

Civil War Brigade Series—Three Battles of Manassas

Bury These Poor Men

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Civil War, Brigade Series
Bury These Poor Men
Third Battle of Bull Run

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Introduction

Prior to Oct. 14, 1863, soldiers on both sides were expecting yet another fight at Manassas as Lee's Army of Northern Virginia attempted a turning maneuver against Meade's Army of the Potomac. Such a maneuver had met with great success in the Second Bull Run campaign against Pope. But A.P. Hill's run-in with Warren at Bristoe Station took all the fire from Lee's belly, and Meade, for his own part, was also unwilling to offer battle. *Bury These Poor Men* provides alternatives for players to explore the possibilities of a Third Bull Run.

Counter Notes

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

1.0 Terrain & Map Notes

1.1 The Centreville Defenses

The fortifications around Centreville exist in **all** Third Bull Run scenarios. Units in the forts receive the fire and morale benefits of being in a trench. All units inside a fort are considered to have an all-frontal facing, and are protected in all directions by trench hexsides.

1.2 O&A Railroad Bridge

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

1.3 Unfinished Railroad Cut

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

1.4 Turn Record Track

The track has two detours, which are used to show the shorter fall days. Dawn begins at 5:00 am and dusk begins at 5:00 pm in all Third Bull Run scenarios. Note that the visibility ranges are different on the detours.

2.0 General Special Rules

2.1 Rain (optional)

Historically, bad weather was one reason that both sides declined to fight. If desired, apply the following weather to any scenario.

Rain is always in effect. Visibility is a maximum of five hexes. All non-road movement (including ford hexsides) costs one extra MP per hex for all units except cavalry, leaders and HQs.

2.2 Variable Reinforcements

Because of the hypothetical nature of these scenarios, all reinforcements use variable arrival times. Starting on the turn listed for each reinforcement group, a **roll of 10 or more** (on two dice) allows that group to arrive. If the roll is unsuccessful, roll again on each subsequent turn until the group does arrive.

2.3 Breastworks

Both sides may build Breastworks according to the optional rules presented in the series rulebook. In addition, a **Corps or Wing Leader** must obtain Initiative before units of his command may begin construction. Division leaders may attempt Initiative for Breastworks **only** when acting on Divisional Goals. Ignore Loose Cannon results when rolling to build Breastworks.

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3.0 Union Special Rules

3.1 Army of the Potomac

Meade commands the Army of the Potomac. Until his arrival on the map, leaders must rely on Initiative to give themselves orders. There is no acting army commander in Meade's absence.

Under Meade's leadership, the Army of the Potomac was not an offensive-minded outfit in 1863, as the Williamsport and Mine Run campaigns illustrate. To reflect this, any order that would require Union troops to **attack**, is shifted one column to the left on the Order Acceptance Table. In addition, the Union player must **subtract 2** from the dice roll on all Corps Attack Stoppage checks (do not apply this modifier to defense checks if using the defensive orders option). The above restrictions remain in effect even if Meade becomes a casualty.

If Meade is killed or wounded, use the following order of succession for army command:

- 1) Sedgwick
- 2) Sykes
- 3) French
- 4) Newton
- 5) Warren

3.2 Anti-Initiatives

For any initiative attempt that would require Union troops to **attack**, all Union Corps leaders *except Warren* have an anti-initiative of **-1**.

3.3 Attachments & Detachments

Attachments are not allowed. Divisions and Cavalry Brigades may be detached normally to operate on Divisional Goals.

3.4 Plus Weapons

All Union cavalry brigades have "plus" weapons.

3.5 Artillery Reserve

Army Reserve Artillery units require orders, divisional goals, from the Army commander. Any number of Reserve units may be included in a single order, and a receiver rating of 2 is used for acceptance. Reserve artillery units may not be given attack orders and may not be attached to other formations.

3.6 Union Minor Variants

3.6a U.S. Grant. Let Grant command the Army of the Potomac. Meade is only used if Grant becomes a casualty. Ignore all negative modifiers for order acceptance, initiative, and Corps Attack Stoppage. This option gives the Confederate player 6 VP.

This assumes Lincoln accepted Meade's resignation after Williamsport and awarded command to the hero of Vicksburg.

4.0 Confederate Special Rules

4.1 Army Command

Robert E. Lee is commander of the Army of Northern Virginia. Until his arrival on the map, leaders must rely on Initiative to give themselves orders. There is no acting army commander in Lee's absence.

If Lee is killed or wounded, promote the highest-ranking corps leader to army command:

- 1) A.P. Hill
- 2) Ewell

4.2 Plus Weapons

The C-L-Cav brigade has Plus weapons.

4.3 Attachments and Detachments

Each Rebel corps can have one extra division attached to it from another corps. There is no limit to the number of divisions that can be detached from a given corps.

4.4 Stuart's Cavalry

J.E.B. Stuart commands both the Cavalry Corps and H-Cav division. He functions fully as a Corps leader, and is not required to stack with a brigade of H-Cav. The units of H-Cav must trace divisional command radius directly to Stuart, and H-Cav cannot be detached from Cav Corps. If Stuart is killed or wounded, his Repl leader has the same functions.

Stuart directly commanded Wade Hampton's division while the latter commander recovered from the wound he received at Gettysburg.

4.5 Confederate Minor Variants

4.5a No Bristoe Station. In scenarios 2 and 4, the Confederate player may state that the fighting at Bristoe Station did NOT occur. All losses for the Union and Confederate sides are ignored, and A.P. Hill retains a leader rating of **3**. This option gives the Union player 2 VP.

After the reversal at Bristoe Station, Lee is reported to have reprimanded A.P. Hill with the reproof "bury these poor men", which put Hill in a funk for the rest of the campaign.

4.5b Longstreet. Allow 1st Corps to setup or arrive as indicated in the each scenario. When arriving as a reinforcement, the Confederate player must select Entry hex J or K before the game begins. This option gives the Union player 3 VP.

With Meade apparently content with stalemate along the Rappahannock, Lee sent Longstreet to Georgia to restore Confederate fortunes there. This variant assumes that Longstreet returned after Bragg settled down to besiege Chattanooga.

5.0 Victory Conditions

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

5.1 Terrain

These points are awarded to the player who was the last to occupy all hexes of the given terrain feature. Fords and bridges are controlled by the side who last crossed the hexside, or has a friendly unit adjacent to the feature with the other side free of enemy units and EZOC.

Feature	US	CSA
Centreville	0	8
Each Fort	0	1
Entry J and K	12	0
Railroad Bridge	5	5
Henry House Hill	1	1
McLean House	5	0
Stone Bridge	2	2
Sudley Ford	0	4
Groveton	2	1
Mitchell Ford	1	1
Blackburn Ford	1	1
Union Mills Ford	1	1
Gainesville*	3	3
Stuart Hill*	2	2
(A32.27)		
Ball's Ford*	1	1
Lewis Ford*	1	1

* These features are used only in Scenario 6.3

5.2 Casualties

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

<u>VP</u>	<u>Rebel Losses</u>	<u>Union Losses</u>
0	0-34	0-49
1	35-54	50-79
3	55-74	80-104
5	75-94	105-129
8	95-114	130-154
11	115-134	155-174
15	135-154	175-194
19	155-174	195-214
23	175-194	215-234
27	195-214	235-254
31	215+	255 or more

5.3 Wrecked Formations

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

<u>U.S Corps</u>	<u>Brigades Wrecked</u>	<u>CSA VP</u>
1	4 of 7	5
2	6 of 10	5
3	5 of 9	5
5	4 of 7	5
6	5 of 8	5
Cavalry	NA	2

** per wrecked brigade*

<u>CSA Corps</u>	<u>Brigades Wrecked</u>	<u>U.S. VP</u>
2	7 of 13	9
3	8 of 14	9
Cavalry	NA	2

**per wrecked brigade*

5.4 Wrecking the Orange & Alexandria Railroad

The Confederate player (only) may earn points for wrecking the Orange & Alexandria Railroad. To do this, the Confederate player must exit an infantry division via Entry Hex J or K, and designate that division as “wrecking the railroad.” Alternatively, any division arriving as a reinforcement may be designated as wrecking the railroad provided it remains off-map. No more than three divisions may be off-map wrecking at any time.

