

# SERIES REPLAY

## BULL RUN



**Confederate Player: Rex A. Martin**

**Union Player: Paul O'Neil**

**Neutral Commentator: Richard Hamblen**

*Since this is the first BULL RUN replay, I will start with some comments on strategy. The rules freeze most of the Confederates opposite Centreville until Turn 4, leaving the Sudley fords unguarded; a Union drive down the Sudley Road cannot be stopped until the Confederates are freed to meet it. The game is more complex than a simple drive through Sudley, however. The Union must also defend Centreville, a massed Union drive has the limitations of being slow and risky (only limited strength can cross the fords each turn and the opposing armies are equal overall), and the Union has alternatives: it can find a weak spot to penetrate, or develop several threats backed up by a reserve to exploit the most promising. The initial setup is critical for both sides; the Confederates must preserve their army and delay the Union, while the Union must penetrate their defenses before the Confederates regain their balance.*

*Finally, I simply cannot resist the temptation to open each turn's commentary with an appropriate "historical" reference for our battle . . .*

### **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 ex-

perience 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 runs 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 hex P6 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.

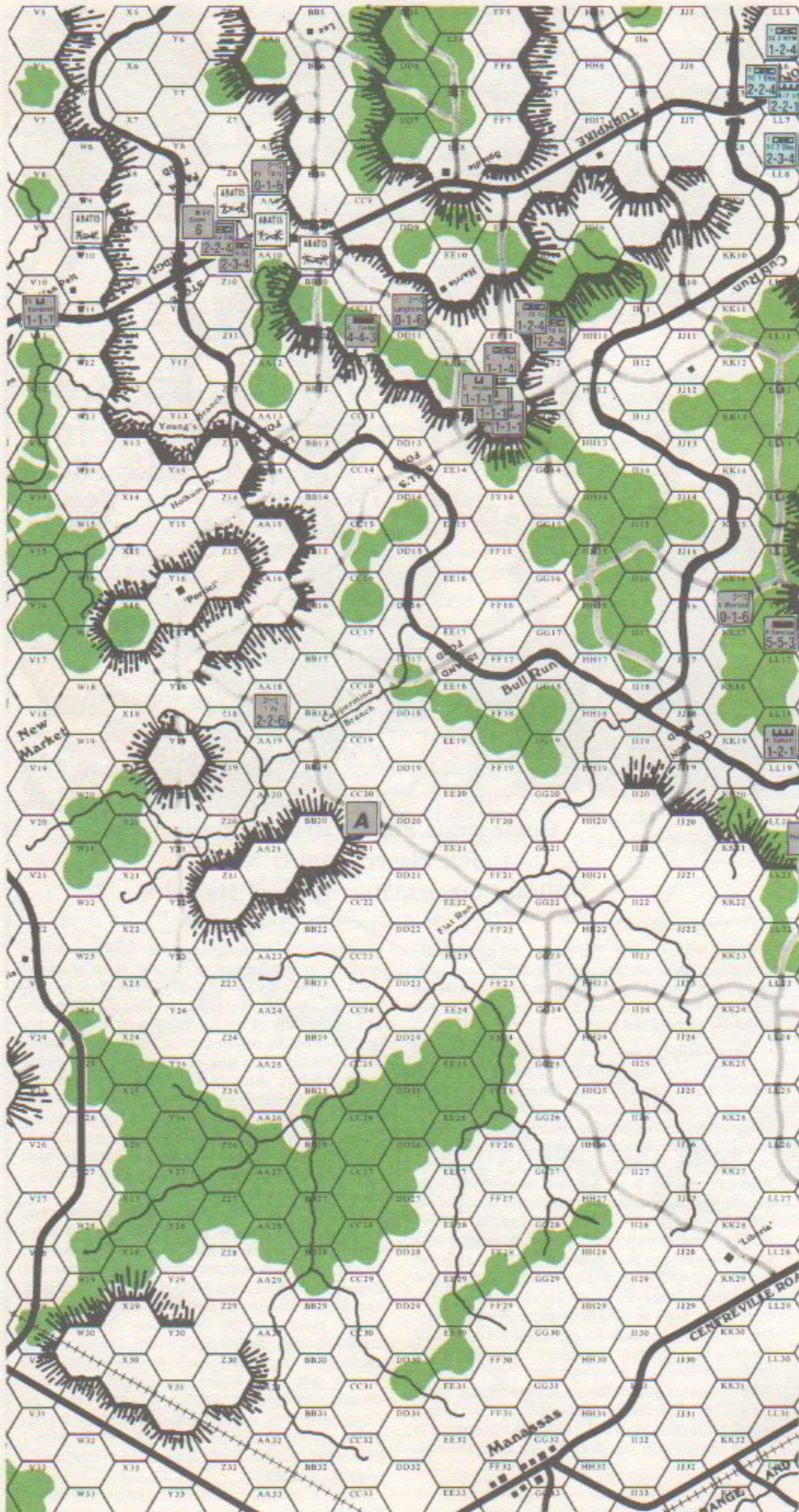
Cocke lies in wait to be awakened by any offensive move on Terry, and on the occasionally key

position at FF12. 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 Cub 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 along 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 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 damn Yankees attack. All three are set to awake at 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 duel 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 offensive develop 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 his northern flank when Jones separates his forces and interdicts 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, a ready-made reserve. (Should all this come to pass while he is concentrating on the west, I could have as many as eight brigades concentrated on Centreville, certainly enough to catch his attention.) Should, as I expect, these face 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 that 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 offensives to stretch my lines, pressuring 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 Centreville, 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 either defend or escape if the Union attacks. 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 Coker restrict the Union set-up and menace Centreville, but they are needlessly vulnerable. Evans should form brigade to protect against bombardment, and Coker'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 fords; they should be farther forward or back.

**Dawn:** On this and the facing page are illustrated the initial placement of forces by the opposing commanders. Not shown, due to limitations of space, are the units in the following hexes: R1—Richardson and Keyes, 1 Conn, 2 Conn, 3 Conn, 2 Me, M/2 US; R2—1 Mass, 2 Mich, 3 Mich, 12 NY, G/1 US; BBB35—Howard, 2 Me, 4 Me, 5 Me, 2 Vi; CCC34—Franklin, 5 Mass, 11 Mass, 1 Minn, 1 Mich; CCC35—Willecox, 11 NY, 38 NY, 1/1 US, D/2 US; EE34—Hampton Legion. Letter coded counters represent: A—Bee and Bartow, 1 Miss, 2 Miss, 4 Ala, Imboden, 7 Ga, 8 Ga; B—Jackson, 4 Va, 5 Va, 27 Va, 33 Va; C—Porter, 8 NYM, 14 NYM, 27 NY, 71 NYM; D—Burnside, 2 NH, 71 NYM, 1 RI, 2 RI *inf*, G/2 US; E—REG, MAR, Palmer, D/5 US, 2 RI *art*.



**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, Rex 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, 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 Federals 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.

