# BAPTISM AT BULL RUN

This guide reviews the features of the VASSAL module so that players can quickly adapt the Baptism at Bull Run rules for remote play (real-time or logged).

## Overview

Any units depicted with "epaulettes" are face-down and not visible from the opposing player's point-of-view.

## VASSAL Toolbar Controls

The following toolbar controls exist in the VASSAL module:

*Retire:* Use to retire from a game, or to switch sides.

*Units:* Shows/hides the units window. Extra units, both CSA and USA, are available here.

*Markers:* Shows/hides the game markers window. All game markers used in the game are available here.

*Union Hand:* Shows/hides the Union players' command card hand window. The *Union Hand* also holds the blue (USA) setup cubes in a "stack" in the top-left corner of the window.

*Confederate Hand:* Shows/hides the Confederate players' command card hand window. The *Confederate Hand* also holds the gray (CSA) setup cubes in a "stack" in the top-left corner of the window.

*Shuffle Board:* Shows/hides the shuffle window. Stacked or unstacked units may be manually shuffled here by either player.

*Show/Hide Overview Window (Crtl+Shft+O):* Shows/hides an overview map in the top-left corner of the VASSAL window.

*Zoom In:* Use to enlarge the map.

*Zoom Out:* Use to see more of the entire map.

*Flip Union Units:* Turns all Union units face-down.

*Flip Confederate Units:* Turns all Confederate units face-down.

*Hide/Show All Pieces:* Hides/shows the visibility of all pieces on the map. This is especially helpful when it is necessary to inspect approach penalties at a specific boundary.

## VASSAL Right-Click Menus

The following commands are available on the right-click menu for:

### USA or CSA unit(s)

*Rotate (R):* Rotates a unit by moving the mouse.

*Reset Rotation (Ctrl+R):* Resets the unit's rotation and automatically turns the unit face-down.

*Turn Over (Ctrl+H):* Turns the unit face-up or face-down.

*Range-Bombard (Ctrl+A):* Toggles between three marker states: ranging, bombarding, and neither. (Artillery units only.)

*Gain Strength Point (Ctrl+G):* Increments the unit's strength by a point.

*Lose Strength Point (Ctrl+L):* Decrements the unit's strength by a point.

*Send to Shuffle Board (Alt+S):* Moves the unit to the *Shuffle Board.*

*Eliminate (Ctrl+D):* Permanently removes the unit from play.

### USA or CSA setup cube(s)

*Return to Hand (Ctrl+D):* Returns the setup cube to the appropriate player's hand, either the *Union Hand* or the *Confederate Hand.*

*Draw multiple cards:* Allows multiple setup cubes to be drawn with a single drag-and-drop action.

### USA or CSA command card(s)

*Return to Draw Deck (Alt+D):* Returns the command card to the appropriate player's draw deck.

*Turn Over (Ctrl+F):* Turns the command card face-up or face-down.

*Draw multiple cards:* Allows multiple command cards to be drawn with a single drag-and-drop action.

### Marker(s)

*Next Icon/Letter (Ctrl+]):* Toggles the next icon/letter for the marker.

*Previous Icon/Letter (Ctrl+[):* Toggles the previous icon/letter for the marker.

*Rotate (R):* Rotates a marker by moving the mouse.

*Clone (Ctrl+C):* Copies the marker directly on top of itself.

*Delete (Ctrl+D):* Permanently removes the marker.

## Game Setup – Standard Scenario

After each setup step, a log file must be saved and exchanged (unless play is progressing in real-time, in which case no log file is required).

A) The CSA player must place all (24) of his gray cubes from the *Confederate Hand* window 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 his starting units in the *Shuffle Board* before placing 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 his starting units in the *Shuffle Board* before placing 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 *Shuffle Board,* randomize their position relative to each other, and then return the "shuffled" units to the Confederate Starting Units display.

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 *Shuffle Board,* randomize their position relative to each other, and then return the "shuffled" units to the Union Starting Units display. Additionally, the USA player must replace four (4) different gray (CSA) cubes (returning the gray cubes to the *Confederate Hand*) with any four unplaced, face-down CSA starting units (not reinforcement units).

E) The CSA player must replace all remaining gray cubes with unplaced CSA starting units (returning the gray cubes to the *Confederate Hand*). Additionally, the CSA player must replace four (4) different blue (USA) cubes (returning the blue cubes to the *Union Hand*) with any four unplaced, face-down USA starting units (not reinforcement units). Finally, the CSA player must draw his initial 3 command cards from the Confederate Draw Deck into the *Confederate Hand.*

F) The USA player must replace all remaining blue cubes with unplaced USA starting units (returning the blue cubes to the *Union Hand*). Finally, the USA player must draw his initial 3 command cards from the Union Draw Deck into the *Union Hand.*

G) The turns (& game) continue (with log files, if needed).

## Game Setup – Historical Scenario

After each setup step, a move file must be saved and exchanged (unless play is progressing in real-time, in which case no log file is required).

A) The USA player must draw his initial 3 command cards from the Union Draw Deck into the *Union Hand.* Next, the USA player takes his full first turn.

B) After loading, reviewing, and accepting the USA player's first turn log file, the CSA player must draw his initial 3 command cards from the Confederate Draw Deck into the *Confederate Hand.* Next, the CSA player takes his first turn.

C) The turns (& game) continue (with log files, if needed).