For every *daylight hour* (5am to 5pm inclusive) a “wrecking” division remains off-map, the Confederate player earns 1/2 VP, up to a maximum award of 18.

The Confederate player may recall any “wrecking” division during the Confederate Command Phase by simply noting that he is doing so. When the division is recalled, the player must record whether the division is arriving at Entry Hex J or K, and he must write the order it will follow when it arrives. Actually sending orders and going through the order approval process are not necessary—the recalled division does not arrive until the Confederate player rolls 10 or greater for its arrival. Recalled divisions do **not** earn VP while waiting to enter the board.

5.5 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 given scenario to determine the winner and level of victory. Fractional VP totals are always rounded down after the final tally.

6.0 Scenarios

In all scenarios, the Union player sets up first. The Confederate player turn is first in each scenario.

6.1 Hill vs. Warren

This small scenario re-stages the engagement at Bristoe Station as it might have been fought, had it occurred a few miles north and 24 hours later.

General Information

First Turn: 2:30 pm, Oct. 15, 1863

Last Turn: 5:30 pm, Oct. 15, 1863

Scenario Length: 7 turns

Maps Used: C—south of hexrow C47, xx inclusive

Confederate Information

Setup:

3b (limb): **C53.17**

M-A-3 (col): **C52.15**

Anderson, S-A-3 (col): **C55.15**

Po-A-3 (col): **C58.13**

Pe-A-3 (col): **C60.12**

W-A-3 (col): **C62.11**

3b (limb): **enter at J on first turn**

A-H-3: **C53.18**

C-H-3: **C54.23 ex C53.24**

D-H-3: **C53.19**

Heth, K-H-3: **C52.23 ex C51.24**

W-H-3: **C48.20**

3b(3): **C50.23**

A.P. Hill (rated 3), 3 Corps HQ: **C50.16**

Orders:

3 Corps is to capture the Orange & Alexandria Railroad Bridge and Union Mills Ford.

Artillery Ammunition: 30

Variable Reinforcements:

3:00 pm, Entry hex J: W-3 (all),

2x 3b, 3 Corps Supply with orders to rejoin corps.

Union Information

Setup:

1-1-2 (col): **C55.29**

Caldwell, 2-1-2 (col): **C56.29**

3-1-2 (col): **C58.28**

4-1-2 (col): **C59.29**

Webb, 1-2-2: **C53.26 ex C52.25**

3-2-2: **C54.25 ex C55.25**

1-3-2 (col): **C61.29**

Hays, 2-3-2: **C57.27**

3-3-2: **C56.27**

2b(3): **C51.26**

2b (limb): **enter at H on first turn**

Warren, 2 Corps HQ: **C53.30**

2 Corps Supply: **C51.30**

Orders:

2 Corps is to defend along Russia Branch and prevent the capture of the Orange & Alexandria Railroad Bridge and Union Mills Ford.

Artillery Ammunition: 20

Variable Reinforcements: None

Victory

Ignore the standard victory conditions in 5.0. Instead, each player receives 1 VP per opposing brigade wrecked counting both stragglers and casualties or 2 VPs per brigade wrecked by casualties alone. Control of the Orange & Alexandria Railroad Bridge is worth 2 VPs. Control of Union Mills Ford is worth 1 VP. Whoever has the most VPs wins; ties go to the Union.

6.2 Standoff at Bull Run

This scenario most closely recreates the historical situation after Bristoe Station, picking up the action after the Union army has arrived at Centreville. Historically, Stuart skirmished with French's 3 Corps at McLean's and Yates' Fords and then withdrew. Here, both sides call for reinforcements, leading to a gradually increasing action.

General Information

First Turn: 2:30 pm, Oct. 15, 1863

Last Turn: 5:30 pm, Oct. 17, 1863

Scenario Length: 81 turns

Maps Used: B and C

Confederate Information

Setup:

L-Cav, Cavb(3): **w/i 2 C50.17**

Orders:

L-Cav is to attack the Union position at McLean's Ford in an attempt to drive the Federal troops there across Bull Run.

Artillery Ammunition: 180

Losses: * see variant 4.5a

The following units have incurred losses from the engagement at Bristoe Station. Mark off the number of boxes as casualties **not** stragglers.

C-H-3: **7**

K-H-3: **6**

Variable Reinforcements (all arrive at Entry hex J):

October 15

2:30 pm: Stuart, G-H-Cav, F-H-Cav, Cavb(2), Cav, Corps HQ

3:00 pm: 1 Corps (all) *see 4.5b

3:30 pm: A.P. Hill, A-3 (all), H-3 (all), 2 x 3b, 3b(3), 3 Corps HQ

5:00 pm: R.E. Lee, W-3 (all), 2 x 3b, 3 Corps Supply, Army HQ

7:00 pm: Y-H-Cav, Cav Corps Supply

October 16

5:30 am: Army Supply

In addition, all divisions of 2 Corps are off-map wrecking the O & A Railroad. They may be recalled at any time. Each division that arrives may have two artillery units. Ewell, HQ, and Supply may arrive with any division.

Orders:

Stuart and Cav Corps — Join L-Cav and adopt its orders.

1 Corps — may be given an order which is automatically accepted. * Select entry hex J or K before the game begins.

Lee and 3 Corps — Move to Lookout Hill.

Y-H-Cav — Rejoin H-Cav.

Union Information

Setup:

1-1 (all), 1b(3): **w/i 2 C5.14**

2-1 (all): **w/i 3 C14.07**

Newton, 3-1 (all), 1b, 1 Corps HQ,

1 Corps Supply: **w/i 4 C11.27**

2 Corps (all): **w/i 5 C28.17**

Prince, 1-2-3, 2-2-3, 3b: **w/i 2 C53.29**

3-2-3: **C47.22 ex C46.21**

French, 3-3 (all), 3b(3), 3 Corps HQ:

w/i 2 C48.30

Res-1-Cav: **C7.27**

3-Cav (all), Cavb(3): **w/i 4 B19.22**

Orders:

1-1, 2-1 and 3-1 all have divisional goals to defend their current locations.

2 Corps has orders to defend Blackburn's and Mitchell's Fords, remaining on the north side of Bull Run.

3 Corps (minus 3-2-3) has orders to defend Union Mills Ford and the Orange & Alexandria Railroad Bridge.

3-2-3 has a divisional goal to defend McLean's Ford.

Res-1-Cav has no orders.

3-Cav has a divisional goal to defend the Stone Bridge.

Artillery Ammunition: 200

Losses: * see variant 4.5a

The following units have incurred losses from the engagement at Bristoe Station. For each unit, mark off **one** box as a casualty (**not** straggler).

4-1-2; 1-2-2 and 3-2-2; 2-3-2 and 3-3-2.

Variable Reinforcements:

October 15

2:30 pm, Entry H: Buford, 1-1-Cav, 2-1-Cav, 2-Cav (all), 2 x Cavb(3), 3 Corps Supply, Cav Corps Supply

5:00 pm, Entry F: Meade, Pleasonton, Army HQ, Cav Corps HQ

7:00 pm, Entry G: 1-3 (all), 3b

October 16

5:00 am, Entry E: 6 Corps (all), 5 x Resb

7:00 am, Entry F: 5 Corps (all), APot Supply

Orders:

Cav Corps — Escort the supply wagons across Union Mills Ford until they rejoin their corps, then move to Centreville.

Army HQ — Move to Centreville.

1-3 Div — Rejoin corps.

