Dawn, 21 July 1861

Confederate: I have played this game a great deal against Richard during the playtest, but never against Paul (one of Richard’s primary playtesters). Therefore, even though Richard has punished me often enough for taking a forward stance, I’ll utilize it against the Union in this game. And I’ve more experience with it now. Thus, my setup is fairly straightforward; in essence I’m going to throw everything I can across Bull Run and see how he responds. I can then either promote an offensive or withdraw to hold the fords.

In working my way from west to east, the placement of Evans’ force and the abatis is made with little thought. The abatis are placed to insure that the road over the stone bridge is interdicted as long as possible. Evans himself masses behind these ready to move west across the bridge if the situation develops around Sudley Springs as I anticipate. Alternatively, he is in position to coordinate an assault with Cocke to clear the region between the two and pressure the western approaches to Centreville. Now a tough choice must be made—who to sacrifice to slow the Union development across at Sudley Springs and guarantee that Smith comes on at Manassas Junction. I will likely lose either the irreplaceable Terry or equally irreplaceable Davidson. One of them must dash for heroics to spring the 1st Virginia Cav past any Union cavalry in the area. I think that Davidson is the sacrifice. Terry goes into AA8 to slow any development toward Poplar Ford. He will retire behind the abatis after the first Union move. Of course, he may die if the enemy decides to spring the stone bridge position for their northern flank.

Cocke lies in wait to be awakened by any offensive move on Terry, and on the occasionally key position at TF12. I have seen some ferocious battles develop in this central area, and have arranged Cocke’s command accordingly. From here he may progress toward Centreville, or cross over Bull Run to join the bulk of the forces for a frontal advance (horrors) on the objective. Or, Cocke may simply retire behind Bull Run if pressured, sacrificing small infantry units in the rearguard while the artillery and brigade core retreat. I must admit that I rarely consider this latter satisfactory, preferring to force the Union player that wants to cross here to fight Cocke before assaulting Bee and Bartow ranged alongside the fords. Cocke is the rock of my left flank, but even he is expendable.

The 1 Virginia Cav is positioned to block any threat to Smith’s entry. Bee and Bartow will move to take up positions as far forward as practical. If he decides to develop the northern push, this will likely be south of New Market. I’ve learned long ago that, with this strategy, any other position is merely ground up by the Union advance from Sudley Springs. In this case, Evans will harass and die to slow the Union drive. Meanwhile Bee and Bartow will await Smith and defend at Bethlehem Church in a lengthy withdrawal while I push on Centreville with all strength. This means a grim game, striving to pull his attention from here while I mount a frontal assault on the heights of Centreville to gain a quick win.

In the center, my three brigades can either launch an offensive or extricate themselves (with
some losses among sacrifice rearguards) should the
dannysters attack. All three are set to awakeat
the slightest move by the Union on their positions.
Jackson will cross or not as the situation indicates.
Pendleton and Walton, unless something else
develops, will push forward for an artillery duet
with whatever he has facing me. Early is poised to
cross at McLean's; joining with Jones to sweep up
the eastern approaches. Alternatively (as always, I
keep my options open), Jones will serve as a
sacrifice—extracting as many losses or as much
time as possible—to slow any advance on McLean's
while Jackson shifts south. I've yet to see any offensiv
development across McLean's, but it never hurts to
be prepared. Or, he may simply sit there, forcing
any Union player attacking on my right to guard my
northern flank when Jones separates his forces and
intercepts the main road.

On my right flank, my greatest gamble. The
bridge stays up at the railroad (UU28) to facilitate
my advance up the east edge. Ewell and Holmes are
positioned to bring on a thrust by the Union 3rd
Division. Should it not be committed here, these
will follow Jones and Early up the right flank,
ready-made reserve. (Should all this come to pass
while he is concentrating on the west, I could have
as many as three brigades concentrated on Cent-
reville, certainly enough to catch his attention.)
Should as I expect, these force the Yankee 3rd, the
6th La will take the brunt having graduated from
high school in Louisiana, and being filled with tales
of the Civil War episodes of these polyglot folk.
I've no doubt it will give a good account of
itself. With Harrison screening, I take another
calculated gamble and place Ewell himself to awake
with any assault on the 6th Louisiana. With a
definite push, he and his surviving forces will
withdraw across to take up positions on the west-
bank. In point of fact, Ewell's brigade is expendable
if he can cause casualties and discomfort to the
Union development here.

Now, with my positions set, I await to see where
his effort is to be concentrated. Or, rather, efforts
—any good Union player will develop two mutually
supporting offensively to stretch my lines, pressur-
ing me in several points and awaiting commitment
of my reserves before shattering one flank or the
other.

In the dark before dawn, the grey columns
crossed Bull Run to take up attacking positions...

Rex deploys north of Bull Run to attack Centre-
ville, which unbalances his defense even more. It is
difficult for the Union player to exploit flaws in
his face-down positions, but he still should position his
units to further defend the Union attack.
He has also created command problems by dividing
his inactive brigades into four groups, more than
Beauregard and Johnston can keep moving. A
region by region critique:

WEST: Evans and Cocke restrict the Union set-
up and menace Centreville, but they are needlessly
vulnerable. Evans should form brigade to protect
against bombardment, and Cocke's screen should
be AV-proof to protect the meat of the brigade.

CENTER: Longstreet can escape if the Union
attacks, but Kershaw and Bonham are trapped
against the fort; they should be farther forward or
back.
NORTHEAST: Blocking the Union Mills Road is good, but the bulk of Jones' brigade is too far from McLean's Ford to escape if the Union attacks. Early should be one hex back for flexibility, since he will not cross at McLean's if the Union is present in strength anyway.

SOUTHEAST: The trestle is a delicate gamble—it can be valuable to the Union. Its potential is often unrealized because most Union players do not know how to use it. Nonetheless, it can distract the Union player and divert his troops from other threats, so in practice it usually gives the CSA a small benefit and the Union a small chance of a large benefit. In this case, Ray is clearly trying to draw Paul into the southeast corner of the map, for he has left the Union three hexes at CCC35, enough to set up the whole 3rd Division. As if this were not enough, Ewell is far too vulnerable. His southern units can be trapped and killed, but his northern units can be driven away from the trestle (the 5 Ala and Rosser should exchange positions to strengthen the position). Holmes wisely sets up guarding the fords—he may have to fight before he can get a command to move.

