

## BULL RUN 1861 - *VaeVictis* 89

The first battle of the Civil War

A game by Laurent MARTIN

*Bull Run, 1861* is a simulation of the First Battle of Bull Run (or the First Battle of Manassas for the Confederates), which took place July 21, 1861 and was a defeat for the Union.

### 1 - PRESENTATION

The map represents the section of the Bull Run River between Centreville and Manassas Junction (Virginia) and is divided into two zones.

Each counter represents a brigade or a marker. A turn represents one and a quarter hours. The scenarios begin at 8:00. There are 7 turns.

The Union brigades (USA/North) are blue. The Confederates (CSA/South) are grey. Each player needs 1d6.

### 2 - COUNTERS

There are two types of counters:

The Brigade Counters represent the Combat brigades (infantry and cavalry).

The Marker Counters – see the diagram below.

The command bonus (indicated by a star) is attributed to the best brigade sergeants.

The cavalry potential of certain Southern brigades (indicated by a circled number) represents the cavalry companies attached to that brigade.

The combat potential represents both the quantity of troops and their aptitude in combat.

The artillery potential represents the artillery batteries attached to that brigade.

**Note:** *There is no movement potential. All the infantry brigades have 4 movement points (MP), and all cavalry have 6 MP.*

The back cover of the brigade counters, with potentials in red, corresponds to the first loss step. Subsequent losses are indicated by markers.

#### Marker Counters are:

“Turn” and “Movement Phase” which are used on the turn counter to note game turns and movement phases.

« Fatigue 1 » « Fatigue 2 » indicate the fatigue level of the brigades.

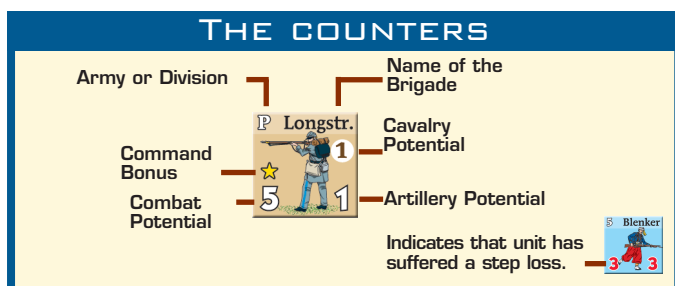
« 1 »/« 2 », « 3 »/« 4 » indicate the step losses of each brigade.

« Attack », « Operational Movement »,

« Extended line: ⇨ » indicate specific actions of brigades.

The 3 HQ of each camp (McDowell/USA;

Beauregard and Johnston/CSA.)



### 3 - THE MAP

Is divided into zones and contains a certain number of geographical and topographical indications: (road, woods, hill, ford, bridge, villages and hamlets) which influence movement and combat. Letters and numbers are printed for historical placement.

### 4 - OBJECT OF THE GAME

The player who has the most victory points at the end of the game is the winner. If there is a tie, the Southern player wins.

Each player counts his step losses. Take the difference between the two players. If this number is greater than 2, the player with fewer losses receives two victory points. If the difference is greater than 5, he receives 3 victory points.

Each controlled hill zone (except the hill zones around Centreville) gives 1 point. There are 6 total. At the beginning of the game, Mountain View is controlled by the Northern player and the others are controlled by the Southern.

The zones containing Manassas Junction and Centreville each give 2 points. Each side controls one at the beginning.

A zone is controlled by the last player to have gone through it.

**Note:** *the historic result gives victory to the South with 8 points against 5 for the North.*

### 5 - GAME TURN

Each turn is divided into 4 Phases that are carried out in the following order:

1 - Initiative Phase/Operational Movement -A

2 - Movement Phase (repeated 3, 4 or 5 times) by Player 1 then Player 2

3 - Continuation Phase

4 - Administrative Phase/Operational Movement -B

### 6 - OPERATIONAL MOVEMENT - A

**Initiative:** Each player throws a die and the higher roll gains the initiative. He is called player 1 for the turn and his opponent is player 2. If there is a tie, the die is thrown again. For the first turn, the North has the initiative.

