Long Roads to Antietam 9-12-25
Random Events

2 – Rain+1 (i.e. Heavy Rain) (Treat as Rain if previous turn was Rain +1)

3 - Rain

4 – Rain (Treat instead as **Raw Recruits** if there have already been four days of rain)

5 – Union Command Paralysis - Treat instead as **LEADER CASUALTIES** if Union Command Paralysis was the random event on either of the previous two turns.

6 – Rear Area Paralysis – Treat instead as **Release of Harper's Ferry Garrison** if CSA Infantry Unit is within 8 hexes of Harper's Ferry.

7 – Confederate Supply Problems

8 – Enemy Intelligence

9 – McClellan Delays reinforcements – Treat instead as **Leader Casualties** if McClellan has assumed command

10 – The AoP Speeds Evacuation – Treat instead as **Raw Recruits** if McClellan has assumed command.

11 – Heat – Add one to all extended march rolls

12 – CSA Command Paralysis

Rain - Refer to the Standard rules

Command Paralysis – Reduce the movement allowance of all infantry units by one to a minimum of one and all cavalry units by two to a minimum of one. Units suffering paralysis may not force march nor participate in assaults or grand assaults.

Except in the case of strategic movement, double the impact of Union Command Paralysis (-2 for infantry, -4 for cavalry) until Pope is replaced by McClellan:

If a side is Passive and suffering Command Paralysis, these penalties are cumulative.

If playing with the multicommander optional rules, there is no communication allowed between commanders on the side suffering paralysis.

*Note: Command Paralysis Random Event effects are not cumulative with those of Command Paralysis due to Union Army Reorganization. Example: Reorganized infantry corps suffering a Command Paralysis Random event = -1 MP. Unreorganized corps suffering a Command Paralysis Random event = -2 MP.

Rear Area Paralysis - No Union unit with the following designations may activate or entrench this turn (and for a 2nd turn if Pope is in command) unless an enemy unit comes within 8 hexes of it: Shen, RR, DC, Balt, PA. No Railroad movement is permitted this turn (and for a 2nd turn if Pope is in command).

Confederate Supply Problems - Remove one victual from all Confederate units. Remove an additional victual from all Confederate units north of the Potomac if CSA has not offered a Rest and Refit Period (see 7.3). If playing with the Simplified Supply rules reduce the CSA Army victuals marker by one (or two if a Rest and Refit period has not been proposed).

Enemy Intelligence - Both players roll a modified die. The higher roll receives Enemy Intelligence information. If tied, the side which has the closest cavalry unit to the other side's commanding general gains the benefit.

Modifiers:
- Add one to the Union player's die roll if Lee is north of the Potomac River.
- Add one to the Confederate player's die roll if the current Army of the Potomac commanding general (Pope or McClellan) is currently south of the Potomac River.

- Add one to the Union player's die roll if Lee or any CSA Leader is within 15 hexes of Sugar Loaf Mountain (HCR W 4424) and either a Union unit was the last to occupy Sugar Loaf Mountain or no CSA unit has occupied Sugar Loaf Mountain. .
- Add one to the Confederate player's die roll if McClellan or any USA Leader is within 15 hexes of Sugar Loaf Mountain (HCR W 4424) and a CSA unit was the last to occupy Sugar Loaf Mountain.

Effects:
- If the Confederate is the winning player, the Confederate player my request the reroll of two initiative rolls during the turn (reroll both dice, may not reroll a reroll)
- If the Union is the winning player and any Army Command (Lee, McClellan or Pope) is south of the Potomac or if Three Cigars has already occurred and has been completed, the Union wins the initiative on rolls of 4-4, 5-5 and 6-6 this turn.
- Three Cigars – If the Union is the winning player and McClellan/Pope and Lee are both north of the Potomac: For this and the following three turns (four turns total), the Union adds one to all of its initiative die rolls. Apply this result only once per game.
- The losing player must declare whether he is Operational or Passive prior to the winning player.
- The winning player may examine the opposing player's supply status sheet.
- If playing with the limited intelligence optional rule, the losing player removes all of his force markers, replaces them with their actual units and may place no additional hidden force markers this turn.
- If playing with the multiplayer communication rules, the winning player increases his chance of intercepting communications (see Multiple Commander Optional Rule 21 below)
- If playing with the CSA Objectives optional rule, and the Union is the winning player, add three to the Union die roll for discovering the current CSA Objective.