If Rex wanted to attract the Federal's to Union Mills, he overdid it; the area is a real weak spot, dangerously close to Manassas.

Union: I've never played Rex before, but from watching him play other games and from Richard's accounts of his fights with Rex, I expected to see an aggressive Confederate commander. I believe however that the Union commander, even if he has to attack, has a slight advantage. I can choose my place of attack, and I have an overwhelming artillery advantage to back it up. The one drawback to playing against an aggressive commander is that it is a lot closer to Centreville for him than it is to Manassas for me.

Just as I expected (feared), Rex has set up everything he can on the north bank. He has even deployed the trestle for me. (If I was him, I'd place it also; I think it's an advantage to both players.) I plan on taking advantage of his southern hospitality there. My Second and Third divisions will be placed to attack via the bridge, Yates' and Union Mills fords. I hope to pounce him with the numbers, but I won't be too surprised if he is not influenced.

I put Richardson and Keyes up at Sudley Springs Ford; they are strong enough to be some threat, but I intend to use them as a "force of maneuver". Whatever they draw—probably Evans, Bee and Bartow—will be less at the fords for me to face. The rest of the army is at Centreville, along with McDowell. I don't plan on attacking unless I can get very good odds. I'll just sit and watch him try to move me out. If he is willing to make low-odds attacks, I'll certainly let him.

Delighted by the week defense at the trestle, McDowell sent two divisions around the Confederate right flank.

Normal conservative play would be to cross strongly at Sudley and Poplar fords, open up the Stone Bridge and the cross Cocke, Kerr and Bonham at 10:30; the Confederates would be too weak and out of position to stop the Union short of Manassas. However, the opportunity at Union Mills is too dazzling. Holmes and Ewell cannot possibly defend two fords and a bridge for long. Paul rightly decides to smash through here, but his implementation is flawed. An area by area critique:

EAST: With the game at stake at Union Mills, time is critical. The Union must cross before the Confederates can reinforce. Paul sets up to get all three crossings in three turns (the 2nd and 3rd Divisions outflank any delaying defense in the south), but he effectively isolates the 2nd and 3rd Divisions by leaving Jones in control of the Union Mills road. He then ties up Davies in a defensive role instead of
using the 1st Division to drive Jones south against the anvil of the 2nd Division.

CENTER: Abandoning the area west of Cub Run is simply wrong—without changing the forces involved, Paul has given up the initiative in the area to Cooke and has abandoned another road, and isolates Richardson from Centreville. Sherman, Schenk and Blinker are too weak to fight alone, but they are too strong to waste as delaying forces.

A single brigade is enough to delay if reinforcements are nearby, and the force saved could be used to attack Cooke and Jones.

WEST: To save time crossing the fords, any Sydley force should exclude slow artillery and form eight-point groups to save time crossing these fords; and have active leaders in two hexes (to activate both sides of both fords). Paul violates ALL THREE principles: his force tows 25 points, includes slow artillery, and Keystone is active only when in Richardson's hex. The force should be larger and more threatening, or smaller and faster—it could save three turns just by leaving G/2 US at Centreville. Paul is not paying much attention to this group, which brings up an interesting question: with the game at stake at Union Mills should the Union cross at Sydley at all?

As the battle begins, the honors are even: Rex has given Paul a weak spot to drive through, but Paul has broken his army into three isolated groups. The Union, with the better road net, cannot reinforce from group to group but the Confederates can! If the Confederates can survive the initial onslaught at Union Mills, the Union position will degenerate rapidly. Time is definitely on the Confederate side.

9:00 AM Union: My only moves are to bring on the 4th MI in the south, shift Richardson and Keys, and bring Porter and Burbridge down a hex. This is to enable the artillery to unlimber and fire when I attack.

I don’t want to attack this turn, since I don’t want to wake up the Confederates yet. Johnston needs his beauty sleep.

9:30 AM Union: Continue moving through Sydley (nice day for a clip). And I move Blinker and Davies to better positions. Davies has shifted to threaten McLean's Ford, while 16 NY serves as a rearguard. I must have patience; my motto is, "Come big or say home". I don’t want to make small scale attacks.
using the 1st Division to drive Jones south against the salient of the 2nd Division.

CENTER: Abandoning the area west of Cub Run is simply wrong—without changing the forces involved, Paul has given up the initiative in the area to Cocke and has abandoned another road, and isolates Richardson from Centreville. Sherman, Schenck and Benker are too weak to fight alone, but they are too strong to waste as delaying forces. A single brigade is enough to delay if reinforcements are nearby, and the force saved could be used to attack Cocke and Jones.

WEST: To save time crossing the fords, any Sudley force should exclude slow artillery and form eight-point groups to save time crossing these fords; have active leaders in two hexes to activate both sides of both fords. Paul violates ALL THREE principles: his force totals 25 points, includes slow artillery, and Keyes is active only when in Richardson’s hex. The force should be larger and more threatening, or smaller and faster—it could save three turns just by leaving G/2 US at Centreville. Paul is not paying much attention to this group, which brings up an interesting question: would the game at stake at Union Mills should the Union cross at Sudley at all?

As the battle begins, the honors are even: Rex has given Paul a weak spot to drive through, but Paul has broken his army into three isolated groups. The Union, with the better read net, cannot reinforce from group to group but the Confederates can! If the Confederates can survive the initial onslaught at Union Mills, the Union position will degenerate rapidly. Time is definitely on the Confederate side.

9:00 AM

Union: My only moves are to bring up the 4th MI in the south, shift Richardson and Keyes, and bring Porter and Burnside down a hex. This is to enable the artillery to unlimber and fire when I attack. I don’t want to attack this turn, since I don’t want to wake up the Confederates yet. Johnston needs his beauty sleep.

Unaccountably, once in position the Union strike force paused...

