An Introduction to
Baptism at Bull Run
for Bonaparte at Marengo players

This overview of the differences between *Bonaparte at Marengo* (BaM) and *Baptism at Bull Run* (BaBR) is provided as an aid for experienced BaM players.

Terminology

Differences in rule presentation resulted in some changes and additions to BaM's game terms:

Approaches. Although these are named and function identically in both games, BaBR adds the concept of *boundaries* to express a third level of movement access between locales (restricted). Each opposing pair of approaches is associated with a *boundary* that can be: (a) passable, (b) restricted, or (c) impassable.

Artillery defense (in an assault) is *artillery support* in BaBR.

Blocking an approach is *securing* an approach in BaBR.

Cavalry continuation is known as *deployment* in BaBR, which is the US cavalry's drill term for moving from close column into line. BaBR has fewer restrictions on cavalry performing deployment.

Command-limit is expressed as *command points* (CP) in BaBR.

Declare bombardment is called *ranging artillery* in BaBR.

Maneuver Attack. This form of BaM movement appears in BaBR as a distinct field command called MANEUVER; a BaM maneuver attack that cannot be blocked appears in BaBR as the ADVANCE field command.

Unit Types

Artillery. Ranging artillery in BaBR (like declaring bombardment in BaM) is "free" (that is, it does not cost a CP), but the BOMBARD field command costs 1 CP to execute. When both sides have ranging artillery in opposite approaches, only ranging artillery units in excess of their opposing numbers may bombard.

Eliminating an enemy artillery unit increases a player's army morale by +1. A player may *spike* (eliminate) his own artillery to deny his opponent this bonus.

Cavalry in BaBR:

- cannot perform "maneuver attacks" (*i.e.*, perform a MANEUVER field command) while moving by road;
- can move two locales off-road (by using a CAVALRY MARCH field command);
- can CHARGE (move then attack a locale that was not adjacent to its starting locale);
- incur a -1 penalty when assaulting infantry (unless the cavalry is performing a CHARGE).

Disrupted Infantry is a new unit type in BaBR. An infantry unit that is reduced to zero (0) strength or less is replaced by a disrupted infantry unit. Disrupted infantry have severely restricted capabilities but may RALLY (in pairs) to be replaced by a 1-strength infantry unit and increase their army's morale by +1.

Sequence of Play

BaM's fixed order for resolving bombardment, assaults, and movement is not used. In BaBR, these actions are explicit commands that can be executed in any order the player chooses during the Field Command phase of his turn. A turn in BaBR has four phases: Preparation, Field Command, Staff Command, and Administration. These four phases are resolved in the order listed.

BaM's fixed 3-command limit per turn is replaced by a variable number of CP (4–6) available each turn. The variable CP are managed via a small card deck.

Game Functions

Assaults. The symbol for the infantry (attack) penalty that applies to every approach is not printed on the BaBR map. The penalty is expressed as a universal infantry assault modifier in the assault procedure.

Cavalry *pursuit* in BaBR can only be performed by the assaulting player and is treated as a "free" MANEUVER immediately following a successful assault.

Road Movement. In BaBR, all road movement costs 1 CP to perform, regardless of road type. Multiple units may participate in the same road movement command at a cost of 1 CP: in a ROAD MARCH, the units all begin their road move in the same locale; in a COLUMN MARCH, the units begin in adjacent locales.

Reinforcements. Reinforcements in BaBR do not enter the map by road movement: they are placed in an entry locale and cannot move in the same turn in which they are placed. Placing a reinforcement group on the map costs 1 CP and deducts 2 from its army's morale.

Reorganization. Units in BaBR may merge into one larger unit or split into smaller ones.

Revealing units. All units that block/secure an approach during a MANEUVER are turned face-up. Face-up units securing an approach cannot be shuffled while the adjacent locale is enemy-occupied.

Retreats. BaBR has two forms of involuntary retrograde movement: *withdrawal* and *retreat*. A retreat causes higher strength losses than a withdrawal. Retreats also impose a -1 morale penalty (known as the *retreat penalty*) in addition to any morale losses incurred due to strength point reductions.

Securing approaches. In BaBR, units may secure the approaches of impassable boundaries. Artillery units may BOMBARD across impassable boundaries.

Winning the Game. A decisive victory is won by demoralizing the opposing army. If neither army is demoralized after the last turn, then one side wins a marginal victory based on the final morale difference: the USA wins if its morale is 7+ higher than the CSA morale, otherwise the CSA wins.

In BaBR, capturing a starred, territorial objective locale with a 2- or 3-strength infantry unit deducts 5 morale from the opposing army's morale every turn that the objective locale is occupied.

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