**Major offensive:** At the beginning of the Initiative Phase, the North decides if he will launch his major offensive on this turn. If he doesn't, the South can decide on his turn to launch his major offensive. Each player can only launch one major offensive per game and there cannot be two major offensives in the same turn. A major offensive cannot be launched during the first turn.

The major offensive gives a +2DRM to the initiative and to the activation for the whole turn.

Player 2 can place brigades under the Operational Movement statute with the “Mvt Opt” marker. Player 1 can then do the same thing.

Operational movement allows brigades to move at the end of the turn even if they aren't activated or in Command range. They double their MP and, at the end of their operational movement, receive a “Fatigue 2” marker (which will become “Fatigue 1” during the administrative phase). This movement is only possible for brigades that are not in contact with enemy brigades and are not fatigued.

The choice of brigades to place under the Operational Movement statute is limited to 1 zone (up to 2 brigades) for the South and 2 zones (up to 4 brigades) for the North.

If enemy brigades come into contact with them during the turn, they lose their "Mvt Opt" marker and go back to being normal.

## 7 - MOVEMENT PHASE

**Activation:** Each turn contains a certain number of Movement Phases (from 3 to 5) during which the brigades act and combat. The active player (player 1 first) throws the die and, depending on its camp, determines the number of brigades he must activate during this Movement Phase.

On the first turn, the number of activated brigades per movement phase is reduced to 1 per camp.

Die	USA	CSA
1	2	2
2	2	3
3/4	3	3
5	4	3
6+	4	4

The active player selects and moves his brigades one at a time. He must finish moving one brigade before moving the next. A brigade can act several times per turn but only once per movement phase.

The player can choose to:

- Reduce the fatigue of the brigade by 1;
- Move it and potentially launch an attack.

After all of his movement, the active player resolves the combats of the brigades engaged in attack.

When player 1 has finished his movements and combats, player 2 becomes the active player and begins his Movement Phase.

There can be 3 to 5 Movement Phases.  
(See 8 - Continuation Phase.)

Move the "Phase Mvt" marker one space to keep track of the Movement Phases.

**Movement of HQ:** At the end of these movements and before resolving attacks, a player can move his HQ. Each HQ has 6 MP and may neither enter into contact with an enemy brigade nor become "fatigued" to benefit from the Movement bonus. At the end of its movement, it is turned over and becomes "activated".

## 8 - CONTINUATION PHASE

When the 3 Movement phases have been executed, one of the players throws the die. If he gets a 1-4, there is a 4th movement phase. Otherwise, the game continues with the Administrative phase.

At the end of a 4th Movement phase, the die is thrown again. For a 1 or 2, a 5th and final Movement Phase is played before continuing on to the Administrative Phase. The following adjustments apply:

- 1 DRM if one of the players launched a major offensive during the turn.
- +2 DRM during the first and the last two turns of the game. (Adjustments are cumulative).

## 9 - ADMINISTRATIVE PHASE OPERATIONAL MOVEMENT - B

Begin by carrying out the Operational Movements of the brigades that are still marked. Those that begin stacked move and must finish the movement together.

Remove the "Fatigue 1" markers on the brigades or turn those with "Fatigue 2" markers face up.

Activated HQ become non-activated.

The "Movement Phase" marker is returned to its initial position.

Continue on to the next turn. The "turn" marker is moved ahead one space.

## 10 - MOVEMENT

### 10.1 - COMMAND

Each player chooses a brigade and moves it before moving on to the next brigade.

To be moved, a brigade must be within normal range of command (8 PM for the North, 6 PM for the South) without passing through an enemy brigade zone. Otherwise, it can be activated by throwing a die for an initiative test:

**1-3:** The brigade is activated.

**4-6:** The brigade stays in place without being able to move.

The following adjustments apply:

-1 DRM if the brigade has a command bonus or if it is a cavalry brigade and/or it is in contact with an enemy brigade. (Adjustments are cumulative.)

