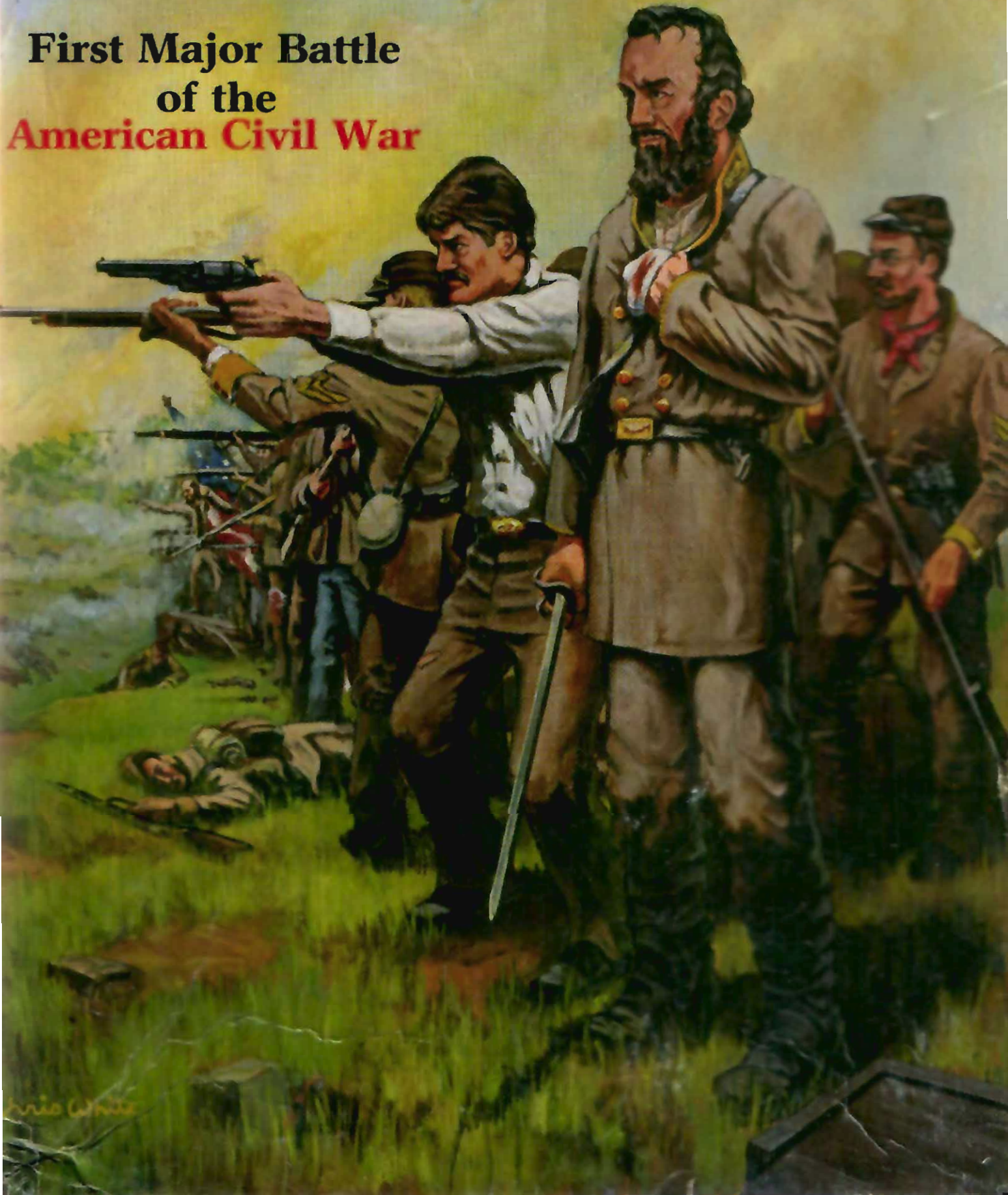# BULL RUN

AVALON HILL'S TRADEMARK NAME FOR ITS CIVIL WAR BATTLE GAME

First Major Battle of the American Civil War

8:30 AM, July 21, 1861

Somewhere off beyond the Virginia Woods, the Union Army was moving . . .

. . . and all along Bull Run, Confederates wondered where it was going and hoped that the Yankees would be stopped at the river. At headquarters, J.E. Johnston and P.G.T. Beauregard were planning their own attack, while at the fords James Longstreet, Dick Ewell and Jubal Early were braced in case the attack struck them. Thomas Jackson's brigade was marching on a dusty farm road to reinforce a bridge being shelled by a solitary Union gun. At that bridge, at the left end of the Confederate line, Major "Shanks" Evans puzzled over the Yankees before him. For hours they had done nothing but shell his detachment. Why were they waiting? What were they up to? Spotting a glint, an officer turned his telescope to the "impassable" hills beyond the Confederate left and gasped. Rows of bayonets glittered in the woods, reflecting the morning sun! The Union Army was crossing Bull Run at the unguarded Sudley fords!

The first great battle of the Civil War was about to begin.

BULL RUN is a gamer's re-creation of the First Battle of Bull Run. It captures the tactics and "feel" of a Civil War battle with a system that is playable and easy to use, and also contains a wealth of information about the battle itself.

Both the map and the opposing forces embody many corrections not available in other games and books. The map shows the area where both armies deployed, west to Sudley Mountain and east to Union Mills. Though stylized for ease of play, it shows much detail on a scale of 1000 feet per hex. The pieces include all of the regiments, battalions and batteries in the opposing armies, organized into brigades and divisions as they were on the day of the battle. Extensive research led to new insights and cleared up many misconceptions about the terrain and armies.

In BULL RUN, the armies must march into position and deploy to fight effectively. Enemy columns maneuver along the roads until one side reaches a position where it can deploy and bring on a battle; the players must plan where to deploy and how to get there safely, in the face of the enemy. Reserves are important to counter enemy maneuvers or to add strength to your own attack. The net result is to emphasize the importance of foresight, while capturing the strategy and pace of a Civil War battlefield.

Tactical skill is very important because terrain affects combat and movement. Infantry can defend behind "military crests" while artillery must find good positions where they can unlimber and fire at long range. It takes skill to get the infantry and artillery to work together, however, since artillery is slow and clumsy when moving cross-country.

The famous generals at First Bull Run are represented, with special rules that reflect how their leadership affected the battle. A simple, easy system shows how they differ in initiative, tactical skill, elan and rallying skill.

Finally, the situation is one of the oddest of the whole Civil War. The armies were separated by a river, but neither was strong enough to block all the crossings. The Union outflanked the Confederates in a night march, but since the armies were equal in strength, this automatically meant that the Confederates had an attacking advantage on the other flank. Each army was in position to attack, but out of position to defend.

Both armies had the strange and fascinating task of defending on one flank while attacking on the other. The army that could strike the best balance would win the battle.

So now it is the morning of July 21, 1861, and the future lies in the balance. As the Union commander, you must attack an enemy as strong as you are, but you have outmaneuvered him by a masterful night march—can you triumph before he recovers? As the Confederate player, should you defend or should you gamble that you can attack and win before it is too late? It is the moment of crisis! What should you do?

Play the game and find out!

Complexity rating: 4
(on a scale of 1 easy to 10 difficult.)
Playing time: 4 hours

BULL RUN

BULL RUN is a two-player game of the First Battle of Bull Run on July 21, 1861. One player controls the Confederate forces and the other controls the Union forces. Historically, the Union Army started the campaign on July 16 but paused when it ran into Confederates at Blackburn's ford on July 18. For two days the Federals camped at Centreville and searched for a safe way across Bull Run while the Confederates were reinforced from the Shenandoah Valley, Richmond, Aquia Creek and Leesburg. Finally, before dawn on July 21, the Union Arm started its march to battle.

It is at this moment that the game begins. The Confederate players sets up his defenses, the Union player sets up his forces in the positions where they finish the night march, and play is ready to begin. Play is summarized on pages 1 and 2 of this rulebook; the rules are explained in detail from page 3 to page 10. Page 11 contains a glossary of terms.

THE PLAYING PIECES

1. The playing pieces include *leaders, combat units, TRESTLE, ABATIS* and *STOP* markers.

2. Each leader and unit has a *movement factor* that defines how far it can move each turn. Leaders and units are grouped into *brigades* (or *artillery battalions*), and the Union brigades are grouped into *divisions*. The ID code on a piece identifies its brigade and division. Pieces without codes are not in any brigade.

2.1 The combat units include infantry, cavalry and batteries. Each unit has an *attack factor* and *defense factor* that it uses in combat. *Special:* Each battery has two pieces, but only one of them at a time can be in play: the other one is left off the map.

2.2 Each leader represents an officer who led an army, division, brigade or battalion; the symbols on his piece define his rank.

2.3 Each brigade has a **brigade piece** that can be substituted for its leader and some of its infantry units. When not in play, the brigade piece is left off the map.

2.4 The CSA pieces are divided into the *Army of the Potomac* (grey pieces) and the *Army of the Shenandoah* (tan). The armies had joined so recently that lines of command had not been worked out, so the rules limit inter-army cooperation. **Johnston and Beauregard are in both armies** (they shared the command).

3. STOP markers are used to mark pieces that cannot move.

4. The TRESTLE and ABATIS represent removable terrain features. ABATIS markers can be removed during play; the TRESTLE can be destroyed during the initial set up but not during play.

5. The remaining pieces are used only with the optional rules. Leave them out of play unless the appropriate optional rule is being used.
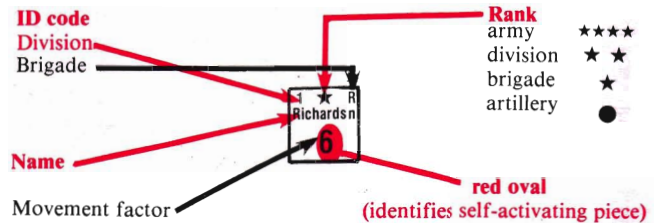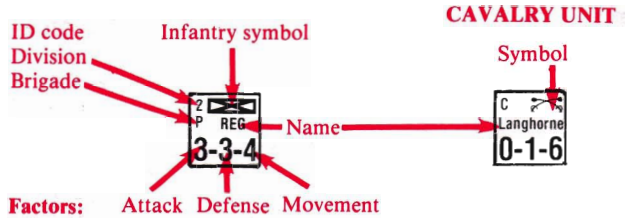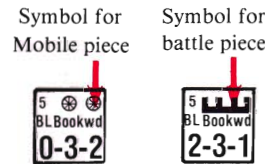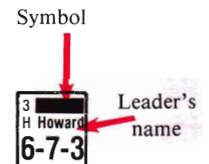
OPTIONAL

Brigade dummy

LEADER PIECE

ID code
Division
Brigade
Name
Movement factor

Rank
army ★★★★
division ★ ★
brigade ★
artillery ●

red oval
(identifies self-activating piece)

COMBAT UNITS

ID code
Division
Brigade
Infantry symbol
Name
Factors: Attack Defense Movement

CAVALRY UNIT
Symbol

BATTERY PIECES

Symbol for Mobile piece

Symbol for battle piece

BRIGADE PIECE

Symbol

Leader's name

ABATIS marker

TRESTLE marker

STOP marker

ORDER OF BATTLE CARDS

1. The ORDER OF BATTLE cards display the pieces each side uses in the game. Each brigade is grouped together, except for its reinforcements.

2. The AT START and TERRAIN MARKERS areas contain the pieces that start the game on the map. The Union AT START area is divided into two sections that set up under slightly different restrictions. The CSA AT START area is divided into one section of FROZEN pieces and one section of pieces that are not frozen.

3. The BRIGADE PIECES area contains each brigade's brigade piece. Brigade pieces stay in this area when not formed.

4. The BATTERY PIECES area contains a box for each battery, to hold whichever of its pieces is currently out of play.

5. The REINFORCEMENTS area contains pieces that move onto the map during play. They stay on the card until the turn named.

Special functions of the pieces:

Cavalry: None.

Infantry: Each unit *screens* one battery in its hex. Only infantry can *form brigade,* remove ABATIS markers or *rally.*

Battery: Each battery can have only one piece in play at a time. It *screens* one infantry unit in its hex and can attack at long range during the Combat phase. Rule 9.

Leader: Active leaders activate friendly pieces (see the COMMAND CHART). A leader has no ZOC, cannot attack nor be attacked, and is eliminated by enemy ZOC if not with a friendly unit. He can advance and retreat with units. If the last unit in his hex is eliminated, he rolls on the LET. Rule 12.

Brigade leader: Can *form brigade* and *rally.*

Brigade piece: A substitute piece that can be exchanged for infantry equal to its defense strength, plus its brigade leader (all from the brigade piece's brigade). Rule 8.

STOP marker: Used to mark inactive pieces.

8470001

THE MAP

1. The map portrays the Virginia countryside where the Bull Run campaign was fought. The SAMPLE TERRAIN section illustrates the terrain and summarizes its effects on play.

1.1 The grid of hexes regulates the movement of pieces in the game: each piece must always be positioned within a hex, and the pieces move by going from hex to adjacent hex. **Partial hexes on the map edge are playable only if they contain coordinates.** A piece is eliminated from play if it moves off the map or enters a hex without coordinates.

1.2 The RALLY boxes on the map edge are used to hold eliminated units that can be brought back into play (see rule 14).

2. A **RIVER** hex is a hex that contains a river but does *not* contain a ford or bridge. Every non-bridge, non-ford hex that contains any part of a river is a RIVER hex, even if the river ends in that hex.

