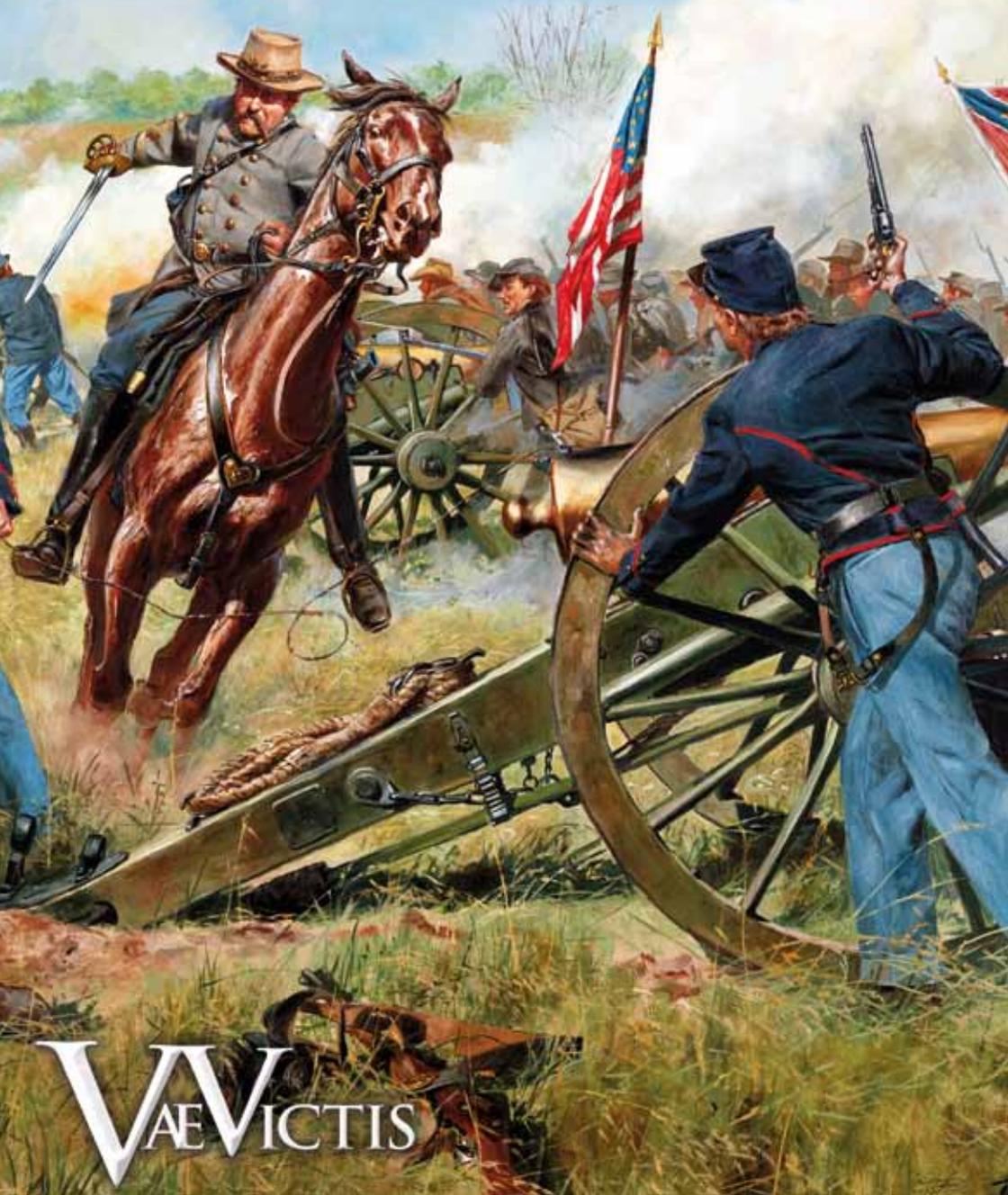


SECOND BULL RUN 1862

Rules and Scenarios



VAE VICTIS

SECESSION

SECOND BATTLE OF BULL RUN, 1862

Secession is a game system simulating the combats of the American Civil War (1861-1865) at the level of the brigade. It includes a basic set of rules and specific rules for each battle.

Secession allows players to replay the battles of Second Bull Run 1862 (W148) and Stone's River 1862 (VaeVictis 121). The principal modifications compared to Stones River are indicated by a *.

Note: *two other battles, Bull Run 1861 (W 89) at the origin of Secession and Cedar Creek 1864 (W94) are available but require development to be compatibles.*

One game turn represents approximately 90 minutes and a brigade represents several hundred soldiers.

One six-sided die (1d6) per player is needed..

Note: *Modifiers are values that are added to and subtracted from the result of a die roll..*

1 - COUNTERS

There are three types of counters: brigades that represent the combat units (infantry, cavalry or artillery group), commanders that represent the general staff of the two armies, and markers.

2.1 - BRIGADES

The brigades are organised by division. Certain brigades can be independent (see 6.2).

The brigades of the Union (USA/Northern) are in blue and those of the Confederacy (CSA/Southern) are in light grey.

The following indications appear on the brigade counters:

- **Division affiliation.** a band of colour indicates a division's ownership.
- **Command bonus.** A star indicates the presence of a superior brigade commander or a very reactive unit..
- **Combat potential.** This represents both the quantity and quality of the troops in combat..
- **Artillery potential.** This represents the artillery

batteries belonging to this brigade.

- depending on the games, any **Sharpshooters** (tirreurs) battalions are either integrated into the combat potential or are highlighted by the presence of an **S** in a circle above the artillery potential. (see 10.3.2)

The back side of the infantry or artillery brigades, with the combat potentials in red, corresponds to the first loss suffered. Subsequent losses are indicated by "Pertes" (Losses) markers.

– The back side of the cavalry brigades corresponds to the "Dismounted" status.