The verification of the command range takes place at the beginning of the brigade's movement.

A brigade that does not pass its initiative test is considered to have moved. For the South, Beauregard and Johnston can only command their own brigades.

### 10.2 - ZOC/FACING/Front

Each Brigade exerts a Zone of Control (ZoC) on all the zones that surround the zone it occupies except across Bull Run River, even if there is a bridge or a ford.

The presence of a friendly ZoC or of a friendly Unit does not cancel out an enemy ZoC.

Each brigade must face a zone and possess a Front in this and the two adjacent zones. A Front is formed by 3 zones; the other zones form its Flank.

### 10.3 - MOVEMENT

An infantry brigade at 4 MP; a Cavalry brigade at 6 MP.

A brigade can increase its capacity by 2MP (3 for the Cavalry) by taking a Fatigue level at the end of its movement. A brigade can receive no more than 2 Fatigue levels. The decision is made after spending the regular MPs.

- Moving from one zone to another costs 2 MP. If the player follows the road he is already on, the cost is only 1 MP.

Crossing a bridge or ford and entering a zone costs 2MP even if there is a road.

Crossing a village or a hamlet by a road costs 1MP.

**Note:** *Farm Ford is a special case. This ford was unknown by the North. The first northern brigade to use it must begin its activation in one of the adjacent zones and spend 4 MP to cross or attack. Thereafter, Farm Ford is used normally.*

A Brigade that enters the ZoC of an enemy brigade must stop its movement. (It can, however, reorient itself and decide to attack if it has enough MP left.)

If a Brigade comes into contact with an enemy HQ (even across Bull Run River), it is displaced one or two zones (owner's choice) so as to no longer be in contact with an enemy brigade. If it wasn't already, it becomes activated.

A brigade may leave an enemy ZoC at the beginning of its movement but without directly entering an enemy ZoC.

Engaging one or several adjacent brigades in combat costs 2 MP. An "Attack" marker is placed on the attacking brigade.

#### 10.4 - CHANGING FACING

At the end of its movement, a Brigade orients itself facing a zone of its choice. HQ has no facing.

However, when a brigade comes into contact with an enemy brigade, it must orient itself in such a way that the enemy brigade is in its Front. The enemy brigade is then obligated to change facing (if necessary) so that it, too, has its enemy in its Front. If it is already facing an enemy, it does not change facing.

Reducing fatigue during the Movement Phase also allows for changing facing.

#### 10.5 - STACKING

Up to 2 brigades (and one HQ) can be stacked in a zone. A brigade can cross a zone by temporarily exceeding the stacking limit while it moves. If two brigades are stacked, the top one is considered the front line. (The brigade of the second line potentially gives a combat bonus.)

The order of the stack can be changed as long as one of the two brigades is activated.

The last brigade to arrive decides if it wants to be the first or second line.

The two brigades always have the same facing - that of the front line.

A zone occupied by an enemy brigade may not be entered.

**Note:** *The Legion of Hampton is a special case. Because of its reduced strength, it can stack with a brigade and add its combat strength to the brigade without affecting the 2 brigade stack limit. It takes the same facing, the same line and the same Fatigue as the brigade with which it is stacked. In the case of losses, the player throws the die. On a 1 or 2, the Legion of Hampton suffers the loss and is eliminated.*

#### 10.6 - EXTENDED LINE

For 2 MP, a brigade can deploy to two zones in any direction from the zone in which it is located unless it exceeds the stacking limit for the zone. In that case, an "extended line ⇄" marker is placed in the second zone of deployment. This marker is equal to a brigade for all the rules except that it must always remain in contact with its brigade.

Going from an extended line to a normal line costs 2MP. The player chooses the regrouping zone from the two zones.

One cannot move while in an extended line. One can deploy and regroup in an enemy ZoC.

Combat strength for Fire and Cavalry are divided by two (rounded up) for the extended line.

