# BAPTISM AT BULL RUN

This guide reviews the features of the CyberBoard scenario so that players can quickly adapt the Baptism at Bull Run rules for remote play.

## CyberBoard Markers

The following markers exist in the CyberBoard scenario:

*Artillery:* Use to identify ranging artillery (§10.4).

*Notes:* Use for brief comments and reminders.

*Per Assault/Charge:* Use "shell burst" marker to identify each unit participating in an assault (§8.2) or charge (§8.4). Use other markers as needed to identify units acting as leading units, artillery support, and pursuing cavalry. These markers should be deleted after each assault/charge has been resolved.

*Per Turn:* Use "Command" marker to identify unit(s) issued a command. Use "Command (Segment)" for units that participated in a command but which are not in the same position as the unit(s) with the "Command" marker. Use other markers as needed to indicate maneuver/charge/assault paths; locales/boundaries closed to movement; resolved bombardments; and road marches. These markers should be deleted at the end of each turn.

## CyberBoard Trays

The following trays (and pieces) exist in the CyberBoard scenario:

*CSA Discard Pile:* This tray holds played CSA command cards. After being revealed, played cards are dragged from the game board into this tray. After all six cards have been placed in this tray they are all dragged directly into the *CSA Draw Deck (Random)* tray.

*CSA Draw Deck (Random) [CSA]:* This tray holds undrawn CSA command cards. Cards are dragged from this tray directly into the *CSA Hand* tray. All cards "drawn" are randomized; no shuffling is necessary. (This tray is owned by the CSA player, and thus, only ever visible to him.)

*CSA Hand [CSA]:* This tray holds drawn, but not yet played, CSA command cards. The two cards played each turn are dragged from this tray directly onto the game board. (This tray is owned by the CSA player, and thus, only ever visible to him.)

*CSA Replacements:* This tray holds all CSA replacement units. When a replacement unit is dragged into play, the eliminated/replaced unit is dragged into this tray.

*CSA Setup:* This tray holds the CSA setup cubes.

*CSA Unit Randomizer [CSA]:* This tray is used during game setup to assign random CSA starting units. All unplaced starting units are dragged into this tray in order to allow the random placement of CSA units during **Game Setup – Standard Scenario** step (E) below. Once random units have been assigned, all units should be dragged out of this tray for final placement. (This tray is owned by the CSA player, and thus, only ever visible to him.)

*USA Discard Pile:* See the *CSA Discard Pile* tray above, except this tray is for the USA player.

*USA Draw Deck (Random) [USA]:* See the *CSA Draw Deck (Random)* tray above, except this tray is for (and owned by) the USA player.

*USA Hand [USA]:* See the *CSA Hand* tray above, except this tray is for (and owned by) the USA player.

*USA Replacement Units:* See the *CSA Replacement Units* tray above, except this tray is for the USA player.

*USA Setup:* See the *CSA Setup* tray above, except this tray is for the USA player.

*USA Unit Randomizer [USA]:* See the *CSA Unit Randomizer* tray above, except this tray is for (and owned by) the USA player and is used during **Game Setup – Standard Scenario** step (F) below.

## Game Setup – Standard Scenario

After each setup step, a move file must be saved and exchanged.

A) The CSA player must place all (24) of his gray cubes from the *CSA Setup* tray on the game board and only in CSA setup locales. At least one (1) cube must be placed per locale, but no more than three (3) cubes can be placed per locale. (Some gray cubes may already be on the game board.) The CSA player should shuffle all of his starting units.

B) The USA player must place all (24) of his blue cubes from the *USA Setup* tray on the game board and only in USA setup locales. No more than four (4) cubes can be placed per locale, but locales may have as few as zero (0) cubes. The USA player should shuffle all of his starting units.

C) The CSA player must replace four (4) gray cubes with four CSA starting units of his choice. Next, the CSA player must place all of his remaining (unplaced) CSA starting units in the *CSA Unit Randomizer* tray.

D) The USA player must replace four (4) blue cubes with USA starting units of his choice. Next, the USA player must place all of his remaining (unplaced) USA starting units in the *USA Unit Randomizer* tray. Additionally, the USA player must designate four (4) different gray (CSA) cubes for "random" unit assignment (using *Notes* markers A though D).

E) The CSA player must replace the four (4) marked gray cubes with randomly drawn units from the *CSA Unit Randomizer* tray. Next, after removing all of the remaining CSA starting units from the *CSA Unit Randomizer* tray, the CSA player must replace all remaining gray cubes with unplaced CSA starting units (returning the gray cubes to the *CSA Setup* tray). Additionally, the CSA player must designate four (4) different blue (USA) cubes for "random" unit assignment (using *Notes* markers A though D). Finally, the CSA player must shuffle all of the command cards in the *CSA Draw Deck (Random)* tray and then draw his initial 3 command cards from it into the *CSA Hand* tray.

F) The USA player must replace the four (4) marked blue cubes with randomly drawn units from the *USA Unit Randomizer* tray. Next, after removing all of the remaining USA starting units from the *USA Unit Randomizer* tray, the USA player must replace all remaining blue cubes with unplaced USA starting units (returning the blue cubes to the *USA Setup* tray). Finally, the USA player must shuffle all of the command cards in the *USA Draw Deck (Random)* tray and then draw his initial 3 command cards from it into the *USA Hand* tray.

G) The turns (& game) continue, with as many move files as needed.

## Game Setup – Historical Scenario

After each setup step, a move file must be saved and exchanged.

A) The USA player must shuffle all of the command cards in the *USA Draw Deck (Random)* tray and then draw his initial 3 command cards from it into the *USA Hand* tray. Next, the USA player takes his full first turn.

B) After loading, reviewing, and accepting the USA player's first turn move file, the CSA player must shuffle all of the command cards in the *CSA Draw Deck (Random)* tray and then draw his initial 3 command cards from it into the *CSA Hand* tray. Next, the CSA player takes his first turn.

C) The turns (& game) continue, with as many move files as needed.