

# FIRST MANASSASS

July 21, 1861  
15mm "Fire & Fury" Scenario



**"The day is lost. Save Washington and the remnants of this army."**

**--General Irvin McDowell, USA**



## BACKGROUND

A mere three months after the first rebel shells hit Fort Sumter in South Carolina, both North and South assembled the largest armies ever seen on the continent. The pace and scale of the mobilization shocked observers on both sides, and political pressure mounted rapidly in Washington for the Union forces to take offensive action.

This burden fell to General Irvin McDowell, commanding over 30,000 men in Washington DC. An experienced staff officer lacking any battlefield experience, McDowell protested that his raw recruits were not ready for offensive operations, but Lincoln and the War Department insisted something be done.

McDowell did not have to march far. He found the rebel army, some 18,000 men, waiting for him along the banks of a shallow stream called the Bull Run. Word soon arrived that major Confederate reinforcements may be arriving by rail—the first strategic use of trains in war—and this spurred McDowell into action. He developed a variety of plans to outflank the rebel line, eventually choosing the most complex plan.

But unbeknownst to McDowell, his opponents, PGT Beauregard and Joseph Johnston, were planning an outflanking maneuver of their own. Two raw, untrained armies were now poised to attack each other.

## GAME LENGTH

After players maneuver into contact on a small theater map, the scenario will last a single day, from 6a to 6p. This a maximum of 24 turns in Fire & Fury.

## TABLETOP

This scenario allows players to maneuver into contact the day before the battle, which means the exact tabletop is not determined ahead of time. An independent Game Master should provide fog of war by allowing a Confederate and a Union player to each secretly position their available forces on a theater map and indicate where they plan to attack. It is then up to the discretion of the GM to set up the tabletop as he sees fit, to encompass the main points of contact.

## DEPLOYMENT

The GM must determine deployment based on how the teams secretly arranged their forces on July 20<sup>th</sup>. Note that nearby units who may be "off map" should be allowed to arrive as reinforcements. The GM will determine how soon they arrive based on their distance from the tabletop.

## SCENARIO NOTES

This scenario puts a great deal of power in the hands of a Game Master. Players who wish to fight a historical engagement without any pre-battle maneuver can easily find reference maps online of the historical battlefield area. Given the nature of the battle, our club felt it would be much more fun to allow the opposing sides a chance to rewrite the outcome with their own maneuvering! The theater map we used for this purpose is available as a larger-size download on our website, and a smaller version is included on the following page.

A secret briefing for each side is also included, as well as brigade base labels.

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## FEDERAL BRIEFING

See attached briefing for details!

<b>Army of Northeastern VA</b>	BG Irvin McDowell
First Division	BG Daniel Tyler
4 infantry brigades, 16 guns	
Second Division	Col. David Hunter
2 infantry brigades, 8 guns	
Third Division	Col. S. Heintzelman
3 infantry brigades, 16 guns	
Fourth Division	BG Theodore Runyon
2 infantry brigades	
Fifth Division	Col. Dixon Miles
2 infantry brigades, 16 guns	

## CONFEDERATE BRIEFING

See attached briefing for details!

<b>Army of the Potomac</b>	Gen. PGT Beauregard
8 infantry brigades, 40 guns	
<b>Army of the Shenandoah</b>	Gen. Joseph E. Johnston
4 infantry brigades, 1 cavalry regiment, 16 guns	

## THEATER MAP (exact tabletop map to be determined later)



July 20, 1861  
Centreville, Virginia

General,

We occupy a strong position north of the shallow, meandering Bull Run creek. Yours is the largest field army ever assembled in North America—some 30,000 volunteers, backed by 60 pieces of artillery. The president is most eager for action and urges you to confront the 20,000 rebels encamped before you. Additional urgency is required due to the expiring enlistments of our 90-day volunteers—some enlistments expire as soon as tomorrow—and rumors of Confederate reinforcements arriving from the Shenandoah Valley.

Your directive from Washington is to secure the majority of the crossings over the Bull Run and threaten the Confederate depot at Manassas Junction. Should the enemy resist, defeating him in battle will bring this rebellion to a swift, merciful conclusion.

Please indicate the deployment of your brigades and batteries on the map, anywhere north of the Bull Run. Then, submit your orders. At least one division must remain under reserve orders to defend our supply dump at Centreville.

Army of Northeastern VA		BG Irvin McDowell
<u>First Division</u>	<u>BG Daniel Tyler</u>	
First Brigade	Col. Keyes	2,200 effective
Second Brigade	Col. Schenck	2,200
Third Brigade	Col. W. Sherman	2,300
Fourth Brigade	Col. I. Richardson	2,200
1 <sup>st</sup> US Artillery		8 guns
3 <sup>rd</sup> US Artillery		8 guns
<u>Second Division</u>	<u>Col. David Hunter</u>	
First Brigade	Col. A. Porter	2,400 effective
Second Brigade	Col. A. Burnside	2,200
5 <sup>th</sup> US Artillery		8 guns
<u>Third Division</u>	<u>Col. S. Heintzelman</u>	
First Brigade	Col. W. Franklin	2,400 effective
Second Brigade	Col. O. Willcox	1,800
Third Brigade	Col. O. Howard	2,600
1 <sup>st</sup> US Artillery		8 guns
2 <sup>nd</sup> US Artillery		8 guns
<u>Fourth Division</u>	<u>BG Theodore Runyon</u>	
Militia	Col. A. Johnson	2,800 effective
Volunteers	Col. T. Gilsa	2,500
<u>Fifth Division</u>	<u>Col. Dixon Miles</u>	
First Brigade	Col. L. Blenker	2,500 effective
Second Brigade	Col. T. Davies	2,500
2 <sup>nd</sup> US Artillery		8 guns
Brockwood's NY Battery		8 guns