2.1 A hex that contains a bridge is a **BRIDGE** hex, not a river hex.

2.2 A hex where a road runs into a river is a **FORD** hex, not a river hex. Hexes JJ10, II11 and JJ15 contain unnamed fords on Cub Run. All other fords are named on the map.

2.3 *Bull Run* is the river that runs from hex O1 to hex TT34; hexes east of Bull Run are on the Union (Centreville) side of the river, hexes west of it are on the Confederate (Manassas) side. *Cub Run* runs from KK5 to II18 (KK5 is a river hex, KK4 is not) and *Catharpin Creek* runs from I4 to Q4 (I4 is a river hex, I5 is not).

3. A **STREAM** hex is a *non-river* hex that contains any part of a stream, even if the stream ends in that hex. A hex containing both a stream and a river is a river hex, *not* a stream hex.

4. WOODS hexes represent forests and thickets dense enough to interfere with movement and artillery fire. Sparse or patchy woods are not represented on the map.

5. A **SLOPE** hex is any hex that contains slope lines. Slopes delineate hills (Y19), ridges (at NN12) and valleys (at AAA10). *Note:* Slopes do not measure elevation: they rise different amounts and gentle slopes without a military crest are not shown at all.

5.1 A **HILLTOP** is a hex from which slope lines radiate. A **CREST** hexside is the hexside from which the slope lines radiate. A crest represents a "military crest" (a good firing position, protected by the curve of the slope).

5.2 Each hilltop is uphill from its slopes. The *crest* defines where the ground rises: if adjacent hexes are *not* separated by a crest, neither is a slope of the other. Units on a hilltop gain strength when attacked from its slopes (see rule 7.4).

* A hilltop that radiates slope lines into several slopes is uphill from all of them.

* A slope hex containing slope lines from several hilltops is downhill from all of them.

* A slope hex that radiates slope lines into another hex is both a slope and a hilltop—it is actually halfway up a long hill.

6. Hexes QQ5 and RR5 form the town of Centreville, the Union base of operations during the campaign. Hexes FF32 and GG32 form Manassas, the Confederate base of operations.

SUMMARY OF PLAY

See the OB cards for initial set up and reinforcements, the TEC for terrain effects, and the CRT for combat results.

SET UP: Brigades can form and batteries can change pieces as they set up. Rule 1.
CSA: The CSA player sets up first. He also sets up the terrain markers. FROZEN pieces set up face down.
Union: Each piece must set up within one hex of a road that connects back to Centreville, R1 or (3rd Division only) CCC35, without coming within recon range of any CSA pieces.
TURN SEQUENCE: Play starts at the 9 AM turn. Each game turn consists of a Union turn followed by a CSA turn. The player taking his turn is the *attacker* who does the five phases outlined below. Rule 2.

ANY phase, either player-turn:

* Brigades can break up at any time, even in enemy ZOC. Rule 8.4.

* Either player can examine face up enemy pieces. The Union player can never examine frozen pieces. Rule 4.84.

* A frozen piece is instantly unfrozen when a Union piece comes within recon range. All pieces are unfrozen if a Union piece comes within recon range of a frozen leader. Rule 4.82.

1. Panic phase: The defender wins instantly if he has a combat unit in the attacker's base. The CSA base is Manassas (FF32, GG32), the Union base is Centreville (QQ5, RR5). Rule 3.

2. Command phase: The attacker determines which of his pieces are *active* this turn. Inactive pieces cannot move during the Movement phase, but they perform all other game functions normally. Rule 4.

* Pieces with red mf are *always* active (once unfrozen).

* Pieces are automatically active when within command range of an enemy piece or base.

* Leaders are active if they were bombarded during the last enemy turn.

* Active leaders activate friendly pieces as shown on the COMMAND CHART. *Note:* A CSA leader can activate only his own army. The CSA armies are the *Army of the Potomac* (grey pieces) and the *Army of the Shenandoah* (tan pieces). Johnston and Beauregard are in both armies.

FROZEN pieces cannot be activated. All pieces are unfrozen at 10:30 (CSA turn).

3. Movement phase: Only active pieces can move. Before moving, brigades can form (rule 8.2) and batteries can change pieces (rule 9.1); this is the only time they can do so. Rule 5.

Enemy ZOC: Pieces must stop upon entering enemy ZOC. A piece can move from enemy ZOC directly into the ZOC of a different enemy, but not the same enemy. Enemy ZOC stops brigade formation (rule 8.22), ABATIS removal (rule 11.6) and rallying (rule 14.32). Batteries *can* change pieces while in enemy ZOC.

Automatic Victory attacks are resolved during the Movement phase. An AV requires 8-1 odds (excess units need not attack) but is resolved on the 6-1 column of the CRT. Surviving defenders can be attacked again, but attackers cannot move or attack again that turn. Rule 10.

* No LRF is allowed in AV attacks.

* Soak-offs are prohibited in AV attacks: each unit that attacks must attack all adjacent defenders.

Reinforcements: Delay arrival until entry hex is not in enemy ZOC. CSA pieces that enter on schedule move by rail directly to EE34 (or to the last hex *before* entering Union ZOC) and stop; they cannot move again that turn. Other pieces enter normally, paying the road rate to enter the entry hex. Rule 13.

4. Combat phase: Enemy ZOC forces combat. Except for *screening*, units in the same hex can be in separate battles. Rules 6 and 7.

Screening: Each defending battery must be paired with an infantry unit from its hex. Excess batteries or infantry in the hex can be attacked individually. The **attacker** chooses the pairing. Rule 6.8.

* A brigade piece screens one battery for each unit it represents.

* Screening does not apply to bombardment attacks.

* Each brigade piece fights as a unit. Its components can never be attacked individually, even by bombardment. Rule 8.5.

Long Range Fire: Each battery that starts its Combat phase out of enemy ZOC has an attack range of three hexes. It must have a clear LOS to its targets. LRF against targets who can be attacked by adjacent attackers *(support fire)* cannot exceed the strength of the adjacent attackers, is not affected by adverse results and does not add its defense strength to enemy losses. LRF against targets who cannot be attacked by adjacent attackers *(bombardment)* is resolved on the BBT instead of the CRT. Rule 9.

5. Rally phase: The attacker's pieces can do the following:

Rallying: A brigade leader who spent his turn in the same hex with one of his infantry units without moving or fighting can revive one of his eliminated units. Only infantry eliminated within recon range of its brigade leader can be revived; put such units in their RALLY box. Each player can rally only one unit per turn, and neither player can rally until the NOON turn. Rule 14.

ABATIS removal: Each infantry unit that did not move or fight this turn can remove an ABATIS from its hex. Rule 11.6

ENDING THE GAME: Play ends at the end of the CSA 8:00 PM turn. The Union wins if there is a Union combat unit on any victory star. Otherwise, the CSA wins. Rule 3.3.

RULES OF PLAY

1. SETTING UP THE GAME

1.1 Each player arranges his pieces on his OB card and then moves his AT START pieces to the map. He can place his pieces as he chooses, within the limits noted on his card.

1.11 No more than 12 defense points can be put in any hex.

1.12 No leader, unit or ABATIS can start on a river, ford or bridge hex. All pieces (except the TRESTLE) must start on one side of Bull Run or the other.

1.13 Leave all REINFORCEMENTS on their card.

1.14 Pieces in the BRIGADE PIECES and BATTERY PIECES sections are not set up in their own right, but they can set up in place of other units: each player can form brigades as he sets up (rule 8), and each battery can change pieces as it sets up (see rule 9.1).

1.2 The CSA sets up first. He sets up his AT START pieces and TERRAIN MARKERS, putting each piece in the location listed for it on the card. FROZEN pieces set up face down, hidden from the enemy. All other pieces are face up, open to enemy inspection.

1.21 Pieces *in* a specified hex must be put in that hex.

1.22 Pieces *behind* a ford can be put anywhere within four hexes, but only on the Confederate side of Bull Run.

1.23 Pieces *at* a ford or bridge can be put anywhere within three hexes, **on either side of Bull Run.** Different pieces can start on different sides of the river, but no piece can be on a ford or bridge.

1.24 Only one ABATIS can be put in each hex.

1.25 The CSA player can put the TRESTLE in hex UU28 or leave it out of the game.

1.3 After the CSA has set up, the Union player sets up his pieces on the Union side of Bull Run. Each Union piece must set up on or next to a road that connects back to Centreville, hex R1, or (3rd Division only) hex CCC35. This path is termed a **march route**; it represents the route along which the piece marched to reach its starting position.

1.31 Except for the piece itself, the march route cannot leave the roads. It can follow roads for any distance and can change roads at junctions, but it cannot enter fords.

1.32 The piece and every hex in its march route must be five or more hexes from all CSA leaders and units. No march route can pass within four hexes *(recon range)* of any CSA piece. ABATIS and TRESTLE markers are not CSA pieces and do not affect march routes.
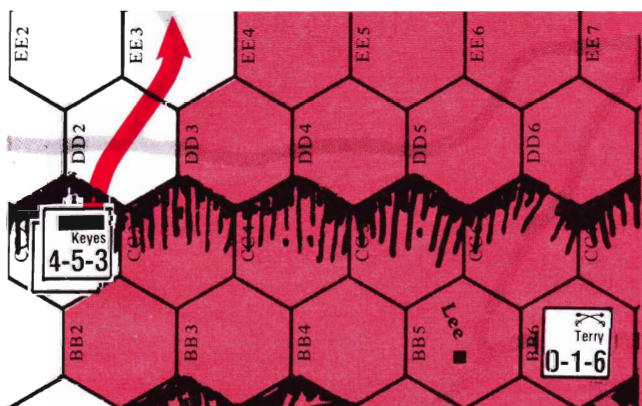
Union set up
The shaded hexes show Terry's recon range. Keyes and his march route cannot enter this area. Keyes' march route (red arrow) goes through hex I17 to Centreville.

A piece's **recon range** consists of all hexes to which it can trace recon paths. A **recon path** can be up to four hexes long and can cross all terrain, including rivers. Thus, any two pieces that are within four hexes of each other are in each other's recon range.

1.33 All Union pieces can trace march routes to Centreville or to hex R1 (the roads in R1 and DD1 connect north of the map). The pieces in the 3rd division are the only pieces that can trace march routes to hex CCC35: they were the only units that were near enough to reach CCC35 over the primitive roads in the area.

1.34 Pieces from the same brigade or division can set up in different parts of the map—they need not set up together.

2. SEQUENCE OF PLAY

2.1 The game is played in *game turns;* each game turn represents half an hour of battle. The game starts with the 9:00 AM turn and ends at the end of the 8:00 PM turn.

2.2 Each game turn is divided into a Union turn followed by a Confederate turn. The player who is taking his turn is termed the *attacker.* The other player is the *defender.*

2.3 UNION TURN: The Union player becomes the attacker and uses his pieces to do phases 1 to 5 (see the TURN SEQUENCE). He must finish each phase before starting the next. When he finishes phase 5, his turn is over.

2.4 CONFEDERATE TURN: The CSA player becomes the attacker and does phases 1 to 5, using his pieces. He must finish each phase before starting the next.

2.5 At the end of the CSA turn, check a half hour off the TURN RECORD track and start the next game turn.

2.6 The players can examine face up enemy pieces at any time. **The Union player cannot examine frozen CSA pieces,** and he cannot examine the CSA OB card as long as any pieces remain frozen.

TURN SEQUENCE

Phase 1: Panic. The attacker checks to see if he loses the game due to rule 3.

Phase 2: Command. The attacker determines which of his pieces are *active* this turn (see rule 4).

Phase 3: Movement. The attacker can move his active pieces as he wishes (inactive pieces cannot move). His leaders can form brigade and his batteries can change pieces before they move. He resolves any Automatic Victory battles as they occur.

Phase 4: Combat. The attacker resolves his remaining attacks.

Phase 5: Rally. The attacker's infantry units can remove ABATIS markers (see rule 11). Starting on the NOON turn, the attacker can rally one eliminated unit (see rule 14).

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3. WINNING THE GAME

3.1 If any Union combat unit (not a leader) is in either Manassas hex on any Confederate Panic phase, the Confederates panic and the Union player instantly wins the game. The Confederates do *not* get to take their turn.

3.2 If any CSA unit (not a leader) is in either Centreville hex on any Union Panic phase, the Union panics and the CSA instantly wins the game. The Union player does *not* get to take his turn.

3.3 At the end of the 8:00 PM turn the Union wins if there is a Union combat unit (not a leader) in any hex with a red star (S29, QQ23 or QQ32). Adjacent CSA pieces make no difference. If no starred hex contains a Union combat unit, the Confederates win.

4. COMMAND

4.1 Command defines which pieces can move each turn. Pieces that can move are *active,* and pieces that cannot are *inactive.*

4.11 In his Command phase the attacker determines which of his pieces are active this turn. His pieces cannot become active or inactive later in his turn.

4.12 Put STOP markers on inactive pieces to identify them. Inactive pieces cannot move during the Movement phase. They *can* form brigade, remove ABATIS markers, rally, fight and retreat (in combat). Batteries can change mode and bombard while inactive.

4.2 Pieces with movement factors in red ovals are *always* active (except when they are frozen—see rule 4.8).

4.3 Pieces are activated by enemy pieces.

4.31 A piece is automatically active if it is within *command range* of an enemy unit, enemy leader, or enemy base hex.

4.32 When a bombardment attack is made against a unit (see rule 9.6), all leaders in the same hex with that unit are active on their next Command phase. The bombardment does *not* activate the unit, just the leaders in its hex. *Explanation:* Since command cannot cross rivers, a unit can be bombarded and remain inactive, even if it retreats.