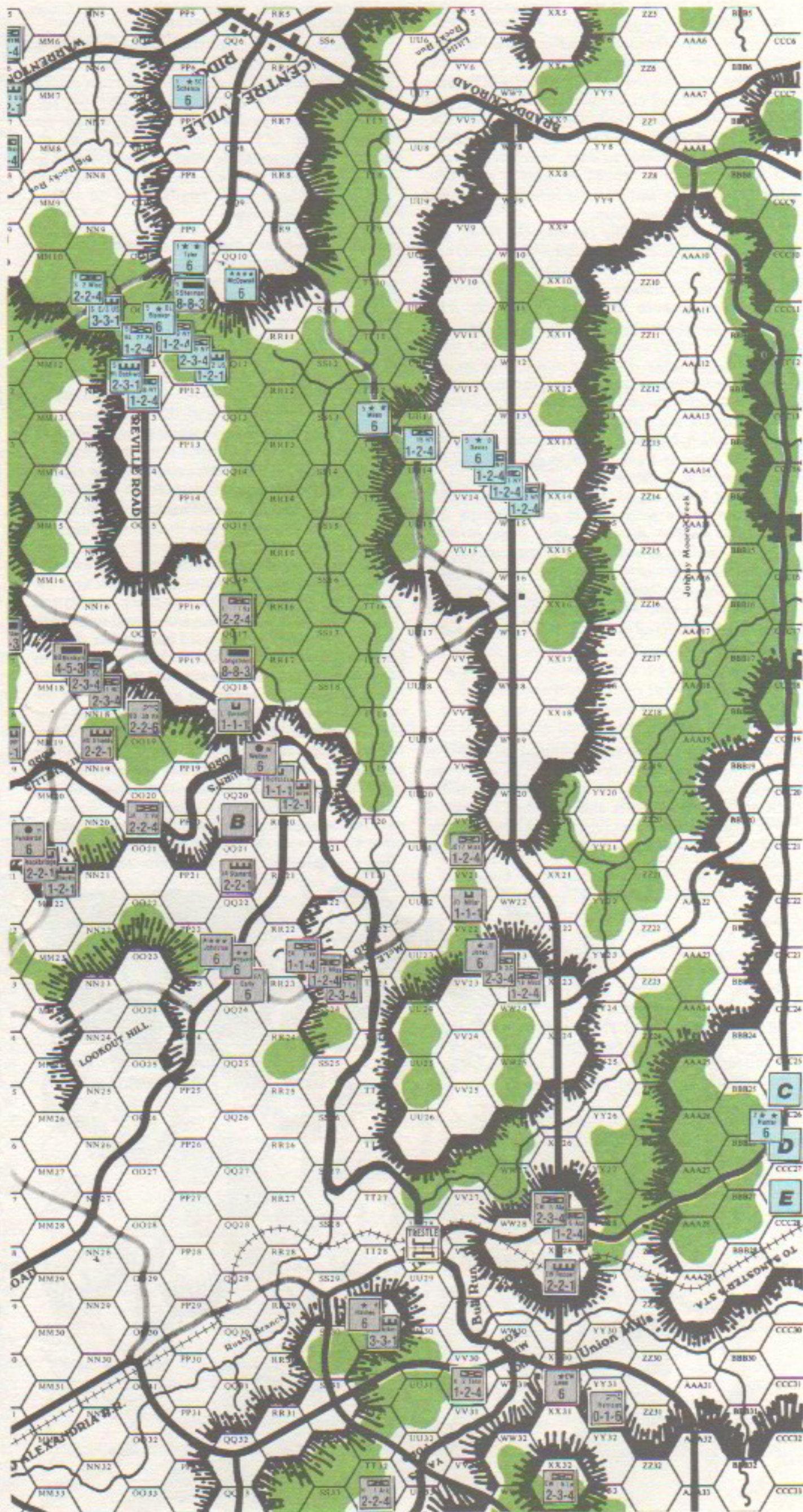
Just as I expected (feared), Rex has set up everything he can on the north bank. He has even deployed the trestle for me. (If I was him, I'd place it also; I think it's an advantage to both players.) I plan on taking advantage of his southern hospitality there. My Second and Third divisions will be placed to attack via the bridge, Yates' and Union Mills fords. I hope to spook 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 here 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 weak 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 crush Cocke, Kershaw 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 Cocke and has abandoned another road, and isolates Richardson from Centreville. Sherman, Schenck and Blenker 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; and 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: with 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 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 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.

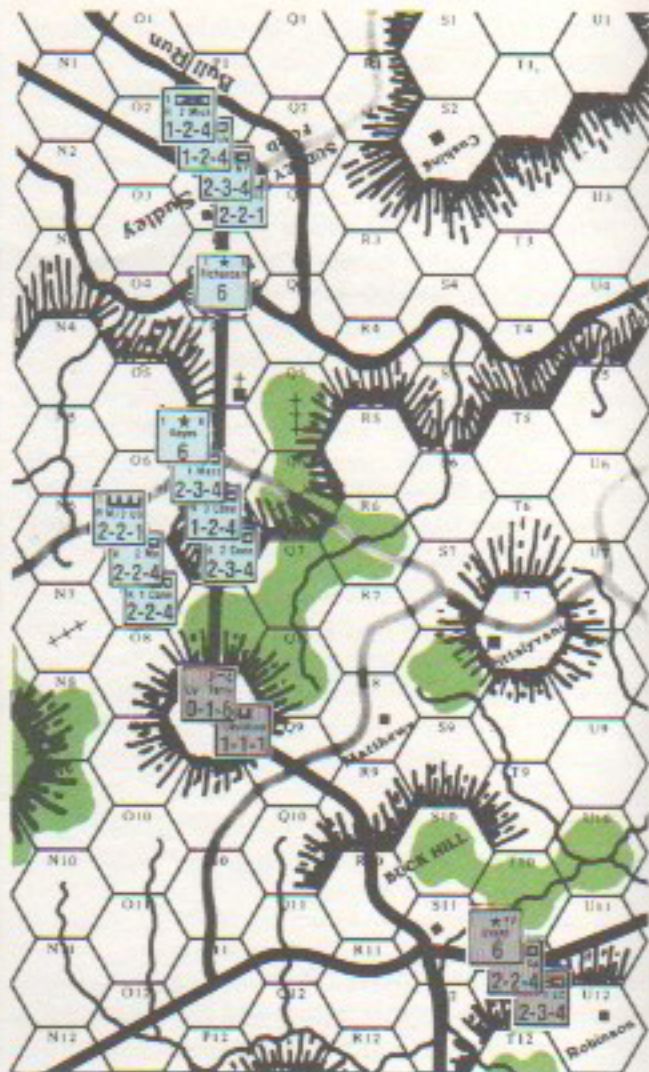
Unaccountably, once in position the Union strike force paused . . .

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**Confederate:** Paul's placement is curious; his first turn moves even 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 climactic battle would develop for the heights above Rushy Branch, with my forces coerced into attacking a tough position. Yet he pauses, seemingly afraid of awakening 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 damn Yankees.

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 gallop west to support Davidson and delay his rather ineffectual threat.

His northern advance is so weak and lacklustre that I face a real choice with the Virginia Cav and Bee and Bartow. With no Union threat to the



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railline, 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 erred 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 damn Yankees 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.

