BULL RUN 1861

INTRODUCTION

Bull Run 1861 covers the first military campaign of the American Civil War. Union forces must push towards the Rebel capital of Richmond, but must keep their rear secure. The Confederate army must prevent their breakthrough while threatening Washington, head of Lincoln's government and so close to the frontlines...

Bull Run 1861 lasts 12 turns each representing about 1 day between the 13th and the 24th of July, 1861. It opposes the Union and the Confederacy over Northern Virginia.

Forces of both sides are rather similar, as they are made of freshly recruited infantry

- The Yankees (Union) have more assets but their leaders less experienced.
- The Rebels (Confederates) are less numerous but can benefit from a slightly better command.

The game event cards allow full replay ability thanks to the numerous various situations that their create on the diplomatic, military, political or economical fields.

DURATION

Average Game Duration: 1h00
Favored Side: None
Most Difficult Side to Play: Confederates

The scenario lasts 12 turns (between the 13th and 24th July, 1861), each turn being equivalent to 1 day.

The Union player always plays before the Confederate player.

The **Union player** controls the **Federal units (blue)** and the **Unionist states militias (green)**.
The **Confederate player** controls the **Confederate units (grey)** and the **Secessionist states militias (tan)**.

MAPBOARD

- The **Union player** controls at game start the Maryland, Harpers'Ferry, Berlin, Charlestown, Licksville, Leesburg, Ashburn, Reston and Alexandria (VA).
- The **Confederate player** controls all the other regions.

★ ★ ★ ★ ★ VICTORY

IMMEDIATEE VICTORY TAKES PLACE IF AND WHEN

1) At lest **5 supplied Union units** occupy Warrenton Junction (VA) at the end of a turn
2) The **Confederate player** occupies Washington at the end of a turn.
3) One of the players reaches or exceeds 20 VP.

Otherwise the player having the most VP at the end of the scenario wins the game.
At least one **Union unit** controls Strasburg / Manassas : + 3 PV per region.
At least one **Confederate unit** controls Harper's Ferry / Alexandria : + 3 VP per region.

SPECIAL RULES

WASHINGTON GARRISON
Units and leaders in Washington at start of the game are the Washington garrison. They can't move until a specific card has ben played

ECONOMIC PHASE
Takes place every odd turns (1,3,5,7,9,11).

COST OF UNITS
- **Militias, Supply Wagons**: $1.
- **Elite unit « E » / Artillery / Cavalry /extra event card**: $3.
- **All other units**: $2.

SUPPLY SOURCES
Union : Washington, Berlin.
Confederacy : Strasburg, Warrenton Junction.

DECOYS
The counters labelled "Decoy" of the **Confederate Player** are placed in his starting stacks. They have no value (support units without effect or value) but are used to confuse the opponent as to the exact number of units present in Confederate stacks.