Note: *There is no movement potential on the counters: all infantry and artillery brigades have 6 movement points (MP); all mounted cavalry and commanders have 8 MP. Dismounted cavalry have only 2 MP.*

2.2 - COMMANDERS

The Commanders are of two types: Army Commanders (AC) and Corps Commanders (CC).

Each commander counter has an "available" side and an "activated" side.

The AC have no direct influence on the combats and the manoeuvres but serve to organise the battle by keeping the CC under command. Their movement test value is found on their "available" side.





The CC are used to manoeuvre the troops on the terrain. In addition to their names, there is a list of the

divisions that they command directly and an activation modifier.

Note: *The division commanders (DC) are present virtually with each of their brigades.*

2.3 - MARKERS

The following markers are available:

- "Tour" ("Turn") and "Action", used on the corresponding tables to keep track of the progression of the turns and action phases;

- "Fatigue 1" / "Fatigue 2", used to indicate the level of fatigue of the brigades;

- « -1/-2 », « -3/-4 », indicating the losses suffered by each brigade;



- "Attaque" ("Attack") and "Déroute" ("Rout"), used to indicate the brigades that attack or that are in rout

Important note: *The order of battle for the Second Battle of Bull Run is more substantial than that of Stones River and consequently the counter board does not contain enough markers to play it.*

There are two possible solutions: retrieve the markers from VV 121 or in VV 147 and/or download and print the page of counters available on the Vae Vitis website.

2 - GAME MAP

The game map represents the battlefield. It is divided into zones and contains a certain number of geographical and topological indications: road, woods, escarpment, river, stream, ford, bridge... that can affect the movement and combat of the brigades.

The zones are numbered to facilitate the initial placement. Letters at the edge of the game map indicate the entry points of the reinforcements.

Blue and grey **stars** indicate the objective zones of

each of the camps.

The game turn table and the action phase table are at the edge of the map.

3 - OBJECT OF THE GAME

The victor is determined by the victory points (VP) obtained by each player at the end of the game. The means of obtaining VP are described in the rules of each scenario; they depend on the objective zones that are controlled and the losses inflicted on the enemy

Note: *An objective zone is initially controlled by the camp that doesn't have the zone as an objective; it is then controlled by the last player to have had a brigade pass through it.*

4 - GAME TURN

Each game turn is divided into 4 phases that are executed in the following order:

1 - Initiative Phase

2 - Action Phase (repeated 3, 4 or 5 times) of Player 1 then Player 2

3 - Continuation Phase

4 - Administrative Phase

5 - INITIATIVE PHASE

Each player rolls a die. The higher roll takes the initiative and will be called Player 1 for the turn. His opponent is Player 2. In the case of a tie, the scenario indicates which player has the initiative.

6 - ACTION PHASE

6.1 - ACTIVATION

Each turn includes several action phases (between 3 and 5) during which the brigades act and combat. The active player (Player 1 first) designates a corps commander (CC), rolls a die, adds the CC's activation value and consults the activation table to determine the number of divisions of this corps that he can activate during this action phase.

Note: *Each battle has its own activation table.*

After determining the number of divisions to activate, the CC counter is turned to its "active" side if it wasn't already and its next activations of the round will be carried out with a lesser activation value..

Note: *A CC may be designated several times per game to activate his divisions.*

The active player then selects his divisions one by one from those of the designated CC, possibly tests the command (9.2), and has the comprising brigades take action, one by one.

In addition to its brigades, each division may also make an independent brigade take action if it has not already done so during this phase (see 6.2).

In the place of one of his divisions, a player can select an independent division (grey band) or one (and only one) independent brigade (white band).

The player must finish the actions of one brigade before moving on to the next. A brigade may act several times per turn but only once per action phase.

For an acting brigade, one may choose to:

- Reduce its fatigue by one;
- Move it and potentially engage in an attack.

After completing the movement of all the activated divisions, the active player resolves the combats of his brigades engaged in attacks.

Once Player 1 has completed his moves and combats, Player 2 becomes active and carries out his own activation.

Move the "Action" marker ahead one space to keep track of the action phases.

6.2 - INDEPENDENT BRIGADES

A brigade is independent if it has no division affiliation (white band) or if it is the only brigade of its division present on the terrain (reinforcements only count if they are already in play).

An independent brigade can be activated during the activation of a division if it is 2 zones or fewer (3 zones or fewer for mounted cavalry) from one of the brigades of the activated division at the beginning of the movement phase **or** in the place of a division.

6.3 - MOVEMENT OF COMMANDERS

At the end of the movements and before resolving combats, an active player can move the designated CC and/or his AC.

Before it can move, the AC must take a movement test by rolling a die and getting a result less than or equal to its movement test value.

Regardless, the AC is turned to its "activated" side. A CC doesn't need to take this test.

Commanders have 8 MP with which to move. They

can neither enter a zone adjacent to an enemy brigade unless a friendly brigade is already present, nor benefit from a forced march (9.4).

ACs on their "activated" side can no longer attempt to move during the turn - except in the case of retreat (see 9.4). However, CC can be moved each time they are designated for an activation.

7 - CONTINUATION PHASE

After 3 action phases have taken place, one of the players rolls a die: for a result of **1 - 4**, a 4th action phase occurs. Otherwise, move on to the administrative phase.

At the end of a 4th action phase, roll the die again. For **1 or 2**, a 5th and final action phase takes place before moving on to the administrative phase.

Note: Modifiers may be indicated in the scenario rules.

8 - ADMINISTRATIVE PHASE

The administrative phase is carried out jointly between the two players in the following order:

A) The brigades in rout carry out an additional rout movement of 3 zones respecting the rules of retreat (see 10.4).

B) Remove the "Fatigue 1" markers or turn the "Fatigue 2" markers to their "Fatigue 1" side for the brigades that are not in contact with enemy brigades.

