

UNION ARMY SETUP

SCHENCK'S BRIGADE

within three hexes of 3821 on East side of Bull Run

Schenck 2 NY 8R 2	Schenck 1 OH 9S 2	Schenck 2 OH 9R 2
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SHERMAN'S BRIGADE

within three hexes of 4016

Sherman 13 NY 9R 2	Sherman 69 NY 12S 3	Sherman 79 NY 10S 3	Sherman 2 WI 12R 4
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CONFEDERATE ARMY SETUP

EVANS' BRIGADE

within three hexes of 3721 on the west side of Bull Run

Evans P 4 SC a 6S 4	Evans P 4 SC b 3S 4	Evans P 1 LA 7S 2	Davidson Lynchburg 2S 3
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COCKE'S BRIGADE

within three hexes of Lewis Ford (3530) on the west side of Bull Run

Cocke P 8 VA 10RS 3	Cocke P 18 VA 11RS 2	Cocke P 19 VA 11RS 2	Cocke P 28 VA 11RS 2
Cocke P 49 VA 4S 2	Rogers Loudon 4S 3	Latham Lynchburg 2S 3	

Activation and Event Chits in Cup

Tyler 3	Hunter 4	USA Key Chit	Fog of War
Beauregard 4	Johnston 4	CSA Key Chit	Fortunes of War

In addition, randomly draw two USA and two CSA Event Chits after the Key Chits are chosen. see [Special Rule 5](#).

Event Chit Mix

Blackberries	Command Confusion	Firefight	Rally!	Regulars Forward
Blackberries	Command Confusion	Firefight	Rally!	Rebel Yell!
Signal Station	The Starting event chit mix for both sides.			

9:00 am

BURNSIDE'S BRIGADE Sudley Ford (hex 1800)

Hunter 5 Burnside	Burnside 1 R 3	Burnside 2 R 4	Burnside 2 NH 2	Burnside 71 NY 2
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BARTOW'S BRIGADE Enter at hex 4035

Johnston 3 Bartow	Bartow S 7 GA 3	Bartow S 8 GA 3
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BEE'S BRIGADE Enter at hex 4035

Johnston 4 Bee	Bee S 2 MS 2	Bee S 11 MS 2	Bee S 4 AL 3
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9:30 am

PORTER'S BRIGADE Sudley Ford (1800)

Hunter 4 Porter	Porter 14 NY 2	Porter 27 NY 2	Reynolds 2 R 5	Carlisle 2 US, E 4
Porter 8 NY 2	Porter USMC Bdn 2	Porter US Inf Bdn 5	Martin 71 NY 3	

HAMPTON'S BRIGADE Enter at 4035

Beauregard 4 Hampton	Hampton P Hamp. Lgn. 4	Imboden Staunton 3
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10:00 am

Enter at Sudley Ford (hex 1800)

Ricketts 1 US, I 4	Griffin 5 US, D 4
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Special Scenario Rules

