

Civil War Brigade Series—Three Battles of Manassas

Clash of Volunteers

©2004. Multi-Man Publishing, LLC. All Rights Reserved.

Civil War, Brigade Series Clash of Volunteers First Battle of Bull Run

Three Battles of Manassas
A Civil War, Brigade Series Game

Game Design: Thomas Prowell

Series Design: Dean Essig

Research Assistance: Stephen Graham

Playtesting: David Antonio, Carl Barden,
Jon Boley, Rob Bottos, Stephen Graham,
Boyd Schorzman, Greg Ullrich, Mark
Woloshen.

Table of Contents

1...	Introduction
	Counter Notes
	1.0 Terrain & Map Notes
	2.0 General Special Rules
2...	3.0 Union Special Rules
	4.0 Confederate Special Rules
3...	5.0 Victory Conditions
	6.0 Scenarios
14...	Design Notes
15...	Historical Notes
16...	Bibliography

Introduction

Battles at Bull Run is a set of three complete games in The Gamers' Civil War, Brigade Series, covering engagements outside Manassas, Virginia. *Clash of Volunteers* presents the battle the Rebels called Manassas. To the Union, it was the Battle of Bull Run.

On July 21, 1861, the untried Union and Confederate armies met at Bull Run. This first large fight of the Civil War resulted in a narrow Rebel victory and ended the public perception that the young war would be a short one.

Counter Notes

See the Second Bull Run rulebook for a description of changes on some standard CWB counters.

1.0 Terrain & Map Notes

1.1 Centreville Defenses

The breastworks around Centreville were constructed *after* First Bull Run and are not used in these scenarios.

1.2 O&A Railroad Bridge

The RR bridge across Bull Run on Map C is considered destroyed in all 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 First Bull Run scenarios (Dawn begins at 4:00 am and dusk begins at 7:30 pm).

2.0 General Special Rules

2.1 Defensive Orders

Do not use the Defensive Orders optional rules with the First Bull Run scenarios—units need to be able to defend without orders.

2.2 Brigade Goals

First Bull Run, especially for the Confederate side, requires divisional goals (Brigade Goals) for infantry brigades as well as cavalry and artillery. Infantry brigades accept orders with a receiver rating of **2**, and have a nominal leader rating of **2** for Corps Attack Stoppage (as a Corps of 1 division).

Any Brigade that becomes wrecked while operating on a brigade goal, suffers the -6 "wrecked brigade of a wrecked division" morale penalty. Brigades operating under a divisional structure apply the appropriate -4 or -6 penalty.

Without orders, any Confederate brigade, and those Union brigades on Brigade Goals, may voluntarily ECR whenever enemy units are within 5 hexes of their location. Confederate brigades must ECR toward the South map edge and Union brigades toward Centreville. Units that are across Bull Run may retreat toward the nearest crossing point that leads, respectively, to Centreville or the South map edge.

Artillery units may be given Brigade Goals and may be assigned to a brigade as part of a Brigade Goal order. Artillery units that are attached to a brigade can operate freely within 2 hexes and are not required to stack with a unit of the brigade. Confederate artillery units are attached to the brigade they setup with or enter with.

The Gamers
Quality Wargames Since 1988



Multi-Man Publishing

2.3 Close Combat

In all Close Combat engagements, the Morale Table Modifier for the attacker is increased to -8. Should the close combat involve the Odds Table, the attacker is limited to an 'A' strength level regardless of actual size.

In this early stage of the war, leaders were inexperienced in handling large bodies of men and tended to commit their regiments in piecemeal fashion.

2.4 Straggler Recovery

All units are allowed to recover Stragglers. Units on Brigade Goals may ignore the command radius restriction, but all other normal conditions apply.

2.5 Headquarters

Army HQ counters are not used in First Bull Run. Army commanders may issue orders from their actual location. Orders issued to leaders in the same hex arrive immediately and may roll for acceptance in the same command phase. However, Army commanders on both sides are limited to **one IPV bonus per day**.

Historically, McDowell's headquarters did not accompany him in the field, and during this battle, once the action started; Beauregard led "from the front". The larger formal HQ and staff were not yet present this early in the war.

3.0 Union Special Rules

3.1 Army Command

McDowell commands the Army of Northeast Virginia (ANEVa). He must issue orders directly to each division in the form of divisional goals. To establish a *Brigade Goal*, a division must accept an order, from the Army commander or via initiative, that contains instructions for one of its brigades. Once detached from its division, a brigade may receive new orders directly from the Army commander.

Should McDowell become a casualty, the order of succession for Army Command is:

- 1) Tyler
- 2) Runyon (if in play)
- 3) Hunter
- 4) Heintzelman
- 5) Miles.

3.2 Anti-Initiatives

All Union division leaders have a -1 anti-initiative.

After Tyler's run-in at Blackburn's Ford on July 18, he received a "dressing-down" from McDowell that made commanders hesitant to act independently.

3.3 Detachments

Any Union division, which has at least 3 brigades currently under its control, may detach one brigade on a Brigade goal. Attachments may be given as part of a scenario setup, but otherwise are not allowed.

3.4 Union Minor Variants

3.4a Howard's Brigade. In scenarios where Howard's brigade (3-3) is scheduled to arrive at 1pm, he may arrive instead with the rest of 3 Div at 11am. This option gives the Confederate player 1 VP.

3.4b Union Cavalry. Allow Palmer to enter or setup with McDowell in any scenario *except* 6.1. Palmer is independent and does not require orders. This option gives the Confederate player 1 VP.

Historically, the Union cavalry was very poor and did not contribute to the battle. This option gives them a more effective role.

3.4c Runyon's Division. Allow Runyon and 2-4 to enter or setup with 1-4. When this option is used, all of 4 Div may arrive 2 hours earlier than scheduled. This option gives the Confederate player 2 VP.

Runyon's division was composed of unbrigaded militia and volunteer regiments who were considered unreliable. Some of these troops showed up late on July 21, trying to restore order during the Union rout.

3.4d McCunn's Provisional Brigade. When listed in a scenario, the Prov Brigade may be added to the Union army and receives orders directly from the Army commander. This option gives the Confederate player 1 VP.

These four NY regiments were sent from Alexandria to Fairfax Court House to stem the Union rout. They could have been used in the battle.

4.0 Confederate Special Rules

4.1 Army Command

While technically there are two Rebel armies on the field, the Confederates act as a single unified force with Beauregard and Johnston sharing Army command. Both of these leaders function as normal Army commanders and can issue orders to any CSA brigade. When Beauregard and Johnston are in play, a *combined* total of 20 Command Points are available each turn.

Beauregard has a 0 rating on the counter front and a 2 rating on its back. The rating he starts with is indicated in each scenario setup, and may change when Johnston becomes "active" (see below). *At all times*, Beauregard is limited to the number of Command Points his leader rating would normally provide (10 or 15).

In any scenario where Johnston is in play, his current status will be given as *Active* or *Inactive*. **When Inactive, Johnston has no command function.** He may become *Active* on a successful initiative roll (ignore Loose Cannon results) and can make one such roll per turn. When Johnston becomes *Active*, flip Beauregard to his 2 rated side and let both leaders function as Army Commanders. Once *Active*, Johnson remains that way for the rest of the game.

Should Beauregard become a casualty, Johnston automatically becomes *Active*. If Johnston becomes a casualty, Beauregard commands the Army with a leader rating of 2. If both become casualties, use a Repl leader as Army Commander.