C) The activated AC are turned to their "available" side and then the activated CC within command range of their AC (see 9.1) are turned to their "available" side.

D) Test the brigades in rout by rolling a die for each one:

Rout test (1d6)

1 à 3: the brigade remains in rout.

4 ou 5: the brigade becomes organised again - replace the "Rout" marker with a "Fatigue 1" marker.

6: the brigade becomes organised again - as above - and recovers a loss.

E) Test the arrival of reinforcements. The scenarios indicate during which turn "T" certain reinforcements may enter the game. The reinforcements enter by the indicated zone(s). For each brigade - or division if several brigades belong to the same division - the player rolls a die. During turn "T" of the

reinforcements, for a score of **1 to 2**, the brigade or the division enters – otherwise it is delayed. On turn “T+1”, for a score of **1 to 4**, the brigade or the division enters – otherwise it is delayed again. Finally, on turn “T+2”, the brigade or the division enters **automatically**.

*** Note:** *the AC and CC always enter on the indicated turn “T”..*

Reinforcements that enter move normally (without forced marches) and without the ability to penetrate an enemy zone of control (see 9.3)..

Note: *If the zones of the reinforcements are occupied by the enemy or located in enemy zones of control, use the closest available reinforcements zone.*

Note: *In the case of reinforcements of both camps, the specific rules indicate which camp begins its reinforcement movements first*

F) The “Action” marker is moved to space “1”..

G) Move on to the next round, advancing the “Tour” marker by one space or, if the game is over, calculate the VP to determine the victor

9 - MOVEMENT

9.1 - CHAIN OF COMMAND

Certain actions may only be carried out within command range.

The command range of the AC or CC is **8 MP**.

Command range cannot include a zone occupied by an enemy brigade but it can include an enemy zone of control (see 9.3, 9.4).

*** An un-routed brigade that begins its action phase two zones or fewer** (three zones for the mounted cavalry brigades) from at least one other brigade from its division must end its action phase **2 zones or fewer** (3 zones for mounted cavalry brigades) from at least one other brigade of its division.

After an involuntary movement (retreat, rout, reinforcements, advance after combat) or a detachment, if a brigade if more than 2 zones (3 for mounted cavalry) away from other brigades of its division at the beginning of its action phase, the brigade is considered isolated.

An isolated brigade has its MP reduced by **2** (except dismounted cavalry). It can't carry out a forced march (see 9.4).

If there are several separate groups of brigades

from the same division, the units of the groups farthest from the CC are isolated.

Note: *Do not confuse isolated brigades with independent brigades.*

9.2 - ACTIVATION OF DIVISIONS

A division designated by a CC must have at least one of its non-isolated brigades within command range of its CC or successfully pass a command test for the comprising brigades to take action.

Command test (1d6)

1 à 3: the division is activated;

4 à 6: the division is inactive.

Modifiers

-1 for a cavalry division.

-1 if a non-isolated brigade of the division is in contact with an enemy brigade.

A division that fails its command test is considered as having been activated.

See example 1.

9.3 - ZONE OF CONTROL, FACING AND FRONT

• **Zone of control:** : Each brigade exerts a zone of control (zoc) on all the zones that surround the zone in which it is located, except across a river even if there is a bridge or a ford. The presence of a friendly zoc or a friendly brigade does not cancel out an enemy zoc.

A brigade that enters the zoc of an enemy brigade must stop its movement. It can however change facing and/or decide to attack if it has enough MP.

• **Facing and Front:** Each brigade must be oriented so as to face a zone. It possesses a front comprising this zone and each of the two adjacent zones. A front is therefore formed of 3 zones; the others form its flank.

See example 2.

9.4 - MOVEMENT

Forced march: A brigade (except artillery or dismounted cavalry) can engage in a forced march and add (once and only once) **2 MP** to its movement potential while augmenting its level of Fatigue by 1 at the end of its movement. The forced march takes

place after the normal movement. The level of "Fatigue 2" may not be exceeded to carry out a forced march. .

Note: *These 2 MP may be used to initiate a combat.*

• Movement costs

– Entering a zone costs **2 MP**

– Entering a zone by following a road costs only **1 MP** providing an enemy zoc is neither entered nor exited.

– Entering a zone by way of a bridge/ford or by climbing an escarpment costs **1 additional MP**.

– Entering a zone located in the front of at least one artillery brigade costs and additional **+1 MP**.

Note: *For the command ranges, taking a road always counts as 1 MP even if entering or exiting an enemy zoc.*

Rivers and streams: Rivers can only be crossed by

bridges and fords. Streams may be crossed without additional cost.

Enemy front: A brigade that leaves (at least) one enemy front at the beginning of its movement to enter directly into (at least) an enemy front must stop (it is a zoc) and automatically suffers a loss.

Note: *If a brigade leaves an enemy front for an enemy flank, it only stops.*

Commander alone: If a brigade enters into contact with a lone enemy CC or AC (without a brigade) in a zone (even across a river), the latter is moved one or two zones (owner's choice) so as to no longer be in contact with the enemy brigade. He becomes activated if he wasn't already.

Attack: Initiating a combat against an adjacent zone (where the brigade may go normally) costs 2 MP. Place an "Attack" marker on the attacking brigade in the direction of the attacked zone.



1- CHAIN OF COMMAND EXAMPLE

It is the Union player's turn to act. CC McDowell is within command range of his AC Pope; he may move from "Activated" to "Available [Disponible]" during the following administrative phase if he doesn't move more than 8 MP away. The player chooses McDowell and rolls an activation die. He gets 2+, or one division to activate. If he chooses the Reynolds division (mauve) the Hardin brigade will be considered isolated because it is located more than two zones from the other brigades of Reynolds' division of which one is within command range. If he chooses the Hatch division (blue) he may activate the two brigades normally because

they are located two zones from each other and one of them is within command range. If he chooses the Ricketts division (pink), he must pass a command test since none of the brigades is within command range (more than 8 MP from McDowell.) The independent brigade Milroy could be activated with the Hatch division because it is located two zones or fewer from a brigade but not with the Reynolds division since the Hardin brigade is isolated and the other brigades are located more than two zones away. The Milroy brigade could be activated by McDowell instead of one of his divisions since it is located within command range.

