

# TERRAIN EFFECTS CHART

	RESTRICTIONS	MOVEMENT	COMBAT	LOS BLOCKING
Clear hex	—	Enter: 1 MP	—	Units only <sup>1</sup>
<b>STREAM</b> hex	—	Enter: 2 MP	Downhill	Clear
<b>WOODS</b> hex	—	Enter: 2 MP	1/2 strength <sup>2</sup>	Hex blocks <sup>1</sup>
<b>STREAM/WOODS</b> hex	—	Enter: 3 MP	Downhill, 1/2 strength <sup>2</sup>	Hex blocks <sup>1</sup>
<b>SLOPE</b> hex	—	—	—	—
<b>CREST</b> hexside	—	—	—	Crest blocks LOS <sup>1</sup>
<b>HILLTOP</b> hex	—	—	Uphill	Automatic LOS
<b>FORD</b> hex	Block command <i>No Brigades</i> Stacking: 8 DP	Enter: 1 MP Penalty: +1 MP Entry limit: 8 DP	1/2 strength Blocks retreat	Clear
<b>BRIDGE</b> hex <b>TRESTLE</b> <sup>3</sup>	<i>No Brigades</i>	Enter: 1 MP	1/2 strength	Clear
<b>RIVER</b> hex	Prohibited	Prohibited	—	Clear
Major road	—	Battery: 1/3 MP <sup>4</sup> Other: 1/2 MP <sup>4</sup>	—	—
Minor road Railroad <sup>5</sup>	—	Battery: 1/2 MP <sup>4</sup> Other: 1 MP <sup>4</sup>	—	—
<b>ABATIS</b> marker	<i>No Brigades</i>	Penalty: +1 MP Cancels roads	Blocks retreat	—
Houses, Towns <sup>6</sup> Victory stars <sup>7</sup> , Incomplete RR	—	—	—	—
Map edge <sup>8</sup>	Blocks command	Prohibited	—	—

## KEY

### ALL COLUMNS

—: No effect. Other terrain in the hex has its normal effects.

### RESTRICTIONS column:

**No Brigades:** Brigade pieces are not allowed in the hex. They cannot form there and must break up before entering.

**Prohibited:** Pieces are eliminated upon entering the hex, and command paths cannot enter the hex. Recon paths and LOS *can* pass through the hex.

**Blocks command:** A command path can enter or leave a ford, or go from one ford to another, but it cannot go into and out of the same ford. The hex does *not* block recon range or LOS.

### MOVEMENT column:

**MP:** movement points

**Enter:** The cost to enter the hex when *not* moving along a road. When moving along a road, pay the road rate instead.

**Penalty:** The extra cost to enter or leave the hex, even when moving along a road. Penalty costs are cumulative: it costs +2 MP to move from one penalty hex to another.

**Entry Limit:** Only 8 defense points per player-turn can enter each ford.

**Cancels Road:** The road rate cannot be used to enter or leave an ABATIS.

### Notes:

- Exception:* "Automatic LOS" cannot be blocked.
- Artillery only. A battery is halved if it is in a woods hex or if it attacks a woods hex.
- When in play, the TRESTLE transforms hex UU28 into a bridge hex.
- When moving along the road, pay this cost instead of the "Enter" cost. Brigade pieces can never use road movement.
- CSA reinforcements that arrive on schedule enter by rail (see rule 13.4).
- MANASSAS and CENTREVILLE determine victory and activate enemies within 4 hexes.
- The victory stars determine victory at the end of the game.
- Includes unplayable partial hexes.

### COMBAT column:

**Uphill:** Each hilltop is uphill from its slopes. If a defender is uphill from all of the adjacent units attacking it, then that defender is doubled.

**Downhill:** The hex is downhill from all adjacent hexes (so the adjacent hexes are "uphill"). *Exception:* If a stream crosses the hexside between two hexes neither is uphill of the other.

**1/2 strength:** Halve the attack and defense factors of each unit in the hex (retain fractions). A unit can be halved no more than once per battle.

**Blocks retreat:** Pieces can retreat into a ford or ABATIS, if this ends their retreat. Pieces are eliminated if they retreat through (into and then out of) a ford or ABATIS.

### LOS BLOCKING column:

**Units only:** A combat unit in the hex blocks LOS through that hex.

**Clear:** Units in the hex do not block LOS.

**Blocks:** The terrain feature blocks LOS passing through it.

**Automatic LOS:** LOS between hexes is automatically *clear* if either hex is a hilltop and the LOS crosses a crest of that hilltop. Automatic LOS cannot be blocked.

