BAPTISM AT BULL RUN

The Battle of First Bull Run
July 21, 1861

Rules of Play

A Block and Maneuver Game

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Cover Image (pencil & wash drawing)
"Colonel Burnside's brigade, First and Second Rhode Island, and Seventy-first New York regiments, with their artillery, attacking the rebel batteries at Bull Run.", by Alfred R. Waud (1861).

1 Introduction

Baptism at Bull Run is a two-player game simulating the events of the Battle of First Bull Run (also known as the Battle of First Manassas), the first major engagement of the American Civil War (1861-1865). Each player represents a commander controlling an army that participated in the battle: the Union and the Confederacy. The Union player controls the blue wooden pieces (units) and markers, while the Confederate player controls the gray units and markers.

The actual Battle of First Bull Run took place on July 21st in the summer 1861 and resulted in a victory for the Confederacy.

In addition to simulating the events of the battle, the game allows each player to command units that did not participate in the historical battle but potentially could have. These units, if used, denote ahistorical, pre-battle planning by the respective commanders and thus, allow for various "what if" scenarios to be played out.

2 Object of the Game

The object of the game is to use your units to outmaneuver your opponent's army and to inflict greater damage to his army than he does to yours. This "damage" is recorded on the morale track and combines the effects of casualties, retreats, loss of key terrain, and esprit de corps into a single metric. In game terms, the goal of a decisive victory is to reduce the enemy army's morale to zero, while maintaining your army morale above zero. If neither player wins a decisive victory by the end of the game (or if both armies reach zero morale simultaneously), then one player will win a marginal victory based on the victory conditions. (A tied game is not possible.)

3 Game Contents

The components of this game consist of the following:

- Two (2) 22" x 34" game boards. These are placed together to form a single 44" x 34" playing surface. The game board depicts a map of the environs of the Bull Run battlefield plus game-related elements, such as the Morale and Time Tracks.

- 72 rectangular (blue or gray) wooden pieces. These represent the military units present at First Bull Run and are differentiated by color, type, and strength. Extra units are included.

- 12 command cards (six in each player's color) numbered two ('2') or three ('3'). An extra set of command cards is included.

- 50 wooden cubes (25 in each player color; blue or gray). During setup, the cubes are used to denote units' starting positions on the map; during play, the cubes are used to mark boundaries crossed by units making road marches.

- Three (3) cylindrical wooden track markers (1 black, 1 blue, and 1 gray).

- Two (2) copies of the player's aid & one (1) copy of the orders of battle reference

- Two (2) copies of this rulebook.

4 Game Components

The game's components are described in detail below.

4.1 Units

The rectangular pieces represent Union (blue) and Confederate (gray) military **units**.

Each unit has symbols on one side. That side is the unit's **face**. A unit's **type** is shown by the symbols on its face. There are four unit types:

▷◁	infantry	▣	artillery
◢	cavalry	✕	disrupted infantry

A unit's **strength** is equal to the number of symbols on its face. Each symbol represents one strength point. *Exception:* Disrupted infantry units have zero (0) strength.

Examples of units are shown below:

3-strength Union infantry

1-strength Confederate artillery

2-strength Confederate cavalry

0-strength Union disrupted infantry

Friendly units are those that belong to the same army (that is, they are the same color). **Enemy units** are those that belong to the opposing army.

4.1.1 Disrupted Infantry Units

A disrupted infantry unit represents an infantry unit that has lost its combat effectiveness and, therefore, has zero (0) strength. When an infantry unit's strength has been reduced to zero or less (§13.1), it is replaced by a disrupted infantry unit.

Disrupted infantry units may only be issued commands in the presence of a friendly **non-disrupted** unit. (Infantry, cavalry, and artillery units are all non-disrupted units.)

Disrupted infantry units may neither participate in, nor defend against, any attack.

4.1.2 Unit Configuration

Unit configuration describes the position of a unit's face (and, therefore, its visibility). Units will be in one of the following four configurations:

- **Face-down:** the unit is turned so that its face is visible only to its controlling player. Face-down is the usual configuration for non-disrupted units.

- **Face-up:** the unit is turned so that its face is visible to both players. This configuration is used when a unit's type and strength must be revealed to the opposing player.

  NOTE: Disrupted infantry units must always be face-up.

- **Face-opponent:** the unit is turned so that its face is visible only to the opposing player. This configuration is only used by artillery units to indicate they are ranging (§10.4).

- **Face-blind:** the unit is turned toward the game board so its face is not visible to either player. This configuration is used briefly during setup (§5; step 6) and may be used during play at the controlling player's discretion if a face-down unit's placement on the map would make its face inadvertently visible to the opposing player.

A player may inspect the face of his own units at any time; this may be necessary when a unit is turned face-opponent or face-blind.

4.1.3 Unit Replacement

During play, when a unit's strength needs to be changed, the unit must be turned face-up, removed from the map, and then replaced (if applicable) in the same position with a face-up unit of the appropriate strength from the off-board units of the same color and type.

4.2 Command Cards

Each player has a deck of six command cards: three marked '2' (two commands) and three marked '3' (three commands).

Command cards set the total number of **command points** a player has available to spend during a turn. Command points are spent to issue field commands (§8) and staff commands (§9) in the corresponding phases of the current turn. It costs one command point to issue any field or staff command one time. Command points cannot be saved from one turn to the next—unused command points are lost.

Each player must play two (2) command cards at the start of each of his turns (§7.3). The number values of the two cards played are added together to set the total number of command points the player may spend that turn. Thus, a player will have 4, 5, or 6 command points every turn.

EXAMPLE: *If a player plays a 2-value and a 3-value command card he will have 5 command points to spend that turn.*

4.2.1 Deck Preparation

At the start of the game, each player shuffles his six command cards and places them face down in a **draw deck**. Each player maintains his own draw deck. Neither player may inspect the cards in either draw deck.

Each player then draws three command cards as his starting hand. Players should keep the values of the cards in their hand secret until they are played.

4.2.2 Card Play and Deck Maintenance

The two cards a player plays from his hand at the start of each of his turns (§7.3) are placed face up in a **discard pile**. Each player maintains his own discard pile. Both players may inspect the cards in either discard pile at any time.

At the end of each of his turns, a player restores his hand to three cards by drawing cards from his draw deck (§10.5). *Exception:* When only one card remains in the draw deck, the player draws it and will have a hand of two cards.

When his draw deck has no cards in it at the start of his Draw Command Cards & Cleanup sub-phase (§10.5), a player shuffles the six cards in his discard pile, places them face down in a new draw deck, and draws a hand of three cards.

Unit Representations

The military forces represented in this game are abstractions, and thus, cannot be identified as specific units from the historical battle (although they are based on such). In this game, an infantry unit represents a sub-brigade sized formation (composed of one or more infantry regiments), a cavalry unit represents multiple cavalry troops (or companies), and an artillery unit represents one or more artillery batteries.

Typical American Civil War-era infantry regiments were composed of approximately 1,000 officers and men (not accounting for attrition and disease), while brigades were usually formed from 4 or 5 regiments. Cavalry troops, on the other hand, were composed of 100 troopers (cavalrymen) and their mounts. Finally, Union artillery batteries consisted of 6 field pieces (or guns) plus their necessary crews and horses, while Confederate batteries usually consisted of only 4 guns.

In the actual Battle of First Bull Run, each army fielded between 32,000 to 35,000 men, depending upon the reference source, although nearly all sources agree that the Union army did slightly outnumber the Confederate army. However, despite these numbers, only half of each army (approximately) was engaged during the course of the battle.

"No Luck" Command Card Variant

OPTIONAL RULE

Players interested in playing a "no luck" variant of *Baptism at Bull Run* may simply modify their usage of command cards during a game as follows:

Each player starts the game with all six of his command cards in his hand (ignore §4.2.1, Deck Preparation).

During each of his turns, a player must play and discard two command cards from his hand as normal (§7.3).

When a player's hand is exhausted (that is, all six cards have been played and discarded), he returns the entire discard pile to his hand (§4.2.2).

4.3 Game Board

The game board has a map of the battlefield where the Battle of First Bull Run was fought, plus game tracks and displays.

4.3.1 Map

The map is partitioned into areas called **locales**. The narrow rectangles that form the sides of the locales are **boundaries**. The spaces immediately adjacent to the two long sides of each boundary are called **approaches**. Each of the two approaches of a boundary is called the **opposite approach** with respect to its counterpart on the other side of the boundary.

Locales, boundaries, and the symbols appearing in approaches govern the movement and combat of units. Except for roads and the railroad bed, terrain features depicted on the map have no direct effect on game play. Instead, the effects of terrain are reflected in the size, shape, and position of the locales and the symbols in the approaches.