- This scenario is 6 turns long, starting at 9:00 a.m. and ending at the conclusion of the 11:30 a.m. turn. Place the Game Turn marker in the in the 9:00 a.m. space of the Game Turn Track.
- Use the reinforcements listed in Scenario 16.3 for 10:00 a.m. and earlier.
- Set aside the Exhaustion, Superior Artillery, and Low Ammo chits, they are not used in this scenario.
- The Regular's Forward chit may only be used twice in this scenario.
- Place the Tyler, Hunter, Beauregard, Johnston, Fog of War and Fortunes of War chits in the draw cup. Follow the rules in section 5.1 and 5.2 for the Event chits.
- Union units may not cross the stone bridge, hex 3822 and 3721.
- Tyler's lack of initiative: Schenck's Brigade may never move more than three hexes away from hex 3821. Schenck is freed from this restriction if the Confederates cross Bull Run. If Confederate fire or panic forces a unit of Schenck to retreat beyond three hexes from 3821, or sends a Schenck unit to broken track, the unit is now free from the restriction.
- Carlisle's artillery that enters at 9:30 a.m. may not move further then three hexes from 3821. If the Confederates cross Bull Run, he is freed from these restrictions. If Confederate fire or panic forces Carlisle to retreat beyond three hexes from 3821 then Carlisle is now free from the restriction.
- Evans 4 SC b unit may never move more than three hexes from 3721, unless it retreats after combat beyond this range. After the retreat the unit is no longer restricted.
- Cocke's Detachment: Cocke's Brigade may not be activated until the 10:30 a.m. turn. At the cost of 1 VP per unit, units from Cocke's Brigade may leave the vicinity (three hex radius) of Lewis Ford, hex 3530, after this time. At least one unit, and the 49 VA battalion, must be left behind. Adjust the victory points and then select the regiments to be able to move.
- The two artillery units that start with Cocke; Rogers and Latham, may not move beyond the three-hex radius of Lewis Ford, hex 3530. They may fire and move within that area freely. If they are forced by retreat beyond this radius, they are removed from the game, but they do not give the Union player any victory points.
- Sherman's Initiative: Sherman's Brigade may not be activated until 10:30 a.m. unless the Confederate player crosses Bull Run in which case he may be activated normally. During each turn starting with 10:30 a.m. when Sherman's brigade is successfully activated by Tyler, roll one die. Sherman will be able to accept his brigade orders and move, fire, etc. if the die roll indicates that he has found the hidden ford (Farm Ford hex 3416). On 10:30 a.m. turn a successful roll is a 5 or 6. On 11:00 a.m. turn a 3, 4, 5, or 6 is successful. On 11:30 a.m. or later turns the ford is found automatically when Sherman is activated, no die roll needed. Once the ford has been found, you may place the Ford Discovered counter on the map as a reminder. Once the ford is found, Sherman's Brigade then Keyes' Brigade may use the ford to cross Bull Run. Neither Sherman nor Keyes must use the ford to cross; they could for example attack Lewis' ford or march to Poplar Ford and cross.
- Keyes brigade enters in hex 4022 the turn after Sherman finds the ford, or the turn after the Confederate player crosses Bull Run.

Victory Determination: Each player receives a victory point for each of the following locations they control at the end of a turn: hexes 2514, 1914 and 2021. In addition, the Union receives one victory point for units of Cocke's brigade that leave Lewis Ford. All hexes begin in Confederate control. In addition, each player gains one victory point for each of their opponent's units which ends the scenario on the broken track or permanently eliminated. A player wins if they have at least two victory points more than their opponent. Otherwise, the game is a draw.

UNION ARMY SETUP

SCHENCK'S BRIGADE

within three hexes of 3821 on East side of Bull Run

Schenck 2 NY 8R 2	Schenck 1 OH 9S 2	Schenck 2 OH 9R 2	Carlisle 2 US, E 6Mx 4
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KEYES' BRIGADE

within five hexes of Farm Ford (3316) and North of Young's Branch

Keyes 1 CT 9R 2	Keyes 2 CT 9R 2	Keyes 3 CT 6S 2	Keyes 2 ME 8S 2
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SHERMAN'S BRIGADE

within 3 hexes of the Matthews House (1914)

Sherman 13 NY 9R 2	Sherman 69 NY 12S 3	Sherman 79 NY 10S 3	Sherman 2 WI 12R 4
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HOWARD'S BRIGADE

within four hexes of hex 1921, North of Young's Branch

Howard 3 ME 8R 3	Howard 4 ME 10R 2	Howard 5 ME 9S 2	Howard 2 VT 10S 3	Arnold 2 US, D 4Mx 4
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PORTER'S BRIGADE

within 3 hexes of the Matthews House (1914)

Porter 8 NY 9S 2	Porter 14 NY 10R 2	Porter 27 NY 9R 2	Porter USMC Btln 6R 2	Porter US Inf Btln 12R 5
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One random regiment (not including the US Inf Btln) should be **Battleworn**

BURNSIDE'S BRIGADE

within 3 hexes of the Matthews House (1914)

Burnside 1 RI 8R 3	Burnside 2 RI 9R 4	Burnside 2 NH 8S 2	Burnside 71 NY 7R 2
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Two random regiments should be **Battleworn**

ARTILLERY

within 3 hexes of the Matthews House (1914)