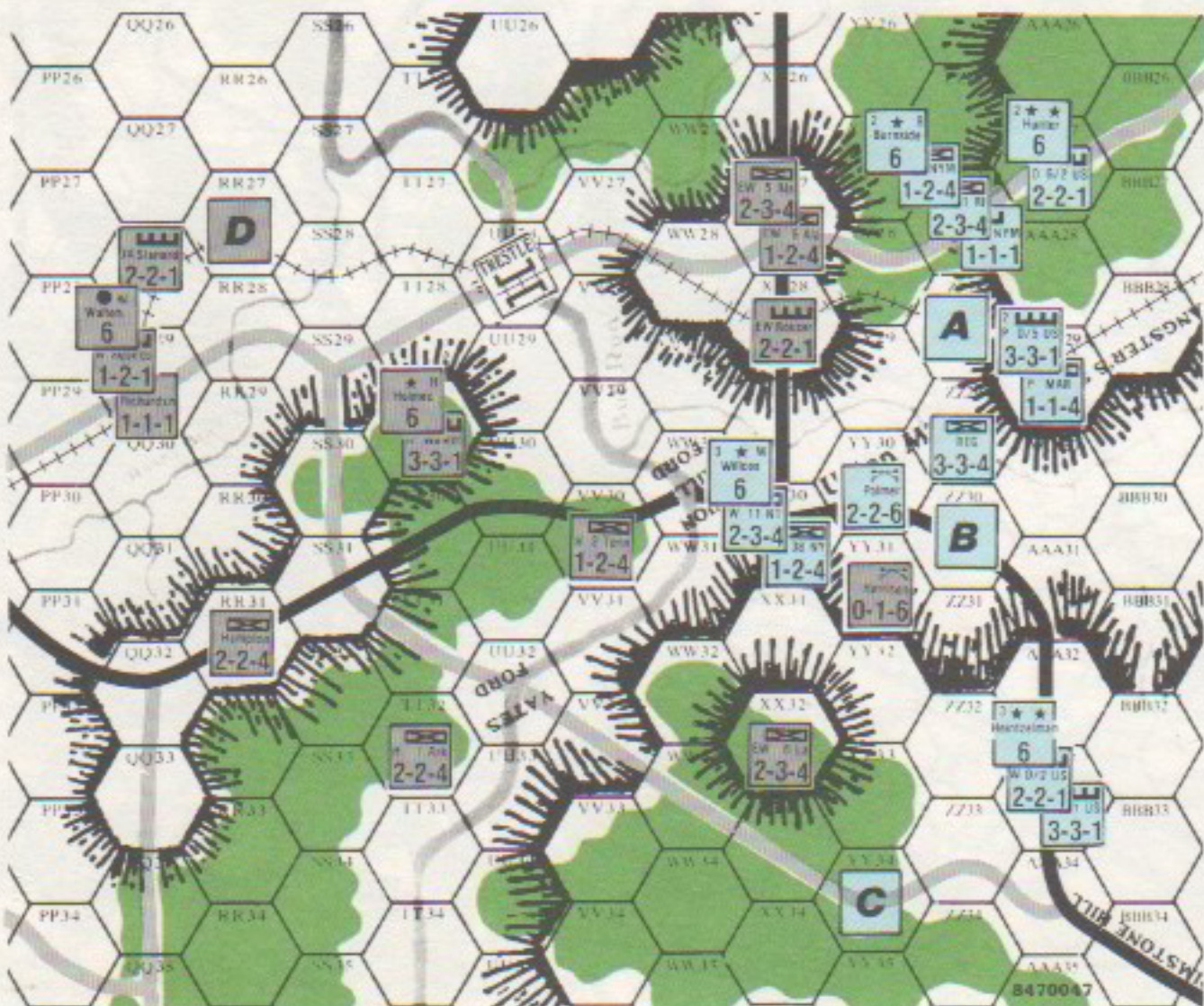
*This is Rex's first move since the weak spot at Union Mills was revealed, and he reacts with cool disdain: everything movable heads for Union Mills at top speed. Only Evans stays in the North. Evans could go to W11 and bottle up P8 next turn, but why frustrate Richardson? His continued advance is the only excuse the Union has for delaying!*



