

BULL RUN HISTORICAL SCENARIO

The Bull Run Historical Scenario uses all 200 cards in the Bull Run Set.

Our thanks to Keith Martens and the Canadian Wargamers Journal.

SETUP

Refer to the setup diagram on the next page and pick the following from the deck;

Terrain as depicted plus 297, 298, 193 and 194.

Forces as detailed below and in the diagram. Remember the Union is organized into Divisions and Brigades (ie. V/2 is the second Brigade of the fifth Division) while the Confederate has two armies (Potomac and Shenendoah) segmented into Brigades.

UNION

I/4; 116, 117, 123, 143-146

II/1; 114, 125, 129-131, 147-151

II/2; 106, 126, 128, 152-155

III/1 plus Heintzelmann; 104, 107, 118, 156-158

V/2; 100, 122, 179-182

CONFEDERATE

P/1; 200, 215, 216, 233-237

P/4; 213, 219, 244-248

P/7; 210, 257, 258

S2; 205, 225, 267, 268

S3 plus Beauregard; 203, 211, 226, 269-273

Place the terrain as shown. Each side forms three decks: Left Reserve, Right Reserve and Rear Reserve.

Note: *Special Cards (including the two fords in the initial setup) may be played from any reserve.*

Initial setup is done with units in the two forward reserves and only in areas which that reserve could access. None of the rivers or Stone's Bridge count against initial setup.

The rest of the cards form the Reinforcement Deck. Roll for first player randomly.

RESERVES

The Left and Right Reserves each act like the reserve in the standard Dixie game. As the diagram illustrates, the Left Reserve can only move units to and from the Far Left, Left and Center. The Right Reserve similarly accesses the Far Right, Right and Center. Movement between these spots is only restricted by stacking and a unit's movement allowance.

Cards in the Rear Reserve are not immediately available but can be moved to either forward reserve.

SPECIAL RULES

- 1. Two cards are drawn from the Reinforcement deck each turn and placed in the Rear Reserve.**
- 2. Special cards which allow extra movement can be used in rear to forward reserve movement.**
- 3. Leader's morale benefits count only for units which they command. Therefore the army leader would help any unit of that army, a Divisional leader only units in his division while a Brigade commander would influence just the units in his Brigade. Independents may be commanded by any leader.**

NOTES

Each side has a numerical advantage on their right wing. Both sides are thin on the ground and if they commit their rear reserve they may suffer disaster. Special rule 3 which restricts leader's effectiveness to their own command is interesting in that it forces a player to gather the proper troops before attacking. It is amazing to see a coordinated Brigade slice up a hodge-podge group of defenders.

Historical Bull Run for Columbia's *Dixie*