J.E. Johnston was the senior commander at Manassas. However, upon his arrival he decided to leave Beauregard in command. As events unfolded he took a more active role, and in the process inspired Beauregard to action.

4.1a Brigade Goals. The Confederate Army is composed entirely of brigades with no Corps or Division structure. The Army commander must issue individual orders directly to brigades in the form of Brigade Goals.

4.1b Brigade Leaders. Certain brigades have a Leader Rating printed on the counter (upper left corner). Any brigade with a Leader Rating **may attempt initiative** and accept orders as a leader (receiver) of the same rating. No other benefits are derived from this Leader rating.

4.2 Stuart's Cavalry

Stuart is an independent unit and does not require orders.

4.3 Confederate Minor Variants

4.3a Smith's Brigade. Allow Smith's brigade to enter with Elzey's brigade at 1:00 pm, or setup with the other AShen units in Scenario 6.6. This option gives the Union player 2 VP.

Smith had gone ahead to Manassas (with Elzey) to oversee the arrival of some late arriving portions of Bartow and Bee's brigades. These troops never made it to Manassas due to a mysterious train wreck. So Smith, who outranked Elzey, led Elzey's brigade in the battle. With this variant, we give Elzey back his brigade and assume the troops from Bartow and Bee arrived as planned, and Smith is acting as their brigade leader.

4.3b Johnston Brings Everyone to the Party. Use the larger Army of Shenandoah strengths printed on the Confederate Loss Chart. Smith's brigade is included in this variant and does not need to be paid for separately. This option gives the Union player 6 VP.

This variant assumes Johnston was able to bring his entire army to the battle, without leaving regiments behind at Piedmont Station and Manassas.

5.0 Victory Conditions

The game winner is determined by the use of Victory Points (VP) awarded for capturing terrain and damaging enemy formations.

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 brigade. Fords and bridges are controlled by the side that last crossed the hexside or has a friendly unit adjacent to the hexside with the other side free of enemy units and EZOC.

Feature	Union	CSA
Centreville	0	6
Entry J or K	5	0
Henry House Hill	3	3
McLean House	4	0
New Market	4	0
Cub Run Bridge	0	3
Stone Bridge	2	2

5.2 Wrecked Formations

Each side receives VP for wrecking enemy infantry brigades. Each brigade wrecked by casualty and straggler losses is worth 1 VP at game end. Each brigade wrecked by casualties alone is worth 2 VP.

5.3 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 specific to the scenario to determine the level of victory. Fractional VP totals are always rounded down.

6.0 Scenarios

6.1 To Henry Hill

This one-map scenario portrays the most critical moments of the First Battle of Bull Run as both sides fight for control of Henry House Hill.

General Information

First Turn: 12:30 pm, July 21, 1861

Last Turn: 6:00 pm, July 21, 1861

Scenario Length: 12 turns

Maps Used: B

First Player: Union

Confederate Information

Setup:

Hampton: **B22.18**

Db(1): **B26.17**

Jackson, AShen b(2): **B25.18 ext B24.18 ext B26.17**

AShen b(2 - 1 gun point): **B26.20** (limbered)

Evans, Bee, Bartow: **B26.21** (all Routed*)

Cocke-B: **B28.29**

Stuart (1Va): **B38.27**

Beauregard (2): **B30.24**

* Mark the following casualties.

Evans **5**, Bee **8**, Bartow **6**.

Orders:

1. Jackson has orders to defend Henry Hill. He may move freely among hexes that are the same elevation as Henry House.
2. Cocke-B has an order to move to Henry Hill on Jackson's right flank.

Artillery Ammunition: 20

Reinforcements:

1:30 pm, Entry hex K: Elzey, AShen b(1)

2:00 pm, Entry hex Q: Bonham-B, APot b(2)

2:30 pm, Entry hex R: Early's Brigade

Orders:

All units except Early, have orders to move to Henry Hill and extend Jackson's left flank. Early's brigade may be assigned a Brigade Goal on the turn it arrives (automatically accepted).

Union Information

Setup:

1a-2: **B19.15**

2b(1): **B20.14**

Repl(Hunter), 1b-2, 2b(2): **B21.12**

3b(2): **B23.11**

Heintzelman, 1-3: **B20.13**

2-3: **B19.12**

Tyler, 1-1 (column): **B15.23**

3-1 (column): **B14.16**

McDowell: **B16.13**

Orders:

1 Div (only Keyes & Tyler) has order to move to B18.19 and then attack to capture Robinson House.

3-1 (Sherman) has a brigade goal to march to Sudley Road and take up position behind 3 Div.

No other units have orders.

Artillery Ammunition: 20

Reinforcements:

1:00 pm, Entry hex G: 3-3 (Howard) with Brigade Goal to move to B11.10

*Do not use Opt 3.4a.

Special Rules

1. McDowell may issue orders directly to any brigade or artillery unit. He is not required to do so, he may issue divisional goals normally.
2. Mark the following casualties:
1a-1: **2**; 1b-1: **5**.

Victory

Ignore conditions in 5.0 and give victory to the side that controls all hexes of Henry House Hill.

6.2 McDowell s Pincer

On July 18, McDowell's original plan had Heintzelman's 3rd Division crossing Bull Run at Union Mill's Ford to turn the Confederates' right flank. Tyler with 1st Division was ordered to pass through Centerville and march toward Bull Run simulating an attack. While Tyler exceeded his orders and attempted to capture Blackburn and Mitchell Fords, McDowell had already cancelled the attack on Union Mills. This scenario allows McDowell's original plan to unfold, while incorporating the actions of Tyler at Blackburn's Ford.

General Information

First Turn: 10:00 am, July 18, 1861

Last Turn: 8:00 pm, July 18, 1861

Scenario Length: 21 turns

Maps Used: C

First Player: Union

Confederate Information

Setup:

Bonham-A, APot b(2): **C38.12**

Bonham-B: **C40.11**

Longstreet, APot b(1): **C34.17 ex C34.18**

Jones, APot b(1): **C45.24**

Early, Db(1): **C40.19**

Ewell, APot b(1): **C52.29**

Beauregard (0), APot Supply: **C50.16**

Orders: No units have orders.

Artillery Ammunition: 25

Reinforcements: None

Union Information

Setup: None. All units enter as reinforcements.

Artillery Ammunition: 25

Reinforcements:

Before play begins, roll one die and add the result as a number of turns to the 10am* arrival time for Heintzelman and 3rd Division. (10am +3 is 11:30am). All other units arrive as scheduled.

10:00 am, Entry F: Tyler, 4-1, 1b(1).

10:00 am*, Entry G: Heintzelman, 3 Div (all).

11:00 am, Entry F: 3-1, 1b(2)

12 Noon, Entry F: 2-1, 1b(2)

1:00 pm, Entry F: 1-1

3:00 pm, Entry F: McDowell, *McCunn's Prov Brigade (opt)*.

Orders:

1 Div—Attack along Centerville Road to capture Blackburn and Mitchell Fords.

3 Div—Force a crossing at Union Mill Ford and advance to capture the McLean House (C50.16).

McCunn (opt)—Move to Centerville.

Special Rules:

There are no anti-initiatives for Union leaders in this scenario and there is no VP cost for 3-3 arriving with 3 Div.

Victory

Determine victory solely by control of the terrain features listed below.

	Union	CSA
McLean House	4	0
Blackburn Ford	2	2
Mitchell Ford	2	2
Union Mills Ford	1	3

Historically, Tyler's attempt to capture Blackburn Ford with only Richardson's brigade was a failure.