An example locale is shown below:
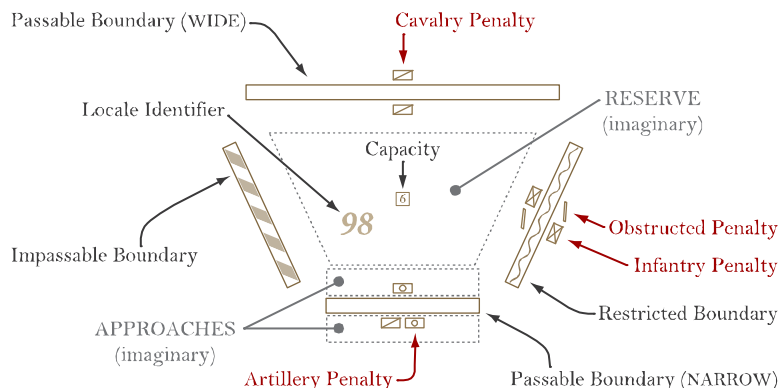
Adjacent locales are those that share a common boundary.

An **enemy-occupied locale** is one that is occupied by a unit (or units) controlled by the opposing player.

When a player performs a command that involves an adjacent, enemy-occupied locale, the locale occupied by the units of the player performing the command is called the **attack locale**; the adjacent, enemy-occupied locale is the **defense locale**. The approaches of the boundary between the two locales are the **attack approach** (on the attack locale side) and the **defense approach** (on the defense locale side).

A unit on the map must occupy a single locale. Its **position** in the locale must either be **in reserve** or **securing an approach**. A unit in reserve is placed in the center of a locale. A unit securing an approach is placed parallel to one boundary of a locale. Units are in the **same position** when they occupy the same locale *and* they are either in reserve or securing the same approach together.

NOTE: Units may only secure an approach when the adjacent locale is enemy-occupied.

NOTE: Disrupted infantry units may never secure an approach.

Boundaries (and their approaches) are either **narrow** or **wide**. A narrow boundary is the width of one unit, while a wide boundary is the width of two units.

There are three types of boundaries: passable, restricted, and impassable.

- **Passable boundaries** do not impede movement in any way.

- **Restricted boundaries** impede some forms of movement. Specifically, a unit may not cross a restricted boundary while performing a charge (§8.4), cavalry march (§8.6.1), or road march (§8.6.4).

- **Impassable boundaries** prevent all forms of movement: no unit may cross such a boundary. Any type of unit (except disrupted infantry) may secure an approach at an impassable boundary if the adjacent locale is enemy-occupied.

NOTE: Units may never move off the map.

Some boundaries have symbols in one or both of their approaches. These symbols are **approach penalties** and they affect the combat effectiveness of units fighting across the boundary. There are four types of approach penalties: artillery, cavalry, infantry, and obstructed. The first three approach penalties affect the named unit type, while an obstructed defense approach prohibits cavalry units from participating in combat. These penalties are applied during an assault (§8.2), a bombardment (§8.3), or a charge (§8.4).

Capacity is the maximum number of units, regardless of strength, which can occupy a locale. All units that occupy a locale count against its total capacity, whether they are in reserve or securing an approach. Capacity limits apply at all times. No unit may enter a

locale that is occupied to its capacity. Multiple units moving together may not enter a locale if the number of moving units would cause a locale's capacity to be exceeded.

The **locale identifier** is a unique number that helps players to find a specific locale.

Some locales have setup symbols [flags] (§5), reinforcement entry symbols [colored triangles] (§9.3), and/or objective symbols [colored stars] (§13.3). The effects of these symbols are described in the rules noted.

4.3.2 Game Tracks and Displays

The game board has the following game tracks and displays:

- **Morale Track:** This track is used to record each army's current morale. Each army's starting morale is shown on the track by its respective national flag ("Stars and Stripes" for the Union; "Star and Bars" for the Confederacy).

- **Time Track:** This track is used to record the current round of a game. Each round represents one hour of time, between 6am and 8pm (inclusive).

- **Unit Displays:** Each army has it own unit display. Each display has five sections: one for that army's starting units and one for each of its four groups of reinforcement units. During setup (§5), each player will place his starting units and reinforcements on his army's unit display.

- **Map Legend:** This area shows the map scale and illustrates the various map symbols and features.

4.4 Game Markers

There are two types of markers: cubes and track markers (cylinders).

4.4.1 Cubes

During setup (§5), the cubes in each player's color are used to denote the locales that the player's starting units will occupy. During play, they are used to mark boundaries that the player's units cross while performing a road march (§8.6.4).

4.4.2 Track Markers

The blue and gray track markers are used on the Morale Track to record the current morale of the Union and Confederate armies (respectively). The black track marker is used on the Time Track to record the current round of a game.

5 Game Setup

Each army's setup locales are marked on the map by its national flag: "Stars and Stripes" for the Union army and "Stars and Bars" for the Confederate army.

Both players will initially use 24 of their cubes to indicate the placement of their 24 starting units in their setup locales. The cubes will be replaced by the actual units in three stages over the course of the setup procedure.

After determining which side they will play, the players prepare the game by performing the steps below in the order listed:

1) Place the black track marker on the 6am space of the time track and the blue and gray track markers on the Union and Confederate starting spaces (respectively) of the morale track.

2) Separate all units by color and turn them face-up (§4.1.2). Each player then:

   a) Places one of his units on each unit image in all five sections of his army's unit display on the game board (a unit must be the same strength and type as the image on which it is placed);

   b) Turns his 24 starting units face-down and shuffles them (the 12 units in the four reinforcement sections must remain face-up); and

   c) Sets aside his extra units, near the game board. These are his replacement units (§4.1.3) for use during play.

3) Both players take 24 cubes in their color and, starting with the Confederate player, place their cubes on the map according to the following restrictions:

   a) The Confederate player must place all 24 gray cubes in Confederate setup locales. No more than three (3) gray cubes may be placed in any one Confederate setup locale and each Confederate setup locale must contain at least one (1) gray cube.

   b) After all gray cubes have been placed, the Union player must place all 24 blue cubes in Union setup locales. No more than four (4) blue cubes may be placed in any one Union setup locale, but a Union setup locale may contain as few as zero (0) cubes.

4) The Confederate player replaces any four gray cubes with any four Confederate starting units. As each gray cube is removed from a locale, one Confederate

starting unit is placed face-down in that locale's reserve. The removed cubes are set aside near the game board for later use during play.

5) The Union player replaces any four blue cubes with any four Union starting units. As each blue cube is removed from a locale, one Union starting unit is placed face-down in that locale's reserve. The removed cubes are set aside near the game board for later use during play.

6) Both players turn all of their unplaced starting units face-blind and shuffle them.

7) The Union player replaces any four *gray* cubes on the map with four *Confederate* units, randomly drawn from the unplaced, face-blind starting units.

As each gray cube is removed from a locale, the randomly drawn Confederate starting unit is placed (without looking at its face) face-blind, in that locale's reserve. The removed cubes are set aside near the game board for later use during play.

8) The Confederate player replaces any four *blue* cubes on the map with four *Union* units, randomly drawn from the unplaced, face-blind starting units.

As each blue cube is removed from a locale, the randomly drawn Union starting unit is placed (without looking at its face) face-blind in that locale's reserve. The removed cubes are set aside near the game board for later use during play.

9) Both players return all of their face-blind starting units (both placed and unplaced) to the face-down configuration.

10) The Confederate player replaces all of his remaining cubes on the map with his remaining unplaced, face-down starting units as he did in step (4) above.

11) The Union player replaces all of his remaining cubes on the map with his remaining unplaced, face-down starting units as he did in step (5) above.

12) Each player prepares his command card deck (§4.2.1) and draws his initial hand of three (3) command cards from his draw deck.

6 Playing the Game

The game is played in a series of up to 15 **rounds**. Each round represents one hour of time between 6am and 8pm. A round is divided into two **turns**, with each player taking one turn in the round. In every round, the Union player takes the first turn and the Confederate player takes the second turn.

During a turn, the **active player** is the player whose turn it currently is and his opponent is the **passive player**. Thus, during a Union turn, the Union player is the active player and the Confederate player the passive player. During a Confederate turn, the roles are reversed.

A game can have a maximum of 15 rounds, but may end earlier if one player achieves a decisive victory (§14). If the game does not end decisively on or before the last round of the game (8pm), then one player will win a marginal victory (§14).

Each player's turn consists of the following phases (and sub-phases) played strictly in the sequence they are listed:

1) Preparation Phase (§7)
   a) Shuffle Units (§7.1)
   b) Limber Artillery (§7.2)
   c) Play Command Cards (§7.3)

2) Field Command Phase (§8)

   NOTE: There are no sub-phases in this phase. (The active player may issue any of the field commands listed below in any sequence he chooses.)

   - Advance (§8.1)
   - Assault (§8.2)
   - Bombard (§8.3)
   - Charge (§8.4)
   - Maneuver (§8.5)
   - March (§8.6)

3) Staff Command Phase (§9)
   a) Reorganize (§9.1)
   b) Rally (§9.2)
   c) Mobilize (§9.3)

4) Administration Phase (§10)
   a) Claim Captured Objectives (§10.1)
   b) Stand Down Units (§10.2)
   c) Spike Artillery (§10.3)
   d) Range Artillery (§10.4)
   e) Draw Command Cards & Cleanup (§10.5)

7 Preparation Phase

The active player may only prepare his own units and command cards.