Reynolds 2 RI 6R 5	Martin 71 NY 2S 3
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FRANKLIN'S BRIGADE

within four hexes of hex 1921, North of Young's Branch

Franklin 5 MA 11R 2	Franklin 11 MA 10R 2	Franklin 1 MN 12S 4
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WILLCOX'S BRIGADE

within four hexes of hex 1921, North of Young's Branch

Willcox 11 NY 9R 2	Willcox 38 NY 10S 3	Willcox 1 MI 7S 2	Griffin 5 US, D 6R 4	Ricketts 1 US, I 6Mx 4
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CONFEDERATE ARMY SETUP

COCKE'S BRIGADE

within three hexes of Lewis Ford (3530) on the west side of Bull Run

Cocke P 8 VA 10RS 3	Cocke P 18 VA 11RS 2	Cocke P 19 VA 11RS 2	Cocke P 28 VA 11RS 2
Cocke P 49 VA 4S 2	Rogers Loudon 4S 3	Latham Lynchburg 2S 3	

JACKSON'S BRIGADE

2127 Jackson S 2 VA 9RS 3	2326 Jackson S 4 VA 8RS 3	2325 Jackson S 5 VA 8S 4	2227 Jackson S 27 VA 8S 3
2028 Jackson S 33 VA 7R 4	with or adjacent to Jackson's infantry Jackson Rockbridge 4S 3	Pelham Wise 5S 3	Imboden Statinton 4S 3

EVANS' BRIGADE

Anywhere east of the Henry House Hill and South of Young's Branch

Evans P 1 LA 7S 2	Squires Washington 4Mx 4
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Place on the **Broken Track**, available for Reorganization

Evans P 4 SC a 6S 4	Evans P 4 SC b 3S 4
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BEE'S BRIGADE

Anywhere East of hex 2125, South of Young's Branch

Bee S 2 MS 11R 2	Bee S 11 MS 3S 2	Bee S 4 AL 10S 3
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BARTOW'S BRIGADE

Anywhere East of hex 2125, South of Young's Branch

Bartow S 7 GA 10Mx 3	Bartow S 8 GA 10Mx 3
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Randomly Select 2 units from the combined two Brigades to be **Battleworn**.
Randomly select 1 unit from the combined two Brigades to be placed on the **Broken Track**, available to be reorganized.

HAMPTON'S BRIGADE

Robinson House (2423)

Hampton P Hamp. Lgn. 10R 4

STUART'S BRIGADE

1928

Stuart P 1 VA 5 CC 3

Activation and Event Chits in Cup

Tyler 3	Hunter 4	Heintzlmn 4	USA Key Chit	Fog of War
Beauregard 4	Johnston 4	CSA Key Chit	Fortunes of War	

In addition, randomly draw three USA and two CSA Event Chits after the Key Chits are chosen. see **Special Rule 2**.

Event Chit Mix

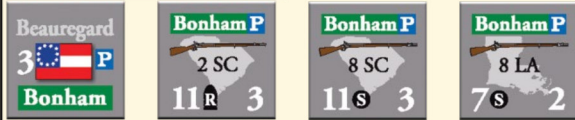
Blackberries	Command Confusion	Firefight	Rally!	Regulars Forward
Blackberries	Command Confusion	Rally!	Low Ammo	Superior Artillery
Signal Station	Firefight	Rebel Yell!	Superior Artillery	

The Starting event chit mix for both sides.

1:30 pm

BONHAM'S BRIGADE

Enter at hex 4035



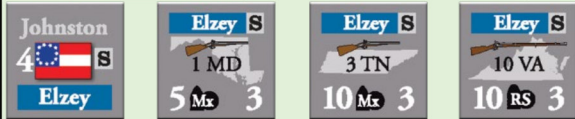
2:00 pm

Add to each players Event Chit Mix

Enter at hex 4035

**ELZEY'S BRIGADE**

Enter at New Market (hex 1940)