Early Start for Campaign

With the following modifications, Scenario 6.2 can be used as an early start for a full Manassas campaign.

a) Use maps B & C, and add the following units to the Confederate setup:

Evans, Db(1): w/i 3 B19.22

Cocke-A, APot b(2): B26.26

Cocke-B: B28.29

b) Heintzelman's 3 Div may arrive as indicated in this scenario **or** may arrive at 2pm at Entry F with any orders the Union player wants.

c) On the 8pm (not am) turn of July 18th, roll two dice for each Union division listed in scenario 6.4 that is not yet on the map. Add the result as a number of turns to determine the arrival time for each division. These divisions arrive with orders to "Move within 4 hexes of Centerville".

d) Extend scenario 6.2 until 5am July 19th and continue play using the reinforcement schedule, artillery ammo, Special Rules, and Victory from Scenario 6.4.

6.3 First Battle of Bull Run

This scenario covers the historical battle of First Bull Run. McDowell's turning maneuver strikes the Confederate left as the Southern army scrambles to shift forces from the right.

General Information

First Turn: 9:00 am, July 21, 1861

Last Turn: 7:30 pm, July 21, 1861

Scenario Length: 22 turns

Maps Used: B & C

First Player: Confederate

Confederate Information

Setup:

Evans, Db(1): **w/i 3 B19.22**

Cocke-A, APot b(2): **B26.26 ex B26.25**

Cocke-B: **B26.31 ex B26.30 ex B27.32**

Bonham-A, APot b(2): **C38.12**

Bonham-B: **C40.11**

Longstreet, APot b(1): **C32.16**

Jones, APot b(1): **C34.30**

Early: **C40.19**

Ewell, APot b(1): **C52.29**

Holmes, APot b(2): **C57.29**

AShen b(2): **B40.26**

Bee: **B41.27**

Bartow: **B44.27**

Jackson, AShen b(2): **w/i 2 C43.11**

Stuart (1Va): **B38.27**

Beauregard (0), Johnston (Inactive),

APot Supply: **C50.16**

Orders:

Evans, Bee, Bartow, and AShen b(3) have orders to move to the area of Matthews Hill and Dogan's Ridge.

No other units have orders.

Artillery Ammunition: 60

Reinforcements:

9:00 am, Entry K: Hampton Legion

1:00 pm, Entry J or K: Elzey, AShen b(1)

Orders:

Assign Brigade Goals to these units on the turn they arrive (all immediately accepted).

Union Information

Setup:

1-1: **B16.30**

2-1, 1b(2): **B18.27**

3-1, 1b(2): **B16.27**

Tyler: **B15.33**

4-1, 1b(1): **C26.17**

1-5, 5b(2): **C11.25**

Confederate Loss Chart—Clash of Volunteers

Army of the Potomac

Brigade	Morale	Fire Levels													
Evans	B	A	□□□□□✓	B	□□□□	C	□□□□								
Cocke A	C	AB	□□□□□□	A	□✓□□□□	B	□□□□	C	□□□□						
Cocke B	C	AB	□□□□□□	A	□□✓□□□	B	□□□□	C	□□□□						
Bonham A	C	AAA	□□□□□□	AAB	□□□□□□	AA	□✓□□□□	AB	□□□□□□	A	□□□□□□	B	□□□□	C	□□□□
Bonham B	B	AB	□□□□□□	A	□□□□✓□□	B	□□□□	C	□□□□						
Longstreet	C	AAB	□□□□□□	AA	□□□□□□	AB	□✓□□□□	A	□□□□□□	B	□□□□	C	□□□□		
Jones	C	AA	□□□□□□	AB	□□□□✓□□	A	□□□□□□	B	□□□□	C	□□□□				
Early	C	AAB	□□□□□□	AA	□□□□□□	AB	□✓□□□□	A	□□□□□□	B	□□□□	C	□□□□		
Holmes	D	AB	□□□□	A	□□□□✓□□	B	□□□□	C	□□□□						
Ewell	C	AAB	□□□□	AA	□□□□□□	AB	□□✓□□□	A	□□□□□□	B	□□□□	C	□□□□		
Hampton	B	B	□□□□✓	C	□□□□										

Army of the Shenandoah

Brigade	Morale	Fire Levels													
Bee	C	AB	□□□□□□	A	□□✓□□□	B	□□□□	C	□□□□						
Bartow	C	AB	□□□□	A	□□□□✓□	B	□□□□	C	□□□□						
Jackson	A	AAB	□□□□□□	AA	□□□□□□	AB	□□□□✓□□	A	□□□□□□	B	□□□□	C	□□□□		
Elzey	C	AAB	□□□□□□	AA	□□□□□□	AB	□✓□□□□	A	□□□□□□	B	□□□□	C	□□□□		
Smith (opt)	B	AA	□□□□	AB	□□□□□□	A	□✓□□□□	B	□□□□	C	□□□□				
Stuart	C	C	□□✓□□□												
Army of the Shenandoah (optional)															
Bee	C	AAB	□□□□□□	AA	□□□□□□	AB	□□□□✓□□	A	□□□□□□	B	□□□□	C	□□□□		
Bartow	C	AAB	□□□□□□	AA	□□□□□□	AB	□✓□□□□	A	□□□□□□	B	□□□□	C	□□□□		
Jackson	A	AAB	□□□□□□	AA	□□□□□□	AB	□□□□✓□□	A	□□□□□□	B	□□□□	C	□□□□		
Elzey	C	AA	□□□□□□	AB	□□□□✓□□	A	□□□□□□	B	□□□□	C	□□□□				
Smith	B	AAB	□□□□□□	AA	□□□□□□	AB	□□□□✓□□	A	□□□□□□	B	□□□□	C	□□□□		
Stuart	C	C	□□✓□□□												

Confederate Loss Chart—Clash of Volunteers

Army of the Potomac

Brigade	Morale	Fire Levels							
Evans	B	A	00000✓	B	000	C	000		
Cooke A	C	AB	000000	A	0✓0000	B	000	C	000
Cooke B	C	AB	00000	A	00✓000	B	000	C	000
Bonham A	C	AAA	00000	AAB	00000	AA	0✓0000	AB	00000
Bonham B	B	AB	00000	A	0000✓00	B	000	C	000
Longstreet	C	AAB	0000	AA	000000	AB	0✓0000	A	00000
Jones	C	AA	00000	AB	0000✓00	A	000000	B	000
Early	C	AAB	0000	AA	000000	AB	0✓0000	A	00000
Holmes	D	AB	000	A	0000✓00	B	000	C	000
Ewell	C	AAB	000	AA	000000	AB	000✓000	A	00000
Hampton	B	B	0000✓	C	0000				

Army of the Shenandoah

Brigade	Morale	Fire Levels							
Bee	C	AB	000000	A	000✓000	B	000	C	000
Barlow	C	AB	000	A	00000✓0	B	000	C	000
Jackson	A	AAB	00000	AA	000000	AB	00000✓00	A	00000
Elzey	C	AAB	0000	AA	000000	AB	0✓0000	A	00000
Smith (opt)	B	AA	000	AB	000000	A	0✓0000	B	000
Stuart	C	C	00✓000						
Army of the Shenandoah (optional)									
Bee	C	AAB	000000	AA	000000	AB	0000✓000	A	000000
Barlow	C	AAB	0000	AA	000000	AB	0✓00000	A	000000
Jackson	A	AAB	00000	AA	000000	AB	00000✓00	A	000000
Elzey	C	AA	000000	AB	0000✓000	A	000000	B	000
Smith	B	AAB	00000	AA	000000	AB	00000✓00	A	000000
Stuart	C	C	00✓000						