Paul does not attack! With Sudley a sideshow, this just gives Rex time to reinforce Union Mills: while the Union will be moving only two non-critical brigades, the CSA will move four, plus one battalion and two regiments (and Smith’s brigade, approaching by rail). Gambling everything on the weak spot at Union Mills, Paul is letting it vanish by default. G/2 US should at least lead the way into Sudley Ford; apparently Paul has not yet noticed that it will be a problem.

Confederate: Paul’s placement is curious; his first move moves in more so. He has positioned himself to shatter Ewell and launch himself across the run against an unsupported Holmes, a course that would lead to great distress for me since I can get nothing into the area for an hour. The dismounted battle would develop for the heights above Rushy Branch, with my forces coaxed into attacking a tough position. Yet he pauses, seemingly afraid of awaking the bulk of the Confederate forces. I can’t help but feel this to be a strategic error on his part. However, since he is allowing me at least a turn, I must dispatch Walton and Jackson to the region, taking them out of any assault on Centreville. Whatever progresses, I must write off Ewell, whose entire brigade will go down in front of the combined assault of the damnyankees.

But this is not the only curious circumstance. Paul has seemingly ceded me the region between the runs. Cocke can, if this situation holds, readily roll up the Warrenton Turnpike and spread out Union forces screening the westward approaches to Centreville. I wonder if he realizes that not having to fight for this position (as I am wont to do) has given me a strategic advantage in any struggle for the Centreville Heights. Indeed, he seems unsure what to do in the center, merely content to watch developments elsewhere. Evans will remain in place to see if he decides to cross and challenge Cocke. But Terry will galliplop west to support Davidson and delay his rather ineffectual threat.

His northern advance is so weak and lackluster that I face a real choice with the Virginia Cav and Bee and Barrow. With no Union threat to the railine, I think then the 1st Virginia will trot eastward to await opportunities to cross the run and play games with his command spans and exposed flanks. Meanwhile... hmmm, I can send Bee and Bartow farther than I had thought to totally cancel any threat to Manassas from the west. So, Bee and Bartow march toward the main road, which will allow me to project them into his force as soon as possible.

I can’t help but feel that Paul has eroded with his strategic plans. He has three distinct forces, unable to support each other, with his weight on my right. But he has not used this weight at its most opportune moment (i.e., immediately). Instead he is allowing me to react to it, strengthening the area with both a strong brigade and artillery. While I can’t save Ewell, he will cause a delay while the damnyankees steamroller him. This extra turn will bring my reinforcements within range. Meanwhile, the rest of my army sits and awaits developments.

In a flash, Beauregard perceived the threat to his right. This is Rex’s first move since the weak spot at Union Mills was revealed, and he reacts with cool disdain: everything movable heads for Union Mills at top speed. Only Evans stays in the North. Evans could go to WI1 and battle up PB next turn, but why frustrate Richardson? His continued advance is the only excuse the Union has for delaying!

9:30 AM

Union: Continue moving through Sudley (nice day for a dip). And I move Benker and Davies to better positions. Davies has shifted to threaten McClean’s Ford, while 16 NY serves as a rearguard. I must have patience; my motto is, “Come big or stay home”. I don’t want to make small scale attacks!

10:00 AM: Position following Union Turn.
that win and then have no one to take advantage of the victory. Besides, I think Ewell may be sitting at AX32 waiting for me to move there. I am used to fighting my way across the river, so I'll surrender the slight advantage I have now. It's still a long way to Manassas. I refuse to be lured by his unit (Davidson) at P5; if I attack, I'll only be out of commission next turn.

An untried stallion on the battlefield...
Paul still waits, with time running out. Showed by a lack of leaders, Richardson's units stop in P3 to stay active in case the CSA evacuates (actually, one unit should go to P4 lest they stay). One division leader would make a difference—if Tyler were stacked with Richardson, Keyes could be in P3 and his units could be in P4.

Confederate: What is he waiting on? I will simply continue to move into position here, bringing the immediate threat to an end. He might once have crossed here without great loss. Now, any crossing he attempts will certainly be costly for him. If I get Holmes and Jackson into brigade, my right is firm in the face of his artillery advantage. And his commitment of his cavalry here is virtually pointless. The area is so constricted that they are not of much use to him until he is across the river. His other flank continues to dawdle along, hardly worthy of a glance now that I've committed Bee and Bartow and Smith, when he arrives, will proceed eastward to see what trouble he can stir up or support he can lend.

And the grey columns raced against time.

With the delay reducing the danger at Union Mills, RX stirs Bee and Bartow back to join Evans in a normal delaying action against Richardson. The weak cavalry and artillery suffice to hold P8; since even if the Union attacks, it must pause to finish crossing.

10:00 AM

Union: Now is the time to attack. I found a mistake—I should not have moved to CCC27 but should have stayed on the road at CCC26. Forming Franklin and Howard, Franklin's brigade has an AX32 chance on while Palmer rides down Ewell. My center forces move to take up positions on the outlet ridge line; it's not a great position but it will do for a while. I'll wait for an attack there unless he makes a mistake and leaves me with a good attack. Davies meanwhile moves south to keep a wary eye on Jones. Keyes draws up to face the delaying force. RX thows it out. I can form him into brigade next turn and attack. My artillery has few shots, but I'll take what RX gives me. The bombardment on Rosser works—good omen. I hope it's the portent of what my artillery will do.

Striking suddenly if belatedly, the blue battle lines smashed ‘Dick’ Ewell's brigade and captured the general at his breakfast.

The Union attacks; Harrison and Ewell go down snapping their 3rd Division moves up to clear away the 6th La next turn. Rosser eliminated by a bombardment that should have been a 3-1 assult (to take the hex and block Ewell's remnants away from the treselle). The Union advance in the center is a minor backer; the attack on P4 won't reach far enough. RX could have moved out just as well next turn, since Jones, Longstreet, Bonham and Kershaw are inactive. The advance just allows them to move a turn early, before any army leader joins them.

Confederate: Well, the damn Yankees (where I was raised, it was one word, and lower case) finally struck. Now we've several interesting developments. As I feared, Ewell gives his life to the cause, making his untouched infantry expendable rear guards. He has avoided the Louisiana, obviously hoping to take them out next turn (we'll all hope for an EX here children since I'll not take them). But this is all a misshaped shot, since Jackson and Holmes and Walton are now in position.

