

# BATTLE REPORT

## A Solitaire Path to...Glory

BY STEVEN A. CAREY

I've always been somewhat dubious when a boardgame advertises itself as being suited for solitaire play. Well, practically all of GMT's entire line seems to make this claim! Usually, when a capable opponent is not available, I prefer to read about a game (or battle) instead of going it alone. If the motivation is sufficient, I will set-up and tinker with a game for a few turns before abandoning my study for other endeavors. With **Glory**, however, I gathered all the schizophrenic tendencies that could be mustered and braved ahead with the *First Manassas* scenario. What follows is a brief replay of the that battle.

**0900 hours** - The Union gets lucky (only 20% chance) and Tyler's command activates on the first turn. This puts pressure over the Turnpike Bridge (3711/3812) and withering Union fire subsequently eliminates a Rebel infantry unit from Evan's brigade.

**1015 hours** - Union Hunter assaults and captures the victory hex at the Stone House crossroads (2914). The Rebel Cocks loses both an infantry and an artillery unit.

**1100 hours** - Elements from Hunter captures Groveton (2017) and the Widow Henry's house (3115 on Henry's Hill), garnishing yet more victory points for the Union. The rest of Cocks's command is disorganized and routs, and things are looking dismal for the South. However, a daring Rebel assault (pre-empted by an artillery barrage) routs some of Tyler's units by the Lewis Ford, and pursuing Southerners cut down the fleeing infantry and an artillery battery. The remaining infantry unit (now disrupted) from Evan's continues to hold out at the Turnpike Bridge, further impeding Union plans.

**1245 hours** - Union riders best their Confederate cavalry counterparts

outside of Groveton, eliminating a unit in the process. Enfilading fire blows away Evans' last unit at the Turnpike Bridge, and the Union starts to shuffle troops. Stonewall Jackson arrives and tries to occupy Henry's Hill, but is surprisingly deterred by Hunter and his lucky blue coats.

**1400 hours** - Tyler sends an infantry unit to flank the Rebels at Bull's Ford. The battle has a mid-day lull as both sides recover disrupted troops. The North seems to have matters well in hand.

**1515 hours** - Stonewall finally succeeds in pushing Hunter off of Henry's Hill. Coupled with Bee's assault at the Stone House, the Union suffers the loss of an infantry unit and another artillery battery.

**1630 hours** - The entire Union center line is pressured by determined Rebel assaults, and Tyler abandons the Bull's Ford flanking attempt.

**1745 hours** - Union disaster! The independent (KBHH) Southern boys take the Turnpike Bridge causing Tyler even more losses (one infantry, plus one more battery). To make matters worse, another Tyler infantry troop routs off the board.

**1900 hours** - As night starts to fall, the Union position is desperate. A dashing raid by Stuart's cavalry gives the Rebels control of the area around the Sudley Mill/Church (2504/2405). Having seen this coming, the Union allocated part of Heintzleman's command to respond, but fate deals the North a cruel blow as ol'Heintzee's activation marker is the last in the pool, and thus does not get used. Confederate reinforcements have taken their toll, and the rest of the Union line is too disorganized to mount an effective counterattack to retake the lost positions. The Union manages to hold onto Groveton, but it matters little at this point. The battle ends with the South holding a commanding +10 victory point lead.

### Conclusions

I found myself truly engrossed in this scenario, much more than I had imagined. The Leader Initiative Marker system causes a lot of ebb and-flow during the course of the battle, and at the same time, does not overwhelm the solo general with a myriad of decisions per phase. I found it interesting how an initial, appearing, Union romp turned into a near total rout; history was served with this one. Partly thanks to the minimal setup time, everything was completed in a reasonable four and one-half hours.

No amount of solitaire play can ever match the excitement and randomness of face-to-face play. But when a gamer sets realistic expectations for his efforts, a product like **Glory** can be an extraordinarily satisfying solitaire experience. To be challenged, yet entertained and educated at the same time, is about as much as any gamer could ask for. All you GBoH'ers out there take a break from conquering the ancient world and discover your own path to ... **Glory**

### Glory

*1st & 2nd Manassas and Chickamauga, 1861-63*

**Published:** 1995

**Game Design:** Richard Berg

**Game Developer:** Gene Billingsley

**Art Director:** Rodger B. MacGowan



**Contents:** 456 Color Counters (1/2 & 5/8 inch); Two 22x34 inch Maps; Rulebook & Scenario Book; One 10-sided die; Charts & Tables; Bookcase Box

**Time Scale:** 75 minutes per turn

**Map Scale:** 250 yards per hex

**Unit Scale:** Brigade

**Players:** 1-2

**Map Legend**

Woods	Stream	Run	Creek	Bridge	Pike	Trail	Railroad

**Glory**

**First Manassas**

July 21, 1861

**RBM** **STUDIO** **RBM Sketch Map**  
 By Rodger B. MacGowan ©1998  
 Note: May be photocopied as Player-Aid.