4.4 Each active leader activates certain pieces in his hex (see rule 4.6) and certain pieces within command range (see rule 4.5). The COMMAND CHART summarizes this activation.

* **Only active leaders can activate friendly pieces.** Combat units and inactive leaders can activate only enemies.

* Once a leader has been activated, he can then activate other friendly pieces.

4.5 A piece is active if it can trace a command path to the proper active leader.

4.51 A combat unit must trace command to the leader of its brigade or (Union only) the leader of its division. Batteries that belong to an artillery battalion can trace command to its leader. Combat units *cannot* trace command directly to an army leader.

4.52 A leader must trace command to an army leader or (Union only) the leader of his division.

A leader's **command range** consists of those hexes to which he can trace command paths. A **command path** can be up to four hexes long, but it cannot enter river hexes. It can enter or leave a ford, or go from one ford to another, but it cannot go in and then out of the same ford. It can cross bridges and other terrain freely.

Command   Franklin's brigade.   Miles
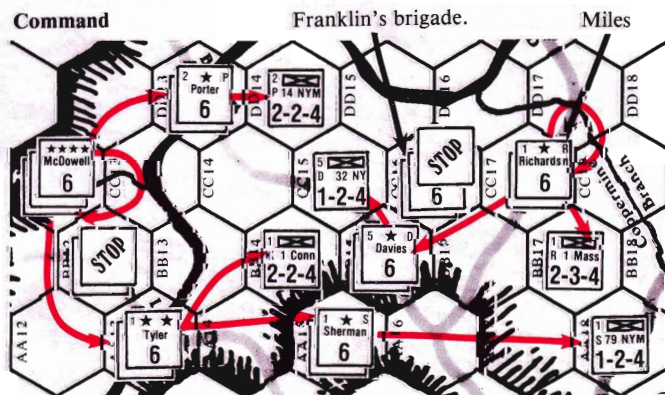
Arrows show command paths. McDowall activates all leaders within command range (but not across the river to Franklin). Then each active leader activates all of his pieces within command range, plus all pieces in his hex. The pieces under STOP markers are inactive and cannot move this turn (they would be active if an enemy were within command range).

COMMAND CHART

LEADER:	ACTIVATES:	
	In command range:	In his hex:
Army	all leaders	all pieces
Division	his division	all pieces
USA brigade	his brigade	all pieces
CSA brigade	his brigade	his army
Artillery	his batteries	his army's batteries

4.6 An active leader activates all pieces in his hex that belong to his army. *Exception:* Artillery leaders activate only batteries.

4.61 A leader has increased powers of activation in his own hex. Army leaders can activate combat units, for example, and lesser leaders can activate pieces from other brigades.

4.62 All Union pieces belong to the same army, so any active Union leader activates all pieces in his hex, even leaders that outrank him or that belong to other brigades or divisions.

4.63 All tan CSA pieces belong to the *Army of the Shenandoah* and all grey pieces belong to the *Army of the Potomac.* A leader from one army can never activate pieces from the other army: an active brigade leader activates all pieces in his hex that belong to his army, but none from the other army. He can activate other leaders, if they are in his army and in his hex. *Special:* Johnston and Beauregard are in both armies, so they activate *all* CSA pieces in their hexes.

4.64 An active artillery leader activates all of his army's batteries in his hex. He never activates infantry, cavalry or leaders, and he never activates batteries from the other army.

CSA command restrictions
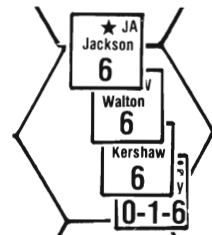
Kershaw and Terry are inactive.

Jackson activates only *Shenandoah* pieces, and artillery leader Walton activates only batteries.

Terry

4.7 Reinforcements are automatically active on the turn they enter the map. After that they must be activated normally.

4.8 FROZEN PIECES: All pieces in the FROZEN area of the CSA OB card start the game *frozen* (no Union pieces are frozen). These pieces spent the morning waiting for orders that never arrived because the CSA courier system broke down.

4.81 Pieces cannot be activated while they are frozen. They must be unfrozen before they can be activated. (Pieces with red MF are not active until they are unfrozen).

4.82 There are three ways that a piece can be unfrozen:

* **All pieces are automatically unfrozen at the start of the Confederate 10:30 AM turn.**

* When a Union piece comes within four hexes *(recon range)* of a frozen combat unit, that unit is instantly unfrozen.

* When a Union piece comes within four hexes *(recon range)* of a frozen leader, **all Confederate pieces are instantly unfrozen.**

4.83 Once unfrozen, a piece can be activated normally for the rest of the game. If some units in a brigade are freed while others stay frozen, only the freed units can be activated.

4.84 Frozen pieces are kept face down, concealed from the Union. When a piece is unfrozen it is instantly revealed: if it is unfrozen by a Union piece moving within four hexes, the Union piece pauses in its move until the unfrozen piece is turned up.

5. MOVEMENT

5.1 During his Movement phase the attacker can move as many of his active pieces as he wishes. Only active pieces can move.

5.2 Each piece moves by going from hex to adjacent hex until it finishes moving. Pieces move one at a time: each piece must finish moving before another piece can move. For convenience, pieces that stay together can move together, but they should be thought of as moving individually when resolving rule questions.

5.3 A piece's movement factor is the number of *movement points* it can spend each turn. Each time it enters a hex it must pay the MP cost for that hex; if it cannot pay, it cannot enter that hex.

5.31 The cost to enter a hex depends on the terrain in that hex. The TERRAIN SUMMARY shows the cost to enter each type of terrain.

5.32 It costs one extra MP to enter *or leave* a ford or ABATIS (in all other cases a piece pays only for the hex it enters, not the hex it leaves). This cost is cumulative: it costs two extra points to move from one ford or ABATIS to another.

5.33 A piece can keep moving until it has used all of its MP: each turn it can spend all, some or none of its MP. It cannot save up MP from turn to turn and it cannot transfer MP to other pieces.

5.4 STACKING: Pieces can move onto friendly pieces, but each hex can hold no more than 12 defense points' worth of units. A piece can exceed this limit when it is moving through a hex, but not when it ends its move. *Note:* If units overstack by accident, their owner must eliminate the excess units (he chooses what to lose).

**5.5 CROSSING RIVERS:** Pieces can enter a hex containing a river only if the hex also contains a ford or bridge.
5.51 Brigade pieces are not allowed in bridge hexes. Other pieces treat bridge hexes as clear terrain.

5.52 Brigade pieces are not allowed in ford hexes, and it costs other pieces +1 MP to enter or leave a ford (see 5.32). Fords also impose two special restrictions:

* The stacking limit in fords is 8 DP (instead of 12).

* Only 8 DP per player turn can enter each ford hex. Units starting in the ford do not count: 8 DP can enter in addition to any units already there. This limit applies separately to each player, so each player in turn can move 8 DP into the same ford.

Crossing fords
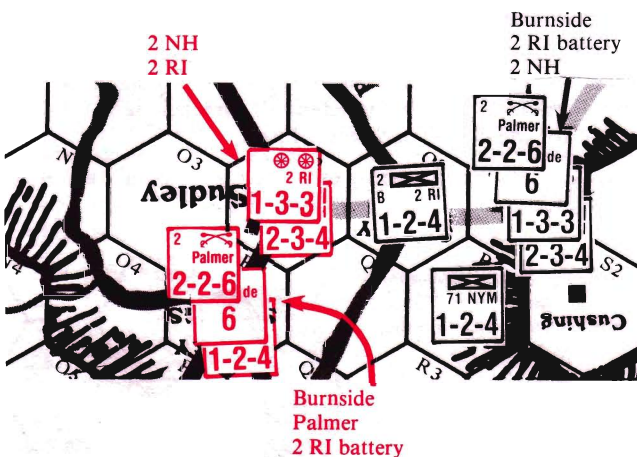
The pieces start in the black positions and move to the red. The battery, 2 NH and Palmer use up the 8 DP that can enter Sudley ford this turn, so the 71 NYM must be left behind (the 2 RI infantry does not count because it is already in the ford). The 2 NH and the battery use all their MP to get to F2, but the other pieces have the extra 1 1/2 MP needed to enter Sudley Springs ford.

Movement
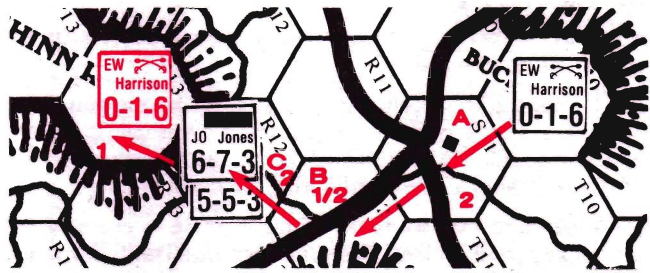
Harrison pays the cost shown to enter each hex. He uses the road rate only along the road, from A to B. He can move over the 12 DP in hex C but cannot stop there.

ROAD MOVEMENT RATES:

ROAD	Battery	Other
Major	1/3 MP per hex	1/2 MP per hex
Minor	1/2 MP per hex	1 MP per hex

Brigades cannot use road movement

5.6 ROAD MOVEMENT: When a piece moves along a road, it pays the *road rate* instead of the terrain cost of the hex it is entering. The piece uses the road rate only if it crosses a hexside that the road crosses; it must pay normal terrain costs whenever it crosses a non-road hexside, even if there is a road elsewhere in the hex.

* Roads run over bridges and streams—use the road rate when on a road, even if a stream appears to cut the road.

* Roads do *not* affect the 1 MP penalty to enter or leave a ford (see 5.32). To enter or leave a ford by road costs the *road rate* plus the *ford penalty*.

5.61 The road rate varies with the piece and road (see chart). Do *not* round fractions; when a piece leaves a road it keeps its fractional MP and can use them if it moves along another road later that turn. A piece's movement expenditures may not exceed its movement factor by even a fraction.

5.62 Railroads can be used as minor roads. The incomplete RR cannot be used as a road.

5.63 Brigade pieces never use the road rate. They always pay full terrain costs to move.

5.7 ABATIS: In addition to the one MP penalty to enter or leave an ABATIS (see rule 5.32), each ABATIS cancels the roads in its hex. Pieces cannot use the road rate to enter or leave an ABATIS.

5.8 ZONE OF CONTROL: A unit's hex and the six adjacent hexes form that unit's *Zone of Control* (ZOC). This ZOC is not affected by terrain or enemy units. Leaders have no ZOC.

5.81 A piece must stop and end its move when it enters enemy ZOC. A piece that starts its turn in enemy ZOC can move away, but it must stop as soon as it enters another enemy ZOC.
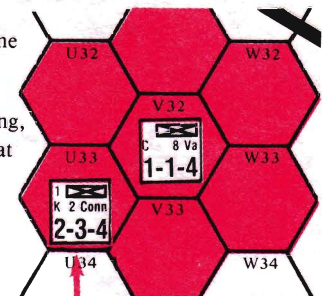
5.82 A piece that is in the ZOC of an enemy unit *can* move directly into the ZOC of *other* enemy units, but *cannot* move directly into another ZOC of that *same* enemy unit.

5.83 Enemy ZOC forces combat during the Combat phase (see 6.3).

Zone of Control

The shaded hexes are the 8 Va's zone of control.

The 2 Conn must stop upon entering, and must attack during the Combat phase.

6. COMBAT

6.1 Only combat units can take part in combat. Leaders cannot attack nor be attacked.

6.2 During the Movement phase the attacker can move as many units into attack positions as he wants. Automatic victory attacks (see rule 10) are resolved during the Movement phase. All other attacks are resolved during the Combat phase.

6.3 Every unit that starts the Combat phase in enemy ZOC *must* take part in combat. *Exception:* Ignore all units that made an Automatic Victory attack during the Movement phase: they cannot attack, and their ZOC does not force adjacent enemies to be attacked.

6.31 Each unit that enters enemy ZOC (or that stays in enemy ZOC without moving) must attack. Units that leave enemy ZOC need not attack, as long as they do not enter another enemy ZOC.

6.32 Every defender that is in an attacker's ZOC must be attacked.

6.4 Each unit must be adjacent to every defender it attacks; opposing units can be in the same battle only if they are in each others' ZOC. Units that are not in enemy ZOC cannot attack nor be attacked. *Exception:* Artillery (see rule 9).

6.5 Each attacker can attack only once per Combat phase, and each defender can defend only once per Combat phase.

6.6 A unit adjacent to several defenders can attack some and not others, as long as the others are attacked by someone else. Similarly, a defender can be attacked by some attackers and not others, as long as the other attackers attack elsewhere.

6.61 Attackers in the same hex can attack separately, in different battles.

6.62 As long as the *screening* rules are obeyed (see rule 6.8), defenders in the same hex can be in different battles. *Example:* Some attackers can make a strong attack against one defender in a hex while other attackers make a sacrificial attack (termed a *soak-off*) against the rest of the defenders in that hex.

6.7 If several attacking units are adjacent to several defenders, the *attacker* chooses which units attack which defenders. He divides the defenders into groups and then specifies the units attacking each group.

6.71 The combined attack against a group is termed a *battle*. Each unit can be in only one battle per Combat phase. Each defender can be in only one group and each attacker can attack only one group.