Meanwhile, Jones and Early will mass under Beauregard to trouble Davies. If he ignores this move, his force will brush Davies aside and drive north; if Davies retreats as I expect, they'll follow at his heels. If he shifts forces from the 2nd Division, I've succeeded in diluting any assault this turn and will scamper back across the ford. My own forces are in a good position to keep his attention. Only the actions of the 30 Virginia Cav is of any importance here. If I can spring it, it will interrupt his command spans or force him to abandon the ridges around O015. Either is profitable for me, and cost efficient. (As the readers must note by now, I am a proponent of maneuver.)

Cocke is proceeding to draw up on the bridge west of Centreville. Langhorn will play his usual games, forcing him to spread out a bit to where, if I do hit him and break through, he will be unable to mass the brigade in short time. Bee, Bartow and Evans look to have a quiet day. Perhaps, should the opportunity arise, Evans could be detached to support any crossing of Cub Run by Cocke. To the west, Terry continues to merely annoy, hoping for a shot at a commander or hilltop, forcing him to be cautious in his advance and placement (not that he isn't moving like a spavined snail here in any case). As the Confederate attack brigades started their advance, the remnants of Ewell's shattered brigade fled north....

As nearly as I can tell, RX redeployed in a defensive posture. RX redoubles his offensive gamble. He sends Johnson to activate the center and Beauregard to activate Jones, reinforces Beauregard and advances Cocke to Cub Run. The center brigades advance cautiously to avoid defeat in detail by the strong Union force. At this point, RX's forces offensively overbalance—they can not disengage and redploy in time. The game is now a race to Manassas and Centreville.

At Union Mills, Jackson has been given just enough time to form brigade at the trestle, effectually bottling up the easiest way across the river, but the 2nd Tenn remain a weak spot, vulnerable to a 2-1 attack from Union Mills Ford.

10:30 AM

Union: I didn't think about RX moving back on my right. It's a good tactic no matter what side you play. The slow crossing at Sudley continues untroubled. In the center, I make minor adjustments and attack. Moving 3rd Division to eliminate that nuisance (result DB2, oh well). Blanken takes the point while Sherman lurks nearby. By moving Jones and Early and Ewell, he has left a hole at McLean's Ford. I wonder if he will leave it open? I'll shift Burnside north to see what I can pick up. I will probably attack Jones, et al.

The 3rd Division forms brigade and smacks the 6th La. Infantry to clear the approaches; Franklin takes the hill. My bombardments miss as RX is playing PonderFlux and staying out of range of my big guns. Hunter and Heintzelman are positioned to keep everybody active. With my 2nd and 3rd Divisions now joined, a flood tide rolls toward the Rebs...

pursued by the irritable Burnside.

Paul sticks to his schedule: he hits the 6th La and opens Yates Ford, but passes up the 21 on the 2nd Tennessee. Worse, he activates Holmes, allowing him to correct the weak spot. Burnside probably should move up to threaten a crossing next turn, but driving Ewell's remnants north is an acceptable alternative. Paul will be moving his assault columns into position at all three crossings next turn.

A good player will not risk a low-odds attack while he is winning but he will lose, so Paul can't afford to lose. If he tries to target his Union Mills threat gets closer to succeeding. Thus, he Sherman in the open to delay, and he probably does not have to retreat quite so precipitously with Davies.

In the west, the CSA retreat has left Keyes inactive, but Richardson's pieces could at least improve the south flank. Is Pender under DX14's orders that unimportant to his plans, why did he commit any strength to it?

Confederate: Well, the Louisiana 6th didn't bring him any discomfort. But, the opening shots of the artillery duel go to me as he loses a battery. With Smith one turn from arrival, I no longer think that I've anything to fear here. To get across, he must risk some 1-1 assaults, something I doubt that he will do. Likewise on my left flank; with Bee, Bartow and Evans ranged on and around the crossroads near Chinn Ridge. Terry continues to hang around his flank. But I may now dispatch the artillery I've in the area to support Cocke (if I could figure how to keep it active until it joined him). With both flanks secure, I can direct my attention to the center.

The interesting choice I faced this turn comes with his move of Burnside's forces north to threaten my development across at McLean's. I could hit Burnside hard by putting Early into brigade and surrounding Burnside for a 2-1 and then a 3-1 attack on his component parts (why, Burnside could as well die and save the Union future grief). A benefit of this would be that I would also put Davies out of command, setting him up for isolation on the next turn when the 30 Virginia drives off his commanders. Then Davies can be swept up by Early and Jones. But, this course could commit me to battle for that hilltop, something I'd rather not worry about with now. (After all, his southern wing is not bothering me; why should I tangle with it?) Alternatively, I could hit Davies at 2-1, but the chance of a disaster staves me in the face, allowing a crossing at the ford by Burnside. Instead, I want to spring the 3rd La, take McLean's, push and attack again, and I press Davies. The only way to do all is to send Early scarping back to form brigade on the far side, to cross the cavalry and protect it by sacrificing another piece of Ewell's brigade (it looks like it's time for the Alabamans to pay the piper), and push Beauregard and Jones north. I doubt that he will attack Jones; the odds he faces here run high risk of a loss, which would open the way to Centreville.

Otherwise, my moves before Sherman and upscopes are merely trying to entice him to embolden himself in a dogfight. If I were him, I would withdraw to the ridge line. I can instead attack and perhaps if Kershaw is being offered for a 1-1 attack with no retreat, I'll swing around him and cut his forces off from the main road. Leaving a rearguard to chew up, I can take the town in two turns. If he decides to swamplongstreet's forward 1st Virginia Infantry (which is screening the 30th Cav for a reason), I'll show him how to think—slight—that it could retreat to TT12, cutting off Davies and threatening to spring the Centreville Ridge. On the other hand, its demise does not greatly trouble me since I'll merely rally it in a few turns.

Thus far, I have rarely reacted to his movement. Like civilians, I have been needed to counter his activities at the moment. The think I've got the strategic advantage. However, I am not great shakes at tactical considerations on the operational level such as this. The issue remains in doubt.