An extended line has a +1 combat bonus in defense, but it receives a -1 penalty in a retreat attempt. (See 11.4 - Combat result)

Each element of the extended line can attack and be attacked separately (during the same activation) but the whole brigade is subjected to the effects. (Losses and Fatigue are recorded on the Brigade counter.)

### 11 - COMBAT

#### 11.1 - ATTACK

Activated brigades can attack if they have spent 2 MP to do so and have an "Attack" marker placed on them.

An attacking brigade can orient itself as desired at the moment the "Attack" marker is placed on it.

The attacker chooses the order of his attacks.

Several brigades in different zones can attack a zone together if they are in adjacent zones to each other. A brigade can attack several zones if it attacks all the zones containing enemy brigades at its front, unless another friendly brigade attacks one of those zones. A zone can only be attacked once per Movement Phase. Several brigades in different zones cannot attack together several enemy brigades in different zones.

#### 11.2 - RESOLUTION OF COMBAT

Strength ratio: Take the sum of the attacker's and defender's current combat strengths and divide the greater by the lesser (rounded in favor of the lesser) to determine the strength ratio.

This strength ratio gives a first combat bonus to the stronger player. In case of a tie, the 1/1 bonus goes to the attacker.

1/1	+1
3/2	+2
2/1	+3
3/1	+4

**Examples:** 6 attacks 3 gives 2/1 for the attacker and +3. 3 attacks 4 gives 1/1 and +1 for the defender. 3 attacks 3 gives 1/1 and +1 for the attacker. 4 attacks 6 gives 3/2 for the defender and +2.

#### 11.3 - MODIFIERS

##### - Supporting Brigade

If a brigade attacks and there is a brigade in the second line in the zone, that brigade becomes a supporting participant in the combat. Without needing to be activated and as long as it isn't marked "Fatigue 2", it gives a +1 bonus to the combat if it still has a combat strength of at least 2 and a -1 DRM to fire artillery if the artillery strength is at least 2. There is no commander bonus, fatigue penalty or cavalry strength.

If the attack involves 2 or more zones, each zone can contain a supporting brigade, which gives a +1 bonus to the combat. The -1 DRM for the fire artillery only concerns the zone of the brigade's second line.

A second line brigade has the same facing as the front line, does not advance after combat, and only suffers a potential Fatigue if the front line retreats. In that case, it is obligated to retreat as well and receives an additional level of fatigue but does not suffer losses.

#### - Artillery

Each Brigade has an artillery strength. During the resolution of a combat, the die is thrown for each brigade of the front line (attack and defense) participating in the combat. If the result is less than or equal to the artillery strength, the artillery is effective and the player receives a +1 bonus.

#### - Cavalry.

Units with integrated cavalry companies throw the die only in an attack. If the result is less than or equal to the cavalry potential, the cavalry is effective and the player receives a +1 bonus.

#### - Other combat modifiers.

+ 1 for the command bonus, limited to one bonus per combat.

+ x in favor of the defender:

- hill: + 2;

- fort/bridge: + 2 ;

- woods: + 1 ;

- extended line: + 1;

- 1 or - 2 for fatigue (in the case of several brigades, take the most fatigued only.)

- 1 for the defender for a flank attack or if there is an enemy brigade at his flank.

-2 for the attacker if there is an enemy brigade at his flank.

All bonuses and penalties are cumulative.

### 11.4 - COMBAT RESULT

Each player throws 1 D6 and calculates the total of his bonuses/penalties. The result may not be less than 1. Results are then compared.

If X is greater than Y, "Fatigue" for Y (if equal, "Fatigue" for the attacker).

If X is twice as great as Y, Y gets "Fatigue" and "Hit".

The result is applied to all brigades of the front line.

Fatigue: The brigade becomes less effective and less organized. A "Fatigue 1" marker is placed on the brigade or the marker is turned over to "Fatigue 2".

**Hit:** The brigade is affected. The player chooses between taking a step loss or trying to retreat in order one or two zones, away from the combat.

The brigade must attempt to retreat in order if the potential step losses suffered diminish its combat strength to less than half of the original value. If possible, the retreating brigade must avoid passing through an enemy front. If this occurs, it incurs a step loss.

