



THE BATTLE OF 2ND MANASSAS

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INTRODUCTION

Just like last year we managed to put together a mega battle featuring the battle of 2nd Manassas/Bull Run. This event took place during the last weekend of May of this year and ran for three days. Unlike the preceding events however we opted to play the battle in its entirety and see how far we could get.

Again, from historical point of view, this battle took place nearby a small meandering river called Bull Run, about twenty miles southeast from Washington D.C. and was fought at the end of 1862, just preceding the battle of Antietam.

So during this weekend and spread over three days, ca 50 players managed to recreate the intensity and sheer anxiety of living through such a fight. Nothing but gray and blue was seen over this weekend as even the players themselves were dressed in team outfits clearly enhancing the team spirits of the troops.

Herewith the flyer of the event:



ABOUT THE BATTLE

The Second Battle of Bull Run, or, as it was called by the Confederacy, the Battle of Second Manassas was fought August 28–30, 1862, as part of the American Civil War. It was the culmination of an offensive campaign waged by Confederate Gen. Robert E. Lee's Army of Northern Virginia against Union Maj. Gen. John Pope's Army of Virginia, and a battle of much larger scale and numbers than the First Battle of Bull Run (First Manassas) fought in 1861 on the same ground.

For more information about this battle please use following link:

http://en.wikipedia.org/wiki/Second_Battle_of_Bull_Run



BATTLE REPORT

Now let share some more information about the weekend. As mentioned before we played, or started to, the complete battle. So we did not choose individual scenarios or parts of the battle. The only constraints we had were the size of playing table and the time available to conclude the event.

The set-up, order of battle, terrain and reinforcement information was obtained using the web as well as books and board-games. For rules we again used Johnny Reb III, but in a simplified version.

The scale we used was 28mm miniatures and every 2 inch equaled 50 yards, one turn = 30 minutes in real time. One miniature represented 30 men; one artillery piece was one battery. De playing surface sized 12 by 18 feet, or ca 20 m²

Just like previous years we again were permitted to use the huge collection of ACW miniatures of Patrick Smets, topped up by Bart Goossens 2nd division, 5th Union Corps.

Catering and terrain rested with Johan Van Acker, music and atmosphere were covered by Patrick Roovers and Patrick Smets. The Mathew Brady's of the day were Patrick Roovers, Tomsche Murrath and Johan Vaneecke.

During those hot days in May all players, split in two teams and battled it out. Again, we were fortunate to welcome players from Scotland and other Belgian clubs, all of which contributed heavily to the success of the event. Language used during those three days was primarily English with subtitles, or on some occasions dubbed in other languages.

The Saturday started very early with probing of the enemy's positions and calling in the reinforcements. These reinforcements came in their thousands. The reinforcement table entailed variable arrival times but as luck would have almost all came early. This resulted at times in huge traffic jams as those pikes and plank roads got loaded with troops.

The main battle evolved into a stalemate. The reason for this was the huge numbers of troops and the good quality of game play by both sides. It simply was not possible to dislodge the enemy as the table area was not big enough for the masses of regiments and the rules did not allow for off table movement, meaning flanking. Obviously the tactics chosen by both teams drove the game into a draw.

Separate to the event and with the purpose of also educate on history a quiz was organized.

The winner here was Arne Borremans who scored a staggering 12 out of 15

MORE INFORMATION

Please find herewith some links for pictures of the event. I will let those speak for themselves.

<http://picasaweb.google.com/Rotwang2026/3rdTSAACWWeekend#>

LAF

<http://www.lead-adventure.de/index.php?topic=19323.msg234310;topicseen#new>

FEEDBACK

At the same time a game feedback form was used. So here to wrap up some comments about the whole thing: some plusses and minuses which will be taken on board in next year's design.

POSITIVES, TO BE RETAINED OR DO MORE OFF

- Catering
- Venue
- Terrain (TSS)
- Miniatures (Redoubt and Perry)
- Flexibility
- T-shirts
- Markers (Litko)
- Quizz
- Feedback form
- Badges
- Web-site
- Sponsoring
- Most importantly the players, extremely friendly atmosphere and cooperation.

ROOM FOR IMPROVEMENT

- Weather (way too sunny)
- Unit sizes, too small to obtain big
- Unit identification tags, too many
- Unit bases, too small and difficult to handle
- Rules, still not entirely there yet (specifically charges)
- Forrest boundaries identification
- Game-mastering
- Deployment of the venue prior to go-live
- Retain only random event cards that are applicable to the scenario

NOW ALREADY AS SCOOP FOR NEXT YEAR'S EVENT:

- Terrain will be enlarged to 18 by 18 feet (three long tables of 6 by 18 feet)
- Slopes will be redesigned (TSS)
- Unit identification tags will be redesigned
- Rules will become even more house rules

FURTHER MORE

All in all the weekend was a success, and this in all honesty is due to all participants, so well done to ALL !!

Game Master,

ANDRÉ VAN GILS

PS: Please stay tuned on the website and forum for news about next year's commemorative 1st battle of Manassas.

<http://www.tsoa.be/>

<http://www.americancivilwar.be/>

Bestandsnaam: The Battle of 2nd Manassas by TSA.docx
Map: C:\Users\Glenn\Documents
Sjabloon: C:\Users\Glenn\AppData\Roaming\Microsoft\Sjablonen\Normal.dotm
Titel: De slag van Antietam bij TSA
Onderwerp:
Auteur: vangila
Trefwoorden:
Opmerkingen:
Aanmaakdatum: 12/10/2010 15:51:00
Wijzigingsnummer: 4
Laatst opgeslagen op: 12/10/2010 16:00:00
Laatst opgeslagen door: Glenn Homburg
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