Mounted/Dismounted: A mounted cavalry brigade may become dismounted for 2 MP.

Note: *elle peut se déplacer avant de démonter.*

Une brigade de cavalerie démontée peut redevenir montée pour **2 PM** également.

* **Note 1:** *It may not move after being remounted.*

Note 2: *Regardless of what happens, it keeps its fatigue and any losses.*

9.5 - CHANGE IN FACING

At the end of its movement a brigade positions itself facing a zone of its choice. A commander has no facing.

However, when an active brigade comes into contact with enemy brigades, it must orientate itself so that **the greatest number** of enemy brigades are in its front.

Then, the inactive brigades that are not already in contact with brigades of the active player must change facing in order to have the active brigade that just moved at their fronts.

Reducing one's fatigue, remaining in place, declaring an attack without moving, and retreating or advancing after a combat also allow for changing facing provided one keeps the most enemy brigades at the front.

9.6 - STACKING

Up to 2 brigades of the same corps (or independent - white or grey band) and as many markers or CC/AC as necessary may be stacked in a zone. A brigade can cross a zone by temporarily exceeding this stacking limit during its movement.

If two brigades are stacked, they always take on the same facing.

The last brigade to arrive chooses the ultimate facing of the two brigades except in case of retreat after combat (10.4)

It is not possible to enter a zone occupied by an enemy brigade.

See example 3.

2 - FACING EXAMPLE

The Seymour brigade is facing the direction of zone 103. Zones 103, 104 and 119 form its front; all the other zones that surround it (106, 107 and 120) form its flank. These six zones form its zone of control.

10 - COMBAT

10.1 - ATTACK

Activated brigades **must** attack if they spent 2 MP to activate and if they have an "Attack" marker placed on them.

The attacker chooses the order of the combats.

A zone may only be attacked once per action phase but several brigades in different zones may attack a zone together if they are in zones adjacent to each other.

A brigade may only attack the zone toward which the "attack" marker is orientated.

Note: *In the case of a stack, two brigades that each have an "Attack" marker always attack toward the same zone.*

10.2 - COMBAT RESOLUTION

Each player calculates his modifiers based on the strength ratio and the situation before rolling a die to determine the combat result.

10.3 - MODIFIERS

10.3.1 - Strength ratio

Add up the attacker's (ATT) combat potential and divide it by the sum of the defender's (DEF) combat potential to determine a strength ratio, rounded in the defender's favour. This strength ratio gives an initial modifier for the attacker.

1/3: -4	1/1: 0	2/1: +2
1/2: -2	3/2: +1	3/1: +3

Note: *if the ratio is less than 1/3 the combat result is automatically a « Fatigue » and a « Combat test » against the attacker.*

Examples: 6 attacks 3, giving 2/1 and +2. 3 attacks 4, giving 1/2 and -2. 4 attacks 3, giving 1/1 and 0. 3 attacks 10, giving 1/4 and an automa-



tic Fatigue and Combat test against the attacker.

Note: against artillery brigades that are not accompanied by infantry or cavalry, the attacker automatically gets +3.

10.3.2 - Artillery support

Each player adds up the artillery potential of his brigades engaged in combat and gets +1 for every 6 points. For the remaining points, roll a die; if the result is less than or equal to the number of points remaining, the players obtain an additional +1.

* Each brigade that has battalions of Sharpshooters symbolised by an S with a circle around it

above the artillery potential and that participates in the combat rolls a die. On a 1 or 2, the player obtains an additional +1.

Example: Two northern infantry brigades and one artillery brigade attack a southern infantry brigade. The potential of the northern brigades is 3, 3 and 4, respectively. That of the southern brigade is 2. The total for the northerner is 10; he automatically obtains +1 for the first 6 points and rolls a die. He gets 3 which is less than or equal to his remainder of 4 (10-6) and gets an additional +1. The southern player does not have enough points to obtain an automatic +1; he rolls a die and also



3 - MOVEMENT EXAMPLE

CC McDowell activates the Reynolds division (mauve) as well as the independent Budford brigade. The Hardin brigade is isolated.

A- The Seymour brigade moves to 96 for 3 MP [2 +1 for the escarpment] and faces the direction of 115. The Trimble brigade can change facing since a brigade arrives in its ZoC but its situation seems correct. Seymour then declares an attack for 2 MP and an « Attaque » marker is placed on it in the direction of 115.

B- The Meade brigade moves to 99 for 1 MP [road] then to 98 for 2 MP. The Trimble brigade cannot change facing because it is already in the front of an enemy brigade. Meade then declares an attack against Trimble for 2 MP. Meade's and Seymour's brigades have begun and finished their movement 2 zones at the most from one another, as they are required.

C- Hardin's brigade only has 4 MP because it is

isolated. It moves to 129 for 3 MP [2 + 1 for the presence of an enemy artillery brigade]. It wants to attack but only has 1 MP left. It could decide to carry out a forced march and obtain an additional 2 MP to declare an attack against 128 and receive a « fatigue 1 » marker but since it is isolated it cannot carry out a forced march.

Note: If the situation remains the same, Hardin's brigade will no longer be isolated on the following activation because it is now 2 zones or fewer from other brigades of its division.

D- Budford's cavalry brigade moves to 77 for 1 MP, then to 99 for 1 MP then to 116 for 3 MP [2 since the road does not count in enemy ZoC + 1 MP for the artillery]; it then spends 2 MP to dismount. Turn the counter to its dismounted side.