## COMMAND CHART

LEADER:	ACTIVATES:	
	In command range:	In his hex:
<i>Army</i>	all leaders	all pieces
<i>Division</i>	his division	all pieces
<i>USA brigade</i>	his brigade	all pieces
<i>CSA brigade</i>	his brigade	his army
<i>Artillery</i>	his batteries	his army's batteries

# BULL RUN PLAYER AID CARD

## COMBAT RESULTS TABLE

Less than 1-6 odds: attack cancelled, AE

DIE ROLL	COMBAT ODDS										
	1-6	1-5	1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1+
1	AE AB2	AE AB2	AB2	AB2	DB2	DE DB2	DE	DE	DE	DE	DE
2	AE AB2	AE AB2	AE AB2	AB2	EX	EX	EX	EX	EX	DB2	DB2
3	AB2	AB2	AB2	AB2	AB2	DB2	DB2	DB2	DE	DE	DE
4	AE AB2	AB2	AB2	AB2	AB2	AB2	AB2	DB2	DB2	DB2	DE
5	AE AB2	AE AB2	AE AB2	AE AB2	AE AB2	AE AB2	EX	EX	DB2	DE	DE
6	AE AB2	AE AB2	AE AB2	AE AB2	AE AB2	AE AB2	AE AB2	DE	DE	DE	DE

## LEADER ELIMINATION TABLE

DIE ROLL	RESULT
1	LB2
2	LB2
3	LB2
4	LE
5	LE
6	LE

## BOMBARDMENT TABLE

Long range bombardment only

1-3 odds or less have no effect

DIE ROLL	ODDS						
	1-2	1-1	2-1	3-1	4-1	5-1	6-1+
1	DB2	DB2	DL1	DL1	DL1	DL1	DL1
2	—	—	—	—	—	DB2	DB2
3	—	DB2	DB2	DB2	DL1	DL1	DL1
4	—	—	—	DB2	DB2	DB2	DL1
5	—	—	—	—	DB2	DL1	DL1
6	—	—	—	DL1	DL1	DL1	DL1

## EXPLANATION OF RESULTS

**AE** The attacking force loses defense points equal to the defense strength of the defending force.

**AB2** The attacker must retreat each unit in the attacking force two hexes.

**DE** The defending force loses defense points equal to the defense strength of the adjacent attacking force (do not count non-adjacent attacking batteries).

**DB2** The defender must retreat each defending unit two hexes.

**EX** Each side loses defense points equal to the defense strength of the adjacent enemy units in the battle (do not count non-adjacent attacking batteries). The weaker side is eliminated and the other side loses the same number of defense points.

**DL1** The defender loses one combat unit.

**LE** The leader is eliminated.

**LB2** The leader must retreat two hexes.

— No effect.

## TIME RECORD TRACK

GAME:	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
9 AM	a	a	a	a	a	a	a	a	a	a	a	a	a	a	a	a	a	a	a	a
9:30																				
10:00																				
10:30	b	b	b	b	b	b	b	b	b	b	b	b	b	b	b	b	b	b	b	b
11:00	c	c	c	c	c	c	c	c	c	c	c	c	c	c	c	c	c	c	c	c
11:30																				
NOON	d	d	d	d	d	d	d	d	d	d	d	d	d	d	d	d	d	d	d	d
12:30																				
1:00																				
1:30																				
2:00																				
2:30																				
3:00																				
3:30																				
4:00	e	e	e	e	e	e	e	e	e	e	e	e	e	e	e	e	e	e	e	e
4:30																				
5:00																				
5:30																				
6:00	f	f	f	f	f	f	f	f	f	f	f	f	f	f	f	f	f	f	f	f
6:30																				
7:00																				
7:30																				
8:00	g	g	g	g	g	g	g	g	g	g	g	g	g	g	g	g	g	g	g	g

### Events:

- a. Union reinforcements enter at hex CCC35, using normal movement.
- b. All Confederate units are unfrozen and can be activated normally.
- c. Confederate reinforcements enter at hex A18, using rail movement.

- d. Both sides start rallying this turn.
- e. Union reinforcements enter at hex CCC2, using normal movement.
- f. Union reinforcements enter at hex CCC2, using normal movement.
- g. Game ends at the end of the Confederate turn.