McClellan Delays reinforcements – No Army of the Potomac Units may leave Alexandria County, the DC Defense Area, Aquia Creek, Baltimore or Annapolis – Treat instead as **Leader Casualties** if McClellan has assumed command

Leader Casualties - Roll a die and apply the following result:

1-2 – Lee breaks his wrists: Ignore the Lee bonus and no CSA grand assaults this turn and next turn.

3 – Jackson falls off his horse: Ignore the Jackson bonus this turn and next turn.

4 - McClellan falls ill: No USA grand assaults this turn and next turn

5 – Reno is killed and immediately replaced by Cox.

6 – Hatch is wounded and immediately replaced by Doubleday (with the same artillery value as Hatch)

The AoP Speeds Evacuation – Move up the arrival of all Union Reinforcements arriving in Harrison's Landing by one turn. Double Union Naval movement (to 4 boxes for two fatigues) and increase Union naval capacity to six units this turn. Move up the arrival of all Confederate Reinforcements by one turn.

Raw Recruits - On the first occurrence of this random event, the Union player may add a total of 8 manpower points to any Union infantry units in resupply range. For each two manpower added to Army of the Potomac units (or units which can be attached to Army of Potomac units: Shen, RR, Kan, & Res) increase the number of AoP casualties by one (rounded up) for army demoralization purposes only and not for victory point purposes. Reduce the number of manpower added to 6 on the second occurrence of this event, to 4 on the third, and to 2 for any further occurrences.

Heat – Add one to all extended march rolls

Release of Harpers Ferry Garrison - The requirement to have 5 MPs in and around Harper's Ferry is eliminated for the rest of the game. In addition, the depot in Harper's Ferry may be dismantled or destroyed.

Extended March Modifiers for Unit Type**

	Confederate Infantry South of the Potomac	Confederate Infantry North of the Potomac	Confederate Cavalry
CSA has not proposed a Rest & Refit Period phase	+0	+2	+0
CSA has proposed Rest & Refit Period	+0	+1	+0

Union Extended March Die Roll Modifiers based on unit type:

	Army of Virginia Infantry	Army of the Potomac Infantry	All others (DC, Balt, Shen, RR Cavalry)
At Start	+2	+1	+2
Union accepts CSA Rest & Refit	+2*	+1*	+2*
Union does not accept CSA Rest & Refit Period*	+2*	+2*	+2*
McClellan Takes Command	+1	+1	+2

*Ignore if McClellan has taken command
** Modifiers for fatigue and exhaustion status shall also apply

Movement

Normal Movement

CSA
CSA Infantry = die +1
CSA Infantry + Leader = die +2
CSA Cavalry = two dice +1
CSA Cavalry + Stuart = two dice +3

USA
USA Infantry = die
USA AOP/ANV Infantry + Leader = die +1
USA Cavalry = two dice
USA Cavalry + Leader = two dice +1

Naval Movement

Must start organized and at fatigue 0
2 Boxes per turn
Max. 5 units per turn (+1 AR Random event)
Inf. brigades / rgmts. = ½ unit.
Moving units gain one fatigues for each box moved

Railroad Movement

Must start at Fatigue Level 0 in RR sta.
Expend 2 Fatigues
Travel up to 40 hexes
(No extended march rolls necessary)

Railroad Restrictions:
May not move twice by rail in one turn
May not move into CSA controlled county
May not enter CSA ZOC
May not enter damaged/destroyed RR station
May not cross a destroyed bridge
No Cavalry or Artillery

Maximums:
1 Division or 2 Brigades/Regt.
Movement of Haupt does not count toward maximum

Strategic Movement

Infantry – must be more than 8 hexes from infantry and more than 4 hexes from cavalry
Cavalry must be more than 4 hexes from any unit

Units moving strategically roll regularly for disorganization with the following modifiers based upon their fatigue and exhaustion level:

	To F2	To F3	To F4
Unexhausted	No roll necessary	0	+2
Exhausted	0	+2	+4

Units going to fatigue level 4 (or three or four if exhausted) roll only once. Other modifiers (ex. +2 for AoV units) also may apply.