CC McDowell can move before being during over to his "activated" side; the Union player can move on to the combat resolution.

gets a 3 which is greater than his remaining artillery points (2). Therefore, he does not obtain an artillery modifier for this combat.

10.3.3 - Command

+1 for the ATT and the DEF per zone where there is at least one brigade with a command bonus that combats.

10.3.4 - Fatigue

-1 to -4 for the ATT and the DEF according to the sum of the levels of fatigue of the brigades engaged in combat.

The defender can have a maximum of -2 and the attacker a maximum of -4.

Examples: A brigade with "Fatigue 1" that defends will give a -1 modifier to the DEF; two brigades with "Fatigue 1" that defend will give a -2 modifier to the defender; three brigades with "Fatigue 2" that attack will give a -4 modifier (the maximum) to the ATT.

10.3.5 - Terrain

* +1 or +2 (maximum) for the DEF depending on the terrain where he is located.

Escarpment: +1

Ford/Bridge: +1

Wood: +1

Village: +1

Embankment: +1

10.3.6 - Tactical situation

+1 for the ATT per zone that attacks in addition to the first zone.

-2 for the ATT per zone adjacent to the zones that attack where the **Front** is located of a non-attacked enemy brigade during this combat phase.

-1 for the DEF per zone that attacks **its flank**.

10.3.7 - Cavalry

-1 for the ATT per **mounted** cavalry brigade that attacks a wood.

-1 for the DEF per mounted cavalry brigade that defends itself **without** an infantry brigade in a wood.

Note: All modifiers are cumulative.

Game note: After two or three combats, the mechanics of the modifiers are fairly easily integrated. In

general, the game is simple to play but requires that players familiarise themselves with the system, especially as it is more complex and implements more simulation elements than the first two games of the serie.

10.4 - COMBAT RESULT

Each player rolls a die and adds up the modifiers. It is not possible to get a final result **less than 1**. Compare the results:

- If **X equals Y**, "Fatigue" for the attacker.

- If **X is strictly greater than Y**, "Fatigue" for Y.

- If **X is strictly greater than twice Y**, "Fatigue" then "Combat Test" for Y.

* **All** the engaged brigades suffer the result at the level of the number of enemy brigades. For example, a brigade that wins the combat only inflicts fatigue on a single enemy brigade.

A player that obtains a natural "6" on the die automatically inflicts a loss on one brigade of his adversary – except against artillery –, before moving on to the normal application of the combat results.

Note: the two players can inflict a mutual loss on a double "6". It's a blood bath.

• **Fatigue.** The brigade becomes less efficient and less organised. Place a "Fatigue 1" marker on the brigade or turn the marker to its "Fatigue 2" side. It is not possible to exceed the level of "Fatigue 2".

• **Combat test.** The player rolls one die per engaged brigade that **suffers** the result to determine the consequences:

Combat test (1d6)

-1 and less: Rout

0 - 2: Disorder

3 - 5: Retreat

6 and higher: Melee

Modifiers

+1 if command bonus

-1 if "Fatigue 2"

-1 if "loss" marker

-2 if the losses are greater than or equal to 50 %

-3 for the artillery alone.

Note: Other modifiers may be indicated in the scenario rules.

- **Melee.** The brigade takes a loss, remains in place and one of the enemy brigades also takes a loss.

- **Retreat.** The brigade retreats 1 zone away from the combat.
- **Disorder.** The brigade suffers a loss and retreats 2 zones away from the combat.
- **Route.** The brigade suffers a loss, retreats 3 zones away from the combat and receives a "Route" marker.

Note: *A brigade in rout can neither move nor attack. It is always considered as "Fatigue 2" and only has Flanks.*

• Constraints of retreat/rout

A brigade that retreats (including in disorder or in rout) suffers an **additional** loss each time it enters

a zone located in at least one enemy front.

It must also respect the stacking limits at the end of the retreat/rout movement; if this is impossible, the brigade moves to another zone.

A brigade that retreats or passes into disorder may change facing at the end of the movement. If it is has to exit the map, it is eliminated.

• Retreat/rout priority in the case of multiple options

- 1 - Move away from attacking brigades.
- 2 - Outside of an enemy front.
- 3 - Outside of an enemy zoc.

4 – COMBAT EXAMPLE

The union player must resolve its combats.

All the brigades received an "Attaque" marker by spending 2 MP.

Combat 1 : Hardin and Meade attack Field in 96.

The combat potential ratio is 12 to 5 or 2 to 1 for a modifier of +2. The attacker's artillery potential is 4, and the defender's is 0. The attacker rolls a die and gets 3, or +1 since the result is less than or equal to his potential.

Note: *An artillery unit does not need to declare an attack; it participates automatically if the combatting unit is its front in attack or defence.*

The other modifiers for the attacker are: +1 for Meade's command bonus, +1 for a second zone that attacks, -2 for the presence in the front of a non-attacked enemy unit (Pender), or a total of +2+1+1-2 = +3. The other modifiers of the defender are +1 for the escarpment, +1 for the railway, -1 for the fatigue, for a total of +1+1-1 = +1.

Note: *Even if there were forest in Field's zone, the maximum for the terrain would still be +2.*

The two players roll a die. The Union gets 6+3 = 9 and the Confederate gets 3+1 = 4. Field suffers a loss because of the « 6 » obtained on the die by the attacker; since Field has already suffered a loss (combat value in red), he receives a "Perte -1" marker and his combat potential drops to 4. Then he suffers a fatigue and a combat test because the Union's result is greater than twice his own result. The "Fatigue 1" marker is turned over to its "Fatigue 2" side.

The adjustments to the combat test are: +1 for being Jackson's brigade (as indicated in the special rules in 11.1.1), -1 for now being at « Fatigue 2 », -1 for having a « Perte -1 » marker, for a total modifier of -1.