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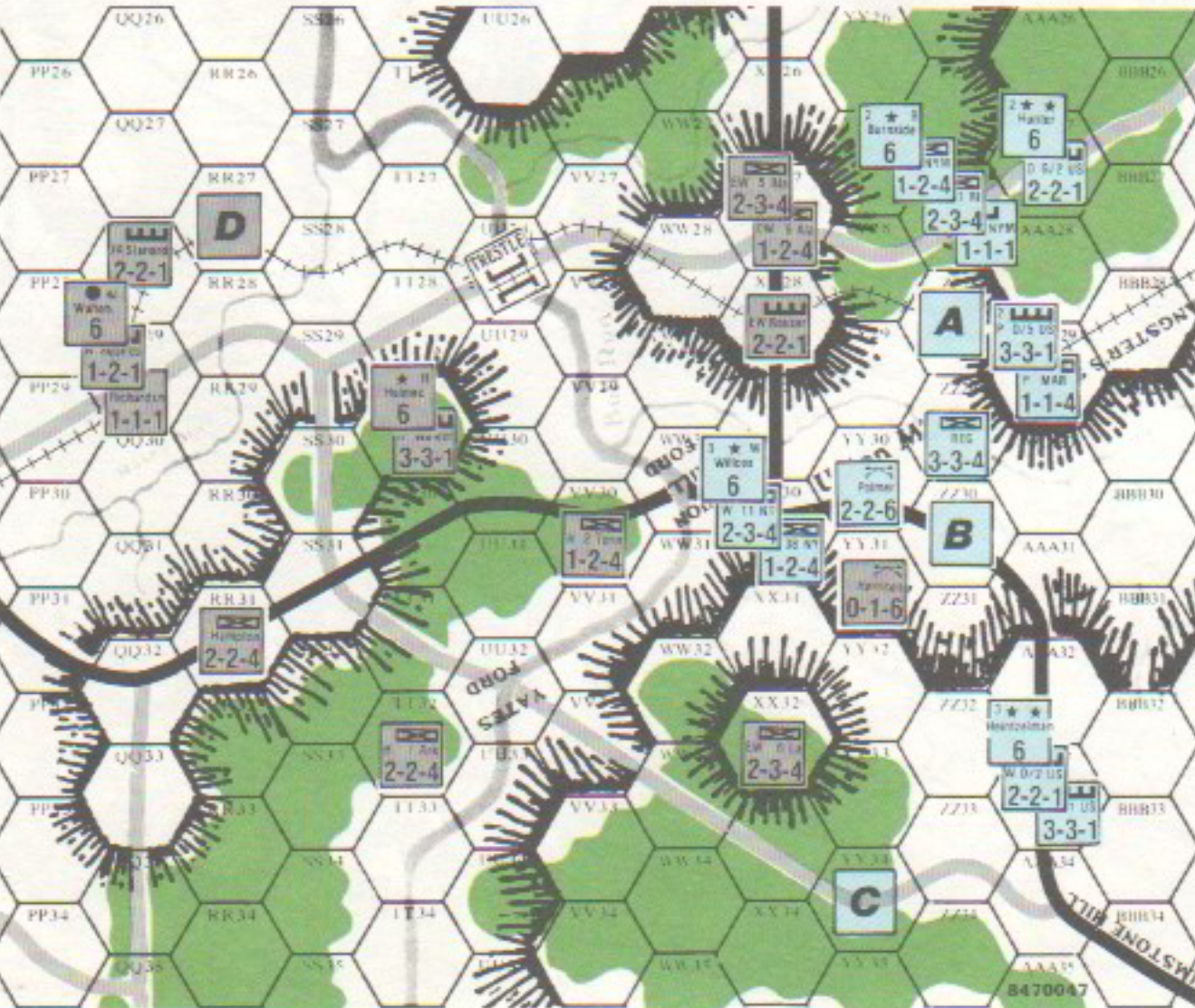
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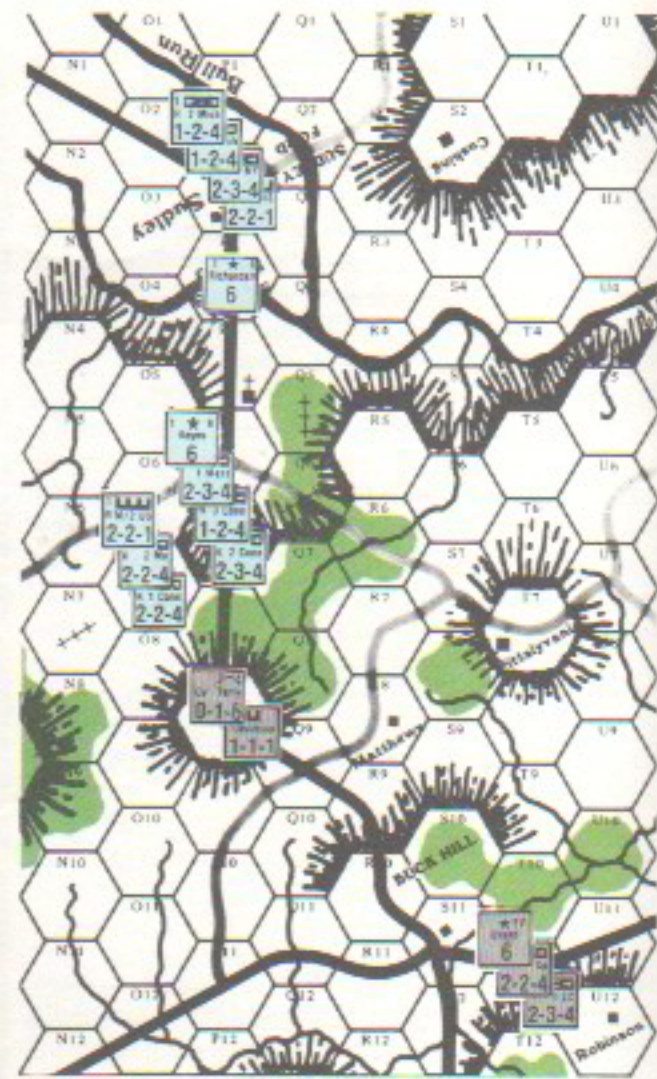
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that win and then have no one to take advantage of the victory. Besides, I think Ewell may be sitting at XX32 waiting for me to move there. I am used to fighting my way across the river, so I'll surrender the slight advantage I have now. It's still a long way to Manassas. I refuse to be lured by his unit (Davison) at P6; if I attack, I'll only be out of command next turn.

An unnatural stillness lay on the battlefield . . .

*Paul still waits, with time running out. Slowed 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 effects 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 run. His other flank continues to dawdle along, hardly worthy of a glance now that I've committed Bee and Bartow. Smith, when he arrives, will proceed eastwards 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, Rex shifts 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 AV on Harrison while Palmer rides down Ewell. My center forces move to take up positions on the outlying 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 Rex threw out; I can form him into brigade next turn and attack. My artillery has few shots, but I'll take what Rex gives me. The bombardment on Rosser works—good omen. I hope it is a 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 snappily and the 3rd Division moves up to clear away the 6th La next turn. Rosser is eliminated by a bombardment that should have been a 3-1 assault (to take the hex and block Ewell's remnants away from the trestle).*

*The Union advance in the center is a minor blunder: the attacks are not worth much and could have been made 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 damnyankees (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 for the cause,

making his untouched infantry expendable rearguards. He has avoided the Louisianans, obviously hoping to take them out next turn (we'll all hope for an EX here children since I'll not withdraw them). But this is all a misfired 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 movement, this 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 center is occupied with mere shifting of forces 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 OO15. 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. Langhorne 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 . . .

*With nearly everyone active, Rex redoubles his offensive gamble. He sends Johnston 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, both sides are offensively overbalanced—they cannot disengage and redeploy 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, effectively bottling up the easiest way across the river, but the 2nd Tenn remains a weak spot, vulnerable to a 2-1 attack from Union Mills Ford.*



## 10:30 AM

**Union:** I didn't think about Rex 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 Munford at 3-1 hoping to eliminate that nuisance (result DB2, oh well). Blenker 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 Rex is playing *PanzerBush* 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 floodtide rolls toward the Rebs.

. . . pursued by the impetuous Burnside.

*Paul sticks to his schedule: he hits the 6th La and opens Yates Ford, but passes up the 2-1 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 if he is losing, so Paul can boldly offer low-odds targets until his Union Mills threat gets closer to succeeding. Thus, he leaves Sherman in the open to delay, and he probably does not have to retreat quite so precipitately with Davies.*

*In the west, the CSA retreat has left Keyes inactive, but Richardson's pieces could at least improve their positions. Is Paul ignoring this theater? If it is 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.