6.72 Each attacker must be adjacent to every unit in the group it attacks.

6.8 SCREENING: Each defending infantry unit *screens* one battery in its hex, and vice versa. Each battery must be paired with an infantry unit from its hex, and the pair defends together with combined strength as if they were one unit. The **attacker** chooses which units are in each pair. Attacking units never have to be paired.

* Cavalry never has to be paired. It can always be attacked individually or grouped with other units, as the attacker wishes.

* Batteries and infantry screen each other only if they are in the same hex. Units from one hex do not screen units in another hex.

* Defending units do not have to be paired when they are being bombarded (see rule 9.6).

6.81 If a hex holds more batteries than infantry units, the excess batteries can be attacked individually. If it holds more infantry units than batteries, the excess infantry units can be attacked individually. The **attacker** chooses which units can be attacked individually.

6.82 A brigade piece is worth the number of infantry units it represents. It must be paired with that many batteries.

6.9 Each unit (including brigade pieces) always attacks and defends with its whole strength. Its attack factor cannot be split to make separate attacks, and its defense factor cannot be split and attacked piecemeal.

7. RESOLVING COMBAT

7.1 The attacker must specify all of his attacks and the order in which he will resolve them before resolving any of them. He resolves his attacks one at a time, in the order he specified.

7.2 All combat results for a battle (including advances after combat) are implemented as soon as that battle is resolved, before the die is rolled for the next battle.

7.3 To resolve a battle, the attacker finds the *odds* of the attack, rolls a die and consults the COMBAT RESULTS TABLE (CRT). He cross-indexes the odds (column) and die roll (row) to find the result. If the CRT lists two results in that column and row, the losing side suffers its losses and then the survivors retreat.

7.31 The *odds* are the ratio of the attacker's attack strength to the defender's defense strength, reduced to a simple ratio (an integer to 1, or 1 to an integer).

* To find the defender's strength, total the *defense* factors of the units in the defending group. To find the attacker's strength, total the *attack* factors of the units attacking that group.

* If rounding is necessary to arrive at a simple ratio, round in favor of the defender.

* Odds greater than 6-1 are resolved on the 6-1 column.

* If the odds are worse than 1-6 the attack is cancelled and the attackers are eliminated. Since the attack never actually takes place, it cannot be used as a soak-off.

7.32 Units with zero attack strength cannot attack by themselves, but they can join attacks made by other units. They can surround and undouble defenders, and their defense factors count for calculating and taking losses.

7.33 Combat results affect only the units taking part in the battle. Other units in the same hex are not affected.

Combat
The 1 Mich must attack Heaton only (he is the only adjacent enemy). The 1 Mass and 69 NY cannot attack Heaton (he is not in their ZOC). Under the screening rules, the attacker must pair Rogers with either the 8 Va or 28 Va. The 69 NYM and E/3 US attack the 8 Va at odds of 5-1, 79 NYM and 1 Mich attack Heaton at 3-1, and 1 Mass attacks 28 Va and Rogers at 2-3 (which rounds to 1-2).

Rogers' battery

Terrain Effects
The Union attacks. Being on a ford halves REG to 1 1/2 AP. Being in woods halves the battery to 1 1/2 AP. Being uphill of all adjacent attackers doubles the 1 Va to 4 DP, so the odds are 5-4 (which rounds to 1-1). If the 1 Mich moves as shown, the 1 Va is not doubled and the odds are 5-2 (rounded to 2-1).

TERRAIN EFFECTS ON COMBAT

7.4 Doubling: If a defender is uphill of all adjacent enemies who are attacking, then that defender's defense strength is *doubled*. It must be uphill of *all* such attackers or it is not doubled. Only adjacent attackers can undouble a defender; units in other battles or firing from long range have no effect.

7.41 Each stream hex is downhill from all adjacent hexes except those it runs directly into. Thus, any non-stream hex is uphill from all adjacent stream hexes. Adjacent stream hexes are uphill from each other, *unless a stream crosses the hexside between them.*

7.42 Each hilltop hex is uphill from its slopes. Note that if a stream runs through a hilltop but not its slope, then the hilltop and slope are uphill from each other.

7.5 Halving: When a unit is halved, both its attack and defense factors are halved (do *not* round up or down). **A unit can never be halved more than once per battle, although an attacker can be halved while a defender is doubled in the same battle.**

7.51 A unit is always halved when it is on a ford or bridge hex, whether it is attacking or defending.

7.52 Woods affect only batteries. A battery is halved when it is in a woods hex, or when it attacks a defender who is in a woods hex. A defending battery that is not in woods is not halved for defending against an attack from woods.

7.6 Roads have absolutely no effect on combat. They do not affect strength modifications caused by other terrain in their hex.

COMBAT RESULTS

7.7 Elimination: Units are eliminated by combat results, by retreating into elimination or by attacking at worse than 1-6 odds.

7.71 When paying for "E" or "EX" losses, **enemy defense strength determines losses, and losses must be paid in defense points (attack strength affects only odds). Include terrain effects when calculating and paying losses. Zero-strength attackers add their DP to the losses their side inflicts.**

* An AE or DE result causes the indicated side to lose DP equal to the adjacent enemy DP in the battle. If the loser does not have enough DP in the battle to pay for his losses, all of his units in the battle are eliminated and the excess losses are ignored.

* EX is equivalent to AE/DE; each side loses DP equal to the adjacent enemy DP in the battle. The weaker force is eliminated and the other side loses the same number of DP.

* Only units that are in the battle and are in enemy ZOC are counted or lost. Batteries firing at long range and units not in the battle do not add to losses and cannot be lost.

7.72 A **DL1** result causes one defending unit to be eliminated.

7.73 If there are alternate ways to pay for a loss, the loser chooses exactly which unit(s) are lost (he can lose extra units or DP if he wishes). If he has a brigade piece in the battle, he can break it up and use its parts to pay for his losses. *Example:* A brigade that suffers a DL1 result can break up and lose only one of its units.

7.74 Infantry units that are eliminated within rally range (four hexes) of their brigade leader go in their RALLY box. All other eliminated pieces are removed from play for the rest of the game. If a piece retreats into elimination, count the four hexes from the hex where the elimination occurs.

7.8 Retreats: Each piece that suffers a "B2" result *must* move two hexes, and it *must* end its move two hexes away from the hex where it started its retreat. If a piece has a choice of retreat routes, its owner chooses how it retreats.

7.81 If possible, each retreating piece must end its retreat two hexes farther away from each enemy it fought in the battle (ignore this restriction if such a retreat is impossible or if it would force the piece to be eliminated).

* If a battle causes several units to retreat, they retreat one at a time. They can retreat to different hexes.

7.82 Retreats do not cost MP—retreating pieces just move the required number of hexes, ignoring all terrain except rivers, fords and ABATIS markers.

7.83 A retreating piece is eliminated if it moves in any of the ways listed below:

* It is eliminated if it enters an enemy ZOC.

* It is eliminated if it ends its retreat overstacked. It can overstack as it moves, but not where it stops.

* It is eliminated if it enters a river or unplayable hex, or if it leaves the map.

* It is eliminated if it moves through (into and out of) a ford or ABATIS marker. A piece *can* retreat onto a ford or ABATIS if this ends its retreat. *Note:* Pieces retreating into a ford do not count against the 8 points that can enter that ford that player-turn.

7.9 Advance after Combat: When an attack retreats or eliminates the last defender in a hex, each attacking unit has the option to advance into that hex (subject to stacking limits). A unit can advance only if it is adjacent to the vacated hex and took part in the attack that vacated it. Defending units never advance after combat.

7.91 Terrain has no effect on the ability to advance after combat. Pieces can advance into or out of clear terrain, fords, streams, etc. *Exception:* Units that advance into a ford *do* count against the 8 points that can enter that ford during that player-turn.

7.92 Pieces ignore enemy ZOC when advancing after combat: they can move from enemy ZOC directly into another ZOC of the same enemy.

7.93 Units that advance after combat cannot attack again that turn. They can advance into enemy ZOC without attacking, and their ZOC does not prevent bombardment (see rule 9.6).

8. BRIGADES

8.1 Each *brigade piece* can be substituted for certain pieces in its brigade. This substitution is termed *forming brigade*. The brigade piece stays on its OB card when not formed; it is never on the map at the same time as the pieces it represents.

8.2 Each player can form brigades only during his side's Movement phase (and when he set up at the start of the game). He can form any number of brigades at the same time.

8.21 Each brigade piece must be substituted for its brigade leader plus infantry units that total exactly the same *defense* strength as the brigade piece. The leader and units must belong to the same brigade as the brigade piece. *Explanation:* The brigade piece represents the leader coordinating his units to act as one gigantic unit.

* Cavalry and batteries can never be used to form brigade.

* Only brigade leaders can form brigade. Most brigades have more units than they need to form. When a brigades uses some of its units to form, its other units remain in play, unaffected.

8.22 To form brigade, the leader and units must start their Movement phase in the same hex, out of enemy ZOC. They cannot move before forming brigade: a piece cannot form brigade once it has moved during the current Movement phase. When the brigade forms, the leader and units are put on the OB card and the brigade piece is put in their hex.
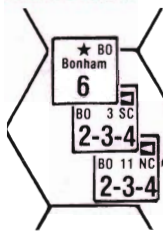
* Pieces can form brigade while inactive.

* If a brigade is formed from active pieces, it is active and can move immediately, on the same phase in which it forms.

8.3 A brigade piece represents its components; the leader rallies, activates and is activated normally, as if he were on the map. The units count for determining victory.
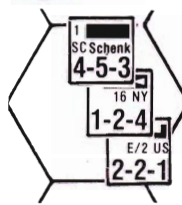
Forming brigade

Bonham's brigade piece needs exactly 5 DP, not 6. Schenk cannot use E/2 US to form brigade because it is not infantry, and he cannot use the 16 NY because it is not in his brigade.

8.4 A brigade piece can break up at any time, even when in enemy ZOC. When it breaks up, it returns to its card and its components are put in its hex.

8.41 If an active brigade breaks up before it moves during its Movement phase, its components are active and can move that phase.

8.42 A brigade can break up after a battle is resolved but before the results are inflicted, either to pay combat losses or to allow its components to advance or retreat separately.

8.5 Each brigade piece moves and fights as a unit. Individual units in the brigade cannot attack separately, and they cannot be attacked separately. Brigade pieces move and fight like other infantry units, except as noted below.

8.51 A brigade piece is worth as many units as it represents, and it screens that many batteries. The batteries and brigade defend together even if part of the brigade is specified as excess. *Example:* A brigade piece representing two infantry units must be paired with two batteries. It can be paired with fewer batteries only if the hex has an excess of infantry.

8.52 Brigade pieces are not allowed on fords, bridge or ABATIS markers. They cannot form in these hexes, and they must break down when they enter these hexes.

8.53 Brigade pieces cannot use road movement. They must pay normal terrain costs in each hex they enter.

9. ARTILLERY

9.1 BATTERY PIECES: Each battery has a *mobile* piece and a *battle* piece. Only one of these pieces can be in play at a time; when one piece is on the map the other is on its card. When either piece is eliminated, both pieces are removed from play.

9.11 The only difference between pieces is in their factors. Both pieces can use road movement, both are allowed on fords and ABATIS markers, and both can use LRF.

9.12 A battery can change pieces only during its Movement phase, *before* it moves. If active, it can move after changing pieces. It can change pieces while inactive, or in enemy ZOC.

* Batteries can change pieces as they set up at the start of play.

9.2 Each battery has a range of three hexes. When not in enemy ZOC, it can use *Long-Range Fire* (LRF) to attack targets up to three hexes away.

* Batteries can use LRF only during their side's Combat phase. LRF cannot defend and it cannot make AV attacks.

9.3 A battery must have a clear *Line of Sight* (LOS) to each target it attacks. A LOS is the line from the center of the battery's hex to the center of the target's hex. If a LOS runs along a hexside between two hexes, the attacker chooses which hex is in the LOS.

9.31 A LOS is blocked if it passes through a friendly or enemy combat unit, a woods hex or a crest hexside. *Exceptions:*

* **Units do not block LOS when they are in a ford, bridge or stream hex.**

* Woods and units do not block LOS to or from the hex they are in.

9.32 *Special:* If a LOS crosses a crest and either the battery or target is on that crest's hilltop, then the battery sees over all obstacles and **the LOS is automatically clear.**

Tracing Line of Sight
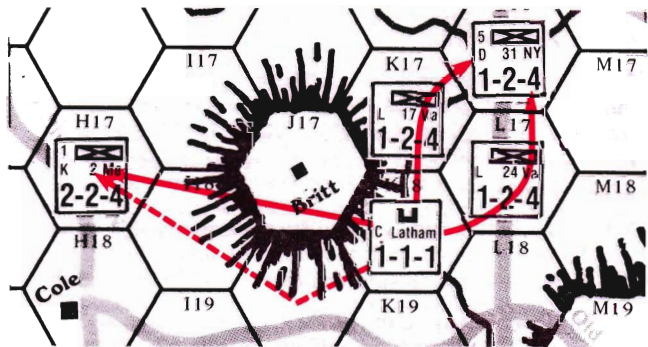
LOS must be as straight as possible. Latham must trace LOS to the 2 Me as shown by the solid arrow, not the broken arrow, so it is blocked by crest hexsides. His LOS to the 31 NY can follow either red arrow: the 24 Va blocks L17, but he has a clear LOS through K17 (units on streams do not block LOS).