Confederate Loss Chart—Clash of Volunteers

Army of the Potomac

Brigade	Morale	Fire Levels
Evans	B	A □□□□□✓ B □□□ C □□□
Cocke A	C	AB □□□□□□ A □✓□□□□ B □□□ C □□□
Cocke B	C	AB □□□□□□ A □□✓□□□ B □□□ C □□□
Bonham A	C	AAA □□□□□□ AAB □□□□□□ AA □✓□□□□ AB □□□□□□ A □□□□□□ B □□□□□□ C □□□□
Bonham B	B	AB □□□□□□ A □□□□✓□□ B □□□ C □□□
Longstreet	C	AA □□□□□□ AB □□□□✓□□ AB □✓□□□□ A □□□□□□ B □□□ C □□□
Jones	C	AA □□□□□□ AB □□□□✓□□ A □□□□□□ B □□□ C □□□
Early	C	AAB □□□□□□ AA □□□□□□ AB □□✓□□□□ A □□□□□□ B □□□ C □□□
Holmes	D	AB □□□□ A □□□□✓□□ B □□□ C □□□
Ewell	C	AA □□□□□□ AA □□□□□□ AB □□□✓□□□ A □□□□□□ B □□□ C □□□
Hampton	B	B □□□□✓ C □□□□

Army of the Shenandoah

Brigade	Morale	Fire Levels
Bee	C	AB □□□□□□ A □□□✓□□□ B □□□ C □□□
Bartow	C	AB □□ A □□□□□✓□ B □□□ C □□□
Jackson	A	AAB □□□□□□ AA □□□□□□ AB □□□□✓□□ A □□□□□□ B □□□ C □□□
Elzey	C	AAB □□□□□□ AA □□□□□□ AB □□✓□□□□ A □□□□□□ B □□□ C □□□
Smith (opt)	B	AA □□□□ AB □□□□□□ A □✓□□□□□ B □□□ C □□□
Stuart	C	C □✓□□□
Army of the Shenandoah (optional)		
Bee	C	AAB □□□□□□ AA □□□□□□ AB □□□✓□□□ A □□□□□□ B □□□ C □□□
Bartow	C	AAB □□□□□□ AA □□□□□□ AB □□✓□□□□ A □□□□□□ B □□□ C □□□
Jackson	A	AAB □□□□□□ AA □□□□□□ AB □□□□✓□□ A □□□□□□ B □□□ C □□□
Elzey	C	AA □□□□□□ AB □□□✓□□□ A □□□□□□ B □□□ C □□□
Smith	B	AAB □□□□□□ AA □□□□□□ AB □□□□✓□□ A □□□□□□ B □□□ C □□□
Stuart	C	C □✓□□□

Confederate Loss Chart—Clash of Volunteers

Army of the Potomac		
Brigade	Morale	Fire Levels
Evans	B	A □□□□□✓ B □□□ C □□□
Cocke A	C	AB □□□□□ A □✓□□□□ B □□□ C □□□
Cocke B	C	AB □□□□□ A □□✓□□□ B □□□ C □□□
Bonham A	C	AAA □□□□□ AAB □□□□□ AA □✓□□□□ AB □□□□□ A □□□□□ B □□□ C □□□
Bonham B	B	AB □□□□□ A □□□✓□□ B □□□ C □□□
Longstreet	C	AAB □□□□□ AA □□□□□ AB □✓□□□□ A □□□□□ B □□□ C □□□
Jones	C	AA □□□□□ AB □□□✓□□ A □□□□□ B □□□ C □□□
Early	C	AAB □□□□□ AA □□□□□ AB □✓□□□□ A □□□□□ B □□□ C □□□
Holmes	D	AB □□□□□ A □□□✓□□ B □□□ C □□□
Ewell	C	AAB □□□□□ AA □□□□□ AB □□✓□□□ A □□□□□ B □□□ C □□□
Hampton	B	B □□□✓ C □□□

Army of the Shenandoah

Brigade	Morale	Fire Levels
Bee	C	AB □□□□□ A □□✓□□□ B □□□ C □□□
Bartow	C	AB □□ A □□□□□✓ B □□□ C □□□
Jackson	A	AAB □□□□□ AA □□□□□ AB □□□✓□□ A □□□□□ B □□□ C □□□
Elzey	C	AAB □□□□□ AA □□□□□ AB □✓□□□□ A □□□□□ B □□□ C □□□
Smith (opt)	B	AA □□ AB □□□□□ A □✓□□□□ B □□□ C □□□
Stuart	C	C □✓□□
Army of the Shenandoah (optional)		
Bee	C	AAB □□□□□ AA □□□□□ AB □□□✓□□ A □□□□□ B □□□ C □□□
Bartow	C	AAB □□□□□ AA □□□□□ AB □✓□□□□ A □□□□□ B □□□ C □□□
Jackson	A	AAB □□□□□ AA □□□□□ AB □□□✓□□ A □□□□□ B □□□ C □□□
Elzey	C	AA □□□□□ AB □□✓□□□ A □□□□□ B □□□ C □□□
Smith	B	AAB □□□□□ AA □□□□□ AB □□□✓□□ A □□□□□ B □□□ C □□□
Stuart	C	C □✓□□

Union Loss Chart—Clash of Volunteers
Army of Northeast Virginia—McDowell
Unit ID Brigade Morale Fire Levels

1-1	Keyes	C	AAB	□□□□□□	AA	□□□□□□	✓	AB	□□□□□□	A	□□□□□□	B	□□□□	C	□□□□	
2-1	Schenck	D	AA	□□□□	AB	□□□□	✓	A	□□□□□□	B	□□□□	C	□□□□			
3-1	Sherman	B	AAA	□□□□□□	AAB	□□□□□□		AA	□□□□	✓	□□□□	AB	□□□□□□	A	□□□□□□	
4-1	Richardson	C	AAA	□□□□	AAB	□□□□□□		AA	□□□□	✓	□□□□	AB	□□□□□□	A	□□□□□□	
1 Div			Tyler	□□□□	✓	□										
1a-2	Porter	B	A	□□□□	B	□□□□	✓	C	□□□□							
1b-2	Porter	C	AAB	□□□□	AA	□□□□□□		AB	□□□□	✓	□□□□	A	□□□□□□	B	□□□□	
2-2	Burnside	C	AA	□□□□	AB	□□□□	✓	A	□□□□□□			B	□□□□	C	□□□□	
2 Div			Hunter	□□□□	✓	□										
1-3	Franklin	D	AAB	□□□□	AA	□□□□	✓	AB	□□□□	□□□□	A	□□□□□□	B	□□□□	C	□□□□
2-3	Willcox	C	AA	□□□□	AB	□□□□	✓	A	□□□□□□			B	□□□□	C	□□□□	
3-3	Howard	C	AAA	□□□□	AAB	□□□□		AA	□□□□	✓	□□□□	AB	□□□□□□	A	□□□□□□	
3 Div			Heintzelman	□□□□	✓	□										
1-4	Montgomery	E	AB	□□□□	A	□□□□	✓	B	□□□□			C	□□□□			
2-4 (opt)	Johnson	E	AB	□□□□	A	□□□□	✓	B	□□□□			C	□□□□			
4 Div			Runyon (opt)	□□□□	✓	□										
1-5	Blenker	D	AAB	□□□□	AA	□□□□	✓	AB	□□□□	□□□□	A	□□□□□□	B	□□□□	C	□□□□
2-5	Davies	D	AAA	□□□□	AAB	□□□□		AA	□□□□	✓	□□□□	AB	□□□□□□	A	□□□□□□	
vS-5	v. Steinwehr	D	B	□□□□	C	□□□□	✓	□	□□□□							
5 Div			Miles	□□□□	✓	□										
Prov (opt)	McCunn	D	AAA	□□□□	AAB	□□□□		AA	□□□□	✓	□□□□	AB	□□□□□□	A	□□□□□□	
Cav (opt)	Palmer	C	C	□□□□	✓	□□□□										

