862

Last Turn: 7:30 pm, Aug. 30, 1862

Scenario Length: 85 turns

Maps Used: A and B

Confederate Information

Setup:

E-E-J: **B20.01** ex **B21.01**

F-E-J: **B19.01**

L-E-J: **A21.34** ex **A22.33**

Ewell, T-E-J: **A21.33**

A-H-J: **B13.05**

B-H-J: **B12.04**

F-H-J: **B14.04**

G-H-J: **B10.08** ex **B9.09**

A.P. Hill, P-H-J: **B12.05**

T-H-J: **B7.09**

J-T-J (OCR): **B19.04**

Taliaferro, S-T-J: **A23.30** ex **A24.29**

Swl-T-J: **A22.31**

T-T-J: **A20.31**

Jb: **one each in A22.33, A24.29, B4.08, B16.03 and B19.02**

Jb(2): **B15.04**

Jackson: **A24.29**

J Wing HQ: **A21.30**

2 x J Wing Supply: **stacked with or adjacent to any Confederate unit**

Cavb(2, limb): **A21.29**

Orders:

J Wing (minus H-J) is to attack between Groveton Road and Pageland Lane, in order to control the turnpike and prevent the movement of Union troops eastward. Confederate troops may not move south of the Turnpike. At nightfall, fall back to the Unfinished Railroad and defend that position with H-J.

H-J has a divisional goal to defend the Unfinished Railroad between the Groveton-Sudley Road and Bull Run.

Artillery Ammunition: 300

Variable Reinforcements: see Confederate Order of Arrival.

Union Information

Setup:

1-1-1Va (OCR): **B22.17**

Schenck, 2-1-1Va: **B29.11**

3-3-1Va: **B25.16**

Schurz, 1-3-1Va: **B24.15**

2-3-1Va: **B23.16**

Ind-1Va: **B25.13**

1Vab: **one each in B24.12, B28.11 and B22.16**

Sigel, 1Va Corps HQ: **B25.16**

1Va Corps Supply: **B25.17**

1-1-3Va: **B27.03** ex **B27.02**

2-1-3Va, 3Vab: **A27.34**

3-1-3Va: **A30.26** ex **A31.27**

4-1-3Va: **A26.31** ex **A27.31** ex **A26.32**

Hatch: **A28.32**

1-Pa-3Va (col): **B39.19**

Reynolds, 2-Pa-3Va (col): **B42.19**

3-Pa-3Va (col): **B45.21**

3Vab (limb): **B48.21**

3Va Corps Supply: **B49.22**

Orders:

1Va Corps has no orders.

1-3Va is to defend the area north of Warrenton Turnpike, between Pageland Lane and Groveton-Sudley Road, against Confederate attack.

Pa-3Va is to move within one hex of B33.19, go into line and halt for the night.

Artillery Ammunition: 350

Variable Reinforcements: see Union Order of Arrival.

Special Rules

To recreate the historical first night command confusion, the Union player may be required to withdraw 1-3Va, 2-3Va, Cav-2Va, and Cav-3Va (for **this rule only**, both Cav units are considered attached to 2-3Va).

These units follow their assigned orders until midnight, Aug. 28. During this time, including the Command Phase of the Midnight turn, the Union player may attempt to roll Initiative for each division and assign them new orders. **Each division that fails to successfully achieve Initiative by midnight Aug. 28** must withdraw off map via Entry Hex K, moving in Column or Mounted formation as quickly as possible along the Manassas-Gainesville Road.

Between 1:00 am and the time a withdrawing division exits the map, no further Initiative rolls are allowed. Units that exit the map, re-enter as variable reinforcement with all Stragglers fully recovered.

Victory

Rebel Massive: +26 or more
 Rebel Major: +16 to +25
 Rebel Minor: +6 to +15
 Draw: +5 to -5
 Union Minor: -6 to -12
 Union Major: -13 to -21
 Union Massive: -22 or less

Historical Outcome: The Confederates won a minor victory with 13 VP.

6.6 McDowell Finds Jackson

Pope's best opportunity to win Second Bull Run was probably lost before the battle even began. After Jackson looted the Federal depot at Manassas, Pope promised, 'We shall bag the whole crowd,' but he badly bungled his efforts to locate the wily Rebel commander. If Pope had been able to find Jackson's position earlier, he would have had more time to hammer it before Lee and Longstreet arrived. Pope came closest to doing this on the afternoon of Aug. 28, when McDowell briefly skirmished with Jackson's pickets west of Groveton.

Had McDowell realized what his discovery meant and alerted Pope, the Union forces would have been able to concentrate around Jackson without all the confusion of the night of Aug. 28-29. This scenario explores how Second Bull Run might have been fought in such an instance.