The active player must carry out the three sub-phases of the Preparation Phase in the following strict sequence:

1) Shuffle Units (§7.1)—re-conceal eligible face-up units;

2) Limber Artillery (§7.2)—optionally cancel artillery ranging (§10.4); and

3) Play Command Cards (§7.3)—determine the number of command points available for the current turn.

7.1 Shuffle Units

If the active player has any eligible face-up units on the map, he may turn them face-down and shuffle them (out of sight, if necessary) in order to re-conceal their type and strength. The shuffled units are then returned to their same position on the map.

Shuffling is not intended to hide trackable information, therefore a solitary unit may not be shuffled or turned face-down.

Groups of two or more friendly units are eligible for shuffling if they occupy the same position *and* they are not securing an approach adjacent to an enemy-occupied locale. *Exception:* If all units in the same position are face-up and share the same type and strength, they may not be shuffled.

Ranging artillery units (§10.4) and disrupted infantry units may never be shuffled.

7.2 Limber Artillery

Limbering allows the active player to cancel ranging (§10.4) for any artillery units he controls. The active player does not spend command points to limber his artillery units.

To limber a ranging artillery unit, the active player turns it face-up from its face-opponent configuration.

The decision to limber artillery is at the discretion of the active player except in cases where, at the start of this sub-phase, the adjacent locale is no longer enemy-occupied—in such cases, limbering is mandatory.

NOTE: The Limber Artillery sub-phase is the only time during a turn that the active player can choose to cancel ranging for his artillery units.

7.3 Play Command Cards

The active player must play and reveal two command cards (§4.2.2) from his hand to set the number of command points he will have available for his current turn.

The number of available command points is equal to the sum of the values of the two command cards he has revealed. Thus, a player will have 4, 5, or 6 command points on each of his turns.

Played command cards are placed face up into the active player's discard pile (§4.2.2).

8 Field Command Phase

All movement and attacks performed by the active player's units are accomplished by issuing field commands and must occur during this phase. To **issue a command**, the active player announces the command and indicates which of his units will perform it.

The active player may only issue field commands to units he controls. No unit may ever be issued more than one field command per turn. Additionally, not all of the active player's units must be issued field commands during a given turn.

The active player must spend one command point (§4.2) for each field command he issues. However, the active player is never required to use all (or any) of his available command points.

A field command may be issued to one unit or to multiple units. Multiple units may be issued the same field command at a cost of one command point only when *all* of the following conditions apply to the units selected to participate in the command:

• all of the units are eligible to perform the command;

• all of the units are in the same position when the command is issued; and
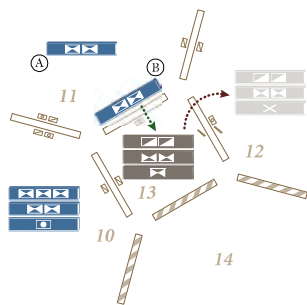
• all of the units perform the command together.

Each field command issued by the active player must be completely resolved before any other commands are issued.

The following is a summary of all field commands:

• Advance (§8.1)—a move from an approach into an adjacent, enemy-occupied locale when the opposite approach is unsecured.

- Assault (§8.2)—an attack from an approach against enemy units securing the opposite approach of the adjacent, enemy-occupied locale.

- Bombard *(artillery only)* (§8.3)—an attack from an approach by ranging artillery units (§10.4) against an adjacent, enemy-occupied locale.

- Charge *(cavalry only)* (§8.4)—a move from reserve followed by an attack against an enemy-occupied locale that is not adjacent to the locale the cavalry unit(s) started in.

- Maneuver (§8.5)—an attempted move from reserve into an adjacent, enemy-occupied locale.

- March (§8.6)—all movement not related to combat.

Field commands may be issued in any sequence that the active player chooses. The number of command points available to the active player is the maximum number of field commands he may issue to his units. In a turn, a given field command may be issued multiple times (to different units each time), or not at all.

Command points that are not spent in the Field Command Phase are available for use in the Staff Command Phase (§9). However, units that *are* issued a field command may never be issued a staff command during the Staff Command Phase of the same turn.

EXAMPLE: The active player has four command points. He chooses to issue a march command first, followed by an assault command, then finally, another march command, ending his Field Command Phase. He has spent three of his available four command points, leaving one command point for use in the Staff Command Phase of his turn.

Reminder: When the active player performs a field command that involves an adjacent, enemy-occupied locale, the locale occupied by the active player's units is called the *attack locale* and the adjacent, enemy-occupied locale is the *defense locale*. The approaches of the boundary between the two locales are the *attack approach* (on the attack locale side) and the *defense approach* (on the defense locale side) (§4.3.1).

Reminder: A locale's capacity may never be exceeded at any time (§4.3.1).

Reminder: Units may never cross an impassable boundary or move off the map (§4.3.1).

8.0.1 Cavalry Deployment

Whenever one or more units end a field command in reserve, any cavalry units among those units may immediately move to secure approaches within that locale that are adjacent to enemy-occupied locales. This is known as **deployment**.

Deployment is not a command and does not cost a command point *unless* it causes the deploying cavalry unit(s) to separate from other units, still in reserve, that performed the original field command with the cavalry. In such cases, one *additional* (+1) command point (above and beyond the one spent to issue the original field command) must be spent for each approach secured by deployment. *Note:* If all of the units in reserve are cavalry and they all use deployment to secure the same approach together, then no additional command point expenditure is required.

Cavalry units that deploy must be turned face-up.

Deployment is at the discretion of the active player. If cavalry units deploy, each deployment must be resolved before another command may be issued.

NOTE: Deployment may only be performed during the Field Command Phase.

8.0.2 Limitations of Ranging Artillery

A ranging artillery unit (§10.4) may only be issued a bombard command (§8.3).

In order for an artillery unit that is ranging at the start of the turn to be issued a field command other than bombard, it must be limbered (§7.2) during the Preparation Phase (§7)—that is, the unit must be in the face-up, not in the face-opponent configuration.

NOTE: By definition, an artillery unit must be securing an approach to be ranging. Therefore, an artillery unit that limbered in the current turn may only be issued a field command that a unit securing an approach is eligible to perform.

8.1 Advance

An **advance** is a move by one or more of the active player's units, which must be securing an approach, into an adjacent, enemy-occupied locale. All enemy units in that locale *must* retreat.

An advance may only be performed if the defense approach of the adjacent, enemy-occupied locale is unsecured. Additionally, the boundary between the attack locale and the defense locale may not be impassable.

Ranging artillery units may not participate in an advance (§8.0.2).

The active player must spend one command point for each advance command he issues.

Example of an Advance

The Union unit securing the 11/13 approach advances against the Confederate units in locale 13.

1) The Union player declares unit B (2-strength infantry), securing the 11/13 attack approach, as the advancing unit. Unit A is not eligible to advance (since it is currently in reserve).

2) The Confederate units in locale 13 must retreat (§12) into locale 12. They could not retreat into 11 because the advance originated from that locale. They could not retreat into 10, because it is enemy-occupied. They could not retreat into 14, because of the impassable boundary.

3) Unit B must move into reserve in locale 13.

4) (This step is skipped since unit B is not a cavalry unit.)

Reminder: Units may never cross a boundary where an assault or charge was performed earlier in the same turn (§8.2).

An advance command is resolved by performing the following steps in the order listed:

1) The active player declares the attack approach and which of his units there will participate in the advance (the advancing units). Only units currently securing the attack approach can participate, although not all are required to do so.
2) All enemy units occupying the defense locale must retreat (§12).
3) All of the advancing units must move into of the defense locale reserve.
4) Any or all advancing cavalry units may deploy (§8.0.1).

8.2 Assault

An **assault** is an attack by one or more of the active player's units, which must be securing an approach, against enemy units securing the opposite approach. If an assault succeeds, the assaulting units enter the defense locale and all enemy units in the defense locale must retreat. If an assault fails, the assaulting units fall back into the attack locale reserve and the enemy units remain in place.

An assault may only be performed where the defense approach of the adjacent, enemy-occupied locale is secured. The boundary between the attack locale and the defense locale may not be impassable.

The active player's units that participate in an assault must include at least one 2-strength infantry or cavalry unit or at least one 3-strength infantry unit. Thus, 1-strength units may not assault by themselves.

Ranging artillery units may not participate in an assault (§8.0.2).

Only one assault may be performed across a given boundary per turn. An assault may not be performed at a boundary where a charge was performed earlier in the same turn. When an assault succeeds, no units, except the assaulting units, may enter the defense locale during the same turn. Furthermore, no unit may cross a boundary where an assault was performed (successful or not) earlier in the same turn.

The active player must spend one command point for each assault command he issues.

An assault command is resolved by performing the following steps in the order listed:

1) DECLARE ASSAULT. The active player declares the attack approach and which of his units there will participate in the assault (the assaulting units). Only units currently securing the attack approach can participate, although not all are required to do so.

    All enemy units securing the defense approach participate as defending units.