CSA

Fatigue Levels Expended	Inf/Art Movement Allowance	Cavalry Movement Allowance
2	11(9)[7]	16(12)[8]
3	16(13)[10]	24(18)[12]
4	22(18)[14]	32(24)[12]

USA

Fatigue Levels Expended	Inf/Art Movement Allowance	Cavalry Movement Allowance
2	9(7)[5]	14(10)[6]
3	13(10)[7]	21(15)[9]
4	18(14)[10]	28(20)[12]

(#) If passive or suffering command paralysis regardless of army / unit affiliation
[#] If passive and suffering command paralysis regardless of army / unit affiliation

Remote Movement

Start and remain 8 or more hexes from enemy unit - May be conducted during opponent's activation. The other player may object. If so, movement may take place after player is out of time.

Sequence of Play

1 – Turn Start Phase

a) Pa Militia entry (roll 1 die - 1st CSA across Potomac, +1 Inf across +1 Unit in Pennsylvania)(See 2.3)

b) Reinforcements (See 2.0)

c) Establish DC Garrison Requirements (See 3.2 & 5.2)

d) Random Events (See 6.0)

e) CSA Rest and Refit Proposal (Change CSA counters, add Funk, Union Cavalry Exhaustion) (see 7.3)

e) Operational / Passive Declaration Passive players receive a time chit. (See 7.0)

f) Time Allocation (Base allocation +2 CSA or +3 USA / inf. corps ld. w/i 8 hexes of an enemy unit (See 21.2)

g) Harper's Ferry Surrender Roll (See 9.0)

2 – **Communications Phase** (optional rule) 10 Minutes (Historical: If Operational w/i 8 hexes verbal, more than 8 written. If written ->Roll two dice 11-12 intercepted, 10 lost, 9 lost if more than 16 hexes. If Passive private verbal) (See 20.4)

Command Transfers - Mandatory if unit more than 8 hexes from overall commander - Optional when McClellan Assumes Command

Confederate Objectives: (See 22.0) If playing with Confederate Objectives Optional Rule:

- Confederate Objective may be changed if CSA is passive – minus 10 VPs per objective selected
  Union rolls two dice to discover Confederate objective – 2-8 no effect, 8-10 Obtains objective but does not examine, 11+ Obtains objective and examines. Modifiers: +1 Lee North of the Potomac. +3 Union benefitting from Enemy Intelligence random event.

3 – Leader Transfer / Naval Movement / Attachment Phase

Leader Transfer within10 hexes (30 hexes or any unit next turn if Passive)

Union Army Reorganization (CSA Rest & Refit or Sept 2 or later) (See 17.0)

Attachment (See 10.4)

Hidden Force Marker Placement & Removal (Limited Intelligence optional rule) – See Standardized Rules

4 – Action Cycle See Standardized Rules

a) Regular Movement Phase – Normal & remote movement only

b) Long Distance Movement Phase – Normal, remote, naval, RR & strategic movement (See 5.1)

5 - Supply Segment (See 14)

a) Confederate Levies (5MP at 0 fatigue) (See 14.1)

b) Supply Status Phase (CSA: Orange, Caroline or Spotsylvania: CSA & USA: Friendly depot in cty, or 6 hexes from depot USA:RR sta. in county)

c) Potomac River and Shenandoah Valley Control Phase (See 14.3)

d) Supply Expenditure Phase – expend victuals (in resupply range & F0 = 0, not in resupply range = -1) (See 14.4)

e) Resupply Phase (only for Passive players) Draw supply, forage, use supply from levies and captured depots (See 14.5)

f) Supply effects phase - If out of victuals unit is disorganized – if already disorganized lose 1 MP if at F3 or F4 (See 14.6)

g) RR Repair Phase - Unit adjacent or on station: Roll of 1 +1 if Haupt, (See 14.7)

h) Depot placement/Removal (See 14.8)

    i) CSA:-Winchester:USA Depot destroyed and no USA inf in Frederick Cty **Berryville:** No USA inf. Fred, Warren or Clarke

    ii) USA: – Each passive turn place or flip

6 – Recovery Phase – Standardized Rules

a) Build / Repair Bridges & Ferries or Entrench

c) Remove Disorganization / Demoralization (out of supply units may not reorganize)

d) Recover / Add exhaustion

e) Reduce Fatigue

7 – County Control Phase (See 13) (12 MP in County & 2 MP in Control Hex) (Doubled if over 30 days north of the Potomac)

