

Roads to Antietam

Off Map Railroad Movement

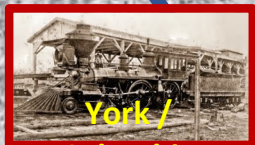
Begin at F0
Move one box, Gain 2 Fatigue
May not move by RR again on same turn

RR Repair

- Inf. Unit on or adjacent
- Roll of 1
- Haupt = -1



Harrisburg



York /
Columbia



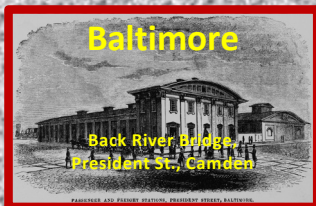
Lancaster



Philadelphia

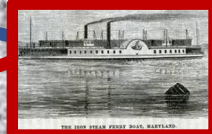


Mason – Dixon Line



Baltimore

Back River Bridge
President St., Camden



- ## RR Movement
- Unit on RR Station
 - Fatigue = 0
 - Move up to 40 hexes

Confederate Communications

Potomac River
Control



Martinsburg

Either

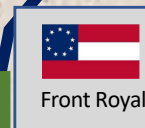


Harper's Ferry



Winchester

Both



Front Royal



Shenandoah
Valley Control



12-4-22

Long Roads to Antietam

Resupply Player Aide

Forage / Resupply

In Resupply Phase

- Passive Units in Resupply Range fully resupply without gaining fatigue
- Passive Units not in Resupply Range may forage. Use table below

Modifiers to County Forage Values

- 1 CSA forage values north of the Potomac in the event that the Union controls either the Potomac River or the Shenandoah Valley (-2 if both).
- 1 CSA on turn 25 (turn 15 if no Rest & Refit)
- 2 CSA on turn 35 (turn 25 if no Rest & Refit)
- 1 Rain turns (Optional)
- +1 Unit is in or adjacent to town or city hex (Optional)
- 1 Unit is in mountain, forest or swamp hex (Optional)
- 1 Unit is stacked with an infantry division (Optional)

Resupply range:

CSA

- In County containing a CSA depot
- Within six traceable hexes by road, RR or pike to a CSA Depot
- In Orange, Spotsylvania or Caroline County

USA

- In County containing a USA depot
- Within six traceable hexes by road, RR or pike to a USA depot
- In county with undamaged RR station that can trace to a USA depot

Supply Expenditure:

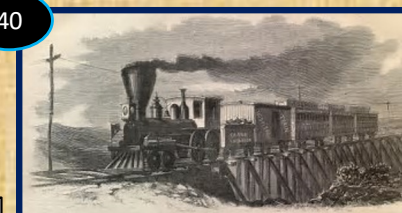
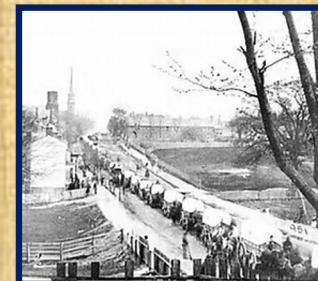
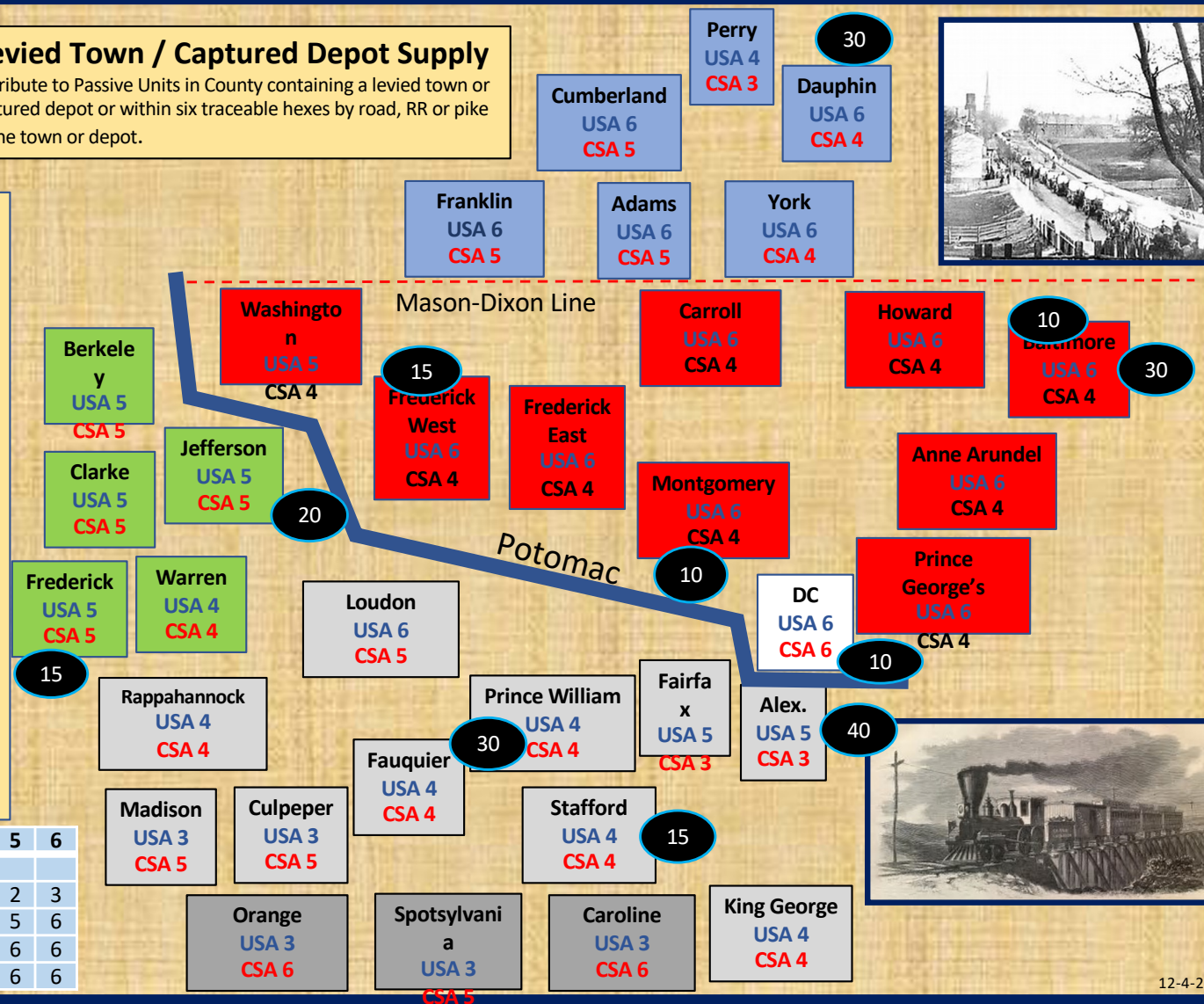
0 = If in resupply range and at fatigue 0

1 = All others

COUNTY FORAGE VALUE	-1	0	1	2	3	4	5	6
FATIGUE EXPENDED								
1 level	0	0	0	1	1	2	2	3
2 levels	0	0	1	2	3	4	5	6
3 levels	0	1	1	3	4	6	6	6
4 levels	1	1	2	4	6	6	6	6

Levied Town / Captured Depot Supply

Distribute to Passive Units in County containing a levied town or captured depot or within six traceable hexes by road, RR or pike to the town or depot.