6 Corps and 5 Corps — Move to Army HQ.

Victory

Rebel Massive — +20 or more

Rebel Major — +11 to +19

Rebel Minor — +4 to +10

Draw — +3 to -3

Union Minor — -4 to -13

Union Major — -14 to -23

Union Massive — -24 or less

6.3 Race for Centreville

This is Lee's fantasy scenario: Meade reacts slowly to Lee's turning movement, Hill and Ewell march with haste, and a bright opportunity to isolate and destroy one or more corps of the Union army presents itself. The variable arrival times and locations of this meeting engagement scenario make it quite unpredictable.

General Information

First Turn: 5:00 am, Oct. 14, 1863

Last Turn: 5:30 pm, Oct. 17, 1863

Scenario Length: 137 turns

Confederate Loss Chart—Bury These Poor Men

Army of Northern Virginia—R.E. Lee

Unit ID	Brigade	Morale	Fire Levels
G-E-2	Gordon	B AB 000000	A 0000✓00 B 0000 C 0000
Ha-E-2	Hays	C AB 0000	A 00000✓0 B 0000 C 0000
Hf-E-2	Hoffman	C AB 0000	A 00000✓0 B 0000 C 0000
Hk-E-2	Hoke	B AB 0000	A 000000✓ B 0000 C 0000
E-2	Early	0000✓00	
I-J-2	Iverson	C A 000000✓	B 0000 C 0000
J-J-2	Jones	B AB 00000	A 000000✓0 B 0000 C 0000
S-J-2	Stewart	B AB 0000	A 000000✓ B 0000 C 0000
Sw1-J-2	Stonewall	A A 0000000	B 0000✓ C 0000
J-2	Johnson	0000✓0	
B-R-2	Battle	B AB 000000	A 000000✓0 B 0000 C 0000
Da-R-2	Daniel	B AB 0000	A 0000000✓ B 0000 C 0000
Do-R-2	Doles	B AB 0000	A 0000000✓ B 0000 C 0000
J-R-2	Johnston	C AB 0000	A 0000000✓ B 0000 C 0000
R-R-2	Ramseur	A AB 0000	A 0000000 B 0000✓0 C 0000
R-2	Rodes	000000✓0	
M-A-3	Mahone	B AB 00000	A 000000✓0 B 0000 C 0000
Pe-A-3	Perry	B A 00000	B 0000✓0 C 0000
Po-A-3	Posey	C A 0000000✓	B 0000 C 0000
S-A-3	Sanders	B AB 00000	A 0000000✓0 B 0000 C 0000
W-A-3	Wright	B A 00000	B 0000✓0 C 0000
A-3	Anderson	000000✓0	
A-H-3	Archer	B A 0000000	B 0000 C 0000
C-H-3	Cooke	B AAB 0000	AA 0000000 AB 0000000✓ A 0000000
D-H-3	Davis	B A 00000	B 0000✓0 C 0000
K-H-3	Kirkland	B AB 0000	A 0000000✓ B 0000 C 0000
W-H-3	Walker	C A 00000	B 0000✓0 C 0000
H-3	Heth	000000✓00	
L-W-3	Lane	B AB 00000	A 0000000✓0 B 0000 C 0000
P-W-3	Perrin	B AB 00000	A 0000000✓0 B 0000 C 0000
S-W-3	Scales	B AB 00000	A 0000000✓0 B 0000 C 0000
T-W-3	Thomas	C A 0000000✓	B 0000 C 0000
W-3	Wilcox	0000✓0	

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Army of Northern Virginia—R.E. Lee (con'd)

<i>Unit ID</i>	<i>Brigade</i>	<i>Morale</i>	<i>Fire Levels</i>
C-L-Cav	Chambliss	B AB □	A □□□✓□□ B □□□ C □□□
L-L-Cav	Lomax	B B □□□	C □□✓□□□ □□□□□
O-L-Cav	Owen	B AB □□	A □□□✓□□ B □□□ C □□□
L-Cav	Fitz Lee	□□✓□	
F-H-Cav	Funsten	B B □	C □□□✓□□ □□□□□
G-H-Cav	Gordon	B AB □	A □□□✓□□ B □□□ C □□□
Y-H-Cav	Young	B B □	C □□□✓□□ □□□□□
H-Cav	(Stuart)	□□✓□	

Longstreet - 1st Corps (optional)

<i>Unit ID</i>	<i>Brigade</i>	<i>Morale</i>	<i>Fire Levels</i>
A-L-1	Anderson	B A □□□□□	B □✓□□ C □□□
B-L-1	Bemning	B B □□	C □✓□□
J-L-1	Jenkins	B B AA □□□□□	AB □□□□✓□ A □□□□□
L-L-1	Law	B B A □□□□	B □✓□□ C □□□
Tex-L-1	Texas	A B □□□	C □□✓□
L-1	Law	□□□□✓□	
B-M-1	Bryan	B A □□□□□	B □✓□□ C □□□
H-M-1	Humphreys	C A □□□	B □✓□□ C □□□
K-M-1	Kershaw	B AB □□□	A □□✓□□□ B □□□ C □□□
W-M-1	Wofford	C AB □□□	A □□□□✓□ B □□□ C □□□
M-1	McLaws	□□□□✓□	

Union Loss Chart—*Bury These Poor Men*

Army of the Potomac—Meade		Merrill's Fire Brigade		Merrill's Fire Brigade	
Unit ID	Brigade	Company	Rank	Company	Rank
1-1-1	Iron	A	AA	A	AA
2-1-1	Rice	B	AA	AB	AA
1-1	Cutler	□	□	□	□
1-2-1	McCoy	B	AA	AB	AA
2-2-1	Baxter	B	AA	AB	AA
2-1	Robinson	□	□	□	□
1-3-1	Biddle	B	B	C	B
2-3-1	Wister	B	A	B	A
3-3-1	Dushane	C	AB	A	AB
3-1	Kenly	□	□	□	□
1-1-2	Miles	C	B	C	B
2-1-2	Irish	A	A	B	A
3-1-2	Frank	B	A	B	A
4-1-2	Brooke	B	A	B	A
1-2	Caldwell	□	□	□	□
1-2-2	Heath	B	A	B	A
2-2-2	Baxter	C	A	B	A
3-2-2	Mallon	B	A	B	A
2-2	Webb	□	□	□	□
1-3-2	Carroll	B	A	B	A
2-3-2	Smyth	C	A	B	A
3-3-2	Owen	C	A	B	A
3-2	Hays	□	□	□	□
1-1-3	Collis	C	AA	AB	AA
2-1-3	Ward	B	AB	A	AB
3-1-3	DeTrobriand	C	AB	A	AB
1-3	Birney	□	□	□	□
1-2-3	McAllister	C	AB	A	AB
2-2-3	Brewster	C	AA	AB	AA
3-2-3	Mott	B	AB	A	AB
2-3	Prince	□	□	□	□
1-3-3	Morris	C	A	B	A
2-3-3	Keifer	C	AB	A	AB
3-3-3	Smith	C	AB	A	AB
3-3	Carr	□	□	□	□

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Confederate Loss Chart—Bury These Poor Men