2:30 pm

EARLY'S BRIGADE

Enter at hex 4035



3:00 pm

Kemper Enter at hex 4035

**Special Scenario Rules**

- This Scenario is 8 turns long starting at 1:30 p.m. and lasting through the 5:00 p.m. turn.
- Place the Tyler, Hunter, Heintzleman, Beauregard, Johnston, Fog of War and Fortunes of War chits in the draw cup. Follow the rules in section 5.1 and 5.2 for the Event chits.
- Burnside's Brigade may not choose Attack orders.
- The Regulars Forward Chit may only be used once during this scenario.
- The victory point marker is placed showing the CSA having 4 victory points.
- At the start of the 1:30 p.m. Chit Draw Phase, the Union player takes all of his brigade activation status markers and draws one at random. This brigade is activated with any order the Union player desires without a die roll for the divisional leader. If activated with an attack order, roll normally to see how many units may fire and move. This activation counts as the brigade's activation for the turn, it may not be activated by its leader later in the turn.
- Union units may not cross the stone bridge, hex 3822 and 3721.
- Tyler's lack of initiative: Schenck's Brigade may never move more than three hexes away from hex 3821. Schenck is freed from this restriction if the Confederates cross Bull Run. If Confederate fire or panic forces a unit of Schenck to retreat beyond three hexes from 3821, or sends a Schenck unit to broken track, the unit is now free from the restriction.
- Carlisle's artillery that enters at 9:30 a.m. may not move further than three hexes from 3821. If the Confederates cross Bull Run, he is freed from these restrictions. If Confederate fire or panic forces Carlisle to retreat beyond three hexes from 3821 then Carlisle is now free from the restriction.
- Cocke's Detachment: Cocke's Brigade may not be activated until the 10:30am turn. At the cost of 1 VP per regiment, units from Cocke's Brigade may leave the vicinity (three hex radius) of Lewis Ford, hex 3530, after this time. At least one regiment, and the 49 VA battalion, must be left behind. Adjust the victory points and then select the regiments to be able to move.
- The two artillery units that start with Cocke; Rogers and Latham, may not move beyond the three-hex radius of Lewis Ford, hex 3530. They may fire and move within that area freely. If they are forced by retreat beyond this radius, they are removed from the game, but they do not give the Union player any victory points.

Victory Determination

At the end of each turn players receive victory points for geographical hex control. Each player receives two victory points for each of the following locations they control at the end of a turn: The Henry House and the Robinson House. These two hexes begin in Confederate control. The Confederate player may receive one victory point each for controlling the Stone Bridge (hex 3721, which starts in Union control) or the western exit hex of the Warrenton Turnpike (hex 1022, which starts in Confederate control). The Union receives one victory point each for controlling Lewis Ford (hex 3530), the crossroads in hex 2927, and the western exit hex of the Warrenton Turnpike (hex 1022), all of which start the game in Confederate control. The Confederate player receives two victory points for controlling the crossroads of the Sudley Road and the Warrenton Turnpike, (hex 1921, which starts in Union control). The Union player receives two victory points for controlling hex New Market (hex 1840, which starts in Confederate control). In addition, each player gains one victory point for each of their opponent's units which ends the scenario on the broken track or permanently eliminated. A player wins if they have at least three victory points more than their opponent. Otherwise, the game is a draw.

UNION ARMY SETUP

SCHENCK'S BRIGADE

within three hexes of 3821 on East side of Bull Run

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SHERMAN'S BRIGADE

within three hexes of 4016

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Event Chit Mix

	The Starting event chit mix for both sides.			

CONFEDERATE ARMY SETUP

EVANS' BRIGADE

within three hexes of 3721 on the west side of Bull Run

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COCKE'S BRIGADE

within three hexes of Lewis Ford (3530) on the west side of Bull Run

Activation and Event Chits in Cup

		USA Key Chit	
			CSA Key Chit

In addition, randomly draw two USA and two CSA Event Chits after the Key Chits are chosen. see Special Rule 2.

