



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 they create on the diplomatic, military, political or economical fields.

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.



DURATION

Average Game Duration: **1h**

Favored Side: None

Most Difficult Side to Play: **Confederates**

FORCES

The **Union** player controls the **Federal units (blue)** and the **Unionist states militias (blue)**.

The **Confederate** player controls the **Confederate units (tan)** 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)**. Check the dotted blue line on the map.
- The **Confederate** player controls all the other regions.



VICTORY

IMMEDIATE VICTORY TAKES PLACE IF AND WHEN:

1. At least **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 VP** 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 been played.

ECONOMIC PHASE

Takes place every odd turns (1, 3, 5, 7, 9, 11). There is no maintenance phase in this scenario (income/purchase only).

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.

Eliminated Decoys are added back as reinforcements every turn.

UNION GUNBOAT

The Union Gunboat naval unit is an artillery unit. Once in play via the play of an event card, it is placed on the Potomac River. It can then be used as an artillery support unit once per turn in a battle in a region adjacent to the river.

Once used in battle, if not destroyed (in case battle is lost), it is placed on the next turn track, when it becomes available again and is placed back on the river during the reinforcement phase.

However, once destroyed, it does not return to play.



RAILROADS

Players can use railroads by moving a single friendly stack (maximum 5 units, unlimited number of leaders) between two friendly regions linked by a railroad that their side controls entirely at the start of the turn, once per turn. No other movement is allowed this turn for this stack.

SETUP

UNION

Union forces:

- **Alexandria:** General *McDowell* + Generals *Tyler*, *Hunter*, and *Heintzelmann* + Infantry Brigades *Burnside*, *Davies*, *Porter*, *Schenk*, *Wilcox*, *Franklin*, *Blenker*, *Keyse*, *Sherman*, *Howard*, *Richardson* + US Cavalry + Artillery ×3 (*Carlisle Bty*, *Ayres Bty*, *Ricketts Bty*) + Supply Wagon. Fort Alexandria.
- **Washington:** Fort Washington + General *Scott* + DC & Washington Infantry brigades + 1st NJ militia + 2nd NJ militia (all immobilized).
- **Berlin:** General *Paterson* + General *Cadwallader* + Infantry Brigades *Butterfield*, *Stone*, *Miles*, *Thomas*, *Negley*, *Wynkoop*, *Williams*, *Abercrombie*, + 2nd US Cavalry + Artillery ×3 (*Shenandoah Bty*, *Patterson Bty*, *Griffin Bty*) + Supply Wagon.

The other 9 units can be recruited during the purchase phase. The Gunboat unit enters the game via a card event.

UNION INITIAL TREASURY: \$0

CONFEDERATES

Confederate forces:

- **Warrenton Junction:** General *Beauregard* + Generals *Bonham* & *Longstreet* + Infantry Brigades *Bonham*, *Jones*, *Ewell*, *Early*, *Longstreet*, *Cocke*, *Evans* + 30th VA Cavalry + Artillery ×2 (*Potomac Bty*, *Squires Bty*) + Supply Wagon.
- **Aquia Landing:** General *Holmes* + 4th Brigade.
- **Millwood:** General *Johnston* + General *Jackson* + Infantry Brigades *Kirby-Smith*, *Bee*, *Jackson*, *Bartow* + Stuart Cavalry + Artillery ×1 (*Walker Bty*) + Supply Wagon + 3 decoy markers.
- **Manassas:** Fort Camp Pickens.

The other 3 units can be recruited during the purchase phase.

INITIAL CONFEDERATE TREASURY: \$0