General Information

First Turn: 1:00 pm, Aug. 28, 1862

Last Turn: 7:30 pm, Aug. 30, 1862

Scenario Length: 94 turns

Maps Used: A and B

Confederate Information

Setup:

Jackson, E-J (all), 2 x Jb, J Wing HQ: w/i 2 **B23.02**

H-J (all), 2 x Jb, 2 x J Wing Supply: w/i 4 **B15.13**

J-T-J, Jb(2): **A29.31**

Taliaferro, Swl-T-J, T-T-J, S-T-J, Jb: w/i 1 **A25.31**

Stuart, R-Cav (mtd), Cavb(2, limb): w/i 1 **A21.29**

Orders:

J Wing is to attack with T-J and E-J and drive the Union 3Va Corps off the Warrenton Turnpike, clearing the way for Longstreet to arrive via Gainesville.

H-J has a divisional goal to act in reserve and guard the wing's supply wagons.

R-Cav is to move to Gainesville and hold the road between Entry Hex O and Gainesville open for Longstreet's Wing. When L Wing arrives, R-Cav is to move with it and assume its orders.

Artillery Ammunition: 300

Variable Reinforcements: see Confederate Order of Arrival.

Union Information

Setup:

1Va Corps (all, except Cav-1Va): w/i 5 **B59.15**

1-3Va, 3Vab: w/i 2 **A33.21**

1-Pa-3Va: **A31.26 ex A30.25**

McDowell, Reynolds, 2-Pa-3Va, 3-Pa-3Va, 3Vab, 3Va Corps HQ, 3Va Corps Supply: w/i 1 **A32.23**

Orders:

1Va Corps has no orders.

3Va Corps is to defend along Pageland Lane from Bull Run to Stuart's Hill and prevent the Confederates from withdrawing to the west.

Artillery Ammunition: 350

Variable Reinforcements: see Union Order of Arrival for **Scenario 6**.

Victory

Rebel Massive: +22 or more

Rebel Major: +13 to +21

Rebel Minor: +6 to +12

Draw: +5 to -5

Union Minor: -6 to -15

Union Major: -16 to -25

Union Massive: -26 or less

6.7 Assault on Centreville

After leaving the Bull Run battlefield to the Army of Northern Virginia, Pope withdrew the battered Union forces inside the line of entrenchments around Centreville. This move cleared the way for Lee to resume his march north toward Maryland. This scenario assumes that Lee instead turned to complete the destruction of Pope's army.

General Information

First Turn: 4:00 am, Aug. 31, 1862

Last Turn: 8:00 pm, Aug. 31, 1862

Scenario Length: 32 turns

Maps Used: B and C

Weather:

It is raining for the duration of the scenario. Visibility is a *maximum* of three hexes. All non-road movement costs one extra MP per hex (not hexsides) for all units except cavalry, leaders and HQs.

Confederate Information

Setup:

The Confederate Army, including any optional units paid for by the Confederate player, may set up freely on **Map B**, anywhere west of Bull Run.

Ewell and Taliaferro have been wounded. The captured J Wing Supply Wagon has been expended and is not used in this scenario.

Orders:

The Confederate player may write whatever pre-game orders he wishes for his forces before the scenario begins. These orders are automatically accepted.

Artillery Ammunition: 75

Earlier Losses: 84 (see Chart)

Variable Reinforcements: None

Union Information

Setup:

1Va Corps (all except Cav-1Va): w/i 4 **C11.25**

3 Corps (all): w/i 4 **C6.29**

5 Corps (all), Res-5, Res-5b(2): w/i 4 **C4.25**

6 Corps (all): w/i 4 **C7.22**

9 Corps (all): w/i 4 **C11.30**

Pope, AVa HQ: **C7.27**

AVa Supply: **C8.32**

Schenck has been wounded.

Orders:

1Va, 3, 5, 6 and 9 Corps have orders to defend in place.

Artillery Ammunition: 100

Earlier Losses: 138 (see Chart)

Variable Reinforcements: see Union Order of Arrival starting Aug 31.

Special Rules

The Union player receives 2, 6 and 2Va Corps with no VP cost. The Union 3Va Corps and all Cavalry brigades are not used.

McDowell's corps had been withdrawn off-map to the east of Centreville, and Pope's cavalry was so badly blown at this point it was worthless.