9.4 LRF is specified at the same time as other attacks, at the start of the Combat phase. Each battery can make only one attack per turn. It attacks just as if it were adjacent to the defenders, adding its attack factor to the total strength attacking them.

9.41 Only batteries that are out of enemy ZOC can use LRF. **Batteries that start their Combat phase in enemy ZOC must attack adjacent enemies normally.**

9.42 LRF is subject to the same grouping rules as normal attacks. It can combine with other attackers only if they are all attacking exactly the same group of defenders. Every attacker, including the battery, must attack *every* defender in the group.

9.43 A battery can attack a group of defenders in several hexes only if it has a clear LOS to every unit and every unit is within range.

9.5 LRF against a target who is also being attacked by units adjacent to him is termed *support fire.* Support fire adds its attack factor to the strength of the attack, but it does not add its defense strength to any losses suffered by the defender.

9.51 Support fire in an attack can never exceed the strength of the adjacent attackers (include terrain effects when calculating); in other words, no more than half of the total attack strength can be support fire. Excess support fire can attack, but it does not add to the attack strength. *Note:* This limit applies only to support fire. Any number of batteries can attack a defender who is in their ZOC.

9.52 Supporting batteries are not affected by "AE", "EX" or "AR" results. They cannot retreat and cannot be taken as losses.

9.6 An attack in which all of the attackers are firing at long range is termed *bombardment*. Bombardment attacks are resolved on the BOMBARDMENT TABLE instead of the CRT. Odds are calculated normally.

9.61 Bombardment is allowed only if the target(s) cannot be attacked normally. If any target starts the Combat phase in the ZOC of an enemy who can attack him, he *must* be attacked by an adjacent enemy and all LRF against him *must* be support fire. *Note:* Attackers that have advanced after combat this turn cannot attack again, so their ZOC does not prevent bombardment.

*A soak-off attack must always include at least one adjacent attacker—LRF cannot make a soak-off attack by itself. Every defending unit must be attacked by an adjacent enemy, if possible.

9.62 Only units can be bombarded, not leaders. LRF can always bombard individual defenders without attacking other units in the same hex; there is no screening against bombard-

8

ment. LRF *cannot* bombard part of a brigade piece—it must bombard the whole piece as one unit.

9.63 Defenders are never doubled in a bombardment (only adjacent attackers can double a defender). The battery and/or target can be halved normally, but doubling does not occur.

9.64 Bombardment activates all leaders in the target hex(es). It does not directly activate the target, just the leaders in the same hex.

9.7 Attacking artillery is halved if it is in woods or if any of its targets is in woods (even if other targets are not). This applies to normal attacks and all LRF.

9.8 Defending artillery is halved if it is in a woods hex. If it is not in woods, being attacked from woods does not cause the battery to be halved.

10. AUTOMATIC VICTORY

10.1 If the attacker gets 8-1 or better odds against a defender during his Movement phase, he can resolve the battle immediately (before moving the rest of his pieces). This is termed an *Automatic victory* (AV) attack.

10.2 Long range fire cannot be used in AV attacks. Each attacker must be adjacent to all of the defenders.

10.3 8-1 odds are required for an AV attack. Excess attackers adjacent to the defender(s) are not obliged to attack.

10.4 Soak-off tactics are not allowed in AV attacks: each attacker *must* attack all adjacent enemies. If a unit is adjacent to several defenders, it can join an AV only if the AV includes *all* of those defenders. Other attackers in other hexes can AV some of those defenders, but that unit cannot. *Example:* Defenders in the same hex must be attacked together in the same AV.

10.5 Each AV is resolved on the 6-1 column of the CRT. The units that attacked can *advance after combat*. These units cannot attack again that turn, and their ZOC does not cause combat during the Combat phase (rule 7.93) and does not prevent bombardment attacks (rule 9.63). Attackers who advance into a ford *do* count towards the 8 DP that can enter that ford during that player-turn.

10.6 If the defender survives and retreats, his ZOC moves with him. After the AV, the attacker can continue his Movement phase, moving his pieces that have not yet moved or attacked. Units that make an AV attack cannot move or attack again that turn.

10.7 If the defender survives and retreats, he has a normal ZOC at his new position. If an enemy enters this ZOC he must stop and the defender must be attacked again (either by another AV or by a normal attack during the Combat phase). A defender can be attacked by AV any number of times during the Movement phase, and once during the Combat phase.

Automatic Victory
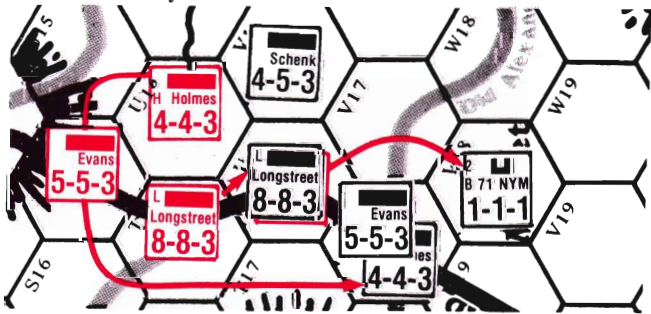
Before Evans and Holmes move, Longstreet moves up to AV the 71 NYM in U17 (red positions); Holmes cannot join the AV without attacking Schenk. "DB2" is rolled, Longstreet advances after combat and the CSA Movement phase continues. Evans and Holmes move up (black positions) and must attack the 71 NYM, either in the Combat phase or, since they have 8-1 odds, in another AV. Longstreet has already fought so he cannot attack Schenk—Schenk is not attacked this turn.

11. TERRAIN MARKERS

11.1 At the beginning of the game the CSA has the option to set up the TRESTLE or destroy it. If destroyed it cannot be set up later. If set up it cannot be destroyed later.

11.2 The TRESTLE transforms UU28 into a bridge hex connecting all of the roads in the hex.

11.3 The four ABATIS markers must set up in four separate hexes within three hexes of Stone Bridge or Farm Ford (but not on a ford or bridge). Though set up by the CSA player, they are not CSA pieces: Union march routes can pass within four hexes of them.

11.4 ABATIS markers cannot move.

11.5 While on the map, each ABATIS has the effects explained below. An ABATIS has no effect after it has been removed.

11.51 It costs + 1 MP to enter or leave an ABATIS, in addition to all other costs. *Example:* To move from an ABATIS to a ford costs 3 MP (1 for terrain, + 1 for the ford, + 1 for the ABATIS).

11.52 An ABATIS cancels all roads in its hex.

11.53 Brigade pieces are not allowed on ABATIS markers.

11.54 Pieces can retreat onto an ABATIS but not through it.

11.6 To remove an ABATIS, an *infantry* unit must start its Movement phase on the ABATIS, out of enemy ZOC, and stay there until the Rally phase. On the Rally phase the ABATIS is removed. The unit cannot move, fight or be in enemy ZOC during its turn. The unit need not be active. Only infantry can remove ABATIS markers.

12. LEADER SUMMARY

12.1 All active leaders can activate units. Brigade leaders can also form brigade and rally.

12.2 Leaders have no ZOC and cannot attack nor be attacked. They do not affect enemy movement. Enemy leaders can occupy the same hex if no units are adjacent.

12.3 A leader is eliminated by enemy ZOC, unless a friendly unit is in his hex (the unit does *not* negate enemy ZOC, it just escorts the leaders). An unescorted leader is eliminated if he enters enemy ZOC or an enemy unit moves, advances or retreats adjacent to him.

12.4 When a unit advances or retreats during combat, any leader in its hex can move with it.

12.5 When combat eliminates the last unit in hex, each leader in that hex must roll on the LEADER ELIMINATION TABLE. Each leader in the hex rolls separately. If two stacks eliminate each other, all leaders in both hexes must roll on the LET.

13. REINFORCEMENTS

13.1 The OB cards state the turn and hex where each group of reinforcements appear. The reinforcements enter during their Movement phase on the turn named.

13.11 If the named hex is in enemy ZOC on the scheduled turn, the reinforcements are delayed until the first friendly Movement phase in which that hex is *not* in enemy ZOC.

13.12 Reinforcements may not delay voluntarily; they must appear at their first legal opportunity or they are eliminated.

13.13 Reinforcements are automatically active on the turn they move onto the map. On later turns they must be activated normally.

13.2 Infantry must enter as individual units, not formed into brigade. Batteries must use their mobile piece to enter.

13.3 Union pieces use normal movement to enter, paying the road rate to enter the entry hex.

13.4 RAIL MOVEMENT: CSA reinforcements are the only pieces that use rail movement, and they can use it only if they enter on the turn they are scheduled to appear. If they are delayed by a Union ZOC in their entry hex they use normal movement when they enter.

13.41 Pieces that move by rail must follow the railroad to Manassas Junction (EE34) and stop. If they encounter a Union ZOC on the way, they stop in the last hex *before* entering that ZOC. They cannot choose where to stop—they must go to EE34 (unless stopped by a Union ZOC).

13.42 Pieces cannot use normal movement on the same turn they use rail movement; they end their turn wherever they stop. Batteries can bombard, if an enemy is in range.

14. RALLYING REPLACEMENTS

14.1 Starting on the NOON turn, each player can revive one unit per turn. This revival is termed ''rallying''.

14.2 The only pieces that can be revived are infantry units that were eliminated within four hexes *(recon range)* of their brigade's leader. All other pieces are removed from play when they are eliminated.

14.21 Every infantry unit that is eliminated within four hexes of its brigade leader goes in its RALLY box, regardless of the method of elimination. Brigade pieces are not allowed in the RALLY box—when eliminated they *must* break up.

14.22 Infantry eliminated more than four hexes from its brigade leader cannot be rallied. If a unit retreats into elimination, count the four hexes from the last hex it occupied before entering the hex that caused the elimination.

14.23 Cavalry, artillery and leaders can never be revived. Infantry that is not in a brigade (e.g. the 1 NJM) can never be revived.

14.3 To rally, the attacker must have a brigade leader who starts the Movement phase in the same hex with one of his infantry units, out of enemy ZOC. If the leader and unit do not move or fight that turn, then on the Rally phase one of the leader's units is revived.

14.31 Only brigade leaders can rally, and each leader can rally only his own brigade: both the unit he is with and the unit he revives must be *infantry* from his brigade. A brigade can no longer rally if it loses its leader or all of its infantry units.

14.32 The leader and unit cannot move, fight or be in enemy ZOC on the player-turn they rally. They can form brigade or remove an ABATIS marker on the turn they rally. They can rally while inactive.

14.33 The leader can revive any unit (in the RALLY box) that belongs to his brigade, including units that were just eliminated on the current turn. The revived unit is put in the leader's hex.

14.4 A player can never rally more than one unit per turn, and neither player can rally until the NOON turn. If a player fails to rally during a turn he loses that chance to rally; he cannot make it up by rallying an extra unit later.

14.5 A rallied unit moves and fights normally thereafter. As long as it meets all of the conditions governing rallying, it can be rallied each time it is eliminated.

Avalon Hill will answer written questions about the play of this game, provided that the questions can be answered simply and that they are accompanied by a self-addressed, stamped envelope.

DESIGNER'S NOTES

Well, folks, the reason I did it that way is this:

The Map: There is no accurate map of the whole area as it was at the time of the battle; this game may have the best map published! It is based on National Geodetic Survey maps, backdated to Civil War times by battlefield maps done by Michael Jeck for the Park Service, and maps in the OFFICIAL ATLAS and BATTLES AND LEADERS. To resolve ambiguities, many other maps were consulted and battle reports were gleaned for terrain descriptions (and the designer toured the battlefield, just to be sure). Some oft-misrepresented features: Sudley Mountain; the course of Bull Run, Cub Run and Catharpin Creek (now known as Little Bull Run); the road from McLean's Ford to Centreville; and yes, there is a Cub Run Ford, Virginia.

The scale is 1000 feet per hex. The terrain in a hex reflects the effect of the area, not some arbitrary definition. Streams represent gullies instead of water (seasonal streams were dry at the time of the battle) and slopes are designed for the sake of LOS and military crests. Hexes such as Bald Hill (R15) act properly even though they do not look like hills. Only good roads are shown; farm roads are clear hexes. Major roads are either better quality or better known. The Old Alexandria Road was a better road than the Union Mills road, for example, but the Union Mills road was much better known: units actually got lost on the Alexandria road at Second Bull Run.

The Armies: An exact order of battle for July 21st has never been published, so the order of battle was gleaned from the OFFICIAL RECORDS OF THE WAR OF THE REBELLION (v. II and LI, and v. I of Series III and IV) and BATTLES AND LEADERS. Some fine points: the reports make it clear that Kershaw's detachment of Bonham's brigade usually operated separately; the 24th Va. camped with Early but joined Longstreet for battles; CSA batteries were assigned extemporaneously, with Walton and Pendleton commanding reserves, instead of to their traditional brigades. *Note:* The 4 Mich was west of the map; I assumed it would rejoin any force entering at CCC35.

An infantry DP represents 300 men, with AP modified by quality. Veterans such as the Regulars and La. Sp. (composed of filibuster mercenaries) have an extra AP and DP. Cavalry strength reflects ability: 0-1-6 for screening companies, 2-2-6 for charging battalions. A battery DP is 2 guns, with light guns losing an AP. Since cannon fire gains effect the longer it continues, each battery has an extra piece to use when it reduces its firing time by moving. G/1 US had heavy guns and Bookwood's battery was volunteer infantry, so their MF is reduced.