2) SELECT AND REVEAL LEADING ASSAULT UNITS. The active player selects his **leading assault units** from the assaulting units and turns them face-up. Only 2-strength infantry or cavalry, or 3-strength infantry units may be selected as leading assault units. Cavalry units may not be selected if the defense approach is obstructed.

    At least one leading assault unit must be selected. Where the attack approach is narrow, only one leading assault unit may be selected. Where the attack approach is wide, one or two leading assault units may be selected. When two leading assault units are selected, both must be of the same type.

3) SELECT AND REVEAL LEADING DEFENSE UNITS. The passive player selects his **leading defense units** from the defending units and turns them face-up. Artillery units cannot be selected as leading defense units. Cavalry units may not be selected if the defense approach is obstructed.

    A leading defense unit does not have to be selected. Where the defense approach is narrow, zero or one leading defense unit may be selected. Where the defense approach is wide, zero, one, or two leading defense units may be selected. When two leading defense units are selected, both must be the same type.

4) DECLARE AND REVEAL ARTILLERY SUPPORT. If at least one leading defense unit was selected, then the passive player may declare artillery **support** as long as he has eligible artillery units among the defending units.

    Ranging artillery units (§10.4) cannot provide support. Additionally, if the leading assault units are *cavalry performing a charge* (§8.4), no artillery units may provide support.

    Where the defense approach is narrow, one supporting unit may be declared. Where the defense approach is wide, one or two supporting units may be declared. All supporting units must be turned face-up.

5) DETERMINE ASSAULT OUTCOME. The strengths of the leading assault units are added together. From that total, each of the following that applies is subtracted:

    a) Subtract the strengths of the leading defense units and each supporting artillery unit. If no leading defense units were selected, subtract zero (-0).

Example of an Assault

The Confederate units in locale 37 assault the Union units in locale 36.

NOTE: Union artillery unit (R) is currently ranging (§10.4).
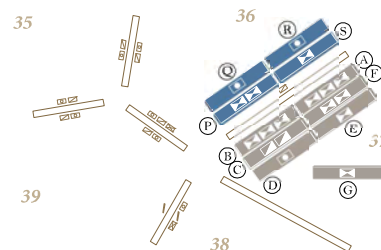
1) DECLARE ASSAULT. The Confederate player declares the attack approach is in the wide boundary between locales 37 and 36 and that the assaulting units are A, B, C, D, & F. Units E and G are not participating in the assault: unit E is eligible, but the Confederate player wants to leave it behind; unit G is ineligible (since it is in reserve). All of the Union units (P, Q, R, & S) in the defense approach must participate as defending units.

2) SELECT AND REVEAL LEADING ASSAULT UNITS. The Confederate player selects A & B as his leading assault units (he can select two because the attack approach is wide) and turns both face-up. Unit F was eligible, but the Confederate player wants to use the stronger units. Unit C (cavalry) is eligible, but would have to be the only leading assault unit (two leading units must be the same type and C is the only participating cavalry unit). Unit D (artillery) is ineligible.

3) SELECT AND REVEAL LEADING DEFENSE UNITS. The Union player selects P & S as his leading defense units and turns both face-up. Q & R (both artillery) are ineligible.

4) DECLARE AND REVEAL ARTILLERY SUPPORT. The Union player declares that Q is providing support and turns it face-up. Unit R is ineligible (since it is ranging).

5) DETERMINE ASSAULT OUTCOME. The strengths of the leading assault units are totaled: 6 (3+3). The following are subtracted from that total:

    a) -4 (the sum of the leading defense & supporting unit strengths: 2+1+1)

    b) -1 (the leading assault units are infantry)

    c) -0 (this step does not apply as the leading assault units are not cavalry)

    d) -0 (the defense approach has no infantry penalty)

The assault outcome is +1 (6-5). As the outcome is greater than 0, the assault succeeds (Confederate player wins).

Example of an Assault

(Continued from previous page.)

6) APPLY LOSSES. Losses are applied:

a) The Union player applies one strength point loss to Confederate leading assault unit B.

b) The Confederate player applies two strength point losses (1 loss + 1 loss as the assault outcome was one above zero), both to Union leading defense unit P, which becomes a disrupted infantry unit.
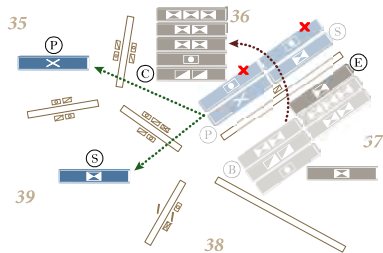
7) OCCUPY THE DEFENSE LOCALE. All surviving Union units in 36 retreat (§12). The Union player retreats his surviving units into 35 and 39 (retreat eliminates both artillery units). The assaulting units enter locale 36 reserve. Unit E must remain in the attack approach (it was not an assaulting unit). Cavalry unit (C) could deploy to 36/35 or 36/39, but does not.

8) DECLARE PURSUIT. The Confederate player declares that his assaulting cavalry unit (C) is a pursuing unit.
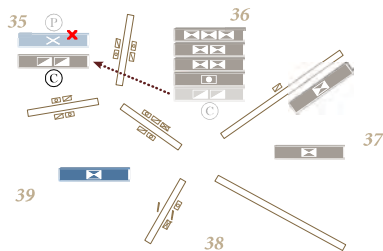
9) RESOLVE PURSUIT. The pursuit is resolved as follows:

a) The Confederate player chooses locale 35 as the pursuit target.

b) The Union player must withdraw (§11) from locale 35 (unit P is a disrupted infantry unit and cannot secure an approach).

c) Unit P is eliminated by the withdrawal. The pursuing unit (C) occupies the reserve of locale 35 (it is not allowed to secure an approach because unit P was eliminated).

b) Subtract one (–1) if the leading assault units are infantry.

c) Subtract one (–1) if the leading assault units are cavalry and the leading defense units are infantry. *Exception:* Subtract zero (-0) if the leading assault units are *cavalry performing a charge (§8.4).*

d) Subtract one (–1) for each approach penalty in the defense approach that matches the unit type of the leading assault units.

EXAMPLE: *If the leading assault units are cavalry, then subtract one for each cavalry penalty in the defense approach.*

The **assault outcome** is the strength of the leading assault units less all applicable deductions above.

If the assault outcome is greater than zero (>0), the assault succeeds (the active player wins the assault; the passive player loses the assault). If the assault outcome is less than or equal to zero (≤0), the assault fails (the passive player wins the assault; the active player loses the assault).

6) APPLY LOSSES. Assault losses are applied immediately. Each player's losses are based on whether he won or lost the assault:

a) The winning player's leading unit loses one strength point (§13.1). When the winner has two leading units, the losing player chooses which leading unit will take the loss.

b) The losing player's units lose one strength point (§13.1) plus one additional strength point for each point the assault outcome was above or below zero. Losses must be taken from leading units, if possible. When the losing player has two leading units, the winning player chooses how the losses will be distributed between the leading units.

If losses exceed the strength of the leading units, then the excess losses are applied to any non-leading units that participated in the assault. The losing player chooses how the excess losses will be distributed among his non-leading units. Assault losses may only be applied to units that participated in the assault. If unapplied losses remain after all participating units have been eliminated, the excess losses are ignored.

7) OCCUPY THE DEFENSE LOCALE. The winning player's units occupy the defense locale as follows:

- If the assault failed, then all surviving assaulting units must fall back into reserve from the attack approach in the attack locale. Units securing the attack approach that are not assaulting units remain in place. All surviving defending units (if any) remain in place (securing the defense approach).

- If the assault succeeded, then all units in the defense locale must retreat (§12). (A retreat occurs only if any enemy units remain in the defense locale.) All assaulting units must move into the defense locale reserve. Any or all assaulting cavalry units may deploy (§8.0.1).

8) DECLARE PURSUIT. If the assault succeeded and at least one retreating unit survived its retreat, the active player may declare **pursuit** by any or all eligible cavalry units among the assaulting units.

Eligible cavalry units are those that were not leading assault units and that did not deploy in the defense locale. However, pursuit may not be declared if any of the surviving, retreating units are cavalry.

Declaring pursuit is at the discretion of the active player. Cavalry units participating in the pursuit (the pursuing units) must be turned face-up.

9) RESOLVE PURSUIT. Each locale into which an enemy unit retreated is an eligible pursuit target. Each pursuing unit may resolve pursuit against one target locale. Multiple pursuing units may be allocated among multiple target locales (or only one) as the active player chooses. *Exception:* Pursuit may not be resolved across a restricted boundary.

Pursuit is resolved against each target locale, one locale at a time, in any order the active player chooses. Each pursuit is resolved as follows:

a) The active player chooses a target locale and declares which of his pursuing units are participating in the pursuit against it.

b) The passive player must either withdraw (§11) all of his units from the target locale or secure the defense approach of the target locale.