Victory

Use the victory conditions in 5.0, with the exception that only the following terrain features are worth VP.

| Feature | Union | CSA |
|-------------|-------|-----|
| Centreville | 5 | 7 |
| Each Fort | 1 | 2 |

Levels of Victory:

- Rebel Massive: +14 or more
- Rebel Major: +4 to +13
- Rebel Minor: +3 to -3
- Draw: -4 to -11
- Union Minor: -12 to -18
- Union Major: -19 to -28
- Union Massive: -29 or less

1st Edition Design Notes

by Dave Powell

When I first approached the subject of Second Bull Run, my initial thought was one of perplexity. The salient feature of this battle has to be the confusion that permeated the Union leadership. Pope stubbornly refused to accept the presence of Longstreet on the field until forced to by the defeat of his own army. How does one recreate some of the confusion without hamstringing the Union player, and yet still create an enjoyable game for both sides?

Thankfully, the Command system used in this series lends itself somewhat to recreating this confusion. However, I felt another layer of tactical thinking could be revealed here. Pope thought, mistakenly, that Longstreet wasn't on the field because Ricketts' division had successfully repulsed the Rebels at Thoroughfare Gap. Unfortunately for Pope's future military career, this was not the case, and Longstreet had succeeded in clearing the Gap by the night of the 28th. However, once he lost the Gap, Ricketts did not attempt any more delaying tactics, but retreated to join the rest of the Federal forces. What if Ricketts had, instead, chosen to delay at Gainesville? Hatch's division was close by, and could have come to Ricketts' aid. Furthermore, Pope had actually planned to make a greater effort to keep the Rebels divided, as borne out by his original orders to Porter's 5th Corps, telling him to proceed to Gainesville and block the roads linking Longstreet and Jackson. In reality, Longstreet easily won the race, linking with Jackson before Porter got near Gainesville. Nevertheless, the possibilities inherent in the Union position on August 28th and on the morning of the 29th needed to be investigated.

The result of all this theorizing was the two map game, covering both the original battlefield and the Gainesville-Hay Market area. In the historical game, I placed enough restrictions on the Union player to make any decision to stand at Gainesville until Porter arrives a chancy proposition. With luck, the Union player can hold off Longstreet with a corps while the rest of the Federal

army turns on Jackson. This was Pope's original plan, and highlights some of the risks Lee took when he divided his army. The more I looked at this situation, the more I became convinced that the game I was to design must include this possibility and that, without this extra map area, players would be cheated out of logical historical alternatives or artificially forced to fight the battle the way Pope did, like it or not.

Once this decision was reached, the rest of the design work could proceed. The strengths and numbers were fairly easy to assemble; there are only a few cases where a brigade's strength wasn't easily deduced. As for placement of troops at the start of any given scenario, my task was greatly simplified by using the volume by John Hennessy, entitled *Historical Report of Troops Movements*, consisting of 16 maps of the battle with supporting text. On the whole, it was invaluable in setting up the scenarios. I owe a great debt of thanks to Bill Koff and Merv Cross for lending it to me.

At the start of each scenario, I have tried to recreate the orders that various corps and divisions labored under, without becoming excessively complex. In some cases, the orders I ended up writing were only rough approximations of the original instructions. The historical orders at the start of the full battle game are the most onerous to the Union player, but I think they reflect in some measure the severe confusion that was in the Union senior command at the start of the battle. Historically, the three divisions of McDowell's Corps (Ricketts, Hatch and Reynolds), while all present on the field almost from the start of the battle, had little or no knowledge of the positions or orders of each other. The Union corps under Sigel watched the Battle of Brawner Farm without doing a thing to help, primarily because Sigel had no idea who was doing all that fighting in the distance. As a topper to this disorganization, McDowell himself spent most of the night of the 28th-29th lost in the woods, looking for his command.

Students of the battle will be quick to notice a couple of seeming errors that appear among the Union leaders. The original commander of 1-3Va was Rufus King, not Hatch. However, King was very ill from the start of the campaign and exercised virtually no authority while in nominal command. Indeed King turned his command over to Hatch early on the morning of the 29th, and the latter led the troops very competently until being wounded on the evening of the 30th. Instead of penalizing the Union player with another 0 leader, which soon would be replaced by an anonymous replacement, I

elect to give Hatch command from the very start. The Union initiative restrictions on the first day also help account for this weak command situation. The second omission is Samuel Sturgis, commander of Piatt-Res and the Reserve Battery. Sturgis exercised no authority on the field, and Piatt spent most of the time under the command of Porter and the 5th Corps.

The optional troops were another interesting game design choice. By rights, all of the Union options should have reached the battlefield by the 30th at the very latest. The failure of Halleck in Washington to hurry the two corps from McClellan's army forward was inexcusable, in my mind, while Pope's own failure to bring on Bank's Corps was foolish. Over 20,000 valuable Union troops played no role in the desperate fighting, a situation that did much to ensure the survival of Jackson's Rebels until Lee could arrive. The Confederate option, the three divisions under D.H. Hill, is a little more far-fetched, but I chose to include them for play balance and excitement. They did arrive late on the 31st and could have had a part in the battle.