Maryland:
+40/20/10 Baltimore County
+20/10/5 Prince George's
+20/10/5 Anne Arundel
+ 10/5/3 Montgomery
+ 10/5/3 Howard
+ 6/3/2 Frederick County-West

+ 4/2/1 Frederick County-East
+ 4/2/1 Carroll
+ 4/2/1 Washington
Virginia:
+20/10/5 Alexandria
+10/5/3 Fairfax
+ 4/2/1 Loudoun

Pennsylvania:
+4/2/1 Adams
+8/4/2 York
+16/8/4 Dauphin
+5/3/1 Cumberland

8 – Victory Check Phase

Union Garrison Check (DC, Baltimore & Harpers Ferry) and Penalty Assessment (See 3.2 & 5.2)

Emancipation Proclamation – CSA DM =>6 + CSA div DM + US DM=<CSA DM (See 16.2)

9 – Turn Indication Phase – Advance Turn Marker

Depots and Levied Supplies

DEPOTS	Victuals Normal Supply Rules	Victuals Simplified Rules	VPs
Alexandria	40	14	14
Manassas Junction	30	7	10
Camden Station	30	14	10
Harrisburg	30	12	10
Harper's Ferry	20	4	8
Aquia Creek	15	5	6
Winchester	15	4	6
All other Union Depots	10	3	2
All Confederate Depots	NA	NA	2
LEVIES	Victuals Normal Supply Rules	Victuals Simplified Supply Rules	VPs
Annapolis	20	4	-
Baltimore (each hex)	40	8	-
Bladensburg	10	2	-
Canton	10	2	-
Carlisle	35	7	8
Chambersburg	30	6	6
Columbia	30	6	10
Ellicott Mills	10	2	-
Frederick	40	8	-
Gettysburg	15	3	4
Greencastle	10	2	2
Hagerstown	20	4	-
Hanover	10	2	4
Harrisburg	60	12	16
Harpers Ferry	10	2	
Laurel	10	2	-
Littlestown	10	2	2
Martinsburg	20	4	
Mechanicsburg	15	3	4
New Cumberland	10	2	2
Newville	10	2	2
Pikesville	10	2	-
Rockville	10	2	-
Sharpsburg	10	2	-
Shippensburg	10	2	4
Taneytown	10	2	-
Towsontown	10	2	-
Wash DC (each hex)	30	6	-
Waynesboro	10	2	2
Westminster	10	2	-
Williamsport	10	2	-
York	40	8	12

Army Morale
Emancipation Proclamation

Demoralization Level

    a) The number of their corps which currently have a routed division or brigade including the CSA Cavalry corps (consisting of all CSA cavalry brigades)*

    b) For the Union, the number of AoP/AoV infantry <u>divisions</u> which are currently at demoralization level 1.

    c) For the Union, the number of AoP/AoV infantry <u>divisions</u> which are currently at demoralization level 2 times two

    d) For the Confederate, the number of CSA infantry <u>divisions</u> which are currently at demoralization level 1 **times two**.

    e) For the Confederate, the number of CSA infantry <u>divisions</u> which are currently at demoralization level 2 **times four**

    f) For the Union, the total number of combat losses **in Army of the Potomac/Virginia units** (including both infantry and cavalry) divided by 8 (rounded down)**

    g) For the Confederate, the number of combat losses **in all units** (including both infantry and cavalry) divided by 5 (rounded down)

    h) For the Union, 1/3 the number of out of supply divisions (rounded down)

    i) For the Confederate, ½ the number of out of supply divisions (rounded down)

    j) **If Pope is in command of the Army of Virginia add two.**

*The following units are not treated as being in a corps for purposes of a) above:
Union: Balt, DC, RR, SHEN, PA, Cavalry   Confederate: Funk
**For purposes of calculating Union losses for f) above Army of the Potomac/Virginia units include all infantry and cavalry units other than those designated as DC, Balt, RR, Shen, and PA. Increase 1 per 2 Raw Recruits added to AoP/AoV. Reduce existing losses by one half when McClellan assumes command.

