NORTHERN VIRGINIA 1861 – CONFEDERATE BRIEFING

- REBEL DISPOSITIONS:
  - Major General P.G.T Beauregard's Army of the Potomac has 15,000 men at Fairfax Court House.
  - The subordinate Army of Shenandoah (Brigadier General Joseph E. Johnston) has recently given Patterson the slip and taken train east from Piedmont station.
  - Johnston's army is now partially in the works south of Centreville (20,000men), and partially still on the Gap railroad (15,000men). The second tranche of units presently have orders to detrain at Manassas Junction and occupy the redoubts to the north of there.
  - Johnston's chief of cavalry, JEB Stuart, believes he screened the rail move very effectively, and there is no evidence that the Federals are yet aware of this army leaving the Shenandoah area.
  - Each column has its own associated cavalry, artillery, supply train, etc.
  - Beauregard also has with him a single unit of pioneers, and, separately, a pontoon column sufficient to bridge one major river, given time to construct.
  - At the start of the game, both generals are conferring at Fairfax Court House.

- INTELLIGENCE
  - The Federals have invaded Virginia from the north, and sympathetic locals report them to be concentrated around Vienna (east side of map), Pleasant Valley (west side of map) & the Ox Road Junction (north centre of map). Their cavalry scouts are pushing southwards from these places. Their exact strength is unknown but substantial.

- SPECIAL IDEA FOR THE REBS

  - The Rebs have been utilising the railroads shown on the map to bring a steady stream of reinforcements to the defence of Richmond; the railroads also play an important role in their economy. President Jefferson Davis has requested you defend these vital communication lines, while at the same time covering his capital Richmond (to the south off the map).

NORTHERN VIRGINIA 1861 – FEDERAL BRIEFING

- FEDERAL DISPOSITIONS:
  - Major General Irvin Mc Dowell commands the Army of NE Virginia, which totals about 60,000 men. He commands 35,000 men personally at Vienna (east side of map).
  - McDowell's subordinate, Brigadier General A. E. Burnside, has:
    - 15,000 men at Pleasant Valley (west side of map) &
    - 20,000 at the Ox Road Junction (north centre of map)
  - Each column has its own associated cavalry, artillery, supply train, etc.
  - McDowell also has with him a single unit of pioneers, and, separately, a pontoon column sufficient to bridge one major river, given time to construct.
  - At the start of the game, both generals are conferring in Vienna.

- INTELLIGENCE:
  - The Rebs have been utilising the railroads shown on the map to bring a steady stream of reinforcements to the defence of Richmond; the railroads also play an important role in their economy.

- ORDERS:
  - The President desires that you advance upon the rebel capital of Richmond (offmap some 10 miles to the South), or failing that disrupt the enemy railroads used to bring reinforcements and supplies from the interior.

- SPECIAL IDEA FOR THE FEDS
  - The President suggests that the more of the enemy railroad you can disrupt the better; clearly, the further west you can cut it, the more his supply of troops, stores and equipment will be disrupted.

NORTHERN VIRGINIA 1861 – COMMON BRIEFING

❖ HISTORICAL BACKGROUND

- It is July of 1861. The North American continent has slid into civil war, for which neither side is really prepared.
- Apart from Indian fighting in the West, the last American war was the Mexican conflict 12 years ago. Many of the participants have since left the armed services, though some have re-enrolled, on both sides, including many of the senior officers.
- The lack of recent hostilities, and the American aversion to standing peacetime armies of any real size, is reflected in the obsolence of the weapons currently available, and the greenness of the troops and some officers.

❖ THE MAP

- The map of the likely area of operations is bisected from east to west by three railroad lines.
- The northernmost line is unfinished and consists only of embankments and cuttings, providing good defensive positions for much of its length.
- The southernmost line runs from the important seaport of Norfolk to Manassas Junction, skirting to the north of Richmond, the rebel capital.
- At Manassas Junction, the line splits into two branches. One branch, the Orange & Alexandria, runs away to the SW and is the first stretch of a very long line running down to Knoxville, Tennessee and thence to Vicksburg and the Mississippi valley. Many contingents of rebel troops are understood to have used this line on the way to join their army in Virginia.
- The second, more northerly, branch is named the Manassas Gap Railroad and runs west to Piedmont, VA from whence it gives access to the Shenandoah Valley, the breadbasket of the Confederacy. Here the rebel Army of the Shenandoah has recently been more than holding its own against the incursions of a superior Federal force under General Patterson.