Any units in the target locale reserve (except disrupted infantry units) may be used to secure the defense approach, not just units that retreated there. All units securing the approach must be turned face-up.

c) Completion of the pursuit resolution is based on the passive player's decision in (b):

- If the passive player withdrew his units from the target locale, then all participating pursuing units must enter the target locale and immediately secure any approach(es) adjacent to the locale(s) now occupied by the withdrawn enemy units. Pursuing units must remain in reserve (and cannot deploy) in the target locale if all enemy units were eliminated by their withdrawal.

- If the passive player secured the defense approach of the target locale, all pursuing units must secure the opposite approach.

8.3 Bombard

Bombard is an attack by one or two of the active player's artillery units, which must be securing an approach and ranging (§10.4), against an adjacent, enemy-occupied locale. There is no movement involved in a bombard command.

A bombard command may only be issued if the number of ranging artillery units securing the attack approach exceeds the number of ranging artillery units securing the defense approach. The number of ranging artillery units securing the attack approach that are eligible to bombard is limited to the number by which they *exceed* the number of ranging artillery units securing the defense approach.

The number of artillery units eligible to bombard is further limited by the width of the attack approach. Where the attack approach is narrow, only one artillery unit may bombard. Where the attack approach is wide, one or two artillery units may bombard.

EXAMPLE: The active player has three ranging artillery units securing a wide attack approach. The passive player has two ranging artillery units securing the defense approach. Only one of the active player's artillery units may bombard. Although a wide approach allows up to two units to bombard, the active player has only one more ranging artillery unit than the passive player does.

EXAMPLE: The active player has two ranging artillery units securing a narrow attack approach. There are no ranging artillery units securing the defense approach. One of the active player's artillery units may bombard (the limit for a narrow approach).

Only one bombard command may be performed across a given boundary per turn.

A bombard command *may* be performed across an impassable boundary.

The active player must spend one command point for each bombard command he issues, whether the command is performed by one artillery unit or two.

A bombard command is resolved by performing the following steps in the order listed:

1) The active player declares the attack approach and which of his eligible ranging artillery units in that position will participate in the bombardment (the bombarding units). All bombarding units must be turned face-up from the face-opponent configuration.

2) The bombardment target is determined according to the following priorities:

   a) If the defense approach is secured, it must be the target.

   b) If the defense approach is unsecured, the target must be the reserve of the defense locale.

   c) If the reserve is unoccupied, the target is one secured approach of the defense locale chosen by the active player.

3) The **bombardment outcome** is determined as follows:

   a) Add the strengths of the bombarding units together.

   b) Subtract one (-1) from this total for each artillery penalty in the defense approach if the defense approach is secured; subtract zero (-0) instead (ignoring any artillery penalties), if the defense approach is unsecured.

4) If the bombardment outcome is greater than zero (>0), the units in the bombardment target lose a number of strength points equal to the bombardment outcome. The passive player applies the strength point losses (§13.1) to his non-disrupted units in the bombardment target. If the bombardment outcome is zero or less (≤0), the bombardment has no effect.
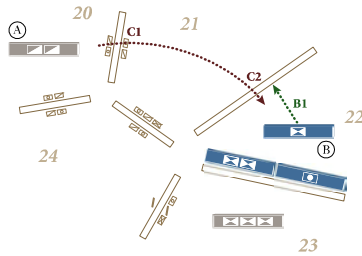
8.4 Charge

A **charge** is a move by one or more of the active player's cavalry units, which must be in reserve, that ends in an attack against an enemy-occupied locale that is *not* adjacent to the cavalry units' starting locale. The attack at the end of the charge will either result in a retreat by the enemy units in that locale or be resolved as an assault, depending on the passive player's response to the charge.

A charge involves three different locales: the locale the charging cavalry start in, the attack locale, and the defense locale. The attack locale must be adjacent to both the start locale and the defense locale, but the defense locale may *not* be adjacent to the start locale.

Example of a Charge

The Confederate cavalry in locale 20 charges the Union units in locale 22.

1) The Confederate player declares locale 20 is the starting locale of the charge, unit A (2-strength cavalry) is the charging unit, and turns A face-up.

2) Unit A enters the attack locale (21) by crossing the 20/21 boundary (C1) and secures the attack approach at 21/22 (C2). Unit A must be selected as the leading charge unit.

3) The Union player opts to secure the defense approach of the 21/22 boundary (B1) with unit B (1-strength infantry) in reserve in locale 22.

4) Since the Union player chose to secure the defense approach, the charge is resolved as an assault (§8.2.).

Unit A becomes the leading assault unit. Unit B is selected as the leading defense unit. To determine the assault outcome, the following are subtracted from unit A's strength of 2:

  a) -1 (unit B's strength)
  b) -0 (this step is skipped since the leading assault unit is not infantry)
  c) -0 (leading assault unit is cavalry performing a charge)
  d) -0 (no cavalry penalties in the defense approach)

The assault outcome is +1 (assault succeeds—Confederate player wins).

The Confederate player's leading assault unit (A) loses one strength point. The Union player's leading defense unit (B) loses two strength points. However, B is only a 1-strength unit—it can only lose a maximum of one strength point and becomes a disrupted infantry unit. The excess loss is ignored, since no other Union units participated.

All of the Union units in locale 22 are forced to retreat (§12).

Unit A moves into locale 22 reserve. It may deploy (§8.0.1), but it is not eligible to pursue as it was a leading assault unit.

NOTE: Boundaries C1 and C2 cannot be crossed by any units for the rest of turn due to the charge and the assault. Locale 22 cannot be entered by any other units this turn (except the reduced, 1-strength unit A) as it was occupied by a successful assault.

- The attack locale may be unoccupied or occupied by friendly units, but not by enemy units. The attack approach may not be secured.

- The defense locale must be enemy-occupied and the defense approach must be unsecured.

A charge may not be performed if the opposite approach of the boundary between the start and the attack locale is obstructed, or if the defense approach is obstructed.

A charge may not be performed across a restricted or impassable boundary. If the boundary between the start and the attack locales or the boundary between the attack and the defense locales is restricted or impassable, a charge is prohibited.

The active player's units that participate in the charge must *all* be cavalry units and must include at least one 2-strength cavalry unit. Thus, 1-strength cavalry units may not charge by themselves.

Only one charge may be performed across a given boundary per turn. Furthermore, no unit may cross a boundary where a charge was performed earlier in the same turn. These restrictions apply to the boundary between the start and attack locales as well as the boundary between the attack and defense locales.

The active player must spend one command point for each charge command he issues.

Reminder: A locale that was occupied by a successful assault (or by a charge that was resolved as an assault) may not be entered by any units in the same turn, other than the units that participated in the assault (§8.2).

A charge command is resolved by performing the following steps in the order listed:

1) The active player declares the starting locale of the charge and which of his cavalry units in that locale's reserve will participate in the charge (the charging units). Only cavalry units currently in reserve of the starting locale can participate, although not all are required to do so. All charging units must be turned face-up.

2) The charging units enter the attack locale and secure the attack approach. The active player then selects his **leading charge units**. Only 2-strength cavalry units may be selected as leading charge units.

   At least one leading charge unit must be selected. Where the attack approach is narrow, only one leading charge unit may be selected. Where the attack approach is wide, one or two leading charge units may be selected.

3) The passive player must either retreat (§12) from the defense locale or secure the defense approach. Only non-disrupted units in the defense locale reserve may secure the defense approach. All units that secure the defense approach must be turned face-up.

4) The resolution of the charge is based on whether the passive player's units retreated or secured the defense approach:

   a) If the passive player's units retreated, *a one strength point loss is applied to a leading charge unit* and all charging units enter the defense locale. The charging units may deploy (§8.0.1).

   b) If the passive player's units secured the defense approach, the charge becomes (and is resolved as) an assault (§8.2). For purposes of resolving the assault, the charging units and leading charge units are the "assaulting units" and "leading assault units," respectively. All units that secured the defense approach are "defending units."

8.5 Maneuver

A **maneuver** is an *attempted* move by one or more of the active player's units, which must be in reserve, into an adjacent, enemy-occupied locale. The enemy units in the defense locale must either all withdraw, or at least one unit in the defense locale reserve must secure the defense approach.

Disrupted infantry units may never participate in a maneuver.

A maneuver may only be performed where the defense approach of the adjacent, enemy-occupied locale is unsecured. A maneuver may not be performed across an impassable boundary.

The active player must spend one command point for each maneuver command he issues.

Reminder: Units may never cross a boundary where an assault or charge was performed earlier in the same turn (§8.2).

A maneuver command is resolved by performing the following steps in the order listed:

1) The active player declares the attack locale and which of his units in reserve there will participate in the maneuver (the maneuvering units). Only units currently in

reserve of the attack locale may participate, although not all are required to do so. He must then declare the defense locale.

2) The passive player must either withdraw (§11) all of his units from the defense locale or secure the defense approach with one or more non-disrupted units in reserve of the defense locale. *All units that secure the defense approach* must *be turned face-up.*

   If the passive player has no units in reserve in the defense locale eligible to secure the defense approach, his units must withdraw from the defense locale.