If a Union division is eliminated for whatever reason add the following:
+3 on the turn the unit is eliminated
+2 on the turn after the unit is eliminated
+1 on the second turn after the unit is eliminated.

If a Confederate division is eliminated (other than being attached) add the following:
+6 on the turn the unit is eliminated
+4 on the turn after the unit is eliminated
+2 on the second turn after the unit is eliminated.

If a Confederate brigade (cavalry and infantry) is eliminated (other than being attached) add the following:
+2 on the turn the unit is eliminated.
+1 on the turn after the unit is eliminated.
+1 on the second turn after the unit is eliminated.

If a AoP or AoV brigade (cavalry or infantry) is eliminated (other than being attached) add the following:
+1 on the turn the unit is eliminated.
+1 on the turn after the unit is eliminated.
+0 on the second turn after the unit is eliminated.

8 or more + infantry division or cavalry brigade is demoralized (or has been eliminated in the last three turns) = Army Disorder = -1 attack rolls

12 or more + infantry division or cavalry brigade is demoralized (or has been eliminated in the last three turns), Army Panic = -1 attack and defense rolls.

16 or more + infantry division divisions or cavalry brigades is demoralized (or has been eliminated in the last three turns) Flight occurs and the game ends <u>immediately</u> in a decisive victory for the opposing player.

Emancipation Proclamation: The Union player may issue the Emancipation Proclamation if the following are all true , during the Victory Check phase of any turn: The CSA Demoralization level is 6 or more greater, at least one CSA infantry division is demoralized & The USA Demoralization level is not greater than the CSA Demoralization level

Union Army Reorganization

- May occur Sept 2 or after of CSA Rest & Refit
- Must occur Sept 2 or end of CSA Rest & Refit if Union has paniced

Roll one die to reorganize: 6 or higher corps is reorganized
- +1 - If the Corps commander is in the same hex as McClellan (Max one Corps leader per turn.)
- +2 - If the Union is Passive
- +2 - If all existing units of the corps are within the DC Defense Area
- +1 - For each time the Corps has previously attempted to reorganize.
- -1 - Corps in the Army of Virginia
- -1 - If the Union Army has been in Disorder at any time
- -1 - If the Union Army has been in Panic at any time (2 total when combined with the impact of Disorder)
- -1 - If playing with Optional Rule 20, if the Union Army has been in Flight at any time in the game 1 (3 total when combined with the impact of Disorder and Panic)

McClellan assumes command:
- Replace Pope with McClellan.
- Select new overall commander if playing with multiplayer rules. Transfer Commands
- Place French in the U.S. Capitol
- Subtract two from Union demoralization level to reflect that Pope is no longer in command. Also reduce Union losses by one half for calculation (VPs for combat casualties are not affected).
- Union command paralysis is in effect for all Union units except those in reorganized corps. Reduce the impact of Union Command Paralysis (-2 infantry /-4 cavalry to -1 infantry/-2 cavalry).
- Add one box to all Union units forage tables (now a maximum of seven are available).
- Change extended march modifiers
- Halve casualty effects on morale.

Union Corp Reorganization (after successful roll)

Replace SJW with HCR counters with the following exceptions / changes:
- The I Corps (AoV) becomes the XI Corps (AoP). Replace Schenk with Stahel.
- The II Corps (AoV) becomes the XII Corps (AoP). Replace II Corps units and leaders with their XII Corps counterparts. Replace Banks with Mansfield.
- The III Corps (AoV) becomes the I Corps (AoP). Replace McDowell with Hooker. Replace King with Hatch and Ricketts with Ricketts-A. Subtract 3 MP from Hatch and 3 MP from Ricketts then place Meade with a manpower of 9 with Hooker.
- The IX (AoV) becomes the IX Corps (AoP). Replace Stevens with WilcoxA, Fairchild with Rodman, Harland with Cox and Ferraro with Sturgis
- III Corps (AoP) – replace Kearney with Stoneman and Hooker with Sickles
- V Corps (AoP) – replace Reynolds with Humphreys. Add Reynolds to PA Militia. Assume that he now has a 0 tactical value and a 2 command value.