Special Scenario Rules

- This scenario is 17 turns long, starting at 9:00 a.m. and ending at the conclusion of the 5:00 p.m. turn. Place the Game Turn marker in the 9:00 a.m. space of the Game Turn Track.
- Place the Tyler, Hunter, Beauregard, Johnston, Fog of War and Fortunes of War chits in the draw cup. Follow the rules in section 5.1 and 5.2 for the Event chits.
- The Regulars Forward chit may be used three times during the game by the Union player. A marker is provided to mark its use.
- Union units may not cross the stone bridge, hex 3822 and 3721.
- Tyler's lack of initiative: Schenck's Brigade may never move more than three hexes away from hex 3821. Schenck is freed from this restriction if the Confederates cross Bull Run. If Confederate fire or panic forces a unit of Schenck to retreat beyond three hexes from 3821, or sends Schenck unit to Broken Track, the unit is now free from the restriction.
- Carlisle's artillery that enters at 9:30 a.m. may not move further then three hexes from 3821. If the Confederates cross Bull Run, he is freed from these restrictions. If Confederate fire or panic forces Carlisle to retreat beyond three hexes from 3821 then Carlisle is now free from the restriction.
- Evans 4 SC b unit may never move more than three hexes from 3721 until lull is declared, or it retreats after combat beyond this range. After either of these events the unit is no longer restricted.
- Cocke's Detachment: Cocke's Brigade may not be activated until the 10:30 a.m. turn. At the cost of 1 VP per regiment, units from Cocke's Brigade may leave the vicinity (three hex radius) of Lewis Ford, hex 3530, after this time. At least one regiment, and the 49 VA battalion, must be left behind. Adjust the victory points and then select the regiments to be able to move.
- The two artillery units that start with Cocke; Rogers and Latham, may not move beyond the three-hex radius of Lewis Ford, hex 3530. They may fire and move within that area freely. If they are forced by retreat beyond this radius, they are removed from the game, but they do not give the Union player any victory points.

10) Sherman's Initiative: Sherman may not be activated until 10:30 a.m. unless the Confederate player crosses Bull Run in which case he may be activated normally. During each turn starting with 10:30 a.m. when Sherman's brigade is successfully activated by Tyler, roll one die. Sherman will be able to accept his brigade orders and move, fire, etc. if the die roll indicates that he has found the hidden ford. (Farm ford hex 3416) On 10:30 a.m. turn a successful roll is a 5 or 6. On 11:00 a.m. turn a 3,4 5, or 6 is successful. On 11:30 a.m. or later turns the ford is found automatically when Sherman is activated, no die roll needed. Once the ford has been found you may place the Ford Discovered counter on the map as a reminder. Once the ford is found Sherman's Brigade, then Keyes' Brigade may use the ford to cross Bull Run. Neither Sherman nor Keyes must use the ford to cross; they could for example attack Lewis' ford or march to Poplar Ford and cross, but they must locate the ford first.

- Keyes Brigade enters in hex 4022 the turn after Sherman finds the ford, or the turn after the Confederate player crosses Bull Run.
- The Lull: The Confederate player may declare a withdrawal at start of any turn; commencing with the 11:00 a.m. turn. The Confederate player must declare the withdrawal no later than the 1:00 p.m. turn. This triggers a lull in the battle.
 - The lull lasts for the turn it is declared and for the two subsequent turns.
 - During the lull do not place the wild chits in the cup and the only event chit placed in the cup for each side is Rally.
 - Confederate units may not cross to the north side of Young's Branch during the lull. (They may enter the hex containing Young's Branch but not finish the lull in those hexes) Young's Branch runs from hex 1023 to Bull Run. Also, the Confederate player may only use Maneuver and Rally orders. However, Confederate units that start their activation north of Young's Branch can engage Union units while under Maneuver Orders or if artillery moving in the artillery phase during the lull but cannot conduct any type of combat. Confederate units north of Young's Branch must attempt to move south of Young's Branch, as quickly as possible during the lull.
 - Union units may cross to the south side of Young's Branch during the lull. (They may enter the hex containing Young's Branch but not finish the lull in those hexes) Also, the Union player may only use Defend and Maneuver orders. However, Union units that start their activation south of Young's Branch can engage Confederate units while under Maneuver Orders or if artillery moving in the artillery phase during the lull but cannot conduct any type of combat. Union units south of Young's Branch must attempt to move north of Young's Branch as quickly as possible during the lull.
 - Recovery: After the lull finishes rebuild attempts no longer receives any die roll adjustments from the Rally chit.

Victory Determination

Use the geographical objectives from Scenario 1 before the lull and the geographical objectives from Scenario 2 after the lull. No points are scored during the lull. In addition, each player gains one victory point for each of their opponent's units which ends the scenario on the broken track or permanently eliminated. A player wins if they have at least three victory points more than their opponent. Otherwise, the game is a draw.