Roads to Antietam Victory Points Player Aide

DEPOT DESTRUCTION	Pts.
Alexandria	+14
Aquia Creek Station	+6
Camden Station	+10
Harrisburg	+10
Harpers Ferry	+8
Winchester	+6
Manassas Junction	+10
Other US Depots	+2
CSA Depots	-2

Losses

+2 Union Combat / Surrender
-3 CSA Combat

Disorder +/- 15
Panic +/- 10

Higher number if currently in state
Victory Points are cumulative



Strategic Structures

Levies
5 MP F=0

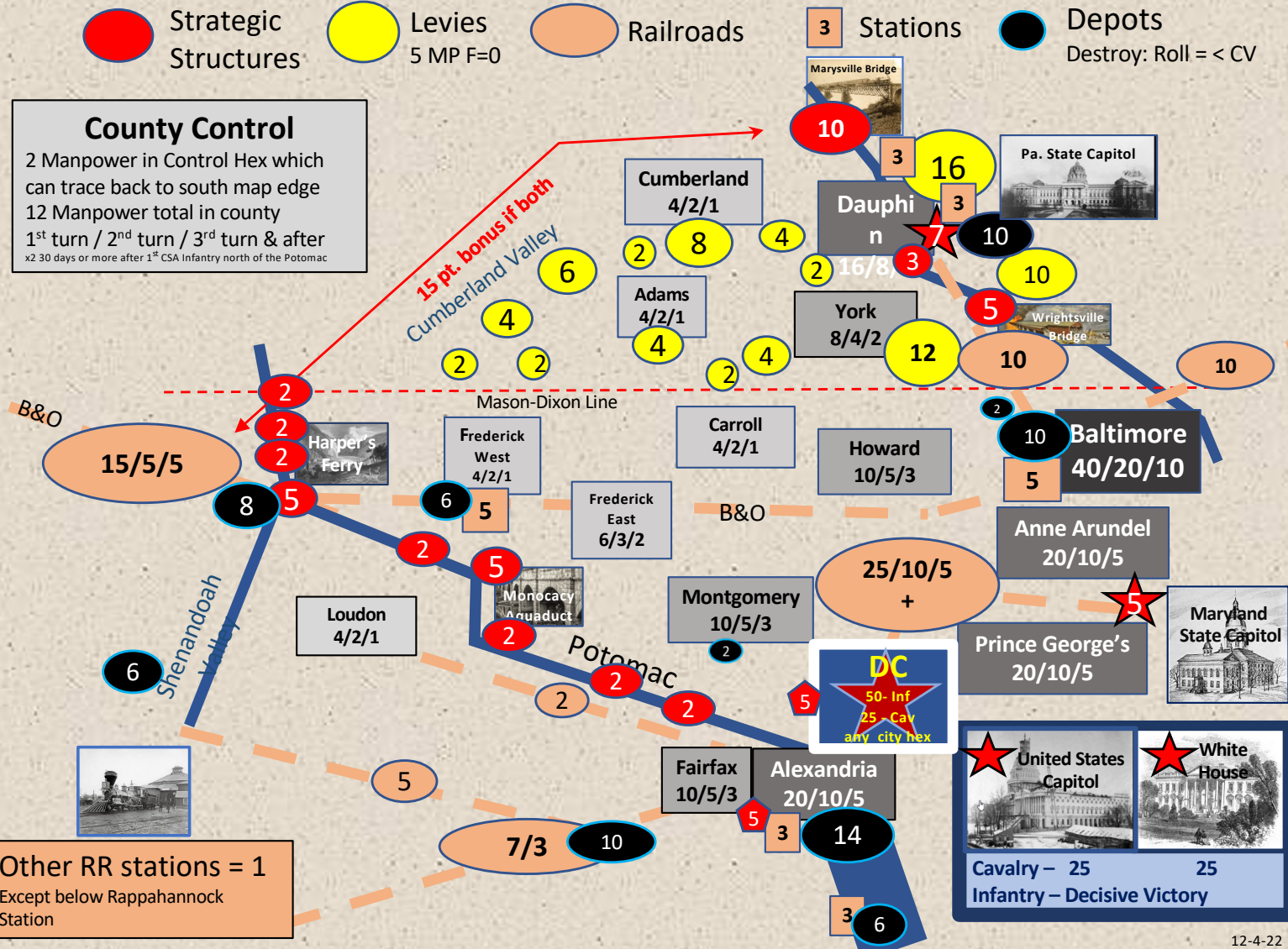
Railroads

Stations

Depots
Destroy: Roll = < CV

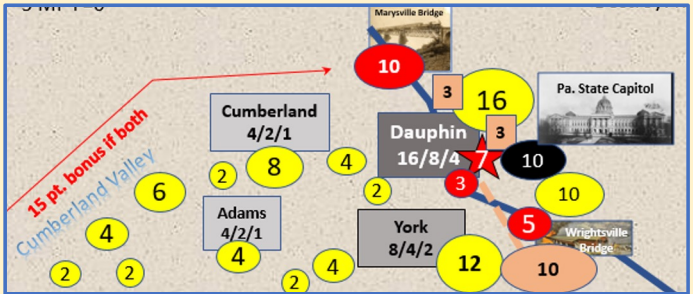
County Control

2 Manpower in Control Hex which can trace back to south map edge
12 Manpower total in county
1st turn / 2nd turn / 3rd turn & after
x2 30 days or more after 1st CSA Infantry north of the Potomac



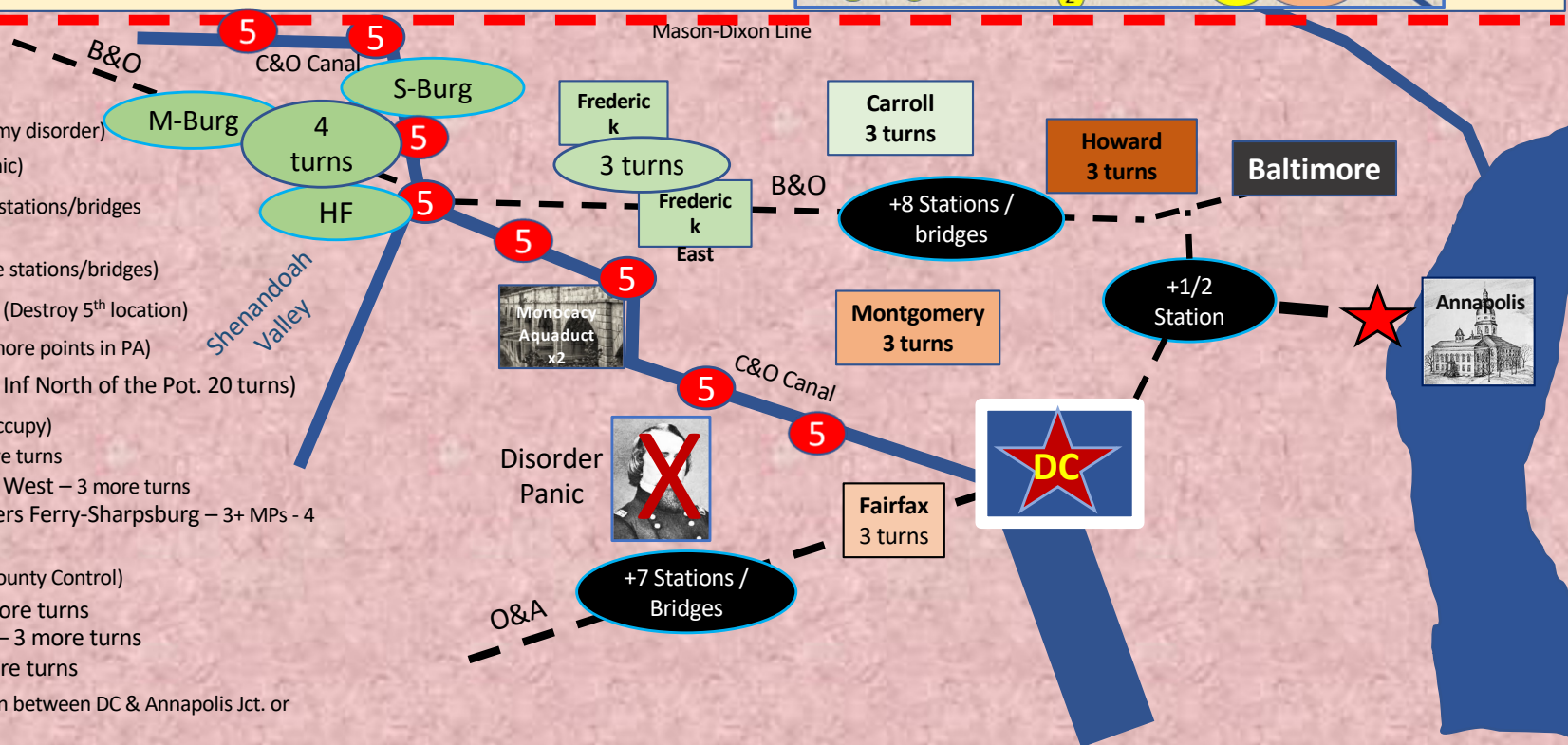
Roads to Antietam Confederate Objectives