Beauregard posted Early to hold McLean's Ford and await further orders.
Bee, Bartow and Evans form a wide position at the crossroads. This forces the Union to make a poor frontal attack or a long flank march, but once more Rex does not allow for his command problems: Bee and Bartow are slowed down by being separated, since Bartow must get his command from Bee. They will lose a turn if the Union tries a flank march; and if the Union attacks and eliminates Bee, they could easily maneuver Bartow out of the game.

11:00 AM

Union: I'm not willing to attack across the fords yet as I don't have the follow-up troops in position. As I said earlier, it's "Come big or stay home." I'll shift units around trying to keep my options open on where I attack.

I keep moving south on my right; it's still a turn or two away until I attack. My diversion forces will spread out looking for an opportunity.

In the center, I hit the 1st Virginia and 6th Alabama—each at 5-1—going for the kill on these lone (sacrificial?) units. Rats!! Both attacks miss and allow them to escape. And my bombardments are only pinpricks; I'm not getting the shots I thought I would. The withdrawal into the ridge goes well, with Bleeker breaking to cover and aid Sherman in his charge to attack Lees. The 1st Virginia, Davis begins to slow retreat to lead Jones on.

Burnside drove off the Rebels and immediately called for reinforcements.

A campaign to force a crossing has four stages: 1) bombardment and spotting attacks to weaken the defense; 2) gambling attacks to cross; 3) surviving the counterattack; 4) reinforcing and widening the bridgehead. The first three stages are expensive in casualties, and the Union divisions cannot spare much strength and maintain a favorable edge. The 2nd and 3rd Divisions have 27 units with which to attack 12 defending units (13 once Smith arrives). Paul will need most of his strength in force a crossing at Union Mills.

This turn Paul moves most of his troops into position, and Burnside drives the last of the remnants of Ewell up into Beauregard's group. It is time for Burnside to return to his division; he is too week to deal with Beauregard by himself, and his strength will be needed at Union Mills. Again Davies does not need to retreat so far, but it is hardly a mistake as long as it continues to attract Confederates who might be at Union Mills.

At Sudley, Richardson starts a flank march by artfully freezing the Confederates with a threat to attack down the road (however, he should go to Pittsylvania instead of stopping at S7). If he can beat the enemy to the Stone Bridge, he can hit Coxe from behind and eliminate him, free Schenck, reinforce Centreville and open up the whole center! If the CSA will just stay still a turn or two...

DEPARTMENT OF LOST OPPORTUNITIES: Paul misses a neat attack at Union Mills. Risking only replaceable infantry, he could attack Stanard at S-1, advance and trap Jackson against the river at 1-2. A success nearly wins the game, and at worse

11:00 AM: Position following Confederate Turn.
11:30 AM

Union: On my right flank, Richardson and Keyes move toward the river to get out of command range of Bartow. As long as I moving south and lying up units here, I’m satisfied. However, my own command here is slightly awkward. Oh for just one more active commander in this game.

In the center, I fall back. I’ve been outmaneuvered (which I expected) and have not had any successful attacks (which I did not expect). I won’t be outmaneuvered from the Centreville Heights however. The 39 NY acts as my rear guard to cover the retreat to the slopes—although Rex does not seem to be troubling me.

At last I attack in the south. The attacks are such that any exchanges will kill Rebel defenders also. Again I move units around to take advantage of any opportunities, and possibly move north towards Centreville. I also realize now I blew a chance to cross at the bridge by attacking Standard and soaking off on Jackson. I was just blinded by the presence of Jackson in brigade. I also managed to activate Holmes last turn, making my crossing this turn even more difficult. That’s two oversights in one turn; I’ll have to be more careful.

My rotten die rolling continues. My attacks fail and the 4-1 bombardment misses. I’m only glad the 1-2 attack on Hampton was an AB2. Sooner or later, the die will tell.

The Union strategy was losing direction, drifting on the tides of events.

Paul could wait and make a better initial assault next turn, but with time running short he’s wiser to make two week attacks in hopes of disarraying the defenders. Unfortunately, the die shoots the attacks apart.

Sandwiched between Union armies, Beauregard’s force is both a threat and a temptation to the Union player, but Union Mills is the critical front. Burnside should go south and leave Beauregard to Davies. Instead Davies retreats and Burnside continues north! This is senseless: alone, Burnside can accomplish nothing except waste time (and Paul is just asking for command and rally problems by splitting the 2nd Division). This is the price for failing (to deal with Jones at the start).

Paul also leaves the 16 NY. Blanket and E 3 US vulnerable to fairly good attacks, which is an error. An outnumbered delaying force must be careful to maintain its strength last it encourage enemy boldness. Out west, Richardson breaks for the Stone Bridge, but could push a bit faster; the race is on.

12 NOON: Position following Confederate Turn. Letter coded countersrepresent: A—Richardson, 1 Mass, 3 Mich, 12 NY, 0/1 US.

This is very dangerous—except for Richardson, Paul’s play seems to be losing direction. The pressure he is applying is slackening, which allows Rex to take the initiative.

Confederate: The first desperate Union assault across the fords in the south is turned back, taking down a couple of Yankee units (one of which will be rallied next turn). Now, Holmes goes into brigade and exchanges places with the infantry/artillery force holding Union Mills Ford. Meanwhile, Smith draws near. Smith will take the northernmost route to keep my options open, but stays near to move onto the hilltop if it appears that Paul is actually going to continue his mad assaults towards Manassas here.

In the center, I’ll continue to play games with my cavalry. These fine (and exhausted) horsemen shift to threaten a couple of commanders. Beauregard emulates Ney and takes personal command of the 30th Virginia. Davies continues to delay his retreat toward Centreville, so I’ll continue to push on up with Joxes. Perhaps I can outmaneuver Davies somewhere along the line and cut him off from the roads to the town. Too, my center will pace his retreat, keeping the illusion of pressure here. If he pauses long enough somewhere before the final Centreville Ridge, I think that I’ll launch a 3-1 or 4-1 attack just to worry him (now that infantry losses can be readily brought back). And Cocke continues to lurk around the bridge.

To the west, nothing but march and counter-march.