Union Loss Chart—Clash of Volunteers
Army of Northeast Virginia—McDowell
Unit ID Brigade Morale Fire Levels

1-1	Keyes	C	AAB	000000	AA	000000	✓	AB	000000	A	000000	B	0000	C	0000
2-1	Schenck	D	AA	0000	AB	0000	✓	A	000000	B	0000	C	0000		
3-1	Sherman	B	AAA	000000	AAB	000000		AA	0000	✓	0000	AB	000000	A	000000
4-1	Richardson	C	AAA	0000	AAB	000000		AA	0000	✓	0000	AB	000000	A	000000
1 Div		Tyler		0000	✓										
1a-2	Porter	B	A	00	B	0000	✓	C	0000						
1b-2	Porter	C	AAB	0000	AA	000000		AB	000000	A	000000	B	0000	C	0000
2-2	Burnside	C	AA	000000	AB	000000	✓	A	000000	B	0000	C	0000		
2 Div		Hunter		0000	✓										
1-3	Franklin	D	AAB	0000	AA	000000	✓	AB	000000	A	000000	B	0000	C	0000
2-3	Willcox	C	AA	00	AB	000000	✓	A	000000	B	0000	C	0000		
3-3	Howard	C	AAA	0	AAB	000000		AA	0000	✓	0000	AB	000000	A	000000
3 Div		Heintzelman		0000	✓										
1-4	Montgomery	E	AB	0	A	0000	✓	B	0000	C	0000				
2-4 (opt)	Johnson	E	AB	0000	A	000000		B	0000	C	0000				
4 Div		Rumyon (opt)		0000	✓										
1-5	Blenker	D	AAB	000000	AA	000000	✓	AB	000000	A	000000	B	0000	C	0000
2-5	Davies	D	AAA	0000	AAB	000000		AA	000000	✓	0000	AB	000000	A	000000
VS-5	v. Steinwehr	D	B	0	C	0000									
5 Div		Miles		0000	✓										
Prov (opt)	McCunn	D	AAA	00	AAB	000000		AA	000000	✓	0000	AB	000000	A	000000
Cav (opt)	Palmer	C	C	0000	✓	0000									

Union Loss Chart—Clash of Volunteers
Army of Northeast Virginia—McDowell
Unit ID Brigade Morale Fire Levels

1-1	Keyes	C	AAB	□□□□□□	AA	□□□□□✓	AB	□□□□□□	A	□□□□□□	B	□□□□	C	□□□□
2-1	Schenck	D	AA	□□□□	AB	□□□□✓□□	A	□□□□□□	B	□□□□	C	□□□□		
3-1	Sherman	B	AAA	□□□□□□	AAB	□□□□□□	AA	□□□□✓□□□	AB	□□□□□□	A	□□□□□□	B	□□□□
4-1	Richardson	C	AAA	□□□□	AAB	□□□□□□	AA	□□□□✓□□□	AB	□□□□□□	A	□□□□□□	B	□□□□
1 Div	Tyler			□□□□✓□										
1a-2	Porter	B	A	□□	B	□□□✓□	C	□□□□						
1b-2	Porter	C	AAB	□□□□	AA	□□□□□□	AB	□□□□□□	A	□□□□□□	B	□□□□	C	□□□□
2-2	Burnside	C	AA	□□□□□□	AB	□□□□□□✓□	A	□□□□□□	B	□□□□	C	□□□□		
2 Div	Hunter			□□□□✓										
1-3	Franklin	D	AAB	□□□□	AA	□□□□□□✓□	AB	□□□□□□	A	□□□□□□	B	□□□□	C	□□□□
2-3	Willcox	C	AA	□□	AB	□□□□□□✓	A	□□□□□□	B	□□□□	C	□□□□		
3-3	Howard	C	AAA	□	AAB	□□□□□□	AA	□□□□✓□□	AB	□□□□□□	A	□□□□□□	B	□□□□
3 Div	Heintzelman			□□□□✓										
1-4	Montgomery	E	AB	□	A	□□□✓□□□	B	□□□□	C	□□□□				
2-4 (opt)	Johnson	E	AB	□□□□	A	□□✓□□□□□	B	□□□□	C	□□□□				
4 Div	Runyon (opt)			□□✓□										
1-5	Blenker	D	AAB	□□□□□□	AA	□□□□□□✓□	AB	□□□□□□	A	□□□□□□	B	□□□□	C	□□□□
2-5	Davies	D	AAA	□□□□	AAB	□□□□□□	AA	□□□□✓□□□	AB	□□□□□□	A	□□□□□□	B	□□□□
vS-5	v. Steinwehr	D	B	□	C	□□✓□□								
5 Div	Miles			□□□✓□										
Prov (opt)	McCunn	D	AAA	□□	AAB	□□□□□□	AA	□□✓□□□□□	AB	□□□□□□	A	□□□□□□	B	□□□□
Cav (opt)	Palmer	C	C	□□□✓□□□□										

Union Loss Chart—Clash of Volunteers
Army of Northeast Virginia—McDowell
Unit ID Brigade Morale Fire Levels

1-1	Keyes	C	AAB	000000	AA	000000	✓	AB	000000	A	000000	B	0000	C	0000
2-1	Schenck	D	AA	0000	AB	0000	✓	A	000000	B	0000	C	0000		
3-1	Sherman	B	AAA	000000	AAB	000000		AA	000000	AB	000000	A	000000	B	0000
4-1	Richardson	C	AAA	0000	AAB	000000		AA	000000	AB	000000	A	000000	B	0000
1 Div	Tyler		0000	✓											
1a-2	Porter	B	A	00	B	00	✓	C	0000						
1b-2	Porter	C	AAB	0000	AA	000000		AB	000000	A	000000	B	0000	C	0000
2-2	Burnside	C	AA	0000	AB	0000	✓	A	000000	B	0000	C	0000		
2 Div	Hunter		0000	✓											
1-3	Franklin	D	AAB	0000	AA	0000	✓	AB	000000	A	000000	B	0000	C	0000
2-3	Willcox	C	AA	00	AB	0000	✓	A	000000	B	0000	C	0000		
3-3	Howard	C	AAA	0	AAB	000000		AA	000000	AB	000000	A	000000	B	0000
3 Div	Heintzelman		0000	✓											
1-4	Montgomery	E	AB	0	A	00	✓	B	0000	C	0000				
2-4 (opt)	Johnson	E	AB	0000	A	00	0000	B	0000	C	0000				
4 Div	Rumyon (opt)		00	✓											
1-5	Blenker	D	AAB	0000	AA	0000	✓	AB	000000	A	000000	B	0000	C	0000
2-5	Davies	D	AAA	0000	AAB	000000		AA	000000	AB	000000	A	000000	B	0000
vS-5 v. Steinwehr	D	B	0	C	00	✓	00								
5 Div	Miles		00	✓											
Prov (opt)	McCunn	D	AAA	00	AAB	000000		AA	000000	AB	000000	A	000000	B	0000
Cav (opt)	Palmer	C	C	00	✓	0000									

Permission Granted to Photocopy this page for play purposes.