Leadership: Brigade piece strengths reflect the tactical expertise of their leaders: better leaders form larger brigades, aggressive leaders gain more AP. Self-activation represents personal initiative: most Union brigade leaders are not self-activating because the initiative was supposed to come from the division leaders. The self-activating units had leaders notable for their initiative: Stuart (1 Va cavalry), A.P. Hill (13 Va) and Hampton.

The CSA army is frozen because a crucial courier vanished with Beauregard's morning orders. Johnston and Beauregard waited, confidence falling as their plans failed to materialize, worries rising as the Union attack advanced, until their worries exceeded their confidence and they cancelled their old plans entirely. This affected the battle enormously but was beyond anyone's control, so it is assumed as an arbitrary rule.

The Rules: The soak-off tactical system models uncoordinated struggles in a limited area, and the advantages of coordination. Screening allows infantry to guard batteries; the force with the initiative controlled the flow of the battle, so the attacker defines pairing. Cannon could fire farther than three hexes (1000 yards), but not with the speed and accuracy needed to be effective.

The unit elimination CRT reflects the effect disorder had on linear tactics: disorganized units simply had no effect, regardless of casualties. Elimination represents disorganization: cavalry scattering, crippled batteries pulling out of action, ragged infantry trying to regroup around a strong point. Brigade pieces are less vulnerable to attacks, including LRF, due to improved order.

Command models the fact that unit commanders were supposed to act only under orders, when endangered by an enemy or when near the enemy base. At First Bull Run a leader's control extended only to his immediate vicinity, so the command range equals normal visual and striking range (four hexes), except when blocked by rivers that stop communications and enemy strikes. Units bombarded from across a river are not activated because they lack the authority to do anything except fall back on a retreat result; higher leaders have the authority to act, so they are activated by bombardment. The chain of command was quite loose, so a dynamic leader could talk non-subordinates into action. The artillery leaders had considerably less rank, however, so they can activate only batteries.

GLOSSARY

Key terms appear in **boldface**.
See the rules cited for further explanation.

NEW TERMS

Active: Able to move during the friendly Movement phase. Rule 4.1.

Bombardment: An attack made exclusively by LRF. Rule 9.6.

Break brigade: Replace a brigade piece with its components. Rule 8.4.

Command range: The hexes to which a leader can trace command paths. A **command path** can be up to four hexes long, but it cannot enter river hexes. It can enter or leave a ford, or go from one ford to another, but it cannot go in and then out of the same ford. It can cross bridges and other terrain freely. Rule 4.

Components: Pieces that have been exchanged for a brigade piece: its brigade leader plus infantry from his brigade worth exactly the same defense strength as the brigade piece. Rule 8.2.

CSA side of Bull Run: All hexes west of Bull Run (such as P2, GG24). Rule 8.2.

Form brigade: Put a brigade piece in play, replacing its components. Rule 8.2.

Frozen: Cannot be activated. Frozen pieces are face down. Rule 4.8.

Halving: Affects both combat factors (no rounding). Rule 7.5.

Inactive: Cannot move during the friendly Movement phase. Rule 4.11.

March route: A path from a USA piece to Centreville, R1 or CCC35. The entire path must be out of Recon range of all CSA pieces and, except for the piece itself, must follow the roads. Rule 1.3.

Rally: Revive an eliminated unit from the RALLY box. Rule 14.

Recon range: The hexes to which a piece can trace recon paths. A recon path can be up to four hexes long and can cross all terrain, including rivers. Rule 4.

Screening: Each defending battery must be paired with an infantry unit from its hex. Excess units can be attacked individually. Rule 6.8.

Support fire: LRF against targets who are in enemy ZOC. Adds to the attack strength, but cannot exceed the strength of the adjacent attackers. Rule 9.5.

Union side of Bull Run: All hexes east of Bull Run (such as R3, S18).

Uphill: A defender is doubled when uphill of all adjacent attackers. Hilltops and streams define ''uphill''. Rule 7.4.

ACRONYMS

AF, AP: Attack factor, attack points.

AV: Automatic victory (combat during the Movement phase). Rule 10.

BBT: Bombardment Table (resolves bombardment attacks). Rule 9.6.

CRT: Combat Results Table. Rule 7.

CSA: Confederate.

DF, DP: Defense factor, defense points.

LET: Leader Elimination Table. Rule 12.5.

LOS: Line of sight (center of hex to center of hex). Rule 9.3.

LRF: Long range fire. Rule 9.

MF, MP: Movement factor, movement points.

OB: Order of Battle card.

TEC: Terrain Effects Chart.

ZOC: Zone of Control (a unit's own hex and the six adjacent hexes). ZOC is not affected by terrain or units. Rule 5.8.

COMMON TERMS

Adjacent attackers: Attackers who are adjacent to the defender they attack.

Advance after combat: If a battle leaves the defender's hex vacant, the adjacent attackers can occupy the vacated hex. This can happen in any terrain. The attackers cannot attack again that turn and their ZOC does not prevent bombardment. Rule 7.9.

Adverse results: ''AE'', ''EX'', ''AB2''.

Attacker: The side taking its turn. The other side is the *defender.*

Battle: One attack, resolved by one die roll.

Coordinate: The letter-number code printed in each hex.

Game turn: A complete turn, consisting of a Union turn followed by a CSA turn. It represents half an hour on the time record chart.

hex: Hexagon.

Odds: The ratio of the attackers' attack strength to the defenders' defense strength, rounded in favor of the defender to a simple ratio (an integer to 1 or 1 to an integer). Rule 7.3.

Player-turn: One player's turn; i.e. half of a game turn.

Soak-off: A weak attack against a strong defender to allow a correspondingly stronger attack against other defenders. Rule 6.2.

Stacking Limit: 12 DP (8 DP in fords). A piece can overstack as it moves, but not where it stops. Rule 5.4.

Unit: Combat unit. Any piece with attack and defense factors.

An army that lost its base would be so shaken by rumors (regardless of exact circumstances) that it would have to retreat. The spontaneous Union retreat at 3:00 is different: each player's morale is assumed to reflect his army's morale, so when he resigns, the spontaneous retreat starts. Union reinforcements that were delayed by the rout appear somewhat earlier than they did historically.

Balance: In *BULL RUN,* the balance shifts as the players gain experience. The Union has more opportunities but only a short time in which to use them, so it takes good play to make the most of them. Novices in the game will find the Union comparatively difficult to play, while experts will find it rewarding; at the highest levels of play *BULL RUN* is finely balanced. To get you started, we offer a few observations:

1. The Union can cross Bull Run unopposed at Sudley, but their problem is how much force to allocate to this awkward route. At the other fords an aggressive CSA set up limits the Union set up. For example, a piece in ZZ31 leaves only BBB35 and CCC35 where Union pieces can set up and trace march routes to CCC35.

2. Often, the best play for both sides is to threaten different points, taking advantage of local weaknesses in enemy strength or command. Coordinating these threats requires careful positioning and timing; it also helps to keep a reserve that can get to a critical area at the critical moment.

3. Haste makes waste. The armies fight most efficiently if they form brigade and bring up the artillery before fighting, so one side can get a big advantage if it can predict the battlefield and then hit while the enemy is still moving into position. This puts a premium on planning, positioning and timing.

4. The game rewards a deft use of soak-off tactics to gain positions, including judicious support fire to minimize soak-off losses. This is particularly valuable for the Union player, since he has artillery superiority.

5. Usually, the first battle starts about 11:00 AM, the main battle around 1:00. The game is often won late in the afternoon by the player who has the most brigades left that can rally.

OPTIONAL RULES

These rules add authenticity at the expense of playability and balance. Employ those that suit your tastes.

1. UNCERTAIN TIMES: Instead of happening as scheduled, the following events are rolled for by the player indicated: 10:30 unfreezing of units (CSA), reinforcements at 11 AM (CSA), 4 PM and 6 PM (Union). All other events happen as scheduled. The player rolls once per turn for each event, starting two turns before the event is scheduled. The event occurs if he rolls *1* the first turn, *2* or less the second turn, *3* or less the third turn, and so on. He rolls after moving his other pieces but before his Movement phase ends; if the event occurs, the pieces affected can move that phase. *Example:* At 10:00 the CSA player needs a *1* or *2* on his first roll to unfreeze his units, a *1* on his second roll to make his 11 AM reinforcements arrive.

2. FOG OF WAR: All Union pieces are frozen and face down until the Union 10:30 AM Command phase. They are treated just like frozen CSA pieces, with two exceptions: 1) the Union player can voluntarily unfreeze any or all of his pieces on any Union Command phase; and 2) unfreezing a Union leader does *not* unfreeze all Union pieces.

2.1 During set up, each dummy piece can be exchanged for its brigade leader plus any pieces in his hex (including pieces not from his brigade). These pieces go on his row of the OB card; they return to their hex when the dummy is unfrozen. These pieces cannot be unfrozen individually; they must all be unfrozen when the dummy is unfrozen.

2.2 When a dummy is unfrozen, it activates all pieces in its hex. At the end of the Command phase the dummy is removed from play. If unfrozen by an enemy within recon range, the dummy activates pieces and is removed on the *next* Union Command phase.

3. EXHAUSTION: To reflect the wearing Union night march, each Union unit that traces its march route to R1 can be revived only once per game. Other pieces rally normally.

4. JULY 20th: Not knowing Johnston's army was coming, McDowell used a day to make the night march to hex R1, instead of attacking on the 20th. This rule allows the Union to attack a day early.

4.1 Union changes: Remove McCunn's brigade and Bookwood's battery from play. Add Varian's battery to Keyes' brigade and the 4 PA to Franklin (these units marched home when their enlistments ran out on the morning of July 21st; Varian's guns became Bookwood's battery). All march routes must go to Centreville or (3rd Division only) CCC35. **No march routes can go to R1.** Reinforcements (except McCunn) arrive normally (they were already in the area).

4.1 CSA changes: Remove HAMPTON and the 11 AM reinforcements from play. **No CSA pieces are frozen.** Bartow's brigade starts in hex EE34. The following units are reinforcements that arrive as indicated:

NOON at hex A18 (by rail): Bee's brigade and army leader Johnston.

NOON at hex A21 (normal movement): Imboden's, Stanard's, Alburtis' and the Rockbridge batteries, 1 Va. cavalry, leader Pendleton. *Special:* Pendleton is self-activating from NOON until 2:00 PM, inclusive.

4:00 PM at hex CC35 (by rail): 13 Miss.

COMBAT RESULTS TABLE

DIE ROLL	COMBAT ODDS										
	1-6	1-5	1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1+
1	AE AB2	AE AB2	AB2	AB2	DB2	DE DB2	DE	DE	DE	DE	DE
2	AE AB2	AE AB2	AE AB2	AB2	EX	EX	EX	EX	EX	DB2	DB2
3	AB2	AB2	AB2	AB2	AB2	DB2	DB2	DB2	DE	DE	DE
4	AE AB2	AB2	AB2	AB2	AB2	AB2	AB2	DB2	DB2	DB2	DE
5	AE AB2	AE AB2	AE AB2	AE AB2	AE AB2	AE AB2	EX	EX	DB2	DE	DE
6	AE AB2	AE AB2	AE AB2	AE AB2	AE AB2	AE AB2	AE AB2	DE	DE	DE	DE

Less than 1-6 odds: attack cancelled. AE

BOMBARDMENT TABLE

Long range bombardment only   *1-3 odds or less have no effect*

DIE ROLL	ODDS						
	1-2	1-1	2-1	3-1	4-1	5-1	6-1+
1	DB2	DB2	DL1	DL1	DL1	DL1	DL1
2	—	—	—	—	—	DB2	DB2
3	—	DB2	DB2	DB2	DL1	DL1	DL1
4	—	—	—	DB2	DB2	DB2	DL1
5	—	—	—	—	DB2	DL1	DL1
6	—	—	—	DL1	DL1	DL1	DL1

LEADER ELIMINATION TABLE

Roll separately for each leader

DIE ROLL	RESULT
1	LB2
2	LB2
3	LB2
4	LE
5	LE
6	LE

EXPLANATION OF RESULTS

AE The attacking force loses defense points equal to the defense strength of the defending force.

AB2 The attacker must retreat each unit in the attacking force two hexes.

DE The defending force loses defense points equal to the defense strength of the adjacent attacking force (do not count non-adjacent attacking batteries).

DB2 The defender must retreat each defending unit two hexes.

EX Each side loses defense points equal to the defense strength of the adjacent enemy units in the battle (do not count non-adjacent attacking batteries). The weaker side is eliminated and the other side loses the same number of defense points.

DL1 The defender loses one combat unit.

LE The leader is eliminated.

LB2 The leader must retreat two hexes.

— No effect.

Notes:

1. Include effects of terrain when calculating combat odds and losses.

2. The results of a battle affect only those participants that are in enemy ZOC.

3. The player suffering a loss chooses exactly which unit(s) he loses (he can lose extra defense points if he wishes). Infantry units eliminated within four hexes of their brigade leader can be rallied later. All other eliminated pieces are out of play permanently.

4. The player suffering a retreat chooses how his pieces retreat. Each piece *must* move two hexes and *must* end its retreat two hexes away from the hex where it started. A piece is eliminated if it retreats:

—into a river
—off the map
—into an unplayable hex
—into a ZOC
—through (into and out of) a ford or ABATIS

5. If possible, each retreating piece must move away from the enemies it fought in the battle, including batteries using LRF. Ignore this restriction if it would cause the piece to be eliminated.