Confederate Reorganization

(start of Confederate Rest & Refit)

Replace SJW with HCR counters with the following exceptions / changes:

(1) Replace Robertson with Munford
(2) Replace Taliaferro with J.R. Jones
(3) Replace Ewell(B) with Lawton
(4) Replace Anderson, D.H.Hill and McLaws with their (A) counters from HCR
(5) The CSA players selects whether DH Hill will be considered to be part of Longstreet or Jackson's corps for the remainder of the game
(6) The Confederate player may remove any infantry brigade as well as the Kemper, Wilcox and Ripley division units and distribute their manpower and artillery to one or more CSA unit within 8 hexes of the unit being removed.
(7) Place Funk in Front Royal or Winchester

Union Cavalry Exhaustion

(start of Confederate Rest & Refit)

1) **Disorganization** - Replace Bayard, Beardsley, Buford and Pleasanton with a number of cavalry regiments (1 MP each) equal to the number of manpower remaining in the unit as follows:
   - Bayard: 1st ME, then 1st RI
   - Beardsley: 1st MA then 8th IL
   - Buford: 1st NY then 6th PA then 3rd PA
   - Pleasanton: 6th US then 12th PA

2) **Depletion** - Upon completion of the above reorganization:
   - Place 2 of the above Union cavalry regiments in the DC defense area if the Union accepted the CSA's Proposed Rest & Refit period. They may not leave DC for the remainder of the game
   - Place 5 of the above Union cavalry regiments within the DC defense area if the Union did not accept the CSA's Proposed Rest & Refit period. They may not leave DC for the remainder of the game

3) **Pleasanton** - Place the Pleasanton division leader (from the LRTG counters in RTG II) with any remaining Union cavalry unit. The Pleasanton cavalry division leader may now activate any Union cavalry unit but only three units per activation. Per the standard Rules section 5.2 add one to the movement of cavalry when activated by Pleasanton.

Harpers Ferry Surrender
Roll of 13 or higher

- +3 CSA artillery in Naval Battery
- +1 CSA artillery in Loudoun Heights
- +1 CSA artillery in Bolivar Heights
- -1 USA division within 15 hexes / -1 within 10 / -1 within 5
- + 1 for each turn Harper's Ferry has been surrounded in HF Surrender Phase not including current turn

Impacts of Being Passive / Operational

- Units of Operational Players may not resupply, forage or collect victuals from levies or depots.
- Infantry of passive players subtract 1 from movement die rolls (minimum of one)
- Cavalry of passive players subtract 2 from movement die rolls (minimum of one)
- Passive players have reduced strategic movement (see table)
- If playing with the optional Time Allotment rule, the Passive player receives a time chit but may not expend time chits.
- If playing with the optional Time Allotment rule, the Passive player receives three less minutes of time.
- If playing with the optional multi-commander communication rules, the Passive side receives additional communication benefits.
- Passive players have a 30-hex leader transfer capability (vs. the normal 10)
- Passive Union players may place a Union depot on its build side or a Union Depot on its build side may be flipped to its completed side (see supply rules below)
- Passive players may remove any leader on the current turn and place them with any unit to which they could normally be attached regardless of distance during the leader transfer phase of the following turn.

DC Garrison Requirements

- 18 Manpower Points at all times. of which 2 MPs must be cavalry
- + 20 Manpower Points if a CSA infantry unit of at least 5 manpower currently occupies Fairfax County, Prince George's County or Montgomery County east of Seneca Creek and south of Rockville
- +10 Manpower Points if a CSA infantry unit of at least 5 manpower has occupied (but does not currently occupy) Fairfax County, Prince George's County or Montgomery County east of Seneca Creek and south of Rockville
- +10 Manpower Points if Union disorder has occurred at any time during the game
- +10 Manpower Points if Union panic has occurred at any time during the game
- +10 Manpower Points if Union flight has occurred at any time during the game (only if playing with Optional Rule 20).
- +10 Manpower Points if a railway station between Annapolis Junction and Baltimore Depot in Washington DC (inclusive) is currently damaged or destroyed OR a station between both Annapolis & Annapolis Jct. and Relay House & Annapolis Jct. is damaged or destroyed (representing the cutting of outside communications with the Union government in Washington.)