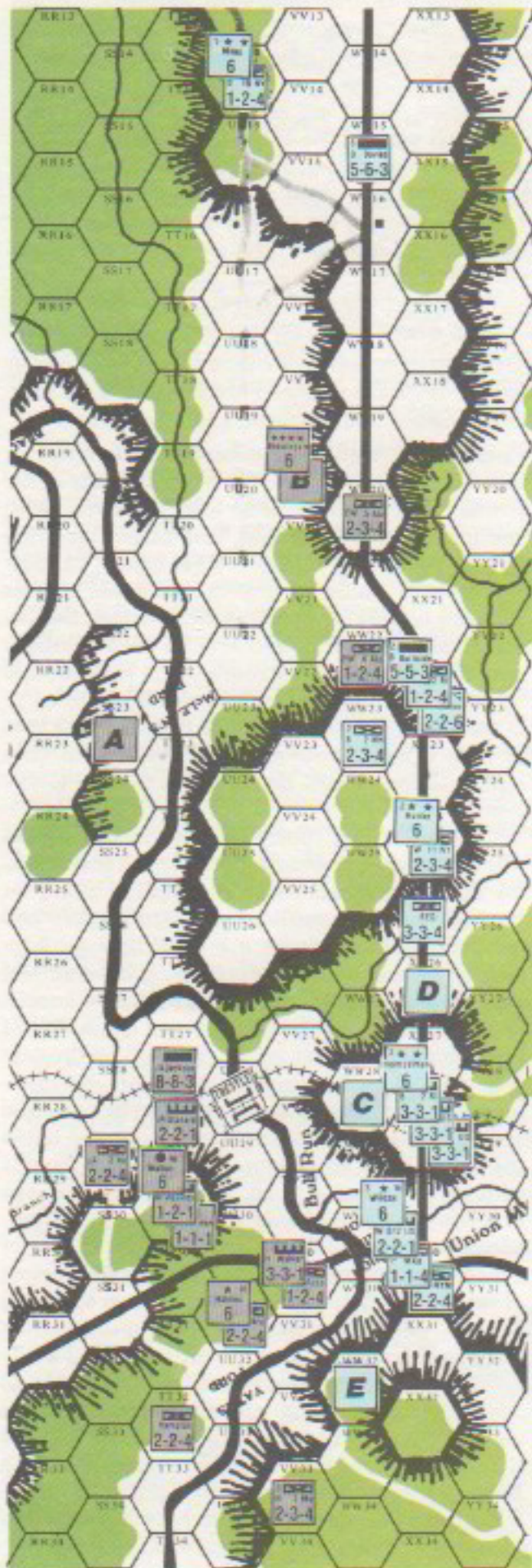
The interesting choice I faced this turn comes with his move of Burnside's forces north to threaten my development across at McLean's. I could hit Burnside hard by putting Early into brigade and surrounding Burnside for a 2-1 and then a 3-1 attack on his component parts (why, Burnside could even die 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 trouble 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 stares me in the face, allowing a crossing at the ford by Burnside. Instead, I want to spring the 1st Virginia, protect the ford and pressure Davies. The only way to do all is to send Early scampering 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 movements before Sherman and sycophants are merely trying to entice him to embroil himself in a dogfight. If I were him, I would withdraw to the ridge itself. If he instead attacks Kershaw (who 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 be chewed up, I can take the town in two turns. If he decides to swamp Longstreet's forward 1st Virginia Infantry (which is screening the 30th Cav for a change) with Sherman, he runs the risk—however 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 merely reacted to his movements. Little brilliance has been needed to counter his actions. At the moment, I think I've got the strategic advantage. However, I am no 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.





11:00 AM: Position following Union Turn. Letter coded counters represent: A—Early, 7 Va, 13 Miss, 7 La; B—Jones, 17 Miss, 18 Miss, 5 SC, Miller; C—Porter, 8 NYM, 27 NYM, G/2 US; D—Franklin, 5 Mass, 11 Mass, 1 Minn; E—Howard, 4 Me, 5 Me, 2 Vt, 4 Mich, 1 Mich, 38 NY.

Rex corrects Holmes' position . . . and immediately creates another weak spot by putting Stanard next to Jackson instead of in the same hex! This not only offers a way across the river, it threatens to trap Jackson against the bend of Bull Run!

Burnside's approach gives Beauregard an unpleasant choice: defending or withdrawing would take the steam out of his attack, but pressing his advance north would commit him before the Union Mills threat is resolved. Rex responds by waffling skillfully. He screens Burnside, advances slightly and sends Early back to guard McLean's Ford where he can reinforce Union Mills, Beauregard or Johnston. The only problem is that Early cannot move at all until an army leader comes back to activate him. Rex is being bitten by his command problems.

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 Blenker breaking to cover and aid Sherman in his swipe at the 1st Virginia. Davies begins a slow retreat to lead Jones on.

Burnside drove off the Rebels and immediately called for reinforcements.

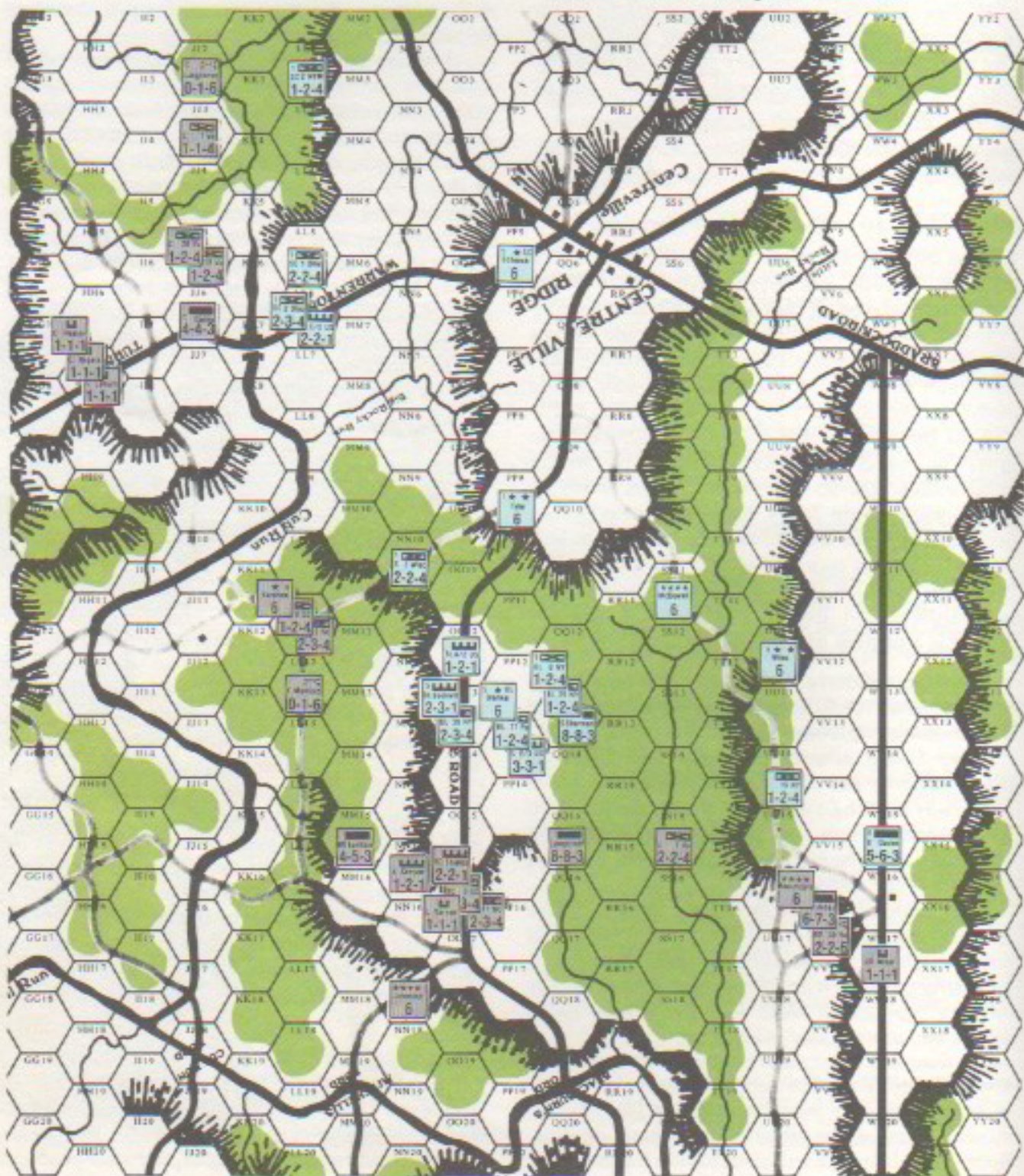
A campaign to force a crossing has four stages: 1) bombardment and spoiling attacks to weaken the defense; 2) gambling attacks to cross; 3) surviving the counterattack; 4) reinforcing and widening the bridgehead. The first three stages are expensive in casualties, and the Union divisions cannot spare much strength and maintain a favorable edge. The 2nd and 3rd Divisions have 27 units with which to attack 12 defending units (18 once Smith arrives). Paul will need most of his strength to 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 weak 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 this is hardly a mistake as long as it continues to attract Confederates who might be at Union Mills.