On the whole, I tried to remain faithful to the tenets of both *In Their Quiet Fields* and *Thunder at the Crossroads*, attempting to pose valid historical questions regarding the conduct of the battle. I feel this game has succeeded, especially in that it provides the viable maneuver areas just outside the actual battlefield that are usually ignored. I believe the real key to winning this battle and the game is the effective use of the western map area.

Finally, I should say something about victory. In the end, neither commander accomplished any lasting results with this battle. Lee did manage to send Pope reeling back to Washington to regroup, but when the Confederates invaded Maryland a few days later, many of the Federals defeated at Second Bull Run took the field in pursuit and proved themselves still combat effective at Antietam. Even though Lee fought a sloppier set of battles in the Seven Days, the results of that campaign were greater in turning McClellan away from Richmond and transferring the war northward. In the end, Lee won a major Confederate victory (speaking in game terms) at Second Bull Run. Pope, for his part, allowed great opportunities to slip away. Jackson's survival was at great risk early in the battle, if only the Federal commander had been more aggressive in holding off Longstreet while using some of the idle Union troops to concentrate attacks on Jackson. I hope this game helps the players answer some of these "what-ifs."

2nd Edition Design Notes

by Thomas Prowell

Dave's original work was quite sound, so I was very conservative when it came to tinkering. Mostly, I corrected a few OB mistakes and improved the map. The original *AF* game had elevation levels that were not true 30-foot contours – that's corrected here.

Other minor changes included Brig. Gen. Adolph Von Steinwehr joining Piatt and King as Union generals absent from the battle. Von Steinwehr commanded a one-brigade division (Koltes) in Sigel's corps. However, this brigade basically acted in concert with Schurz's division the whole battle, so it was simple enough to eliminate an unnecessary leader counter. (*Koltes brigade is 3-3-IVa - b.c.*) The opening setup for Brawner's Farm (and the battle as a whole) was also changed in order to put Hatch's division already in line and ready to defend. The original *AF* game setup overstated the shock of Jackson's clumsy opening attack.

The major change from the first game was the addition of variable arrival times for reinforcements. I got this idea after reading Hennessy's *Return to Bull Run*, an excellent account published after the original *August Fury*. That book really captured the chaotic nature of this battle. Pope had a hard time directing his subordinates to the battlefield, and the variable reinforcements bring that to life. On the Confederate side, Jackson will sweat a little more now until Lee and Longstreet arrive. This simple change added a whole new dynamic to the game in terms of excitement and historicity.

Historical Notes

by Dave Powell

Despite winning the first big battle of the war at Bull Run, the Confederacy seemed close to extinction nine months later. By Spring 1862, Union armies in the West had captured nearly all of Kentucky and Tennessee, while in the East, Maj. Gen. George B. McClellan's massive Army of the Potomac was poised to capture Richmond after moving to the Virginia Peninsula.

But a series of remarkable campaigns in Virginia would turn around the South's fortunes. The turnaround began in May, when Johnston was replaced as the head of the Confederate army in front of Richmond. Johnston had irritated Pres. Jefferson Davis earlier by abandoning the Bull Run defensive line. When Johnston was

wounded at the Battle of Seven Pines, Davis replaced him with Gen. Robert E. Lee.

Lee assumed command of the Confederate forces with aggressive determination. By gathering troops from North Carolina and recalling "Stonewall" Jackson's hard-marching forces from the Shenandoah Valley, he strengthened his army to 80,000 men, to oppose the 100,000 Federals under McClellan. The Union army sat astride the Chickahominy River, and Lee planned to crush it with a combined frontal and flanking attack on McClellan's exposed right.

This was the first of what became known as the Seven Days' Battles. The fighting was fierce, but McClellan escaped destruction, due mostly to poor Confederate coordination. The fighting ended on July 1 at Malvern Hill, with a bloody Confederate repulse. The week cost 20,000 Rebel and 15,000 Union casualties, but McClellan, believing he faced 200,000 enemy troops, withdrew to lick his wounds.

Lincoln, frustrated by McClellan's retreat, made two changes in the Federal command structure that altered the course of the campaign. First, Lincoln brought Maj. Gen. Henry W. Halleck from the West to assume the command of all Federal forces. This post had been vacant since McClellan was removed from it before beginning the Peninsular Campaign. Second, Maj. Gen. John Pope, another Westerner, was given command of all Union forces in northern Virginia. The West had been the location of the Union's greatest triumphs, and Lincoln hoped these two men would bring continued success to the East.