Union Attachment / Detachment Restrictions

- Union units with a corps affiliation (Pnell Leg., 60 NY, Piatt, Taylor, Griffin, & Kimball,) may only be attached to another unit of their corps.
- DC and Balt designated units may only attach to similarly designated units.
- Shen., RR, Kan, & Res designated units may only attach to similarly designated units until McClellan takes command at which time they may be attached to any Army of the Potomac unit.
- Pennsylvania militia units may only be attached to the Pa. Militia division.
- Union cavalry units may not be attached.
- Shen, RR, Kan, & Res units may not detach

Union Movements Restrictions

- All "DC" designated units must remain within the DC Defense Area
- "Balt" north of the Potomac River, east of the Monocacy River and south of the Mason-Dixon Line (PA-MD border)
- "Shen"," Pa Militia" and "RR" designated units must remain north of the Potomac or Shenandoah Rivers at all times. Exception: Haupt's movement is not restricted.

Simplified Supply Rules

Resupply: If passive, CSA player first determines whether to use captured depots and levied towns to place units in resupply range. Next, add victuals based upon the number of units in Resupply Range.

Resupply Range:

- In county with friendly depot / or within six hexes of a friendly depot;
- In county with RR station connected to Alexandria, Harrisburg, Baltimore or DC (USA only);
- In south map edge counties (CSA only),
- In county with or within six hexes of captured depot or levied town (CSA option only) - Expend one victual for each division utilizing.

USA Divisions out of Resupply Range	CSA Divisions out of in Resupply Range	Victuals received
0	N/A	7
1	0	6
2	1	5
3-4	2	4
5-6	3	3
7-8	4	2
9-10	5	1
11-12	6+	0

Foraging: During a passive turn, rather than automatically reducing the fatigue of all a side's units by three, a passive player selects how many fatigues are to be removed from all its units in the recovery phase and then cross references this number with the modifiers below on the following table to find the number of victual received that turn.

Fatigue removed	+1 Modifier	Victuals Gained No Modifier	-1* Modifier	-2* Modifier	-3* Modifier	-4* Modifier
3	0	0	0	0	0	0
2	3	2	1	1	1	0
1	5	4	3	3	2	2
0	7	6	5	4	3	2

Modifiers:

-1 for CSA on turns 20-29 (turns 10-14 if no CSA R&R).

-2 for CSA on turns 30 and thereafter (turns 15 if no CSA R&R)

-1 for CSA if Union controls the Shenandoah Valley (both Front Royal and Winchester) and CSA Inf leader is north of the Potomac

-1 for CSA if Union controls the Potomac River. (either Harper's Ferry or Martinsburg) and CSA Inf leader is north of the Potomac

-1 for USA if a majority of USA divisions are in Virginia.

+1 for USA if a majority of USA divisions are in Pennsylvania.

Note that when a side receives victuals it first places its supply status marker on the zero box and adds victuals from there. (Thus, if an Army's supply marker is in the -1 box and it receives 4 victuals its supply marker would be placed in the +4 box not the +3 box.)

Supply Effects: Apply the following during the Supply Effects phase to <u>all</u> units of side.

Victual Level	Army Morale Impact	Disorganization Impact	Manpower Loss Per Unit
3-7	-	-	-
2	-	+1 Disorg rolls during following action phase	-
1	+1	+2 Disorg rolls during the following action phase	-
0	+2	Disorganized, cannot recover* +2 disorg rolls	-1** if at F4 in supply effects phase*
-1	+3	Disorganized, cannot recover* +2 disorg rolls	-1** if at F3 or F4 in supply effects*

*Units in or adjacent to a friendly depot or in or next to a railroad station which is connected to a friendly depot, are not automatically disorganized and do not lose manpower. However, such units are still required to add two to any disorganization rolls in the next turn and do not reorganize if already disorganized.