3) Final resolution of the maneuver is based on whether the passive player's units withdrew or secured the defense approach:

   - If the units withdrew, all of the maneuvering units *must* move into reserve in the defense locale. Any or all maneuvering cavalry units may deploy (§8.0.1).

   - If the defense approach was secured, any or all (or none) of the maneuvering units may secure the attack approach. There is no additional command point cost if some maneuvering units secure the attack approach and others remain in reserve. *All maneuvering units that secure the attack approach* must *be turned face-up.*

8.6 March

A **march** is one of four possible non-combat moves performed by one or more of the active player's units. Locales entered by a march command may be unoccupied or occupied by friendly units, but they may never be enemy-occupied.

Multiple units may participate in the same march command at a cost of one command point when all units start in the same position and perform the march together. The required starting position depends on the type of march command issued: cavalry march (§8.6.1), field march (§8.6.2), local march (§8.6.3), or road march (§8.6.4).

The active player must spend one command point for each march command he issues.

Reminder: Units may never cross a boundary where an assault or charge was performed earlier in the same turn (§8.2).

Reminder: A locale that was occupied by a successful assault (or by a charge that was resolved as an assault) may not be entered by any units in the same turn, other than the units that participated in the assault (§8.2).

8.6.1 Cavalry March

A **cavalry march** is a move of two locales by one or more of the active player's cavalry units, which must be in reserve. Only cavalry units may participate in a cavalry march.

A cavalry march involves three different locales: the locale the cavalry units start in, the intermediate locale, and the destination locale. The intermediate locale must be adjacent to both the start locale and the destination locale. Neither of the two boundaries the units cross may be restricted or impassable.

A cavalry march command is resolved by performing the following steps in the order listed:

1) The active player declares the start locale and which of his cavalry units in reserve there will participate in the march (the marching units). Only units currently in reserve in the start locale may participate, although not all are required to do so. All marching units must be turned face-up.

2) The marching units move through the intermediate locale then move into reserve in the destination locale.

3) Any or all marching cavalry units may deploy (§8.0.1).

8.6.2 Field March

A **field march** is a move into an adjacent locale by one or more of the active player's units. Units performing a field march may be either in reserve or securing an approach, but all units performing the same field march command together must be in the same position.

Ranging artillery units may not participate in a field march (§8.0.2).

Disrupted infantry units may only participate in a field march if at least one non-disrupted unit (in the same position as the disrupted infantry units) participates in the same field march command and moves along with the disrupted infantry units.

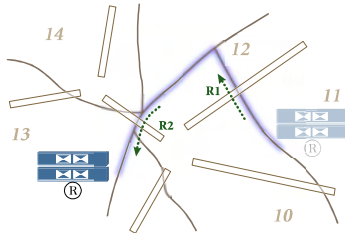Units performing a field march may not cross an impassable boundary.

A field march command is resolved by performing the following steps in the order listed:

1) The active player declares the locale, the position (either in reserve or securing an approach), and which of his units in that position will participate in the march

(the marching units). Only units currently in the declared position may participate, although not all are required to do so.

2) The marching units move into reserve in the adjacent locale. If the marching units were securing an approach, they must enter the adjacent locale containing the opposite approach.

3) Any or all marching cavalry units may deploy (§8.0.1).

8.6.3 Local March

A **local march** is a move from one position to another position within the same locale by one or more of the active player's units.

Ranging artillery units may not participate in a local march (§8.0.2).

Disrupted infantry units may never participate in a local march.

A local march command is resolved by performing the following steps in the order listed:

1) The active player declares the locale, the position (either in reserve or securing an approach), and which of his units in that position will participate in the march (the marching units). Only units currently in the declared position may participate, although not all are required to do so.

2) The marching units move based on their position:

- If the marching units are *securing an approach*, they must move into reserve in the same locale. Any or all marching cavalry units may deploy (§8.0.1).

- If the marching units are *in reserve*, they may secure an approach of the same locale. The approach that the unit(s) secure must be adjacent to an enemy-occupied locale.

8.6.4 Road March

A **road march** is a move of one, two, or three locales (connected by road or railroad bed) by one or more of the active player's units, which must be in reserve.

NOTE: The railroad bed is treated as a main road for all purposes.

Units performing a road march may move up to three locales if moving by main road or up to two locales if moving by local road or any combination of local road and main road.

Units that perform a road march together must end the march in the same locale together—units may not be "dropped off" along the march.

Units moving by road march must always follow a path of connected roads from one locale to the next, crossing the common boundary between the locales where the road intersects it. Additionally, units moving by road march may only move in one direction on a given road.

Each road that intersects a given boundary may only be used for one road march command per turn. As each boundary is crossed during a road march, the point where the road (being used for the march) intersects each boundary is marked with a cube. The cubes are left in place until the end of the turn (§10.5) as a reminder that the road marked at that boundary may not be used for a different road march command issued later in the current turn (other, unmarked, roads that intersect the same boundary may still be used).

One road march command can be used to move units in multiple adjacent locales. This type of road march is a **column march**. In order to be eligible for a column march, the units must be in a series of adjacent locales, all connected by a continuous path of roads. Only locales on a *single*, continuous path of roads are eligible: if a road forks, only locales along one path are eligible (no merging is allowed).

Units performing a column march have the following restrictions:

- The units in each participating locale, starting with the units at the head of the column, must complete their march as a group before the units in the next locale begin their march.

- A group of units may neither move farther than any group that preceded it, nor end its move so that it is no longer adjacent to a preceding group. For purposes of a column march, locales are adjacent only when their common boundary is intersected by the road being used for the column march. This does not, however, preclude a group of units from ending its move in the *same* locale as a preceding group (locale capacity permitting).

- Units performing a column march may move up to three locales only if every group in the column is moving by main road, otherwise all units participating in the column march are limited to moving up to two locales.

Disrupted infantry units may only participate in a road march if at least one non-disrupted unit (in the same position as the disrupted infantry units) participates in the same road march command and moves along with the disrupted infantry units.

A road march may not be performed across restricted or impassable boundaries.

A road march command is resolved by performing the following steps in the order listed (when a column march is performed, the units in each participating locale perform and complete steps (2) and (3), below, as a group, as described above):

1) The active player declares the locale(s) and which of his units in reserve in each locale will participate in the road march (the marching units). Only units currently in reserve in the declared locale(s) may participate, although not all are required to do so.

2) The marching units move from locale to locale along a continuous road that connects each locale entered. All marching units end in reserve in the last locale they enter. When a march uses only main roads, the units may move up to three locales. When any part of the march uses a local road, the units may move up to two locales.

   As each boundary is crossed, the road is marked with a cube where it intersects the boundary. Marching units may not use a road that is marked from a previous road march command.

   NOTE: Other than the group of units at the head of a column, all groups performing a column march may (and likely will) cross boundaries using marked roads previously used by a preceding group. This is permitted as all groups performing a column march use (by definition) the *same* road march command.

3) Any or all marching cavalry units may deploy in the last locale they enter (§8.0.1).

9 Staff Command Phase

The active player may only issue staff commands to units he controls. *No unit may be issued more than one command per turn,* therefore units that were issued a command during the Field Command Phase (§8) may *not* be issued a command during this phase. No unit may be issued more than one staff command per turn. Additionally, not all eligible units must be issued a staff command during a given turn.

The active player must spend one command point (§4.2) for each staff command he issues. Each staff command issued must be completely resolved before any other commands are issued.

The following is a summary of all staff commands:

1) Reorganize (§9.1)—merge small units or split large units in reserve;

2) Rally (§9.2)—replace each pair of disrupted infantry units in a locale with one 1-strength infantry unit, in reserve; and

3) Mobilize (§9.3)—place any or all of the units in *one* reinforcement group on the map, in reserve.

Staff commands must be issued in the strict sequence listed above (all reorganize commands before any rally commands, etc.). The active player is not required to issue any staff commands.

Reminder: A locale's capacity may never be exceeded at any time (§4.3.1).

9.1 Reorganize

A **reorganize** command allows infantry or cavalry units in reserve to either **merge** into a single, larger unit, or to **split** into smaller units.

NOTE: Artillery units and disrupted infantry units are not eligible to reorganize.

A single reorganize command allows all eligible units (except those that were previously issued a command in the current turn) in reserve of the same locale to reorganize. Units in the same locale do not all have to reorganize the same way—some may merge and others may split (though no unit may do both).
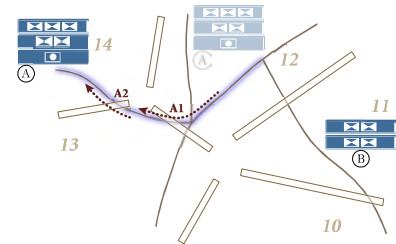
The active player must spend one command point for each reorganize command he issues.

A reorganize command is resolved by performing the following steps in the order listed:

1) The active player declares the locale and which of his infantry or cavalry units in reserve there will participate in the command (the reorganizing units). Only units currently in reserve that have not been previously issued a command may participate, although not all are required to do so.

2) The reorganizing units must be turned face-up then merge or split as follows:

   - To *merge,* two 1-strength units of the same type are removed from the map and replaced with one, face-up, 2-strength unit of the same type in reserve.