**Pennsylvania
+14 Points**



9-12-25

- Suppress Pope (Union Army disorder)
- Crush Pope (Union Army Panic)
- Wreck the B&O (8 more stations/bridges
4 east of the Potomac)
- Wreck the O&A (10 more stations/bridges)
- Wreck the C&O Canal (Destroy 5th location)
- Raid Pennsylvania (14 more points in PA)
- Occupy the North (CSA Inf North of the Pot. 20 turns)
- Recruit (County Control or Occupy)
 - Carroll County – 3 more turns
 - Both Frederick East & West – 3 more turns
 - All Martinsburg-Harpers Ferry-Sharpsburg – 3+ MPs - 4 more turns
- Threaten DC / Balt. (County Control)
 - Howard County – 3 more turns
 - Montgomery County – 3 more turns
 - Fairfax County - 3 more turns
- Cut off DC (Destroy a station between DC & Annapolis Jct. or both Relay House & Gambrill's)

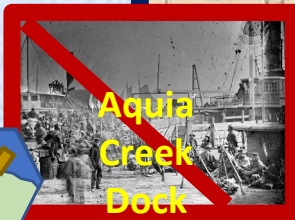


Naval Movement

- Organized and at fatigue 0
- 2 Boxes per turn
- Max. 5 units per turn
- Inf. brigades / rgmts. = ½ unit.
- Moving units gain one fatigues for each box moved