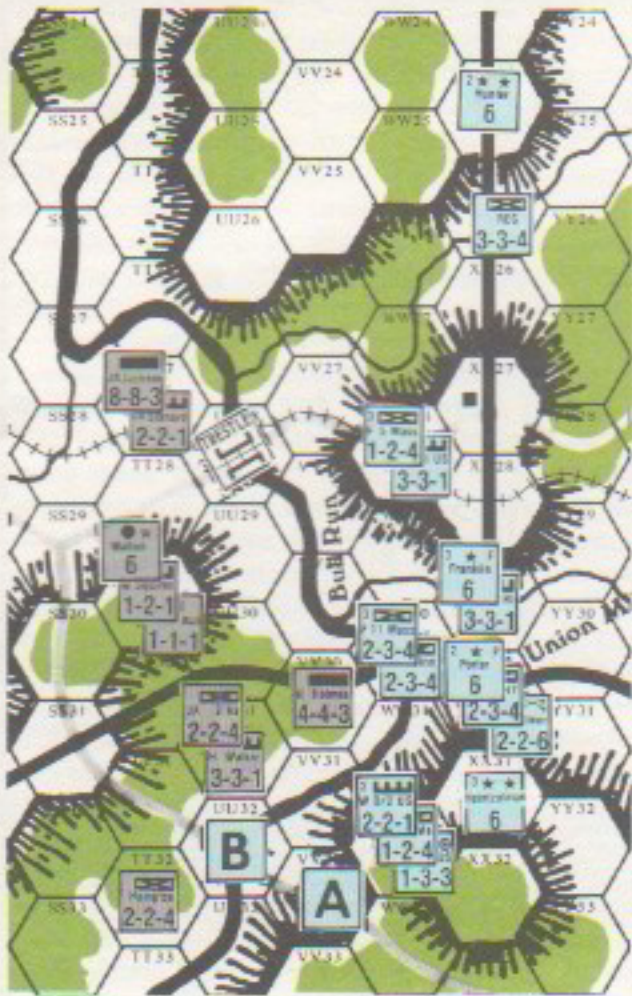
At Sudley, Richardson starts a flank march by artfully freezing the Confederates with a threat to attack down the road (however, he should go to Pittsylvania instead of stopping at S7). If he can beat the enemy to the Stone Bridge, he can hit Cocke from behind and eliminate him, free Schenck, reinforce 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 3-1, 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.







12 NOON: Position following Union Turn. Letter coded counters represent: A—Howard, 38 NY, 5 Me, Willcox, 38 NY; B—14 NYM, MAR, 2 Vt, 4 Mich. Note the MAR, 2 VT and 4 Mich are eliminated in subsequent combat.

*the Rebels must make a desperate counterattack to free the brigade.*

**Confederate:** Paul's poor luck leaves my units unharmed. Already he is bemoaning his fate, but I feel it a trifle early to comment on the "luck" in this game. After all, my attacks up to this point have all been minor with nothing at risk, while the burden of attack is on Paul. And his luck is merely a factor of the offensive actions he must take.

Turning to my actual move, Jones and Early both go into brigade. The remnants of Ewell earn respect by retiring in the face of a 5-1 attack to hold Beauregard's rear secure from Burnside and his cohorts. Meanwhile, the cavalry moves to begin spreading out Davies, who faces a rather interesting choice of routes to get himself out of trouble. Smith meanwhile arrives and readies to march toward Jackson. Holmes is preparing to go into brigade next turn. If he is to spring his grand assault, I expect some 1-1 attacks along my river line any time now. The potential for heavy losses on both sides is immense, with entire brigades decimated. This makes it a die rolling contest. And I've no idea how Paul's luck will hold.

The Confederates cautiously improved their positions without disturbing the dynamic balance in the fluid situation.

*Rex hastily corrects Stanard's position and now, with Smith approaching, the end of the crisis at Union Mills is in sight. With things going his way, Rex can hardly be faulted for caution. Why risk unstitching a situation that is improving with every turn? Slowness works in his favor, since time is on his side; he wants to avoid creating a threat that might spur the enemy forces into more determined action.*

*In the west however, this lethargy leaves Evans, Bee and Bartow at the crossroads—they will still have to lose a turn (to activate Bartow) before they can start to catch up to a Union flanking move. Now it is Rex who seems to be paying attention to this front. The delay in the southeast is giving more and more meaning to Richardson's drive.*



### 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'm moving south and tying 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 rearguard to cover the retirement 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.

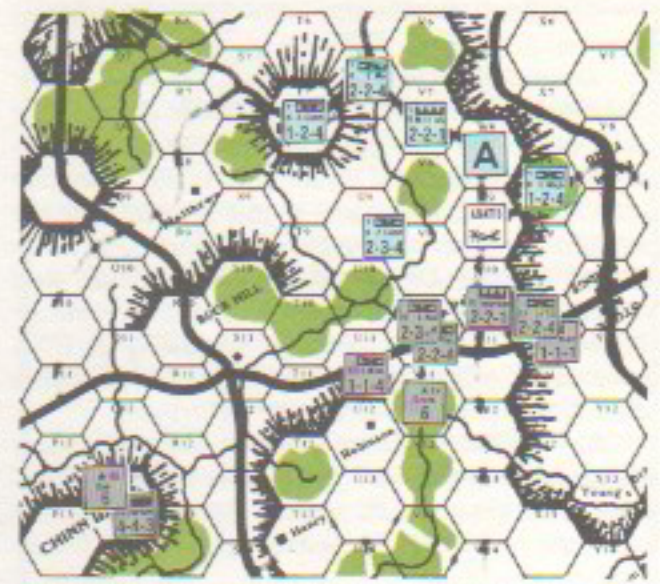
My rotten die rolling continues. My attacks fail and the 4-1 bombardment misses. I'm only glad the 1-2 attack on Hampton was an AB2. Sooner or later, the die will tell.

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

*Paul could wait and make a better initial assault next turn, but with time running short he's wiser to make two weak attacks in hopes of disarranging 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, Blenker and E/3 US vulnerable to fairly good attacks, which is an error. An outnumbered delaying force must be careful to maintain its strength lest 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 counter represents: A—Richardson, 1 Mass, 3 Mich, 12 NY, G/1 US.