Example of a Column March

(Continued from previous page.)

2a) Group A enters locale 13 and a blue cube is placed on the boundary at A1 (where the road intersects the boundary). All three units then enter locale 14 reserve and a blue cube is placed on the boundary at A2 (where the road intersects the boundary).

3a) Since none of the marching units are cavalry, this step does not apply (all three units end the march in reserve in locale 14).
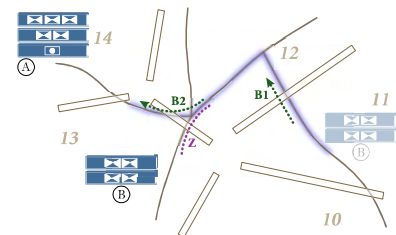
2b) Group B enters locale 12 and a blue cube is placed on the boundary at B1 (where the road intersects the boundary). Both units then enter locale 13 reserve. Since a blue cube was already placed (for Group A) on the boundary where it was intersected by the road at B2 (note that B2=A1 from Group A's move), an additional cube is not placed.

NOTE: Group B was allowed to use the marked road where it intersected the boundary at A1 (a.k.a. B2) because Group B crossed there using the same command as Group A (the column march). Had A1 been marked by a cube placed for units performing a separate road march command, Group B would not have been allowed to cross that boundary using that road.

3b) Since neither of the marching units is cavalry, this step does not apply (both units end the march in reserve of locale 13).

NOTE: The second road that intersects the 12/13 boundary (at Z) was not used or marked and is still available for a later road march made by other units.

NOTE: A 3-strength unit may not be created by merging.

EXAMPLE: Two 1-strength cavalry units may be replaced by one 2-strength cavalry unit.

- To *split*, one 2- or 3-strength unit is removed from the map and replaced, in reserve, with face-up units of the same type that have a combined strength equal to the unit that was removed.

    EXAMPLE: A 3-strength infantry unit may be replaced either by one 2-strength and one 1-strength infantry unit, or by three 1-strength infantry units.

9.2 Rally

A **rally** command allows each *pair* of disrupted infantry units in reserve in a single locale to be replaced by one 1-strength infantry unit. The active player's army morale is increased by one (+1) for each pair of disrupted infantry units that rally.

A single rally command allows every pair of disrupted infantry units in the same locale to rally. A disrupted infantry unit that was previously issued a command in the current turn is not eligible to rally.

A rally command may only be performed in a locale that has at least one non-disrupted unit in reserve with the disrupted infantry units. The non-disrupted unit does not participate in the rally, only its presence is required (so whether or not it was previously issued a command in the current turn has no effect).

The active player must spend one command point for each rally command he issues.

A rally command is resolved by performing the following steps in the order listed:

1) The active player declares the locale and which of his disrupted infantry units in reserve there will participate in the rally (the rallying units). Only disrupted infantry units that have not been previously issued a command may rally. At least one non-disrupted unit must be in reserve with the rallying units.

2) Each pair of rallying units is removed from the map and replaced with one, face-up 1-strength infantry unit in reserve.

    NOTE: Disrupted infantry units may only rally by pairs; a single disrupted infantry unit may not rally.

3) Add one (+1) to the active player's army morale for each pair of disrupted infantry units that was rallied.

9.3 Mobilize

A **mobilize** command allows any or all of the units from one **reinforcement group** to be placed on the map in a reinforcement entry locale. The active player's army morale is decreased by two (-2) the first time any units are mobilized from each of his four reinforcement groups.

NOTE: Only *one* mobilize command may be issued per turn.

Reinforcement groups must be mobilized in the order they appear on the unit display (§4.3.2), starting with the 1st group. All units in one group must be mobilized before any units in the next group may be mobilized. Units from two different groups may not be mobilized with the same command.

All of the units in a reinforcement group must be shuffled (§7.1) before any unit(s) from that group are mobilized.

NOTE: The units in a reinforcement group are an exception to the restriction (§7.1) that units of the same type and strength cannot be shuffled.

The active player must spend one command point to issue a mobilize command.

A mobilize command is resolved by performing the following steps in the order listed:

1) The active player declares the mobilize command and which units of the eligible reinforcement group will participate (the mobilizing units).

    NOTE: All units in the group must be shuffled (§7.1) before any are mobilized.

2) One reinforcement **entry locale** is selected. Only locales marked with a reinforcement entry symbol [colored triangle] (§4.3.1) of the active player's army can be selected. Only one locale may be selected each turn. An enemy-occupied entry locale may not be selected.

3) The mobilizing units are placed face-down in the entry locale reserve. Any mobilizing units that cannot be placed into the entry locale (due to capacity limits) must remain face-down in the appropriate reinforcement group section of the unit display.

4) Subtract two (-2) from the active player's army morale the first time any unit(s) of a reinforcement group mobilize (§11). If all of the units in a group do not mobilize on the same turn, there is no additional morale penalty when the remaining unit(s) of that group mobilize during a later turn.

10 Administration Phase

The active player may only administer his own units and command cards.

NOTE: None of the sub-phases in this phase require spending command points.

The active player must carry out the five sub-phases of the Administration Phase in the following strict sequence:

1) Claim Captured Objectives (§10.1)—apply morale penalties to the enemy army's morale for captured objective locales and determine if a decisive victory has been achieved;

2) Stand Down Units (§10.2)—move units that are securing approaches to reserve where the adjacent locale is no longer enemy-occupied;

3) Spike Artillery (§10.3)—optionally eliminate friendly artillery units;

4) Range Artillery (§10.4)—optionally prepare artillery units to either perform bombard commands on the next (or a later) turn or to suppress bombardment by enemy artillery units (§8.3); and

5) Draw Command Cards & Cleanup (§10.5)—refill hand with command cards and remove temporary markers from the map.

10.1 Claim Captured Objectives

The active player subtracts five (-5) from the enemy army's morale for each of his objective locales (§13.3) that he can currently claim is captured. An objective locale is **captured** if a 2- or 3-strength infantry unit (the qualifying unit) controlled by the active player occupies it. To claim capture, the qualifying unit must be turned face-up (the qualifying unit may be either in reserve or securing an approach of the objective locale).

The active player claims capture *every turn* for each currently captured objective locale. (Thus, the same objective locale will impose the -5 morale penalty on the enemy army each turn the active player can claim capture for it.)

If the enemy army is demoralized (§13.4) during this sub-phase, the game ends immediately and the active player wins a decisive victory (§14).

If a decisive victory has not occurred by the end of this sub-phase of the Confederate player's last turn (8pm), then one player will win a marginal victory based on the burden of victory conditions (§14).

10.2 Stand Down Units

All of the active player's units that are securing approaches adjacent to locales that are no longer enemy-occupied must **stand down**. Units stand down by moving from the secured approach into reserve of the same locale.

NOTE: Ranging artillery units (§10.4) that stand down will cancel their ranging by default (artillery in reserve cannot range) and are turned face-up from the face-opponent configuration.

Standing down units is mandatory and does not cost any command points.

10.3 Spike Artillery

The active player may **spike** (eliminate) any artillery unit he controls. For each artillery unit he spikes, the active player subtracts one (-1) from his army morale. The enemy army's morale is not adjusted in any way.

Spiking an artillery unit does not cost any command points. Spiking artillery is at the discretion of the active player.

10.4 Range Artillery

The active player may **range** artillery units he controls in order to make them eligible to perform bombard commands (§8.3) during the next (or a later) turn. Ranging may also suppress bombardment by enemy artillery units securing the opposite approach (§8.3).

Ranging may only be performed by artillery units that are securing approaches adjacent to enemy-occupied locales. Artillery units in reserve may *never* range. Additionally, artillery units may not range during the same turn they were issued a bombard command.

Artillery units that range must be turned face-opponent.

Ranging an artillery unit does not cost any command points. Ranging artillery is at the discretion of the active player.

10.5 Draw Command Cards & Cleanup

The active player takes two cards from his draw deck (or only one card, when the draw deck has only one card remaining) and adds them to his hand.

Range Artillery

Why Range?

The most obvious reason for ranging an artillery unit is so that it may bombard during a later turn. A less obvious reason is to engage in "counter-battery fire."

Although a solitary artillery unit can bombard only every other turn, cumulatively these bombardments can seriously erode the enemy army's morale. The effects are magnified when two artillery units alternate ranging and bombarding across the same boundary every turn. Additionally, two artillery units at a wide boundary may, for the same command, bombard simultaneously, immediately inflicting two losses. Unchecked, bombardment in the game—given the number of artillery units in play—is too effective when compared to the historical performance of artillery at First Bull Run.

In order to reduce artillery's excessive effectiveness, the concept of "counter-battery fire" was introduced (the alternative was to simply reduce the number of artillery units in the game, but players would lose the tactical flexibility that the current unit distribution provides).