2-5, 5b(1): **C19.20**

Miles: **C21.19**

vS-5: **C20.33**

ANEVa Supply, *Prov (opt)*: **C7.27**

Orders:

1 Div has divisional goal to demonstrate (defend) at the Stone Bridge. Tyler is bolted to the ground. The division may not cross Bull Run without new orders.

5 Div, with 4-1 attached, has a divisional goal to defend the left flank of the Army in the area of Centreville Road. Miles is bolted to the ground. **vS-5** has a brigade goal to block the Union Mills Road.

Artillery Ammunition: 70

Reinforcements:

9:00 am, Entry B: 2 Div (all)

10:00 am, Entry B: McDowell

11:00 am, Entry B: 1-3, 2-3, 3b(3), Heintzelman

1:00 pm, Entry B: 3-3

3:00 pm, Entry F: 1-4

Orders:

2 Div and 3 Div—Attack along the Manassas-Sudley Road with the objective of seizing Henry House Hill.

1-4—Move to Centreville.

Special Rules

Order **delivery**, and McDowell himself, cannot cross Stone Bridge or Farm Ford until a Union brigade does so. In addition, Union units may use Stone Bridge at all until a Union brigade has crossed Farm Ford.

Victory

Rebel Major: +15 or more

Rebel Minor: +5 to +14

Draw: +4 to -3

Union Minor: -4 to -12

Union Major: -13 or less

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

6.4 Manassas Campaign

Federal fortunes at Bull Run were largely the result of 2 wasted days spent near Centreville waiting for McDowell to come up with a plan. This scenario gives the Union player a free hand in planning and executing a campaign starting on July 19th.. The rebels must hold on until critical reinforcements arrive from the Shenandoah.

Scenario 6.2 can be used as an early start for a full Manassas campaign. See the instructions listed in that scenario for starting on July 18th.

General Information

First Turn: 5:00 am, July 19 1861

Last Turn: 9:00 pm, July 21 1861

Scenario Length: 112 turns

Maps Used: B & C

First Player: Confederate

Confederate Information

Setup:

Evans, Db(1): **w/i 3 B19.22**

Cocke-A, APot b(2): **B26.26**

Cocke-B: **B28.29**

Bonham-A, APot b(2): **C38.12**

Bonham-B: **C40.11**

Longstreet, APot b(1): **C34.17 ex C34.18**

Jones, APot b(1): **C45.24**

Early, Db(1): **C40.19**

Ewell, APot b(1): **C52.29**

Beauregard (0), APot Supply: **C50.16**

Orders: No units have orders.

Artillery Ammunition: 25

July 20th (0100): + 25

July 21st (0100): + 30

Reinforcements:

July 19th

11:30 am, Entry K: Holmes, APot b(2)

1:00 pm, Entry J or K: Jackson

July 20th

9:00 am, Entry J or K: Bartow

12:30 pm, Entry J: Stuart (1st Va)

1:00 pm, Entry J or K: Johnston (Inactive), Bee, 2 x AShen b(2)

July 21st

9:00 am, Entry K: Hampton Legion

1:00 pm, Entry J or K: Elzey,

AShen b(1)

Orders:

Holmes—Move to within 3 hexes of C57.29.

Jackson, Bartow, Bee, and Stuart—Move to within 6 hexes of McLean House (C50.16).

Hampton and Elzey—Assign Brigade Goal to these units on the turn they arrive. (automatically accepted)

Union Information

Setup:

1-1, Db(1): **C7.34**

Tyler, 2-1, 3-1, 1b(2): **w/i 2 C7.27**

4-1, 2 x 1b(2): **C26.17**

Miles, 5 Div (all -1 gun point):

w/i 2 C12.33

Hunter, 2 Div (all): **w/i 2 C7.34**

Heintzelman, 3 Div (all): **w/i 2 C14.33**

McDowell, *Prov (opt)*: **C7.27**

Orders:

1-1 (Keys): In reserve east of Centreville. May move to join the division **when** Tyler accepts an order.

4-1 (Richardson): Brigade Goal to defend the Centreville Road.

Artillery Ammunition: 20

July 20th (0100): + 25

July 21st (0100): + 30

Reinforcements:

3:00 pm, Entry F: 1-4, Army Supply. Move to Centreville.

Victory

Rebel Major: +13 or more

Rebel Minor: +3 to +12

Draw: +2 to -5

Union Minor: -6 to -14

Union Major: -15 or less

6.5 July 20th Attack

After collecting his army around Centreville, McDowell was poised to attack on July 20. But he spent that morning scouting the flank route to Sudley Springs, giving Johnston time to arrive with the Army of the Shenandoah. What if McDowell hadn't waited?

General Information

First Turn: 6:00 am, July 20, 1861

Last Turn: 7:30 pm, July 20, 1861

Scenario Length: 28 turns

Maps Used: B & C

First Player: Union

Confederate Information

Setup:

Evans, Db(1): **w/i 3 B19.22**

Cocke-A, APot b(2): **B26.26**

Cocke-B: **B28.29**

Bonham-A, APot b(2): **C38.12**

Bonham-B: **C40.11**

Longstreet, APot b(1): **C34.17 ex C34.18**

Jones, APot b(1): **C45.24**

Early, Db(1): **C40.19**

Ewell, APot b(1): **C52.29**

Holmes, APot b(2): **C57.29**

Jackson: **w/i 2 C43.11**

Beauregard (0), APot Supply: **C50.16**

Orders:

No units have orders.

Artillery Ammunition: 50

Reinforcements:

10:00 am, Entry J or K: Bartow

12:30 pm, Entry J: Stuart (1 Va)

1:00 pm, Entry J: Johnston (Inactive), Bee, 2 x AShen b(2)

Orders:

All Units have orders to move within 6 hexes of the McLean House (C50.16).

Union Information

Setup:

1-1, Db(1): **w/i 1 C8.31**

Tyler, 2-1, 3-1, 2 x 1b(2): **w/i 1 C9.18**

4-1, 1b(1): **w/i 1 C26.18**

2 Div (all): **w/i 1 C7.34**

3 Div (all): **w/i 1 C14.34**

5 Div (all -1 gun point): **w/i 2 C12.33**

McDowell, ANEVa Supply, *Prov (opt): C7.27*

Orders:

1-1 (Keys): In reserve east of Centreville. May move to join the division **when** Tyler accepts an order.

4-1 (Richardson) has a brigade goal to defend the Centreville Road.

The Union player may write whatever orders he wishes for his remaining units. These orders start in D1 status.

Artillery Ammunition: 60

Reinforcements:

3:00 pm, Entry F: 1-4. Move to Centreville.

Victory

Rebel Major: +15 or more

Rebel Minor: +5 to +14

Draw: +4 to -4

Union Minor: -5 to -14

Union Major: -15 or less

6.6 Beauregard Attacks!

McDowell based his plans on Patterson keeping Johnston occupied in the Valley. When he learned that Johnston had slipped free to reinforce Beauregard, it's possible McDowell would have canceled his attack to consider other options. While McDowell pondered what to do next, an impatient and fully reinforced Beauregard might have ordered his troops to retake Centreville.