After McClellan's defeat, Halleck decided the best course of action was to unify the two Union forces, the Army of the Potomac and Pope's new Army of Virginia. But McClellan was uninterested in cooperating with men he saw as his rivals. While Pope concentrated his troops around Fredericksburg, Little Mac remained inactive on the Peninsula.

The Confederates were not so obliging. Lee decided to defeat the smaller Union army before the two could unite. In August, after the Army of Northern Virginia recovered from its losses, Lee sent Jackson north with three divisions to operate against Pope. On Aug. 9, Jackson collided with a Federal corps under Maj. Gen. Nathaniel Banks. Banks, with 9,000 men, attacked Jackson's 24,000 Confederates at Cedar Mountain and was repulsed with 25% losses.

Lee, now convinced that McClellan was no longer a serious threat to Richmond, left three divisions to cover the capital

and took the rest of the army north to join Jackson. By Aug. 15, Lee had concentrated at Gordonsville. He attempted to flank Pope to the north, but Pope used the Rappahannock and Rapidan rivers to block each of Lee's attempts. Meanwhile, Halleck repeatedly recalled McClellan from his base on the James. Only after much delay did Little Mac finally begin sending troops by water transport.

With his initial strategy foiled, Lee decided on a bolder course of action. Mindful that McClellan was starting to move, Lee sent Jackson's entire corps on a march that would place 24,000 Confederates in Pope's rear. Jackson departed on Aug. 25. Two days later he was directly between Pope and Washington D.C. After pillaging the enormous Federal supply depot at Manassas Junction, Jackson took up a defensive position in an abandoned railroad cut northwest of the First Bull Run battlefield.

Pope responded in confusion. His army was larger now; the 3rd and 5th Corps had reached him from McClellan's army, as well as the 9th Corps from coastal North Carolina. But he had lost track of Jackson. Pope issued a series of conflicting orders attempting to locate the rampaging Rebel column. The Union marches and countermarches were unsuccessful in locating Jackson, but they did irritate and confuse Pope's subordinates.

The actual situation was quite favorable to the Union. McDowell's corps of 18,000 men was located between Jackson and Thoroughfare Gap, the speediest route available for Lee to reunite his army. These Federals were in position to hold off Lee while Pope's five other corps (under Sigel, Banks, Heintzelman, Porter and Reno) concentrated to destroy Jackson. Unhappily for the Union cause and his later career, Pope was badly mistaken in his impression of the situation. Pope believed Jackson had 50,000 men, not 20,000, and was retreating toward Centreville.

Meanwhile, Jackson had grown impatient with Pope's blundering. On the evening of Aug. 28, when Brig. Gen. Rufus King's division, of McDowell's corps, marched up the Warrenton Turnpike in front of Jackson's concealed position, Jackson attacked. This action (known as the Battle of Groveton or Brawner's Farm) was the first action for a legendary Union brigade. Brig. Gen. John Gibbon's unit of Wisconsin and Indiana farm boys – the future Iron Brigade – fought Jackson's attack to a standstill in a close-range fight that lasted almost two hours.

This action produced no real result,

other than 2,000 casualties. Nonetheless, Pope took this fight to mean that Jackson was indeed retreating, and that King had engaged his rear guard. Pope was sure he had at last found the enemy, and he began concentrating all his available troops on Jackson's position. Compounding his mistake, Pope ordered McDowell to block Jackson's supposed retreat route west along the Warrenton Turnpike, instead of holding the Thoroughfare Gap to block the rest of Lee's army.

But even this order wasn't carried out; McDowell had become separated from his corps and spent the night of Aug. 28 lost somewhere between Manassas and Gainesville. Without higher leadership, McDowell's divisions retreated to Manassas, leaving the road between Lee's two wings completely clear.

On Aug. 29, Pope's plan began to unfold. Union forces arrived on the field from the east and south. Throughout the morning, Maj. Gen. Franz Sigel's corps launched a series of piecemeal attacks on Jackson's line, with one or two brigades at a time.

While Pope wasted time with these fruitless assaults, Lee and the rest of the Confederate army arrived. Longstreet reported that by 10:30 am, the head of his column reached Jackson's right flank. By noon, the Rebels had four more divisions in line astride the Warrenton Turnpike.

Pope was still under the impression that Longstreet was a long distance off. He ordered another Union corps, under Maj. Gen. FitzJohn Porter, to advance and attack Jackson's flank across the very ground Longstreet now occupied. Porter, with only 10,000 men, declined to attack the 30,000 Rebels positioned to his front, a decision that caused Pope to court-martial him after the battle.