12 NOON: Position following Confederate Turn.
The Confederates also were content to wait on events.

Instead of taking the initiative, Rex marks time: Johnston and Beauregard slow down, Cocke halts completely, and only batteries move to block Richardson (this gives Paul the Stone Bridge). With time on his side still, Rex wants to pull off resolving the situation in order to lure Burnside north and delay events around Union Mills. This delicate and treacherous policy can be betrayed by events or Paul's whim, and pays the price of slowing the CSA advance. It is hard to tell, but Rex would probably do better to press his attack on Centreville.

Rex makes another mistake around Union Mills. When a stronger force moves behind Yates Ford, Hampton should withdraw one hex. Staying adjacent just offers a weaker spot for a Union assault.

### 12:00 NOON

**Union**: I will be more aggressive this turn—I have to be. If the attacks don't work, I will probably swing north to crush his center forces. In the center I will give him a chance to attack Davies, but I don't think he will. I attack Munford again (Exchange) and keep watching for a chance to attack elsewhere. Sherman holds the point now to dissuade any foolishness on Rex's part while Blenker withdraws.

In the west, both Keyes and Richardson ready themselves to form brigade and move the Southerners. A battle for bridge may soon be begun.

I'll attack again at Yates and Union Mills. One of these attacks should work. Hurry!! Both work—even if they were bloody. Too bad about the Leathernecks who told them they could attack artillery and survive. The big thing is that my losses are possible to rally, while his are dead forever. I rally the 3 Me as the best defensive unit. Now, I've my foothold.

As the sun reached apogee, the second wave of Union blue advanced, burst across the fords and swept the defenders away!

This time the Union makes fairly good attacks at both fords, and is rewarded when both succeed! This creates a real crossing with few CSA reserves nearby. Paul's kind of break can win the game if Paul can funnel enough strength across. Unfortunately Burnside is sinking ever deeper into the mire at McLean's Ford. Paul is treating Union Mills as one threat among many instead of his main axis of strategy.

Paul is much more expert in the Sudley area (this game is his first Union Mills attack). Richardson and Keyes prepare to form brigade and clear the Stone Bridge next turn (squabble: Keyes should have all his regiments with him for soak-offs to use with the formed brigade). But the strain of handling five separate fronts is causing blunders: Miles can be ridden down, Davies and Sherman can be surrounded (Sherman at 3-1) and the 16 NY remains vulnerable.

The success at Union Mills transforms the game—suddenly the Union has the initiative and the crisis is in the East again. Neither side is prepared for the new situation and both sides must scramble to adjust. The side that does so first may well win the game.

**Confederate**: The damn Yankees get a couple of breaks on the die and come across at Yates and Union Mills in force. Holmes is my second commander to go down before the villains, at the head of his brigade. To add misery to the situation, an EX also takes down the Hampton Legion. Now, a fast development to bring Smith onto the hilltop is necessary. But I think that it will be at least a turn before he sorts himself out, moves across the fords.