Aquia Creek Station



Alexandria
0944



Naval Yard
1240



Camden Station

3115



Baltimore
Docks

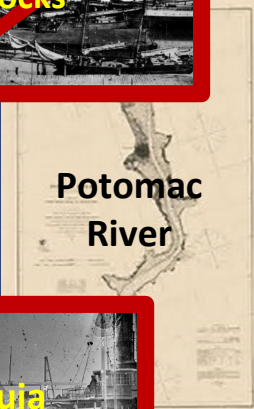


Annapolis
Docks

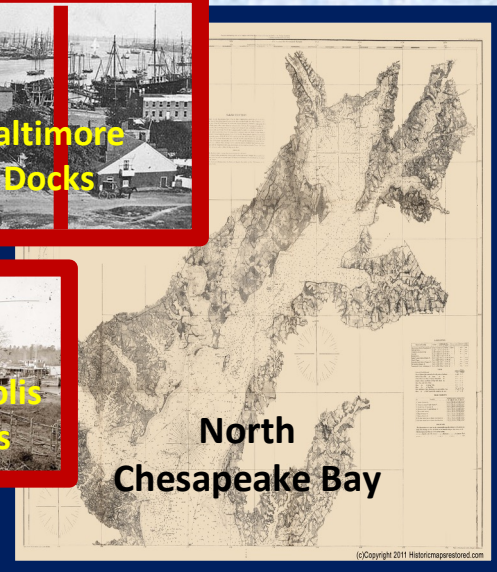


Annapolis
3932

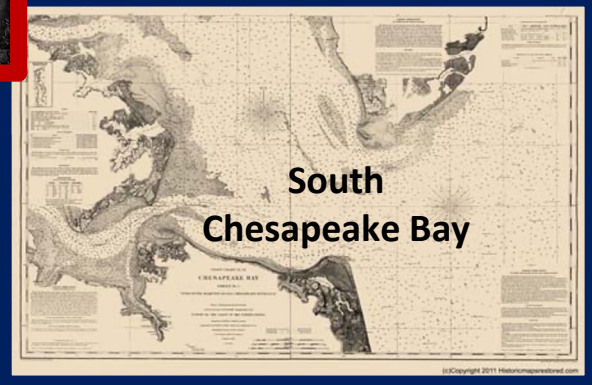
Potomac
River



North
Chesapeake Bay



South
Chesapeake Bay

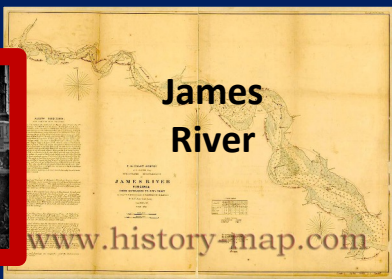


Harrison
Landing



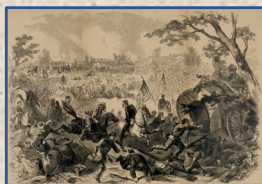
Harrison
Landing
Dock

James
River



www.history-map.com

USA	CSA
16 - Flight	16 - Flight
15	15
14	14
13	13
12 - Panic	12 - Panic
11	11
10	10
9	9
8 - Disorder	8 - Disorder
7	7
6	6 - EP?
5	5
4	4
3	3
2	2
1	1
0	0



PANIC & FLIGHT Demoralization Level

Union:

- + 1 - Each Union infantry corps currently containing a routed unit
- + 1/+2 Each Union infantry division currently routed (D1 / D2)
- + 1 Each 8 Union AoP or AoV combat losses (rounded down)
- +1/3 Each Union infantry division currently out of supply (rounded down)
- +2 Pope is in command

Confederate:

- + 1 Each Confederate corps currently containing a routed unit.
- + 2/+4 Each Confederate infantry division currently routed (D1/D2)
- + 1 Each 5 Confederate combat losses (rounded down)
- +1/2 Each Confederate infantry division currently out of supply (rounded down)*

Eliminated Units: (1st/2nd/3rd turn)

	Division	Brigade
AoP-AoP	3-2-1	2-1-1
CSA	6-4-2	1-1-0

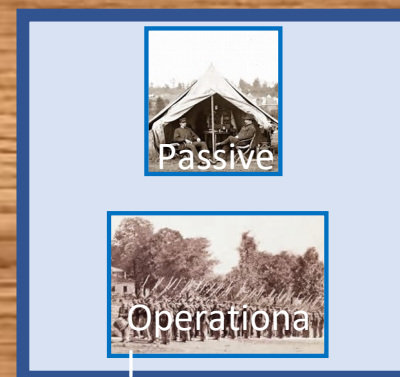
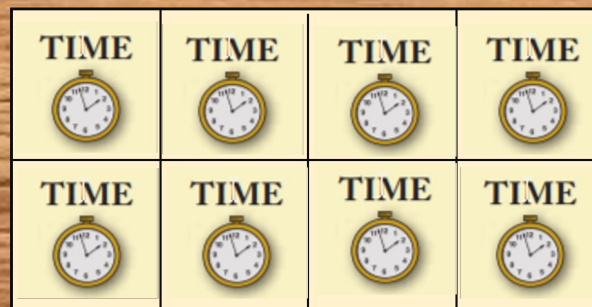
Effects:

- Disorder: -1 Defense
- Panic: -1 all combat die rolls
- Flight: Automatic victory (or -2 attack if playing with optional rule 20)

12-4-22

12-4-22

Union Status



Army Victuals (If playing with Simplified Supply rules)

-1	0	1	2	3	4	5	6	7
+3 Morale +2 Disorg -1 MP F3-F4	+2 Morale +2 Disorg -1 MP -F4	+1 Morale +2 Disorg	+1 Disorg					

Confederate



Army Victuals (If playing with Simplified Supply)