❖ TROOP & WEAPON CAPABILITIES

- INFANTRY
  - Although the factories are gearing up to produce rifled muskets, only a sprinkling have yet reached the armies in the field. Most infantry are still armed with smoothbore muskets, many of the flintlock variety. These have a maximum effective range of only about 200 paces, and may also have a problem in heavy rain.
  - There are only a few rifled muskets in each unit, but these can fire effectively over 500 paces.

- Both kinds of weapon have integral bayonets, can only be fired effectively whilst standing, and once per minute at very best.

➢ CAVALRY
- For long range work, cavalry on both sides carry relatively primitive and useless carbines, shotguns, hunting pieces, etc.
- For close range work, however, revolving pistols are very useful, and sabres are also retained at present.
- Because the infantry are still mainly armed with obsolete smoothbores, and lack the training and morale to form square, ***cavalry still stand a chance of charging home against infantry in line*** [viz. JEB Stuart's successful action against infantry at 1st Bull Run]. This is especially so in the rain or where the foot are disordered in some way.

➢ ARTILLERY
- Most of the guns on both sides are at this time relatively lightweight smoothbore 6 pounders; as such they could be moved fairly quickly, though the teams lack experience in doing this. Ammunition is carried in wheeled horse drawn limbers which accompany the guns.
- Heavy anti-personnel Canister can be fired effectively up to 500 paces; Light AP Canister up to 200 paces.
- Spherical Caseshot (shell) can have its fuse adjusted to explode after the desired time interval; the gun teams lack experience in measuring this at present. Maximum range circa 2000 paces.
- Roundshot, because of its weight and impetus, will bounce off hard (not soft) ground and can cut a swathe through standing troops. Maximum range circa 1500 paces. The gun teams lack experience in placing the shot to maximum effect.
- At this stage of the war, gun teams have neither high training nor high morale. Infantry can sometimes therefore charge batteries with success [viz 33rd VA and other units at 1st Bull Run]

➢ MORALE
- The recent fighting on the Shenandoah has suggested that, whatever the rebels may lack in equipment, their troops are not short of fighting spirit, and may have an advantage in that regard.