Piecemeal Union attacks against the Unfinished Railroad continued until 5:00 pm. Finally, with Reno's corps added to the assault, Pope succeeded in pushing Jackson's left out of the railroad grade. Jackson retook the ground with his reserves, thanks to a lack of support sent to the forward Union troops.

Throughout the day, Lee suggested several times to Longstreet that he attack to relieve the pressure on Jackson's weary line. Longstreet was reluctant, realizing such a move would expose his own flank to the Union force under Porter. In addition, Pope still had many Federal troops unengaged, which could easily block such a thrust. Lee apparently agreed, and did not actually order the advance. In the end, Jackson held, and the only action Longstreet took

on Aug. 29 was to send Brig. Gen. John B. Hood's two brigades forward at dusk in a reconnaissance-in-force. After some sharp twilight skirmishing, Hood returned to his starting line.

Amazingly, Pope *still* seemed to be unaware of Longstreet's presence. In fact, due to Hood's retirement the night before, Pope believed that the Rebels were in full retreat, and he sent a wire to Washington proclaiming a great victory. The Union leader now prepared to pursue his "defeated" foe on Aug. 30.

The next morning passed bloodlessly, but about noon Pope began his short pursuit. Porter's corps was moved north to lead the advance, to be supported by Heintzelman's and McDowell's commands. Almost immediately, the Union advance collided with Jackson's main line, still in place.

The battle renewed with a vengeance. Jackson sent a message to Lee and Longstreet to support his troops, and they responded quickly. Longstreet realized that, before infantry could come to Jackson's aid, Rebel artillery would help much faster. S.D. Lee's batteries were moved to fire on Pope's left flank, shattering several Union assaults.

Pope, now totally fixated on Jackson, committed his last reserves to the attack, leaving almost no troops to guard his exposed left flank. That presented Lee with an unbelievable opportunity; Longstreet's patient waiting had paid off. Lee ordered the attack. Longstreet reported that even as Lee spoke, his troops were advancing. Five Rebel divisions, 30,000 men, slammed into Pope's open flank.

Brig. Gen. John Reynolds' division of Pennsylvania reserves was all that was initially available to hold off Longstreet's attack. These troops fought hard, but they were too few to save Pope's army. As the Union army crumbled, Pope ordered a general retreat to Centreville, where fresh troops and a ring of defenses waited. The Federals fell back in confusion; thousands of stragglers clogged the roads.

The retreat did not become a rout, thanks to several Federal commands that fought delaying actions. The final stand was made on Henry House Hill. As night fell the Union army made its escape. The weather also intervened, as rain poured down on the night of Aug. 30. The Confederates broke off pursuit, and the Union army retreated to Washington to reorganize.

This campaign launched Lee's reputation. On June 30, the Rebels were in a desperate struggle to save Richmond. By Aug. 30, they were threatening the Federal capitol instead. In September, Lee

invaded the North. McClellan stopped the Army of Northern Virginia at Antietam, but did not crush it. Over the next year, under a procession of

Union generals, the Army of the Potomac would suffer two major defeats. Not until Gettysburg, in July 1863, would the Rebels be dealt a serious check in the East.

Bibliography

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Allen was on Jackson's staff, and he was something of a Jackson worshipper, so you want to read this with a sizable grain o' salt. In fact, the DaCapo reprint is actually titled: "Stonewall Jackson, Robert E. Lee and the Army of Northern Virginia, 1862." I think Allen would have approved of the new title with Jack in the top billing.

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This is a very readable account, although the Hennessy book below has obviously passed it over in terms of the latest available research. Good maps.

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Hennessy is arguably the country's leading authority on the Manassas battles, and I think this master work is solid proof of his abilities. It's an authoritative work, though some may be surprised with how much criticism is leveled at Jackson's performance in the battle.

Hennessy, John J. *Second Manassas Battlefield Map Study*. H.E. Howard, Inc. 1991. Reprint of 1985 edition.

As Dave mentioned in his designer notes, these maps were instrumental in setting up the scenarios.

Long, E.B. *The Civil War Day by Day: An Almanac 1861-1865*. Da Capo Press, 1971.

I consider this to be an essential resource for Civil War research. I'm on my second copy - my first copy split in half from so much use working on all three Bull Run games.

War of the Rebellion: A Compilation of the Official Records of the Union and Confederate Armies. Series I, Volume XII. Government Printing Office, 1884.

The single most important source for any CWB game. And it's affordable now too, given its availability on CD-ROM from the Guild Press of Indiana. A must have.