Army of Northern Virginia—R.E. Lee

Unit ID	Brigade	Morale	Fire Levels
G-E-2	Gordon	B AB 000000	A 0000✓00 B 0000 C 0000
Ha-E-2	Hays	C AB 0000	A 00000✓0 B 0000 C 0000
Hf-E-2	Hoffman	C AB 0000	A 00000✓0 B 0000 C 0000
Hk-E-2	Hoke	B AB 0000	A 000000✓ B 0000 C 0000
E-2	Early	0000✓0	
I-J-2	Iverson	C A 000000✓	B 0000 C 0000
J-J-2	Jones	B AB 0000	A 00000✓0 B 0000 C 0000
S-J-2	Stewart	B AB 0000	A 000000✓ B 0000 C 0000
SwI-J-2	Stonewall	A A 000000	B 0000✓ C 0000
J-2	Johnson	0000✓0	
B-R-2	Battle	B AB 00000	A 00000✓0 B 0000 C 0000
Da-R-2	Daniel	B AB 0000	A 000000✓ B 0000 C 0000
Do-R-2	Doles	B AB 0000	A 000000✓ B 0000 C 0000
J-R-2	Johnston	C AB 0000	A 000000✓ B 0000 C 0000
R-R-2	Ramseur	A AB 0000	A 000000 B 0000✓0 C 0000
R-2	Rodes	00000✓0	
M-A-3	Mahone	B AB 00000	A 00000✓0 B 0000 C 0000
Pe-A-3	Perry	B A 00000	B 0000✓0 C 0000
Po-A-3	Posey	C A 000000✓	B 0000 C 0000
S-A-3	Sanders	B AB 00000	A 000000✓ B 0000 C 0000
W-A-3	Wright	B A 00000	B 00000 C 0000
A-3	Anderson	00000✓0	
A-H-3	Archer	B A 000000	B 0000 C 0000
CH-3	Cooke	B AAB 0000	AA 000000 AB 000000✓ A 000000
D-H-3	Davis	B A 00000	B 0000✓0 C 0000
K-H-3	Kirkland	B AB 0000	A 000000✓ B 0000 C 0000
W-H-3	Walker	C A 00000	B 0000✓0 C 0000
H-3	Heth	0000✓0	
L-W-3	Lane	B AB 00000	A 00000✓0 B 0000 C 0000
P-W-3	Perrin	B AB 00000	A 000000✓ B 0000 C 0000
S-W-3	Scales	B AB 00000	A 000000✓ B 0000 C 0000
T-W-3	Thomas	C A 000000✓	B 0000 C 0000
W-3	Wilcox	0000✓0	

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Army of Northern Virginia—R.E. Lee (con'd)

Unit ID	Brigade	Morale	Fire Levels
C-L-Cav	Chambliss	B AB □	A □□□✓□□ B □□□ C □□□
I-L-Cav	Lomax	B B □□□	C □□□✓□□□ □□□□□
O-L-Cav	Owen	B AB □□	A □□□✓□□ B □□□ C □□□
L-Cav	Fitz Lee	□□✓□	
F-H-Cav	Funsten	B B □	C □□□✓□□ □□□□□
G-H-Cav	Gordon	B AB □	A □□□✓□□ B □□□ C □□□
Y-H-Cav	Young	B B □	C □□□✓□□ □□□□□
H-Cav	(Stuart)	□□✓□	

Longstreet - 1st Corps (optional)

Unit ID	Brigade	Morale	Fire Levels
A-L-1	Anderson	B A □□□□□	B □✓□□ C □□□
B-L-1	Benning	B B □□	C □✓□□
J-L-1	Jenkins	B AA □□□□□	AB □□□□□✓□ A □□□□□
L-L-1	Law	B A □□□□	B □✓□□ C □□□
Tex-L-1	Texas	A B □□□	C □□✓□
L-1	Law	□□□□✓□	
B-M-1	Bryan	B A □□□□□	B □✓□□ C □□□
H-M-1	Humphreys	C A □□□	B □✓□□ C □□□
K-M-1	Kershaw	B AB □□□	A □□✓□□□ B □□□ C □□□
W-M-1	Wofford	C AB □□□	A □□□□✓□ B □□□ C □□□
M-1	McLaws	□□□✓□	

Union Loss Chart—Bury These Poor Men

Army of the Potomac—Meade		Mortals		Five Levels	
Unit ID	Brigade	A	AA	AAA	AAAA
1-1-1	Iron	A	AA	AAA	AAAA
2-1-1	Rice	B	AA	AAA	AAAA
1-1	Cutler	□□✓			
1-2-1	McCoy	B	AA	AAA	AAAA
2-2-1	Baxter	B	AA	AAA	AAAA
2-1	Robinson	□□✓			
1-3-1	Biddle	B	B	□□□□✓	
2-3-1	Wister	B	A	□□□□	
3-3-1	Dushane	C	AB	□	
3-1	Kenly	□□✓			
1-1-2	Miles	C	B	□□□□✓	
2-1-2	Irish	A	A	□□□□	
3-1-2	Frank	B	A	□□□	
4-1-2	Brooke	B	A	□□	
1-2	Caldwell	□□□✓			
1-2-2	Heath	B	A	□□	
2-2-2	Baxter	C	A	□□	
3-2-2	Mallon	B	A	□□□	
2-2	Webb	□□□✓			
1-3-2	Carroll	B	A	□	
2-3-2	Smyth	C	A	□□□	
3-3-2	Owen	C	A	□□	
3-2	Hays	□□□✓			
1-1-3	Collis	C	AA	□	
2-1-3	Ward	B	AB	□□□□	
3-1-3	DeTrobriand	C	AB	□□□□	
1-3	Birney	□□✓			
1-2-3	McAllister	C	AB	□□□	
2-2-3	Brewster	C	AA	□	
3-2-3	Mott	B	AB	□□□	
2-3	Prince	□□✓			
1-3-3	Morris	C	A	□□□	
2-3-3	Keifer	C	AB	□	
3-3-3	Smith	C	AB	□	
3-3	Carr	□□✓			

Confederate Loss Chart—Bury These Poor Men

Army of Northern Virginia—R.E. Lee

Unit ID	Brigade	Morale	Fire Levels
G-E-2	Gordon	B AB □□□□□□	A □□□□✓□□□ B □□□□ C □□□□
Ha-E-2	Hays	C AB □□□□□□	A □□□□□✓□□ B □□□□ C □□□□
Hf-E-2	Hoffman	C AB □□□□□□	A □□□□□✓□□ B □□□□ C □□□□
Hk-E-2	Hoke	B AB □□□□□□	A □□□□□✓□□ B □□□□ C □□□□
E-2	Early	□□□□✓□□□	
I-J-2	Iverson	C A □□□□□□✓	B □□□□ C □□□□
J-J-2	Jones	B AB □□□□□□	A □□□□□✓□□ B □□□□ C □□□□
S-J-2	Stewart	B AB □□□□□□	A □□□□□✓□□ B □□□□ C □□□□
Swf-J-2	Stonewall	A A □□□□□□	B □□□□✓□□□ C □□□□
J-2	Johnson	□□□□✓□□□	
B-R-2	Battle	B AB □□□□□□	A □□□□□✓□□ B □□□□ C □□□□
Da-R-2	Daniel	B AB □□□□□□	A □□□□□✓□□ B □□□□ C □□□□
Do-R-2	Doles	B AB □□□□□□	A □□□□□✓□□ B □□□□ C □□□□
J-R-2	Johnston	C AB □□□□□□	A □□□□□✓□□ B □□□□ C □□□□
R-R-2	Ramseur	A AB □□□□□□	A □□□□□□ B □□□□✓□□□ C □□□□
R-2	Rodes	□□□□□□✓□	
M-A-3	Mahone	B AB □□□□□□	A □□□□□✓□□ B □□□□ C □□□□
Pe-A-3	Perry	B A □□□□□□	B □□□□✓□□□ C □□□□
Po-A-3	Posey	C A □□□□□□✓	B □□□□ C □□□□
S-A-3	Sanders	B AB □□□□□□	A □□□□□✓□□ B □□□□ C □□□□
W-A-3	Wright	B A □□□□□□	B □□□□ C □□□□
A-3	Anderson	□□□□□□✓□	
A-H-3	Archer	B A □□□□□□	B □□□□ C □□□□
C-H-3	Cooke	B AAB □□□□	AA □□□□□□ AB □□□□□□✓ A □□□□□□
D-H-3	Davis	B A □□□□□□	B □□□□✓□□□ C □□□□
K-H-3	Kirkland	B AB □□□□□□	A □□□□□✓□□ B □□□□ C □□□□
W-H-3	Walker	C A □□□□□□	B □□□□✓□□□ C □□□□
H-3	Heth	□□□□✓□□□	
L-W-3	Lane	B AB □□□□□□	A □□□□□✓□□ B □□□□ C □□□□
P-W-3	Perrin	B AB □□□□□□	A □□□□□✓□□ B □□□□ C □□□□
S-W-3	Scales	B AB □□□□□□	A □□□□□✓□□ B □□□□ C □□□□
T-W-3	Thomas	C A □□□□□□✓	B □□□□ C □□□□
W-3	Wilcox	□□□□✓□□□	