## SERIES REPLAY
### COMBATS CHART

<table>
<thead>
<tr>
<th>Turn</th>
<th>Units Attacking</th>
<th>Units Defending</th>
<th>Odds</th>
<th>Die Roll</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>3</td>
<td>Palmer, 1 Mich Franklin Bgd</td>
<td>Harrison</td>
<td>AV</td>
<td>DE</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>Palmer rides down Ewell</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Bombardment:</td>
<td>3 D, 2 RI</td>
<td>3-1</td>
<td>6</td>
<td>DE</td>
<td></td>
</tr>
<tr>
<td>3 E/3, Bookwood</td>
<td>1 Va</td>
<td>1-1</td>
<td>2</td>
<td></td>
<td></td>
</tr>
<tr>
<td>3 M/2</td>
<td>1 Va</td>
<td>1-1</td>
<td>4</td>
<td></td>
<td></td>
</tr>
<tr>
<td>3 D, 2/1</td>
<td>1-2</td>
<td>4</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>4 Howard Bgd, 1 Mich</td>
<td>1 Mich, Franklin Bgd, Wilcox Bgd</td>
<td>6 La</td>
<td>4-1</td>
<td>1</td>
<td>DE</td>
</tr>
<tr>
<td>4 Wisc, 27 Pa</td>
<td>Munford</td>
<td>3-1</td>
<td>4</td>
<td>DB2</td>
<td></td>
</tr>
<tr>
<td>Bombardment:</td>
<td>4 E/3, A/2</td>
<td>1 Va</td>
<td>1-1</td>
<td>5</td>
<td></td>
</tr>
<tr>
<td>4 D, 2 RI, G/2</td>
<td>Walker</td>
<td>1-2</td>
<td>3</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Bombardment:</td>
<td>4 Lakam, Rogers, Heaton</td>
<td>1 Va</td>
<td>1-1</td>
<td>6</td>
<td></td>
</tr>
<tr>
<td>4 Staard, Walker, Walton</td>
<td>71 NY</td>
<td>4-1</td>
<td>3</td>
<td>DE</td>
<td></td>
</tr>
<tr>
<td>5 Sherman Bgd, 8 NY, 25 NY</td>
<td>1 Va</td>
<td>5-1</td>
<td>4</td>
<td>DB2</td>
<td></td>
</tr>
<tr>
<td>5 Burnside, Bgd, 2 RL, 2 NH,</td>
<td>6 Al</td>
<td>5-1</td>
<td>2</td>
<td>DB2</td>
<td></td>
</tr>
<tr>
<td>5 Palmer</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Bombardment:</td>
<td>5 G, 1/1, D/2, 2 RL, G/2</td>
<td>2 Tenn</td>
<td>3-1</td>
<td>5</td>
<td></td>
</tr>
<tr>
<td>5 Bookwood</td>
<td>Munford</td>
<td>1-1</td>
<td>1</td>
<td>DB2</td>
<td></td>
</tr>
<tr>
<td>5 E/2</td>
<td>1 Ark</td>
<td>1-1</td>
<td>6</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Bombardment:</td>
<td>5 Staard, Walker, Walton</td>
<td>1 Ark, 2 Tenn</td>
<td>1-1</td>
<td>6</td>
<td>AE</td>
</tr>
<tr>
<td>6 3 Me, 1 Mich, 1/1, D/2</td>
<td>1 Ark</td>
<td>1-2</td>
<td>4</td>
<td>A2B</td>
<td></td>
</tr>
<tr>
<td>6 2 Vt</td>
<td>1 Vt</td>
<td>1-1</td>
<td>6</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Bombardment:</td>
<td>6 2 RI, D/3, G/2</td>
<td>8 SC</td>
<td>3-1</td>
<td>5</td>
<td></td>
</tr>
<tr>
<td>6 E/3, A/2</td>
<td>18 Va</td>
<td>1-1</td>
<td>1</td>
<td>DB2</td>
<td></td>
</tr>
<tr>
<td>Bombardment:</td>
<td>6 Walker</td>
<td>1-1</td>
<td>6</td>
<td></td>
<td></td>
</tr>
<tr>
<td>6 Staard, Walton</td>
<td>2 RI</td>
<td>1-1</td>
<td>1</td>
<td>DB2</td>
<td></td>
</tr>
<tr>
<td>6 Shields, Garnett, Kemper, Pendleton</td>
<td>E/3</td>
<td>2-1</td>
<td>4</td>
<td></td>
<td></td>
</tr>
<tr>
<td>7 2 Wisc, 29 NY</td>
<td>Munford</td>
<td>3-1</td>
<td>5</td>
<td>EX</td>
<td></td>
</tr>
<tr>
<td>7 14 NY, 2 Vt, 4 Mich, D/2, 1/1</td>
<td>Hampton</td>
<td>2-1</td>
<td>2</td>
<td>EX</td>
<td></td>
</tr>
<tr>
<td>7 MAR, G/2</td>
<td>Walker, 2 Vt</td>
<td>1-4</td>
<td>2</td>
<td>AE</td>
<td></td>
</tr>
<tr>
<td>7 1 Minn, 27 NY, 11 Mass, 2 RL</td>
<td>Holmes Bgd</td>
<td>1-1</td>
<td>1</td>
<td>DE (Holmes Kia)</td>
<td></td>
</tr>
<tr>
<td>Bombardment:</td>
<td>7 D/3</td>
<td>1-1</td>
<td>5</td>
<td></td>
<td></td>
</tr>
<tr>
<td>7 E/3, A/2</td>
<td>Rockbridge</td>
<td>2-1</td>
<td>2</td>
<td></td>
<td></td>
</tr>
<tr>
<td>7 E/2</td>
<td>18 Va</td>
<td>1-2</td>
<td>4</td>
<td></td>
<td></td>
</tr>
<tr>
<td>7 G/1</td>
<td>Imboden</td>
<td>1-2</td>
<td>3</td>
<td></td>
<td></td>
</tr>
<tr>
<td>7 Jones Bgd, 1 Va</td>
<td>16 NY</td>
<td>4-1</td>
<td>5</td>
<td>DE</td>
<td></td>
</tr>
<tr>
<td>7 30 Va rides down Bay</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Bombardment:</td>
<td>8 Walker, Walton</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>8 Imboden</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>8 Shields, Garnett, Kemper, Pendleton</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>8 REG, Burnside, Bgd,</td>
<td>5 Al</td>
<td>3-1</td>
<td>4</td>
<td>DB2 (elim)</td>
<td></td>
</tr>
<tr>
<td>8 2 RL, 2 NH</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>8 D/3, 2 RL, 27 NY, 11 NY, 11 Mass, 1 Min</td>
<td>Richardson Squires</td>
<td>3-1</td>
<td>3</td>
<td>DB2</td>
<td></td>
</tr>
<tr>
<td>Bombardment:</td>
<td>8 G/1</td>
<td>1-2</td>
<td>2</td>
<td></td>
<td></td>
</tr>
<tr>
<td>8 M/2</td>
<td>1-2</td>
<td>1</td>
<td>DB2</td>
<td></td>
<td></td>
</tr>
<tr>
<td>8 E/2</td>
<td>1-1</td>
<td>6</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Note: Grey shaded sections are Confederate attacks.
and reads himself for the grand assault. I continue to offer him only poor odds—for the hilltop haxes. He has not shown any proclivity to develop anything rapidly up till now; I don’t expect the Union commander to do so. Jackson shirts his brigade to keep the possibility of isolation and a desperate breakout attempt from being brought about by the battles for the hilltop. Walker and the covering 2nd Va. retire to the sanctuary of the hill also, still interdicting Yates Ford.

Elsewhere, the situation develops around Centreville nicely. Having chosen to ride down Miles with Beauregard and the 30th Va. Cavalry, I had no choice really, as by breaking down, the inept Davies could have contacted them with a 1-1 attack anywhere that made any difference anyway.) But worse for him, these devils an horseback are now one turn from Centreville. I expect to see a mad scramble by the Union forces around Centreville to secure the ridge. If the 30th survives, they will lark around somewhere in the northeast while Beauregard turns to other tasks. To add to Davies’ problems, Jones overruns the 16NY, opening another route to threaten the ridge. In the center, I’ve broken Longstreet up in order to position forces to move and spring the key hex in the center of his ridge position unless he covers it in strength. Since Schenck must scramble back in the general rush, Cocke will cross this turn or next to draw up also. Unless, of course, the 15th NY is in a major rushing attack. I will spend the next turn getting into position and assessing his defenses.

To the west, finally a shot is heard. Imboden opens up on the massing enemy, unfortunately without effect. Evans breaks up to cover the batteries protecting the bridge; Bee breaks up to cover Evans. This also allows Bee himself to get Bartow moving to the fray. Now, more average attacks or he crosses to the north of the abatis if he wants to get across Cut Run. I still view all this as a sideshow. The battle will be decided around Centreville, and I’ve still the initiative here.

Desperately Walton and Jackson tried to hold the line until Smith’s brigade, last hope of the Confederacy, could reach the field.

Without reserves to squath the crossing, Rex tries to hold the heights until Smith gets in position—but he errs. Walton’s artillery is a weak spot, doubled on the hill but halved in the woods. It hardly seems important that the 1st Virginia Cavalry is about to cut Burnside off from Union Mills, paul may well be able to win without him.