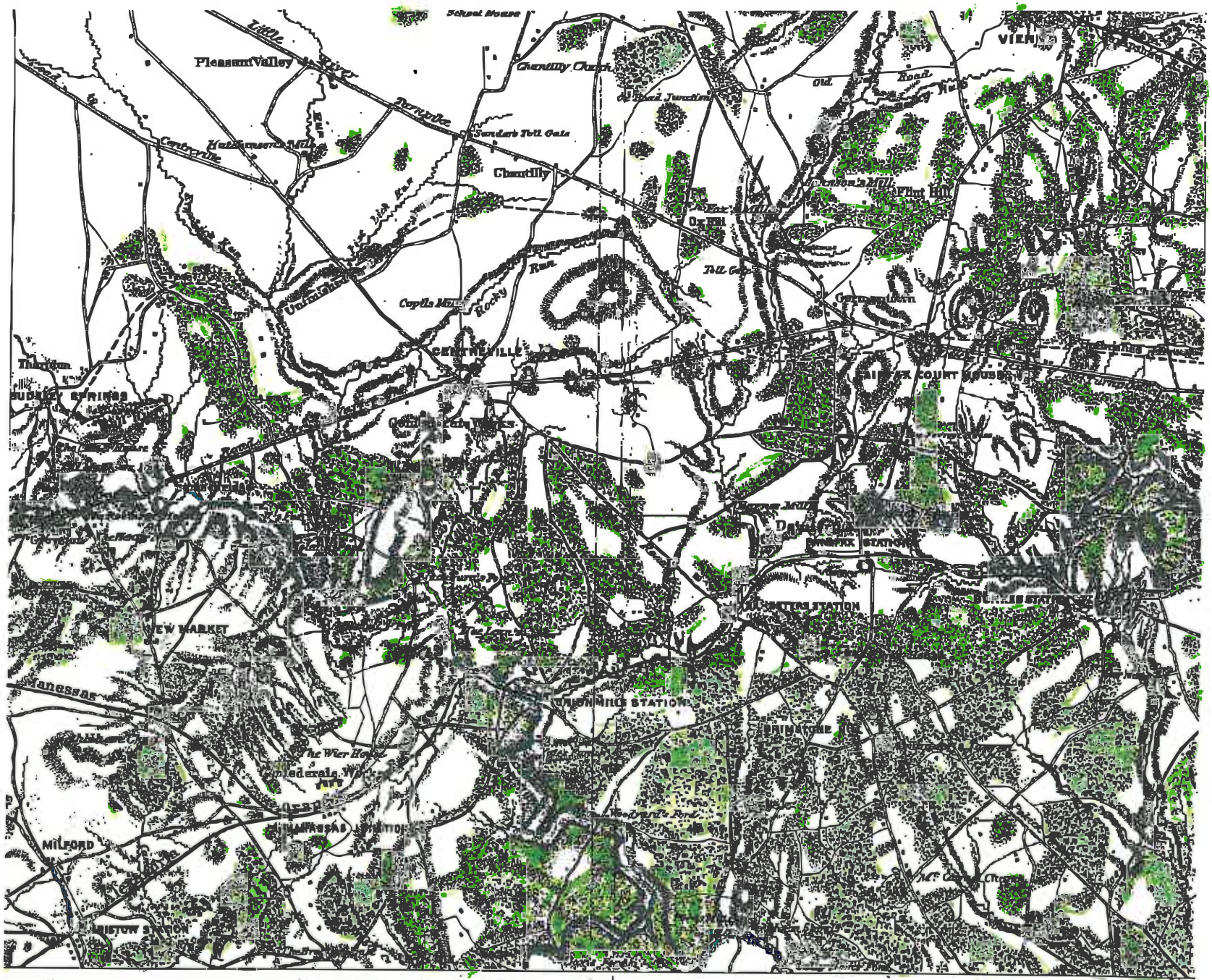
❖ WEATHER & TERRAIN

➢ The weather is overcast, but the roads are still dry from recent sunshine.

➢ Water levels are moderate, but artillery and wagons will be unable to cross marked watercourses except at fords or bridges. Horsed troops will have little difficulty negotiating watercourses, and infantry will be delayed awhile only at the more substantial watercourses, such as the main stream of Bull Run. Wheeled vehicles including artillery will also be heavily delayed in woodland or by crossing railroad tracks.

ACW KRIEGSSPIEL BLOCKS

X Hays	/ Scott	/ B/ridge	X Keyes	± Monitor	/ Sheridan
± Merrima	O Walker	O Squires	O Barry	± BombKetchh	/ Bidwell
/ Bonham	X Kershaw	X Bacon	X Schenk	X Guetebruck	X Porter
X Cash	/ Skinner	X Kelly	X Lyons	X Bartlett	X Sykes
X Munford	X Rossiter	/ Jenifer	X Gibbon	X Reynolds	/ Wheaton
X Burt	X Garnett	X Strange	X Lawrence	X Rickets	X Arnold
X Rogers	± Gator	± Dixie	X Palmer	X Willcox	X Staples
± Jeff_Dav	Train1	Train2	X Howard	/ Berry	/ Buford
X Wheat	X Greene	± Mardi	X Epstein	X Blenker	± Constitut
O Redoubt	O Redoubt	± Bomb_ke	± Barges	± Barges	± Barges
± Submari	± Ram	± Secessio	± Senator	O Ayres	± President
± 'Missle'	± Barges	Supply	± Vengeance	± JohnBrown	± Destiny
Supply	Supply	Supply	X Baker	X Miller	± Faragut
X Gardner	X Pelham	X Falkner	± JP Jones	± BombKetchh	± Bmbketc
X Fisher	X Hamptn	X Vaughan	± Huck Finn	± Barges	± Barges
X Quincy	X Harper	X Gatrell	± M/Queen	± Barges	± Barges
C in C	. 2inC	3inC	Supply	Supply	Supply
/ Walker	X Gardner	Pioneers	Supply	Pontoons	Pioneers
Pontoon	/ Elzey	± Steamra	X Butler	/ Matheson	Train3
± Savanna	± 'Defianc	± Manassa	O Redoubt	O Griffin	3inC
± 'Dixie	O Stanard	O Imboden	O Ferguson	± Transport	X Militia
/ K/Smith	X Savage	X Alexandr	/ Pratt	CinC	2inC



THE FIELD OF BULL RUN.

Scale of miles

0 1 2 3 4 5 6 7 8 9 10 Kilometers.

Thos. Hunter, Sc. P.