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Army of Northern Virginia—R.E. Lee (con'd)

<i>Unit ID</i>	<i>Brigade</i>	<i>Morale</i>	<i>Five Levels</i>
C-I-Cav	Chambliss	B AB □	A □□□✓□□ B □□□ C □□□
L-L-Cav	Lomax	B B □□□	C □□✓□□□ □□□□□
O-I-Cav	Owen	B AB □□	A □□□✓□□ B □□□ C □□□
L-Cav	Fitz Lee	□□✓□	
F-H-Cav	Funsten	B B □	C □□□✓□□ □□□□□
G-H-Cav	Gordon	B AB □	A □□□✓□□ B □□□ C □□□
Y-H-Cav	Young	B B □	C □□□✓□□ □□□□□
H-Cav	(Stuart)	□□✓□	

Longstreet - 1st Corps (optional)

<i>Unit ID</i>	<i>Brigade</i>	<i>Morale</i>	<i>Five Levels</i>
A-I-1	Anderson	B A □□□□□	B □✓□□ C □□□
B-I-1	Benning	B B □□	C □✓□□
J-I-1	Jenkins	B BA □□□□□	AB □□□□✓□ A □□□□□
L-L-1	Law	B A □□□□	B □✓□□ C □□□
Tex-L-1	Texas	A B □□□	C □□✓□
L-1	Law	□□□□✓□	
B-M-1	Bryan	B A □□□□□	B □✓□□ C □□□
H-M-1	Humphreys	C A □□□	B □✓□□ C □□□
K-M-1	Kershaw	B AB □□□	A □□✓□□□ B □□□ C □□□
W-M-1	Wofford	C AB □□□	A □□□□✓□ B □□□ C □□□
M-1	McLaws	□□□□✓□	

Union Loss Chart—Bury These Poor Men

Army of the Potomac—Meade

Unit ID

Brigade

Morale

Fire Levels

1-1-1	Iron	A	AA	□	A	□□□□□	✓	A	□□□□□	✓	B	□□□□	C	□□□□
2-1-1	Rice	B	AA	□□□□	AB	□□□□□□	□	A	□□□□□□	□	B	□□□□	C	□□□□
1-1	Cutler	□□	✓											

1-2-1	McCoy	B	AA	□□□□	AB	□□□□□□	□	A	□□□□□□	□	B	□□□□	C	□□□□
2-2-1	Baxter	B	AA	□□□□	AB	□□□□□□	□	A	□□□□□□	□	B	□□□□	C	□□□□
2-1	Robinson	□□	✓											

1-3-1	Biddle	B	B	□□□□	✓	C	□□□□								
2-3-1	Wisler	B	A	□□□□	□	B	□□□□	✓	A	□□□□□□	✓	B	□□□□	C	□□□□
3-3-1	Dushane	C	AB	□	A	□□□□□□	□	B	□□□□	□	B	□□□□	C	□□□□	
3-1	Kenly	□□	✓												

1-1-2	Miles	C	B	□□□□	✓	C	□□□□								
2-1-2	Irish	A	A	□□□□	□	B	□□□□	✓	C	□□□□	✓	B	□□□□	C	□□□□
3-1-2	Frank	B	A	□□□□	□	B	□□□□	✓	C	□□□□	✓	B	□□□□	C	□□□□
4-1-2	Brooke	B	A	□□□□	□	B	□□□□	✓	C	□□□□	✓	B	□□□□	C	□□□□
1-2	Caldwell	□□	✓												

1-2-2	Heath	B	A	□□□□	□	B	□□□□	✓	C	□□□□	✓	B	□□□□	C	□□□□
2-2-2	Baxter	C	A	□□□□	□	B	□□□□	✓	C	□□□□	✓	B	□□□□	C	□□□□
3-2-2	Mallon	B	A	□□□□	□	B	□□□□	✓	C	□□□□	✓	B	□□□□	C	□□□□
2-2	Webb	□□	✓												

1-3-2	Carroll	B	A	□	B	□□□□	✓	C	□□□□	✓	B	□□□□	C	□□□□	
2-3-2	Smyth	C	A	□□□□	□	B	□□□□	✓	C	□□□□	✓	B	□□□□	C	□□□□
3-3-2	Owen	C	A	□□□□	□	B	□□□□	✓	C	□□□□	✓	B	□□□□	C	□□□□
3-2	Hays	□□	✓												

1-1-3	Collis	C	AA	□	AB	□□□□□□	□	A	□□□□□□	□	B	□□□□	C	□□□□	
2-1-3	Ward	B	AB	□□□□□□	□	A	□□□□□□	✓	B	□□□□	□	B	□□□□	C	□□□□
3-1-3	DeTrobriland	C	AB	□□□□□□	□	A	□□□□□□	✓	B	□□□□	□	B	□□□□	C	□□□□
1-3	Birney	□□	✓												

1-2-3	McAllister	C	AB	□□□□	□	A	□□□□□□	✓	B	□□□□	□	B	□□□□	C	□□□□
2-2-3	Brewster	C	AA	□	AB	□□□□□□	□	A	□□□□□□	□	B	□□□□	C	□□□□	
3-2-3	Mott	B	AB	□□□□	□	A	□□□□□□	✓	B	□□□□	□	B	□□□□	C	□□□□
2-3	Prince	□□	✓												

1-3-3	Morris	C	A	□□□□	□	B	□□□□	✓	C	□□□□	✓	B	□□□□	C	□□□□
2-3-3	Keifer	C	AB	□	A	□□□□□□	✓	B	□□□□	□	B	□□□□	C	□□□□	
3-3-3	Smith	C	AB	□	A	□□□□□□	✓	B	□□□□	□	B	□□□□	C	□□□□	
3-3	Carr	□□	✓												

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Confederate Loss Chart—*Bury These Poor Men*

Army of Northern Virginia—R.E. Lee

Unit ID	Brigade	Morale	Fire Levels
G-E-2	Gordon	B AB □□□□□□	A □□□✓□□ B □□□ C □□□
Ha-E-2	Hays	C AB □□	A □□□□✓□ B □□□ C □□□
Hf-E-2	Hoffman	C AB □□	A □□□□✓□ B □□□ C □□□
Hk-E-2	Hoke	B AB □	A □□□□□✓ B □□□ C □□□
E-2	Early	□□□✓□	
I-J-2	Iverson	C A □□□□□✓	B □□□ C □□□
J-J-2	Jones	B AB □□□□	A □□□□✓□ B □□□ C □□□
S-J-2	Stewart	B AB □	A □□□□□✓ B □□□ C □□□
Swl-J-2	Stonewall	A A □□□□□□	B □□□✓ C □□□
J-2	Johnson	□□✓□	
B-R-2	Battle	B AB □□□□□	A □□□□✓□ B □□□ C □□□
Da-R-2	Daniel	B AB □□	A □□□□□✓ B □□□ C □□□
Do-R-2	Doles	B AB □	A □□□□□✓ B □□□ C □□□
J-R-2	Johnston	C AB □	A □□□□□✓ B □□□ C □□□
R-R-2	Ramseur	A AB □	A □□□□□ B □□□✓ C □□□
R-2	Rodes	□□□□✓□	
M-A-3	Mahone	B AB □□□□	A □□□□✓□ B □□□ C □□□
Pe-A-3	Perry	B A □□□□	B □□✓□ C □□□
Po-A-3	Posey	C A □□□□□✓	B □□□ C □□□
S-A-3	Sanders	B AB □□□□	A □□□□✓□ B □□□ C □□□
W-A-3	Wright	B A □□□□	B □✓□□ C □□□
A-3	Anderson	□□□□✓□	
A-H-3	Archer	B A □□□□□□	B □✓□□ C □□□
C-H-3	Cooke	B AAB □	AA □□□□□□ AB □□□□□✓ A □□□□□
D-H-3	Davis	B A □□□□	B □□✓□ C □□□
K-H-3	Kirkland	B AB □	A □□□□□✓ B □□□ C □□□
W-H-3	Walker	C A □□	A □□□□□ B □□□ C □□□
H-3	Heth	□□□✓□□	
L-W-3	Lane	B AB □□□□	A □□□□✓□ B □□□ C □□□
P-W-3	Perrin	B AB □□□□	A □□□□✓□ B □□□ C □□□
S-W-3	Scales	B AB □□□□	A □□□□✓□ B □□□ C □□□
T-W-3	Thomas	C A □□□□□✓	B □□□ C □□□
W-3	Wilcox	□□□✓□	