A brigade attempting to retreat in order throws 1D6. For 1-3, the retreat is successful.

**Adjustments:** - 1 for a cavalry Brigade or a commander bonus; + 1 for an extended line.

If the retreat fails, the brigade remains in place and incurs a step loss.

If the retreat in order is successful, an extended line brigade and its marker retreat first to an adjacent common zone and the brigade re-groups there.

A zone abandoned by a brigade can be immediately occupied by one of the brigades of the front line that participated in the attack. Player's choice. This brigade can change facing upon arrival in the zone.

**Step losses:** The first step loss is indicated by turning over the Brigade counter. Subsequent losses are indicated by placing a "Losses" marker under the Brigade. Each step loss suffered reduces by 1 the combat strength, artillery strength and cavalry strength of the brigade and counts in the final result.

If a brigade reaches a combat strength of zero, it is removed from the map.

## **12 - SCENARIOS**

Players can choose between historical or free placement. Some brigades only come into play as reinforcements or options.

### 12.1 - HISTORICAL PLACEMENT

Numbers for the South and letters for the North are printed on the map to indicate where players place their units at the start. Each player chooses the facing of his units. Some Brigades are required to execute an Operational Movement during the first phase of the initiative or in an extended line during the placement.

**South:** 1 - Evans; 2 - Cocke (Extended line);

3 - Stuart; 4 - Bonham; 5 - Longstreet; 6 - Jones and Early; 7 - Bee, Jackson and Hampton; 8 - Bartow; 9 - Ewell and Holmes; Both HQ in Manassas.

**North:** A - Porter (Op Mvt) and Burnside (Op Mvt) ; B - Us Cav (Op Mvt) and Franklin (Op Mvt); C - Howard and Willcox; D - Sherman and Schenck; E - Keyes; F - Blenker; G - Davis; H - Richardson; the HQ in Centreville.

### 12.2 - FREE PLACEMENT

Southern brigades can be placed in an extended line. The Southern player places 3 brigades of the Potomac Army where he wants on the map, south of Bull Run (one brigade per zone) and the rest at a minimum of 5 MP from Manassas Junction (one or two brigades per Zone).

The Northern player then places his brigades at least 5 MP from Centreville (one or two brigades per zone) and not adjacent to Bull Run River.

### 12.3 - REINFORCEMENTS

At the end of the 2nd turn, Smith Brigade arrives and is placed in the Manassas Junction Zone. It will be able to move on the 3rd turn.

## **13 - OPTIONAL RULES**

- **30th Virginia:** This southern cavalry unit is distributed by company throughout the Potomac Army. This option allows for regrouping. The 30th Virginia counter is placed (one zone or less from the Beauregard HQ) and the rule for cavalry strength does not apply.

**Historical Maneuver** (recommended for historical place-



ment): The North must try to get at least four brigades across Sudley Ford to simulate the anticipated flank maneuver in McDowell's plan. In case of failure, the player loses two victory points. The South cannot cross Bull Run until the 2nd turn.

**Confusion** (recommended for historical placement): Given the commander's hesitations, the troops' lack of preparation and the similarity of uniforms on the two sides, the first moments of battle were confused. To simulate this, each attacker has a -1 penalty during the first two turns.

**Northern reinforcements:** Although they didn't participate in the battle and were kept in the reserve, the Militia and Volunt (eers) brigades commanded by Runyon (4th division) and McCum's brigade can join the game at the end of the 3rd turn in Centreville (3 brigades, exceptionally) and can move on the 4th turn.

**Extra turn:** The players decide at the beginning of the game that if two or fewer victory points separate them at the end of turn 7, an extra turn will be played. It is treated as final game turn.

**Automatic defeat:** The first player who inflicts 10 step losses on his opponent and only has 7 or fewer himself, automatically wins the game at the end of the current turn. This option accelerates the game while making it bloodier.

*Thanks to Justin, Fabien and Rodolphe for the tests.  
Translation : E. Doughty*