July 20, 1861  
Manassas Junction, Virginia

General,

*We occupy a strong position behind the shallow, meandering Bull Run creek. This is good defensive ground, although we lack the manpower to properly defend all the bridges and fords. General Beauregard's Army of the Potomac fields over 17,000 men and 40 pieces of artillery, while General Johnston's Army of the Shenandoah is in the process of disembarking at Manassas Junction with a further 10,000 men and 20 pieces of artillery. With these fresh reinforcements we should enjoy an incredible opportunity to catch the Yankees by surprise and strike a blow against their forward operating base at Centreville. It is critical that we act now, before additional Federal troops are recalled from the Shenandoah Valley and the numbers tilt back against us.*

*Your directive from Richmond is to protect our depot at Manassas Junction and to secure a foothold on the northern bank of the Bull Run. The capture of Centreville would be considered a stunning victory and may help bring this war to a swift, glorious conclusion.*

*Please indicate the deployment of your brigades and batteries on the map, anywhere south of the Bull Run. Then, submit your orders. Gen. Johnston's command must unload at Manassas Junction.*

Army of the Potomac		Gen. PGT Beauregard
First Brigade	BG M. Bonham	3,200 effective
Second Brigade	BG R. Ewell	2,400
Third Brigade	BG D. Jones	2,100
Fourth Brigade	BG J. Longstreet	2,400
Fifth Brigade	Cocke	1,800
Sixth Brigade	Early	2,500
7 <sup>th</sup> LA	Evans	1,100
8 <sup>th</sup> LA	Holmes	1,600
Washington LA Art.	Cpt. T. Rosser	8 guns
Alexandria Lt. Art.	Cpt. D. Kemper	8 guns
Purcell Art.	Cpt. L. Walker	8 guns
Loudon Battery	Cpt. A. Rogers	8 guns
Richmond Howitzers	Cpt. Shields	8 guns
Army of the Shenandoah		Gen. Joseph E. Johnston
Jackson's Brigade	Col. T. Jackson	2,100 effective
Bartow's Brigade	Col. F. Bartow	2,500
Bee's Brigade	BG Bee	2,700
Elzey's Brigade	Col. A. Elzey	2,200
Stuart's Cavalry	Col. JEB Stuart	300
Virginia Artillery	Lt. J. Brockenbrough	8 guns
Wise Battery	Lt. J. Pelham	8 guns

## BASE LABELS

<b>Jackson</b> 8/6/3 E	<b>Bartow</b> 10/7/5	<b>Bee</b> 11/8/6	<b>Smith</b> 9/7/5	<b>Stuart</b> 3/2/- E	<b>VA</b> Artillery	<b>Wise</b> Battery	<b>JOHNSTON</b>
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<b>Bonham</b> 13/10/7	<b>Ewell</b> 8/6/4	<b>Jones</b> 9/7/5	<b>Longstreet</b> 10/7/5	<b>Cocke</b> 7/5/4	<b>Early</b> 10/7/5	<b>Evans</b> 5/3/2 E	<b>BEAUREGARD</b>
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<b>Holmes 6/5/3</b>	<b>Wash. Artillery</b>	<b>Alexdra. Artillery</b>	<b>Purcell Artillery</b>	<b>Loudon Artillery</b>	<b>Richmnd. Artillery</b>
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<b>Keyes</b> 9/7/5	<b>Schenck</b> 9/7/5	<b>Sherman</b> 9/7/5	<b>Richardson</b> 9/7/5	<b>1<sup>st</sup> US</b> <b>Artillery</b>	<b>3<sup>rd</sup> US</b> <b>Artillery</b>	<b>TYLER</b>	<b>HUNTER</b>
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<b>Porter</b> 10/7/5	<b>Burnside</b> 9/7/5	<b>5<sup>th</sup> US</b> <b>Artillery</b>	<b>Franklin</b> 10/7/5	<b>Willcox</b> 7/5/4	<b>Howard</b> 10/7/6	<b>1<sup>st</sup> US</b> <b>Artillery</b>	<b>2<sup>nd</sup> US</b> <b>Artillery</b>	<b>HEINTZELMAN</b>
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<b>Johnson</b>	<b>Gilsa</b>	<b>Blenker</b>	<b>Davies</b>	<b>2<sup>nd</sup> US Artillery</b>	<b>NY Artillery</b>	<b>RUNYON</b>	<b>MILES</b>
<b>11/10/8</b>	<b>10/9/7</b>	<b>10/8/6</b>	<b>10/8/6</b>			<b>McDOWELL</b>	