9:00 am

BURNSIDE'S BRIGADE Sudley Ford (hex 1800)

Hunter 5 Burnside	Burnside 1 RI 8R 3	Burnside 2 RI 9R 4	Burnside 2 NH 8S 2	Burnside 71 NY 7R 2
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BARTOW'S BRIGADE Enter at hex 4035

Johnston 3 Bartow	Bartow S 7 GA 10Mx 3	Bartow S 8 GA 10Mx 3
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BEE'S BRIGADE Enter at hex 4035

Johnston 4 Bee	Bee S 2 MS 11R 2	Bee S 11 MS 3S 2	Bee S 4 AL 10S 3
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9:30 am

PORTER'S BRIGADE Sudley Ford (1800)

Hunter 4 Porter	Porter 14 NY 10R 2	Porter 27 NY 9R 2	Reynolds 2 Ri 6R 5	Carlisle 2 US, E 6Mx 4
Porter 8 NY 9S 2	Porter USMC Bln 6R 2	Porter US Inf Bln 12R 5	Martin 71 NY 2S 3	

HAMPTON'S BRIGADE Enter at 4035

Beauregard 4 Hampton	Hampton P Hamp. Lgn. 10R 4	Imboden Staunton 4S 3
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10:00 am

Ricketts Enter at Sudley Ford (hex 1800)

Ricketts 1 US, I 6Mx 4	Griffin 5 US, D 6R 4
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10:30 am

JACKSON'S BRIGADE Enter at hex 4035

Johnston 5 Jackson	Jackson S 2 VA 9RS 3	Jackson S 4 VA 8RS 3	Jackson Rockbridge 4S 3
Jackson S 5 VA 8S 4	Jackson S 33 VA 7R 4	Jackson S 27 VA 8S 3	

11:00 am

Add to USA Event Chit Mix

Superior Artillery

11:30 am

FRANKLIN'S BRIGADE Enter at Sudley Ford (hex 1800)

Heintzlmn 4 Franklin	Heintzlmn 3 Franklin	Franklin 5 MA 11R 2	Franklin 11 MA 10R 2	Franklin 1 MN 12S 4
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Add to Chit Cup

STUART'S BRIGADE Enter at New Market (1940)

Beauregard 4 Stuart	Stuart P 1 VA 5 CC 3
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12:00 pm

WILLCOX'S BRIGADE Enter at Sudley Ford (1800)

Heintzlmn 3 Willcox	Willcox 11 NY 9R 2	Willcox 38 NY 10S 3	Willcox 1 MI 7S 2
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Pelham Enter at hex 4035

Pelham Wise 5S 3	Squires Washington 4Mx 4
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12:30 pm

HOWARD'S BRIGADE Enter at Sudley Ford (hex 1800)

Heintzlmn 4 Howard	Howard 3 ME 8R 3	Howard 4 ME 10R 2	Arnold 2 US, D 4Mx 4
Howard 5 ME 9S 2	Howard 2 VT 10S 3		

1:00 pm

Add to USA Event Chit Mix

Low Ammo	Superior Artillery
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1:30 pm

BONHAM'S BRIGADE Enter at hex 4035

Beauregard 3 Bonham	Bonham P 2 SC 11R 3	Bonham P 8 SC 11S 3	Bonham P 8 LA 7S 2
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2:00 pm

Add to each players Event Chit Mix Enter at hex 4035

Exhausted	Exhausted	Low Ammo	Bee S 6 NC 6R 3
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ELZEY'S BRIGADE Enter at New Market (hex 1940)

Johnston 4 Elzey	Elzey S 1 MD 5Mx 3	Elzey S 3 TN 10Mx 3	Elzey S 10 VA 10RS 3
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2:30 pm

EARLY'S BRIGADE Enter at hex 4035

Beauregard 4 Early	Early P 7 LA 11R 3	Early P 7 VA 6R 2
Early P 13 MS 10S 2	Early P 24 VA 7S 3	

3:00 pm

Kemper Enter at hex 4035

Kemper Alexandria 4S 4

Enters using Special Scenario Rule 11

KEYES' BRIGADE

Tyler 2 Keyes	Keyes 1 CT 9R 2	Keyes 2 CT 9R 2	Keyes 3 CT 6S 2	Keyes 2 ME 8S 2
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Enters using Optional Rule

Ayres

Ayres 3 US, E 6Mx 4

See optional rules for "Barnard does the Job" and "Mcdowell understands march discipline"