For each enemy ranging artillery unit that occupies the opposite approach, one friendly ranging artillery unit is unable to bombard. Opposing pairs of ranging artillery units suppress each other's ability to bombard because they both are deemed to be engaged in counter-battery fire. To overcome counter-battery fire, a player must have more ranging artillery units than the enemy has in the opposite approach. Only those units not engaged in counter-battery fire are free to bombard.

If there are no cards in his draw deck at the start of this sub-phase, the active player shuffles all six cards in his discard pile to create a new draw deck. He then draws a hand of three cards (§4.2.2).

Next, the active player removes all cubes from the map that he placed during the current turn to mark boundaries crossed by road marches.

Finally, if it is the Confederate player's turn, he must move the time marker (§4.4.2) to the next space (that is, one hour later) on the Time Track (§4.3.2).

11 Withdrawals

A **withdrawal** typically occurs when units vacate a locale in response to an enemy maneuver (§8.5), although withdrawals can also occur during pursuit (§8.2, step 9). A withdrawal may cause some (or all) withdrawing units to suffer strength point losses. If any units withdraw from a locale, all units in that locale must withdraw.

The withdrawing player resolves a withdrawal by performing the following steps in the order listed:

1) If *all* units in the locale are disrupted infantry units, they are all eliminated and the withdrawal is considered resolved.

    If, however, at least one non-disrupted unit occupies the locale, all disrupted infantry units in the locale survive and will withdraw in step (3) below. All units in the locale must be turned face-up.

    NOTE: The non-disrupted unit that enables the disrupted infantry units to survive the withdrawal does so even if the non-disrupted unit is itself disrupted or eliminated in step (2) of the withdrawal.

2) Strength point losses due to the withdrawal are applied as follows:

    a) First, each artillery unit in the locale loses one strength point (§13.1) and is eliminated.

    b) If any infantry units are in reserve, the withdrawing player must apply a one strength point loss to any one of them (of the withdrawing player's choice, if there is more than one). The loss cannot be applied to a cavalry unit in reserve.

    c) A one strength point loss must be applied to each secured approach. The withdrawing player applies the loss to any one unit (of his choice, if there is more than one) in each secured approach.

3) After losses have been applied, all surviving units must vacate the locale. The withdrawing player may move his units into the same or different locales, but he must observe all of the following restrictions when moving them:

    a) The withdrawing units may not move into the locale from which the enemy units, which caused the withdrawal, originated.

    b) The withdrawing units may not move into an enemy-occupied locale.

    c) The withdrawing units may not cross an impassable boundary.

    d) The withdrawing units may not move into a locale if the locale's maximum capacity would be exceeded.

    e) The withdrawing units may not cross a boundary where an assault or charge was performed earlier in the turn.

    f) The withdrawing units may not move off the map.

    All withdrawing units must end their move in reserve in the locale into which they withdrew.

    If any or all of the withdrawing units are prevented from moving due to any of the restrictions above, each unit unable to vacate the locale is eliminated (apply strength point losses equal to their current strength). Disrupted infantry units, including newly created ones, are also eliminated.

4) Morale is adjusted as follows:

    a) Subtract one (-1) from the withdrawing player's army morale for each strength point loss caused by the withdrawal.

    b) Add one (+1) to the *opposing* (non-withdrawing) player's army morale for each artillery unit eliminated (§13.2).

12 Retreats

A **retreat** occurs when units are forced to vacate a locale due to an enemy advance (§8.1), assault (§8.2), or charge (§8.4). A retreat may cause some (or all) retreating units to suffer strength point losses. If any units retreat from a locale, then all units in that locale must retreat.

When a retreat is caused by an assault (or a charge that was resolved as an assault), retreating units that participated as defending units in the assault do not suffer any of

the retreat losses described in step (2) below. *Exception:* Artillery units that were defending units are still eliminated by the retreat.

The retreating player resolves a retreat by performing the following steps in the order listed:

1) If *all* units in the locale are disrupted infantry units, they are all eliminated—the retreating player applies the -1 army morale retreat penalty in step (4a) below and the retreat is considered resolved.

   If, however, at least one non-disrupted unit occupies the locale, all disrupted infantry units in the locale survive and will retreat in step (3) below. All units in the locale must be turned face-up.

   NOTE: The non-disrupted unit that enables the disrupted infantry units to survive the retreat does so even if the non-disrupted unit is itself disrupted or eliminated in step (2) of the retreat.

2) Strength point losses due to the retreat are applied as follows:

   a) First, each artillery unit in the locale loses one strength point (§13.1) and is eliminated.

   b) If any infantry units are in reserve, the retreating player must apply a one strength or two strength point loss to them. A one strength point loss is applied if the attack approach was narrow. A two strength point loss is applied if the attack approach was wide. The retreating player chooses which unit(s) will have the loss(es) applied. Losses cannot be applied to cavalry units in reserve.

   c) A one strength or two strength point loss must be applied to each secured approach. The retreating player applies the loss(es) to the unit(s) of his choice in each secured approach. Losses are applied as follows:

      • A one strength point loss is applied to an approach secured only by cavalry units.

      • A one strength point loss is applied to a narrow approach if its opposite approach is not enemy-occupied *and* the attack approach was narrow.

      • A two strength point loss is applied to a narrow approach if its opposite approach is enemy-occupied *or* the attack approach was wide.

      • A two strength point loss is applied to a wide approach.

3) After losses have been applied, all surviving units must vacate the locale. The retreating player may move his units into the same or different locales, but he must observe all of the following restrictions when moving them:

   a) The retreating units may not move into the locale from which the enemy units, which caused the retreat, originated.

   b) The retreating units may not move into an enemy-occupied locale.

   c) The retreating units may not cross an impassable boundary.

   d) The retreating units may not move into a locale if the locale's maximum capacity would be exceeded.

   e) The retreating units may not cross a boundary where an assault or charge was performed earlier in the turn.

   f) The retreating units may not move off the map.

   All retreating units must end their move in reserve in the locale into which they retreated.

   If any or all of the retreating units are prevented from moving due any of to the restrictions above, then each unit unable to vacate the locale is eliminated (apply strength point losses equal to their current strength). Disrupted infantry units, including newly created ones, are also eliminated.

4) Morale is adjusted as follows:

   a) Subtract one (-1) from the retreating player's army morale. This **retreat penalty** is applied even if *all* retreating units were eliminated in step (1) above or *no* retreating units suffered strength point losses in step (2) above.

      Reminder: In a successful assault, a retreat occurs only if any defending units remain in the defense locale (§8.2).

   b) Subtract one (-1) from the retreating player's army morale for each strength point loss caused by the retreat.

   c) Add one (+1) to the *opposing* (non-retreating) player's army morale for each artillery unit eliminated (§13.2).

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13 Morale

Each army's current morale is tracked on the Morale Track. Neither army's morale may ever exceed 25, nor fall below 0.

13.1 Strength Point Losses

When strength point losses are applied to a unit, subtract one (-1) from the controlling player's army morale for each strength point lost. The damaged unit is replaced in the same position with a face-up unit of the appropriate lower strength (§4.1.3).

If a unit suffers strength point losses equal to or greater than its current strength, that unit is eliminated and removed from play. *Exception:* An infantry unit that suffers a strength point loss equal to or greater than its current strength is replaced by a disrupted infantry unit in reserve in the same locale.

Losses in excess of a unit's strength do not affect its army's morale.

Strength point losses are never applied to disrupted infantry units. Elimination of disrupted infantry units never affects morale.

13.2 Recovery

Morale may be recovered during a game in either of the following ways:

- For each pair of friendly disrupted infantry units that rally (§9.2), add one (+1) to the controlling player's army morale.

- For each friendly artillery unit eliminated (except by artillery spiking, §10.3), add one (+1) to the opposing player's army morale.

13.3 Objective Locales

Locales on the map with objective symbols [colored stars] are **objective locales**.

The Union army's objective locales have a blue star and are located on the southern edge of the map. The Confederate army's objective locales have a gray star and are located on the eastern and northeastern edge of the map.

An objective locale is considered captured when it is occupied by at least one 2- or 3-strength infantry unit of the army whose objective the locale is. For each of his army's objective locales that a player can currently claim is captured during the Claim Captured Objectives sub-phase (§10.1), he subtracts five (-5) from his opponent's army morale.

NOTE: There is no morale effect if a player's units occupy his opponent's objective locales.

13.4 Demoralization

Demoralization occurs when an army's morale reaches zero (0).

If either army is demoralized after a command is completely resolved or at the end of a sub-phase, the game ends immediately. The winner is determined by the current victory conditions (§14).

14 Victory Conditions

The game ends immediately when either army becomes demoralized (§13.4).

If one army is demoralized, the player controlling the non-demoralized army wins a decisive victory. If both armies are demoralized during the same turn, the passive player of the current turn wins a marginal victory. If neither army has been demoralized by the end of the Confederate player's last turn of the game (8pm), the winner is determined by the **burden of victory** conditions:

The Union player has the burden of victory. If neither army was demoralized by the end of the last round (8pm), the Union player wins a marginal victory as long as his army morale is seven or higher (7+) than the Confederate player's army morale; any other result is a marginal victory for the Confederate player. A tied game is not possible.