** Exception: For units of 6 manpower or less roll a die. If the die is equal to or less than the manpower value of the unit, reduce the unit's manpower by 1.

County/ DC Control

CONFEDERATE CONTROL (2 MP in control hex & 12 MP in county)

First number equals points for initial turn of control
Second number equals point for second turn of control
Third number equals points for all other turns of control

Maryland:
+40/20/10 Baltimore County
+20/10/5 Prince George's County
+20/10/5 Anne Arundel County
+ 10/5/3 Montgomery
+ 10/5/3 Howard
+ 6/3/2 Frederick County-West
+ 4/2/1 Frederick County-East
+ 4/2/1 Carroll County
+ 4/2/1 Washington County

Virginia:
+20/10/5 Alexandria County
+ 10/53 Fairfax County
+ 4/2/1 Loudoun County

Pennsylvania:
+4/2/1 Adams County
+8/4/2York County
+16/8/4 Dauphin County
+5/3/2 Cumberland County
+0 All other Pennsylvania Counties

Washington, DC
+10 for each destroyed fort in and around Washington and Alexandria
+25 if a CSA cavalry unit occupies any city hex in Washington, DC
+25 if a CSA cavalry unit occupies the White House
+25 if a CSA cavalry unit occupies the Capital
+50 if a CSA infantry unit occupies any city hex in Washington, DC
Automatic decisive victory if a CSA infantry unit occupies the White House or Capitol in the Victory Check Phase

Confederate Objectives

Reduce CSA VPs by 40 if playing with this rule

Cost: 10 VPs per objective selected

May only select at the beginning of the game or if passive

VP for achieving = 35 each

All requirements must be achieved after being selected

- **Suppress the Miscreant Pope** – Cause Union Army disorder
- **Crush the Miscreant Pope** - Cause Union Army panic
- **Wreck the Orange & Alexandria RR** - destroy 7 additional stations **or bridges** on the O&A railroad to the northeast of the Rappahannock River.
- **Wreck the B&O RR** – destroy 8 additional stations **or bridges** on the B&O Railroad including 4 east of the Potomac River. (Notes: See special destruction rule for the Frederick Junction station and bridge per Standardized rules. Patterson Viaduct (2317 HCR East) and Frederick Junction Bridge (2428 HCR West) may not be destroyed.)
- **Wreck the C&O Canal** – Destroy a fifth one of the following by performing a Destroy RR Station march in the hex. (Exception: The C&O Aqueduct must be destroyed per the C&O Aqueduct destruction rules in HCR but counts two toward the total).
  - o HCR W 1904 – Conococheague Creek Aqueduct
  - o HCR W 2010 – Dam #4
  - o HCR W 2515 – Antietam Creek Aqueduct
  - o HCR W 3421 – Catoctin Creek Aqueduct
  - o HCR W 3933 – Broad Run Trunk Aqueduct
  - o **HCR W 4126 – C&O (Monocacy) Aqueduct (Counts double)**
  - o SJW N 4804 – Seneca Creek Aqueduct & Lock 24
  - o SJW N 5510 – Great Falls Locks 15-20
- **Raid Pennsylvania** – Gain at least 14 Victory Points from objectives in Pennsylvania
- **Occupy the North** – CSA Infantry units remain north of the Potomac for a least 20 consecutive turns
- **Recruit in the Lower Valley** – Occupy Harpers Ferry, Sharpsburg and Martinsburg with CSA infantry brigade of at least 3 MP simultaneously for four consecutive turns during the county control phase.
- **Recruit in Western Maryland** – Control both Frederick (West) and (East) simultaneously for three consecutive turns
- **Recruit in Central Maryland** - Control Carroll County (Westminster control hex) for three consecutive turns.
- **Threaten Alexandria** – Control Fairfax county for three consecutive turns
- **Threaten Baltimore** – Control Howard County for three consecutive turns
- **Threaten DC** – Control Montgomery county for three consecutive turns
- **Isolate DC** – Destroy a railroad station on the Washington Branch railroad between Annapolis Junction and Baltimore depot (inclusive) or destroy both the Relay House and Gambrill's Station railroad stations.
- **Cut off Communications to DC** – Damage or destroy four RR stations on the Washington Branch RR

Turn Record

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