6. If an attack vacates a defender's hex, adjacent units making that attack can advance into the vacated hex.

TERRAIN EFFECTS CHART

	RESTRICTIONS	MOVEMENT	COMBAT	LOS BLOCKING
Clear hex	—	Enter: 1 MP	—	Units only[1]
STREAM hex	—	Enter: 2 MP	Downhill	Clear
WOODS hex	—	Enter: 2 MP	1/2 strength[2]	Hex blocks[1]
STREAM/WOODS hex	—	Enter: 3 MP	Downhill, 1/2 strength[2]	Hex blocks[1]
SLOPE hex **CREST** hexside **HILLTOP** hex	— —	—	— — Uphill	— Crest blocks LOS[1] Automatic LOS
FORD hex	Block command *No Brigades* Stacking: 8 DP	Enter: 1 MP Penalty: +1 MP Entry limit: 8 DP	1/2 strength Blocks retreat	Clear
BRIDGE hex **TRESTLE**[3]	*No Brigades*	Enter: 1 MP	1/2 strength	Clear
RIVER hex	Prohibited	Prohibited	—	Clear
Major road	—	Battery: 1/3 MP[4] Other: 1/2 MP[4]	—	—
Minor road Railroad[5]	—	Battery: 1/2 MP[4] Other: 1 MP[4]	—	—
ABATIS marker	*No Brigades*	Penalty: +1 MP Cancels roads	Blocks retreat	—
Houses, Towns[6] Victory stars[7], Incomplete RR	—	—	—	—
Map edge[8]	Blocks command	Prohibited	—	—

KEY

ALL COLUMNS

—: No effect. Other terrain in the hex has its normal effects.

RESTRICTIONS column:

No Brigades: Brigade pieces are not allowed in the hex. They cannot form there and must break up before entering.

Prohibited: Pieces are eliminated upon entering the hex, and command paths cannot enter the hex. Recon paths and LOS *can* pass through the hex.

Blocks command: A command path can enter or leave a ford, or go from one ford to another, but it cannot go into and out of the same ford. The hex does *not* block recon range or LOS.

MOVEMENT column:

MP: movement points

Enter: The cost to enter the hex when *not* moving along a road. When moving along a road, pay the road rate instead.

Penalty: The extra cost to enter or leave the hex, even when moving along a road. Penalty costs are cumulative: it costs +2 MP to move from one penalty hex to another.

Entry Limit: Only 8 defense points per player-turn can enter each ford.

Cancels Road: The road rate cannot be used to enter or leave an ABATIS.

Notes:

1. *Exception:* "Automatic LOS" cannot be blocked.
2. Artillery only. A battery is halved if it is in a woods hex or if it attacks a woods hex.
3. When in play, the TRESTLE transforms hex UU28 into a bridge hex.
4. When moving along the road, pay this cost instead of the "Enter" cost. Brigade pieces can never use road movement.
5. CSA reinforcements that arrive on schedule enter by rail (see rule 13.4).
6. MANASSAS and CENTREVILLE determine victory and activate enemies within 4 hexes.
7. The victory stars determine victory at the end of the game.
8. Includes unplayable partial hexes.

COMBAT column:

Uphill: Each hilltop is uphill from its slopes. If a defender is uphill from all of the adjacent units attacking it, then that defender is doubled.

Downhill: The hex is downhill from all adjacent hexes (so the adjacent hexes are "uphill"). *Exception:* If a stream crosses the hexside between two hexes neither is uphill of the other.

1/2 strength: Halve the attack and defense factors of each unit in the hex (retain fractions). A unit can be halved no more than once per battle.

Blocks retreat: Pieces can retreat into a ford or ABATIS, if this ends their retreat. Pieces are eliminated if they retreat through (into and then out of) a ford or ABATIS.

LOS BLOCKING column:

Units only: A combat unit in the hex blocks LOS through that hex.
Clear: Units in the hex do not block LOS.
Blocks: The terrain feature blocks LOS passing through it.
Automatic LOS: LOS between hexes is automatically *clear* if either hex is a hilltop and the LOS crosses a crest of that hilltop. Automatic LOS cannot be blocked.

COMMAND CHART

LEADER:	ACTIVATES: In command range:	In his hex:
Army	all leaders	all pieces
Division	his division	all pieces
USA brigade	his brigade	all pieces
CSA brigade	his brigade	his army
Artillery	his batteries	his army's batteries

BULL RUN PLAYER AID CARD

COMBAT RESULTS TABLE

Less than 1-6 odds: attack cancelled, AE

DIE ROLL	COMBAT ODDS 1-6	1-5	1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1+
1	AE AB2	AE AB2	AB2	AB2	DB2	DE DB2	DE	DE	DE	DE	DE
2	AE AB2	AE AB2	AE AB2	AB2	EX	EX	EX	EX	EX	DB2	DB2
3	AB2	AB2	AB2	AB2	AB2	DB2	DB2	DB2	DE	DE	DE
4	AE AB2	AB2	AB2	AB2	AB2	AB2	AB2	DB2	DB2	DB2	DE
5	AE AB2	AE AB2	AE AB2	AE AB2	AE AB2	AE AB2	EX	EX	DB2	DE	DE
6	AE AB2	AE AB2	AE AB2	AE AB2	AE AB2	AE AB2	AE AB2	DE	DE	DE	DE

LEADER ELIMINATION TABLE

DIE ROLL	RESULT
1	LB2
2	LB2
3	LB2
4	LE
5	LE
6	LE

BOMBARDMENT TABLE

Long range bombardment only   *1-3 odds or less have no effect*

DIE ROLL	ODDS 1-2	1-1	2-1	3-1	4-1	5-1	6-1+
1	DB2	DB2	DL1	DL1	DL1	DL1	DL1
2	—	—	—	—	—	DB2	DB2
3	—	DB2	DB2	DB2	DL1	DL1	DL1
4	—	—	—	DB2	DB2	DB2	DL1
5	—	—	—	—	DB2	DL1	DL1
6	—	—	—	DL1	DL1	DL1	DL1

EXPLANATION OF RESULTS

AE The attacking force loses defense points equal to the defense strength of the defending force.

AB2 The attacker must retreat each unit in the attacking force two hexes.

DE The defending force loses defense points equal to the defense strength of the adjacent attacking force (do not count non-adjacent attacking batteries).

DB2 The defender must retreat each defending unit two hexes.

EX Each side loses defense points equal to the defense strength of the adjacent enemy units in the battle (do not count non-adjacent attacking batteries). The weaker side is eliminated and the other side loses the same number of defense points.

DL1 The defender loses one combat unit.

LE The leader is eliminated.

LB2 The leader must retreat two hexes.

— No effect.

TIME RECORD TRACK

GAME:	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
9 AM	a	a	a	a	a	a	a	a	a	a	a	a	a	a	a	a	a	a	a	a
9:30																				
10:00																				
10:30	b	b	b	b	b	b	b	b	b	b	b	b	b	b	b	b	b	b	b	b
11:00	c	c	c	c	c	c	c	c	c	c	c	c	c	c	c	c	c	c	c	c
11:30																				
NOON	d	d	d	d	d	d	d	d	d	d	d	d	d	d	d	d	d	d	d	d
12:30																				
1:00																				
1:30																				
2:00																				
2:30																				
3:00																				
3:30																				
4:00	e	e	e	e	e	e	e	e	e	e	e	e	e	e	e	e	e	e	e	e
4:30																				
5:00																				
5:30																				
6:00	f	f	f	f	f	f	f	f	f	f	f	f	f	f	f	f	f	f	f	f
6:30																				
7:00																				
7:30																				
8:00	g	g	g	g	g	g	g	g	g	g	g	g	g	g	g	g	g	g	g	g

Events:

a. Union reinforcements enter at hex CCC35, using normal movement.
b. All Confederate units are unfrozen and can be activated normally.
c. Confederate reinforcements enter at hex A18, using rail movement.
d. Both sides start rallying this turn.
e. Union reinforcements enter at hex CCC2, using normal movement.
f. Union reinforcements enter at hex CCC2, using normal movement.
g. Game ends at the end of the Confederate turn.

Terrain Notes
1. Except hilltop LOF over crest.
2. Except when moving on a road.
3. Units in hex do not block LOF.
4. Enter or leave. Not affected by roads.
5. Brigades cannot use road rate.

Ford hex
Enter: 1 mp^2, + 1 mp^4
No brigades
8 dp can enter
8 dp can stack
Blocks command
All units 1/2^3
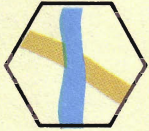
Incomplete RR
No effect

House
No effect
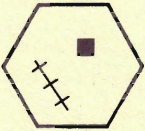
Bridge hex
Enter: 1 mp^2
No brigades
All units 1/2^3

Major road
Battery: 1/3 mp^5
Other: 1/2 mp^5

Minor road
Battery: 1/2 mp
Other: 1 mp^5

River hex
Entry Prohibited
Blocks command
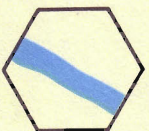
Railroad
(Minor road)
CSA rail movement

Victory Star
8 PM Victory

Stream hex
Enter: 2 mp^2
Downhill^3

Stream/Woods hex
Enter: 3 mp^2
(See woods, stream)

HAYMARKET

Haymarket Road

Catharpin Cr.

SUDLEY MOUNTAIN

Pageland Lane

(INCOMPLETE)

Douglass

Dogan

WARRENTON TURNPIKE

STUART'S HILL

Madowville Lane

Britt
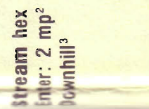
BULL RUN

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CONFEDERATE RALLY BOX

Infantry only

No brigade pieces

SAMPLE TERRAIN

Clear hex
Enter: 1 mp²

Woods hex
Enter: 2 mp²
Battery 1/2
Blocks LOF¹
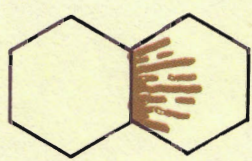
Hilltop hex
Uphill of slope
Clear LOF over crest

Crest hexside
Blocks LOF¹

Slope hex

Stre
Enter
Dow

Stre
Enter
(See

MANASSAS GAP R.R.

Cole

Deats

Dawkin's Branch

Broad Run

TO MILFORD

N

8470041

Coppermine Branch

Flat Run

CUB RUN FORD

MITCHELLS FORD

LOOKOUT

'Liberia'

CENTREVILLE ROAD

Manassas

ORANGE AND ALEXANDRIA R.R.

TO BRISTOE STA.

Manassas Junction

SIGNAL HILL

BULL RUN COUNTERSHEET

8470031/32

Confederate leaders / units (partial):
Alburtis 0-2-3 / 1-2-1, Rockbridge 1-2-3 / 2-2-1, Imboden 1-2-3 / 2-2-1, JA Stanard 1-2-3 / 2-2-1, 1 Va 2-2-6, 33 Tenn 2-2-4 / 31 Miss 1-1-4, 27 Va 1-2-4, 5 Va 1-2-4 / 4 Ala 2-3-4, 4 Va 2-2-4 / 8 Ga 1-2-4, 2 Va 2-2-4 / 7 Ga 1-2-4

Johnston 6, Pendleton 6, Smith 6 / Smith 6-6-3, Bee 6 / Bee 6-6-3, Bartow 6 / Bartow 4-4-3, Jackson 6 / Jackson 8-8-3, Beckham 1-2-3 / Beckham 2-2-1, 3 Tenn 1-2-4, 1 Md 2-2-4 / 10 Va 1-2-4, 13 Va 2-2-4

Walton 6, Holmes 6 / Holmes 4-4-3, Early 6 / Early 6-6-3, Evans 6 / Evans 5-5-3, Cocke 6 / Cocke 4-4-3, Longstreet 6 / Longstreet 8-8-3, Jones 6 / Jones 6-7-3, Ewell 6 / Ewell 5-5-3, Kershaw 6 / Kershaw 5-5-3, Bonham 6 / Bonham 4-5-3

Miller 0-1-3 / Miller 1-1-1, Rosser 1-2-3 / Rosser 2-2-1, Kemper 0-2-3 / Kemper 1-2-1, Shields 1-2-3 / Shields 2-2-1, Harrison 0-1-6, 30 Va 2-2-6, 7 SC 2-3-4, 3 SC 2-3-4, 11 NC 1-2-4, 8 La 1-2-4

Richardson 0-1-3 / Richardson 1-1-1, Squires 0-2-3 / Squires 1-2-1, Walker 1-3-3 / Walker 3-3-1, Garnett 0-1-3 / Garnett 1-1-1, 6 La 2-3-4, 6 Ala 1-2-4, 5 Ala 2-3-4, 13 Miss 2-2-4, 18 Miss 1-2-4, 2 SC 2-3-4

Davidson 0-1-3 / Davidson 1-1-1, Heaton 0-1-3 / Heaton 1-1-1, Rogers 0-1-3 / Rogers 1-1-1, Latham 0-1-3 / Latham 1-1-1, 49 Va 1-1-4, 7 Va 1-1-4, Hampton 2-2-4, 28 Va 1-2-4, 2 Tenn 2-2-4, 1 Ark 2-2-4, 19 Va 1-2-4, 17 Va 1-2-4, 11 La 2-2-4, 24 Va 1-1-4, 1 Va 1-1-4, 8 Va 1-1-4, 5 NC 1-1-4, Langhorne 0-1-6, Terry 0-1-6, 18 Va 1-2-4, La Sp 2-2-4, 4 SC 2-3-4