Notes: *If Field's brigade had had a "Perte-2" marker, there would have been an additional adjustment of -2 because it would have suffered losses of*

at least 50 %. If the attacker had not gotten a « 6 » on the die, there would not have been an additional loss for Field and therefore no loss marker and no adjustment of -1.

The Confederate player rolls a die and gets 2-1 = 1, or disorder. Field suffers an additional loss, the « Perte -1 » marker is turned to its « Perte -2 » side and the brigade retreats 2 zones into 126, for example. The Union player may advance to the zone 96 with one or two infantry brigades.

Note: *If several brigades are required to take a combat test, each one rolls a separate die.*

Combat 2 : Gibbon, Doubleday, Milroy and Sullivan attack Lawton and Artillery in 128. The ratio of combat potentials is 22 to 6 or 3 to 1, or +3 for the attacker. The attacker only has one artillery point. He rolls a die and gets 3; no effect. On the other hand, Sullivan has sharpshooters at his disposal. He rolls a die and gets 2, which gives him +1. The defender has an artillery potential of 5; he rolls a die and gets 4, or +1.

The attacker's other modifiers are as follows: +1 for Gibbon's command bonus (only counts once per zone), +2 for the two zones that attack in addition to the first, -2 for the sum of the fatigues (maximum -4 for the attacker), for a total of +3+1+1+2-2, or +5. The defender's other modifiers are: +1 for the escarpment, +1 for the forest, -1 for being attacked on the flank by Sullivan, for a total of +1+1+1-1, = +2.

Each player rolls a die. The Union player gets 1+5 and the Confederate player gets 4+2. Since the result is the same for both players, the attacker suffers a fatigue result. Since there are two Confederate brigades, two Union brigades must suffer the result, in order of descending combat potential. Milroy receives a « Fatigue 1 » marker and Gibbon's « Fatigue 1 » marker is turned over to its « Fatigue 2 » side.

4 - Toward zones indicated by the special rules for each battle.

• **Advance after combat**

An abandoned zone may immediately be occupied by brigades that won the combat, as the player chooses (except artillery). They can change facing as they enter the zone and potentially provoke a face change for the enemy brigades (see 9.5).

• **Losses**

The first loss is indicated by turning over the counter of the brigade (except cavalry). The following losses are indicated by placing a “Losses” (“Pertes”) marker under the brigade. Each loss **diminishes** the combat and artillery potential **by 1**, may affect the consequences of a combat test and counts in the calculation of VP.

If a brigade falls to a combat potential of “zero”, it is eliminated. For the cavalry, use the combat potential indicated on its Mounted side.

Note : In the case of multiple choices, (Loss, Fatigue), choose the brigades in descending order of combat potential. In the case of a tie, the owner chooses.

• **Artillery in combat**

An artillery brigade can suffer a loss before being eliminated (it is turned over); its combat potential

in parentheses is theoretical. It only participates in combats with its artillery potential.

An artillery brigade never receives a fatigue marker and does not advance after a combat.

* In the case of a combat test, it receives a **-3** modifier if there are no infantry or cavalry brigades present. **See example 4.**

11 - SECOND BULL RUN

Second Bull Run 1862 is a simulation of the battle that took place between 28 and 30 August 1862 between the Union and the Confederacy during the Civil War, near Groveton (Virginia) in the same place as the first battle of Bull Run. The game recounts the last two days, 29 and 30 August.

11.1 - SPECIFIC RULES

Attention : The rules below may modify the basic rules.

11.1.1- Commanders

The Army Commanders (AC) are Pope for the Union and Lee for the Confederacy, and the Corps Commanders (CC) are Sigel, McDowell, Heintzelman, Porter and Reno for the Union, Longstreet and Jackson for the Confederacy.

Jackson's corps brigades (South) have **+1** for the combat test.



11.1.2 - Activation table (1d6)

<u>Result</u>	<u>Activated Division(s)</u>
0 or -	0
1 - 2	1
3 - 5	2
6 or +	3

Modifiers

-1, 0 ou +1 depending on the CC's activation value. Other modifiers may be indicated in the scenario rules.

11.1.43 - Reinforcements

In the case of reinforcements of the two camps, the Union player begins his reinforcement movements first.

The Union player rolls one die per division or per independent unit; on **1-3**, the reinforcements arrive on turn **T** and on **4-6** they arrive on **T+1**.

The Confederate player rolls one die per division or per independent unit; on **1-4** the reinforcements arrive on turn **T** and on **5-6** they arrive on turn **T+1**.

It costs **+1 MP** for every two brigades that have already entered by the same entry zone. For example, the first two brigades will have +0 MP to enter, the following two +1 MP and so on.

11.1.4 - Retreat priority

The fourth priority in retreat is: toward entrances B, C, D or E for the Union, toward entrances G, H or zone 193 for the Confederacy. Choose the closest.

11.1.5 - Terrain

• **The uncompleted railway line** is considered like an embankment for this game. The brigades that occupy a zone of this type of terrain have **+1** in defence.

• Only **Groveton** is considered as a village.

• The **Bull Run** is uncrossable except by bridges. The other streams do not hinder movement.

11.2 - SCENARIOS

After choosing the scenario, place the "Turn" and "Action" markers as indicated by the special rules for the scenario. The brigades are then placed in the zones indicated by the set up in each scenario, respecting the stacking rules. Each zone listed

must be occupied by at least one brigade. Certain brigades may begin isolated **[I]** or having already suffered losses **[-1]** or **[-2]** which is indicated by turning the brigade over and possibly placing a "Perte (Loss) -1" marker on it. .

The entry zone for the reinforcements is indicated by a "→" followed by a letter. If there are several letters, the player chooses freely for each division or for each independent brigade and/or commander.