Earlier Losses

This chart lists the number of casualties each unit has taken at the start of a scenario. If a particular unit is not listed, it starts all scenarios at full strength. All units start scenarios 1, 5 and 6 at full strength.

| Confederate | | | | Union | | | |
|-------------|----------|-----|---|----------------------------|----------|-----|---|
| Unit | Scenario | | | Unit | Scenario | | |
| | 2 | 3,4 | 7 | | 2 | 3,4 | 7 |
| E-E-J | 1 | 1 | 2 | Army of Virginia | | | |
| F-E-J | 0 | 1 | 2 | 1-1-1Va | 0 | 2 | 3 |
| L-E-J | 4 | 4 | 5 | 2-1-1Va | 0 | 0 | 4 |
| T-E-J | 3 | 4 | 4 | 1-3-1Va | 0 | 1 | 2 |
| A-H-J | 0 | 1 | 2 | 2-3-1Va | 0 | 2 | 4 |
| B-H-J | 0 | 1 | 2 | 3-3-1Va | 0 | 2 | 4 |
| F-H-J | 0 | 2 | 2 | Ind-1Va | 0 | 3 | 4 |
| G-H-J | 0 | 6 | 6 | 1-1-3Va | 0 | 7 | - |
| P-H-J | 0 | 2 | 2 | 2-1-3Va | 2 | 4 | - |
| T-H-J | 0 | 3 | 4 | 4-1-3Va | 8 | 8 | - |
| J-T-J | 0 | 0 | 1 | 1-2-3Va | 0 | 1 | - |
| S-T-J | 0 | 2 | 4 | 3-Pa-3Va | 0 | 1 | - |
| Swl-T-J | 3 | 3 | 4 | Cav-3Va | 0 | 1 | - |
| T-T-J | 1 | 1 | 2 | Army of the Potomac | | | |
| M-A-L | 0 | 0 | 2 | 1-1-3 | 0 | 1 | 2 |
| W-A-L | 0 | 0 | 2 | 2-1-3 | 0 | 6 | 7 |
| Tex-H-L | 0 | 3 | 7 | 3-1-3 | 0 | 2 | 2 |
| L-H-L | 0 | 1 | 3 | 1-2-3 | 0 | 5 | 5 |
| A-J-L | 0 | 0 | 6 | 3-2-3 | 0 | 4 | 4 |
| B-J-L | 0 | 0 | 3 | 1-1-5 | 0 | 0 | 6 |
| C-K-L | 0 | 0 | 3 | 3-1-5 | 0 | 0 | 6 |
| H-K-L | 0 | 0 | 1 | 1-2-5 | 0 | 0 | 3 |
| J-K-L | 0 | 0 | 4 | 2-2-5 | 0 | 0 | 2 |
| F-W-L | 0 | 0 | 1 | 3-2-5 | 0 | 0 | 4 |
| P-W-L | 0 | 0 | 1 | Res-5 | 0 | 0 | 1 |
| W-W-L | 0 | 0 | 1 | 1-1-9 | 0 | 3 | 3 |
| E-L | 0 | 0 | 7 | 2-1-9 | 0 | 2 | 2 |
| R-Cav | 0 | 0 | 1 | 3-1-9 | 0 | 3 | 3 |
| | | | | 1-2-9 | 0 | 4 | 5 |
| | | | | 2-2-9 | 0 | 2 | 3 |

Union - Order of Arrival

Begin Checks Hex Order Units

August 28

* Scenario 5

6:00pm (7:30) O 1 2-3Va (all), 2 x 3Vab.
6:30pm (8:00) O 1 Cav-2Va, Cav-3Va

August 29

3:00am (5:00) K 2 McDowell, 3Va Corps HQ

* Start Scenario 2

5:30am (9:30) P 3 1-3 (all)
6:00am (7:30) K 4 Cav-1Va
9:00am (10:30) P 3 2-3 (all), 3b, Heintzelman, 3 Corps HQ, 3 Corps Supply
9:00am (opt.) M 5 2Va Corps (all except Cav-2Va) : see 3.7a
9:30am (11:00) P 6 1-9 (all), 9b
10:00am (11:30) P 6 2-9 (all), Reno, 9 Corps HQ, 9 Corps Supply, Pope, AVa HQ, AVa Supply
10:00am (11:30) K 7 5 Corps (all)
11:00am (12:30pm) K 8 Cav-3Va
11:30am (1:00) K 9 1-3Va (all), 3Vab
12 noon (opt.) K 10 2Va Corps (all except Cav-2Va) : see 3.7a
1:00pm (2:30) K 10 Cav-2Va
1:30pm (3:00) K 11 Res-5, Res-5b(2)
2:30pm (4:00) K 4 2-3Va (all), 2 x 3Vab

* End Scenario 2

7:00pm (opt.) P 10 6 Corps (all) : see 3.7b * not used in Scenario 2.