ABATIS, TRESTLE, STOP

Union leaders / units (partial):
Davies 6 / Davies 5-6-3, Blenker 6 / Blenker 4-5-3, Burnside 6 / Burnside 5-5-3, Porter 6 / Porter 5-6-3, Hunter 6, Richardson 6 / Richardson 7-8-3, Sherman 6 / Sherman 8-8-3, Schenck 6 / Schenck 4-5-3, Keyes 6 / Keyes 4-5-3, Willcox 6 / Willcox 6-7-3, McDowell 6, Tyler 6, Franklin 6 / Franklin 7-8-3

Blenker 0 / Davies 0, Porter 0 / Burnside 0, Sherman 0 / Richardson 0, Keyes 0 / Schenck 0, Willcox 0 / Howard 0, Miles 6, Heintzelman 6 / Franklin 0, Howard 6 / Howard 6-7-3, McCunn 6 / McCunn 4-4-3

G/1 US 1-2-2 / G/1 US 2-2-1, M/2 US 1-2-3 / M/2 US 2-2-1, E/3 US 1-3-3 / E/3 US 3-3-1, E/2 US 1-2-3 / E/2 US 2-2-1, 2 Mich 1-2-4 / 12 NY 2-3-4, 1 Mass 2-3-4 / 3 Mich 1-2-4, 2 Me 1-2-4 / 2 Wisc 2-2-4, 3 Conn 1-2-4 / 79 NYM 1-2-4, 2 Conn 2-3-4 / 69 NYM 2-3-4, 1 Conn 2-2-4 / 13 NY 2-3-4

71 NYM 0-1-3 / 71 NYM 1-1-1, 2 RI 1-3-3 / 2 RI 3-3-1, D/5 US 1-3-3 / D/5 US 3-3-1, 2 RI 1-2-4, 1 RI 2-3-4, 3 Me 2-3-4, 4 Pa 1-2-4, 14 NY 2-3-4, 1 Ohio 1-2-4, 2 Ohio 1-2-4

W/D/2 US 1-2-3 / W/D/2 US 2-2-1, I/1 US 1-3-3 / I/1 US 3-3-1, 2 Vt 2-2-4, 41 NY 1-2-4, Palmer 2-2-6, MAR 1-1-4, REG 3-3-4, 4 Me 1-2-4, 1 NJM 2-2-4, 2 NJM 1-2-4, 38 NY 1-2-4, 27 NY 1-2-4, 11 NY 1-2-4, 4 Mich 1-2-4, 1 Minn 2-3-4, 3 Me 2-3-4, 5 NH 2-3-4, 4 Pa 1-2-4

Varian 1-3-3 / Varian 2-3-1, G/2 US 1-2-3 / G/2 US 2-2-1, Bookwd 0-3-2 / Bookwd 2-3-1, A/2 US 0-2-3 / A/2 US 1-2-1, 37 NY 2-2-4, 15 NY 1-2-4, 8 Va 1-1-4, 18 NY 1-2-4, 39 NY 2-3-4, 31 NY 1-2-4, 32 NY 1-2-4, 16 NY 1-2-4, 29 NY 2-3-4, 1 Mich 1-2-4

STOP

CONFEDERATE ARMIES ORDER OF BATTLE

AT START: *Also set up Terrain Markers at start*

FROZEN:

At² Ball's Ford (DD13), Lewis Ford (AA13), and/or Island Ford (EE17) — Cocke's Brigade

★C Cocke 6	C 1 Va	C 8 Va	C 18 Va	C Latham	C Rogers
	1-1-4	1-1-4	1-2-4	0-1-3	0-1-3
	C 19 Va	C 28 Va	C 49 Va	C Heaton	Langhorne
	1-2-4	1-2-4	1-1-4	0-1-3	0-1-6

At² Cub Run Ford (JJ18) — Kershaw's Detachment

★K Kershaw 6	K 2 SC	K 8 SC	K Kemper	K Munford
	2-3-4	1-2-4	0-2-3	0-1-6

Behind³ Cub Run Ford (JJ18)

Pendleton 6	P Rockbridge	P Alburtis
	1-2-3	0-2-3

At² Mitchell's Ford (MM19) — Bonham's Brigade

★BO Bonham 6	BO 8 La	BO 11 NC	BO 3 SC	BO 7 SC	BO Shields	BO 30 Va
	1-2-4	2-3-4	2-3-4	2-3-4	1-2-3	2-2-6

At² Blackburn's Ford (QQ19) — Longstreet's Brigade

★L Longstreet 6	L 5 NC	L 1 Va	L 11 Va	L 17 Va	L 24 Va	L Garnett
	1-2-4	2-2-4	1-2-4	1-2-4	1-2-4	0-1-3

At² McLean's Ford (TT22) — Jone's Brigade

★JO Jones 6	JO 17 Miss	JO 18 Miss	JO 5 SC	JO Miller
	1-2-4	1-2-4	2-3-4	0-1-3

Behind³ McLean's Ford (TT22) — Early's Brigade

★EA Early 6	EA 7 Va	EA 13 Miss	EA 7 La
	1-1-4	1-2-4	2-3-4

In hex QQ23

★★★★ Johnston 6	★★★★ Beauregard 6

At² Union Mills Ford (WW30) — Ewell's Brigade

★EW Ewell 6	EW 6 Ala	EW 5 Ala	EW 6 La	EW Rosser	EW Harrison
	1-2-4	2-3-4	2-3-4	1-2-3	0-1-6

Behind³ Union Mills Ford (WW30) — Holmes' Brigade

★IH Holmes 6	H 2 Tenn	H 1 Ark	H Walker
	1-2-4	2-2-4	1-3-3

FREE TO MOVE:

At² Stone Bridge (Y10) and/or Farm Ford (Y8) — Evans' Detachment

★EV Evans 6	EV La Sp	EV 4 SC	EV Davidson	EV Terry
	2-2-4	2-3-4	0-1-3	0-1-6

Behind³ McLean's Ford (TT22)

Walton 6	W Squires	W Richardsn
	0-2-3	0-1-3

In hex CC20 — Bee's Brigade

★BE Bee 6	BE 11 Miss	BE 2 Miss	BE 4 Ala	BE Imboden
	1-1-4	2-2-4	2-3-4	1-2-3

In hex EE34

Hampton
2-2-4

In hex CC20 — Bartow's Brigade

★BA Bartow 6	BA 7 Ga	BA 8 Ga
	1-2-4	1-2-4

Behind³ Island Ford (EE17)

1 Va
2-2-6

Behind³ Mitchell's Ford (MM19) — Jackson's Brigade

★JA Jackson 6	JA 2 Va	JA 4 Va	JA 5 Va	JA 27 Va	JA 33 Va	JA Stanard
	2-2-4	2-2-4	1-2-4	1-2-4	2-2-4	1-2-3

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BRIGADE PIECES⁴:

Piece	Value
S Smith	6-6-3
C Cocke	4-4-3
K Kershaw	5-5-3
BO Bonham	4-5-3
L Longstreet	8-8-3
JO Jones	6-7-3
EA Early	6-6-3
EW Ewell	5-5-3
H Holmes	4-4-3
EV Evans	5-5-3
BE Bee	6-6-3
BA Bartow	4-4-3
JA Jackson	8-8-3

REINFORCEMENTS:

11 AM at hex A18
enter by rail unless delayed

Smith's Brigade

★S Smith 6	S 1 Md	S 3 Tenn	S Beckham
	2-2-4	1-2-4	1-2-3
	S 10 Va	S 13 Va	BE 6 NC
	1-2-4	2-2-4	1-2-4

TERRAIN MARKERS:

UU28 or destroyed
CSA option

TRESTLE

At² Stone Bridge (Y10) and/or Farm Ford (Y18)
only one ABATIS per hex

ABATIS   ABATIS   ABATIS   ABATIS

Notes:

1. All FROZEN pieces set up secretly, face down.
2. Within 3 hexes, on either side of Bull Run. Cannot set up on a ford or bridge.
3. Within 4 hexes, only on the Confederate side of Bull Run. Cannot set up on a ford or bridge hex.
4. Leave on card when not formed.
5. Put each battery's out-of-play piece in this section.

BATTERY PIECES⁵:

Battery	Piece(s)
Smith	S Beckham 2-2-1
Jackson	JA Stanard 2-2-1
Bee	BE Imboden 2-2-1
Pendleton	P Rockbridge 2-2-1 · P Alburtis 1-2-1
Holmes	H Walker 3-3-1
Bonham	BO Shields 2-2-1
Ewell	EW Rosser 2-2-1
Kershaw	K Kemper 1-2-1
Walton	W Squires 1-2-1 · W Richardsn 1-1-1
Long.	L Garnett 1-1-1
Jones	JO Miller 1-1-1
Evans	EV Davidson 1-1-1
Cocke	C Latham 1-1-1 · C Rogers 1-1-1 · C Heaton 1-1-1

UNION ARMY ORDER OF BATTLE

Notes: 1. Leave on card when not formed.
2. Put each battery's out-of-play piece in this section.

AT START: *All pieces in this section must trace march routes to Centreville or hex R1*

BRIGADE PIECES¹:	BATTERY PIECES²:

McDowell 6 (★★★★) · Tyler 6 (1 ★★)

Keyes' Brigade
Keyes 6 (1 ★ K)	K 1 Conn 2-2-4	K 2 Conn 2-3-4	K 3 Conn 1-2-4	K 2 Me 2-2-4

Brigade piece: K Keyes 4-5-3

Schenck's Brigade
Schenck 6 (1 ★ SC)	SC 2 NYM 1-2-4	SC 1 Ohio 2-2-4	SC 2 Ohio 2-3-4	SC E/2 US 1-2-3

Brigade piece: SC Schenk 4-5-3 · Battery: Schenck — SC E/2 US 2-2-1

Sherman's Brigade
Sherman 6 (1 ★ S)	S 13 NY 2-3-4	S 69 NYM 2-3-4	S 79 NYM 1-2-4	S 2 Wisc 2-2-4	S E/3 US 1-3-3

Brigade piece: S Sherman 8-8-3 · Battery: Sherman — S E/3 US 3-3-1

Richardson's Brigade
Richardson 6 (1 ★ R)	R 1 Mass 2-3-4	R 2 Mich 1-2-4	R 3 Mich 1-2-4	R 12 NY 2-3-4	R M/2 US 1-2-3	R G/1 US 1-2-2

Brigade piece: R Richardsn 7-8-3 · Batteries: Richardson — R M/2 US 2-2-1, R G/1 US 2-2-1

Hunter 6 (2 ★★)

Porter's Brigade
Porter 6 (2 ★ P)	P 8 NYM 1-2-4	P 14 NYM 2-2-4	P 27 NY 1-2-4	P REG 3-3-4	P MAR 1-1-4	P D/5 US 1-3-3	Palmer 2-2-6

Brigade piece: P Porter 5-6-3 · Battery: Porter — P D/5 US 3-3-1

Burnside's Brigade
Burnside 6 (2 ★ B)	B 2 NH 2-3-4	B 71 NYM 1-2-4	B 1 RI 2-3-4	B 2 RI 1-2-4	B 2 RI 1-3-3	B 71 NYM 0-1-3

Brigade piece: B Burnside 5-5-3 · Batteries: Burnside — B 2 RI 3-3-1, B 71 NYM 1-1-1

Miles 6 (5 ★★)

Blenker's Brigade
Blenker 6 (5 ★ BL)	BL 8 NY 1-2-4	BL 29 NY 1-2-4	BL 39 NY 2-3-4	BL 27 Pa 1-2-4	BL A/2 US 0-2-3	BL Bookwd 0-3-2

Brigade piece: BL Blenker 4-5-3 · Batteries: Blenker — BL A/2 US 1-2-1, BL Bookwd 2-3-1

Davies' Brigade
Davies 6 (5 ★ D)	D 16 NY 1-2-4	D 18 NY 1-2-4	D 31 NY 1-2-4	D 32 NY 1-2-4	D G/2 US 1-2-3

Brigade piece: D Davies 5-6-3 · Battery: Davies — D G/2 US 2-2-1

All pieces in this section must trace march routes to Centreville, hex R1 or hex CCC35

Heintzelman 6 (3 ★★)

Franklin's Brigade
Franklin 6 (3 ★ F)	F 5 Mass 1-2-4	F 11 Mass 2-3-4	F 1 Minn 2-3-4	F I/1 US 1-3-3

Brigade piece: F Franklin 7-8-3 · Battery: Franklin — F I/1 US 3-3-1

Willcox's Brigade
Willcox 6 (3 ★ W)	W 1 Mich 2-2-4	W 11 NY 2-3-4	W 38 NY 1-2-4	W D/2 US 1-2-3

Brigade piece: W Willcox 6-7-3 · Battery: Willcox — W D/2 US 2-2-1

Howard's Brigade
Howard 6 (3 ★ H)	H 3 Me 2-3-4	H 4 Me 1-2-4	H 5 Me 1-2-4	H 2 Vt 2-2-4

Brigade piece: H Howard 6-7-3

REINFORCEMENTS:

9:00 AM at hex CCC35: W 4 Mich 1-2-4

4:00 AM at hex CCC2: 1 NJM 2-2-4 · 2 NJM 1-2-4 · 41 NY 1-2-4

6:00 PM at hex CCC2: McCunn 6 (★ M) · M 15 NY 1-2-4 · M 37 NY 2-2-4

Brigade piece: M McCunn 4-4-3

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