11.2.1- The day of 29 August

1 - Set-up

• Confederacy

CC JACKSON (155)

DIV TAGLIAFERRO: Johnson Starke Baylor [-1] Tagliaferro Artillery (95 - 113 - 114 - 127)

DIV EWELL: Lawton [-1] Trimble [-1] Artillery (128 - 142); Early [I] Forno [I] (37 - 38)

DIV HILL: Archer Branch Field Gregg Pender Thomas Artillery (143 - 157 - 158 - 179 - 180 - 181 - 182)

Robertson (175)

• USA

Only by reinforcement

2 - Reinforcements

• Confederacy

Turn 4 (9h30)

Lee → A

Turn 5 (11h)

CA LEE → H

CC LONGSTREET → H

DIV HOOD: Law Hood Artillery → H

DIV KEMPER: Kemper Pickett Jenkins → H
Artillery W → H

Evans → H

Turn 6 (12h30) *option*

DIV JONES: Jones Toomb Drayton → H

Turn 7 (14h)

WILCOX: Featheston Pryor Wilcox → H

Turn 11 (20h) two-day scenario only (see 11.2.3)..

DIV ANDERSON: Armistead Mahone Wright → H

Artillery L → H

• **Union**

Turn 1 (5h)

CC SIGEL → E/D

DIV SCHURZ: Kolttes Schimmel Kryz Artillery → E/D

DIV SCHENK: Stahel McLean → E/D

Milroy → E/D

CC MCDOWELL → E/D

DIV REYNOLDS: Meade Seymour Hardin Artillery → E/D

Turn 4 (9h30)

DIV KEARNY: Robinson Birney Poe Artillery → B/C/D

Turn 5 (11h)

CC HEINTZELMAN → B/C/D

DIV HOOKER: Grover Taylor Carr Artillery → (B/C/D)

CC RENO → B/C/D

DIV RENO: Nagle Ferrero → B/C/D

DIV STEVENS: Christ Leasure Farnsworth Artillery → B/C/D

Turn 6 (12h30)

CA POPE → B/C/D

CC PORTER → E/F

DIV BUTTER: Roberts Lansing Artillery → E/F

DIV SYKES: Buchanan Chapman Warren Artillery → E/F

Artillery → E/F

Turn 7 (14h)

Bayard → E/F

Turn 8 (15h30)

Budford → G/F

DIV HATCH: Sullivan Doubleday Patrick Gibbon [-2] Artillery → E/F

Turn 10 (18h30)

DIV RICKETTS: Duryea Tower Stiles Thoburn Artillery → E/F

3 - Special rules

• **Duration**: The scenario begins on turn T1 and finishes on turn T10. Turn T1 is exclusively dedicated to the entry of the Union reinforcements. Turn T11 only occurs for the big scenario (see 11-2-3).

• **Initiative**: The Union player has **+1** on his initiative roll. In the case of a tie, the initiative goes to the Union player.

• **Command**: As long as the AC aren't in play, each player has -1 on his activation die. The CC are considered in command until the arrival of the AC. Then the normal rule applies.

• **Optional Confederate Division**: DIV JONES has the order to guard the southern flank of the Confederate presence. The Confederate player may bring it in as a reinforcement on T6 → H by giving **+2 VP** to the Union player.

• **Optional historical rule**: Each player rolls a die to determine the tactical option of his AC during the initiative phase once he has entered.

Tactical option (1d6)

1-4: Manœuvre

5-6: Assault

Modifiers

+1 for the Union player

-1 for the Confederate player

If the tactical option is « Manœuvre » the player suffers a modifier of **-1** for all his activations..

Note: Historically the Confederate player essentially manoeuvred and defended while the Union player attacked the Confederate line along the railway. This scenario without the operational historical rule allows players to reenact the day of 29 August without constraint.

4 - Victory points

Losses: **X > Y**: +1 VP for X; if **X > 1,5 Y**: +3 VP for X

Objectives: 3 VP per objective

The victor is the player who obtains **8 VP** more than his adversary.

Historically there is no victor even if a tie could be considered as a psychological half victory for the south.

11.2.2 - Day of 30 August

1 - Set up

• **Confederacy**

CA LEE (56)

CC JACKSON (142)

DIV TAGLIAFERRO: Johnson Starke Baylor [-1] Tagliaferro Artillery (95 - 96 - 115 - 116)

DIV EWELL: Lawton [-1] Trimble [-1] Early Artillery (129 - 143 - 158); Forno [I] (202)

DIV HILL: Archer Branch Field Gregg [-2] Pender Thomas [-1] Artillery (159 - 179 - 181 - 161 - 183 - 184)

Lee (203)

Robertson (175)

CC LONGSTREET (56)

DIV ANDERSON: Armistead Mahone Wright (54-56)

Evans (57)

DIV HOOD Law Hood [-1] Artillery (58-73)

DIV KEMPER: Pickett Jenkins (41-59); Kemper [I] (5)

DIV WILCOX: Featheston Pryor Wilcox (71-72)

Artillery W and Artillery L with a brigade from the Tagliaferro division

DIV JONES: Jones Toomb Drayton - Option

• **Union**

CC MCDOWELL + DIV RICKETTS: Duryea Tower Stiles Thoburn Artillery + DIV HATCH: Sullivan [-2] Doubleday [-1] Patrick Gibbon [-2] Artillery (122 - 134 - 135 et 136 - 149 or 109 - 111)

DIV REYNOLDS: Meade Seymour Hardin Artillery (82 - 84 or 82 - 106)

DIV KEARNY: Robinson Birney [-2] Poe Artillery (164 - 186)

CC HEINTZELMAN + DIV HOOKER: Grover [-1] Taylor Carr [-1] Artillery (148 -165)

CC RENO + DIV RENO: Nagle [-1] Ferrero + **DIV STEVENS**: Christ [-1] Leasure Farnsworth [-1] Artillery (120 - 120 - 133)

CA POPE (109)

CC PORTER + DIV BUTTER: Roberts Lansing Artillerie + **DIV SYKES**: Buchanan Chapman Warren Artillery (86 - 87 - 89 - 108)

2 - Reinforcements

• **Union**

Off the map after a regrouping; enters automatically (without a test) during the reinforcement segment on T2 or T3 by → C: **CC SIGEL + DIV SCHURZ**: Koltes Schimmel Kryz Artillery + **DIV SCHENK**: Stahel McLean + Milroy [-1] + Artillery + Bayard + Budford

3 - Special rules

• **Duration**: The scenario begins on turn T2 and ends on turn T10.