General Information

First Turn: 5:00 am, July 22, 1861

Last Turn: 7:30 pm, July 22, 1861

Scenario Length: 30 turns

Maps Used: B & C

First Player: Confederate

Confederate Information

Setup:

Evans, Db(1): **w/i 3 B19.22**

Cocke-A, APot b(2): **B26.26**

Cocke-B: **B26.31 ex B26.30 ex B27.32**

Hampton: **B30.24**

Bonham-A, APot b(2): **C38.12**

Bonham-B: **C40.11**

Longstreet, APot b(1): **C32.16**

Jones, APot b(1): **C34.30**

Early: **C40.19**

Ewell, APot b(1): **C52.29**

Holmes, APot b(2): **C57.29**

Bartow, Bee, Jackson, Elzey, Stuart, 2 x

AShen b(2), AShen b(1): **w/i 3 C51.13**

Beauregard (2), Johnston (Active),

APot Supply: **C50.16**

Orders:

Jones and Early each have orders to capture Centreville, marching by way of the Union Mills Road.

Holmes and Ewell each have orders in

D1 status to capture Centreville (C7.27), also marching by way of the Union Mills Road.

No other units have orders.

Artillery Ammunition: 75

Reinforcements: None

Union Information

Setup:

Tyler, 3-1, 1b(2): **C9.16**

1-1, 2-1, 1b(2): **w/i 2 C10.12**

4-1, 1b(1): **w/i 1 C26.17**

2 Div (all): **w/i 1 C7.34**

3 Div (all): **w/i 2 C14.33**

5 Div (all): **w/i 2 C20.19**

Miles: **C18.20**

1-4, McDowell, ANEVa Supply, *Prov (opt): C7.27*

Orders:

4-1 is attached to 5 Div. No units have orders. All division commanders are bolted to the ground.

Artillery Ammunition: 100

Reinforcements: None

Special Rules

There are no anti-initiatives for Union leaders.

Victory

Rebel Major: +15 or more

Rebel Minor: +5 to +14

Draw: +4 to -4

Union Minor: -5 to -14

Union Major: -15 or less

Design Notes

by Thomas Prowell

About six months after purchasing Dave Powell's original *August Fury*, I started exploring the possibilities for a First Bull Run game. While it was possible to play out the historical Henry House Hill on one of the *AF* maps, I immediately had something a little bigger in mind.

I really appreciated what Dave had done in *AF* by adding the Gainesville map to his design (see the original *AF* Designer's Notes). The extra real estate allowed players to fully explore alternative Second Bull Run outcomes. Similarly, I wanted to give players a chance to see how First Bull Run might have been different—this time by extending the play area to the east, so that players could go through with Beauregard's aborted strike

against Centreville, or try something other than McDowell's flank march.

The first time you set up the maps and counters, you'll be in for quite a surprise. While the play area is the same as other two-map CWB games, the armies are *much* smaller and far more spread out. For all its importance, First Bull Run is a small battle in CWB terms. This led to the first challenge of the design, which was creating scenarios with replay value. The two armies are so brittle (historically, the Union collapsed after taking only 10% losses), that the games tend to be over very quickly. I felt it was imperative to build situations and include enough variants so players would want to "try it again" after a brief game.

The other challenge faced in designing *CoV* was the Confederate command system. Because of the lack of intermediate corps and division command structures, it was necessary to have the player send orders directly to his brigades. At first, I felt this would be too much work. But trying other systems, including "activating" brigades and then letting them move freely, gave the wrong effect. These systems provided the Confederate army with too much freedom of movement. The playtests resembled Rorke's Drift more than First Bull Run, with the Union army constantly forced to adopt laager-style defenses to prevent Confederate brigades from assailing their flanks willy-nilly. Eventually, I decided the tried-and-true CWB orders system was still the way to go.

To avoid abuses and simplify order writing, I believe the Confederate player should order brigades to move or attack toward a specific *hex*, and operate within two hexes of *that point*. If the brigade is forced to retreat outside this zone, it should probably declare an emergency retreat.

Some players have asked why there is no provision for a Confederate "detachment" unit to guard the Stone Bridge while Evans' brigade defends Matthews Hill. While I considered such a unit, I ultimately rejected it as being unnecessary. I think the Union command restrictions and anti-initiatives are enough to keep Tyler at bay.

These notes would not be complete without several words of thanks—to Dean and Dave, of course, for their support and encouragement. Also to Bob Cloyd, the CWB Honcho, for his development support and suggestions. And finally, thanks to the guys at Metro Seattle Gamers, my regular wargaming hangout and source of

playtesters, competitors and great friends. Thanks all—the game wouldn't exist without you.

Historical Notes

by Thomas Prowell

For four months, from South Carolina's declaration of secession in December 1860, tensions had been building up between North and South. Those tensions exploded on April 12, 1861, when Confederate troops under Brig. Gen. P.G.T. Beauregard shelled Ft. Sumter, outside Charleston, S.C.

Presidents Abraham Lincoln and Jefferson Davis called for volunteers to settle the conflict. Popular response to the call to arms was enthusiastic and most people expected the war to be a short one. Many young men were eager to fight and find glory before it was over.

The conventional wisdom was that one large battle would decide the matter. It seemed most likely that battle would take place between Richmond, Va., site of the new Confederate capitol, and Washington, D.C., which is just over 100 miles away.

The Federal armies were officially under the command of General-in-Chief Winfield Scott, hero of the War of 1812 and Mexican War. However, Scott, 75 years old and afflicted with dropsy, could not ride a horse; much less take an army into the field. While he did send troops across the Potomac to capture Alexandria, somebody else would have to lead the advance from there. And so command of the troops in Washington was handed to Brig. Gen. Irvin McDowell on May 28. While McDowell had been an instructor in tactics at West Point and a minor hero in the Mexican War, he also had the political support of Treasury Secretary Salmon Chase.

While McDowell acquainted himself with his new responsibilities, Union engineers began an extensive line of fortifications to protect the still unfinished Capitol. These works would also provide a base for offensive operations against Richmond. In the Shenandoah Valley, a smaller Federal force under Brig. Gen. Robert Patterson threatened Harpers Ferry. Patterson was a 69-year-old veteran of the War of 1812, and events would prove that he, like Scott, was too old for a field command.

Meanwhile, in Virginia, the "Hero of Sumter" took charge of the Confederate troops south of Washington that June. Beauregard took command of a motley assortment of brigades deployed along a meandering stream called Bull Run. This

line shielded an important rail center, Manassas Junction. A smaller force under Brig. Gen. Joseph E. Johnston secured Beauregard's western flank in the Shenandoah.

Under increasing pressure from the public, Congress and members of his own cabinet, Lincoln ordered McDowell to move on Richmond. Unsure of himself and his green troops, McDowell begged for more time to prepare his army. Lincoln answered by saying, "You are green, it is true, but they are green also." McDowell was not permitted to delay his advance beyond July 16.

Consequently, McDowell planned his offensive. His plan called for Patterson to prevent Johnston's forces from reinforcing Beauregard. At first, Patterson did this in fine style. By early July, his 18,000 troops had crossed the Potomac, seized Harpers Ferry and pushed Johnston's Army of the Shenandoah back to Winchester. If Patterson could just maintain this pressure, then McDowell believed his 39,000 troops would have a better chance of defeating Beauregard's 21,000 men.

McDowell organized his troops into five divisions and called it the Army of Northeast Virginia. To that date, McDowell's army was the largest army fielded in North America.