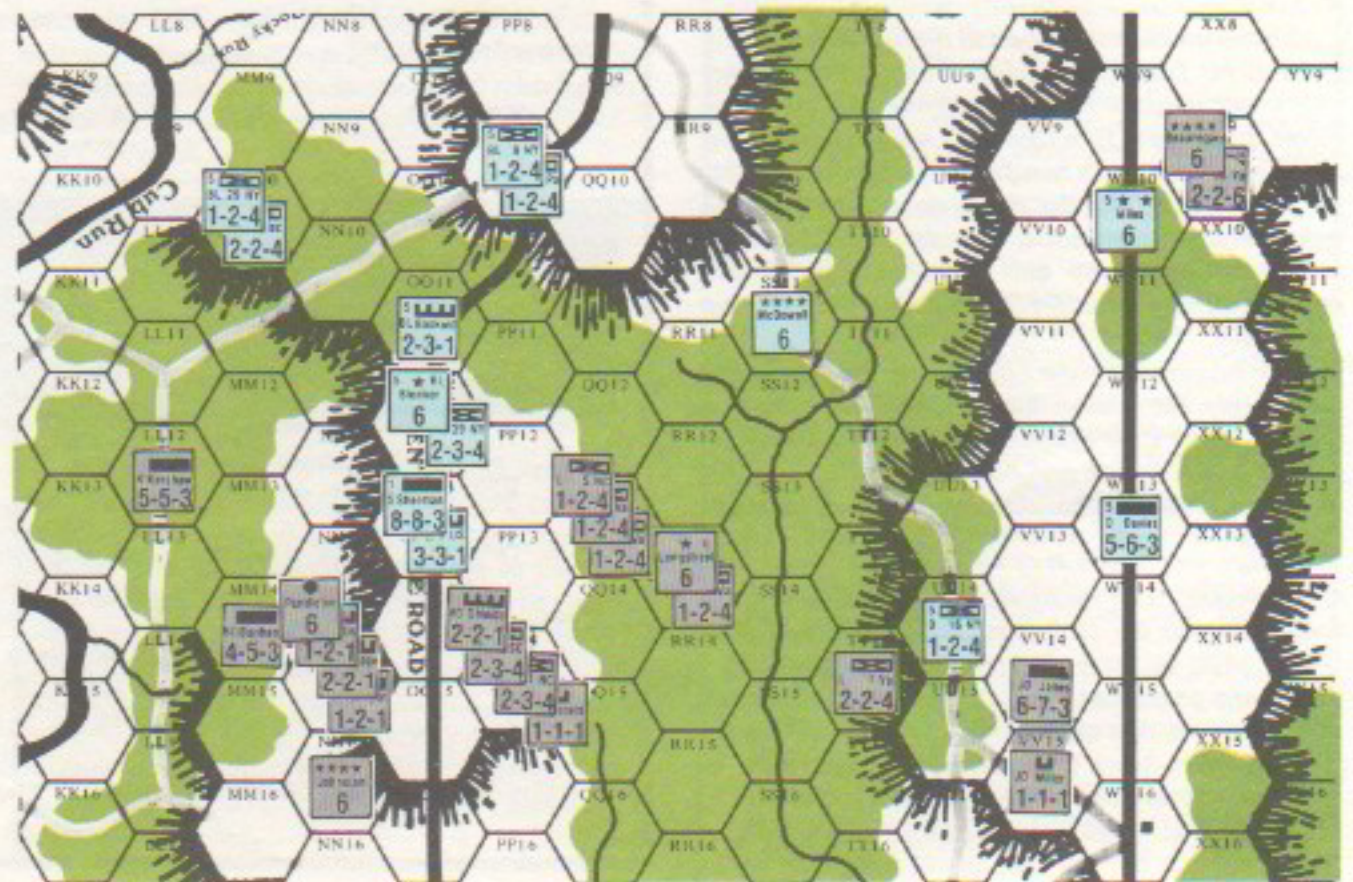
*This is very dangerous—except for Richardson, Paul's play seems to be losing direction. The pressure he is applying is slackening, which allows Rex to take the initiative.*

**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 Jones. 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, Coker halts completely and only batteries move to block Richardson (this gives Paul the Stone Bridge). With time on his side still, Rex wants to put 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 the 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 smite 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. Hurray!! 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—this 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 (quibble: 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 damnyankees 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 villeins, 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

Turn	Units Attacking	Units Defending	Odds	Die Roll	Result
3	Palmer, 1 Mich Franklin Bgd	Harrison	AV		DE
3	Palmer rides down Ewell				
Bombardment:					
3	D/5, 2 RI	Rosser	3-1	6	DE
3	E/3, Bookwood	1 Va	1-1	2	—
3	M/2	Davidson	1-1	4	—
3	D/2, 1/1	6 La	1-2	4	—
4	Howard Bgd, 2 Vt, 1 Mich, Franklin Bgd, Wilcox Bgd	6 La	4-1	1	DE
4	2 Wisc, 27 Pa	Munford	3-1	4	DB2
Bombardment:					
4	E/3, A/2	1 Va	1-1	5	—
4	D/5, 2 RI, G/2	Walker	1-2	3	—
Bombardment:					
4	Latham, Rogers, Heaton	E/2	1-1	6	—
4	Stanard, Walker, Walton	71 NY	4-1	3	DE
5	Sherman Bgd, 8 NY, 29 NY	1 Va	5-1	4	DB2
5	Burnside, Bgd, 2 RI, 2 NH, Palmer	6 Al	5-1	2	DB2
Bombardment:					
5	G/2, 1/1, D/5, 2 RI, D/2	2 Tenn	3-1	5	—
5	Bookwood	Munford	1-1	1	DB2
5	E/2	1 Ark	1-1	6	—
Bombardment:					
5	Stanard, Walker, Walton	G/2	2-1	5	—
6	3 Me, 1 Mich, 1/1, D/2	1 Ark, 2 Tenn	1-1	6	AE
6	2 Vt	Hampton	1-2	4	AB2
Bombardment:					
6	2 RI, D/5, G/2	Stanard	4-1	2	—
6	E/3, A/2	8 SC	1-1	6	—
6	E/2	18 Va	1-1	1	DB2
Bombardment:					
6	Walker	MAR	1-1	6	—
6	Stanard, Walton	2 RI	1-1	1	DB2
6	Shields, Garnett, Kemper, Pendleton	E/3	2-1	4	—
7	2 Wisc, 29 NY	Munford	3-1	5	EX
7	14 NYM, 2 Vt, 4 Mich, D/2, 1/1	Hampton	2-1	2	EX
7	MAR, G/2	Walker, 2 Va	1-4	2	AE
7	1 Minn, 27 NY, 11 Mass, 2 RI	Holmes Bgd	1-1	1	DE (Holmes KIA)
Bombardment:					
7	D/5	Stanard	1-1	5	—
7	E/3, A/2	Rockbridge	2-1	2	—
7	E/2	18 Va	1-2	4	—
7	G/1	Imboden	1-2	3	—
7	Jones Bgd, 1 Va	16 NY	4-1	6	DE
7	30 Va rides down Miles				
Bombardment:					
7	Walker, Walton	11 Mass	1-2	5	—
7	Imboden	3 Mich	1-1	4	—
7	Shields, Garnett, Kemper, Pendleton	A/2	2-1	2	—
8	REG, Burnside, Bgd, 2 RI, 2 NH	5 Al	3-1	4	DB2 (elim)
8	D/5, 2 RI, 27 NY, 11 NY, 11 Mass, 1 Minn	Richardson Squires	3-1	3	DB2
Bombardment:					
8	G/1	Davidson	1-2	2	—
8	M/2	Imboden	1-2	1	DB2
8	E/2	18 Va	1-1	6	—

