Multiple Commander Bull Run

by Albert A. Nofi

ten-minute, pre-game "briefing" for both sides, at which they could make all the plans they wished. Barely legible notes scrawled on the backs of postage-stamp sized scraps of soiled paper were generally ruled automatically lost by the Gamesmaster, and a Message Form was developed:

● MESSAGE FORM ●

Message Sent by: Game-Turn #:

Message Intended for:

Text: *Blah, Blah, Blah, Bladiddy, Blah.*

This more or less covered all possible foul-ups in the writing of messages. Incidentally, the suggestion of more than one Diplomacy and Origins Player that false or dummy messages be allowed, was shouted down repeatedly by most of the Players.

[19.0] RULES FOR MULTIPLE-
        COMMANDER PLAY

GENERAL RULE:

These rules apply to *Bull Run Game II* only. These rules are in addition to, not a revision of, sections 1 to 18.

[19.1] SUBORDINATE COMMANDERS

Each Subordinate Commander is in full control of the troops assigned to his command. He determines movement through the simultaneous movement system; executes attacks with his troops; and, if necessary, determines scattering for troops assigned to him. Consultataion with other Players and messages from the Superior Commander may only be arranged as outlined in section 19.3.

[19.11] *Union Commanders.* The Union side may have from two to four Players:

Player 1 — Pope
4-8 in 2109; (1)-8 in 2209; 1-8 in 2210; 4-8 in 2111; 4-8 in 2001
Plus reinforcements on Game-Turn 1.

Player 2
6-8 in 3804; 7-8 in 3905; 6-8 in 3906; 5-8 in 3907.

Player 3
5-8 in 1233; 8-8 in 1433; 4-8 in 1830; 5-8 in 1930; 6-8 in 2029
Plus reinforcements on Game-Turn 7.

Player 4
1-8 in 2228; 4-8 in 2427; 3-8 in 2527; 6-8 in 3324.

In a three Player version, Player 3 controls the forces of Player 4. In a two Player version, in addition, Player 1 controls the forces of Player 2. Union Player 1 is the superior commander, General Pope.

[19.12] *Confederate Commanders.* The Confederate side may have one or two Players:

Player 1 — Lee
All forces on the game map at the beginning of Game-Turn 1.

The Second Battle of Bull Run was a confused affair for the Union forces. Corps wandered thither and yon with little or no logic. Troops blundered into each other, orders were disobeyed or, what was sometimes worse, mis-obeyed. In contrast, SPI's recent game *Bull Run* is a veritable paragon of efficiency. Although the Command Control rules render coordination somewhat difficult, rarely does anything go seriously wrong in the course of play, and the Confederate Player is deprived of an important ally which Lee had at the original battle. To remedy this, the following rules make it possible for the Union side to have up to four separate commanders, who may only communicate with each other through written messages.

The Superior Union Player, with his three subordinates guiding portions of the army, is plagued by many of the same problems which actually bothered Pope back in '62. At the same time, the Confederates have a few interesting problems of their own.

The Multiple Commander Rules were extensively playtested and found particularly useful

in adding the elements of realism which were missing from the original design. During playtesting, the personalities of the Players began to influence the way in which they obeyed, or disobeyed, messages received from their Superior Commander. There was little or no team spirit in some games, while in others all the Union Players did their utmost to insure the attainment of a common victory. Although several Players suggested rules requiring subordinates to obey written messages, we had to assume that no such guarantees existed. To be sure, during the Civil War subordinates could be court-martialed, but only after the battle was over. During the battle the subordinate was immune; his superior had no power of enforcement.

In some test-games, a Gamesmaster was used to supervise play and handle message transmission and interception. This tended to speed up the game, for the Gamesmaster generally imposed limits on the time allowed for writing messages. He also helped to keep illicit-message-sending to a minimum. And one of the Gamesmaters suggested a five or

Player 2
All forces which arrive during or after Game-Turn 1.

It is recommended there there be only one Confederate Player when there are less than three Union Players. Confederate Player 1 is the superior commander, General Lee.

[19.2] COMMAND CONTROL

All Union forces are still subject to the existing Command Control Rules as outlined in section 10.0 of the rules folder. The existence of separate subordinate commanders in no way affects the employment of the Command Control Rules. Forces of subordinate Commanders which come within the Command Control Radius of the Leader unit remain under the Control of the subordinate Commander, although they are, as usual, not required to observe the results of the Scatter Table (see 10.3).

[19.3] MESSAGES

Communications among subordinate commanders, and between Superior Commanders and subordinate Commanders, shall be by written message exclusively; even if their forces are in contact on the Game·Map.

[19.31] *Message Writing and Delivery.*

All messages are written at the beginning of the Game-Turn. They are delivered at the beginning of the Game-Turn following the one during which they were written. Thus, it takes one full Game-Turn for a message to be sent and received. The message may not · be modified in the interim.

[19.32] *Message Interception.*

Union messages had a way of going astray. To reflect this, a die is rolled for each Union message at the beginning of the Game-Turn in which it is to be delivered.

Die Roll	Result
1 thru 4	No Effect. The message is delivered without mishap.
5	Delivery is delayed one Game-Turn, and is subject to die roll again at that time.
6	The message is not delivered, and a second die roll is made immediately: A result of 1 through 5 means the message was destroyed; a result of 6 means the message is passed on to the Confederate Superior Commander.

[19.33] No forms of communication other than the above method of message communication is permitted.

[19.4] BLUNDERING

Friendly units which blunder into each other in the course of executing their plotted movement are treated as scattered units. They may move through each other but may not terminate movement in the same hex.

[19.5] PROHIBITIONS

Turncoating (allying with the Enemy), and sending dummy or frivolous messages, are not allowed.

[9.6] CORPS LEVEL VICTORY CONDITIONS, OPTIONAL RULE (Union Players only)

During the Civil War it was often the case that individual generals would seek to cover themselves with glory without regard for the common good. This caused a great deal of confusion and not a few battles were lost as a result of such glory-seeking. These variable victory conditions do not change the outcome in terms of the basic rules Victory Conditions (see 14.23). They represent a strictly intra-team contest.

[9.61] Make up a set of twelve paper or cardboard chits and mark each with either a "1," a "2" or a "3." Mix these up well. Each of the *subordinate* corps commanders then draws one such chit, examines it, and then keeps it face down for the duration of the game. The digit on the chit represents his victory conditions. The commanders-in-chief (Players I on both sides) *do not draw chits:* they must fulfill the conditions outlined in section 14.2 of the *Bull Run* rules folder to attain victory.

[9.62] *Variable Victory Conditions:*

1. Incur fewer casualties than any other player on your side.

2. Inflict greater casualties upon the enemy than any other player on your side, without regard for your own losses.

3. Inflict more losses on the enemy than he inflicts on your own troops.

[9.63] *Tie Breaker:*

In cases where two or more corps both achieve their victory conditions, the one with the most favorable result in terms of the Basic Victory Conditions (as outlined in 14.23) is the overall winner.

It is possible, using this system, for each of the three subordinate Union corps to achieve a "victory" of sorts and for the entire Union side to lose. ● ●