Meanwhile, Beauregard was also struggling in his attempts to equip and train his enthusiastic but raw troops. His army, grandly (and ironically) named the Army of the Potomac, was in fact just seven infantry brigades. Beauregard commanded these troops directly, and the lack of intermediate division and corps commanders would later prove nearly fatal.

The Army of the Potomac was deployed on a six-mile front along the south bank of Bull Run. Bull Run itself was not a formidable defensive barrier; there were far more crossing points than Beauregard could adequately protect. The bulk of his army faced the enemy's expected main avenue of advance: the Centreville-Manassas Road. While his right flank was anchored on a fork in the Run at Union Mills, his left was essentially left to hang in the air.

Once McDowell's offensive was finally underway, forward progress was painfully slow. Marching undisciplined troops under a hot summer sun, the Federal army reached Fairfax Court House on July 17, whereupon McDowell rested the main body of his army. His first division, under Tyler, was sent forward to seize Centreville and probe the Rebel position for routes around the right flank. Unfortunately, Tyler aggressively exceeded his orders

and blundered into a small dustup with the Confederate army at Blackburn's Ford on the 18th. While this skirmish was quite small by later war standards, the Rebel victory here buoyed Southern spirits and resulted in something of a dressing-down for Tyler.

Disconcerted by the setback at Blackburn's Ford, McDowell scrapped his original idea of an eastern flank move. However, after two days reconnoitering the area, he discovered a promising route that would take him around the Confederate left, which was hanging in air at the Stone Bridge. McDowell came up with a new plan. Tyler's division would launch a feint at the Stone Bridge to divert the enemy's attention. Meanwhile, two other Union divisions, under Hunter and Heintzelman, would take the flank route, cross Bull Run at the unprotected Sudley Springs Ford, and come down behind the Rebel army.

While McDowell's plan appeared sound enough on paper, it proved decisively otherwise when put into practice. There were two reasons for this.

First, the Federal delay gave the Southern army time to concentrate. On July 18, Davis reluctantly allowed Johnston to evacuate Winchester and join Beauregard at Manassas. Johnston acted quickly. Leaving a cavalry screen to keep Patterson in the dark, Johnston marched to the railroad station at Piedmont where he could take the Manassas Gap line to the impending scene of battle. His lead brigade, under Brig. Gen. Thomas Jackson, reached Manassas on July 19. Johnston himself arrived on July 20. While he was senior to Beauregard, he declined taking command of the combined Southern forces as he assumed Beauregard was more familiar with the troops and terrain.

Second, McDowell's plan proved to be a traffic nightmare. Tyler's division was camped on the Warrenton Turnpike, the same road that Hunter and Heintzelman needed for their flank march. Because Tyler would have to march off it first, McDowell's feint would start several hours before the main Federal blow could arrive. And because Tyler's feint was aimed at the Confederate left, it actually served to draw Beauregard's troops toward the main Union effort instead of away from it.

Defending at the Stone Bridge was Col. Nathan "Shanks" Evans' small brigade of Louisianans and South Carolinians. After Tyler showed his hand – but hesitated to actually cross Bull Run – Evans began to suspect Tyler's true intentions. Sure enough, word came from a Confederate signal tower of Union movement toward Sudley Springs.

Evans sent word that he was being turned to Beauregard and Johnston. While Beauregard had planned to launch an attack of his own this morning, it had gone awry. With the Union seizing the initiative, the Southern command quickly aborted their offensive plans and sent two of Johnston's arriving brigades under Brig. Gen. Bernard Bee and Col. Francis Bartow. Johnston also took overall command and sent Beauregard to lead at the front. To gain time for these reinforcements to arrive, Evans left a small detachment to watch Tyler at the Stone Bridge, and then took the remainder of his force (just over 1,000 men) to meet Hunter's division of 6,000 troops at Matthews Hill.

While Evans, Bee and Bartow made a courageous stand, eventually the Union numbers started to press, and the Confederate line retreated to Henry House Hill. There, another of Johnston's brigades had formed line – Jackson's brigade. It was at this time that popular history records Bee's words: "There stands Jackson like a stone wall. Rally behind the Virginians." However, some historians have tried to prove that Bee's remark was actually meant as an insult; Jackson, in standing like a "stone wall," had not moved to support the Confederates on Matthews Hill. Whatever Bee's intent, the nickname stuck and a legend was born. The Confederates rallied to once again present a solid defense of 7,000 men.

Still, McDowell had two divisions at hand to press his attack, plus a third if Tyler could be spurred into action. Still smarting from McDowell's censure, Tyler proved on this day to be a very timid commander. Had he demonstrated the same aggressiveness he had at Blackburn's Ford, the Federal army might have won this battle. McDowell started his final attack by advancing two batteries of guns forward Napoleonic-style. These batteries were quickly destroyed by a Confederate counterattack, one that was aided by the gun crews' hesitancy to fire on the blue-uniformed troops of Jackson's 33rd Virginia regiment.

Shortly after this debacle, Johnson sent several units sent from the rear to reinforce the Confederate line. With fresh troops under Brig. Gen. Kirby Smith and Col. Joseph Kershaw (commanding a group of regiments detached from Bonham's brigade), Beauregard counterattacked. The Union line staggered, and then broke.

The Union withdrawal started out orderly enough, but it quickly became a full-scale rout. Despite valiant efforts, McDowell and his officers could not rally the troops, and the Union army melted off the field.

Beauregard ordered a general advance to pursue the fleeing Union army, and a few units advanced toward Centreville. For the most part though, the Confederate army was fought out and exhausted by its victory. As would be true in so many later Civil War battles, the victorious pursuit quickly ended.

The Confederates had won the war's first big battle, and they had the trophies to prove it: 28 cannon, 500 shoulder arms, and nine regimental flags. Union loss amounted to 2,896 killed, wounded or missing. The tally on the Confederate side amounted to 1,982 casualties. Bee, one of the South's promising commanders, was one of those dead.

The South had not, however, won the war. Far from being the battle that ended the war, First Bull Run was simply the one that properly started it. It would take four long years, and many more violent and terrible battles, to finish.

Bibliography

Bearrs, Edwin C. *First Manassas Battlefield Map Study*. H.E. Howard, Inc., 1981.

These troop movement maps were terrific aids in designing the scenarios and following the action.

Buel, Clarence C., and Johnson, Robert U., editors. *Battles and Leaders of the Civil War, Volume I*. Castle. Reprint of 1887 Edition

First Bull Run gets a long look in this essential component of any Civil War library. The notable reports here include a suitably blustery account from Beauregard and an anti-Davis tirade from Johnston. Still, there is useful information to be found here behind the grinding of axes. Gen. James B. Fry, McDowell's adjutant general, presents the Union's side of the story.

Davis, William C. *Battle at Bull Run*. Louisiana State University Press, 1977.

A good overall presentation of the campaign, written in the Shelby Foote style of narrative history. Unlike many dry-reading historians, Davis has a knack for telling a story.

Hennessy, John. *The First Battle of Manassas: An End to Innocence*. H.E. Howard, Inc, 1989.

Hennessy is a recognized expert on the two Manassas battles, although this work is not quite as deep and authoritative as his great book on the second battle.

Jones, V.C. *The Bull Run Campaign: First Manassas*. Eastern Acorn Press, 1987. Reprint of 1980 *Civil War Times Illustrated* article.

This is another useful overview of the battle, with very nice situation maps.

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 II. 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. A must have.