• **Initiative**: Automatic initiative for the Union player on T2 and T3; in the case of a tie, the following turns – until the counter-attack of the Confederate player – the Union player has the initiative..

• **Confederate counter-attack**: When he wants, starting with T3, the Confederate player can declare a counter-attack during the administrative phase. During the following two turns, he automatically obtains the initiative and **+1** on the activation table. On the turns following the two counter-attack turns, it's the Confederate player who gets the initiative in the case of a tie.

4 - Victory points

Pertes: **X > Y**: +2 VP for X; if **X > 1,5 Y**: +5 VP for X.

Objectives: 3 PVP per objective.

The victor is the player who gets **8 VP** more than his adversary.

Historically the Confederate player wins.

11.2.3 - The days of 29 and 30 August

This scenario combines the first two scenarios..

1 - Set up

Same as scenario 1.

2 - Reinforcements

Same as scenario 1.

3 - Special rules

the end of this day, the following day proceeds without their historical option.

Turn T11 of the first day is played. During this turn, the activation marker is placed on the « 2 » and the activation rolls have a penalty of **-1**.

T1 of the second day is used for the special night turn.

• **Night**: A special night turn is played between the two days.

A - Each player removes his « Fatigue » and « Déroute (Rout) » markers».

B - Each brigade (except artillery) that suffered two or three losses recovers a loss; those that suffered four losses or more recover two losses.

C - Brigades in contact with enemy brigades must move away from one another (bearing in mind the rules of retreat after combat). However, brigades in terrain that is favourable in defence (that provide an adjustment in combat) may remain in place if the enemy brigades are not also in favourable terrain.

D - Each player may carry out a night movement for **three units** (player's choice), with priority to the units that left the game and bring them back in H for the Confederate player and in C or D for the Union player. This is normal movement without forced march and without entering an enemy ZoC.

E - The Union player must move out an army corps of his choice as well as the independent units present in the terrain. They remain as reinforcements by the entrances C or D starting with Turn T2 or by the entrances E or F starting with turn T4..

4 - Victory conditions

The victory conditions are the same as scenario 2. ◆

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ACTIVATION TABLE (1D6)

Result	Activated division(s)
0 ou -	0
1 à 2	1
3 à 5	2
6 ou +	3

Modifiers

-1, 0 ou +1 depending on the CC's activation value.

Other modifiers may be indicated in the scenario rules.

COMMAND TEST (1D6)

1 - 3 : the division is activated ;

4 - 6 : the division is inactive.

Modifiers

-1 for a cavalry division.

-1 if a non-isolated brigade of the division is in contact with an enemy brigade.

COMBAT

Note : All modifiers are cumulative.

STRENGTH RATIO (ATT)

1/3	-4
1/2	-2
1/1	0
3/2	+1
2/1	+2
3/1	+3

Note : against artillery brigades alone : **+3**

FATIGUE

-1 to -4 for the l'ATT and the DEF.

The defender can have a maximum of **-2** and the attacker a maximum of **-4**

OTHER COMBAT MODIFIERS

+x for Artillery support (ATT and DEF)

+1 per Shapshooters (ATT and DEF)

+1 per zone with a command bonus that combats (ATT and DEF)

+1 or +2 Def for terrain (DEF)

-1 per zone that attacks its flank (DEF)

+1 per zone > 1 that attacks (ATT)

-2 per zone if non-attacked enemy brigade (ATT)

-1 per mounted cavalry brigade that attacks a wood (ATT) or by itself in a wood (DEF)

RÉSULTS OF COMBAT

1D6 + Modifiers/players

Minimum 1.

If **X = Y** "Fatigue" for the attacker.

If **X > Y** "Fatigue" for Y.

If **X > 2 x Y** "Fatigue" then "Combat Test" for Y.

A natural "6" on the die inflicts a loss on one brigade of his adversary

COMBAT TEST (1D6)

-1 and less : Rout (1 Loss, Retreat 3 zones and Rout)

0 - 2 : Disorder (1 Loss and retreat 2 zones)

3 - 5 : Retreat (Retreat 1 zone)

6 and higher : Melee (1 Loss and 1 Loss on one brigade of his adversary)

Modifiers

+1 if command bonus

+1 for units of CC Jackson

-1 if "Fatigue 2"

-1 if "loss" marker

-2 if loss \geq to 50 %

-3 for lone artillery.

Other modifiers in the scenarios

ROUT TEST (1D6)

1 - 3 : the brigade remains in rout.

4 - 5 : the brigade becomes organised again - replace the "Rout" marker with a "Fatigue 1" marker.

6 : the brigade becomes organised again - as above - and recovers a loss.

REMINDERS

• **Stacking** : max 2 brigade of same corps (or independant)

• **Command range**: **8 MP**

• **Movement Capacity**:

Infantry/Artillery: **6 MP**

Mounted Cavalry/CC/AC: **8 MP**

Dismounted Cavalry: **2 MP**

Forced March **+2 PM** (Fatigue +1) except artillery, Dismounted Cavalry and AC/CC

• **Movement** : **2 MP** per zone or **1 MP** with a road without crossing an ennemy zoc.

+1 if Bridge/Ford/Escarpment/Artillery Front)

• **Attack** : **2 MP**