Army of Northern Virginia—R.E. Lee (con'd)

Unit ID	Brigade	Morale	Fire Levels
C-L-Cav	Chambliss	B AB □	A □□□✓□□ B □□□ C □□□
I-L-Cav	Lomax	B B □□□	C □□✓□□□ □□□□
O-L-Cav	Owen	B AB □□	A □□□✓□□ B □□□ C □□□
I-Cav	FitzLee	□□✓□	
F-H-Cav	Funsten	B B □	C □□□✓□□ □□□□
G-H-Cav	Gordon	B AB □	A □□□✓□□ B □□□ C □□□
Y-H-Cav	Young	B B □	C □□□✓□□ □□□□
H-Cav	(Stuart)	□□✓□	

Longstreet - 1st Corps (optional)

Unit ID	Brigade	Morale	Fire Levels
A-L-1	Anderson	B A □□□□□	B □✓□□ C □□□
B-L-1	Bemng	B B □□	C □✓□□
J-L-1	Jenkins	B AA □□□□□	AB □□□□□✓□ A □□□□□
L-L-1	Law	B A □□□□□	B □✓□□ C □□□
Tex-L-1	Texas	A B □□□	C □□✓□
L-1	Law	□□□□✓□	
B-M-1	Bryan	B A □□□□□	B □✓□□ C □□□
H-M-1	Humphreys	C A □□□	B □✓□□ C □□□
K-M-1	Kershaw	B AB □□□	A □□✓□□□ B □□□ C □□□
W-M-1	Wofford	C AB □□□	A □□□□✓□ B □□□ C □□□
M-1	McLaws	□□□✓□	

Union Loss Chart—Bury These Poor Men

Army of the Potomac—Meade

Unit ID

Brigade

Morale

Fire Levels

1-1-1	Iron	A	AA	□	A	□□□□□□	A	□□□□□□	✓	B	□□□□	C	□□□□
2-1-1	Rice	B	AA	□□□□	AB	□□□□□□	A	□□□□□□	□	B	□□□□	C	□□□□
1-1	Cutler	□□	✓										

1-2-1	McCoy	B	AA	□□□□	AB	□□□□□□	A	□□□□□□	□	B	□□□□	C	□□□□
2-2-1	Baxter	B	AA	□□□□	AB	□□□□□□	A	□□□□□□	□	B	□□□□	C	□□□□
2-1	Robinson	□□	✓										

1-3-1	Biddle	B	B	□□□□	C	□□□□							
2-3-1	Wisler	B	A	□□□□	B	□□□□	□			C	□□□□		
3-3-1	Dushane	C	AB	□	A	□□□□□□	✓	B	□□□□			C	□□□□
3-1	Kenly	□□	✓	□									

1-1-2	Miles	C	B	□□□□	✓	C	□□□□						
2-1-2	Irish	A	A	□□□□	✓	B	□□□□	✓	C	□□□□			
3-1-2	Frank	B	A	□□□□	✓	B	□□□□	✓	C	□□□□			
4-1-2	Brooke	B	A	□□□□	✓	B	□□□□	✓	C	□□□□			
1-2	Caldwell	□□	✓	□									

1-2-2	Heath	B	A	□□□□	✓	B	□□□□	✓	C	□□□□			
2-2-2	Baxter	C	A	□□□□	✓	B	□□□□	✓	C	□□□□			
3-2-2	Mallon	B	A	□□□□	✓	B	□□□□	✓	C	□□□□			
2-2	Webb	□□	✓	□									

1-3-2	Carroll	B	A	□	B	□□□□	✓	C	□□□□				
2-3-2	Smyth	C	A	□□□□	✓	B	□□□□	✓	C	□□□□			
3-3-2	Owen	C	A	□□□□	✓	B	□□□□	✓	C	□□□□			
3-2	Hays	□□	✓	□									

1-1-3	Collis	C	AA	□	AB	□□□□□□	A	□□□□□□	□	B	□□□□	C	□□□□
2-1-3	Ward	B	AB	□□□□□□	✓	B	□□□□	□	C	□□□□			
3-1-3	DeTrobriland	C	AB	□□□□□□	✓	B	□□□□	□	C	□□□□			
1-3	Birney	□□	✓	□									

1-2-3	McAllister	C	AB	□□□□	✓	B	□□□□	□	C	□□□□			
2-2-3	Brewster	C	AA	□	AB	□□□□□□	A	□□□□□□	□	B	□□□□	C	□□□□
3-2-3	Mott	B	AB	□□□□	✓	B	□□□□	□	C	□□□□			
2-3	Prince	□□	✓	□									

1-3-3	Morris	C	A	□□□□	✓	B	□□□□	□	C	□□□□			
2-3-3	Keifer	C	AB	□	A	□□□□□□	✓	B	□□□□	□	C	□□□□	
3-3-3	Smith	C	AB	□	A	□□□□□□	✓	B	□□□□	□	C	□□□□	
3-3	Carr	□□	✓	□									

Maps Used: A, B and C

Special Rule

In addition to variable arrival times, most reinforcements arrive in variable locations. Note the modifier for each arriving group and roll on the Entry Location Table to determine the Entry Hex.

Confederate Information

Setup:

Fitz Lee, C-L-Cav, O-L-Cav, Cavb(3):
w/i 1 A40.01

Orders:

L-Cav is to skirmish with the Union 3-Cav Division, following it as it retires.

Artillery Ammunition: 250

Variable Reinforcements:

October 14

- 5:00 am**, Modifier -1: L-L-Cav
- 5:30 am**, Modifier +3: Stuart, G-H-Cav, F-H-Cav, Cavb(2), Cav Corps HQ
- 6:00 am**, Modifier +2: Ewell, J-2 (all), 2x 2b, 2 Corps HQ
- 6:30 am**, Modifier +2: R-2 (all), 2x 2b
- 7:00 am**, Modifier +2: E-2 (all), 2b, 2 Corps Supply
- 7:00 am**, Modifier 0: A-3 (all), 3b
- 7:30 am**, Modifier 0: H-3 (all), 3b
- 7:30 am**, Modifier +1: R.E. Lee, Army HQ
- 8:00 am**, Modifier 0: A.P. Hill (rated 3), Wilcox, L-W-3, P-W-3, T-W-3, 2x 3b, 3 Corps HQ
- 9:00 am**, Modifier 0: S-W-3, 3b(3), 3 Corps Supply
- 7:00 pm**, Entry hex N: Army Supply

October 15

- 3:00 pm**, Entry J or K: 1 Corps (all)
**see 4.5b*
- 6:00 pm**, Modifier +4: Y-H-Cav, Cav Corps Supply

Entry Location Table:

<u>Modified</u>	<u>Entry</u>
<u>Die Roll</u>	<u>Hex</u>
0 or less	O
1-3	N
4-6	M
7-8	L
9 or more	K

Orders:

- L-L-Cav** — Rejoin L-Cav Division.
- Cav Corps** — Ride north to the Warrenton Turnpike, then turn east toward Centreville. Stop on encountering Union infantry.
- 2 Corps** — March to Centreville by way of the Manassas Gap Railroad; Old Warrenton, Alexandria & Washington Road; and Ball's Ford. Stop on encountering Union infantry.
- 3 Corps** — March to Centreville by way of the Warrenton Turnpike. Stop on encountering Union infantry.
- 1 Corps** — may be given an order which is automatically accepted. * Select entry hex J or K before the game begins.
- Army HQ** — assign movement order on turn of entry.