-1	0	1	2	3	4	5	6
+3 Morale +2 Disorg -1 MP F3-F4	+2 Morale +2 Disorg -1 MP F4	+1 Morale +2 Disorg	+1 Disorg				

Roads to Antietam

Pennsylvania Add on map

Movement:

- One box per activation or corps activation
- Infantry - Two fatigues per box
- Cavalry - One Fatigue per box
- May not move out of box containing enemy units of at least ½ MV

All units expend supply each turn, Union units always in resupply range

Earn VPs by levying box (5 MPs at fatigue 0 with no enemy units)

No entrenchment / Artillery treated as in rolling

Combat:

- Players have option of attacking.
- If attacking, all units in the hex must be attacked
- March combat
 - +1 Fatigues - Hasty
 - +2 Fatigue - Normal
 - +3 Fatigue - Prepared
- Corps / Grand Assaults possible

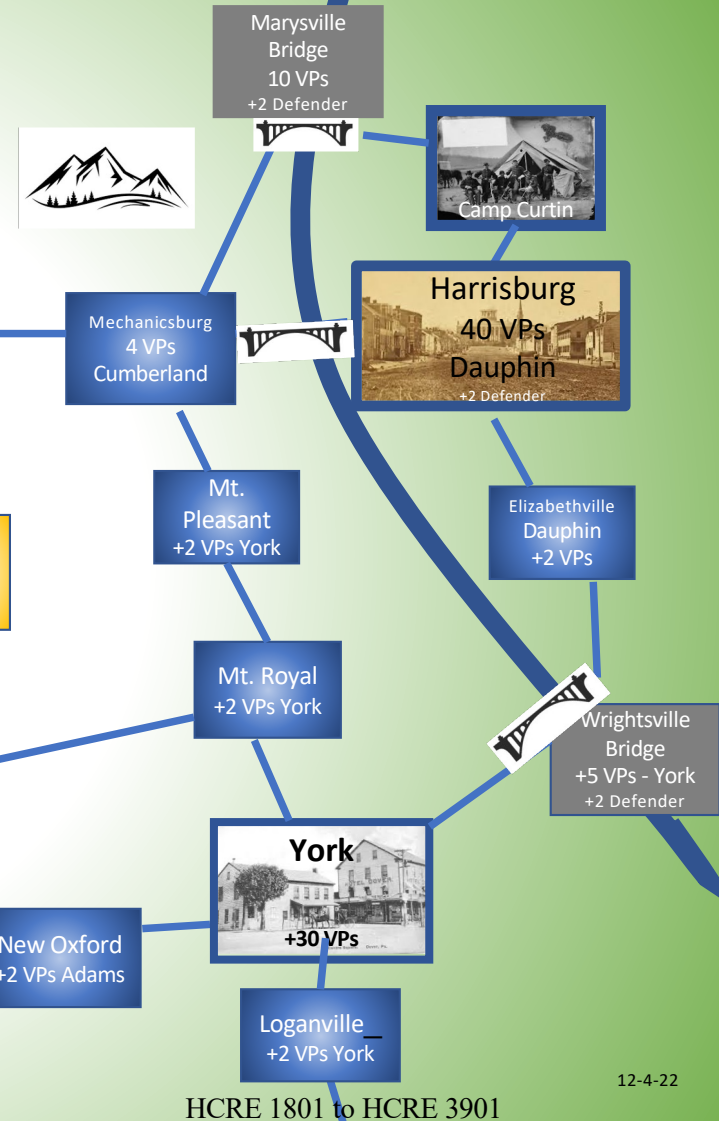
Defender bonuses

Wrightsville Bridge +2
Harrisburg +2
Mt. Holly +1
Marysville Bridge +2
Cashtown +2