With the crisis forced upon him, Rex has no need to delay—in fact he needs to press his attack in the center. So he advances and takes down Miles and the 16 NY but does not surround Sherman to decisively weaken the Federal center. In the west, Bee finally goes back for Bartow, but late, the Union is poised to attack.

Rex has slipped in the south. I can get a 3-1 on the artillery and will take the hill position. The star is closer now. Keeping Howard’s brigade stacked, I’ll move him into the ford. Pepe goes with him to keep Prater and the 14 NYM active. The luck is back to normal though; my 3-1 is a single Defender Retreat. I really wanted to destroy those guns. I have a bad feeling they will come back to haunt me. I rally the 1 Michigan.

The Yankee charge continued up the slopes and drove away the artillery commanding the crossings.

Paul reinforces through the fords and smashes Walton off the hill. At this moment, he almost has won game. He has superior strength and has sprung the last terrain barrier, and Rex is stretched to the limit and has no reserves (he can afford no losses— he is very lucky Walton retreated). Paul only needs to build up his bridgehead. Specifically, he must decide what to do at Yates Ford this turn: crossing to attack the heights at low odds threatens casualties that Rex cannot afford, but it is risky; shifting north to the other crossings is safer, but it allows Rex to concentrate against Union Mills Ford this turn; leaving units in Yates Ford forces Rex to face two threats, but the halved units are vulnerable to cavalry attacks.

Since he has just sprung the trentie and is short of troops anyway (thanks to Burnside’s diversion), Paul probably should ignore Yates Ford and shift north this turn, but he is not terribly wrong to occupy Yates Ford instead. He does better by putting Howard and Porter in the ford where they can be attacked. If possible, you should always protect the elements you need to rally every brigade.

With the crisis at Union Mills, Burnside should head south or at least guard his route back. Instead he attacks and allows the 1 Va Cavalry to block it.

The person to deal with Beauregard’s worst-case advance is Davies—who falls back into the woods, where he might as well be on another planet (he could at the least attack the troublesome 30 Va Cavalry).

Clearly, Union Mills is once more distracting Paul from the Stone Bridge. He should attack even though Kears lacks the soak-off unit he needs to stay in brigade, but instead he gives Rex a chance to recover. Admittedly this theater no longer appears very important, but one can never tell when a minor advantage will turn out to be important.

At this point, with the Union riding a tide of victories, we will break the replay. (We simply do not have space available to reprint the entire commentary in a single issue). The conclusion of this tense game of BULL RUN will appear in the next GENERAL— Vol. 20, No. 6.

**12:30 PM**

Union: Miles is dead. While I don’t see the harm (as he wasn’t an active leader), I would have moved him if I had seen the horses coming. Meanwhile I keep moving my reserves to the right and back onto the ridge, where we plan to stand like a “stone wall” against the grey hordes. Unfortunately, I must divert some forces to face Jones and that pesky cavalry. Davies is trying to find his way home; meanwhile Burnside is on his way, fighting through treacherous rearguards.

**BULGE PBM kit**

A Play-By-Mail kit for the new ’81 version of BATTLE OF THE BULGE including complete instructions is now available for $8.00 plus 10% postage and handling charges (20% to Canada; 30% overseas). When ordering be sure to specify whether you want a PBM kit for the new ’81 edition of the game or the old ’65 edition. Each kit contains sheets for both German and Allied players. PBM kits are available only from The Avalon Hill Game Co., 4517 Harford Rd., Baltimore, MD 21214. MD residents please add 5% state sales tax.

**RETAIL OUTLETS**

Daily the offices of Avalon Hill receive requests from gamers for the location of the nearest retail outlet in their locale. Unfortunately, the Avalon Hill Game Company deals through wholesale distributors exclusively; no comprehensive listing of retail stores which offer our fine line is maintained. Until now we have met such requests with the suggestion that the gamer check the yellow pages for the better hobby and bookstores of his region, many of which carry Avalon Hill titles. However, the editors have managed to compile a partial listing of retail outlets offering the best of all games. Look for Avalon Hill games at the following fine stores:

- **Alabama**—Birmingham: Homewood Toy & Hobby Shop; Huntsville: Braketta’s; Circle World, The Book Shop
- **Arkansas**—Little Rock: House of Hobbies
- **Florida**—Belleair Bluffs: Medieval Marts; Boca Raton: Games Importer; Cocoa: The Compleat Strategist Inc.; Fort Lauderdale: Games Importer; Fort Myers: Gainesville Toyland Inc.; Jacksonville: Game N Gadget; Lakeland: Astral Games; Pensacola: Toyland; Plantation: Games Importer; Sarasota: H&H Hobby Saver; Tallahassee: Games N Games; Tampa: Hans Hobby Shop
- **Kentucky**—Hopkinsville: Wooley’s Toys & Sports; Louisville: The Hobby House, Something To Do, Thornburg’s Toys; Madisonville: Wooley’s Toys & Sports; Owensboro: Wooley’s Toys & Sports
- **Louisiana**—Baton Rouge: Game Shop; Bossier City: The Game Peddler; Lafayette: Intellectix, Tex For Fun; Metairie: Toy Chief; New Orleans: Hub Hobby, Sportsman Hobby, Hubby’s; Slidell: Vic Taylor Shop
- **Oklahoma**—Fort Smith: Game Shop; Norman: Game Shop; Oklahoma City: Game Shop; Stillwater: Game Shop; Tulsa: Game Shop; Jntellectix
- **South Carolina**—Anderson: Leisure Time; Charleston: Green Dragon; Columbia: Dutch Door, Leisure Time; Greenville: Great Escape; Hobby & Leisure Time; Spartanburg: Jib’s Hobby-Craft & Toys, Leisure Time
- **Tennessee**—Chattanooga: Lou’s Hobby & Craft Store; Jackson: Showers And Games; Knoxville: Book & Supply Store; Nashville: The Games Store Inc.; Phillips Toy Mart
- **West Virginia**—Charleston: Fountain Hobby Center, Lanus’, Huntington: Hebbleton of Huntington; Morgantown: Morgan’s; Wheeling: Putnams Hobby Shop, Wheeling Coin Shop