Union Information

Setup:

3-Cav (all), Cavb(3): **w/i 2 A37.07**

Orders:

3-Cav is to delay Confederate forces advancing east on the Warrenton Turnpike toward Centreville.

Artillery Ammunition: 300

Variable Reinforcements:

October 14

- 6:30 am**, Modifier +2: Res-1-Cav
- 7:00 am**, Modifier 0: 1 Corps (all)
- 8:00 am**, Modifier 0: Meade, Army HQ, Pleasanton, Cav Corps HQ
- 9:00 am**, Modifier 0: 6 Corps (all except supply)
- 10:00 am**, Modifier -1: 5 x Resb
- 12 Noon**, Modifier +2: 3 Corps (all except supply)
- 5:00 pm**, Modifier 0: 5 Corps (all)
- 10:00 pm**, Modifier +1: 2 Corps (all)

October 15

- 2:00 pm**, Modifier -2: Buford, 1-1-Cav, 2-1-Cav, Cavb(3), 3 Corps Supply, 6 Corps Supply, Cav Corps Supply
- 3:00 pm**, Modifier -1: 2-Cav (all), Cavb(3)

October 16

- 5:00 am**, Entry F: Army Supply

Entry Location Table:

<u>Modified</u>	<u>Entry</u>
<u>Die Roll</u>	<u>Hex</u>
0 or less	G
1	H
2	I
3-4	J
5-6	K
7	L
8 or more	M

Orders:

- Res-1-Cav** — Move to Sudley Mill.
- 3 Corps** — Move to Mitchell's Ford or Stone Bridge (whichever is closest) and hold that crossing.
- 2 Corps** — Move to Blackburn's Ford or Stone Bridge (whichever is closest) and hold that crossing.
- Buford and 1 Cav** — Escort the supply wagons to their respective corps, then move to Army HQ.
- 2 Cav** — Move to Army HQ.
- All other arrivals** — Move to Centreville and its defenses and hold them against Confederate attack.

Victory

- Rebel Massive — +15 or more
- Rebel Major — +6 to +14
- Rebel Minor — 0 to +5
- Draw — -1 to -6
- Union Minor — -7 to -15
- Union Major — -16 to -25
- Union Massive — -26 or less

6.4 Lincoln Gets His Wish

This scenario assumes that Meade failed to destroy the O & A Railroad Bridge on the Rappahannock. With his supply situation more secure, Lee has paused along Bull Run to decide whether to resume his flanking move around Meade's right, defend along this line, or wreck the O & A and withdraw. Meanwhile, Lincoln presents an ultimatum to Meade: attack or else! The result is a set-piece engagement.

General Information

- First Turn:** 4:00 am, Oct. 16, 1863
- Last Turn:** 5:30 pm, Oct. 17, 1863
- Scenario Length:** 64 turns
- Maps Used:** B and C

Confederate Information

Setup:

- 2 Corps (all): **anywhere on Map C at least 3 hexes south of Bull Run**
- 3 Corps (all): **w/i 6 B37.18**
- Cav Corps (all): **w/i 8 B22.14**
- Lee, Army HQ, Army Supply: **C50.16**
- (Opt) 1 Corps (all): **w/i 5 of Army HQ**

Losses: * see variant 4.5a

The following units have incurred losses from the engagement at Bristoe Station. Mark off the number of boxes as casualties **not** stragglers.

C-H-3: 7

K-H-3: 6

Orders:

No units have any orders.

Artillery Ammunition: 180**Variable Reinforcements:** None**Union Information****Setup:**

1 Corps (all), 3-Cav, Cavb(3):

w/i 5 B20.292 Corps (all): **w/i 4 C33.15, north of Bull Run**3 Corps (all): **w/i 4 C47.28, north of Bull Run**

5 Corps (all), 5x Resb, Meade, Army HQ, Army Supply, Pleasonton, Cav Corps HQ, Cav Supply:

w/i 5 C11.256 Corps (all): **w/i 4 B15.33****Orders:**

No units have orders.

Artillery Ammunition: 180**Losses:** * see variant 4.5a

The following units have incurred losses from the engagement at Bristoe Station. For each unit, mark off **one** box as a casualty (**not** straggler).

4-1-2; 1-2-2 and 3-2-2; 2-3-2 and 3-3-2.

Variable Reinforcements:**October 16**

8:00 am, Entry G: 1-Cav, Cavb(3)

12 Noon, Entry G: 2-Cav, Cavb(3)

Orders:

Move to Army HQ.

Victory

Rebel Massive— +15 or more

Rebel Major— +6 to +14

Rebel Minor— -1 to +5

Draw— -2 to -8

Union Minor— -9 to -18

Union Major— -19 to -28

Union Massive— -29 or less

Design Notes

by Thomas Prowell

After playing Dave Powell's original *August Fury*, it didn't take much imagination to see the possibilities for a First Bull Run. But where did the idea for a *Third* Bull Run come from? Well, for all its historical importance, First Bull Run is a very small battle in CWB terms. And since I was keen on Dean eventually publishing my design, I wasn't sure if a third, mostly unused, map and handful of extra counters could justify a second edition of *August Fury*. So while looking for something to "do" with the new Centreville map I had drawn up, I hit upon the idea of Third Bull Run.

My inspiration came from having recently read the middle book in Shelby Foote's three-volume narrative. Had he seen fit to gloss over it in his masterful three-volume narrative, as many other historians have (just try to find mention of Bristoe Station in *Battles and Leaders*), I probably would not have imagined designing an entirely hypothetical battle, and one based on a little-studied campaign at that. Although there are not many satisfactory secondary sources on the campaign, good OB information at least was available from the Official Records.

While Third Bull Run made my game submission more "marketable," I think it ended up doing something even better, which I hadn't originally considered. With all three battles in the box, players have a real opportunity to compare the growth and decline of the Eastern armies over the war.

The Southern army displays the greatest change. It starts as little better than an unwieldy mob in 1861, but the Army of Northern Virginia that Lee used to scatter Pope was arguably the finest force he commanded in the entire war. Certainly, the 1863 post-Gettysburg army is a pale comparison.

The Union army, on the other hand, only gets better from 1861 to 1863, with one crucial exception: the quality of corps and army leadership. The three models shown here are consistently poor in that regard; Gettysburg took away the Union's best corps leaders. The Federal player will miss Reynolds and Hancock as he tries to get things moving.

If you have a copy of *Bloody Roads South*, you can extend the comparison and contrasts to 1864. I also find it fascinating to compare *BPTM* to *Thunder at the Crossroads*. The Third Bull Run scenarios may leave you with a feeling similar to Gettysburg on July 3—the armies and leadership are a little thin. That's especially true for the Confederates without Longstreet around. Bristoe Station was a tiny action in a big war, and yet it marked the most significant action in the Eastern Theater between Gettysburg and Grant's arrival in 1864. After so much blood had already been shed at Gettysburg, one can see why Lee and Meade weren't keen on more fighting just yet.

Historical Notes

by Thomas Prowell

The Confederate defeat at Gettysburg on July 3, 1863, ended Robert E. Lee's invasion of Pennsylvania, but did not result in the destruction of the Army of Northern Virginia, nor did it dull Lee's fighting spirit.