HCRW 0901 to HCRW3901



HCRW 4001 to HCRE 1701



DH Hill
J XX
33

Hampton
Cav X
21

D.H.Hill
J XX
33

Hampton
Cav X
21

Munford
Cav X
21

Munford
Cav X
21

AP Hill
JH 36

Gregg
JH X
20

Archer
JH X
20

Wright
LA X
20

Anderson
A 36

Wright
LA X
20

Gregg
JH X
20

Thomas
JH X
20

Thomas
JH X
20

Featherston
LA X
20

Armistead
LA X
20

Featherston
LA X
20

Branch
JH X
20

Archer
JH X
20

Branch
JH X
20

Pryor
LA X
20

Armistead
LA X
20

Pryor
LA X
20

X100
USA Casualties

X100
CSA Casualties

CSA Supply

USA Supply

USA Casualties

CSA Casualties

USA Morale Casualties

CSA Morale Casualties

X10
USA Morale Casualties

X10
CSA Morale Casualties

X10
USA Casualties

X10
CSA Casualties

USA Morale

CSA Morale



Long Roads to Antietam						
Turn Record						
Aug 19 1 No RE	Aug 20 2 No RE	Aug 21 3	Aug 22 4	Aug 23 5	Aug 24 6	Aug 25 7
Aug 26 8	Aug 27 9	Aug 28 10	Aug 29 11	Aug 30 12	Aug 31 13	Sept 1 14
Sept 2 15	Sept 3 16	Sept 4 17	Sept 5 18	Sept 6 19	Sept 7 20	Sept 8 21
Sept 9 22	Sept 10 23 Potomac	Sept 11 24	Sept 12 25	Sept 13 26	Sept 14 27	Sept 15 28
Sept 16 29	Sept 17 30 End RTA	Sept 18 31	Sept 19 32	Sept 20 33	Sept 21 34	Sept 22 35
Sept 23 36	Sept 24 37	Sept 25 38	Sept 26 39	Sept 27 40	Sept 28 41	Sept 29 42
Sept 30 43	Sept 31 44	Oct 1 45	Oct 2 46	Oct 3 47	Oct 4 48	Oct 5 49
Oct 6 50	Oct 7 51	Oct 8 52	Oct 9 53	Oct 10 54 End LSN		

DH Hill
J XX
33

Hampton
Cav X
21

D.H.Hill
J XX
33

Hampton
Cav X
21

Munford
Cav X
21

Munford
Cav X
21

AP Hill
JH 36

Gregg
JH X
20

Archer
JH X
20

Wright
LA X
20

Anderson
A 36

Wright
LA X
20

Gregg
JH X
20

Thomas
JH X
20

Thomas
JH X
20

Featherston
LA X
20

Armistead
LA X
20

Featherston
LA X
20

Branch
JH X
20

Archer
JH X
20

Branch
JH X
20

Pryor
LA X
20

Armistead
LA X
20

Pryor
LA X
20

X100
USA Casualties

X100
CSA Casualties

CSA Supply

USA Supply

USA Casualties

CSA Casualties

USA Morale Casualties

CSA Morale Casualties

X10
USA Morale Casualties

X10
CSA Morale Casualties

X10
USA Casualties

X10
CSA Casualties

USA Morale

CSA Morale



AP Hill



H

3 6

Gregg

X

JH



2 0

Archer

X

JH



2 0

Wright

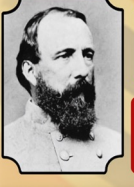
X

LA



2 0

Anderson



A

3 6

Wright

X

LA



2 0

Gregg

X

JH




2 0

Thomas

X

JH




2 0

Thomas

X

JH



2 0

Featherston

X

LA



2 0

Armistead

X

LA



2 0

Featherston

X

LA



2 0

Branch

X

JH



2 0

Archer

X

JH



2 0

Branch

X

JH



2 0

Pryor

X

LA



2 0

Armistead

X

LA



2 0

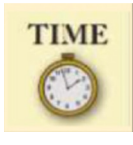
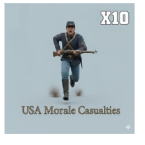
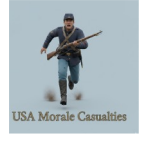
Pryor

X

LA



2 0



USA Morale

CSA Morale