August 30

6:00am (opt.) P 10 2 Corps (all) : see 3.7c
9:00am (opt.) K 10 2Va Corps (all except Cav-2Va) : see 3.7a

August 31

12:00 noon F 12 2 Corps (all)
1:00pm J 13 Banks, 2-2Va (all), 2Vab, 2Va Corps HQ
2:00pm J 13 1-2Va (all), 2Vab, 2Va Corps Supply

Orders:

1. Move to Gainesville and defend that location.
2. Move to join Pa-3Va and adopt that division's current order as the corps order.
3. Attack the Unfinished Railroad between Bull Run and the Groveton-Sudley Road (inclusive).
4. Move to join Corps HQ.
5. Move to Gainesville and defend it from any CSA advance.
6. Attack the Unfinished Railroad between Bull Run and hex B16.05 (inclusive).
7. Move to Gainesville and defend it from any CSA advance. If 5 Corps comes within two hexes of any Confederate unit, the corps is to halt, defend in place.
8. Move to B40.09.
9. Move to Bald Hill (B30.14).
10. Move to Army HQ.
11. Move to join 5 Corps.
12. Move to Centreville.
13. Cross Bull Run and defend the north side of Orange & Alexandria Railroad Bridge.

Union - Order of Arrival

* Scenario 6

| <u>Begin Checks</u> | <u>Hex</u> | <u>Orders</u> | <u>Units</u> |
|---------------------|------------|---------------|---|
| August 28 | | | |
| 5:00pm | K | 1 | Cav-1Va |
| 6:00pm | K | 2 | 1-3 (all) |
| 6:00pm (7:30) | O | 1 | 2-3Va (all), 2 x 3Vab |
| 6:30pm (8:00) | O | 1 | Cav-2Va, Cav-3Va |
| 7:00pm | K | 2 | 2-3 (all), 3b, Heintzelman, 3 Corps HQ, 3 Corps Supply |
| 7:00pm | M | 3 | 5 Corps (all) |
| 8:00pm | K | 4 | 1-9 (all), 9b |
| 9:00pm | K | 4 | 2-9 (all), Reno, 9 Corps HQ, 9 Corps Supply, Pope, Army HQ, Army Supply |
| 10:00pm | M | 5 | Res-5, Res-5b(2) |

August 29

| | | | |
|----------------|---|---|--|
| 9:00am (opt.) | M | 5 | 2Va Corps (all except Cav-2Va) : see 3.7a, |
| 12 noon (opt.) | K | 6 | 2Va Corps (all except Cav-2Va) : see 3.7a, |
| 7:00pm (opt.) | P | 6 | 6 Corps (all) : see 3.7b |

August 30

| | | | |
|---------------|---|---|---|
| 6:00am (opt.) | P | 6 | 2 Corps (all) : see 3.7c |
| 9:00am (opt.) | K | 6 | 2Va Corps (all except Cav-2Va) : see 3.7a |

Orders:

1. Move to join Corps HQ.
2. Defend along the Old Warrenton, Alexandria & Washington Road from Lewis Lane to the Manassas-Sudley Road. Prevent the Rebels from withdrawing to the south.
3. Occupy Gainesville and defend it from any Rebel advance.
4. Join 3 Corps in a blocking position on the Old Warrenton, Alexandria & Washington Road.
5. Move to join 5 Corps.
6. Move to Army HQ.

Confederate Order of Arrival

| <u>Begin Checks</u> | <u>Hex</u> | <u>Order</u> | <u>Units</u> |
|------------------------------------|------------|--------------|--|
| August 28 * Scenario 5 only | | | |
| 5:30pm (6:00) | O | 1 | Stuart, R-Cav |
| August 29 | | | |
| 7:30am (9:00) | O | 2 | E-L, H-L (all), K-L (all), Lb, Longstreet, L Wing HQ, R.E.Lee, ANVa HQ |
| 8:30am (9:30) | O | 2 | J-L (all), W-L (all), 2 x Lb, L Wing Supply |
| 9:30am (11:00) | B | 3 | L-Cav |
| 4:00pm (opt) | N | 4 | H Wing (4.6b) * roll for each Group separately. |
| 9:00pm (11:00) | O | 5 | A-L (all), Lb, Lb(2), ANVa Supply |
| August 30 | | | |
| 8:00am (opt.) | O | 4 | H Wing (4.6a) * roll for each Group separately. |

Orders:

1. Move to join J Wing.
2. March east on Warrenton Turnpike until linking up with J Wing. Assume a defensive position on Jackson's right, north-south along the Pageland Lane. If enemy units are encountered en route, attack through them to reach Jackson.
3. Assume a defensive position around Sudley Church.
4. Move to Army HQ.
5. Move to rejoin L Wing.