In fact, the new commander of the Army of the Potomac, Maj. Gen. George Meade, missed a grand opportunity to end the war by destroying Lee's army as it was trapped against the swollen Potomac River at Williamsport. When the river finally subsided, Lee safely withdrew his army and retreated south. Meade followed, and by August 1, 1863 the two armies were back along the Rappahannock River line where the Gettysburg Campaign had started.

Despite the repulse, Lee's fighting spirit was undaunted. In mid-August, he informed President Jeff Davis, "If General Meade does not move, I wish to attack him." But those offensive plans were put on hold by events out West. The Federal capture of Chattanooga required a response, and so the Confederate high command took Lee's best and largest corps, under James Longstreet, and sent it to Bragg's army in North Georgia. Without Longstreet, Meade's army was more than twice that of Lee's—long odds for resuming an offensive.

So things remained static along the Rappahannock line until mid-September, when Meade's army took position in the vicinity of Culpeper Court House, with two infantry corps and two cavalry divisions in advance on the north bank of the Rapidan River. Shortly after, in response to the Confederate victory at Chickamauga, two small Union corps (the 11th and 12th) were withdrawn from the Army of the Potomac. The withdrawal did not greatly change the odds—the Army of Northern Virginia would still be outnumbered 3 to 2—but Lee, ever the gambler, decided to act.

Lee's plan was to repeat his 1862 turning movement, the campaign that had led to so much success against Pope at Second Manassas. On October 9, he put his two corps, under Richard Ewell and A.P. Hill, in motion. The Army of Northern Virginia crossed the Rapidan and moved west and then north, around the Union right flank. The Confederate cavalry, now organized into two divisions under J.E.B. Stuart, screened the army and guarded crossings.

Unfortunately for Lee's designs, Meade was not as easily befuddled as Pope had been. The Union commander quickly interpreted the signs of a Confederate turning movement, and by the next day he too was headed north. The Union cavalry covered the withdrawal; on Oct. 11 they engaged in a sharp skirmish with Stuart's troopers at Brandy Station. But by nightfall, the Union army was east of the Rappahannock.

Lee pressed on. His two corps, having reached Culpeper Court House, advanced toward Warrenton in two columns, with Ewell's Corps paralleling the Union withdrawal along the Orange & Alexandria Railroad and Hill's Corps marching further west. Meade lost some time on Oct. 12 while re-crossing the Rappahannock as he tried to determine if Lee had followed. But after this brief retrograde motion, the Army of the Potomac resumed its move north.

Lee's veterans, recalling the spoils they had captured last year after looting Pope's supplies at Manassas, began to anticipate another rich harvest and certain victory. But on Oct. 13, Lee's plans started to unravel. The hard-marching Army of Northern Virginia simply lacked the logistical support to sustain an offensive in country that had been devastated by two years of fighting. Foragers

came back empty-handed. Wagon trains reported just one day's worth of rations to hand out. The van of Ewell's corps marched just six miles on this day before going into camp at Warrenton, with many of the men ill from eating green persimmons. Hill covered a little more ground, but Lee began to sense that any opportunity he had to get around Meade was being lost.

The opportunity was slipping, but it was not yet totally lost. Meade was having problems of his own in getting his corps to move. He had divided his army into two parallel columns. The main column, with the First, Fifth and Sixth Corps, were marching north along the Orange & Alexandria Railroad. The second column of Third and Second Corps was to march along a route about five miles west of the main column, but delays had put it behind schedule.

Much of the problem lay with the Third Corps, led by the underwhelming Maj. Gen. William Henry French, who had assumed command for the wounded and disgraced Dan Sickles. Owing to command confusion between French and his division commanders, his corps moved in fits and starts, crawling sluggishly between Rappahannock Station and Greenwich. These delays were exasperating to Brig. Gen. Gouverneur Warren, the Union hero of Little Round Top now in command of Second Corps. Warren's corps represented the tail of the Union army, bringing up the rear behind French. By the night of the 13th, Warren's troops were camped between 3-Mile Station and Auburn, about five miles southeast of the Confederate camps at Warrenton.

Late on the 13th, Stuart's cavalry became engaged in a sharp scrap at Auburn that alerted Lee to the Union presence. Meade's double-column movement surprised Lee, in that it put the Union army much closer to the Confederate army than he had

imagined. He directed Ewell to march toward Auburn in the morning, while Hill would slice toward the Orange & Alexandria Railroad crossing at Broad Run. The next day might present one last chance for Lee to cut into this laggard tail end of the Union army and deal it a blow.

But it was not to be. Warren interpreted the previous night's cavalry reconnaissance as a sign of coming danger, and despite more sharp fighting at Auburn in the morning, he managed to slip the noose. He arrived at Bristoe Station well ahead of Hill and started to cross Broad Run. Late in the afternoon, Hill finally caught up to the crossing Federals. From his perspective, it looked like a grand opportunity to bag an enemy in the precarious position of a river crossing. Hill ordered his lead division, under Henry Heth, to attack from march and catch the Federals before they got across.

Some precautionary reconnaissance would have shown that Warren had not been so careless. Warren had covered his withdrawal with troops stationed behind an embankment. After these troops surprised Heth's unaware division, the rear-guard action was ridiculously one-sided. The results were electric. The Confederates suffered over 1,800 casualties, including 400 prisoners. Two brigades were mauled and a battery captured. Federal losses were about 300.

Beyond the numerical losses however, the morale in the Rebel army was also badly shaken. The event may have been the final straw in convincing Lee of the futility of the Bristoe Campaign. When Hill showed Lee the battlefield, Lee remarked "Well, well, General. Bury these poor men and let us say no more about it."

After their victory, the Federals continued their withdrawal to Centreville unmolested. Some days of minor skirmishing near Manassas and Centreville ensued while both sides decided what to do. Lee, hampered by his precarious logistical situation, decided to call an end to the campaign. He tore up the Orange & Alexandria Railroad to delay the Federal pursuers, then withdrew back south. On the 19th, J.E.B Stuart won a morale-raising victory over the Union cavalry at Buckland, but it was too late. (A special note should be made of Stuart's contribution: the Bristoe-Buckland campaign is arguably his best performance of the war. Stuart was eager to redeem himself after his disappointing performance in the Gettysburg campaign, and he fully re-earned Lee's trust here.)

While Lee did not achieve any sort of battlefield victory comparable to Second Bull Run, his audacious move did force the larger Federal army into a 60-mile retreat and delayed Federal plans in the East. On the other hand, there is little indication that Meade had much planned anyway, so the 1,800 "poor men" buried may have been lost for no good reason. There would be a half-hearted Union offensive at Mine Run in November, but otherwise the calls of "All Quiet on the Potomac" would continue until the arrival of Ulysses S. Grant the next spring.

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Bibliography

Foote, Shelby. *The Civil War: A Narrative—Fredericksburg to Meridian*. Vintage Books, 1986. Reprint of 1963 edition.

The original inspiration for the game, and one of the best overall depictions of the campaign, can be found here. If Foote's three-volume masterpiece isn't already on your bookshelf, well, I don't know what to say.

Henderson, William D. *The Road to Bristoe Station*. H.E. Howard, Inc., 1987.

While this is one of the few book-length studies on the Bristoe campaign, it's a bit of a disappointment. There's not much additional research here beyond the Official Records. The book is also rather poorly edited and confusing to read.

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.

Palmer, Michael A. *Lee Moves North*. John Wiley & Sons, 1998.

This is a critical study of Lee's three "northern" offensives—the author curiously groups Bristoe with the Maryland and Gettysburg campaigns, even though it failed to cross the Mason-Dixon line. Bristoe naturally receives the shortest treatment. A bit on the dry side when it comes to reading, but interesting nonetheless.

War of the Rebellion: A Compilation of the Official Records of the Union and Confederate Armies. Series I, Volume XXIX. 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.