Note: Grey shaded sections are Confederate attacks.



and readies himself for the grand assault. I continue to offer him only poor odds—for the hilltop hexes. He has not shown any proclivity to develop anything rapidly up till now; I don't expect the Union commander to do so. Jackson shifts 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. Have 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 on 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 lurk 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, Coker will cross this turn or next to draw up also. Unless Paul exposes a choice 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 Cub 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 immediate reserves to squash the crossing, Rex tries to hold the heights until Smith gets into 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 too late—the Union is poised to attack.



## 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 on the right; it's a stalemate right now. I wouldn't surprise me if Rex falls back to stop Keyes. But I ready the assault across the abatis anyway. The diversion must be real to engage his attention.

In the center, the 5th Alabama does its job of delay. Sherman and Blenker fall back onto the ridge, where we plan to stand like a "stonewall" 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 tenacious rearguards.

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. Pope goes with him to keep Palmer and the 14 NYM active. The luck is back to normal though; my 3-1 is a simple 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 a 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 counterattack.*

*Since he has just sprung the trestle 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 blunder 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 worrisome 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 Keyes 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.*



## 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 adult games. Look for Avalon Hill games at the following fine stores:

**Alabama**—Birmingham: Homewood Toy & Hobby Shop; Huntsville: Bruketts', Circus World, The Book Shop

**Arkansas**—Little Rock: House of Hobbies

**Florida**—Belleair Bluffs: Modelers Mart; Boca Raton: Games Imported; Davie: The Compleat Strategist Inc.; Fort Lauderdale: Games Imported; Fort Myers: Toyland; Gainesville: Gainesville Toyland Inc.; Jacksonville: Games 'n Gadgets; Orange Park: Games 'n Gadgets; Pensacola: Koby's Korner; Plantation: Games Imported; Sarasota: H&H Hobby Saves; Tallahassee: Games 'n Gadgets; Tampa: Hans Hobby Shop

**Georgia**—Atlanta: Atlanta Hobby Center, Atlanta Milton Bradley Inc., Electronics Boutique, Games 'n Gadgets, Historical Hobbies, Planes Trains & Things, Sword of the Phoenix; Augusta: Toy Box; Columbus: Fenton's Hobby Center, Port City Hobby Products; Decatur: Milton Bradley Inc.; Doraville: Historical Hobbies; Macon: The Crow's Nest; Marietta: Complete Model Supply; Morrow: Milton Bradley Inc.; Roswell: Tommy's Hobby Shop; Smarna: Milton Bradley Inc.; Stone Mountain: Stone Mountain Hobby Center; Werner Robins: Bookshop

**Kentucky**—Hopkinsville: Woolsey's Toys & Sports; Louisville: The Hobby House, Something To Do, Thornburg's Toys; Madisonville: Woolsey's Toys & Sports; Owensboro: Woolsey's Toys & Sports

**Louisiana**—Baton Rouge: Game Shop; Bossier City: The Game Peddler; Lafayette: Intellectrix, Jus' For Fun; Metairie: Toy Chest; New Orleans: Hub Hobby; Shreveport: Hobby Hut; Slidell: Village Toy Shoppe

**Maryland**—Baltimore: Cross Keys Pharmacy, Games 'n Gadgets, Greetings & Readings, Kay-Bee Toy & Hobby Shop, What's Your Game; Bethesda: Lowens Toys; Catonsville: Pro Custom Hobbies Inc.; Columbia: Games 'n Gadgets, Patowmack Toy Shop; Cumberland: The Book Centers; Potomac: Toys Etc.; Waldorf: Doug's Hobby; Wheaton: Hobbies & Arts

**North Carolina**—Asheville: Leisure Time; Chapel Hill: Billy Arthur; Charlotte: News Stand International, Toy Castle, Toy Circus, Whistle Stop Hobby Shop; Concord: JJ's; Durham: Hungates; Fayetteville: Hayes Hobby Shop, Hobbitt, The Hobbit; Gastonia: John's Toy & Hobby, Leisure Time; Greenville: Hungates; Hendersonville: Hobby House; Hickory: Carlisle's; High Point: Bernie's Craft & Hobbies Inc.; Jacksonville: Ron-Cor; King's Mountain: Murray's; Raleigh: Hungates, K&K Toys Inc.; Wilmington: Hungates

**Oklahoma**—Fort Smith: Game Shop; Norman: Game Shop; Oklahoma City: Game Shop; Stillwater: Game Shop; Tulsa: Game Shop, Intellectrix

**South Carolina**—Anderson: Leisure Time; Charleston: Green Dragon; Columbia: Dutch Door, Leisure Time; Greenville: Great Escape, Hobby Center, Leisure Time; Spartanburg: JJ's Hobby-Craft & Toys, Leisure Time

**Tennessee**—Clarksville: Lou's Hobby & Craft Supply; Jackson: Shrivner's Toys & Games; Knoxville: University Book & Supply Store; Nashville: The Games Store Inc., Phillips Toy Mart

**Texas**—Abilene: The Game Peddler; Austin: Baird's Village Hobby Shop Inc., King's Hobby Shop, The Game Peddler, The Game Player; Baytown: The Game Peddler; Beaumont: The Game Peddler; College Station: The Game Peddler; Dallas: Intellectrix, The Game Peddler, The Game Player; Eagle Pass: The Game Peddler; El Paso: The Game Peddler, Fort Worth: The Game Peddler; Friendswood: The Game Peddler; Harlingen: The Game Peddler; Houston: Nan's Game Headquarters, The Game Peddler, The Game Player; Killeen: The Game Peddler; McAllen: The Game Player; Nacogdoches: Game Hunters; Pasadena: The Game Player; Plano: The Game Peddler; San Antonio: Dick's Hobby Shop, Intellectrix, The Game Peddler; Texas City: Sparky's Toys; Waco: The Game Peddler; Wichita Falls: Toys By Roy

**Virginia**—Falls Church: Strategy & Fantasy World; Richmond: High Command, The Toy Center; Vienna: Executive Hobbies & Games; Virginia Beach: Games 'n Gadgets; Williamsburg: The Toymaker of Williamsburg

**West Virginia**—Charleston: Fountain Hobby Center, Lance's; Huntington: Hobbyland of Huntington; Morgantown: Morgan's; Wheeling: Fultons Hobby Shop, Wheeling Coin Shop